|  |  |  |
| --- | --- | --- |
| **Value** | **Description** | **Demo** |
| none | Defines that there should be no transformation | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=none) |
| matrix(*n,n,n,n,n,n*) | Defines a 2D transformation, using a matrix of six values | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=matrix(0.866,0.7,-0.8,0.866,0,0)) |
| matrix3d (*n,n,n,n,n,n,n,n,n,n,n,n,n,n,n,n*) | Defines a 3D transformation, using a 4x4 matrix of 16 values |  |
| translate(*x,y*) | Defines a 2D translation | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=translate(20px,10px)) |
| translate3d(*x,y,z*) | Defines a 3D translation |  |
| translateX(*x*) | Defines a translation, using only the value for the X-axis |  |
| translateY(*y*) | Defines a translation, using only the value for the Y-axis |  |
| translateZ(*z*) | Defines a 3D translation, using only the value for the Z-axis |  |
| scale(*x,y*) | Defines a 2D scale transformation | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=scale(2,3)) |
| scale3d(*x,y,z*) | Defines a 3D scale transformation |  |
| scaleX(*x*) | Defines a scale transformation by giving a value for the X-axis |  |
| scaleY(*y*) | Defines a 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 |  |
| rotate(*angle*) | Defines a 2D rotation, the angle is specified in the parameter | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=rotate(45deg)) |
| rotate3d(*x,y,z,angle*) | Defines a 3D rotation |  |
| rotateX(*angle*) | Defines a 3D rotation along the X-axis | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=rotateX(45deg)) |
| rotateY(*angle*) | Defines a 3D rotation along the Y-axis | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=rotateY(80deg)) |
| rotateZ(*angle*) | Defines a 3D rotation along the Z-axis |  |
| skew(*x-angle,y-angle*) | Defines a 2D skew transformation along the X- and the Y-axis | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=skew(20deg,20deg)) |
| skewX(*angle*) | Defines a 2D skew transformation along the X-axis | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=skewX(30deg)) |
| skewY(*angle*) | Defines a 2D skew transformation along the Y-axis | [Demo ❯](https://www.w3schools.com/cssref/playdemo.php?filename=playcss_transform&preval=skewY(40deg)) |
| perspective(*n*) | Defines a perspective view for a 3D transformed element |  |
| initial | Sets this property to its default value |  |
| inherit | Inherits this property from its parent element. |  |