# Lesson 8: Animation Functions with JavaScript (A4 Project)

Lesson Duration: ~ 2 hours

# **Lesson Goals:**

- Deepen understanding of animation timing functions in JavaScript.
- Learn how to create smooth, interactive animations responsive to scrolling and user interaction.
- Apply these concepts practically by completing a scroll-based animation project (A4).

# Part 1: Introduction to Animation Functions (30 min.)

## Concept Explanation:

- What are animation timing functions?
- How do timing functions affect animation smoothness and realism?
- o Common timing functions: linear, ease-in, ease-out, ease-in-out, custom functions.

#### Mark up:

- Animation refers to the process by which elements move or change dynamically over time or in response to user actions.
- Mastering this technique enables you to create a wide variety of engaging and interactive animations.

# • Example Usage:

```
function createAnimation(xStart, xEnd, yStart, yEnd) {
   return function (progress) {
      // Custom calculation based on progress
   };
}
```

# Part 2: A4 Interactive Project – Scroll Animation (1 hours)

# Project Objective:

Create interactive animations triggered by scrolling:

Smoothly animate elements in and out based on scroll position.

### Implementation Steps:

- Select and track DOM elements.
- Implement createAnimation function:
  - Dynamically compute styles based on scroll position.
- Use JavaScript events ( scroll , resize ) to update animations in real-time.

## Key Functions and Logic:

```
function updateAnimationMap() {
    // Calculate and store animations for each item
}

function updateStyles() {
    // Apply animations based on current scroll position
}
```

# Part 3: Project Solution & Discussion (30 min.)

## Solution Walkthrough:

- Instructor presents a comprehensive solution, highlighting key aspects:
  - Implementation of dynamic animation calculations.
  - Optimizing animations for performance and fluidity.

#### Discussion Points:

Compare custom animation functions to CSS-based solutions.