

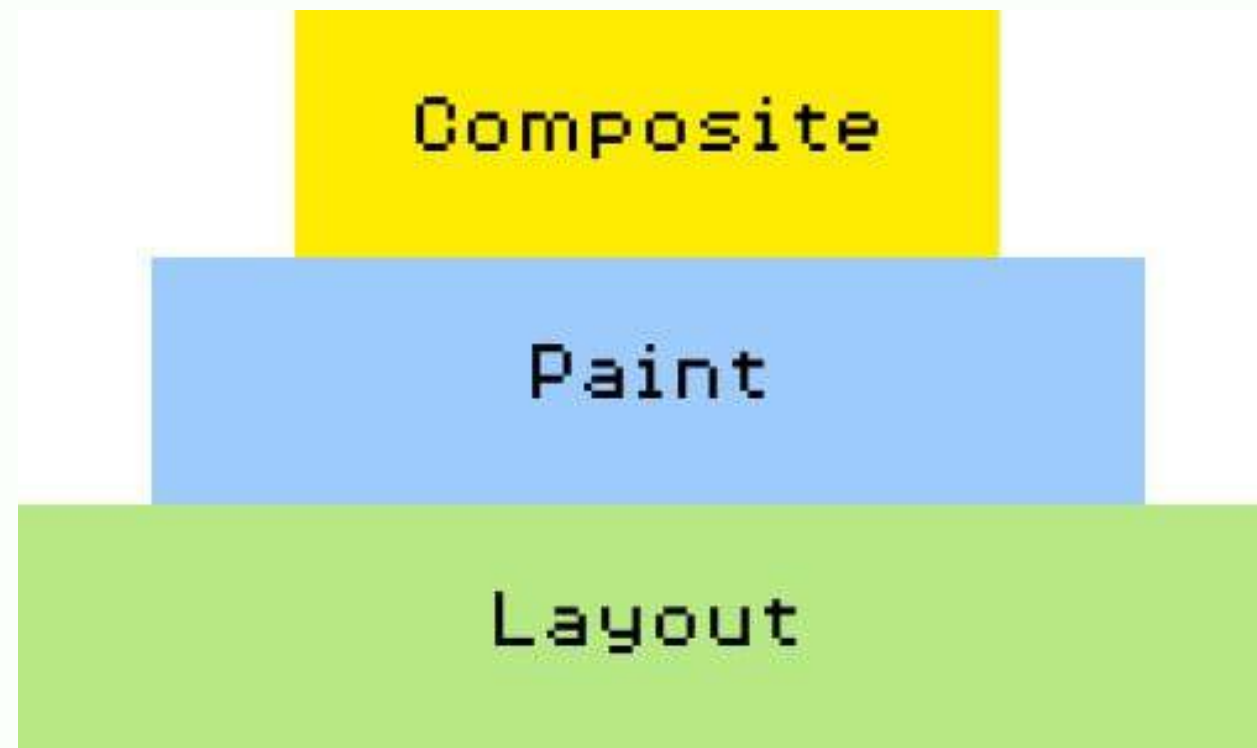
LET'S TALK ABOUT CSS TRIGGERS

By [Chen Hui Jing](#) / [@hj_chen](#)

HOW BROWSERS RENDER STUFF (GENERALLY)

- Different browsers use different rendering engines but follow similar flow
- Browser will parse the markup, then "Recalculate Style" to figure out what styles apply to which elements
- Next, it will "Layout" all the DOM elements
- Then, "Paint" the pixel data for the elements
- And, "Composite" will combine and draw the painted layers out onto the screen

THINK OF IT AS A PYRAMID



If you change something at the bottom, the pyramid has to be rebuilt from the bottom.

LAYOUT

- Generate geometry and position of each element
- Very expensive because engine must reflow the relevant element and all its children to take into account the new layout
- Occurs when the DOM tree is manipulated, or a style which affects layout is changed, when browser window size is changed, when className property is changed

CSS PROPERTIES THAT TRIGGER LAYOUT

- width
- height
- padding
- margin
- display
- border-width
- border
- top
- position
- font-size
- float
- text-align
- overflow-y
- font-weight
- overflow
- left
- font-family
- line-height
- vertical-align
- right
- clear
- white-space
- bottom
- min-height

PAINT

- Fill out pixels for each element into layers
- Make something visible when it previously was not, like adding outline or changing background colour
- Expensive because the engine searches through all elements to determine what is visible and what should be displayed
- Browser vendors are scrambling to improve the renderer, but until recently browsers weren't built to handle animations efficiently

CSS PROPERTIES THAT TRIGGER PAINT

- color
- border-style
- visibility
- background
- text-decoration
- background-image
- background-position
- background-repeat
- outline-color
- outline
- outline-style
- border-radius
- outline-width
- box-shadow
- background-size

COMPOSITE

- Only Opacity and Transforms trigger composite
- Blink and Webkit creates new layer for elements with CSS transforms or opacity
- `translateZ(0)` is used to force layer creation which ensures both the layer is painted as soon as the animation starts
- Watch [The Web's Black Magic](#) for best explanation on rendering and compositing

TO FIND OUT MORE...

- [Jank Free](#) (website)
- [CSS Triggers](#) by [Paul Lewis](#) (website)
- [High Performance Animations](#) by [Paul Lewis](#) and [Paul Irish](#)
- [Hardware Accelerated CSS: The Nice vs The Naughty](#) by [Ariya Hidayat](#)
- [Animations and performance](#) by [Paul Irish](#) and [Sam Thorogood](#)
- [The Web's Black Magic](#) by [Matthew Delaney](#) and [Jing Jin](#) (conference talk)
- [Animating the Web with Rachel Nabors](#) (podcast)

THE END

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