

Web development CSS

Transform

3D Transform (https://www.w3schools.com/css/css3_3dtransforms.asp)

```
div {
        transform: ...
}
    rotateX(): draaien rond de x-as
    rotateY(): draaien rond de y-as
    rotateZ(): draaien rond de z-as
    ...
```

2

Mimi Willems 1

Web development CSS

Transition

Transition (https://www.w3schools.com/css/css3_transitions.asp)

```
div {
    width: 100px;
    height: 100px;
    background: red;
    transition: width 2s 0.5s linear;
}
div:hover {
    width: 300px;
}

transition-property: CSS eigenschap welke een overgang zal ondergaan

transition-duration: Duur van de overgang

transition-delay: Tijd voordat overgang start

transition-timing-function: snelheids verdeling van overgang
    (vb. ease, lineair, ease-in, ease-out,...)
```

Web development CSS

Animation

3

Animation keyframe (https://www.w3schools.com/css/css3 animations.asp)

```
@keyframes example {
    from {background-color: red;
    to {background-color: yellow;}
}

@keyframes example {
    0%    {background-color: red;}
    25%    {background-color: yellow;}
    50%    {background-color: blue;}
    100%    {background-color: green;}
}}
```

4

Mimi Willems 2

Web development CSS

Animation

Animation keyframe (https://www.w3schools.com/css/css3_animations.asp)

```
@keyframes example {
    from {background-color: red;
    to {background-color: yellow;}
}

@keyframes schommelen {
    0% {transform: rotate(0deg);}
    25% {transform: rotate(10deg);}
    50% {transform: rotate(0deg);}
    75% {transform: rotate(-10deg);}
    100% {transform: rotate(0deg);}
}
```

5

Web development CSS

Animation

Animation (https://www.w3schools.com/css/css3_animations.asp)

```
div {
    animation: example 5s infinite;
}
```

- > animation-name: naam van de keyframe animatie
- > animation-duration: duur van de animatie
- animation-delay: tijd voordat animatie start
- > animation-timing-function: snelheid van de animatie (ease, linear, ...)
- animation-iteration-count: hoe vaak wordt de animatie afgespeeld (getal /
 infinite)
- ➤ animation-direction: richting van de animatie (alternate, reverse, ...)
- > animation-fill-mode: opmaak van element na afloop of delay(forwards,backwards,...)
- > animation-play-state: is animatie pauzed of running

6

Mimi Willems 3