/\*

transform-origin

syntax

default values => 50% 50% 0

2D transform => transform-origin(X, Y)

3D transform +> transform-origin(X, Y, Z)

X-axis

CSS unit [px, em, rem]

%

keyword

left = 0%

center = 50%

right = 100%

Y-axis

CSS unit [px, em, rem]

%

keyword

left = 0%

center = 50%

right = 100%

\*/

Watch the vid to understand better