MPU

This ad has been created with TweenLite, along with the cssPlugin and ease pack

These files are downloaded via the repository and 26.1 KB in combined size (gZipped)

JS files:

politeLoad.js – Loads in divs to page politely

300x250.js – sets up variables and initialises ad

cta.js – controls button when moused over etc.

Sprite3D.js – helper file for perspective animation

CSS files:

main.css

images:

Update sizes for ad in main.css

The shard animations that appear at the side of the car are nested in rightShardContainer and leftShardContainer, these can be scaled up and repositioned, to accommodate larger sizes.

In 300x200.js look for the xMin, xMax, xMin, yMax, update these to change the starting values of the shards that float onto screen.

mTxtStartPos defines the starting point of the car model (Focus, Mustang etc.)

The cName Object defines the end Width, top and left positions of the car model animation.

The playCTA() located in cta.js controls 2 sprite animations, one that moves the text and one that animates the arrow