CSS3 new properties

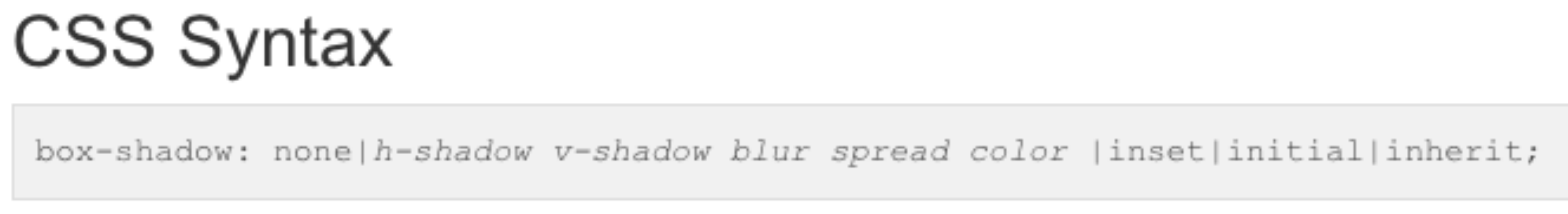
http://www.w3schools.com/cssref

shadows

box-shadow

TRY IT!

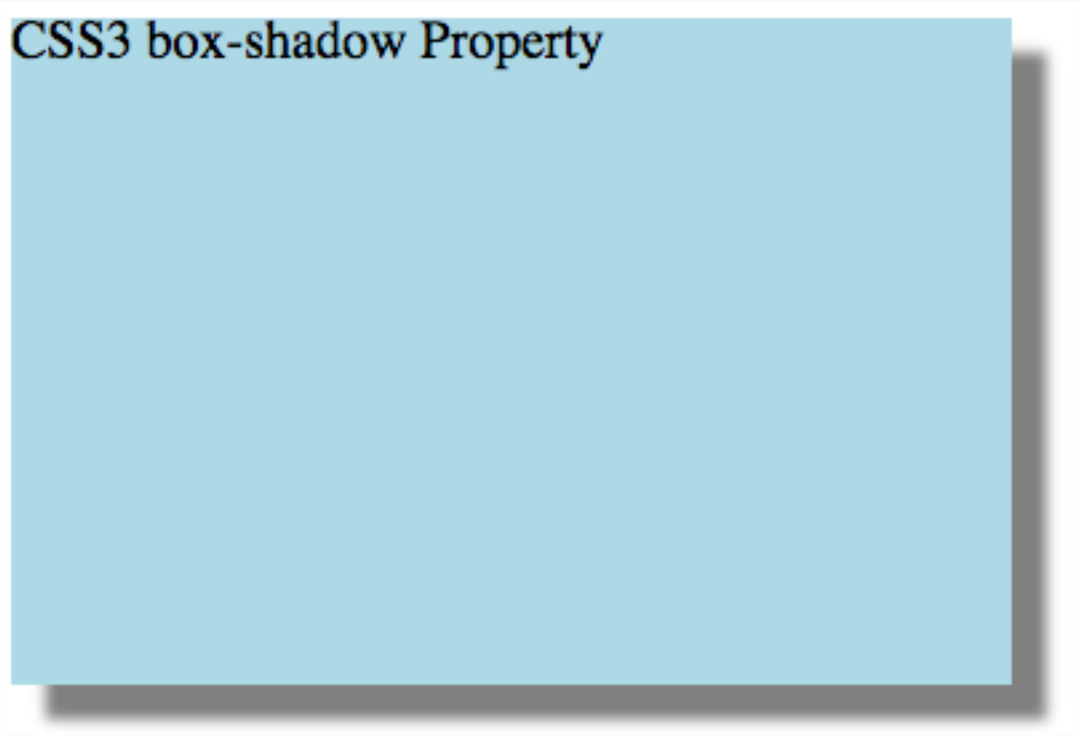
The box-shadow property attaches one or more shadows to an element.



CSS Syntax

```
box-shadow: none|h-shadow v-shadow blur spread color |inset|initial|inherit;
```

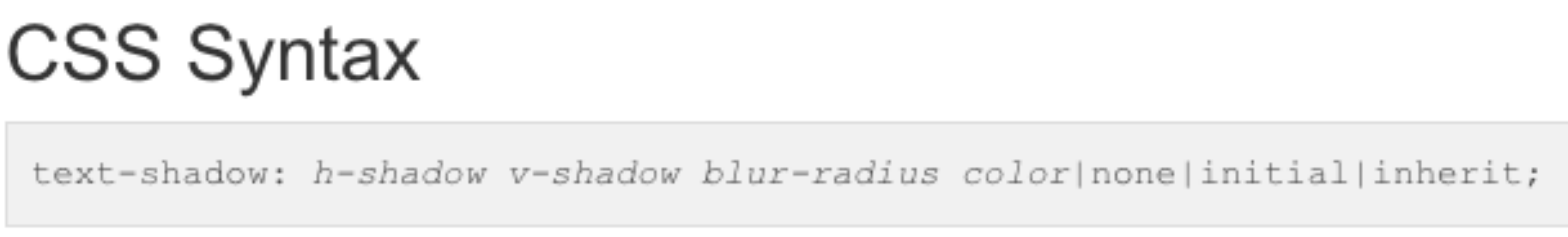
```
#ombra {
    height: 200px;
    width: 300px;
    background-color: lightblue;
    box-shadow: 10px 10px 5px grey;
}
```



text-shadow

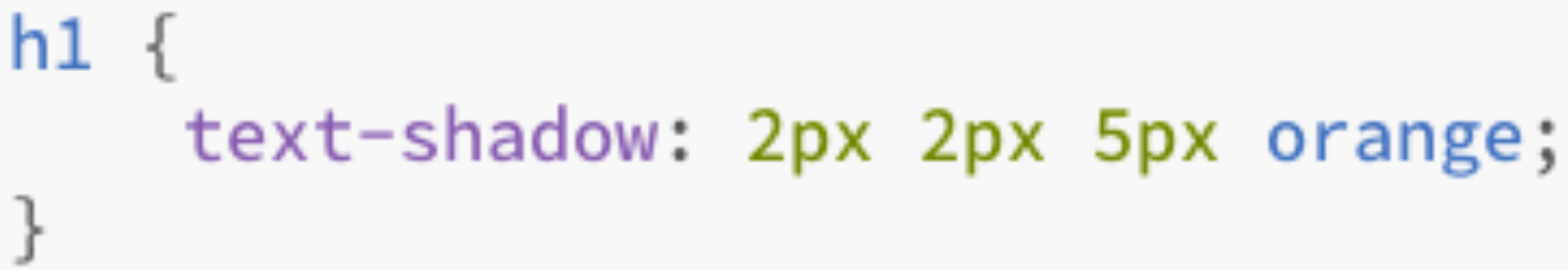
TRY IT!

The text-shadow property adds shadow to text.

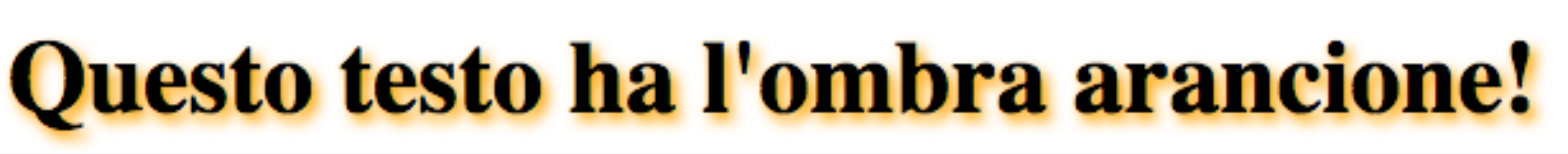


CSS Syntax

```
text-shadow: h-shadow v-shadow blur-radius color|none|initial|inherit;
```



```
h1 {
      text-shadow: 2px 2px 5px orange;
}
```



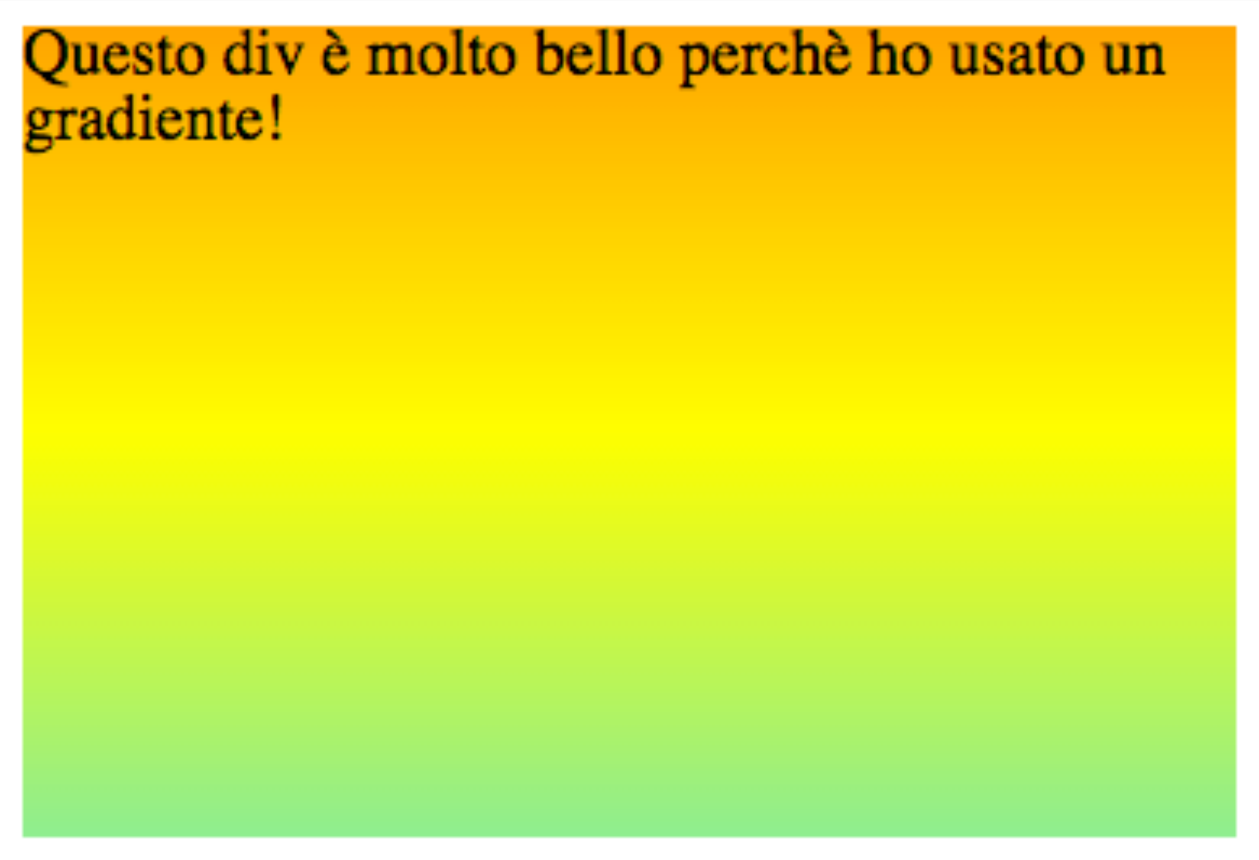
Questo testo ha l'ombra arancione!

gradient

gradient (1)

- Linear Gradients (goes down/up/left/right/diagonally)
- Radial Gradients (defined by their center)

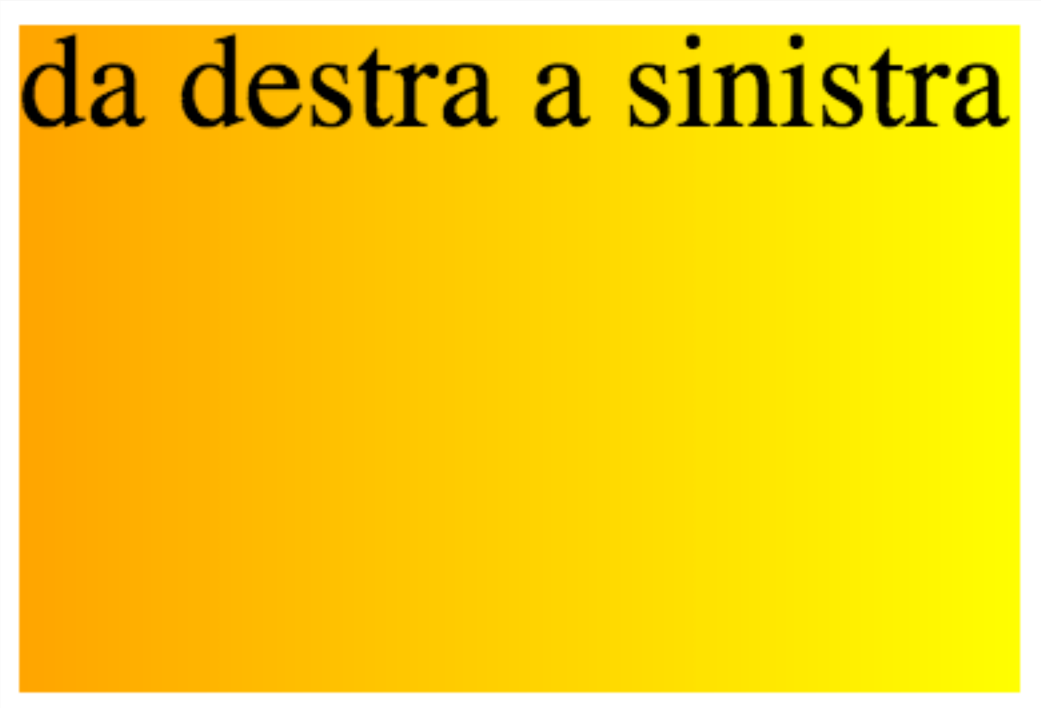
```
background: linear-gradient(orange, yellow, lightgreen); /* Standard syntax */
background: -webkit-linear-gradient(orange, yellow, lightgreen); /* Safari */
background: -o-linear-gradient(orange, yellow, lightgreen); /* Opera */
background: -moz-linear-gradient(orange, yellow, lightgreen); /* Firefox */
```



Questo div è molto bello perchè ho usato un gradiente!

gradient (2)

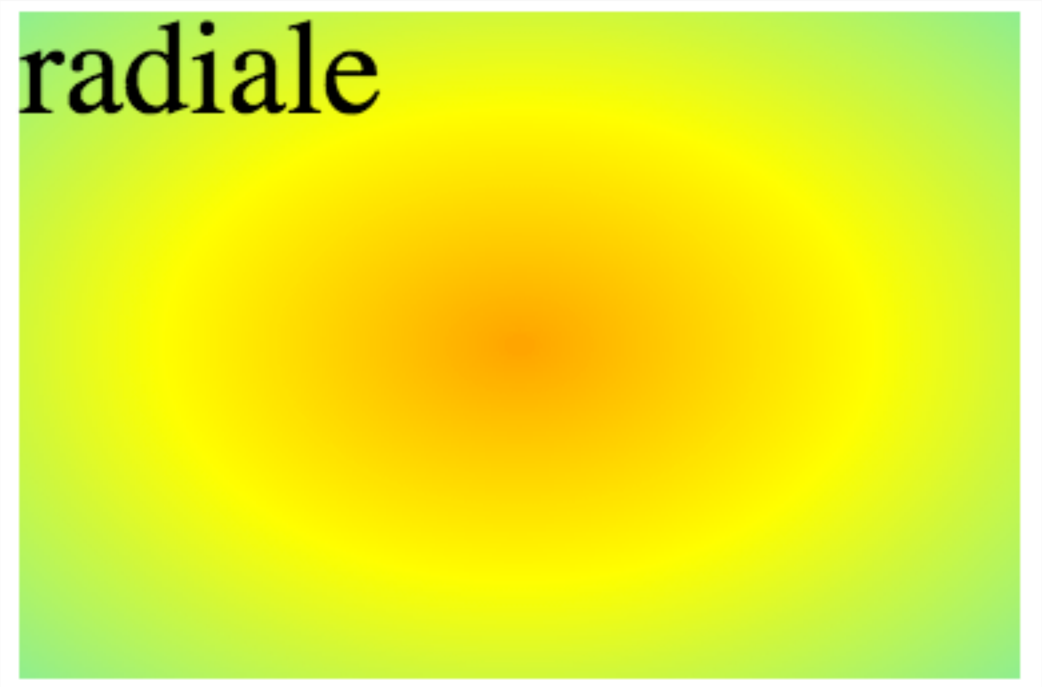
```
background: linear-gradient(to right, orange, yellow);
```



da destra a sinistra

gradient (3)

```
background: radial-gradient(orange, yellow, lightgreen);
```



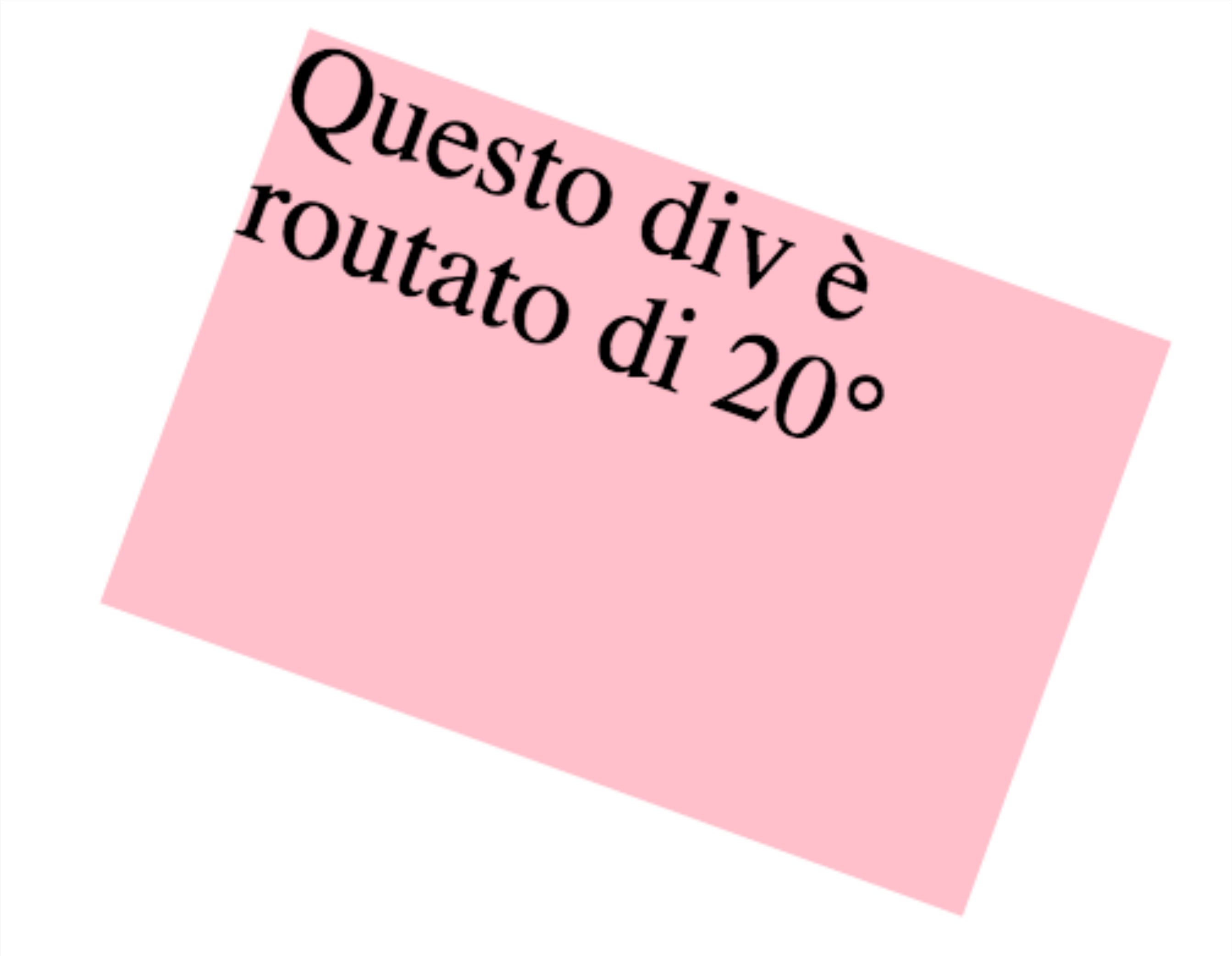
MORE

transform

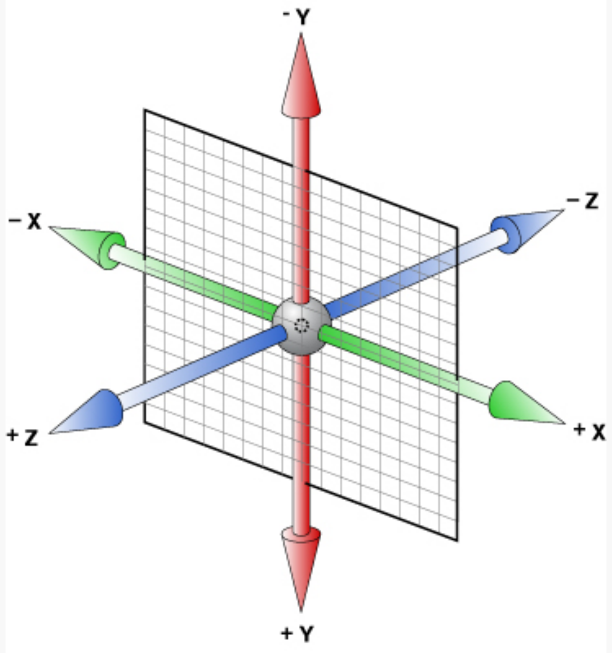
transform (1)

VIEW ALL

```
transform: rotate(20deg);
```



Questo div è routato di 20°

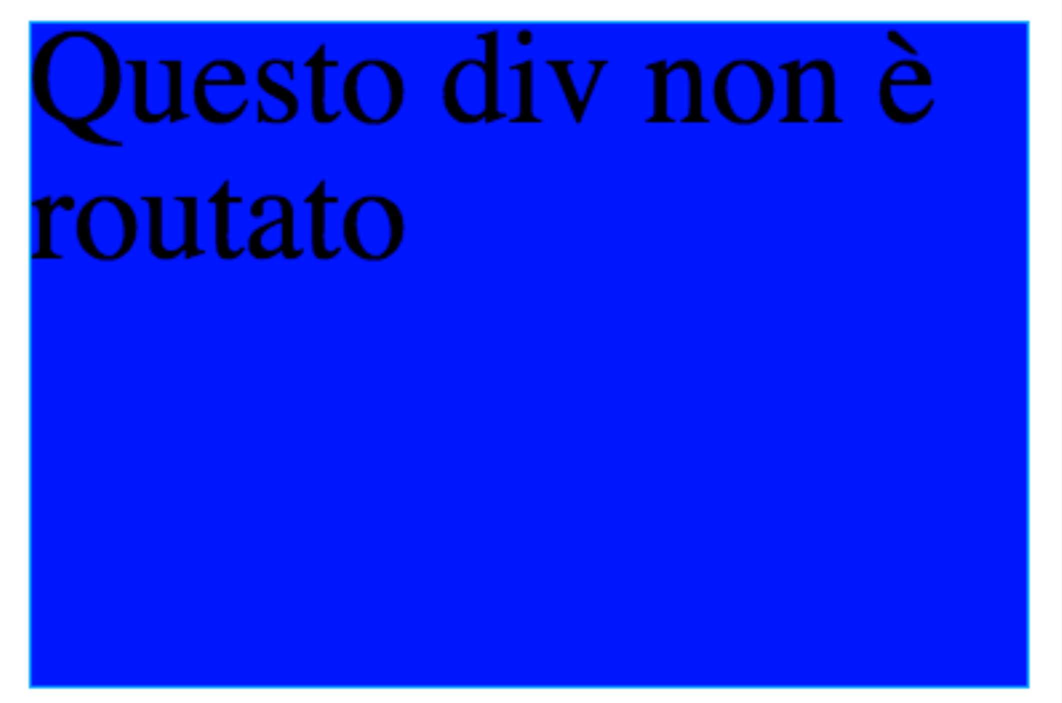


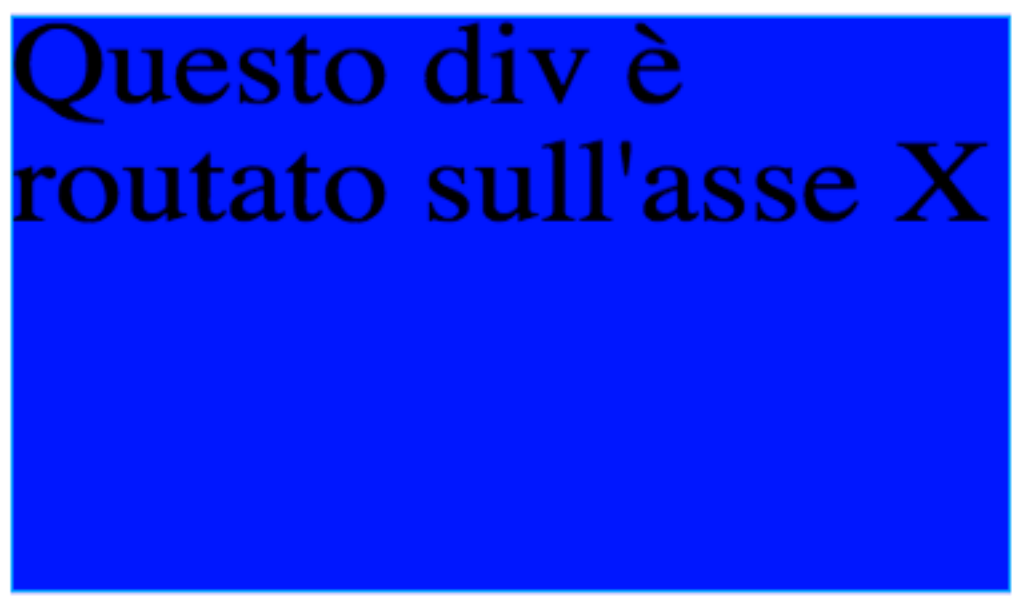
transform (2)

VIEW ALL

3D rotations!

```
transform: rotateX(30deg);
```


Questo div non è routato


Questo div è routato sull'asse X

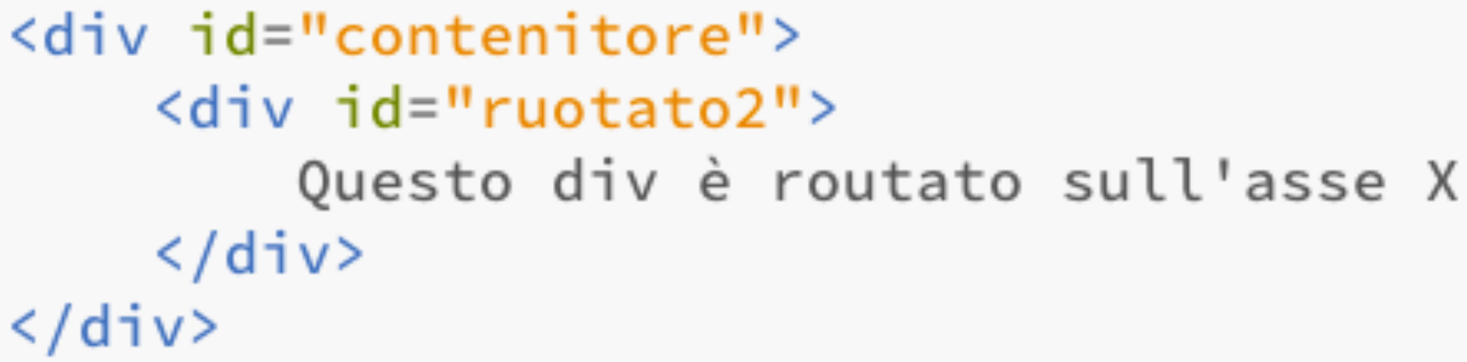
transform (3)

VIEW ALL

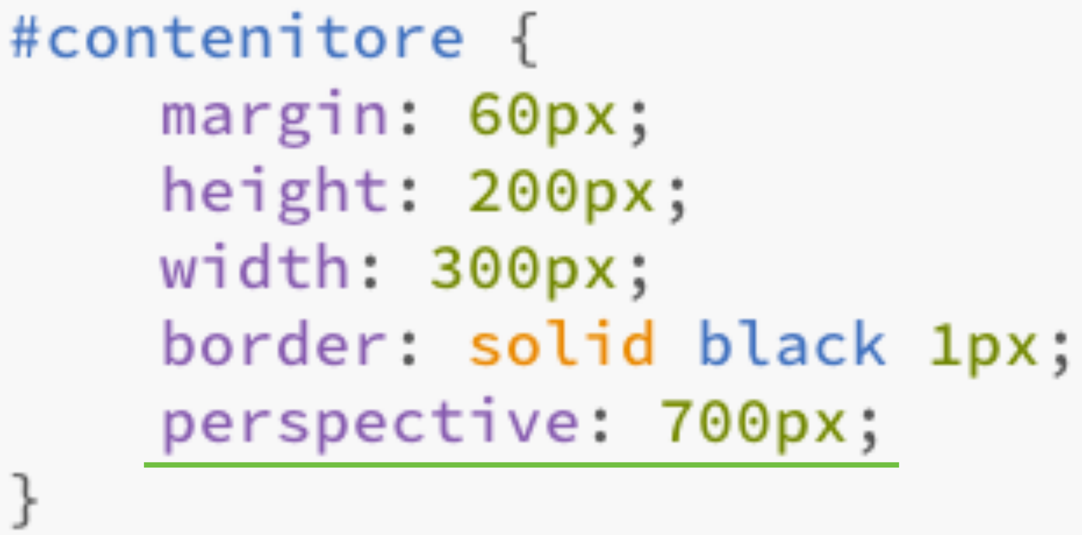
what is missing? **Perspective**!

The perspective property defines how many pixels a 3D element is placed from the view. This property allows you to change the perspective on how 3D elements are viewed.

N.B. When defining the perspective property for an element, it is the CHILD elements that get the perspective view, NOT the element itself.



```
<div id="contenitore">
    <div id="ruotato2">
        Questo div è routato sull'asse X
    </div>
</div>
```

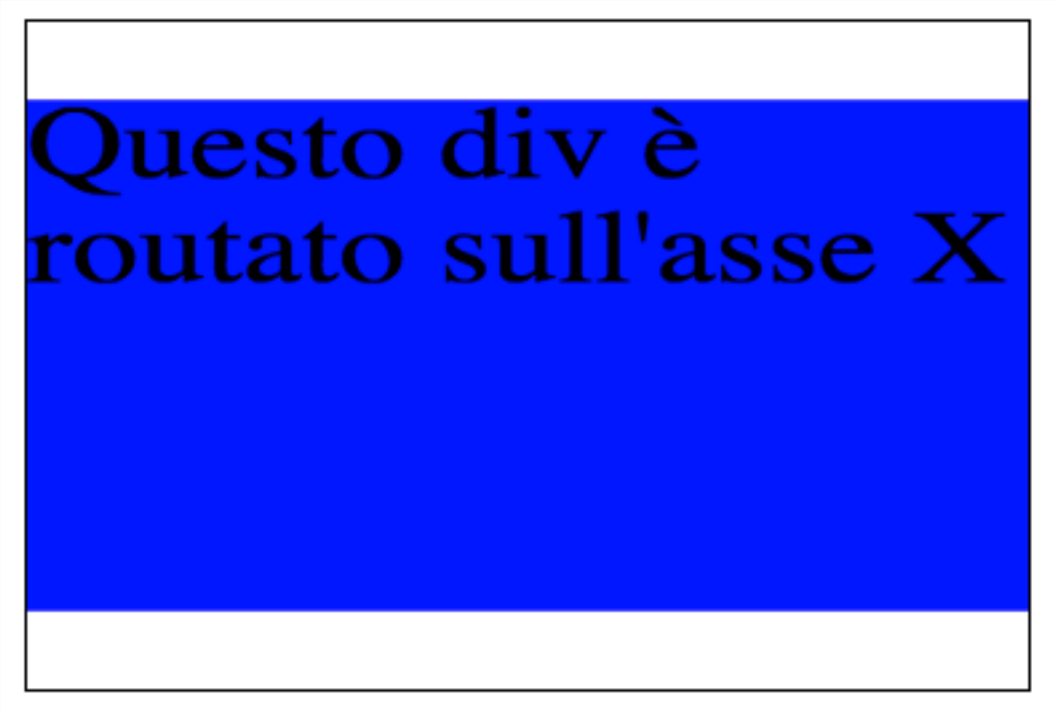


```
#contenitore {
    margin: 60px;
    height: 200px;
    width: 300px;
    border: solid black 1px;
    perspective: 700px;
}
```

transform (4)

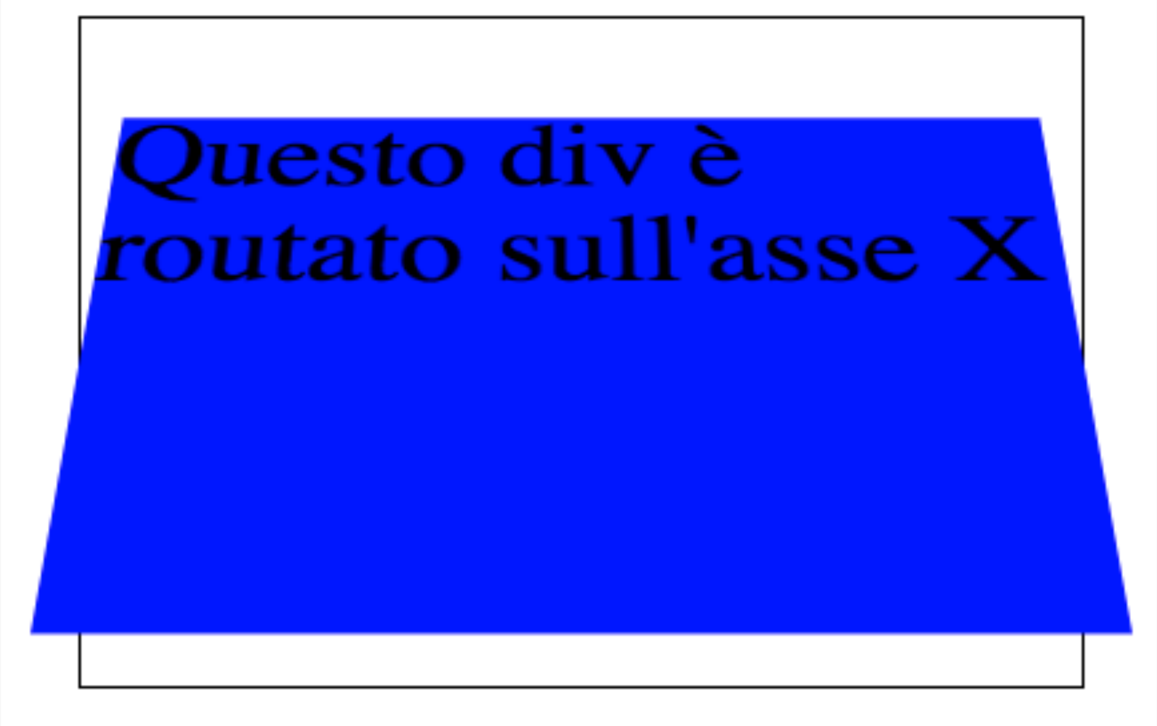
[VIEW ALL]

3D rotation without perspective



Questo div è routato sull'asse X

3D rotation with perspective



Questo div è routato sull'asse X

Wow!! much better!

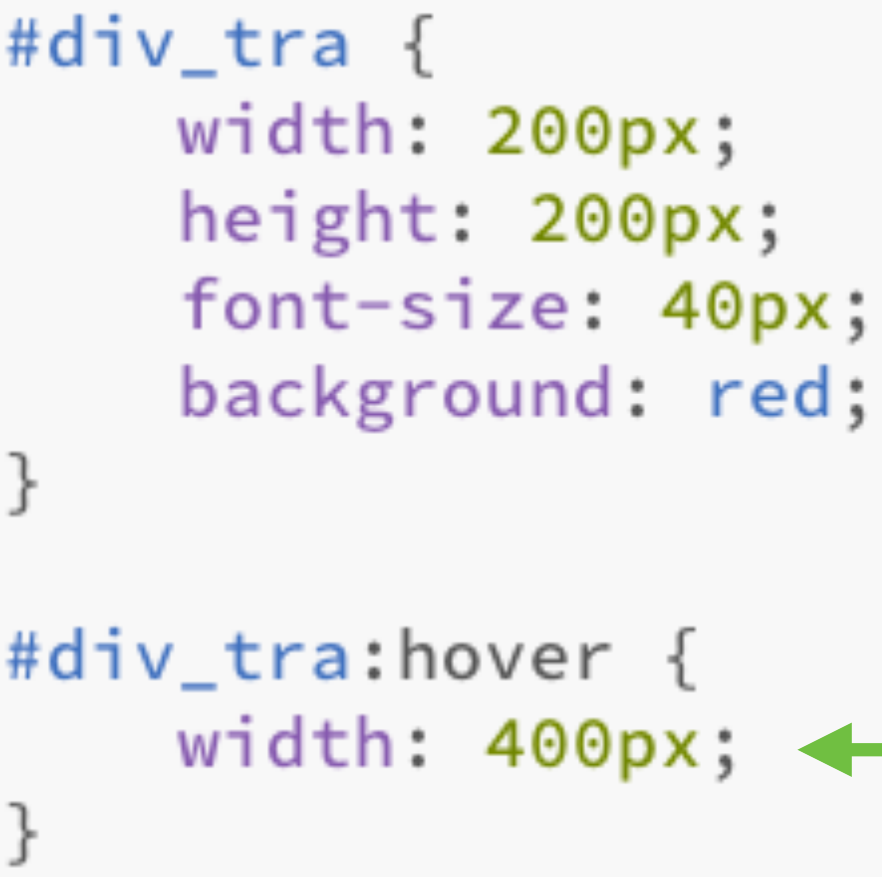
transitions

transition (1)

VIEW ALL

allows you to change property values smoothly over a given duration.

The transition effect will start when the specified CSS property changes value.



```
#div_tra {
    width: 200px;
    height: 200px;
    font-size: 40px;
    background: red;
}

#div_tra:hover {
    width: 400px;
}
```

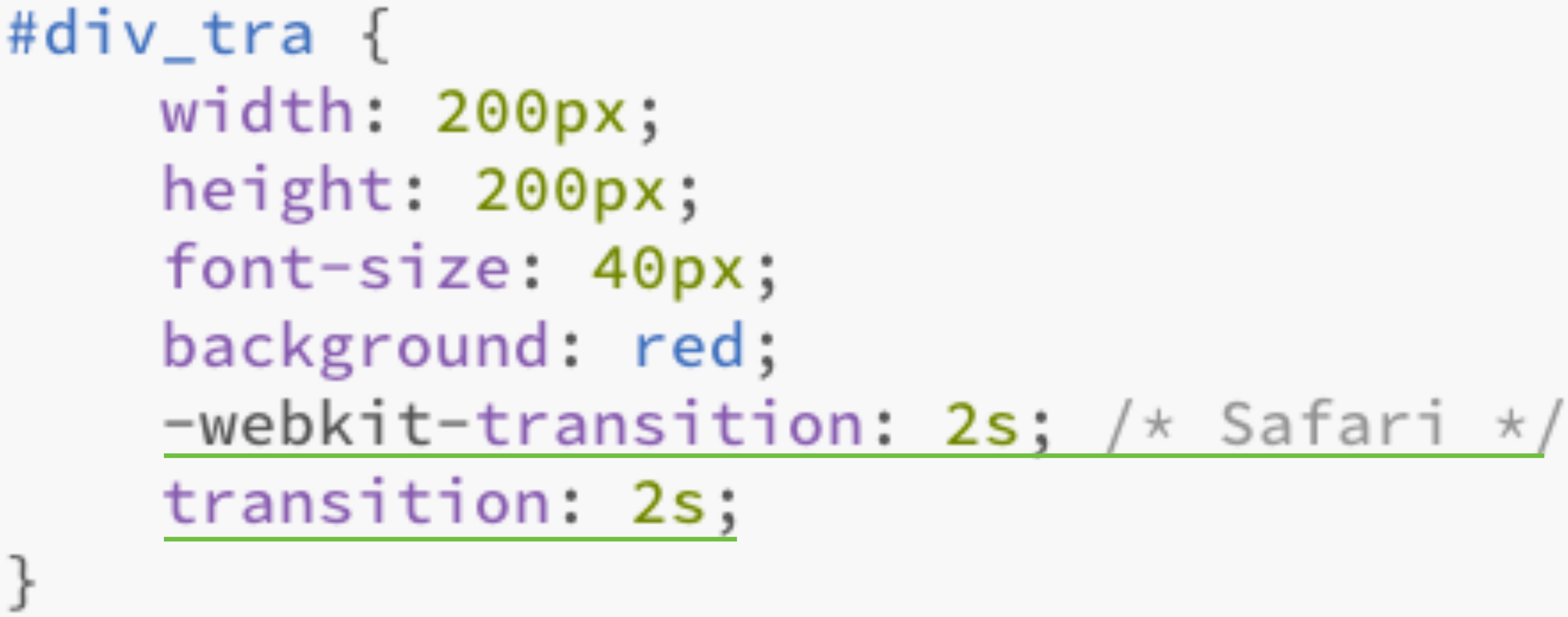
this will change the width value on mouseover

However, it is not a nice effect!

transition (2)

VIEW ALL

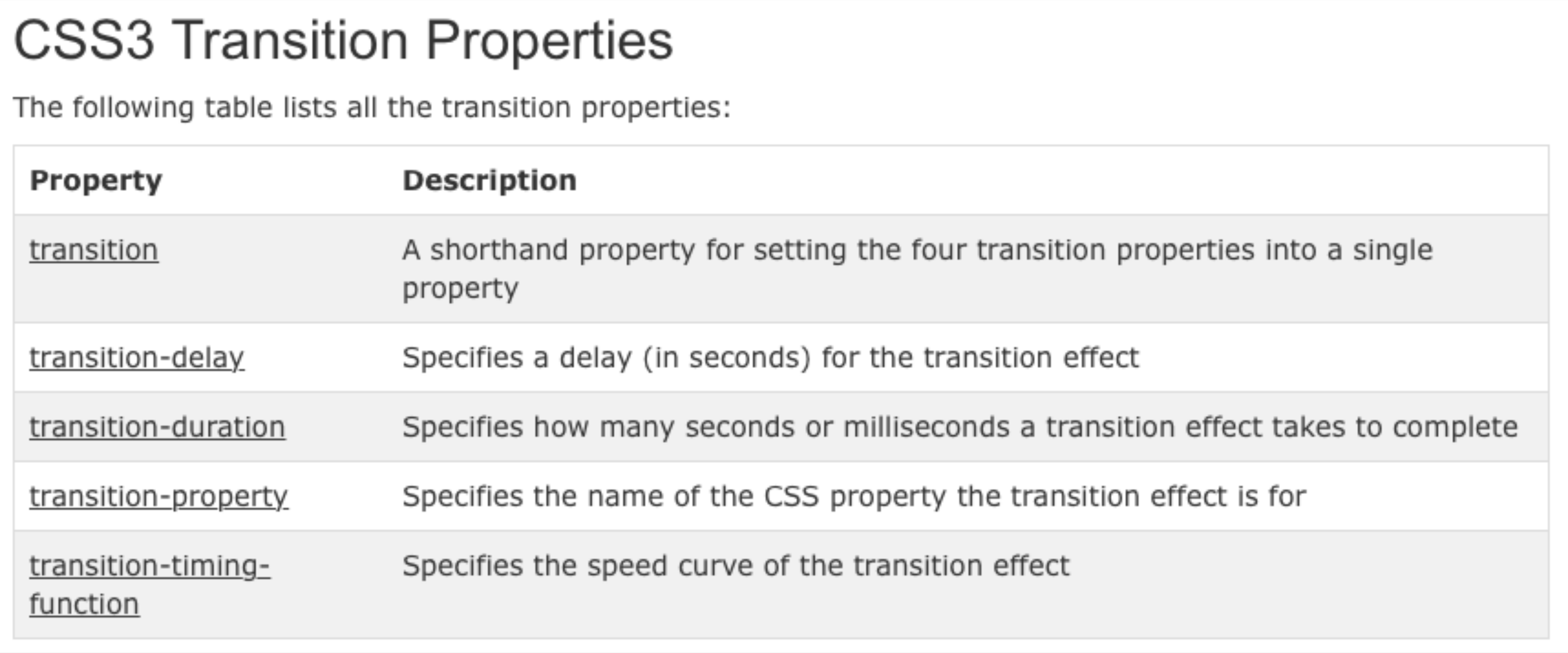
we need to add a transition!



```
#div_tra {
    width: 200px;
    height: 200px;
    font-size: 40px;
    background: red;
    -webkit-transition: 2s; /* Safari */
    transition: 2s;
}
```

transition (3)

VIEW ALL



CSS3 Transition Properties

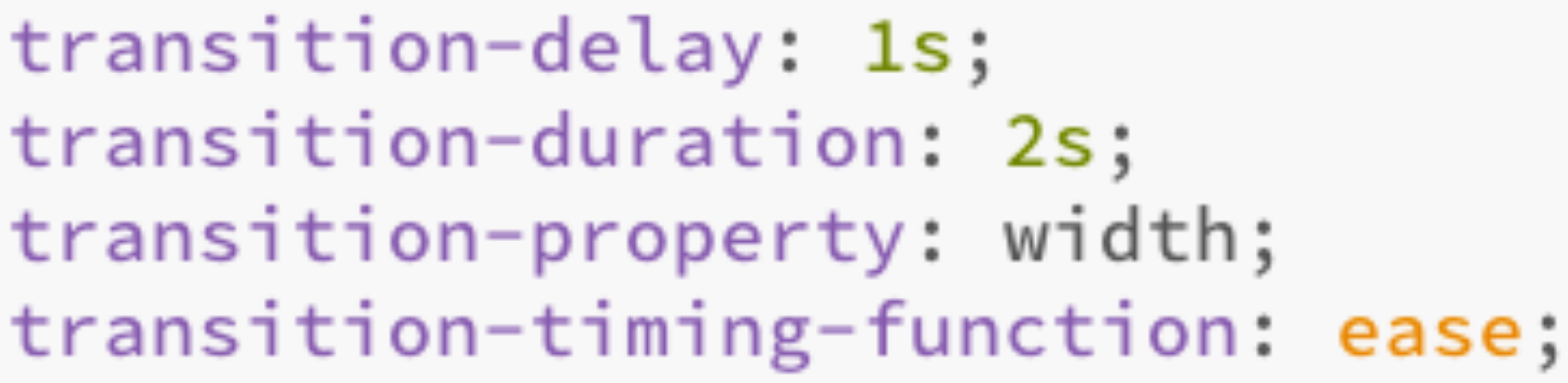
The following table lists all the transition properties:

Property	Description
transition	A shorthand property for setting the four transition properties into a single property
transition-delay	Specifies a delay (in seconds) for the transition effect
transition-duration	Specifies how many seconds or milliseconds a transition effect takes to complete
transition-property	Specifies the name of the CSS property the transition effect is for
transition-timing-function	Specifies the speed curve of the transition effect

transition (4)

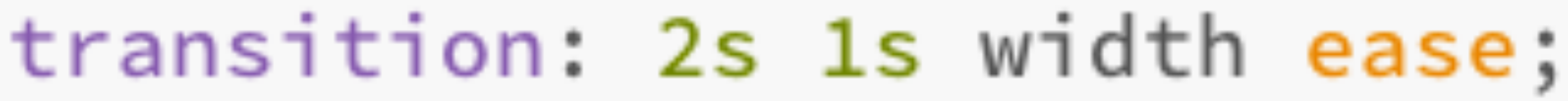
VIEW ALL

properties can be specified one by one



```
transition-delay: 1s;
transition-duration: 2s;
transition-property: width;
transition-timing-function: ease;
```

shorthand

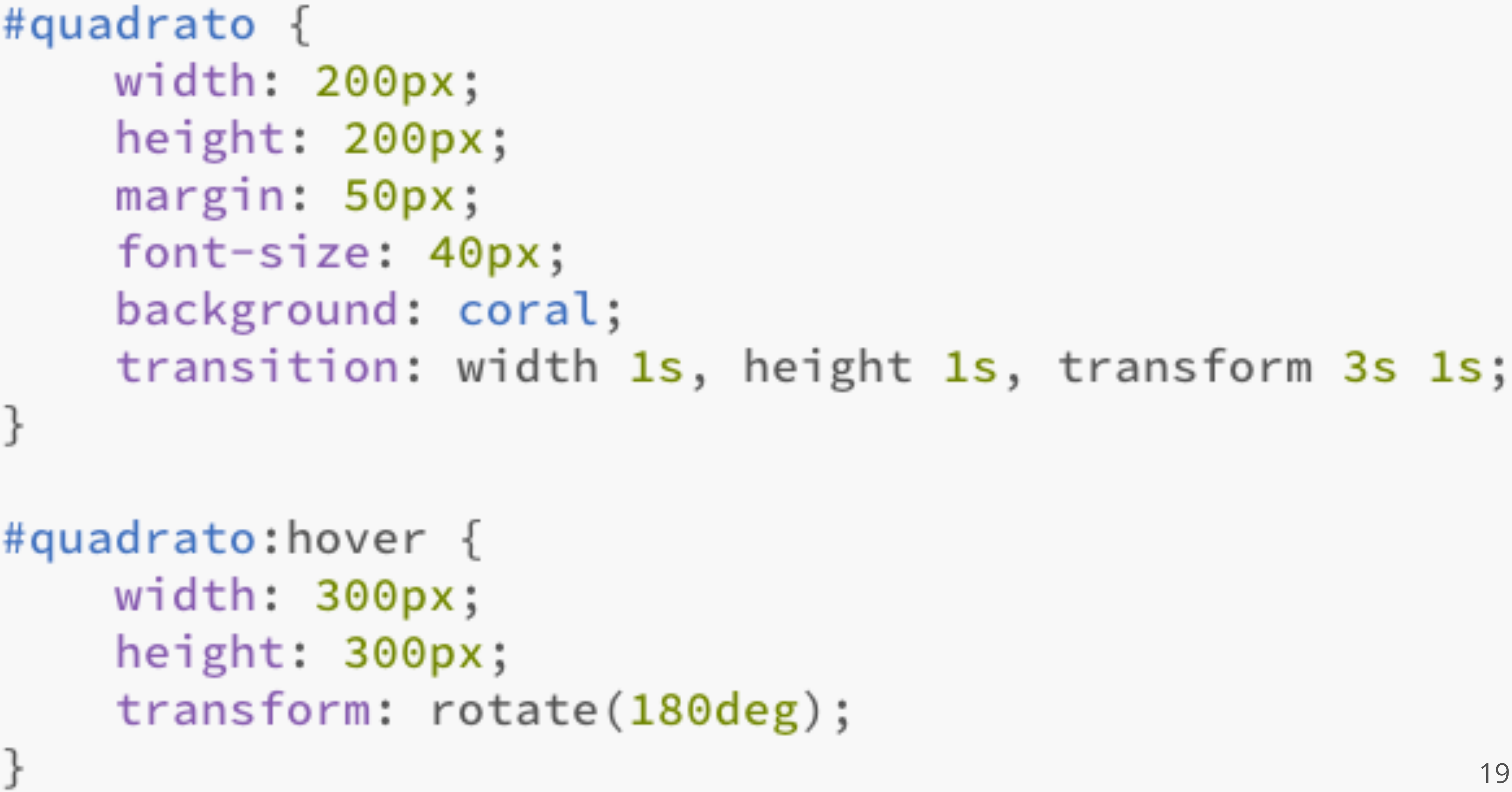


```
transition: 2s 1s width ease;
```

transition (5)

VIEW ALL

example (ese2)

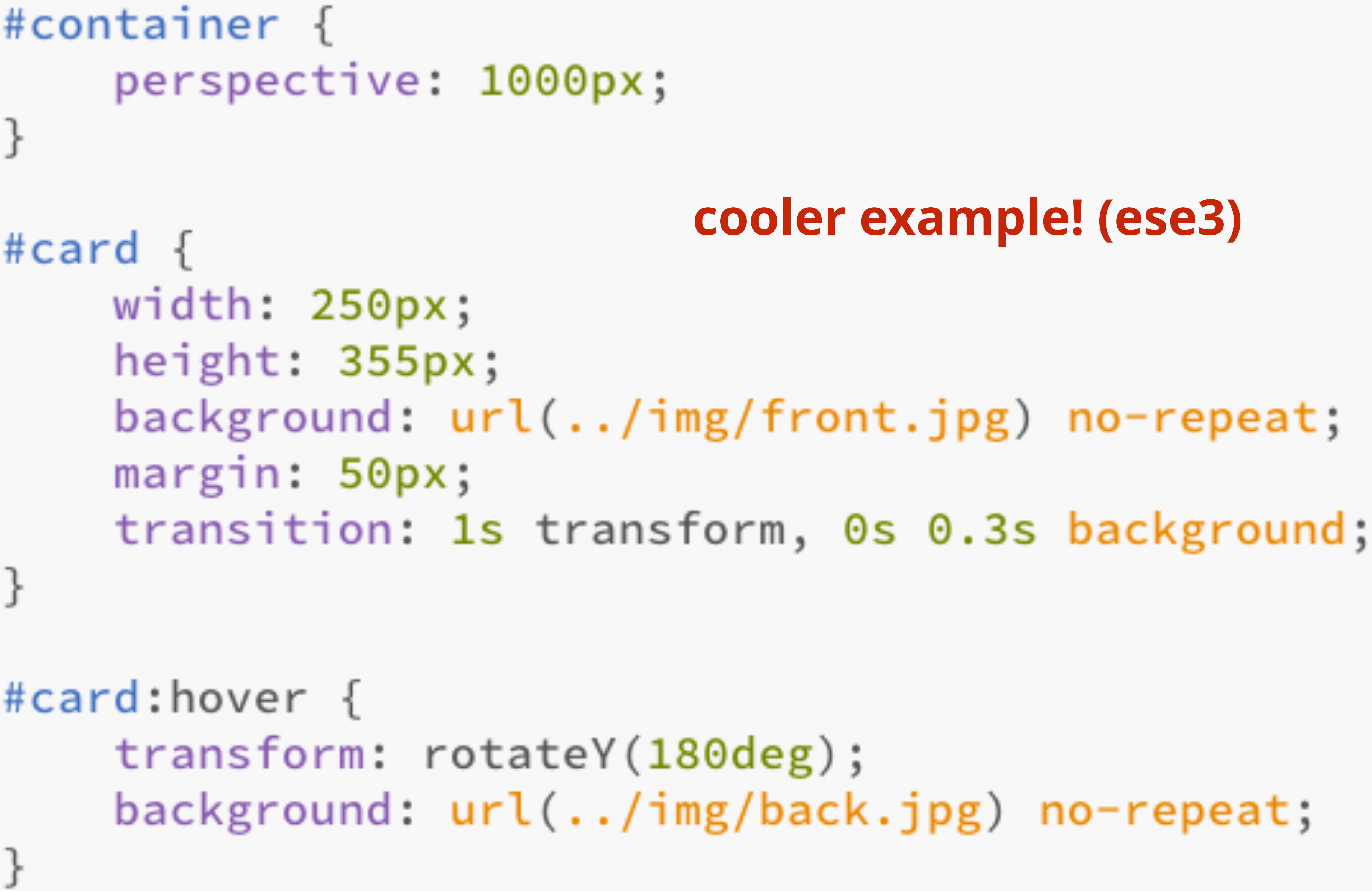


```
#quadrato {
    width: 200px;
    height: 200px;
    margin: 50px;
    font-size: 40px;
    background: coral;
    transition: width 1s, height 1s, transform 3s 1s;
}

#quadrato:hover {
    width: 300px;
    height: 300px;
    transform: rotate(180deg);
}
```

transition (6)

VIEW ALL



```
#container {
    perspective: 1000px;
}

#card {
    width: 250px;
    height: 355px;
    background: url(../img/front.jpg) no-repeat;
    margin: 50px;
    transition: 1s transform, 0s 0.3s background;
}

#card:hover {
    transform: rotateY(180deg);
    background: url(../img/back.jpg) no-repeat;
}
```

cooler example! (ese3)

transition (7)

VIEW ALL

Passa sopra la carta!

Archangel of Thune
3
Creature — Angel
M14
Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Whenever you gain life, put a +1/+1 counter on each creature you control.
Even the wicked have nightmares.
3/4
James Ryman
™ & © 2013 Wizards of the Coast 5/249

```
<h1>Passa sopra la carta!</h1>

<div id="container">
    <div id="card"></div>
</div>
```

result

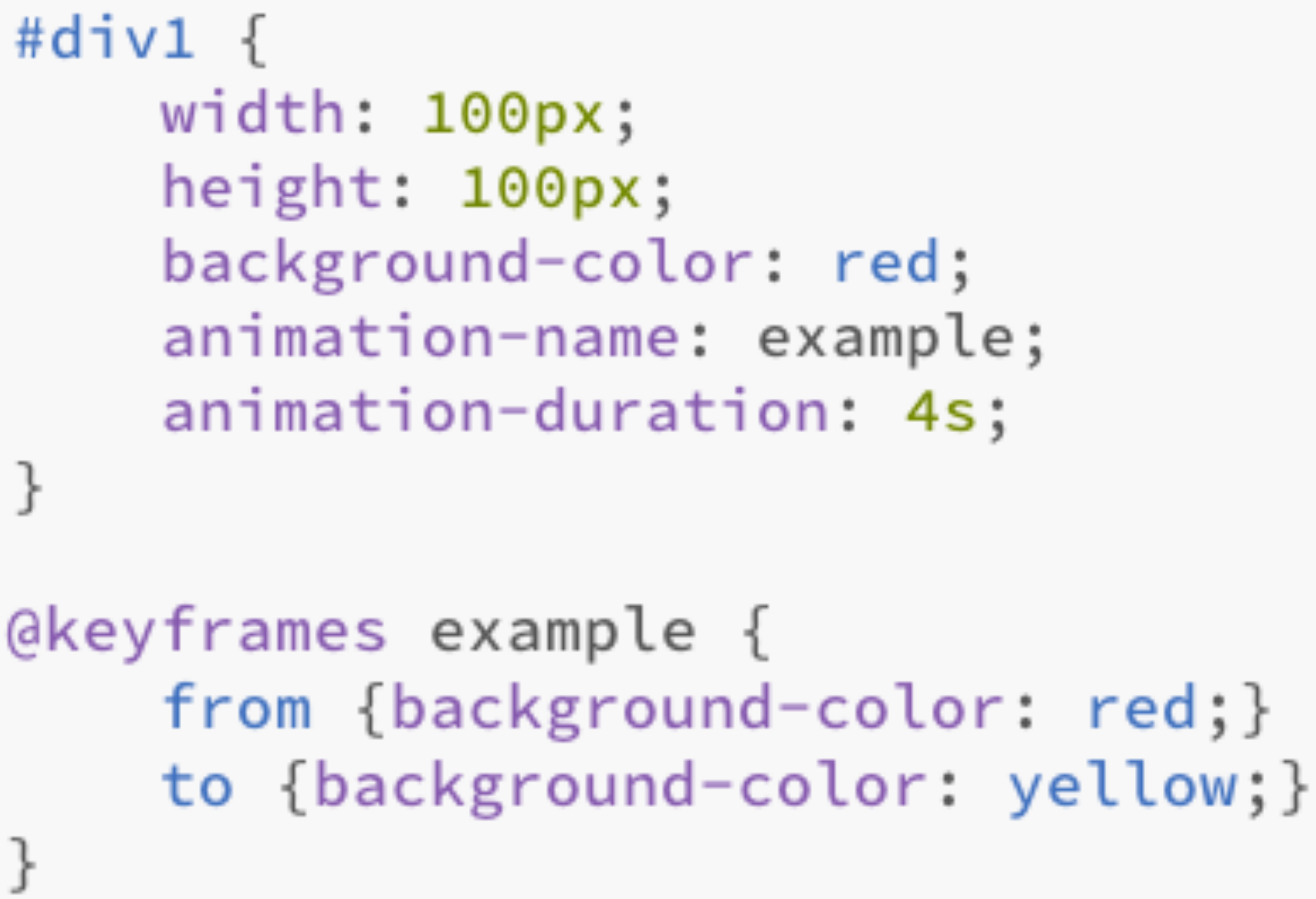
animations

animation (1)

VIEW ALL

An animation lets an element gradually change from one style to another.

To use CSS3 animation, you must first specify some keyframes for the animation. Keyframes hold what styles the element will have at certain times.



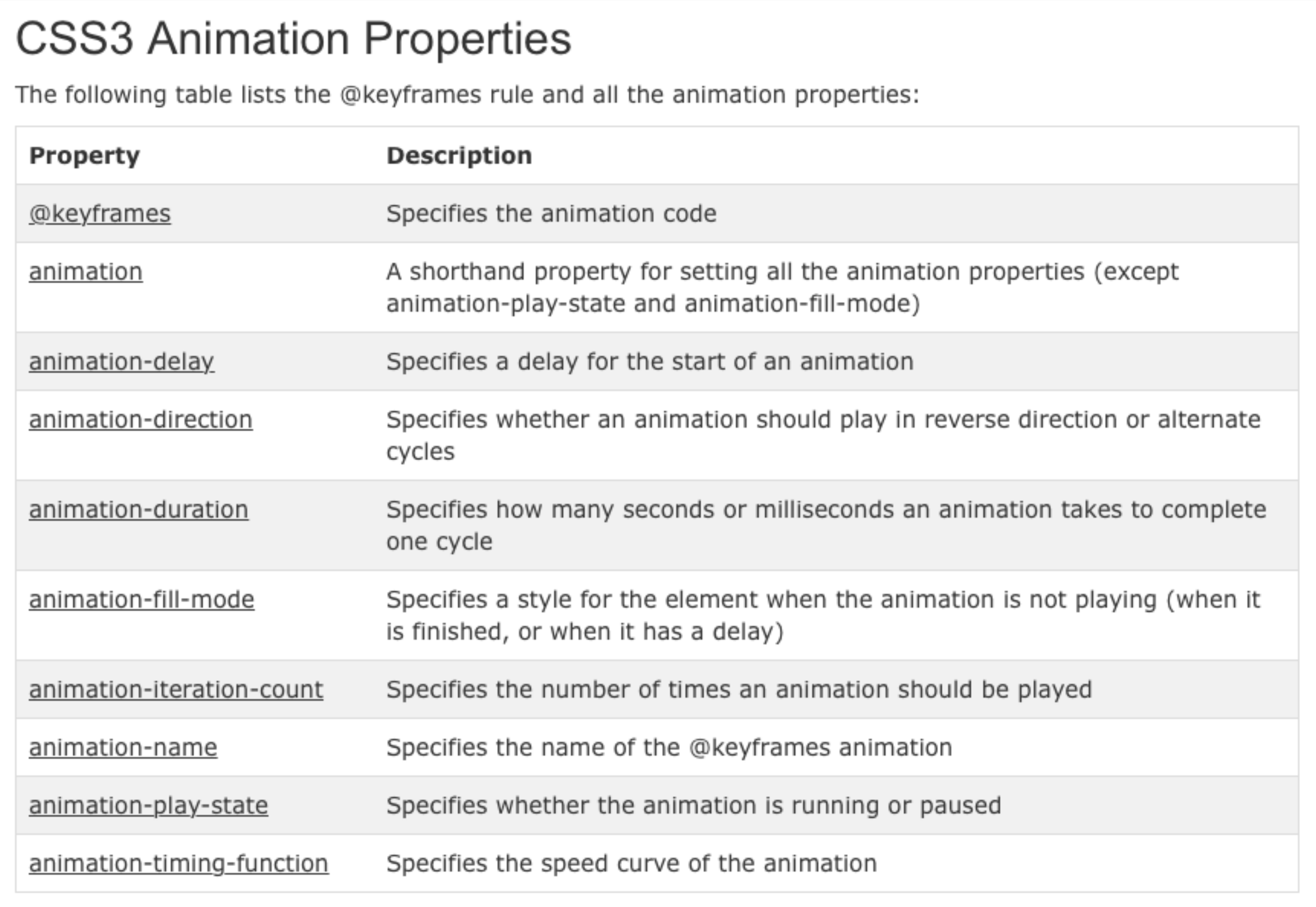
```
#div1 {
    width: 100px;
    height: 100px;
    background-color: red;
    animation-name: example;
    animation-duration: 4s;
}

@keyframes example {
    from {background-color: red;}
    to {background-color: yellow;}
}
```

ese4

animation (2)

VIEW ALL



CSS3 Animation Properties

The following table lists the @keyframes rule and all the animation properties:

Property	Description
@keyframes	Specifies the animation code
animation	A shorthand property for setting all the animation properties (except animation-play-state and animation-fill-mode)
animation-delay	Specifies a delay for the start of an animation
animation-direction	Specifies whether an animation should play in reverse direction or alternate cycles
animation-duration	Specifies how many seconds or milliseconds an animation takes to complete one cycle
animation-fill-mode	Specifies a style for the element when the animation is not playing (when it is finished, or when it has a delay)
animation-iteration-count	Specifies the number of times an animation should be played
animation-name	Specifies the name of the @keyframes animation
animation-play-state	Specifies whether the animation is running or paused
animation-timing-function	Specifies the speed curve of the animation