CRITICAL	NON-CRITICAL
Branding	Interaction
Usability	Visual Rewards
Accessibility	Feedback
Layout	Movement

TABLE 1.01: A website's visual experience can be grouped into critical and non-critical categories. The latter are where CSS3 can be applied today.

We've been bending the `float` property to handle layout for years now. We've figured out how to get by with what we have, but a real layout engine is absolutely a necessity.

That said, two of the three new CSS3 layout modules have yet to be implemented by any browser. They're still being worked out, and arguably are still confusing, difficult to grasp, and likely not the final solution we've been looking for. Most importantly, for something as important as layout, CSS3 just isn't the right tool. Yet.

On the opposite end of the spectrum are non-critical events like interaction (hover, focus, form elements, browser viewport flexibility), and visual enhancements that result from those interactions (along with animation). It's far less crucial to match an identical experience between browsers for events like these, and that's why it's a perfect opportunity to apply certain portions of CSS3 here for browsers that support them now.

It's atop these non-critical events where we'll be applying CSS3 throughout the book, keeping the more important characteristics of the page intact for all browsers, regardless of their current CSS3 support.

When we decide to focus on and target these non-critical