

## 3D CSS website Documentation

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### List of animations and interactions used

Object: Witch

Interactions: When mouse is hovered on the witch, it moves in a circular direction, moves downwards and tilts on the y axis. . witch {

```
transform: translate3d (59px, -600px,29px);
transform-origin: 55% 50% 50px.
}
```

Object: Bats

There are 3 bats in the scene. The user can interact with 2 bats, however, one of them does not move and is just to add aesthetic appeal to the scene.

Interaction: When mouse is hovered on the bat1, it moves in a circular direction on the y axis and moves upwards, this shows the flight of the bat.

When mouse is hovered over bat2, it moves in a circular direction on the y axis and moves downwards diagonally, this shows the bat descending in its flight.

Object: Main scene

For rotating the scene so that the user can move around, javascript functionality has been used. Mousedown, mouseup, mousemove have been used as event listeners. After applying the javascript interactivity, it was noticed that the scene moves around way too quickly and might make the user lose control so the rotation functions were /2 to make the scene more stable while panning around.

Object: Walls

To successfully pan around the scene, the user must click on the walls to move around. Initially the walls could not move around, and images dragged along the mouse. To stop the images from dragging. 'draggable', 'false' function in javascript was used. In Css the scene, along with all objects were selected and the property user-selected:none was applied.

#### Object pumpkins:

There are two pumpkins in the scene which are used by applying Css 3D techniques.

To reduce the number of faces, the pumpkins are in a form of a cube. Interactions:

When the user hovers mouse over pumpkin 1, it sort of flys away. Translate, transform, and rotate properties have been utilized to achieve the look. It says on the pumpkin face "catch me if you can" so if the user tries to move their mouse on the pumpkin it flys away which adds a fun aspect to the scene.

Similar interactivity is applied on the other pumpkin, however, both pumkins fly away/move in a different way.

#### Object: House

##### interaction

When the user hovers their mouse over the house for about 2 seconds, the house moves from left-right on the x axis.

#### Object: Spider

There is a spider placed on the back wall of the scene to add to the theme of Halloween.

Interactions: When the user hovers their mouse over the spider for about 2.5 seconds, the spider moves up and down the wall.

The house and spider interactions take a while to start since keyframes are formed in % so it goes from 0-25-50-75-100 in stages.

## References links

### Jquery Library used 3.6.0.min.js

<https://code.jquery.com/jquery-3.6.0.min.js>

### YouTube tutorials

Tutorial for adding audio

<https://www.youtube.com/watch?v=d5cHhIv35HI>

tutorial for understanding 3D objects on Css

<https://www.youtube.com/watch?v=v3xlwjse36A>

### Inspirations

<https://www.indiefolio.com/project/5cb2ce0dc88a1/3d-tavern-diorama>

<https://www.yeggi.com/q/trench+diorama/>

<https://www.pinterest.com/pin/288230444901314132/?d=t&mt=signup> (Although quite complex, but helped me get an idea of how to orient objects)

### Images (edited)

<https://pixabay.com/vectors/halloween-fruit-lantern-orange-151843/?>

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## Sounds

<https://freesound.org/people/rap2h/sounds/151312/> (creative commons, **no changes made**, <https://creativecommons.org/licenses/by/3.0/>.)