Animade Easy

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<https://www.figma.com/file/vkMPhKmJ1m4u2EcQZQwR0P/NOtJAMALAM?node-id=0%3A1>

<https://devpost.com/software/animade-easy>

<https://github.com/css-animations/animade-easy>

**Summary**

Animade Easy is a devtools extension that makes creating custom CSS animations super easy. I created it with some friends PennApps Fall 2021. I designed the UI and helped build the front end in React with Typescript. This is my favorite hackathon project because it’s a tool I would use and it was challenging but not impossible for us to create.

**Inspiration**

When I was making my personal website, I learned how to create CSS animations. I found that typing out an animation was pretty far removed from how animation is typically done so I proposed that we create a mash up of React Dev Tools, animation software, and a CSS development website like *cssgradient* . My friend Jake wanted to learn how to create Bezier curves and my friend Mathew wanted to learn about code injection with a devtools extension, so we went with the idea.

**How it works**

Insert video

Once we get everything flushed out we plan to put this on the chrome web store like a regular extension. After getting our extension you’ll be able to open dev tools like normal and open our add on by selecting the Animade Easy Tab.

After hitting the Attach Animation button, you can select what element on your webpage you want to animate by clicking on them. I’m not entirely sure how this works because Mathew programed this feature, but I think we inspect the dom and inject css to draw boxes around what is being selected. We plan on letting you select which css properties you want to animate but right now we have size and rotation hardcoded in. There are also some other animation options you can add to the property like if you want it to loop or not.

The animation can be modified with the Bezier curve tool Jake built. When you modify the handles and keyframes it builds the CSS code that is injected when you hit play to animate your website! The CSS code is displayed below the Bezier curve for you to copy into your website. We have a copy to clipboard button but it doesn’t work for devtools security reasons.

You can create very complex animations with this tool compared typing them out by hand. I put a lot of thought into the UI so I’m very proud with what we have so far. We definitely can release this on the chrome store but with school starting soon we’ll see how much time we have to flush it out.

**Stuff learned**

This was the most complex web application I’ve created in 36 hours, so we made a lot of mistakes. There was a big disconnect between the front end and backend team with how the workflow of this app was supposed to work so splicing everything together at 4 AM an hour before the deadline was a gigantic mess. If I were to do this over again, I would have communicated how the user was supposed to use our extension better and set up a solid data structure for the front and backend to anchor themselves to. We originally had a super simple MVP in the works for the first half hour of the hackathon, but we pretty much threw iterative design out the window to create an application with all the cool features we wanted. We were lucky when everything fit together in the end, but I think it would have been better to build a framework that works and then add all our cool features.

Besides some project management skills, I learned how to use TypeScript for React. Typescript is pretty nice, so I think I’ll use it for my projects in the future. I also got to put the React skills I learned making this website to the test when I built the components of the app. I had to do a lot of wrangling to get the timeline to work but I’m proud I was able to get it to work. I’ve always been the make things pretty guy for my friends’ projects, so I’ve been doing a lot of designing. I can tell I’m getting better because the wireframe for this app looks clean!

Picture: Can’t design a wireframe without a crazy mess!

Picture: Polished wireframe. I had to modify it to accommodate the attribute selection and our time constraints.