Simple Tweening

## Two examples of basic animation.

1. When no duration is defined for the scene, the tween will simply start playing when the scroll reaches the trigger position.
2. If the scene has a duration the progress of the tween will directly correspond to the scroll position.

This example uses the shorthand version of [Scene.setTween()](http://docs.google.com/docs/animation.GSAP.html#Scene.setTween) to add [TweenMax.to()](http://greensock.com/docs/#/HTML5/GSAP/TweenMax/to/) animations.

To see how to build more advanced tweens check out the [Advanced Tweening Example](http://docs.google.com/advanced/advanced_tweening.html).

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You wouldn't like me, when I'm angry!

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Smurf me!

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