**Main info:**Parallax scrolling is a technique in [computer graphics](https://en.wikipedia.org/wiki/Computer_graphics) where background images move past the camera more slowly than foreground images, creating an illusion of depth in a [2D](https://en.wikipedia.org/wiki/2D_computer_graphics) 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>