Transform-origin:

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==> to define the position for transformations to apply, we need "transform-origin" property.

Syntax:

transform-origin : x-axis y-axis;

ex: transform-origin : top left | top right | top center

transform-origin : center left | center right | center center;

transform-origin : bottom left | bottom right| bottom center;

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3D Transformations

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==> 2-types:

1) scale3d(x-axis, y-axis, z-axis)

2) rotate3d(x-axis, y-axis, z-axis, deg)

transform : scaled3d(x, y, z) | rotate3d(x, y, z, deg);

Note:

=====

To define multiple transformations one after another, we can use "key frame animations".

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<!DOCTYPE html>

<html lang = "en">

<head>

<title> Outline Property </title>

<style>

div{

width : 200px;

height : 40px;

margin : 40px;

border: 5px solid red;

text-align: center;

/\* padding : 20px; \*/

outline: 2px dotted lightblue;

outline-offset: 3px;

/\* box-shadow: 10px 5px 10px 40px; \*/

box-shadow: 5px yellow;

}

div:hover{

/\* background-color: purple; \*/

/\* transition: background 3s; \*/

/\* transform: scale(2); \*/

/\* transform: rotate(90deg); \*/

/\* transform: translate(5px,10px); \*/

/\* transform: translate(5px,10px);

transform-origin: top right; \*/

/\* transform: scale3d(2,3,4); \*/

transform: rotate3d(2,3,4,45deg)

}

</style>

</head>

<body>

<div>

UI Development

</div>

</body>

</html>

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Gradient Colors:

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==> to define more than one color to the element, we can use "gradient colors"

gradient ==> property

==> two types:

1) Linear Gradient

2) Radial Gradient

background-image : linear-gradient(col1, col2, col3,...);

background-image : radial-gradient(shape, col1,col2, col3,...);

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Overflow Property:

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==> can use to define the scroll-bar to the content

overflow : hidden | visible | scroll | auto;