

perspective) → define perspective view for 3D transformed element  
 Matrix3d (n, n, n, n, n, n, n, n, n, n, n, n, n, n, n, n) → define 3D transformation using 4x4 matrix of 16 values  
 Translate3d (x, y, z) → defines 3D translation  
 Rotate3d (x, y, z, angle) → defines 3D rotation

### 3D Transform

property → transform

RotateX() → rotates an element around its x axis at a given degree.

RotateY() → rotates an element around its y axis at a given degree.

RotateZ() → rotates an element around its z axis at a given degree.

eg:-

```
<!DOCTYPE html>
<html>
  <head>
    <style>
      div-rot1 {
        background-color: #charroene;
        border: 1px solid #black;
        transform: rotateX(150deg);
      }
      div-rot2 {
        background-color: #charroene;
        border: 1px solid #black;
        transform: rotateY(150deg);
      }
    </style>
  </head>
</html>
```



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div. v043 {

background-color: black;

border: 1px solid black;

transform: rotateZ(150deg);

}

/style

/head

body

div class = "v041" Smokey -x </div>

br>

div class = "v042" Smokey -y </div>

br>

div class = "v043" Smokey -z </div>

/body

/html

transform in  
higher  
effect

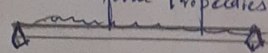
①

Lower value in transform in

perspective used to give a 3D positioned element some perspective.

define how far the object is away from user.

Transform Properties :-



Property	Chrome	Edge	Firefox	Safari	Opera
transform-origin (2 value syntax)	36.0 4.0 -webkit	10.0 9.0 -ms	16.0 3.5 -moz	9.0 3.2 -webkit	23.0 15.0 -webkit 10.5 -o
transform-origin (3 value syntax)	36.0 12.0 -webkit	10.0	16.0 10.0 -moz	9.0 4.0 -webkit	23.0 15.0 -webkit

① Eg of working of transform: rotateX(15deg) & transform: rotateY(15deg) (Copy code after scanning QR code)

Using also ② transform-origin: Allow you to change position on transformed elements.

③ transform-style: Specifies how nested elements are rendered in 3D space.

④ perspective-origin: Specifies bottom position of 3D elements.

⑤ backface-visibility: Define whether or not elements should be visible when not facing the screen.



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<!DOCTYPE html>

<html>

<head>

<script>

• full-body

/\* This is for background-image \*/  
background-color: black;

/\* This is for background image of the inner box \*/  
div-body

margin-left: auto;

margin-right: auto;

display: block;

width: 600px;

border: 1px solid black;

background-image: url(../images-for-css/image002.jpg);

border-radius: 50px;

/\* This is for the box contains that consist of input types \*/  
div-body

border: 1px solid black;

margin: auto;

width: 200px;

padding: 50px;

background-color: black;

color: white;

border-radius: 40px;

#div1

position: relative;

height: 100px;

width: 200px;

margin-left: auto;

margin-right: auto;

display: block;

padding: 10px;

border: 1px solid

background-image: url(../images-for-css/image002.jpg);

#div2

padding: 50px;

position: absolute;

border: 1px solid black;

background-color: red;

transform: rotate(45deg);

transform-origin: 20% 40%;





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Rotate:

onchange = "changeRot(this.value)" />

transform: rotate

<span id="pup">45 deg </span>;

<hr>

<p> transform-origin: </p>

<hr>

1: transform: rotateX

onchange = "changeOrg()" id="ox" />

<br><br>

2: transform: rotateY

onchange = "changeOrg()" id="oy" />

<br><br>

<div class="center-vert">

The values of x and y axis are:

<!-- in Rotate are: -->

<br>

<span id="origin"> <sub>p</sub>; 20% 40% </span>

</div>

</div>

</div>

</div>

<body>

</html>

