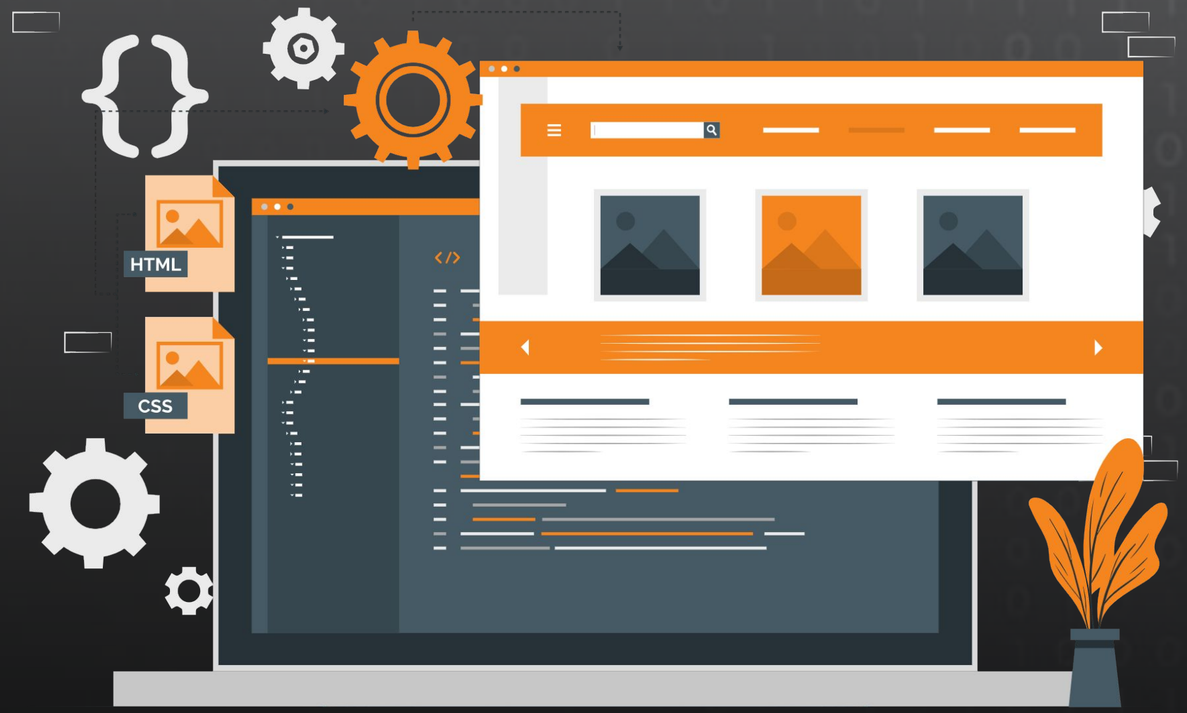
PW SKILLS

Transform



Topics

- 2D
  1. translate()
  2. scale()
  3. rotate()
  4. skew()
  5. matrix()
- 3D
  1. rotateX()
  2. rotateY()
  3. rotateZ()

Types of Transforms in CSS

2D Transform: Moves and changes the shape of things on a flat surface.

3D Transform: Moves and changes things like they're in a 3D world, adding depth and making them look closer or farther away.

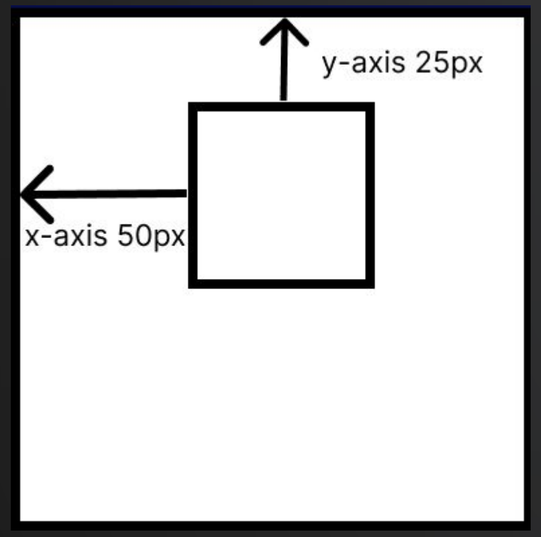
2D transform

1. Translate

Syntex:

```
translate(x, y)
```

Browser output:



1. Scale

Syntex:

```
transform: scale(x, y);
```

Scale example

1) Scale an element to 120% of its original size in the horizontal direction and 80% of its original size in the vertical direction.

before	after

Scale example

3) Increase the height and decrease the width of elements using scaleY() and scaleX()

before	after

2D transform

2. rotate

Syntex:

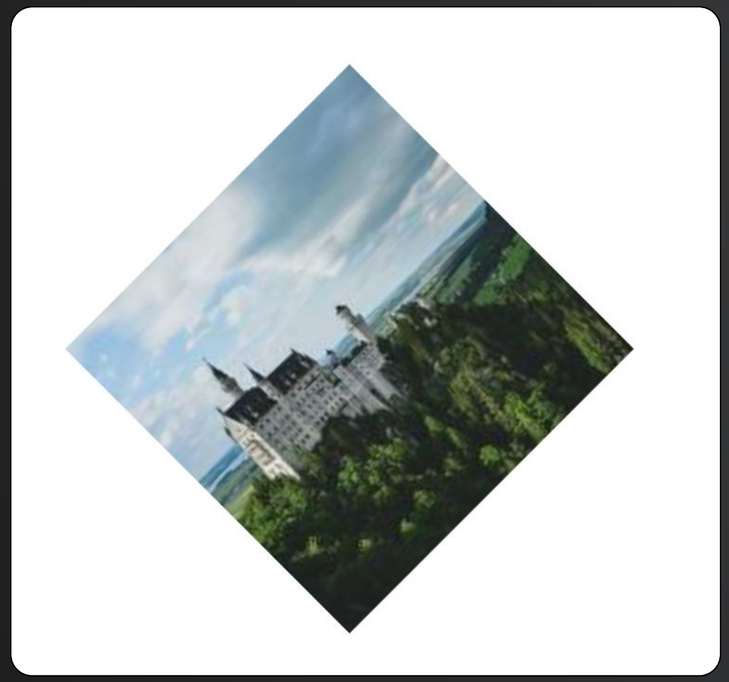
```
transform: rotate(angle);
```

Rotate example

1) Rotate an element 45 degrees clockwise:

Rotate example

2) Rotate an element 45 degrees anticlockwise



2D transform

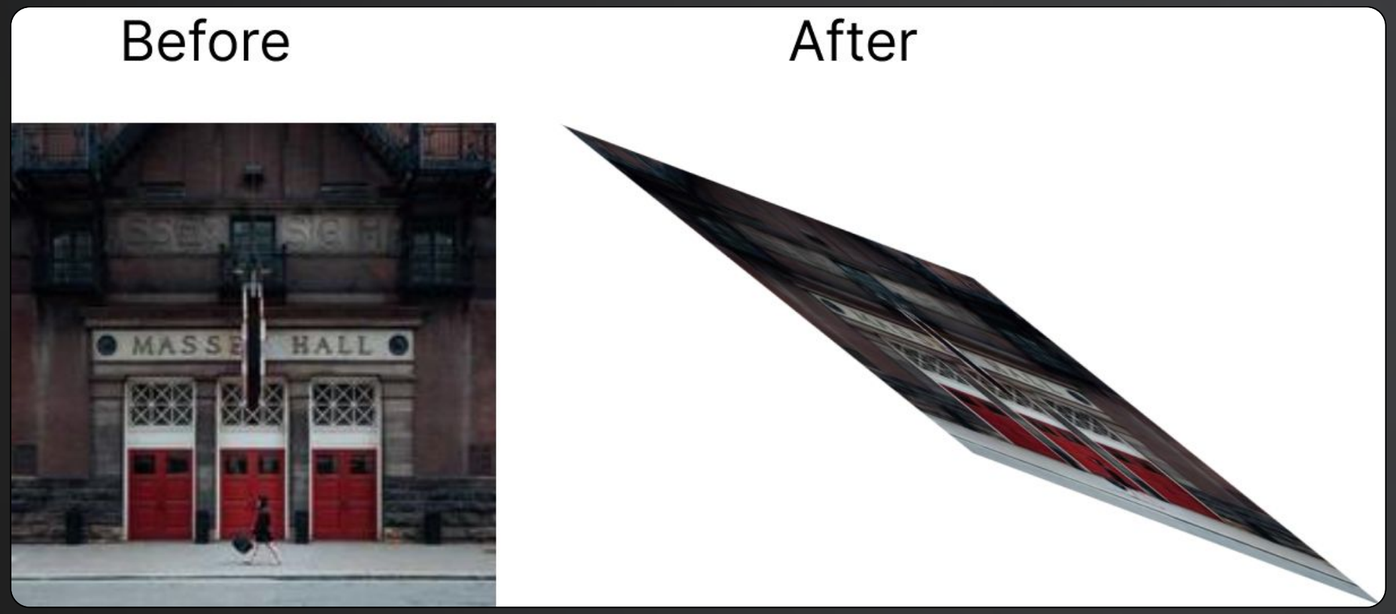
3. skew

Syntex:

```
transform: skew(x-angle, y-angle);
```

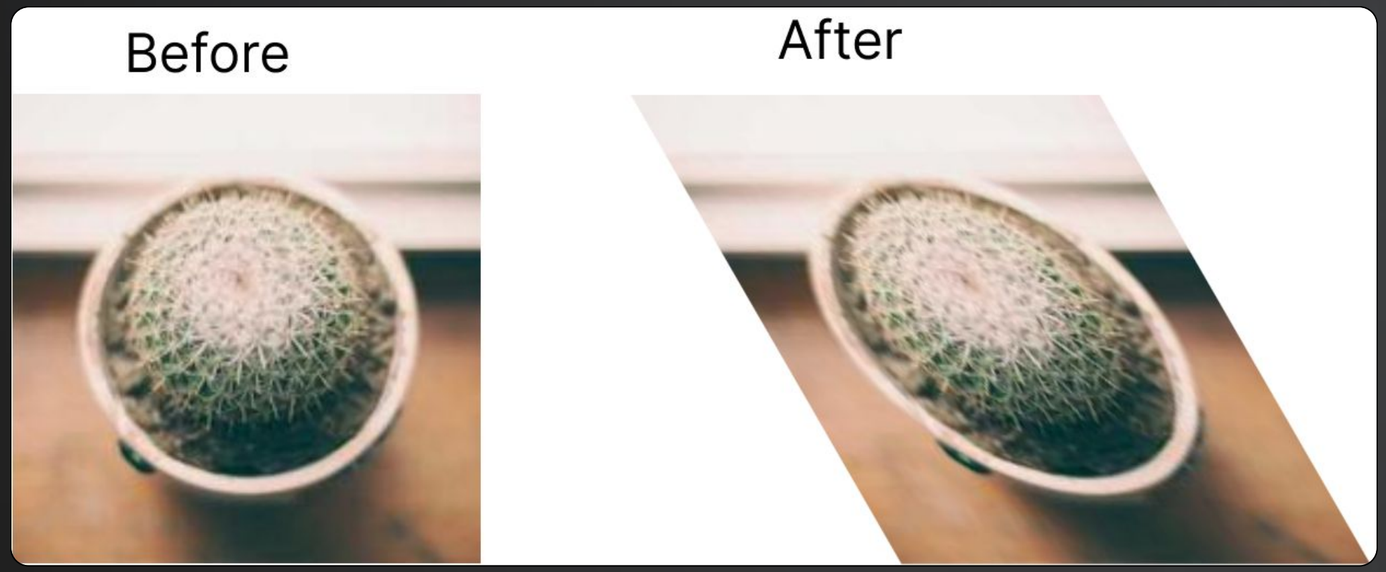
Skew example

1) skew an element 45 degrees in the X direction and 25 degrees in the Y direction.



Skew example

2) Skew an element 30 degrees in the X direction using skewX()



Skew example

3) Skew an element 45 degrees in the Y direction using skewY():

2D transform

4. Matrix

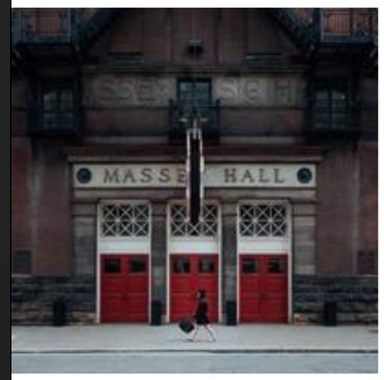
Syntex:

```
transform: matrix(a, b, c, d, tx, ty);
// matrix(scaleX(), skewY(), skewX(), scaleY(), translateX(), translateY())
```

Matrix example

1) Scale the element in horizontal and vertical directions:

Before



After

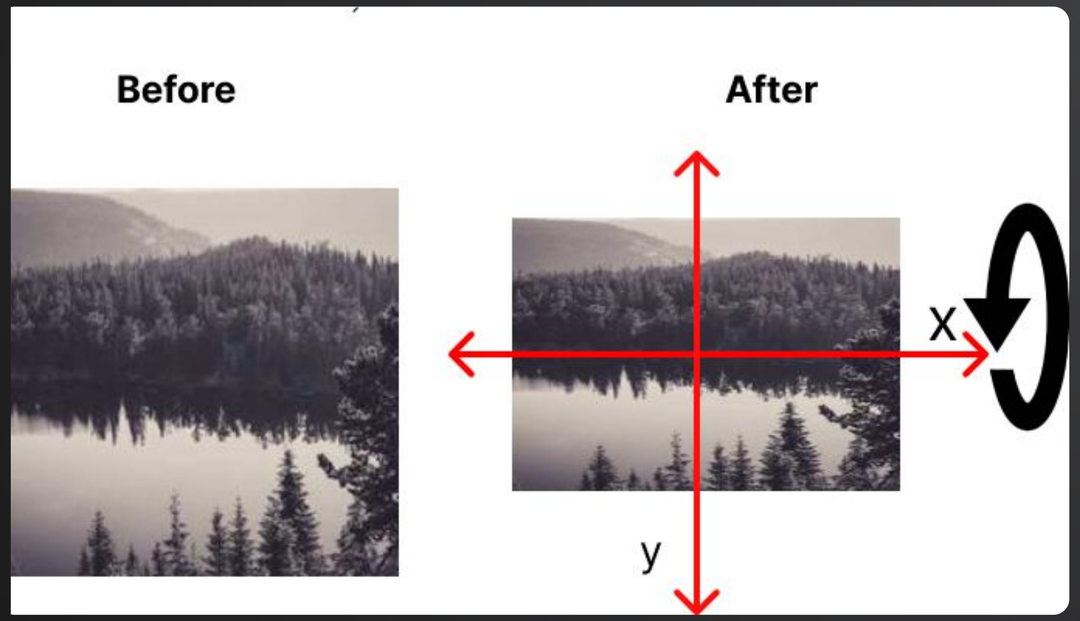
3D transform

1. rotateX()

Syntex:

```
transform: rotateX(40deg);
```

Browser output:



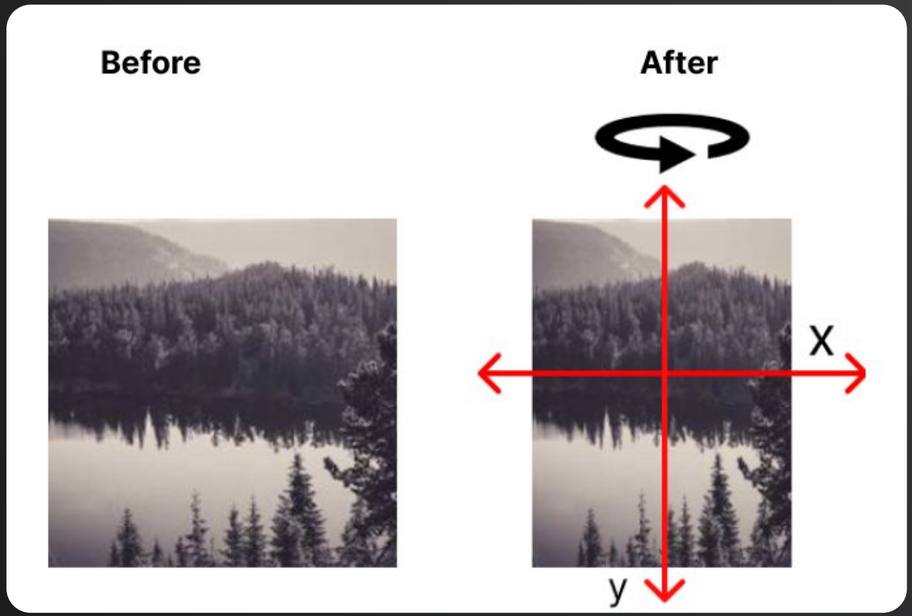
3D transform

2. rotateY()

Syntex:

```
transform: rotateY(40deg);
```

Browser output:



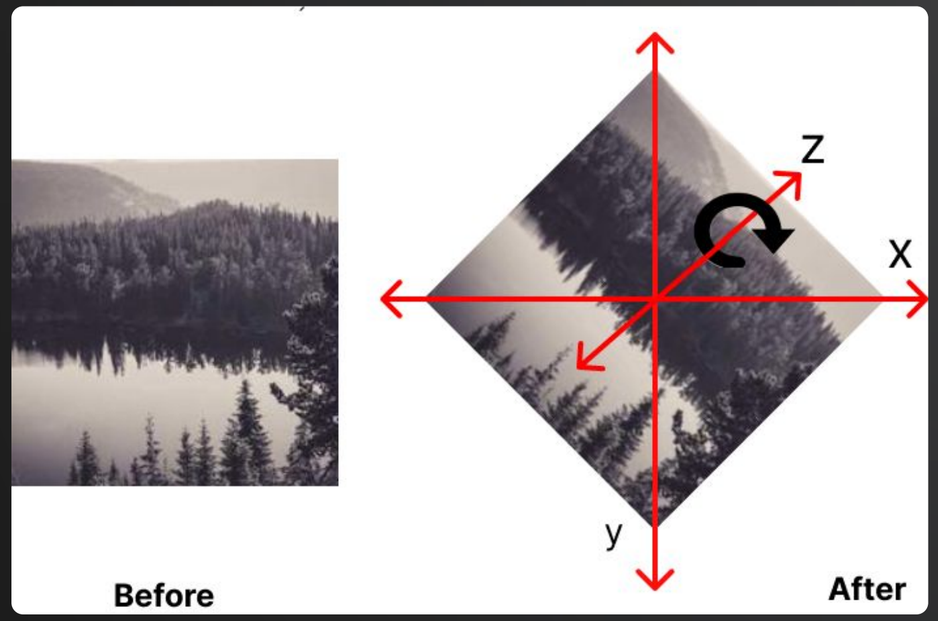
3D transform

3. rotateZ()

Syntex:

```
transform: rotateZ(40deg);
```

Browser output:



THANK YOU