Creating an Animated Picture Gallery

Mark Zamoyta mark@curiousinventions.com



Introduction

- Loading and displaying images
- jQuery's hover() method for animations
- jQuery's click() method
- Test in multiple browsers
- Create a reusable Javascript module

Summary

- Load images properly in the major browsers
- Handled mouseenter and mouseleave events in jQuery, applying animations to each
- Handled the click event in jQuery, applying 3D animations
- Investigated browser differences regarding 3D CSS properties and vendor prefixes