

# Sticky Scrolling Effect — Cross-Team Pattern Document

**Pattern Category:** Landing Page / Front-End  
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**Project Reference:** Ottobon Academy Landing Page  
**Tech Stack:** React 19 · Framer Motion v12 · Tailwind CSS v4 · Vite

## 1. What Is the Sticky Scrolling Effect?

A **"sticky scroll stack"** is a UI pattern where multiple full-screen cards are stacked in the same viewport. As the user scrolls, each card stays **pinned (sticky)** to the top of the screen, and the **next card scrolls in on top**, creating a layered "deck of cards" illusion.

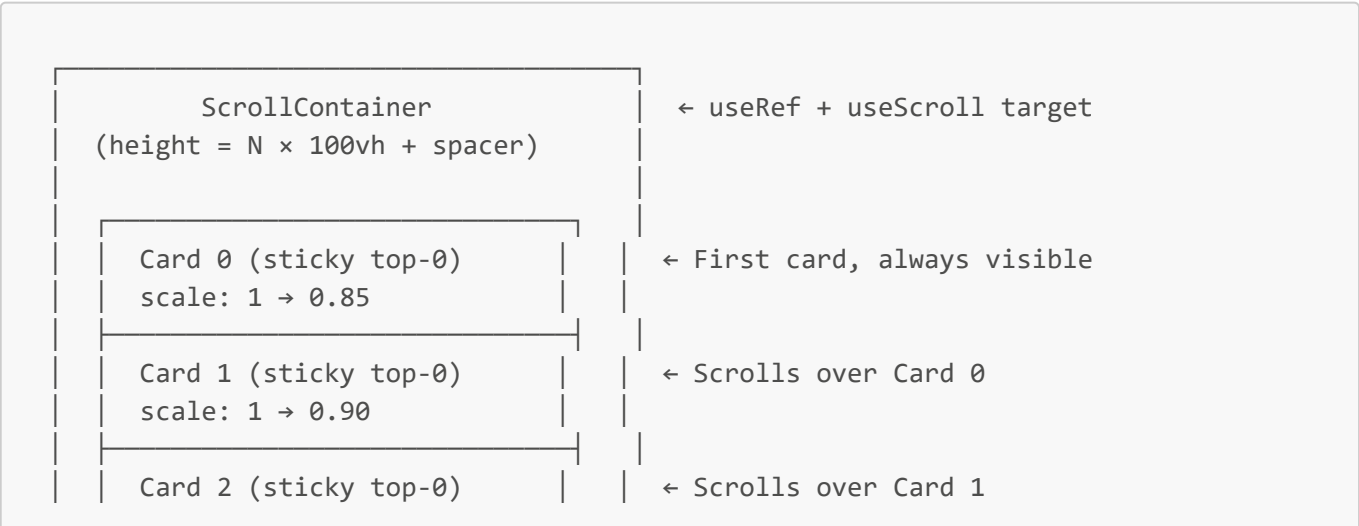
This is achieved by combining:

- **CSS position:** `sticky` — to pin each card in the viewport
- **Framer Motion** `useScroll` + `useTransform` — to drive scale/opacity/translate animations based on scroll progress 1

### Why This Pattern?

Benefit	Explanation
Engagement	Forces users to scroll through all content; reduces bounce rate
Narrative flow	Each card tells a story in sequence — ideal for feature showcases
Premium feel	The stacking + scale effect gives a polished, app-like experience
No extra libraries	Only needs Framer Motion (commonly already available in React projects)

## 2. Architecture Overview





### 3. Implementation Steps

#### Step 1: Install Dependencies

```
npm install framer-motion
```

#### Step 2: Create the Container Component

The **container** wraps all cards and provides the scroll-tracking context.

```
// StickyScrollStack.tsx
import { useRef } from 'react';
import { useScroll } from 'framer-motion';
import { StickyCard } from './StickyCard';

// Your data items – adapt this interface to your needs
interface CardItem {
  id: string;
  title: string;
  description: string;
  color: string;
}

export function StickyScrollStack({ items }: { items: CardItem[] }) {
  const containerRef = useRef<HTMLDivElement>(null);

  // CORE HOOK: Track scroll progress of the container (0 → 1)
  // 'start start' = tracking begins when container top hits viewport top
  // 'end end'     = tracking ends when container bottom hits viewport bottom
  const { scrollYProgress } = useScroll({
    target: containerRef,
    offset: ['start start', 'end end'],
  });

  return (
    <div ref={containerRef} className="relative w-full">
      {items.map((item, index) => {
        // Each card shrinks slightly as the next card overlaps it
        // Last card stays at scale 1.0, earlier cards scale down more
        const targetScale = Math.max(
          0.85,
          1 - (items.length - index - 1) * 0.05
        );
        return <StickyCard key={item.id} item={item} scale={targetScale} />;
      })}
    </div>
  );
}
```

```

    );

    return (
      <StickyCard
        key={item.id}
        item={item}
        index={index}
        scrollProgress={scrollYProgress}
        // Evenly divide the scroll range among all cards
        range={[index * (1 / items.length), 1]}
        targetScale={targetScale}
      />
    );
  })}

  {/* IMPORTANT: Spacer ensures the last card has room to fully appear */}
  <div className="h-[20vh]" />
</div>
);
}

```

### Key decisions explained:

- **offset**: `['start start', 'end end']` — this means the scroll progress goes from 0→1 as the container passes through the viewport
- **targetScale** formula ensures earlier cards shrink more, creating visual depth
- The spacer **div** at the bottom prevents the last card from being cut off

### Step 3: Create the Card Component

Each card uses **CSS sticky** to stay pinned and **Framer Motion useTransform** to animate based on scroll.

```

// StickyCard.tsx
import { useRef } from 'react';
import { motion, useTransform, MotionValue } from 'framer-motion';

interface StickyCardProps {
  item: { id: string; title: string; description: string; color: string };
  index: number;
  scrollProgress: MotionValue<number>;
  range: [number, number];
  targetScale: number;
}

export function StickyCard({
  item,
  index,
  scrollProgress,
  range,
  targetScale,
}: StickyCardProps) {

```

```

const cardRef = useRef<HTMLDivElement>(null);

// CORE TRANSFORM: Map the container's scroll progress to a scale value
// When scroll is at range[0], scale = 1 (full size)
// When scroll is at range[1], scale = targetScale (shrunk)
const scale = useTransform(scrollProgress, range, [1, targetScale]);

return (
  // CRITICAL: `sticky top-0` + `h-screen` makes each card
  // fill the viewport and stay pinned as you scroll
  <div
    ref={cardRef}
    className="sticky top-0 flex items-center justify-center h-screen"
  >
    <motion.div
      style={{
        scale,
        // Offset each card slightly downward so stacking is visible
        top: `calc(5% + ${index * 35}px)`,
      }}
      className="relative w-[95%] max-w-6xl h-[650px] rounded-[32px]
        overflow-hidden origin-top transition-all duration-700"
    >
      { /* YOUR CARD CONTENT GOES HERE */ }
      <div className="p-12">
        <h3 className="text-5xl font-black text-white">{item.title}</h3>
        <p className="text-slate-400 mt-4">{item.description}</p>
      </div>
    </motion.div>
  </div>
);
}

```

### Key decisions explained:

- **sticky top-0** — the CSS property that pins the card to the viewport top
- **h-screen** — each card wrapper takes full viewport height, creating scroll space
- **origin-top** — the scale animation shrinks from the top edge (looks natural with stacking)
- **top: calc(5% + \${index \* 35}px)** — offsets each card so the previous card's top edge peeks through

### Step 4: Use in Your Page

```

// Page.tsx
import { StickyScrollStack } from './StickyScrollStack';

const features = [
  { id: 'learn', title: 'Learn', description: 'Interactive courses', color: '#5F9B8C' },
  { id: 'build', title: 'Build', description: 'Hands-on projects', color: '#FF7D2D' },
];

```

```

    { id: 'grow', title: 'Grow', description: 'Career support', color:
    '#A0C382' },
  ];

  export default function Page() {
    return (
      <main>
        <header>{/* Hero Section */}</header>
        <StickyScrollStack items={features} />
        <footer>{/* Footer */}</footer>
      </main>
    );
  }

```

## 4. Advanced Enhancements (Optional)

### 4a. Per-Card Entrance Animations

Add opacity and Y-translate so each card fades in as it enters:

```

// Inside StickyCard – additional transforms
const stepSize = 1 / totalCards;
const start = index * stepSize;

const opacity = useTransform(scrollProgress, [start, start + 0.15], [0, 1]);
const y = useTransform(scrollProgress, [start, start + 0.2], [100, 0]);

// Apply to the motion.div:
<motion.div style={{ scale, opacity: index === 0 ? 1 : opacity, y }}>

```

### 4b. Colored Glows & Borders

Give each card a themed glow:

```

<motion.div
  style={{
    scale,
    borderTop: `1px solid ${item.color}60`,
    boxShadow: `0 -10px 40px -10px ${item.color}10`,
  }}
>

```

### 4c. Lenis Smooth Scroll Integration

If you use [Lenis](#) for smooth scrolling, ensure it doesn't conflict with Framer Motion's scroll tracking:

```
// main.tsx or App.tsx
import Lenis from 'lenis';

const lenis = new Lenis({ lerp: 0.1 });
function raf(time: number) {
  lenis.raf(time);
  requestAnimationFrame(raf);
}
requestAnimationFrame(raf);
```

⚠ **Known Issue:** Lenis can sometimes intercept scroll events before Framer Motion reads them. If animations feel laggy, try increasing `lerp` or temporarily disabling Lenis on the sticky section.

## 5. Common Pitfalls & Troubleshooting

Problem	Cause	Fix
Cards don't stack	Missing <code>sticky top-0</code> on card wrapper	Ensure each card's outer <code>div</code> has <code>className="sticky top-0 h-screen"</code>
Last card gets cut off	No spacer at the bottom	Add <code>&lt;div className="h-[20vh]" /&gt;</code> after the last card
Animations feel off	Wrong <code>offset</code> in <code>useScroll</code>	Must be <code>['start start', 'end end']</code> for the container
Horizontal scrollbar appears	Card width exceeds viewport	Use <code>w-[95%]</code> or <code>max-w-6xl</code> with <code>overflow-hidden</code> on the card
Scale jumps instead of animating	<code>range</code> values overlap or are incorrect	Ensure <code>range</code> is <code>[index / total, 1]</code> with no gaps

## 6. Cross-Validation Checklist

Use this checklist when reviewing this pattern against other team patterns:

- ☐ **Does the binding-side pattern handle scroll events?** — If yes, verify no conflict with `useScroll`
- ☐ **Does the data-side pattern load content dynamically?** — Ensure card data is available before the component mounts
- ☐ **Mobile responsiveness** — Test on viewport < 768px; cards should still stack correctly
- ☐ **Performance** — Scroll animations should run at 60fps; check with Chrome DevTools → Performance tab
- ☐ **Accessibility** — Ensure content within sticky cards is keyboard-navigable
- ☐ **Integration** — This pattern only needs a parent `<div>` with sufficient scroll height; it's self-contained

## 7. How to Share This Pattern

For Cross-Team Members

- 1. **Share this document** — Send docs/sticky-scroll-pattern.md directly (it's self-contained)
- 2. **Reference code** — The abstracted StickyScrollStack and StickyCard components above are framework-agnostic React patterns; teammates can adapt them to their project
- 3. **Live demo** — Run the project locally: npm run dev → Scroll to "Our Offerings" section to see the pattern in action

For Your Presentation

- 1. Show the scroll effect live on the landing page
- 2. Walk through the architecture diagram (Section 2)
- 3. Explain the three key CSS/JS primitives that make it work:
  - position: sticky → pins the card
  - useScroll → tracks scroll position as 0→1
  - useTransform → maps scroll to visual properties (scale, opacity)
- 4. Highlight the pitfalls table — shows you understand edge cases

8. File References (Project-Specific)

File	Role
src/components/carousel.tsx	Active implementation using OfferingSlide + OfferingsCarousel
src/components/OfferingsStack.tsx	Alternative implementation with per-card entrance animations
src/LandingPage.tsx	Integration point — imports and renders OfferingsCarousel
package.json	Dependencies: framer-motion@^12.23.26, lenis@^1.3.17