Meigan First

WDD 331

Week 10, Playing with cards

* Flip along one axis from front to back
  + up
  + down
  + right
  + left
  + Diagonally
* Rotate without showing the other side of the card
  + Around the center of the card
  + Centered on one corner
* Spin showing alternating both sides of the card
  + Vertically
  + Horizontally
  + Diagonally
* Fall away or rise toward the “camera” without changing the side of the card, like from a table
* Fall/rise and spin
* Fall/rise and rotate
* Zoom in and out
* Zoom and move – This motion could be used in many different situations. One such use could be on a gallery wall. When the user clicks on the photo, it could expand to a larger size with additional information, and move to be centered in the viewport. I would use a transform function for this movement to translate the scale bigger, and change the position and z-index to place the item in the center of the screen on top of all the other elements.
* Float down like a feather – This could be a different way to offer your users a limited time discount for the site they are visiting, instead of the always obnoxious pop-up window. There could be some element that floats down the side of the page that users can click to take advantage of what ever offer you have. This would have to be set up using keyframes and the animation. There would be a lot of frames to mark the back and forth movement down the page. They would translate the position of the element on the page, and maybe rotate it just a little bit to get that floating on the wind effect. I would set up Bezier-curves for that motion because the object would move back and forth and different speeds and even backtrack a little in some places. It would be a complex set of keyframes, but could be really cool, and not block the user like a pop-window.