Main info:
Parallax scrolling is a technique in computer graphics where background images move past the camera more slowly than foreground images, creating an illusion of depth in a 2D scene and adding to the sense of immersion in the virtual experience.

There are 4 main parallax methods besides a huge variety based on 2.5D.
Methods:
- layer method (multiple background moving in any direction, layers that move more quickly are perceived to be closer to the virtual camera)
- sprite method (individually controllable moving objects drawn by hardware on top of or behind the layers)
- repeating pattern/animation method (Scrolling displays built up of individual tiles 'float' over a repeating background layer)
- raster method (divide the layer into horizontal strips, each with a different position and rate of scrolling, useful for changing the system palette to provide a gradient background)

The two-and-a-half-dimensional (2.5D, alternatively three-quarter and pseudo-3D) perspective is either 2D graphical projections and similar techniques used to cause images or scenes to simulate the appearance of being three-dimensional (3D) when in fact they are not, or gameplay in an otherwise three-dimensional video game that is restricted to a two-dimensional plane with a limited access to the third dimension.

Examples:
- layer method (https://codepen.io/eehayman/pen/qdGZJr)
- sprite method (https://codepen.io/dominickolbe/pen/oXPRzR)
- repeating pattern/animation method (https://codepen.io/zabielski/pen/MyoBaY)
- raster method (https://codepen.io/rjmacarthy/pen/MyxdZb)

Knowledge recourses:
- https://en.wikipedia.org/wiki/Parallax_scrolling
- https://uk.wikipedia.org/wiki/Паралакс#Веб-дизайн
- https://en.wikipedia.org/wiki/2.5D