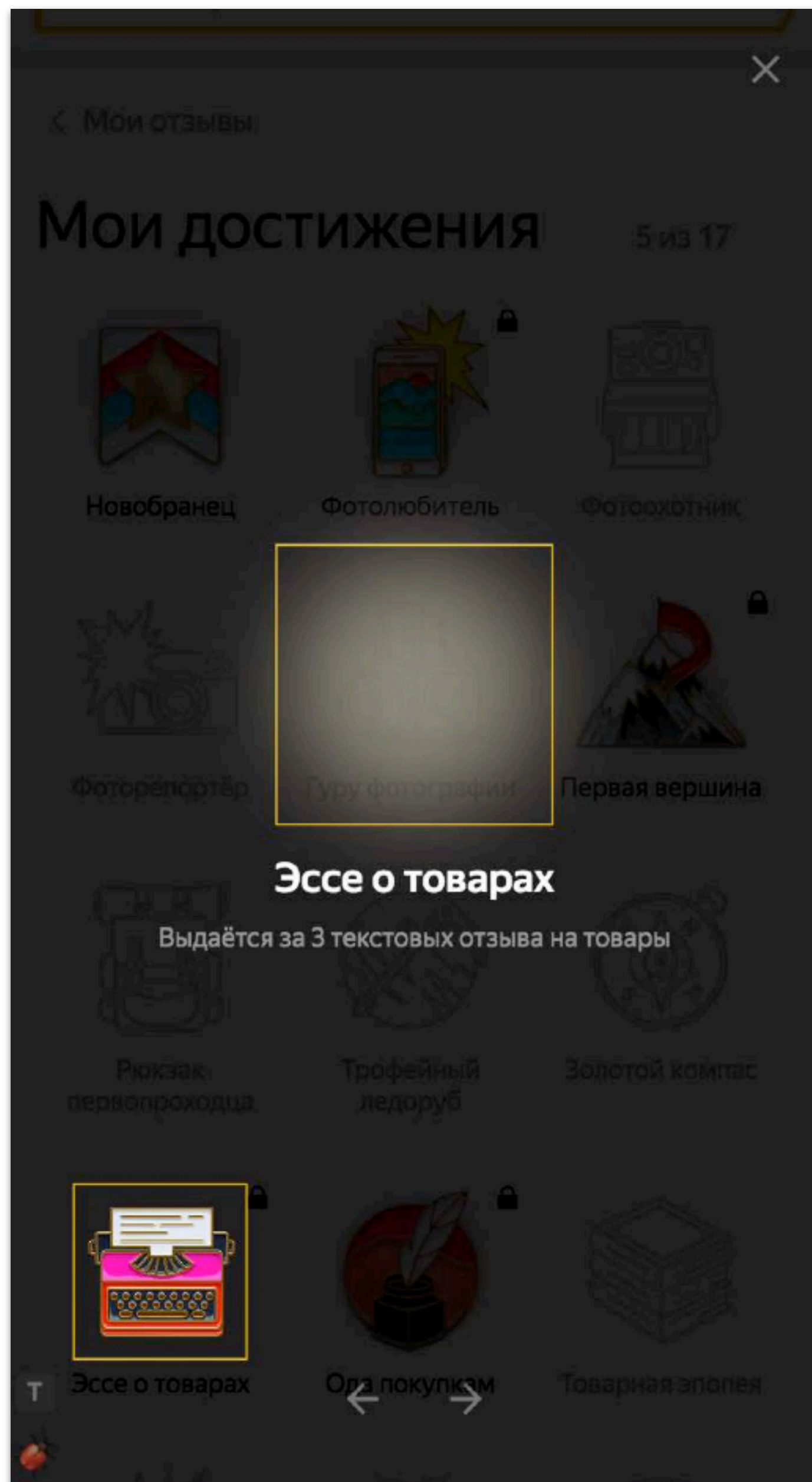


I – Invert

Считаем значения для
трансформации
положения элемента

```
const diffLeft = startLeft - lastLeft  
const diffTop = startTop - lastTop  
const scale = startWidth / lastWidth
```



Р – Play

Применяем НОВЫЕ СТИЛИ

exiting / exited state:

```
last.style.transform =  
scale(scale)  
translate3d(diffLeft, diffTop, 0)
```

entering / entered state:

```
last.style.transform =  
scale(1) translate3d(0, 0, 0)
```