

We need to add a physical divider between this content and the content below. Should we use a physical divider element or should we use a pseudo element?

::before and ::after

Two of the most common and useful psuedo elements are ::before and ::after. They allow you to
dynamically manufacture elements inside other elements, but before or after other child elements
(Important: go back and watch "everything is a box" – ::before and ::after elements are
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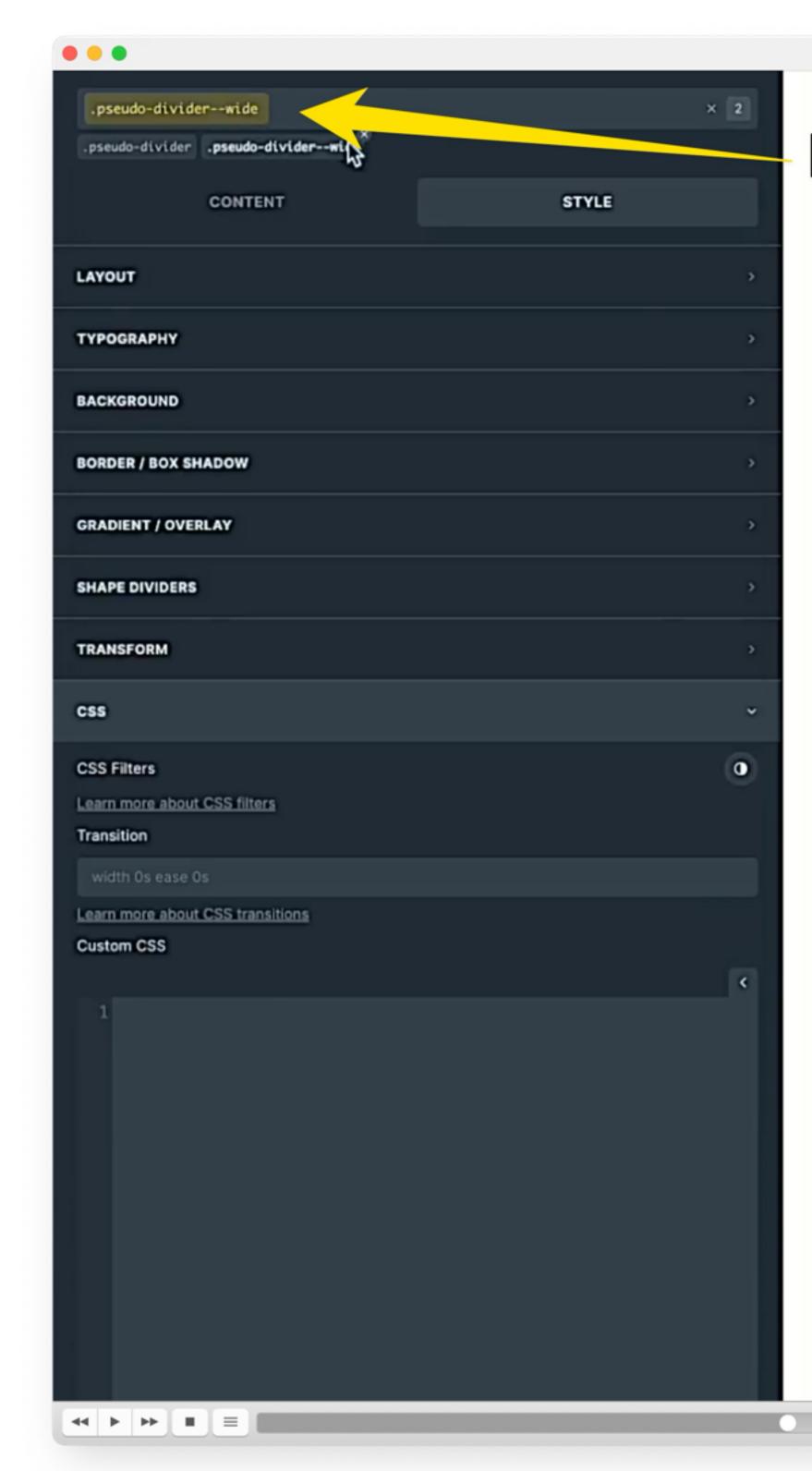
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Accent Box Effect

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We need to add an accent border effect behind the card media below. Should we add the accent effect in Photoshop, should we use physical elements like a div, or should we use pseudo



Physical Divider or Pseudo Element? Another modifier

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::before and ::after

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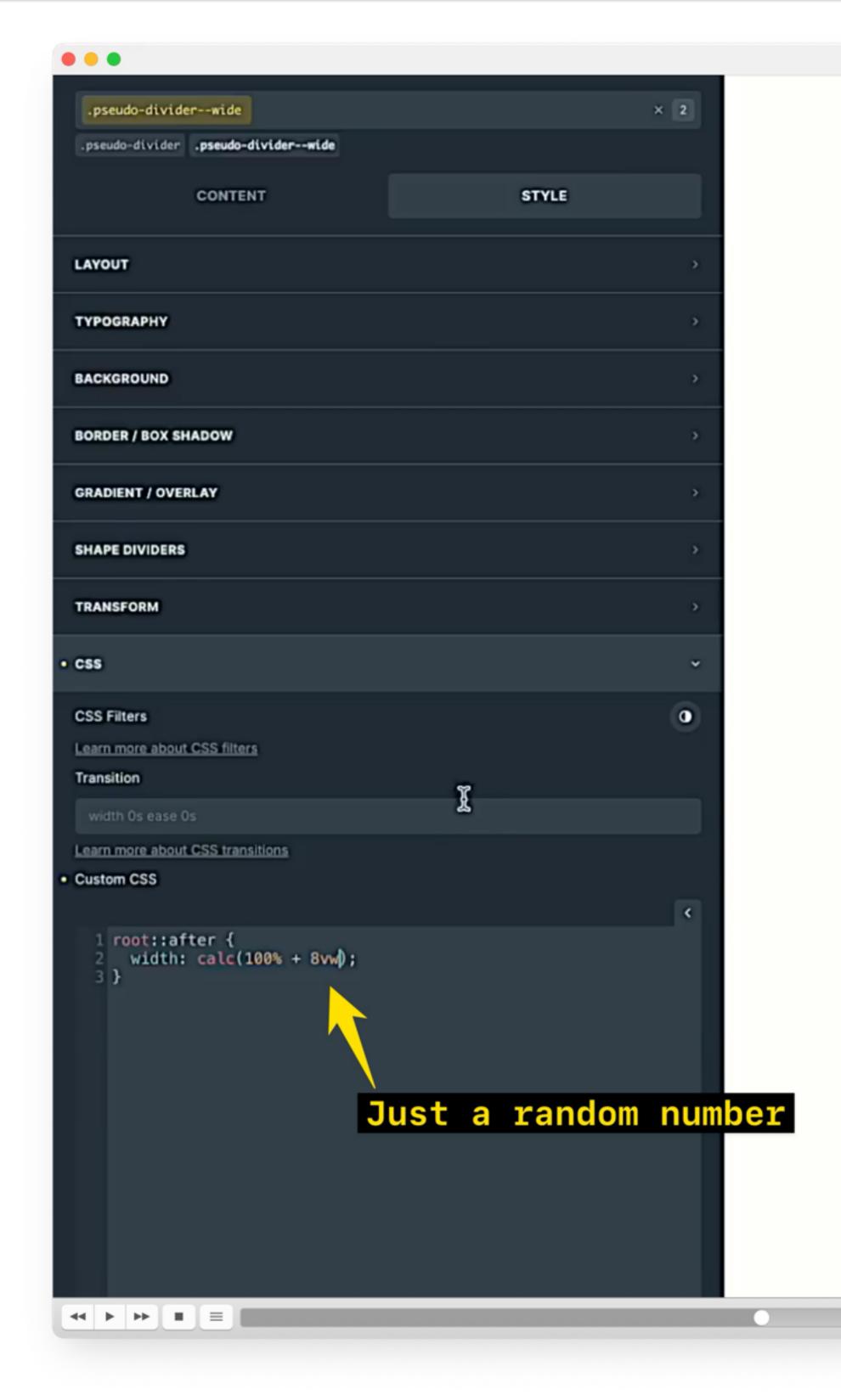
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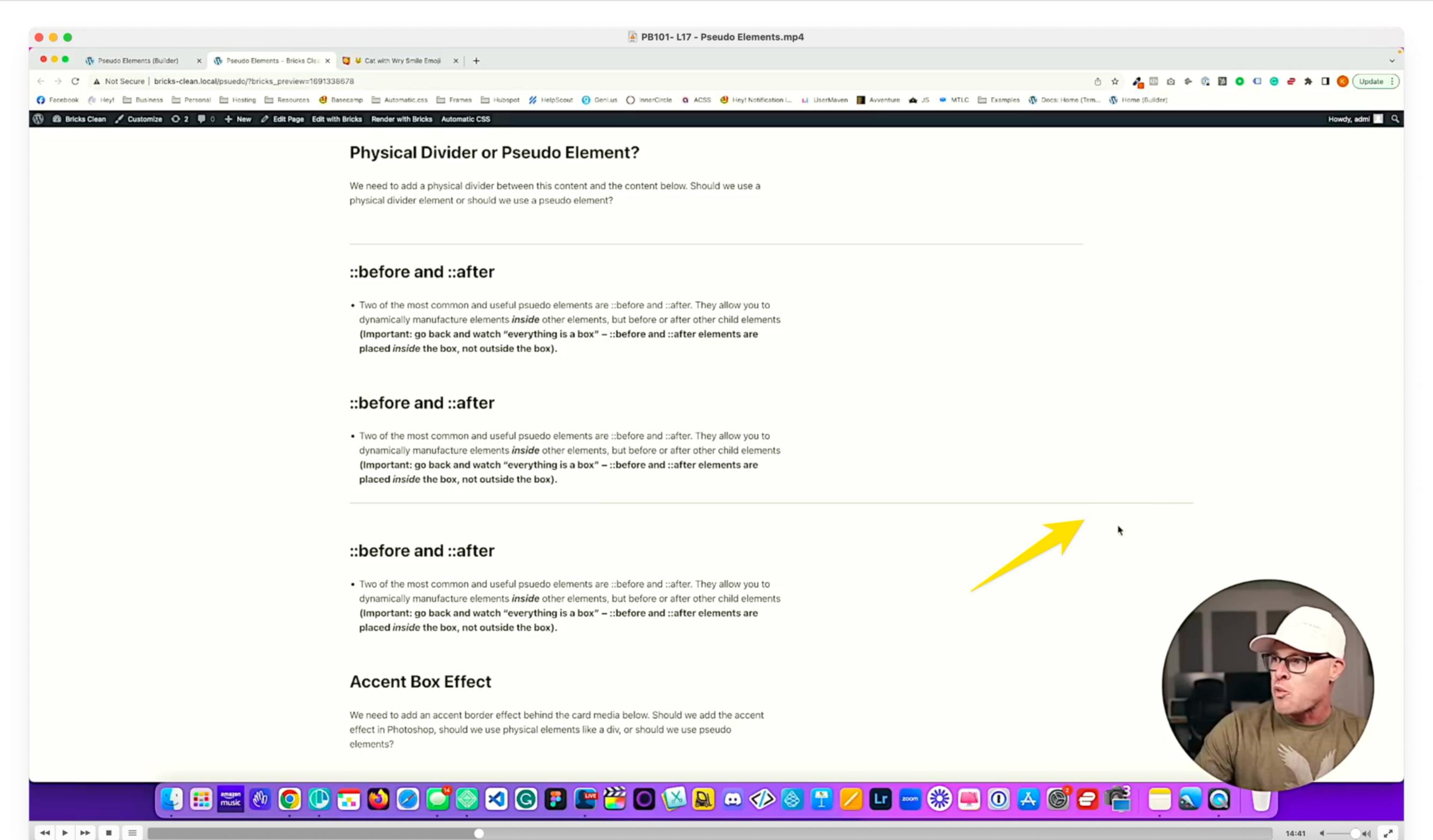
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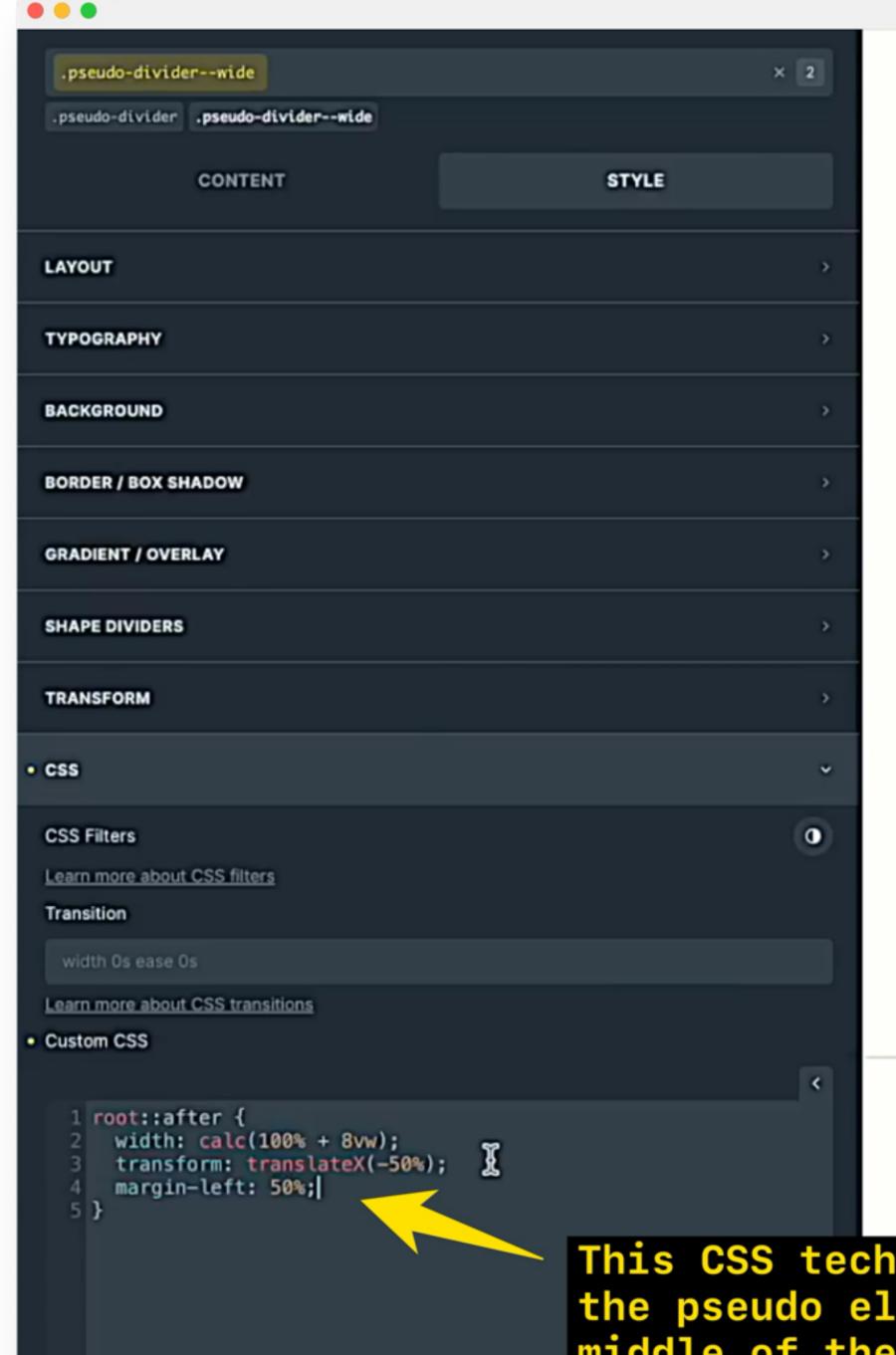
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Accent Box Effect





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Physical Divider or Pseudo Element?

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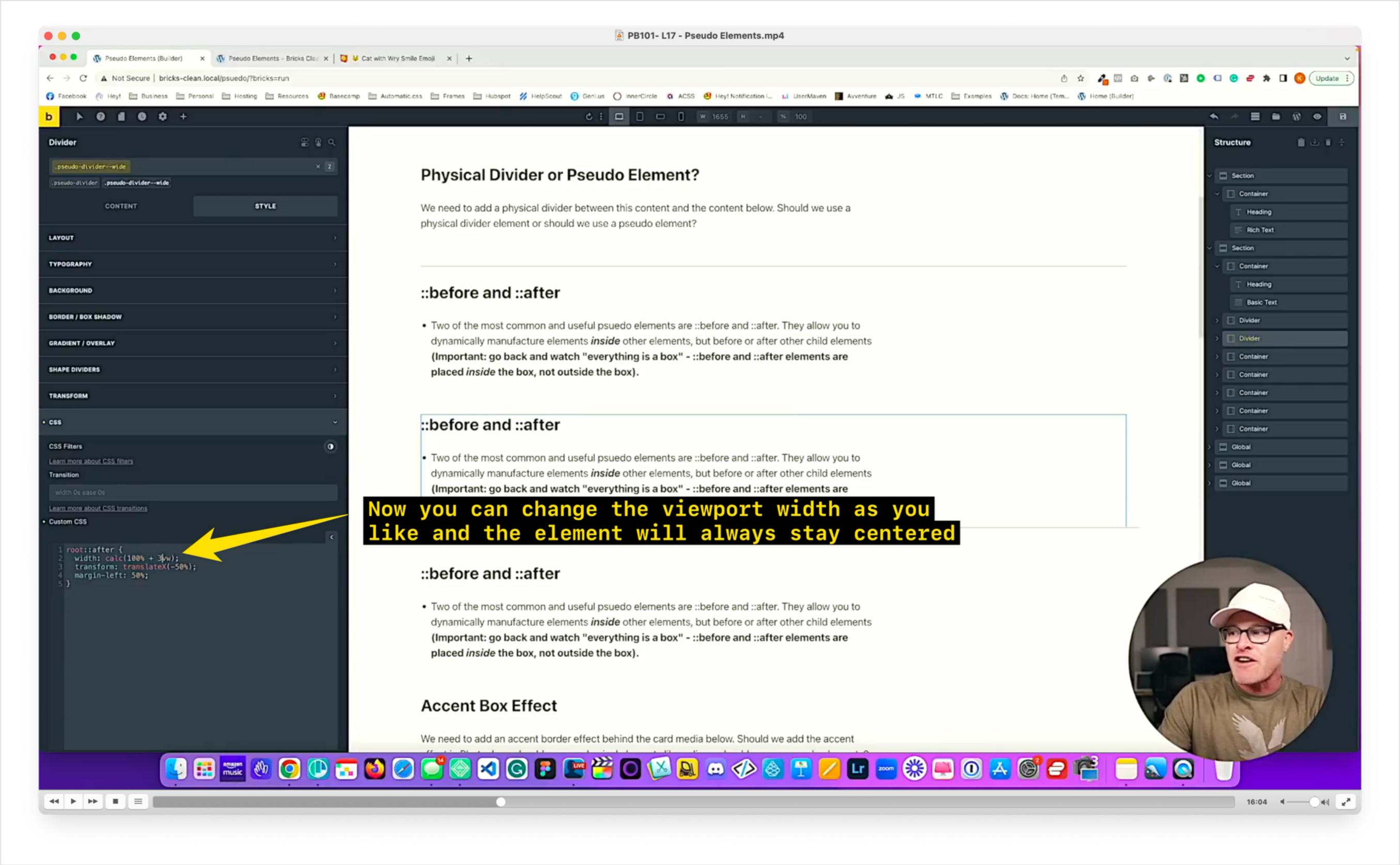
::before and ::after

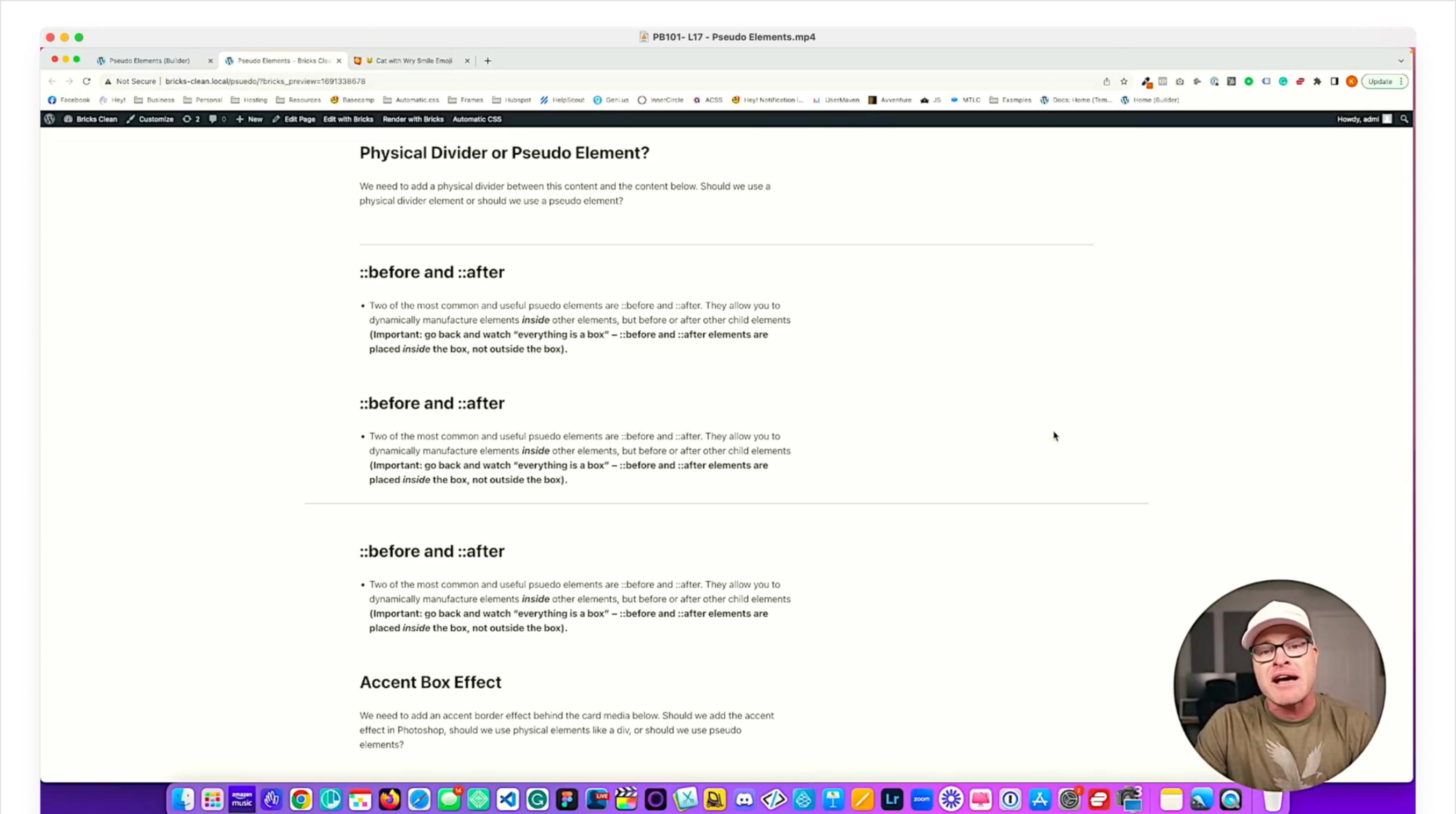
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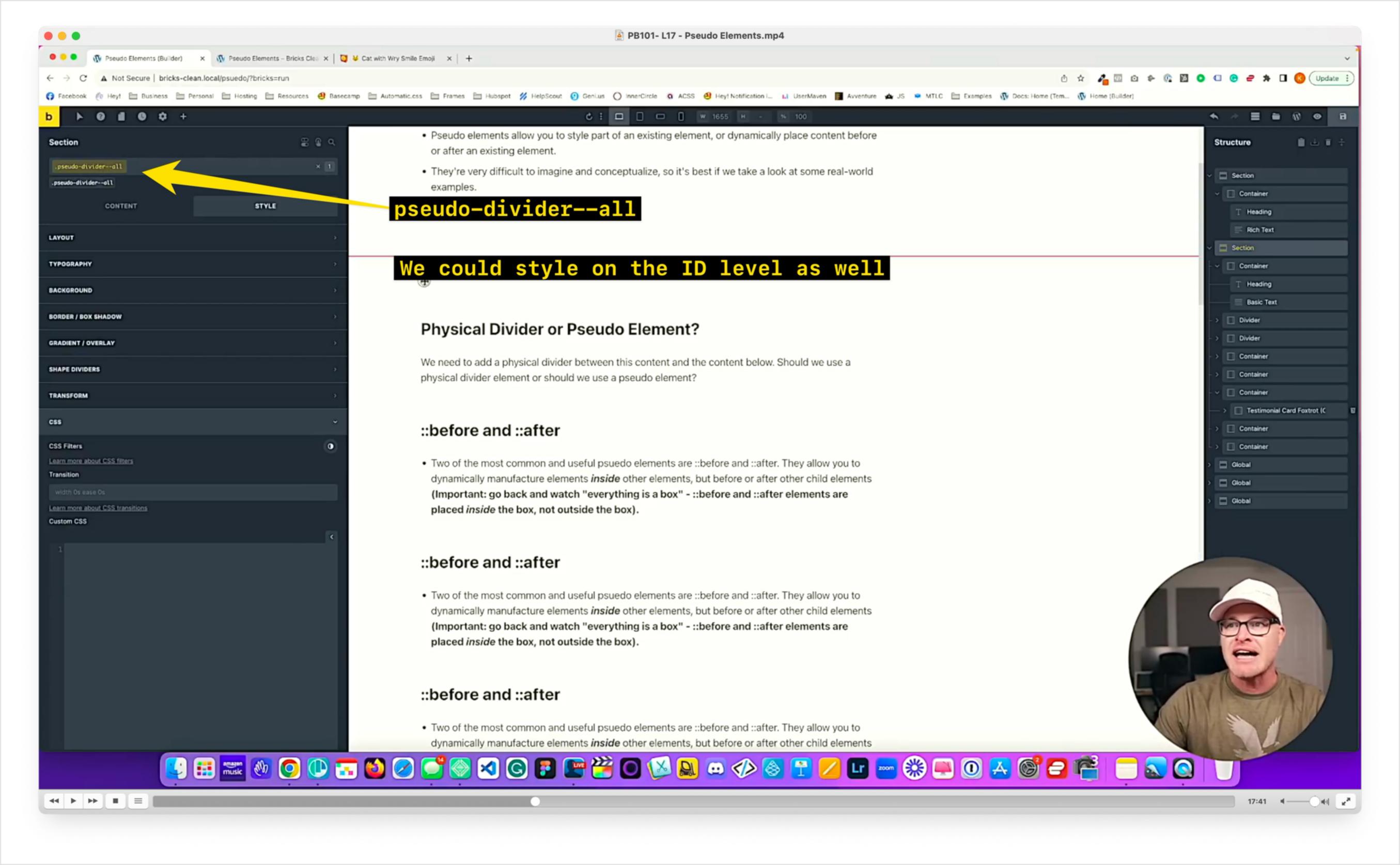
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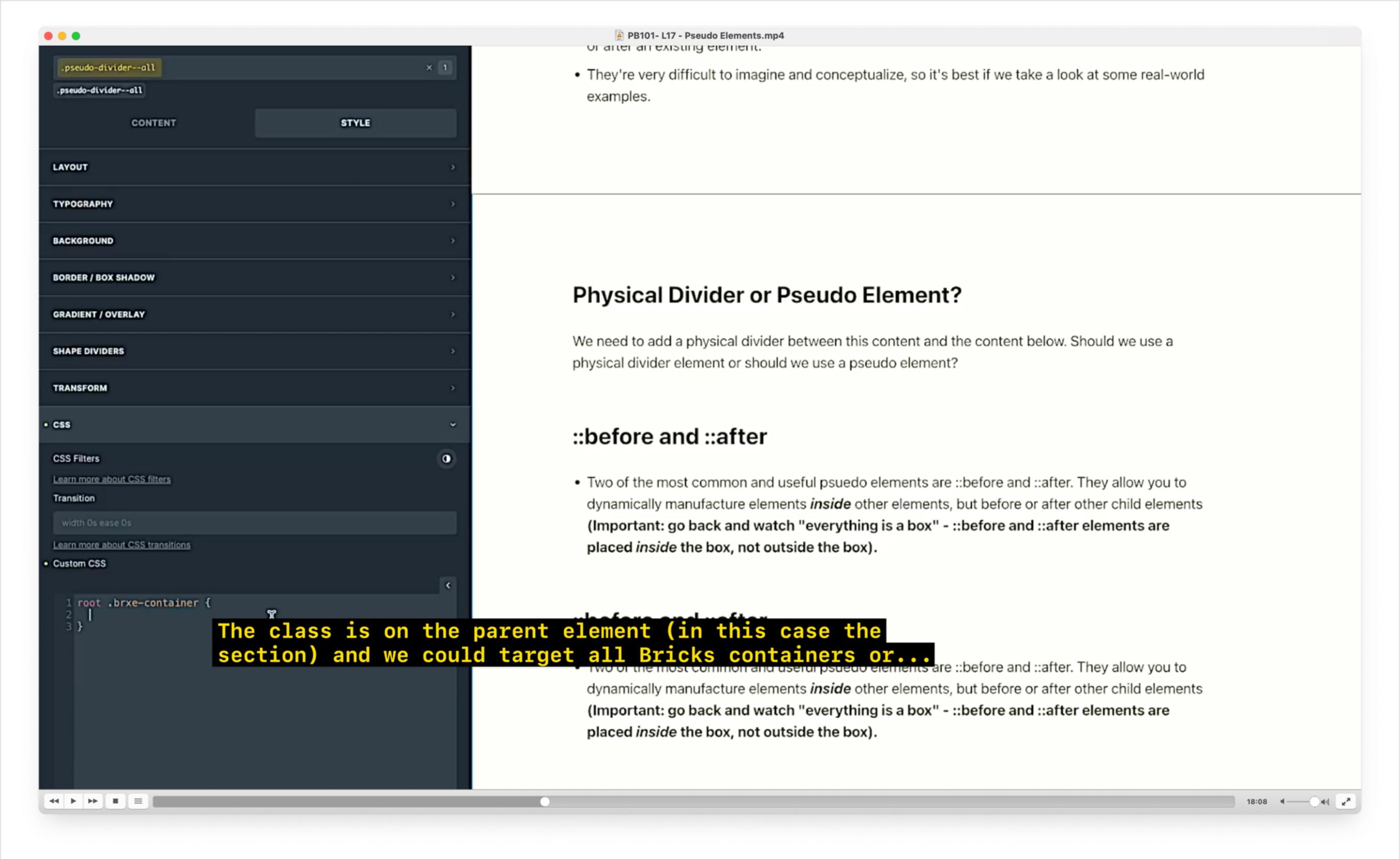
This CSS technique positioned common and useful psuedo elements are ::before and ::after. They allow you to the pseudo element in the ally manufacture elements inside other elements, but before or after other child elements middle of the viewport portant: go back and watch "everything is a box" - ::before and ::after elements are placed inside the box, not outside the box).

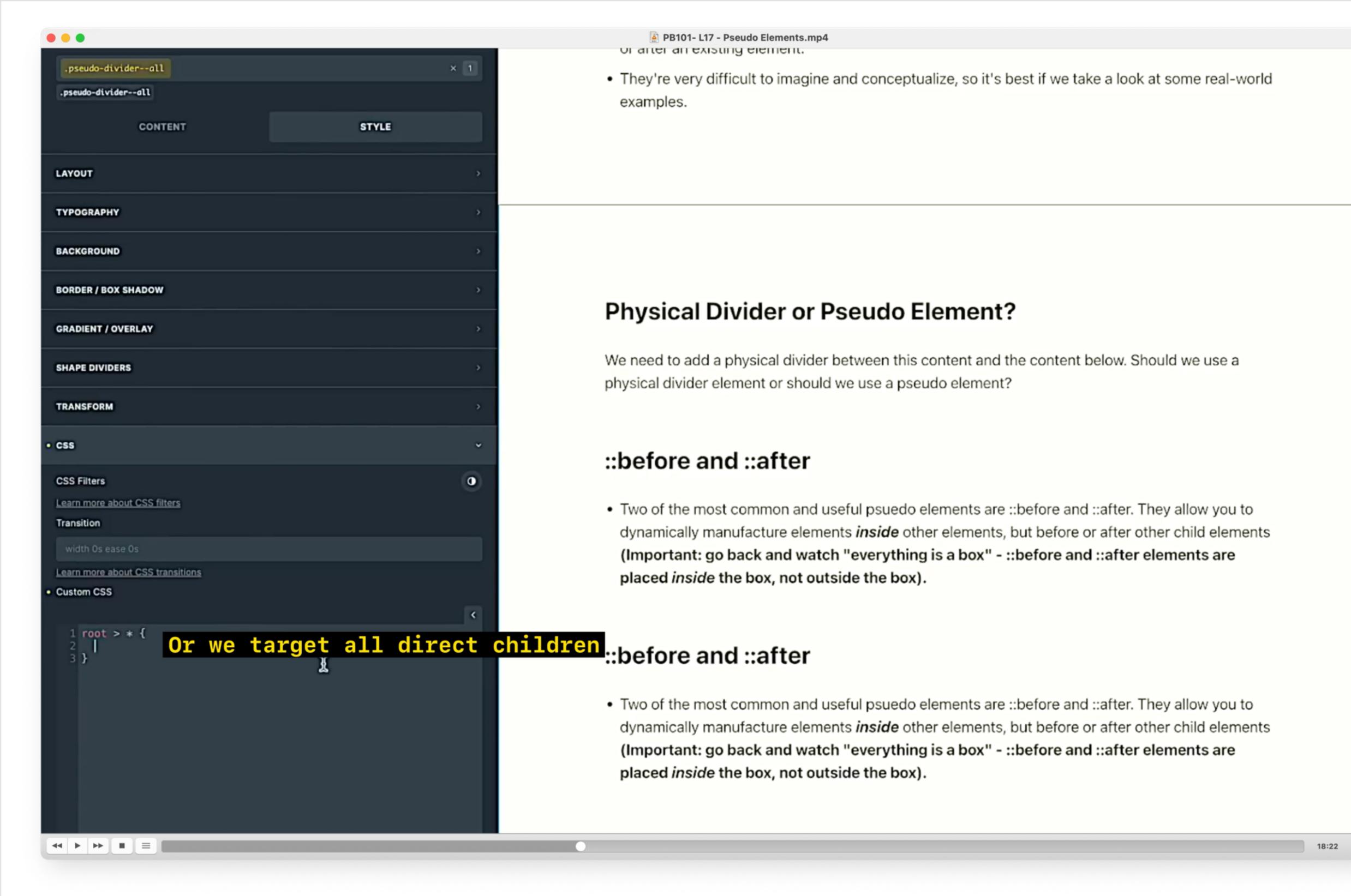


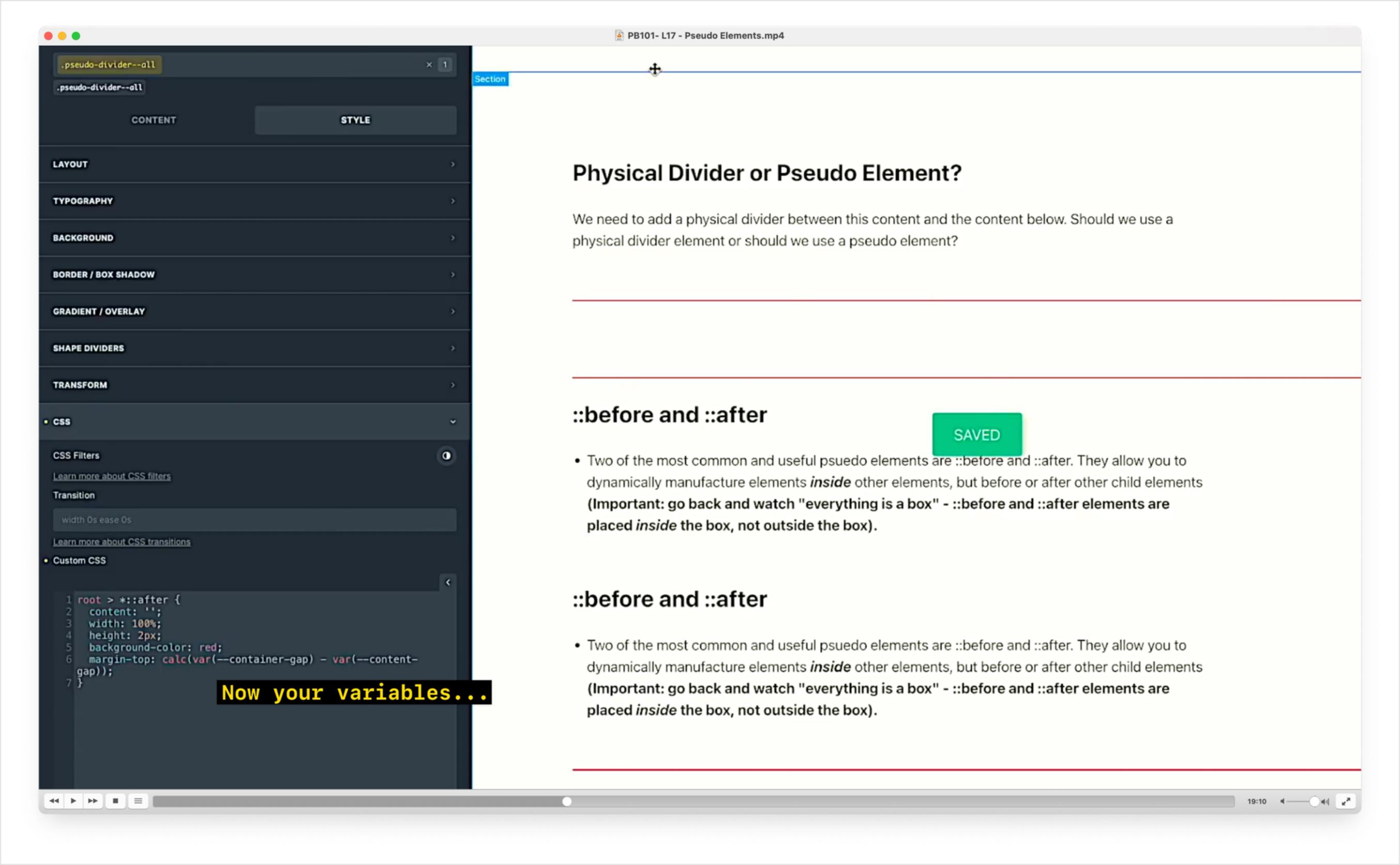


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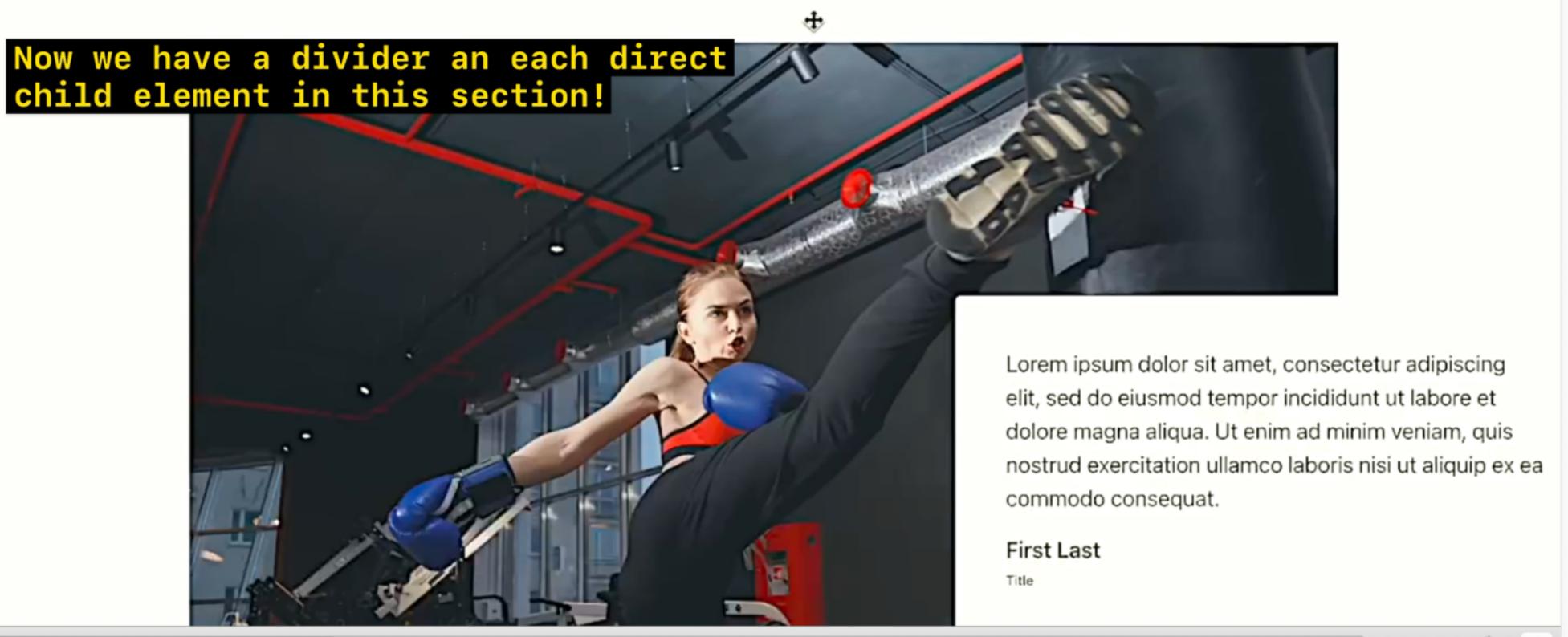




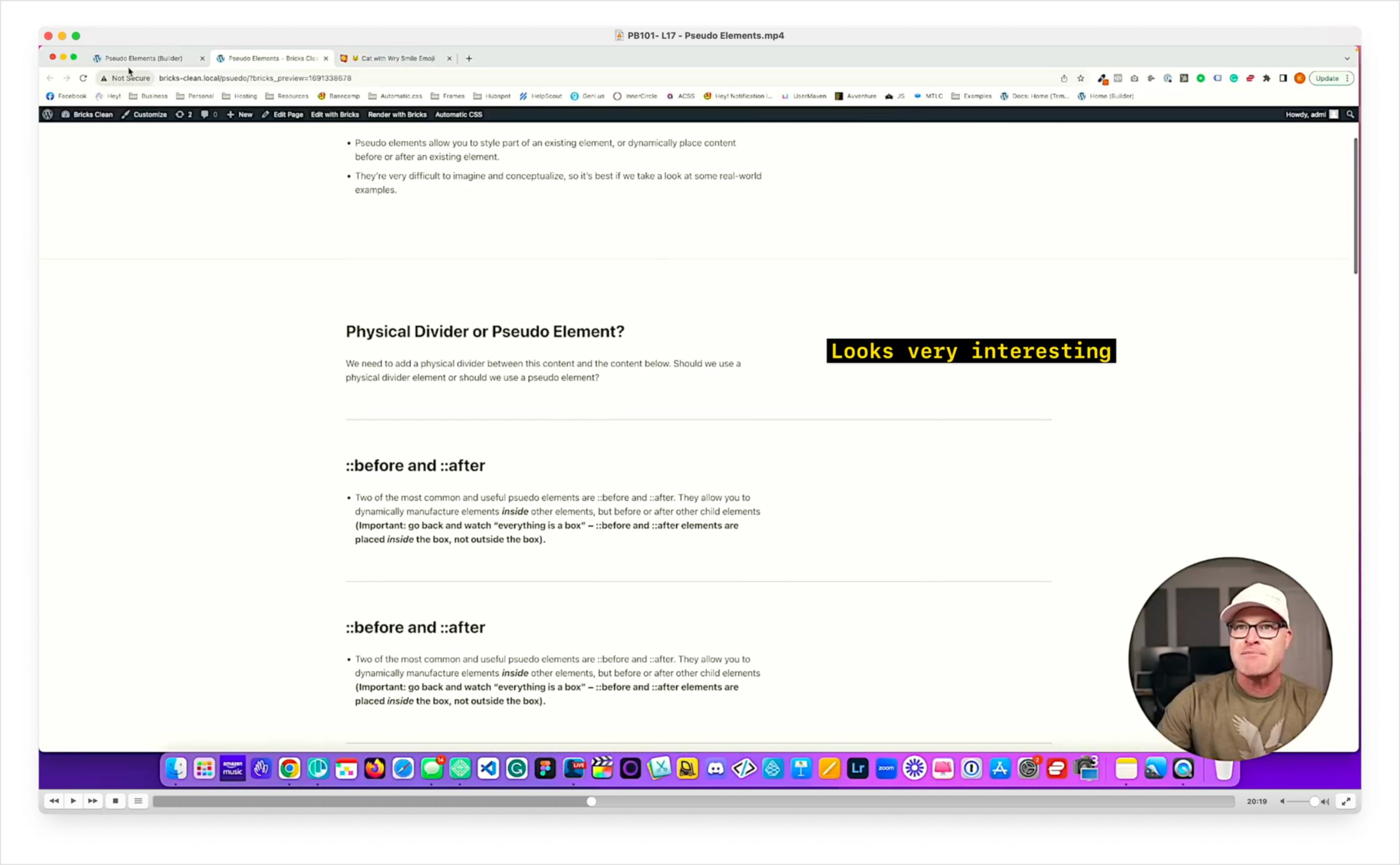
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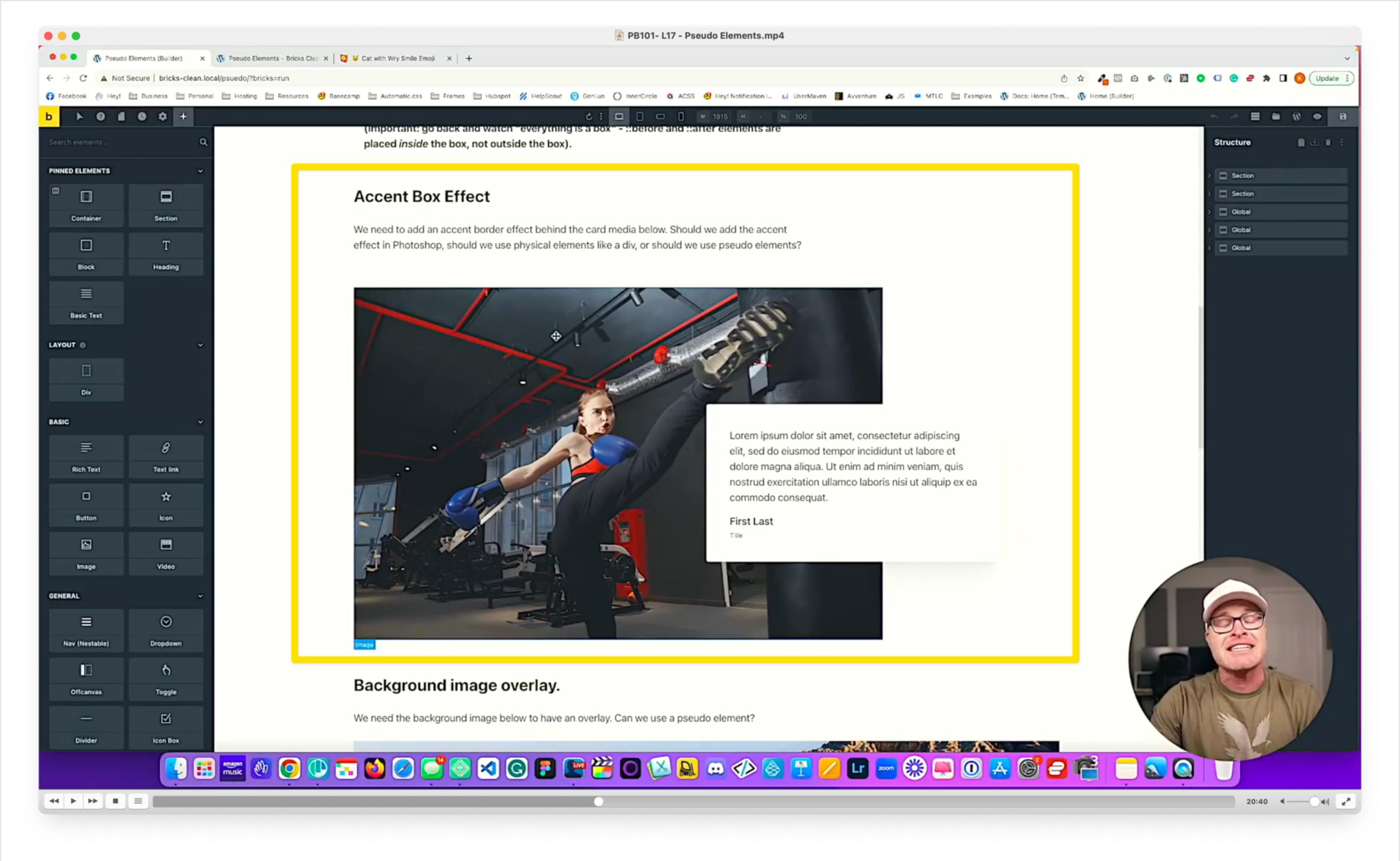
Accent Box Effect

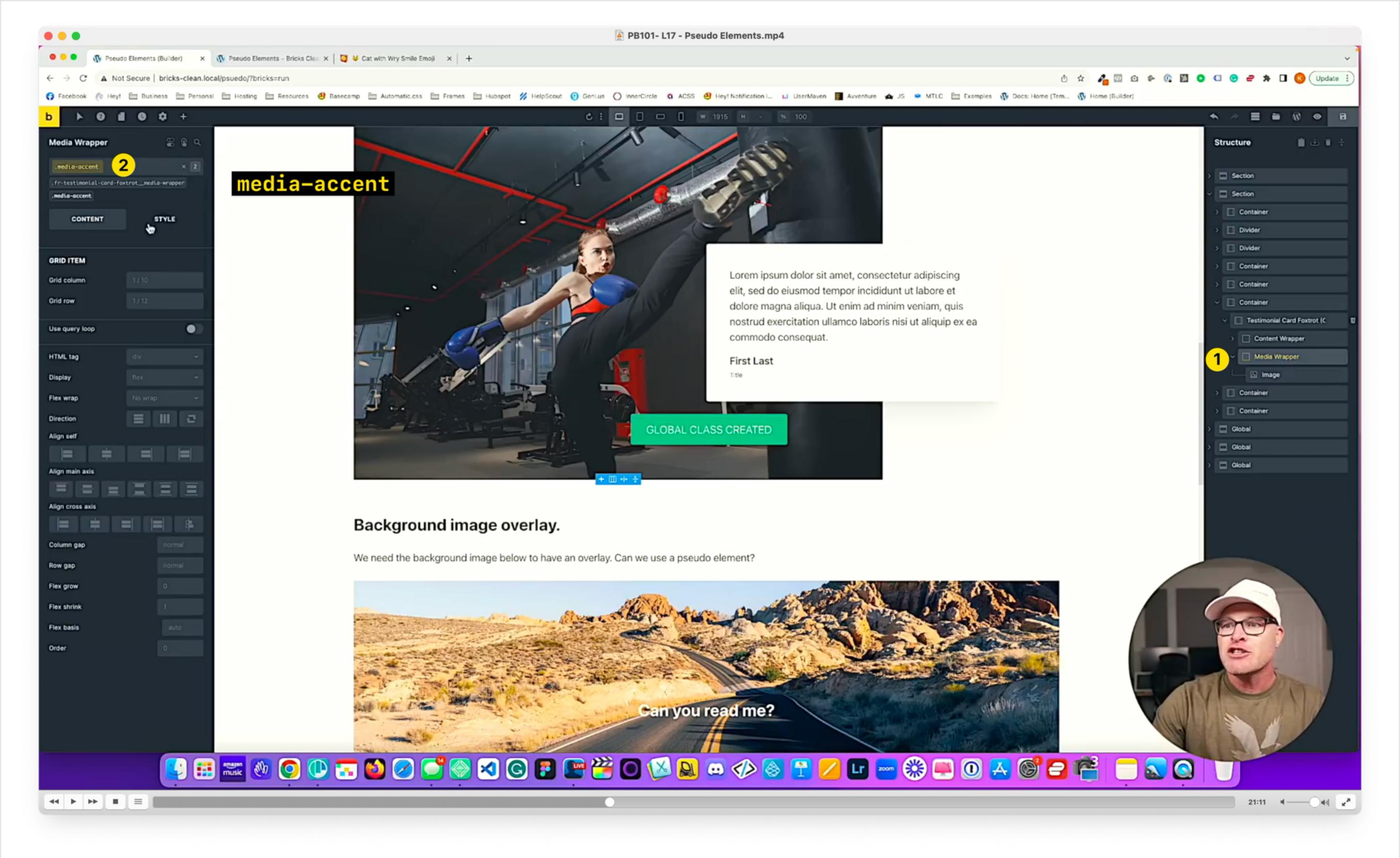
We need to add an accent border effect behind the card media below. Should we add the accent effect in Photoshop, should we use physical elements like a div, or should we use pseudo elements?

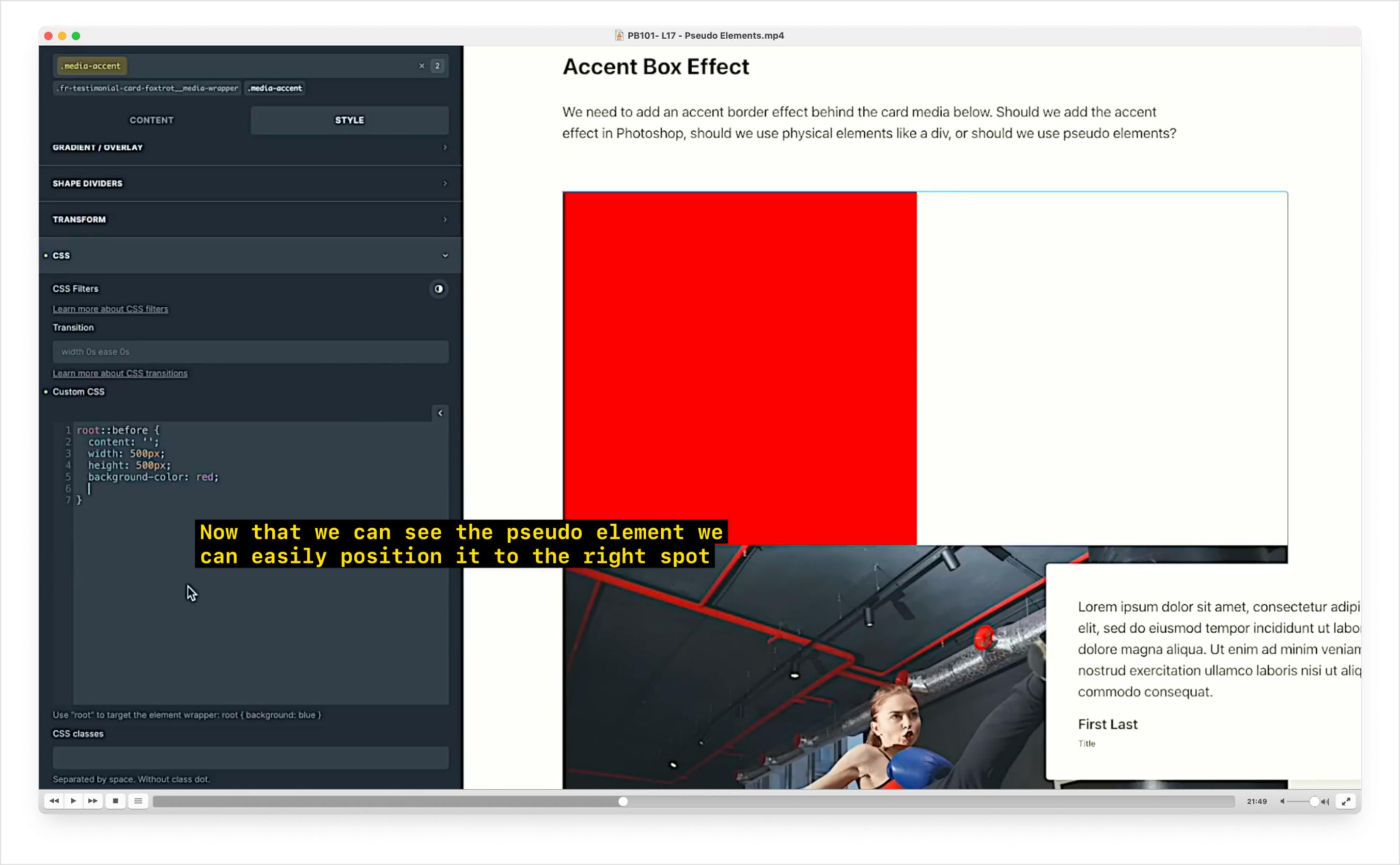


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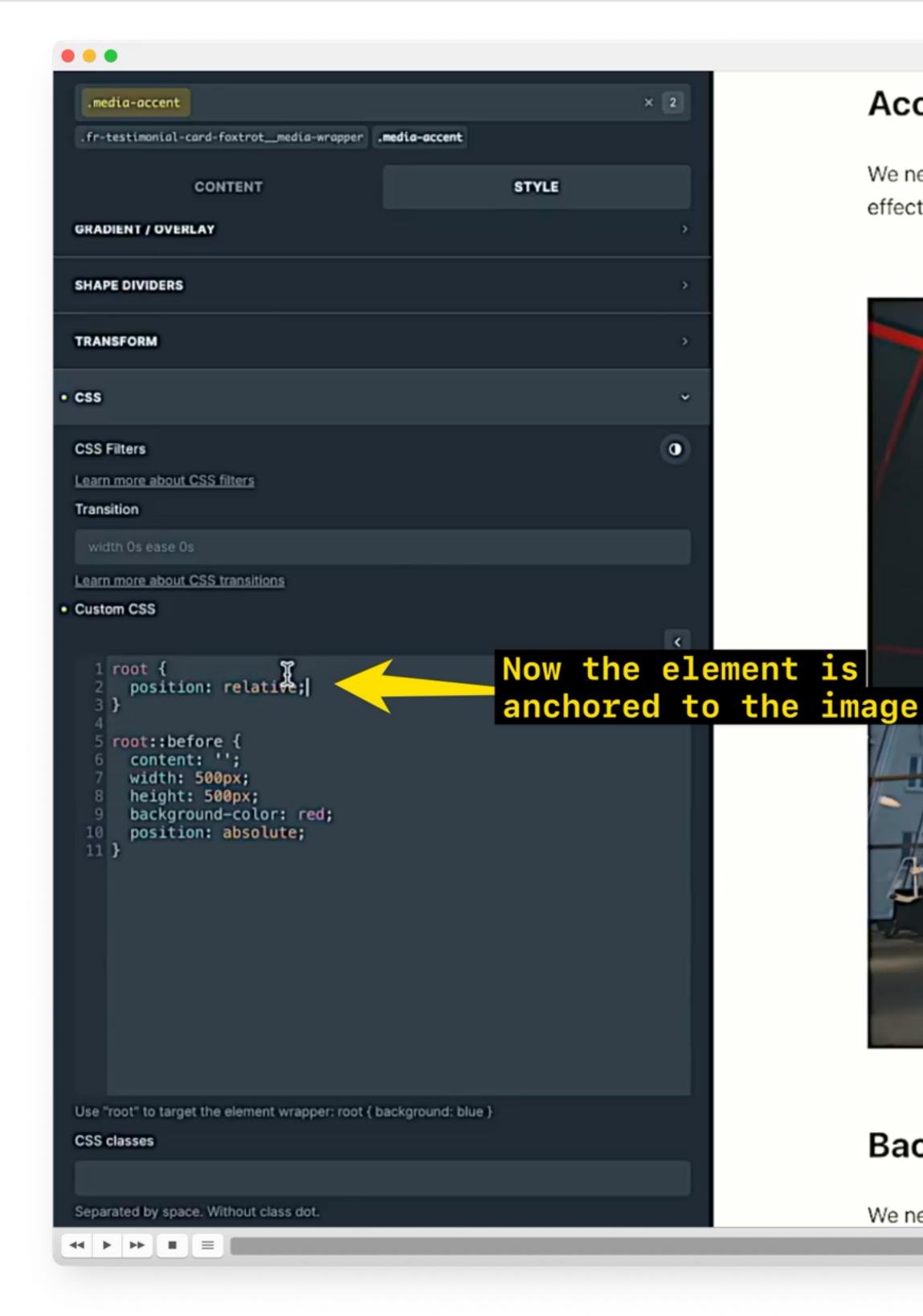


Background image overlay.

We need the background image below to have an overlay. Can we use a pseudo element?

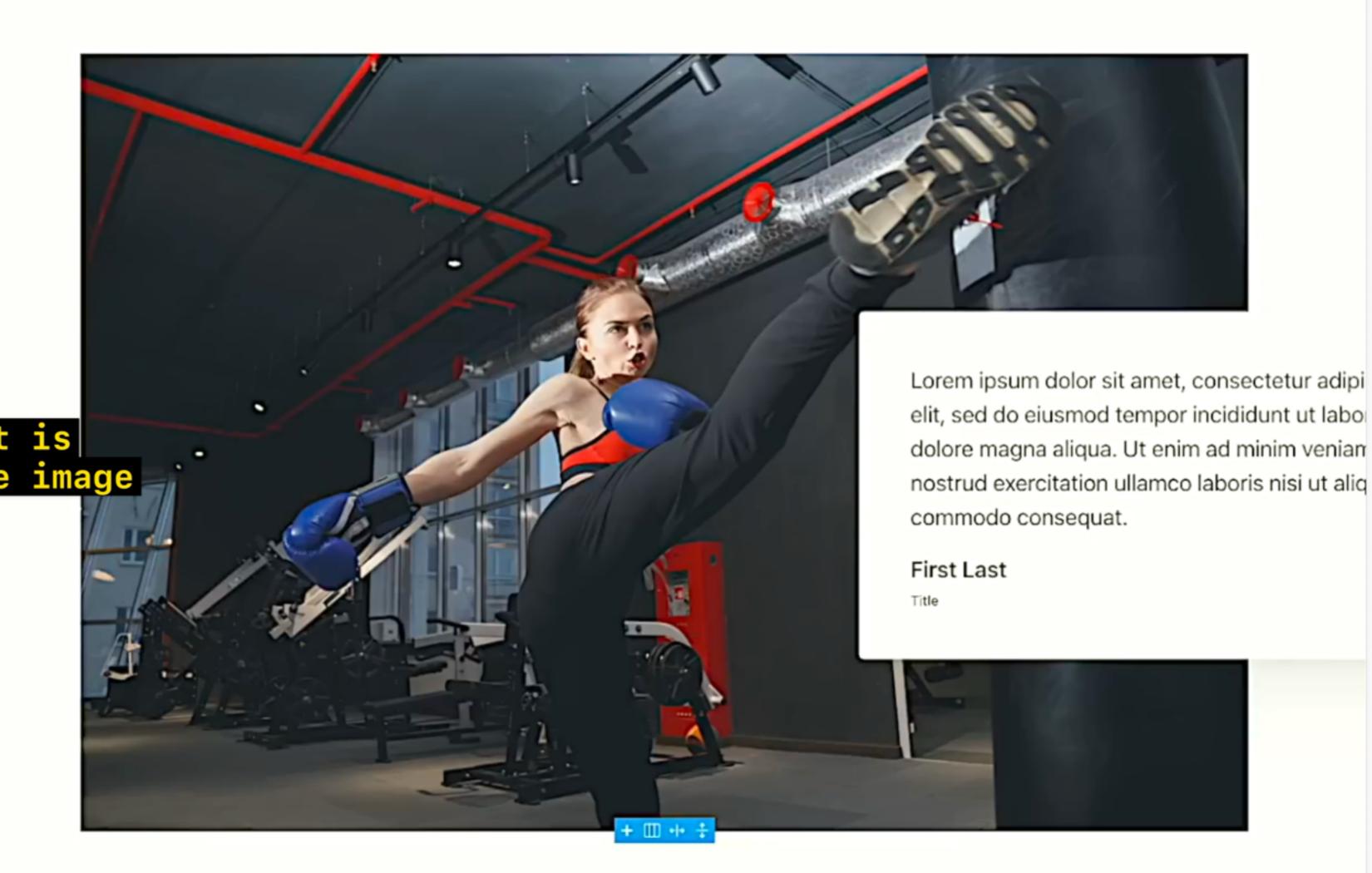
CSS classes

Separated by space. Without class dot.



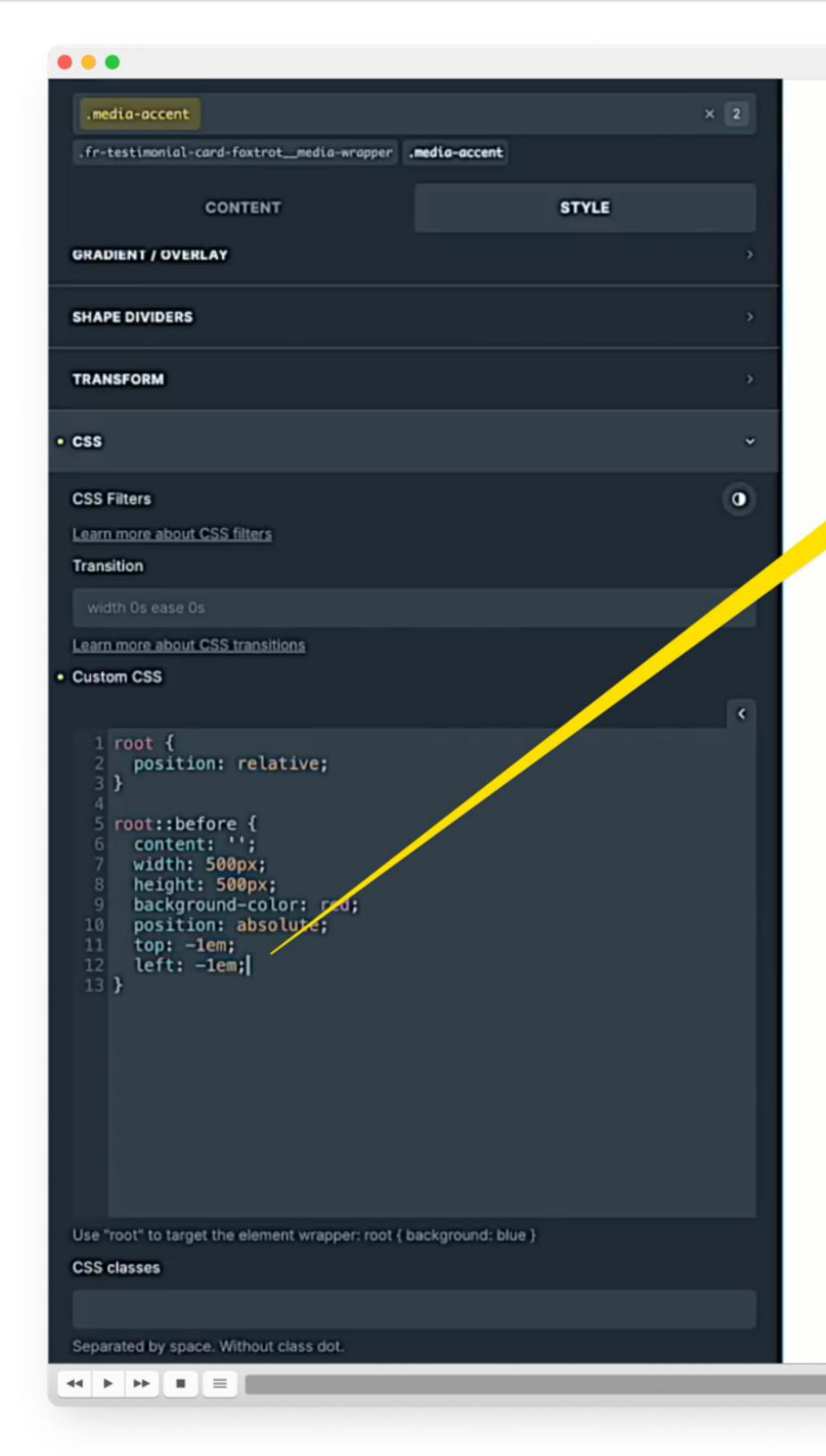
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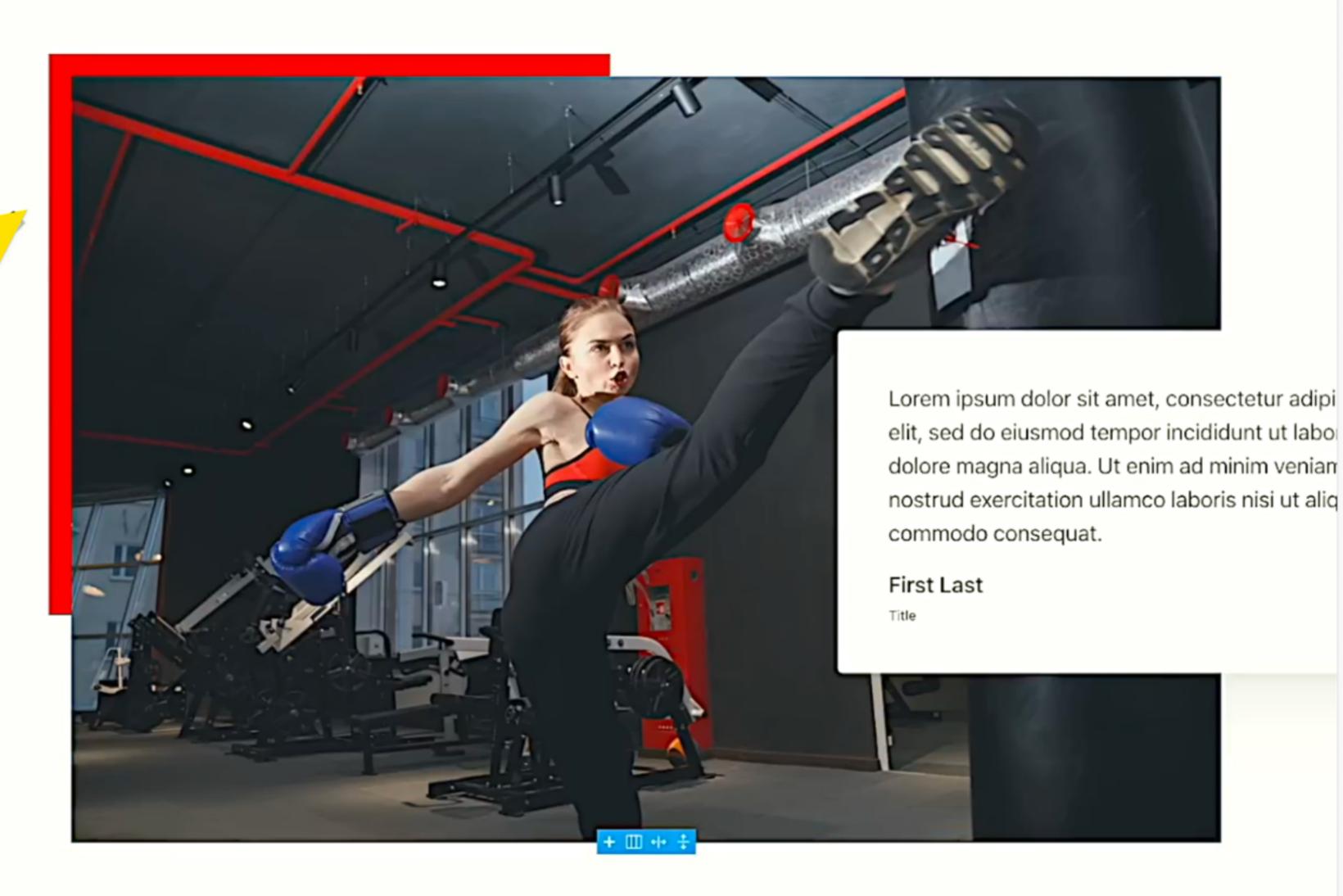
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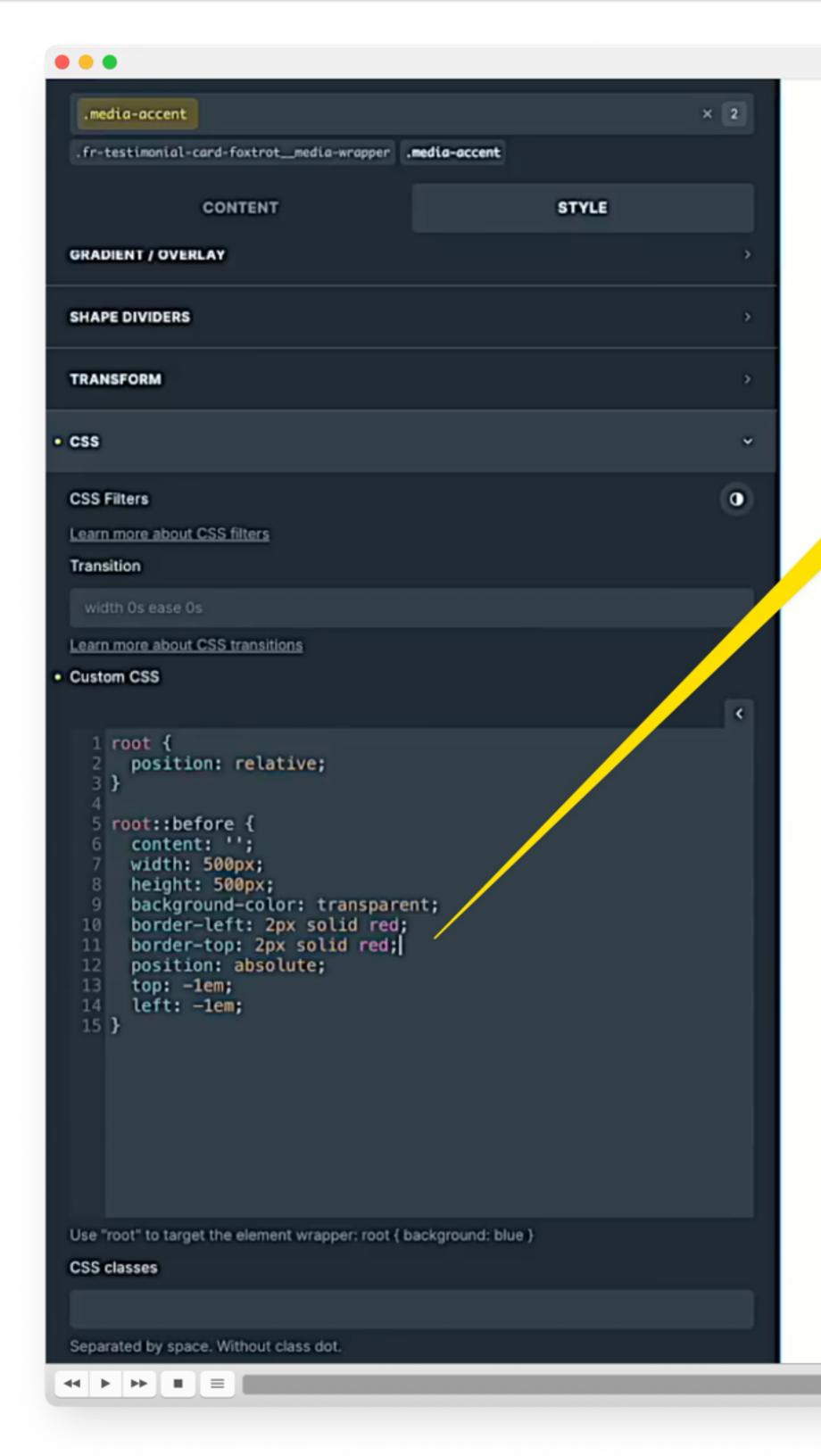
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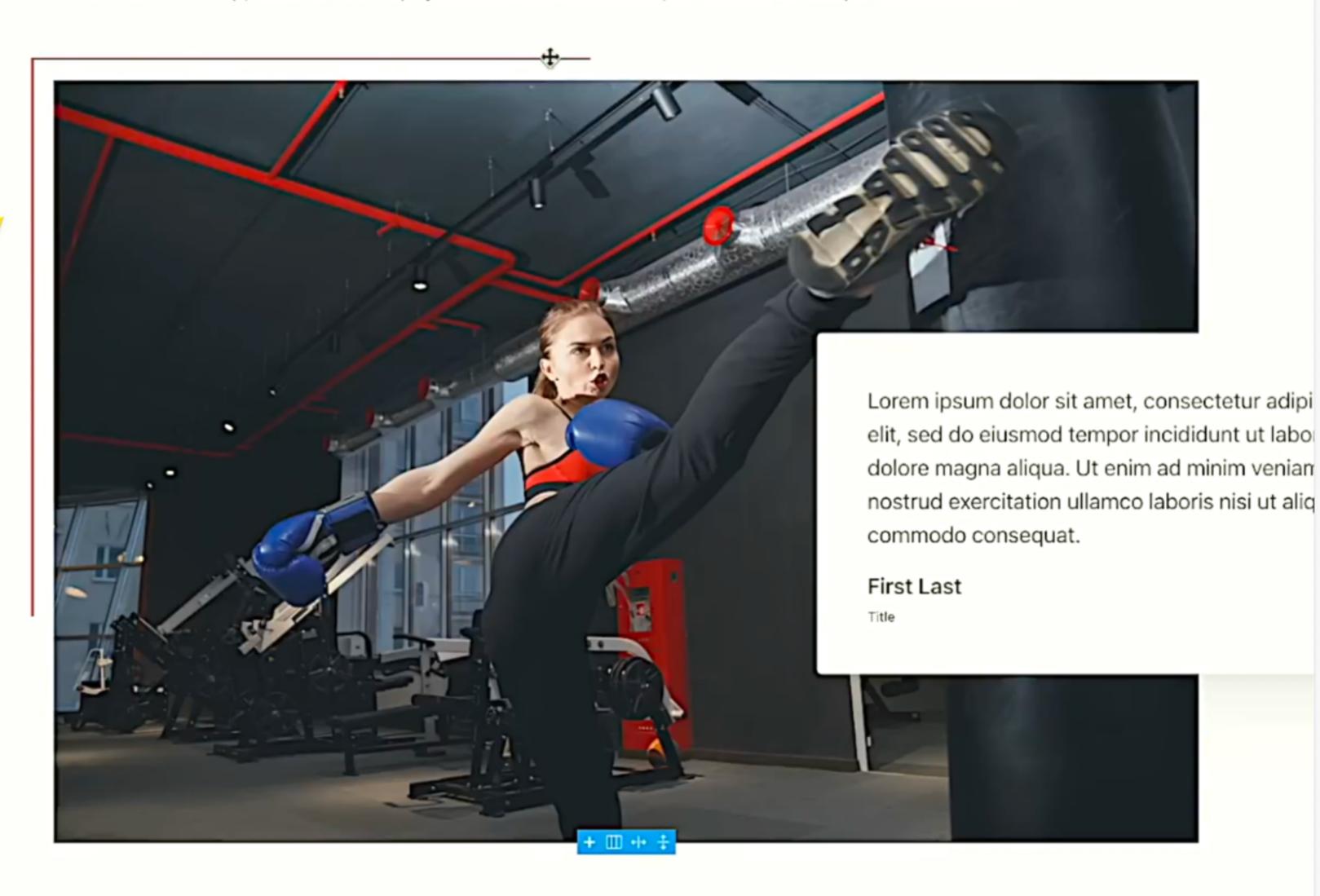
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Background image overlay.

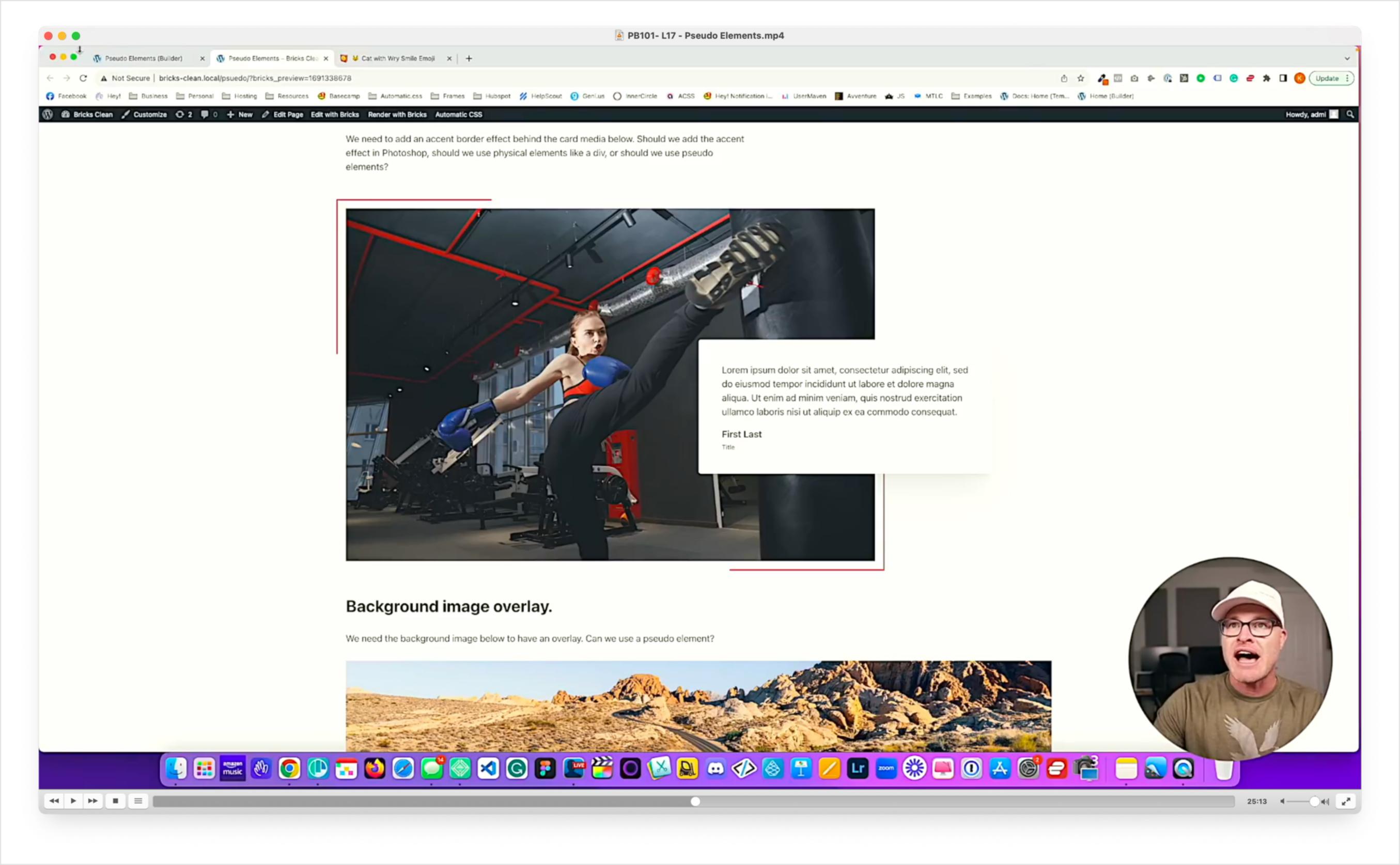
We need the background image below to have an overlay. Can we use a pseudo element?

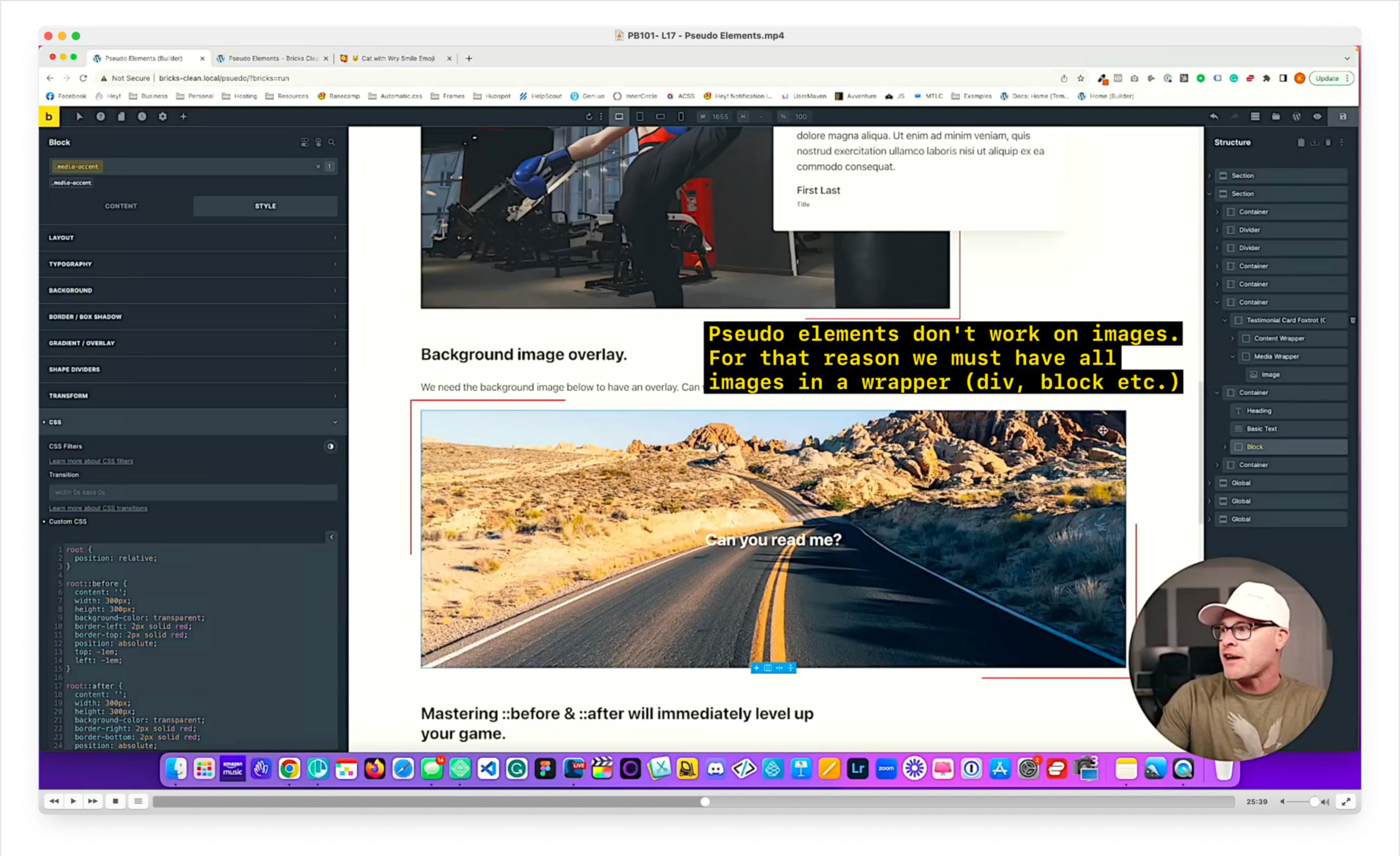
CSS classes

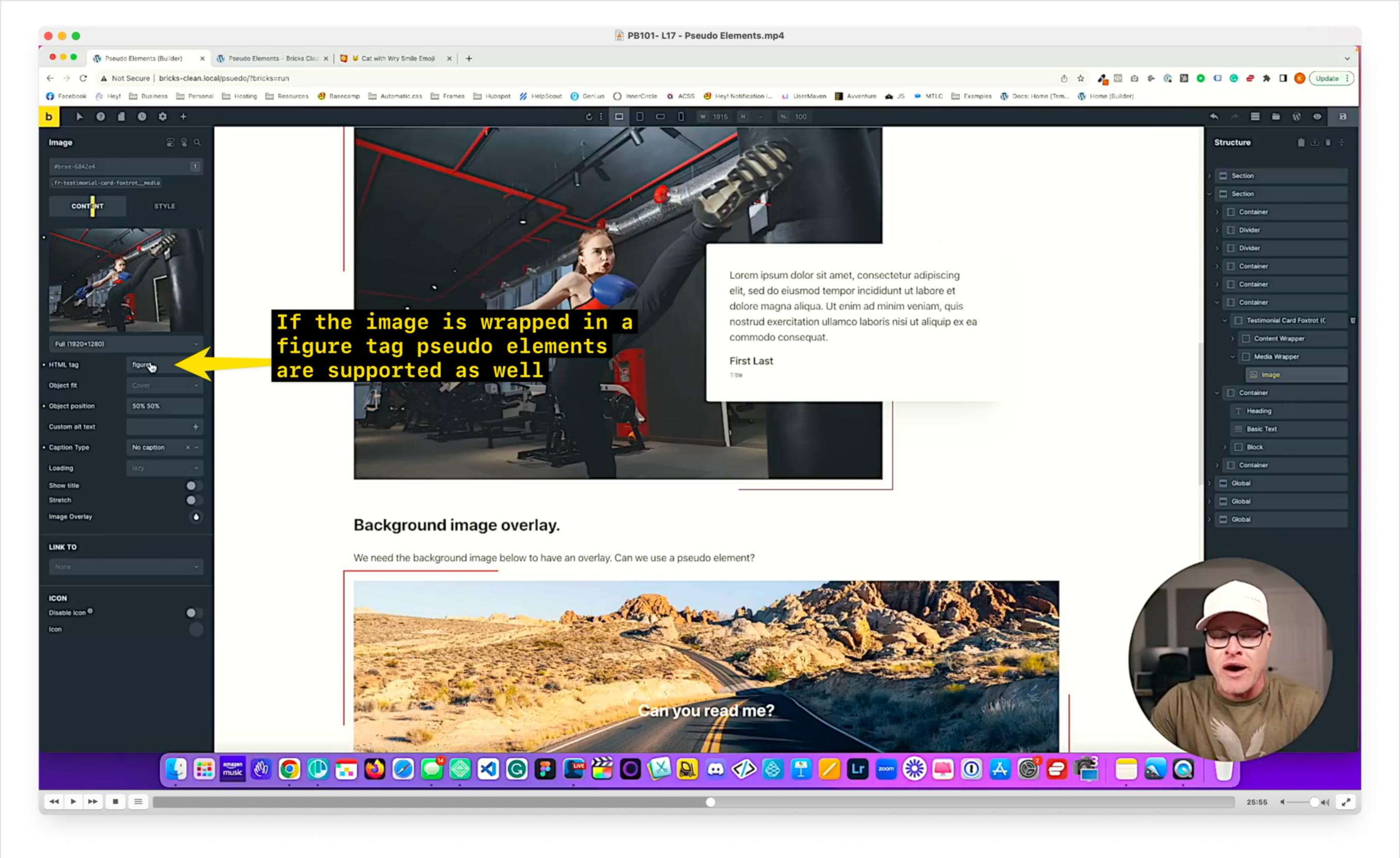


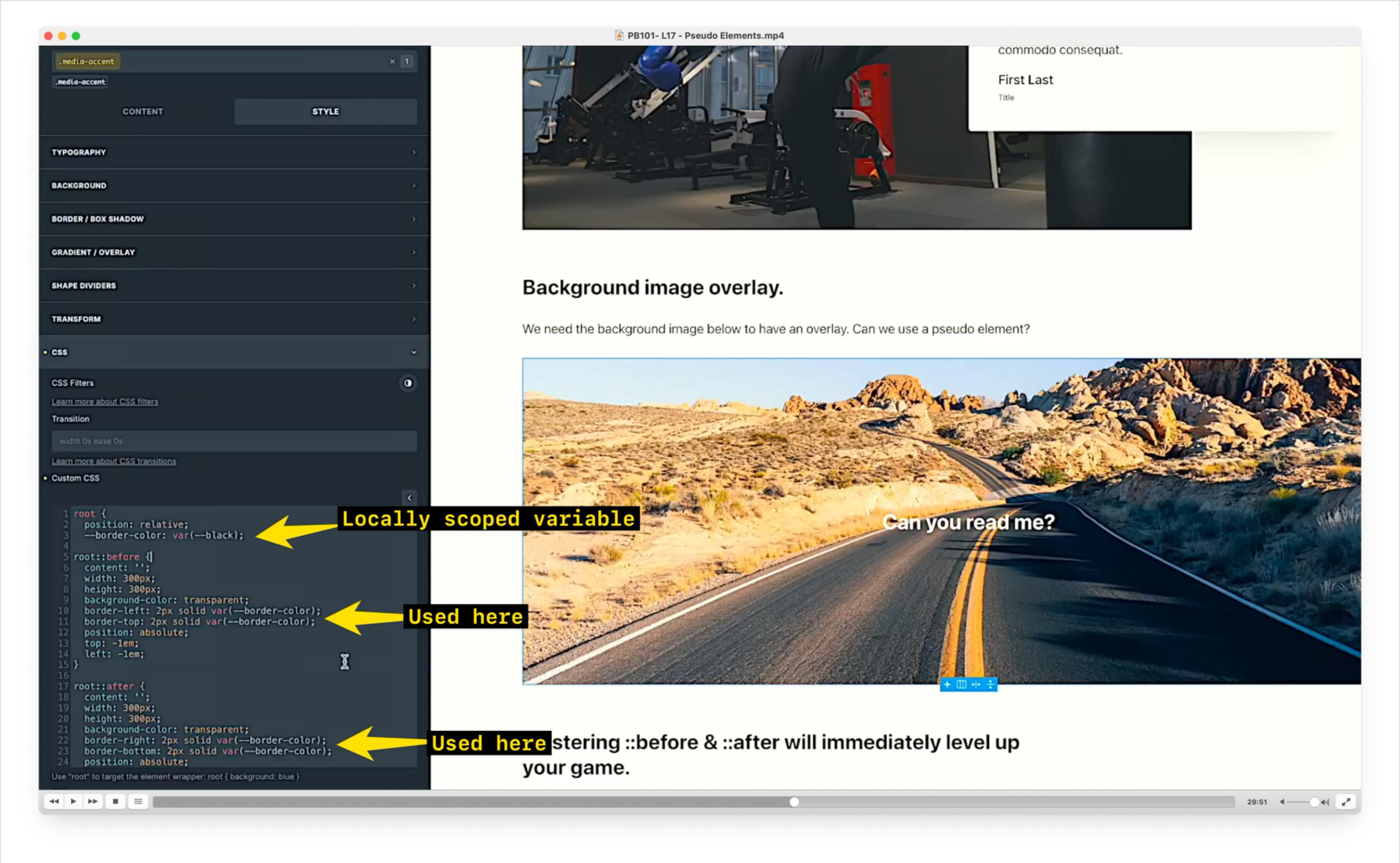
Separated by space. Without class dot.

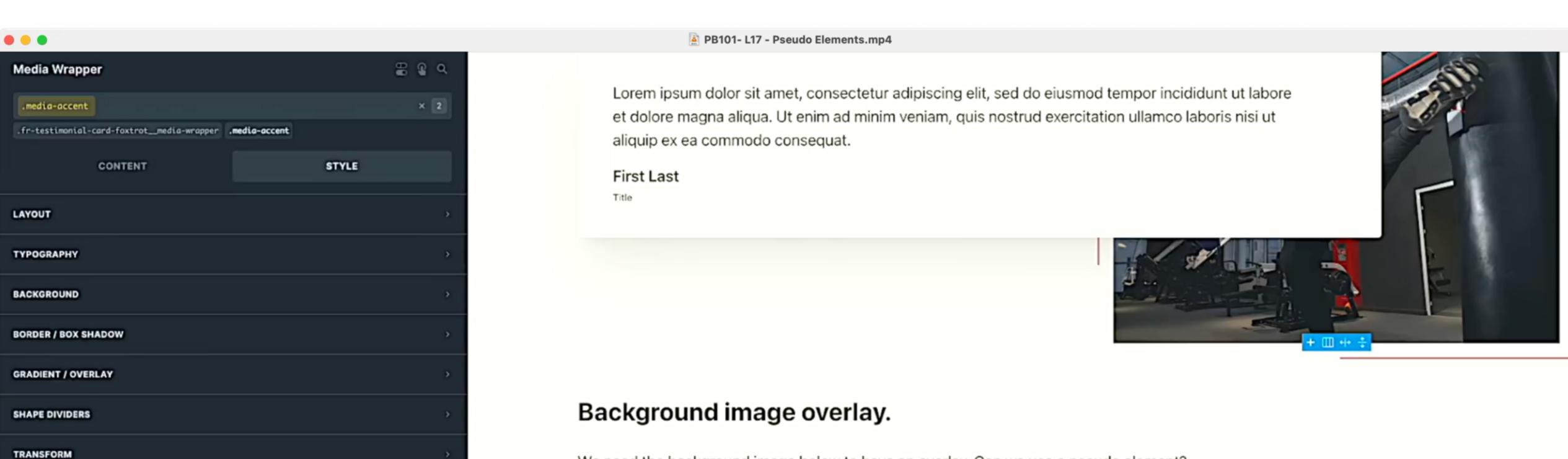




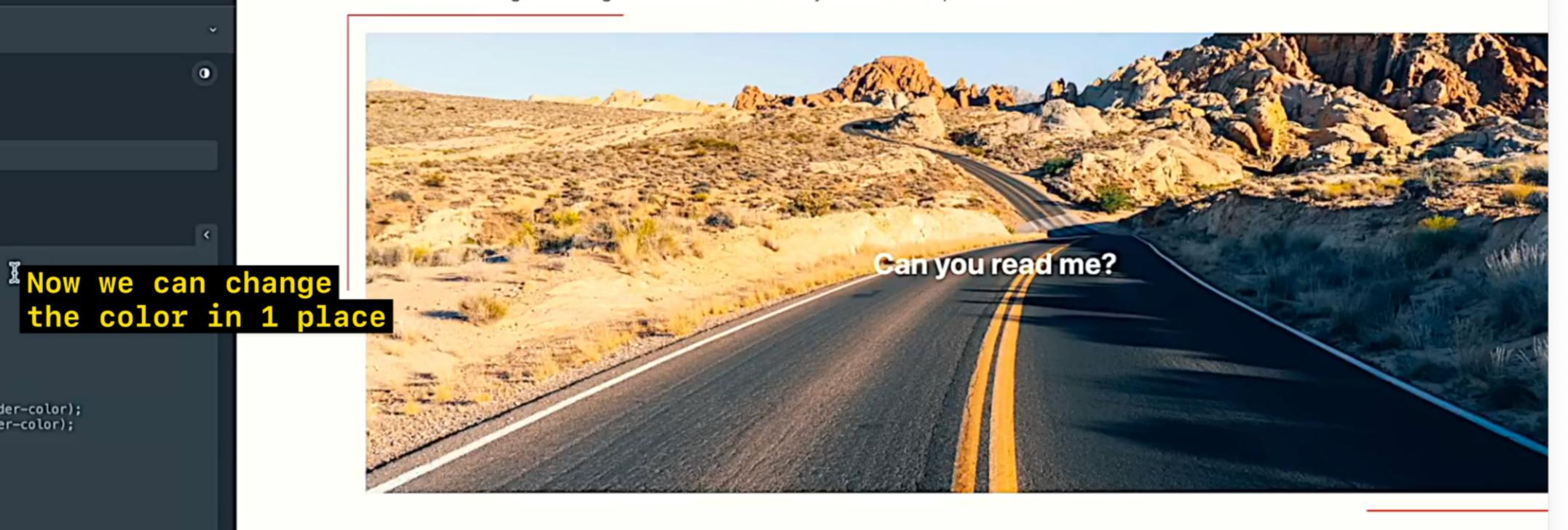








We need the background image below to have an overlay. Can we use a pseudo element?



14 top: -lem; 15 left: -lem;

18 root::after {
19 content: '';
20 width: 300px;

16 }

CSS

CSS Filters

Transition

Custom CSS

1 root {

Learn more about CSS filters

Learn more about CSS transitions

6 root::before {
7 content: ';
8 width: 300px;

height: 300px;

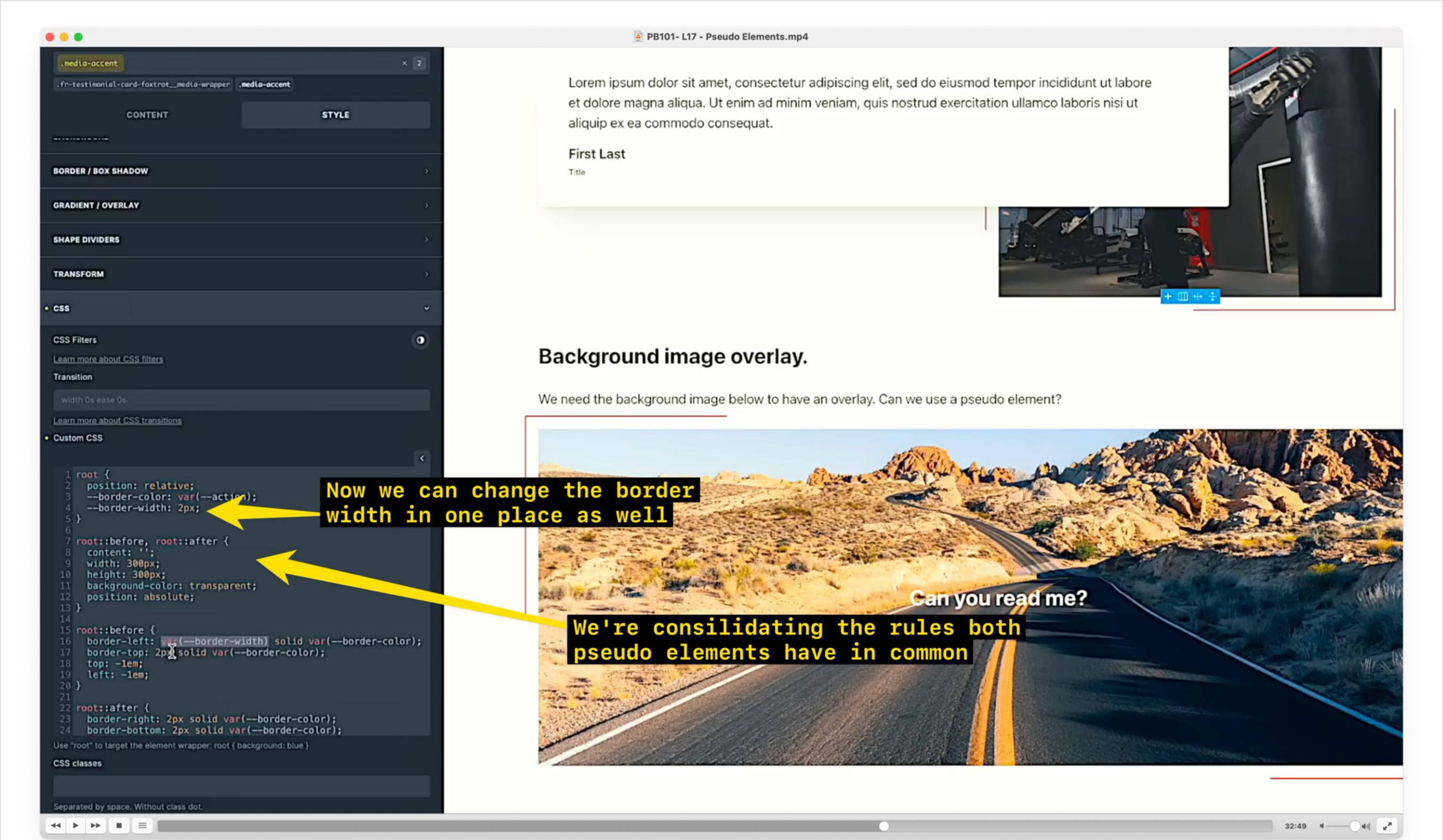
13 position: absolute;

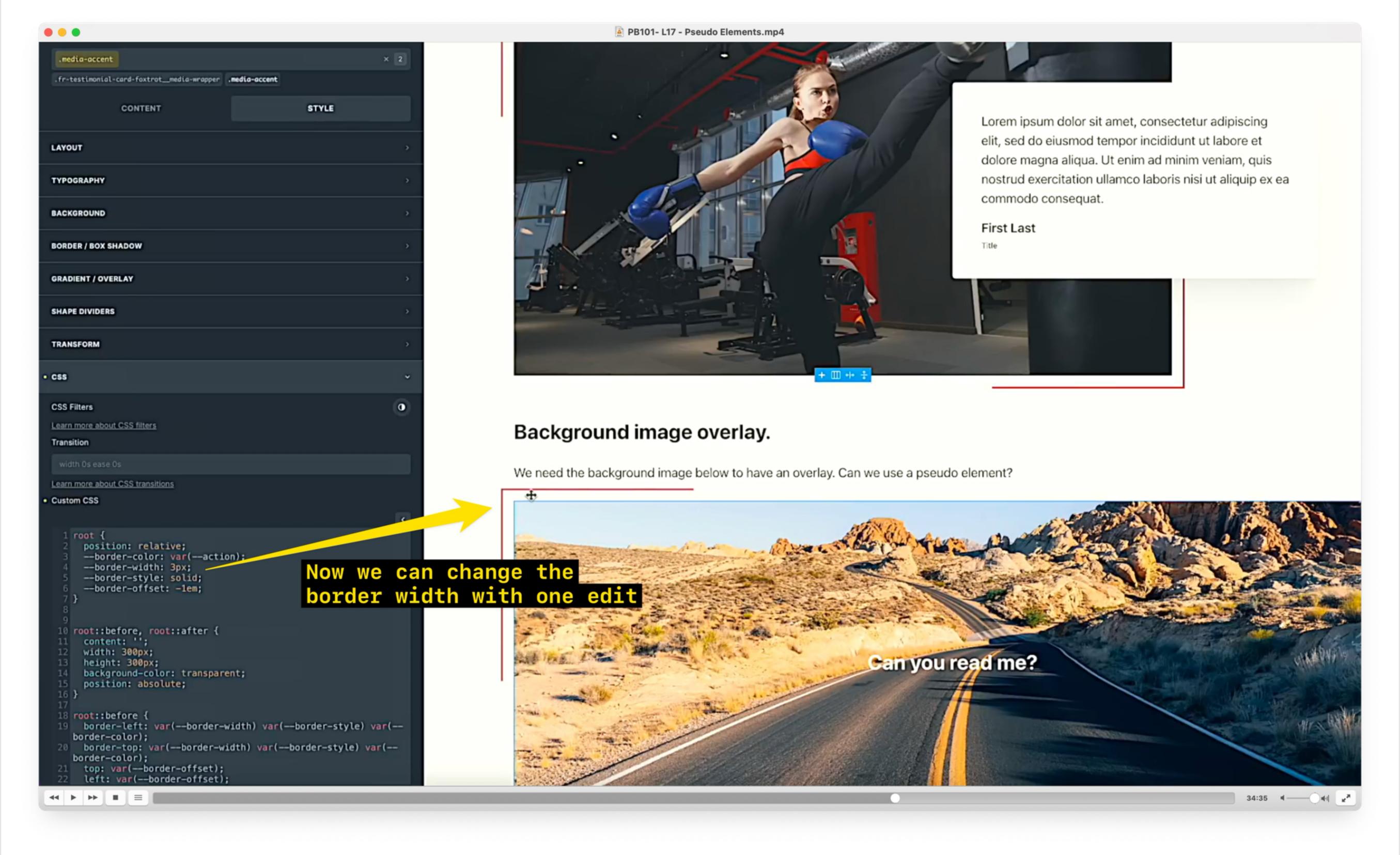
position: relative;

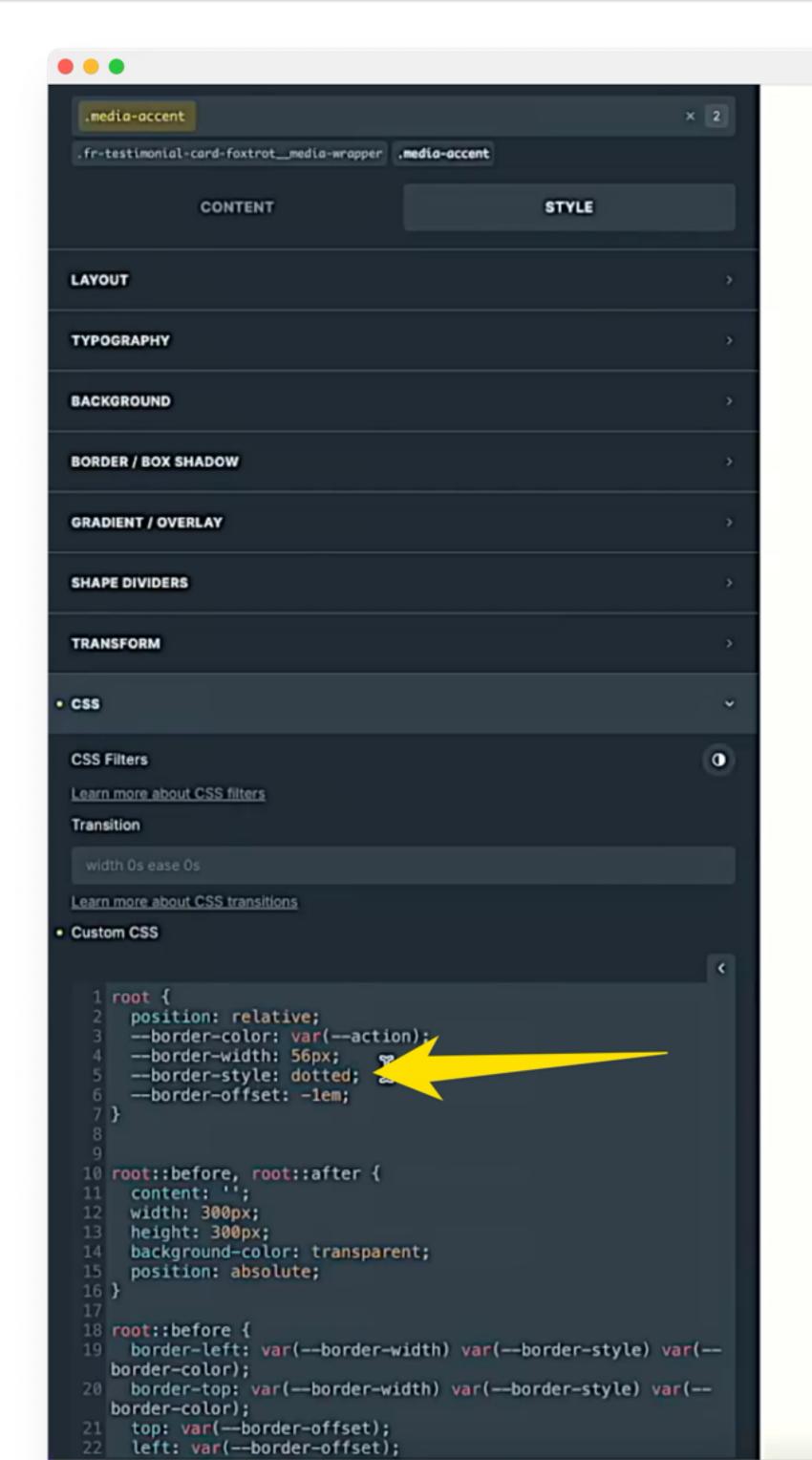
--border-color: var(--action);

border-left: 2px solid var(--border-color);
border-top: 2px solid var(--border-color);

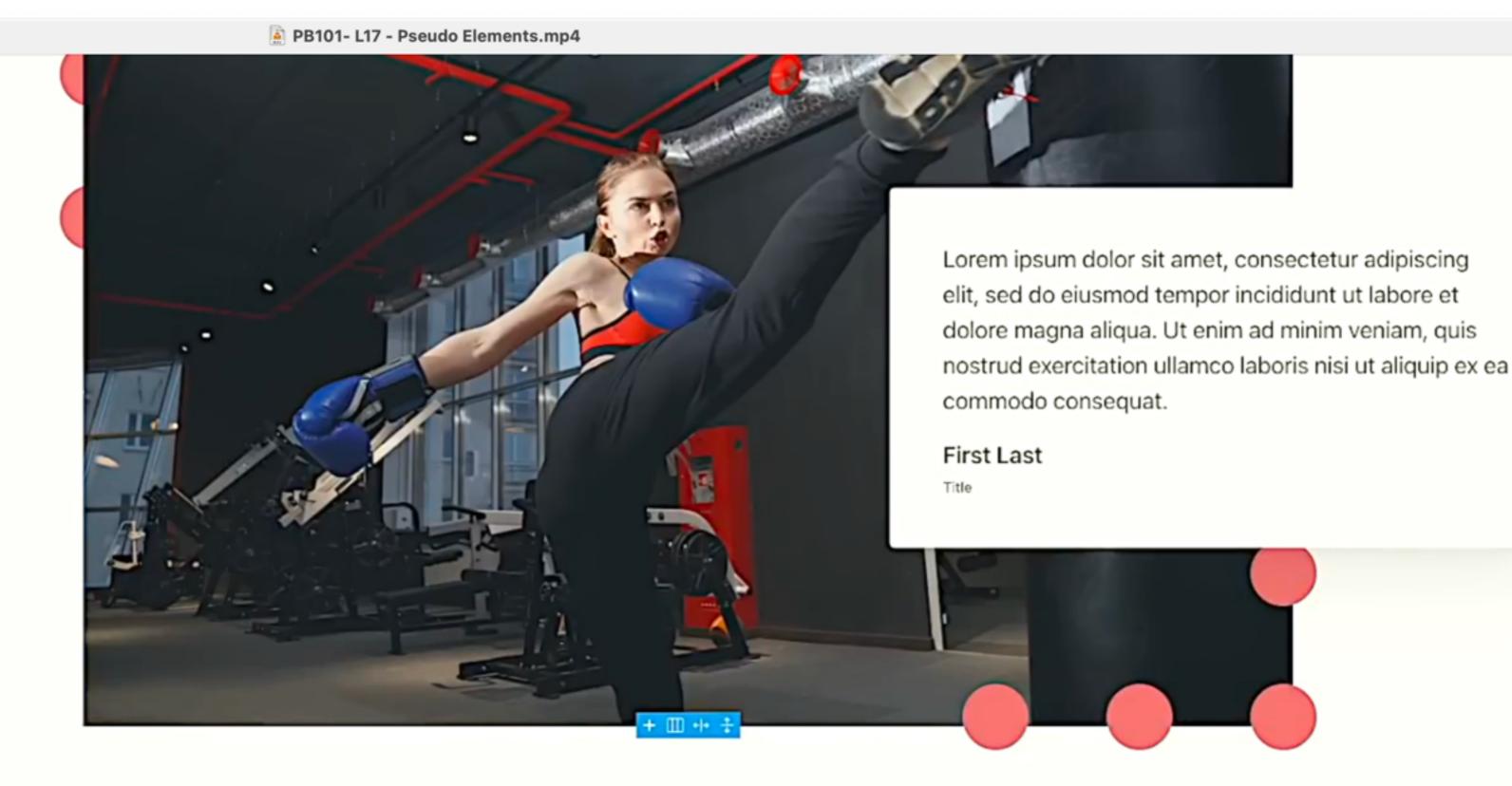
10 background-color: transparent;



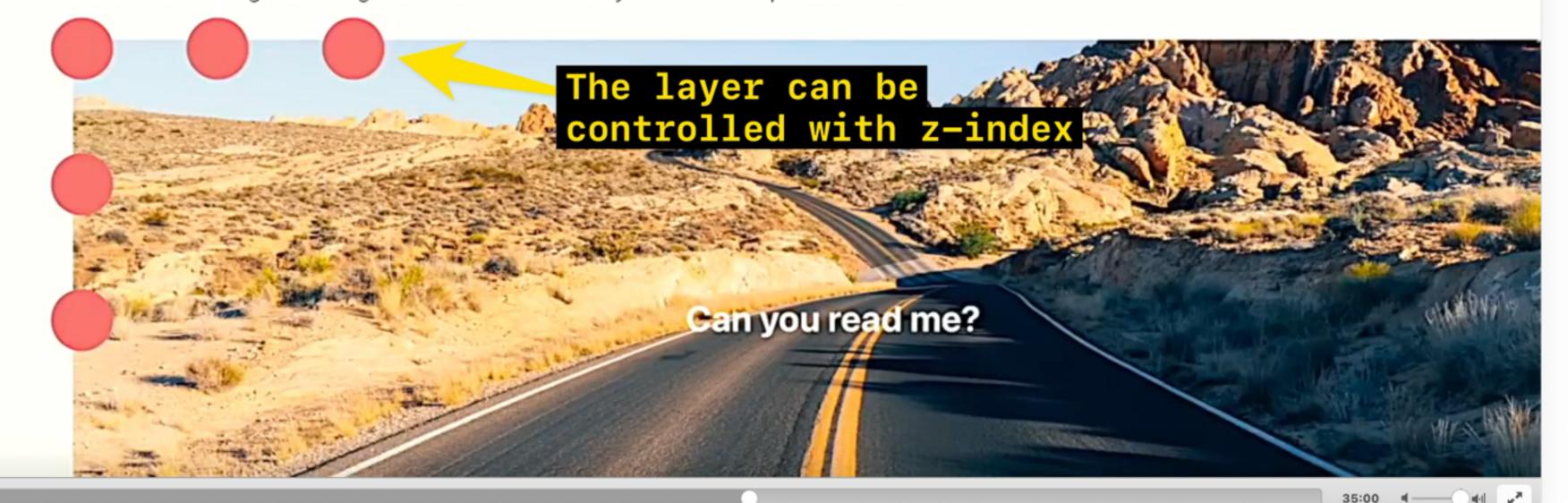




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Background image overlay.



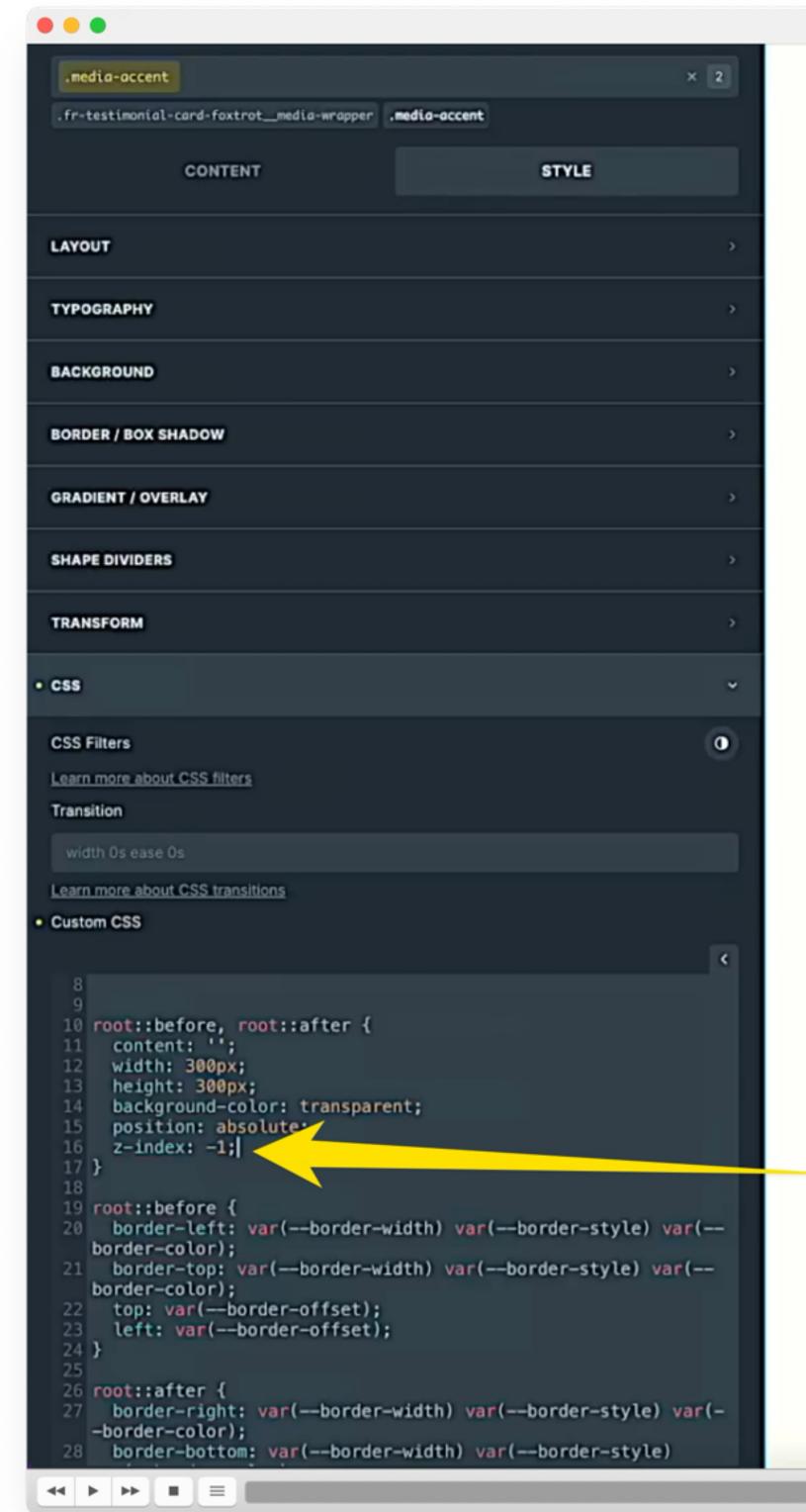
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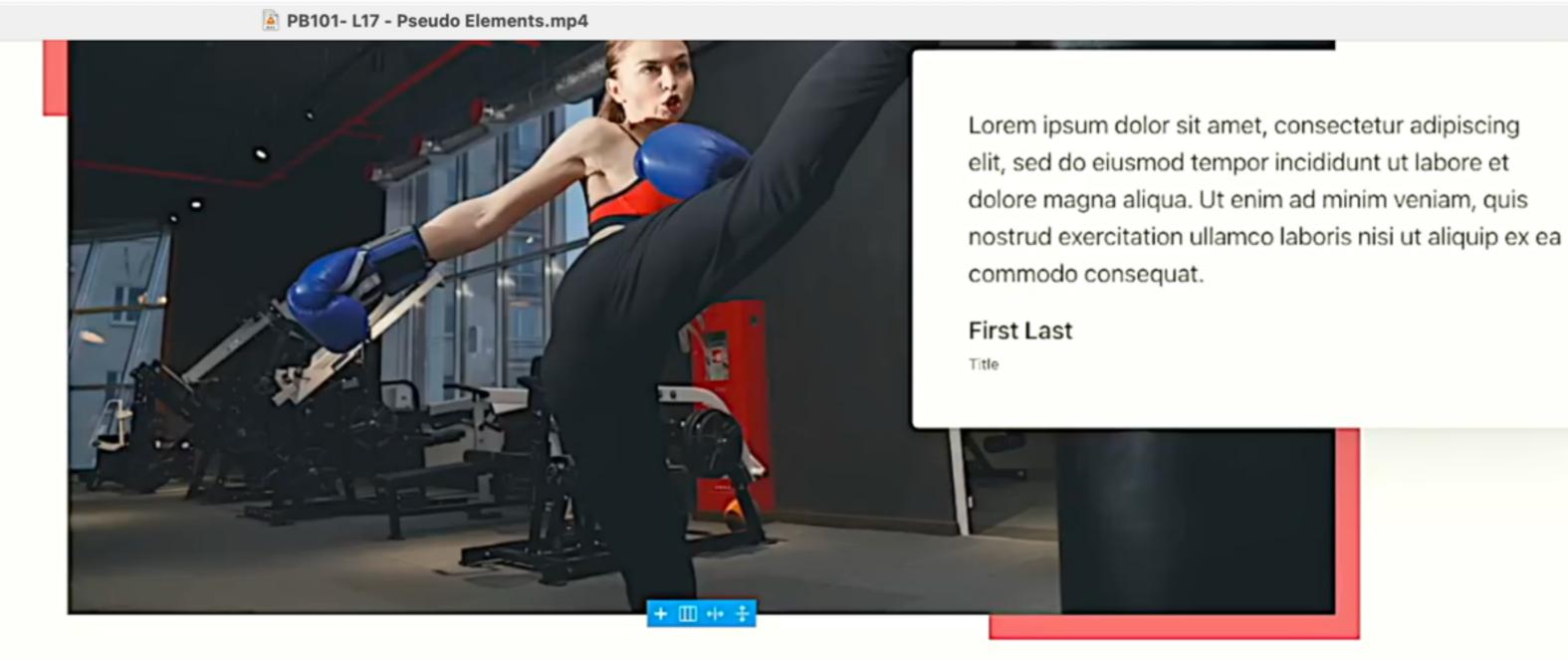


Mastering ::before & ::after will immediately level up your game.

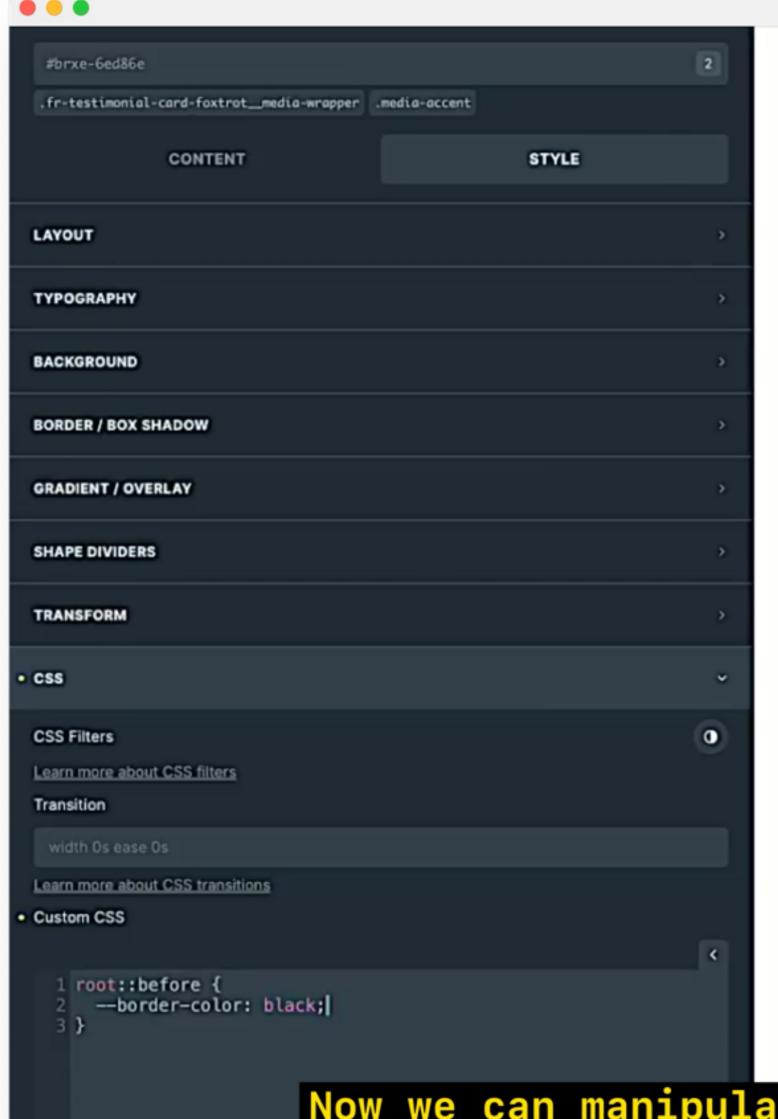
So many creative and scalability challenges are overcome with ::before and ::after pseudo elements, especially in combination with absolute positioning, z-index, pseudo-classes, and other techniques. Work to master the use of ::before and ::after pseudo elements!

Pseudo elements can be assigned to classes, IDs, or HTML elements, making them very flexible, scalable, and maintainable where adding additional HTML is probably not.

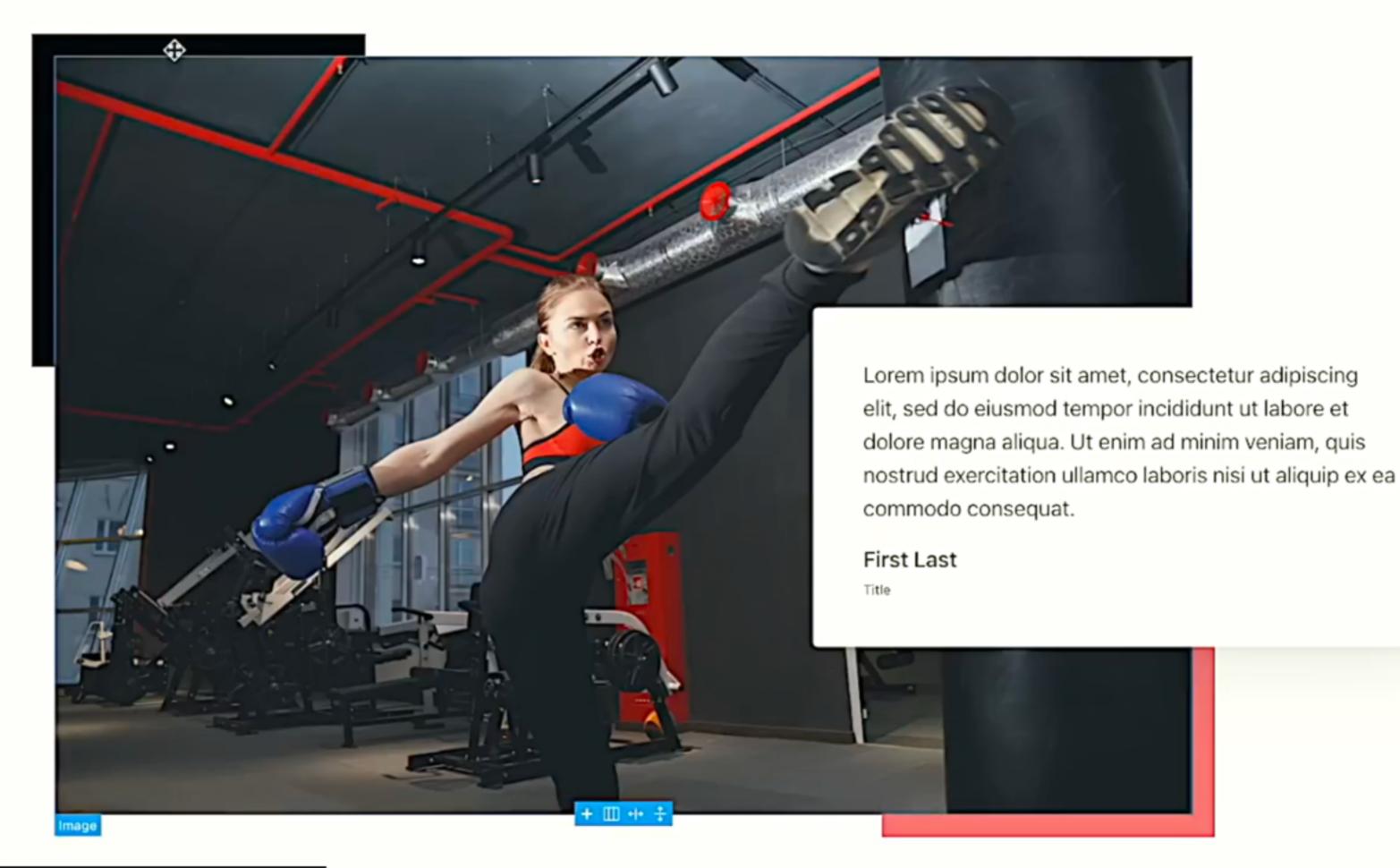






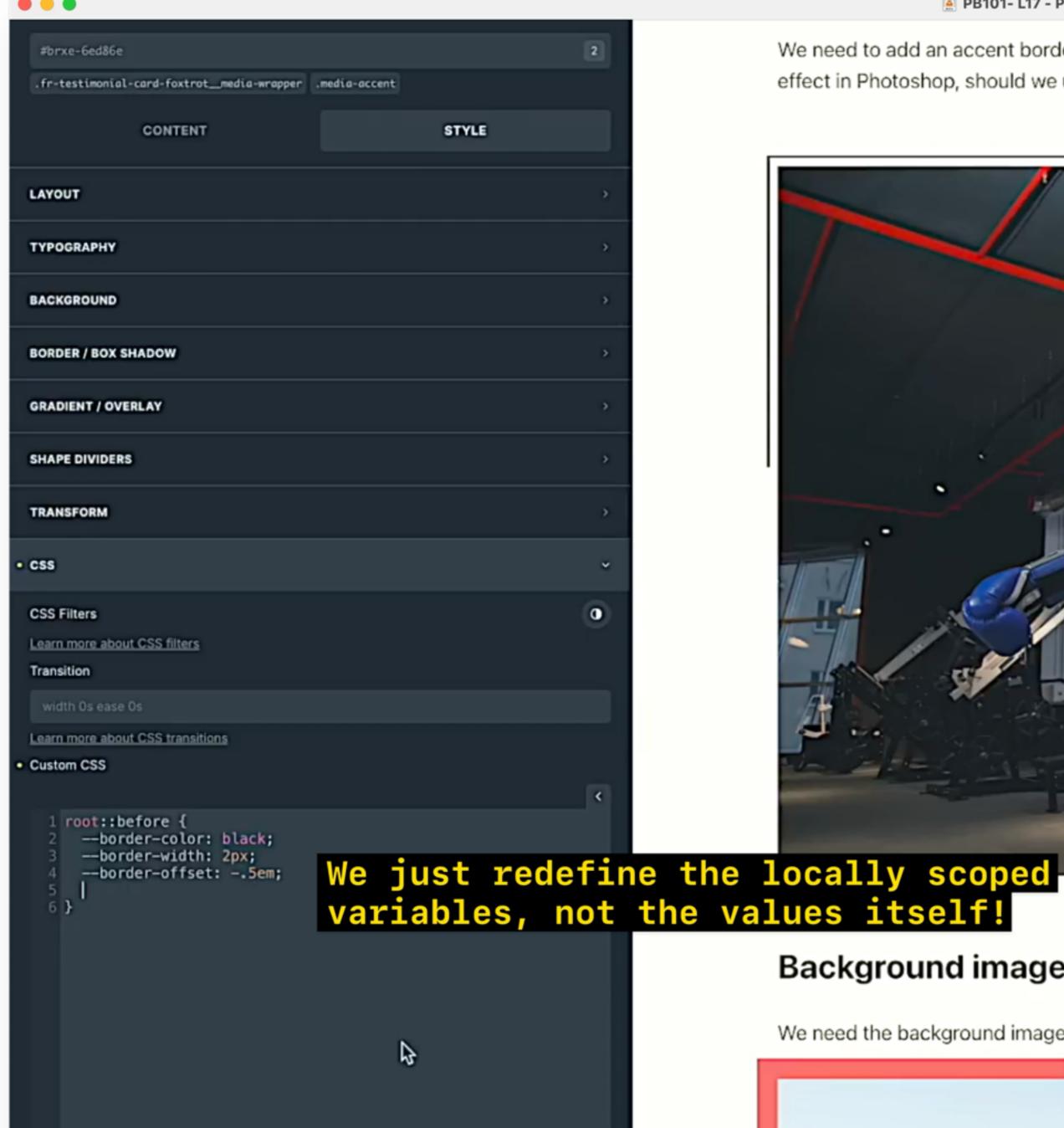


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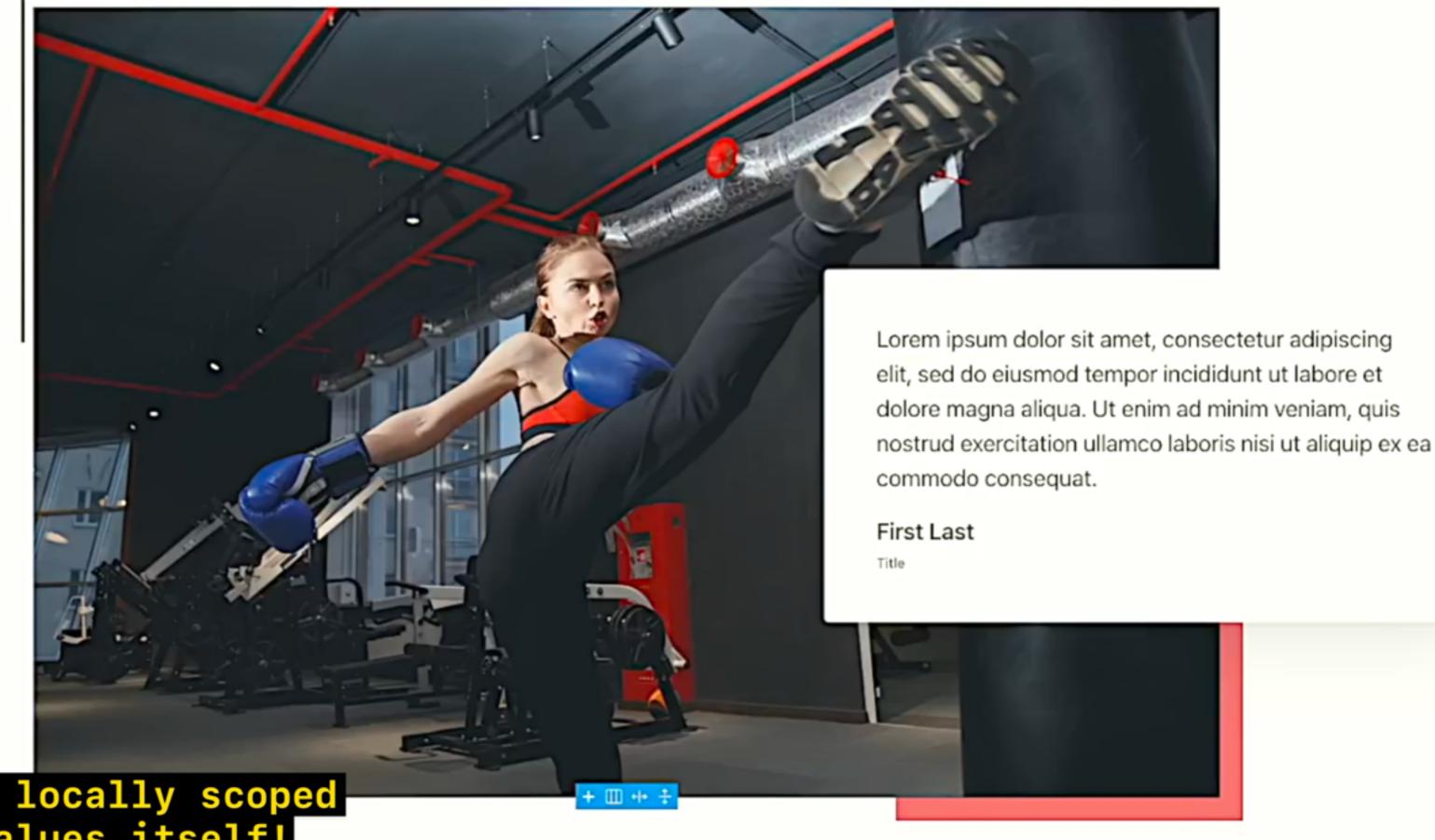
Now we can manipulate single elements on the ID level to change values in integer overlay.





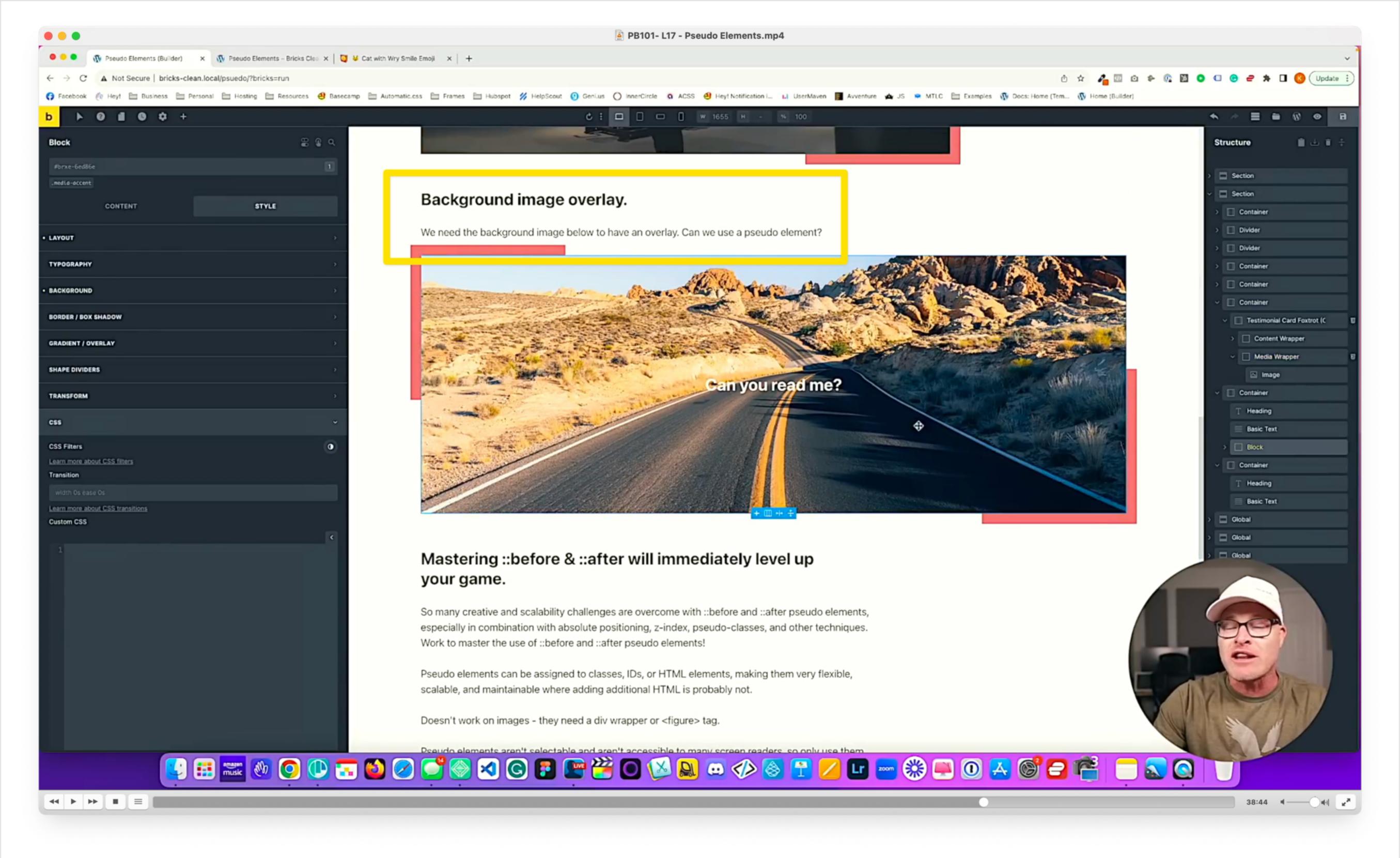
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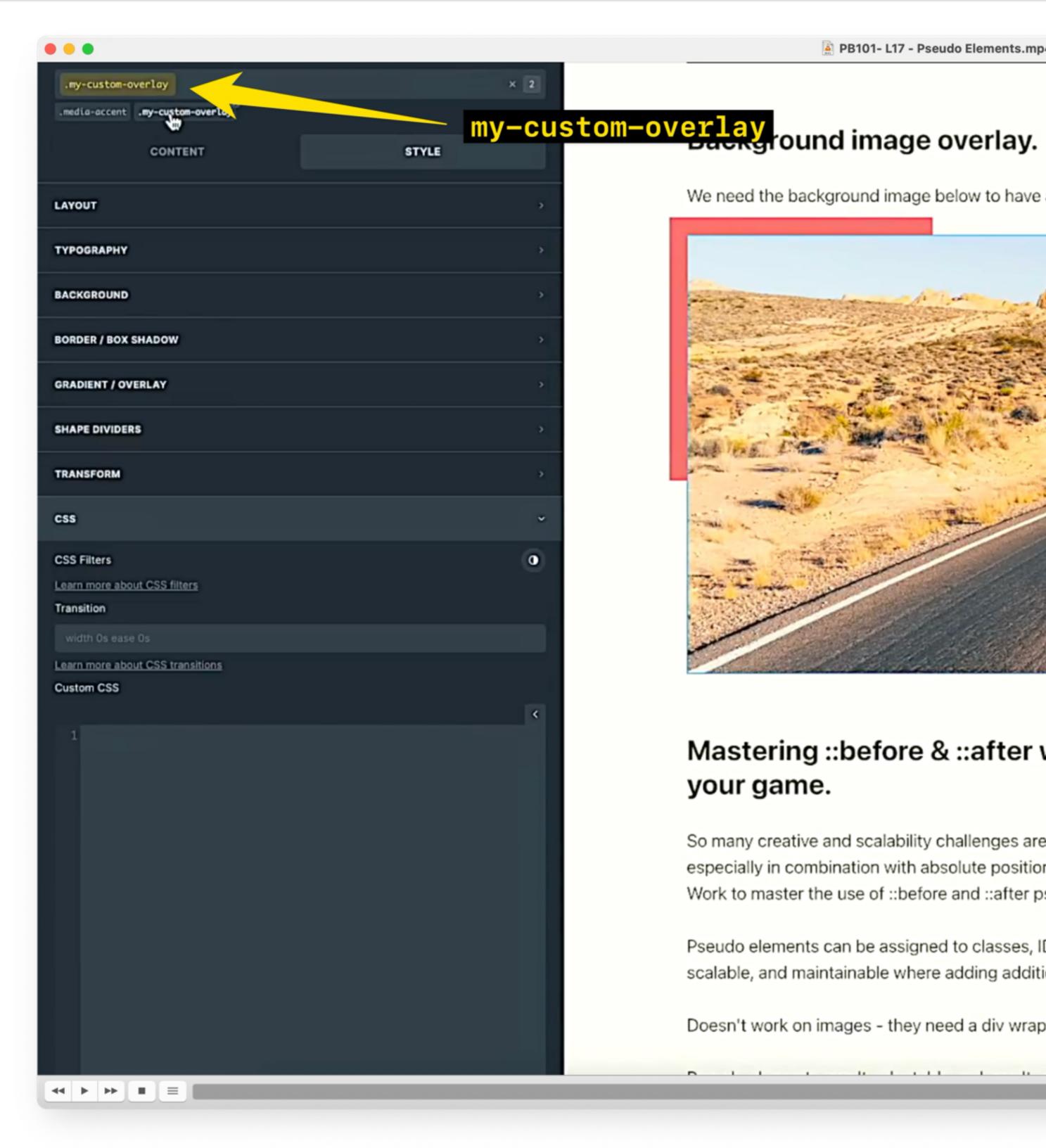
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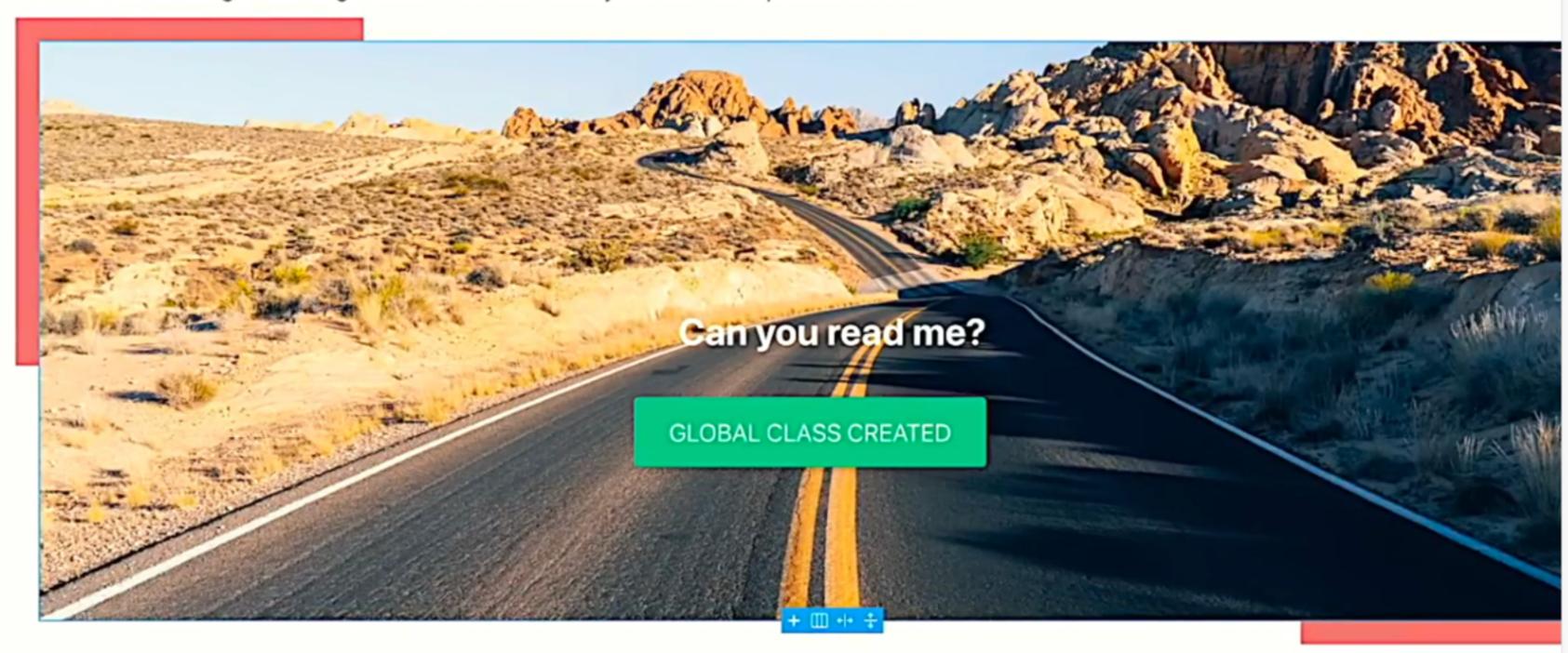
Background image overlay.







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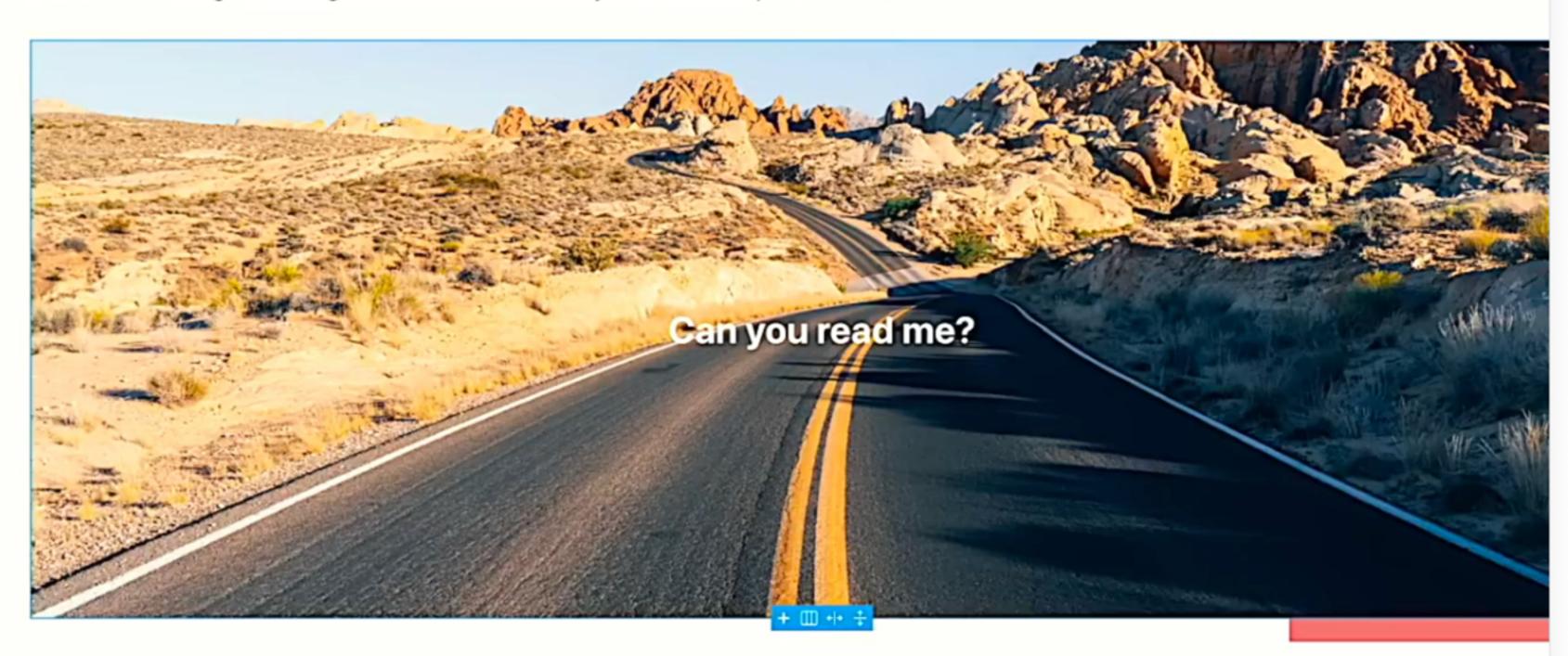
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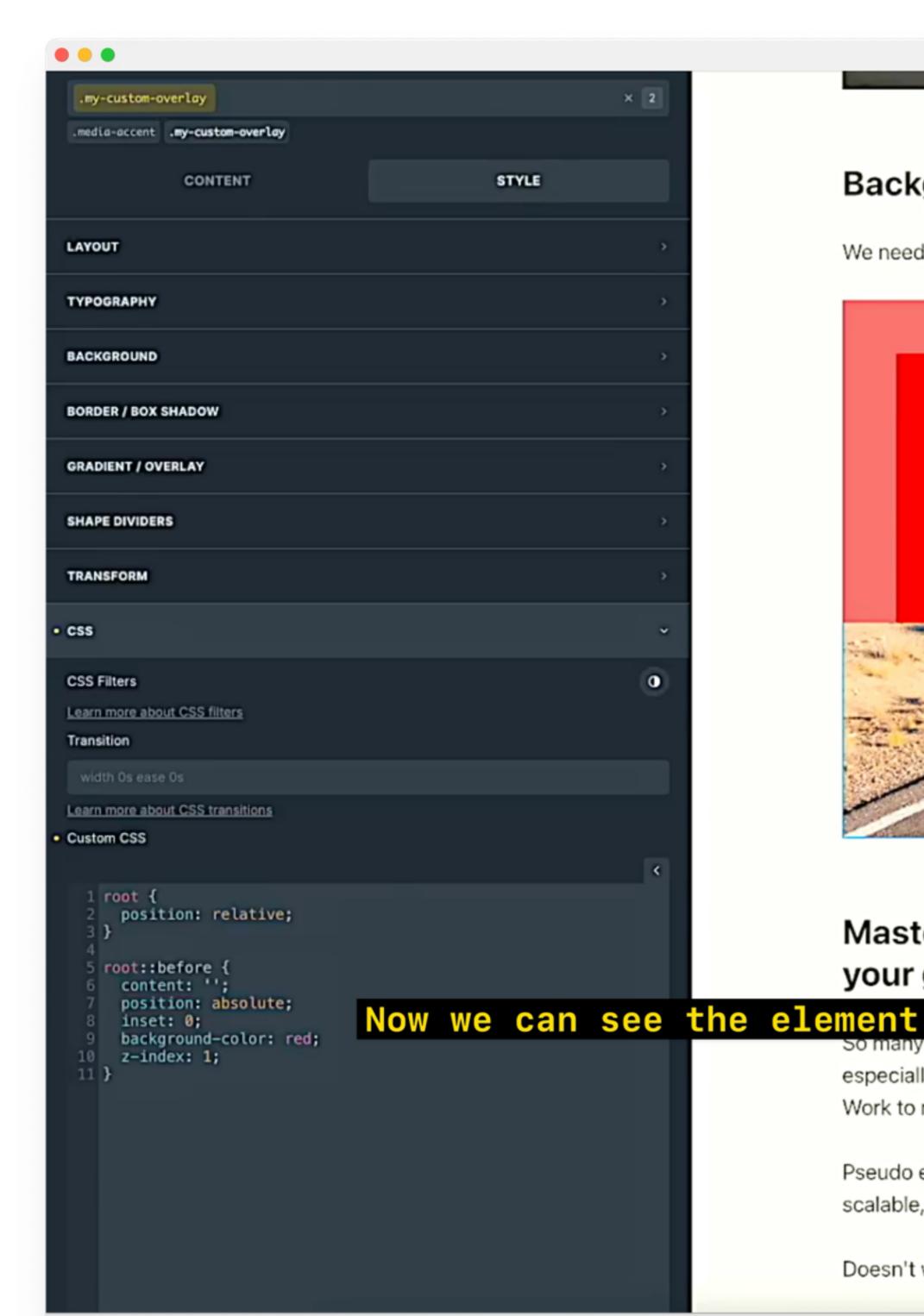


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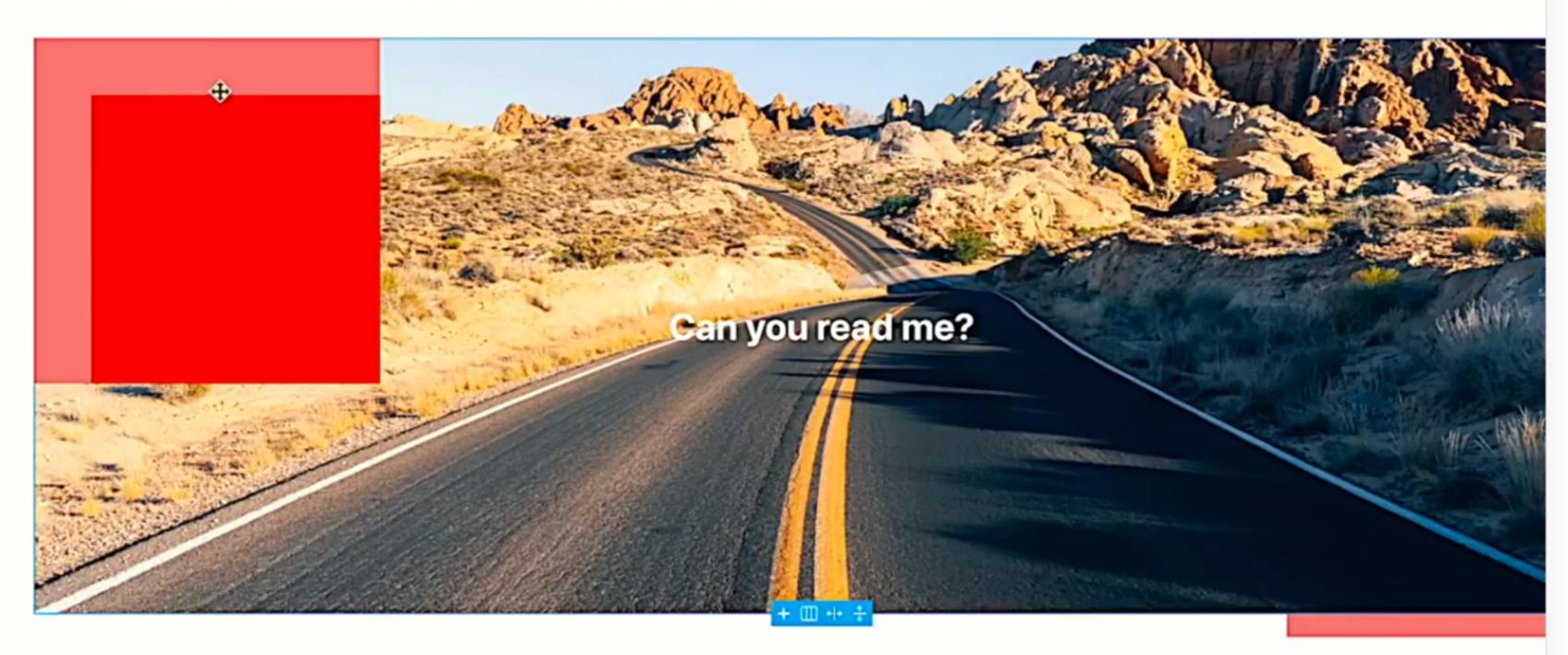
Inset stretches the overlay and scalability challenges are overcome with ::before and ::after pseudo elements, over the whole image pecially in combination with absolute positioning, z-index, pseudo-classes, and other techniques.

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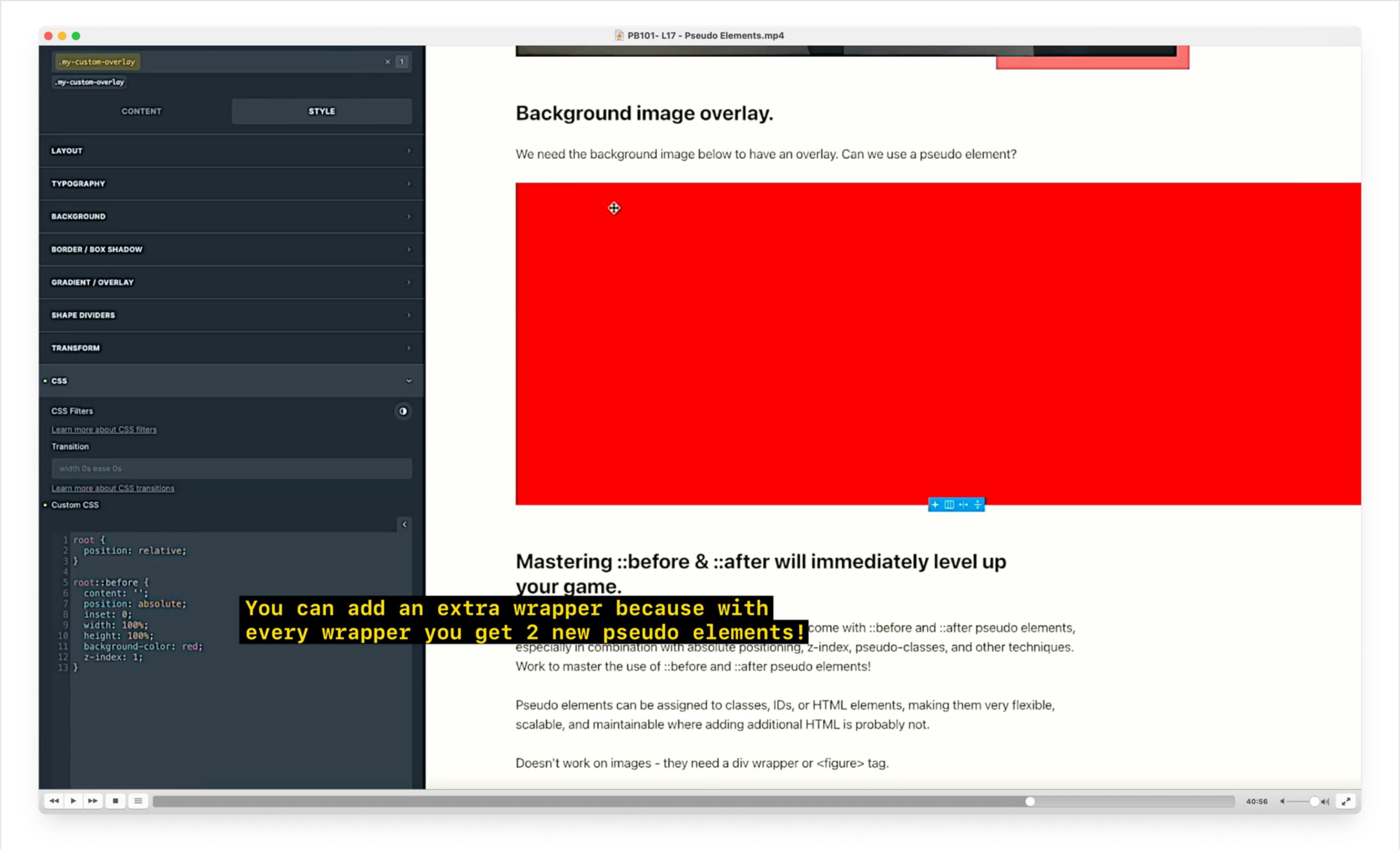
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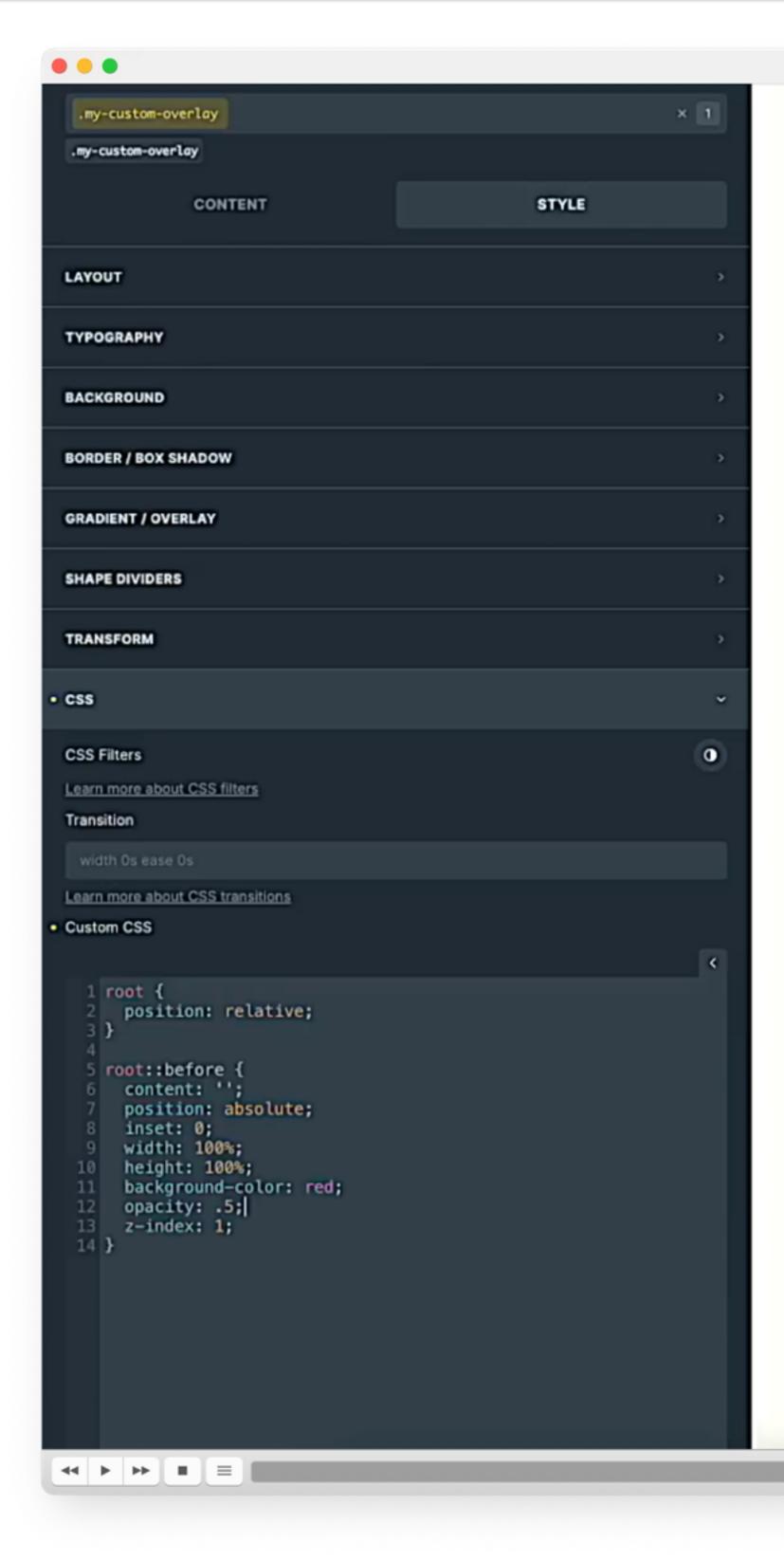


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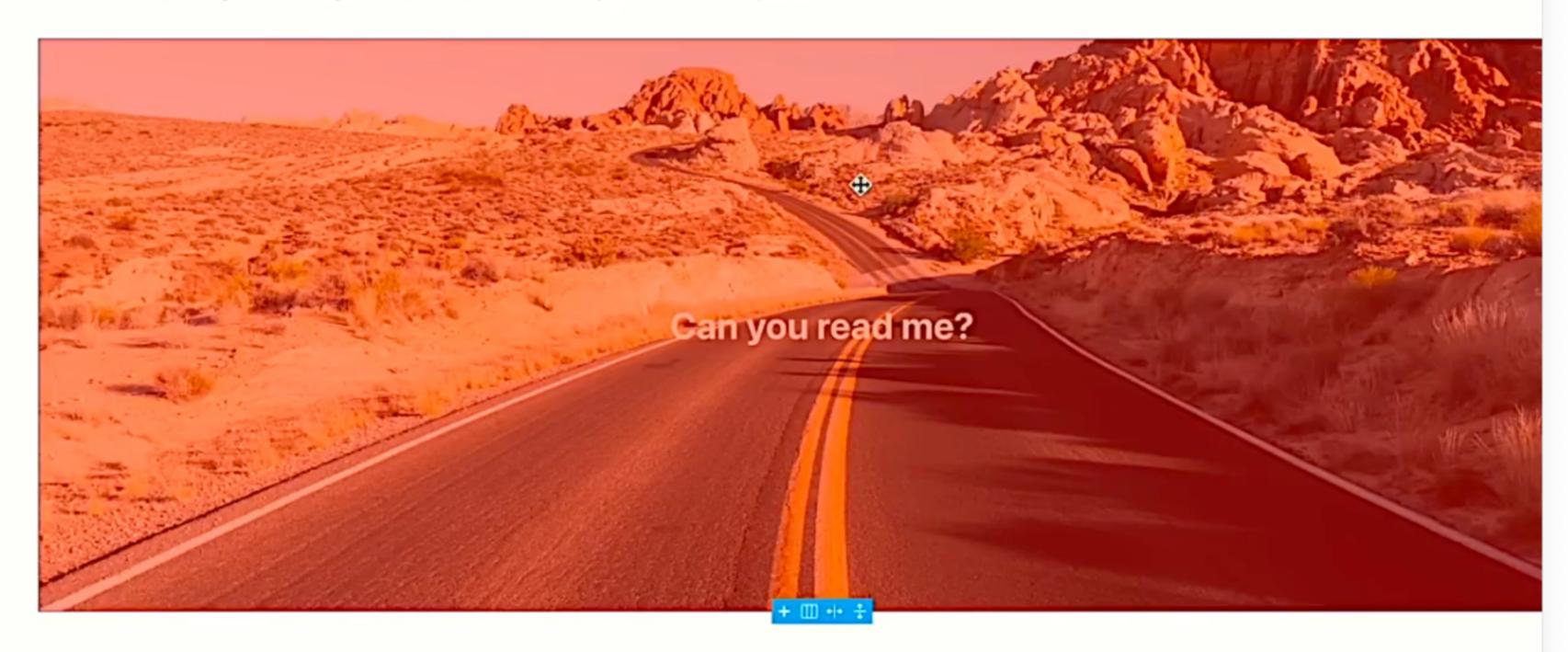
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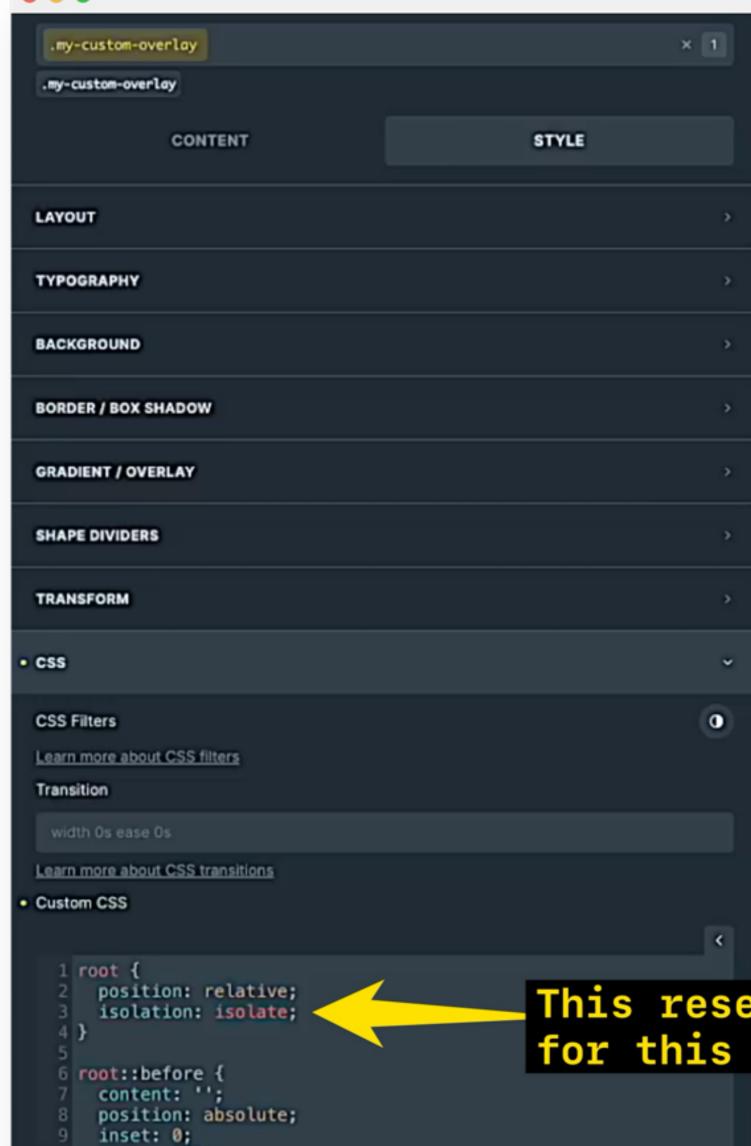
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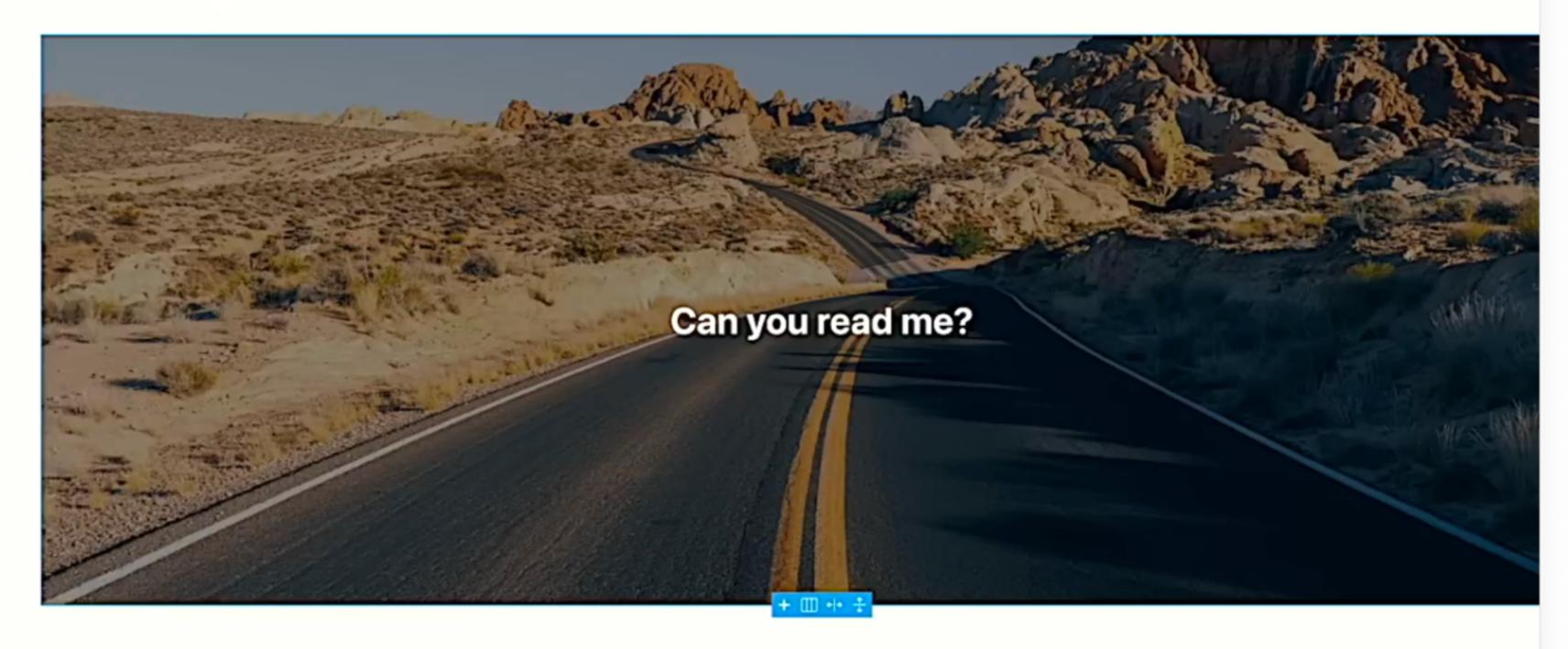
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This resets the stacking:before & ::after will immediately level up for this element your game.

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Doesn't work on images - they need a div wrapper or <figure> tag.

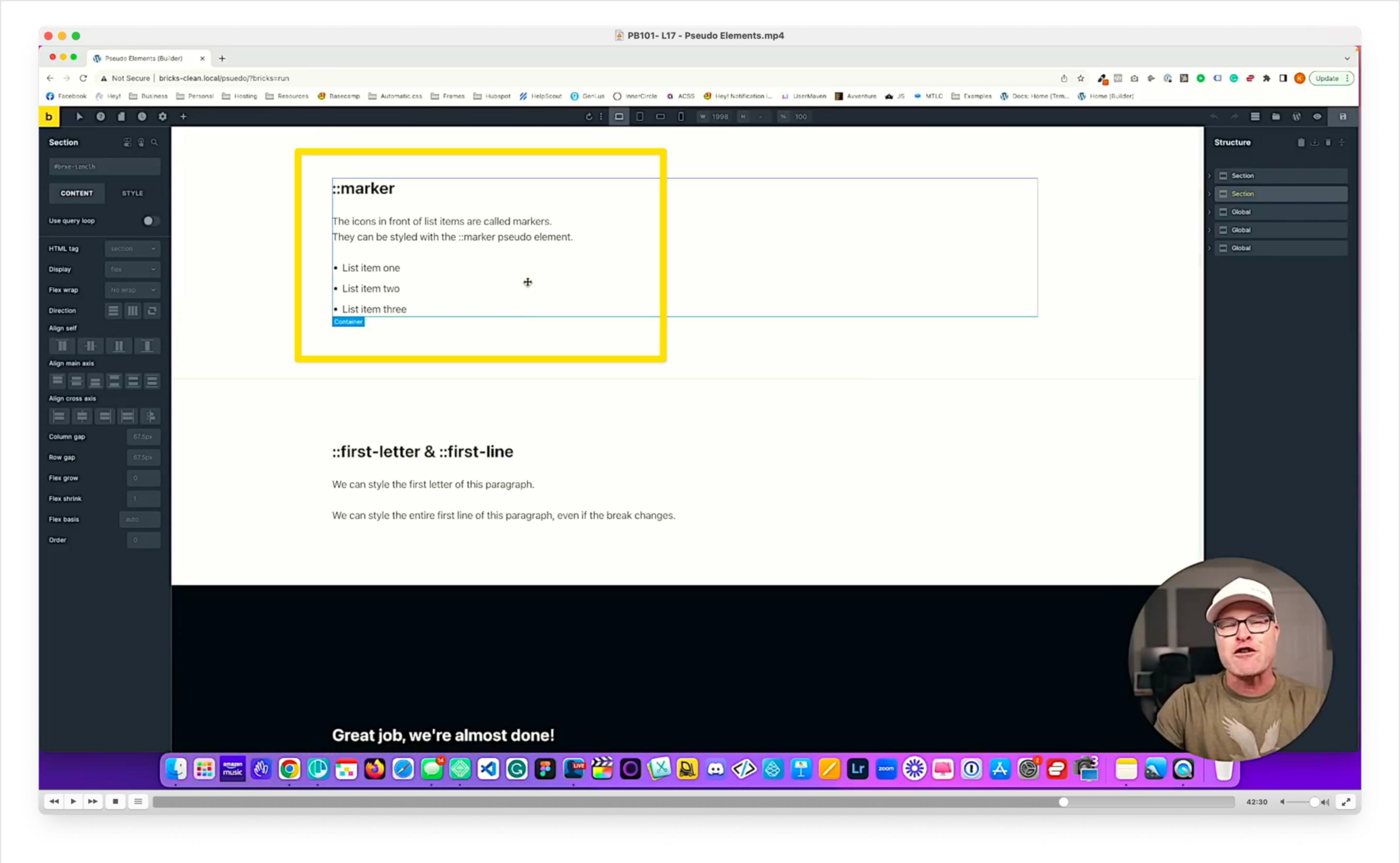
width: 100%;

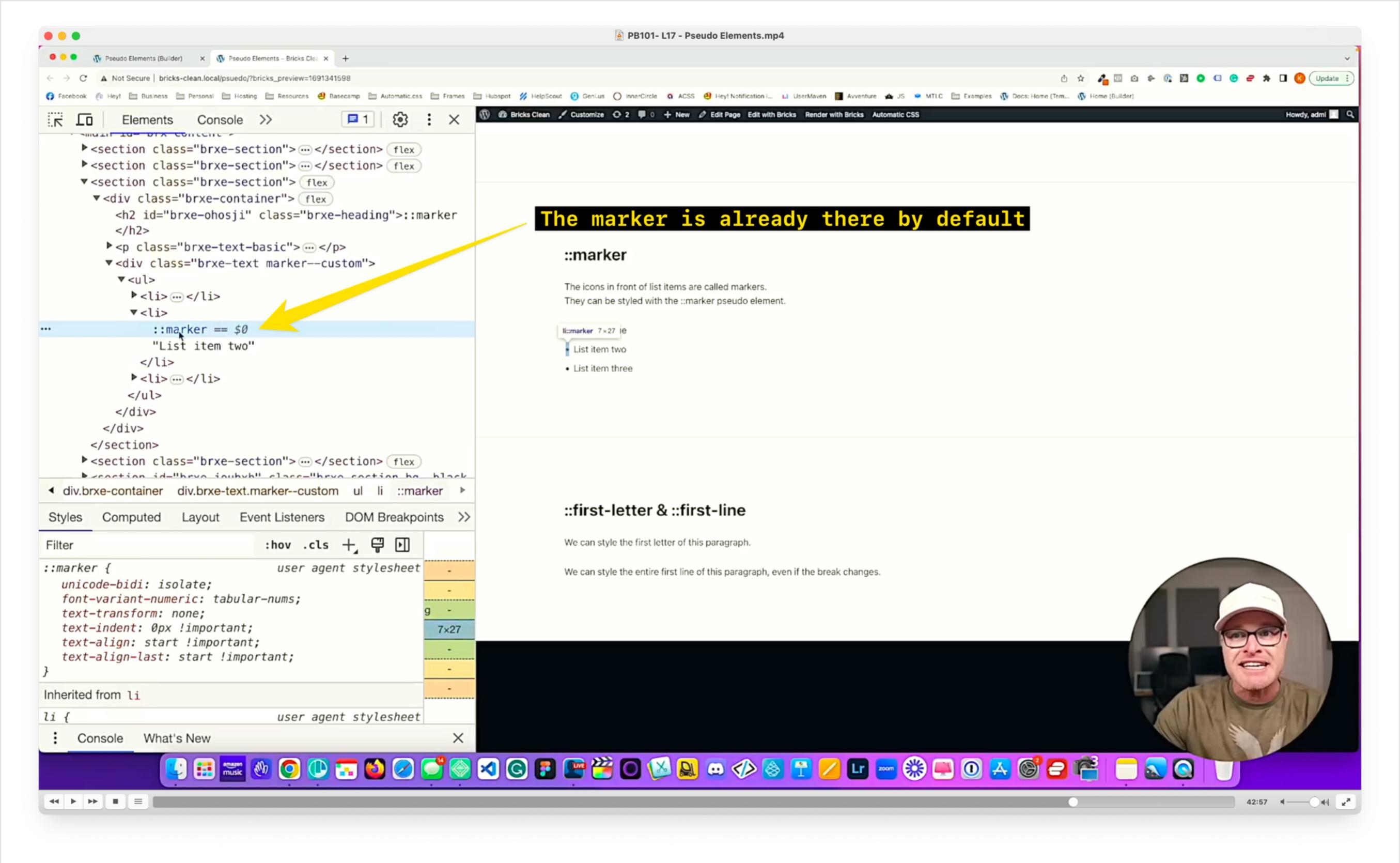
height: 100%;

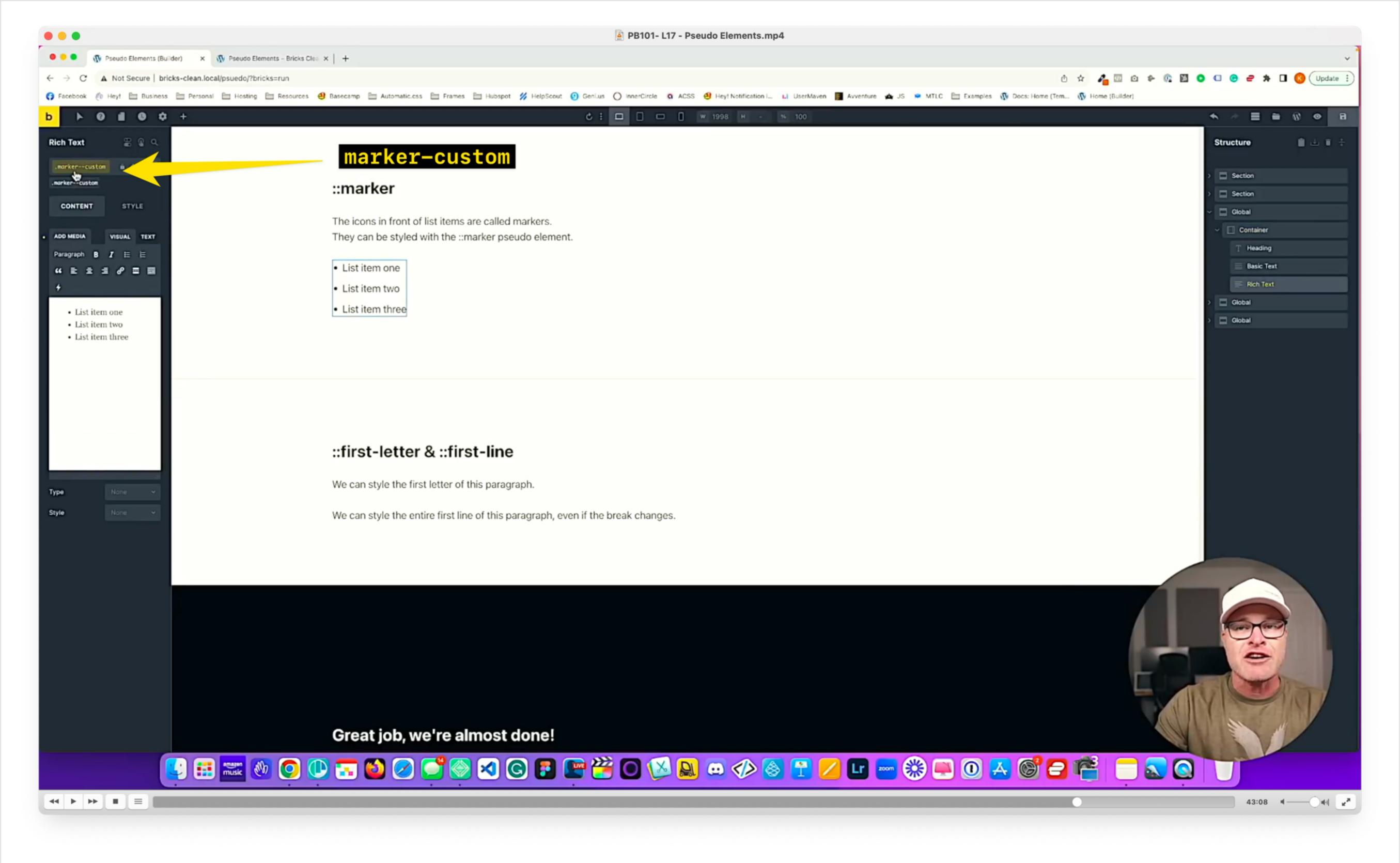
13 opacity: .5; 14 z-index: -1; 1

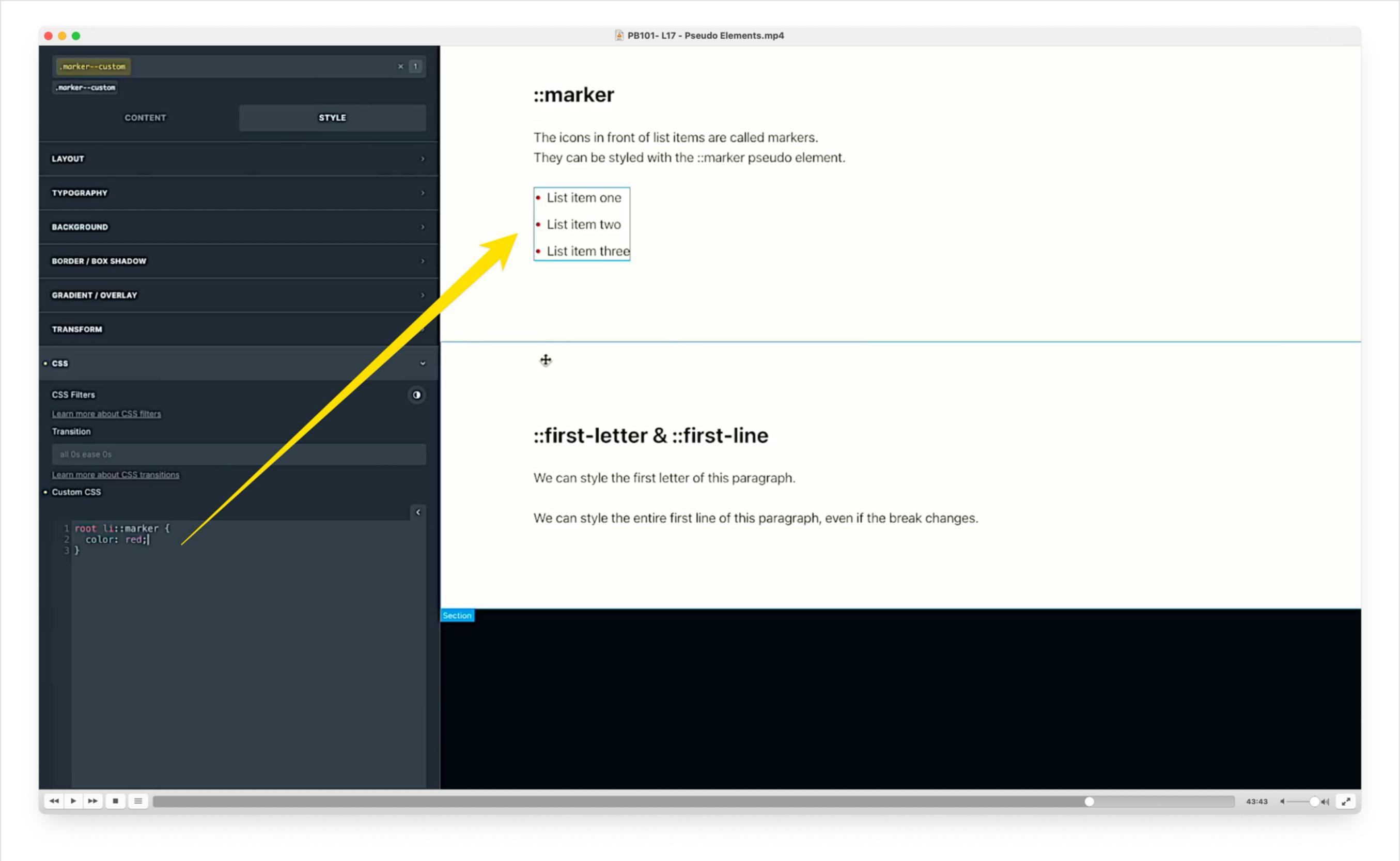
15 }

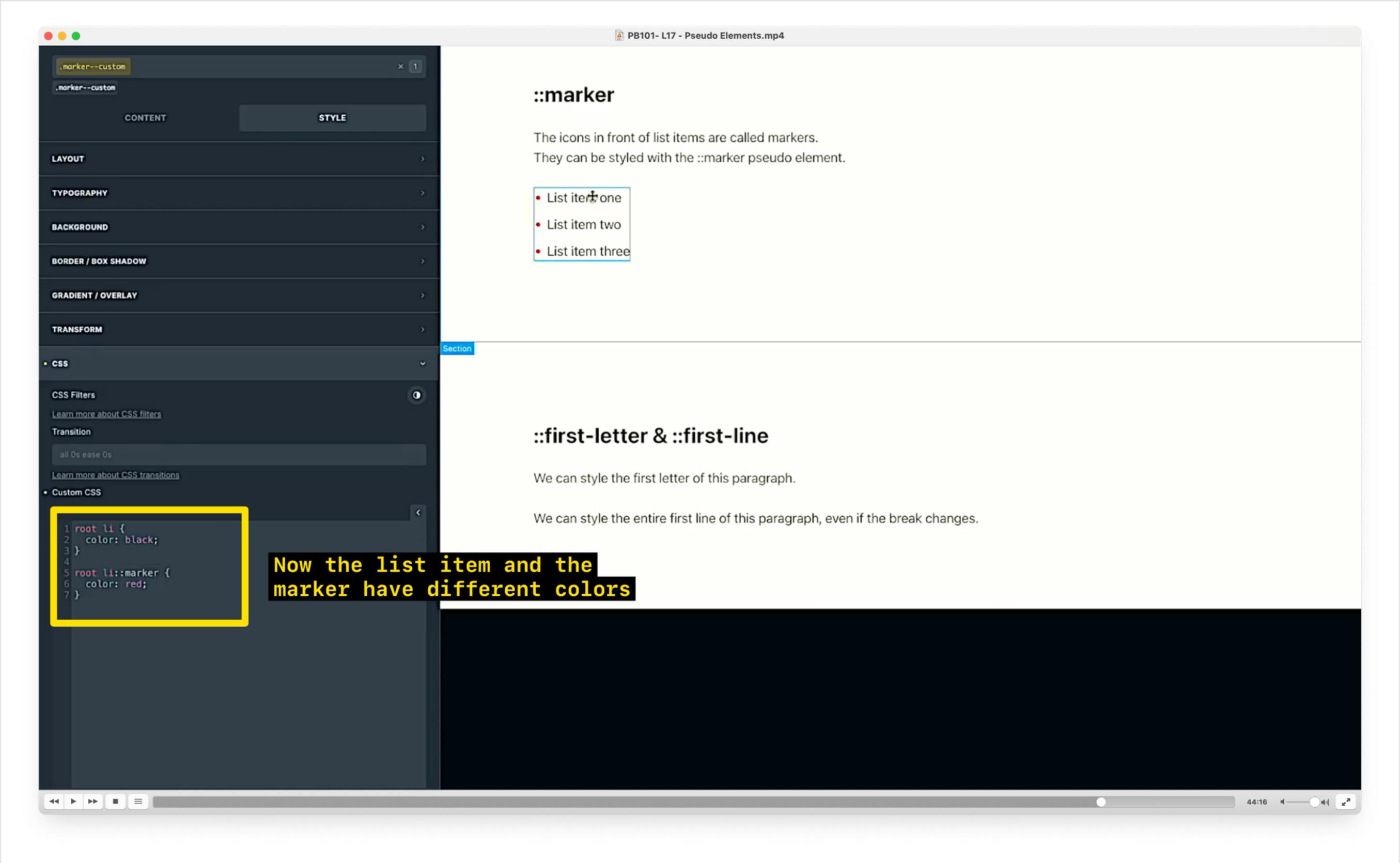
12 background-color: black;

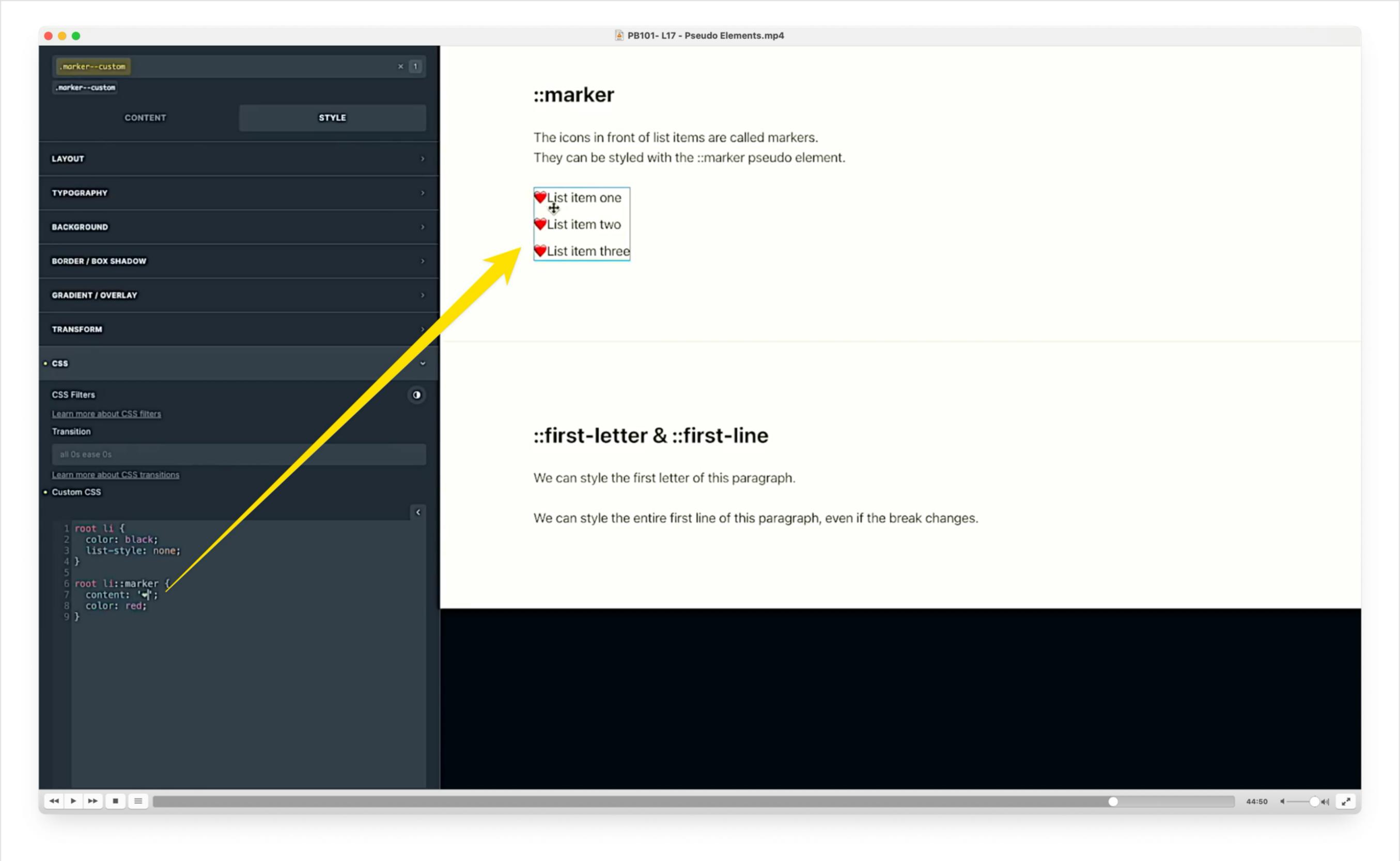


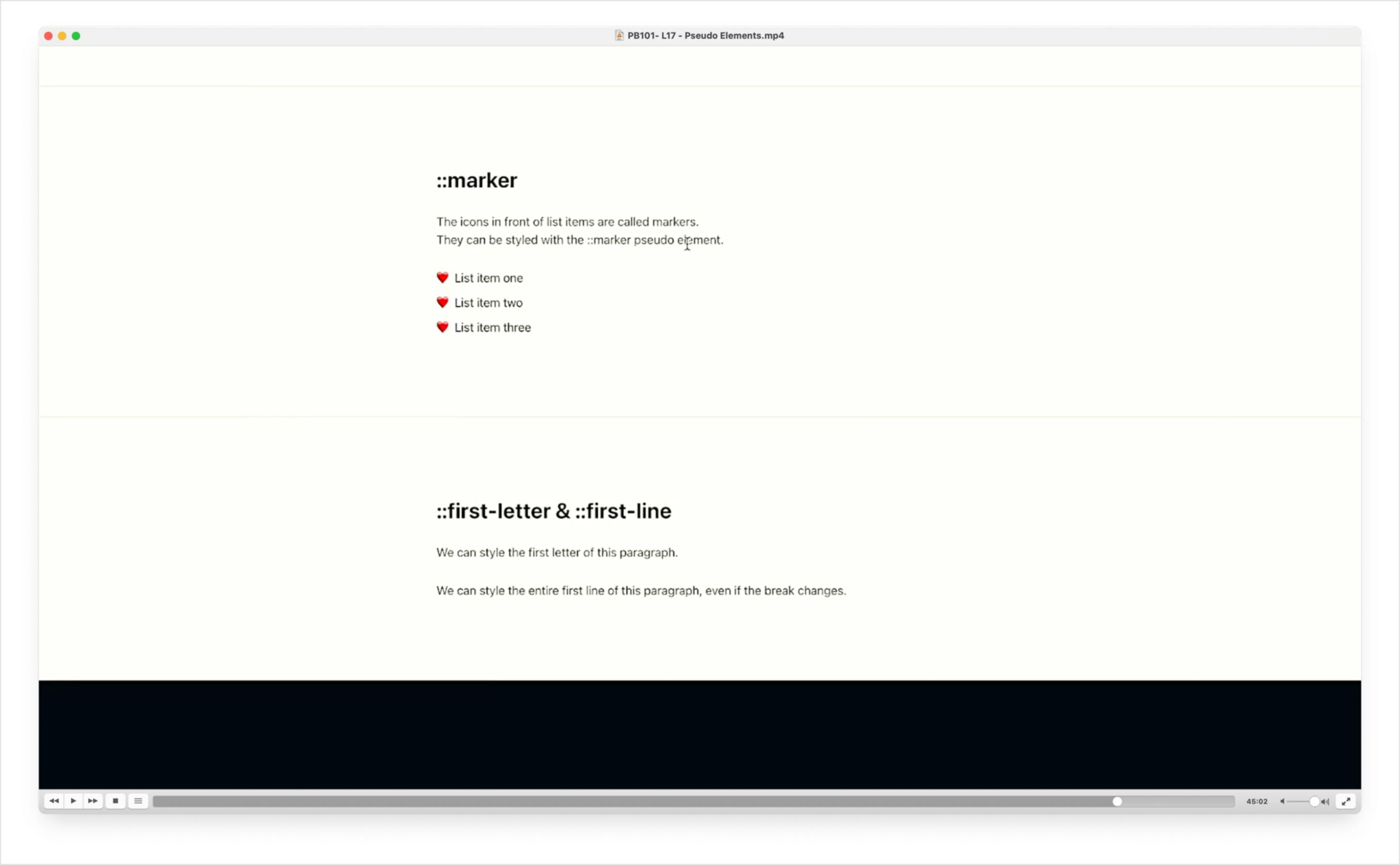












color: red;

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We can style the entire first line of this paragraph, even if the break changes.

