

HTML5 Web Animation with GreenSock

Discover how to create captivating animations for your interactive projects with the GreenSock Animation Platform (GSAP). This course explores basic tweening, sequencing, controlling tweens, and utilizing GSAP plugins for enhanced performance and advanced features.

Group classes in NYC and onsite training is available for this course. For more information, email corporate@nobledesktop.com or visit: <https://www.nobledesktop.com/classes/greensock>



hello@nobledesktop.com • (212) 226-4149

Course Outline

Section 1

Basic Tweening

- Loading Scripts
- Anatomy of a TweenLite Tween
- The TweenLite.to() Method
- Tweening Multiple Properties
- Easing

Creating a Simple Sequence

- The TweenLite.from() Method
- Relative vs. Absolute Values
- Pros and Cons of Sequencing with Delays
- Animating 2D Transforms Scale and Rotation

Creating an Image Slider

- jQuery's \$(document).ready() and .click() Functions
- Triggering Tweens with Buttons
- Tracking Code Changes in Chrome's DevTools
- Using Conditional Logic to Loop a Tween

Tween Control

- Using set() to create a 0-duration Tween
- Introducing the transformOrigin Special Property
- Controlling the Direction of Rotation
- Giving a Tween a var Reference

- The play() and reverse() Methods

Section 2

Tween Methods and Callbacks

- Getting and Setting Tween-Related Values
- Event Callbacks
- Changing the timeScale() of a Tween

TweenMax

- Introduction to TweenMax
- Only in TweenMax: repeat, repeatDelay and yoyo
- Calbacks: onStart, onRepeat and onComplete

Staggered Animation in 3D

- TweenMax's staggerFrom() Method
- Using transformPerspective to Animate in 3D
- Using transformOrigin in a 3D Tween

TimelineLite

- Sequencing Tweens with TimelineLite
- Adjusting Timing with the Position Parameter
- Using Labels in a TimelineLite
- Modifying an Ease with Config()
- Seeking a Position Relative to a Label
- Creating an Animated Progress Bar

Section 3

TimelineLite Control

- Adding Play and Pause Buttons
- Adding Reverse, Resume & Restart Buttons
- Adding Timescale Buttons
- Configuring a jQuery UI Slider

TimelineMax: Burger Boy Banner

- Creating the TimelineMax & Animating the First Panel
- Animating the Second Panel
- Animating the Third Panel
- TimelineMax's repeat and repeatDelay

Promo: Starfield Particle Effects

- Creating the Starfield Timeline Within a Function
- Positioning the Stars
- Using math.Random() to Enhance the Animation

Promo: SlowMo Ease

- Intro to SlowMo Ease

- Configuring linearRatio and power parameters
- Using jQuery each() to Create Unique Tween Parameters
- SlowMo yoyoMode

Section 4

Promo: Nested Timelines

- Nesting Timelines within a Parent Timeline
- Adding Individual Tweens to the Parent Timeline
- Making Provisions for Connectivity Problems

Rocket Launch: TextPlugin

- Enabling TextPlugin
- Coding the Ready-Set-Go Countdown
- Creating a Dramatic Animation for "GO!"

Rocket Launch: Special Eases

- Animating the Rocket with RoughEase
- Animated SpriteSheet Flames with SteppedEase
- Fine-Tuning the Timing and Launching the Rocket

Board Member Biographies

- Using GSAP's ScrollTo Plugin
- Precise Positioning with jQuery's offset() Method
- Adding Functionality to the Navigation Buttons
- Tweening className with CSSPlugin