Reveal on Scroll

## Animate elements as they enter or leave the viewport.

Based on [Class Toggles](http://docs.google.com/class_toggles.html) or [GSAP Animations](http://docs.google.com/simple_tweening.html) you can use ScrollMagic to achieve a reveal effect when an element scrolls into view.

This can either reverse when scrolling past it by supplying a duration (example 1) or it can only happen only on entering the scene by using duration: 0 (default).

It can also be permanent by supplying reverse: false (example 2).

*Note:*

*If your animation causes the y position of an element to vary (i.e. scaling or moving), make sure to use a separate trigger. Otherwise the animation will influence the trigger positions. A good practice is to wrap around the animated element and use the wrapper as the trigger.*

[view source](#gjdgxs)

I will be revealed when scrolled into view and hidden when scrolled past.

[view source](#gjdgxs)

I will stay visible once revealed.

(reload to see effect again)

[view source](#gjdgxs)

Multiple elements can be looped over and animated as they enter the viewport.

[view source](#gjdgxs)

1

2

3

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Use [GSAP](http://scrollmagic.io/docs/animation.GSAP.html) if you want to link the animation directly to scroll progress

or you just need more control over the timeline.

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