

# Outline

## **outline**

**outline-color**

**outline-style**

**outline-width**

## **outline-offset**

**inherit**

**length**

## **outline-style**

**none | dotted | dashed | solid | double | groove | ridge | inset | outset**

## **outline-width**

**thin | medium | thick**

**length**

# 3D / 2D Transform

## **backface-visibility**

**visible | hidden**

## **perspective**

**none**

**number**

## **perspective-origin**

**[ [ percentage | <length> | left | center | right ] [ <percentage> | <length> | top | center | bottom ]? ] <length> ] | [ [ [ left | center | right ] || [ top | center | bottom ] ] <length> ]**

## **transform**

**none | matrix | matrix3d | translate3d | tranlateX | translateY | translateZ | scale | scale3d | scaleX | scaleY | scaleZ | rotate | rotate3d | rotateX | rotateY | rotateZ | skewX | skewY | skew | perspective**