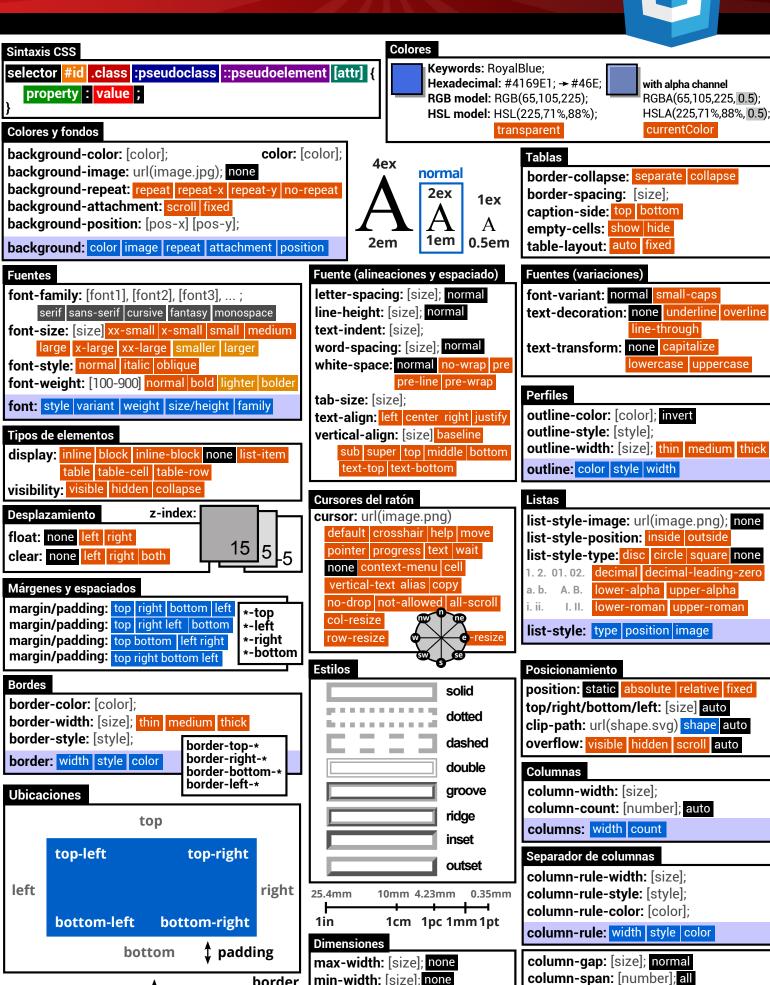
DISENO WEB CSS3





min-width: [size]: none

*-height

width: [size] auto

column-fill: balance auto

border

1 margin

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DISENO WEB CSS3



Gradientes

background-image:

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

Sombras

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

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

Fondos o sombras múltiples

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

Fondos

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

Bordes redondeados

border-radius: top right bottom left border-radius: top bottom | left right border-radius: top right bottom left

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

Dirección en gradiente lineal

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

Opciones del gradiente radial

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- 🙋 Medios

@media print {

-ms- 🥭

-0- 🕦

propiedad : valor;

@media screen { propiedad : valor:

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

propiedad: valor;

Tipografías CSS3

@font-face {

font-family: 'Open Sans';

font-weight: 300;

src: local('Open Sans'),

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

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

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

Paginación

@page {

size: [width] [height];

landscape portrait auto

margin: [...]

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

Bordes con imágenes

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

Fuentes 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

Rotación 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);

Escalado 2D

Translación 2D

Transiciones

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

transition-duration: [time];

transition-timing-function: [timing-function]

transition-delay: [time];

transition: property duration t-function delay

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

Transformaciones 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,...)

Filtros CSS

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)

Deformación 2D

transform: skewX(deq_x); transform: skewY(deg_y); transform: skew(deg, deg);

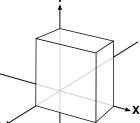
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Fotogramas

@keyframes nameanimation { 0% { propiedad: valor }

100% { propiedad: valor }

0% = from 100% = to



transform-style: flat preserve-3d timing-function cubic-bezier() **Animaciones**

Transformaciones

animation-name: [name]; none animation-duration: [time];

animation-timing-function: ->

animation-delay: [time]:

animation-iteration-count: [number]; infinite

ease

linear

ease-in

ease-out

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

270 deg 90

180

@-vendor-keyframes