



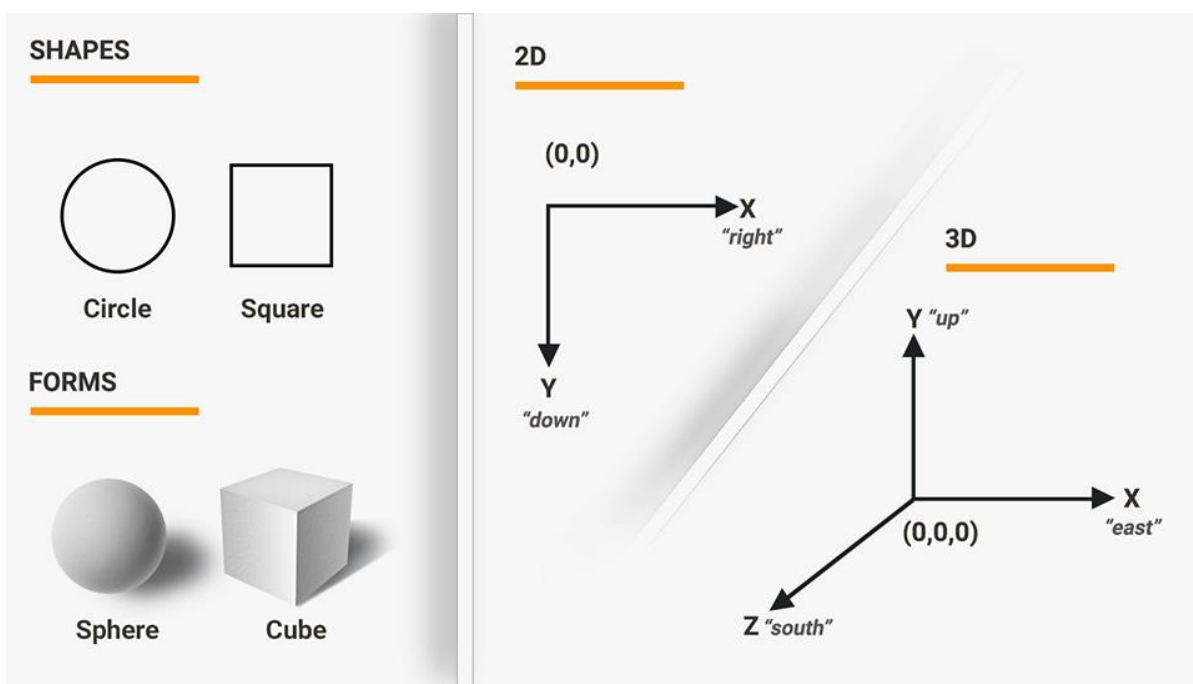
## 50. 3D transforms

Reja:

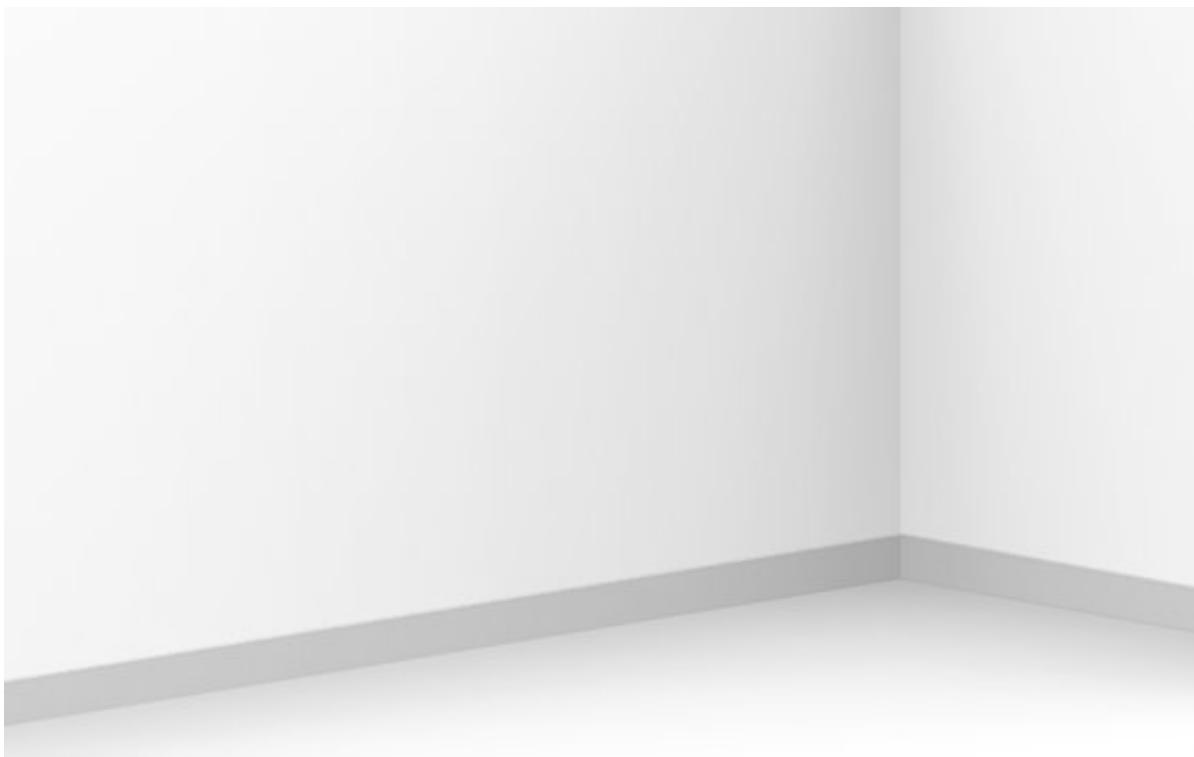
▼ 3D



**3D** - geometrik model bo'lib elementimizni fazodagi joylashuvini aniqlash uchun 3ta nuqtadan foydalaniladi



3D uchun misol



## ▼ 3D Transform



**3D Transform** - veb sahifamizdagi elementlarni uch o'lchovlik fazoda aylantirish, siljitish, o'lchovini o'zgartirish hisoblanadi



**2D** va **3D** "transform"lar uchun bir xil **transform** CSS xossasi ishlatiladi

## 3D transform uchun ishlatiladigan "method"lar

### ▼ rotate3d()



**Rotate3d** - elementni fazoda ko'rsatilgan qiymatlar bo'yicha aylantirish uchun ishlatiladi

## Umumiy ko'rinishi

```
selector-nomi {  
  transform: rotate3d(x-qiymat, y-qiymat, z-qiymat, daraja);  
}
```

## Misol

```
<style>
.parent-box {
  width: 500px;
  height: 500px;
  border: 5px solid blue;
}
.box {
  width: 100%;
  height: 100%;
  transform: rotate3d(1, 2, -1, 30deg);
}
</style>

-----
<div class="parent-box">
  <div class="box">X o'qi bo'yicha 10, Y bo'yicha 20 va Z bo'yicha 30 darajaga aylantirish</div>
</div>
```



**"Rotate3d"**ning yana **rotateX()**, **rotateY()** va **rotateZ()** ko'rinishlari ham mavjud




**Perspective** - element foydalanuvchidan qanday uzoqlikda turganini belgilab beradi. Qiymat qancha kichik bo'lsa, foydalanuvchi elementga shuncha yaqin bo'ladi

```
<style>
.parent-box {
  width: 500px;
  height: 500px;
  border: 5px solid blue;
}
.box {
  width: 100%;
  height: 100%;
  transform: perspective(100px) rotate3d(1, 2, -1, 30deg);
}
</style>

-----
<div class="parent-box">
  <div class="box">X o'qi bo'yicha 10, Y bo'yicha 20 va Z bo'yicha 30 darajaga aylantirish</div>
</div>
```


### rotate3d()

The CSS function defines a transformation that rotates an element around a fixed axis in 3D space, without deforming it. Its result is a data type. In 3D space, rotations have three degrees of liberty, which together describe a single axis of rotation.

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotate3d\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotate3d())


### rotateX()

The CSS function defines a transformation that rotates an element around the abscissa (horizontal axis) without deforming it. Its result is a data type. The axis of rotation passes through an origin, defined by the transform-origin CSS property. Note: Unlike rotations in the 2D plane, the composition of 3D rotations is usually

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotateX\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotateX())


### rotateY()

The CSS function defines a transformation that rotates an element around the ordinate (vertical axis) without deforming it. Its result is a data type. The axis of rotation passes through an origin, defined by the transform-origin CSS property. Note: Unlike rotations in the 2D plane, the composition of 3D rotations is usually not

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotateY\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotateY())

### rotateZ()

The CSS function defines a transformation that rotates an element around the z-axis without deforming it. Its result is a data type. The axis of rotation passes through an origin, defined by the transform-origin CSS property. Note: Unlike rotations in the 2D plane, the composition of 3D rotations is usually not commutative.

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotateZ\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/rotateZ())

## ▼ translate3d()



**Translate3d** - elementni fazoda ko'rsatilgan qiymatlar bo'yicha siljitish uchun ishlatiladi

## Umumiy ko'rinishi

```
selector-nomi {  
  transform: translate3d(x-qiymat, y-qiymat, z-qiymat);  
}
```

## Misol

```
<style>  
.box {
```

```
width: 500px;
height: 500px;
background-color: red;
transform: translate3d(10px, 20px, 30px);
}
</style>

-----

<div class="box">X o'qi bo'yicha 10px, Y bo'yicha 20px va Z bo'yicha 30pxga siljitish</div>
```



"**Translate3d**"ning yana **translateX()**, **translateY()** va **translateZ()** ko'rinishlari ham mavjud


### translate3d()

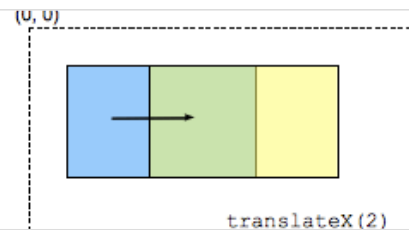
The `translate3d()` CSS function repositions an element in 3D space. Its result is a data type. This transformation is characterized by a three-dimensional vector. Its coordinates define how much the element moves in each direction. BCD tables only load in the browser

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/translate3d\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/translate3d())

### translateX()


The `translateX()` CSS function repositions an element horizontally on the 2D plane. Its result is a data type. Is a or representing the abscissa of the translating vector. A percentage value refers to the

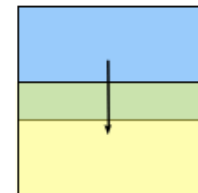
 <https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/translateX>



### translateY()


The `translateY()` CSS function repositions an element vertically on the 2D plane. Its result is a data type. The value is a or representing the ordinate of the translating vector. A percentage value refers to

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/translateY\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/translateY())



### translateZ()

The `translateZ()` CSS function repositions an element along the z-axis in 3D space, i.e., closer to or farther away from the viewer. Its result is a data type. This transformation is defined by a which specifies how far inward or outward the element or elements move.

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/translateZ\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/translateZ())

## ▼ scale3d()



**Scale3d** - elementni fazoda ko'rsatilgan qiymatlar bo'yicha o'lchovini o'zgartirish uchun ishlatiladi

## Umumiy ko'rinishi

```
selector-nomi {  
  transform: scale3d(x-qiyamat, y-qiyamat, z-qiyamat);  
}
```

## Misol


```
<style>  
  .parent-box {  
    width: 500px;  
    height: 500px;  
    border: 5px solid blue;  
  }  
  .box {  
    width: 100%;  
    height: 100%;  
    transform: scale3d(2, 3, 4);  
  }  
</style>  
  
-----  
<div class="parent-box">  
  <div class="box">X o'qi bo'yicha 2, Y bo'yicha 3 va Z bo'yicha 4 barobarga kattalashtirish</div>  
</div>
```



"Scale3d"ning yana **scaleX()**, **scaleY()** va **scaleZ()** ko'rinishlari ham mavjud


### scale3d()

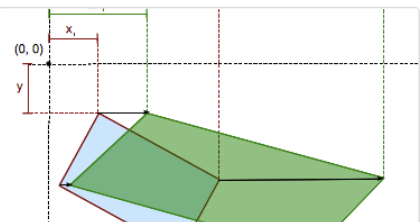
The CSS function defines a transformation that resizes an element in 3D space. Because the amount of scaling is defined by a vector, it can resize different dimensions at different scales. Its result is a data type. This scaling transformation is characterized by a three-dimensional vector.

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scale3d\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scale3d())

### scaleX()


The CSS function defines a transformation that resizes an element along the x-axis (horizontally). Its result is a data type. It modifies the abscissa of each element point by a constant factor, except when

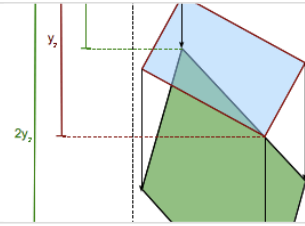
 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scaleX\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scaleX())



### scaleY()

The CSS function defines a transformation that resizes an element along the y-axis (vertically). Its result is a data type. It modifies the ordinate of each element point by a constant factor, except when the

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scaleY\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scaleY())



### scaleZ()

The CSS function defines a transformation that resizes an element along the z-axis. Its result is a data type. This scaling transformation modifies the z-coordinate of each element point by a constant factor, except when the scale factor is 1, in which case the function is the identity transform.

 [https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scaleZ\(\)](https://developer.mozilla.org/en-US/docs/Web/CSS/transform-function/scaleZ())

## Resources:

<https://www.tornado-studios.com/blog/what-3d-modeling>

<https://stock.adobe.com/ee/search?k=corner+wall>