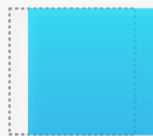


变形函数

translate()/translate3d() 平移函数

translateX(25px)



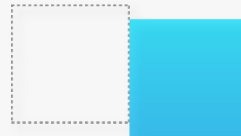
translateY(-20%)



translate(-20%, 20%)



translate(100%, 20%)



scale()/scale3d() 缩放函数

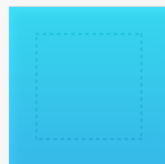
scaleX(2)



scaleY(0.5)



scale(1.5)

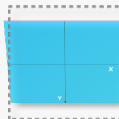


scale(1.5, 0.5)

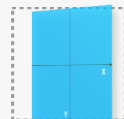


rotate()/rotate3d() 旋转函数

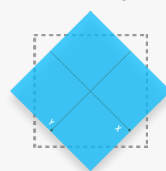
rotateX(-45deg)



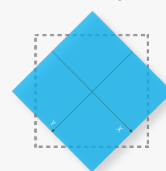
rotateY(-45deg)



rotateZ(45deg)



rotate(45deg)



skew() 倾斜函数

skewX(45deg)



skewY(-20deg)



skew(45deg, -20deg)



perspective() 视域函数

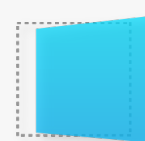
perspective(100px)



perspective(250px)



perspective(1000px)



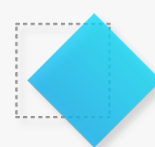
其他变形属性

transform-origin 移动原点

0 0



50% 100%



50% 50%

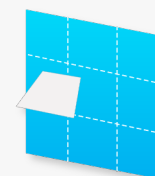


transform-style 3D变形方式

transform-style:flat



transform-style:preserve-3d



perspective 定义视域 类似于视域函数

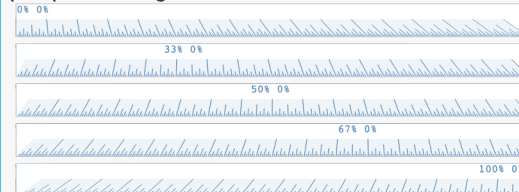
perspective:none



perspective:800px



perspective-origin 移动视域原点



backface-visibility 处理背面

原图



rotateX(180deg)



backface-visibility:hidden