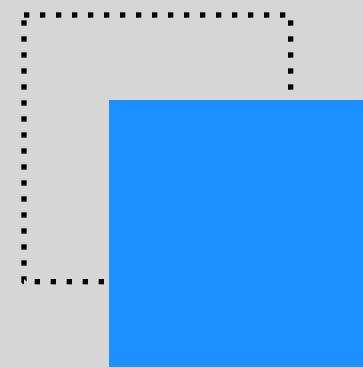


CSS challenge #2

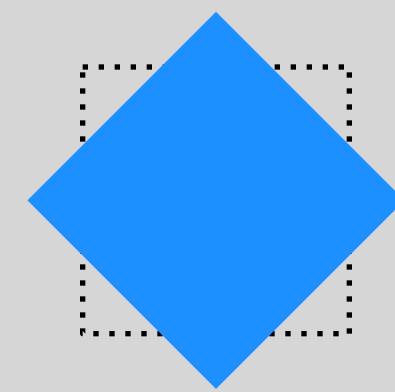
TRANSFORM & TRANSITION INTRO

Individual transform properties

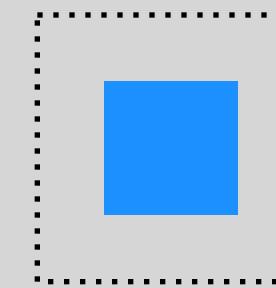
[translate: 2em 2em;](#)



[rotate: 45deg;](#)

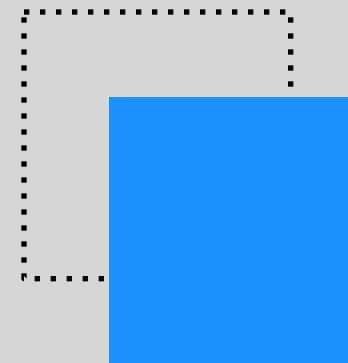


[scale: .5;](#)



Individual transform properties

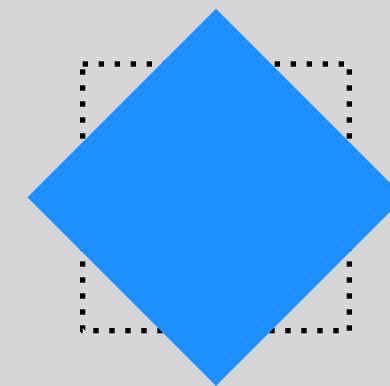
translate: 2em 2em;



translate: 2em -2em;
X-as Y-as
min is omhoog

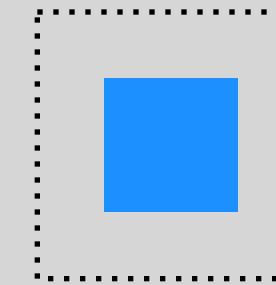
translate: 2em;
X-as Y-as Z-as
translate: 2em 2em 2em;

rotate: 45deg;



rotate: 90deg;
Z-as
rotate: x 120deg;
X-as
rotate: y 1turn;
Y-as 1 draai
rotate: z -90deg;
Z-as tegen de klok in

scale: .5;



2x zo groot
X&Y-as helemaal weg

scale: 2;
X-as Y-as
scale: 0;

scale: .5 2;
scale: 50% 200%;
percentages kunnen ook

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](#)

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;
```

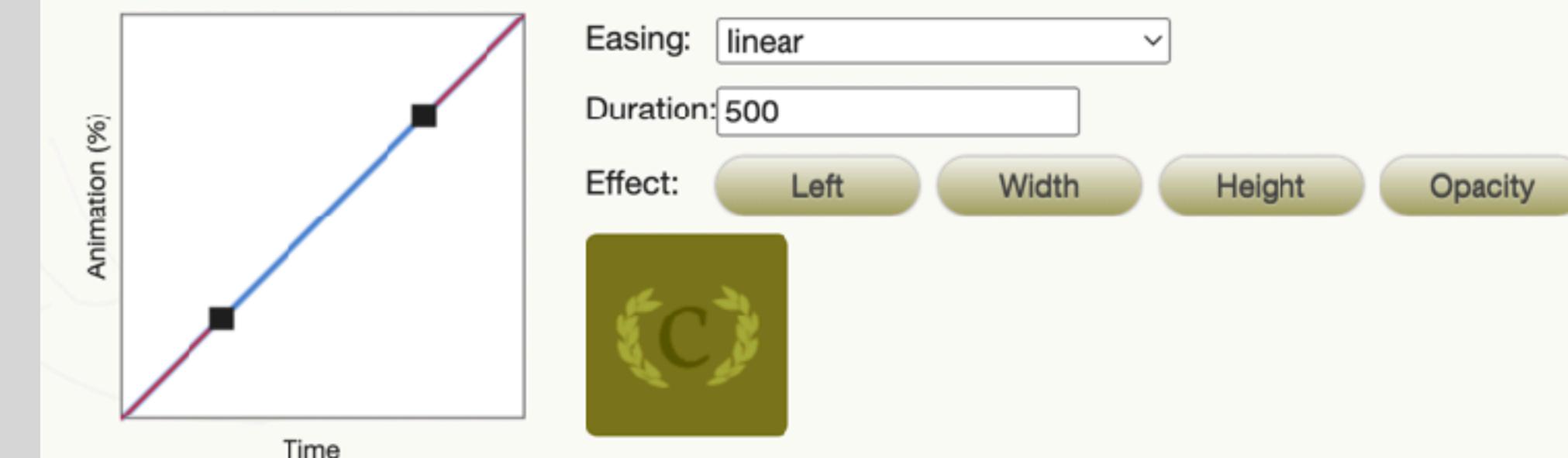
Als onderdeel van de shorthand:

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

Verschillende transities:

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

custom easing



Code snippets, short and long-hand:

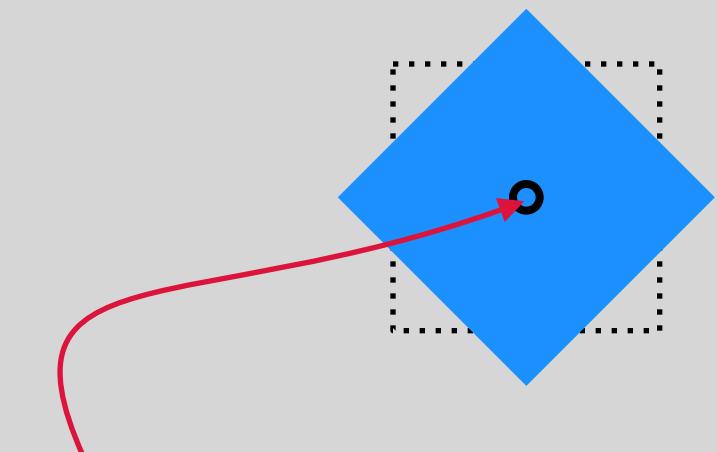
```
transition: all 500ms cubic-bezier(0.250, 0.250, 0.750, 0.750); /* linear */
```

```
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 [Donation](#) to keep these projects alive.

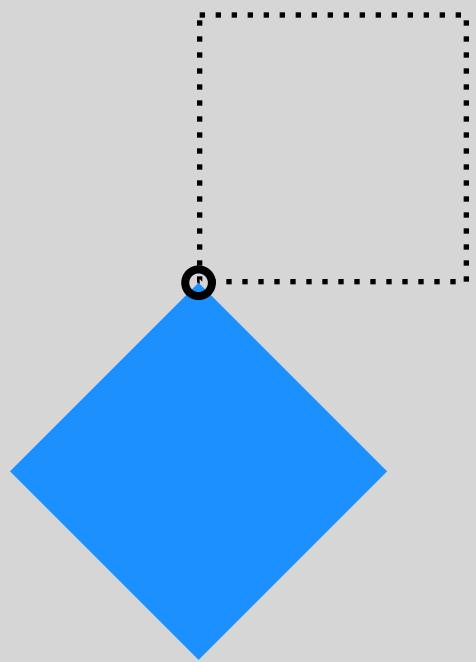
Transform-origin

rotate: 45deg;



standaard draait een
element om zijn
middelpunt (naveltje)

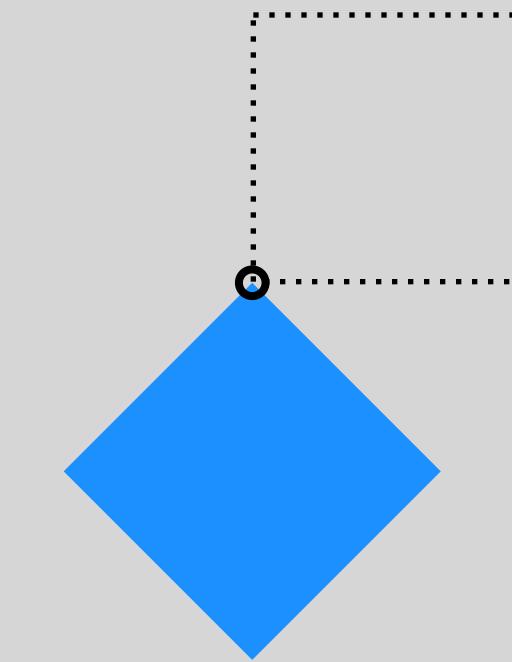
rotate: 135deg;



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

met keywords om
de hoek linksonder
draaien

rotate: 135deg;



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

kan ook met
percentages en
maten

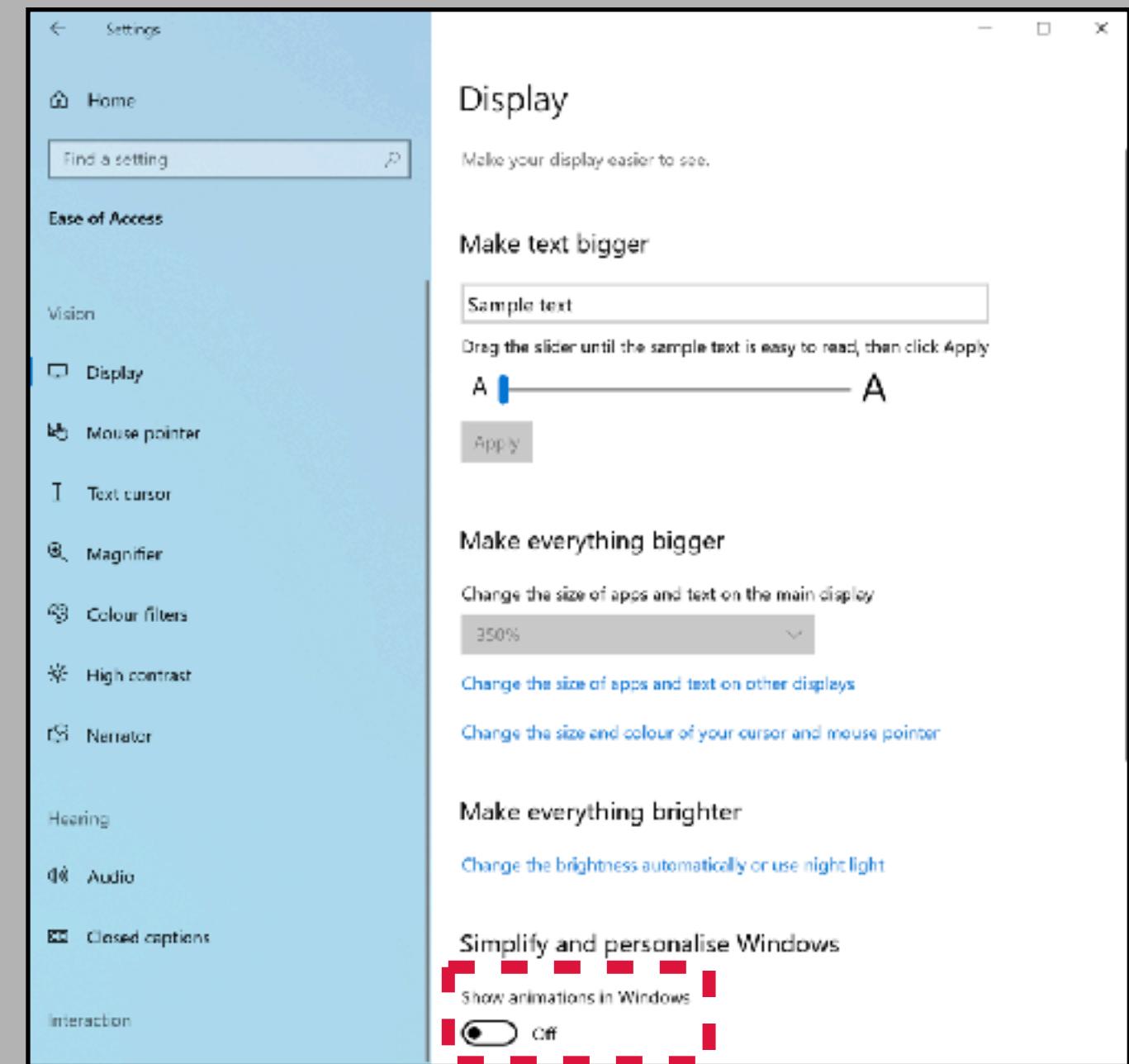
Prefers reduced motion

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

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

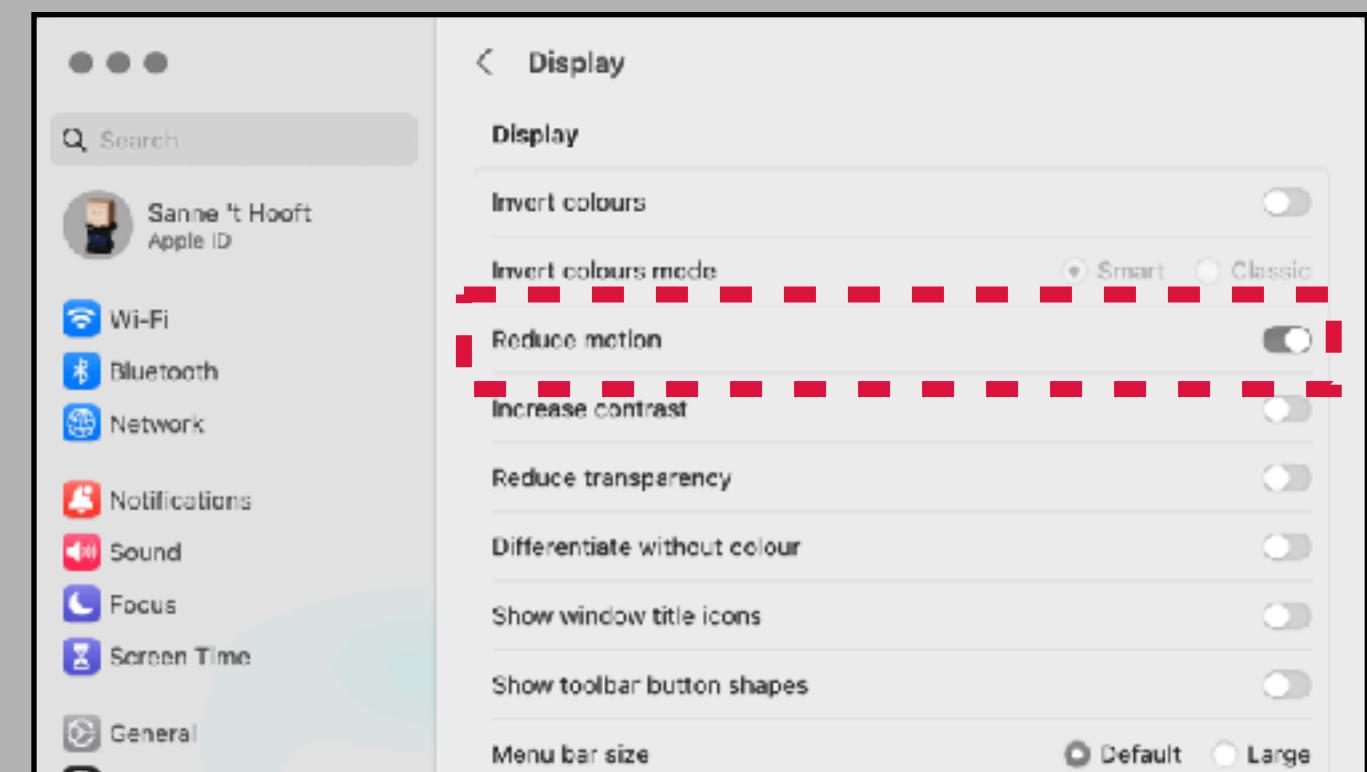
Show animations - Windows

Settings → Ease of Access → Display



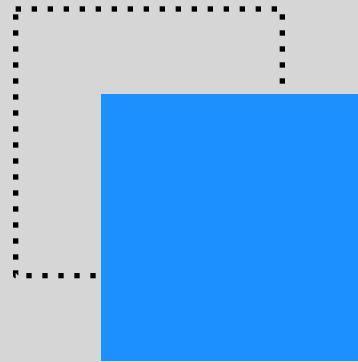
Reduce motion

System preferences → Accessibility → Display

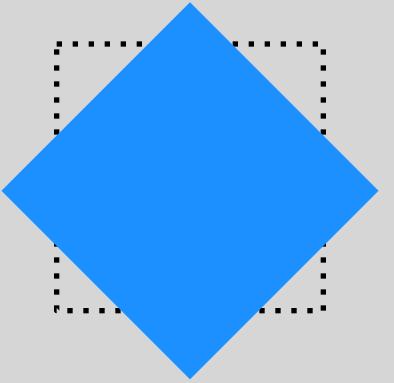


Transform functions

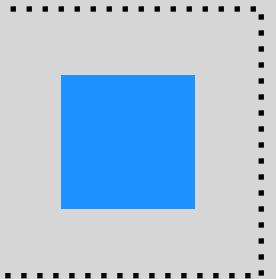
[`transform: translate\(2em, 2em\);`](#)



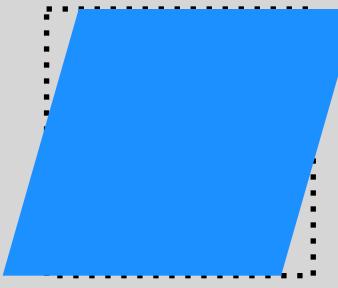
[`transform: rotate\(45deg\);`](#)



[`transform: scale\(.5\);`](#)

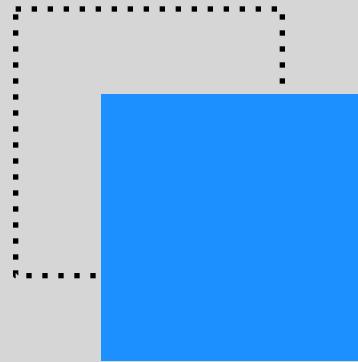


[`transform: skew\(10deg, 0deg\);`](#)



Transform functions

[transform: translate\(2em, 2em\);](#)



percentage
van eigen
afmeting

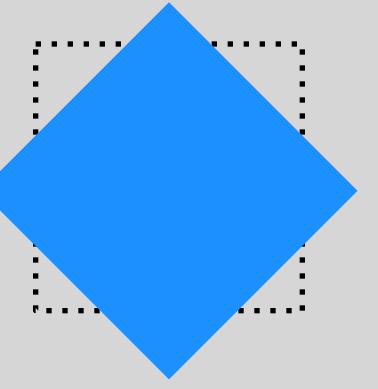
X-as Y-as
translate(2em, -2em);

X-as
translate(2em);

translate(50%, 3rem);

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

[transform: rotate\(45deg\);](#)

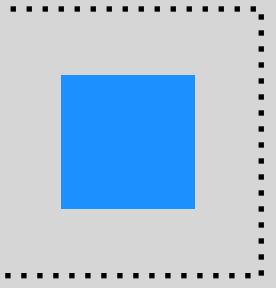


Z-as
rotate(45deg);

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

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

[transform: scale\(.5\);](#)

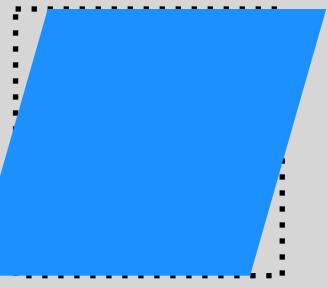


X&Y-as
scale(1);

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

scale(50%, 200%);

[transform: skew\(10deg, 0deg\);](#)

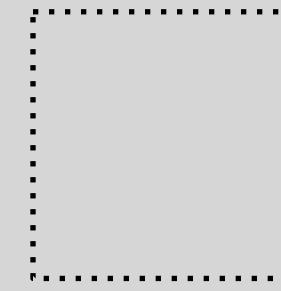
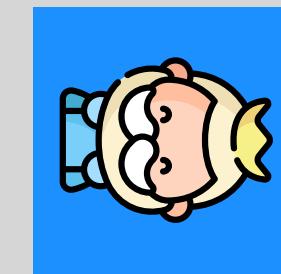


X-as Y-as
skew(10deg, 20deg);

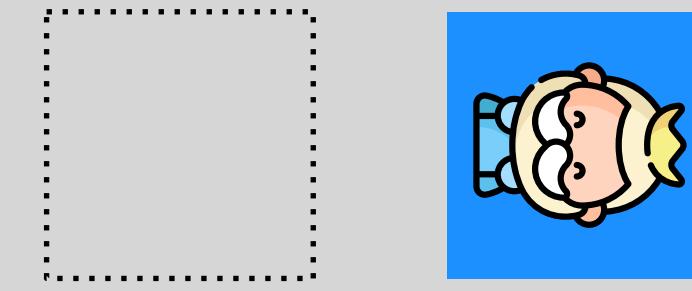
X-as
skew(15deg);

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

Combi (de volgorde doet ertoe)



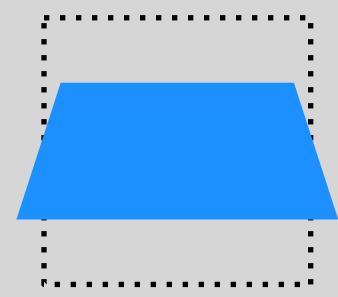
```
transform:  
translateY(-125%) ← eerst omhoog  
rotate(90deg); ← dan draaien
```



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

3D

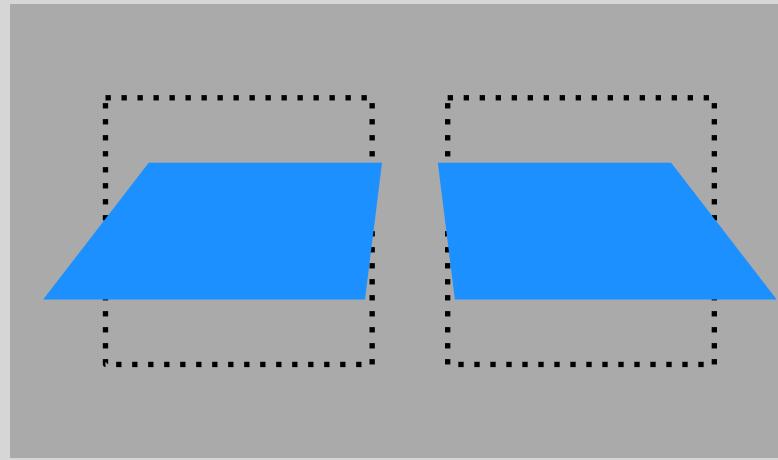
Eigen perspectief



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

de div heeft zijn eigen
verdwijnpunt

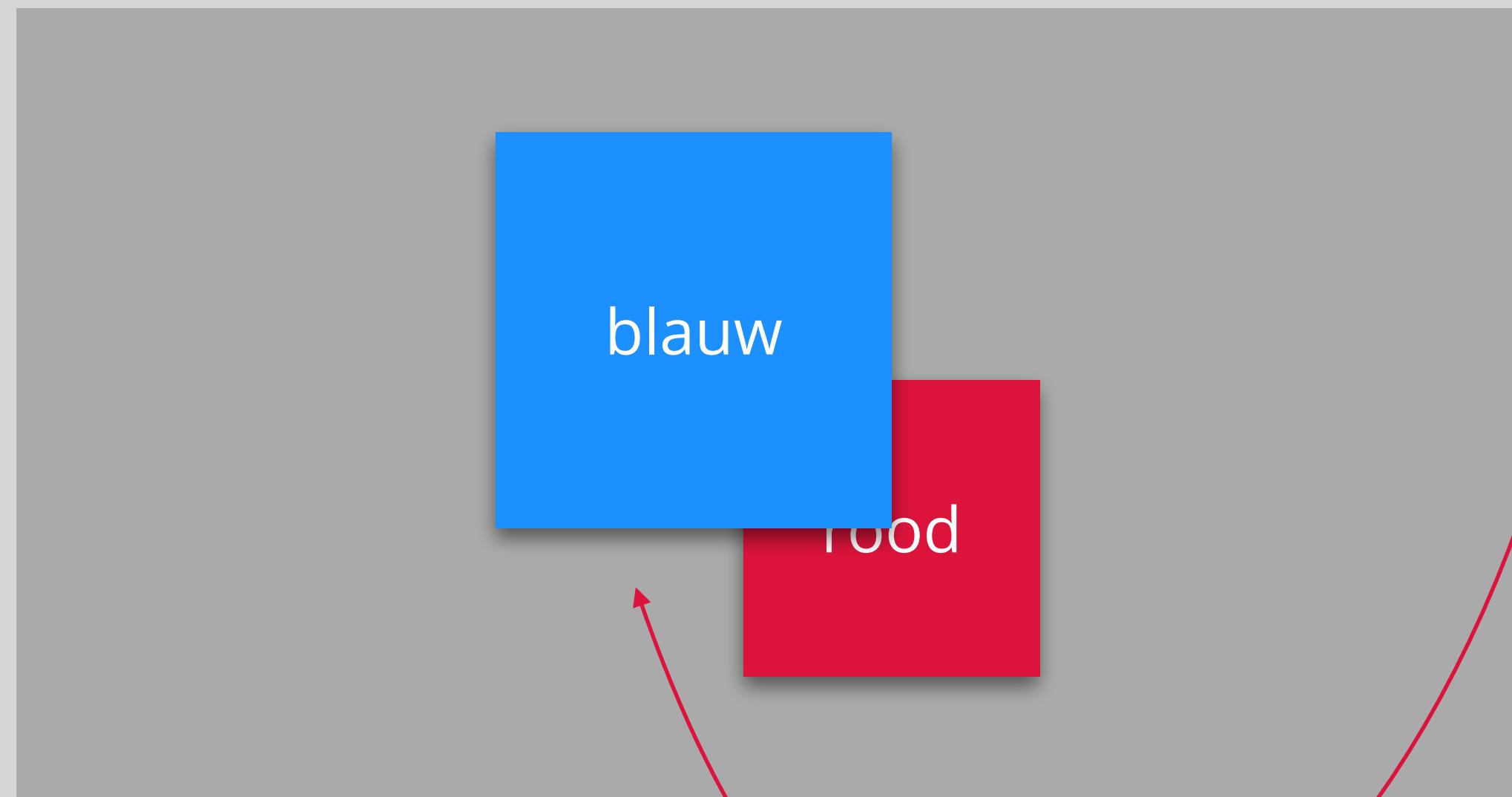
Gedeeld perspectief



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

de divs delen hetzelfde
verdwijnpunt van de
section

preserve-3D



Voor **zwarte** piste

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);
}
```

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

naar voren

naar achteren

ИЛЬКО & АВА ЛЯСЕОВИ

CSS challenge #5