Masonry

The pretty grid you didn't see coming

Patrick Brosset – SmashingConf NYC 2025

Hey folks!
Thank you for being here today.

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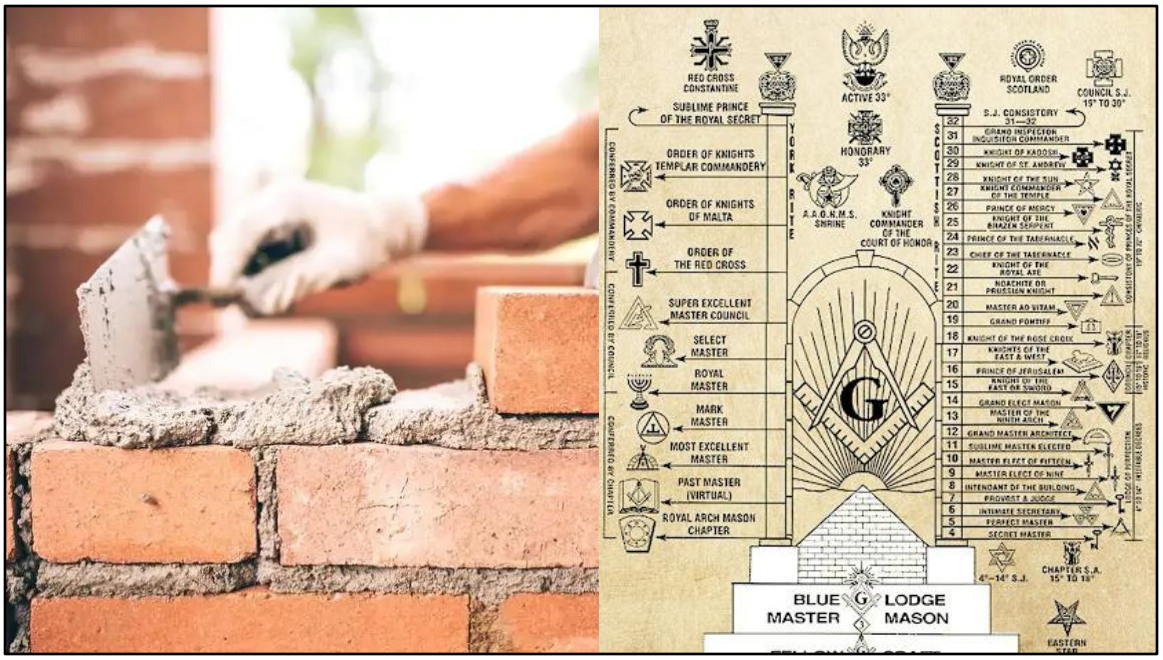
My name is Patrick, I'm a product manager at Microsoft, working on the Edge browser
Specifically on the web platform team.

And today, let's talk about Masonry!

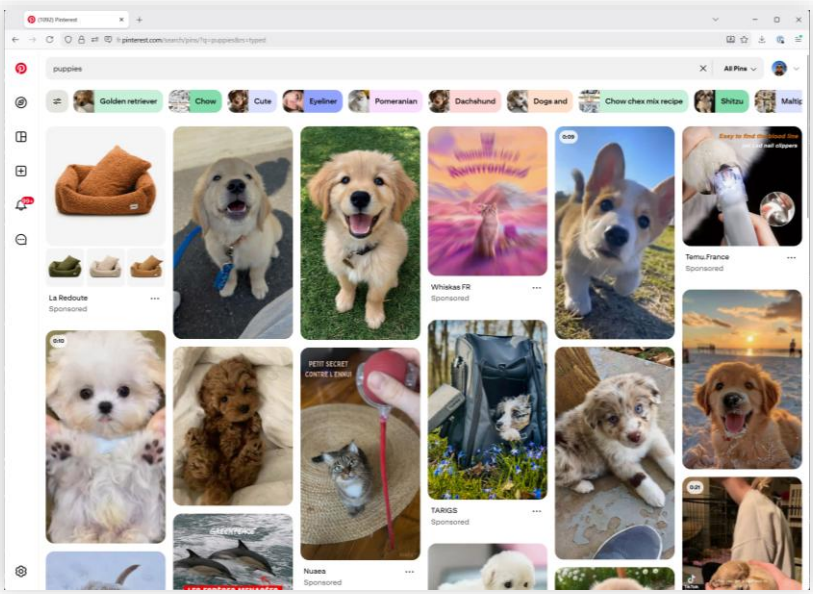
What is Masonry?

So, what's Masonry exactly?



It can be either of these 2 things, but that's not what I'm here to talk about today.

Instead, let’s talk about Masonry: the web layout.

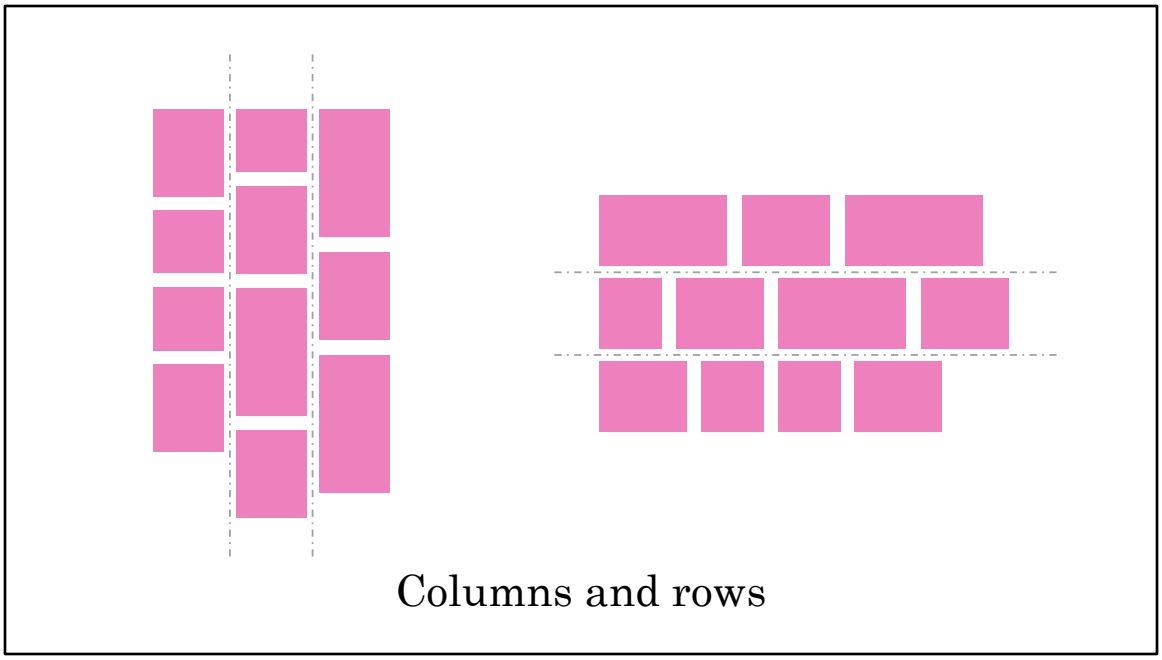


I know what some of you may be thinking:
Masonry isn't cool anymore.
It was made popular by Pinterest, years ago, and not really useful elsewhere.

Well, that's not quite true as we'll see.
And we'll also that Masonry can be more than Pinterest-style layouts.

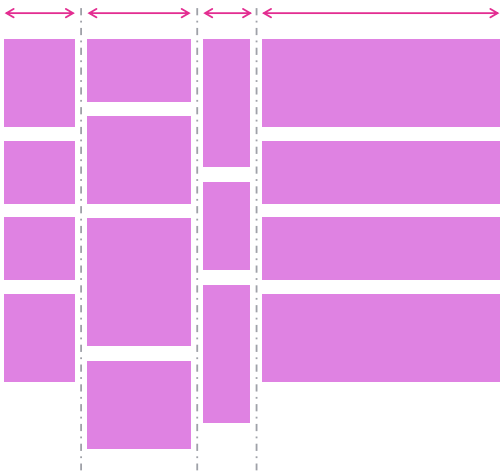
So, what's a real Masonry layout?

So, what's a real Masonry layout then?



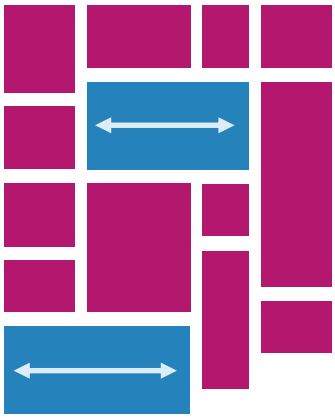
A true Masonry layout can do all these things:

- The tracks can be vertical or horizontal.



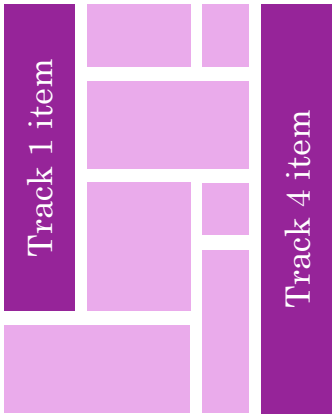
Different track sizes

- The various tracks don't have to all be the same size



Spanning items

- The items on those tracks can span multiple tracks



Placed items

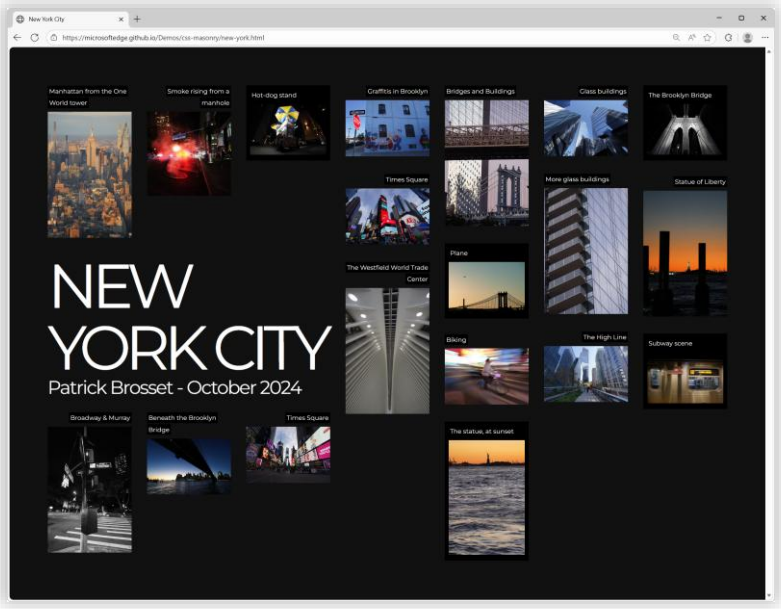
- Finally, items can be placed onto specific tracks. They don't have to obey the auto placement algorithm.

In summary, Masonry isn't only a type of layout where you define equal-sized columns and give it random photos to put in. Kind of like on Pinterest.

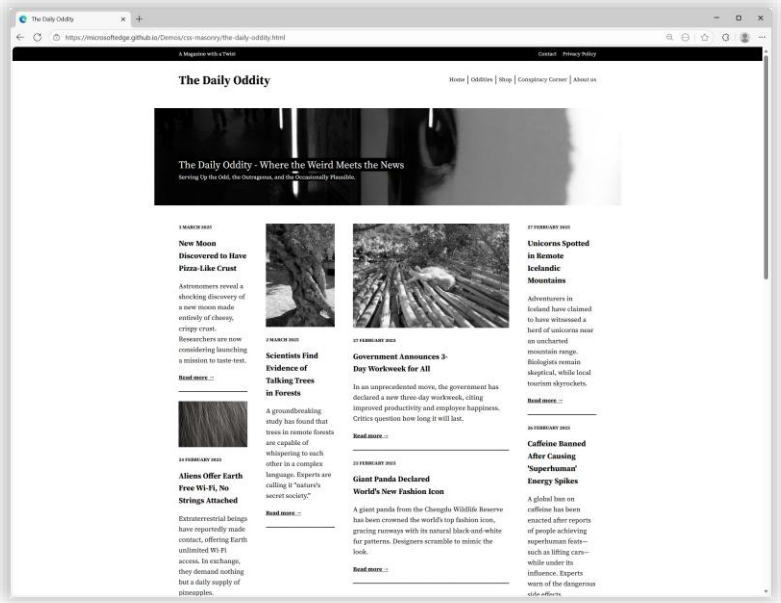
It can definitely do that, but it can also do more than that.

Demos

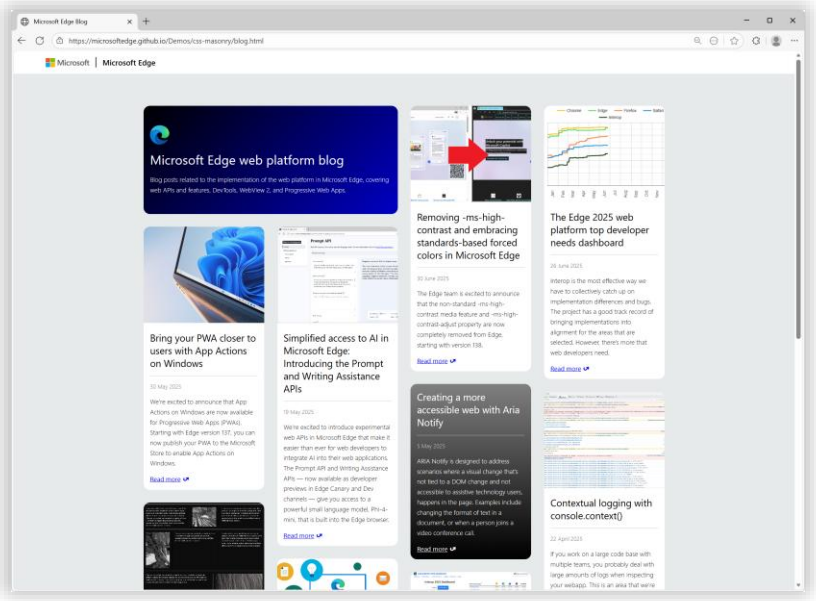
A few demos to illustrate what I mean.



This one shows shows a set of responsive columns which contain photos.
The interesting thing is the title that's within the photos, and that's spanning 3 columns.

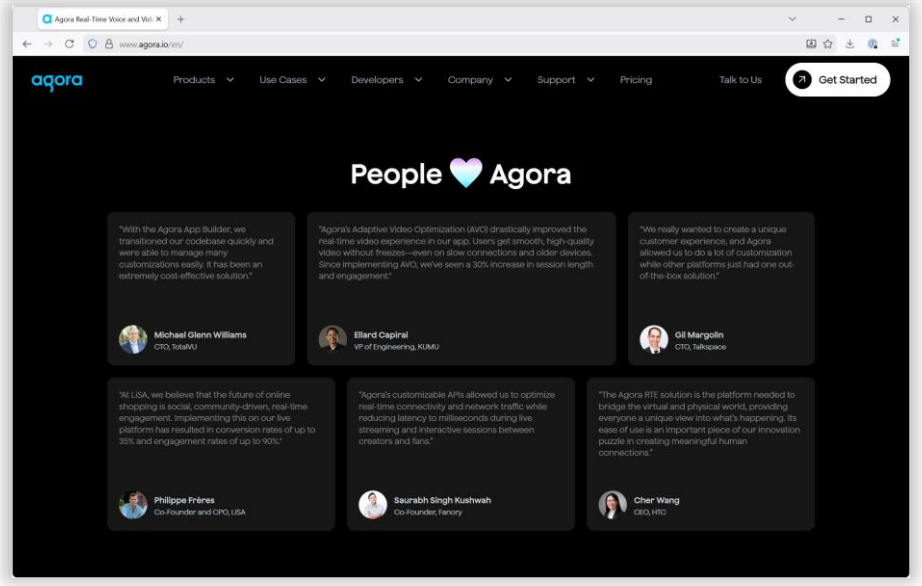


This one is a news site, with different column sizes, to emphasize some articles. And where Masonry works better than a grid because it optimizes for available space.

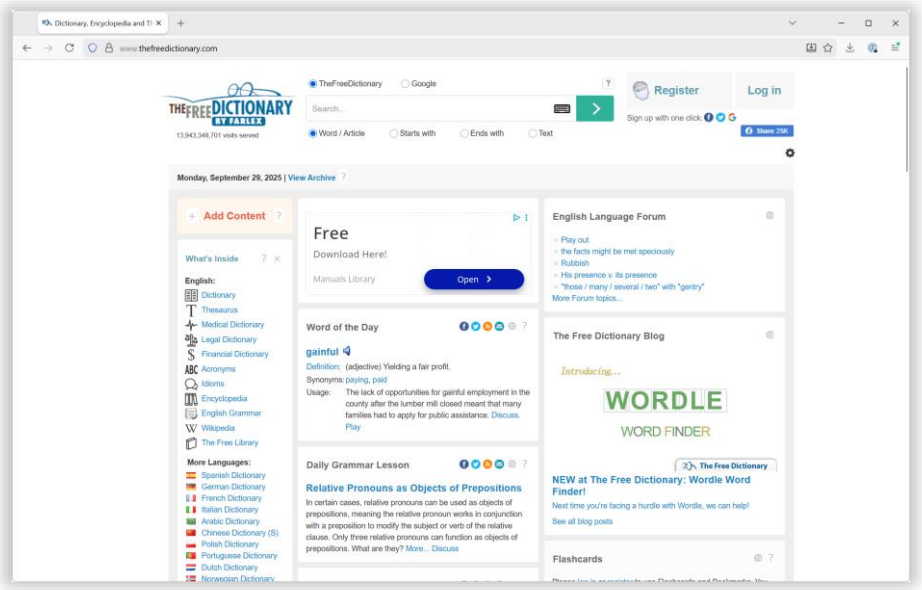


And finally, a blog-style layout, with the header item specifically placed in the top left corner, and spanning 2 tracks.

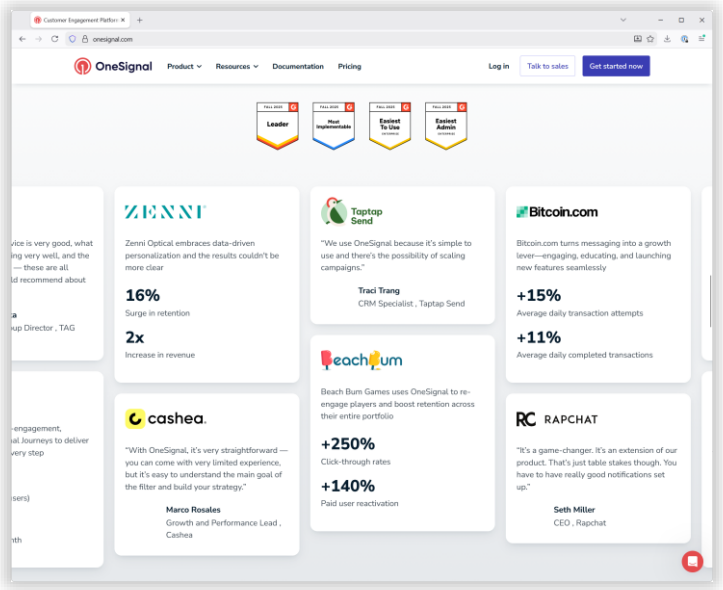
Masonry is **everywhere**
In obvious, and more subtle ways



Here’s a row-direction masonry layout.



The 2 columns of widgets next to the sidebar. They wanted to get as much content as possible on this page, and Masonry works great here.



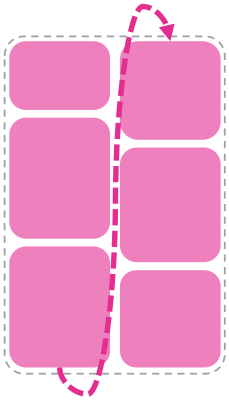
This is a horizontal scrolling animation that shows quotes and stats from customers.
Masonry works well here to give it a more organic vibe, less like a grid of product features.

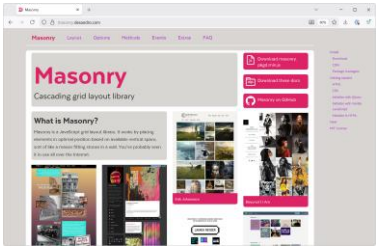
But, hold on…

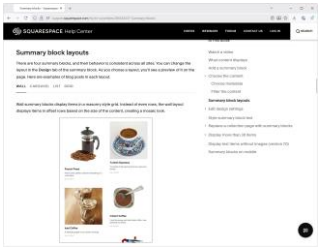
How do you do Masonry on the web today?

But wait, how do you achieve Masonry on the web today?
How were these demos and live websites implemented?
Cause it's not a built-in browser feature, right?

Clever tricks Libraries Templates







There's a few things that web developers have been using:

There's a couple of clever tricks, such as this wrapping, column-direction, flex container.
But the order of items is different than in Masonry.
And if you do want multiple columns, you must set a height to the container, which you don't necessarily want to do

But really, most sites use JavaScript instead.
The most popular library is: Masonry by David DeSandro.
It's been around for a long time and has powered many sites over the years.

And, for no-code alternatives, the Squarespace site builder also has its own Masonry implementation, which also uses JS code.

What am I, a browser vendor person, here to talk about?

This brings us to: what am I, a browser vendor person, doing here?

Masonry is already possible with JS, and many happy developers use it.

Wouldn’t it be great if Masonry was built into browsers?

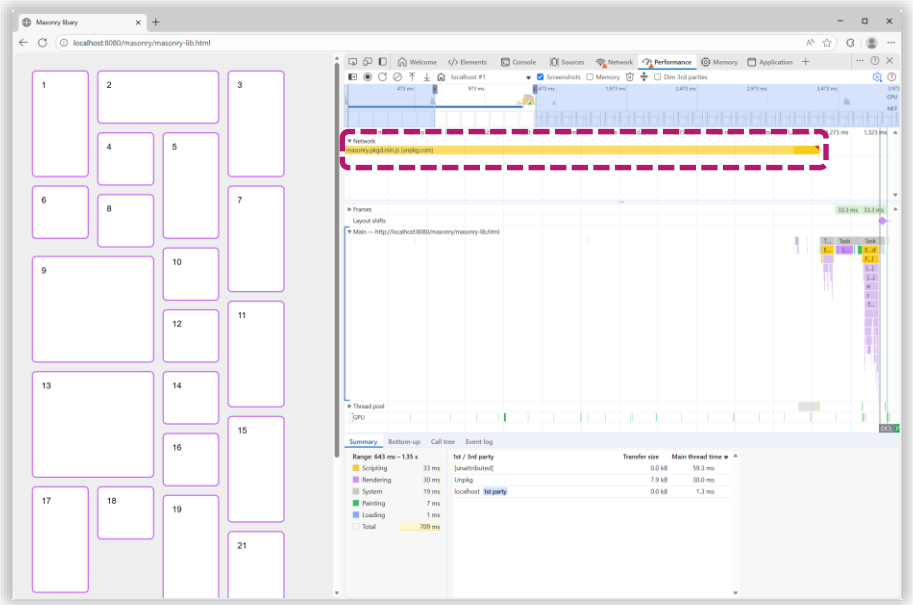
Wouldn’t be great if Masonry was built into browsers?

Yes, for

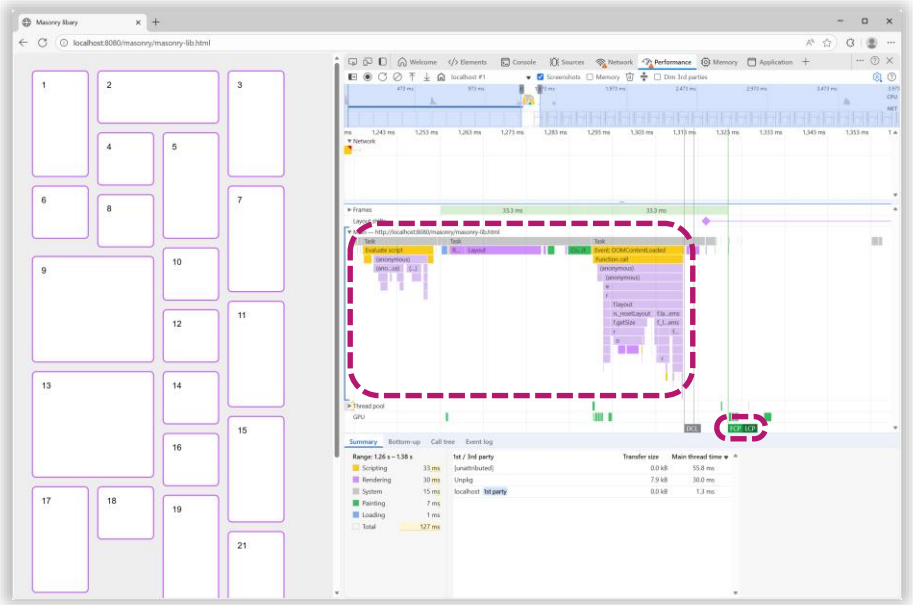
performance

and code simplicity

Why? Mostly for performance, but also code simplicity.



I won't go into too many details here
but the Masonry JS lib is 24KB (7.8KB gzipped), and in my test with a slow 4G and slow CPU constraints, it takes 600ms to load.

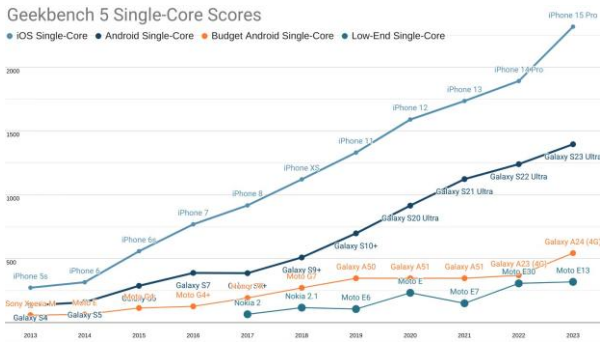


Plus, after that load time, the script needs to be parsed, compiled, and run.
This is a problem because using a JS library to create a layout means that the code needs to be render-blocking.
All this work needs to happen before any of the content in the layout can appear.

On top of this, Masonry layout is often used for the main part of a page,
Which means this render-blocking code is impacting the LCP metric as well: largest contentful paint, which is a key metric for SEO and user experience.
Users won't see anything before all this work has been done.

But it's fast for me…

See https://infrequently.org/2024/01/performance-inequality-gap-2024/#mobile



Your internet connection speed and device are probably very fast, and you don't see a problem.
But that's not the case for everyone.
Using 3rd-party libraries and frameworks means shipping and running more code on your customers' devices than you might otherwise have.
This almost always means not gaining new customers.

If the company you work for is in the business of growing, which is all of them, your heavy site is not helping.
Premium devices and fast internet connections are largely absent from markets where there are billions of users, because of wealth inequality.
And this gap is only growing over time.

The Web Almanac yearly report shows another angle to this problem:
On average, a page requests 70 different resources, images, CSS, JS, etc.
Most of these are JavaScript files: 23.
And page size continues to grow too year over year. The median page weight is now at around 2MB, which 1.8MB more than 10 years ago.

Also, code simplicity

```
<div class="grid"
  data-masonry='{ "itemSelector": ".grid-item", "columnWidth": ".grid-sizer",
"percentPosition": true, "gutter": ".gutter-sizer" }'>
    <div class="grid-sizer"></div>
    <div class="gutter-sizer"></div>
    <div class="grid-item"></div>
```

Code simplicity is another factor

Using a clever trick or workaround means your code is more complex, and harder for new people on your team to understand.

Using a JS library requires you to learn about that library and use it how it was intended to be used.
For the Masonry JS lib, initialization is a bit complex, as it requires a data attribute with a specific syntax, but also hidden HTML elements just to set the column and gap sizes.
Plus, if you want to span columns, you need to include the gap size yourself to avoid problems.

Built-in Masonry is coming to the web!

We're standardizing and implementing it in Chromium

It had already been implemented as an experiment in Firefox years ago.

And now, my team at Microsoft is implementing it in Chromium.
That's the engine that Edge is based on, and we do everything "upstream", meaning in Chromium first.
This means that all other browsers that are also based on Chromium will get the feature too.

The team is also pushing for standardization within the CSS working group at W3C.
Which means, it's getting designed together with all the other browser vendors.

Test Masonry today!

Let us know what you think

1. Go to about:flags
2. Enable “CSS Masonry Layout”
3. Restart the browser

You can test our implementation in Chromium today, and provide your feedback!

Here are the steps to enable it.
But, to make it easier, here’s a QR code that links to all the resources you will need to test it, report feedback, and track the advancement of the implementation.

https://patrickbrosset.com/lab/css-masonry-resources/

Resources → https://patrickbrosset.com/lab/css-masonry-resources/

Popover API – <dialog> – anchor positioning – container queries – :has() – CSS nesting – @scope – CSS math functions – Array and Set methods – <details> styling – Customizable <select> – Conic gradient – backdrop-filter - Navigation API – Scroll-driven animations – URLPattern – text-wrap – Relative colors – @property

Let me leave you with this:

There are many new features being added to the web all the time, and many coming soon:

- Popover
- Dialog
- anchor positioning
- container queries
- …

Many of these features can help you replace 3rd-party libraries or frameworks you might be using today.

So, staying up to date with these new and upcoming features can be extremely beneficial for your projects.
It helps to reduce the amount and the complexity of the code you ship.

Staying up to date and influencing

But, as you will probably agree, staying up to date with this is very difficult, and tiring.
Takes a lot of time and mental energy.
Plus, even when you do make the effort to keep up, sometimes the one feature you need is taking ages to get added to browsers.

https://patrickbrosset.com/lab/navigating-the-web-platform/

So my last slide is a link to a cheatsheet I made, which you can use to:

1. Keep track of what's happening with the web platform
2. Influence browser vendors too.

Thanks