

Resources for workshop 1 | 11.11.20

HTML

- HTML boilerplate code:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-
scale=1.0">
  <title>Hello World!</title>
</head>
<body>

</body>
</html>
```

Lottie.js and Bodymovin

- [Bodymovin in the Adobe store](#)
- [Lottie library](#) as CDN
- Script tag for direct copy:

```
<script
src="https://cdnjs.cloudflare.com/ajax/libs/bodymovin/5.7.4/lot
tie.min.js" integrity="sha512-
m0RQU4SBx0p/bLwRiI4fJBGRafVLZ4s86wRe1+0Ax5EXbcWiS/X1jvYdJQRD8j0
oIVl+WTyVeMawUWVCh108+Q==" crossorigin="anonymous"></script>
```

- [Lottie Web documentation](#)
- [The official lottie website](#)
- [Lottiefiles](#), a platform for sharing animation files
- [Lottie Editor](#) for drag-and-drop previews of your animations

Lottie Examples

- [Lottie key functions demo](#): Code can be found under *lottie_animation_methods*
 - [Animated Button Demo](#): A fairly more complex example of multiple animations on one interface elements
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Further resources

- [Hammer.js](#) for touch gestures
- [Official Javascript Reference](#) by Mozilla