


# HTML



## CSS 3D TRANSFORM



PROGETTO MULTIMEDIALE AA 2012-2013

# HTML

`.container {...}` una classe serve a selezionare oggetti in qualche modo omogenei tra loro

`#logo {...}` serve a distinguere un unico oggetto e non ripetibile

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# HTML

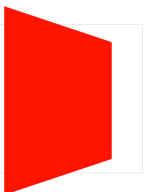
```

.container {
  width: 200px;
  height: 200px;
  border: 1px solid #CCC;
  margin: 0 auto 40px;
}

.box {
  width: 100%;
  height: 100%;
}

#red .box{
  background-color: red;
  transform: perspective(600px) rotateY(45deg);
}

```



Rotazione asse y

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# HTML

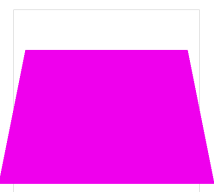
```

.container {
  width: 200px;
  height: 200px;
  border: 1px solid #CCC;
  margin: 0 auto 40px;
}

.box {
  width: 100%;
  height: 100%;
}

#red .box{
  background-color: red;
  transform: perspective(600px) rotateX(45deg);
}

```



Rotazione asse x

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# HTML

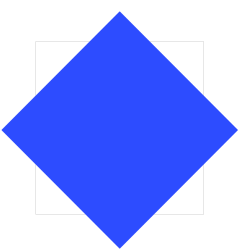
```

.container {
  width: 200px;
  height: 200px;
  border: 1px solid #CCC;
  margin: 0 auto 40px;
}

.box {
  width: 100%;
  height: 100%;
}

#red .box{
  background-color: red;
  transform: perspective(600px) rotateZ(45deg);
}

```



Rotazione asse z

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# HTML

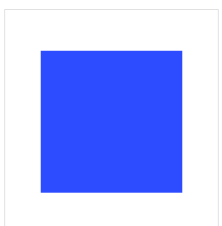
```

.container {
  width: 200px;
  height: 200px;
  border: 1px solid #CCC;
  margin: 0 auto 40px;
}

.box {
  width: 100%;
  height: 100%;
}

#red .box{
  background-color: red;
  transform: perspective(600px) translateZ(-800px);
}

```

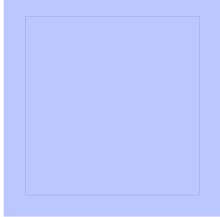


Traslazione asse z

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HTML

```
.container {  
  width: 200px;  
  height: 200px;  
  border: 1px solid #CCC;  
  margin: 0 auto 40px;  
}  
  
.box {  
  width: 100%;  
  height: 100%;  
}  
  
#red .box {  
  background-color: red;  
  opacity: 0.3;  
  transform: perspective(600px) translateZ(200px);  
}
```




Traslazione asse z

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HTML

```
-webkit-transform: scale(1.3);
```



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