

# iOS Animation with Swift

Part 14: 3D Animations

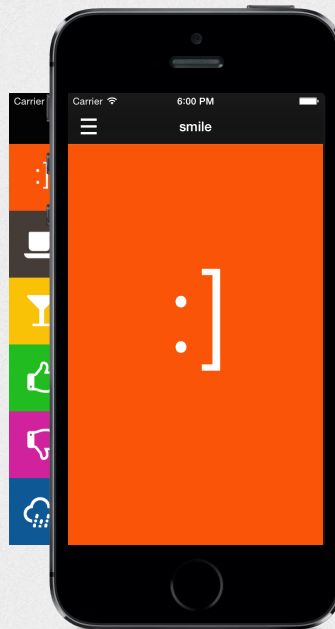
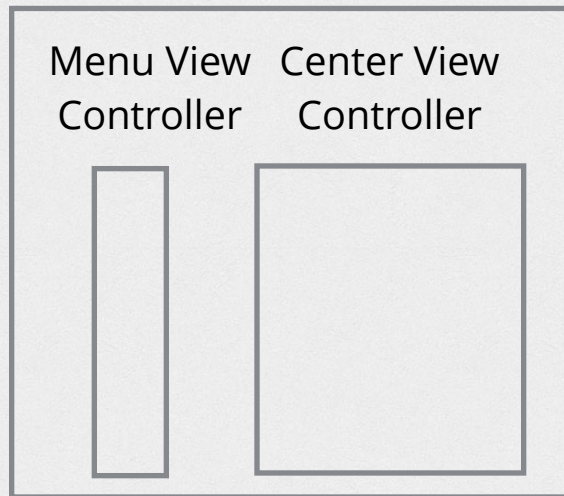


[raywenderlich.com](http://raywenderlich.com)

# Starter project

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Container View  
Controller



# 3D Transform

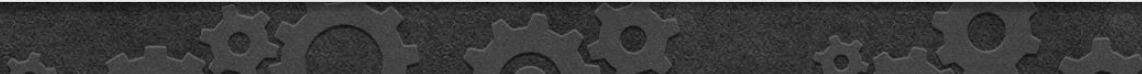
```
var perspective = CATransform3DIdentity
perspective.m34 = -1.0/1000.0
perspective = CATransform3DRotate(perspective,
    CGFloat(M_PI), 0.0, 1.0, 0.0)

view.layer.transform = perspective
```



# Demo: Going 3D

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# Challenge Time!

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