

Shape Blur
Crosshair
Image Trail
Ribbons
Splash Cursor
Meta Balls
Blob Cursor
Star Border

Components
Animated List
Scroll Stack
Bubble Menu
Magic Bento
Circular Gallery
Reflective Card New
Card Nav
Stack
Fluid Glass
Pill Nav
Tilted Card
Masonry
Glass Surface
Dome Gallery
Chroma Grid
Folder
Staggered Menu
Model Viewer

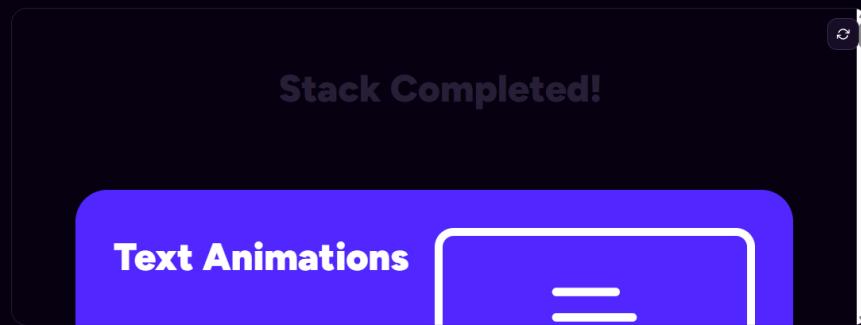
Scroll Stack

Preview Code

Reset



Contribute



Customize

Item Distance 480px

Stack Distance 30px

Stack Position 20%

Base Scale 0.95

Rotation Amount 0°

Blur Amount 1px

Props

Property	Type	Default	Description
<code>children</code>	<code>ReactNode</code>	<code>required</code>	The content to be displayed in the scroll stack. Should contain <code>ScrollStackItem</code> components.
<code>className</code>	<code>string</code>	<code>''</code>	Additional CSS classes to apply to the scroll stack container.
<code>itemDistance</code>	<code>number</code>	<code>100</code>	Distance between stacked items in pixels.
<code>itemScale</code>	<code>number</code>	<code>0.93</code>	Scale increment for each stacked item.
<code>itemStackDistance</code>	<code>number</code>	<code>38</code>	Distance between items when they start stacking.
<code>stackPosition</code>	<code>string</code>	<code>"28%"</code>	Position where the stacking effect begins as a percentage of viewport height.
<code>scaleEndPosition</code>	<code>string</code>	<code>"100%"</code>	Position where the scaling effect ends as a percentage of viewport height.
<code>baseScale</code>	<code>number</code>	<code>0.85</code>	Base scale value for the first item in the stack.
<code>scaleDuration</code>	<code>number</code>	<code>0.5</code>	Duration of the scaling animation in seconds.
<code>rotationAmount</code>	<code>number</code>	<code>0</code>	Rotation amount for each item in degrees.
<code>blurAmount</code>	<code>number</code>	<code>0</code>	Blur amount for items that are further back in the stack.
<code>useWindowScroll</code>	<code>boolean</code>	<code>false</code>	Whether to use window scroll for the stack.
<code>onStackComplete</code>	<code>function</code>	<code>undefined</code>	Callback function called when the stack animation is complete.

Dependencies

lenis

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