



Gaming Geeks



code8

# WEB GAME DEV BOOTCAMP

24th February – 3rd March

Don't Limit yourself to Playing  
SIMPLY LEARN AND CREATE ONE





4.

# ANIMATIONS

2D-3D TRANSFORMS , ANIMATIONS

# 2D TRANSFORMS

- `translate()` - moves an element from its current position (according to the parameters given for the X-axis and the Y-axis).
- `rotate()` - rotates an element clockwise or counter-clockwise according to a given degree.
- `scale()` - increases or decreases the size of an element (according to the parameters given for the width and height).

`scaleY()` - for height

`scaleX()` - for width



## CSS 3D Transforms:

- `translate()` - moves an element from its current position (according to the parameters given for the X-axis, the Y-axis and Z-Axis).
- `rotate()` - rotates an element around X,Y,Z axis according to a given degree.
- `scale()` - increases or decreases the size of an element (according to the parameters given for the width and height, length).



# CSS Transition:

To create a transition effect, you must specify two things:

- The CSS property you want to add an effect to.
- The duration of the effect.
- Transition - transition: width 2s, height 4s.
- Transition-delay - specifies a delay (in seconds) for the transition effect.
- Transition-duration - Specifies how many seconds or milliseconds a transition effect takes to complete.
- Transition-property - Specifies the name of the CSS property the transition effect is for.

# CSS ANIMATIONS

- An animation lets an element gradually change from one style to another.
- ✓ Animation: A shorthand property for setting all the animation properties.
- ✓ Animation-delay: Specifies a delay for the start of an animation.
- ✓ Animation-direction: Specifies whether an animation should be played forwards, backwards or in alternate cycles.

# CSS ANIMATIONS

- ✓ Animation-duration: Specifies how long time an animation should take to complete one cycle.
- ✓ Animation-fill-mode : Specifies a style for the element when the animation is not playing (before it starts, after it ends, or both).
- ✓ Animation-iteration-count: Specifies the number of times an animation should be played.
- ✓ Animation-name: Specifies the name of the @keyframes animation.
- ✓ Animation-play-state: Specifies whether the animation is running or paused.
- ✓ Animation-timing-function: Specifies the speed curve of the animation.

# CSS ANIMATIONS

- ✓ When you specify CSS styles inside the @keyframes rule, the animation will gradually change from the current style to the new style at certain times.

@keyframes example {

0% {background-color:red; left:0px; top:0px;}

25% {background-color:yellow; left:200px; top:0px;}

50% {background-color:blue; left:200px; top:200px;}

75% {background-color:green; left:0px; top:200px;}

100% {background-color:red; left:0px; top:0px;}

}





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HANK YOU. **THANK YOU.** THANK YOU  
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