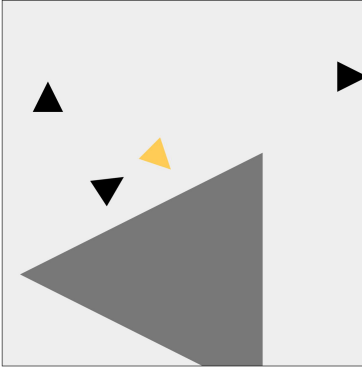


Exercise 3 - Arrows



Using only HTML/CSS, create a series of arrows and animate them within a contained space. Orchestrate an animated composition where the elements intersect and interact with each other.

Example

<https://kaz-at-cca.github.io/interactive1/exercise3/index.html>

Technique

You will be using the `animation` property in CSS, as well as setting a `@keyframe` rule to specify the timeline of the animation.

Syntax Example

```
.element {
  animation: bounce 0.25s alternate infinite;
  /* the above line is a shortcode for:

  animation-name: bounce;
  animation-duration: 0.25s;
  animation-direction: alternate;
  animation-iteration-count: infinite;
  */
}

@keyframes bounce {
  from {
    bottom: 0px;
  }
  to {
    bottom: 400px;
  }
}
```

Instructions

1. Open the example file and copy the code from the source. Save this file as 'index.html' file in a folder named 'exercise3' in your root directory.
2. Investigate the existing code to understand how each of the arrows are coded to achieve the animation that you see in the browser.
3. Rename and modify the arrow codes to your liking. Make sure to change all of the arrows, or create your own. You can make your own triangles using a generator like this one available online: <http://triangle.designyourcode.io/> (although, don't forget that you can easily change the orientation of the triangle by using rotate transformation code)
4. Once you are done, link it to your class website as "Exercise 3 - Arrows"

Available Sub-Properties

This is a list of every sub-properties available for the animation property along with the values that are available for each. In terms of writing it as a shortcode (simply using the general **animation** property), you should reference the order column for the correct order of values to use.

| Order | Property Name | What it does | Values |
|-------|----------------------------------|--|---|
| 1 | animation-name | Declares the name of the @keyframes to manipulate. | Use the name you created for your @keyframes |
| 2 | animation-duration | Sets the length of time it takes for an animation to complete one cycle. | 0.5s or 500ms |
| 3 | animation-timing-function | Sets acceleration curves such as ease or linear. | ease ease-out ease-in ease-in-out linear cubic-bezier(x1, y1, x2, y2) http://easings.net/ |
| 4 | animation-delay | Sets time between the element being loaded and the start of the animation sequence. | 0.5s or 500ms |
| 5 | animation-direction | Sets the direction of the animation after the cycle. Its default resets on each cycle. | normal alternate |
| 6 | animation-iteration-count | Sets the number of times the animation should be performed. | 0,1,2,3....(a number) infinite |
| 7 | animation-fill-mode | Sets which values are applied before/after the animation. For example, you can set the last state of the animation to remain on screen, or you can set it to switch back to before when the animation began. | forwards backwards both none |
| 8 | animation-play-state | Pause/play the animation. | paused running |

