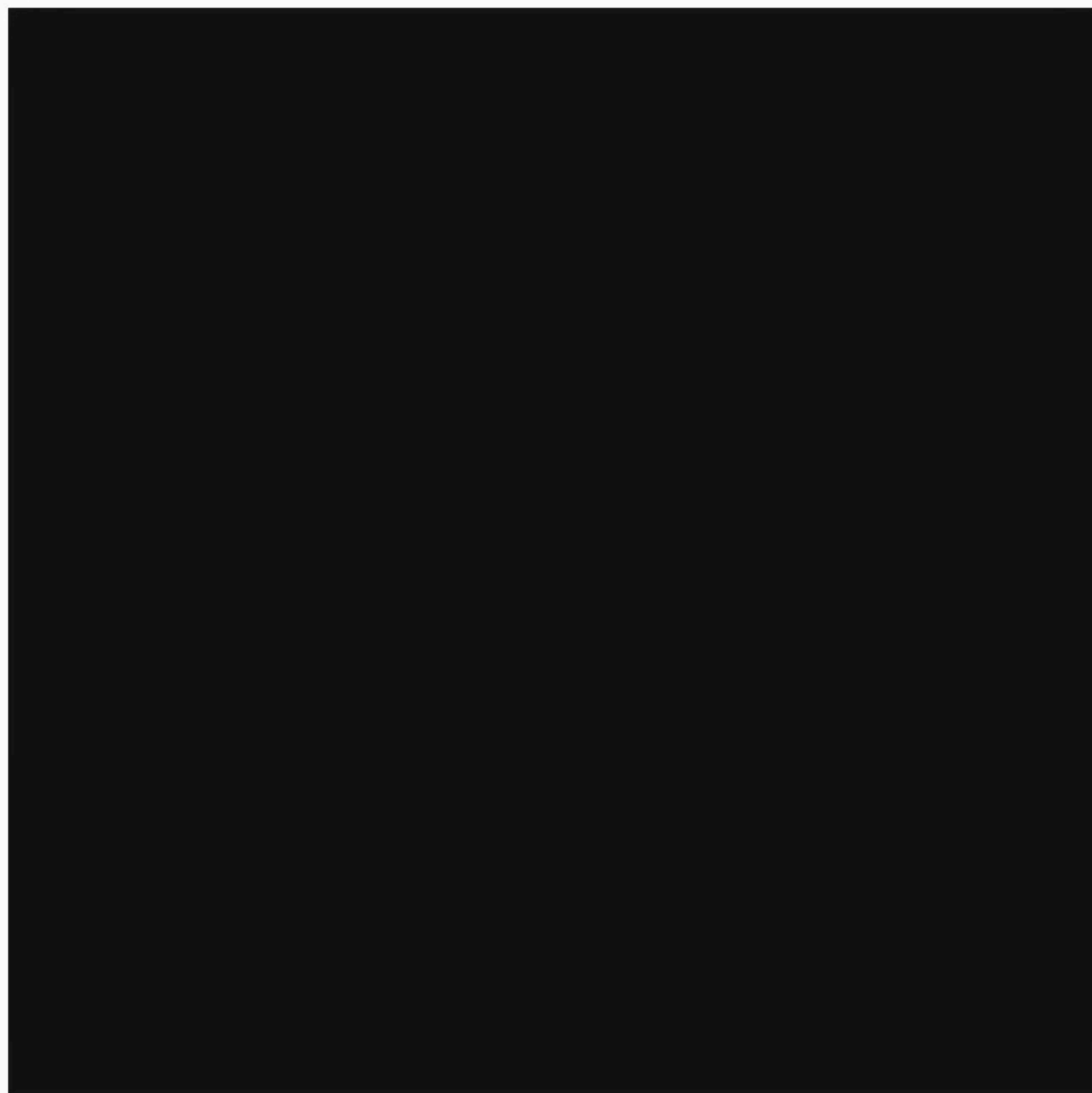


给每个盒子 定义--i变量

```
<div class="container">
  <div class="item" style="--i:0;"></div>
  <div class="item" style="--i:1;"></div>
  <div class="item" style="--i:2;"></div>
  <div class="item" style="--i:3;"></div>
  <div class="item" style="--i:4;"></div>
  <div class="item" style="--i:5;"></div>
  <div class="item" style="--i:6;"></div>
  <div class="item" style="--i:7;"></div>
  <div class="item" style="--i:8;"></div>
  <div class="item" style="--i:9;"></div>
  <div class="item" style="--i:10;"></div>
</div>
```

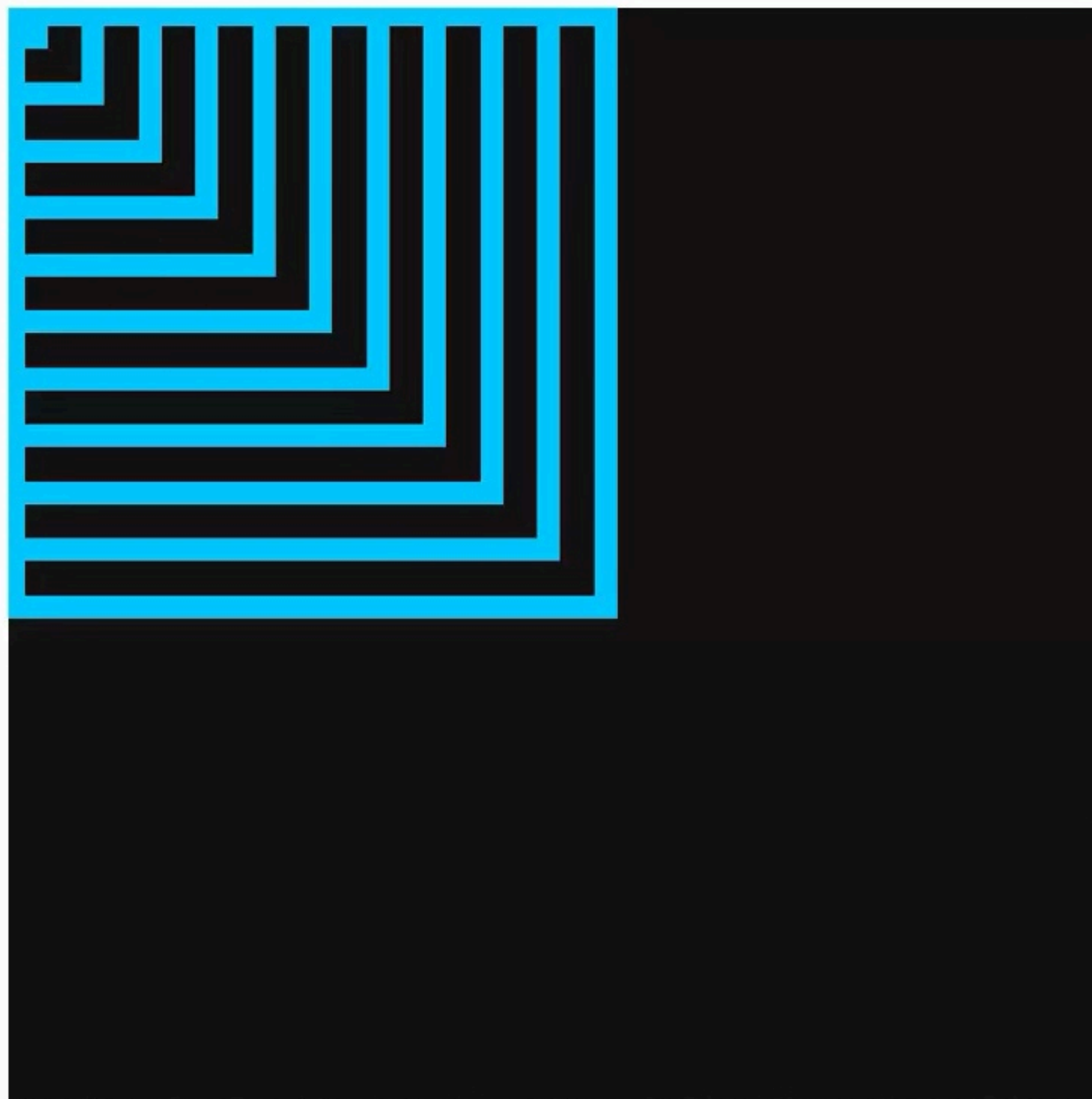




## ② 定义盒子样式

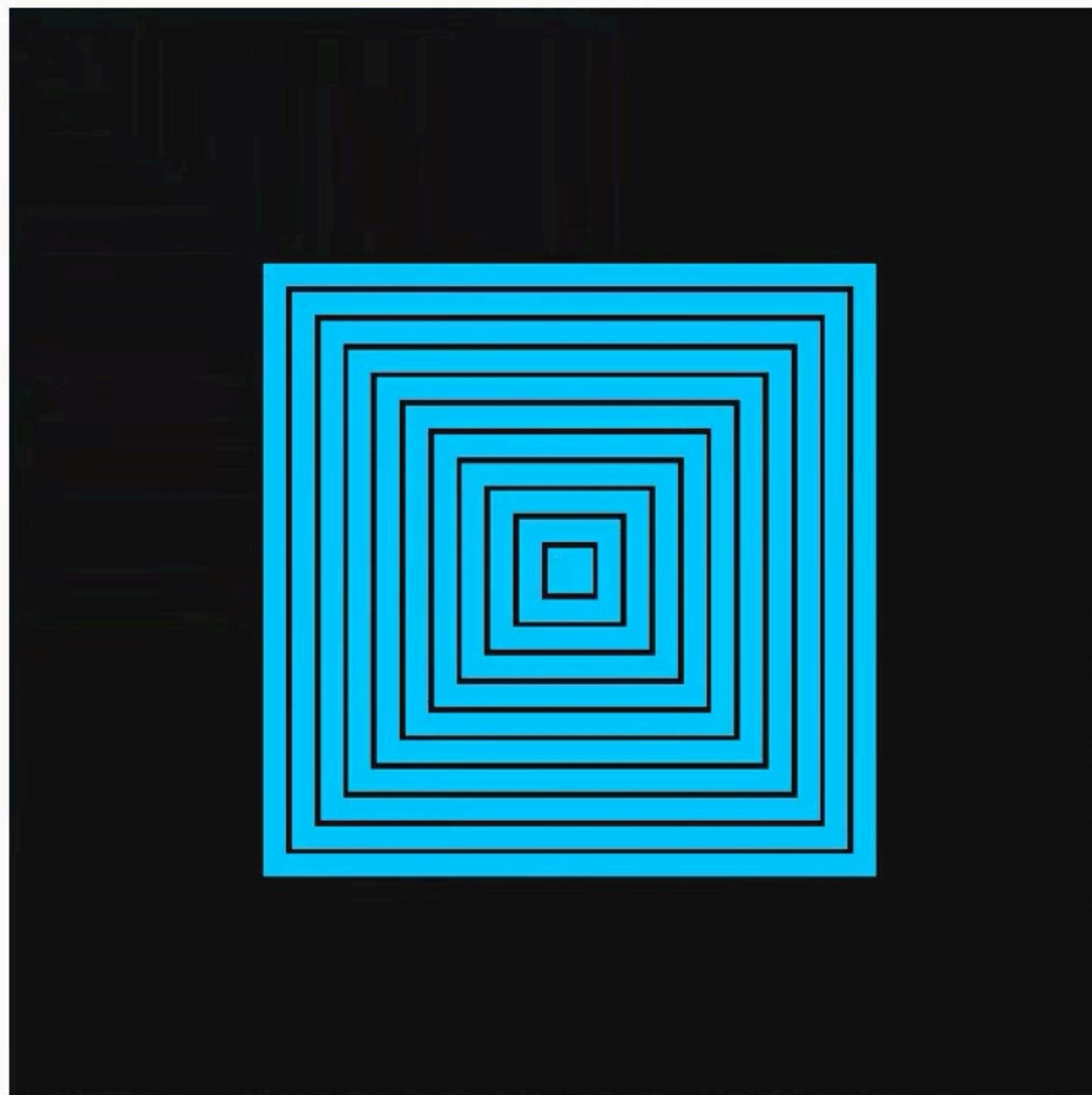
```
.item {  
  position: absolute;  
  background-color: transparent;  
  width: calc(var(--i) * 25px);  
  aspect-ratio: 1;  
  border: 10px solid rgb(0, 200, 255);  
}
```

盒子宽度用变量  $i * 25\text{px}$  得到



子元素垂直水平居中

```
.container {  
  position: relative;  
  display: flex;  
  justify-content: center;  
  align-items: center;  
}
```

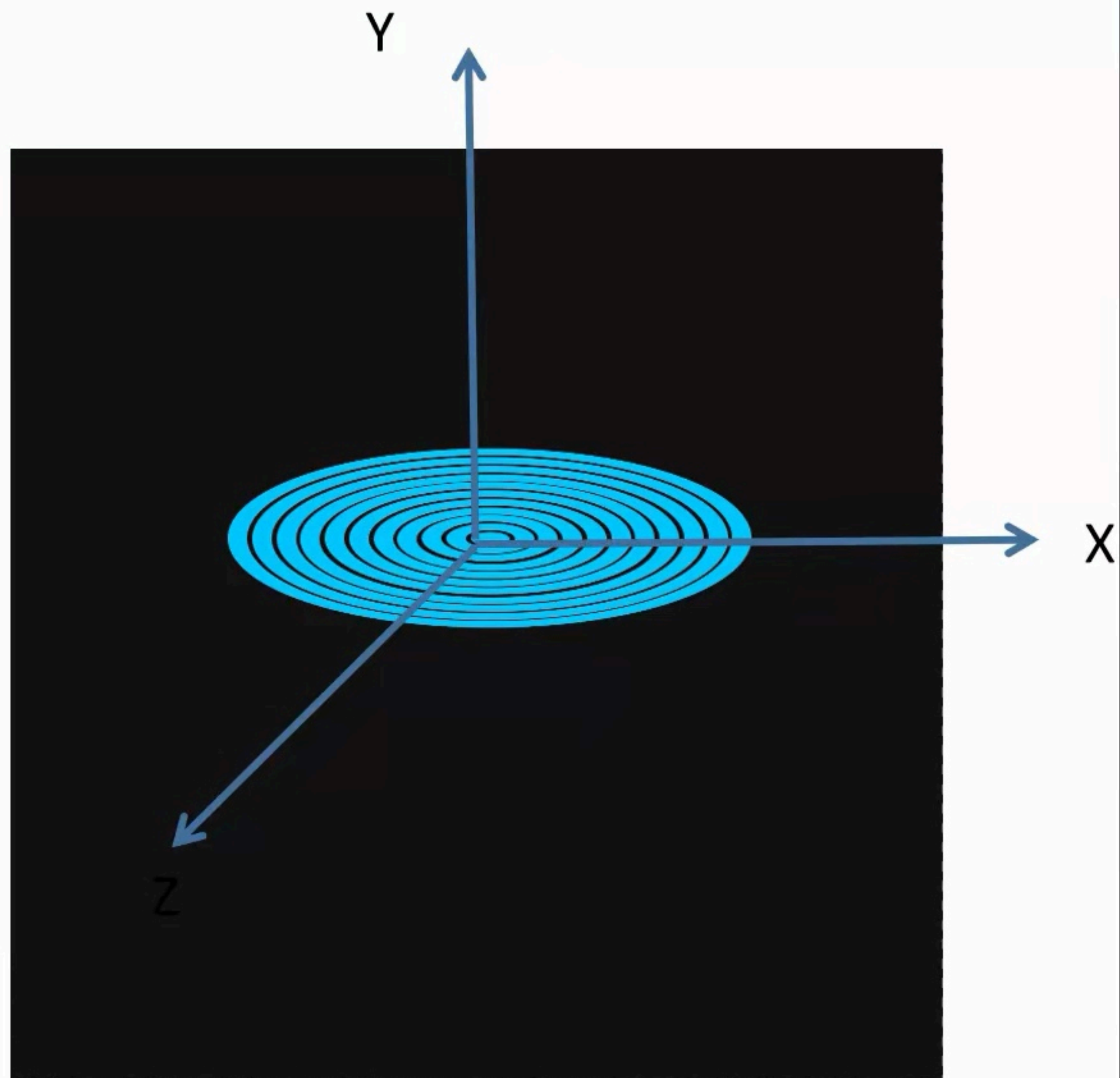




## ③ 定义动画

```
.item {  
  position: absolute;  
  background-color: transparent;  
  width: calc(var(--i) * 25px);  
  aspect-ratio: 1;  
  border: 10px solid rgb(0, 200, 255);  
  border-radius: 50%;  
  transform: rotateX(70deg);  
  animation: move 3s ease-in-out infinite;  
  -----  
}
```

预设动画





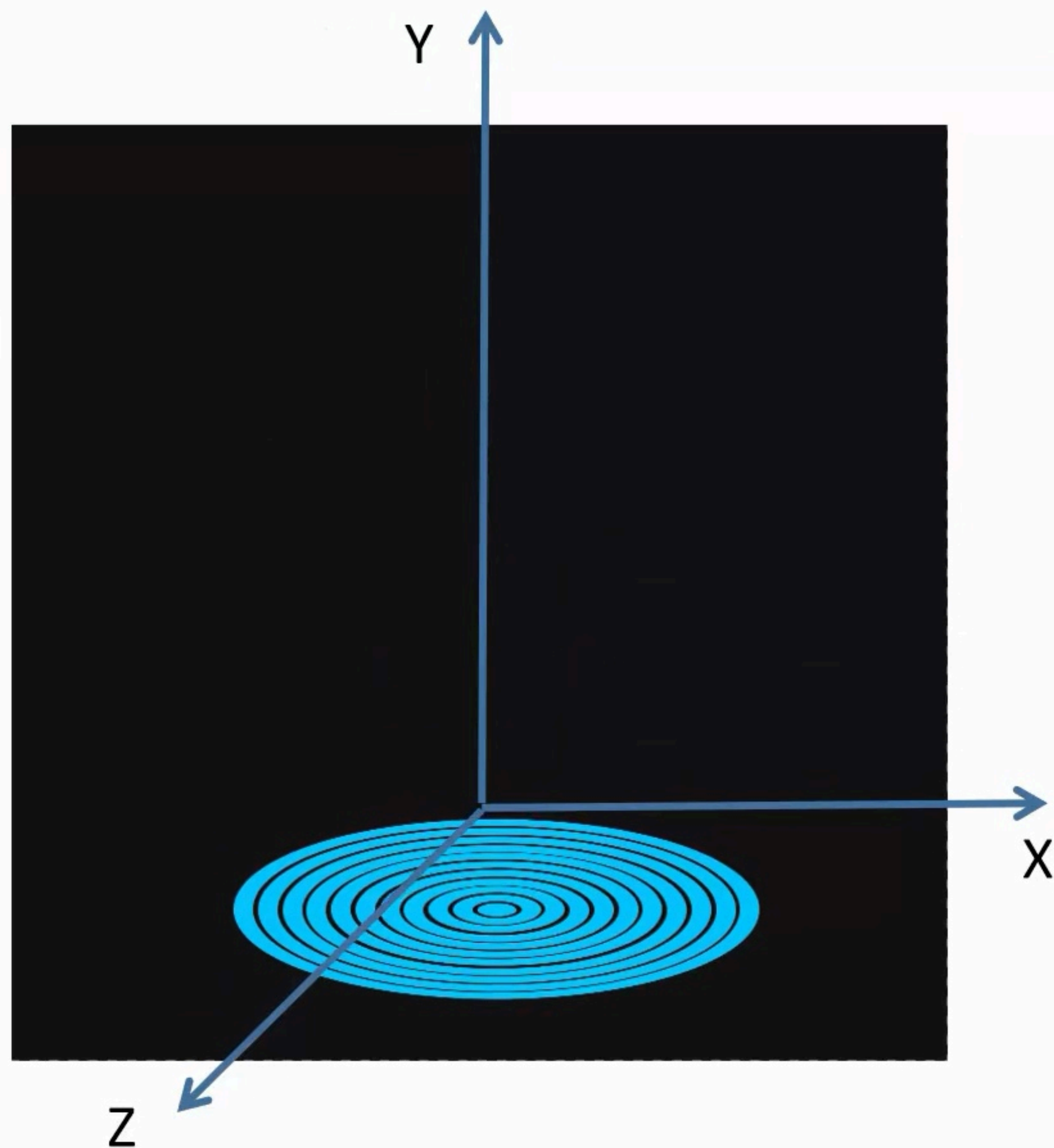
## ③ 定义动画

```
.item {  
  animation: move 3s ease-in-out infinite;  
}
```

## 定义动画关键帧

```
@keyframes move {  
  0%, 100% {  
    transform: rotateX(70deg) translateY(0px);  
    filter: hue-rotate(0deg);  
  }  
  50% {  
    transform: rotateX(70deg)  
      translateY(-35vw);  
    filter: hue-rotate(180deg);  
  }  
}
```

改变高度和颜色





④ 给每个子元素设置不同的延时时间

```
.item {  
  animation:  
    move  
    3s  
    ease-in-out  
    calc(var(--i) * 0.08s)  
    infinite;  
  box-shadow:  
    0px 0px 15px rgb(124, 124, 124),  
    inset 0px 0px 15px rgb(124, 124, 124);  
}
```

加点阴影

