2D Shear Effect

Description

This chapter briefly describes how to use the 2D shear effect.

> Ensure that this effect is supported by the device platform in use.

2D Configure a Shear Effect

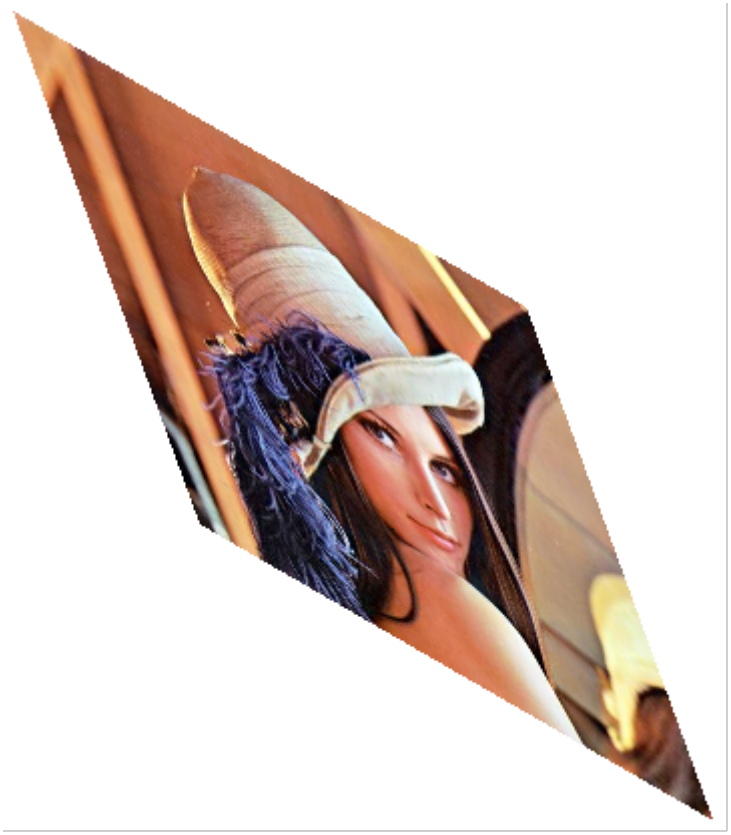
Shear Effect

By using Candera::ShearBitmapBrushBlend, the effect shears the incoming surface horizontally and vertically using the given angles.

Following properties for shearing can be configured:

- Shear Angle X
- Shear Angle Y

Following is an example of a skewed bitmap, with the angles (in degree): X = 20 and Y = 30.



Refer to SceneComposer User Manual about how to configure a ShearBitmapBrushBlend effect in a 2D scene.

Modify 2D Shear Effect Properties

Set Shear Angles

Horizontal and a vertical skew can be modified by setting the ShearAngle to proper values. You can set both, horizontal and vertical skew, to values from -180 to 180.

Example:

```
    // Set Shear Angles X and Y
    shear.ShearAngleX().Set(30.0f);
    shear.ShearAngleY().Set(20.0f);
    // End Set Shear Angles X and Y
```

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