

Is New Zealand Clean and Green? A look at Pollution

To run my assignment

Have the web server running in VSCODE

Open the index.html file and press 'go live'

It will open the main page, you can click from there and

Look at the two pages.

To get back to the main page refresh the tab(the array didn't work correctly, so I took away the option to have a button).

My topic was to look at the types of pollution that are in New Zealand and how they are affecting it.

I have used a mixture of sprite-based animation, along with vector graphics, and bitmap objects to achieve my goal.

My initial idea was to create a home page with sprite animations using staging to draw the users' attention to the objects on the screen. I achieved this with my two animations surrounding the bitmap of New Zealand (I was originally going to have three, but the scope was too large for the intent I was trying to achieve). The user can click on these sprites and it will take them to the next part of the website.

With most of my sprite animations I chose to use pose-to-pose as I thought it would look best with my animation choice, (the River for example, was trying to look convincing, and using slightly less frames I could make it look like a fast-flowing river).

For a lot of my vector animation, I used the slow-in method, as it draws the users' attention to where the object is travelling, with this there is a lot of emphasis on the use of Tween

animation and Easing, using the circin path to move the objects in slowly and then speeding up incrementally.

In my CO2 pollution page, I used the principle of secondary action; The example being I push the anvil away with a smoke cloud (not very realistic but effective, as it shows the weight of the pollution).

I have used a lot of timing in my animations (see agricultural pollution page for example) as a lot of my information (text-based) relied on what was being displayed on screen.

A lot of my problems came from the attempt to integrate the separate pages into one array, as there were issues with the createjs code not reading the values properly and throwing exceptions. The home page works well with the array function, as the animations can be clicked and take you to another page. But when I tried to implement a button to go back from the other pages it caused me lots of issues, mainly just not displaying anything at all.

I chose to omit the button entirely and it causes continuity errors in my project, but it all still works besides that.

Other issues came with getting my sprites in the correct position, timing my animations, and making sense of how to get the rotation values to work correctly with vectors and sprites.