Final Project-Coding one

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Github link: https://github.com/Corrine-xinhua/coding-one

Why did I do this project?

Use what you learned to create a gradient of the background of the web page, using color and some particle elements to enrich the page style.

How to do this project?

First, I used CSS to create the artboard, set the image and display size

```
width: 100vw;
height: 100vh;
```

Both the inside and outside margins are 0

```
margin: 0;
padding: 0;
```

And set a gradient background, from the center in a circular radial gradient, spread out.

```
background: radial-gradient(circle, #ee816a, #a3ceb8, #285f6f);
```

The number of cells and the properties of the whole table, the size of the 50 percent is 100

```
@grid: 50x1 / 100vmin;
perspective: 90vmin;
```

Make the group background @ gradient R represents the random value function from start to end using radial gradient to create a background from 15% to 100% without repeating

```
background: @multi(@r(40, 20), (radial-gradient(@p(#53d9d1, #f27b9b,
#eb7132) 15%, transparent 50%) @r(100%) @r(100%) / @r(1%, 3%, .1) @lr() no-
repeat));
```

Set the block size

```
@size: 120%;
```

Offset property, centered

```
@place-cell: center;
```

Rounded border, rounded 50%

```
border-radius: 50%;
```

Let the child elements of the transform retain the 3D transform:

```
transform-style: preserve-3d;
```

The image is lengthways expanded 15s without a borderless loop scrolling

```
animation: scale-up 15s linear infinite;
```

Define when the animation will start.

```
animation-delay: calc(@i() * -.4s);
```

The function causes an element to move in 3D space, using the coordinates of the 3D vector to define how much

```
transform: translate3d(0, 0, 0) rotate(0);
```

The function moves an element in 3D space, using the coordinates of the 3D vector to define the element as it rotates from 0 to 40 to 80 once left and then once right

```
transform: translate3d(0, 0, @r(40vmin, 85vmin)) rotate(@r(-360deg, 360deg));
```

Rewind the 3D effect by 1%

```
transform: translate3d(0, 0, 1vmin);
```

Increase the filter

```
opacity: 0;
```