/\*

  2D transform

  rotate

  deg => degrees

  rad => radians

  grad => gradians

  turn => turn

  element.style {

  transform: rotate(360deg); for example

  transform: rotate(6.28deg); for example

  transform: rotate(400grad); for example

  transform: rotate(1turn); for example

}

\*/

.image {

 background-color: #eee;

 overflow: hidden;

 width: 798px;

 height: 308px;

}

.image img {

  transition: 0.3s;

}

.image:hover img {

  transform: scale(1.3) rotate(10deg);

scale makes u go into the img when u hover it

  /\* transform: rotate(10deg); \*/

U can combine rotate with scale

  opacity: 0.6;

}