

A *Tale* of Four Properties

That are kinda related to *shapes* in CSS

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CSS-TRICKS

C  DEPEN



LET'S JUST SAY

YOU REALLY REALLY LIKE



**THEY MIGHT
BE GIANTS**



1990

THEY MIGHT BE GIANTS



THEY MIGHT BE GIANTS · FLOOD



Make a little
birdhouse in
your soul

**YOU REALLY
ONLY HAVE**

One Choice



FAN SITE!!!!

What goes on a fan site?

LYRICS

ANDANDAND

OMGSTUFFFFF



TMIIBG!!!!

PHOTOS!!!!

LYRICS!!!!

GUESTBOOK

CLUBHOUSE

VISITOR COUNTER: 1113459784

Let's make a **SUPER FUN** lyrics page for

PARTICLE MAN



```
<!DOCTYPE whatever blah blah blah>
```

```
<h1>Particle Man</h1>
```

```
<p>Particle man, particle man<br>  
    Doing the things a particle can<br>  
    What's he like? It's not important<br>  
    Particle man</p>
```

```
<p>Is he a dot, or is he a speck?<br>  
    When he's underwater does he get wet?<br>  
    Or does the water get him instead?<br>  
    Nobody knows, Particle man</p>
```

```
<p>Triangle man, Triangle man<br>  
    Triangle man hates particle man<br>  
    They have a fight, Triangle wins<br>  
    Triangle man</p>
```

```
<p>Universe man, Universe man<br>  
    Size of the entire universe man<br>  
    Usually kind to smaller man<br>  
    Universe man</p>
```

```
<!DOCTYPE whatever blah blah blah>
```

```
<h1>Particle Man</h1>
```

```
<p>Particle man, particle man<br>  
    Doing the things a particle can<br>  
    What's he like? It's not important<br>  
    Particle man</p>
```

```
<p>Is he a dot, or is he a speck?<br>  
    When he's underwater does he get wet?<br>  
    Or does the water get him instead?<br>  
    Nobody knows, Particle man</p>
```

```
<p>Triangle man, Triangle man<br>  
    Triangle man hates particle man<br>  
    They have a fight, Triangle wins<br>  
    Triangle man</p>
```

```
<p>Universe man, Universe man<br>  
    Size of the entire universe man<br>  
    Usually kind to smaller man<br>  
    Universe man</p>
```

IDEA TIME

*I AM GONNA NEED THAT TEXT
TO BE ALL SLANTED UP.
LIKE TRIANGLE MAN!!!!*

IDEA TIME

*I AM GONNA NEED THINGS
TO BE ALL SLANTED
LIKE TRIANGLE*

<h1>Particle Man</h1>

<pre>

```
Particle man, particle man  
Doing the things a particle can  
What's he like? It's not important  
Particle man
```

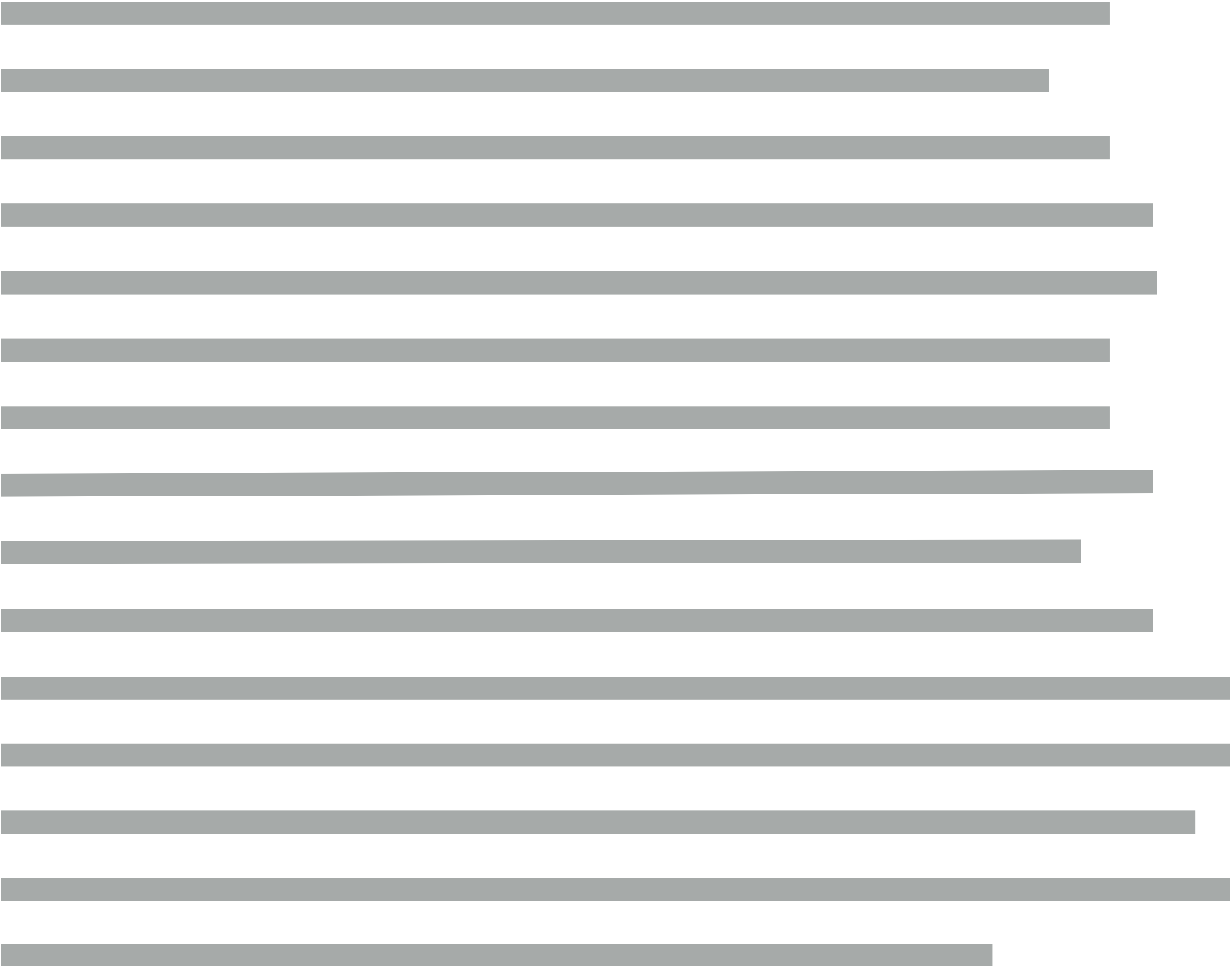
```
Is he a dot, or is he a speck?  
When he's underwater does he get wet?  
Or does the water get him instead?  
Nobody knows, Particle man
```

```
Triangle man, Triangle man  
Triangle man hates particle man  
They have a fight, Triangle wins  
Triangle man
```

```
Universe man, Universe man  
Size of the entire universe man  
Usually kind to smaller man  
Universe man
```

**HEY IT'S GOT THE
RIGHT INDIE SPIRIT!**

**BUT WE CAN DO
"BETTER", I GUESS.**



**ELEMENT
THAT IS
FLOATED**

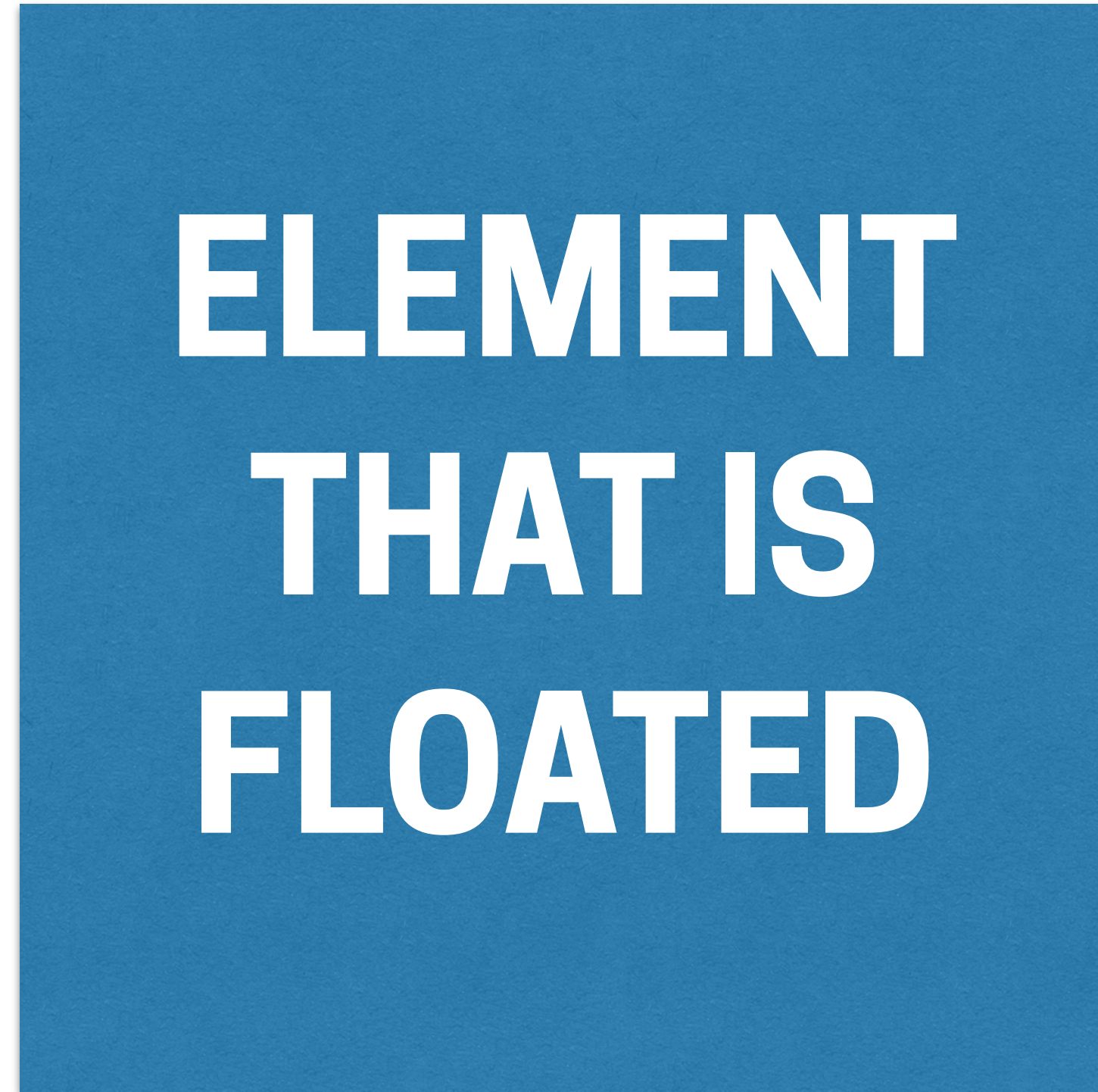
[Redacted text block]

[Redacted text block]

There is a cool property that allows us to **SHAPE** that floated element.

(In the future, we might be able to do this without having to float the element with CSS exclusions.)

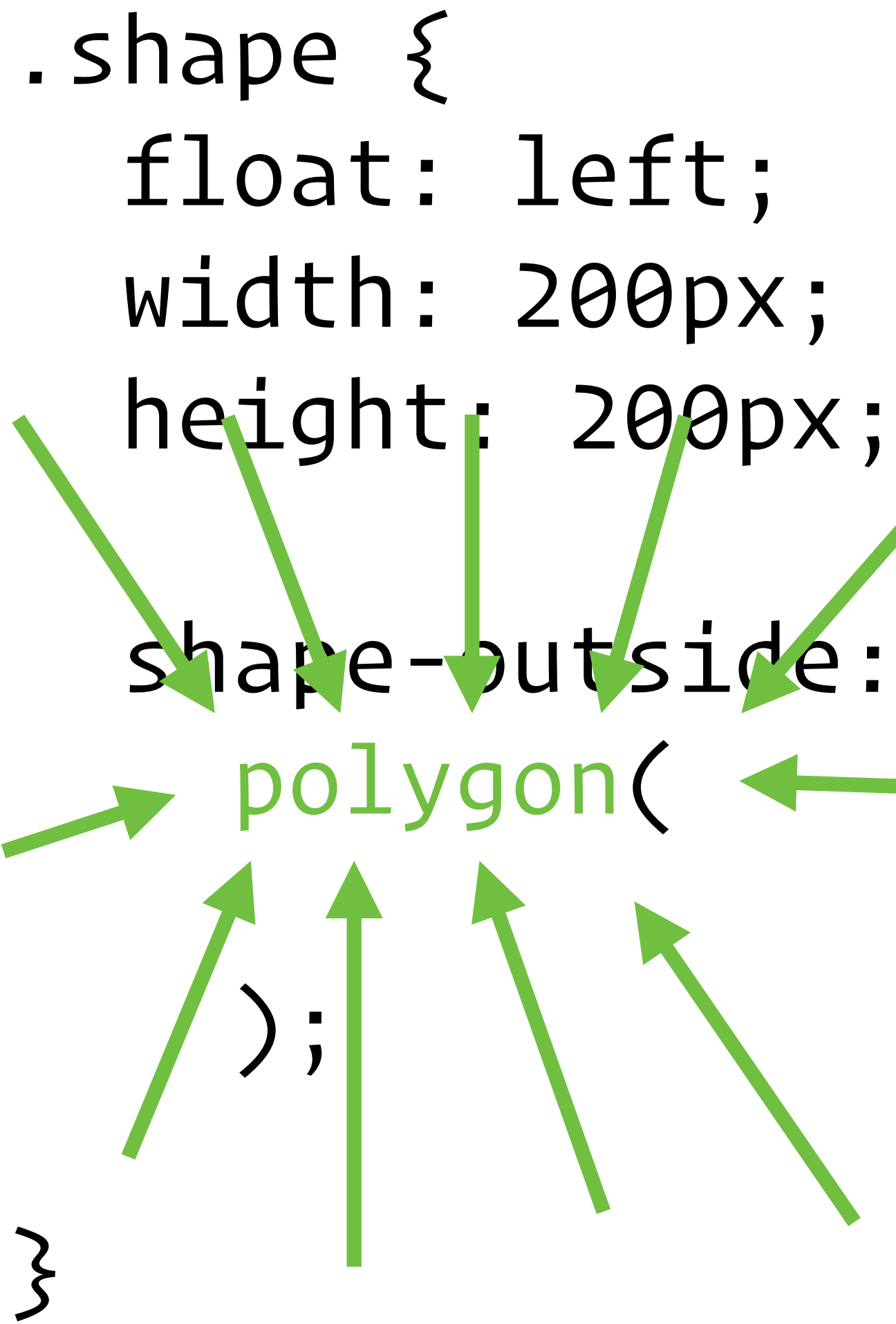
```
.shape {  
  float: left;  
  width: 200px;  
  height: 200px;  
}
```



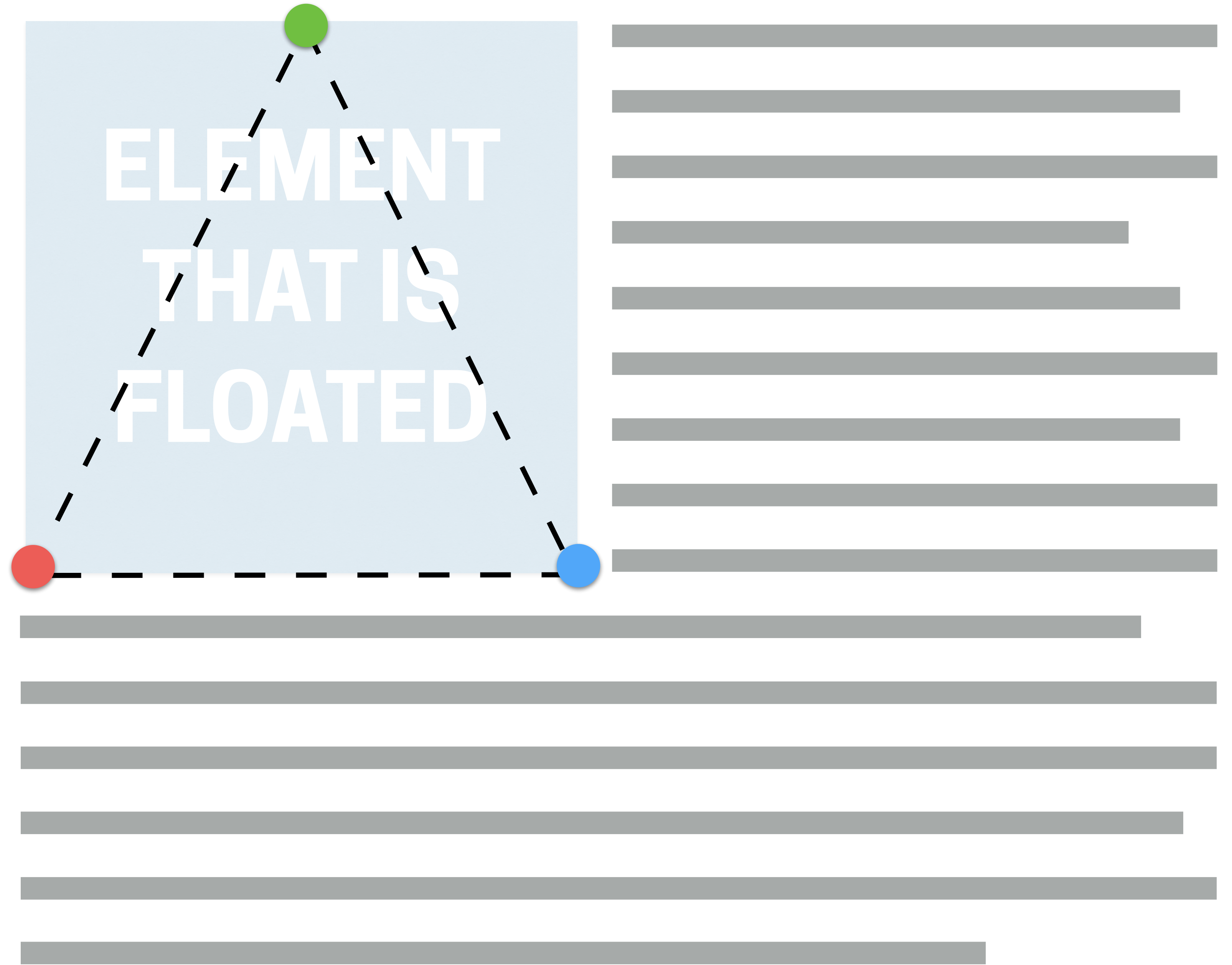

```
.shape {  
  float: left;  
  width: 200px;  
  height: 200px;  
  
  shape-outside  
}
```



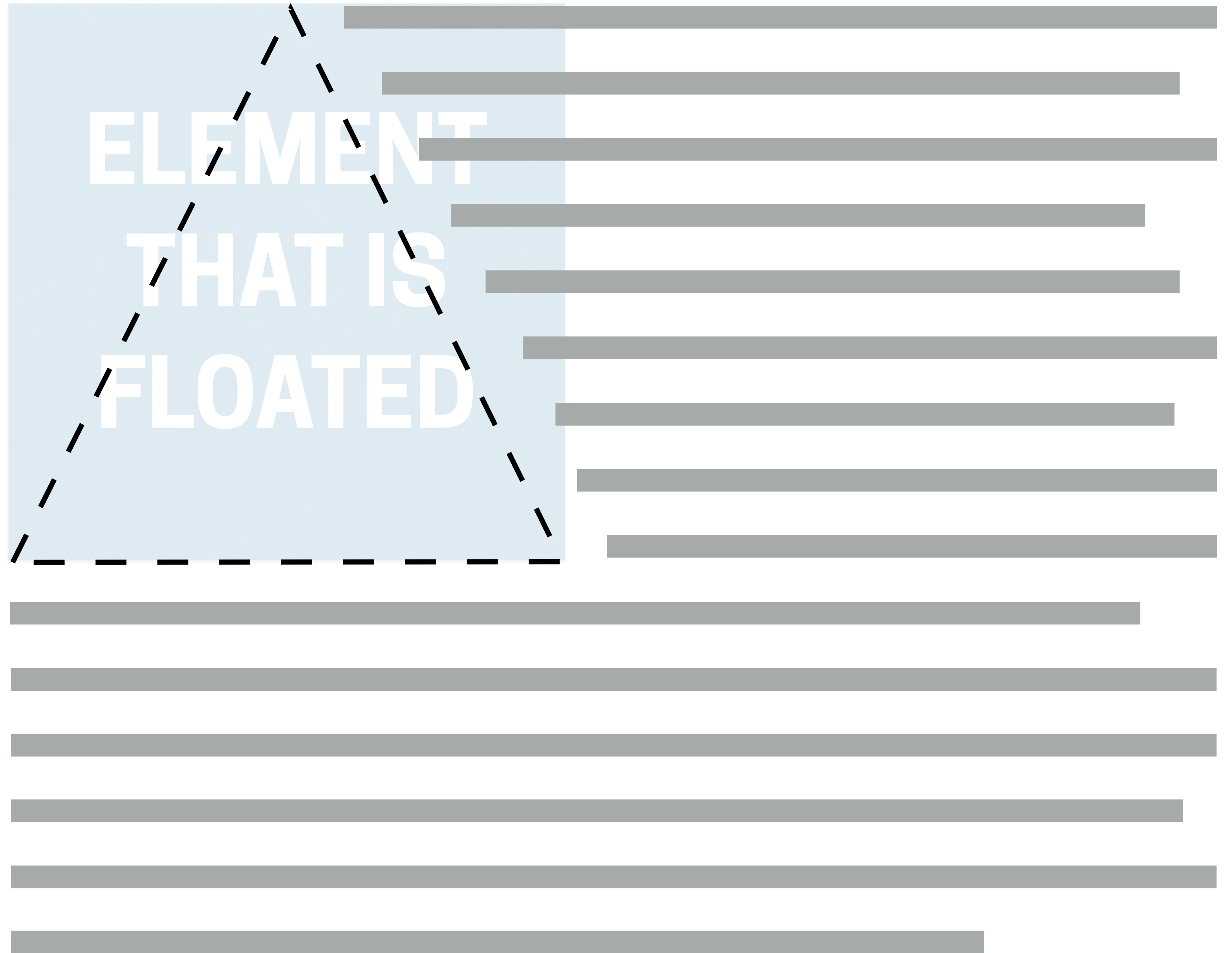

```
.shape {  
  float: left;  
  width: 200px;  
  height: 200px;  
  shape-outside:  
    polygon(  
    );  
}
```

A diagram illustrating the CSS code on the left and its visual effect on the right. Green arrows point from the code to the visual elements: from 'float: left;' to the blue box; from 'width: 200px;' to the width of the blue box; from 'height: 200px;' to the height of the blue box; from 'shape-outside:' to the text 'ELEMENT THAT IS FLOATED'; from 'polygon(' to the blue box; from ')' to the text 'ELEMENT THAT IS FLOATED'; from ';' to the text 'ELEMENT THAT IS FLOATED'; and from '}' to the text 'ELEMENT THAT IS FLOATED'.

```
.shape {  
  float: left;  
  width: 200px;  
  height: 200px;  
  
  shape-outside:  
    polygon(  
      100px 0,  
      200px 200px,  
      0 200px  
    );  
}
```



```
.shape {  
  float: left;  
  width: 200px;  
  height: 200px;  
  
  shape-outside:  
    polygon(  
      100px 0,  
      200px 200px,  
      0 200px  
    );  
}
```



redefining

shape-outside is like ~~chipping away~~
at a floated element.

Particle Man

Particle man, particle man
Doing the things a particle can
What's he like? It's not important
Particle man

Is he a dot, or is he a speck?
When he's underwater does he get wet?
Or does the water get him instead?
Nobody knows, Particle man

Triangle man, Triangle man
Triangle man hates particle man
They have a fight, Triangle wins
Triangle man

Universe man, Universe man
Size of the entire universe man
Usually kind to smaller man
Universe man

He's got a watch with a minute hand,
Millennium hand and an eon hand
When they meet it's a happy land
Powerful man, universe man

Person man, person man
Hit on the head with a frying pan
Lives his life in a garbage can
Person man

You can even **ANIMATE** it.

Triangle Man

Particle Man

Particle man, particle man
Doing the things a particle can
What's he like? It's not important
Particle man

Is he a dot, or is he a speck?
When he's underwater does he get wet?
Or does the water get him instead?
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Triangle man, Triangle man
Triangle man hates particle man
They have a fight, Triangle wins
Triangle man

Universe man, Universe man
Size of the entire universe man
Usually kind to smaller man
Universe man

He's got a watch with a minute hand,
Millennium hand and an eon hand




```
.shape {  
  transition: shape-outside 2s ease-in-out;  
  float: left;  
  width: 99%;  
  height: 100%;  
}
```

BASICALLY A ZERO-WIDTH TRIANGLE

```
.triangle-off {  
  shape-outside: polygon(0 0, 0 100%, 0 100%, 0 0);  
}
```

```
.triangle-man {  
  shape-outside: polygon(0 0, 0 100%, 50% 100%, 0 0);  
}
```

THE REAL TRIANGLE

SAMUEL L. IPSUM

Read more about [shape-outside](#) at [css-tricks](#)

You can alter the `center x`, `center y`, `radius x` and `radius y` below. The used shape `ellipse` is then drawn as an rectangle inside a `svg` element and the `css` style is generated.

```
shape-outside: ellipse(272px 352px at 121px 368px);
```

Your bones don't break, mine do. That's clear. Your cells react to bacteria and viruses differently than mine. You don't get sick, I do. That's also clear. But for some reason, you and I react the exact same way to water. We swallow it too fast, we choke. We get some in our lungs, we drown. However unreal it may seem, we are connected, you and I. We're on the same curve, just on opposite ends.

Your bones don't break, mine do. That's clear. Your cells react to bacteria and viruses differently than mine. You don't get sick, I do. That's also clear. But for some reason, you and I react the exact same way to water. We swallow it too fast, we choke. We get some in our lungs, we drown. However unreal it may seem, we are connected, you and I. We're on the same curve, just on opposite ends.

Now that we know who you are, I know who I am. I'm not a mistake! It all makes sense! In a comic, you know how you can tell who the arch-villain's going to be? He's the exact opposite of the hero. And most times they're friends, like you and me! I should've known way back when... You know why, David? Because of the kids. They called me Mr Glass.

Now that we know who you are, I know who I am. I'm not a mistake! It all makes sense! In a comic, you know how you can tell who the arch-villain's going to be? He's the exact opposite of the hero. And most times they're friends, like you and me! I should've known way back when... You know why, David? Because of the kids. They called me Mr Glass.

Normally, both your asses would be dead as fucking fried chicken, but you happen to pull this shit while I'm in a transitional period so I don't wanna kill you, I wanna help you. But I can't give you this case, it don't belong to me. Besides, I've already been through too much shit this morning over this case to hand it over to your dumb ass.



NOW LET'S DO
UNIVERSE MAN

UNIVERSE MAN

*HE'S GONNA BUTT IN AND
SMASH HIS BELLY ALL UP IN
THIS TEXT!!!!*



`shape-outside` can take a `circle()` or `ellipse()` as well as `polygon()`.


```
.shape {  
  transition: shape-outside 2s ease-in-out;  
  float: left;  
  width: 99%;  
  height: 100%;  
}
```

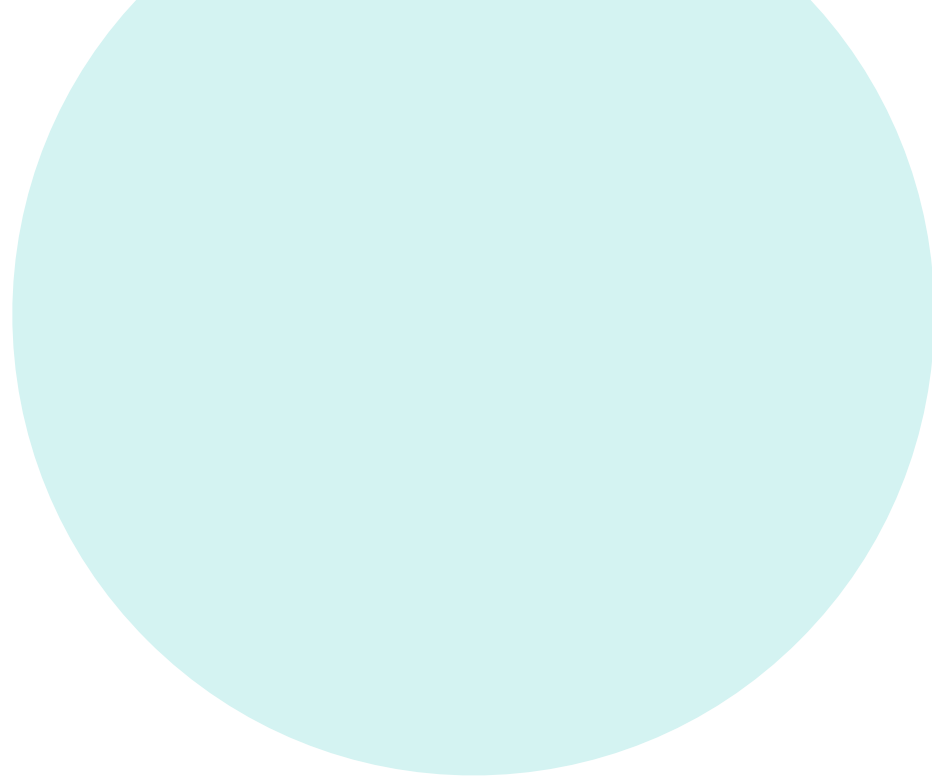
MOVED TO NOWHERESVILLE



```
.universe-off {  
  shape-outside: ellipse(200px 200px at 0 -300px);  
}  
.universe-man {  
  shape-outside: ellipse(200px 200px at 0 300px);  
}
```

floated thing









Particle Man

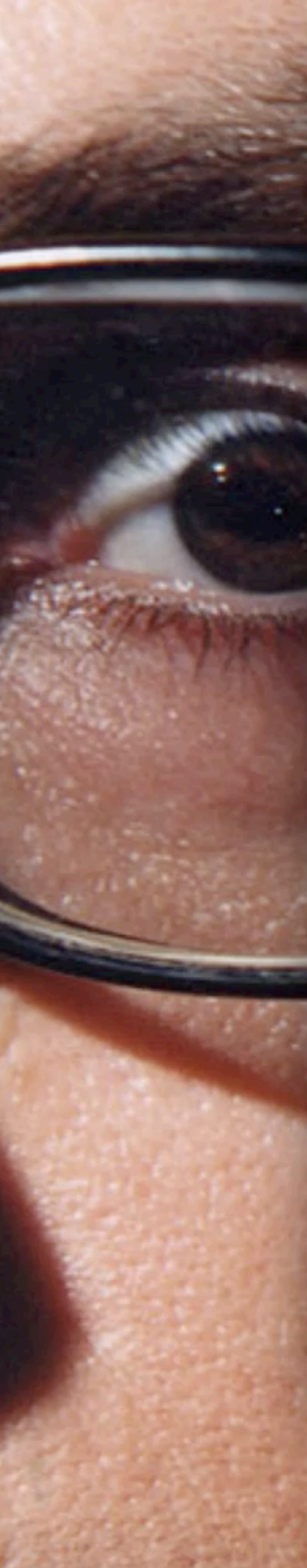
Particle man, particle man
Doing the things a particle can
What's he like? It's not important
Particle man

Is he a dot, or is he a speck?
When he's underwater does he get wet?
Or does the water get him instead?
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Triangle man, Triangle man
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Triangle man

Universe man, Universe man
Size of the entire universe man
Usually kind to smaller man
Universe man

He's got a watch with a minute hand,
Millennium hand and an eon hand



**YOU CAN'T TRANSITION
A POLYGON() TO AN
ELLIPSE()**

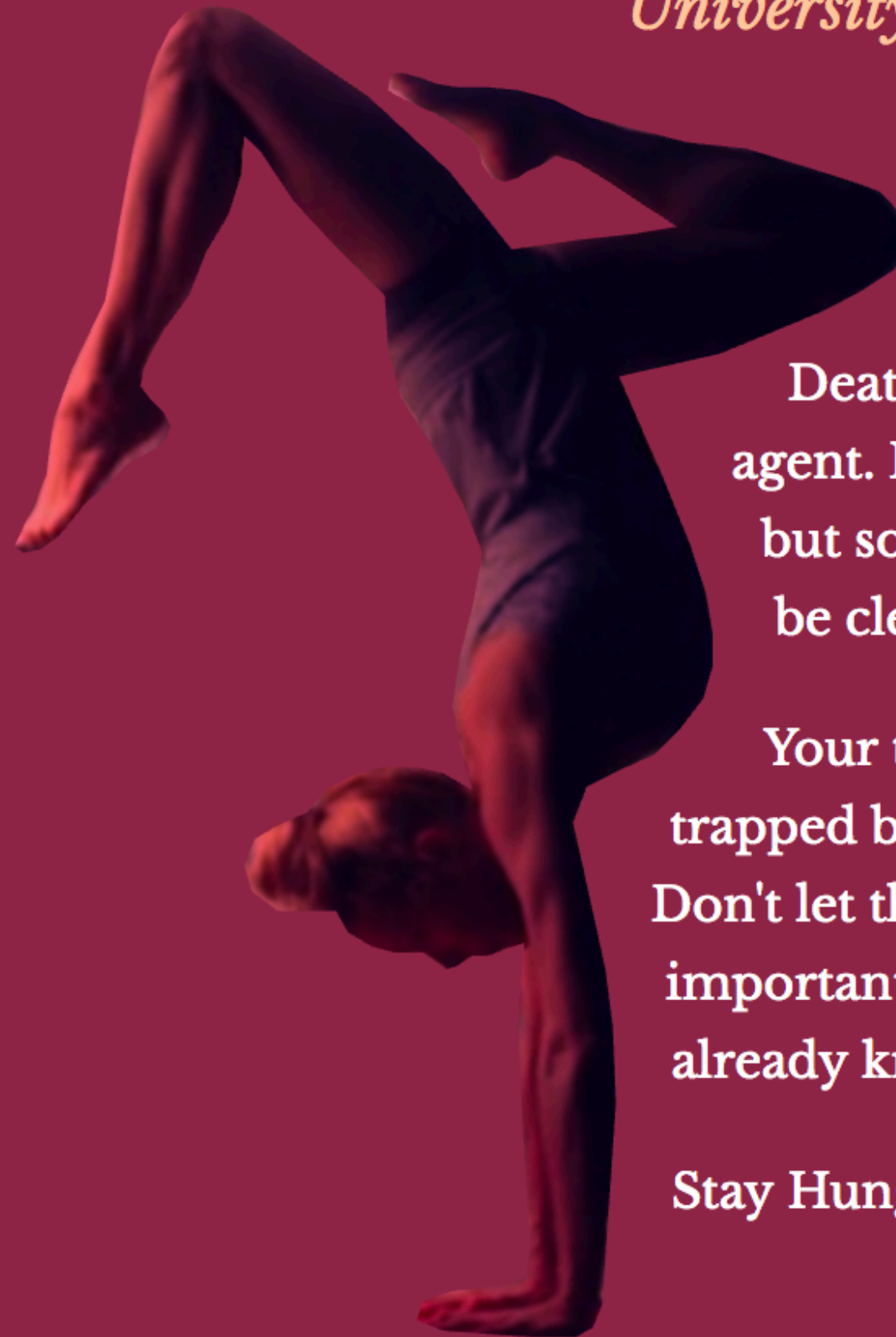
**THIS JAVASCRIPT IS
ALL ABOUT
MANIPULATING
CLASSES SO
TRANSITIONS ARE
ALWAYS SHAPE-TO-
SHAPE**

```
button.addEventListener("click", function() {  
  
    // Immediately remove base class  
    xman.classList.remove("triangle-man", "universe-man");  
  
    clickedGuy = button.getAttribute("data-class");  
  
    if (currentGuy === "") {  
  
        xman.classList.add(clickedGuy);  
        currentGuy = clickedGuy;  
  
    } else {  
  
        // Add the class for transitioning OFF  
        xman.classList.add(currentGuy + "-off");  
        xman.classList.remove(currentGuy);  
  
        setTimeout(function() {  
            xman.classList.remove(currentGuy + "-off");  
            // Add the final ON class  
            xman.classList.add(clickedGuy + "-off");  
            setTimeout(function() {  
                xman.classList.add(clickedGuy);  
                currentGuy = clickedGuy;  
            }, 100);  
        }, 2000);  
  
    }  
}
```

There is actually **tasteful**
stuff you can do with
shape-outside()

shape-outside with clip-path *and background-blend-mode*

The following are a few of my favorite excerpts from the 2005 Stanford University commencement speech given by Steve Jobs.



“No one wants to die. Even people who want to go to heaven don't want to die to get there. And yet death is the destination we all share. No one has ever escaped it. And that is as it should be, because Death is very likely the single best invention of Life. It is Life's change agent. It clears out the old to make way for the new. Right now the new is you, but someday not too long from now, you will gradually become the old and be cleared away. Sorry to be so dramatic, but it is quite true.

Your time is limited, so don't waste it living someone else's life. Don't be trapped by dogma — which is living with the results of other people's thinking. Don't let the noise of others' opinions drown out your own inner voice. And most important, have the courage to follow your heart and intuition. They somehow already know what you truly want to become. Everything else is secondary.

Stay Hungry. Stay Foolish.”

THE EXPERIMENTAL LAYOUT LAB OF JEN SIMMONS

WORKSHOP EXAMPLES

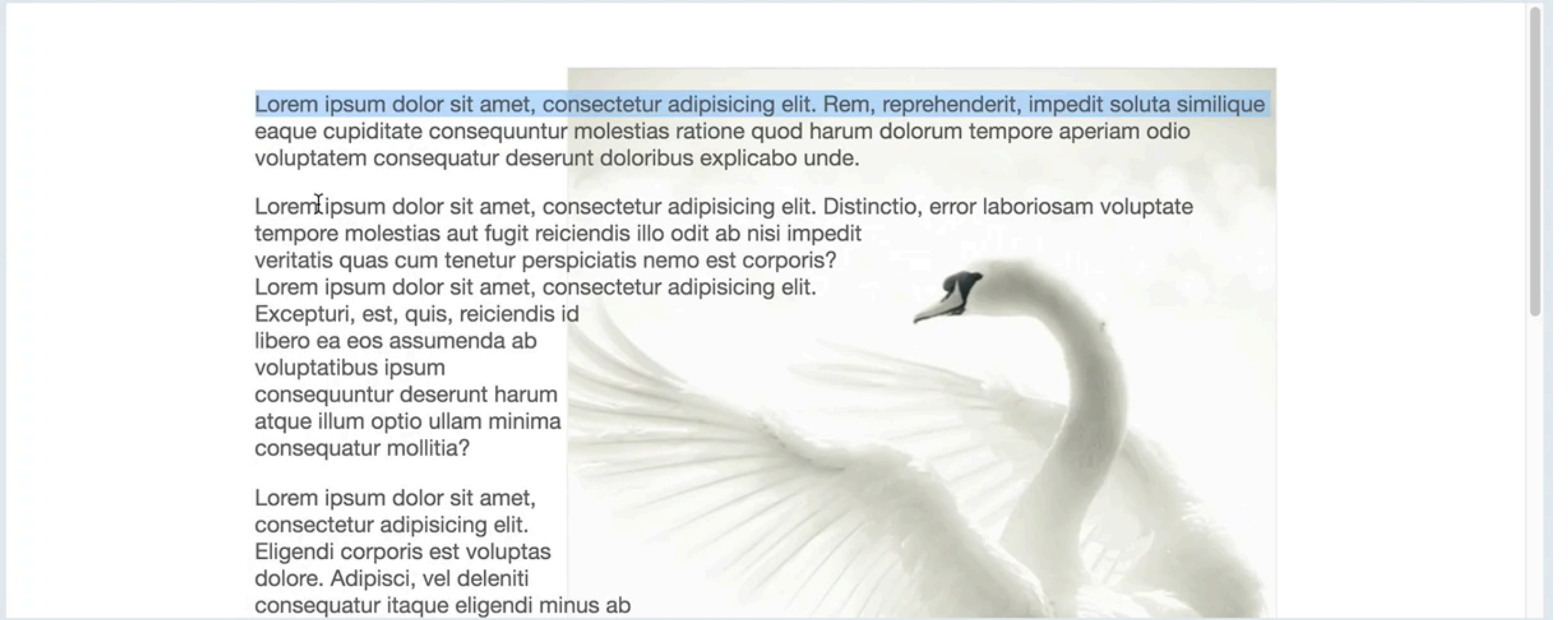
Includes examples for
REVOLUTIONIZE YOUR PAGE:
REAL ART DIRECTION ON THE
WEB
PROGRESSING OUR LAYOUTS
MODERN LAYOUTS: GETTING
OUT OF OUR RUTS

Follow @JENSIMMONS on Twitter for more as it happens.
Sign up for **LAYOUT LAND**, a place for us to show off new ideas for layout.




```
HTML
1 <div class="container">
2   <div class="element"></div>
3   <p>
4     Lorem ipsum dolor sit amet, consectetur adipisicing elit.
5     Rem, reprehenderit, impedit soluta similique eaque cupiditate
6     consequuntur molestias ratione quod harum dolorum tempore
7     aperiam odio voluptatem consequatur deserunt doloribus
8     explicabo unde.
9   </p>
```

```
CSS
22 background: url(http://tympanus.net/codrops-
23 playground/assets/images/cssref/properties/shape-image-
24 threshold/swan.jpg);
25 background-size: cover;
26 -webkit-shape-outside: url(http://tympanus.net/codrops-
27 playground/assets/images/cssref/properties/shape-image-
28 threshold/alpha-image.png);
29 shape-outside: url(http://tympanus.net/codrops-
30 playground/assets/images/cssref/properties/shape-image-
31 threshold/alpha-image.png);
32 -webkit-shape-image-threshold: .2;
33 shape-image-threshold: .2;
34 }
```

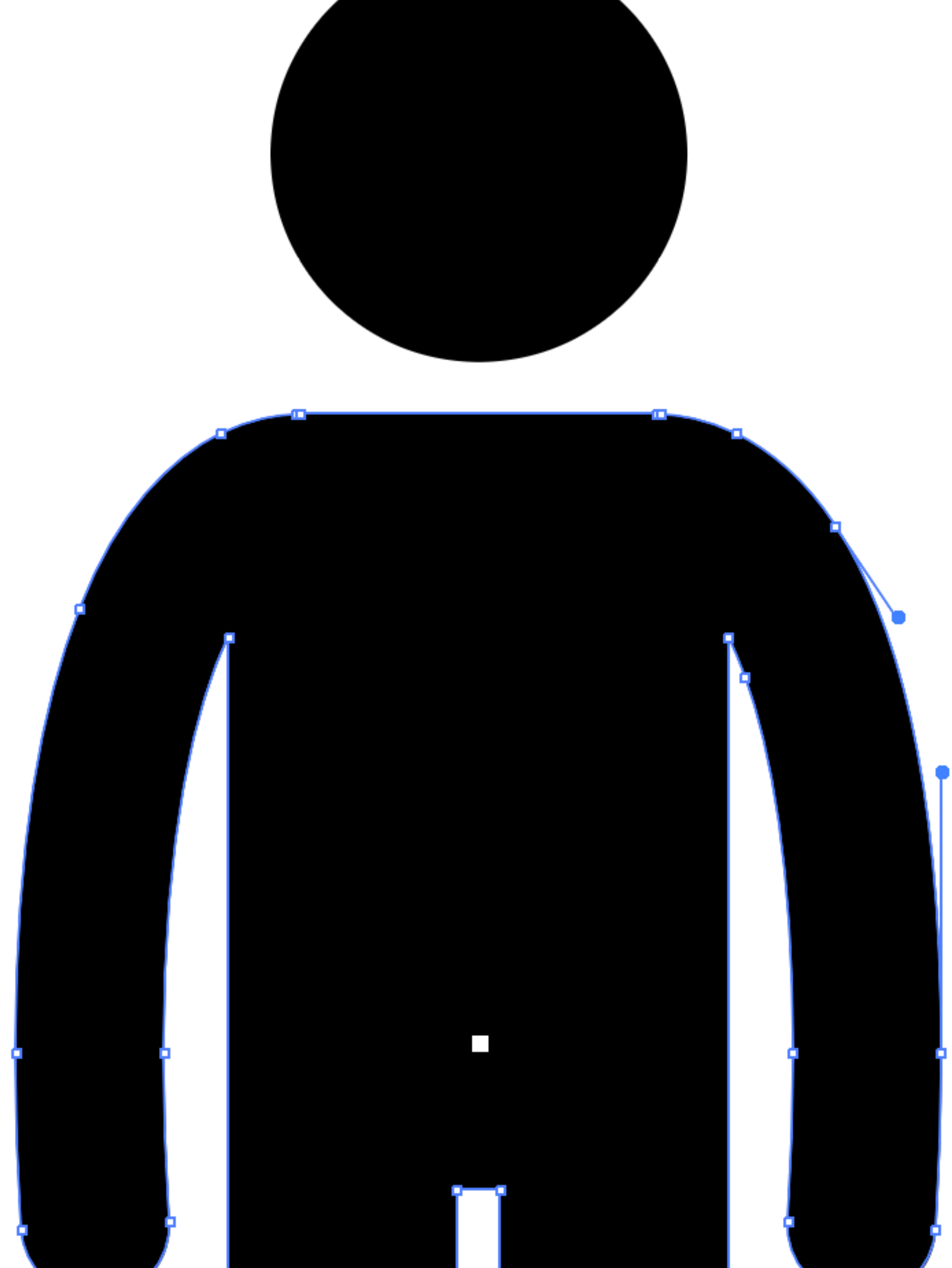


```
> <head>...</head>
  > <body>
    > <div id="cde-result">
      > <iframe sandbox="allow-forms allow-pointer-lock allow-popups allow-same-origin allow-scripts" allowfullscreen="true">
        > #document
          > <!DOCTYPE html>
            > <html>
              > <head>...</head>
                > <body>
                  > <div class="container">
                    > <div class="element"></div> == $0
                      > <p>...</p>
                      > <p>...</p>
                      > <p>...</p>
                    </div>
                  </body>
                </html>
              </iframes>
            </div>
          > <script>...</script>
        </body>
      </div>
    </body>
  </html>
```

```
Styles Computed Event Listeners DOM Breakpoints Properties
Filter :hov .cls +
element.style {
}
.element {
width: 554px;
height: 831px;
float: right;
border: 1px solid #eee;
background: url(http://tympanus.net/codrops-
playground/assets/images/cssref/properties/shape-
image-threshold/swan.jpg);
background-size: cover;
-webkit-shape-outside: url(http://tympanus.net/codrops-
playground/assets/images/cssref/properties/shape-
image-threshold/alpha-image.png);
shape-outside: url(http://tympanus.net/codrops-
playground/assets/images/cssref/properties/shape-
image-threshold/alpha-image.png);
-webkit-shape-image-threshold: .2;
shape-image-threshold: .2;
}
```

MAYBE

PERSON MAN?



`polygon()`

`circle()`

`ellipse()`

`inset()`

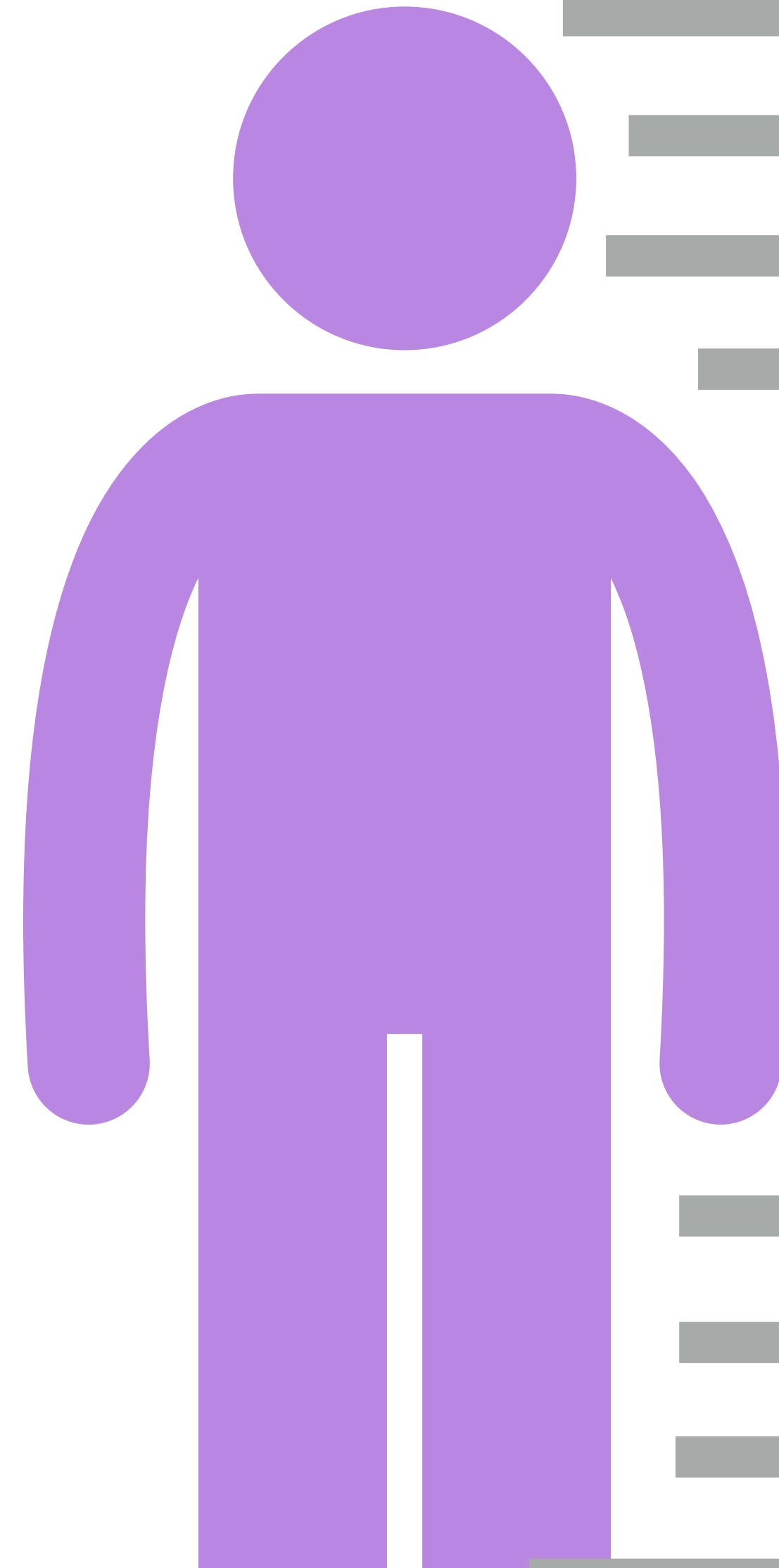
`path()`

`url()`

shape-outside



PERSON MAN?

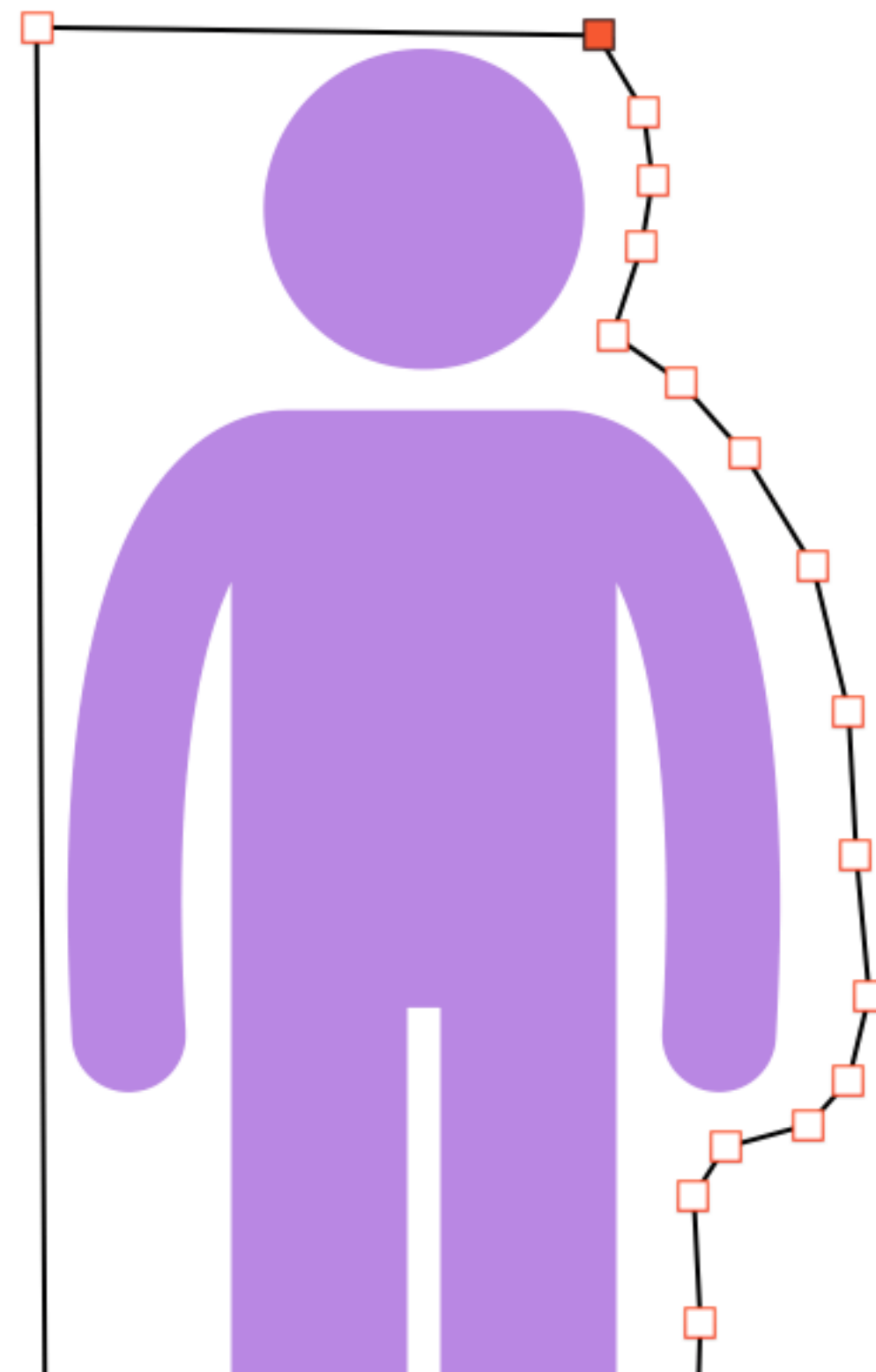


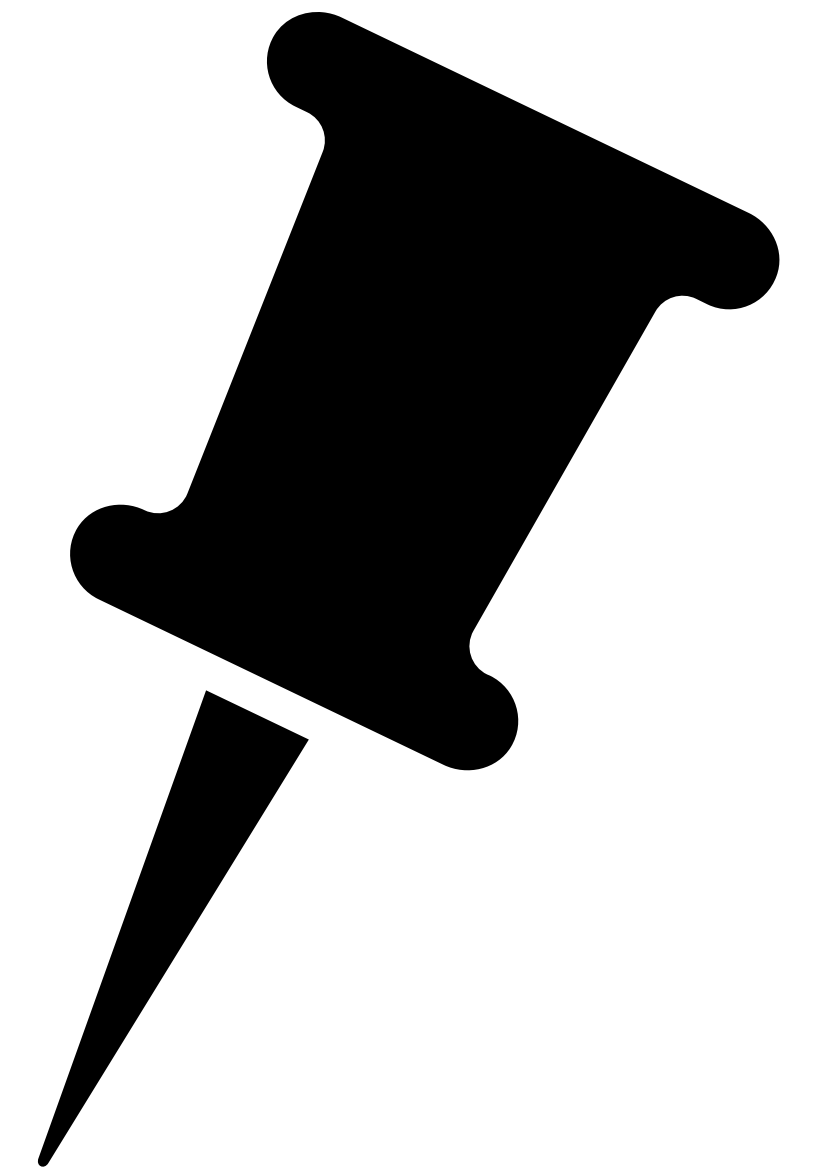
	polygon()	circle()	ellipse()	inset()	path()	url()
shape-outside	👍	👍	👍	👍	✗	👍

This is all assuming we're in a browser that supports **shape-outside** at all!



You can kinda fake curves with polygons with lots of points...



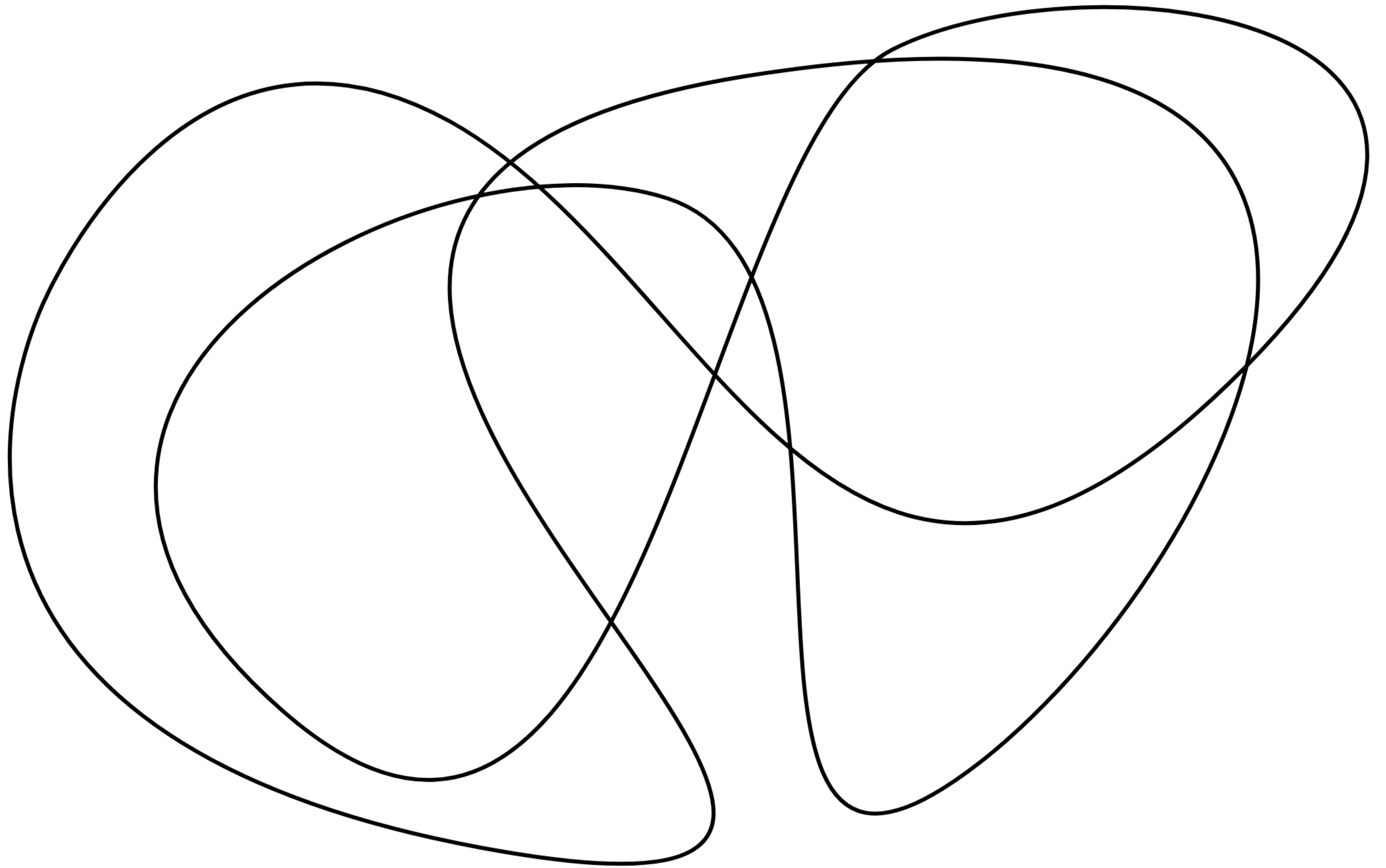


Let's just put a pin in that.

**WE NEEDED TO DEAL
WITH PARTICLE
MAN OMGGG!!!!**

**WITH PARTICLE
MAN OMGGG!!!!**

*HE NEEDS TO BE FLYING ALL
AROUND THIS SUCKAAAAA LIKE
A PARTICLE WOULD!!!!*



 *AIN'T NO POLYGON() GONNA
WORK HERE.*

I NEED FLUID MOTION ACTION!!!!

Fortunately there is a perfect CSS
property for us: **offset-path()**

Actually, it ***used*** to be called `motion-path()`

```
.thing-that-moves {  
  /* "old" syntax.  
     Available in Blink browsers as of ~October 2015 */  
  motion-path: ;  
  
  /* Currently spec'd syntax.  
     Should be in stable Chrome as of ~December 2016 */  
  offset-path: ;  
}
```



```
.thing-that-moves {  
  /* "old" syntax.  
     Available in Blink browsers as of ~October 2015 */  
  motion-path: path("M 5 5 m -4, 0 a 4,4 0 1,0 8,0 a 4,4 0 1,0 -8  
  
  /* Currently spec'd syntax.  
     Should be in stable Chrome as of ~December 2016 */  
  offset-path: path("M 5 5 m -4, 0 a 4,4 0 1,0 8,0 a 4,4 0 1,0 -8  
}
```

**PATHS ARE
AWESOME**

***THEY CAN DRAW ANYTHING!!!
ALL OTHER DRAWING IS SYNTACTIC SUGAR!!!!***

Path comes from **SVG land**.

```
<path d=" . . . ">
```



```
<svg viewBox="0 0 100 100">
```

```
<path d="
```

```
M 25,100
```

```
C 25,150 75,150 75,100
```

```
S 100,25 150,75
```

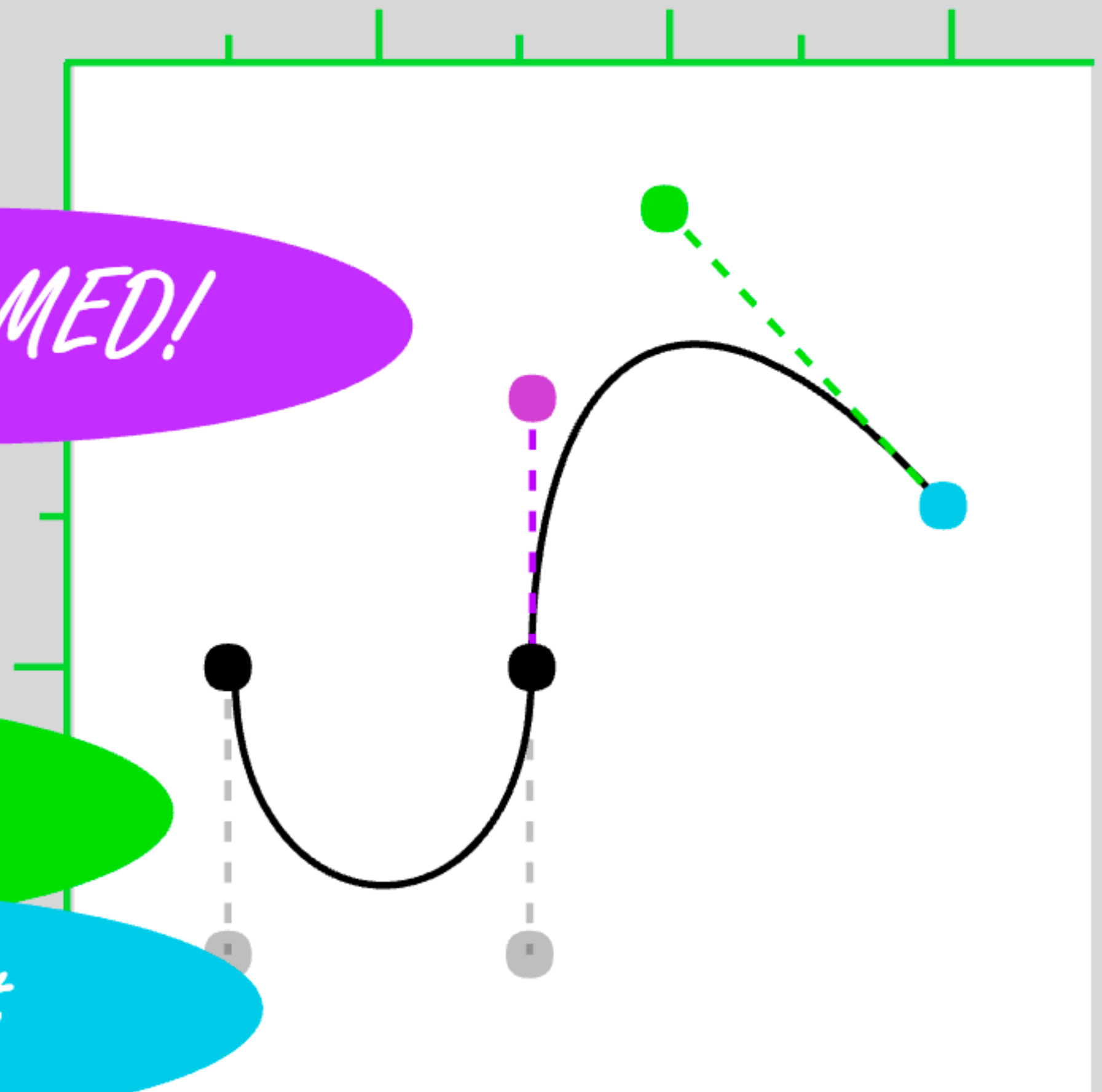
```
" />
```

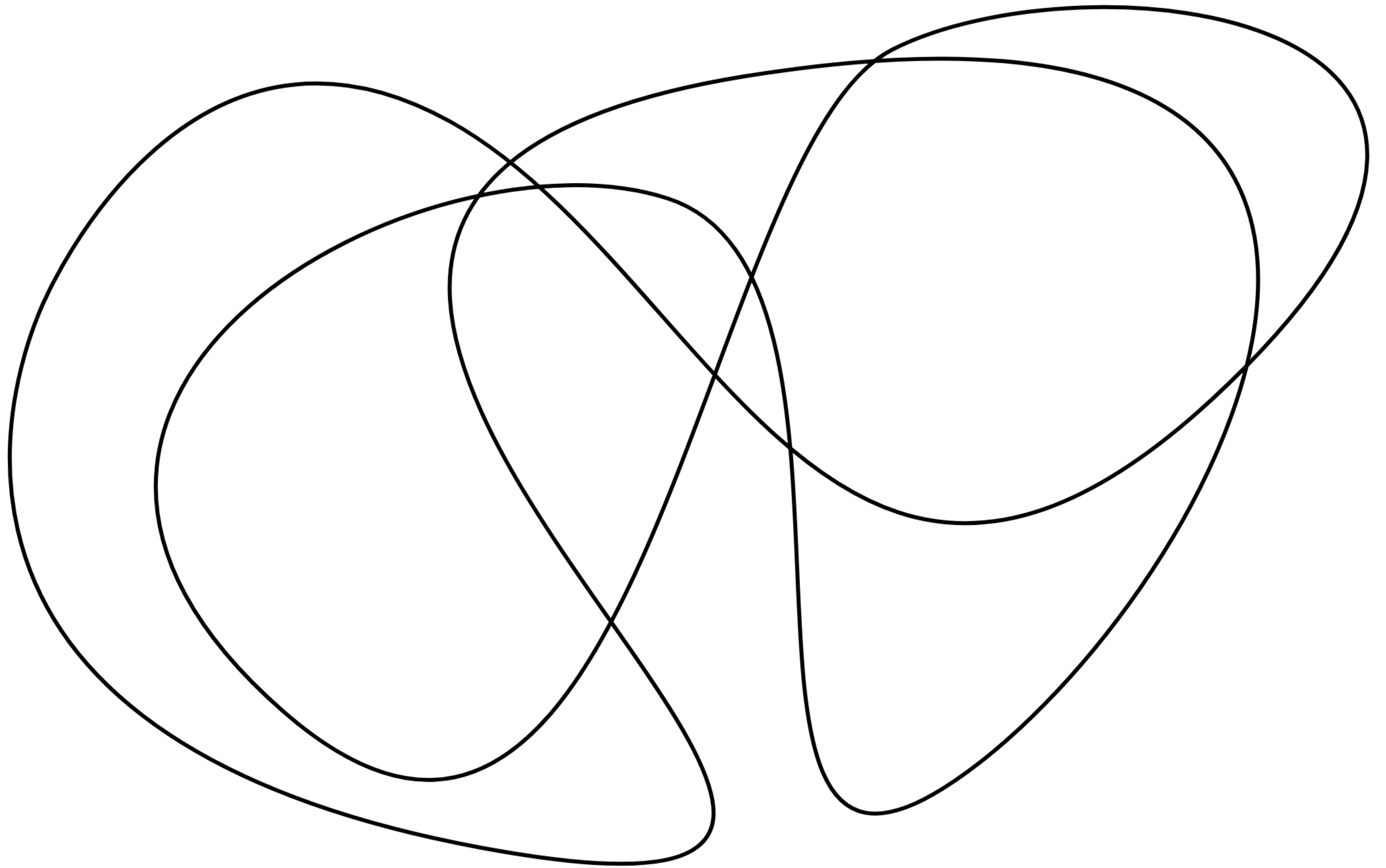
```
</svg>
```

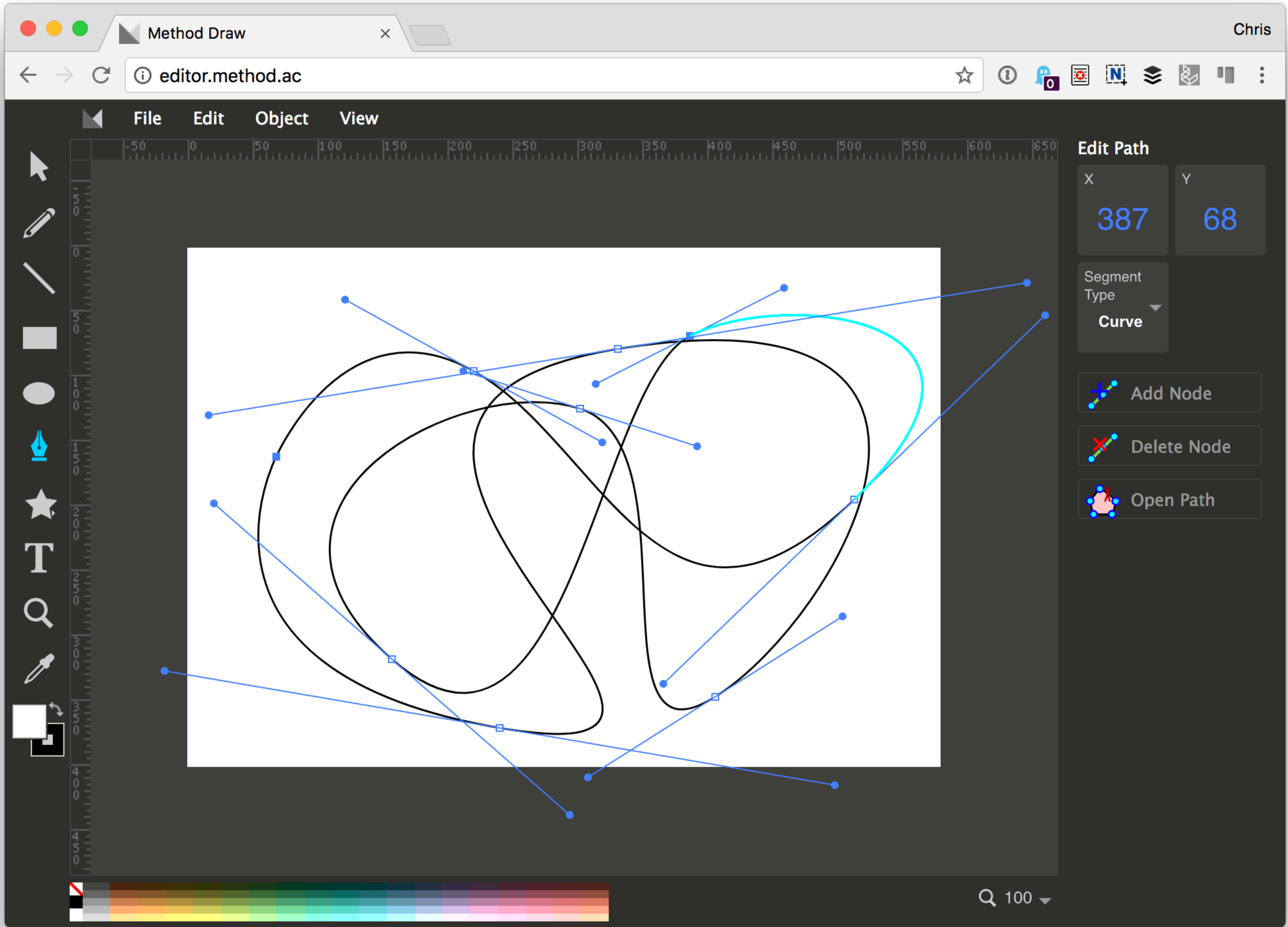
ASSUMED!

Bezier Point

Final Point








```
1 <svg width="580" height="400" xmlns="http://www.w3.org/2000/svg">
2   <!-- Created with Method Draw - http://github.com/duopixel/Method-Draw/ -->
3   <g>
4     <title>background</title>
5     <rect fill="#fff" id="canvas_background" height="402" width="582" y="-1" x="-1"/>
6     <g display="none" overflow="visible" y="0" x="0" height="100%" width="100%" id="canvasGrid">
7       <rect fill="url(#gridpattern)" stroke-width="0" y="0" x="0" height="100%" width="100%"/>
8     </g>
9   </g>
10  <g>
11    <title>Layer 1</title>
12    <path id="svg_1" d="m68.5,161c0,0 53,-121 152,-66c99,55 146,241 293,99c147,-142 -54,-163
13    -126.5,-126c-72.5,37 -92.5,369 -229.5,249c-137,-120 55,-222 145,-193c90,29 6,284
14    104,222c98,-62 240,-319 -75,-268c-315,51 167,336 -91,292c-258,-44 -172,-209 -172,-209z"
    stroke-width="1.5" stroke="#000" fill="#fff"/>
13  </g>
14 </svg>
```

HTML

```
<div id="particle-man"></div>
```

CSS

```
#particle-man {  
  width: 5px;  
  height: 5px;  
  background: blue;  
  
  offset-path: path('m68.5,161c0,0 53,-121 152,-66c99,55 146,241  
293,99c147,-142 -54,-163 -126.5,-126c-72.5,37 -92.5,369  
-229.5,249c-137,-120 55,-222 145,-193c90,29 6,284 104,222c98,-62 240,-319  
-75,-268c-315,51 167,336 -91,292c-258,-44 -172,-209 -172,-209z');  
  
  animation: is-he-a-dot-or-is-he-a-spec 3s linear infinite;  
}  
  
@keyframes is-he-a-dot-or-is-he-a-spec {  
  100% { motion-offset: 100%; } /* defaults to 0 */  
}
```


HTML

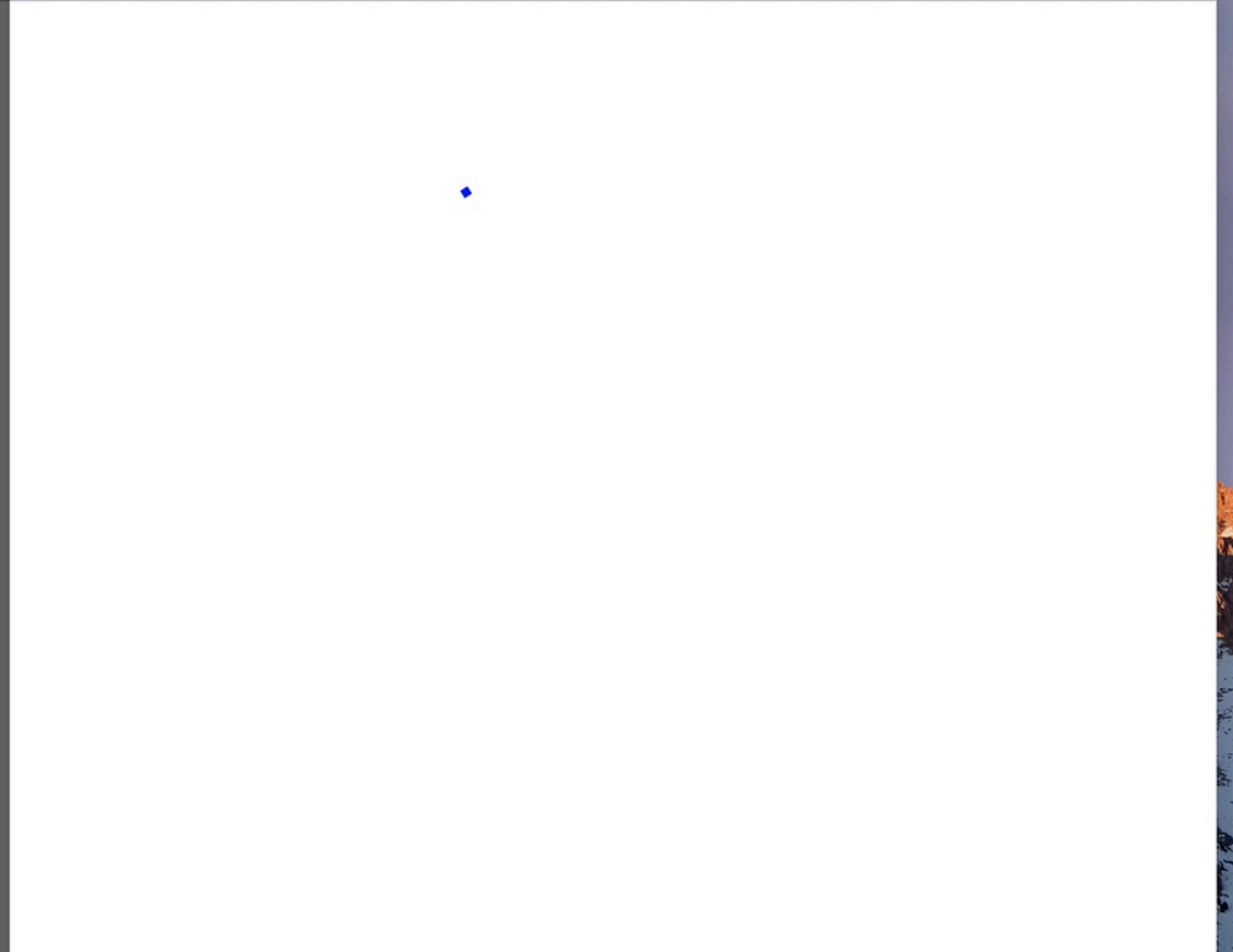
```
1 <div class="particle-man"></div>  
2
```

CSS (SCSS)

```
1 .particle-man {  
2   offset-path: path('m68.5,161c0,0 53,-121  
3     152,-66c99,55 146,241 293,99c147,-142 -54,-163  
4     -126.5,-126c-72.5,37 -92.5,369 -229.5,249c-  
5     137,-120 55-222 145,-193c90,29 6,284  
6     104,222c98,-62 240,-319 -75,-268c-315,51  
7     167,336 -91,292c-258,-44 -172,-209  
8     -172,-209z');  
9   animation: move 3s linear infinite;  
10  width: 5px;  
11  height: 5px;  
12  background: blue;  
13}
```

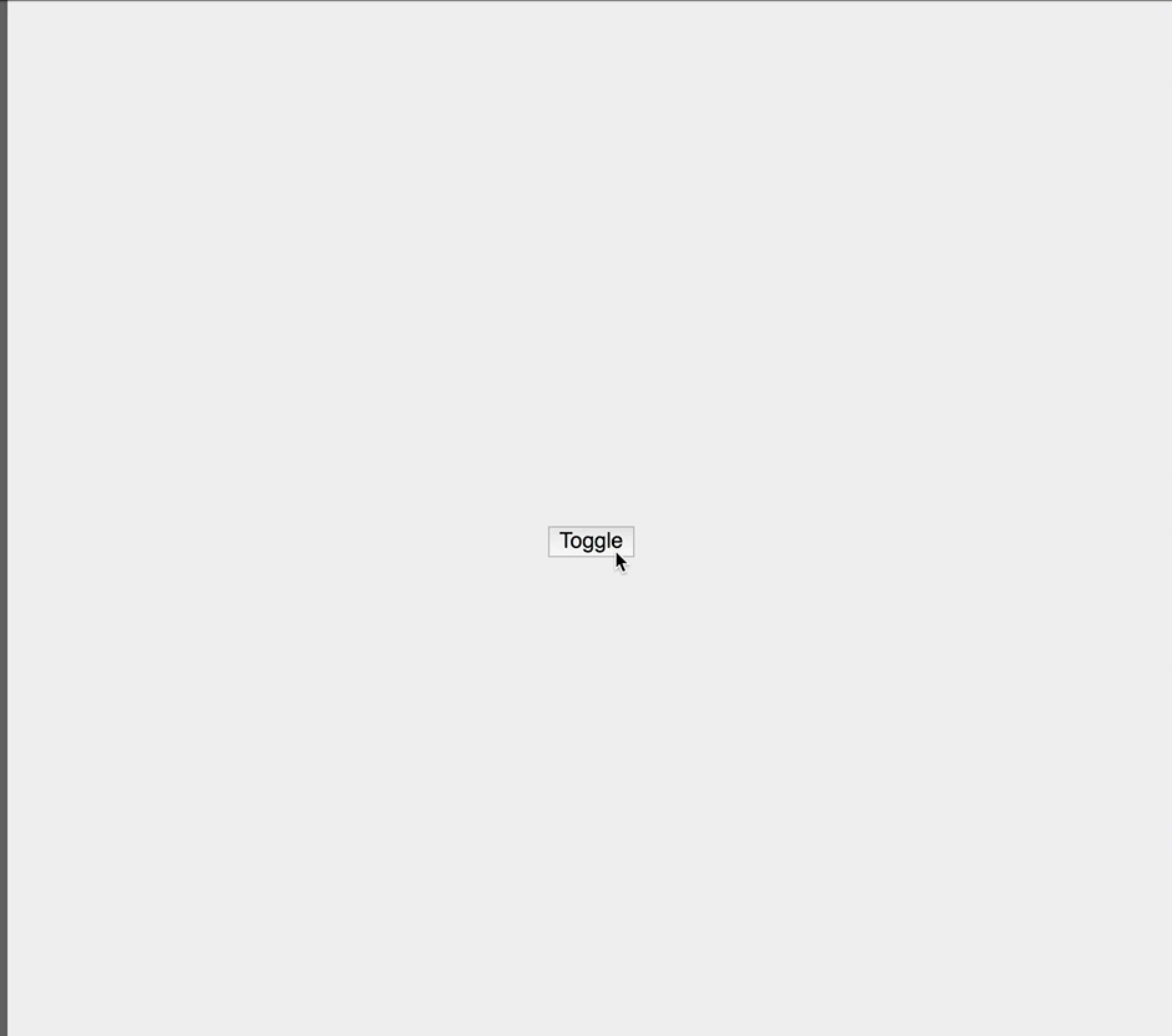
JS

```
1
```



Move Modal In on Path Save Fork Settings Change View

```
HTML
CSS (SCSS)
16 box-shadow:
17   -2rem 2rem 2rem rgba(black, 0.2);
18 filter: blur(0);
19 transform: scale(1);
20 opacity: 1;
21 visibility: visible;
22 &.off {
23   opacity: 0;
24   visibility: hidden;
25   filter: blur(8px);
26   transform: scale(0.33);
27   box-shadow: 1rem 0 0 rgba(black, 0.2);
28 }
29 @supports (offset-rotation: 0deg) {
30   offset-rotation: 0deg;
31   offset-path: path("M 250,100 S -300,500
-700,-200");
32 &.off {
33   offset-distance: 100%;
34 }
35 }
36 @media (prefers-reduced-motion) {
37 @supports (offset-rotation: 0deg) {
38   offset-path: none;
39 }
40 }
```



TMBG!!!!

NOT OFFICIAL BUT OFFICIALLY AWESOME

PARTICLE MAN LYRICS!!!!

YOUR RACIST FRIEND LYRICS!!!!

WE WANT A ROCK LYRICS!!!!

Triangle Man

Universe Man

Particle Man

PARTICLE MAN

PARTICLE MAN, PARTICLE MAN

DOING THE THINGS A PARTICLE CAN

WHAT'S HE LIKE? IT'S NOT IMPORTANT

PARTICLE MAN

HIT COUNTER: 2759

Here's the rub:





`offset-path` ***only*** takes `path()`

A litttttttle bit WHAT THE F*CK.

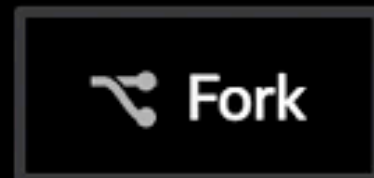
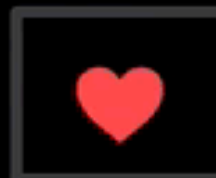
A litttttttle bit understandable.

It *is* called offset-**path**...

But more importantly, paths have a *direction*. `circle()` is a nice syntax for a circle, but it doesn't tell you what direction to travel along it all by itself. A path does.

	polygon()	circle()	ellipse()	inset()	path()	url()
shape-outside						
offset-path						

There is actually **tasteful**,
nice stuff you can do with
offset-path()



HTML (Haml)

```
1 .container
2   - (1..4).each do |i|
3     %div{class: "circle
4       circle-#{i}"}
```

CSS (SCSS)

```
13 .circle {
14   width: 40px;
15   height: 40px;
16   background: red;
17   border-radius: 50%;
18   offset-path:
19     path("M0,0a72.5,72.5 0 1,0
20     145,0a72.5,72.5 0 1,0
21     -145,0");
22   offset-rotate: 0deg;
23   position: relative;
24   transform: scale(1.5);
25 }
26
27 .circle-1 {
28   width: 30px;
```





Fork

Settings

Change View

HTML

CSS

```
65 @keyframes die {  
66   from {  
67     offset-distance: 0;  
68     transform: scale(0);  
69   }  
70   33% {  
71     transform: scale(1);
```

JS (Babel)

```
12  
13   heart.style.animationDelay =  
14   `${rand(0, 0.3)}s`;  
15   heart.style.offsetPath =  
16   `path('M0,0 c 0,-200 ${rand(-200,  
17   200)}, ${rand(-50, 50)} ${rand(-200,  
18   200)}, ${rand(-50, 50)}')`;  
19  
20   wrapper.append(heart);  
21 }  
22 }
```





Fork

Settings

Change View

HTML

```
1 <form>
2   <label for="playback-
   rate">Increase Playback Rate
   to Reveal Shape</label>
```

CSS (SCSS)

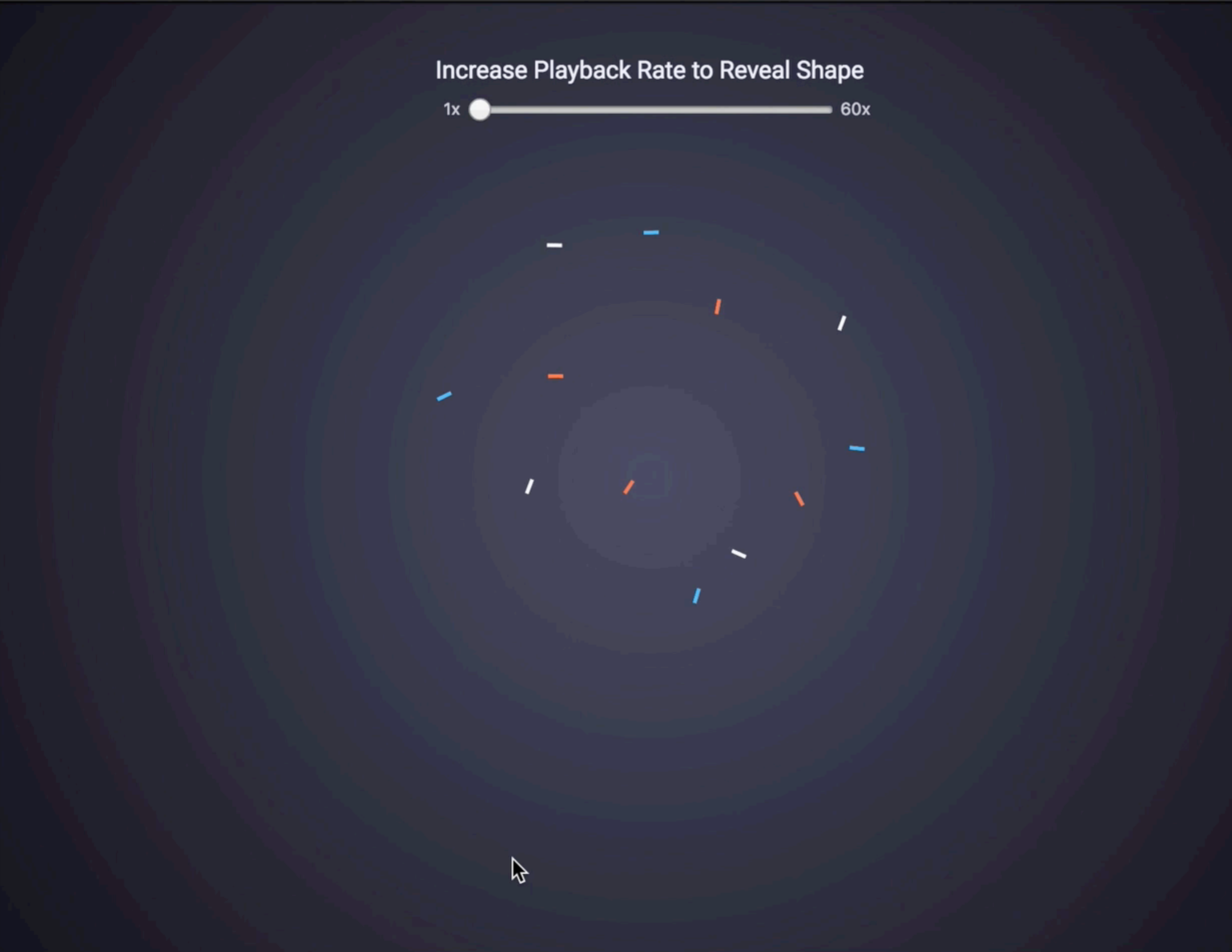
```
1 $path: path("M 277.6 0.2 1
0.7 92.5 c 5.2 2.7 10.5 5.8
16 8.8 c 0.2 0 0.3 -0.2 0.4
-0.3 1 19 5 c 0.8 1.3 1.6 2.5
2.7 3.3 c 8 -0.2 13.7 1 21.7
2.2 c 0.8 1.8 2 3.3 3 5 c 4
-6 9.2 -5 15.2 -3.7 1 49.7
```

JS

```
6 shapers.forEach(function(s, i)
7   {
8     var animation = s.animate([
9     {motionOffset: 0,
offsetDistance: 0},
10    {motionOffset:
'100%', offsetDistance: '100%'}]
```

Increase Playback Rate to Reveal Shape

1x 60x



IDEA TIME

*WE GONNA NEED SOME
SURPRISING REVEALS!*

***LET'S MAKE A LYRICS PAGE
FOR YOUR RACIST FRIEND!!!!***

YOUR RACIST FRIEND

THIS IS WHERE THE PARTY ENDS

I CAN'T STAND HERE LISTENING TO YOU

AND YOUR RACIST FRIEND

I KNOW POLITICS BORE YOU

BUT I FEEL LIKE A HYPOCRITE TALKING TO YOU

AND YOUR RACIST FRIEND

IT WAS THE LOVELIEST PARTY THAT I'VE EVER ATTENDED

IF ANYTHING WAS BROKEN I'M SURE IT COULD BE MENDED

MY HEAD CAN'T TOLERATE THIS BOBBING AND PRETENDING

LISTEN TO SOME BULLET-HEAD AND THE MADNESS THAT HE'S SAYING

THIS IS WHERE THE PARTY ENDS

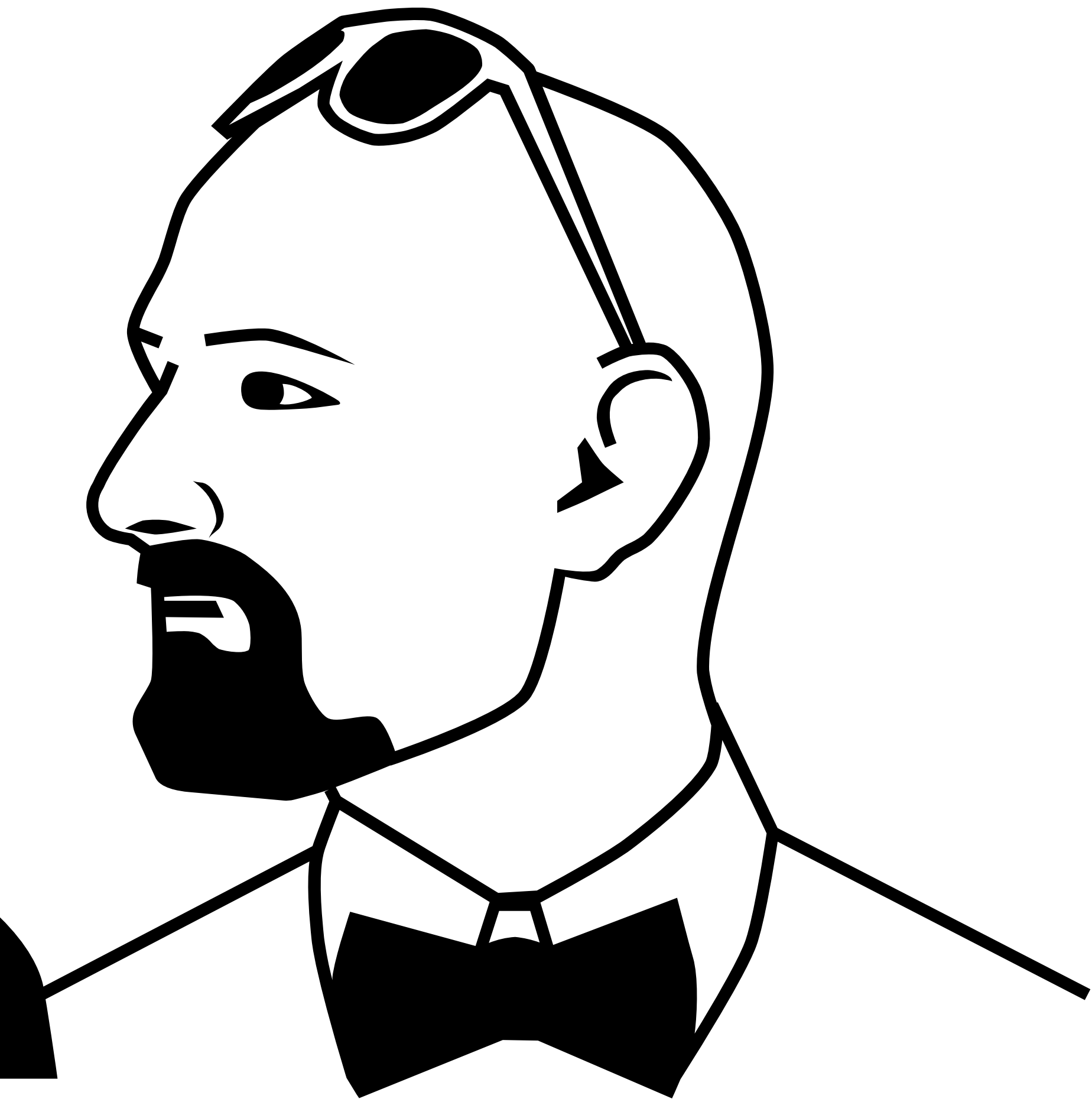
I'LL JUST SIT HERE WONDERING HOW YOU

CAN STAND BY YOUR RACIST FRIEND

I KNOW POLITICS BORE YOU

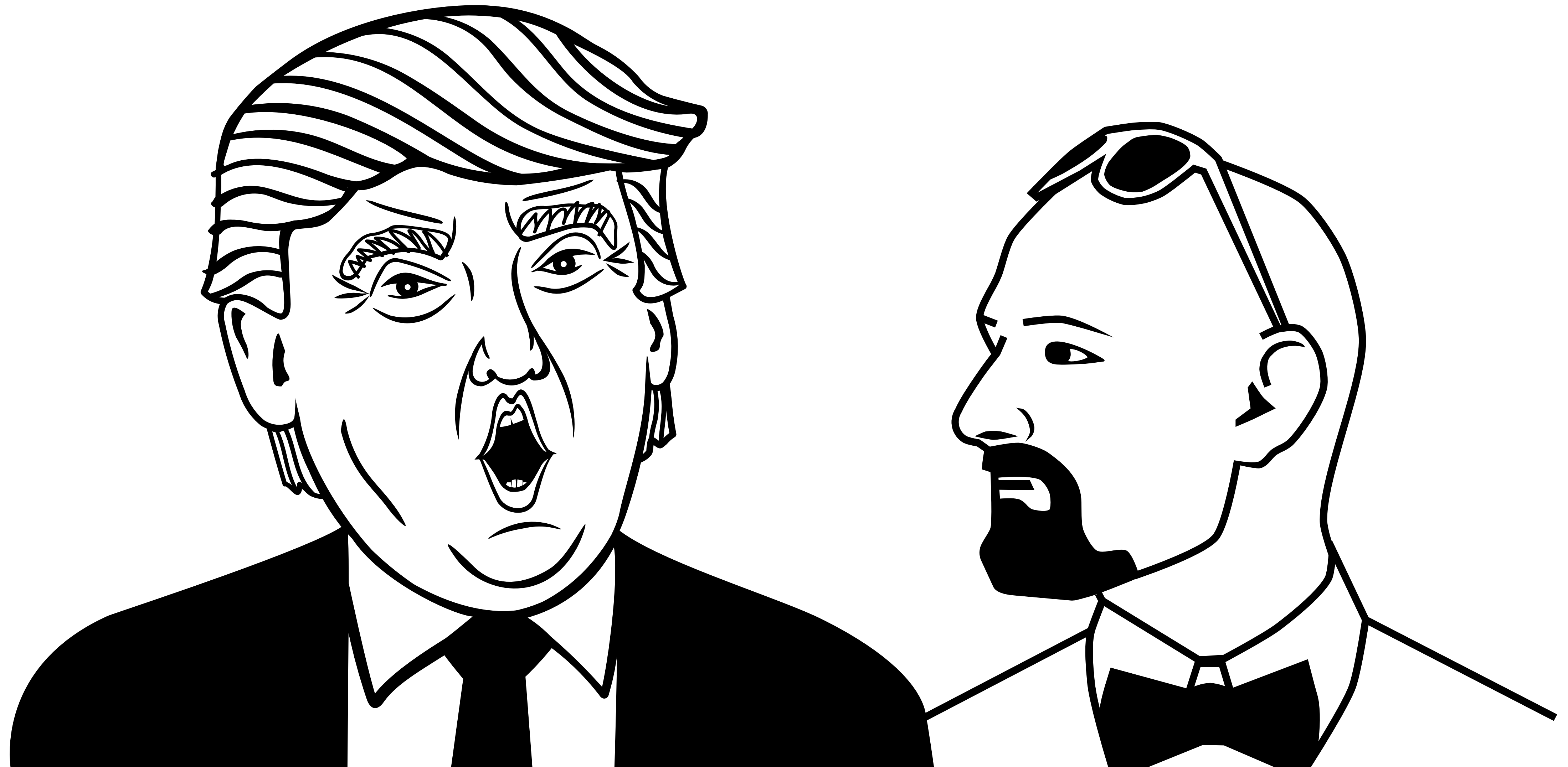
BUT I FEEL LIKE A HYPOCRITE TALKING TO YOU

YOU AND YOUR RACIST FRIEND



YOU CAN CLIP ELEMENTS!

WITH clip-path!



Remember how with **shape-outside** we could use shapes like **polygon()** and **circle()**?

Those work with **clip-path** too!

THE OLD NAME WAS clip.

Here's another one: `inset()`

clip-path:

inset(

0

/* top */

20px

/* right */

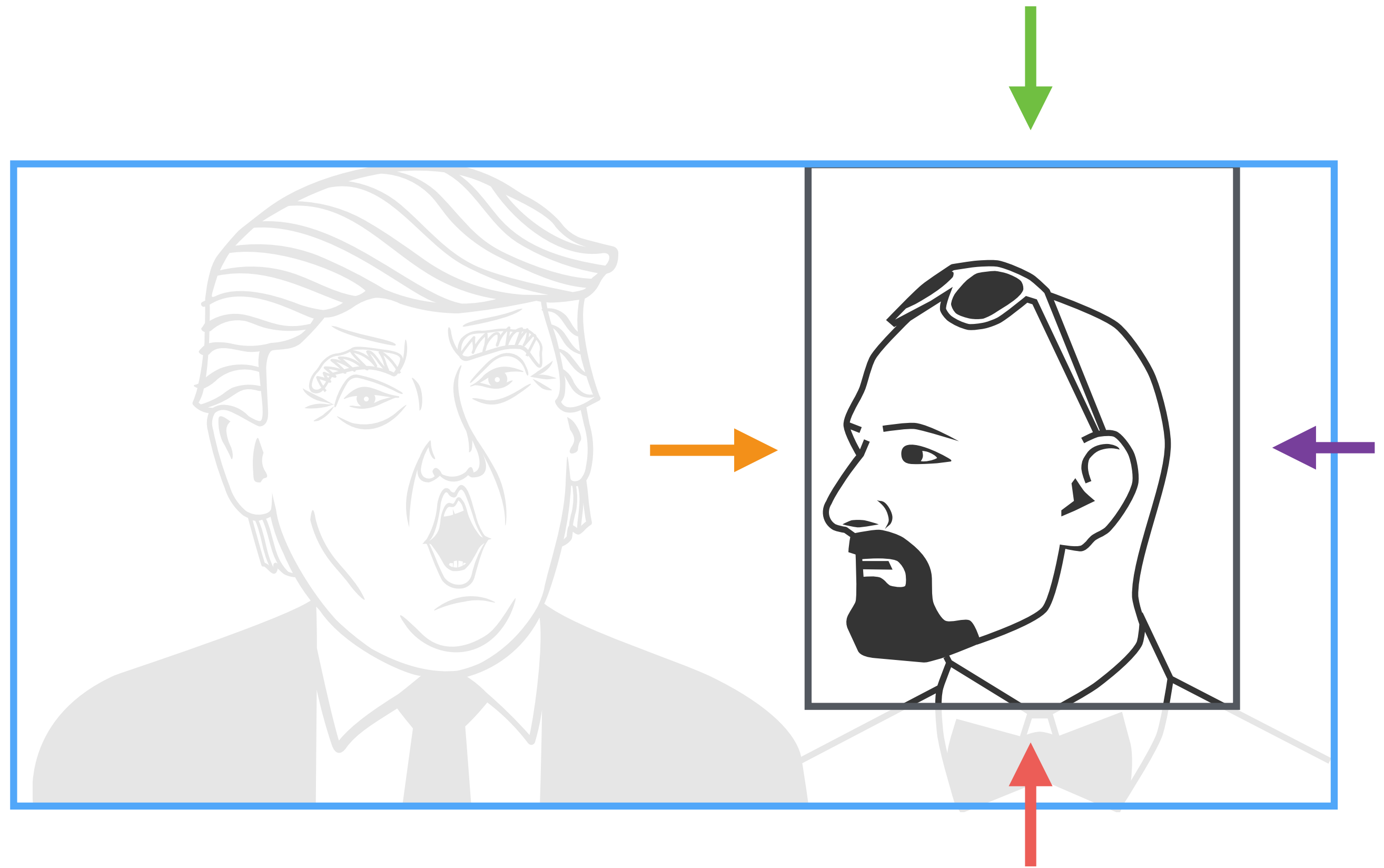
20px

/* bottom */

280px

/* left */

);




```
.racist-friend {  
  position: fixed;  
  bottom: -4px;  
  left: 0;  
  display: block;  
  width: 500px;  
  transition: 1.5s;  
  transform: translateX(-200px);  
  clip-path: inset(0 20px 20px 280px);  
  &:hover {  
    transform: translateX(0);  
    clip-path: inset(0 0 0 0);  
  }  
}
```

TMBG!!!!

NOT OFFICIAL BUT OFFICIALLY AWESOME

- [PARTICLE MAN LYRICS!!!!](#)
- [PHOTOS!!!!](#)
- [FACTS!!!!](#)
- [YOUR RACIST FRIEND LYRICS!!!!](#)

YOUR RACIST FRIEND

THIS IS WHERE THE PARTY ENDS
 I CAN'T STAND HERE LISTENING TO YOU
 AND YOUR RACIST FRIEND
 I KNOW POLITICS BORE YOU
 BUT I FEEL LIKE A HYPOCRITE TALKING TO YOU
 AND YOUR RACIST FRIEND

IT WAS THE LOVELIEST PARTY THAT I'VE EVER ATTENDED
 IF ANYTHING WAS BROKEN I'M SURE IT COULD BE MENDED
 MY HEAD CAN'T TOLERATE THIS BOBBING AND PRETENDING



There is actually *tasteful*,
nice stuff you can do with
`clip-path()`

Weekly **SCHEDULE**

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
5:30 AM	5:30 AM	5:30 AM	5:30 AM	5:30 AM	9:00 AM	None
10:00 AM	10:00 AM	10:00 AM	10:00 AM	10:00 AM		
4:30 PM	4:30 PM	4:30 PM	4:30 PM	4:30 PM		
6:30 PM	6:30 PM	6:30 PM	6:30 PM	6:30 PM		

Our **COACHES**

All of our coaches have extensive coaching experience and are required to pass rigorous background checks.

They are also cool and hot...



```
clip-path: polygon(  
  0 0, 100% 4%, 100% 93%, 0 100%  
);
```

Title of a Delicious Sounding Recipie

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut voluptates animi nisi cumque necessitatibus eos cum, numquam? Quo cumque natus nostrum recusandae numquam perferendis eius excepturi libero, esse minima possimus.

Quo sint fugiat porro pariatur dolore maxime nam, commodi magni facilis harum aperiam amet repellat impedit ipsa. Delectus autem sapiente, numquam sequi alias aspernatur modi voluptate accusamus, ipsam tenetur repudiandae.

Culpa dolore mollitia iure odio incidunt facere sint, cumque quod modi repudiandae facilis in accusantium quisquam, et consectetur id minus ratione consequuntur tempora veniam omnis eius amet libero optio? Architecto!

Dolorum quaerat sed veniam facere cupiditate molestias magnam, perspiciatis debitis quasi atque repellendus eligendi aliquam culpa nesciunt porro similique tempore, architecto, ipsum placeat, mollitia. Cupiditate similique sint culpa nam itaque.

A, ratione in praesentium commodi, harum dolorem non impedit itaque fuga expedita eum soluta, sed earum beatae distinctio facilis. Temporibus eos qui mollitia quo omnis, nisi nemo rem eveniet cumque.

```
clip-path: polygon(  
  0 0, 100% 6%, 100% 100%, 0 94%  
);
```

Title of a Delicious Sounding Recipie

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut voluptates animi nisi cumque necessitatibus eos cum, numquam? Quo cumque natus nostrum recusandae numquam perferendis eius excepturi libero, esse minima possimus.

Quo sint fugiat porro pariatur dolore maxime nam, commodi magni facilis harum aperiam amet repellat impedit ipsa. Delectus autem sapiente, numquam sequi alias aspernatur modi voluptate accusamus, ipsam tenetur repudiandae.

Culpa dolore mollitia iure odio incidunt facere sint, cumque quod modi repudiandae facilis in accusantium quisquam, et consectetur id minus ratione consequuntur tempora veniam omnis eius amet libero optio? Architecto!

Dolorum quaerat sed veniam facere cupiditate molestias magnam, perspiciatis debitis quasi atque repellendus eligendi aliquam culpa nesciunt porro similique tempore, architecto, ipsum placeat, mollitia. Cupiditate similique sint culpa nam itaque.

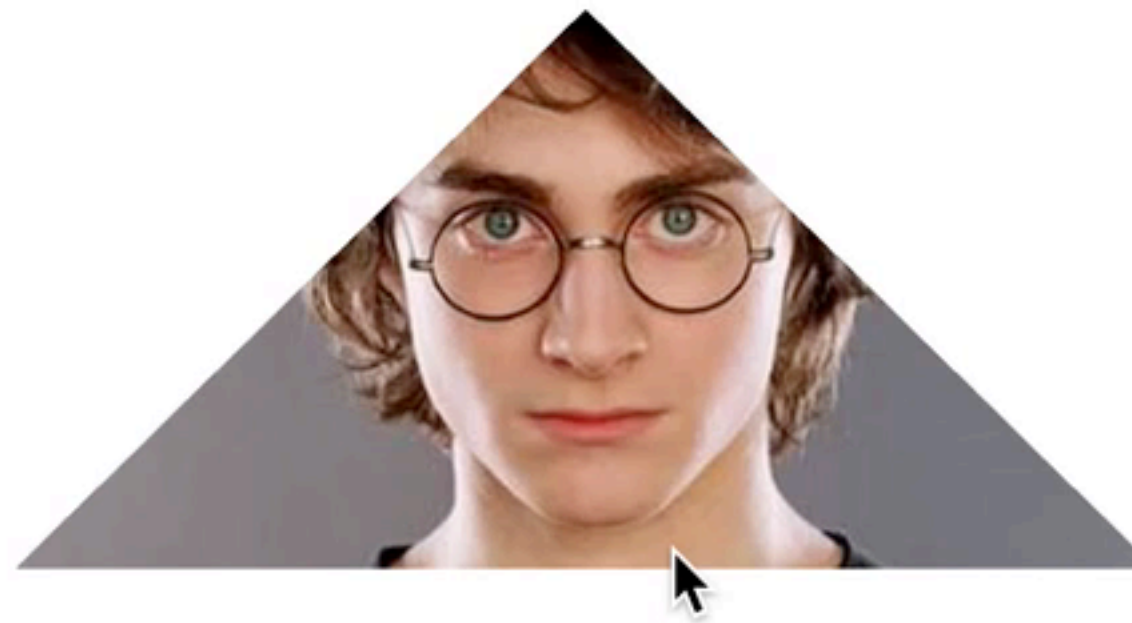
A, ratione in praesentium commodi, harum dolorem non impedit itaque fuga expedita eum soluta, sed earum beatae distinctio facilis. Temporibus eos qui mollitia quo omnis, nisi nemo rem eveniet cumque.

```
div {
  clip-path: polygon(100%
0%, 75% 50%, 100% 100%,
25% 100%, 0% 50%, 25% 0%);
  animation: shimmy 1s
infinite alternate ease-
in-out;
}
@keyframes shimmy {
  100% {
    clip-path: polygon(75%
0%, 100% 50%, 75% 100%, 0%
100%, 25% 50%, 0% 0%);
  }
}
```





```
div {  
  transition: 0.4s cubic-bezier(1, -1, 0, 2);  
  clip-path: polygon(50% 5%, 0% 100%, 100% 100%);  
}  
div:hover {  
  clip-path: polygon(50% 19%, 0 76%, 100% 76%);  
}
```



X-RAYS

WORMS

AURORA

ANGUS

HUITZI



DALÍ

THE BRIDE

THE MAN

D

V

V II

V III



Clip-Path Revealing Slider

Greetings, Traveler!





Triangle



Trapezoid



Parallelogram



Rhombus



Pentagon



Hexagon



Heptagon



Octagon



Nonagon



Decagon



Bevel



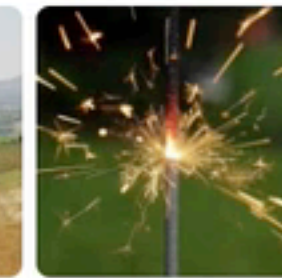
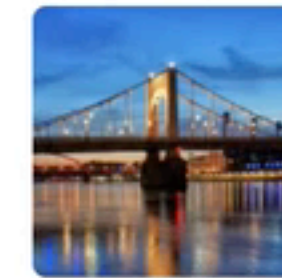
Rabbit

Prefix

Demo Size

×

Demo Background

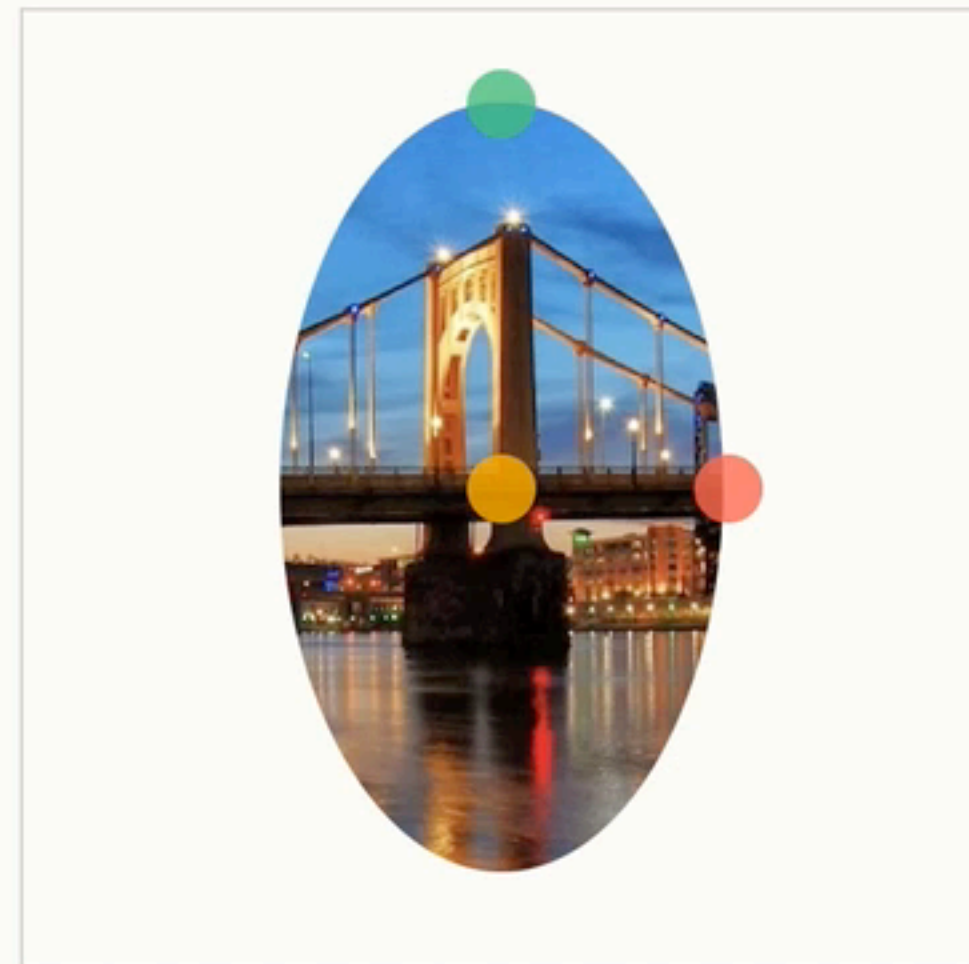


Show outside clip-path

About Clip Paths

The `clip-path` property allows you to make complex shapes in CSS by clipping an element to a basic shape (circle, ellipse, polygon, or inset), or to an SVG source.

CSS Animations and transitions are possible with two or more clip-path shapes with the same number of points.





```
clip-path: ellipse(23% 40% at 50% 50%);
```



GUESS WHAT?

It's sad.

No path()

	polygon()	circle()	ellipse()	inset()	path()	url()
shape-outside	👍	👍	👍	👍	❌😭	
offset-path	❌	❌	❌	❌	👍	❌😭
clip-path	👍	👍	👍	👍	❌😭	



There are ways to get curved clipping:

- 1) Use `clip-path: url("#clipPath");`
- 2) Use `mask` which can point to an SVG file, which can have paths.)

A Pen by Chris Coyier

Secure <https://codepen.io/chriscoyier/pen/GEZmdL?editors=1100>

GEZmdL
A PEN BY Chris Coyier PRO

Save Fork Settings Change

HTML

```
1 <div>
2 Jujubes gingerbread chocolate cake. Candy
  canes sugar plum croissant. Biscuit carrot
  cake dessert muffin gummies. Cake wafer candy
  muffin. Tiramisu lemon drops carrot cake
  jelly-o cake powder bonbon topping
  gingerbread. Topping cheesecake candy pastry
  cupcake bear claw. Gummies liquorice carrot
  cake. Halvah halvah gummies jelly-o sweet
```

CSS (SCSS)

```
1 div {
2   background: white;
3   // mask-image: url(https://s3-us-west-
  2.amazonaws.com/s.cdpn.io/3/heart.svg);
4   // mask-size: 50px;
5 }
```

JS

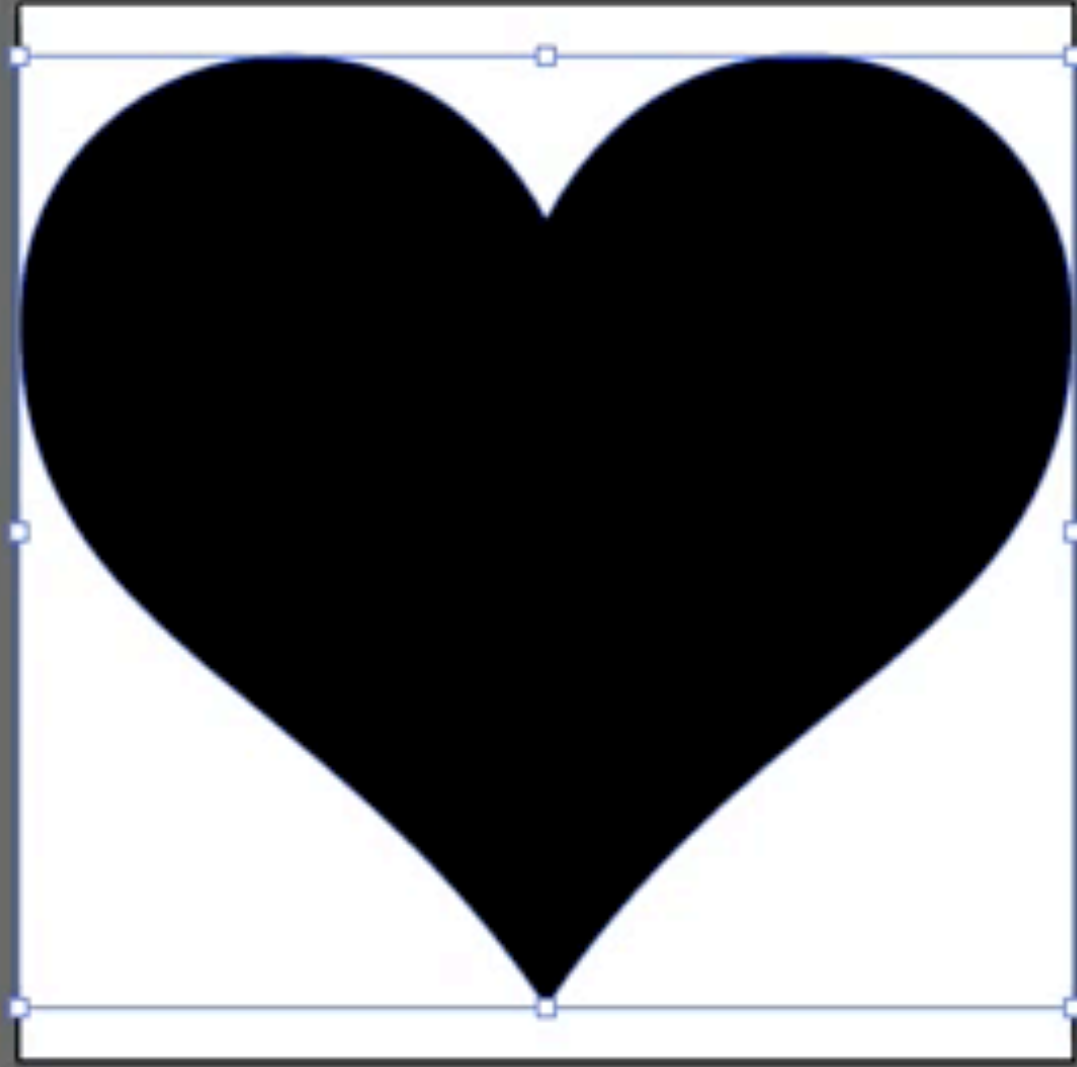
Jujubes gingerbread chocolate cake. Candy canes sugar plum croissant. Biscuit carrot cake dessert muffin gummies. Cake wafer candy muffin. Tiramisu lemon drops carrot cake jelly-o cake powder bonbon topping gingerbread. Topping cheesecake candy pastry cupcake bear claw. Gummies liquorice carrot cake. Halvah halvah gummies jelly-o sweet carrot cake. Oat cake tiramisu sugar plum chocolate cake sesame snaps. Tootsie roll cotton candy ice cream cake. Candy canes gummies tart jelly lollipop fruitcake. Chocolate cake lemon drops cheesecake cookie.

Collections Console Assets Comments Delete Keyboard Last saved less than a minute ago ☆ x Share Ex

Ai Br St

Path Stroke: Basic

heart.svg @ 300% (RGB/GPU Preview)



300% Selection

HTML

CSS (SCSS)

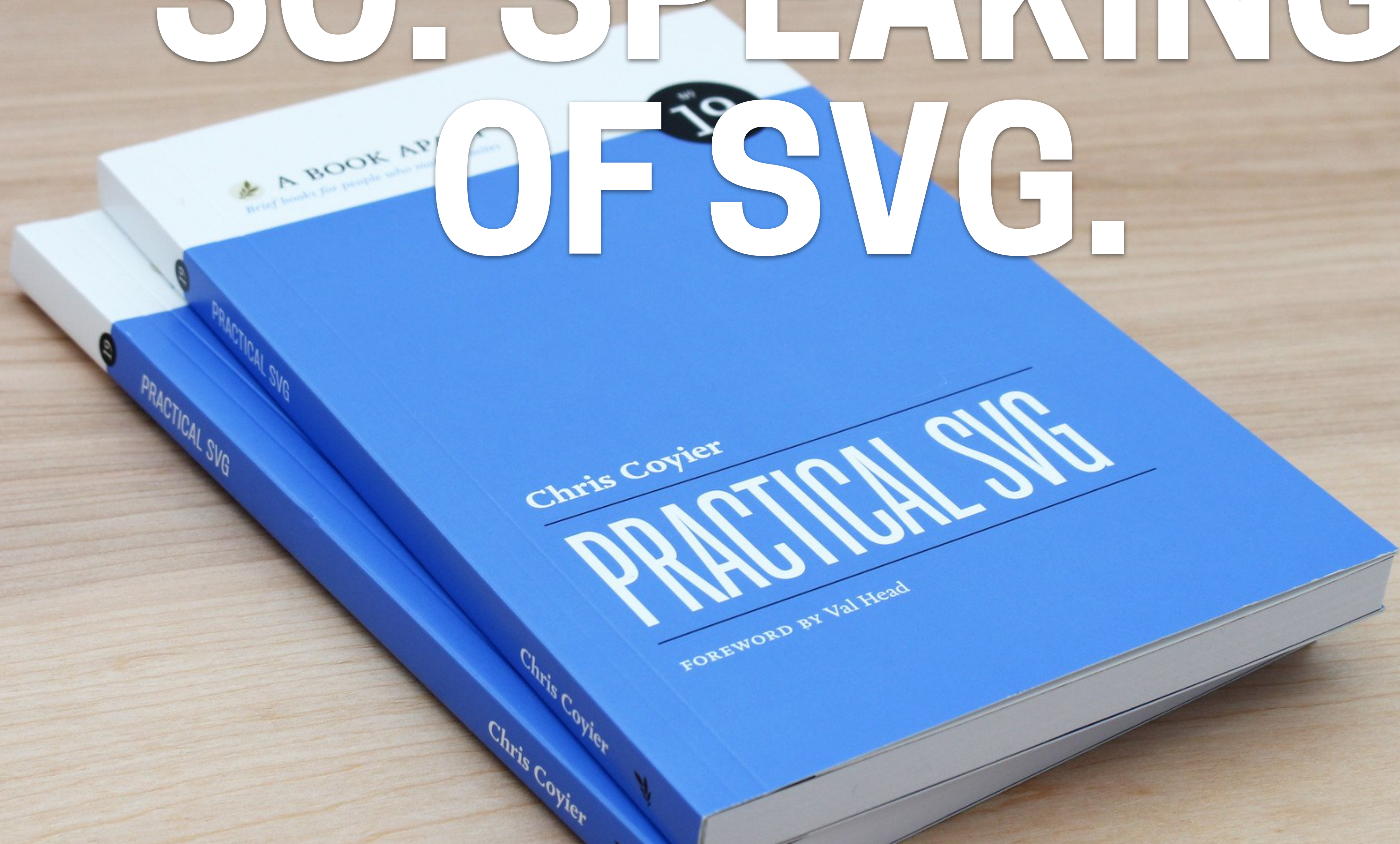
```
17 .slide {
18   width: 100%;
19   height: 100%;
20   position: fixed;
21   left: 0px;
22   top: 0px;
23   display: none;
24   pointer-events: none;
25   overflow: hidden;
26   -webkit-mask-repeat: no-repeat;
27   -webkit-mask-position: 50% 50%;
28   -webkit-mask-size: 0%;
29   -webkit-transition-property: -webkit-mask-size;
30   -webkit-transition-duration: inherit;
31   background-size: cover;
32   background-position: 50% 50%;
33   display: flex;
34   justify-content: center;
35   align-items: center;
36   color: white;
37   font-size: 3rem;
38 &.hide {
39   display: none;
40 }
41 }
42
43 .star .slide {
44   -webkit-mask-image: url("https://s3-us-west-
45     2.amazonaws.com/s.cdn.io/277/star.svg"); }
```

JS

This

**SO. SPEAKING
OF SVG.**

SO. SPEAKING OF SVG.



A man with a large afro hairstyle, wearing a blue t-shirt and a gold chain, is sitting in a red airplane seat. He is holding a brown hat with a gold band in his left hand. The background shows other airplane seats and a window.

**SO. SPEAKING
OF SVG.**

SVG doesn't have wrapped text or floats, so `shape-outside` isn't really relevant.

SVG has clipping and masking covered with `<clipPath>` and `<mask>`.

SVG has `<animateMotion>` for animating along a path. But it's part of SMIL.

My suspicion of why we've gotten so much of this stuff in CSS recently is:

- 1) The popularity of SVG recently.
- 2) The proposed deprecation of SMIL.

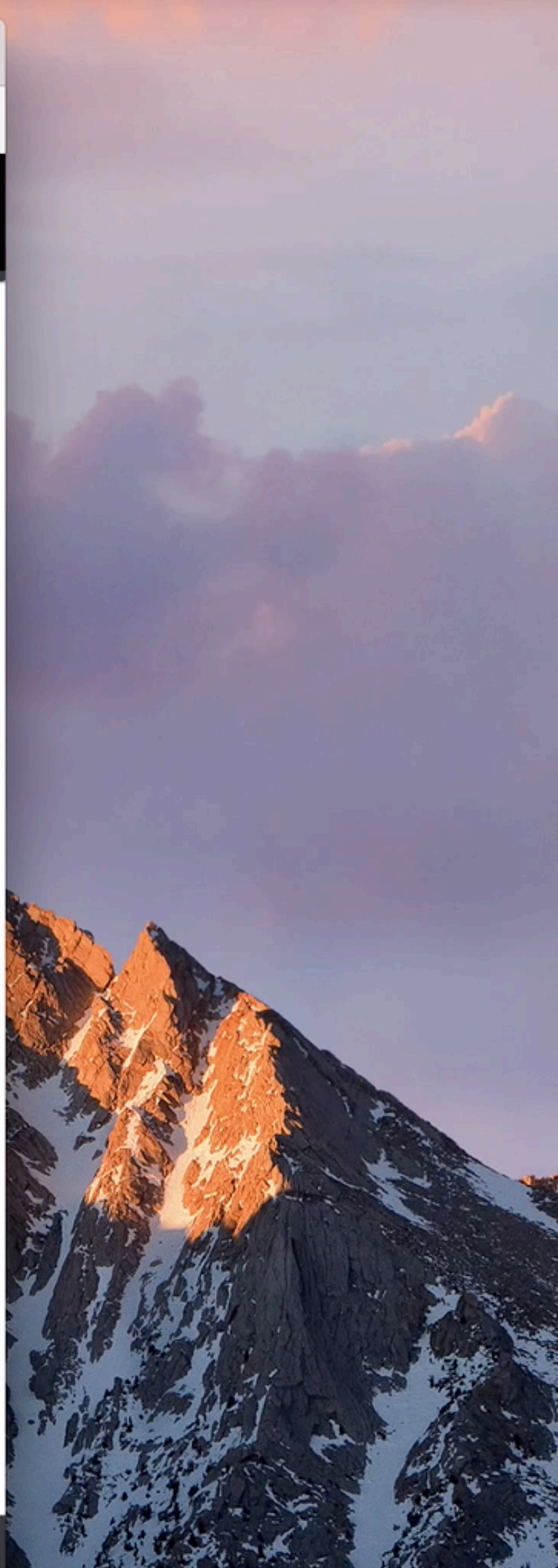
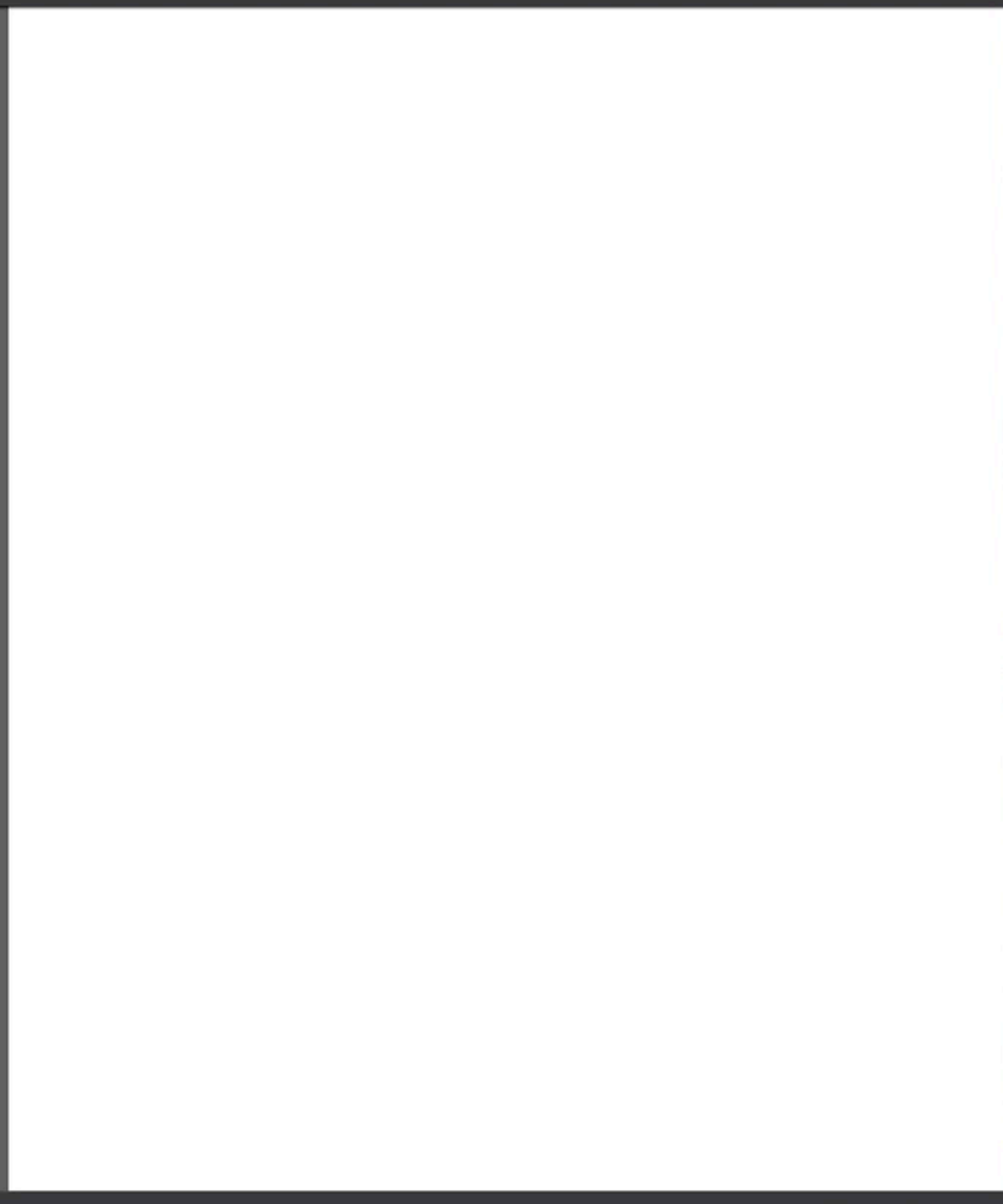
HTML

```
1
```

CSS (SCSS)

```
1
```

JS

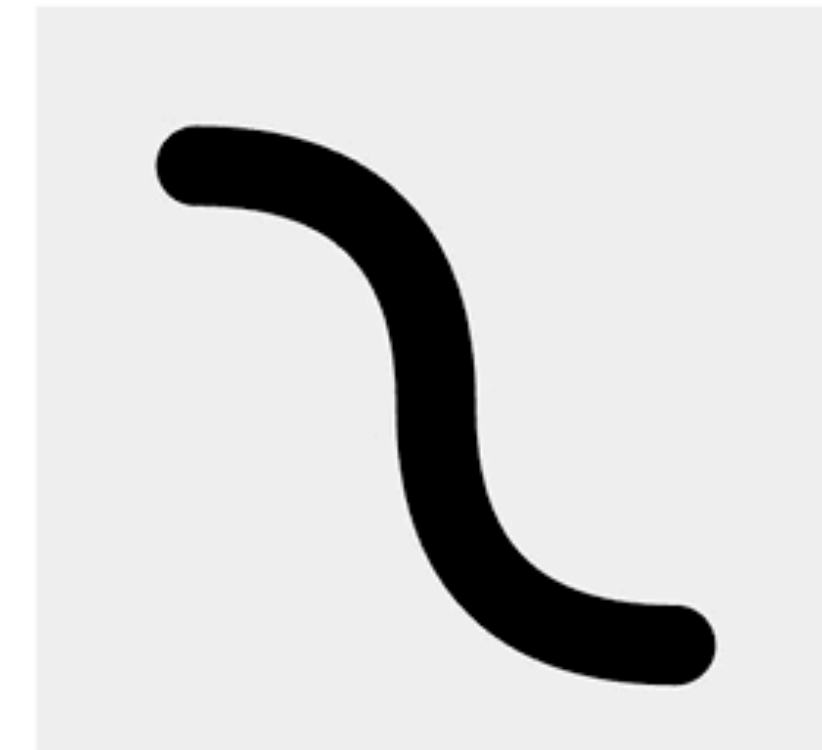
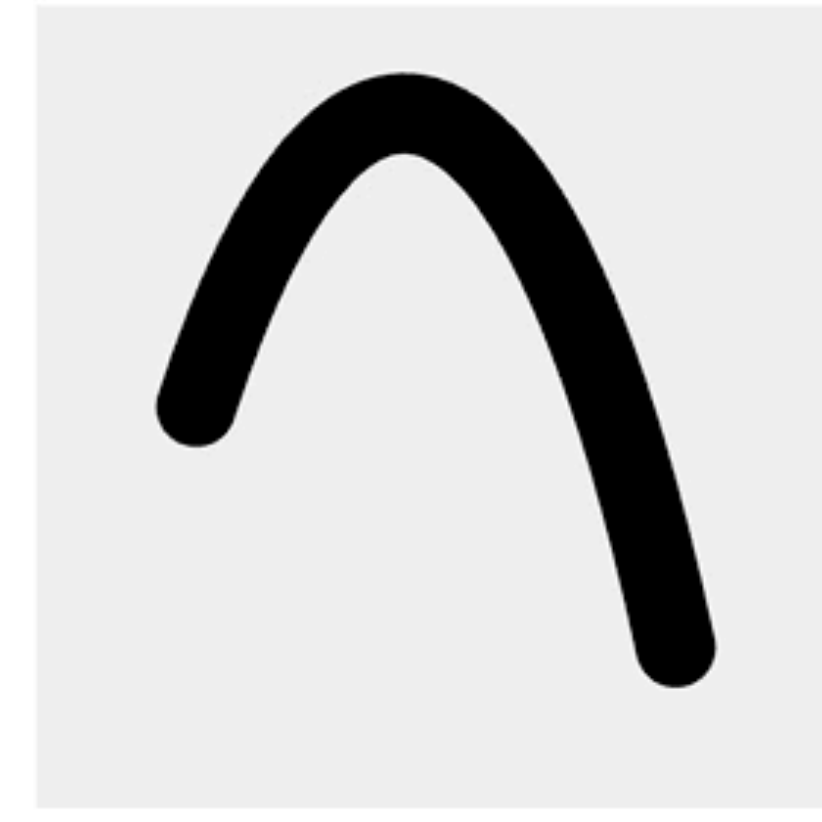
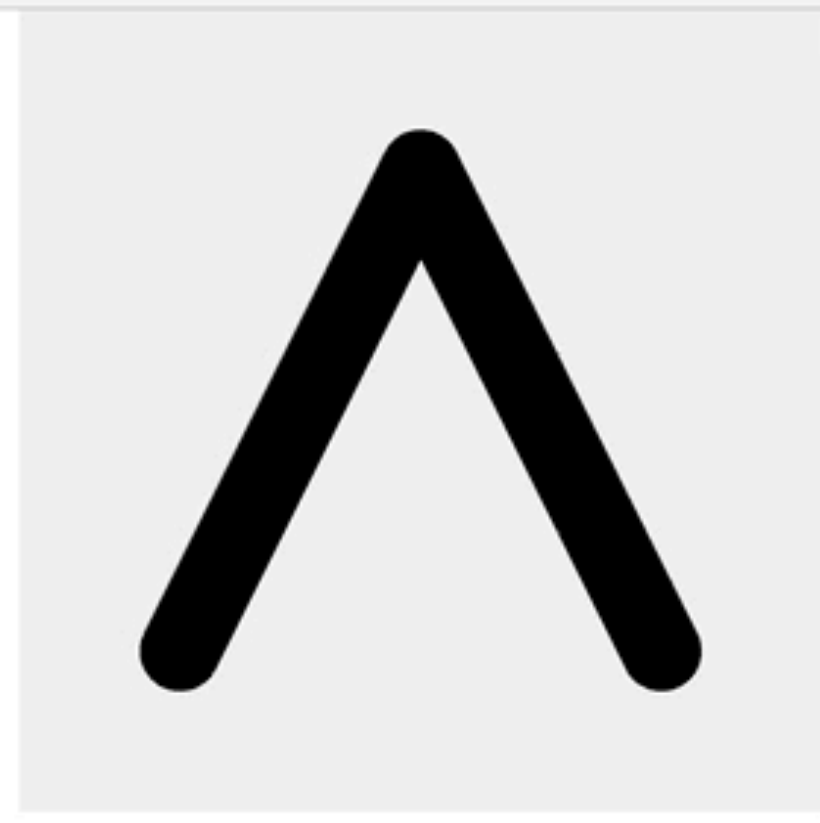


HTML

```

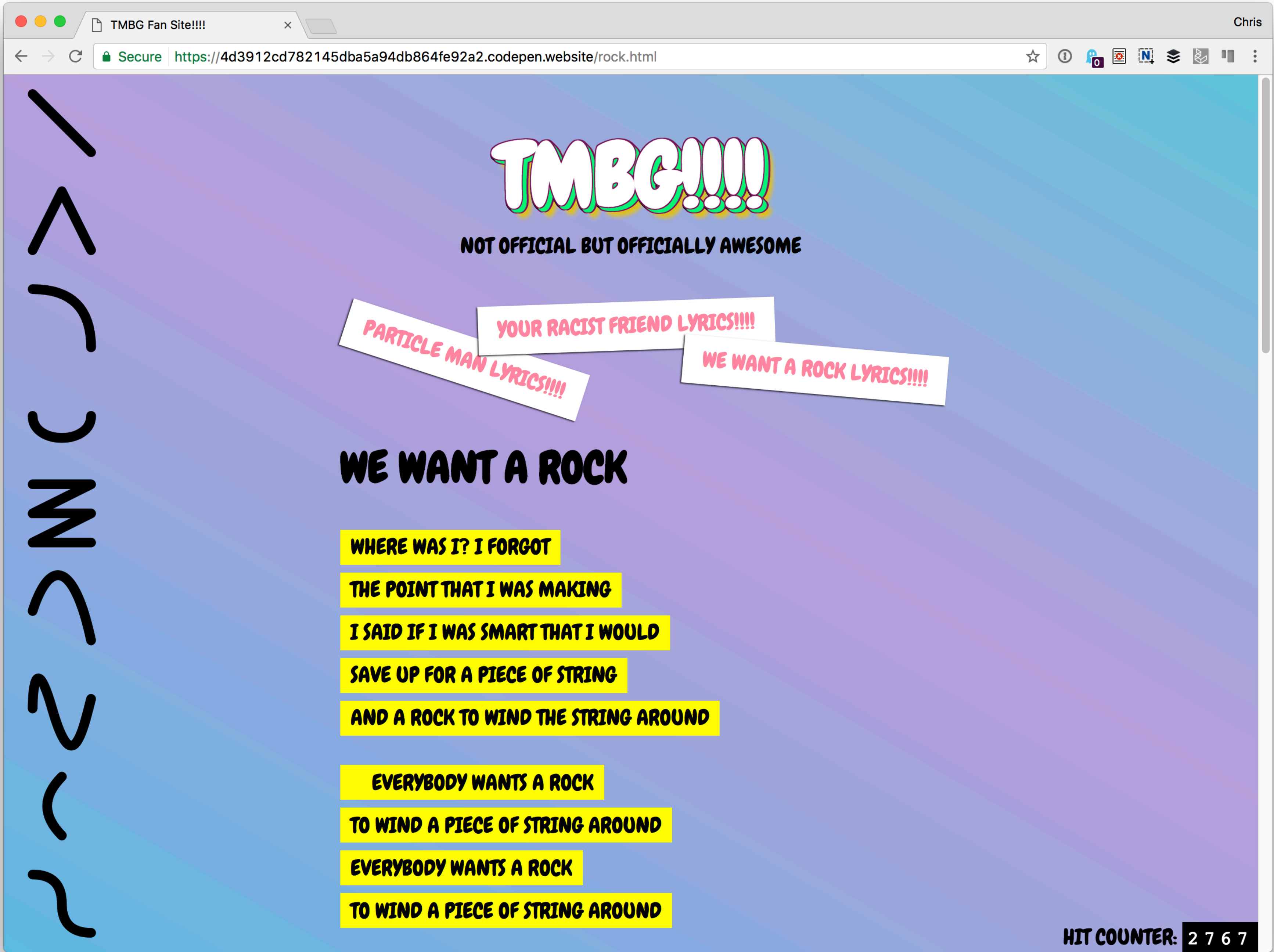
1 <svg viewBox="0 0 10 10"
  class="svg-1">
2   <path d="M2,2 L8,8" />
3 </svg>
4
5 <svg viewBox="0 0 10 10"
  class="svg-2">
6   <path d="M2,8 L5,2 L8,8" />
7 </svg>
8
9 <svg viewBox="0 0 10 10"
  class="svg-3">
10  <path d="M2,2 Q8,2 8,8" />
11 </svg>
12
13 <svg viewBox="0 0 10 10"
  class="svg-4">

```



CSS (SCSS)

JS



TMBG!!!!

NOT OFFICIAL BUT OFFICIALLY AWESOME

PARTICLE MAN LYRICS!!!!

YOUR RACIST FRIEND LYRICS!!!!

WE WANT A ROCK LYRICS!!!!

WE WANT A ROCK

WHERE WAS I? I FORGOT

THE POINT THAT I WAS MAKING

I SAID IF I WAS SMART THAT I WOULD

SAVE UP FOR A PIECE OF STRING

AND A ROCK TO WIND THE STRING AROUND

EVERYBODY WANTS A ROCK

TO WIND A PIECE OF STRING AROUND

EVERYBODY WANTS A ROCK

TO WIND A PIECE OF STRING AROUND

HIT COUNTER: 2767

WHERE WAS I




```
<svg>
  <path
    d="M 200 200 v 20 h -20" />
  <polygon
    points="0,0 20,0 20,20 0,20" />
  <circle
    cx="50" cy="50" r="10" />
  <ellipse
    cx="60" cy="60" rx="50" ry="25" />
  <rect
    x="120" y="120" width="12" height="12" />
</svg>
```

```
path {
  /* Yes */ d: path("M 200 200 v 20 h -20");
}
polygon {
  /* No */ points: polygon("0,0 30,0 20,20 0,20");
  /* No */ points: "0,0 30,0 20,20 0,20";
}
circle {
  /* Yes */ cx: 40;
  /* Yes */ cy: 40;
  /* Yes */ r: 20;
}
ellipse {
  /* Yes */ rx: 10;
  /* Yes */ ry: 10;
}
rect {
  /* Yes */ x: 10;
  /* Yes */ y: 100;
  /* Yes */ width: 300px; /* Weird */
  /* Yes */ height: 20px; /* Weird */
}
```



	polygon()	circle()	ellipse()	inset()	path()	url()
shape-outside						
offset-path						
clip-path						<clipPath>
d	~	~	~	~		~

**GOSH IT
WOULD BE NICE**

WOULD BE NICE

- * If `shape-outside` could use `path()`
- * If `shape-outside` could use `url(#fragment)`
- * To know if `path()` going to stay like it is.
- * To know what's up with `unitless/lengths`.
- * If `<polygon>` could use `polygon()`



BUT
ANYWAY

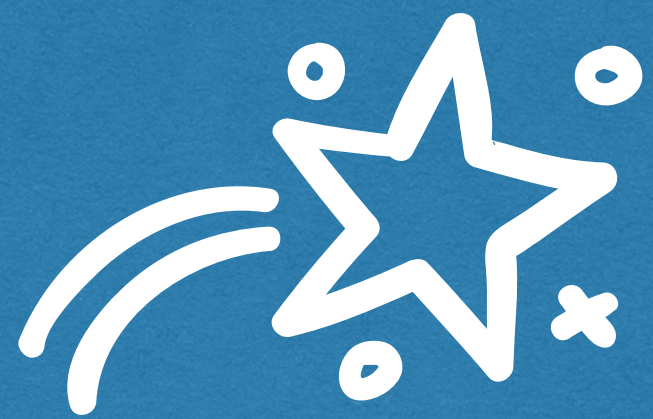
Word on the street is the CSS folks
have a desire to reign all this in.

They all tend to work
fairly well with

P
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There is a ton of cool stuff we can do with all these properties and values **now**.


18343 PENS FOUND FOR clip-path

Pens Projects Posts Collections Users


Limit search to: All Pens | Order results by: Relevance & Popularity | Search depth: Everything | Show forks: false



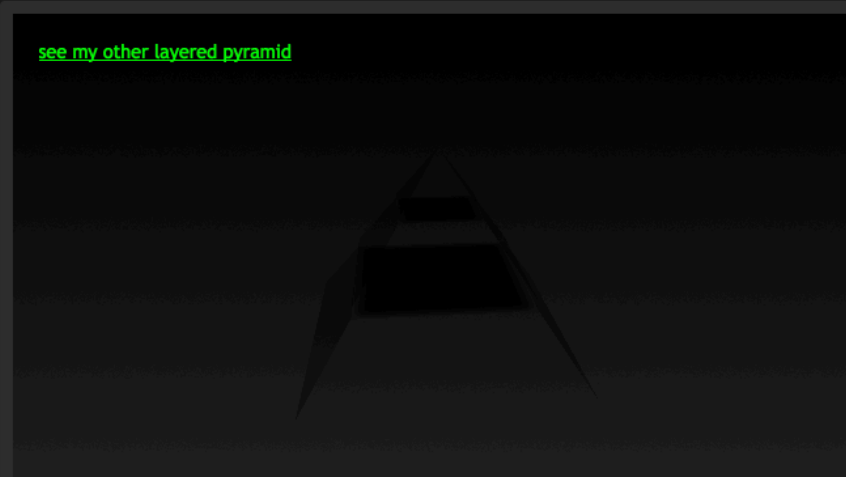
Reverse clip path with blend modes
Zach Saucier 24,334 - 24,333 10 1,179



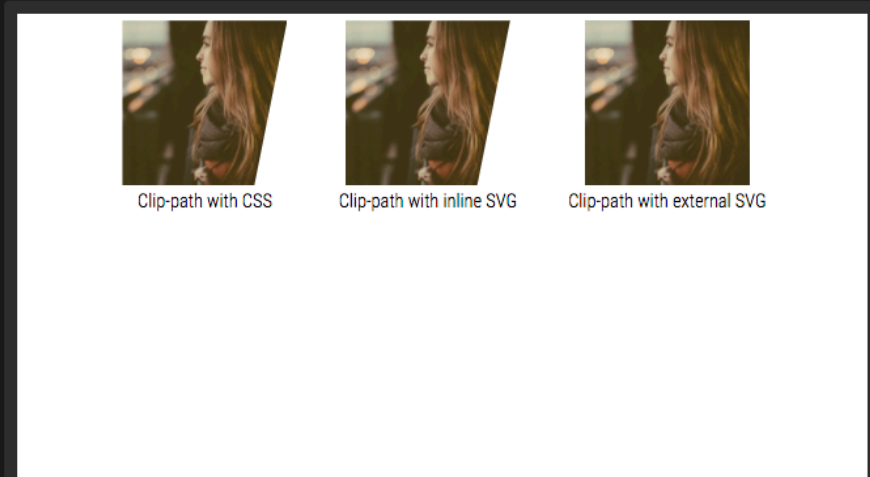
SVG clip-path Hover Effect
Noel Delgado 55,899 - 55,898 5 1,387



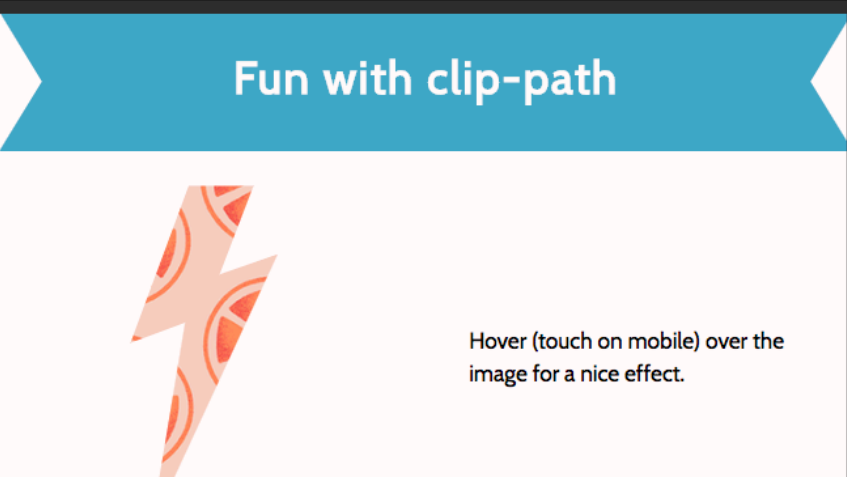
CSS Polygons with clip-path
darsain 38,860 - 38,860 1 109



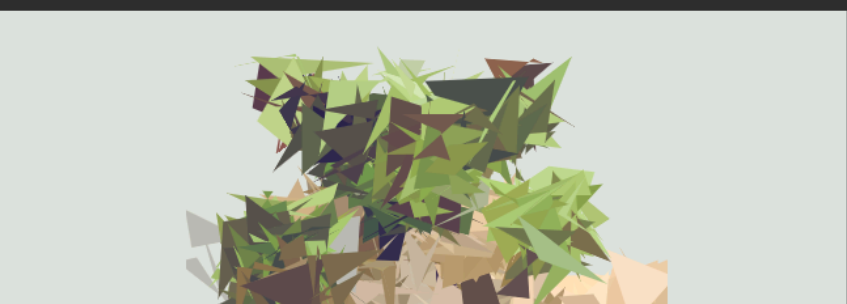
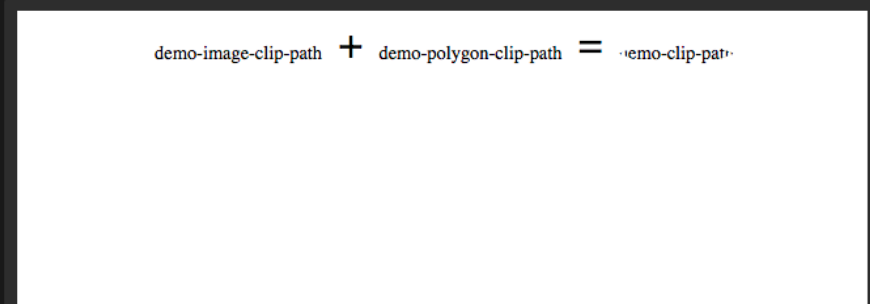
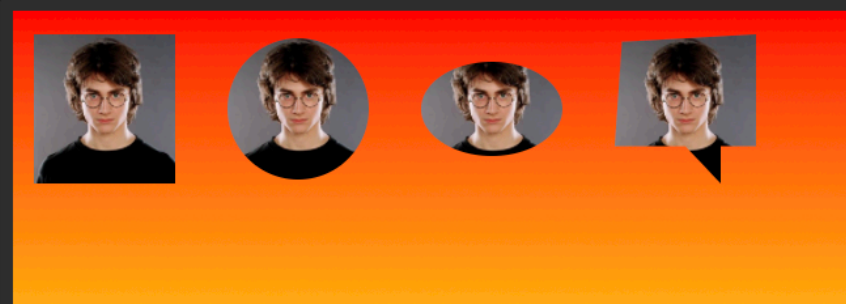
layered marble pyramid (pure CSS)
Ana Tudor PRO 7,890 - 7,890 10 168



Clip-path: Browser support
Karen Menezes 17,427 - 17,427 1 38



Fun with clip-path
Kevin Henriquez 12,582 - 12,582 2 123





THANKS

Chris Coyier @chriscoyier // CodePen • CSS-Tricks • ShopTalk