Cuidado al usar imágenes con derechos, si la pag no se lucra pediran que las retires pero si se lucra puede caer multa

SPRITE

Muñeco que parece que anda, moviendo la img en un rectángulo.

ANIMATION (ampliación de pdf)

sintaxis corta animation, indicando, por este orden:  
• animation-name, =>se define en @keyframe arriba del todo  
• animation-duration,  
• animation-timing-function, => ease, ease-in, ease-out, ease-in-out, linear  
• animation-delay,  
• animation-iteration-count, => cuantas veces debe repetirse ej: 3 o infinite  
• animation-direction, => animation-direction has following values:

normal - The animation is played as normal (forwards). This is default

reverse - The animation is played in reverse direction (backwards)

alternate - The animation is played forwards first, then backwards

alternate-reverse - The animation is played backwards first, then forwards  
• animation-fill-mode

The animation-fill-mode property specifies a style for the target element when the animation is not playing (before it starts, after it ends, or both).

The animation-fill-mode property can have the following values:

* none - Default value. Animation will not apply any styles to the element before or after it is executing
* forwards - The element will retain the style values that is set by the last keyframe (depends on animation-direction and animation-iteration-count)
* backwards - The element will get the style values that is set by the first keyframe (depends on animation-direction), and retain this during the animation-delay period
* both - The animation will follow the rules for both forwards and backwards, extending the animation properties in both directions

• animation-play-state

animation-play-state: paused|running|initial|inherit;

TRANSFORM 3D

3D transform properties:

Todo se le pone al hijo, con position absolute, menos el perspective, que va al padre con position relative.

Property Description

transform Applies a 2D or 3D transformation to an element

transform-origin Allows you to change the position on transformed elements

transform-style Specifies how nested elements are rendered in 3D space

perspective Specifies the perspective on how 3D elements are viewed

perspective-origin Specifies the bottom position of 3D elements

backface-visibility Defines whether or not an element should be visible when not facing the screen

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Transform 3d.

translate3d(x,y,z)

translateX(x)

translateY(y)

translateZ(z)

scale3d(x,y,z)

scaleX(x)

scaleY(y)

scaleZ(z)

rotate3d(x,y,z,angle)

rotateX(angle)

rotateY(angle)

rotateZ(angle)

Transform style

transform-style: flat|preserve-3d|initial|inherit; (preserve 3d: si se Cruzan en el espacio 3d se mostrara asi).

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Perspective.

La obtiene el elemento hijo, no el padre al que se le define.

Al div padre

Position:relative;

Perspective: px a mas grande menos perspectiva

Div hijo

Position: absolute;

Transform: rotateX();

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Perspective-origin:

CSS Syntax

perspective-origin: *x-axis y-axis*|initial|inherit;

Property Values

|  |  |
| --- | --- |
| **Property Value** | **Description** |
| *x-axis* | Defining where the view is placed at the x-axis  Possible values:   * left * center * right * *length* * *%*   Default value: 50% |
| *y-axis* | Defining where the view is placed at the y-axis  Possible values:   * top * center * bottom * *length* * *%*   Default value: 50% |
| initial | Sets this property to its default value. |
| inherit | Inherits this property from its parent element. |

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Backface-visibility

backface-visibility: hidden => the back face of the div element is invisible

backface-visibility: visible => the back face of the div element shows a mirror image of the front face.