Interaction Design
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CSS3 Animation 1 - 3
SESSION TYPE : LESSON with WORKSHOP
WBD4400

CSS3 Animation 1

CSS transform basics,

3D transforms,

CSS transitions
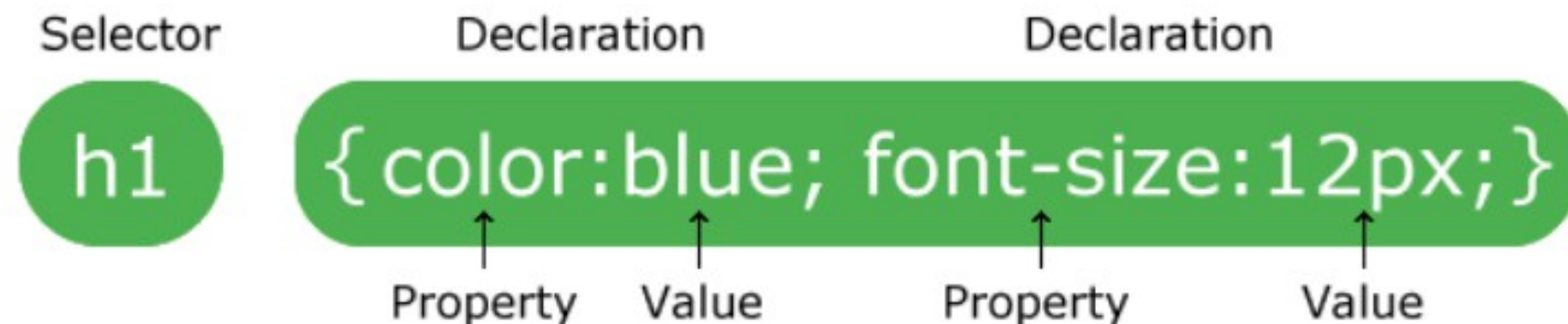
Prototyping Methodology

Prototyping requirements

motivations and measures

Prototypes approaches & techniques

Low vs. high fidelity

XD 1/Sketch 1

Afternoon Workshop

A CSS rule-set consists of a selector and a declaration block:

Selector   Declaration   Declaration

h1   { color:blue; font-size:12px;}

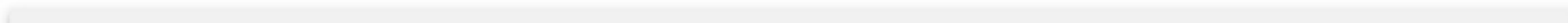Property   Value   Property   Value

The selector points to the HTML element you want to style.

The declaration block contains one or more declarations separated by semicolons.

Each declaration includes a CSS property name and a value, separated by a colon.

A CSS declaration always ends with a semicolon, and declaration blocks are surrounded by curly braces.

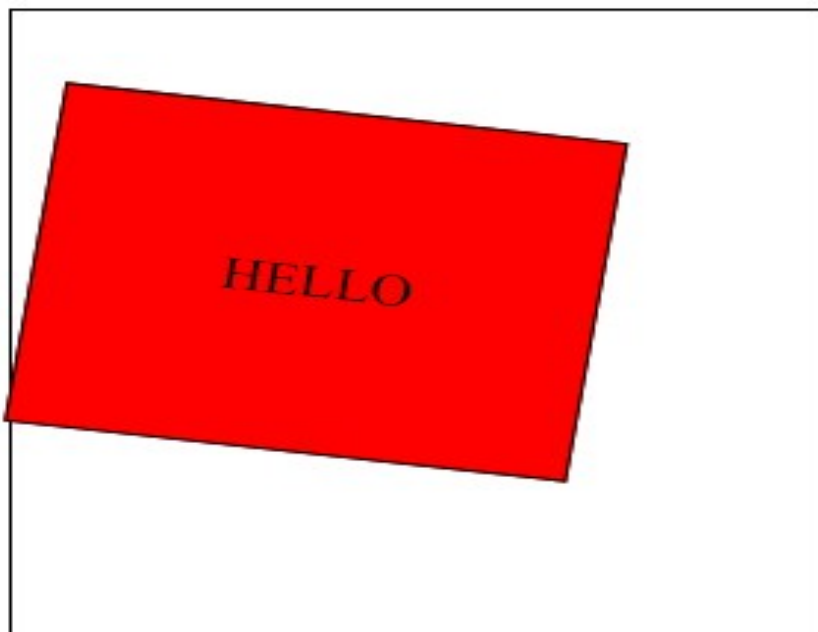In the following example all <p> elements will be center-aligned, with a red text color:

CSS3 Animation 1

```
div {
    transform: rotate(7deg);
}


div {
    transform: rotate(45deg);
    transform-origin: 20% 40%;
}
```

Rotate the red div element, try changing its X-axis and Y-axis:

Rotate: ▭ transform: rotateY:(8deg);

X-axis: ▭

Y-axis: ▭ transform-origin: -70% 36%;

CSS Transform Basics

```css
div {
    transform: rotateY(60deg);
    transform-style: preserve-3d;
}
```
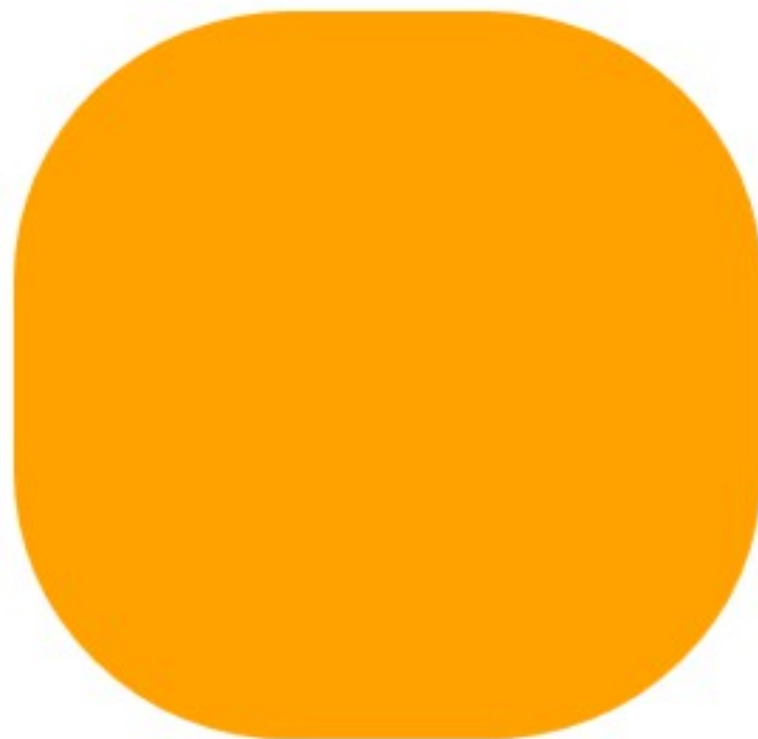
Maintaining the 3D essence of the div.

```
    running;
  }
```
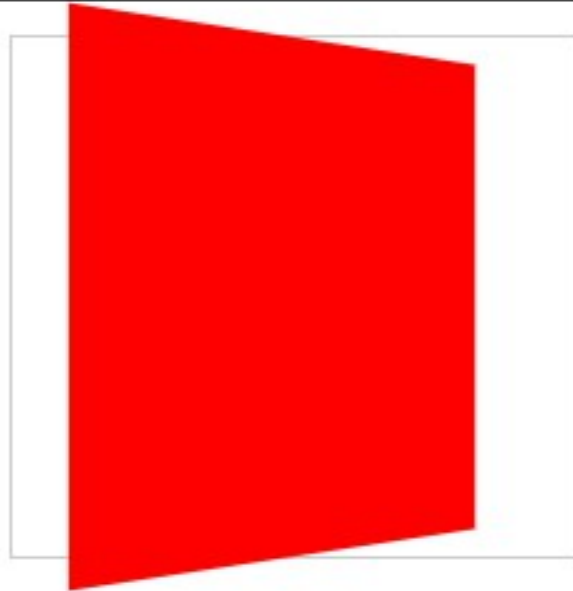
HTML   **CSS**   **Result**

3D Transforms

z-axisDefines where the view is placed at the z-axis (for 3D transformations). Possible values:
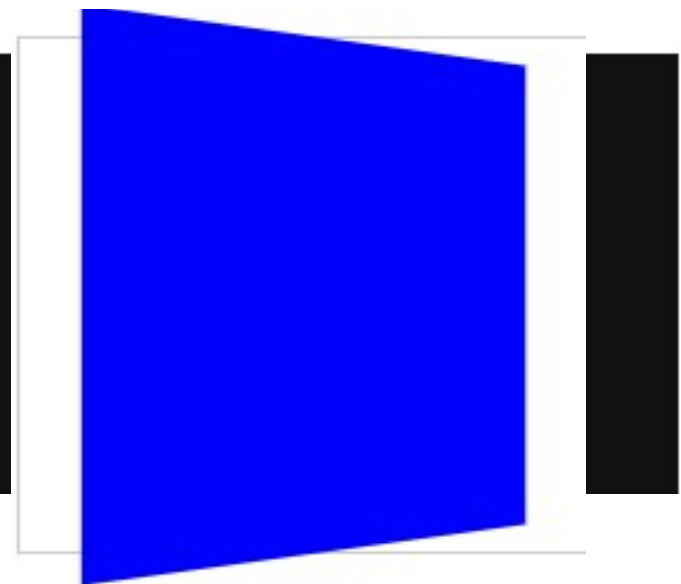
Length


```
#myDiv {
    -webkit-transform: rotateZ(90deg); /* Safari */
    transform: rotateZ(90deg);
}
```

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

```
#blue {
  perspective: 600px;
}

#blue .box {
  background-color: blue;
  transform: rotateY( 45deg );
}
```

CSS Transitions

```css
div {
    width: 100px;
    height: 100px;
    background: red;
    -webkit-transition: width 2s; /* Safari */
    transition: width 2s;
}
```

Prototyping Methodology

Using CSS-tricks.com

W3schools

CodePen

To modify and play around with the code before full integration.

You can also use typical code editors like brackets and chrome inspect element.

Prototyping requirements

You need the ability to test the code and run it.

This may include testing in a fashion that permits multiple browser testing.

Low vs. high fidelity

Low-fidelity prototypes are often paper-based and do not allow user interactions. They range from a series of hand-drawn mock-ups to printouts. …

High-fidelity prototypes are computer-based, and usually allow realistic (mouse-keyboard) user interactions.

XD 1/Sketch 1

Syntactically Awesome Style Sheets
What can be achieved

Workshop

We are going to attempt a group tutorial, step by step coding together from my example.

Please chose a code from CSS tricks.

e.g. Carousel; Something with Fades and transitions would be good.