Definition and Usage :-

The transform property applies a 2D or 3D transformation to an element. This property allows you to rotate, scale, move, skew, etc., elements.

Syntax :

transform: none|transform-functions|initial|inherit;

1. transform: none;

* Is the default value of transform
* The element does not Tranform

1. Transform: rotate ()

* It Rotate The element as per value

Its value will be in Deg ,turn

* Also we can give special value to X ,Y

1. Transform: skew()

* It defines a transformation that skews an element on the 2D plane
* we can give value in (x-angle,y-angle),x-angle,

y-angle

1. Transform: scale()

* It defines a transformation that resizes an element on the 2D plane.
* Value:- (z,a),(1.3),
* X-scale,y-scale will give sepretely.

1. Transform: translate ()

* Defines a 2D translation
* Used in x-translate , y-translate

Translate(x,y)

1. Matrix

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