Image Sequence

## GIF-like behaviour controlled by the scroll bar

Animating through image sequences can be achieved by creating a tween that cycles through an array of images (like shown here).

A different approach would be to do it without TweenMax and just update the image using the scene progress event.

In production environments you would probably also use an image preloader to cache all images in the array.

The method shown here can take advantage of the tweenmax repeat feature and will also work as an animation unbound from the scrollbar. Use the form to the left to toggle the duration if you're unsure what that means.

Drawings are courtesy of [Eleonora Di Massimo](http://eledimassimo.blogspot.co.uk/).

[view source](#gjdgxs)

Toggle duration

bound to scrollbar (duration = 300)

unbound from scrollbar (duration = 0)

[view source](#gjdgxs)