W10 Assignment: Playing with Cards

1. Folding the card repeatedly until it slowly disappears.
2. Card spinning.
3. Card flying off.
4. Making an origami item with the card.
5. Burning the card.
6. Slowly dissolving card.
7. Card becomes a firework and explodes like firework.
8. A card is rolled up into a ball and thrown into a garbage bin.
9. A card turns into a card and speeds off.
10. A card blows up like a balloon and bursts.
11. A card becomes multiple cards.
12. A card grows arms and legs and marches in a band.
13. I would choose the folding of the card until it disappears. I would use the keyframes to help me slowly fold the card onto itself over and over until it reached a certain size such as 5px and then made it vanish. I think I would animation to help move it and slowly reduce it down until nothing. This would need to be in the form of a loop until the card has vanished and then returned to its initial mode prior to being clicked.

6. I would like to slowly dissolve the card. I think I would need animation and using a timing function along with opacity I could create it that the card slowly disappears once clicked. I would like to add bubbles as the card’s opacity falls away but I am unsure if how I would be able to do that. Perhaps it might be like an animation within an animation like the different ball timing functions we have this week on site point.

Cheers,

Will.