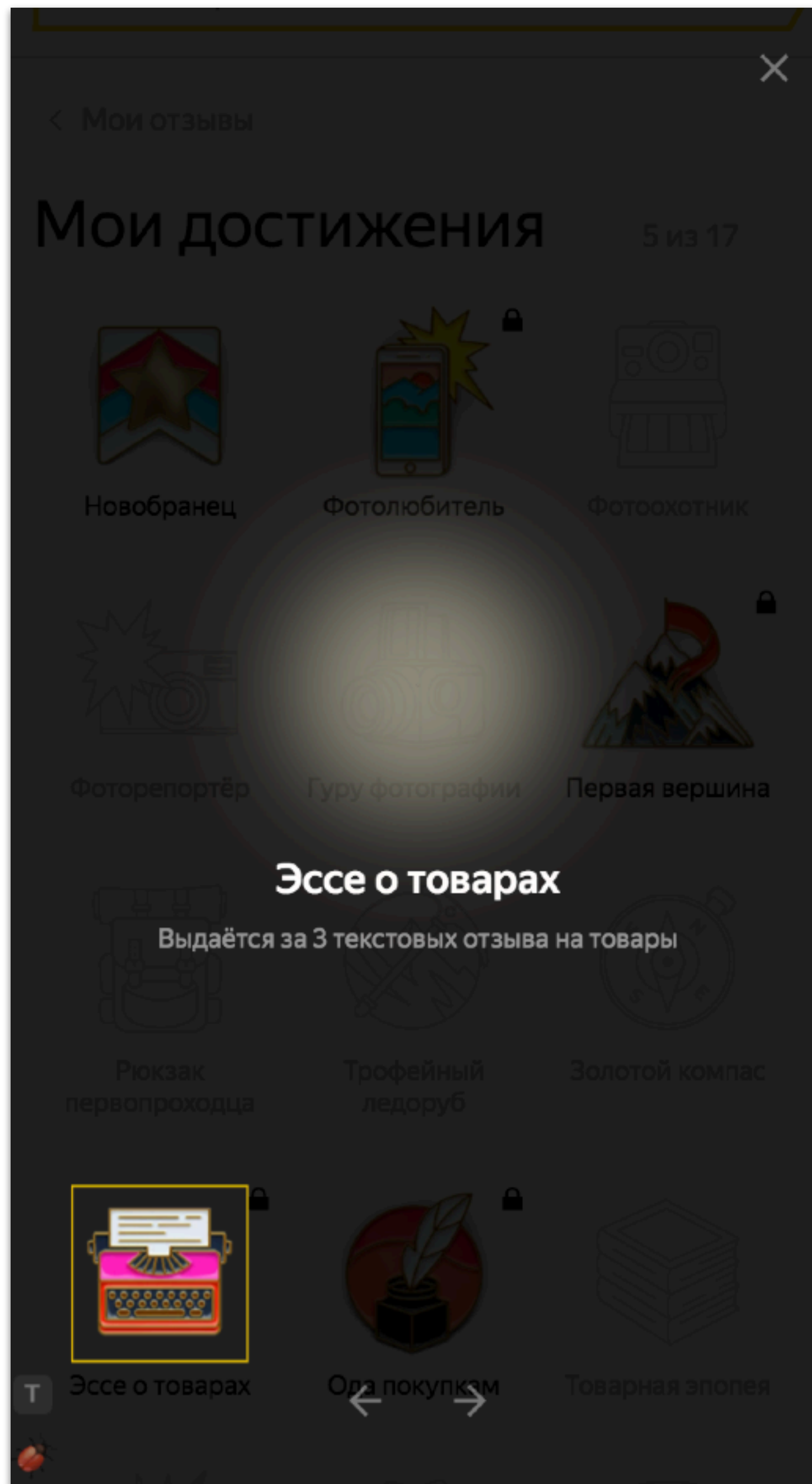




<https://developers.google.com/web/fundamentals/performance/rendering/stick-to-compositor-only-properties-and-manage-layer-count>



# F — First

## Вычисляем стартовые координаты анимации

```
const {  
  top: startTop,  
  left: startLeft,  
  width: startWidth,  
} = start.getBoundingClientRect()
```