Transitions, transforms, and animation

Web development I: Front-end engineering

Transition basics



transition-property

transition-duration

transition-timing-function

transition-delay

transition

Which CSS property to change

How long it should take

How it should accelerate

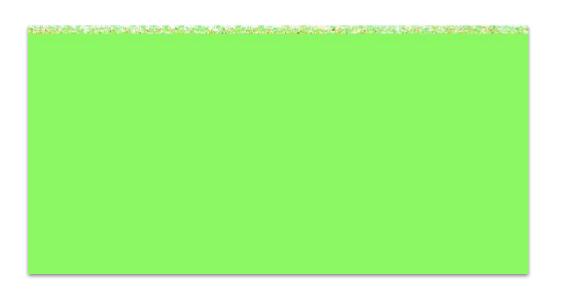
How long it waits before starting

Shorthand notation

Transitions



transition-timing-function: ease | linear | ease-in | ease-out | ease-in-out | step-start | step-end | steps | cubic-bezier



Applying multiple transitions

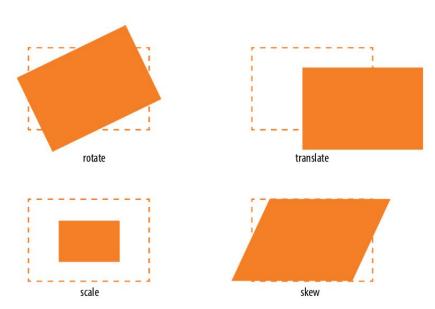


```
transition-property: background-color, color, letter-spacing;
transition-duration: 0.3s, 800ms, 0.3s;
transition-timing-function: ease-out, ease-in, ease-out;
```



rotate

translate, translateX, translateY
scale, scaleX, scaleY
skew, skewX, skewY
perspective





```
img {
  transform: rotate(-10deg);
}
```





transform-origin: percentage | length | left | center | right | top | bottom









```
img {
  transform: translate(5px, 5px);
}
```



transform: translate(90px, 60px);



transform: translate(-5%, -25%);



```
img {
  transform: scale(2, .5);
}
```





transform: scale(.75);

transform: scale(1.5, .5);



```
img {
  transform: skew(15deg, 30deg);
}
```



transform: skewY(30deg);



transform: skew(15deg, 30deg);

Applying multiple transforms



```
img:hover, img:focus {
   transform: scale(1.5)
rotate(-5deg) translate(50px,30px);
}
```

Normal state

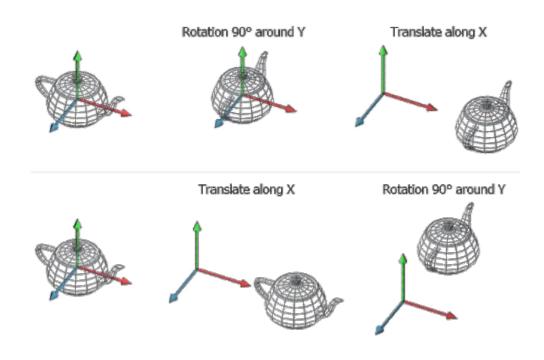


:hover,:focus (rotate, translate, and scale applied)



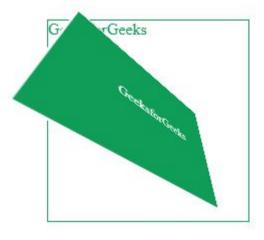


Some operations are not commutative





perspective: length | none | initial | inherit



Keyframe animation



```
@keyframes colors {
  0% { background-color: red; }
  20% { background-color: orange; }
  40% { background-color: yellow; }
  60% { background-color: green; }
  80% { background-color: blue; }
  100% { background-color: purple; }
```



Animation properties



animation-name

animation-duration

animation-timing-function

animation-delay

animation-iteration-count

animation-direction

animation-play-state

animation-fill-mode

Custom animation name

How long it should take

How it should accelerate

How long it waits before starting

How many times it should repeat

Play forward, in reverse, or back and forth

Whether it should be running or paused

How to apply styles before and after execution

Shorthand notation



```
#magic {
                                         #magic {
  animation-name: colors;
                                            animation: colors 5s linear
                                         infinite alternate;
  animation-duration: 5s;
  animation-timing-function: linear;
  animation-iteration-count: infinite;
  animation-direction: alternate;
```