**animation** – przypisuje animacje do danego obiektu

* animation: example 5s linear 2s infinite alternate;
  + animation-name: example;
  + animation-duration: 5s;
  + animation-timing-function: linear;
  + animation-delay: 2s;
  + animation-iteration-count: infinite;
  + animation-direction: alternate;
  + animation-fill-mode: forwards;

**transform: rotate();** – obraca objekt, domyślnie względem środka

**transform-origin** – zmienia punkt względem którego obracany jest obiekt

* Default: transform-origin: 50% 50%;
* Examples:
  + /\* x-offset | y-offset | z-offset \*/ transform-origin: 2px 30% 10px;
  + /\* x-offset-keyword | y-offset-keyword | z-offset \*/ transform-origin: right bottom 2cm;
  + /\* y-offset-keyword | x-offset-keyword | z-offset \*/ transform-origin: bottom right 2cm;