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# **CSS 3D Transforms**





## **CSS 3D Transforms**

CSS also supports 3D transformations.

Mouse over the elements below to see the difference between a 2D and a 3D transformation:



In this chapter you will learn about the following CSS property:

• transform

# **Browser Support**

The numbers in the table specify the first browser version that fully supports the property.

Property					
transform	36.0	10.0	16.0	9.0	23.0

## **CSS 3D Transforms Methods**





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- rotateX()
- rotateY()
- rotateZ()

## The rotateX() Method



The rotateX() method rotates an element around its X-axis at a given degree:

## Example

```
#myDiv {
   transform: rotateX(150deg);
}
```

Try it Yourself »

# The rotateY() Method



The rotateY() method rotates an element around its Y-axis at a given degree:

## Example

```
#myDiv {
   transform: rotateY(150deg);
}
```





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# The rotateZ() Method

The rotateZ() method rotates an element around its Z-axis at a given degree:

### Example

```
#myDiv {
   transform: rotateZ(90deg);
}
```

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## Test Yourself With Exercises

## Exercise:

With the transform property, rotate the <div> element 150deg around its X-axis...





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Start the Exercise

# **CSS Transform Properties**

The following table lists all the 3D transform properties:

Property	Description
<u>transform</u>	Applies a 2D or 3D transformation to an element
transform-origin	Allows you to change the position on transformed elements
transform-style	Specifies how nested elements are rendered in 3D space
<u>perspective</u>	Specifies the perspective on how 3D elements are viewed
<u>perspective-</u> <u>origin</u>	Specifies the bottom position of 3D elements
backface-visibility	Defines whether or not an element should be visible when not facing the screen

## **CSS 3D Transform Methods**

Function	Description
matrix3d $(n,n,n,n,n,n,n,n,n,n,n,n,n)$	Defines a 3D transformation, using a 4x4 matrix of 16 values
translate3d( $x,y,z$ )	Defines a 3D translation
translateX(x)	Defines a 3D translation, using only the value for the X-axis





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translateZ(z)	Defines a 3D translation, using only the value for the Z-axis
scale3d(x,y,z)	Defines a 3D scale transformation
scaleX(x)	Defines a 3D scale transformation by giving a value for the X-axis
scaleY(y)	Defines a 3D scale transformation by giving a value for the Y-axis
scaleZ(z)	Defines a 3D scale transformation by giving a value for the Z-axis
rotate3d(x,y,z,angle)	Defines a 3D rotation
rotateX( <i>angle</i> )	Defines a 3D rotation along the X-axis
rotateY( <i>angle</i> )	Defines a 3D rotation along the Y-axis
rotateZ( <i>angle</i> )	Defines a 3D rotation along the Z-axis
perspective(n)	Defines a perspective view for a 3D transformed element

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