### **CSS Transform functions**

Beyond box placement, more detailed visual controls

- Shift visuals X/Y
- Rotation
- Skew (shifting unequally)
- Scale (zoom in/out)
- 3d interactions

# **Translate (shift x/y coords)**



#### Some Paragraph Text

```
.kitten {
  transform: translate( 2rem, 5rem );
}
```



#### Translate details

- Values can be all units, including percentages
- Negative values are fine (when meaningful)
- Creates a positioned element
  - like position other than static
- translateX() and translateY()
  - also translateZ()
- pass multiple to transform as space-separated

```
.some-selector {
  transform: translate( 1rem, 5rem);
}
.other-selector { /* Same effect as above */
  transform: translateX( 1rem ) translateY( 5rem );
}
```

## Translate standalone property

translate was so popular in transform

• It got a spin-off series!

```
.some-selector {
  translate: 1rem 5rem;
}
.other-selector { /* Same effect as above */
  transform: translate( 1rem, 5rem );
}
```

- Standalone property
  - Makes mixing transforms easier
- No commas

## **CSS Rotation**

```
.kitten {
  transform: rotate( -45deg );
}
```



### **Rotate Details**

- Units are degrees, rads, grads, or turns
  - positive (clockwise-tilt) or negative
- rotate() is rotateZ()
  - exist: rotateX(), rotateY(), Or rotateZ()
- Easier to work with one transform at a time
- inline vs block effects are exaggerated
  - rotating a block will still have full width

## **Combining Transformations**

```
img.kitten { /* Note block vs inline-block */
    display: inline-block; /* Consider impacts of wrapping */
}

p.kitten-label {
    display: inline-block;
    color: red;
    background-color: #FFFFFF60;
    border: 2px dashed red;
    transform:
        translateX(-173px)
        translateY(-65px)
        rotate(-45deg);
}
```



### rotate also exists as standalone property

```
img.kitten { /* Note block vs inline-block */
    display: inline-block; /* Consider impacts of wrapping */
}

p.kitten-label {
    display: inline-block;
    color: red;
    background-color: #FFFFFF60;
    border: 2px dashed red;
    translate: -173px -65px;
    rotate: -45deg;
}
```



### Standalone rotate options

To rotate on a different axis, list the axis first:

#### Not yet supported on Safari

• Use transform: rotateX() (rotateY(), rotateZ()) instead

```
rotate: x 45deg;
rotate: y 45deg;
rotate: x 45deg;
```

#### **CSS Skew**

```
transform: skew();
```

- technically distorts x/y of each POINT
- one arg: skew() or skewX()
  - shifts left X at top, to right X at bottom
- two args: shift left X, up Y at top left, to right X, down Y at bottom left
- arguments are angles (degrees, rads, grads, turns)
- easier to see effects by playing in debugger
  - notice how a quarter turn (90deg) results in a flat line

### **Skew X**

```
#kitten-unskewed {
    display: inline-block;
}

#kitten-skewed {
    display: inline-block;
    transform: skew(20deg);
}
```



# **Totally Skewed**

```
#kitten-still-unskewed {
    display: inline-block;
}

#kitten-slightly-skewed {
    display: inline-block;
    transform: skew(20deg);
}

#kitten-totally-skewed {
    display: inline-block;
    transform: skew(20deg, 10deg);
}
```



## Skew not popular enough for a spin-off

No separate skew property

Only way to skew is as part of transform

### Scale

Resizes (zoom in/out)

- scale()
  - one arg: Scale both x and y by that multiplier
  - two arg: Scale X by first arg, Y by second

Notice that like all transformations, document flow is not impacted by visuals

## **Kitten grows scales**

```
#kitten-unscaled {
    display: inline-block;
}

#kitten-scale-up {
    display: inline-block;
    transform: scale(2);
}

#kitten-scale-down {
    display: inline-block;
    transform: scale(0.5);
}
```



## scale has a spin-off as a separate property

```
#kitten-unscaled {
    display: inline-block;
}

#kitten-scale-up {
    display: inline-block;
/* transform: scale(2); */
    scale: 2;
}

#kitten-scale-down {
    display: inline-block;
/* transform: scale(0.5); */
    scale: 0.5;
}
```

# **Rarely used transformations**

- rotate3d()
- scale3d()
- translate3d()
- matrix()
- matrix3d()
- perspective()