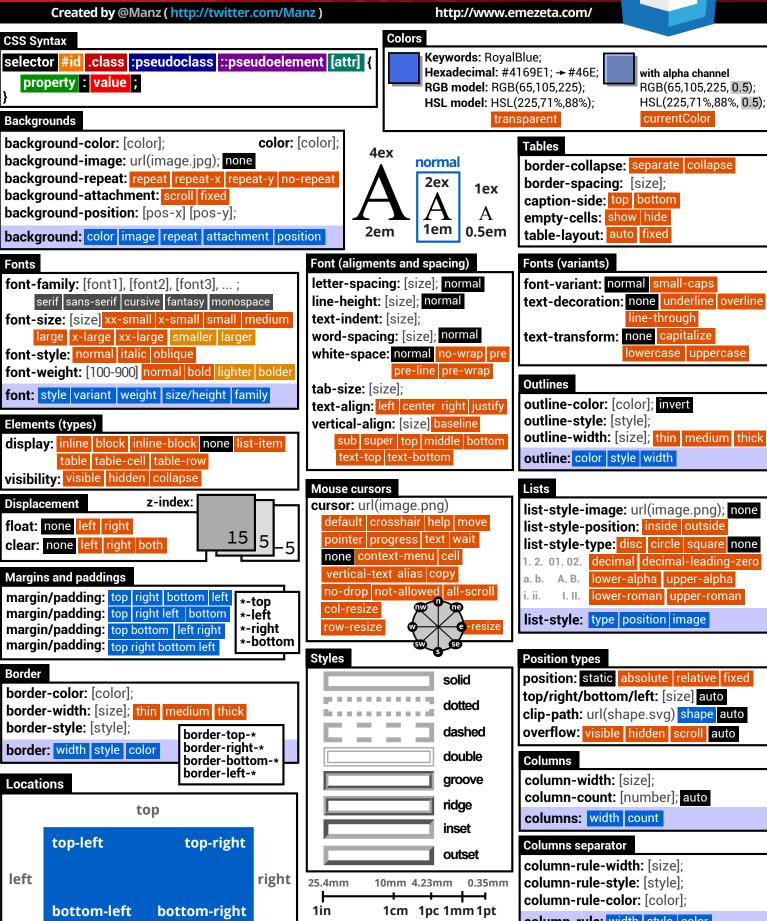
CHEAT SHEET VEB DESIGN CSS3





Dimensions

max-width: [size]; none

min-width: [size]: none

\*-height

width: [size] auto

bottom

Emezeta com

🐧 margin

padding

border

top/right/bottom/left: [size] auto clip-path: url(shape.svg) shape auto overflow: visible hidden scroll auto column-count: [number]; auto column-rule: width style color column-gap: [size]; normal column-span: [number]; all column-fill: balance auto

**CHEAT SHEET** 

# VEB DESIGN CSS



Created by @Manz ( http://twitter.com/Manz )

http://www.emezeta.com/

#### Gradients

## background-image:

linear-gradient([dir], [col1], [col2]...); radial-gradient([shape] [size] at [pos], [col1], [col2], ...); repeating-linear-gradient(...); repeating-radial-gradient(...);

#### **Shadows**

text-shadow: [pos-x] [pos-y] [blur] [color]; none box-shadow: [pos-x] [pos-y] [blur] [size] [color]; none inset

#### Shadows or backgrounds

background-image: url(back1.png), url(back2.png), ...; background-repeat: no-repeat, repeat-x, ...;

#### Backs

background-clip: border-box padding-box content-box background-origin: padding-box border-box content-box background-size: [size-w] [size-h]; cover contain auto

background: color position size repeat origin clip att img

#### **Round borders CSS3**

border-radius: top right bottom left border-top-left-\* border-radius: top bottom left right border-radius: top right bottom left

border-top-right-\* border-bottom-left-\* border-bottom-right-\*

**Lineal gradient (Direction)** to top 360deg to top left, to top right 325deg 35deq to left 270deg 90deg to right 215deg 145deg to bottom right to bottom left 180deg to bottom

## Radial gradient (Options)

shape: ellipse circle size: [size] farthest-corner | closest-corner farthest-side closest-side

pos: center top left right bottom top left top right bottom left bottom right

## -webkit- 🧭 🧼 🕕

-moz- 🙋 -ms- 🥭

-0- 🕦

### Media

## @media print { propiedad : valor;

@media screen {

propiedad : valor:

@media screen and (max-width: 640px)

propiedad: valor;

#### Typograph CSS3

@font-face {

font-family: 'Open Sans'; font-weight: 300;

src: local('Open Sans'),

url(file.ttf) format('truetype'),

url(file.woff) format('woff'); }

## **Pagination**

@page {

size: [width] [height];

landscape portrait auto

margin: [...]

orphans: [number]; widows: [number]; }

http://fonts.googleapis.com/css?family=Open+Sans:300,400|Roboto:400

### Borders with images

border-image-outset: [size]

border-image-repeat: stretch repeat round space

border-image-slice: top right bottom left

border-image-source: url(image.png)

border-image-width: [size]

border-image: source slice width outset repeat

## Fonts CSS3

font-stretch: ultra-condensed

extra-condensed condensed semi-condensed

normal semi-expanded expanded extra-expanded ultra-expanded

text-overflow: [text]; clip ellipsis

text-justify: auto inter-word distribute none

font-size-adjust: [number] none

## **Rotation 2D**

Scale 2D

**transform:** rotateX(deg x): transform: rotateY(deg\_y);

transform: rotate(deg);

transform: scaleX(x);

transform: scaleY(y);

transform: scale(x, y);

transform: translateX(x):

transform: translateY(y);

transform: translate(x, y);

Translation 2D

#### **Transitions**

transition-property: [css-property]; none all

transition-duration: [time];

transition-timing-function: [timing-function]

transition-delay: [time];

**Transformaciones** 

transition: property duration t-function delay

transform-origin: [pos-x] [pos-y] [pos-z];

## Transformations 3D

transform: translate3d(x, y, z); transform: translateZ(z); transform: scale3d(x, y, z);

transform: scaleZ(z);

(0.25, 0.1, 0.25, 1)

(0.00, 0.0, 1.00, 1)

(0.42, 0.0, 1.00, 1)

(0.00, 0.0, 0.58, 1)

(0.42, 0.0, 0.58, 1)

transform: rotate3d(x,y,z,deg);

transform: rotateZ(deg); transform: perspective(n);

**transform:** matrix3d(n,n,n,...) transform-style: flat preserve-3d timing-function cubic-bezier()

## CSS Filters

filter: [filter](n)

filter-func

grayscale: [0...1] blur: [size]

sepia: [0...1]

saturate: [0...1]

opacity: [0...1] brightness: [0...1]

**contrast:** [0...1] hue-rotate: [deq] invert: [0...1]

filter: f1(n) f2(n)

## Skew 2D

transform: skewX(deq\_x); transform: skewY(deg\_y);

transform: skew(deg, deg);

#### **Animations**

animation-name: [name]; none

animation-duration: [time]; animation-timing-function: ->

animation-delay: [time]:

animation-iteration-count: [number]; infinite

animation-direction: normal reverse alternate alternate-reverse animation-fill-mode: none forwards backwards both

animation-play-state: running paused

animation: name duration timing-func delay i-c dir f-m p-s

ease

linear

ease-in

ease-out

## **27**0 deg 90 180

## Emezeta.com

## Keyframes

@-vendor-keyframes

@keyframes nameanimation {

0% { propiedad: valor } 100% { propiedad: valor }

0% = from 100% = to

