

1. **Actors (Elements involved)**

- '.poster[data-label="A1"]' anchor in Row A with child '' and '.poster-preview-button' (â Previewâ) used as trigger
- '.poster-preview-button' absolute-positioned button on the A1 poster; existing element inside the A1 anchor.
- '.preview-overlay' fixed full-viewport container with radial-gradient backdrop; exists in DOM near page end, initially hidden
- '.preview-card' dialog frame inside the overlay containing media placeholder, info, and actions; existing element set to be updated
- '.preview-close-btn' absolute close button within the preview card; existing element.
- Preview content fields: '.preview-title', '.preview-runtime', '.preview-tags', '.preview-description' inside '.preview-info'; existing elements
- '.preview-morph-tile' and child '.preview-morph-fill' translucent clone created by JS during morph; appended to 'document.body'
- Body element: scrolling disabled/enabled via inline 'overflow' style during preview lifecycle.
- Optional 'activeMorphTile' reference maintained in JS for reuse during close transitions (not a DOM element itself).

2. **Timeline (Step-by-step with timestamps)**

- **T+0ms (click/keydown trigger):** Clicking '.poster-preview-button' (or pressing Enter/Space on the A1 card) prevents scroll
- **T+0ms:** 'openPreviewFromCard' reads 'data-title/runtime/tags/description' from the A1 card and writes textContent to the overlay
- **T+0ms inside 'runOpenMorph':** Gets 'startRect' via 'card.getBoundingClientRect()'; clears any '.is-hidden' on previous tile
- **T+0ms:** Sets overlay styles back to default, adds '.is-visible' (opacity/visibility-pointer-events reset) and '.is-active'
- **T+0ms:** Creates morph tile/ fill with background image from the cardâ s ''; sets tile size/transform to startRect

- ****T+1 animation frame:**** After ‘requestAnimationFrame’, forces layout via ‘tile.offsetHeight’ then calls ‘moveTile’ to set target position.
 - ****During morph:**** Tile listens for ‘transitionend’ on ‘transform’; fallback ‘setTimeout’ at ‘MORPH_DURATION + 100’ (340ms) to handle cases where transform is not supported.
 - ****After transform end (~340ms):**** ‘startCrossfade’ executes once: sets preview card transition ‘opacity 220ms cubic-in’.
 - ****T+ up to 220ms later:**** ‘transitionend’ on preview card opacity or fallback timeout ‘FILL_FADE_DURATION + 120’ (220ms) to handle cases where opacity transition is not supported.
 - ****Close trigger T+0ms:**** Close button click, overlay outside click (ignoring clicks inside preview card), or Escape key press.
 - ****Close T+0ms:**** If ‘lastOpenedCard’ missing, overlay ‘.is-visible’ removed, ‘aria-hidden’ true, preview card deactivated.
 - ****Close normal:**** Compute previewCardRect and cardRect; reuse existing ‘activeMorphTile’ or create new from previous tile.
 - ****Close T+1 animation frame:**** After ‘requestAnimationFrame’, force layout then ‘moveTile’ tile to cardRect with target opacity.
 - ****Close T+340ms:**** Timeout at ‘MORPH_DURATION’ removes ‘.is-active’ from preview card, clears its opacity/pointer-events.
3. ****Layer stack (â pile of papersâ)****
- Base page content including shelves/posters (default stacking).
 - ‘.preview-overlay’ fixed with ‘z-index:999’ hidden, raised to ‘9999’ when ‘.is-visible’, creating stacking context via ‘position:fixed’.
 - ‘.preview-card’ inside overlay with ‘position:relative’ (new stacking context) and box shadow/border, opacity-animated.
 - ‘.preview-morph-tile’ fixed positioned with ‘z-index:12000’, border/shadow, transitions; overlays above overlay while morphing.
 - ‘.preview-morph-fill’ absolutely positioned inside tile, carries poster image; opacity animated during crossfade.
 - Preview content (title/meta/body/actions) sits within preview card grid; inherits card’s stacking context.

4. **Morph mechanics**

- Moving element is a cloned '.preview-morph-tile' created from the clicked A1 card; the real card stays in place.
 - Start rectangle from 'card.getBoundingClientRect()' for the trigger card.
 - End rectangle measured by temporarily making overlay/card visible without transitions ('measurePreviewRect' uses 'requestAnimationFrame')
 - Animated properties on tile: 'transform' (translate), 'width', 'height', 'border-radius', 'box-shadow', 'border-color' with opacity
 - Crossfade removal of tile occurs after opacity transition end or after 340ms fallback.

5. **Preview content population**

- Immediately on open trigger, before any morph, text fields ('.preview-title', '.preview-runtime', '.preview-tags', '.previe
 - Content remains visible but preview card starts with 'opacity:0'; becomes visible during crossfade when 'startCrossfa
 - No additional data fetching; poster image for morph fill pulled from the card's '' src at tile creation and again on

6. **Close mechanics**

- Triggers: '.preview-close-btn' click; clicking outside '.preview-card' on '.preview-overlay'; pressing 'Escape'/'Esc' while preview is open
 - Actions on close: set preview card opacity 0 and pointer-events none; remove overlay '.is-visible' and set 'aria-hidden' to true
 - If no 'lastOpenedCard', close immediately: overlay class removed, preview card reset, any active morph tile removed
 - Morph tile is removed in both crossfade finish (open) and post-close timeout; reuse occurs if tile still exists when close

7. **Constants and variables**

- CSS tokens: '--preview-morph-duration:340ms', '--preview-morph-ease:cubic-bezier(0.22, 0.61, 0.36, 1)', '--preview-f

- JS constants: 'MORPH_DURATION = 340', 'PREVIEW_EASING = 'cubic-bezier(0.22, 0.61, 0.36, 1)', 'FILL_FADE_DURATIONS = [100, 100, 100, 100]', 'FILL_FADE_EASINGS = [easing.outQuad, easing.outQuad, easing.outQuad, easing.outQuad]', 'FILL_FADE_ANIMATIONS = [fillFadeIn, fillFadeOut, fillFadeIn, fillFadeOut]';
- Overlay default z-index 999, raised to 9999 when '.is-visible'; morph tile z-index 12000.
- Close fallback timeout uses 'MORPH_DURATION' (340ms); transform listener fallback at 'MORPH_DURATION + 100ms'.