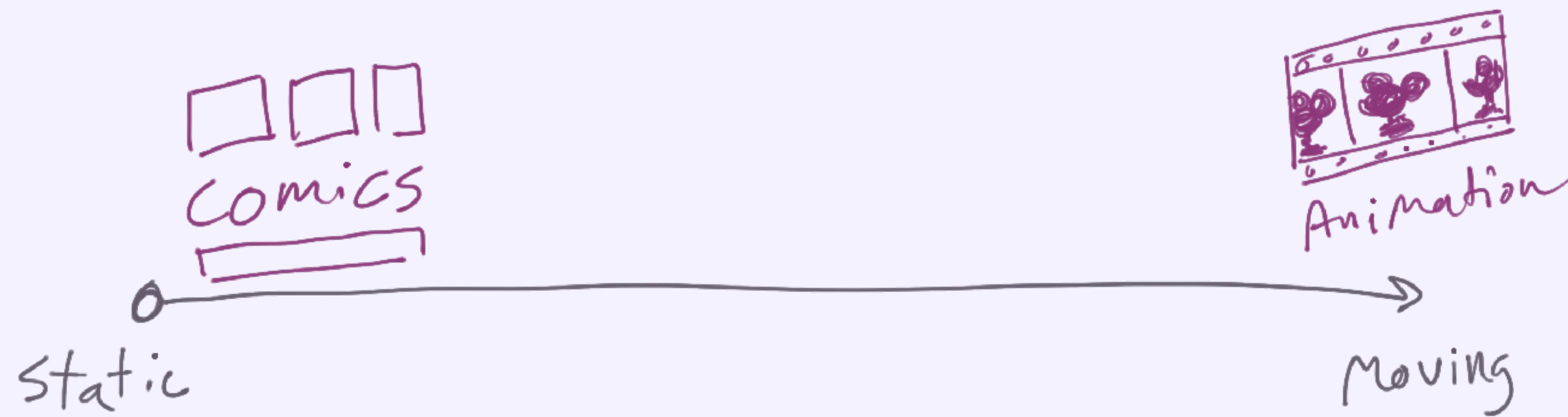


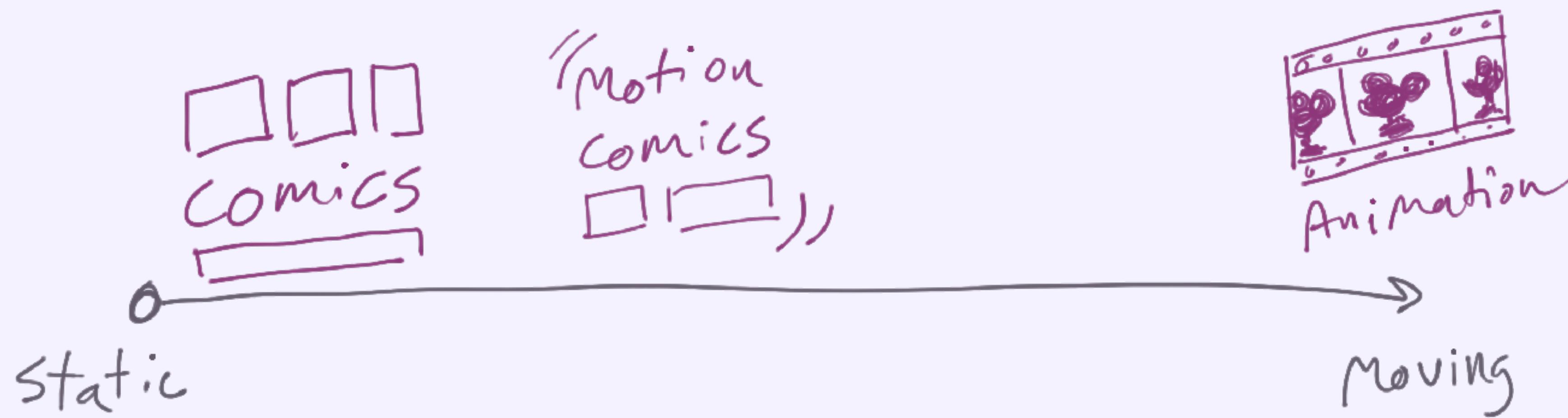
Advanced Techniques for Web-based Comics

@RachelNabors^{com}.

a spectrum of storytelling



a spectrum of storytelling



A Whole New Universe

Digital Comics and Motion Book Experience Come to eBay with Madefire Partnership

madefire.com



Madefire



eBay

IDW

EPISODE #13

NUNFER
MEBBISON

my

LITTLE

PONY

Friend
is Me



goo.gl/1o8zzu

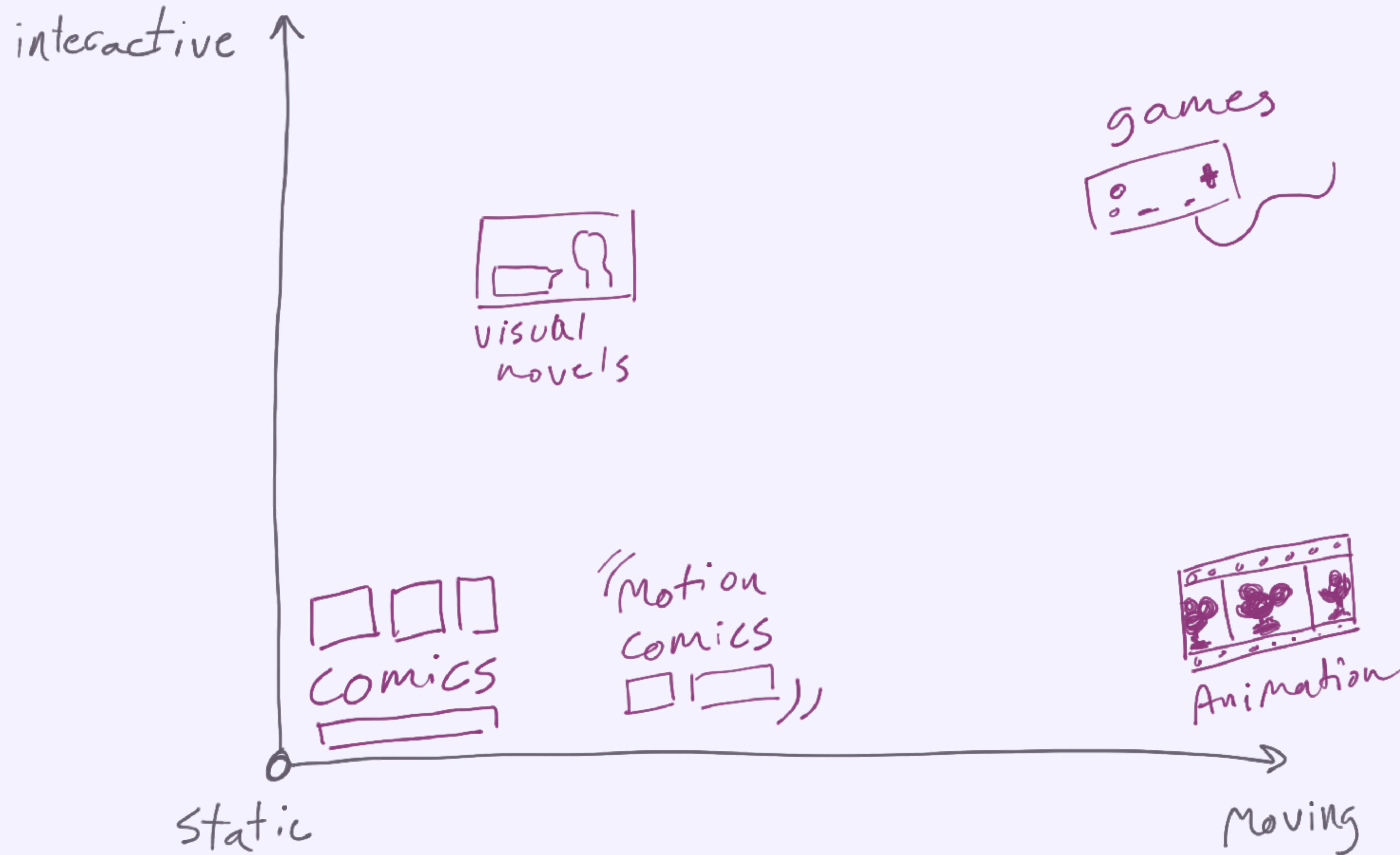
Storyboard for Ferdinand the Bull taken at the Disney Family Home Museum



Storyboards

Storyboards were invented at the Walt Disney Studio in the early 1930s, and Webb Smith, a Disney animator, credited with their idea. He followed Alfred Eames over the first years to become an ardent storyboarder and was known for his. Storyboards allowed Disney artists to plan ahead for what the scene would look like before they began drawing and animating. Storyboards were also used to test out ideas. These storyboard panels were never used in the final film, but they show the creative process that went into making the movie.

a spectrum of storytelling



[S] ACT 6 INTERMISSION 3

[If game doesn't play, try another browser. Chrome or Firefox Recommended.]

[[WALKTHROUGH](#) | [MAP](#)]

> [\[A6I3\]](#) ==>

[Start Over](#) | [Go Back](#)

[Save Game](#) ⓘ | [Auto-Save!](#) ⓘ | [Load Game](#) | [Delete Game Data](#)



[Contacts](#) | [Privacy Policy](#)

© 2018 Homestuck and VIZ Media



Who made this and how?

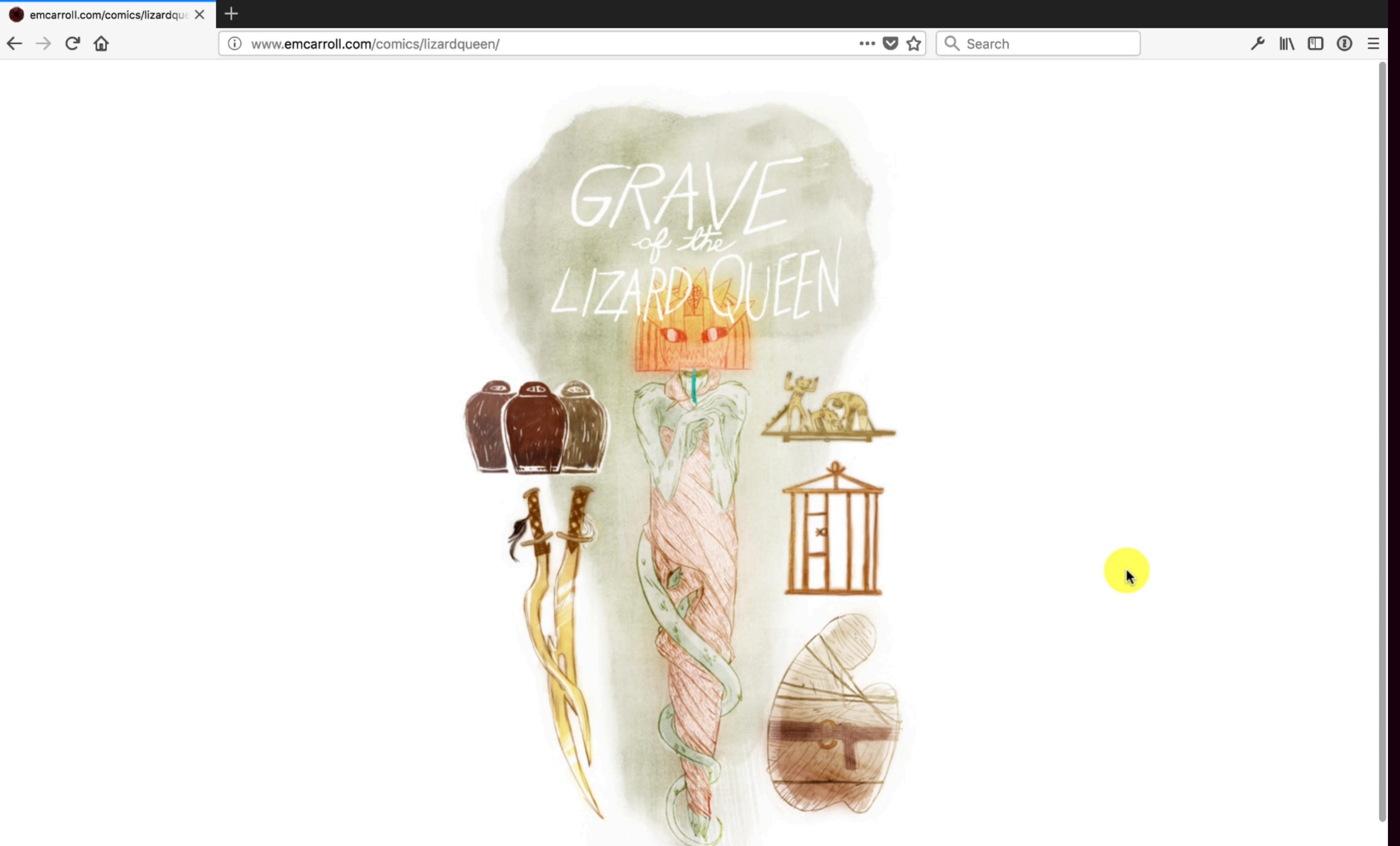


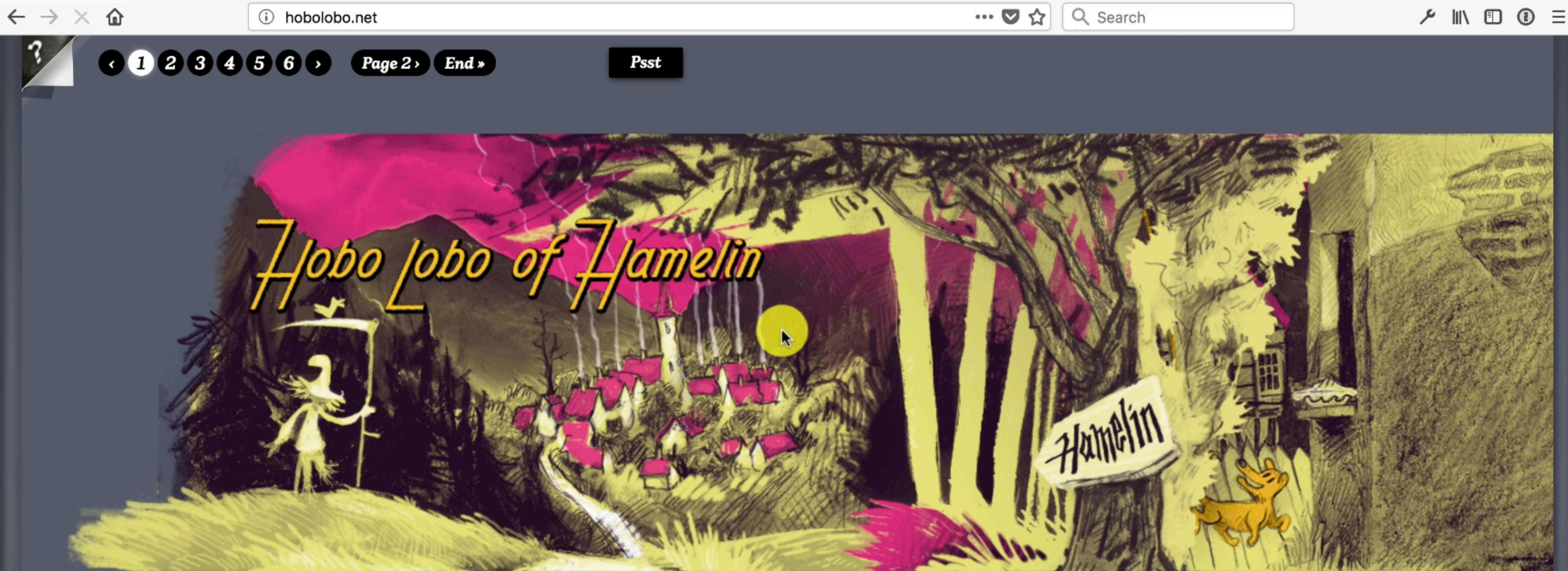
→

loading
...

rachelnabors.com/blackbrickroad

We don't need Flash.



[En Français](#)[En Español](#)

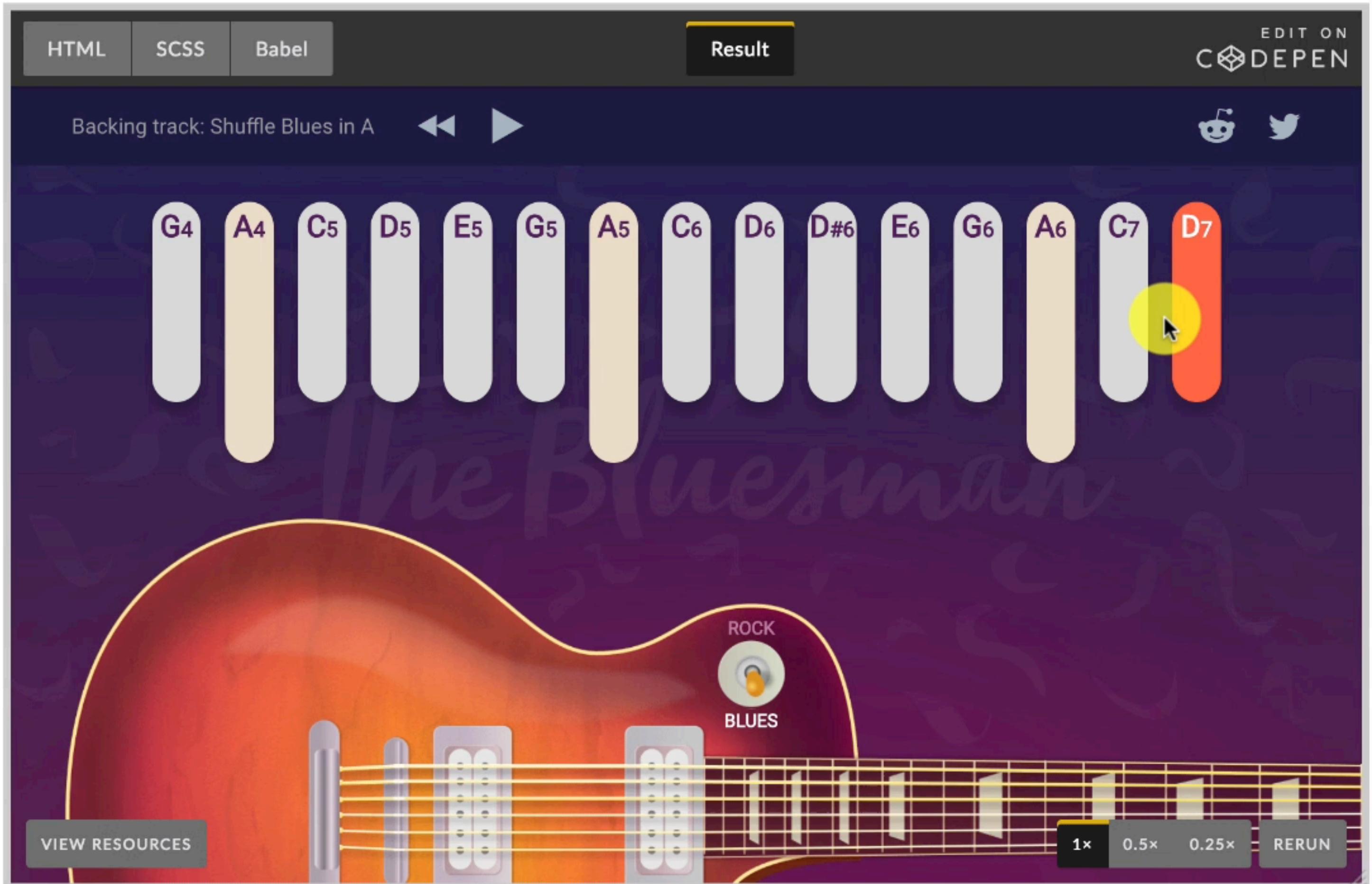
Once upon a time, in an age long forgotten
because it was somewhat boring and
contrived, there was this picturesque
hamlet full of God-fearing wholesome
people. ☺

Telling Stories with Web Technologies

Web Audio API

Now we have to create an instance of buffer and call the `loadAll` method, to load all of the sounds into the buffer. We also have the `getSoundById` method to grab the exact sound we need, so we pass the sound to the `Sound` and call `play()`. The `id` can be stored as a data attribute on the button that you click to play the sound.

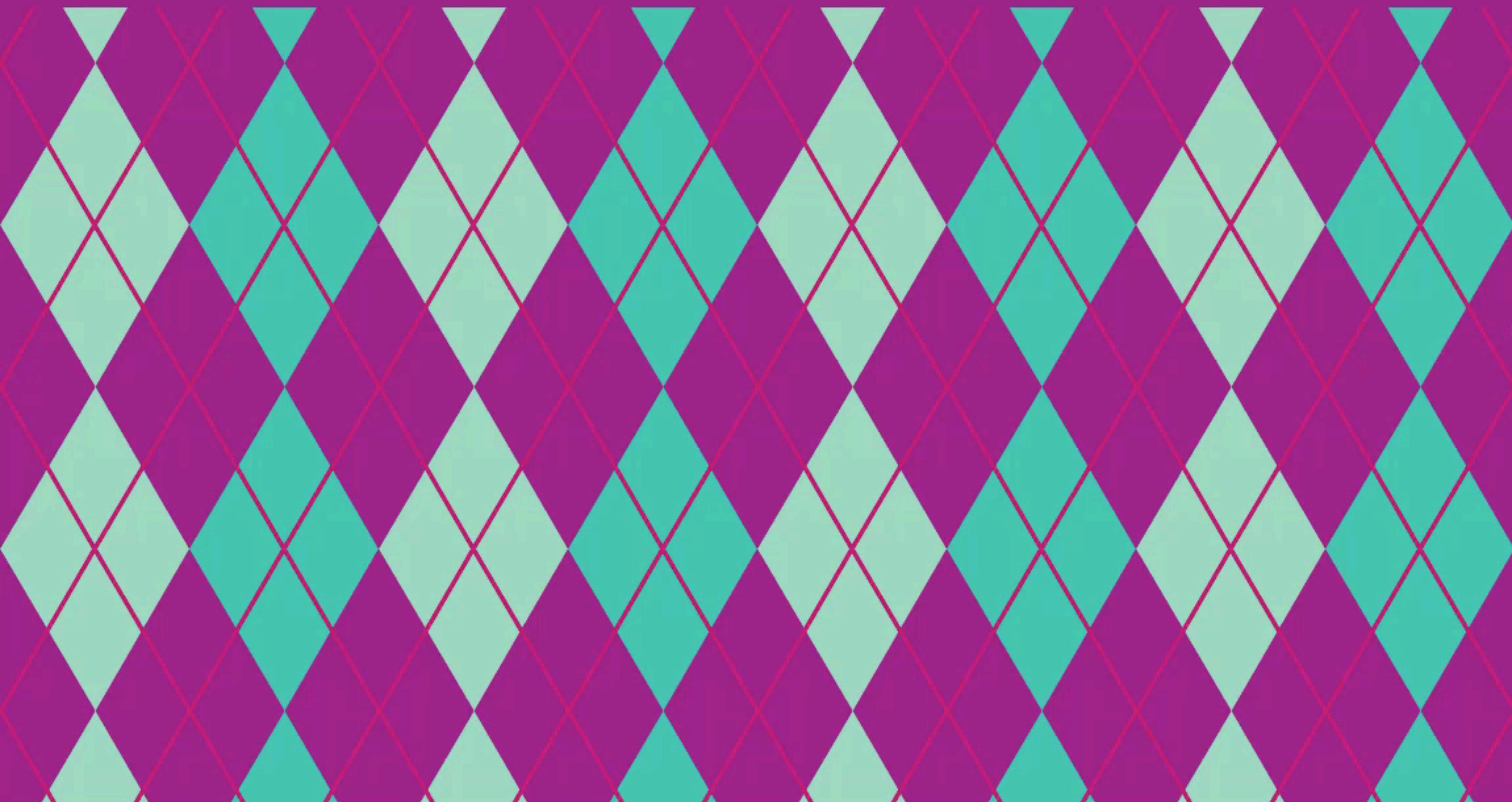
Here's a project that uses all of that: the buffer, the recorded notes, etc:



You can use that example for reference, but for your own exercise, [here's a playground](#) I've created. It has all the necessary HTML and CSS and the URLs to

CSS Animations and Transitions

Alice in Videoland



A retelling of Lewis Carroll's classic in pixels and HTML by [Rachel Nabors](#)

rachelnabors.com/alice-in-videoland/
book

Web Animations API



cdpn.io/PNYGZQ

Scroll Snap

This demo supports both versions of the spec, and so will work on Safari 11, Chrome 69, Firefox 39, and Edge 12+. It could even be made to work in IE 10+ if flexbox was not used.

HTML CSS JS Result EDIT ON CODEPEN

```
#carousel {  
    /* Ensure that the contents flow horizontally */  
    overflow-x: auto;  
    white-space: nowrap;  
    display: flex;  
}  
  
#carousel.vertical {  
    flex-direction: column;  
}  
  
/* 2018 spec - For Safari 11, Chrome 69+ */  
#carousel.snap {  
    scroll-snap-type: x mandatory;  
    -webkit-overflow-scrolling: touch; /* Needed to work on iOS Safari */  
}  
  
#carousel.snap > div {  
    scroll-snap-align: center;  
}  
  
#carousel.snap.vertical {  
    flex-direction: column;  
    scroll-snap-type: y mandatory;  
}  
  
VIEW RESOURCES    /* 2015 spec - For Firefox, Edge, IE */
```

Item 1
Start scrolling ...



Turn Snapping off Change scroll to vertical 1x 0.5x 0.25x RERUN

Try playing around with the demo on [Codepen](#), and see how the different features

Pointer Events

Meet The New Events

The new Pointer Event API is an evolved version of the [Mouse Event](#) interface we've all been using so far. It extends the functionality of the old API and adds support for multi-touch gestures, precise pen input, and overall smoother touchscreen interaction.

- [pointerdown](#) - Pointer becomes active
- [pointerup](#) - Pointer stops being active
- [pointerover, pointerenter](#) - Pointer enters element boundaries
- [pointerout, pointerleave](#) - Pointer leaves element boundaries
- [pointermove](#) - Pointer moves while inside the element's boundaries
- [pointercancel](#) - Pointer has stopped generating events, e.g. input device deactivated
- [gotpointercapture](#) - Pointer has entered pointer capture state, e.g. dragging a movable element
- [lostpointercapture](#) - Pointer capture state has ended

Most of the Pointer Events have direct alternatives among the old mouse events. Once the new API gets full browser support we can directly substitute with the more modern alternatives:

```
const button = document.querySelector("button");

// Instead of mouseover
button.addEventListener('mouseover', doSomething);

// We can use pointerover
button.addEventListener('pointerover', doSomething);
```

Interacting with a mouse should be the same in both cases. Using fingers or a stylus, however, will be easier to program with the new API.



To Your Forms



Freebie: Beautiful CV Template with Bootstrap



Freebie: 3 Amazing Bootstrap 4 Gallery Templates



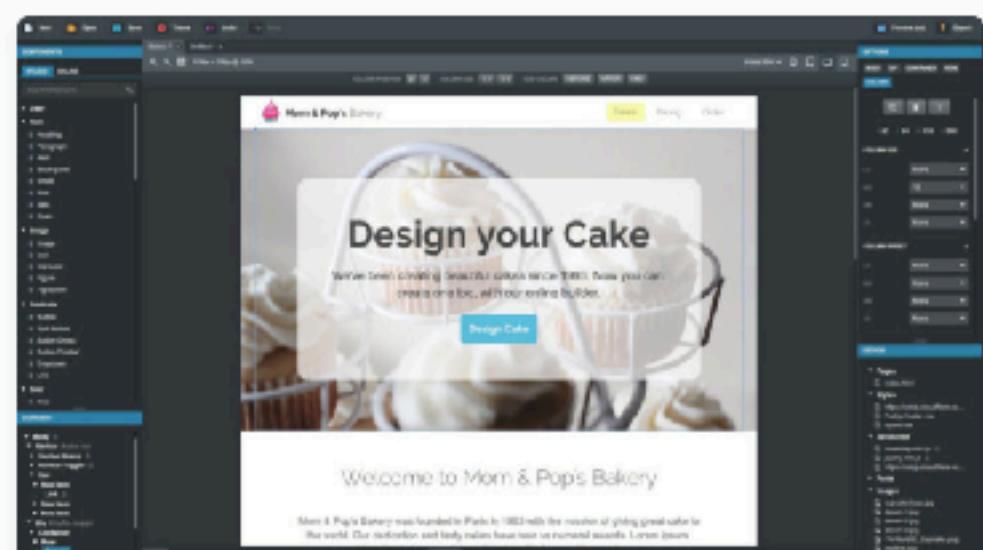
Freebie: Beautiful Pricing Table with Bootstrap 4



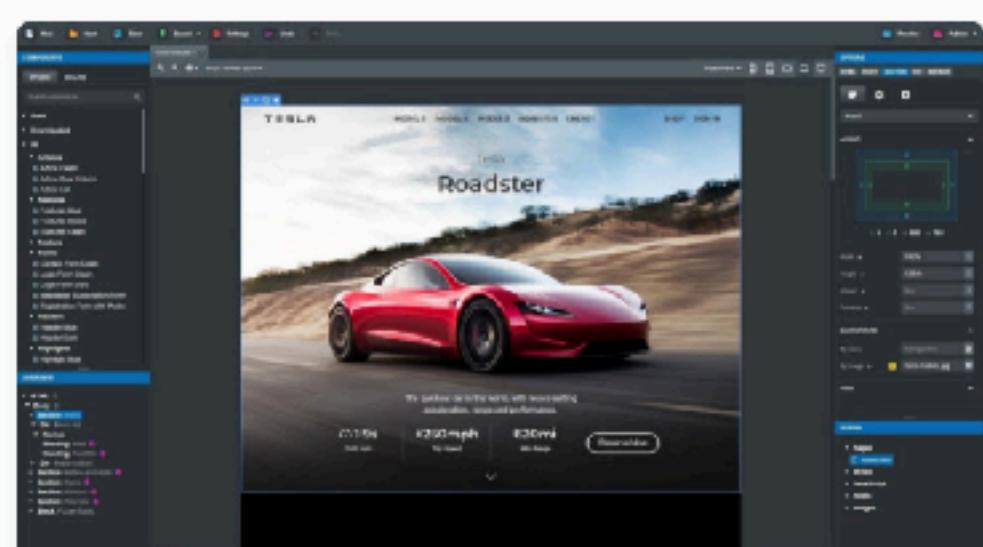
Freebie: 2 Beautiful Checkout Forms with Bootstrap 4

Video Tutorials

[SUBSCRIBE](#)



Creating a Website with Bootstrap Studio



Creating Tesla's Website with Bootstrap 4

goo.gl/dPoEPG

Filters

```
.element {  
  background: filter(url(path/to/img.jpg), blur(5px));  
}
```

As a result, you're now able to apply filters to images before using them in backgrounds. You can think of it as a polyfill for `background-filter` (or `background-opacity`, `background-blur`, whatever), but it's much more powerful.



5. Few results of the CSS filter function

The good news is that this function, even with no mention from Apple, is also supported in Safari 9.

See live result on JSBin (only Safari 9)

Few things you should be aware of:

- the function is defined in the [Filter Effects specification](#)
- there's a bug with `background-size`
- it can be animated
- as of now, this function is prefixed in Safari: `-webkit-filter()`
- there's a [CanIUse page for support](#)

It's also worth mentioning that both `background-filter` and `filter()` can be animated easily with CSS transitions.

*Light and Detailed images
with SVG and Bitmaps*



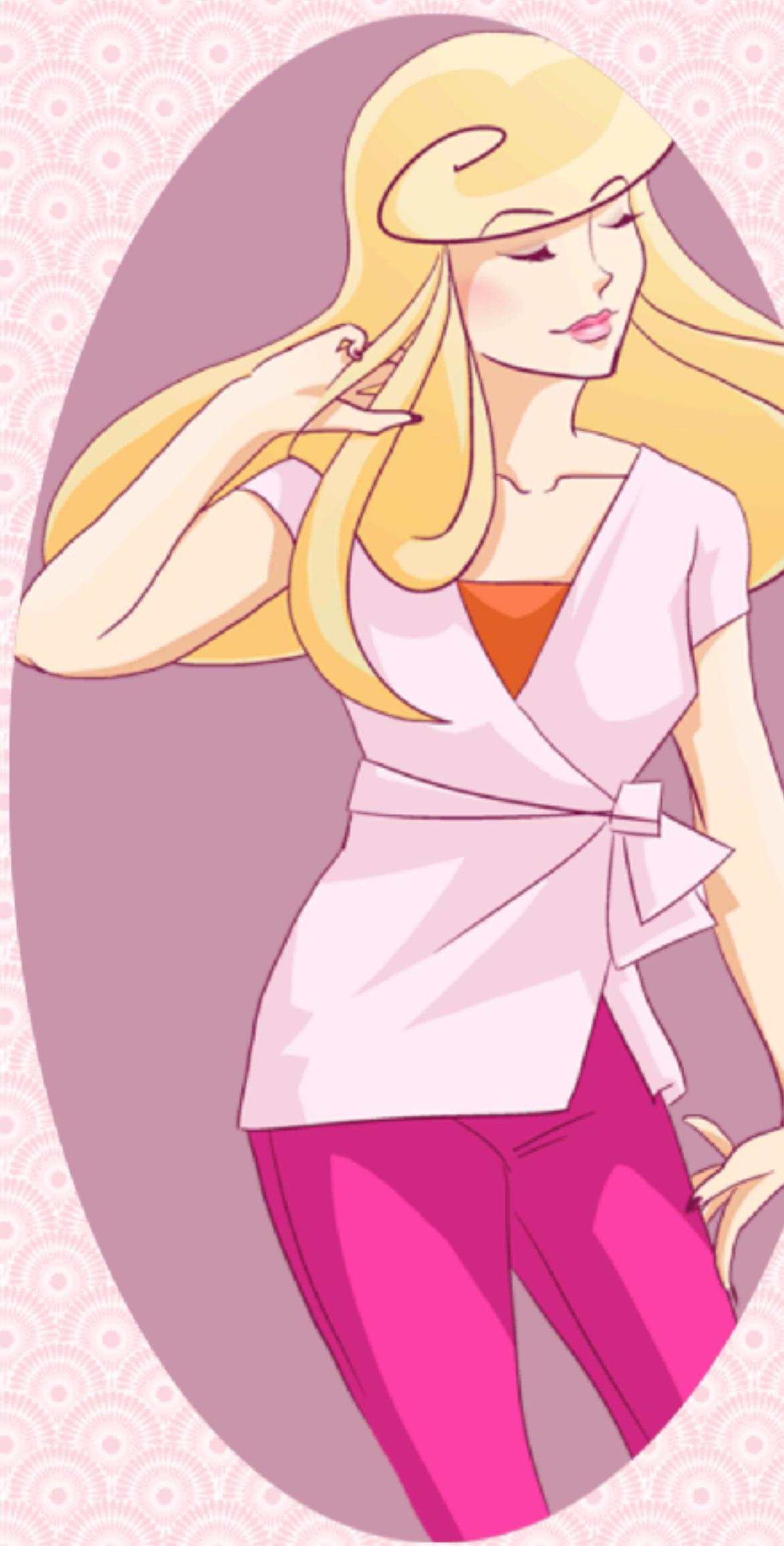
them as a background behind the linework image.

Please compare the file size and appearance differences. In some circumstances, this technique might be useful.

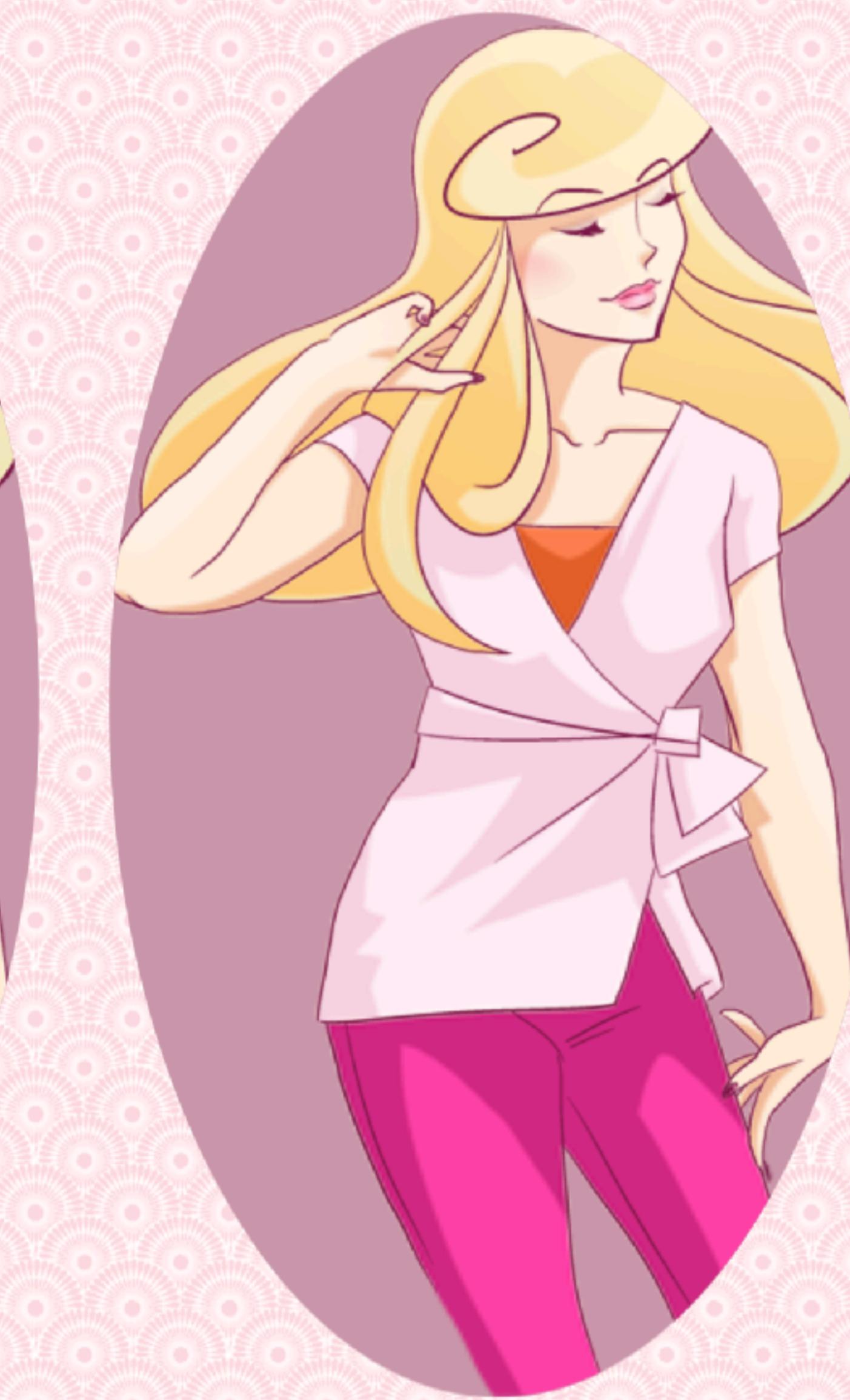
This is what the two separate images look like before stacking them:



cdpn.io/GDgky



Original: 142kb



Layered: 93kb...
lines: 50kb
colors: 43kb
1 extra http request = 49kb savings

cdpn.io/GDgky



HTML

```
<svg class="alice_lines" xmlns="http://www.w3.org/2000/svg"
  xmlns:xlink="http://www.w3.org/1999/xlink" viewBox="0 0 195.6 729.3"><defs><style>.cls-1{fill:#441238;}.cls-2{fill:#fff;}</style></defs><g><image width="398" height="1449" transform="translate(4.46 32) scale(0.482)" xlink:href="https://s3-us-west-2.amazonaws.com/s.cdpn.io/641/alice-hungry_colors.png"/></g><path class="cls-1" d="M184.2 486.4c-4-16.6-5.7-33.7-9.5-50.4-4.5-19.5-10.6-38.3-24-53.8a1 1 0 0 1 -2-1.2 101 101 0 0 0 6.5-29 29.7 29.7 0 0 0 14.5 6.3c5 .7 9.7.2 14.5 0 3.3 0 5.7-.7 7-4.3s3.7-9.4 2-14.4a162.3 162.3 0 0 0 -16-35.7c-2-3.5-2-5 1.3-7.3 5.5-4 5.3-4 1.2-9.6a189.4 189.4 0 0 0 -13.7-16.3c4.2-1.3 6.5-4.2 8.2-7.7s.5-3.3-1.7-3.8-4.5-.8-7.2-1.2a53 53 0 0 0 13.2-6c2-1.4 4.3-2.8 5.5-5s1-3.2-1.2-3c-10 0-20 .4-29.6 3-3.4 1-5.2 0-7.3-2.3-5.8-7-12-13.4-17.3-21l2.3-.7a65.8 65.8 0 0 0 22.3-12.5c2.4-2 3.7-4.3 2.5-7.5s-1-3.7-1.8-5.5a63 63 0 0 1 -3.2-12.6c4-7.6 7.7-17.2 8.8-24.8.6-4.2-.4-8.5.3-12.6c165 127 163 108 149.6 91a1.4 1.4 0 0 1 0-2 42.7 42.7 0 0 0 7.8-14.8c.8-3.6-5.2-3-6.2s-3.8-1.3-5.7-2-5.2.2-6.3-1.5-.4-4.5-.7-6.7c-1-8.5-1.5-17.2-7-24.4 5.5 15.8 6.3 31.6 3.6 48-11.5-6-23.5-6-35.4-6-.8-3.7.8-5.8 4.2-7a55.8 55.8 0 0 0 115 65a45 45 0 0 0 -12 4.8c-.8-2.3-1.4-4.4-3.2-6s.2-1.3.6-1.7c7-9 15.5-16 25-22l9.4-6.6-.5-.7h-.3c-3.7 2.2-7.5 4.3-11 6.6-9.6 6-18.3 12.8-23.7 23-.2.4-.4.8-1 .6-2.7-1-5 0-7 1.8-10.5-10-21.3-19.3-35.3-24-1 .4-1 1.6-1.4 2.6a80.5 80.5 0 0 0 -3 32c0 1.3-.2 2-1.7 2.4a51.4 51.4 0 0 0 40 82a1.6 1.6 0 0 0 -1.2 1.5c.2 2.8 0 5.7.7 8.3 1.6 5.2 2 10-2 14.2a4 4 0 0 0 -.5 1.3c-4.5 10.8-6.6 22-7.4 33.6a200.2 200.2 0 0 0 5 59.2c2.2 10 3.7 20.2 9 29.2 2.8 4.8 7.3 8 12.4 10.8-1.5-6.8-3.2-13-3.6-20a79.5 79.5 0 0 0 81 228a1 1 0 0 1 1 1 60.3 60.3 0 0 1 .4 14c-2-2-4-.8-6 0s-4.6 3-7 3.4a59.7 59.7 0 0 0 -12 3c-1 .4-2.7.8-3.7.3-9-4.6-18.5-5.5-28.2-6l20.5 4.6s9.6 4.2 11 10.6 3.7 15.6 5.7 24a48.3 48.3 0 0 0 -8-5 24.7 24.7 0 0 0 -9.5-2.6c-4.7 0-7.7-2.8-11-5.5s-2-3.8.5-5.3l6.8-3.8a38.7 38.7 0 0 1 -8-3.5c-4.8-3-8.4-7-8.8-13 0-.6-3-1.2.5-1-2.4-1-2.6 1-2.5 2.6.3 5 3 8.5 6.5 11.5-3 .7-5 2.7-6.5 5s-2.7 3.5-5.6 2a4 4 0 0 0 -4.4.5c-1.3 1.2-.4 2.8 0 4.2a18.3 18.3 0 0 0 1.3 4c.7 1.5.7 2.4-1 3.4a13.2 13.2 0 0 0 4.3 4.8c-1.4 2.3-1.5 4.2.5 6.5l1 1a21.6 21.6 0 0 0 -5.2 8c-.5 1.2-.7 2.7.3 3.8a4 4 0 0 1 .5 5.2c-3.2 6-1.4 11.8 1.3 17.4.6 1.2 1.3 2.4 2.8 2.2a3 3 0 0 0 2.7-2.7 20.8 20.8 0 0 0 .2-6 7.4 7.4 0 0 1 2.5-7.2 21.4 21.4 0 0 0 .7 3.6c1.7 5.4 5.4 9.6 9.6 13.2a11 11 0 0 0 35 329a18.7 18.7 0 0 0 10.2-5.6c2.5 2.7 4 2.7 6.3 0s4.8-6 6-10.5c2.3 7.8 4 15 5.5 22.6l-8.3-4.2c-.6 2.3-1.2 4.3-1.6 6.4-2.8 15.8-1 31.6 1.2 47.3.5 3 2.3 6.4 1 9-10.8 22.6-17 46.4-22.2 70.6c29.3 482.4 23 499 8 510l-3 2.3c-.7.4-1 1.3-1.7 2.3a77 77 0 0 1 26.7 1 32.5 32.5 0 0 0-1 4c-1 11-2 21.8-3.3 32.7s-2 19.2-4.3 28.6a1.3 1.3 0 0 0 .8 1.6 22 22 0 0 0 5 2 207 207 0 0 0 28 4.5c1 .2 2-.4 2.3 1l5.4 26 2.8 16.8-1.5-.8c-1-.5-2.2-2-3.5-1s-.5 2.6-.4 4a7 7 0 0 0 .2.8c2.6 11 3.3 22.2 5.5 33.2l-4.6.5s-1.8.7-1.3 2 1.4 4.5 3 6.4l-2.2.5c-2 .7-2 1.2-.8 2.8a2 2 0 0 1 .2 2.7c-4 4.3-6.8 9.4-10 14.3-5.2 8-9.5 17-19.3 20.8a9.6 9.6 0 0 0 -2 1.7 1 1 0 0 0-.5 1.2 7.3 7.3 0 0 0 4 5.2c2.3 1 4.7 1.5 7 2.2h16c3.4-.5 7-1 10.3-2.5s6-2 7.2-5a46.6 46.6 0 0 1 3.6-6.4c-1 3 1 3 3 3.4a42.4 42.4 0 0 0 10.4 0 2.6 2.6 0 0 0 2.3-2c3-7.5 3.2-15.6 4-23.5.5-3.4-1-6.8-.6-10 1.5-8.5 3.7-17 5.7-25.6a1.5 1.5 0 0 0 -1.2-2c-4.4-1.7-5.7-3.7-5-8.2a13.8 13.8 0 0 0 0 0 0-1.5 459 459 0 0 0 1-55.4h6.4c0 1.2 0 2.4.2 3.6l7 47a5.7 5.7 0 0 1 0 .6 2.5 2.5 0 0 1-8 2c-4.4 4.2-5.2 8-2.5 13.4a47 47 0 0 1 4 11.3 10.6 10.6 0 0 1-5 7.3c-3.4 6.7-5.5 13.7-3.4 21 4 1 4.5 5 10 7 2 3 16a1 5 1 5 6 0 0 0 7 1 2c4 1 8 8 2 2 6 12 6 1 7 3 3 4 5 5 5a62 2 62 2 0 0 0 7 8
```

CSS

JS



g00.gl/XXXcWPO

Flash-like Interaction with Canvas

NEUROTIC NEURONS: AN INTERACTIVE EXPLANATION

Neurons only skims the surface of psychology/neuroscience, so if you want a deeper dive, do check out [this Crash Course video](#) on YouTube or Wikipedia articles on [Habits](#), [Learning](#), and [Memory](#).

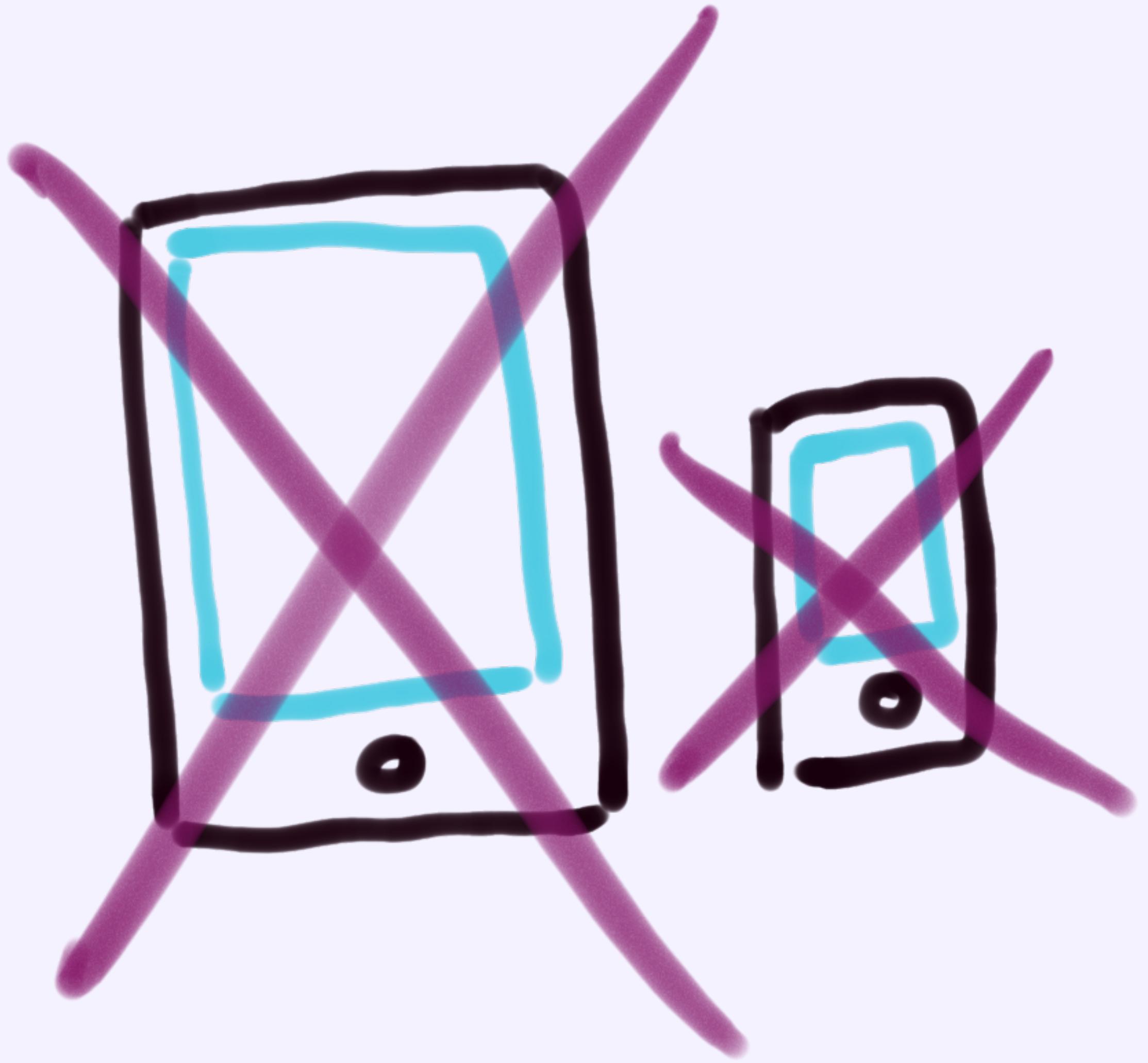
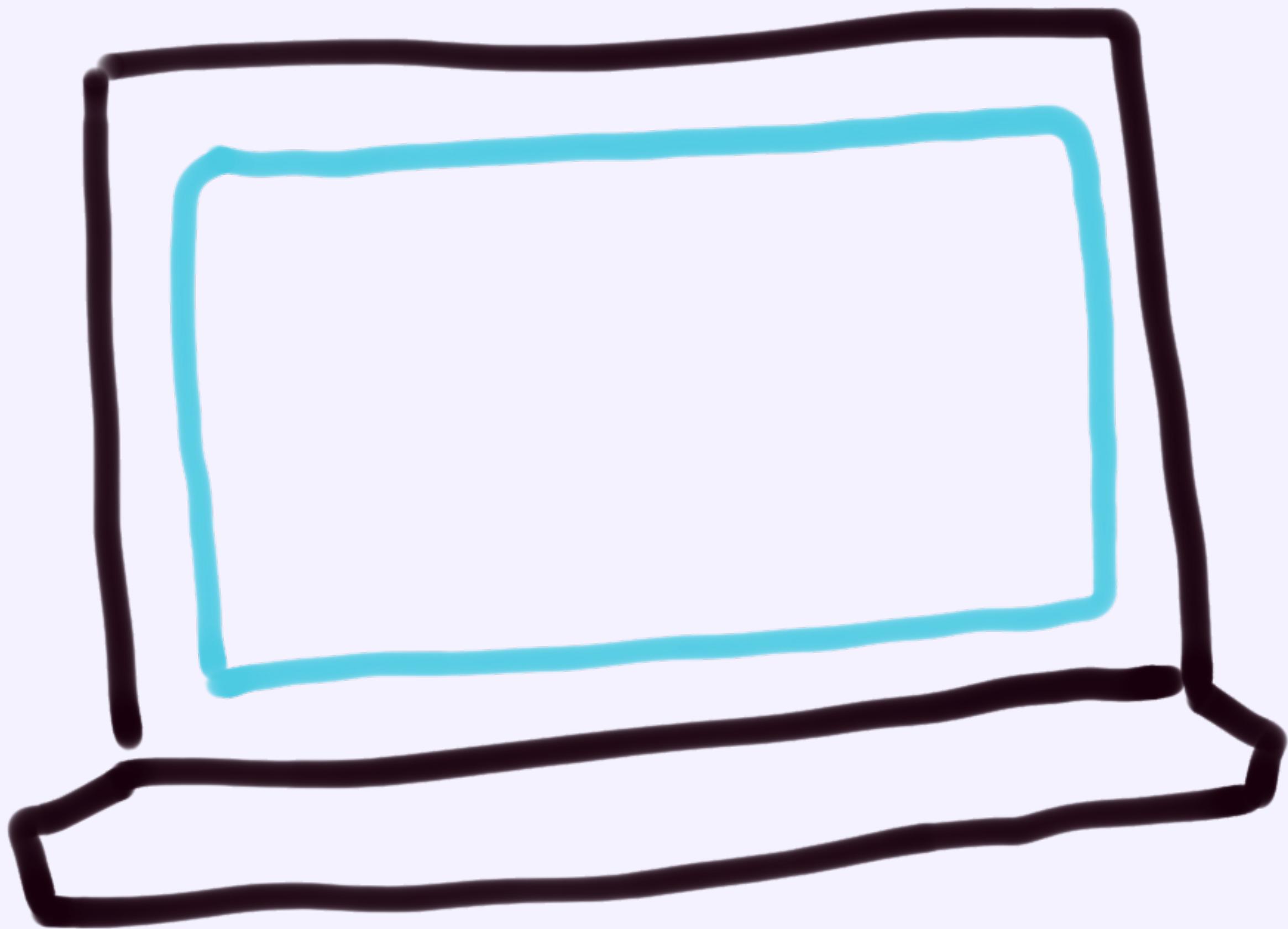
SHARIN'



An

Pain Points/Opportunities





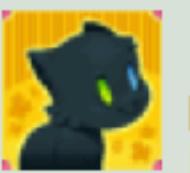
Flash: losing the Web since 2010

apple.com/hotnews/thoughts-on-flash





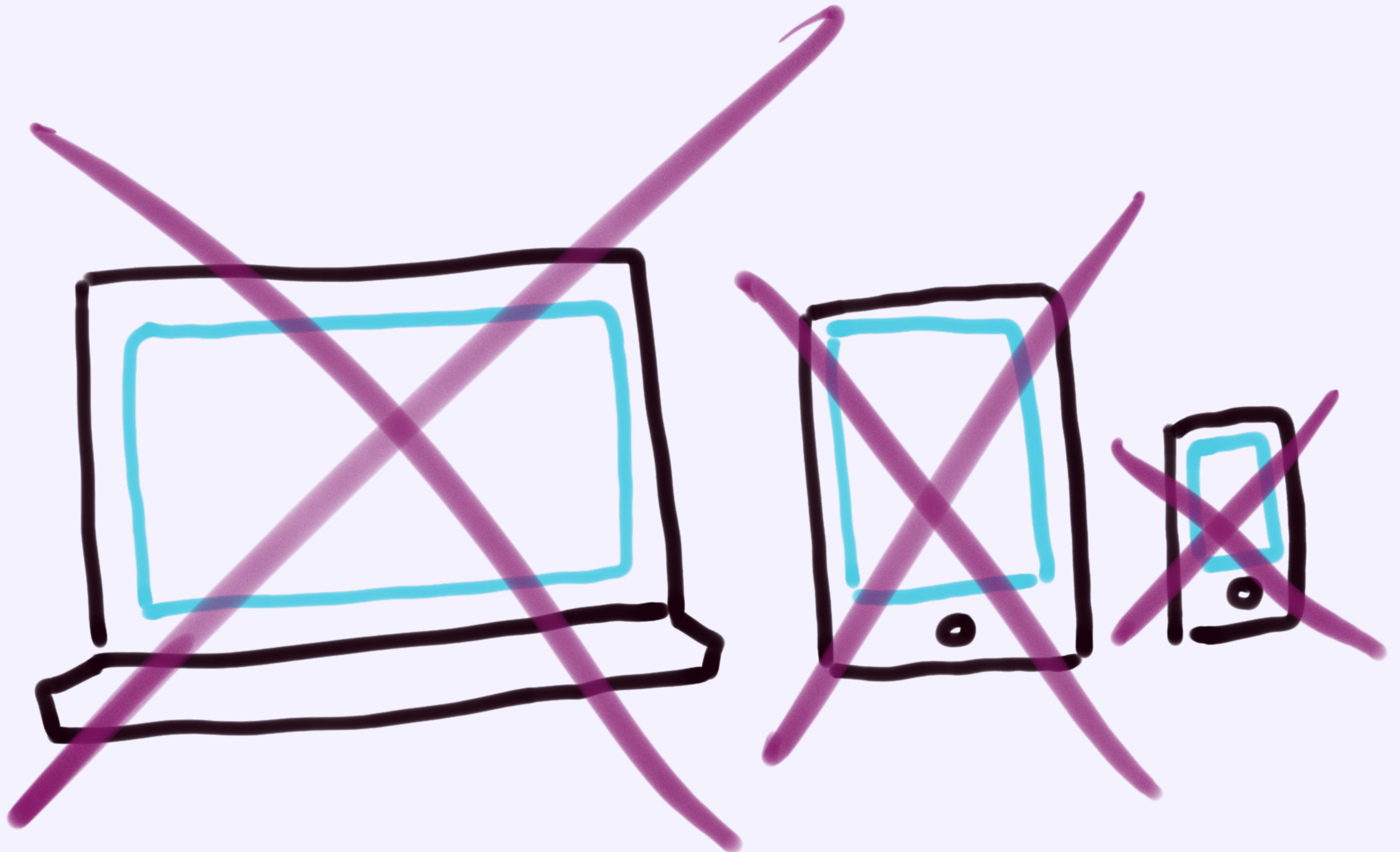
Click to enable Adobe Flash Player



BBR 4 Room
by **Xamag**
Flash / Interactive ©2013-2018 Xamag

Watch

Share Share Tweet Pin



CSS

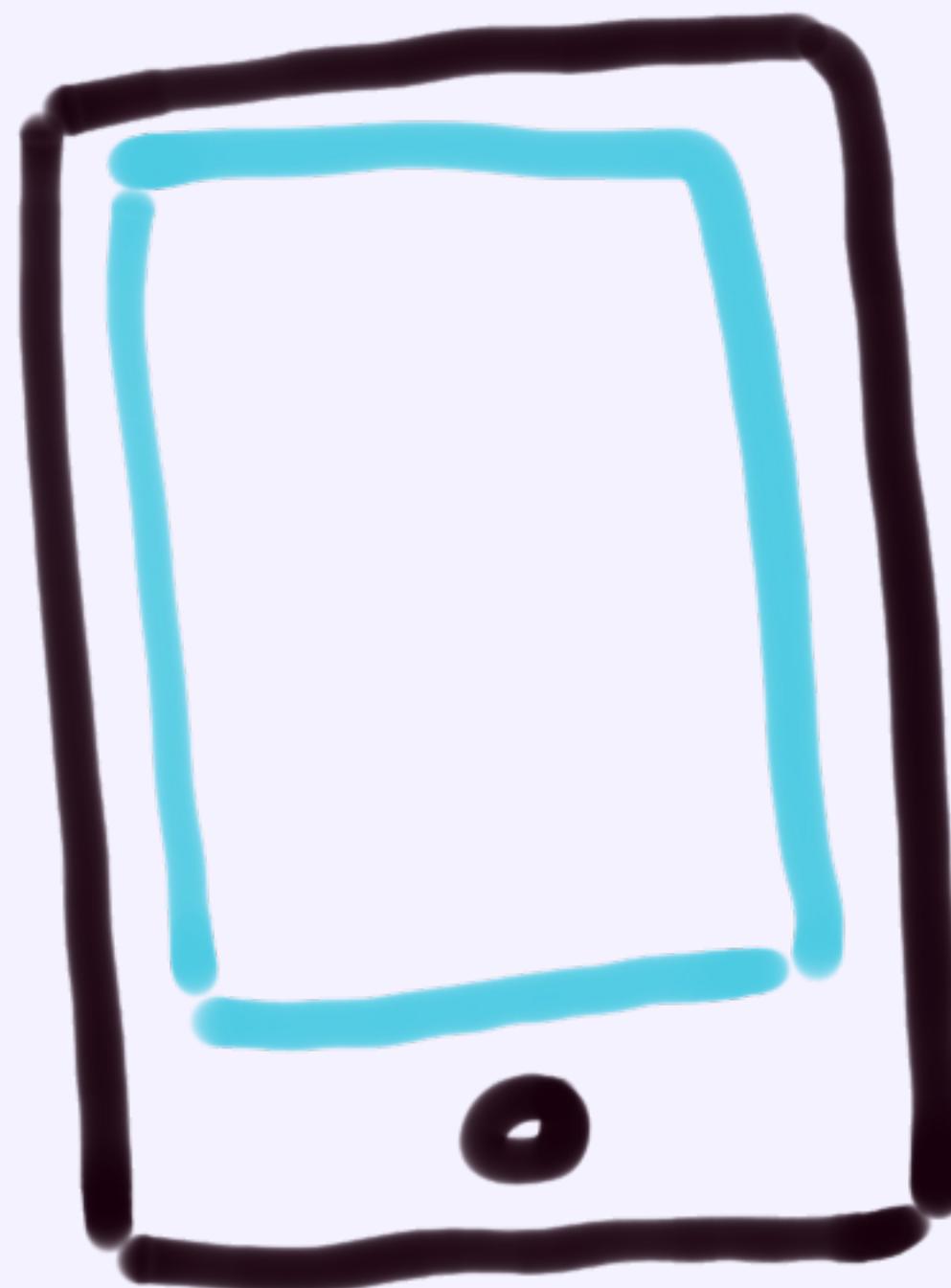
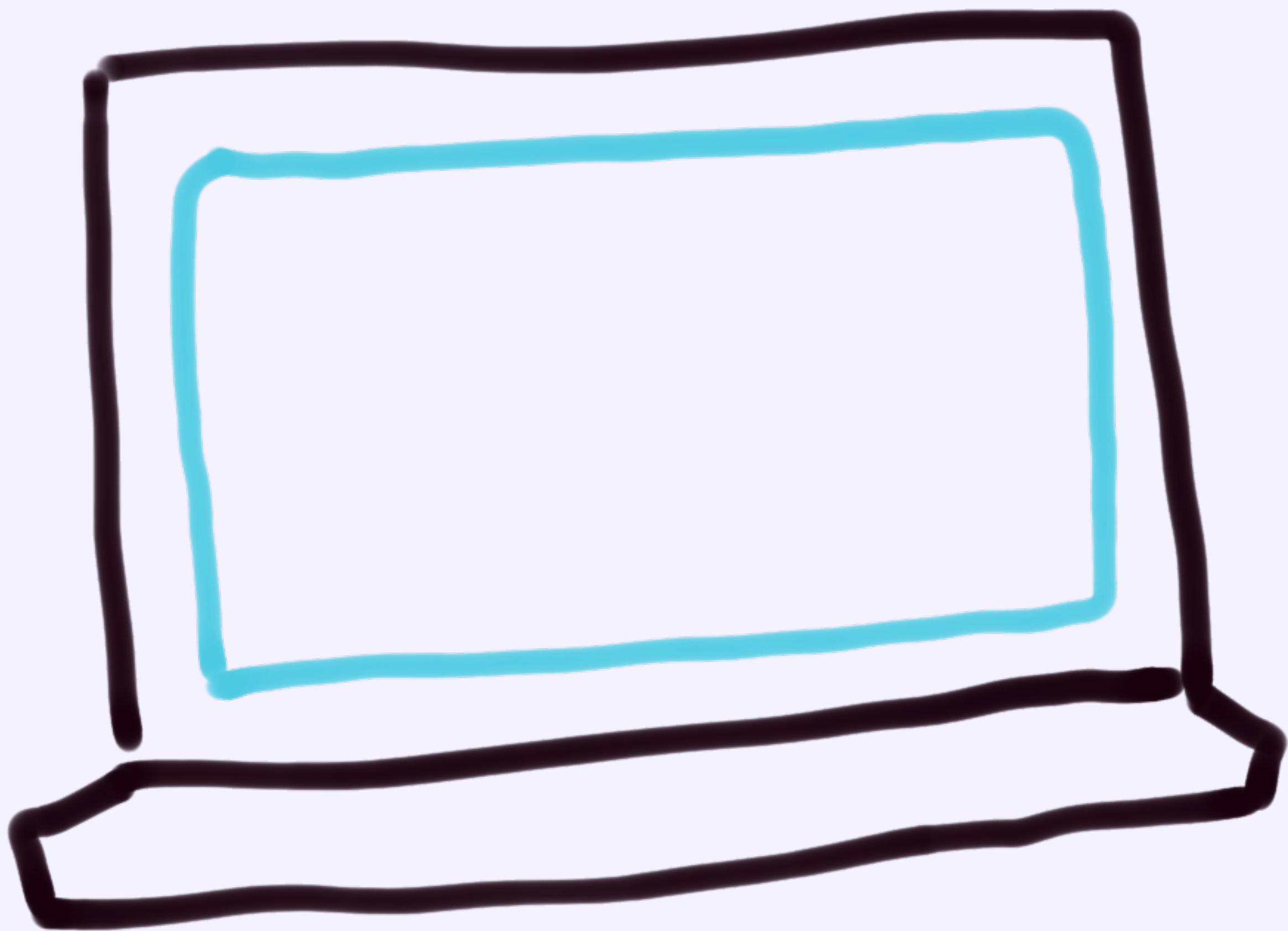


HTML



JS





Lack of Tooling for Creators

Pain Point

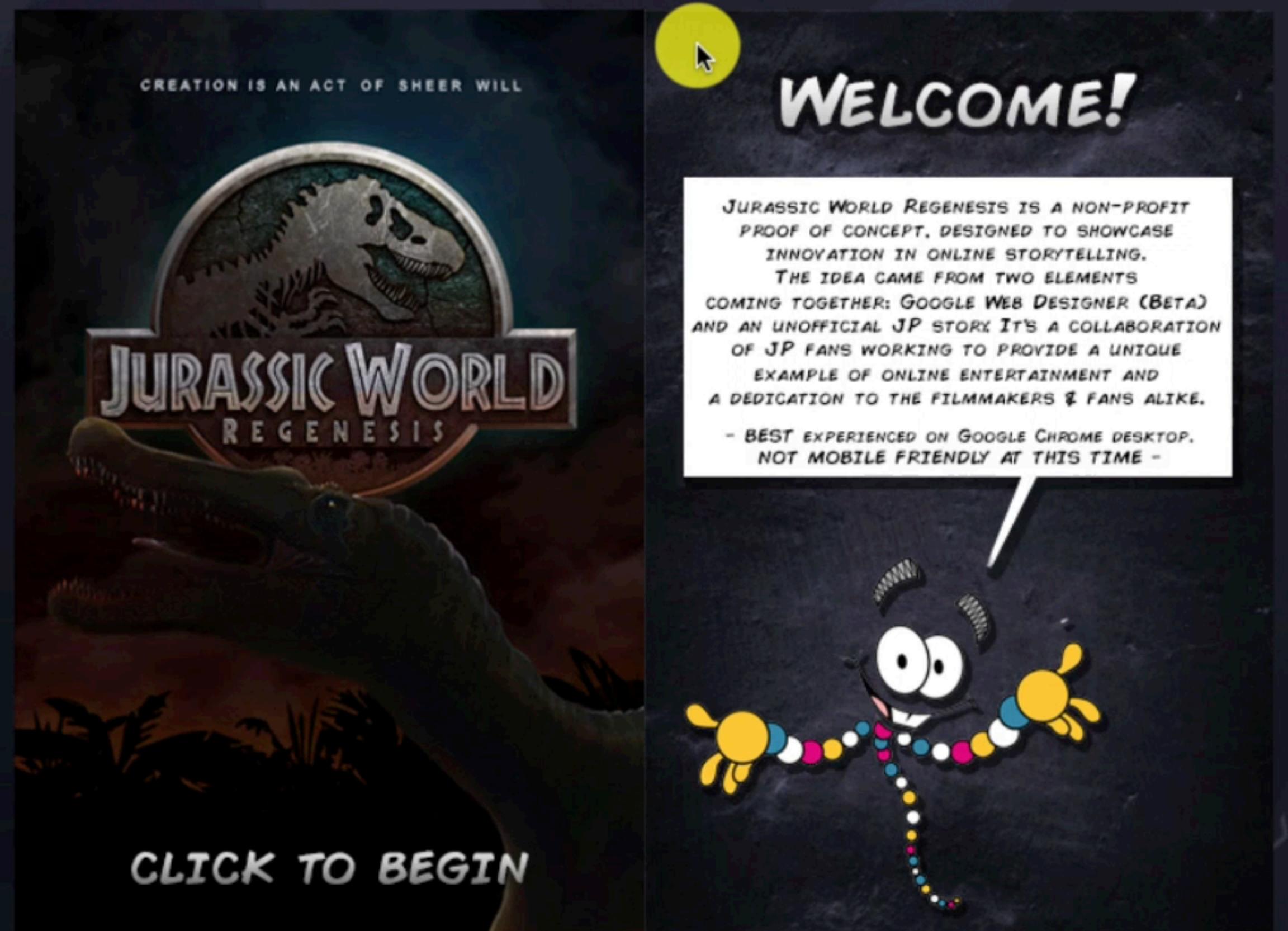
```
1 <!doctype html>
2 <html>
3     <head>
4         <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/meyer-reset/2.0/reset.min.css">
5         <link rel="stylesheet" href="main.css">
6     </head>
7     <body>
8
9         <div class="background">
10            <div id="alice">
11                <svg class="alice_lines" xmlns="http://www.w3.org/2000/svg" xmlns:xlink="http://www.w3.org/1999/xlink" viewBox="0 0 195.6 729.3"><defs><style>.cls-1
12 {fill: □#441238;}.cls-2{fill: ■#fff;}</style></defs><g><image width="398" height="1449" transform="translate(4.46 32) scale(0.482)" xlink:href="img/alice-hungry_colors.png"/></g><path class="cls-1" d="M184.2 486.4c-4-16.6-5.7-33.7-9.5-50.4-4.5-19.5-10.6-38.3-24-53.8a1 1 0 0
1-2-1.2 101 101 0 0 0 6.5-29 29.7 29.7 0 0 0 14.5 6.3c5 .7 9.7.2 14.5 0 3.3 0 5.7-.7 7-4.3s3.7-9.4 2-14.4a162.3 162.3 0 0 0-16-35.7c-2-3.5-2-5
1.3-7.3 5.5-4 5.3-4 1.2-9.6a189.4 189.4 0 0 0-13.7-16.3c4.2-1.3 6.5-4.2 8.2-7.7s.5-3.3-1.7-3.8-4.5-.8-7.2-1.2a53 53 0 0 0 13.2-6c2-1.4 4.3-2.8
5.5-5s1-3.2-1.2-3c-10 0-20 .4-29.6 3-3.4 1-5.2 0-7.3-2.3-5.8-7-12-13.4-17.3-21l2.3-.7a65.8 65.8 0 0 0 22.3-12.5c2.4-2 3.7-4.3
2.5-7.5s-1-3.7-1.8-5.5a63 63 0 0 1-3.2-12.6c4-7.6 7.7-17.2 8.8-24.8-6-4.2-4-8.5-3-12.6c165 127 163 108 149.6 91a1.4 1.4 0 0 1 0-2 42.7 42.7 0 0 0
7.8-14.8c.8-3 .6-5.2-3-6.2s-3.8-1.3-5.7-2-5.2.2-6.3-1.5-4-4.5-.7-6.7c-1-8.5-1.5-17.2-7-24.4 5.5 15.8 6.3 31.6 3.6
48-11.5-6-23.5-6-35.4-6-8-3.7.8-5.8 4.2-7A55.8 55.8 0 0 0 115 65a45 45 0 0 0-12 4.8c-.8-2.3-1.4-4.4-3.2-6s.2-1.3.6-1.7c7-9 15.5-16
25-22l9.4-6.6-5-.7h-.3c-3.7 2.2-7.5 4.3-11 6.6-9.6 6-18.3 12.8-23.7 23-.2.4-.4.8-1 .6-2.7-1-5 0-7 1.8-10.5-10-21.3-19.3-35.3-24-1 .4-1 1.6-1.4
2.6a80.5 80.5 0 0 0 0-3 32c0 1.3-.2 2-1.7 2.4A51.4 51.4 0 0 0 40 82a1.6 1.6 0 0 0-1.2 1.5c.2 2.8 0 5.7.7 8.3 1.6 5.2 2 10-2 14.2a4 4 0 0 0-.5
1.3c-4.5 10.8-6.6 22-7.4 33.6a200.2 200.2 0 0 0 5 59.2c2.2 10 3.7 20.2 9 29.2 2.8 4.8 7.3 8 12.4 10.8-1.5-6.8-3.2-13-3.6-20A79.5 79.5 0 0 0 81
228a1 1 0 0 1 1 1 60.3 60.3 0 0 1 .4 14c-2-2-4-.8-6 0s-4.6 3-7 3.4a59.7 59.7 0 0 0-12 3c-1 .4-2.7.8-3.7.3-9-4.6-18.5-5.5-28.2-6l20.5 4.6s9.6 4.2 11
10.6 3.7 15.6 5.7 24a48.3 48.3 0 0 0-8-5 24.7 24.7 0 0 0-9.5-2.6c-4.7 0-7.7-2.8-11-5.5s-2-3.8.5-5.3l6.8-3.8a38.7 38.7 0 0
1-8-3.5c-4.8-3-8.4-7-8.8-13 0-6-.3-1.2.5-1-2.4-1-2.6 1-2.5 2.6.3 5 3 8.5 6.5 11.5-3 .7-5 2.7-6.5 5s-2.7 3.5-5.6 2a4 4 0 0 0-4.4.5c-1.3 1.2-4 2.8
0 4.2a18.3 18.3 0 0 0 1.3 4c.7 1.5.7 2.4-1 3.4a13.2 13.2 0 0 0-4.3 4.8c-1.4 2.3-1.5 4.2.5 6.5l1 1a21.6 21.6 0 0 0-5.2 8c-.5 1.2-.7 2.7.3 3.8a4 4 0
0 1 .5 5.2c-3.2 6-1.4 11.8 1.3 17.4.6 1.2 1.3 2.4 2.8 2.2a3 3 0 0 0 2.7-2.7 20.8 20.8 0 0 0 .2-6 7.4 7.4 0 0 1 2.5-7.2 21.4 21.4 0 0 0 .7 3.6c1.7
5.4 5.4 9.6 9.6 13.2A11 11 0 0 0 35 329a18.7 18.7 0 0 0 10.2-5.6c2.5 2.7 4 2.7 6.3 0s4.8-6 6-10.5c2.3 7.8 4 15 5.5 22.6l-8.3-4.2c-.6 2.3-1.2
4.3-1.6 6.4-2.8 15.8-1 31.6 1.2 47.3.5 3 2.3 6.4 1 9-10.8 22.6-17 46.4-22.2 70.6c29.3 482.4 23 499 8 510l-3 2.3c-.7.4-1 1.3-1.7 2.3a77 77 0 0 1
26.7 1 32.5 32.5 0 0 0-1 4c-1 11-2 21.8-3.3 32.7s-2 19.2-4.3 28.6a1.3 1.3 0 0 0 .8 1.6 22 22 0 0 0 5 2 207 207 0 0 0 28 4.5c1 .2 2-.4 2.3 115.4 26
2.8 16.8-1.5-.8c-1-.5-2.2-2-3.5-1s-.5 2.6-.4 4a7 7 0 0 0 .2.8c2.6 11 3.3 22.2 5.5 33.2l-4.6.5s-1.8.7-1.3 2 1.4 4.5 3 6.4l-2.2.5c-2 .7-2 1.2-.8
2.8a2 2 0 0 1 .2 2.7c-4 4.3-6.8 9.4-10 14.3-5.2 8-9.5 17-19.3 20.8a9.6 9.6 0 0 0-2 1.7 1 1 0 0 0-.5 1.2 7.3 7.3 0 0 0 4 5.2c2.3 1 4.7 1.5 7
2.2h16c3.4-.5 7-1 10.3-2.5s6-2 7.2-5a46.6 46.6 0 0 1 3.6-6.4c-1 3 1 3 3 3.4a42.4 42.4 0 0 0 10.4 0 2.6 2.6 0 0 0 2.3-2c3-7.5 3.2-15.6
4-23.5.5-3.4-1-6.8-.6-10 1.5-8.5 3.7-17 5.7-25.6a1.5 1.5 0 0 0-1.2-2c-4.4-1.7-5.7-3.7-5-8.2a13.8 13.8 0 0 0 0-1.5 459 459 0 0 0 1-55.4h6.4c0 1.2 0
2.4.2 3.6l7 47a5.7 5.7 0 0 1 0 .6 2.5 2.5 0 0 1-.8 2c-4.4 4.2-5.2 8-2.5 13.4a47 47 0 0 1 4 11.3 10.6 10.6 0 0 1-.5 7.3c-3.4 6.7-5.5 13.7-3.4 21.4
1.4 5 .5 10.7 2.3 16a1.5 1.5 0 0 0 .7 1.2c4 1.8 8.2 2.6 12.6 1 .7 3 3 4 5.5 5a62.2 62.2 0 0 0 7.8 1.7c7.3 1.2 14.7.5 22 1a14.2 14.2 0 0 0
8-1.6c3-1.5 3.3-3.7 1.3-6.2s-7-7.4-11.6-9.5a1.6 1.6 0 0 1-8-1.2 99.8 99.8 0 0 0-12-25.7 6 6 0 0 1-1-4.5c.5-3.7-.2-4.2-4-3.4 2.3-7.5 3.2-15.2
4-23s1.2-12.4 1.7-18.6c0-.8 0-1.7-.7-2.2a1 1 0 0 0-1 .2c-1.6 1.5-3.7 2-5.6 3 2.8-14 5-27.7 4-41.8h.2c16.7-1 33.2-4 49.7-6.5 1-2 2.4 0
2.2-2l-1.6-15c-2-15.7-3.3-31.5-6.5-47l9-4.8h.2c1-.6 1.3-1 .6-2.4-3.7-8-7.5-16.2-9.6-25zm-35-106a55.6 55.6 0 0 0-10-8.7c-.5-.4-3-1-2-1.5a139 139 0
```

Press **esc** to exit full screen

SMITHMICRO
S O F T W A R E

goo.gl/qbs2n5

Jurassic World Regenesis



The image shows the opening screen of the Jurassic World Regenesis website. It features a dark background with a faint silhouette of a Tyrannosaurus Rex. In the center, there is a large, stylized logo for "JURASSIC WORLD REGENESIS". Above the logo, the tagline "CREATION IS AN ACT OF SHEER WILL" is written in a small, white, sans-serif font. Below the logo, a button with the text "CLICK TO BEGIN" in a white, bubbly font invites users to start the experience. To the right of the logo, a yellow circular button contains a white cursor icon pointing towards the text area. The text area itself is enclosed in a white box with a black border. It contains the word "WELCOME!" in a large, bold, white, bubbly font at the top. Below this, there is a block of text explaining the project's purpose and history:

JURASSIC WORLD Regenesis is a non-profit proof of concept, designed to showcase innovation in online storytelling. The idea came from two elements coming together: Google Web Designer (Beta) and an unofficial JP story. It's a collaboration of JP fans working to provide a unique example of online entertainment and a dedication to the filmmakers & fans alike.

- BEST EXPERIENCED ON GOOGLE CHROME DESKTOP. NOT MOBILE FRIENDLY AT THIS TIME -

At the bottom of the text area, there is a small, colorful cartoon character with a large head, small body, and multiple arms, rendered in a pixelated or blocky style.

Powered by Google Web Designer. Regenesis is a non-for-profit fan-driven project by the creators of Masrani Global.

Jurassic World is a trademark of Universal Studios and Amblin Entertainment, Inc.

© 2016 - Chaos Theorem LLC

google.com/webdesigner

Google Web Designer

Home Features Showcase

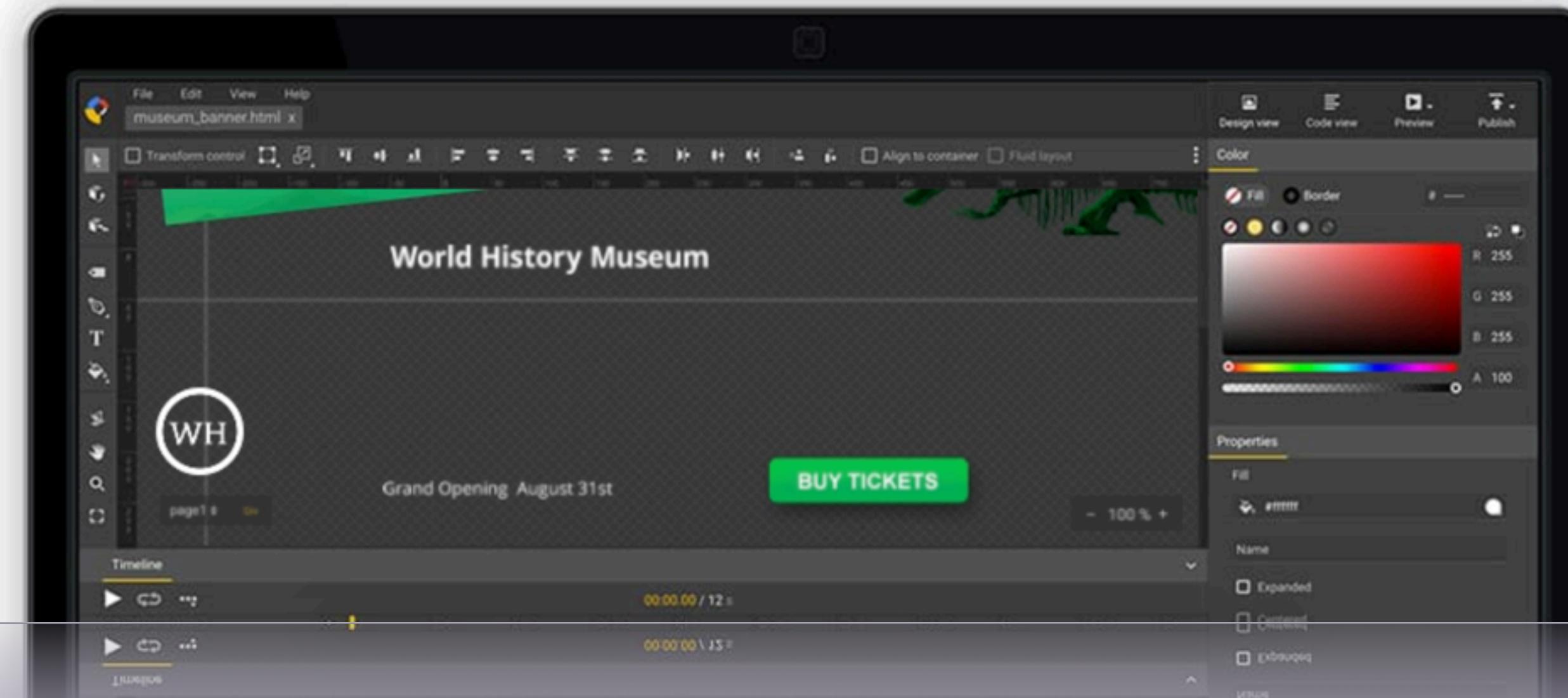
Download Web Designer

Bring ideas to life across screens

Create engaging, interactive HTML5-based designs and motion graphics that can run on any device.

[Download Web Designer](#)

Mac 10.10 or later, Win 7 or later, Linux 64-bit (Debian/Ubuntu/Fedora/openSUSE)



The screenshot shows the Google Web Designer application window. The main canvas displays a banner for the "World History Museum" with a green header, a circular logo containing "WH", and a "BUY TICKETS" button. The timeline at the bottom indicates a duration of 00:00:00 / 12s. On the right side, the Properties panel shows the fill color as #ffff (white) and the stroke color as #0000 (black). The Color panel shows a red gradient with the following values: R: 255, G: 255, B: 255, A: 100. The Properties panel also includes sections for Name, Expanded, Collapsed, and Exports.

Adobe Edge Animate

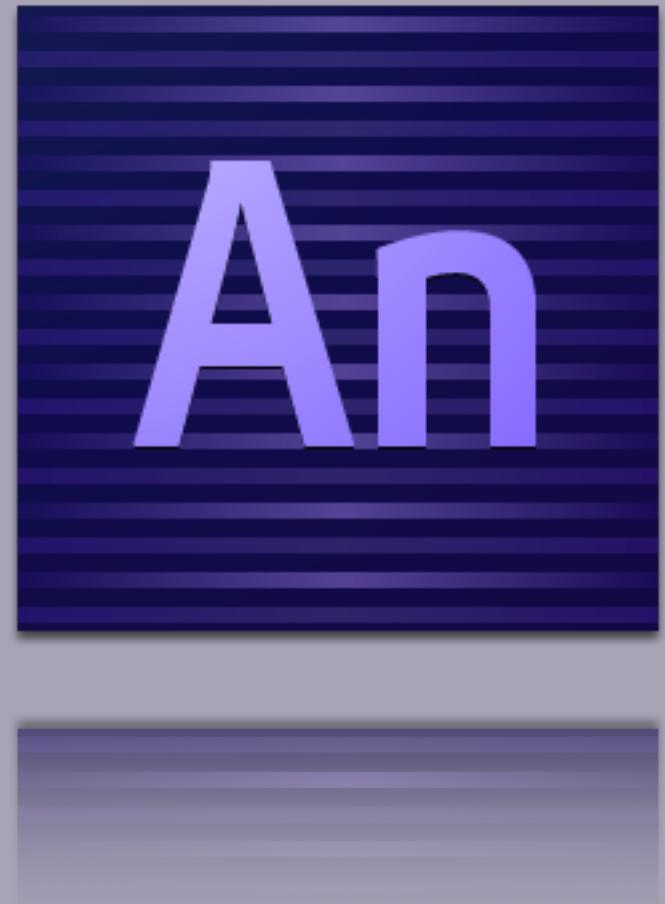


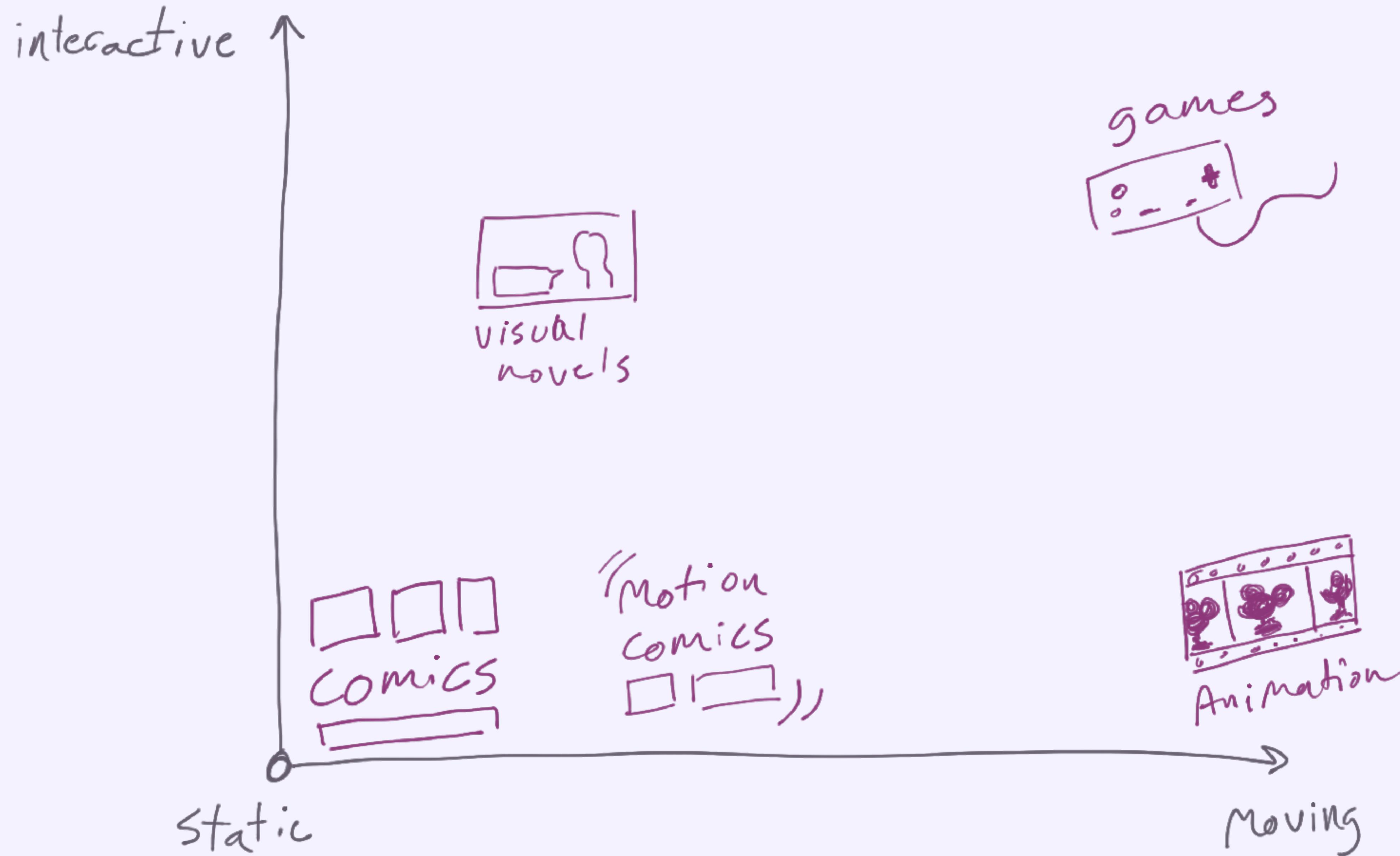
Photo Credit: David Berkowitz

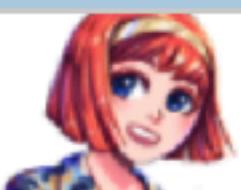


Opensource Tooling

Opportunity

a spectrum of storytelling





The Ren'Py Jam is a game jam running from September 15th to September 30th, 2018, asking you to make a game that shows off Ren'Py.

What is Ren'Py?

Ren'Py is a visual novel engine – used by thousands of creators from around the world – that helps you use words, images, and sounds to tell interactive stories that run on computers and mobile devices. These can be both visual novels and life simulation games. The easy to learn script language allows anyone to efficiently write large visual novels, while its Python scripting is enough for complex simulation games.

Ren'Py is open source and free for commercial use.



[Why Ren'Py?](#)

Where does it run?



Android 2.3+



Chrome OS



Linux x86/x86_64



Windows XP+



Mac OS X 10.6+



iOS 7+

Where do I get it?

The latest version of Ren'Py is 7.1.0 "On the road again.", released on September 10, 2018.

[Download Latest Version](#)

Who is it sponsored by?

MCatter Dev

philat

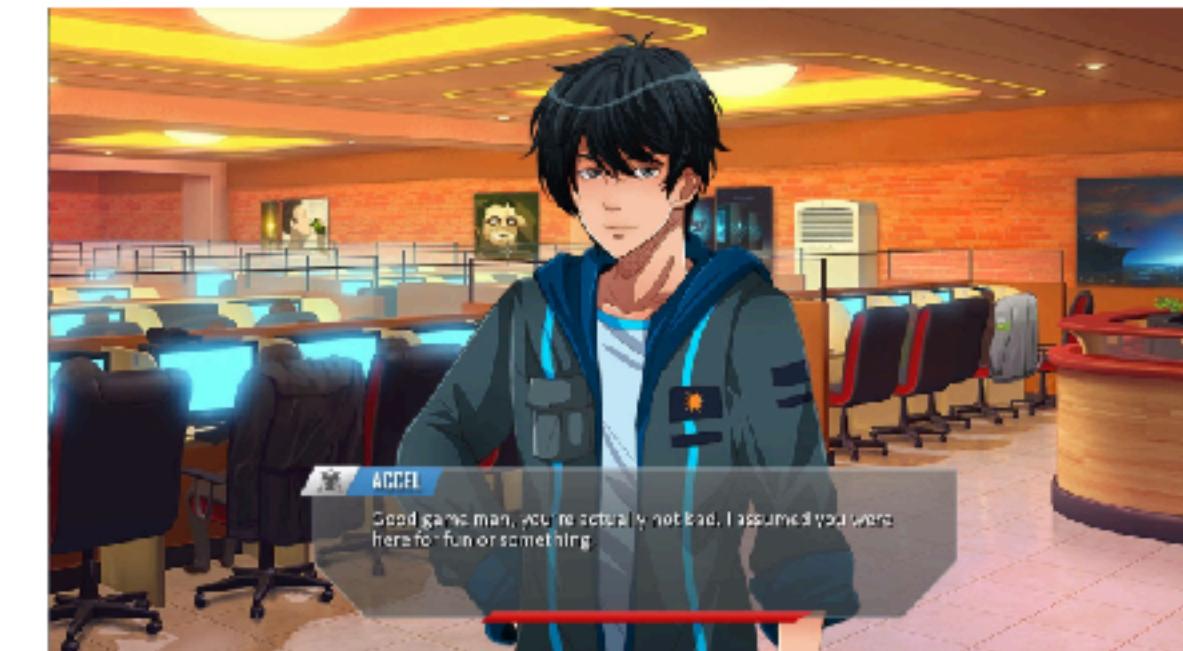
... and **265** more sponsors. [Become a Sponsor!](#)

Meagan Trott

J. C. Holder

Ren'Py has been used to create over 1,500 visual novels, games, and other works. You can find them at the official [Ren'Py Games List](#), and the list of [Games made with Ren'Py on itch.io](#).

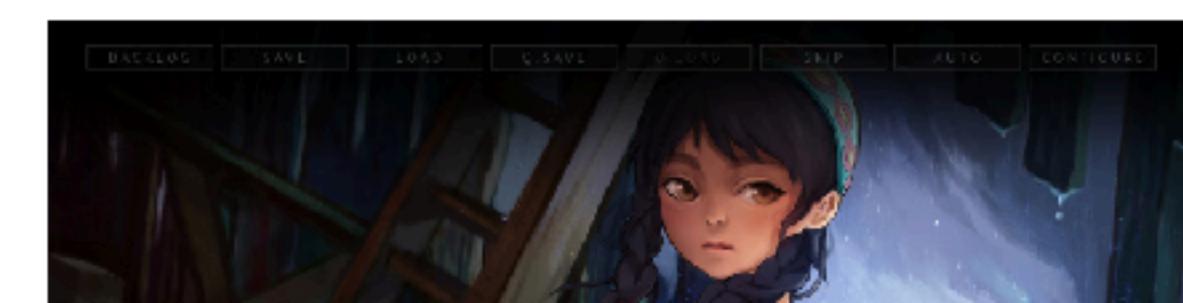
Here are just a few of the games made with Ren'Py.



[SC2VN](#), set in the South Korean professional StarCraft 2 gaming scene.



[Highway Blossoms](#), the tale of two girls' epic road trip through the American southwest.



FILTER RESULTS [\(Clear\)](#)

Tools & Engines

Ren'Py

www.renpy.org/Ren'Py is a free and open source
Visual Novel Creator.

▼ Platform

Windows

macOS

Linux

Android

iOS

Web

▼ Price

Free

On Sale

Paid

\$5 or less

\$15 or less

▼ When

Last day

Last 7 days

Last 30 days

▶ Genre

▶ Input methods

Top rated Games made with Ren'Py (530 results)Sort by [Popular](#) [New & Popular](#) [Top sellers](#) **Top rated** [Most Recent](#)[renpy](#) [Romance](#) [Female Protagonist](#) [LGBT](#) [Anime](#) [Dating Sim](#) [2D](#) [Interactive Fiction](#) [Multiple Endings](#) [Visual Novel](#) [\(View all tags\)](#)Explore games made with Ren'Py on itch.io · [Upload your games made with Ren'Py to itch.io](#) to have them show up here.**Butterfly Soup**

Gay girls playing baseball and falling in love

Brianna Lei

(839)

Visual Novel

**Cinderella Phenomenon**

Cinderella Phenomenon is a free otome g...

Dicesuki

(577)

Visual Novel

**her tears were my light**

a short love story about time and space

Nami

(287)

Visual Novel

**Syrup and the Ultimate Sweet**

a visual novel about a candy alchemist wh...

Nami

(348)

Visual Novel

**Queen's Crown****one night, hot springs****TODO: Today****Rock ROBIN**

itch.io/games/top-rated/made-with-renpy

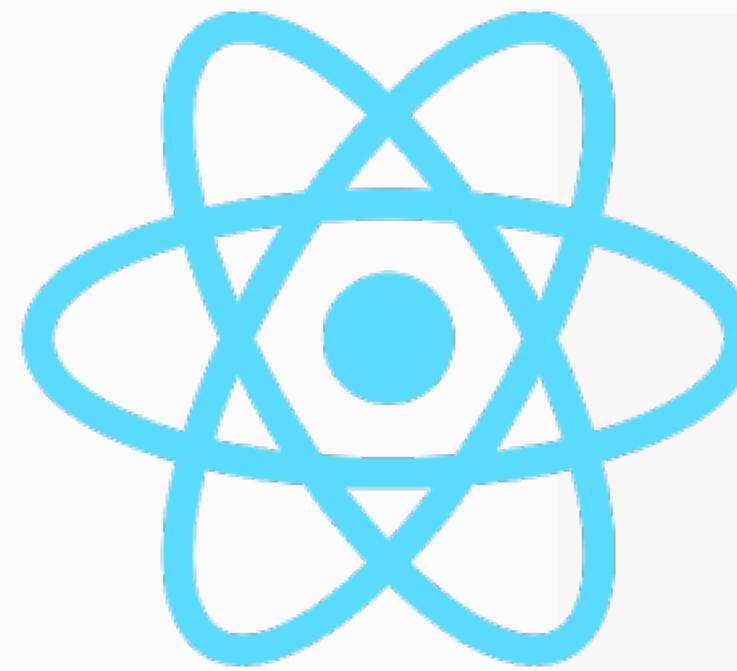
JavaScript Frameworks

Opportunity

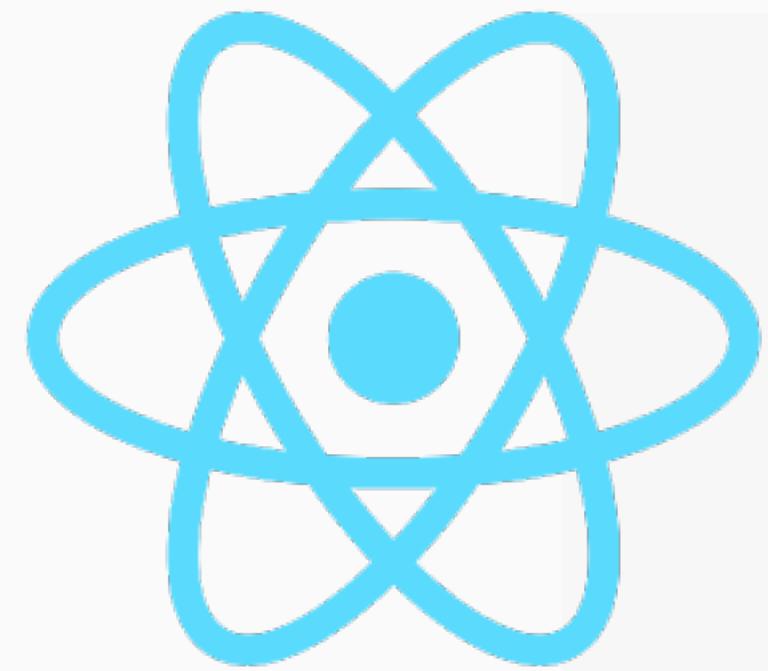


cdpn.io/collection/DgmzgG

Interactive Storytelling Frameworks for the Web?



...and for native!



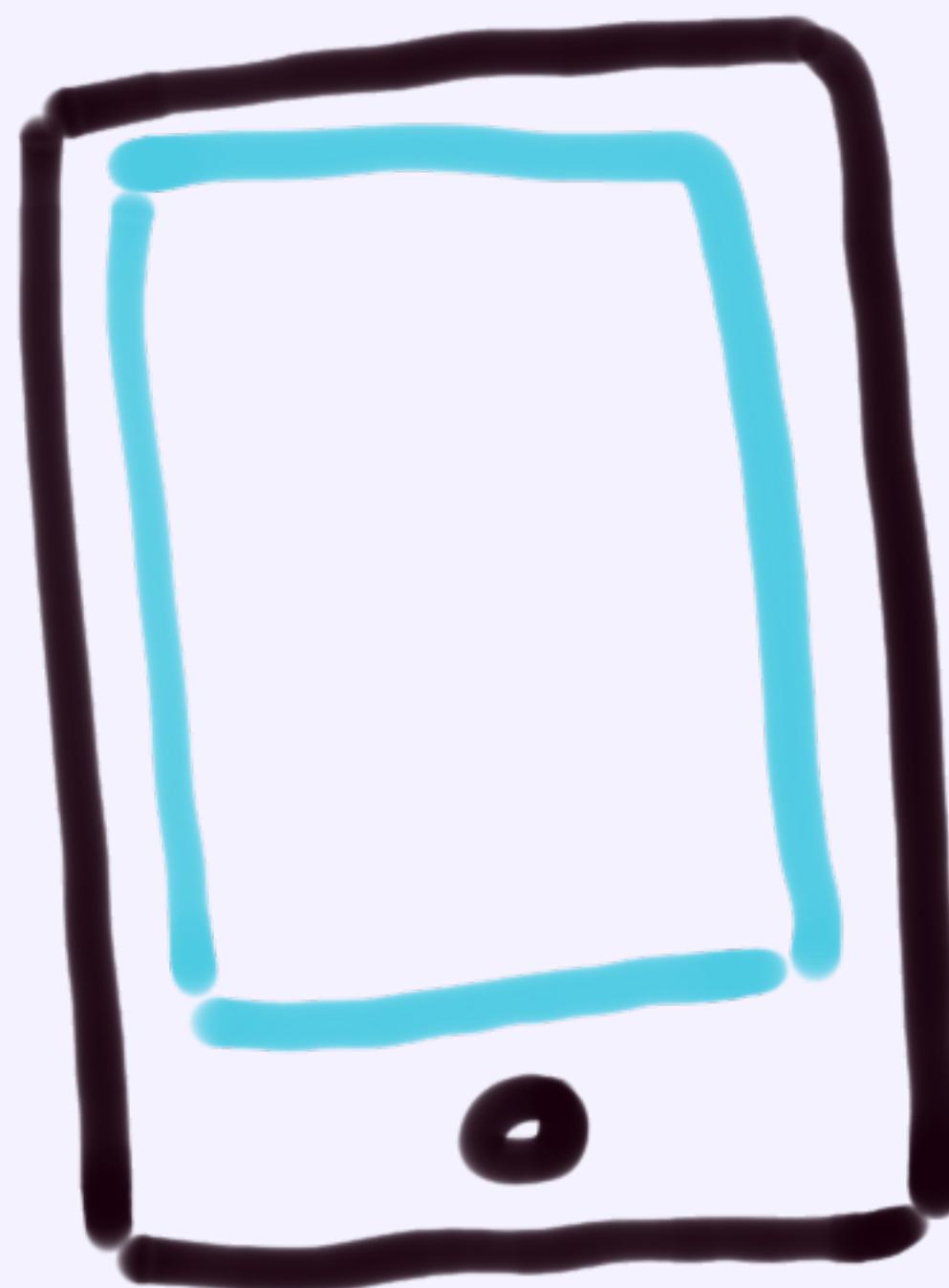
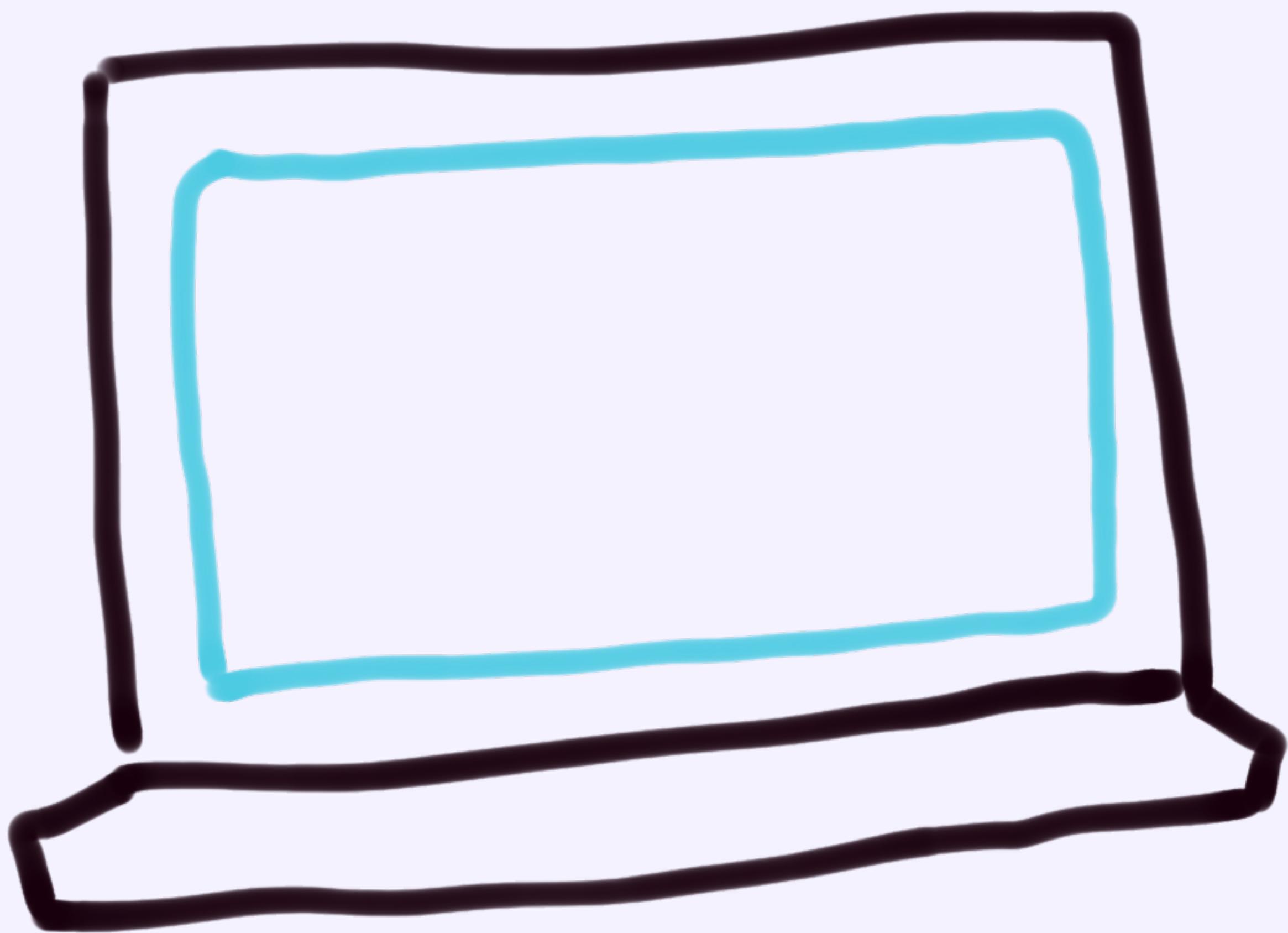
React Native



Vue CLI



NativeScript



florencegame.com

The Web is the Ultimate Format

What the Web Means for Storytelling

- APIs for sound, motion, and interaction fully replace Flash.
- Opensource JavaScript Frameworks provide a maintainable format.
- The stability of the Web platform means its content will be readable for generations.

Explore the comic book

Below, click through an online version of the comic book to help Hala make choices to keep her safe from harm.

This is the story of Hala.

We will help decide how Hala handles different situations that come up while she's going to work.

We are going to talk about each step she takes and discuss the different options she has to deal with in each situation.



NEXT

goo.gl/hGjFCf



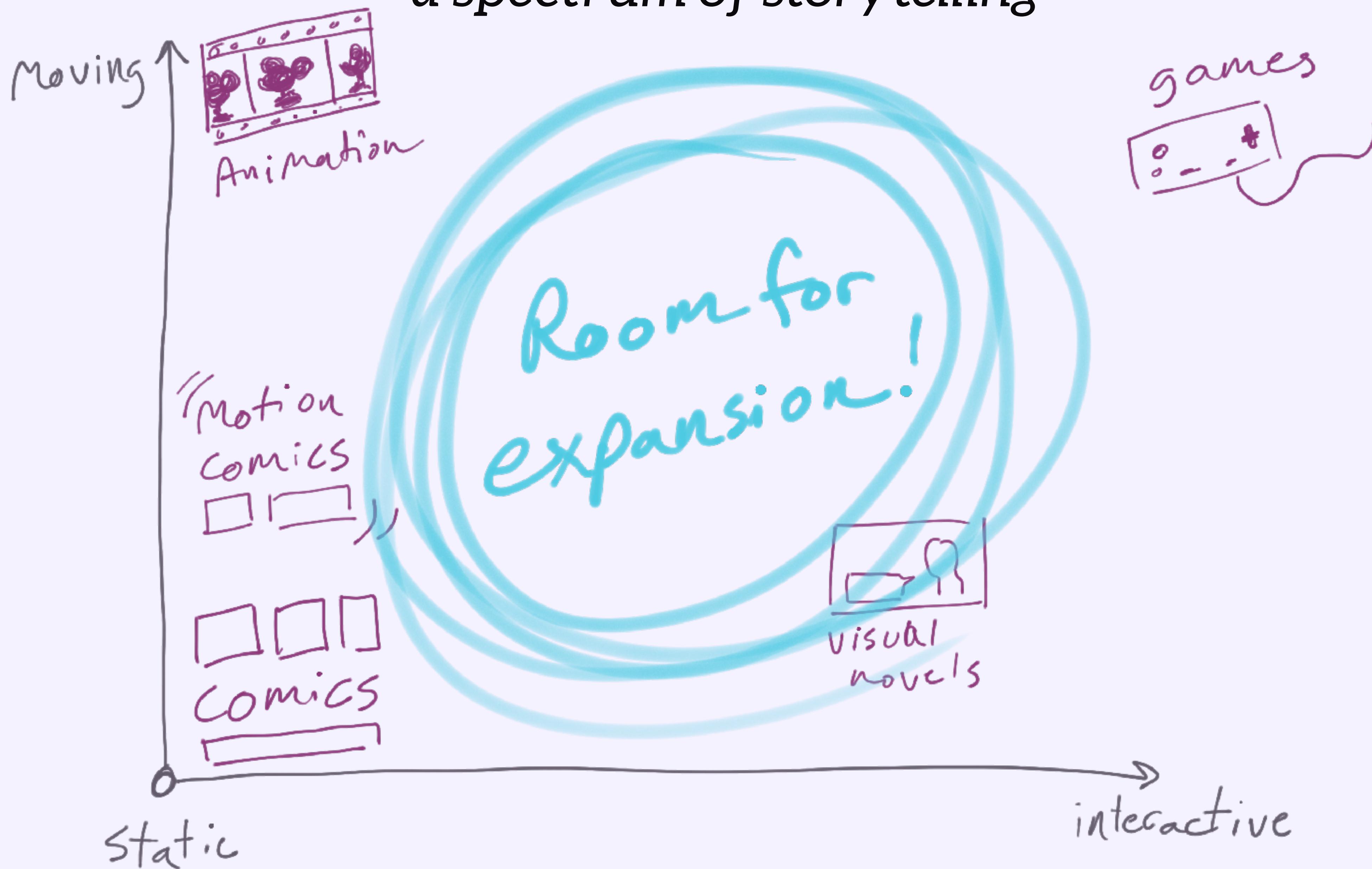
The Grey Tales

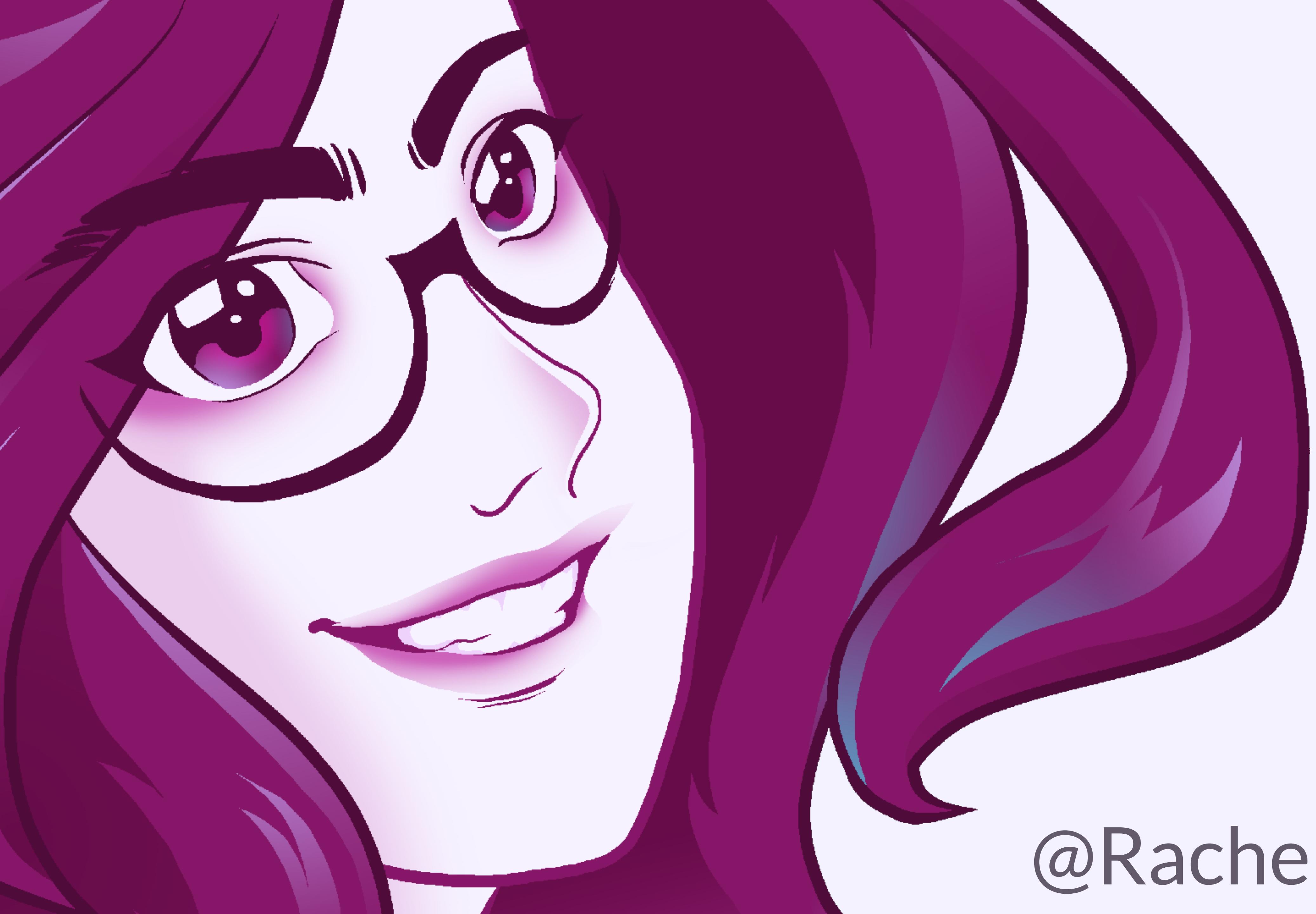


Drag to visit

goo.gl/hGjFCf

a spectrum of storytelling





@RachelNabors.com

アリ も あり が と う じ ゃ て も あ