**Snap Scrolling**

html {

    scroll-snap-type: y mandatory;

    scroll-behavior: smooth;

}

.section {

    height: 100vh;

    scroll-snap-align:center;

}

**Create a Shortcut in Visual Studio Code:**

CTRL + Shift + p 🡪 type “snippets” then select “Snippets: Configure Snippets” then type and choose “javascriptreact.json”

Copy and Paste this code in the json file:

{

    // Place your snippets for javascriptreact here. Each snippet is defined under a snippet name and has a prefix, body and

    // description. The prefix is what is used to trigger the snippet and the body will be expanded and inserted. Possible variables are:

    // $1, $2 for tab stops, $0 for the final cursor position, and ${1:label}, ${2:another} for placeholders. Placeholders with the

    // same ids are connected.

    // Example:

    // "Print to console": {

    //  "prefix": "log",

    //  "body": [

    //      "console.log('$1');",

    //      "$2"

    //  ],

    //  "description": "Log output to console"

    // }

    "fcc": {

        "prefix": "fcc",

        "body": [

            "import './${TM\_FILENAME\_BASE/^(.)/${1:/downcase}/}.css'""""const ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}} = () => {",

            "  return (",

            "    <div className='${TM\_FILENAME\_BASE/^(.)/${1:/downcase}/}'>${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}</div>",

            "  )",

            "}",

            "",

            "export default ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}"

        ],

        "description": "Create an arrow component with css"

    },

    "fcs": {

        "prefix": "fcs",

        "body": [

            "import './${TM\_FILENAME\_BASE/^(.)/${1:/downcase}/}.scss'""""function ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}(){",

            "  return (",

            "    <div className='${TM\_FILENAME\_BASE/^(.)/${1:/downcase}/}'>${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}</div>",

            "  )",

            "}",

            "",

            "export default ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}"

        ],

        "description": "Create a functional component with Sass"

    },

    "acs": {

        "prefix": "acs",

        "body": [

            "import './${TM\_FILENAME\_BASE/^(.)/${1:/downcase}/}.scss'""""const ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}} = () => {",

            "  return (",

            "    <div className='${TM\_FILENAME\_BASE/^(.)/${1:/downcase}/}'>${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}</div>",

            "  )",

            "}",

            "",

            "export default ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}"

        ],

        "description": "Create an arrow component with Sass"

    },

    "comp": {

        "prefix": "comp",

        "body": [

            "const ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}} = () => {",

            "  return (",

            "    <div>${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}</div>",

            "  )",

            "}",

            "",

            "export default ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}"

        ],

        "description": "Create a component"

    },

    "compt": {

        "prefix": "compt",

        "body": [

            "const ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}} = () => {",

            "  return (",

            "    <div className=''>${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}</div>",

            "  )",

            "}",

            "",

            "export default ${1:${TM\_FILENAME\_BASE/(.)(.\*)/${1:/capitalize}${2}/}}"

        ],

        "description": "Create a component with tailwind classname"

    }

}

After that just create a new component and type “compt” then tab.

## **Create 3D image**

Download ‘gltf’ 3d image from: <https://sketchfab.com/>

Install: npm install -g gltf-pipeline

Create glb file from gltf type: gltf-pipeline -i scene.gltf -b

Convert glb to jsx type: npx gltfjsx car.glb

Create a folder and copy the new jsx file in that folder and unpdate the link to .gld file

Create a component to containe the new component (the new jsx file)

## **New .jsx file:**

**/\***

**Auto-generated by: https://github.com/pmndrs/gltfjsx**

**Command: npx gltfjsx@6.5.3 Allah.glb**

**Author: TAREK SAAD (https://sketchfab.com/Tarek.Saad.Khalifa)**

**License: CC-BY-4.0 (http://creativecommons.org/licenses/by/4.0/)**

**Source: https://sketchfab.com/3d-models/allah-glglalh-03b969e3a0d04077a073dac7ce11aa1f**

**Title: ALLAH GLGLALH - الله جل جلاله**

**\*/**

import React from "react";

import { useGLTF, useAnimations } from "@react-three/drei";

export function Allah(props) {

    const group = React.useRef();

    const { nodes, materials, animations } = useGLTF("images/Allah/Allah.glb");

    const { actions } = useAnimations(animations, group);

    return (

        <group ref={group} {...props} dispose={null}>

            <group name="Sketchfab\_Scene">

                <group name="Sketchfab\_model" rotation={[-Math.PI / 2, 0, 0]}>

                    <group name="fbxfbx" rotation={[Math.PI / 2, 0, 0]}>

                        <group name="Object\_2">

                            <group name="RootNode">

                                <group

                                    name="Camera\_1"

                                    position={[1283.379, 570.613, 489.201]}

                                    rotation={[Math.PI, 0.329, 2.99]}

                                />

                                <group

                                    name="Extrude\_1"

                                    position={[-0.589, 400.151, -10]}

                                    scale={[1, 1, 2]}

                                >

                                    <mesh

                                        name="Extrude\_1\_Mat1\_0"

                                        geometry={nodes.Extrude\_1\_Mat1\_0.geometry}

                                        material={materials["Mat.1"]}

                                    />

                                </group>

                            </group>

                        </group>

                    </group>

                </group>

            </group>

        </group>

    );

}

useGLTF.preload("images/Allah/Allah.glb");

## **Component who contain the new component:**

import { Canvas } from "@react-three/fiber";

import { Allah } from "./Allah";

import { OrbitControls, PerspectiveCamera, Stage } from "@react-three/drei";

import { Suspense } from "react";

const AllahContainer = () => {

    return (

        <Canvas>

            <Suspense fallback="loading...">

                <Stage environment={"forest"} intensity={0.5}>

                    <Allah />

                </Stage>

                <OrbitControls enableZoom={false} />

                <PerspectiveCamera position={[-1, 0, 1.8]} zoom={0.7} makeDefault />

            </Suspense>

        </Canvas>

    );

};

export default AllahContainer;

## **Text Animation**

Go to: <http://motion.dev>

Then type: npm install motion









