Daily E-Book Times

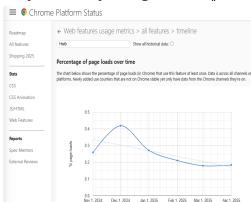
Sunday, May 11, 2025 Issue #1

Orbital Mechanics (or How I Optimized a CSS Keyframes Animation)

What does it look like to refactor your own code? John Rhea picks apart an old CSS animation he wrote and walks thro ugh the thought process of optimizing it.

Orbital Mechanics (or How I Optimized a CSS Keyframes Animation) originally published on CSS-Tricks, which is part o f the DigitalOcean family. You should get the newsletter.

Why is Nobody Using the hwb() Color Function?



Okay, nobody is an exaggeration, but have you seen the stats for hwb()? They show a steep decline, and after wo rking a lot on color in the CSS-Tricks almanac, I've just b een wondering why that is.

Why is Nobody Using the hwb() Color Function? original ly published on CSS-Tricks, which is part of the DigitalOc ean family. You should get the newsletter.

GSAP is Now Completely Free, Even for Commercial Use!

Along with the version 3.13 release, GSAP, and all its awesome plugins, are now freely available to everyone. GSAP is Now Completely Free, Even for Commercial Use! originally published on CSS-Tricks, which is part of the Digital Ocean family. You should get the newsletter.



Modern Scroll Shadows Using Scroll-Driven Animations

Using scroll shadows, especially for mobile devices, is a subtle bit of UX that Chris has covered before. Geoff covered a newer approach that uses the animation-timeline property. Here's yet

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CSS shape() Commands

The CSS shape() function recently gained support in both Chromium and WebKit browsers. It's a way of drawing complex shapes when clipping elements with the clip-path property. CSS shape() Commands originally published on CSS-Tricks, which is part of the DigitalOcean family. You should get the newsletter.

State of Devs: A Survey for Every Developer



The State of Devs survey is now open to participation, an d unlike previous surveys it covers everything except cod e: career, workplace, but also health, hobbies, and more.

State of Devs: A Survey for Every Developer originally pu blished on CSS-Tricks, which is part of the DigitalOcean family. You should get the newsletter.

Revisiting Image Maps





Let's run through a quick refresher. Image maps date all the way back to HTML 3.2, where, first, server-side map s and then client-side maps defined clickable regions ov er an image using map and area elements. Revisiting Image Maps originally published on CSS-Trick s, which is part of the DigitalOcean family. You should g





Open Up With Brad Frost, Episode 2

Brad Frost is running this new little podcast called Open Up. Folks write in with questions about the "other̶ 1; side of web design and front-end development — not so much about tools and best practices as it is about … Open Up With Brad Frost, Episode 2 originally published on CSS-Tricks, which is part of the DigitalOcean family. You sh ould get the newsletter.

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