

- 1 Let's try to animate the image in the **first** panel when the mouse hovers on it. To do this, **add** the animation code below in **layout.css** and name it as **rotatePicture**.

```
@keyframes rotatePicture {  
  from {transform: rotate(0deg);}  
  to {transform: rotate(deg);}  
}
```

- 2 Now to **use** the **rotatePicture** animation, **Add** a CSS rule for the **first-panel-image** with a **hover** selector so that it will look like the one below.

```
#first-panel-image:hover {  
  animation-name: rotatePicture;  
  animation-duration: 2s;  
  animation-iteration-count: 1;  
}
```

- 3 Let's create another animation for the image in the **second** panel and name it **changeShape**. The animation will change the **border-radius** when you hover on the image. **Add** the code below in **layout.css**.

```
@keyframes changeShape {  
  0% {border-radius: 20% 0%;}  
  50% {border-radius: 0% 20%;}  
  100% {border-radius: 20% 0%;}  
}
```

Tip: To tell if a website is using HTML5, open the debugger tool and check the source code if it uses new tags and has **<!DOCTYPE html>** which is the HTML5 Doctype.