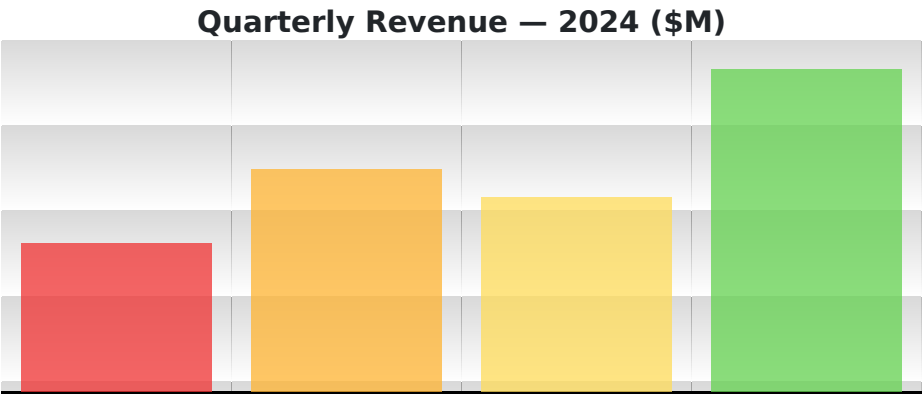


Charts.css

Charts rendered purely with CSS via the [Charts.css](#) framework (MIT). A semantic `<table>` of normalized values becomes a chart through `@property`, `aspect-ratio`, `clip-path`, `conic-gradient`, logical properties, and flexbox — no script, no canvas, no images.

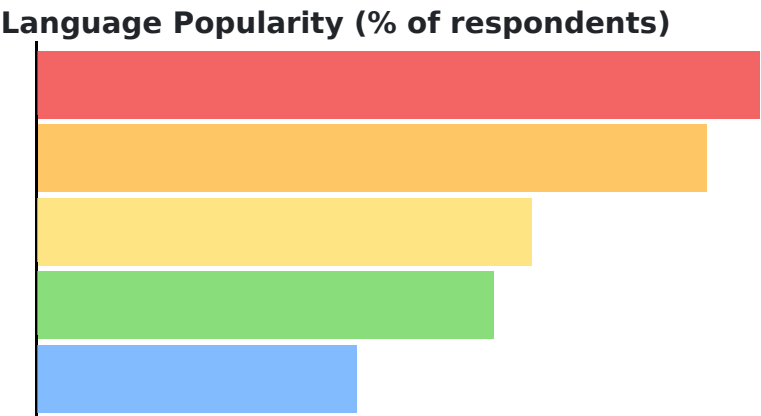
Column

Vertical bars: each `td` is `height: calc(100% * var(--size))` of a `tbody` whose height comes from `aspect-ratio: 21/9`.



Bar

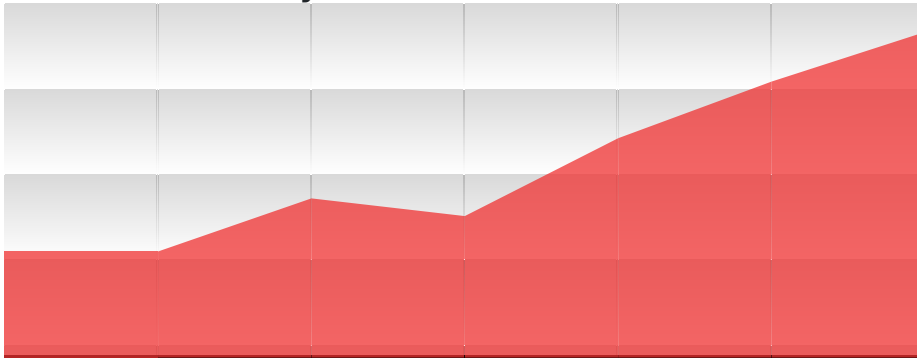
Horizontal bars: `td` is `width: calc(100% * var(--size))`.



Area

A filled quad per point, drawn by a `td::before` with `clip-path: polygon(...)` whose vertices are `calc()` of the data values.

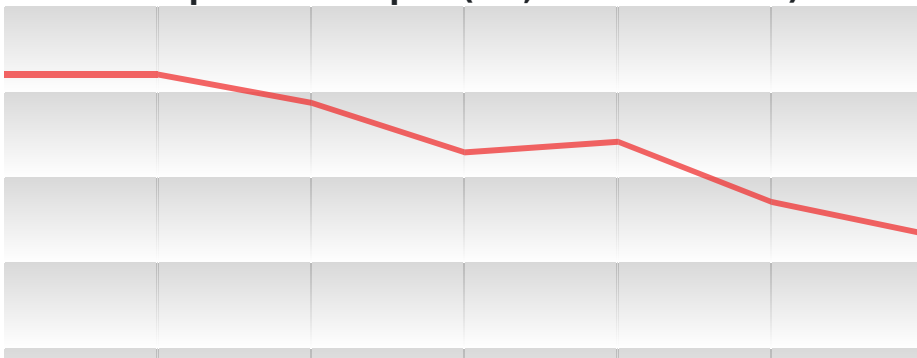
Monthly Active Users (thousands)



Line

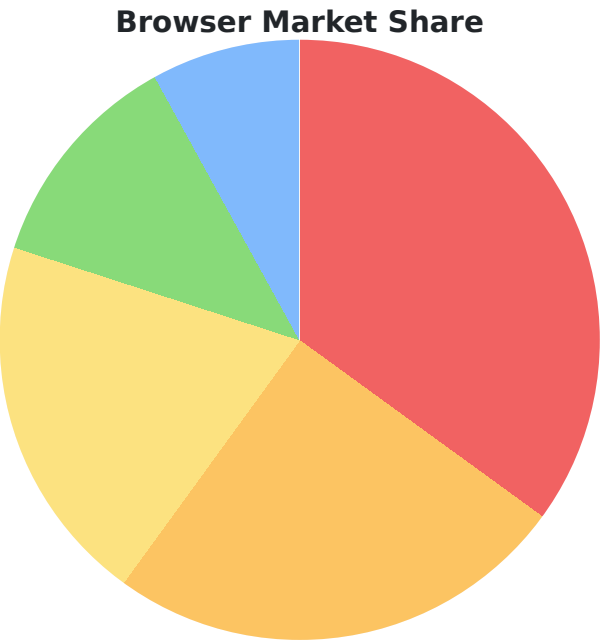
The same `clip-path: polygon()` technique, clipped to a thin band (`--line-size`) so only the connecting line shows.

Response Time p95 (ms, lower is better)



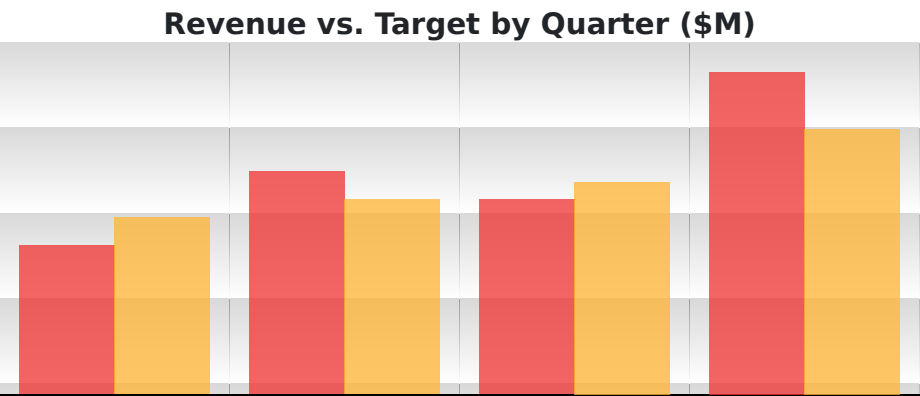
Pie

Each slice is a conic-gradient from `var(--start)` turn to `var(--end)` turn, stacked in a square (aspect-ratio: 1) rounded container.



Multiple series

Two datasets per row (`.multiple`): each `td` is coloured from the `--color-1..10` palette by `:nth-of-type`.



3D effects

Charts.css documents 3D looks as CSS customizations layered on a plain column chart — no special classes (see chartscss.org).

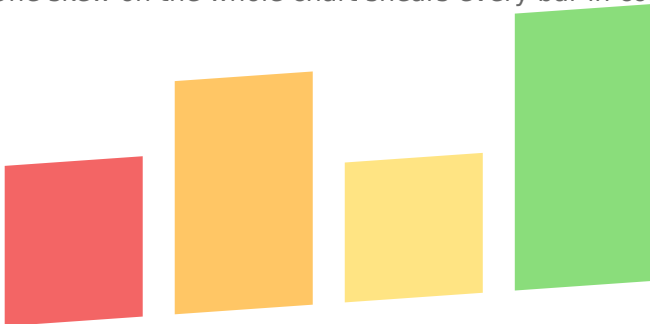
3D Bars — a stack of offset box-shadows

Ten box-shadow layers, each offset one more pixel up-and-right, build the extruded top-right face of every bar.



3D Tilt — a single transform: skewY()

One skew on the whole chart shears every bar in concert.



Charts with Shadows — inset + outset box-shadow

The chart area and each bar get a rounded box-shadow combining an inset (inner top-left) and an outset (bottom-right) layer, for a raised, tactile look.

