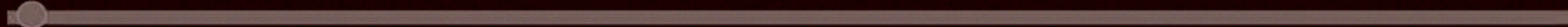
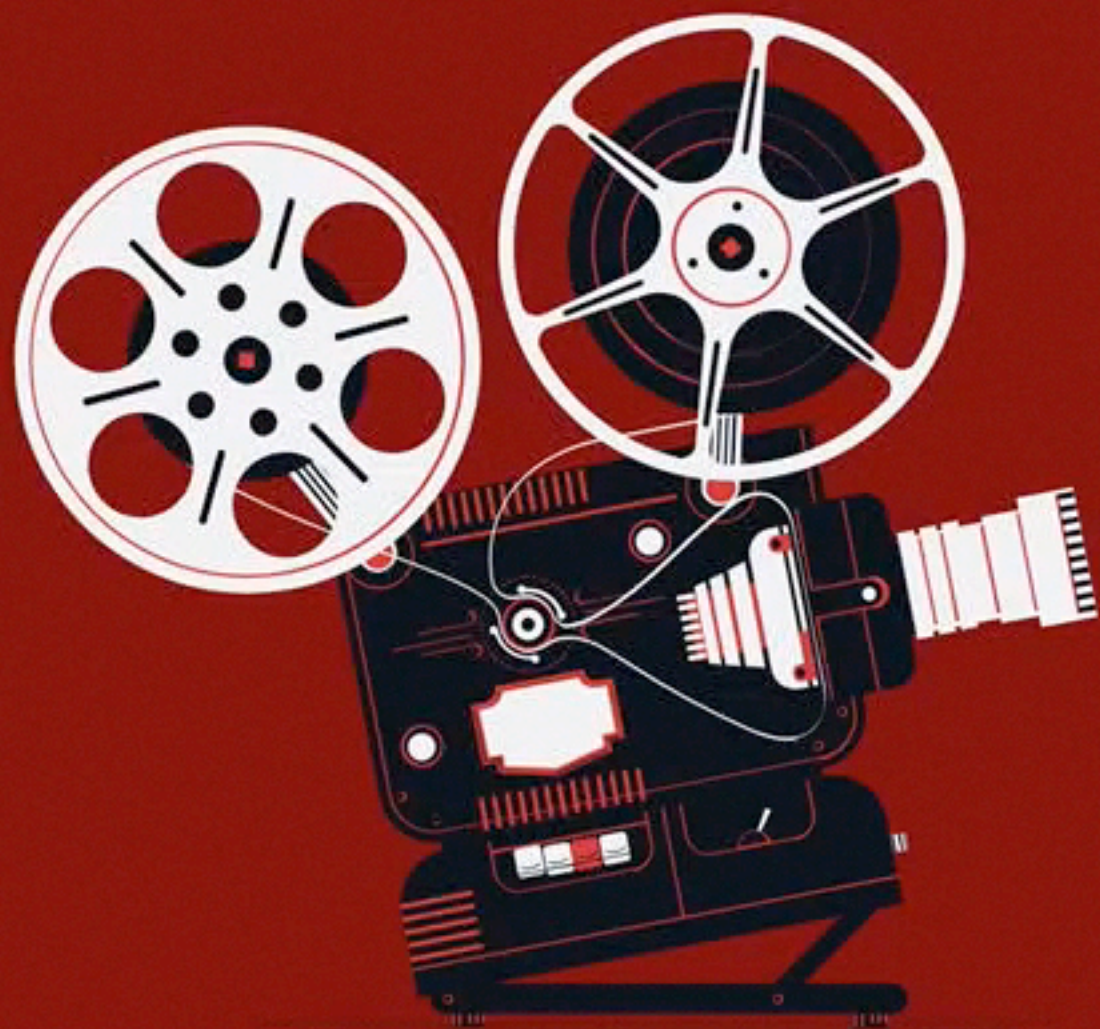


1x

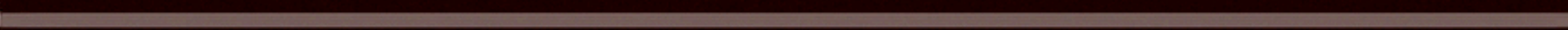


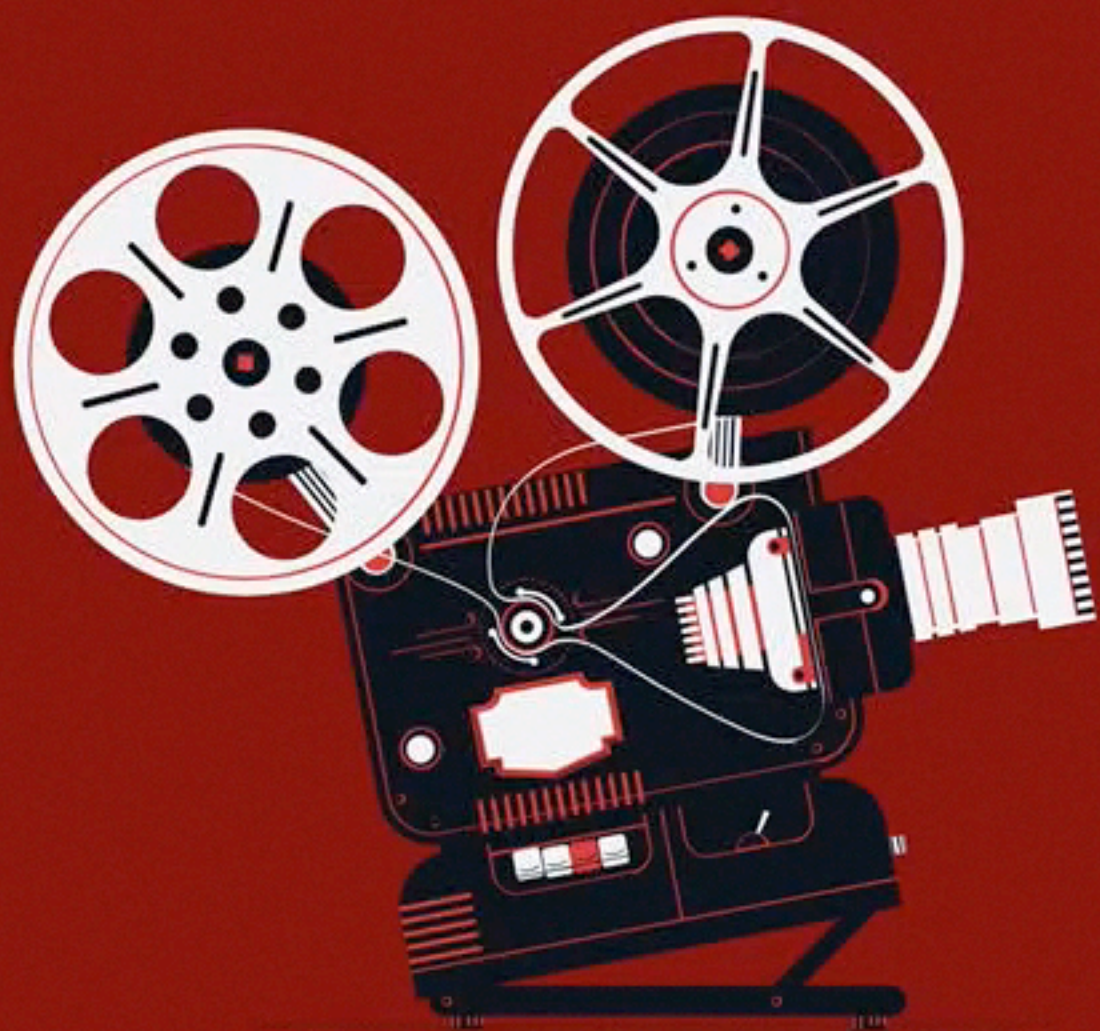
github.com/sdmas/gsap-player





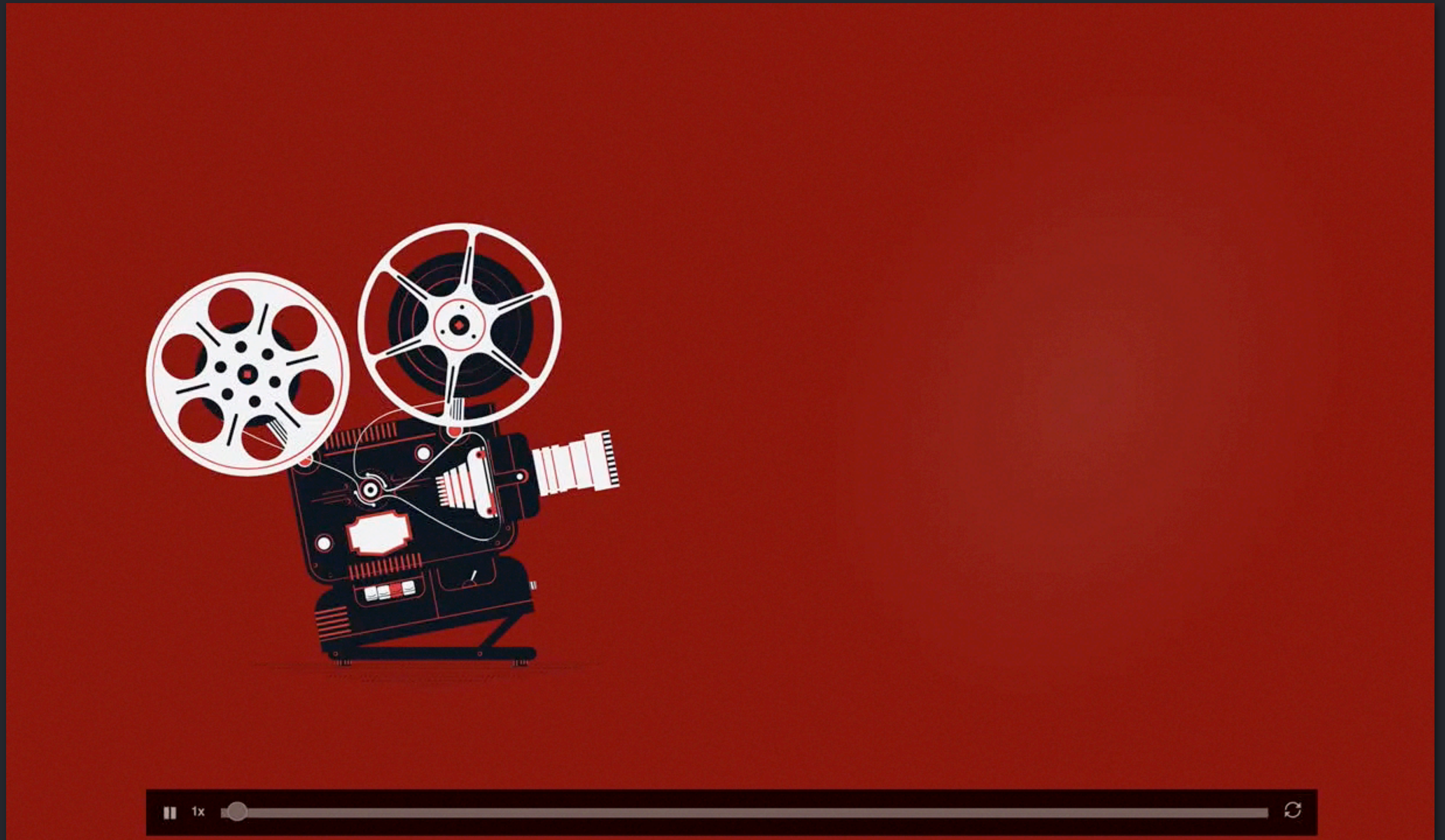
1x





CHANGE OVER TIME

GREENSOCK'S TIMELINE



github.com/sdras/gsap-player

SCROLLYTELLING OPTIONS

STORYTELLING IN CODE

PIXEL TO PIXEL

- Skrollr
- Map timeline progress to scroll event (semi-manual)
- ScrollMagic
- ScrollStory

POINT TRIGGERED

- Waypoints
- Trigger single timeline off of scroll event (semi-manual)
- ScrollMagic
- ScrollStory
- GraphScroll