

Issue #482: Sticky Footer Technique, 3D Menu Component

cssweekly

Issue #482 • November 17, 2021

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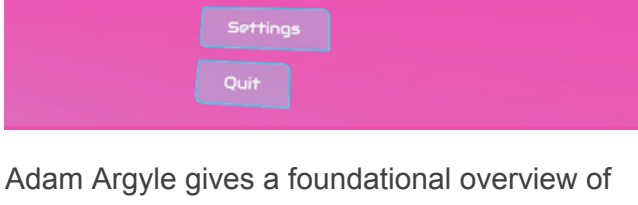
A Clever Sticky Footer Technique



Chris Coyier outlines a simple technique to stick a footer to the bottom of the screen, even when the content of the page isn't enough to push them there.

[Read more](#)

Building a 3D Game Menu Component

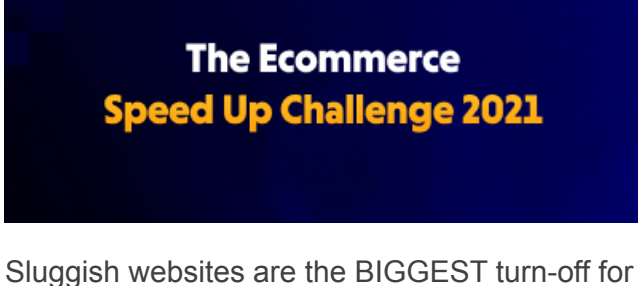


Adam Argyle gives a foundational overview of how to build a responsive, adaptive, and accessible 3D game menu.

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Everything You Have to Know About Core Web Vitals

Karolina Szczur explains what Core Web Vitals are and why you should be tracking them.

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Using Position Sticky With CSS Grid

Ahmad Shadeed shows how to make position sticky work with CSS grid items.

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Line Length Revisited: Following the Research

Mary Dyson explores the recent research on eye movement to understand whether long line lengths really cause reading difficulties.

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Layout Patterns

A collection of layout patterns built using modern CSS APIs that will help you build common interfaces such as cards, dynamic grid areas, and full-page layouts.

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Manuel Matuzović offers some tips on debugging accessibility features of HTML elements using DevTools in Firefox, Chrome, and Edge.

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Tools

Shadow Palette Generator

Shadow Palette Generator is an online tool to create a set of lush, realistic CSS shadows.

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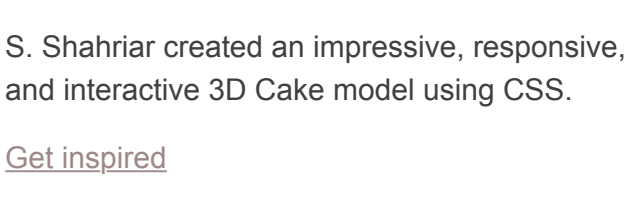
ssshape

ssshape is a simple online organic/blob shape generator.

[Check it out](#)

Inspiration

CSS 3D Cake



S. Shahriar created an impressive, responsive, and interactive 3D Cake model using CSS.

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