

## Chapter 8 - Transforms, Transitions & Animations

Transforms are used to rotate, move, skew or scale elements. They are used to create a 3-D effect

The transform property
Used to apply a 2D or 3D transformation to an element

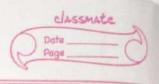
The transform-origin property
Allows to change the position of transformed elements
2D transforms -> Can change x & y axis
3D transforms -> Can change Z axis as well

You can use the following 2-D transforms in C55:

- 17 teanslate()
- 27 rotate ()
- 3> Scale X()
- 4, 56ale Y () 57 Skew ()
- 6> matrix()
- 7, 56ale ()

C55 3D transform methods

- 17 rotate X()
- 27 rotate y ()
- 37 rofate Z()

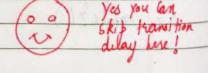


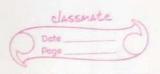
C.S.S. Transitions
Used to Change property Values smoothly, over a given duration. The fransition property is used to add transition in CSS.

Following are the properties used for CSS transition. 1, fransition-property - The property you want to transition 2. Fransition - duration - Time for which you want transition to apply 3, fransition-timing-function -> How you want the property to transition 47 transition-delay - Specifies the delay for the transition All these properties can be set using a single shorthand property width 35 ease-in 25; property +i ming - function

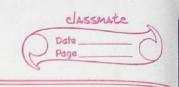
Transitioning multiple properties
We can transition multiple properties as follows:

transition: opacity 15 case-out 15, transform 25 case-in;





	Used to animate C55 properties with more control. We can use experiment rule to change the animation from a given style to a new style.
	Used to animate CSS properties with more control.
4	We can use exertranes rule to change the animation
	from a given style to a new style.
-	
	e key riames harry ?
-	from & width: 20 px; 3 -> Can change multiple properties
	to & width: 31 px; 3
	and 3 and in the sale !
-	District as asserted to the second
-	Properties to add Animations
-	Properties to add Animations Evolvowing sere the properties used to set animation in C55:
7	anination-name - name of the animation
_	
7	animation - duration - How long does the animation run?
) /	animation - timing - function - Determines speed curve of the animation
_	
-	animation - delay - Delay for the start of an animation
57	animation-iteration-count -> Number of times an animation shud run
	The state of the s
7	animation - direction - Specifies the direction of the animation
	The animation shorthand
	All the animation properties from 1-6 can be applied like this:
	20 20
	animation: harry 65 linear 15 infinite reverse;
	A A



Using percentage value States with animation

We can use % Values to indicate what Should happen when a certain percent of animation is completed

@ Reyframes harry ?

o/o ?

width: 20px;

3

|00°/o ?

with: 20px;

3

|00°/o ?

with: 20px;

3