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/lottie.min.js" integrity="sha512-m0RQU4SBx0p/bLwRiI4fJBGRafVLZ4s86wRe1+OAx5EXbcWiS/X1jvYdJQRD8jOoIVl+WTyVeMawUWVCh1O8+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. Code can be found unter *animated_button_example*

Further resources

- Hammer.js for touch gestures
- Official Javascript Reference by Mozilla