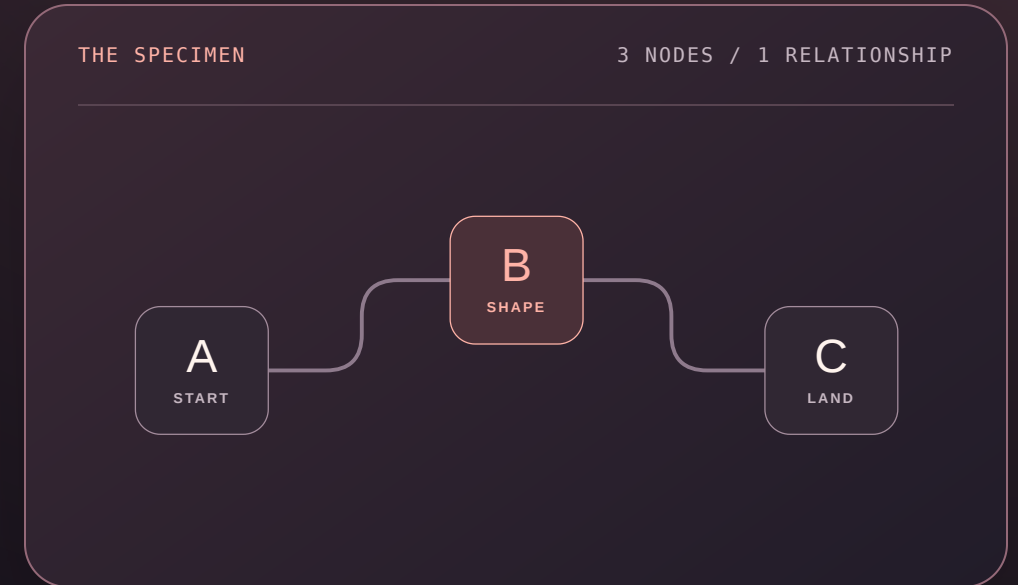


Same diagram. Different verbs.

From CSS and SVG to frames, film, and vectors.
Change the technique, not the subject.

NINE TECHNIQUES. ONE SPECIMEN.

Arrow keys navigate. Play once starts each experiment. Next cut: Marp cover.

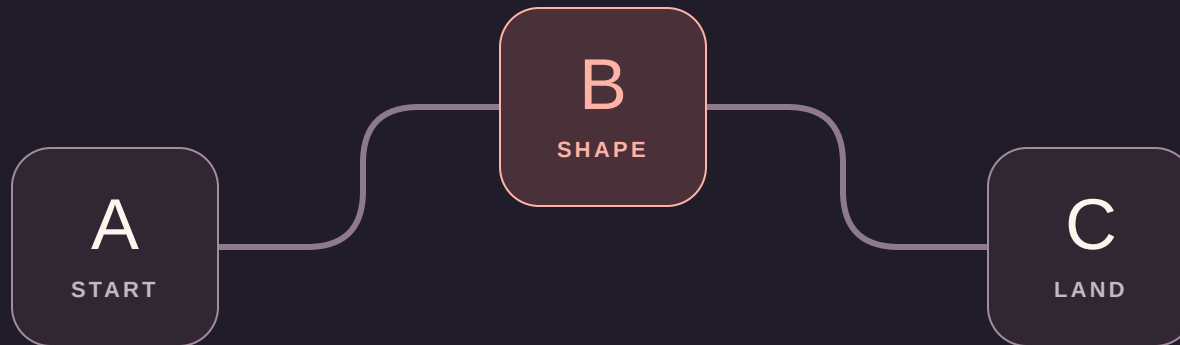


Give the eye an order.

A leads. B answers. C lands. The diagram never changes its meaning.

THE SAME SPECIMEN

CSS / 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

Keyframes + delays.

One gesture, staggered across three objects.

```
animation: lift 2s both;  
animation-delay: 1s;
```

Use for order and emphasis.

Watch for too many entrances.

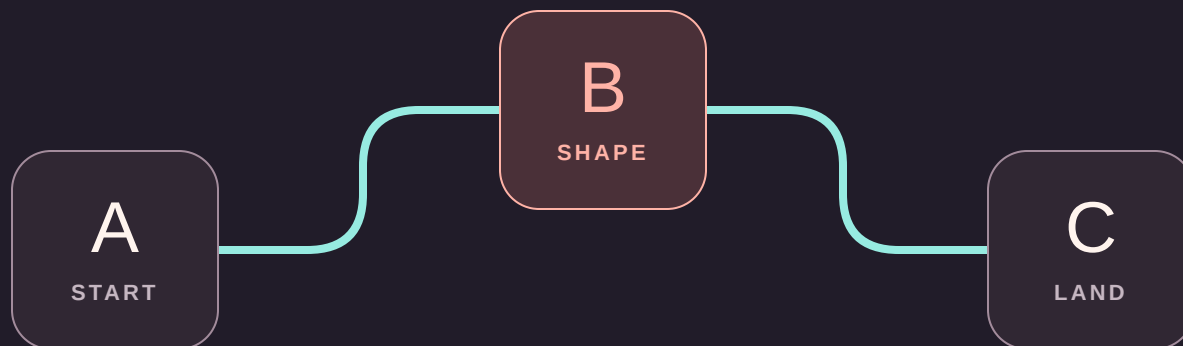
Choreography changes **when attention arrives.**

Draw the relationship.

Keep the nodes still. Let the connection become the sentence.

THE SAME SPECIMEN

SVG + CSS / 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

A dash becomes a line.

Normalize the path length to 1. Animate its dash offset to 0.

```
stroke-dasharray: 1;  
/* offset: 1 to 0 */
```

Use for a connection or outline.

Watch for complex path order.

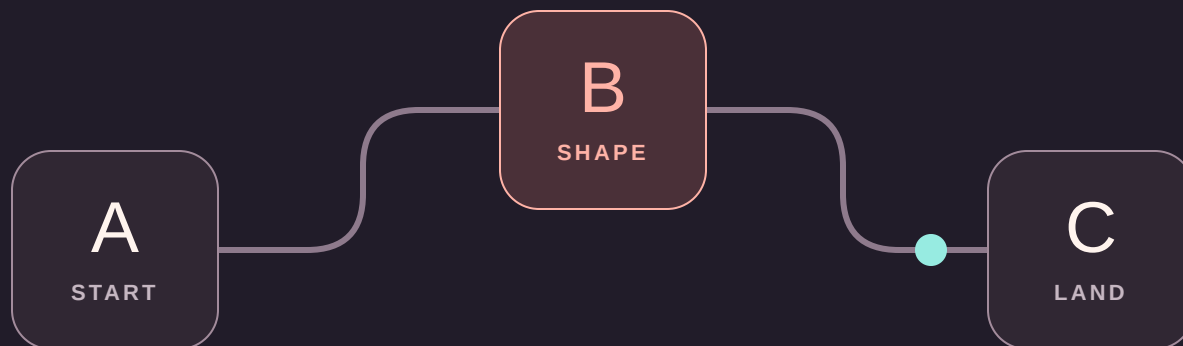
Stroke drawing changes **how a connection is discovered**.

Move something. Not everything.

A single signal follows the same route. The browser handles the geometry.

THE SAME SPECIMEN

NATIVE SVG / 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

The path is the timeline.

animateMotion moves the signal at a paced speed.

```
<animateMotion  
  path="M148 174 ..."  
  dur="4s" />
```

Use for travel along a route.

Watch for SVG clock control.

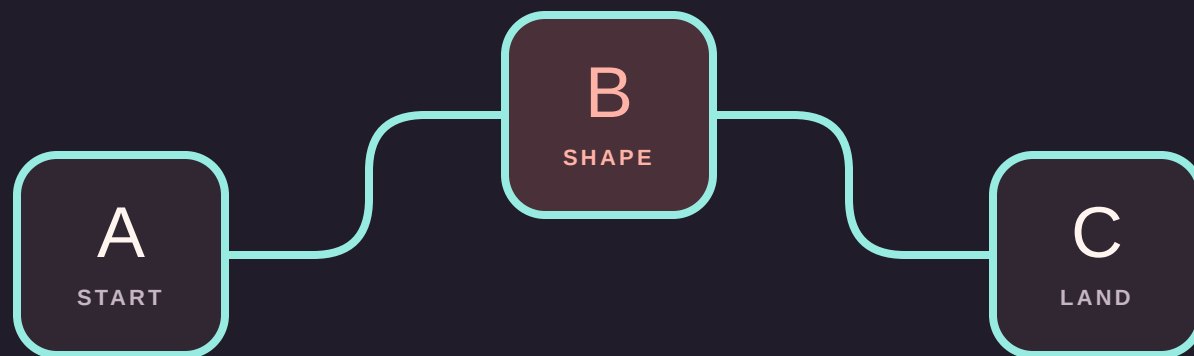
Path motion changes **where attention is carried**.

Reveal ink, not new structure.

A moving aperture exposes the highlight. Nothing underneath changes position.

THE SAME SPECIMEN

CSS MASK / 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

Move the aperture.

A gradient mask controls alpha. Shift the mask, not the nodes.

```
mask-image:
  linear-gradient(...);
/* position: 100% to 0 */
```

Use for a reveal or spotlight.

Watch for hidden labels.

A mask changes **what is visible through a window.**

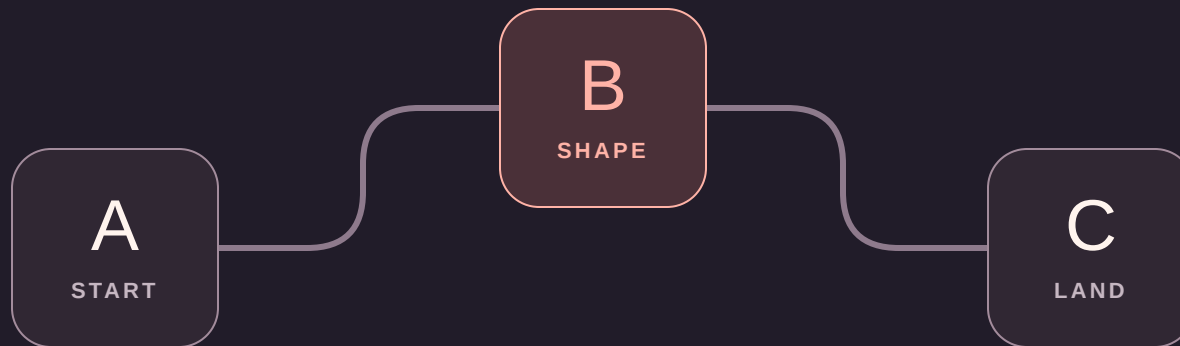
NEXT CUT / A custom Marp clip-path aperture opens the next slide.

Give a flat diagram depth.

Tilt the plane. Lift B toward the viewer. Return to a readable, flat frame.

THE SAME SPECIMEN

CSS 3D / 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

A plane and a z-axis.

Perspective on the parent. Preserve depth on the plane.

```
perspective: 850px;  
transform-style:  
  preserve-3d;
```

Use for layers or hierarchy.

Watch for distorted text.

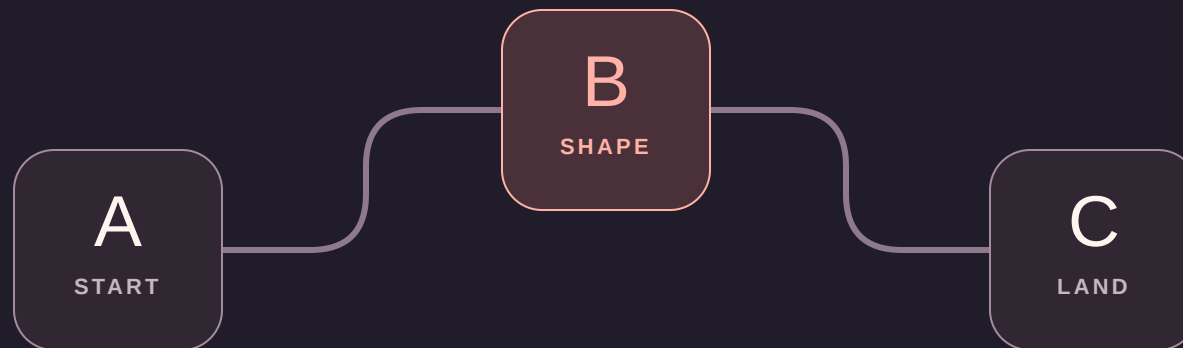
Perspective changes **what feels closer.**

Twelve stills become a gesture.

The same specimen, baked into a strip of images. No shape is interpolated live.

THE SAME SPECIMEN

12 FRAMES / 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

Move the filmstrip.

CSS jumps between twelve fixed image cells.

```
animation: frames 4s  
  steps(11, end) both;  
/* 12 cells, 11 jumps */
```

Use for an authored frame style.

Watch for size and resolution.

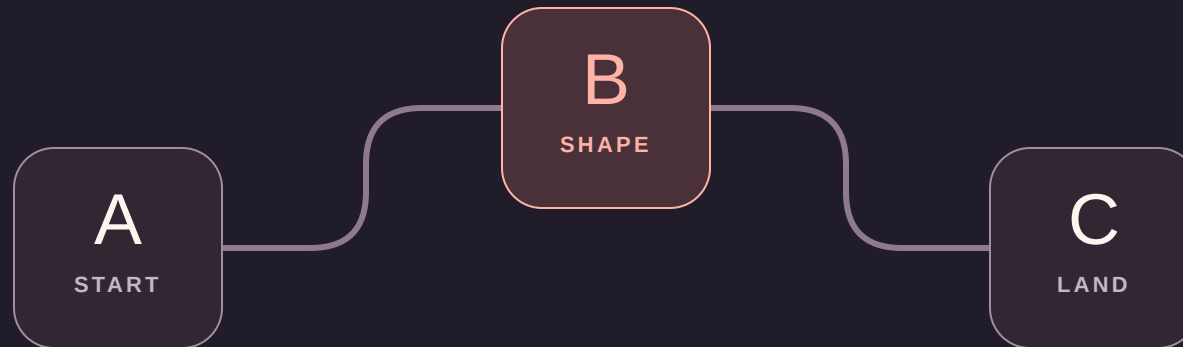
Frame animation changes **which still is on screen**.

Same gesture. Baked pixels.

The motion was rendered before the talk. The browser only decodes the clip.

THE SAME SPECIMEN

LOCAL VP9 WEBM / ABOUT 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

Render once. Decode later.

One local, silent video. No network service or live rendering.

```
<video playsinline  
  src="specimen.webm"  
  poster="specimen.svg">
```

Use for a finished motion piece.

Watch for codecs and file size.

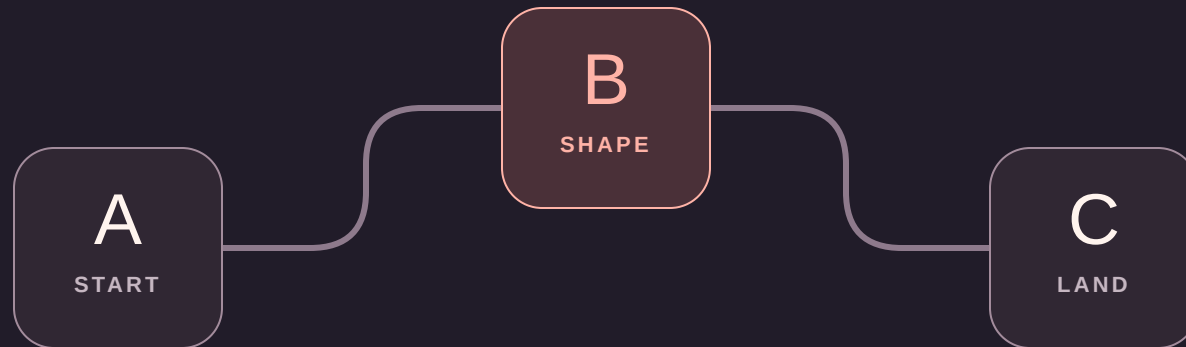
Video changes **who does the rendering, and when.**

Ship keyframes, not pixels.

The same motif is authored as vector layers. A player renders the in-between frames.

THE SAME SPECIMEN

LOTTIE JSON + SVG PLAYER / 4 SECONDS



STILL FRAME / A connects to B, then C. Motion adds emphasis, not information.

THE MECHANISM

An authoring format + player.

JSON stores shapes and keyframes.
Lottie renders scalable SVG.

```
renderer: "svg"  
autoplay: false  
loop: false
```

Use for designer-authored motion.

Watch for player feature support.

Authored vectors change **how motion is handed off**.

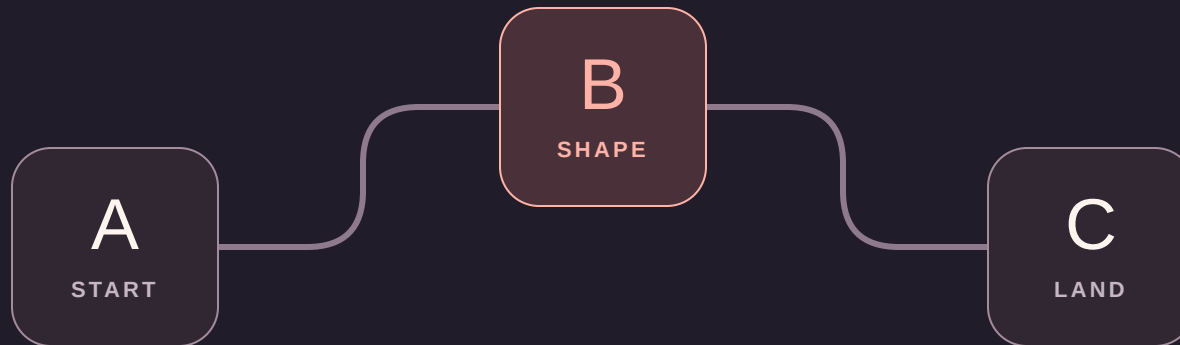
NEXT CUT / Marp's built-in slide transition. Then compare a shared-element morph.

Keep identity across a cut.

This slide is still. Press the right arrow to give B the stage.

THE SAME SPECIMEN

SLIDE 10 → SLIDE 11



PRESS → Same names. New positions and sizes.

THE MECHANISM

Name the same object.

Marp matches each name between two complete slides.

```
.ml-node-b {  
  view-transition-name:  
    ml-shape;  
}
```

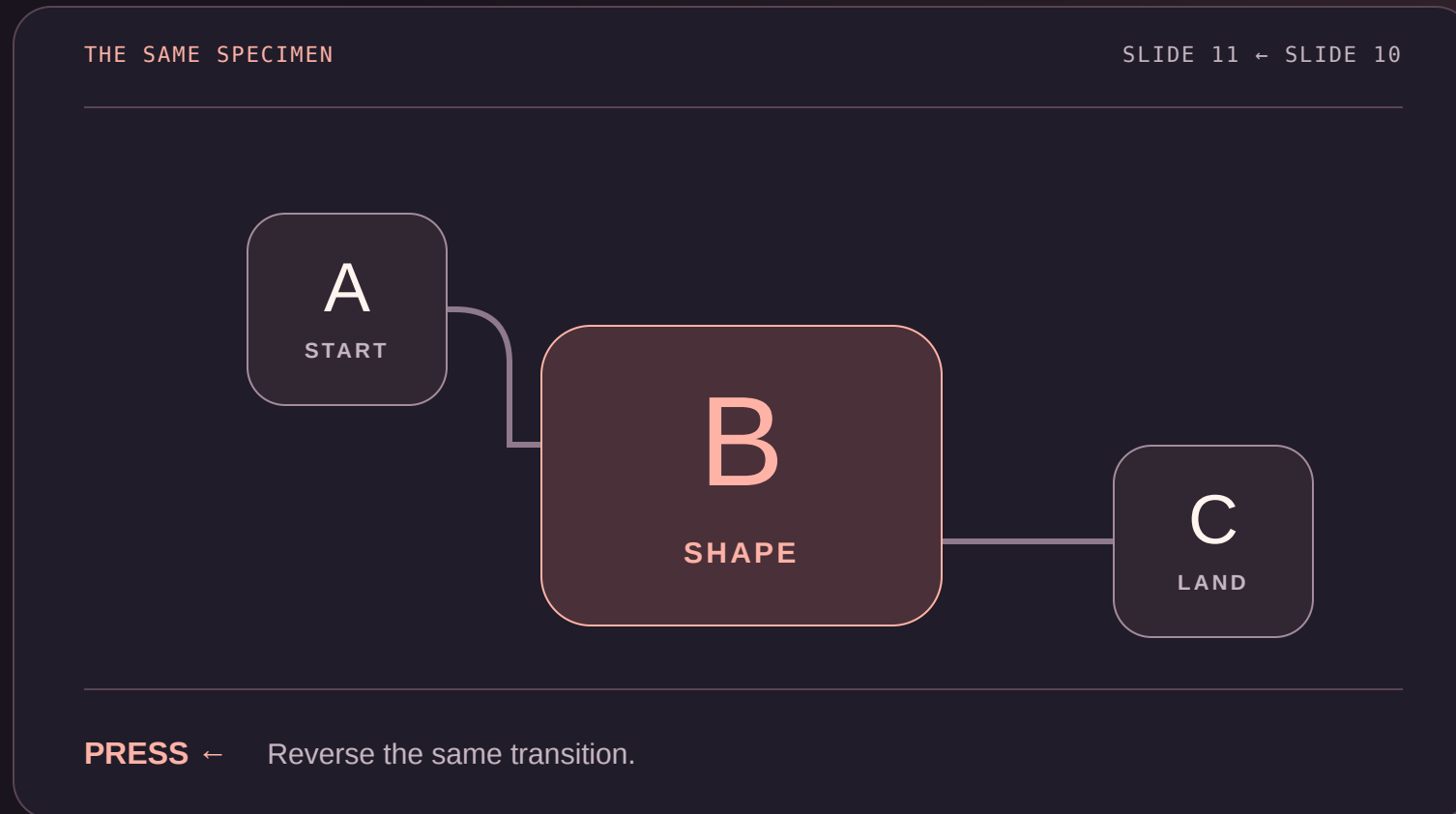
Use for continuity across slides.

Watch for duplicate names.

A morph changes **layout without losing identity**.

Same B. More attention.

The object persists. Its role in the composition changes.



WHAT JUST MOVED?

Geometry, not meaning.

Named cards move and resize. The unnamed connector cross-fades.

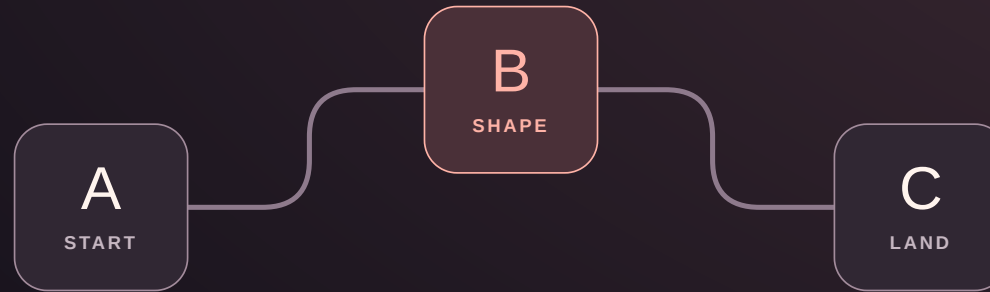
```
State A: 104 x 100  
State B: 208 x 156  
Identity: ml-shape
```

Browser note Chromium verified.

Safari can differ; a still works.

Two readable slides. **One continuous object.**

Motion should earn its place.



01 / INTENT

Pick the relationship.

Then choose live geometry, authored vectors, or pixels.

02 / RESTRAINT

Give control.

Play once. Pause. Replay.
Honor reduced motion.

03 / RESILIENCE

Keep the still.

If the animation vanishes,
the idea must remain.

Different mechanisms. **The same controls and complete stills.** Marp connects the slides.