This ad has been created using GSAP TweenMax – TimelineMax

The main files are:

300x250\_main.js:  
Please see MPU creative as they are the same.

The setUpAd.js:

Sets up global vars and politely loads assets to Kuga\_Sustain\_Expanded\_300x250\_600x350.HTML after initial load.

600x350\_main.js:

A timeline is created: var ex\_tl

And animations are added to the timeline

The function;

playAnim(bag, man\_standing, sprite, spriteWidth, step\_x, endX, endY)

runs when you click on a bag, the parameters are passed to the function, that tells the timeline which assets to animate.

This function is added to the luxury\_bag, golf\_bag and fishing\_bag buttons in setUpAd.js

The playGuy() is called at the end of this function;

playGuy() controls the guy and door spritesheets

they are slightly different to the others; I cut down on the frames for the guy sprite and set a pause half way through via the addPause method added to the timeline.

The spitesheets and images are all taken from Assets.fla, look in the guy folder on the stage you will find assets for standing and opening, for the different button clicks.