

# CSS Loaders you can make with one div! 🙌

{JS} JavaScript Mastery



# Why do we need loaders?

Loaders are used in software development to indicate to users **that a background process is going on**, such as:

- ➔ **Loading or Processing Data**
- ➔ **Uploading Files**

Providing **visual feedback** ensures that users know what's happening in your application.

Here are 7 common loader types that you can **create with one div** and pure CSS!

For lots more, visit **[cssloaders.com!](https://cssloaders.com)** 🔥

# 1 – Bars

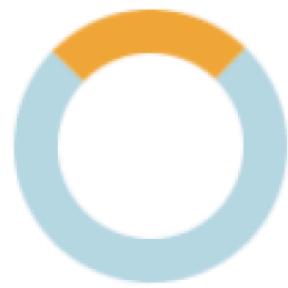


```
/* HTML: <div class="loader"></div> */

.loader {
    width: 45px;
    aspect-ratio: 1;
    --c: no-repeat linear-gradient(#000 0 0);
    background:
        var(--c) 0% 50%,
        var(--c) 50% 50%,
        var(--c) 100% 50%;
    background-size: 20% 100%;
    animation: l1 1s infinite linear;
}

@keyframes l1 {
    0% {background-size: 20% 100%,20% 100%,20% 100%}
    33% {background-size: 20% 10% ,20% 100%,20% 100%}
    50% {background-size: 20% 100%,20% 10% ,20% 100%}
    66% {background-size: 20% 100%,20% 100%,20% 10% }
    100%{background-size: 20% 100%,20% 100%,20% 100%}
}
```

## 2 - Spinners



```
/* HTML: <div class="loader"></div> */
```

```
.loader {  
    width: 50px;  
    aspect-ratio: 1;  
    border-radius: 50%;  
    border: 8px solid lightblue;  
    border-right-color: orange;  
    animation: l2 1s infinite linear;  
}
```

```
@keyframes l2 {to{transform: rotate(1turn)}}|
```

# 3 - Shapes



```
/* HTML: <div class="loader"></div> */

.loader {
    width: 60px;
    aspect-ratio: 1.154;
    --c: #0000, #25b09b 2deg 59deg, #0000 61deg;
    --c1: conic-gradient(from 149deg at top, var(--c));
    --c2: conic-gradient(from -31deg at bottom, var(--c));
    background:
        var(--c1) top,
        var(--c1) bottom right,
        var(--c2) bottom,
        var(--c1) bottom left;
    background-size: 50% 50%;
    background-repeat: no-repeat;
    animation: l37 1s infinite;
}

@keyframes l37 {
    80%, 100% {background-position: bottom right, bottom left, bottom, top}
}
```

## 4 - Progress Bars

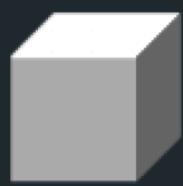


```
/* HTML: <div class="loader"></div> */

.loader {
    width: 120px;
    height: 20px;
    border-radius: 20px;
    background:
        repeating-linear-gradient(135deg,#f03355 0 10px,#ffa516 0 20px) 0/0% no-repeat,
        repeating-linear-gradient(135deg,#ddd 0 10px,#eee 0 20px) 0/100%;
    animation: l3 2s infinite;
}

@keyframes l3 {
    100% {background-size:100%}
}
```

## 5 - 3D Loaders



```
/* HTML: <div class="loader"></div> */

.loader {
    --s: 25px;
    --_d: calc(0.353*var(--s));
    width: calc(var(--s) + var(--_d));
    aspect-ratio: 1;
    clip-path: polygon(var(--_d) 0,100% 0,100% calc(100% - var(--_d)),calc(100% - var(--_d)) 100%,0 100%,0 var(--_d));
    background:conic-gradient(from -90deg at var(--s) var(--_d),#fff 135deg,#666 0 270deg,#aaa 0);
    animation: l1 1s infinite cubic-bezier(0.5,300,0.5,-300);
}

@keyframes l1 {
    50%, 100% {transform:translateY(0.1px)}
}
```

# 6 - Infinity



```
/* HTML: <div class="loader"></div> */

.loader {
  width: calc(80px / cos(45deg));
  height: 14px;
  background: repeating-linear-gradient(-45deg, #000 0 15px, #0000 0 20px) left/200% 100%;
  animation: l3 2s infinite linear;
}

@keyframes l3 {
  100% {background-position:right}
}
```

# 7 - Continuous



```
/* HTML: <div class="loader"></div> */
```

```
.loader {  
    width: 120px;  
    height: 22px;  
    border-radius: 40px;  
    color: #514b82;  
    border: 2px solid;  
    position: relative;  
    overflow: hidden;  
}  
  
.loader::before {  
    content: "";  
    position: absolute;  
    margin: 2px;  
    width: 14px;  
    top: 0;  
    bottom: 0;  
    left: -20px;  
    border-radius: inherit;  
    background: currentColor;  
    box-shadow: -10px 0 12px 3px currentColor;  
    clip-path: polygon(0 5%, 100% 0,100% 100%,0 95%,-30px 50%);  
    animation: l14 1s infinite linear;  
}  
  
@keyframes l14 {  
    100% {left: calc(100% + 20px)}  
}
```

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