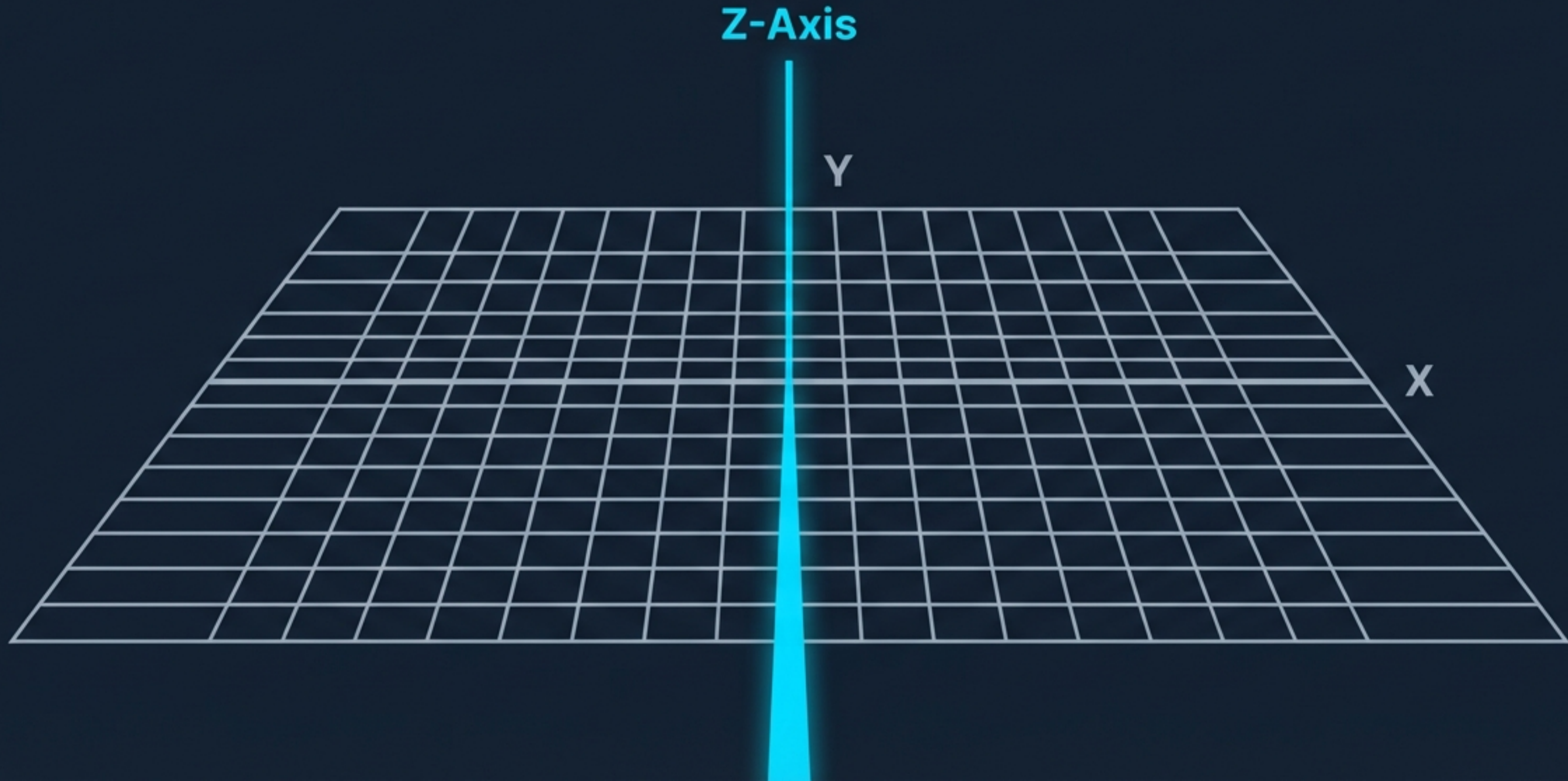


# Layering & Overlap



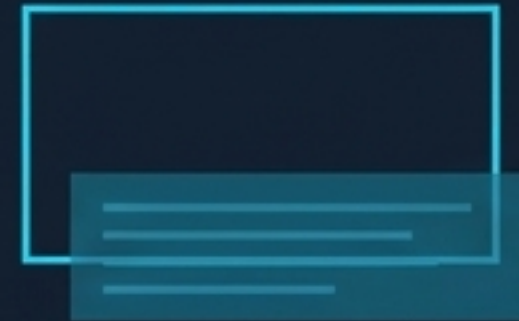
# Grid Has a Z-Axis.

Most people think Grid is rows and columns. It's also layers.

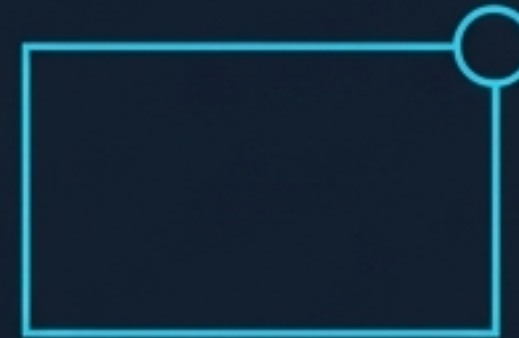


# This Isn't a Mistake. It's a Feature.

Multiple grid items can occupy the same cells. This is how you build robust, modern interfaces.



hero overlays



badges



callouts

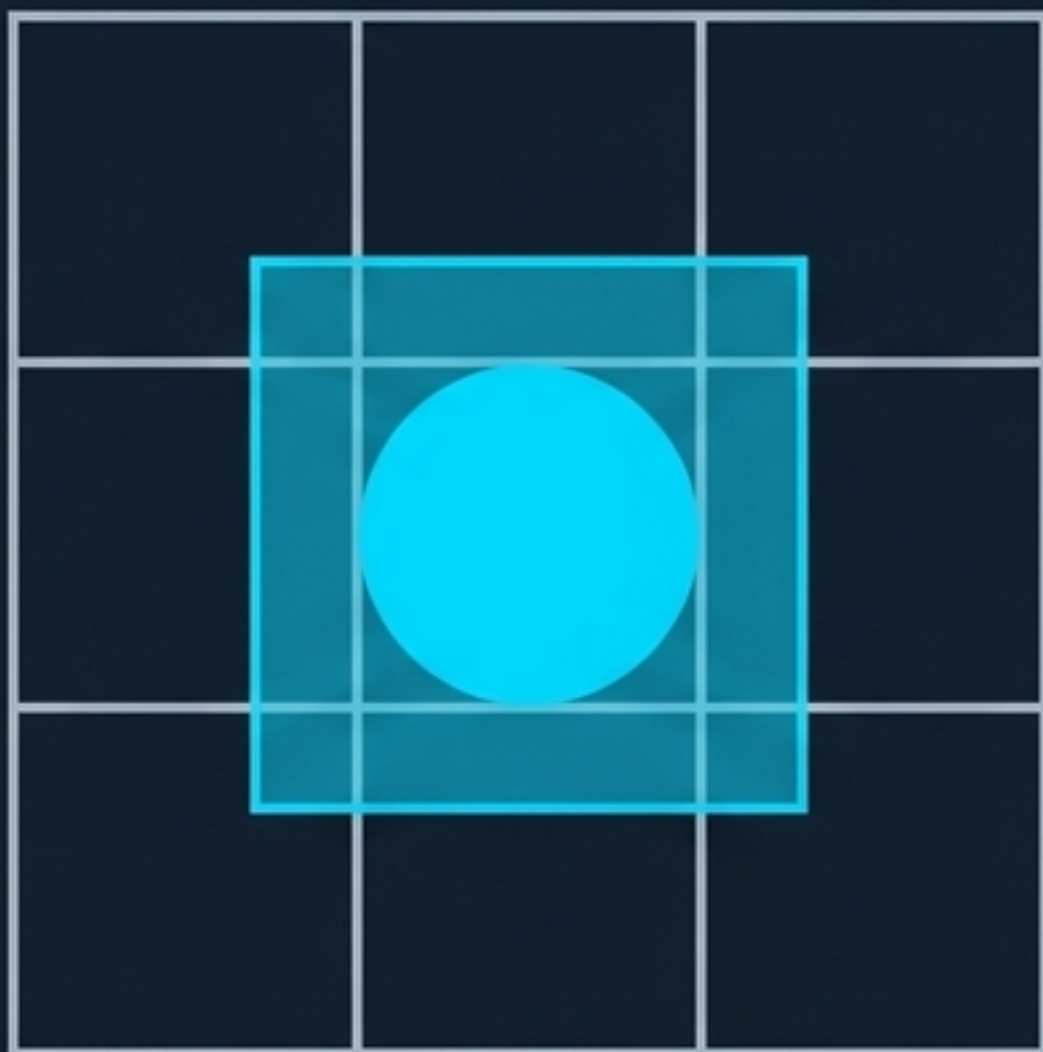


stacked UI panels



# The Core Idea

Two or more items can share the same grid area.



**Same cells. Different layers.**



# How to Assign the Same Space

You don't need a special property. Just assign multiple items to the same grid-area.

```
.container {  
  display: grid;  
}  
  
.base-image {  
  grid-area: 1 / 1;  
}  
  
.text-overlay {  
  grid-area: 1 / 1;  
}
```





# Controlling the Stack

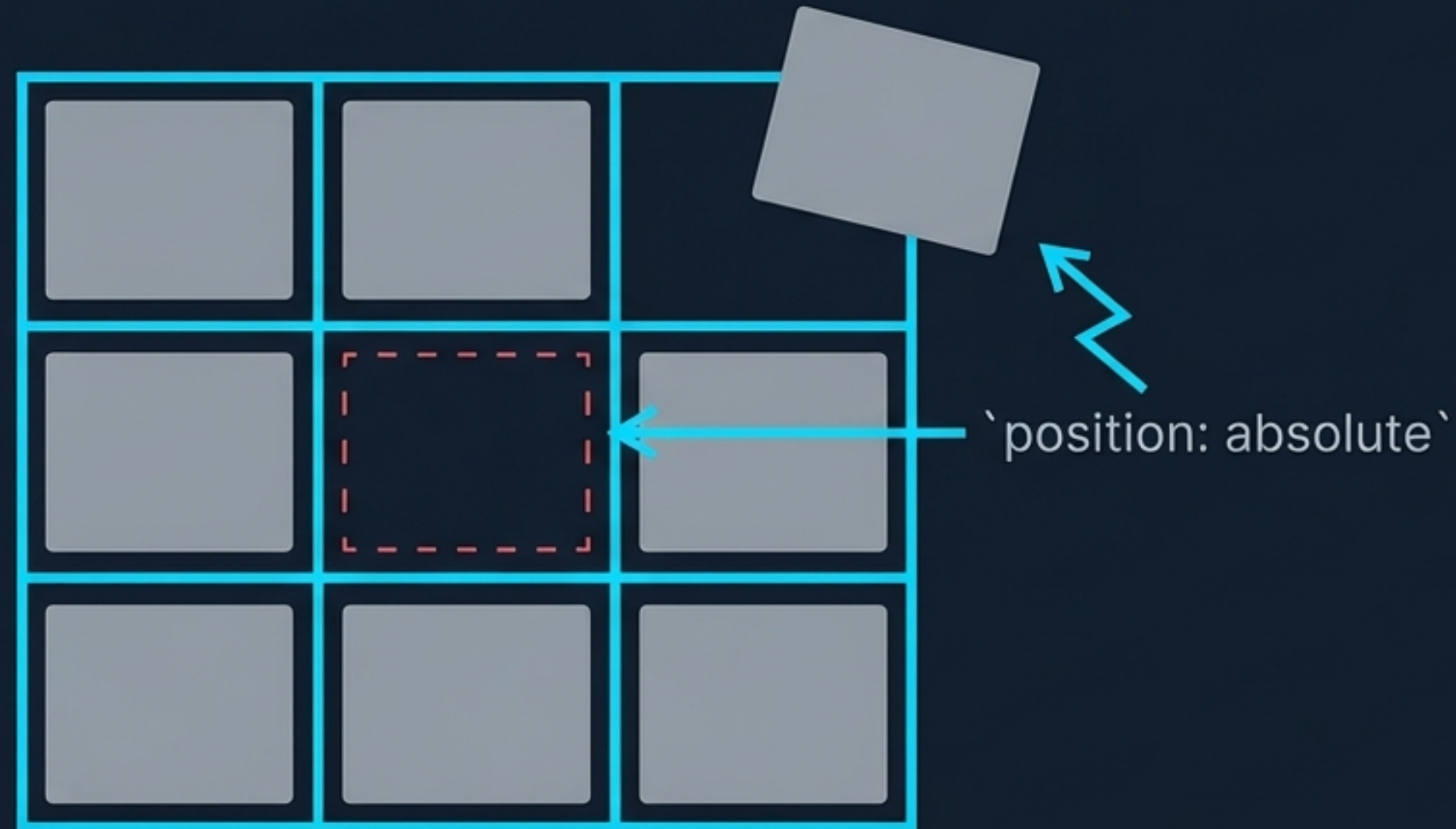
Grid doesn't invent new stacking rules—it uses the normal CSS stacking context.

- Grid items stack naturally in source order when they overlap.
- For explicit control, use `z-index`.
- Positioning (relative, absolute, etc.) is optional.



# The Common Pitfall

When faced with layering, many developers immediately reach for `position: absolute`.





# Absolute Positioning Breaks the System

It works, but the element is removed from the grid's layout flow. You lose:



- **Intrinsic Sizing:** The element no longer influences the size of its parent grid cell.



- **Grid Alignment:** You can't use properties like `align-self` or `justify-self`.

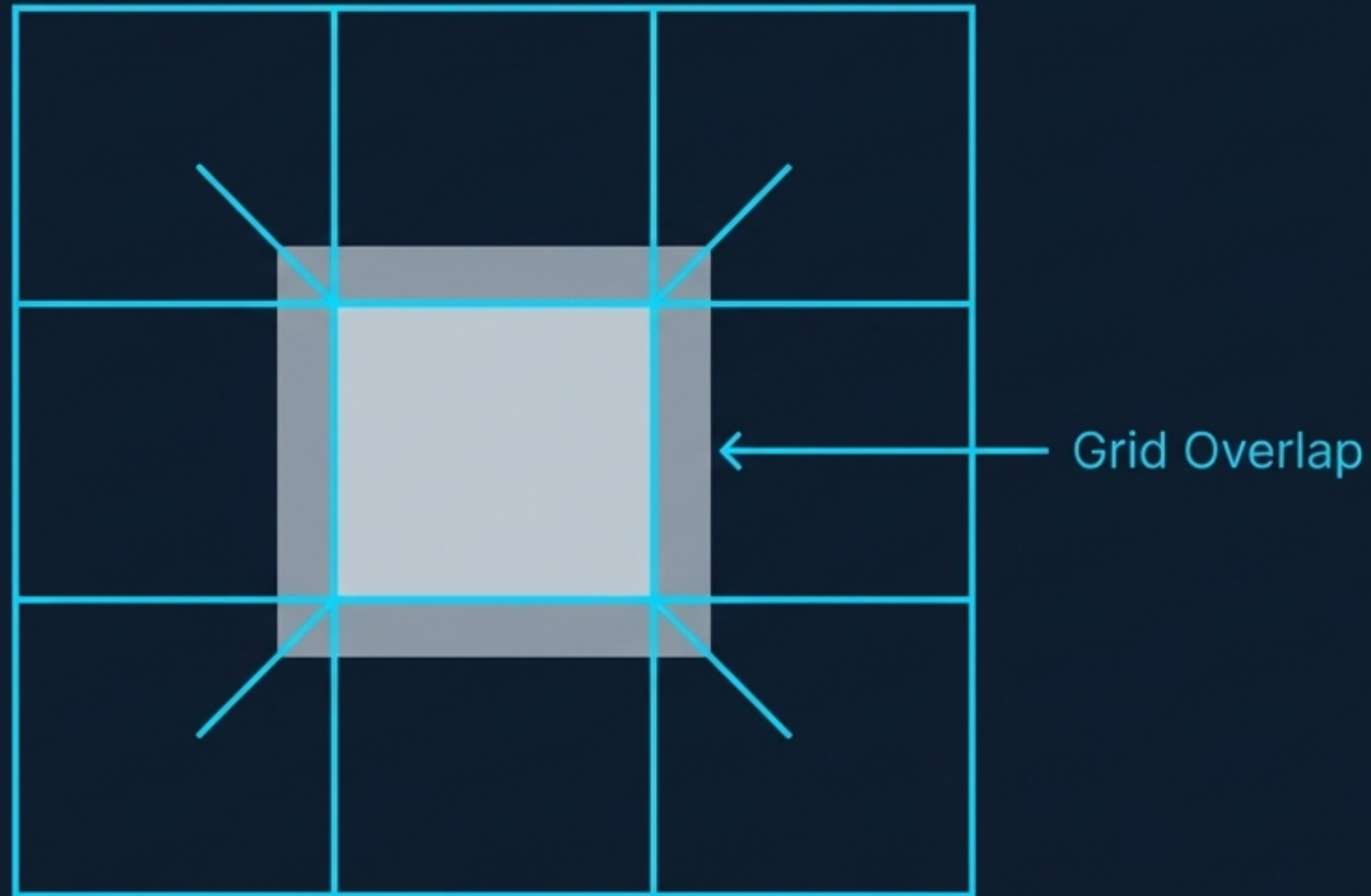


- **Responsive Flow:** The element won't reflow naturally with the grid structure.



# Why Grid Overlap Wins


Grid overlap keeps everything in the layout system.







# Keep Your Superpowers

By layering within the grid, you retain full access to the layout system.

 **Keep Intrinsic Sizing:** Overlapped items still inform the track sizing.

 **Keep Grid Alignment:** Center, stretch, and align items with ``align/justify-self``.

 **Keep Responsive Behavior:** Layers reflow perfectly with the grid.



# Case Study: The Overlap Playground

This example demonstrates a three-layer stack: a base image, a color overlay, and a corner badge.

### Layering & Overlap

overlap: on

overlap: on base overlay badge

```
/* overlap: on */
grid-area: 1 / 1 / -1 / -1
z-index:
  base    → 1
  overlay → 2
  badge   → 3
```

All layers occupy the same grid cells. Z-index controls who sits on top.

### Stage

badge

overlay

No absolute positioning. Still a grid.



# Deconstructing the Code

All layers occupy the same grid cells. `z-index` controls who sits on top.

```
/* All items span the entire grid from line 1 to -1 */  
.base, .overlay, .badge {  
  grid-area: 1 / 1 / -1 / -1;  
}  
  
/* Stacking order is set explicitly */  
.base { z-index: 1; }  
.overlay { z-index: 2; }  
.badge { z-index: 3; }
```

**No absolute positioning. Still a grid.**



# **The Takeaway**

## **Grid isn't just structure.**

**It's controlled chaos — with rules.**



**Same grid. More dimension.**





p.s., keep learning!