

CSS 3

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TRANSFORM


`transform:scale()`


The `scale()` method increases or decreases the size of an element (according to the parameters given for the width and height).



TRANSFORM

`transform:scale(x, y)`

`scaleX(x)` 

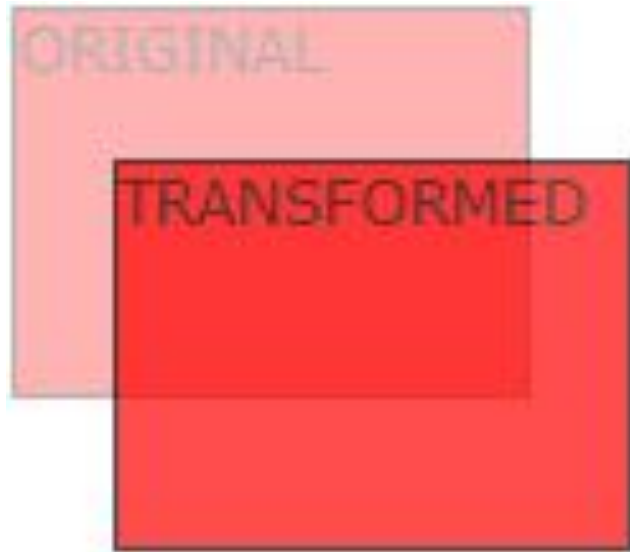
`scaleY(y)` 

TRANSFORM

`translate(xpx, ypx)` Move Element from X

`translateX()` Move Element From X

`translateY()` Move Element From Y



TRANSFORM

`rotate(0deg)`

`transform-origin: top left`
(the point of rotation)



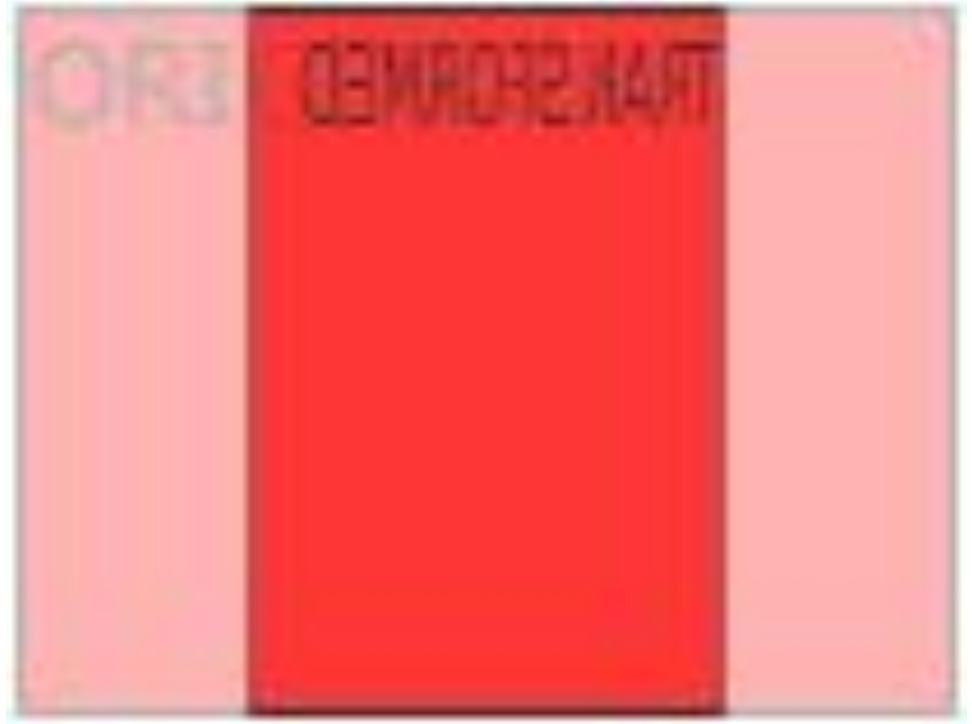
TRANSFORM

`rotateX(0deg)`



TRANSFORM

`rotateY(0deg)`



ANIMATION

Animation-name: “animName”

```
@keyframes animName{  
}
```


ANIMATION

```
@keyframes animName{  
  From{  
    Color: red;  
  }  
  To{  
    Color: green;  
  }  
}
```

ANIMATION

```
@keyframes animName{  
    0%{}  
    50%{}  
    100%{}  
}
```

ANIMATION

```
animation-duration:3s;
```

```
animation-delay:1s;
```

ANIMATION

`animation-iteration-count: 3;` (will run 3 times)

`animation-iteration-count: infinite;` (will run infinity)

`animation-direction: reverse;` (the animation happened reversed)

LINEAR GRADIENT

CSS gradients let you display smooth transitions between two or more specified colors.

CSS defines three types of gradients:

Linear Gradients (goes down/up/left/right/diagonally)

Radial Gradients (defined by their center)

Conic Gradients (rotated around a center point)

SVG

<circle

cx=10 => point of X in browser

cy=15 => point of Y in browser

r=20 => circle radius

stroke=red => border color

stroke-width= 1 => border width

fill=green => fill color

>

SVG

```
<rect
```

```
  width="300"
```

```
height="100"
```

```
style="fill:rgb(0,0,255);
```

```
Stroke-width:3;
```

```
stroke:rgb(0,0,0)"
```

```
/>
```

SVG

`<line`

`x1= => first point from x`

`y1= => first point from y`

`x2= => second point from x`

`y2= => second point from y`

`/>`