Shit I learned:

Adding additional effects in After Effects (albeit officially supported, as [claimed in official documentation](https://airbnb.io/lottie/" \l "/after-effects)), will make animation heavier than modifying the element’s metadata (Fill 32 vs Fill Color). In my case, I had pixelations as animation was rendered because the original comp size was smaller than intended.

How to play Lottie to a certain segment on hover and reset it after full play(). I couldn’t find a use case like this on any Website up until now, there’s no code on Codepen etc. that fits this use case so I’m quite proud of this haphazard implementation I came up with.

Putting a Lottie element into Splide will turn off the latter (tried all I could—the issue is not resolved).

<dialog> element [[1]](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/dialog) [[2]](https://webkit.org/blog/12209/introducing-the-dialog-element/) by default can be removed by pressing Esc, which in this case ruined use case, so I had to drop a [KeyboardEvent.key](https://developer.mozilla.org/en-US/docs/Web/API/KeyboardEvent/key) check.

You cannot setTimeout() directly on EventListener function, create a callback or add it in a separate function definition.