

Matrix Transform



Creates a matrix using rotation, translation, scale and pivot settings.

Transform Order

Transform order of the Scale, Rotation and Translate can be modified.

Translate

The XYZ translation vector used to compose the transformation matrix.

Rotation Type

Rotation can be set using *Euler-Angles* or *Axis/Angle*.

Units

Rotation units, set to *Radians* or *Degrees*.

Rotation Order

The axes order in which the rotations are applied.

Rotation

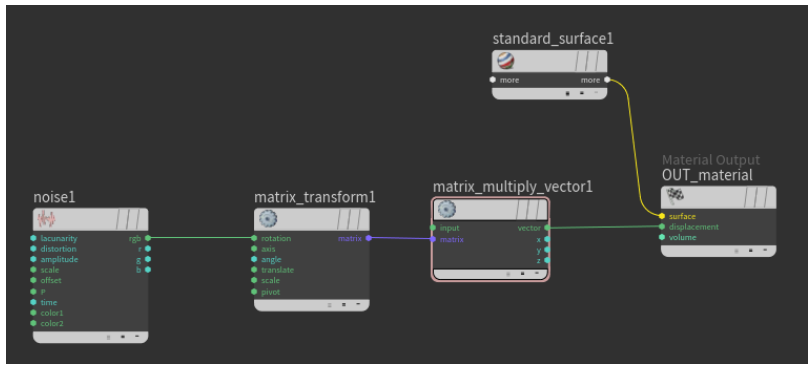
The rotation angles about the X, Y and Z axes.

Scale

The XYZ scaling vector used to compose the transformation matrix.

Pivot

The XYZ controls that allow you to offset the pivot.



Noise shader -> matrix shaders -> displacement