

# Projet AWA1

Site d'agence de bateaux fait en HTML, CSS et JS

des bateau apparaissent de droite à gauche, à chaque clique sur un bateau, un menu apparaitra (page de login, page des images de bateau etc)

plusieurs elements ont des animations, tel que les nuages et bateaux

## Points techniques

### Parallax

Fait en css, Utilise Transform

-webkit-transform vs transform

```
.parallax-child {
  position: absolute;
  top: 50%;
  left: 50%;
  -webkit-transform-origin: 50% 50% 0;
  transform-origin: 50% 50% 0;
  -webkit-transform: translateX(-50%) translateY(-50%) rotate(90deg);
  transform: translateX(-50%) translateY(-50%) rotate(90deg);
  z-index: 1;
}
```

Avec Translation en Z, et scale

```
.parallax-background {
  position: absolute;
  top: 50%;
  left: 50%;

  -webkit-transform: translateX(-60%) translateY(-140%) translateZ(-8px) scale(4.5)
  rotate(90deg);
  transform: translateX(-60%) translateY(-140%) translateZ(-14px) scale(4.5)
  rotate(90deg);
  z-index: -2;
}
```

### Limitation du scroll

évite que l'utilisateur scroll trop loin

```
const maxscroll = 19000;
const scroll = document.querySelector("#scroll");
scroll.addEventListener("scroll", event => {
  if (scroll.scrollTop > maxscroll) {
```

```

        scroll.scrollTop = maxscroll;
    }
}, { passive: true });

```

## Timeline

Crée une animation, en utilisant des SVG

```

timeLine.add({
    targets: '#boat',
    keyframes: [
        {strokeDashoffset: [anime.setDashoffset, 0]},
        {strokeDashoffset: [0, anime.setDashoffset]}
    ],
    begin: function() {
        document.querySelector('.loader').style.visibility = 'visible';
    },
    easing: 'linear',
    duration: 1500,
    delay: function(el, i) { return i * 250 },
}).add({
    targets: '#wave',
    keyframes: [
        {strokeDashoffset: [anime.setDashoffset, 0]},
        {strokeDashoffset: [0, anime.setDashoffset]}
    ],
    easing: 'linear',
    duration: 1500,
    delay: function(el, i) { return i * 250 },
    begin: function() {
        document.querySelector('#wave').style.visibility = 'visible';
    },
}).add({
    targets: '#wave-2',
    keyframes: [
        {strokeDashoffset: [anime.setDashoffset, 0]},
        {strokeDashoffset: [0, anime.setDashoffset]}
    ],
    easing: 'linear',
    duration: 1500,
    delay: function(el, i) { return i * 250 },
    begin: function() {
        document.querySelector('#wave-2').style.visibility = 'visible';
    },
}).add({
    targets: '#wave-3',

```

```

keyframes: [
  {strokeDashoffset: [anime.setDashoffset, 0]},
  {strokeDashoffset: [0, anime.setDashoffset]}
],
easing: 'linear',
duration: 1500,
delay: function(el, i) { return i * 250 },
begin: function() {
  document.querySelector('#wave-3').style.visibility = 'visible';
},
}).add({
  targets: '#anchor',
  keyframes: [
    {strokeDashoffset: [anime.setDashoffset, 0]},
    {strokeDashoffset: [0, anime.setDashoffset]}
  ],
  easing: 'linear',
  duration: 1500,
  delay: function(el, i) { return i * 250 },
  begin: function() {
    document.querySelector('#anchor').style.visibility = 'visible';
  },
});

```

## Librairies

- anime.js
- particles.js
- effect parallax : <https://dev.to/ingosteinke/pure-css-parallax-perspective-beyond-landscape-images-24g2>

## sources des images

- Google