Creating shapeswith CSS

Gamechanger

How We Did It:

For this project we employed:

The Box Model

Positioning

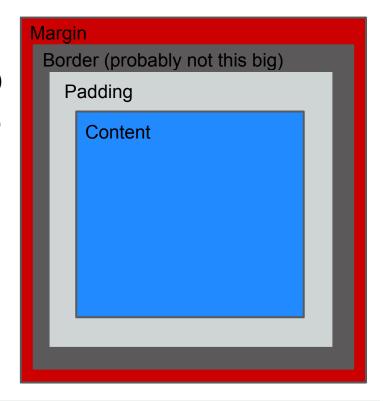
Transforms

Animation (Extra Credit)

Step One: Create Shapes

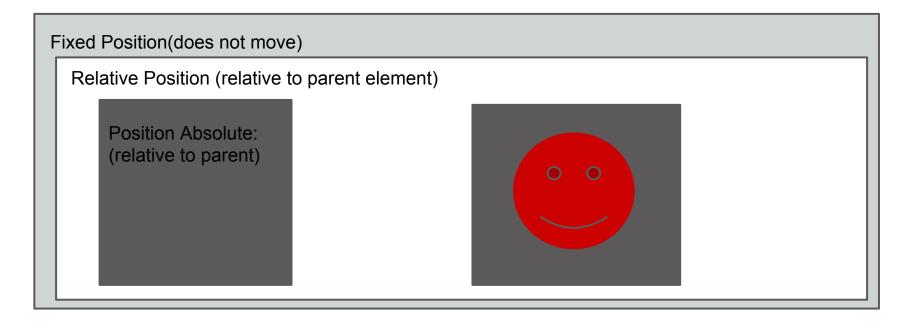
Step By Step:

- 1. Create a box (Use box-model: border-box)
- 2. Change the appearance via border-radius, box-shadow, etc.
- 3. Change some aspects of appearance with Transforms.



Step Two: Position Shapes

Use positioning to layer shapes. Use X Y and Z index!



Transition VS. Transform

A **TRANSFORM** changes the appearance of an element on a 2D or 3D plane

A **TRANSITION** will smoothly change properties of an element over a specified amount of time

Extra Credit: Animation

@keyframes rule:

- Keyframes create animations.
- During animations, CSS styles can change multiple times.
- Change triggers are specified using "from" and "to" which is equal to 0% and 100%.
- 0% starts the animation, 100% ends the animation

Browser Support

Transforms:

- IE9 and above
- Firefox 3.5 and above
- Chrome 4.0 and above
- Safari 3.1 and above
- Opera 10.5 and above
- iOS Safari 3.2 and above
- Android browser 2.1 and above
- Blackberry Browser 7.0 and above
- Opera for Mobile 11.0 and above
- and the current versions of Chrome, Firefox and IE for mobile devices.

Transitions:

- IE10 and above
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Use Prefixes such as -moz, -webkit, -o to ensure cross browser compatibility!

Include a 2D version for graceful degradation.

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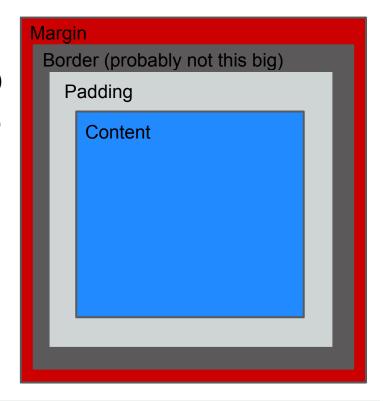
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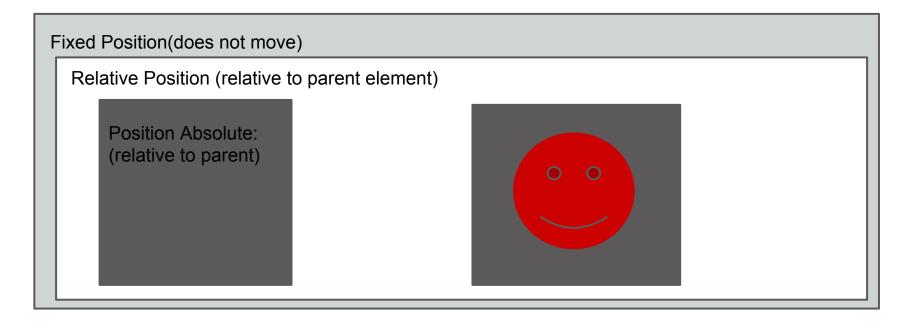
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Thanks!

Additional Resources:

Code for this Presentation: https://github.com/Lewisip/BK Internets CSS Talk Jan 2014

Transitions: http://www.w3.org/TR/css3-transitions/#properties-from-css-

Transforms: http://www.w3.org/TR/css3-transforms/

Border Box Box Model: http://www.paulirish.com/2012/box-sizing-border-box-ftw/

Animations: http://www.w3schools.com/cssref/css3_pr_animation-keyframes.asp

More Questions?

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