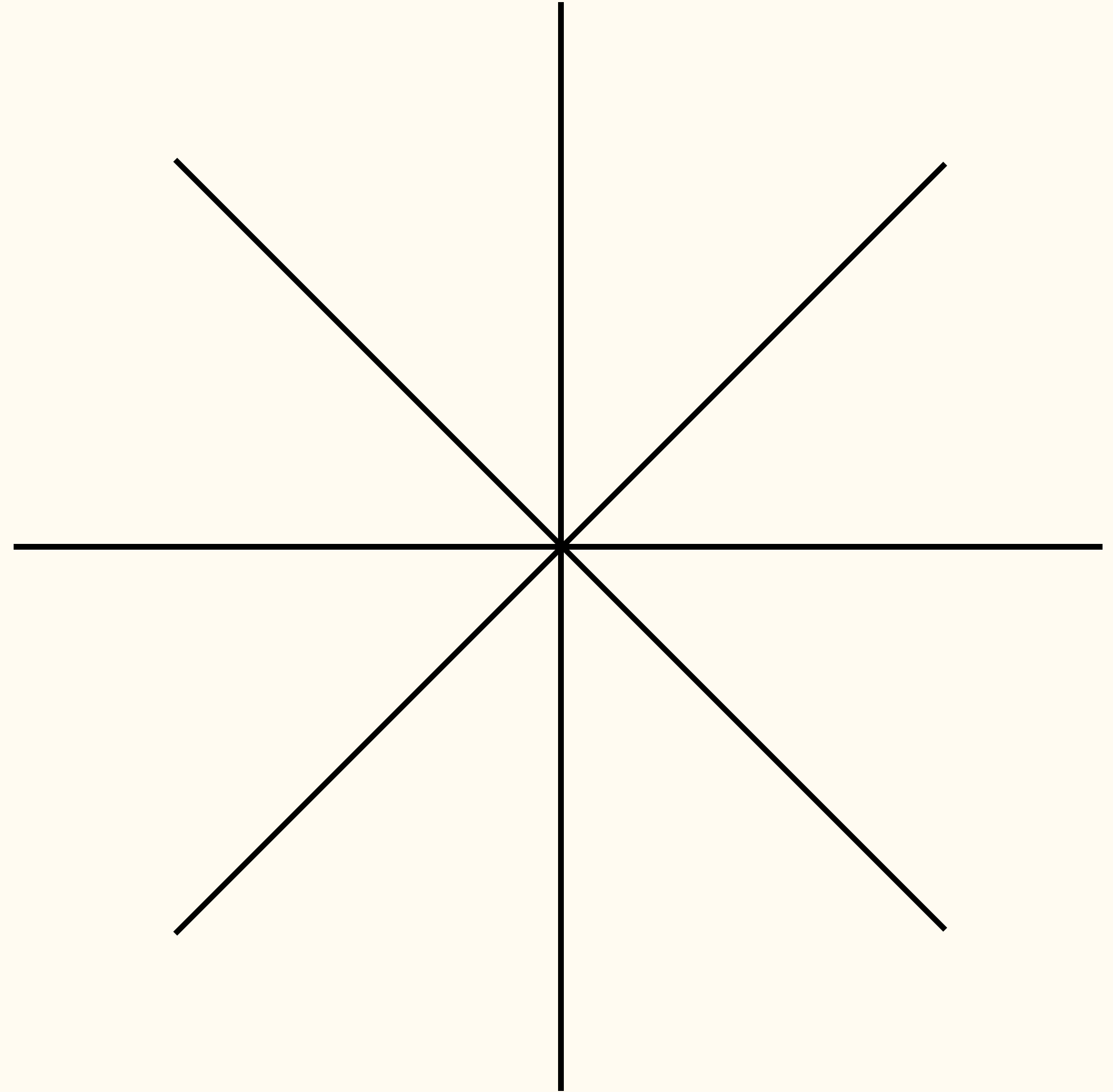# Midterm Website

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<Demo>

Site of the Day

W.

Animate anything

{ GSAP – A wildly robust JavaScript animation library built for professionals }

Get GSAP ⊙

https://gsap.com

```html
<!-- js imports for scroll animation -->
<script src="https://cdnjs.cloudflare.com/ajax/libs/gsap/3.11.5/gsap.min.js"></script>
<script src="https://cdnjs.cloudflare.com/ajax/libs/gsap/3.11.5/ScrollTrigger.min.js"></script>
<script src="https://unpkg.com/split-type"></script>
```

imports from online repository of gsap

```js
// scroll text animation JS
gsap.registerPlugin(ScrollTrigger);

const splitTypes = document.querySelectorAll('.greeting' );

splitTypes.forEach((char) => {
    const text = new SplitType(char, { types: 'chars' });

    gsap.from(text.chars, {
        scrollTrigger: {
            trigger: char,
            start: 'top 40%',
            end: 'top 20%',
            scrub: 1,
            markers: false
        },
        opacity: 0.2,
        stagger: 0.1,
        duration: 1
    });
});
```

activates the ScrollTrigger plugin from GSAP, which allows animations to be controlled as the user scrolls down the page

const assigns value to a variable, splitTypes is another JS library that splits text into smaller elements--- in all selects all elements in .greeting to be animated

selects the characters in all of the splitTypes collection ⇒ breaks down the text into individual characters for animating

takes each .greeting element and splits its text into individual characters allows you to animate each letter separately.

used to animate the characters .from animates an element from a set of specified values to its current state, in this case, its taking from text.chars (characters split by splitTypes

animation is then triggered when the char element reaches 40% oh vh and it ends when it reaches 20% of the vh

scrub makes it so animation will smoothly adjust to how far the user has scrolled, when its set to 1, it means the animation will take 1 second to catch up to the current scroll position if user scrolls quickly

markers is set to false because GSAP will display visual markers on the screen at the start and end of the ScrollTrigger

opacity starts at 20%, gets increased to 100% as you scroll

stagger: 0.1 means each character will animate in with a 0.1-second delay between them, which makes a cascading effect

duration of the animation is 1s