

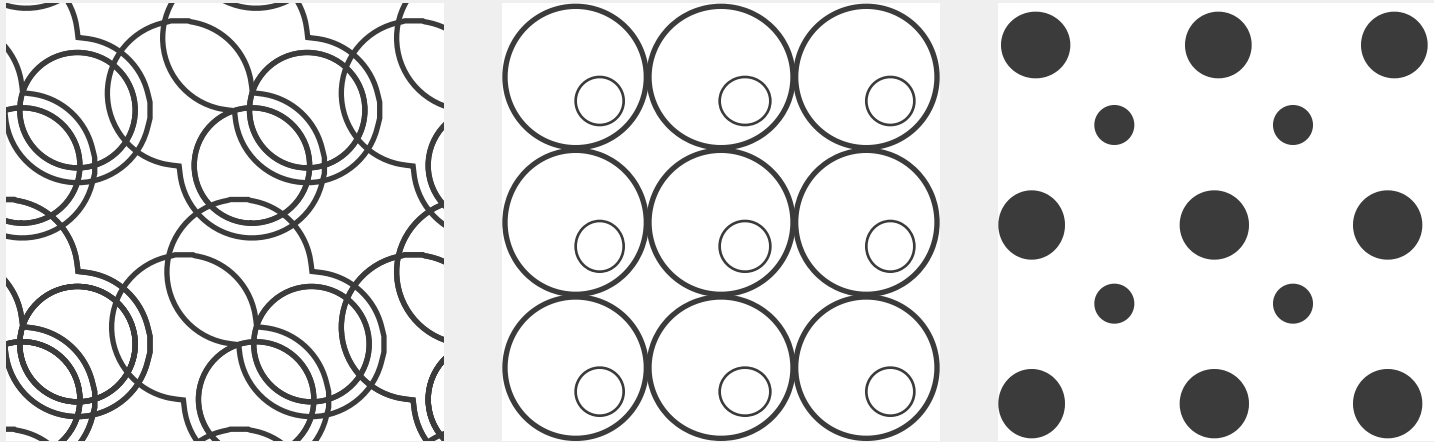
WALL PATTERNS CONFIGURATOR

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CONCEPT

With this configurator you will be able to choose a pattern and a colour combination of your choice. You can also see the perspective of the pattern by putting it in environment with different furniture.

CONFIGURATOR OPTIONS



```
//JS - PATTERNS
document.getElementById('btnFull').addEventListener('click', changePattern);
document.getElementById('btnCircles').addEventListener('click', changePattern);
document.getElementById('btnBlackDot').addEventListener('click', changePattern);

function changePattern(event){
  let elementToShow = '.pattern' + event.target.id;

  console.log(event.target.id);

  var tl = gsap.timeline();
  tl.to('.pattern', {opacity:0, duration: .1});
  tl.to(elementToShow, {opacity: 0.7, duration: .5}, .5);
}

//JS - COLOURS
document.getElementById('btnGrey').addEventListener('click', changeColor);
document.getElementById('btnYellow').addEventListener('click', changeColor);
document.getElementById('btnBlue').addEventListener('click', changeColor);

function changeColor(event){
  let elementToShow = '#color' + event.target.id;

  console.log(event.target.id);

  gsap.to('.color', {opacity: 0, duration: .2})
  gsap.to(elementToShow, {opacity: 0.6, duration: .3, delay: .3});
}

//JS - PERSPECTIVES
document.getElementById('btnLamp').addEventListener('click', changePerspective);
document.getElementById('btnBureau').addEventListener('click', changePerspective);
document.getElementById('btnSofa').addEventListener('click', changePerspective);

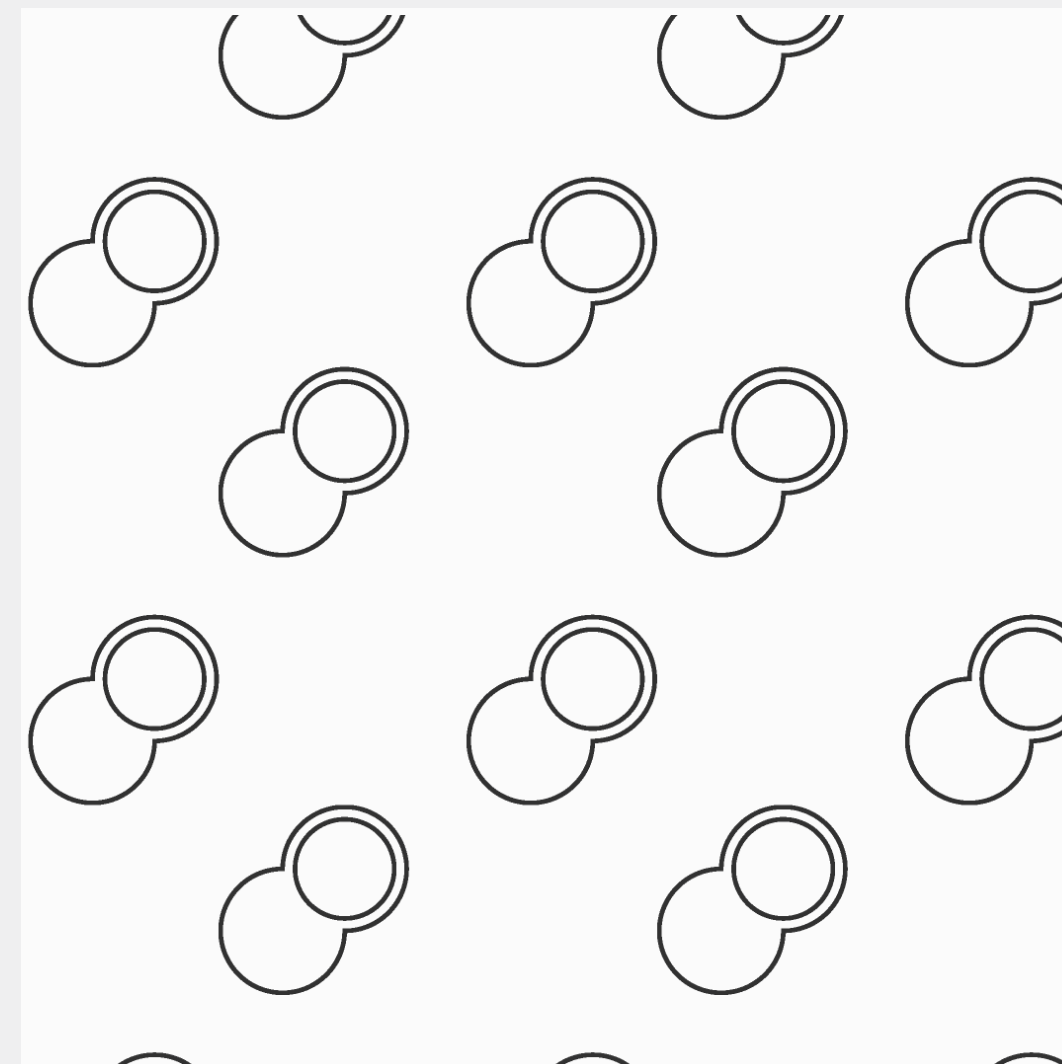
function changePerspective(event){
  let elementToShow = '#persp' + event.target.id;

  console.log(event.target.id);

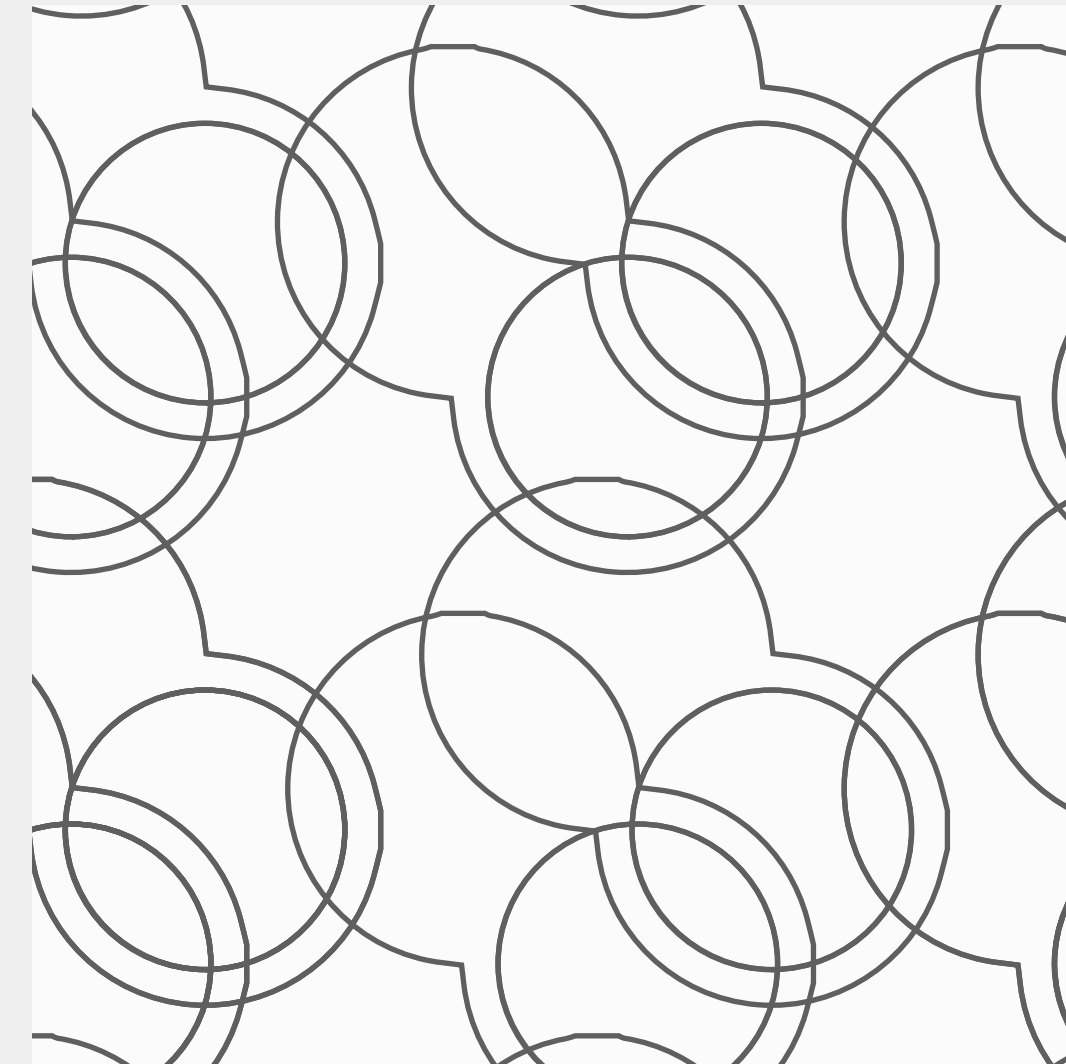
  var tl = gsap.timeline();
  tl.to('.persp', {opacity: 0, duration: .2});
}
```

PATTERN

The patterns are created by animating the svg of an 'original pattern'.



ORIGINAL

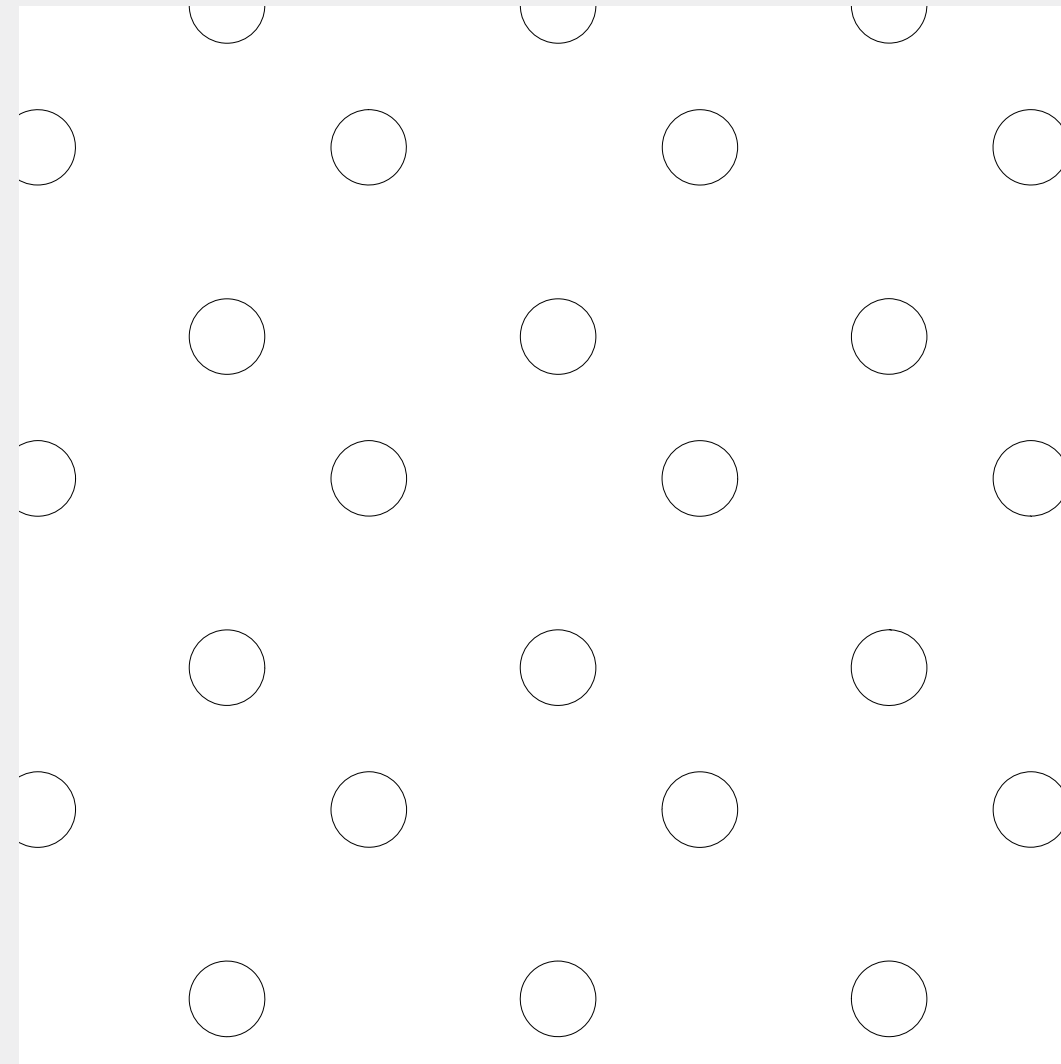


ANIMATED

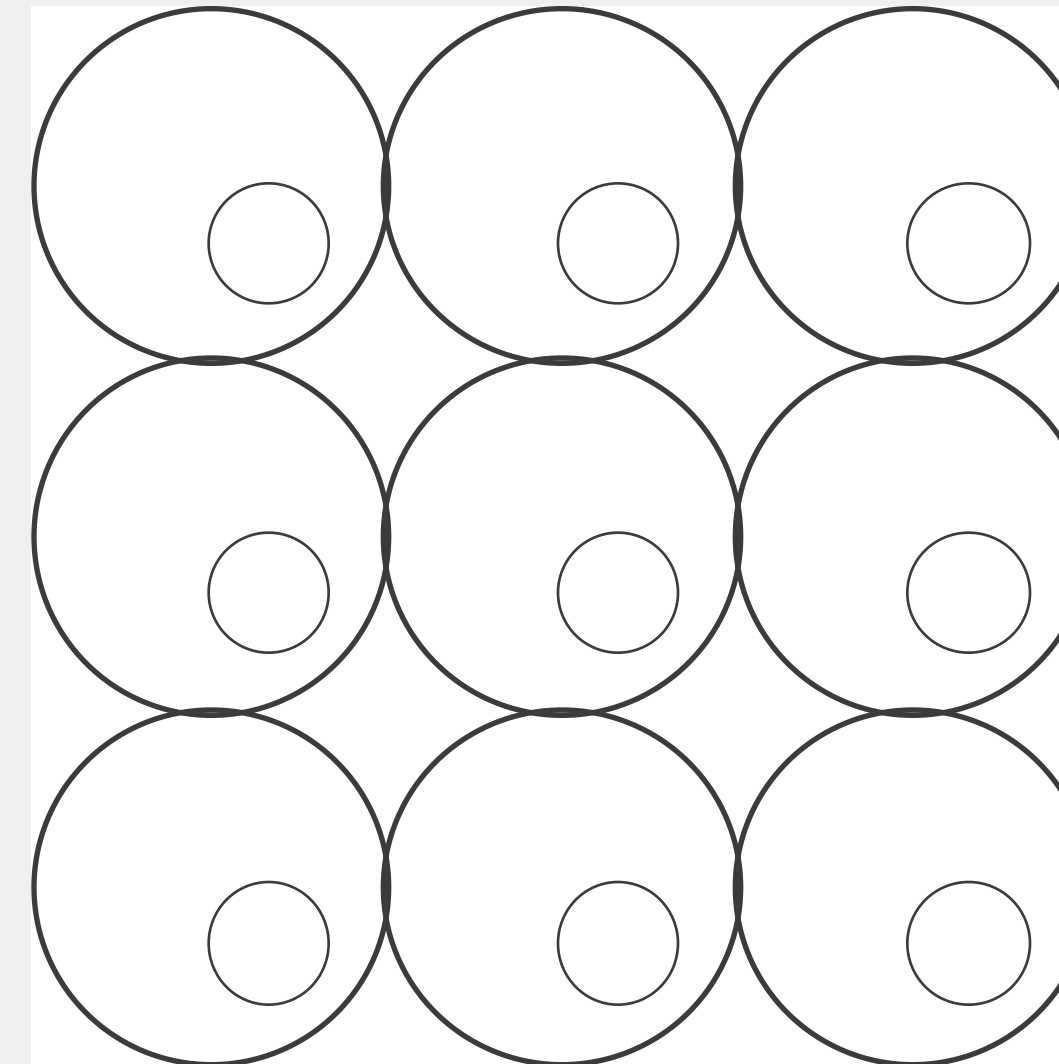
```
tl.to('.patternbtnFull', {y: -50, x: -50, scale: 1.2, strokeWidth: .5, duration: 1, ease: "ease"});  
tl.to('.patternbtnBlackDot', {y: -8, x: -8, duration: 1.7, ease:"ease"}, 1);  
tl.to('.rotategroup', {rotation:90, transformOrigin:"50% 50%", duration: 1}, 0.8);  
tl.fromTo('.circle', {scale: 1}, {scale: 1.7, border: 10, duration: 1.7}, 1);  
tl.fromTo('.large-circle', {scale: 1}, {scale: 5, border: 10, duration: 1.7}, 2);  
tl.fromTo('.rotategroup', {scale: 1}, {scale: 3, duration: 1.7}, 1);
```


PATTERN

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ORIGINAL

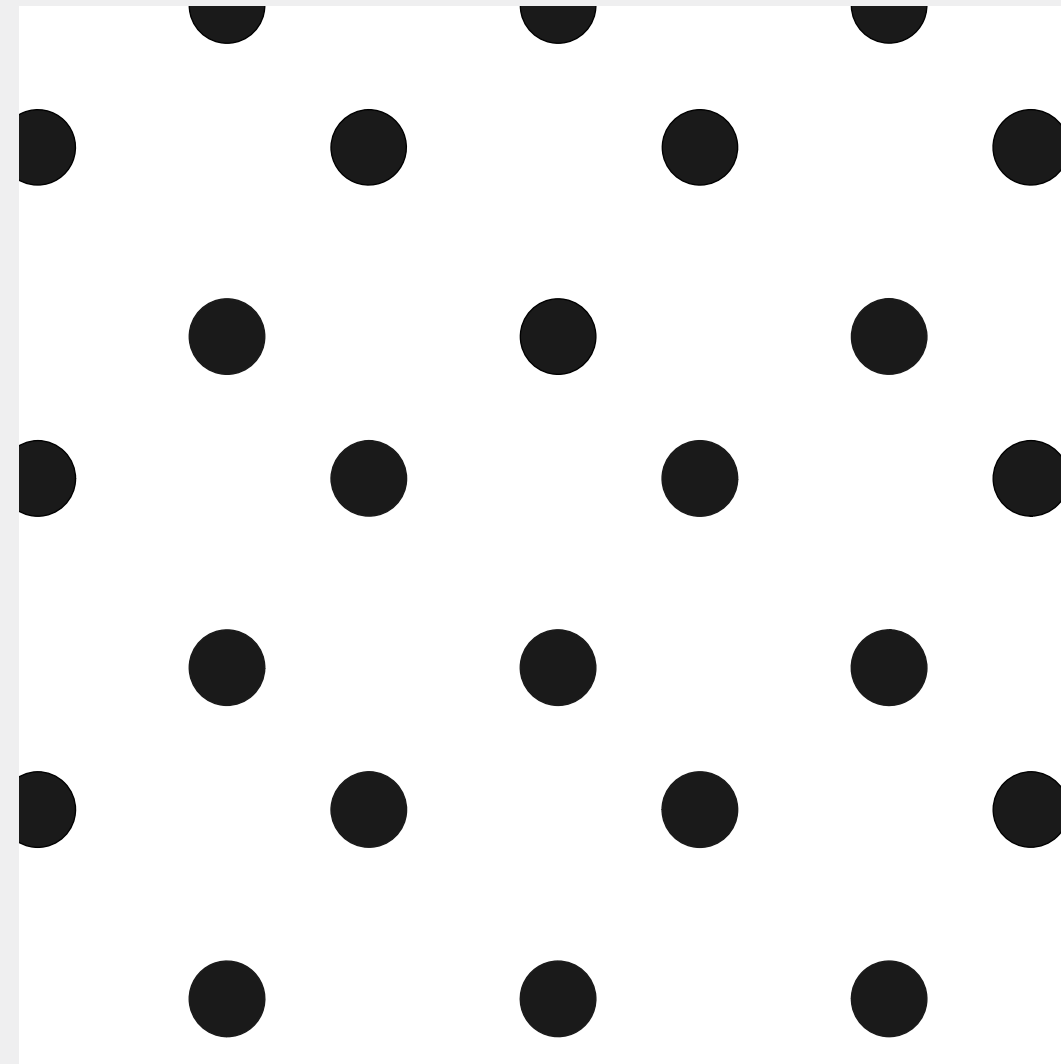


ANIMATED

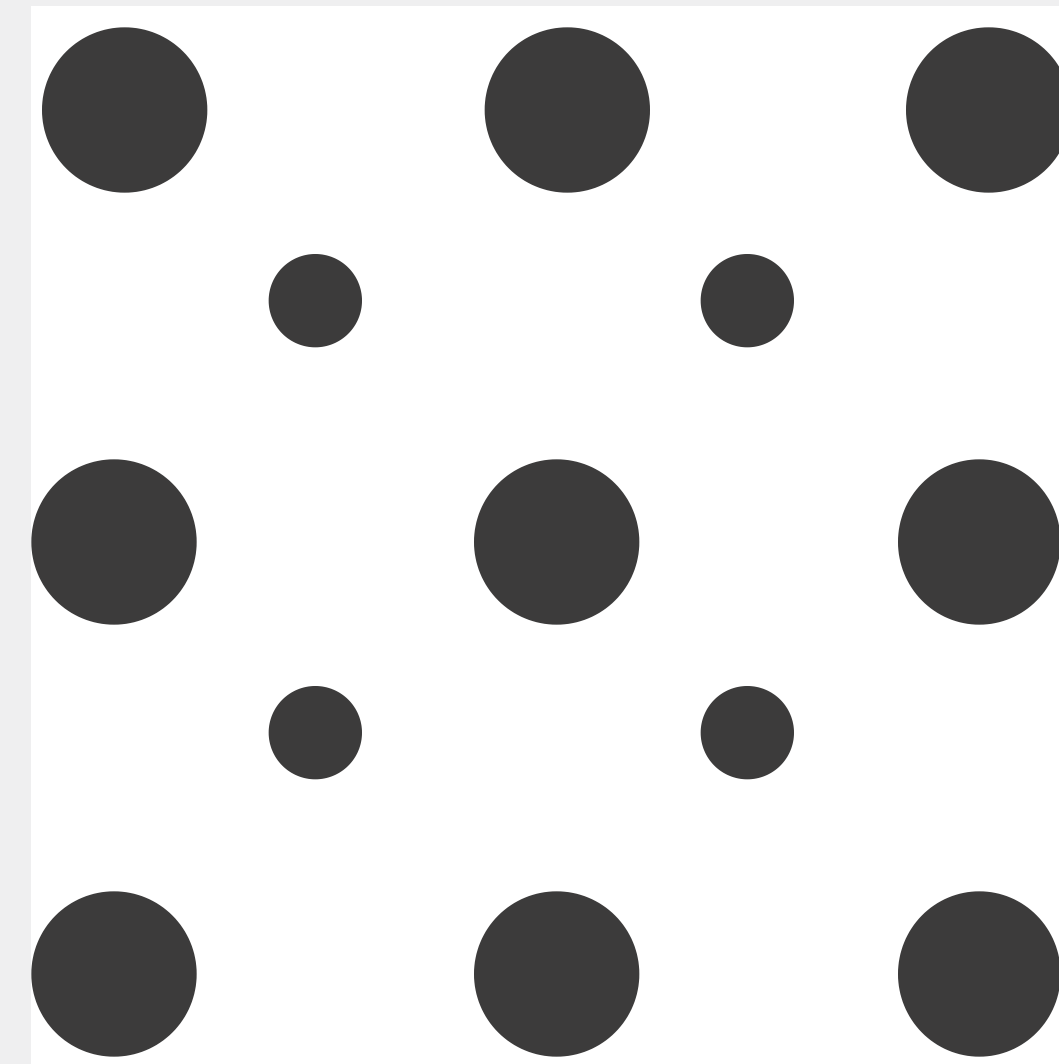
```
tl.to('.patternbtnFull', {y: -50, x: -50, scale: 1.2, strokeWidth: .5, duration: 1, ease: "ease"});  
tl.to('.patternbtnBlackDot', {y: -8, x: -8, duration: 1.7, ease: "ease"}, 1);  
tl.to('.rotategroup', {rotation: 90, transformOrigin: "50% 50%", duration: 1}, 0.8);  
tl.fromTo('.circle', {scale: 1}, {scale: 1.7, border: 10, duration: 1.7}, 1);  
tl.fromTo('.large-circle', {scale: 1}, {scale: 5, border: 10, duration: 1.7}, 2);  
tl.fromTo('.rotategroup', {scale: 1}, {scale: 3, duration: 1.7}, 1);
```

PATTERN

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ORIGINAL



ANIMATED

```
tl.to('.patternbtnFull', {y: -50, x: -50, scale: 1.2, strokeWidth: .5, duration: 1, ease: "ease"});  
tl.to('.patternbtnBlackDot', {y: -8, x: -8, duration: 1.7, ease:"ease"}, 1);  
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tl.fromTo('.rotategroup', {scale: 1}, {scale: 3, duration: 1.7}, 1);
```

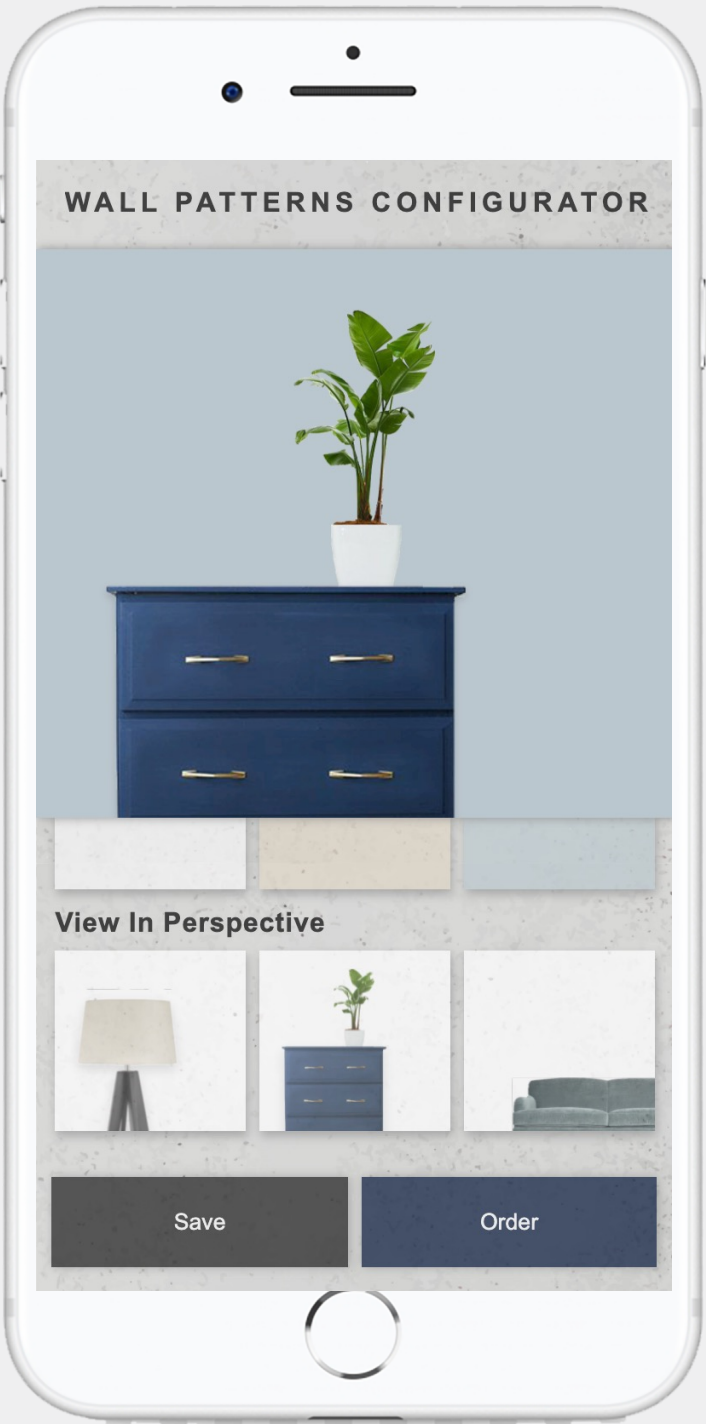
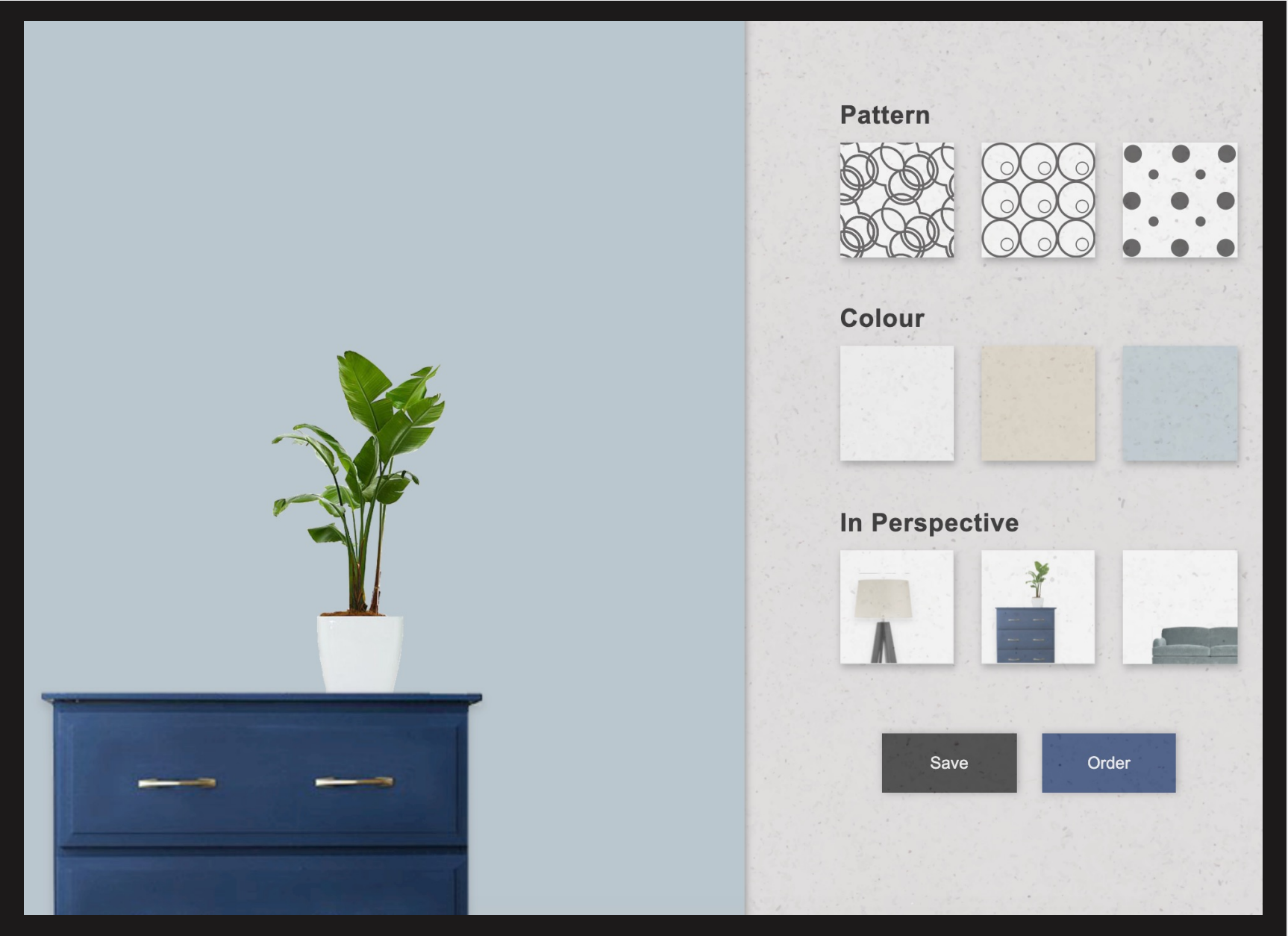
ANIMATIONS



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```
tl.from('.persp', {rotation: 7, ease: "back"});
```

MOBILE - RESPONSIVE



‘Perspective items’ scaled:

```
var mql = window.matchMedia('(min-width: 601px)');
if(mql.matches){
  tl.to(elementToShow, {opacity: 1, duration: .3, delay: .3});}
var mql = window.matchMedia('(max-width: 600px)');
if(mql.matches){
  tl.to(elementToShow, {opacity: 1, duration: .3, scale: 1.2, delay: .3});}
```

%, em, vh, vp used as units

```
width: 60%;
height: 100vh;
```

@media queries for adjustments

```
@media only screen and (max-width: 600px){
  main{
    position: fixed;
    top: 8%;
    width: 100%;
    height: 50%;
    background-color: #f5f5f5;
  }
}
```


OUTCOME

<http://127.0.0.1:5500/floorpatterns/index.html>