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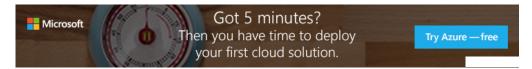
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Multiple CSS keyframe animations using transform property not working



While working with CSS keyframe animations I found that when I give an element two animations like:

If both of the animations animate using the transform property only the last one triggers through cascading. But if the @keyframes animations are lets say one margin or display or some other css attribute and the other uses transform then they both trigger.

here is a codepen example with the relevant code below.

CSS

In the Above they both trigger

In the above only the last triggers (through cascading)- why?

Anyone have a solution for this without using js? Or is this something that just doesn't work? The example is quite simple and I know that I could combine the animations into one and not have to declare both but this was a test for a more complex animation I was working on.

thanks

```
css css3 css-animations
```



asked Jan 17 '13 at 17:16

danferth
726 4 10 22

3 Answers

You cannot animate same attribute (here transform attribute) more than once, on a same element, the last one will overwrite other,

You should put your target element into a div, and apply one transform-animation on the div and other transform-animation on the target element....

```
.div_class
{
    animation:animate1 1000ms linear infinite;
}
.element
{
    animation:animate2 3000ms linear infinite;
}
```

answered Jan 19 '13 at 17:34

Swarnendu Paul

2,733 2 15 40

thanks for the idea of wrapping in a div, the two transform animations needed different timings. - danferth Feb 2 '13 at 0:16

"You cannot animate same attribute more than once on a same element" This doesn't seem entirely accurate though, see: jsfiddle.net/j83m5ha5/4. Here the same element chains the same attribute on the same class. Why does this work, but not with transform? – Stephan Muller Apr 6 '15 at 10:06

@StephanMuller, I have checked your animation, and the second animation (out) is overwriting the first one (in), Just increase the duration of first animation, lets say make it 10 sec, and see the effect, you will find that it is a 1 min animation, because 2nd animation is overwriting the 1st one.. – Swarnendu Paul Apr 22 '15 at 17:43



For the same reason that

```
transform: skewX(45deg);
transform: translateX(4em);
```

won't skew the element but will only move it. And if you want to both skew and move it then you need to chain them transform: skewX(45deg) translateX(4em)

You'll have to do something like

```
@keyframes t {
    25% { transform: skewX(15deg); }
    50% { transform: skewX(0deg) translateX(50px); }
    75% { transform: skewX(15deg); }
}
```

You don't need to explicitly specify 0% and 100% keyframes - they'll be automatically generated - see the CSS Animations spec.

And then you can use

```
animation: t 4000ms linear infinite, opacity 4000ms linear infinite;
```

One more thing you should be careful about: skewX(angleValue) translateX(lengthValue) happens to be the same as translateX(lengthValue) skewX(angleValue). However, most of the times, the order in which you apply transforms matters. You'll get different results for skewX(angleValue) translateY(lengthValue) and translateY(lengthValue) skewX(angleValue).

edited Jan 17 '13 at 20:51

answered Jan 17 '13 at 18:56



@StephanMuller's jsfiddle is pretty much the answer, that syntax has worked for me http://jsfiddle.net/j83m5ha5/4