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# Overview of Scrollytelling Project

## Steps to take

1. Animate in Adobe After Effects

2. Install the bodymovin add on

3. Convert animation to json file

4. Drag and drop it in lottie website to view the animation

5. Use code to animate it on scroll.

## Lottie Animations

01\_Cover - https://lottiefiles.com/share/rdgseik8

01\_Cover without Logo - https://lottiefiles.com/share/jgitxsov

02\_Gov - https://lottiefiles.com/share/eqravj6k

03\_Gov - https://lottiefiles.com/share/zr2ommfg

04\_Gov - https://lottiefiles.com/share/zqoxvx9n

05\_Key Loved Ones - https://lottiefiles.com/share/dftwvmpm

06\_Key Loved Ones - https://lottiefiles.com/share/4pf2baej

07\_Cover - https://lottiefiles.com/share/vhejrhl5

08\_Gov and Loved Ones - https://lottiefiles.com/share/tht2czrc

09\_Cover - <https://lottiefiles.com/share/zi08qyw5>

## Bodymovin

A picture containing application

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1. Bodymovin is an Adobe After Effects extension. It is used to export Adobe After Effects animations as .json files. The download link is in here <https://aescripts.com/bodymovin/>.
2. Not all Adobe After Effects features are supported. The supported features are as listed in the link above.

## JavaScript Libraries

Icon

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1. Lottie-web is used to load the .json files onto the webpage.
2. ScrollTrigger by GSAP is used to sync the .json files (the animations) to the user’s scroll, as well as to set different parameters to tweak the scrollytelling experience.
3. The links to the respective libraries are as follows.
   1. Lottie-Web: <https://github.com/airbnb/lottie-web/wiki/loadAnimation-options>
   2. ScrollTrigger: <https://greensock.com/docs/v3/Plugins/ScrollTrigger>
4. The code that I used for scrollytelling is a combination of both lottie-web and scrolltrigger. Most of the code that I have used came from here. <https://github.com/chrisgannon/ScrollLottie>. I will explain the codes more in depth later on in this guide.

# Useful Links for Beginners to Web Development

1. Knowing basic HTML, CSS and JavaScript will help greatly.
2. These are the two crash courses I feel is good for beginners to web development.
   1. HMTL&CSS: <https://www.youtube.com/playlist?list=PL4cUxeGkcC9ivBf_eKCPIAYXWzLlPAm6G>
   2. JavaScript: <https://www.youtube.com/playlist?list=PL4cUxeGkcC9haFPT7J25Q9GRB_ZkFrQAc>
   3. You do not need to watch all the videos, just watch to the point you feel that you understand enough to continue on with this project.

# HTML&CSS

I used divisions (div) to hold different animations.

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The loader class is used to house the loading placeholder. This gif I used will need to be replaced by cpf’s current placeholder.

Text

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The rest of the divisions holds the different animations. Classes like government-2 and loved-ones-5 need to be created to be referred to later. Classes like key and pie-chart are being reused.

# JavaScript In-Depth

Text

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This portion houses the code for the loading placeholder, as well as for the first animation to be played. What the code does is once the JavaScript is loaded, I will set the placeholder class display to be none, and start the first animation.

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ScrollTrigger.create

Lottie.loadAnimation

This is the code for the loading of lottie animations onto the webpage. It contains two functions from lottie-web and ScrollTrigger. lottie.loadAnimation (from lottie-web) is used to load lottie animations (json files) onto the webpage. and ScrollTrigger.create (from ScrollTrigger) allows us to set up different parameters for the scrollytelling experience.

The in-depth explanation of these codes can be found here.

* 1. Lottie-Web: <https://github.com/airbnb/lottie-web/wiki/loadAnimation-options>
  2. ScrollTrigger: <https://greensock.com/docs/v3/Plugins/ScrollTrigger>

# Reusable JavaScript Parameters

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This is the reusable portion of the code. Whenever I add in a new animation, I will have to do so in this format. I will call the ScrollLottie function, and then call the ScrollTrigger.create function.

Text

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This is the ScrollLottie function. For each new animations, I just need to call ScrollLottie, which is a function already created above.

1. target: the division the lottie animation will be in
2. path: the location of the json file
3. duration: adds smooth scrolling, can be set to any number
4. end: how many percent of the viewheight the user must scroll to finish an animation
5. totalFrames: the total frames of the lottie animation
6. start: where the scrolltrigger starts (<https://greensock.com/docs/v3/Plugins/ScrollTrigger/start>)
7. pin: determine if we want to pin the div when scrolltrigger starts
8. aspectRatio: toggle the svg aspect ratio (<https://developer.mozilla.org/en-US/docs/Web/SVG/Attribute/preserveAspectRatio>)

Text

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This is the trigger for pinning the division. I have this as I want the animation to be played early, but I only want the division to be pinned only when it resides in 100% of my viewport.

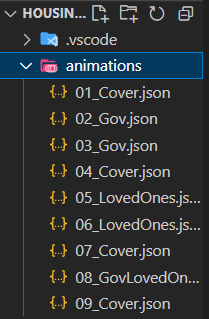
# Example of how to add in a new Animation

1. DXC wants a new animation added, the lottie link is as shown. <https://lottiefiles.com/share/jgitxsov>

Chart, box and whisker chart

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1. Upon clicking the link, you will get sent to this webpage. Click Handoff, and download the lottie animation as a json file.



1. Create an animation folder and save the downloaded json file in that folder. In this case, you can see that 02\_Gov.json is saved in the animations folder.



1. A div is created to house the animation, and give it a class of government-2. Key is also a class given to it, to be able to set the background image and vice versa in css.

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CSS for key class

Text

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1. The final thing left to do is to call the 2 functions, ScrollLottie and ScrollTrigger.create.