

CSS 2D/3D Transformations

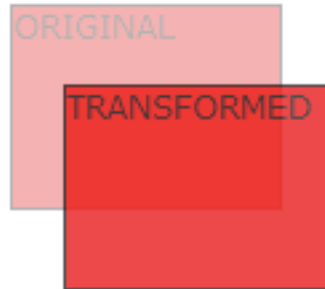
2019-04-16

2D Methods

- `translate()`
- `rotate()`
- `scale()`
- `scale()`
- `skewX()`
- `skewY()`
- `matrix()`

Translate

- The method `translate(10px, 20px)` moves an object from its current position along X- and Y-axis



Rotate

- The method `rotate(20deg)` rotates an object clockwise to a given degree



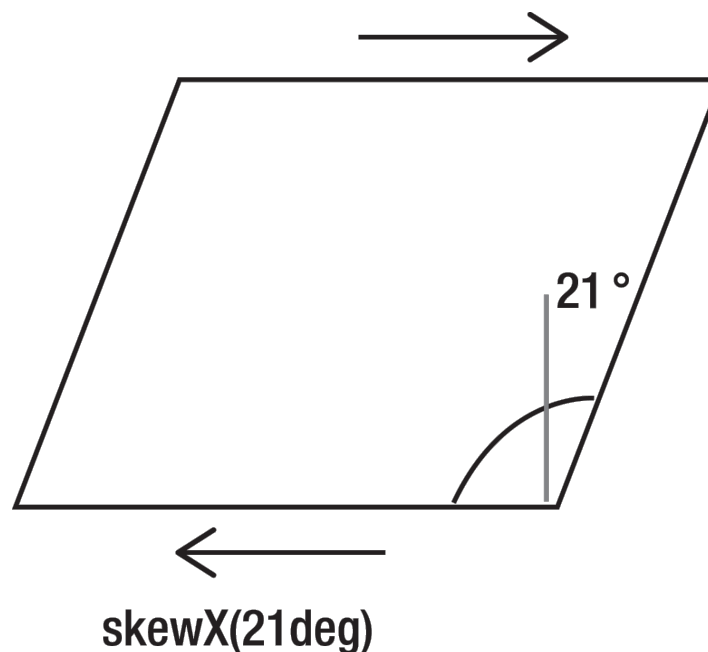
Scale

- The method `scale(2, 3)` modifies size of an element (decreases or increases).



Skew

- The method `skewX(21deg)` or `skewY(10deg)` skews by the given angle.



Matrix

- All methods in one

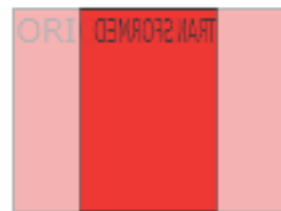
`matrix(scaleX(),skewY(),skewX(),scaleY(),translateX(),translateY())`

3D Methods

- rotateX()



- rotateY()



- rotateZ()

- perspective()

Text Effects

- `text-overflow: (clip | ellipsis);` - how to show overflowed content
- `word-wrap: break-word;` - allows break long words and wrap onto the new line
- `word-break: (keep-all | break-all);` - line breaking rules
- `writing-mode: (horizontal-tb | vertical-rl);` - vertical or horizontal