

# Transition and Transform

Sprint 2

## transition

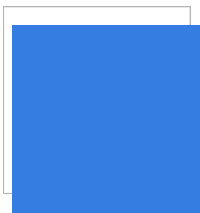
Creates a new commit that reverts changes from previous commits:

```
div {  
  background-color: #000;           /* initial background-color is set to black */  
  transition-property: background-color; /* specifies which properties will smoothly transition */  
  transition-duration: 1s;          /* specifies duration of the transition */  
  transition-timing-function: linear; /* specifies how speed changes during transition */  
  transition-delay: 2s;             /* specifies delay before transition begins */  
}  
  
div:hover {  
  background-color: #FFF; /* background-color changes to white on hover */  
}  
  
transition: background-color 1s linear 2s; /* shorthand syntax */  
/* example timing functions: ease, linear, ease-in, ease-out, ease-in-out, cubic-bezier(args) */
```

## transform

Modifies the shape or position of an element:

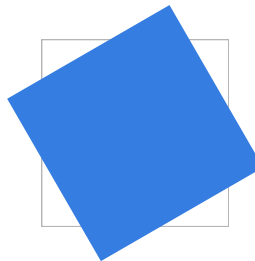
<code>transform: translate(10px, 20px)</code>	Moves the element horizontally and vertically
<code>transform: scale(1.5, 0.5);</code>	Enlarges or shrinks the element
<code>transform: rotate(30deg);</code>	Rotates the element
<code>transform: skew(30deg, 40deg);</code>	Skews the element on the 2D plane
<code>transform: matrix(scaleX(), skewY(), skewX(), scaleY(), translateX(), translateY());</code>	Shorthand syntax, where X and Y refer to horizontal and vertical axes, respectively



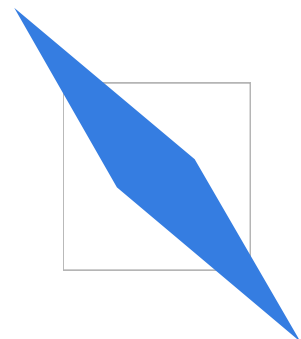
translate(10px, 20px)



scale(1.5, 0.5)



rotate(30deg)



skew(30deg, 40deg)