**纯CSS制作一个自行车车轮**

思路：

给一个div设置圆形边框 + box-shadow，子元素设置6个span，分别设为矩形，显示上下边框，给每个span添加transform旋转不同角度，做成一个静态车轮，然后给span加animation动画，做滚动效果，然后给div加一个before伪元素，用background-image绘画道路，然后做一个animation动画，使道路移动起来，大功告成！

知识点：

**定义 dom，容器中包含 6 个元素**

**居中显示**

body {
margin: 0;
height: 100vh;
display: flex;
align-items: center;
justify-content: center;
background-image: linear-gradient(#555, #222);
}

**画出轮圈**

.wheel {
width: 9em;
height: 9em;
font-size: 25px;
border: 0.4em solid #777;
border-radius: 50%;
box-shadow: 0 0 0 0.5em #111;
}

**定义辐条的样式**

.wheel {
display: flex;
align-items: center;
justify-content: center;
}

.wheel span {
position: absolute;
width: 8em;
height: 1em;
border: 0.1em solid;
border-color: #ccc transparent;
}

**定义变量，画出多根幅条**

.wheel span {
transform: rotate(calc((var(--n) - 1) \* 30deg));
}

.wheel span:nth-child(1) {
--n: 1;
}
.wheel span:nth-child(2) {
--n: 2;
}
.wheel span:nth-child(3) {
--n: 3;
}
.wheel span:nth-child(4) {
--n: 4;
}
.wheel span:nth-child(5) {
--n: 5;
}
.wheel span:nth-child(6) {
--n: 6;
}

**让车轮转动起来**

.wheel span {
animation: run 4s linear infinite;
}

@keyframes run {
to {
transform: rotate(calc((var(--n) - 1) \* 30deg + 360deg));
}
}

**用伪元素画出地面上的线条**

.wheel {
position: relative;
}

.wheel::before {
content: '';
position: absolute;
width: 15em;
height: 0.2em;
top: 11em;
background-image: linear-gradient(
to right,
silver 0, silver 4em,
transparent 4em, transparent 5em,
silver 5em, silver 10em,
transparent 10em, transparent 12em,
silver 12em, silver 14em,
transparent 14em, transparent 15em
);
}

**让地面上的线条动起来，形成车轮向前走的效果**

.wheel::before {
background-position: 15em;
animation: run2 6s linear infinite;
}

@keyframes run2 {
to {
background-position: -15em;
}
}