<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Water Wave Filling Animation</title>

<style>

body, html {

margin: 0; padding: 0; height: 100%; overflow: hidden;

display: flex; justify-content: center; align-items: center;

background: #f0f0f0;

}

.loading-overlay {

position: relative;

width: 400px;

height: 300px;

background: url("8.jpeg") no-repeat center/cover;

overflow: hidden;

}

.wave {

position: absolute;

bottom: -100px; /\* Start below the container \*/

width: 100%; /\* Matches the container width \*/

height: 100%; /\* Covers the container height as it rises \*/

background: rgba(0, 150, 255, 0.6); /\* Wave color \*/

clip-path: ellipse(150% 50% at 50% 100%);

animation: waveFill 5s forwards ease-in-out;

}

@keyframes waveFill {

0% { bottom: -100px; }

100% { bottom: 0; } /\* Fully fills the container \*/

}

.fade-out { animation: fadeOut 1s ease-out forwards; }

@keyframes fadeOut { to { opacity: 0; visibility: hidden; } }

#content { display: none; text-align: center; padding-top: 50px; }

</style>

</head>

<body>

<div class="loading-overlay" id="loadingOverlay">

<div class="wave"></div>

</div>

<div id="content">

<h1>Welcome to My Website!</h1>

<p>Enjoy your stay!</p>

</div>

<script>

window.addEventListener('load', () => {

setTimeout(() => {

const overlay = document.getElementById('loadingOverlay');

overlay.classList.add('fade-out');

overlay.addEventListener('animationend', () => {

overlay.style.display = 'none';

document.getElementById('content').style.display = 'block';

});

}, 5000);

});

</script>

</body>

</html>