A Tale of Four Properties

That are kinda related to shapes in CSS
LET'S JUST SAY
YOU REALLY REALLY LIKE
THEY MIGHT BE GIANTS
Make a little birdhouse in your soul
YOU REALLY ONLY HAVE One Choice
FAN SITE!!!
What goes on a fan site?

LYRICS

ANDANDAND

OMGSTUFFFFF
Let's make a **SUPER FUN** lyrics page for **PARTICLE MAN**
<h1>Particle Man</h1>

Particle man, particle man<br>
Doing the things a particle can<br>
What's he like? It's not important<br>
Particle man

Is he a dot, or is he a speck?<br>
When he's underwater does he get wet?<br>
Or does the water get him instead?<br>
Nobody knows, Particle man

Triangle man, Triangle man<br>
Triangle man hates particle man<br>
They have a fight, Triangle wins<br>
Triangle man

Universe man, Universe man<br>
Size of the entire universe man<br>
Usually kind to smaller man<br>
Universe man
<!DOCTYPE whatever blah blah blah>

<h1>Particle Man</h1>

Particle man, particle man<br>
Doing the things a particle can<br>
What's he like? It's not important<br>
Particle man

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Universe man, Universe man<br>
Size of the entire universe man<br>
Usually kind to smaller man<br>
Universe man
IDEA TIME

I AM GONNA NEED THAT TEXT TO BE ALL SLANTED UP. LIKE TRIANGLE MAN!!!!
IDEA TIME

I AM GONNA NEED THAT TO BE ALL SLANTED LIKE TRIANGLE!!!
Particle Man

Particle man, particle man
Doing the things a particle can
What's he like? It's not important
Particle man

Is he a dot, or is he a speck?
When he's underwater does he get wet?
Or does the water get him instead?
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Triangle man, Triangle man
Triangle man hates particle man
They have a fight, Triangle wins
Triangle man

Universe man, Universe man
Size of the entire universe man
Usually kind to smaller man
Universe man

Hey it's got the right indie spirit!

But we can do "better", I guess.
ELEMENT
THAT IS
FLOATED
There is a cool property that allows us to **SHAPE** that floated element.

(In the future, we might be able to do this without having to float the element with CSS exclusions.)
.shape {
    float: left;
    width: 200px;
    height: 200px;
}

ELEMENT THAT IS FLOATED
.shape {
  float: left;
  width: 200px;
  height: 200px;

  shape-outside
}
.shape {
  float: left;
  width: 200px;
  height: 200px;
  shape-outside: polygon();
}
.shape {
  float: left;
  width: 200px;
  height: 200px;

  shape-outside:
    polygon(
      100px 0,
      200px 200px,
      0 200px
    );
}
.shape {
  float: left;
  width: 200px;
  height: 200px;

  shape-outside:
    polygon(
      100px 0,
      200px 200px,
      0 200px
    );
}
shape-outside is like chipping away at a floated element.
Particle Man

Particle man, particle man
Doing the things a particle can
What's he like? It's not important
   Particle man

Is he a dot, or is he a speck?
   When he's underwater does he get wet?
   Or does the water get him instead?
   Nobody knows, Particle man

Triangle man, Triangle man
   Triangle man hates particle man
   They have a fight, Triangle wins
   Triangle man

Universe man, Universe man
   Size of the entire universe man
   Usually kind to smaller man
   Universe man

   He's got a watch with a minute hand.
   Millennium hand and an eon hand
   When they meet it's a happy land
   Powerful man, universe man

Person man, person man
   Hit on the head with a frying pan
   Lives his life in a garbage can
   Person man
You can even ANIMATE it.
Particle Man

Particle man, particle man
Doing the things a particle can
What's he like? It's not important
Particle man

Is he a dot, or is he a speck?
When he's underwater does he get wet?
Or does the water get him instead?
Nobody knows, Particle man

Triangle man, Triangle man
Triangle man hates particle man
They have a fight. Triangle wins
Triangle man

Universe man, Universe man
Size of the entire universe man
Usually kind to smaller man
Universe man

He's got a watch with a minute hand,
Millennium hand and an eon hand
.shape {
    transition: shape-outside 2s ease-in-out;
    float: left;
    width: 99%;
    height: 100%;
}

.triangle-off {
    shape-outside: polygon(0 0, 0 100%, 0 100%, 0 0);
}

.triangle-man {
    shape-outside: polygon(0 0, 0 100%, 50% 100%, 0 0);
}
SAMUEL L. IPSUM

Read more about shape-outside at css-tricks

You can alter the Center X, Center Y, Radius X and Radius Y below. The used shape ellipse is then
drawn as an rectangle inside a svg element and the css style is generated.

```css
shape-outside: ellipse(272px 352px at 121px 368px);
```

Your bones don't break, mine do. That's clear. Your cells react to bacteria and viruses differently
than mine. You don't get sick, I do. That's also clear. But for some reason, you and I react the exact
same way to water. We swallow it too fast, we choke. We get some in our lungs, we drown.
However unreal it may seem, we are connected, you and I. We're on the same curve, just on
opposite ends.

Your bones don't break, mine do. That's clear. Your cells react to bacteria and
viruses differently than mine. You don't get sick, I do. That's also clear. But
for some reason, you and I react the exact same way to water. We swallow it too
fast, we choke. We get some in our lungs, we drown. However unreal it may seem, we
are connected, you and I. We're on the same curve, just on opposite ends.

Now that we know who you are, I know who I am. I'm not a mistake! It all makes sense! In a comic,
you know how you can tell who the arch-villain's going to be? He's the exact opposite of the hero.
And most times they're friends, like you and me! I should've known way back when... You know why,
David? Because of the kids. They called me Mr Glass.

Now that we know who you are, I know who I am. I'm not a mistake! It all makes sense!
In a comic, you know how you can tell who the arch-villain's going to be? He's the exact
opposite of the hero. And most times they're friends, like you and me! I should've known
way back when... You know why, David? Because of the kids. They called me Mr Glass.

Normally, both your asses would be dead as fucking fried chicken, but you happen to pull this shit while I'm in a
transitional period so I don't wanna kill you, I wanna help you. But I can't give you this case, it don't belong to me.
Besides, I've already been through too much shit this morning over this case to hand it over to your dumb ass.
NOW LET'S DO UNIVERSE MAN
UNIVERSE MAN

HE’S GONNA BUTT IN AND SMASH HIS BELLY ALL UP IN THIS TEXT!!!!
shape-outside can take a circle() or ellipse() as well as polygon().
.shape {
  transition: shape-outside 2s ease-in-out;
  float: left;
  width: 99%;
  height: 100%;
}

.universe-off {
  shape-outside: ellipse(200px 200px at 0 -300px);
}

.universe-man {
  shape-outside: ellipse(200px 200px at 0 300px);
}
floated thing
Particle Man

Particle man, particle man
Doing the things a particle can
What's he like? It's not important
Particle man

Is he a dot, or is he a speck?
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Usually kind to smaller man
Universe man

He's got a watch with a minute hand,
Millennium hand and an eon hand
```
button.addEventListener("click", function() {
  
  // Immediately remove base class
  xman.classList.remove("triangle-man", "universe-man");

  clickedGuy = button.getAttribute("data-class");
  if (currentGuy === "]") {
    
    xman.classList.add(clickedGuy);
    currentGuy = clickedGuy;
  } else {

    // Add the class for transitioning OFF
    xman.classList.add(currentGuy + "-off");
    xman.classList.remove(currentGuy);

    setTimeout(function() {
      
      xman.classList.remove(currentGuy + "-off");
      // Add the final ON class
      xman.classList.add(clickedGuy + "-off");
      setTimeout(function() {
        xman.classList.add(clickedGuy);
        currentGuy = clickedGuy;
      }, 100);
    }, 2000);

    
  }
```

You can’t transition a polygon() to an ellipse()

This JavaScript is all about manipulating classes so transitions are always shape-to-shape
There is actually **tasteful** stuff you can do with `shape-outside()`
shape-outside with clip-path
and background-blend-mode

The following are a few of my favorite excerpts from the 2005 Stanford University commencement speech given by Steve Jobs.

“No one wants to die. Even people who want to go to heaven don’t want to die to get there. And yet death is the destination we all share. No one has ever escaped it. And that is as it should be, because Death is very likely the single best invention of Life. It is Life’s change agent. It clears out the old to make way for the new. Right now the new is you, but someday not too long from now, you will gradually become the old and be cleared away. Sorry to be so dramatic, but it is quite true.

Your time is limited, so don’t waste it living someone else’s life. Don’t be trapped by dogma — which is living with the results of other people’s thinking. Don’t let the noise of others’ opinions drown out your own inner voice. And most important, have the courage to follow your heart and intuition. They somehow already know what you truly want to become. Everything else is secondary.

Stay Hungry. Stay Foolish.”
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Lorem ipsum dolor sit amet, consectetur adipiscing elit. Distinctio, error laboriosam voluptate tempore molestias aut fugit reiciendis illo odio ab nisi impedit veritas quis cum tenetur perspicati nemo est corporis?

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Exceputur, est, quis, reiciendis id libero ea eos assumenda ab voluptatibus ipsam consequuntur deserunt harum atque ille optio ullam minima consequatur mollitia?

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Eliegendi corporis est voluptas dolore. Adipisci, vel deleniti consequatur utaque eliegendi minus ab...
MAYBE
PERSON MAN?
<table>
<thead>
<tr>
<th>shape-outside</th>
<th>polygon()</th>
<th>circle()</th>
<th>ellipse()</th>
<th>inset()</th>
<th>path()</th>
<th>url()</th>
</tr>
</thead>
<tbody>
<tr>
<td>👍</td>
<td>👍</td>
<td>👍</td>
<td>👍</td>
<td>❌</td>
<td>🙅‍♂️</td>
<td>🙅‍♀️</td>
</tr>
</tbody>
</table>
PERSON MAN?
<table>
<thead>
<tr>
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<th>inset()</th>
<th>path()</th>
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<td>🔴</td>
<td>👍</td>
<td>👍</td>
</tr>
</tbody>
</table>

This is all assuming we're in a browser that supports **shape-outside** at all!
You can kinda fake curves with polygons with lots of points...
Let's just put a pin in that.
WE NEED TO DEAL WITH PARTICLE MAN OMGG!!!!
WITH PARTICLE MAN OMGG!!!!

HE NEEDS TO BE FLYING ALL AROUND THIS SUCKAAAAA LIKE A PARTICLE WOULD!!!!!
AIN'T NO POLYGON() GONNA WORK HERE.
I NEED FLUID MOTION ACTION!!!!
Fortunately there is a perfect CSS property for us: `offset-path()`
Actually, it *used* to be called `motion-path()`
.thing-that-moves {
  /* "Old" syntax.
   Available in Blink browsers as of ~October 2015 */
  motion-path: ;

  /* Currently spec'd syntax.
   Should be in stable Chrome as of ~December 2016 */
  offset-path: ;
}
.thing-that-moves {
  /* "Old" syntax. */
  motion-path: path("M 5 5 m -4, 0 a 4,4 0 1,0 8,0 a 4,4 0 1,0 -8,0");

  /* Currently spec'd syntax. */
  offset-path: path("M 5 5 m -4, 0 a 4,4 0 1,0 8,0 a 4,4 0 1,0 -8,0");
}
PATHS ARE AWESOME

THEY CAN DRAW ANYTHING!!!!

ALL OTHER DRAWING IS SYNTACTIC SUGAR!!!!
Path comes from SVG land.

<path d="..."/>
<svg viewBox="0 0 100 100">
  <path d="M 25,100
C 25,150 75,150 75,100
S 100,25 150,75"
  />
</svg>

Bezier Point

Final Point

<svg width="580" height="400" xmlns="http://www.w3.org/2000/svg">
  <!-- Created with Method Draw - http://github.com/duopixel/Method-Draw/ -->
  <g>
    <title>background</title>
    <rect fill="#fff" id="canvas_background" height="402" width="582" y="-1" x="-1"/>
    <g display="none" overflow="visible" y="0" x="0" height="100%" width="100%" id="canvasGrid">
      <rect fill="url(#gridpattern)" stroke-width="0" y="0" x="0" height="100%" width="100%"/>
    </g>
  </g>
  <g>
    <title>Layer 1</title>
    <path id="svg_1" d="m68.5,161c0,0 53,-121 152,-66c99,55 146,241 293,99c147,-142 -54,-163 -126.5,-126c-72.5,37 -92.5,369 -229.5,249c-137,-120 55,-222 145,-193c90,29 6,284 104,222c98,-62 240,-319 -75,-268c-315,51 167,336 -91,292c-258,44 -172,-209 -172,-209z" stroke-width="1.5" stroke="#000" fill="#fff"/>
  </g>
</svg>
<div id="particle-man"></div>

#particle-man {
  width: 5px;
  height: 5px;
  background: blue;

  offset-path: path('m68.5,161c0,0 53,-121 152,-66c99,55 146,241 293,99c147,-142 -54,-163 -126.5,-126c-72.5,37 -92.5,369 -229.5,249c-137,-120 55,-222 145,-193c90,29 6,284 104,222c98,-62 240,-319 -75,-268c-315,51 167,336 -91,292c-258,-44 -172,-209 -172,-209z');

  animation: is-he-a-dot-or-is-he-a-spec 3s linear infinite;
}

@keyframes is-he-a-dot-or-is-he-a-spec {
  100% { motion-offset: 100%; } /* defaults to 0 */
}
<div class="particle-man"></div>

.particle-man {
  offset-path: path('m68.5,161c0,0 53,-121
152,-66c99,55 146,241 293,99c147,-142 -54,-163
-126.5,-126c-72.5,37 -92.5,369 -229.5,249c-
137,-120 55,-222 145,-193c90,29 6,284
104,222c98,-62 240,-319 -75,-268c-315,51
167,336 -91,292c-258,-44 -172,-209
-172,-209z');
  animation: move 3s linear infinite;
  width: 5px;
  height: 5px;
  background: blue;
box-shadow: -2rem 2rem 2rem rgba(black, 0.2);
filter: blur(0);
transform: scale(1);
opacity: 1;
visibility: visible;
&.off {
  opacity: 0;
  visibility: hidden;
  filter: blur(8px);
  transform: scale(0.33);
  box-shadow: 1rem 0 0 rgba(black, 0.2);
}

@return (offset-rotation: 0deg) {
  offset-rotation: 0deg;
  offset-path: path("M 250,100 S -300,500 -700,-200");
}

@media (prefers-reduced-motion) {
  @supports (offset-rotation: 0deg) {
    offset-path: none;
  }
}
PARTICLE MAN

PARTICLE MAN, PARTICLE MAN
DOING THE THINGS A PARTICLE CAN
WHATS HE LIKE? ITS NOT IMPORTANT
PARTICLE MAN
Here's the rub:

`offset-path only takes path()`
A litttttttle bit WHAT THE F*CK.

A litttttttllle bit understandable.
It is called offset-path...

But more importantly, paths have a direction. `circle()` is a nice syntax for a circle, but it doesn't tell you what direction to travel along it all by itself. A path does.
<table>
<thead>
<tr>
<th></th>
<th>polygon()</th>
<th>circle()</th>
<th>ellipse()</th>
<th>inset()</th>
<th>path()</th>
<th>url()</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>shape-outside</strong></td>
<td>👍</td>
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<td>👍</td>
<td>👍</td>
<td>❌</td>
<td>👍</td>
</tr>
<tr>
<td><strong>offset-path</strong></td>
<td>❌</td>
<td>❌</td>
<td>❌</td>
<td>❌</td>
<td>🍌</td>
<td>❌</td>
</tr>
</tbody>
</table>
There is actually **tasteful**, nice stuff you can do with `offset-path()`
.container
  - (1..4).each do |i|
    %div{class: "circle circle-#{i}"}

.circle {
  width: 40px;
  height: 40px;
  background: red;
  border-radius: 50%;
  offset-path:
    path("M0,0a72.5,72.5 0 1,0 145,0a72.5,72.5 0 1,0 -145,0");
  offset-rotate: 0deg;
  position: relative;
  transform: scale(1.5);
}
.circle-1 {
  width: 30px;
@keyframes die {
  from {
    offset-distance: 0;
    transform: scale(0);
  }
  33% {
    transform: scale(1);
  }
}

heart.style.animationDelay = `{{rand(0, 0.3)}}s`;
heart.style.offsetPath = `path('M0,0 c,0,-200 {{rand(-200, 200)}},{{rand(-50, 50)}} {{rand(-200, 200)}},{{rand(-50, 50)}}')`;
wrapper.append(heart);
<form>
  <label for="playback-rate">Increase Playback Rate to Reveal Shape</label>
</form>

CSS (SCSS)

$path: path("M 277.6 0.2 1 0.7 92.5 c 5.2 2.7 10.5 5.8 16 8.8 c 0.2 0 0.3 -0.2 0.4 -0.3 1 19.5 c 0.8 1.3 1.6 2.5 2.7 3.3 c 8 -0.2 13.7 1 21.7 2.2 c 0.8 1.8 2 3.3 3.5 c 4 -6 9.2 -5 15.2 -3.7 1 49.7

JS

shapers.forEach(function(s, i) {
  var animation = s.animate([{
    motionOffset: 0,
    offsetDistance: 0
  },
  {
    motionOffset: '100%',
    offsetDistance: '100'
  }
  ]);
IDEA TIME

WE GONNA NEED SOME SURPRISING REVEALS!
LET’S MAKE A LYRICS PAGE FOR YOUR RACIST FRIEND!!!!
YOUR RACIST FRIEND

THIS IS WHERE THE PARTY ENDS
I CAN'T STAND HERE LISTENING TO YOU
AND YOUR RACIST FRIEND
I KNOW POLITICS BORE YOU
BUT I FEEL LIKE A HYPOCRITE TALKING TO YOU
AND YOUR RACIST FRIEND

IT WAS THE LOVELIEST PARTY THAT I'VE EVER ATTENDED
IF ANYTHING WAS BROKEN I'M SURE IT COULD BE MENDED
MY HEAD CAN'T TOLERATE THIS BOBBING AND PRETENDING
LISTEN TO SOME BULLET-HEAD AND THE MADNESS THAT HE'S SAYING

THIS IS WHERE THE PARTY ENDS
I'LL JUST SIT HERE WONDERING HOW YOU
CAN STAND BY YOUR RACIST FRIEND
I KNOW POLITICS BORE YOU
BUT I FEEL LIKE A HYPOCRITE TALKING TO YOU
YOU AND YOUR RACIST FRIEND
YOU CAN CLIP ELEMENTS!

WITH clip-path!
Remember how with \texttt{shape-outside} we could use shapes like \texttt{polygon()} and \texttt{circle()}?

Those work with \texttt{clip-path} too!

\textit{The old name was \texttt{clip}.}
Here's another one: `inset()`
clip-path:

class inset {
    inset(0 /* top */ 20px /* right */ 20px /* bottom */ 280px /* left */);
}
.racist-friend {
  position: fixed;
  bottom: -4px;
  left: 0;
  display: block;
  width: 500px;
  transition: 1.5s;
  transform: translateX(-200px);
  clip-path: inset(0 20px 20px 280px);
  &:hover {
    transform: translateX(0);
    clip-path: inset(0 0 0 0);
  }
}
TMBG!!!!

NOT OFFICIAL BUT OFFICIALLY AWESOME

PHOTOS!!!!

PARTICLE MAN LYRICS!!!!

YOUR RACIST FRIEND LYRICS!!!!

YOUR RACIST FRIEND

THIS IS WHERE THE PARTY ENDS

I CAN'T STAND HERE LISTENING TO YOU

AND YOUR RACIST FRIEND

I KNOW POLITICS BORE YOU

BUT I FEEL LIKE A HYPOCRITE TALKING TO YOU

AND YOUR RACIST FRIEND

IT WAS THE LOVELIEST PARTY THAT I'VE EVER ATTENDED

IF ANYTHING WAS BROKEN I'M SURE IT COULD BE MENDED

MY HEAD CAN'T TOLERATE THIS BOBBING AND PRETENDING
There is actually *tasteful*, nice stuff you can do with `clip-path()`
# Weekly Schedule

<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
<th>Sunday</th>
</tr>
</thead>
<tbody>
<tr>
<td>5:30 AM</td>
<td>5:30 AM</td>
<td>5:30 AM</td>
<td>5:30 AM</td>
<td>5:30 AM</td>
<td></td>
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<tr>
<td>10:00 AM</td>
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<tr>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>9:00 AM</td>
<td></td>
<td>None</td>
</tr>
</tbody>
</table>

---

# Our Coaches

All of our coaches have extensive coaching experience and are required to pass rigorous background checks.

They are also cool and hot...
div {
  clip-path: polygon(100%
0%, 75% 50%, 100% 100%,
25% 100%, 0% 50%, 25% 0%);
  animation: shimmy 1s
infinite alternate ease-in-out;
}

@keyframes shimmy {
  100% {
    100% {
      clip-path: polygon(75%
0%, 100% 50%, 75% 100%, 0%
100%, 25% 50%, 0% 0%);
    }
  }
}

https://codepen.io/chriscoyier/pen/EyjvgV
div {
    transition: 0.4s cubic-bezier(1, -1, 0, 2);
    clip-path: polygon(50% 5%, 0% 100%, 100% 100%);
}

div:hover {
    clip-path: polygon(50% 19%, 0 76%, 100% 76%);
}
Clip-Path
Revealing Slider
Greetings, Traveler!

https://codepen.io/suez/pen/grJONP
clip-path: ellipse(23% 40% at 50% 50%);
GUESS WHAT?

It's sad.
No path()
<table>
<thead>
<tr>
<th></th>
<th>polygon()</th>
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<th>ellipse()</th>
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<td>👍</td>
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<td>👍</td>
<td>👍</td>
<td>❌ 😭</td>
<td>🌄</td>
</tr>
<tr>
<td><strong>offset-path</strong></td>
<td>❌</td>
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<td><strong>clip-path</strong></td>
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<td>👍</td>
<td>👍</td>
<td>❌ 😭</td>
<td>✂️</td>
</tr>
</tbody>
</table>
There are ways to get curved clipping:

1) Use `clip-path: url("#clipPath");`
2) Use `mask` which can point to an SVG file, which can have paths.)
This
SO. SPEAKING OF SVG.
SO. SPEAKING OF SVG.
SO. SPEAKING OF SVG.
SVG doesn't have wrapped text or floats, so shape-outside isn't really relevant.

SVG has clipping and masking covered with `<clipPath>` and `<mask>`.

SVG has `<animateMotion>` for animating along a path. But it's part of SMIL.
My suspicion of why we've gotten so much of this stuff in CSS recently is:

1) The popularity of SVG recently.
2) The proposed deprecation of SMIL.
```html
1. `<svg viewBox="0 0 10 10"
   class="svg-1">
   <path d="M2,2 L8,8" />
</svg>

2. `<svg viewBox="0 0 10 10"
   class="svg-2">
   <path d="M2,8 L5,2 L8,8" />
</svg>

3. `<svg viewBox="0 0 10 10"
   class="svg-3">
   <path d="M2,2 Q8,2 8,8" />
</svg>
```
WE WANT A ROCK

WHERE WAS I? I FORGOT
THE POINT THAT I WAS MAKING
I SAID IF I WAS SMART THAT I WOULD
SAVE UP FOR A PIECE OF STRING
AND A ROCK TO WIND THE STRING AROUND

EVERYBODY WANTS A ROCK
TO WIND A PIECE OF STRING AROUND
EVERYBODY WANTS A ROCK
TO WIND A PIECE OF STRING AROUND
WHERE WAS I
```xml
<svg>
    <path
        d="M 200 200 v 20 h -20" />
    <polygon
        points="0,0 20,0 20,20 0,20" />
    <circle
        cx="50" cy="50" r="10" />
    <ellipse
        cx="60" cy="60" rx="50" ry="25" />
    <rect
        x="120" y="120" width="12" height="12" />
</svg>
```
<table>
<thead>
<tr>
<th></th>
<th>polygon()</th>
<th>circle()</th>
<th>ellipse()</th>
<th>inset()</th>
<th>path()</th>
<th>url()</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>shape-outside</strong></td>
<td>👍</td>
<td>👍</td>
<td>👍</td>
<td>👍</td>
<td>🐱😢</td>
<td>📸👍</td>
</tr>
<tr>
<td><strong>offset-path</strong></td>
<td>❌</td>
<td>❌</td>
<td>❌</td>
<td>❌</td>
<td>👍</td>
<td>😞изм.</td>
</tr>
<tr>
<td><strong>clip-path</strong></td>
<td>👍</td>
<td>👍</td>
<td>👍</td>
<td>👍</td>
<td>❌</td>
<td>&lt;clipPath&gt;</td>
</tr>
<tr>
<td><strong>d</strong></td>
<td>~</td>
<td>~</td>
<td>~</td>
<td>~</td>
<td>~</td>
<td>👍</td>
</tr>
</tbody>
</table>
GOSH IT WOULD BE NICE
* If `shape-outside` could use `path()`
* If `shape-outside` could use `url(#fragment)`
* To know if `path()` going to stay like it is.
* To know what's up with unitless/lengths.
* If `<polygon>` could use `polygon()`

WOULD BE NICE
BUT ANYWAY
Word on the street is the CSS folks have a desire to reign all this in.
They all tend to work fairly well with Progressive Enhancement.
There is a ton of cool stuff we can do with all these properties and values now.
THANKS