Make another render this time position the cube similarly to how it is on the website with aspect ratio of my laptop screen 16/9 but with browser toolbars etc

Maybe this time start from the cube that doesn’t exist and builds itself (frame X frame 1 where frame X is frame on which cube is out or even better change the position of proximity spheres so that on frame 1 cube in non-existent)

Create a 1 frame of render thathas the same lighting with no cube and perfectly pan the amera out so that much more space I visible

Try to make the video transparent with gradient so that at the edges it is the colour of website background in order to blend the blocky form

Add img underneath the video that perfectly aligns with the cube but is in

If not add one of the frames from original render and transform flip vertically and align perfectly with top image container

-webkit-mask-image: linear-gradient(to left, rgba(0,0,0,1), rgba(0,0,0,0)), linear-gradient(to right, rgba(0,0,0,1), rgba(0,0,0,0));

    -webkit-mask-size: 100% 50%;

    -webkit-mask-repeat: no-repeat;

    -webkit-mask-position: left top, left bottom;

Kind of works:

.test {

    width: 100%;

    height: 10vh;

    bottom: 0%;

    position: absolute;

    content: '';

    background-image:linear-gradient(180deg, transparent, rgb(180,180,180)) ;;

    -webkit-mask-image: linear-gradient(0deg, rgba(0,0,0,1), rgba(0,0,0,0));

    -webkit-mask-size: 100%;

    -webkit-mask-repeat: no-repeat;

}