

[Lesson 13]

Roi Yehoshua 2018

[What we learnt last time?]

- How to change property values smoothly (from one value to another), with a given duration
- How to gradually change element's style using animation
- How to create repeated animation
- How to create complex animation with multiple objects

[Our targets for today]

- How to create simple parallax effect with pure CSS
- Make 2 blocks with parallax on our landing page
- Create parallax with different speed of background layers

[Simple parallax with pure CSS]

- The most simple way to create parallax effect is to add CSS property `background-attachment: fixed;` to your background layer
- To make parallax image look better you can add:
 - `background-position: center;` - if you want start replacing background image from the center of background layer
 - `background-size: cover;` - if you want to fit the whole image into background layer

[Perspective - CCS3 property]

- **perspective** - Give a 3D-positioned element some perspective
- The **perspective** property defines how far the object is away from the user
- Lower value will result in a more intensive 3D effect than a higher value
- When you define the **perspective** property for an element, it is the CHILD elements that get the perspective view, NOT the element itself
- Default value of **perspective** is **none**;
- Syntax: **perspective: length | none**;

[Transform - CCS3 property]

- **transform** - change element size, form and position
- **transform** does not change or replace other elements. Other elements do not move with respect to it
- You can transform element with: **display:** block | inline-block | table-row | table-row-group | table-header-group | table-footer-group | table-cell | table-caption
- There are two types of transformations: 2D and 3D

[3D - CCS3 property]

- There are two important properties for 3D transformation: **translateZ** and **scale**
- **translateZ** is a CSS function that repositions an element along the z-axis in 3D space, i.e., closer to or farther away from the viewer
 - example: **transform: perspective(500px) translateZ(200px);**
- The **scale()** CSS function defines a transformation that resizes an element on the 3D plane. Because the amount of scaling is defined by a vector, it can resize the horizontal and vertical dimensions at different scales.
- example: **transform: translateZ(-2px) scale(3);**

[Control questions]

- What is parallax effect?
- How to create simple parallax effect with pure CSS?
- How does “perspective” CSS property work?
- How to change depth of parallax effect?
- How to change speed of parallax effect during scrolling?

[Materials]

Core materials:

https://www.w3schools.com/howto/howto_css_parallax.asp

<https://habr.com/post/235531/>

Additional materials:

<http://www.sbs.com.au/theboat/>

Video materials:

https://www.youtube.com/watch?time_continue=46&v=seD2YPrMHLA