CSS3 animations

codelab instructions, part 1

http:// animateyourhtml5.appspot.com

scroll to bottom, download zip and open:

```
part1 playground.css
part1 playground.html
```

1: move the tile with a click

```
#tile.begin { left: 20px; top: 20px; }
#tile.end { left: 220px; top; 220px; }
```

The *move(id)* function, included in the playground, toggles the class of an element between 'begin'' and 'end'.

2: add a transition

```
-webkit-transition: 1000ms;

/* or if you don't want to use the shorthand
property: */
-webkit-transition-property: all;
-webkit-transition-duration: 1000ms;
-webkit-transition-timing-function: ease-in;

try: ease-in, ease-out, ease-in-out, linear,
default
```

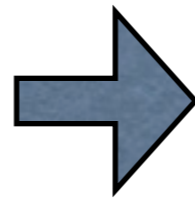# 3: try a *cubic-bezier* speed

```
-webkit-transition-timing-function:
        cubic-bezier(0, 0.5, 1, 0.5);
```

4: animate other CSS properties

```
opacity: 1;
background-color: red;
border: none;
```

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```
opacity: 0;
background-color: blue;
border: 10px solid black;
```

5: use CSS transforms

exemples:

```
-webkit-transform: rotate(360Deg);
-webkit-transform-origin: 0% 100%;
-webkit-transform: scale (0.5);
-webkit-transform: rotateX(360Deg);
-webkit-transform: skew (10Deg, 0Deg);
```

6: use animations with multiple keyframes

```
-webkit-animation: letsrock 1000ms

@-webkit-keyframes letsrock {
   from { left: 10px; top: 10px; }
   50%  { left: 210px; top: 10px;
          -webkit-transform: rotate (0Deg); }
   to   { left: 210px; top: 10px;
          -webkit-transform: rotate (90Deg); }
}
```

Go crazy!

CSS 3D transforms

codelab instructions, part 2

now open:

```
part2 playground.css
part2 playground.html
```

1: rotate the "cube" div.

```
-webkit-animation: rocknroll 15s linear infinite

@-webkit-keyframes rocknroll
{
    from { -webkit-transform: rotateZ(0Deg) rotateY(0Deg); }
    to   { -webkit-transform: rotateZ(1080Deg) rotateY(360Deg); }
}

-webkit-animation-direction: normal / alternate;
-webkit-animation-duration: 1000ms;
-webkit-animation-timing-function: ease-in / linear / ...
-webkit-animation-delay: 2s;
-webkit-animation-iteration-count: 1 / 2 / ... / infinite;
```

2: add perspective.

```
-webkit-perspective: 500px;
-webkit-transform-style: preserve-3d;
```

3: put one face in place, then add more.

```
#tile_A
{ -webkit-transform: translateZ(150px); }

#tile_B
{ -webkit-transform: translateX(150px) rotateY(90Deg); }
```

4: open the cube on a mouse hover.

```
#tile_A {-webkit-transform: translateZ(150px); }

:hover > #tile_A {-webkit-transform:
                              translateZ(250px); }

-webkit-transition: 500ms ease-out;
```

Go crazy!

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