

Project Report

Introduction:

Our project is based on JavaScript using the canvas . The base code is in the HTML language.

Project Description:

first we have added 600 random sized circle generated on random position considering that it doesn't spawn overlapping sides on window also every circle have different velocity.

Every time we change animation effects of last animation will be retained also fill and stroke are alternate to be more visual appealing

We have made 4 animations which translate smoothly between them.

Animation 1 is bubbleup which is about changing size of circle smoothly if circle which are closer then 70px to mouse position then its size will increase to certain value and when its distance is increased more then 70px it will regain its original size smoothly.

Animation 2 is falldown which is about increasing y-velocity of circle if circle which are closer then 100px to mouse position then its y-velocity will increase and when its distance is increased more then 100px then its y-velocity will decrease to its initial y-velocity also some balls will have tendency to move upwards so when mouse is moved on upper part its very visual appealing.

Animation 3 is glow which is about twinkling effect circle's radius will oscillate by increasing their size by 5px to decreasing their size by 5px

also its opacity will ocilate between 0 to 1.

Animation 4 is collision which is about colliding the balls which are in area of 300px from position of mouse other balls will not be colliding.

Conclusion:

4 animations are created which can be used as screen saver also its visual appealing.

Team members:

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