

Crazy advanced CSS

# Shadows

To create a text shadow, use

**text-shadow: *color offsetX offsetY blur*;**

To apply a box shadow to an element, use

**box-shadow: *color offsetX offsetY blur*;**

where ***color*** is the color of the shadow, ***offsetX*** and ***offsetY*** are the displacements of the shadow from the text in the horizontal and vertical directions (can be negative values), and ***blur*** is the strength of the blurring effect (the bigger, the more blurry).

# Shadow examples

```
h1{  
color:rgb(100,150,0);  
text-shadow:black 1px 1px 0px,  
              rgb(150, 200, 0) 5px 5px 10px;  
}
```

This code first makes the h1 a greenish color, then applies two different text-shadows (separated by a comma).

# Shadow examples

**box-shadow:15px 15px;**

Makes a plain black shadow at the bottom-right.

**box-shadow: rgb(150, 100, 0) -10px -10px 15px;**

Makes a gold-colored shadow at the top-left.

# Internet Explorer filters

To apply an Internet Explorer filter, use

**-ms-filter:"progid:DXImageTransform.Microsoft.*filter*(*param*)";**

where ***filter*** is the name of a visual effect, and ***param*** is the parameter that applies to that effect. These only work with Internet Explorer (and you often have to give them permission to work).

# Filter examples

Alpha(style=2)

BasicImage(invert=1)

Emboss()

Engrave()

Pixelate(maxSquare=20)

Wave(freq=2, strength=5)

For example,

```
img{-ms-filter:"progid:DXImageTransform.Microsoft.Emboss()";}
```

# Prefixes

Different browsers need different prefixes to display some styles:

**-ms-** for Internet Explorer

**-moz-** for Firefox

**-webkit-** for Safari and Chrome

**-o-** for Opera

# Transformations

You can apply various transformations with the following syntax:

***-prefix-transform: effect(params);***

where ***prefix*** is the browser prefix, ***effect*** is the transformation function that will be applied to the object, and ***params*** are any parameters required by the transformation. It is usually best to include a separate line of code for each different browser (and Internet Explorer doesn't always work).



# Transformation examples

**transform: translate(10px, -10px)**

Object is moved 10 pixels in horizontally, -10 pixels vertically.

**transform: scale(0.8, 0.5)**

Dimensions are multiplied by 0.8 horizontally, and 0.5 vertically.

**transform: skew(30deg, -10deg)**

Object is skewed 30 degrees horizontally, -10 degrees vertically.

**transform: rotate(45deg)**

Object is rotated 45 degrees clockwise.

# Opacity

To create a semi-transparent object, use

**opacity: value;**

where **value** ranges from 0 (completely transparent) up to 1 (completely opaque).