



FE Dev Activity

18.3 | Rotations and Scaling

🕒 ~30-45 min | 👤 Individual | 📝 Visual Studio Code

Overview

In this activity, you will practice rotating and scaling prebuilt elements on your page.

These effects will help you build engaging interfaces, especially in combination with upcoming activities.

Instructions

Step 1: Rotate

1. Open the `index.html` and `index.css` files.
 - **Note:** You can find the file located within the .zip file in the Activities folder.
2. Inside `index.css`, find the selector that targets images nested in an element with the `rotate` class.
3. Add `transform: rotate(180deg);` to this selector. (This will flip the image of the dog on its head.)



4. Try other values (even negative numbers) for `rotate` and see what happens.

Step 2: Scale

1. Find the `.scaleMe` selector and give this a property of `transform: scale(2);` (this will increase the size of the red square).
2. Try out scaling along the x- and y-axes using `scaleX()` and `scaleY()` or the shorthand of `scale(x,y)`.

Step 3: Translate

1. Find the `.moveMe` selector and give this a property of `transform: translate(80%, 40%);`.
 - **Note:** You should see the blue square move from the left by the first value and the top by the second value.
2. Try out `translate` along the x- and y-axes using `translateX()` and `translateY()` or the shorthand of `scale(x,y)`.
3. You should have a box that scales and moves along the x- and y-axes.

Bonus

1. If you'd like to take your work a step further, try out other two- and three-dimensional transformations. Read more about that [here](#).