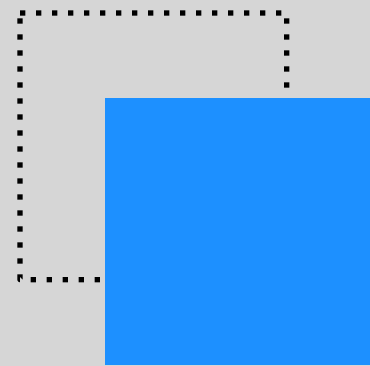


# #2 TRANSFORM & TRANSITION

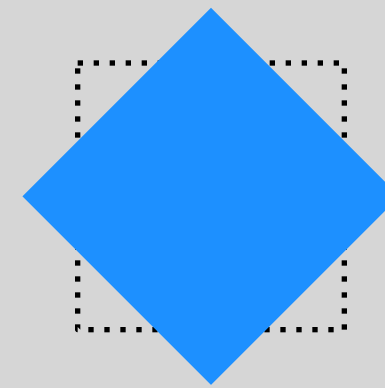
**intro**

# Individual transform properties

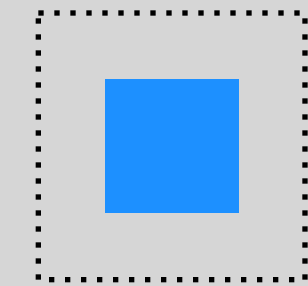
[translate: 2em 2em;](#)



[rotate: 45deg;](#)

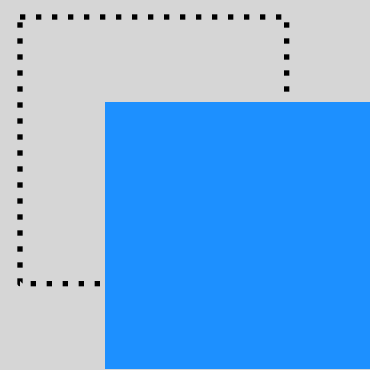


[scale: .5;](#)



# Individual transform properties

`translate: 2em 2em;`



min is omhoog

X-as Y-as

`translate: 2em -2em;`

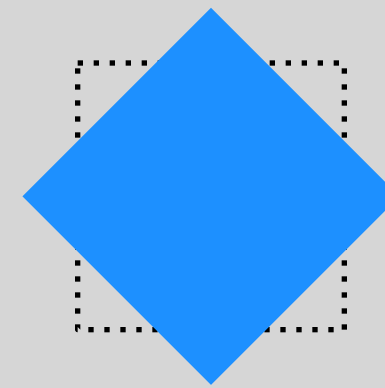
X-as

`translate: 2em;`

X-as Y-as Z-as

`translate: 2em 2em 2em;`

`rotate: 45deg;`



Z-as

`rotate: 90deg;`

X-as

`rotate: x 120deg;`

Y-as

`rotate: y 1turn;`

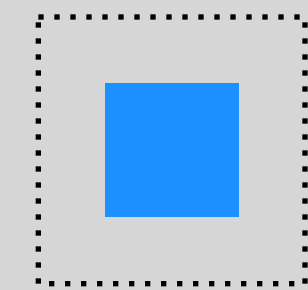
1 draai

Z-as

`rotate: z -90deg;`

tegen de klok in

`scale: .5;`



2x zo groot

X&Y-as

`scale: 2;`

helemaal weg

`scale: 0;`

X-as Y-as

`scale: .5 2;`

`scale: 50% 200%;`

percentages kunnen ook

# Transition

```
transition-duration: 1s;  
transition-delay: 1s;  
transition-timing-function: ease-in;
```

## Kan samen ook met de shorthand:

```
transition: 1s;  
transition: 1s 1s ease-in;  
delay
```

## Alleen van toepassing voor color:

```
transition-property: color;
```

## Als onderdeel van de shorthand:

```
transition: color 1s 1s ease-in;
```

## Verschillende transitities:

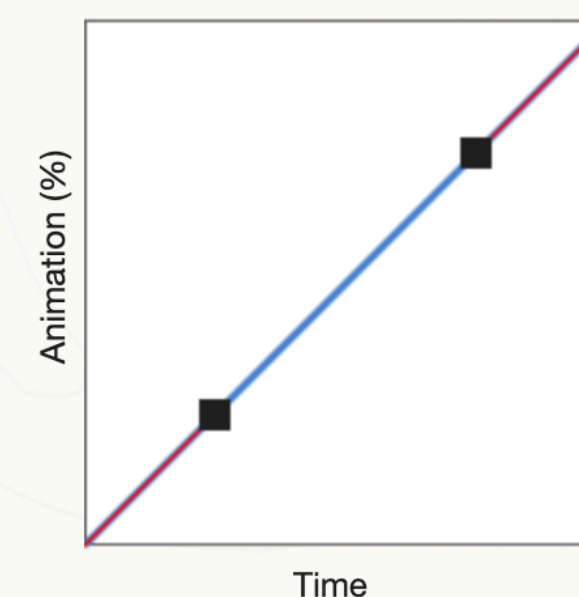
```
transition:  
  color 1s .5s ease-in,  
  border-radius 2s 1s ease-in;
```

custom easing

1. Choose an easing type and test it out with a few effects.
2. If you don't quite like the easing, grab a handle and fix it.
3. When you're happy, snag your code and off you go.

Now that we can use CSS transitions in all the modern browsers, let's make them pretty. I love the classic Penner equations with Flash and jQuery, so I included most of those. If you're anything like me\*, you probably thought this about the default easing options: "ease-in, ease-out...yawn." The mysterious cubic-bezier has a lot of potential, but was cumbersome to use. Until now. Also, touch-device friendly!

\*If you are anything like me, we should be friends [@matthewlein](#)



Easing:

Duration:

Effect:



Code snippets, short and long-hand:

```
transition: all 500ms cubic-bezier(0.250, 0.250, 0.750, 0.750); /* linear */
```

```
transition-timing-function: cubic-bezier(0.250, 0.250, 0.750, 0.750); /* linear */
```

If this saves you time, or blows your mind, consider making a  to keep these projects alive.

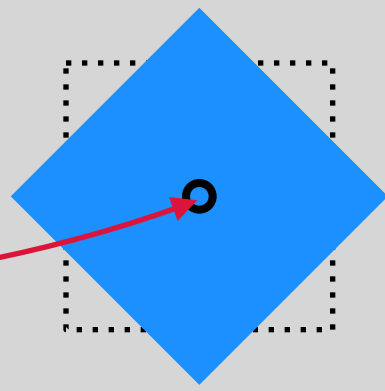
Resources

- Very nice overview of CSS Transition

<https://matthewlein.com/tools/ceaser>

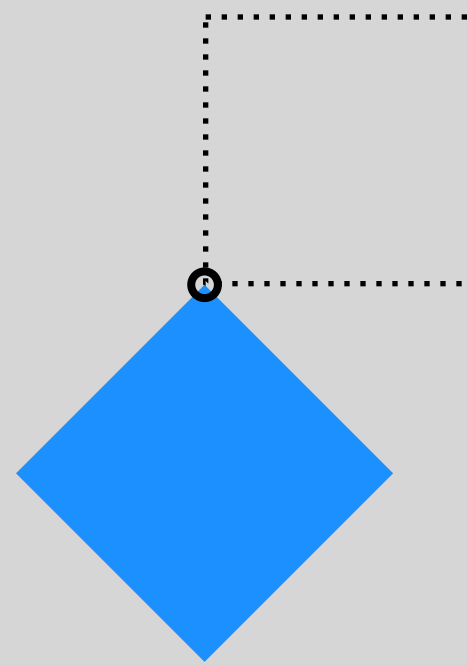
# Transform-origin

rotate: 45deg;



standaard draait een  
element om zijn  
middenpunt (naveltje)

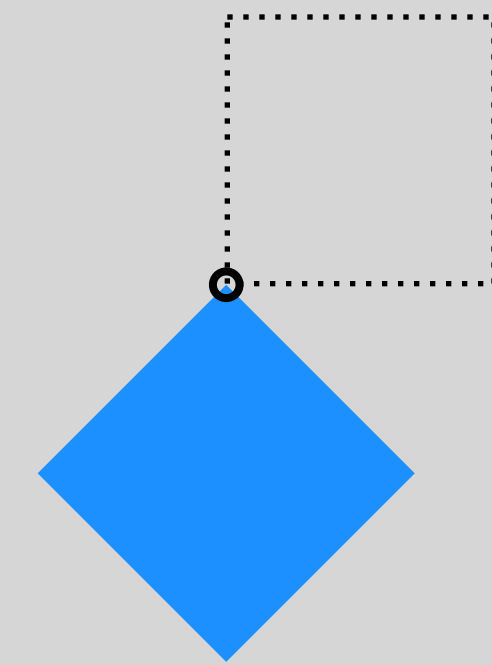
rotate: 135deg;



X-as Y-as  
transform-origin:left bottom

met keywords om  
de hoek linkson der  
draaien

rotate: 135deg;



X-as Y-as  
transform-origin:0% 5em

kan ook met  
percentages en  
maten

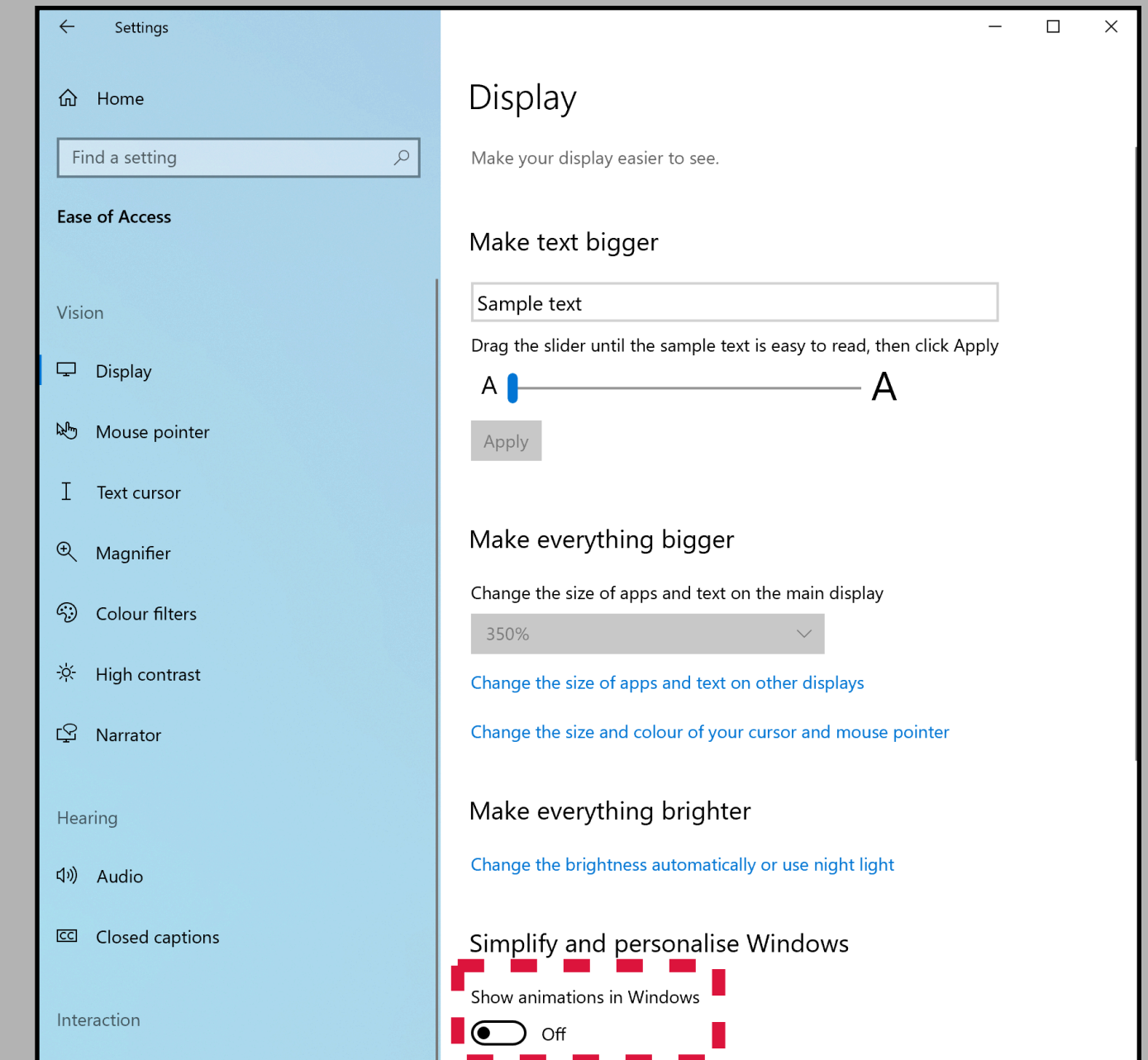
# Prefers reduced motion

```
@media (prefers-reduced-motion:no-preference) {  
  div {  
    transition: 1s;  
  }  
}
```

alleen een transition als de gebruiker heeft aangegeven dat dat geen probleem is

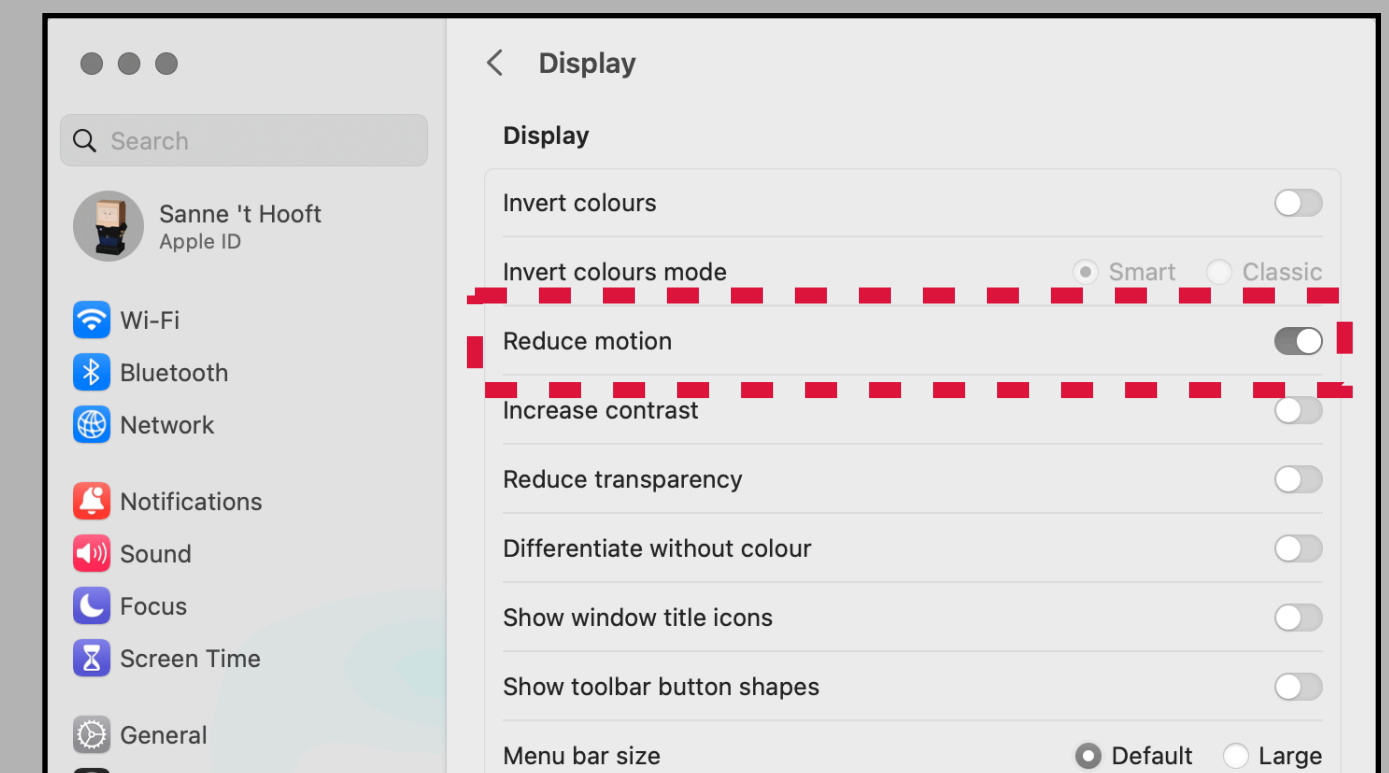
## Show animations - Windows

Settings → Ease of Access → Display



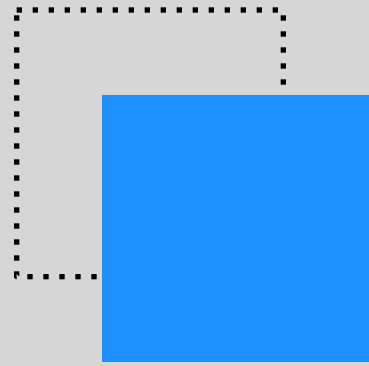
## Reduce motion

System preferences → Accessibility → Display

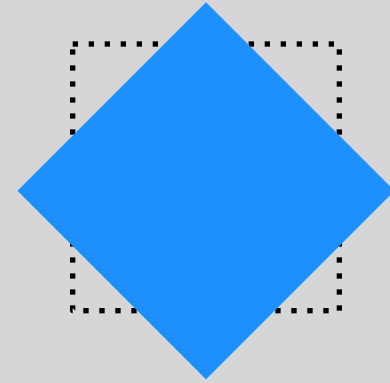


# Transform functions

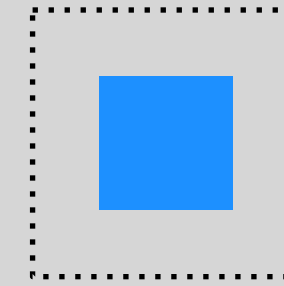
`transform: translate(2em, 2em);`



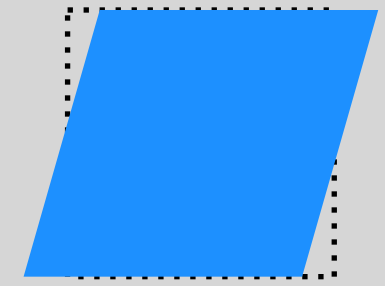
`transform: rotate(45deg);`



`transform: scale(.5);`

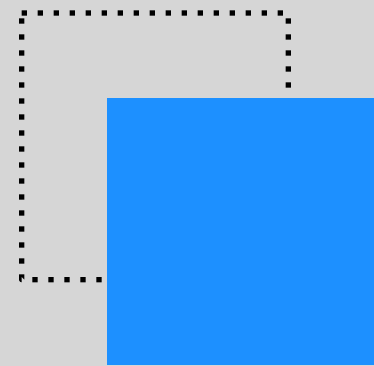


`transform: skew(10deg, 0deg);`



# Transform functions

`transform: translate(2em, 2em);`



percentage  
van eigen  
afmeting

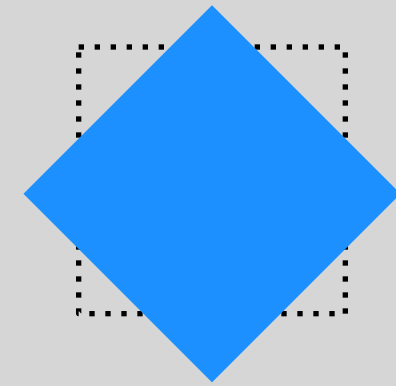
X-as Y-as  
`translate(2em, -2em);`

X-as  
`translate(2em);`

`translate(50%, 3rem);`

`translateY(100%);`  
`translateX(100%);`  
`translateZ(100%);`

`transform: rotate(45deg);`

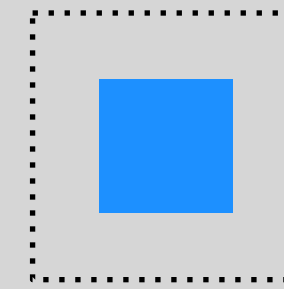


Z-as  
`rotate(45deg);`

`rotateX(.5turn);`  
`rotateY(0);`  
`rotateZ(45deg);`

`rotate3D(1,1,1,45deg);`

`transform: scale(.5);`

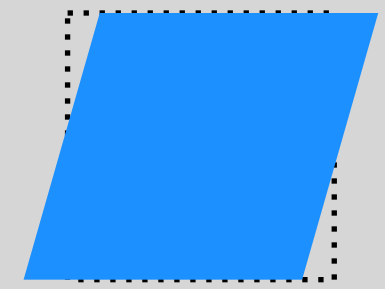


X&Y-as  
`scale(1);`

X-as Y-as  
`scale(.5, 2);`

`scale(50%, 200%);`

`transform: skew(10deg, 0deg);`



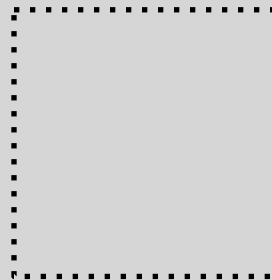
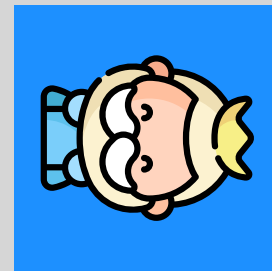
X-as Y-as  
`skew(10deg, 20deg);`

X-as  
`skew(15deg);`

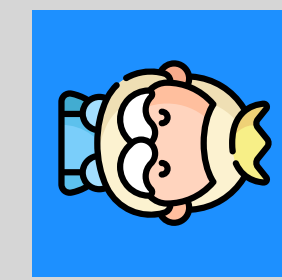
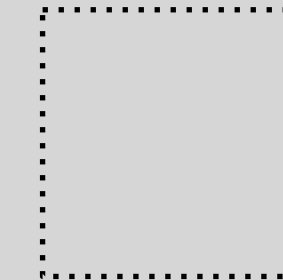
`skewX(.25turn);`  
`skewY(-10deg);`



# Combi (de volgorde doet ertoe)



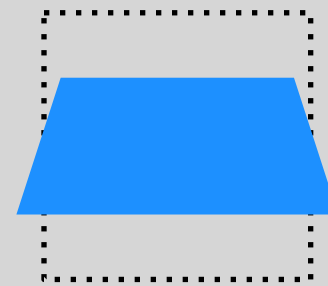
transform:  
translateY(-125%) ← eerst omhoog  
rotate(90deg); ← dan draaien



transform: ← eerst draaien  
rotate(90deg) (het assenstelsel draait mee)  
translateY(-125%);  
← dan 'omhoog' (in het gedraaide assenstelsel)

# 3D

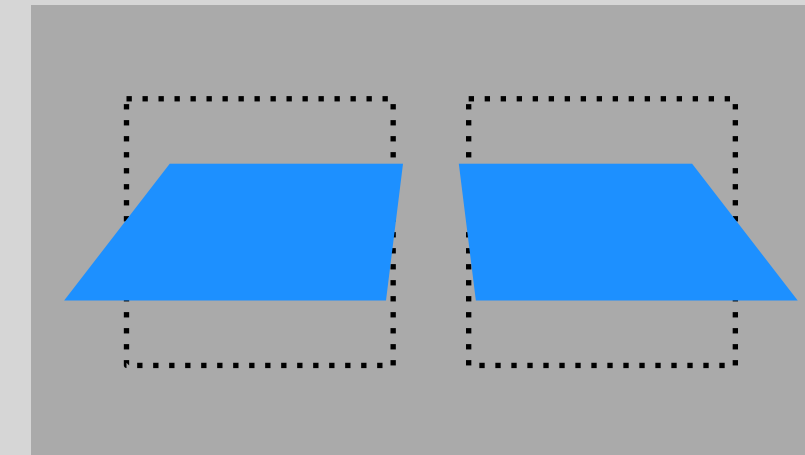
## Eigen perspectief



```
div {  
  transform:  
    perspective(15em)  
    rotateX(45deg);  
}
```

de div heeft zijn eigen  
verdwijnpunt

## Gedeeld perspectief

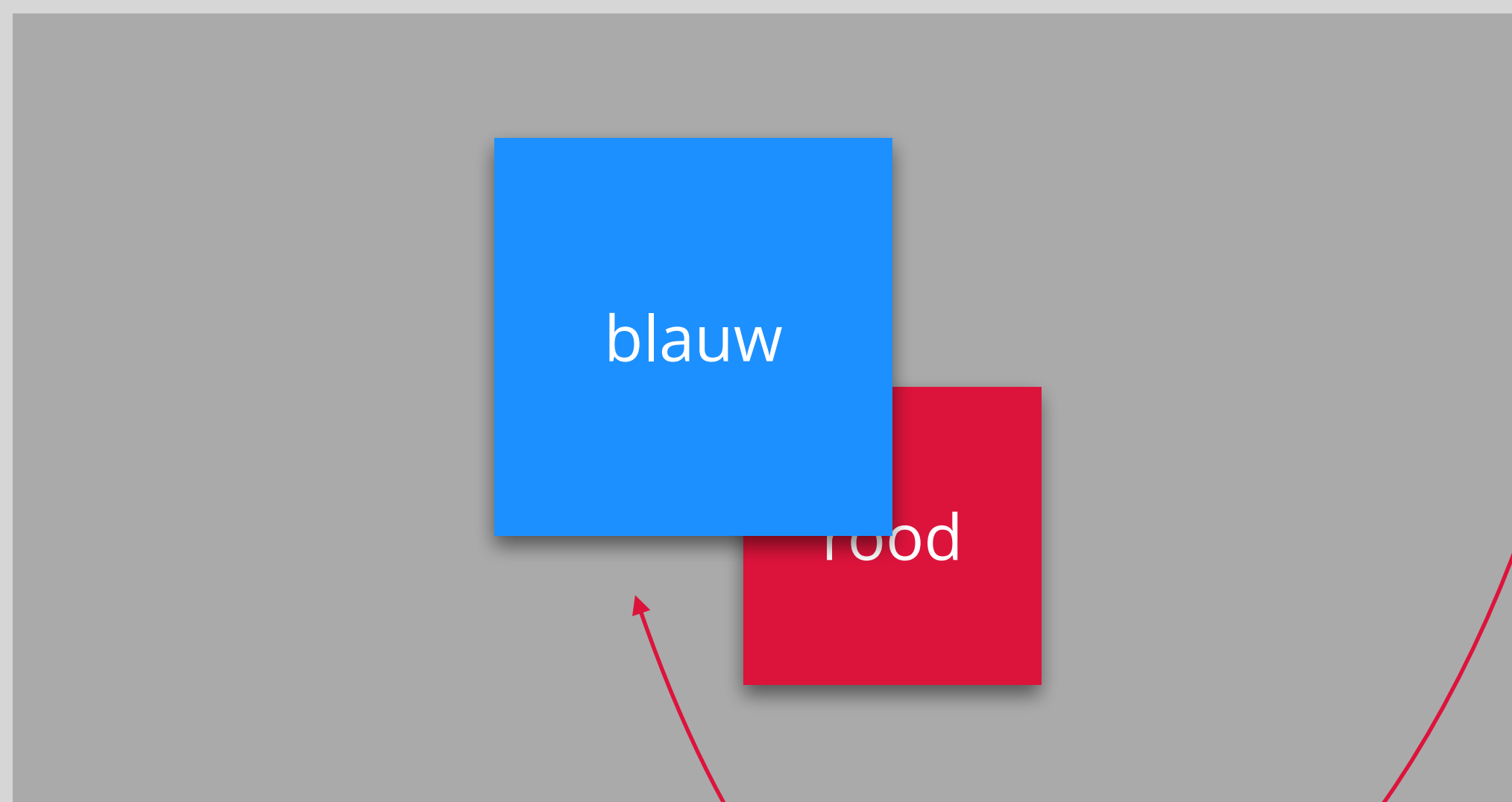


```
section {  
  perspective:15em;  
}  
  
div {  
  transform:  
    rotateX(45deg);  
}
```

de divs delen hetzelfde  
verdwijnpunt van de  
section

# preserve-3D

De section is een 'echte' 3D-container



Daardoor ligt de blauwe div boven de rode div (ondanks dat de blauwe div eerder in de HTML staat)

## Html

```
<section>
  <div>blauw</div>
  <div>rood</div>
</section>
```

## CSS

```
section {
  perspective(15em);
  transform-style:preserve-3D;
}
```

```
div:nth-of-type(1) {
  background-color: DodgerBlue;
  transform: translateZ(4em);
```

naar voren

```
div:nth-of-type(2) {
  background-color: Crimson;
  transform: translateZ(-4em);
```

naar achteren

intro!

#8 TRANSITION

#5 TRANSFORM