Advanced Tweening

```html
<div class="scrollContent">
	<section id="titlechart">
		<div id="description">
			<h1 class="badge gsap">Advanced Tweening</h1>
			<h2>ScrollMagic can handle everything TweenMax throws at it.</h2>
			<ol>
				<li>A tween can be repeated indefinitely within the scene's duration.</li>
				<li>A tween can be a timeline consisting of multiple tweens and even contain events attached to them.</li>
				<li>Classnames can be tweened just as well.</li>
				<li>Staggering and Easing are no problem either.</li>
			</ol>
			<p>
				To find out more about the Greensock Animation Platform, refer to its <a href="http://greensock.com/docs/#/HTML5/" target="_blank">documentation</a>.
			</p>
			<a href="#" class="viewsource">view source</a>
		</div>
		<script>
			// init controller
			var controller = new ScrollMagic.Controller();
		</script>
	</section>
	<section class="demo">
		<div class="spacer s2"></div>
		<div id="trigger1" class="spacer s0"></div>
		<div id="animate1" class="box1 skin" style="left: -100px;">
			<p>tick. tack.</p>
			<a href="#" class="viewsource">view source</a>
		</div>
		<div class="spacer s2"></div>
		<script>
			// build tween
			var tween = TweenMax.fromTo("#animate1", 1,
									{left: -100},
									{left: 100, repeat: -1, yoyo: true, ease: Circ.easeInOut}
								);

			// build scene
			var scene = new ScrollMagic.Scene({triggerElement: "#trigger1", duration: 200, offset: -50})
							.setTween(tween)
							.addIndicators({name: "loop"}) // add indicators (requires plugin)
							.addTo(controller);
		</script>
	</section>
	<section class="demo">
		<div class="spacer s1"></div>
		<div id="trigger2" class="spacer s1"></div>
		<div class="spacer s0"></div>
		<div id="animate2" class="box1 red" style="left: -100px;">
			<p>Let's draw!</p>
			<a href="#" class="viewsource">view source</a>
		</div>
		<div class="spacer s2"></div>
		<script>
			// set start offset
			TweenMax.set("#animate2", {left: "-=100"});

			var $box = $("#animate2 p");

			// build tween
			var tween = new TimelineMax()
					.to("#animate2", 1, {top: "-=200",
						onStart: function () {$box.html("This");},
						onReverseComplete: function () {$box.html("Let's draw!");}
						}
					)
					.to("#animate2", 1, {top: "+=200", left: "+=200",
						onStart: function () {$box.html("is");},
						onReverseComplete: function () {$box.html("This");}
						}
					)
					.to("#animate2", 1, {top: "-=200",
						onStart: function () {$box.html("the");},
						onReverseComplete: function () {$box.html("is");}
						}
					)
					.to("#animate2", 1, {left: "-=200",
						onStart: function () {$box.html("house");},
						onReverseComplete: function () {$box.html("the");}
						}
					)
					.to("#animate2", 1, {top: "-=100", left: "+=100",
						onStart: function () {$box.html("of");},
						onReverseComplete: function () {$box.html("house");}
						}
					)
					.to("#animate2", 1, {top: "+=100", left: "+=100",
						onStart: function () {$box.html("San...");},
						onReverseComplete: function () {$box.html("of");}
						}
					)
					.to("#animate2", 1, {top: "+=200", left: "-=200",
						onStart: function () {$box.html("...ta");},
						onReverseComplete: function () {$box.html("San...");}
						}
					)
					.to("#animate2", 1, {left: "+=200",
						onStart: function () {$box.html("Clause.");},
						onReverseComplete: function () {$box.html("...ta");}
						}
					);

			// build scene
			var scene = new ScrollMagic.Scene({triggerElement: "#trigger2"})
							.setTween(tween)
							.addIndicators({name: "timeline"}) // add indicators (requires plugin)
							.addTo(controller);

		</script>
	</section>
	<section class="demo">
		<style type="text/css">
			.fish {
				min-width: 500px;
			}
		</style>
		<div class="spacer s2"></div>
		<div id="trigger3" class="spacer s0"></div>
		<div id="animate3" class="box2 blue">
			<p>I caught a fish THIS big.</p>
			<a href="#" class="viewsource">view source</a>
		</div>
		<div class="spacer s2"></div>
		<script>
			// build tween
			var tween = TweenMax.to("#animate3", 1, {className: "+=fish"});

			// build scene
			var scene = new ScrollMagic.Scene({triggerElement: "#trigger3", duration: 200, offset: -50})
							.setTween(tween)
							.addIndicators({name: "tween css class"}) // add indicators (requires plugin)
							.addTo(controller);

		</script>
	</section>
	<section class="demo" style="overflow-x: hidden">
		<div class="spacer s1"></div>
		<div id="trigger4" class="spacer s1"></div>
		<div class="spacer s0"></div>
		<div class="animate4 box2 black outline" style="left: 700px;">
			<p>Tchoo Tchoo!</p>
			<a href="#" class="viewsource">view source</a>
		</div>
		<div class="animate4 box2 black outline" style="left: 700px;"></div>
		<div class="animate4 box2 black outline" style="left: 700px;"></div>
		<div class="animate4 box2 black outline" style="left: 700px;"></div>
		<div class="animate4 box2 black outline" style="left: 700px;"></div>
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		<div class="animate4 box2 black outline" style="left: 700px;"></div>
		<div class="animate4 box2 black outline" style="left: 700px;"></div>
		<div class="animate4 box2 black outline" style="left: 700px;"></div>
		<div class="spacer s2"></div>
		<script>
			// build tween
			var tween = TweenMax.staggerFromTo(".animate4", 2, {left: 700}, {left: 0, ease: Back.easeOut}, 0.15);

			// build scene
			var scene = new ScrollMagic.Scene({triggerElement: "#trigger4", duration: 300})
							.setTween(tween)
							.addIndicators({name: "staggering"}) // add indicators (requires plugin)
							.addTo(controller);

		</script>
	</section>
	<div class="spacer s_viewport"></div>
</div>
```