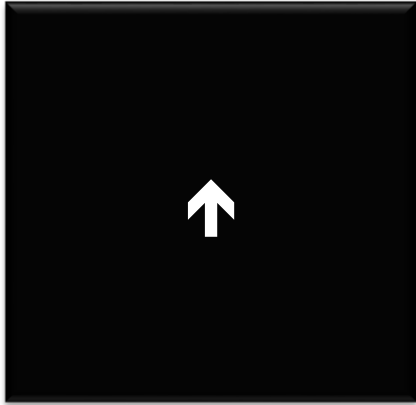
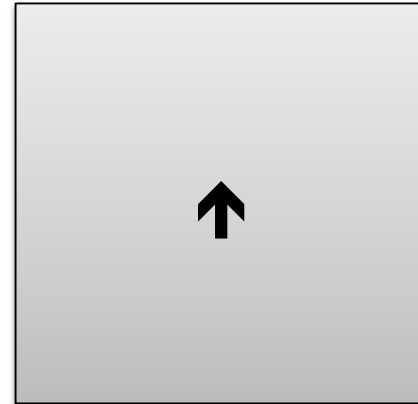


**transforms**

# transform: translate(x, y)

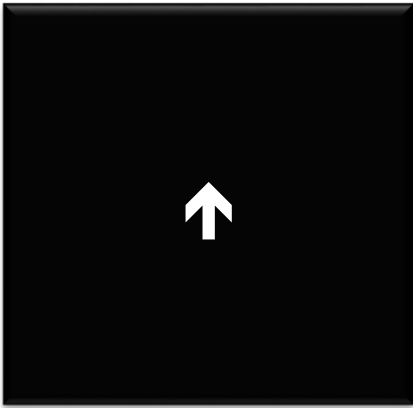


translate(0,0)

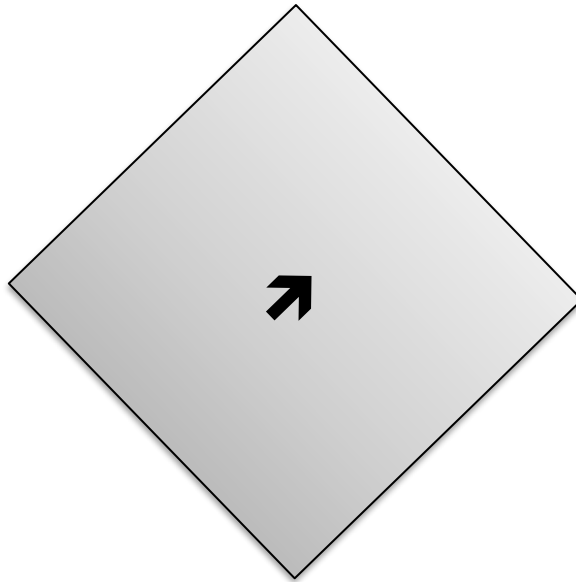


translate(200px, 100px)

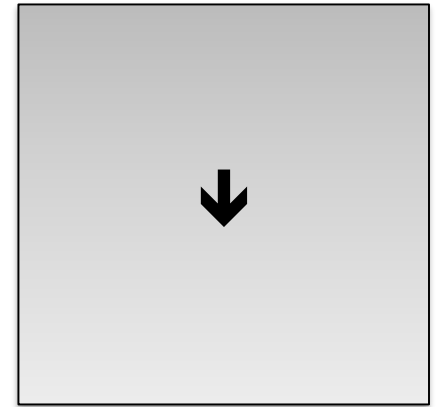
# transform: rotate(x)



rotate(0deg)

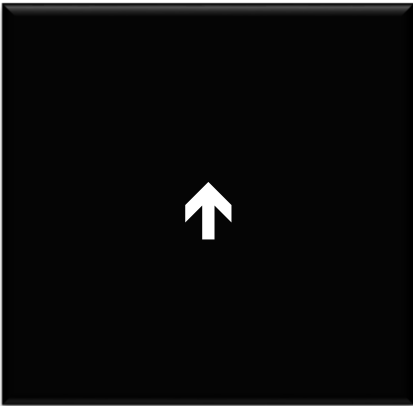


rotate(45deg)

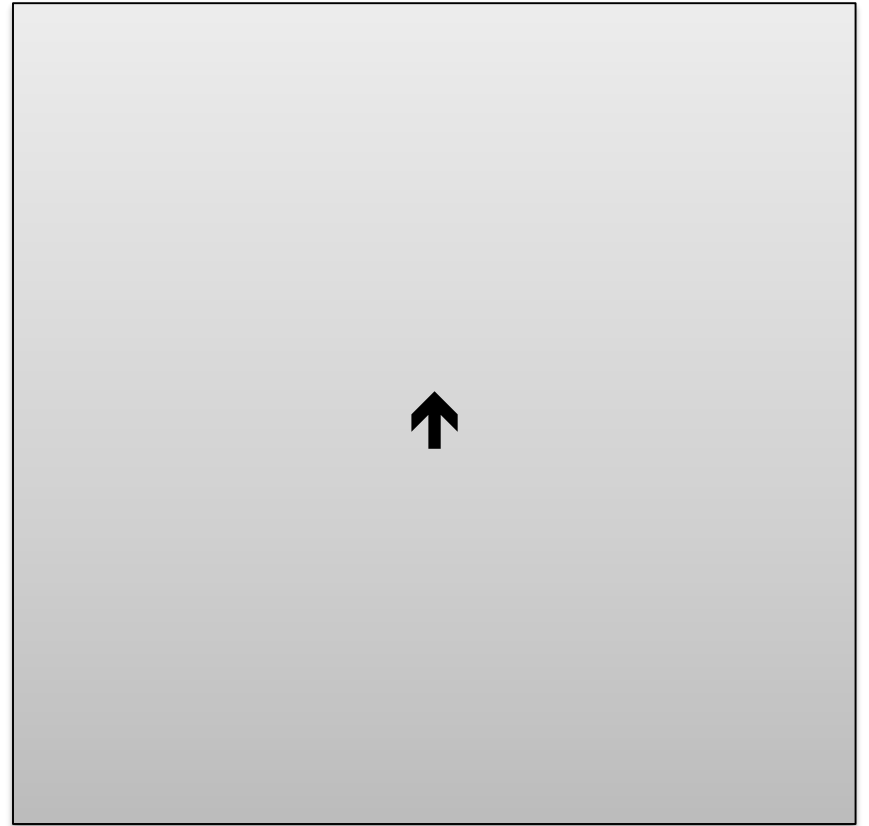


rotate(180deg)

# transform: scale(x)

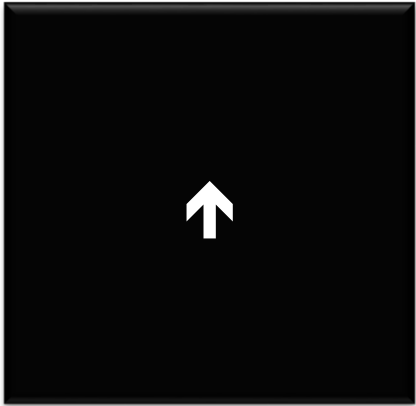


scale(1)



scale(2)

# transform: skew(x, y)



skew(0deg, 0deg)

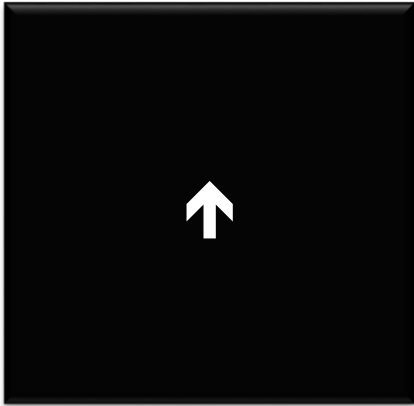


skewX(25deg)

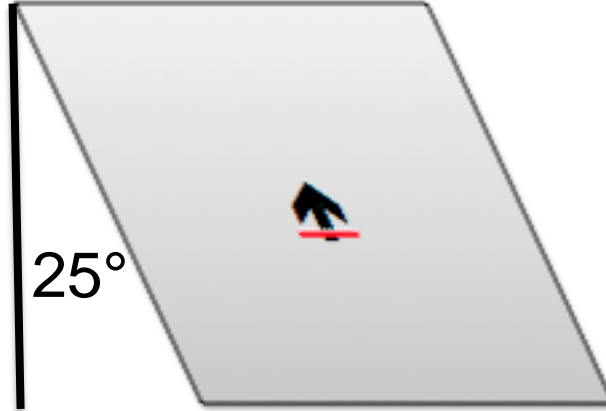


skewY(25deg)

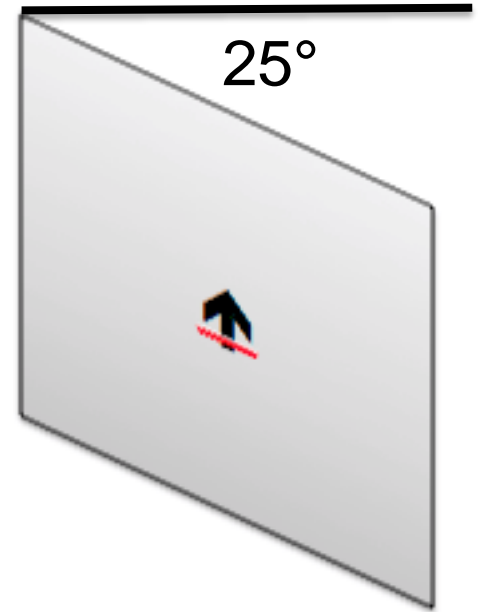
# transform: skew(x, y)



skew(0deg, 0deg)

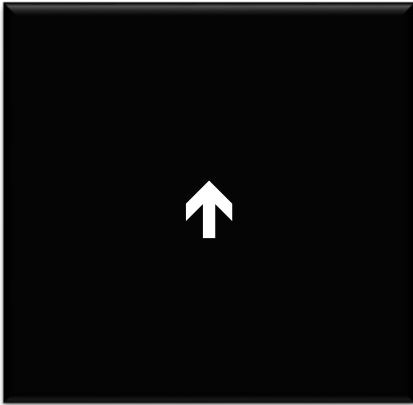


skewX(25deg)



skewY(25deg)

# transform: skew(x, y)



skew(0deg, 0deg)

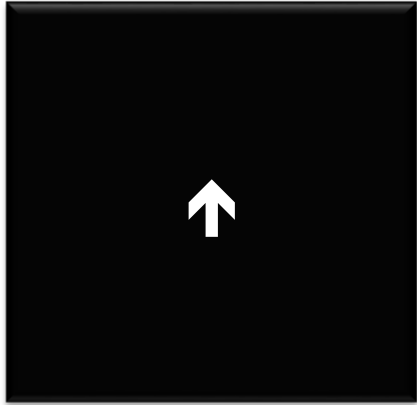


skew(25deg, 25deg)

**DEMO**



**transform: matrix(a,b,c,d,e,f)**



**???**

# transform: matrix(a,b,c,d,e,f)

matrix(a,b,c,d,e,f)

=

$$\begin{bmatrix} a & c & e \\ b & d & f \\ 0 & 0 & 1 \end{bmatrix}$$

3x3 matrix

# transform: matrix(a,b,c,d,e,f)

$$\begin{bmatrix} sx & 0 & 0 \\ 0 & sy & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

scale

$$\begin{bmatrix} 1 & 0 & tx \\ 0 & 1 & ty \\ 0 & 0 & 1 \end{bmatrix}$$

translate

$$\begin{bmatrix} \cos(a) & -\sin(a) & 0 \\ \sin(a) & \cos(a) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

rotate

$$\begin{bmatrix} 1 & \tan(a) & 0 \\ \tan(a) & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

skew

# transform: matrix(a,b,c,d,e,f)

$$\begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

flip horizontal



$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

flip vertical



$$\begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

flip both



# Browser Support

```
-moz-transform: rotate(45deg); // FF3.5+  
-webkit-transform: rotate(45deg); // Saf3.1+, Chrome  
-o-transform: rotate(45deg); // Opera 10.5  
-ms-transform: rotate(45deg); // IE9  
transform: rotate(45deg);
```

```
filter: progid:DXImageTransform.Microsoft.Matrix(  
    M11=0.7071067811865476,  
    M12=-0.7071067811865476,  
    M21=0.7071067811865476,  
    M22=0.7071067811865476,  
    sizingMethod='auto expand'); // IE6 – IE9
```

# 3D Transformations

# 3D functions Examples

- rotate3d
- translate3d
- skew3d
- scale3d
- matrix3d

<http://www.keithclark.co.uk/labs/css-fps/old/>

[http://demo.marcofolio.net/3d\\_animation\\_css3/](http://demo.marcofolio.net/3d_animation_css3/)

<https://www.clicktorelease.com/code/css3dclouds/>