

## Transformations

### What is a transform?

"to change in form, appearance, or structure; metamorphose"

- [Dictionary.com](#)

"The CSS transform property lets you modify the coordinate space of the CSS visual formatting model. Using it, elements can be translated, rotated, scaled, and skewed according to the values set."

- [Mozilla Developer Network](#)

### Transforms: Syntax

#### No Transforms

```
transform: none;
```

#### One Transform

```
transform: transform-function;
```

#### Multiple Transforms

```
transform: transform-function transform-function transform-function;
```

# Transform Functions

- Rotate
- Scale
- Skew
- Translate
- ... and Matrix

- CSS3 supports 2D & 3D transformations

- 2D transforms:

- Transform Functions

Rotate

Scale

Skew

Translate - 3D transforms:

... and Matrix

## Rotate

Rotates an element clockwise from its current position. Counter clockwise rotations can be achieved by using negative values.

# Rotate: Syntax

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

\* angles are expressed as (5deg) or (-5deg), for example.

## Rotate: Examples

### Rotate 25 Degrees to the Right



```
.box {  
  transform: rotate(25deg);  
}
```

### Rotate 25 Degrees to the Left



```
.box {  
  transform: rotate(-25deg);  
}
```

## Scale

Scales an element relative to its original size. The values specified within scale transforms are unitless and should be thought of as a multiplier.

# Scale: Syntax

## X and Y axis Scale

```
transform: scale(valueX, valueY);
```

\* if only valueX is specified, valueY is assumed to be equal to valueX

## Just X axis Scale

```
transform: scaleX(valueX);
```

## Just Y axis Scale

```
transform: scaleY(valueY);
```

# Scale: Examples

## Shrink to half size



```
.box {  
  transform: scale(0.5);  
}
```



## Double Y Axis

```
.box {  
  transform: scale(1, 2);  
}
```

# Skew

Skews an element along the X and/or Y axis by an angle value.

# Skew: Syntax

## X and Y axis Skew

```
transform: skew(angleX, angleY);
```

\* do not use

## Just X axis Skew

```
transform: skewX(angleX);
```

## Just Y axis Skew

```
transform: skewY(angleY);
```

# Skew: Examples

## Skew left



```
.box {  
  transform: skewX(25deg);  
}
```

## Skew left and up



```
.box {  
  transform: skewX(25deg) skewY(25deg);  
}
```

# Translate

Moves an element vertically and/or horizontally relative to its current position. Positive values will move the element right on the X axis or down on the Y axis. Conversely, negative values will move the element left on the X axis or up on the Y axis. Any regular length value can be used (px, em, etc.).

## Translate: Syntax

### X and Y axis translation

```
transform: translate(valueX, valueY);
```

### Just X axis translation

```
transform: translateX(valueX);
```

### Just Y axis translation

```
transform: translateY(valueY);
```

# Translate: Example

## Starting Point



```
.box-wrap {  
  width: 6em;  
  height: 6em;  
  border: 5px solid #282828;  
}
```

## Move Box to Bottom Right



```
.box {  
  transform: translate(3em, 3em);  
}
```

Why would you use translate when you can use more established CSS standards for layout and formatting?

Think of translate as a more efficient way to move placement in a transition or animation.



# Transform Origin

A CSS property that defines the point from which a CSS transform is applied to an element. By default, transform-origin is set to the center of an element (50% 50%).

## Transform Origin Syntax

```
transform-origin: x-offset y-offset;
```

x-offset: a length or percentage from the left edge of the element's box.

y-offset: a length or percentage from the top edge of the element's box.

### Accepted keywords

- left (0%)
- center (50%)
- right (100%)
- top (0%)
- bottom (100%)

# Transform Origin: Examples

Rotate 25 Degrees to the Left & Transform Origin at Top Right



```
.box {  
  transform: rotate(-25deg);  
  transform-origin: 100% 0%;  
}
```

Rotate 25 Degrees to the Left & Transform Origin at Bottom Right



```
.box {  
  transform: rotate(-25deg);  
  transform-origin: right bottom;  
}
```

## Transforms: Browser Support



9+



Transitions

# What is a transition?

"movement, passage, or change from one position, state, stage, subject, concept, etc., to another; change"

- [Dictionary.com](#)

"The transition property is a shorthand property used to represent up to four transition-related longhand properties [that] allow elements to change values over a specified duration, animating the property changes, rather than having them occur immediately."

- [CSS Tricks](#)

## Transition Properties

- transition-property
- transition-duration
- transition-timing-function
- transition-delay

# Transitions: Syntax

## Shorthand

```
transition: property duration timing-function delay;
```

## Longhand

```
transition-property: property;  
transition-duration: duration;  
transition-timing-function: timing-function;  
transition-delay: delay;
```

# Transition Property

Specifies which property or properties will be impacted by the transition.

## Syntax

```
transition-property: value;
```

## Accepted Values

- all (default)
- none
- single property name
- multiple property names, separated by commas

- Effects that let an element change from one style to another.
- Limited Support – Currently only supported by Webkit based browsers (Chrome, Safari)

- Example

- Caveats:

- You must specify the property you want to add an effect to.
  - You must specify a duration for the effect
  - Effect is typically applied on property change.

- Format:

Transition: <property> <duration>

-webkit-transition: <property> <duration>

## Transitions: Example Stage 1

### Transition Property Only

#### Starting State



```
.box {  
  transition-property: color, background-color, width;  
  color: #000000;  
  background-color: #bced91;  
  width: 3em;  
}
```

#### Active State



```
.box:hover {  
  color: #FFFFFF;  
  background-color: #4f94e2;  
  width: 3.6em;  
}
```

# Transition Duration Property

Specifies the amount of time the transition will take.

## Syntax

```
transition-duration: value;
```

## Accepted Values

- time in seconds (s) or milliseconds (ms)
- multiple time values, separated by commas
- initial
- inherit

# Transitions: Example Stage 2

## Transition Property + Duration

### Starting State



```
.box {  
  transition-property: color, background-color, width;  
  transition-duration: 2s;  
  color: #000000;  
  background-color: #bced91;  
  width: 3em;  
}
```

### Active State



```
.box:hover {  
  color: #FFFFFF;  
  background-color: #4f94e2;  
  width: 3.6em;  
}
```

# Transition Timing Property

Specifies the pace at which the transition will run.

## Syntax

```
transition-timing-function: value;
```

## Accepted Values

- |               |                                 |
|---------------|---------------------------------|
| • ease        | step-start                      |
| • linear      | step-end                        |
| • ease-in     | custom cubic Bézier curve value |
| • ease-out    | custom stepping function value  |
| • ease-in-out |                                 |

For an in-depth explanation of the transition timing property, check out this article: <http://www.the-art-of-web.com/css/timing-function/>



# Transitions: Example Stage 3

## Transition Property + Duration + Timing

### Starting State



```
.box {  
  transition-property: color, background-color, width;  
  transition-duration: 2s;  
  transition-timing-function: ease-in;  
  color: #000000;  
  background-color: #bcd91;  
  width: 3em;  
}
```

### Active State



```
.box:hover {  
  color: #ffffff;  
  background-color: #4f94e2;  
  width: 3.6em;  
}
```

# Transition Delay Property

Specifies when the transition will start relative to the instant the property value changes.

## Syntax

```
transition-delay: value;
```

## Accepted Values

- time in seconds (s) or milliseconds (ms)
- multiple time values, separated by commas
- initial
- inherit

# Transitions: Example Stage 4

## Transition Property + Duration + Timing + Delay

### Starting State



```
.box {  
  transition-property: color, background-color, width;  
  transition-duration: 2s;  
  transition-timing-function: ease-in;  
  transition-delay: 3s;  
  color: #000000;  
  background-color: #bcd991;  
  width: 3em;  
}
```

### Active State



```
.box:hover {  
  color: #FFFFFF;  
  background-color: #4f94e2;  
  width: 3.6em;  
}
```

## Animations

# What is an animation?

"the state or condition of being animated"

"containing representations of animals or mechanical objects that appear to move as real ones do"

- [Dictionary.com](#)

"A way for authors to animate the values of CSS properties over time, using keyframes. The behavior of these keyframe animations can be controlled by specifying their duration, number of repeats, and repeating behavior."

- [W3C Draft Specification](#)

- Effects that let an element change from one style to another.
- Limited Support – Currently only supported by Webkit based browsers (Chrome, Safari)

# Animation: Keyframes

Keyframes establish the behavior of an animation over time.

## Required Properties

- animation-duration
- animation-name

## Optional Properties

- animation-timing-function
- animation-delay
- animation-iteration-count
- animation-direction
- animation-fill-mode
- animation-play-state

# Animation: Animation Duration Property

Specifies the length of time one cycle of the animation will take.

## Syntax

```
animation-duration: value;
```

## Accepted Values

- Time in seconds (s) or milliseconds (ms)

# Animations: Animation Name Property

Specifies the animation/s that should be applied to the CSS element.

## Syntax

```
animation-name: [custom-value];
```

## Accepted values

- Custom string with no spaces

# Animations: Animation Iteration Count Property

Specifies the number of times the animation cycle should run.

## Syntax

```
animation-iteration-count: value;
```

## Accepted values

- a number
- infinite
- initial
- inherit

# Animation: Syntax to Call Animation

```
.element {  
  animation-duration: value;  
  animation-name: custom-value;  
}
```

\*Optional animation properties would be included in the same code block as animation-duration and animation-name.

# Animation: Keyframes Syntax

```
@keyframes animation-name {  
  keyframe-location {  
    css-properties;  
  }  
  keyframe-location {  
    css-properties;  
  }  
}
```

animation name: the animation-name string from your CSS

keyframe location: waypoint of the animation

Can either be percentages between 0-100% or in the case of animations with only two waypoints, the keywords "from" and "to."

CSS properties: the CSS properties that change throughout the animation. Not all CSS properties are "animatable."

A detailed list of which properties are and are not able to be animated is located here: [https://developer.mozilla.org/en-US/docs/Web/CSS/CSS\\_animated\\_properties](https://developer.mozilla.org/en-US/docs/Web/CSS/CSS_animated_properties)

# Animations: Example



```
.box {  
  animation-duration: 1s;  
  animation-name: zoom-pulse;  
  animation-iteration-count: infinite;  
}  
  
@keyframes zoom-pulse {  
  0% { transform: rotate(-9deg) scale(0.8); }  
  17% { transform: rotate(-3deg) scale(1); }  
  34% { transform: rotate(3deg) scale(1.2); }  
  51% { transform: rotate(9deg) scale(1.4); }  
  68% { transform: rotate(3deg) scale(1.2); }  
  85% { transform: rotate(-3deg) scale(1); }  
  100% { transform: rotate(-9deg) scale(0.8); }  
}
```

## Animations: Default Animation Property Values

```
animation-name: none;  
animation-duration: 0s;  
animation-timing-function: ease;  
animation-delay: 0s;  
animation-iteration-count: 1;  
animation-direction: normal;  
animation-fill-mode: none;  
animation-play-state: running;
```



# Where to Learn More

## W3C Working Drafts

Transforms: <http://www.w3.org/TR/css3-2d-transforms/>

Transitions: <http://www.w3.org/TR/css3-transitions/>

Animations: <http://www.w3.org/TR/css3-animations/>

See Link below

[Animations done in CSS](#)