

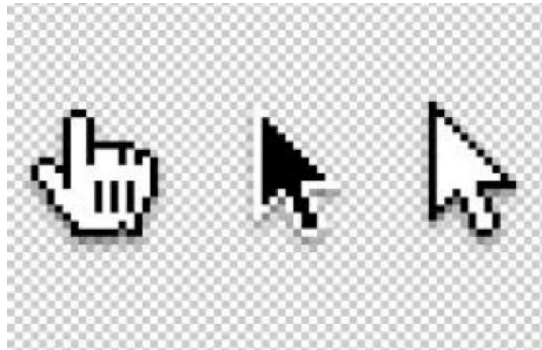
**Hover + :hover**

**Interactive 1**

Many people have proposed projects that would utilize animation, and the hover studio state in their webpages. As such, i thought it would be helpful to discuss how hover and transitions work in HTML and CSS

:hover is a gesture made with the pointer in computer user interfaces that occurs when the mouse is on top of an element. It is defined as a pseudo-class, a special state of an element.

## Cursors



on desktop computers our primary mode of interaction is through the mouse and mouse cursor and a pointer that translates those actions into a digital space

1984



Apple Macintosh

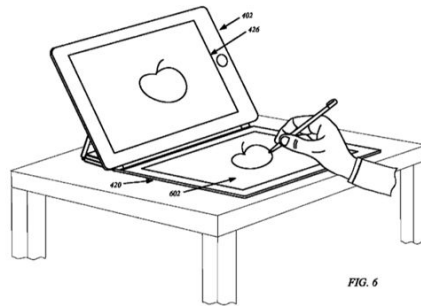
this is most familiar to us via the mouse. a concept developed by Xerox Parc and popularized by Apple



Trackpad

we still see this separation of action in new products, like the trackpad. where our touch gets translated on screen

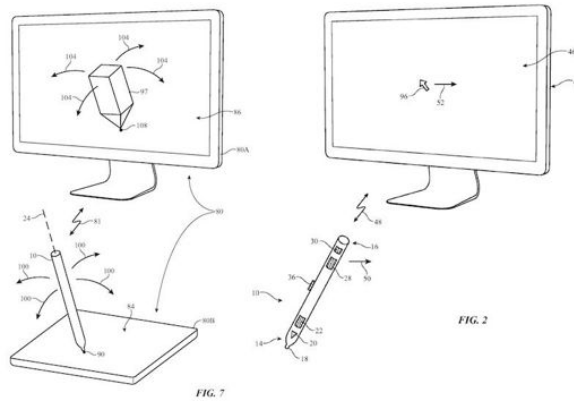
2016



Apple Pencil Patent

and we're seeing more mainstream adoption of this in things like the apple pencil

2016



Apple Pencil Patent

what i really want to emphasize though, is the separation between our actions and the interface. and that we have these intermediaries for control and a digital avatar in the UI that represents us.



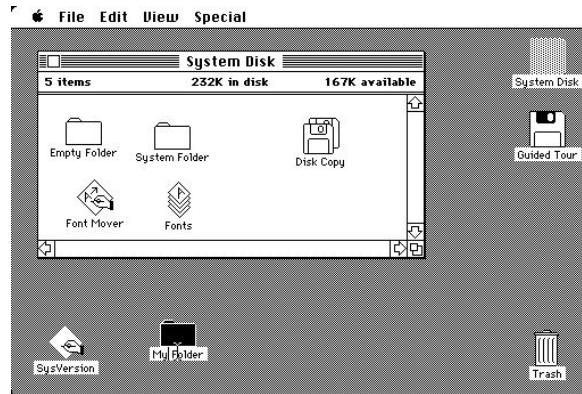
Apple Macintosh Ad

a lot of this way of computing has to do with the GUI and desktop metaphor popularized by apple. as you can see in the video, it's even suggested we magically are able to command the actions of the desktop, without actually touching things

<https://www.youtube.com/watch?v=1UtlOgkOGy4>



1984



Mac OS

this 30+ year old metaphor is still very alive today

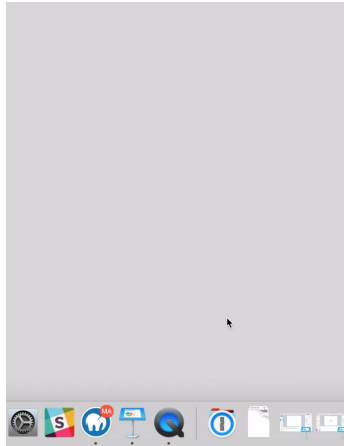
2020



Mac OS - Catalina

and largely the way we think about our interaction on a desktop space.

2020



Mac OS - Catalina

for instance, the genie effect of the doc, and opening a file folder from there, reminds me a lot of that video

2006



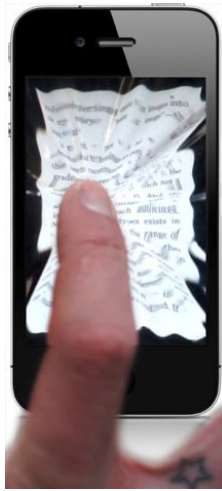
iPhone

now with touch interfaces however, we are seeing the desktop metaphor, as well as the cursor avatar lose relevance



iOS

as you can just reach in and tap on something, there's no longer a need for the degree of separation



ios

and the metaphors we use are becoming more abstract. increasingly we're questioning the validity of skeuomorphic design

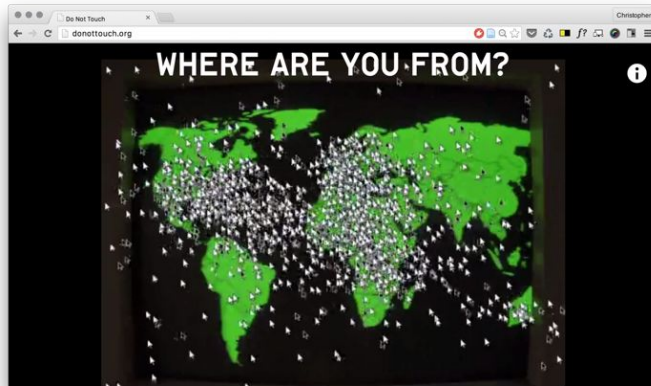
2013

"After 50 years of pointing and clicking,  
we celebrate the nearing end of the  
computer cursor with a music video where  
all our cursors can be seen together for  
one last time."

Studio Moniker

this transition to touch screens hasn't been lost on designers. for their project 'do not touch' studio moniker presented it with the following statement

2013



Studio Moniker

<http://donottouch.org/>



`:hover`

so back to how we use overstates in web coding.

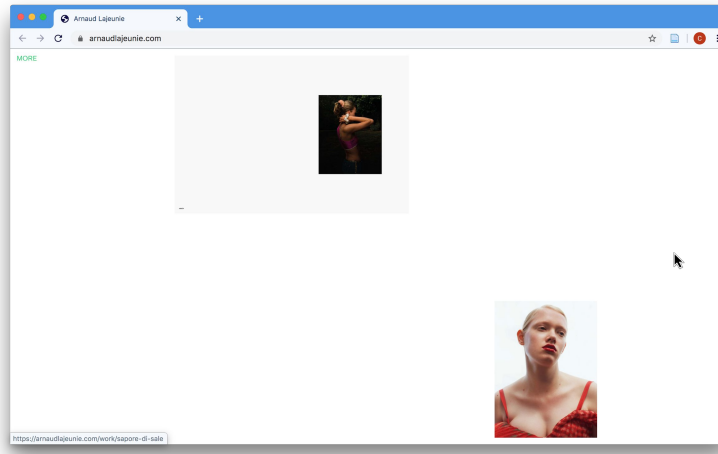
technically a hover state is a css pseudo class



:hover



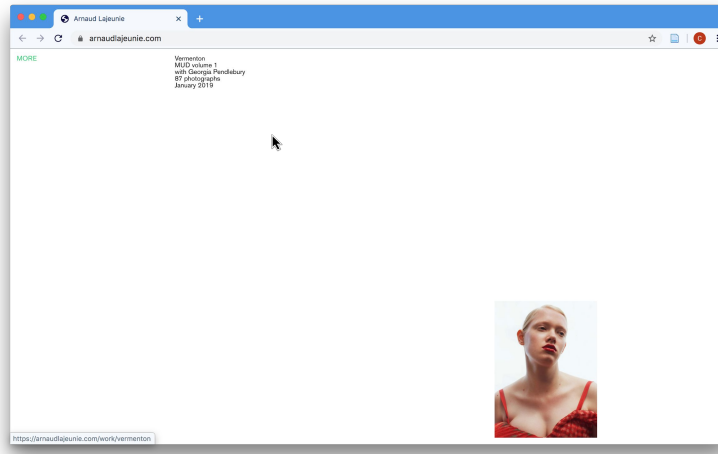
so, at it's simplest, and i think, how we most often think of hover states, in in their application to text links.



Arnaud Lajeunie

however, they can easily be extended beyond that, and can acts as a toggle for information

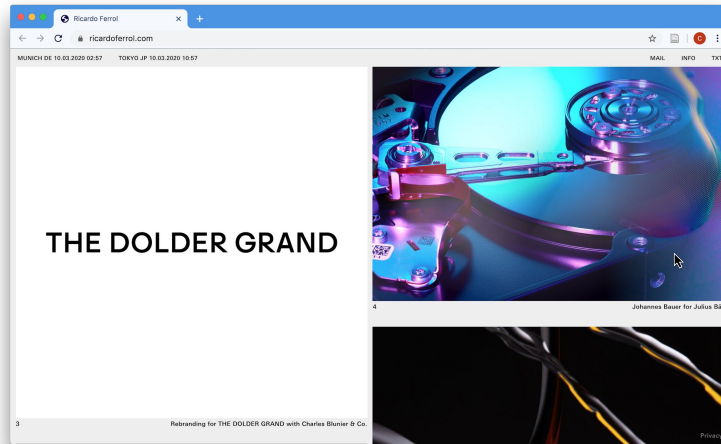
<https://arnauldajeunie.com/work>



Arnaud Lajeunie

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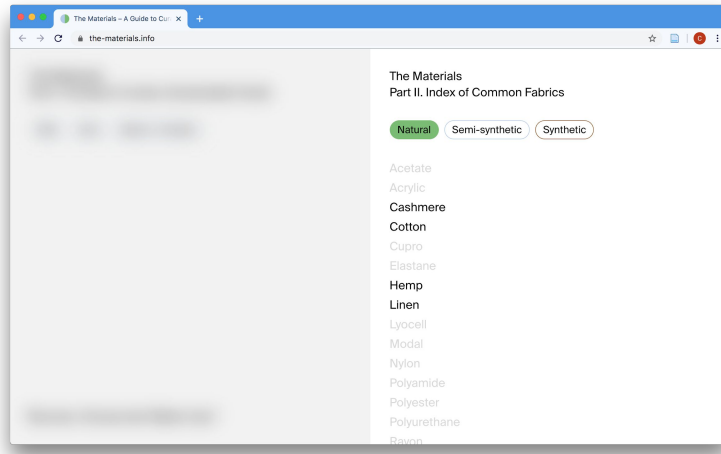
<https://arnaudlajeunie.com/work>



Ricardo Ferrol

To reveal unexpected forms

<https://ricardoferrol.com/>



## The Materials

Focus our attention

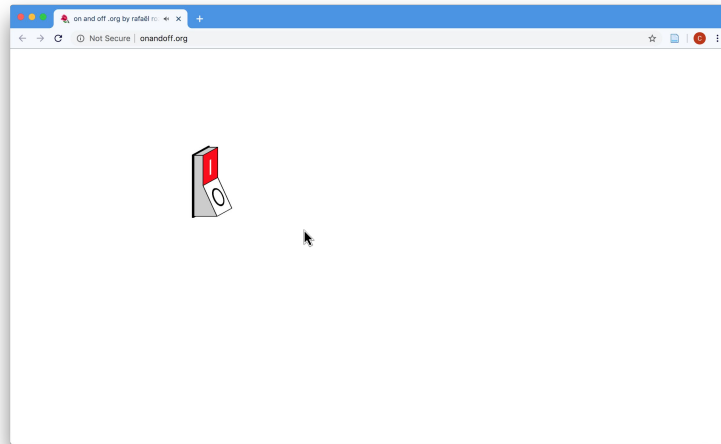
<https://the-materials.info/>



Vinovell

Or in more playful ways – like to emulate a scratcher ticket (i guess this is skeuomorphic, but it's also cool)

<http://vinovell.cat/>



On/Off

but, at their simplest, they are simply an on/off switch

<http://www.onandoff.org/>



## **:hover**

can be applied to any element you can select with CSS.

```
div:hover
```

```
a:hover
```

```
.button:hover
```

```
#switch:hover
```

```
#container div:hover
```

so, to get back to hovers in code, they can be applied to any element you select with CSS

## **:hover**

### CSS Properties and Selectors

color  
font-size  
line-height  
height  
width  
opacity  
border  
box-shadow

i think it's really enabling though, when you take into account all the attributes you can effect temporarily.

you can manipulate any CSS attribute on hover for an element – so this means you can change the color of an element, the opacity of something – make something appear or disappear, or add movement to something

## **:hover**

At its most simple, a hover effects the element it overlaps directly.

```
div:hover {  
  background: red;  
}
```

<https://glitch.com/edit/#!/join/ef46cead-2374-4d0b-a33c-7cedeb335553>

at it's most basic, you can select the element which you want to change by adding the :hover pseudo class directly on that element

in this example you're altering the background color of an element. so, when you hover on the element, it would change that elements background color

## transition

In order to enable animations in CSS, you'll add a 'transition' property to their selector in CSS. With transition you can control which elements you want to animate, how long the animation takes, what animation curve it uses, and how long to delay the animation before it is triggered:

```
div {  
  transition-property: all;  
  transition-duration: 1s;  
  transition-timing-function: linear;  
  transition-delay: 100ms;  
}
```

<https://glitch.com/edit/#!/join/7ea05b60-086f-4800-a418-d929624e5711>

at it's most basic, you can select the element which you want to change by adding the :hover pseudo class directly on that element

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## transition

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```
div {  
  transition: all 1s ease 100ms;  
}
```

<https://glitch.com/edit/#!/join/7ea05b60-086f-4800-a418-d929624e5711>

You can write that same code using this shorthand

## Transform

As a sidebar, transform allows you to change the appearance of an element using CSS

## **Transform**

The transform property applies a 2D or 3D transformation to an element. This property allows you to rotate, scale, move, skew, etc., elements.

[https://www.w3schools.com/cssref/css3\\_pr\\_transform.asp](https://www.w3schools.com/cssref/css3_pr_transform.asp)

## Transform

To do this you can skew, rotate, and scale elements for example.

```
transform: rotate(20deg);  
transform: skewY(20deg);  
transform: scale(1.5);
```

[https://www.w3schools.com/cssref/css3\\_pr\\_transform.asp](https://www.w3schools.com/cssref/css3_pr_transform.asp)

Now let's get back to our sketch on Glitch to try some of these transformations on hover



## transition

Then to actually use the effect, this transition would then occur on any state changes I've specified:

```
#square1:hover {  
  background: rgb(0,0,255);  
}
```

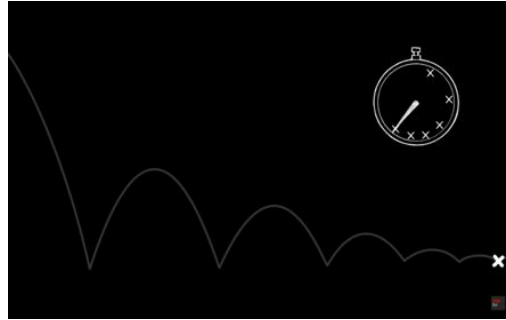
```
#square2:hover {  
  transform: scale(1.5);  
}
```

<https://glitch.com/edit/#!/join/7ea05b60-086f-4800-a418-d929624e5711>

these can be written in a short hand like follows

## Animation Curves

when working with animation, the rate and timing of animations becomes very important. When an animation is totally linear it often feels mechanical.



<https://youtu.be/KRVhtMxQWRs?t=118>

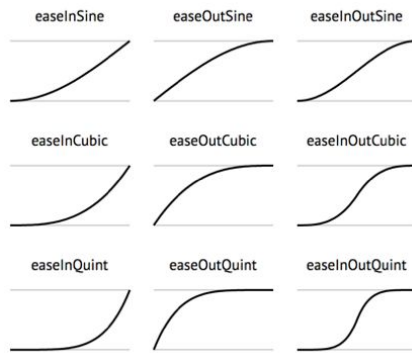
when we code with animation these are known as 'curves' which symbolize the rate of acceleration and deceleration

websites have pre-built curves you can copy and paste into your code

Watch till 6:04

## Animation Curves

in CSS you can program complex transition-timing-functions with Bezier curves to make animations feel more natural.

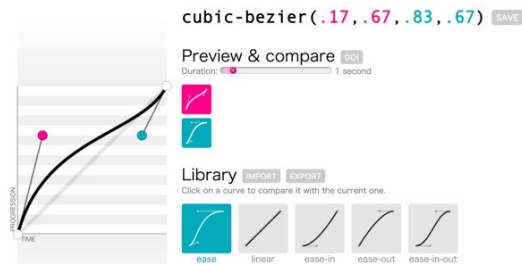


<http://easigns.net>

there's also tools where you can customize your own animation curves

## Animation Curves

in CSS you can program complex transition-timing-functions with Bezier curves to make animations feel more natural.



<https://cubic-bezier.com/#.17,.67,.83,.67>

this is a famous bouncing ball example, in which the point is made a ball doesn't bounce at a consistent pace when dropped.

### **Transition-timing-function**

rather than using a predefined timing function, you can write your own animation curve:

```
div {  
  transition-property: width;  
  transition-duration: 2s;  
  transition-timing-function: cubic-bezier(0.645, 0.045, 0.355, 1);  
  transition-delay: 1s;  
}
```

These would then be substituted for the transition timing function property

**Add :hover to your personal websites using a transition**

Add a hover state to the links on your personal websites.  
In addition, add :visited and :active states to your links.

```
a:hover {  
    color: red;  
    Transition: all 500ms ease;  
}  
  
a, a:visited {  
    color: blue;  
}
```

[do this to my own homepage]

## Reference

Pseudo-class (hover)

[https://www.w3schools.com/css/css\\_pseudo\\_classes.asp](https://www.w3schools.com/css/css_pseudo_classes.asp)

Transitions

[http://www.w3schools.com/css/css3\\_transitions.asp](http://www.w3schools.com/css/css3_transitions.asp)

CSS Animation Curves

<http://easigns.net>

<https://cubic-bezier.com/#.17,.67,.83,.67>