Pave motion audit

Every place in the front end where something moves, read and scored against one motion language.

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IN SHORT

01 About 750 transitions and animations across about 350 stylesheets became 47 proposed fixes.

02 The same spinner ran at four different speeds, because its keyframes were copied from file to file.

03 The browser default `ease` speeds up before it slows down, so entrances feel late.

04 The marketing hero moved all the time; the product grid moves about a quarter of the time.

01 How it was read

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01

How it was read

Every stylesheet was read, not sampled.

Each place where something moves was scored on four things: duration, easing, the property animated and what happens under reduced motion. Findings that broke the motion language became proposed fixes.

FIGURE 1 **Every stylesheet read, not sampled**



Source: Pave motion audit, Quickbase, 2026. Figures as published in the write-up; internal names removed.

02

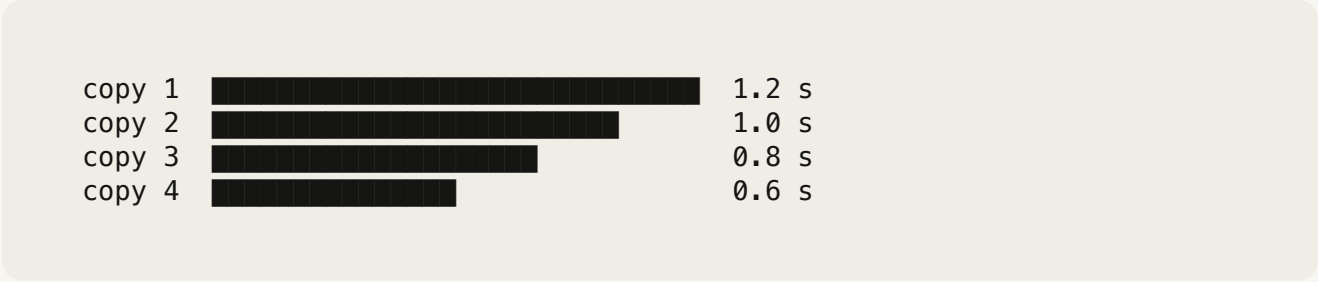
One spinner, four speeds

A slow spinner makes the app feel slow at the same load time.

The keyframes had been copied from file to file, and each copy drifted. The fix was one shared keyframe at 0.8 seconds.

FIGURE 2 **One spinner, four speeds**

One rotation, measured in each copy of the keyframes.



Source: Pave motion audit, Quickbase, 2026. Figures as published in the write-up; internal names removed.

> Whatever a spinner is made of, define its speed once.

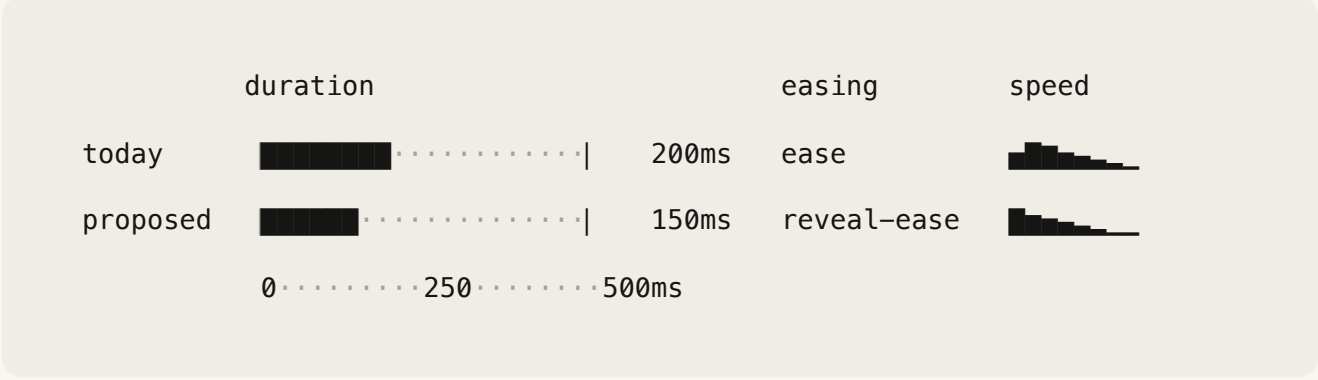
03

What a finding looks like

Each finding shows how long the motion takes and how its speed changes, today against proposed.

The duration ruler is 20 cells of 25 ms on a fixed 500 ms scale, so every finding in the report compares with every other one. The speed glyph shows how much progress happens in each eighth of the time.

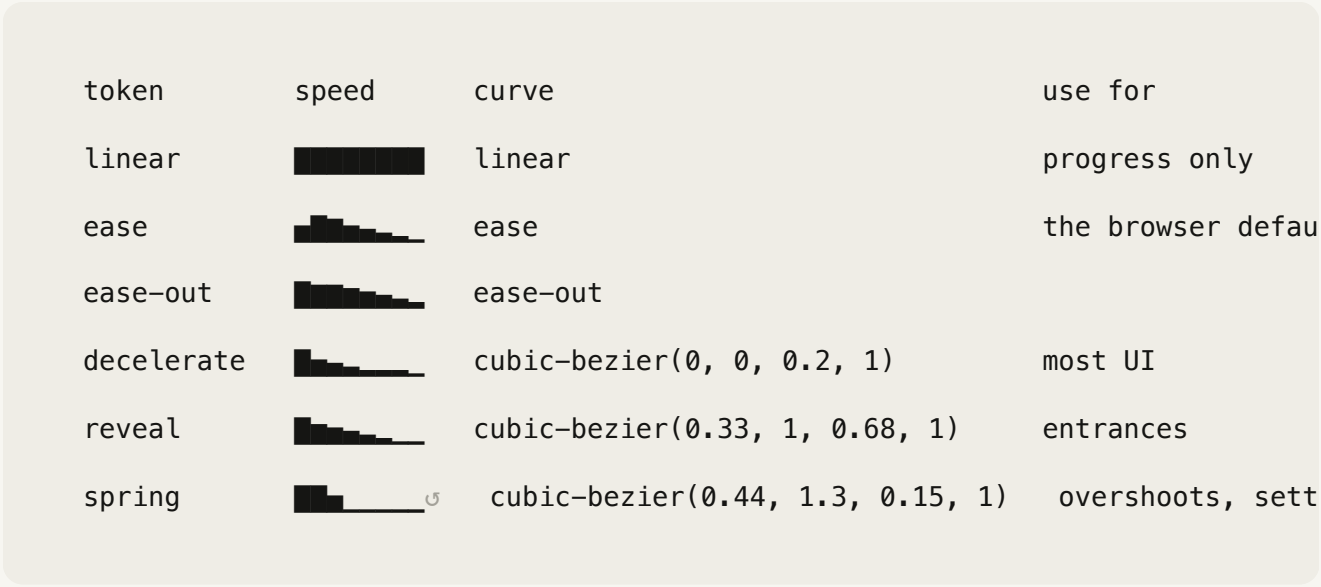
FIGURE 3 **Toast enter: today and proposed**



Source: Pave motion audit, Quickbase, 2026. Figures as published in the write-up; internal names removed.

FIGURE 4 **Eight characters per curve**

Speed over time for each easing in the audit.



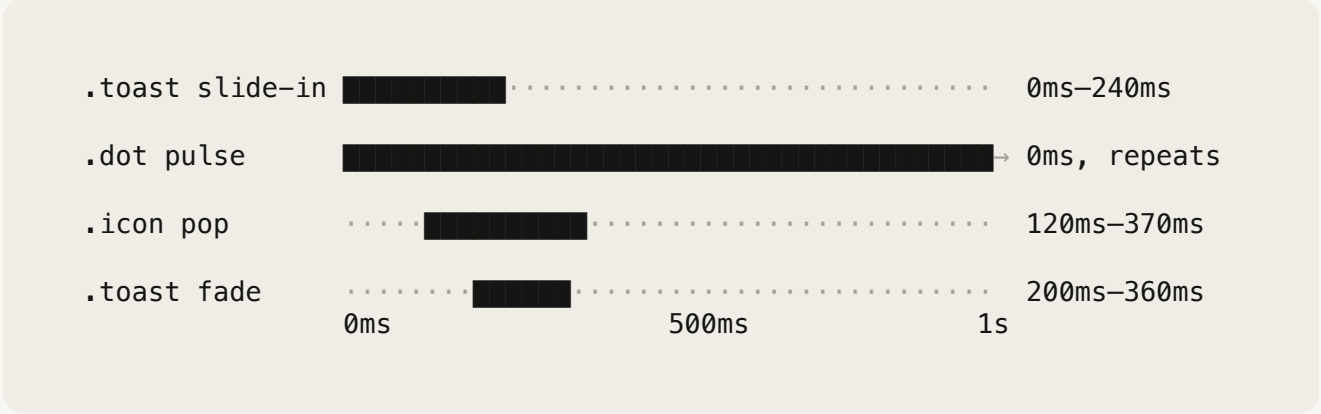
Source: Pave motion audit, Quickbase, 2026. Figures as published in the write-up; internal names removed.

04

Overlaps nobody saw in review

Two animations on one element overlapped by 40 ms, and a pulse never stopped.

FIGURE 5 **Overlaps nobody saw in review**



Source: Pave motion audit, Quickbase, 2026. Figures as published in the write-up; internal names removed.

05

Handing off the hero

The marketing hero drifted all the time; the product grid mostly holds still.

Both versions were recorded for 60 seconds at the same size, and every line position was logged on every frame. In the product, the vertical lines moved in 17 separate pushes.

FIGURE 6 **The hero cut against the product**

The marketing hero drifted all the time; the product grid mostly holds still.



Source: Hero animation handoff, 60-second recordings of both versions, every line position logged per frame.

06

What it cost to get right

The glyph code had two bugs that reached the published audit.

25 of the 47 findings showed the wrong easing name next to a correct glyph: the parser took the first CSS variable it found, which was a speed multiplier. And a value of 57 out of 100 drew one cell short, because a rounding remainder of 8/8 had no glyph. Both are covered by tests now.

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