

Section Slides (manual)

```
<style type="text/css">
    #pinContainer {
        width: 100%;
        height: 100%;
        overflow: hidden;
        -webkit-perspective: 1000;
        perspective: 1000;
    }
    #slideContainer {
        width: 400%; /* to contain 4 panels, each with 100% of window width */
        height: 100%;
    }
    .panel {
        height: 100%;
        width: 25%; /* relative to parent -> 25% of 400% = 100% of window width */
        float: left;
    }
</style>
<div id="pinContainer">
    <div id="slideContainer">
        <section class="panel blue">
            <b>ONE</b>
        </section>
        <section class="panel turquoise">
            <b>TWO</b>
        </section>
        <section class="panel green">
            <b>THREE</b>
        </section>
        <section class="panel bordeaux">
            <b>FOUR</b>
        </section>
    </div>
</div>
<script>
    $(function () { // wait for document ready
        // init
        var controller = new ScrollMagic.Controller();

        // define movement of panels
        var wipeAnimation = new TimelineMax()
            .to("#slideContainer", 0.5, {z: -150}) // move back in 3D space
            .to("#slideContainer", 1, {x: "-25%"}) // move in to first panel
            .to("#slideContainer", 0.5, {z: 0}) // move back to origin in 3D space
            // animate to third panel
            .to("#slideContainer", 0.5, {z: -150, delay: 1})
            .to("#slideContainer", 1, {x: "-50%"})
            .to("#slideContainer", 0.5, {z: 0})
            // animate to forth panel
            .to("#slideContainer", 0.5, {z: -150, delay: 1})
            .to("#slideContainer", 1, {x: "-75%"})
            .to("#slideContainer", 0.5, {z: 0});

        // create scene to pin and link animation
        new ScrollMagic.Scene({
            triggerElement: "#pinContainer",
            triggerHook: "onLeave",
            duration: "500%"
        })
        .setPin("#pinContainer")
        .setTween(wipeAnimation)
        .addIndicators() // add indicators (requires plugin)
        .addTo(controller);
    });
</script>
```