

# BOOTS – RUYARD KIPLING

an interactive take on the haunting war chant

by Tracy Tran

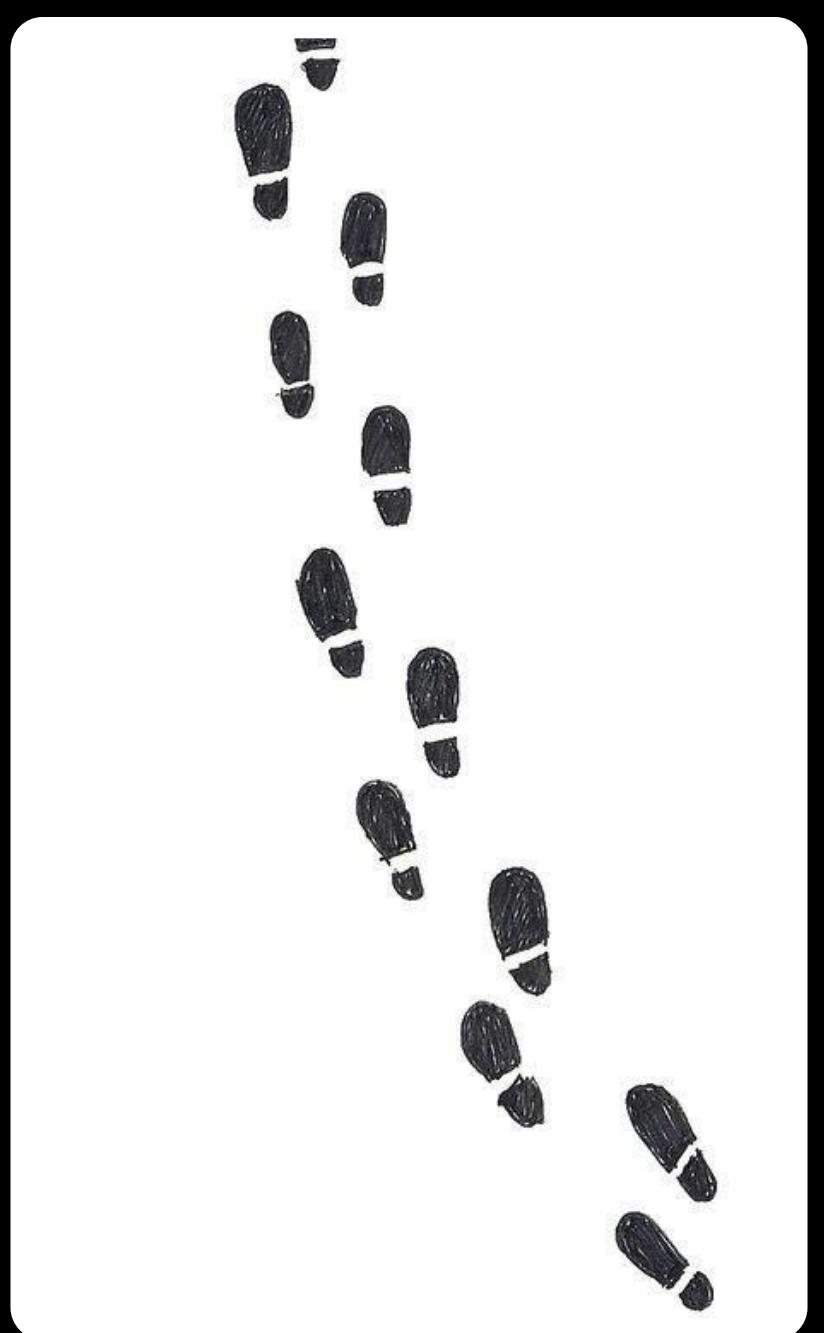
# project brief

"Boots" by Rudyard Kipling is a relentless poetic chant that captures the psychological breakdown of a soldier trapped in monotony, repetition, and the futility of war (Second Boer War). My idea is to visually and experientially simulate this mental spiral through motion, rhythm, and constrained interaction.

**narrative arc:** begins orderly → becomes disjointed → ends uncertain and looping

**interaction concept:** the webpage simulates the physical and psychological experience of endless marching, echoing the poem's rhythmic repetition and mental toll.

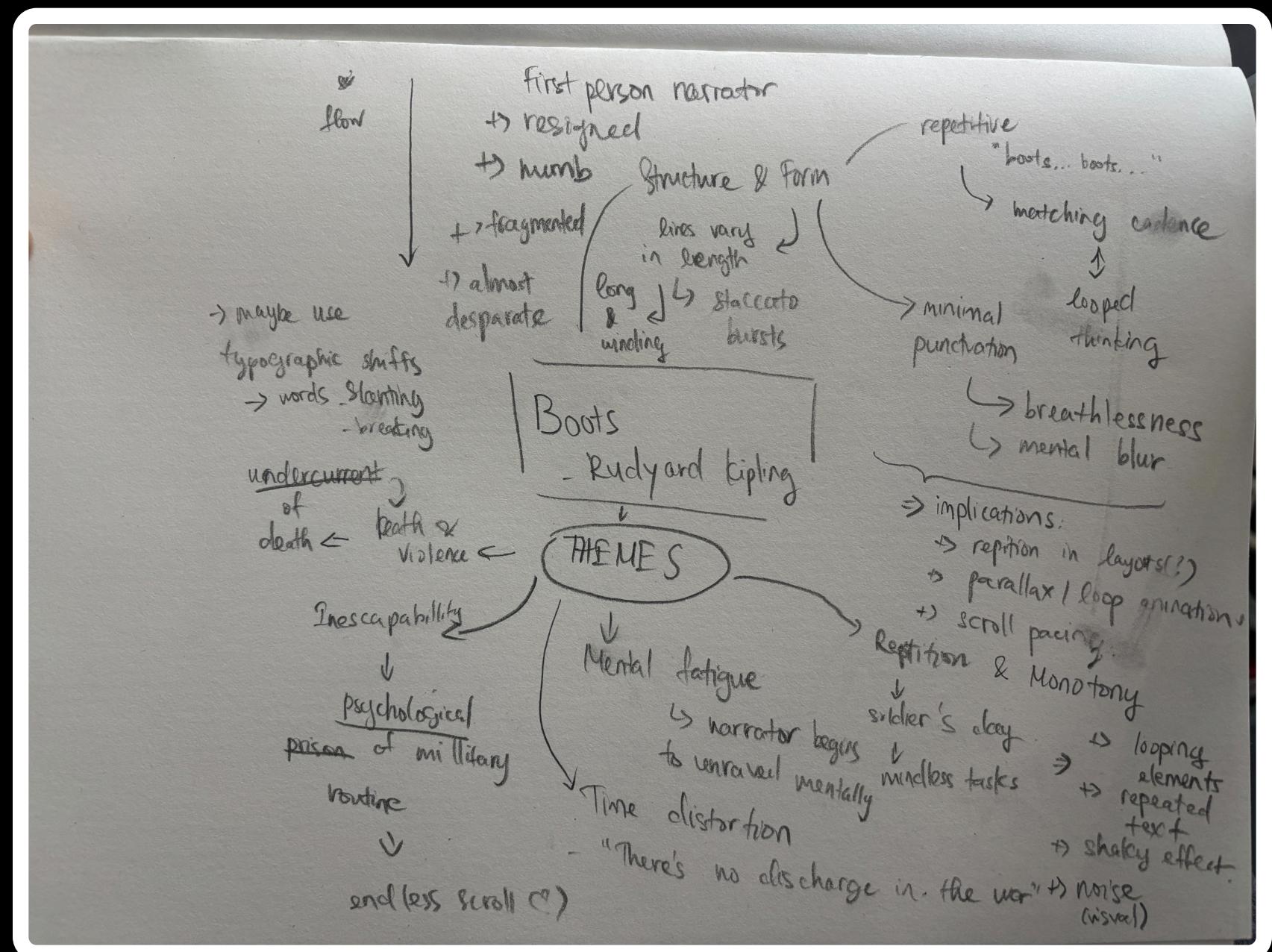
visual bootprints (faint or textured) appear at timed intervals on the screen or subtly fade into the background with each scroll "step."



# ideation

# why i chose “Boots”?

I first encountered it on Tiktok through an edits of my favourite show and the voice of Taylor Holmes reading it in the sound left an unforgettable impression.



dissecting the poem and its themes for possible interactions / visual ideas.

## Boots (Infantry Columns) by Rudyard Kipling

WE'RE foot-slog-slog—slog—sloggin' over Africa!  
Foot—foot—foot—foot—sloggin' over Africa—  
(Boots—boots—boots—boots—movin' up and down again!)  
There's no discharge in the war!

Seven—six—eleven—five—nine—an'—twenty mile to-day—  
Four—eleven—seventeen—thirty-two the day before—  
(Boots—boots—boots—boots—movin' up and down again!)  
There's no discharge in the war!

Don't—don't—don't—don't—look at what's in front of you.  
(Boots—boots—boots—boots—movin' up an' down again!)  
Men—men—men—men—men go mad with watchin' 'em,  
And there's no discharge in the war!

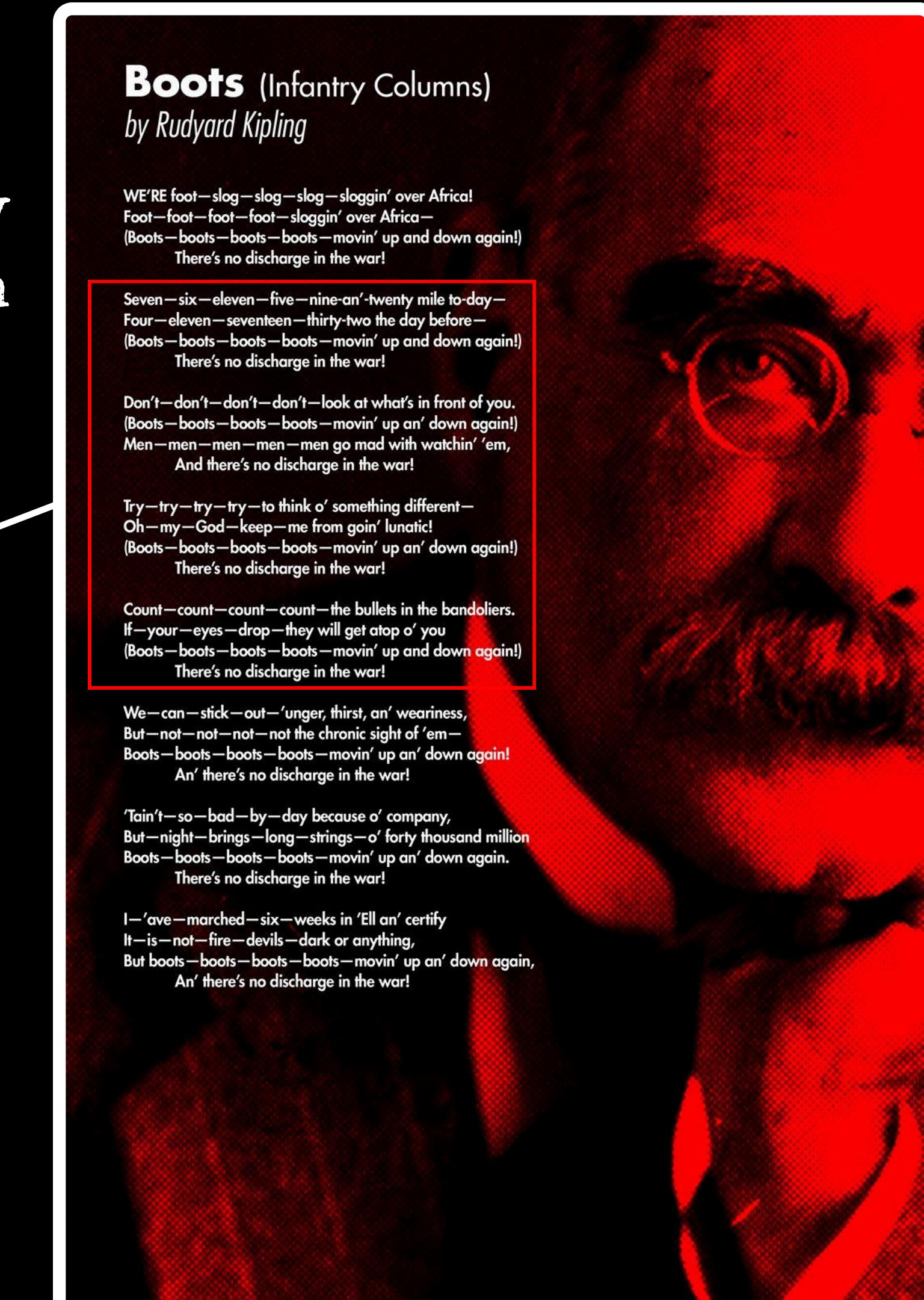
Try—try—try—to think o' something different—  
Oh—my—God—keep—me from goin' lunatic!  
(Boots—boots—boots—boots—movin' up an' down again!)  
There's no discharge in the war!

Count—count—count—count—the bullets in the bandoliers.  
If—your—eyes—drop—they will get atop o' you  
(Boots—boots—boots—boots—movin' up and down again!)  
There's no discharge in the war!

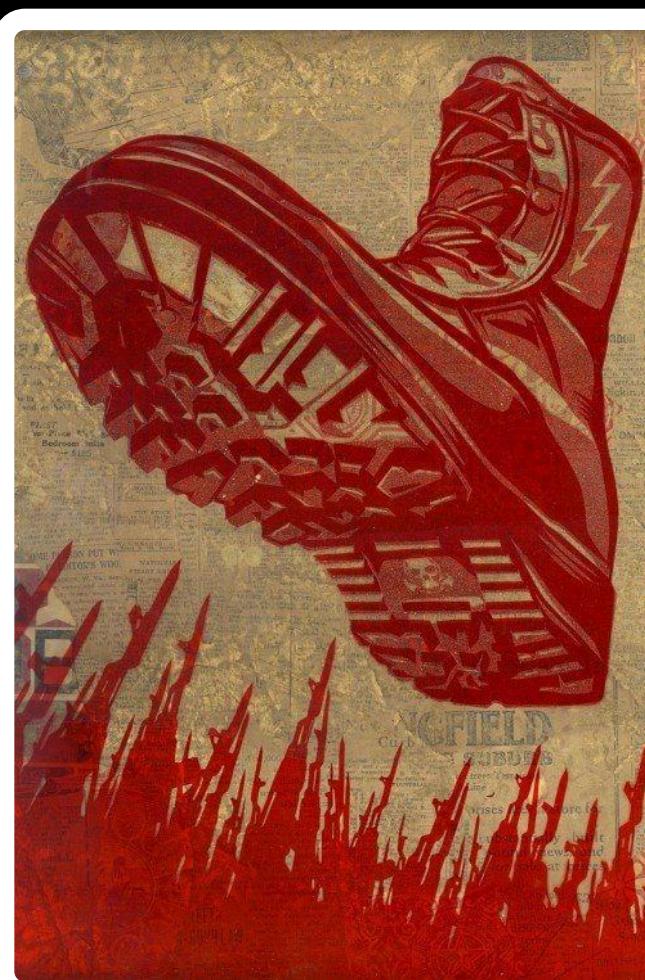
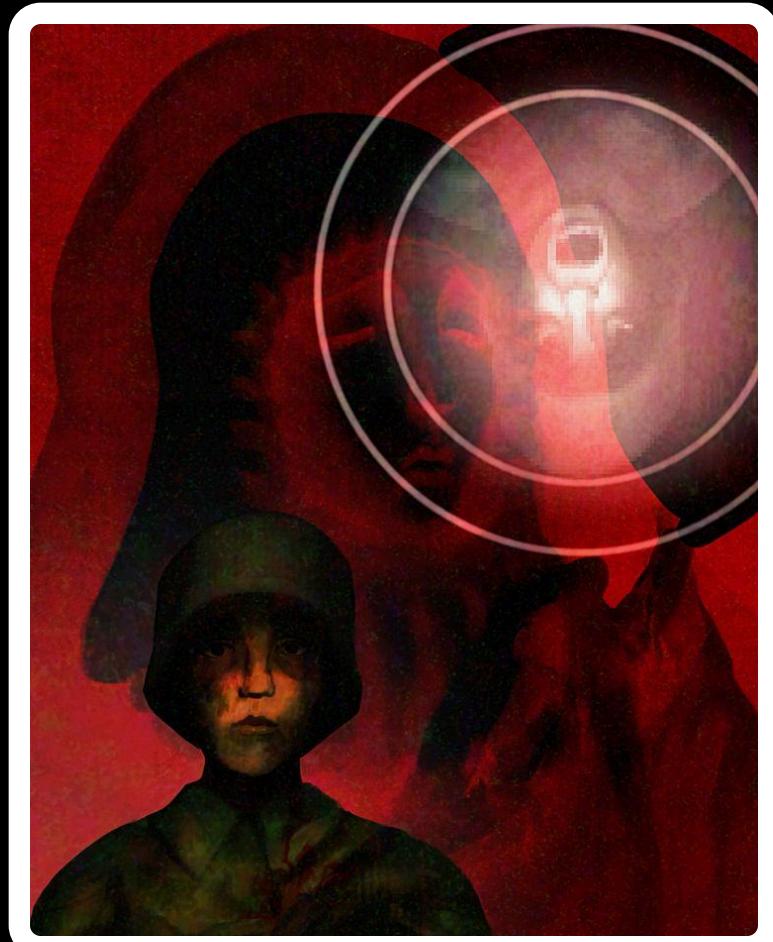
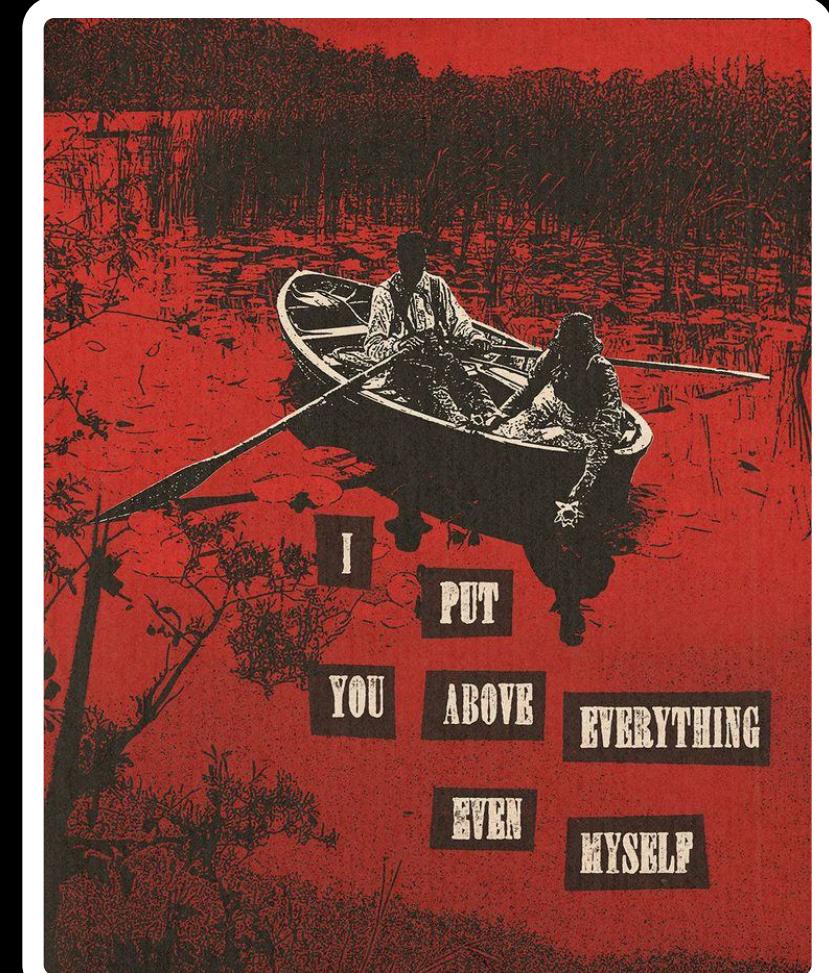
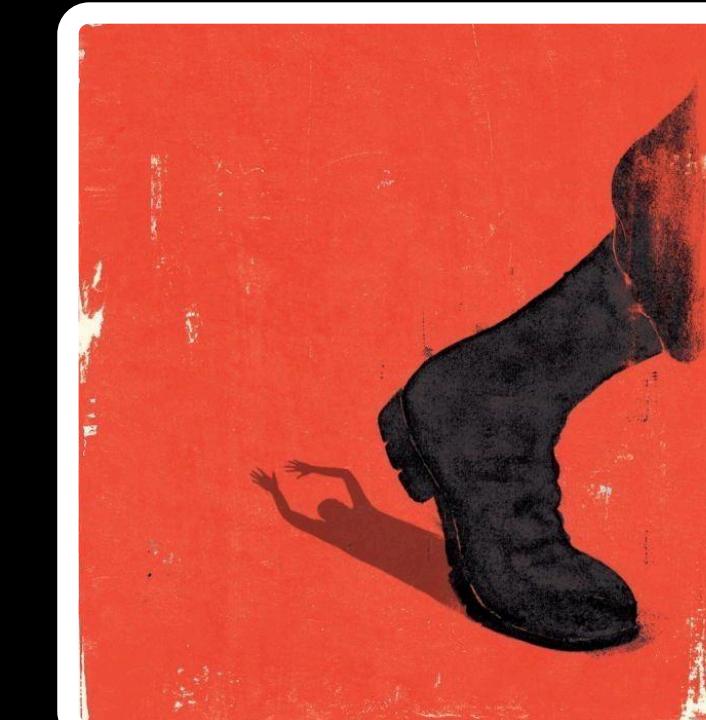
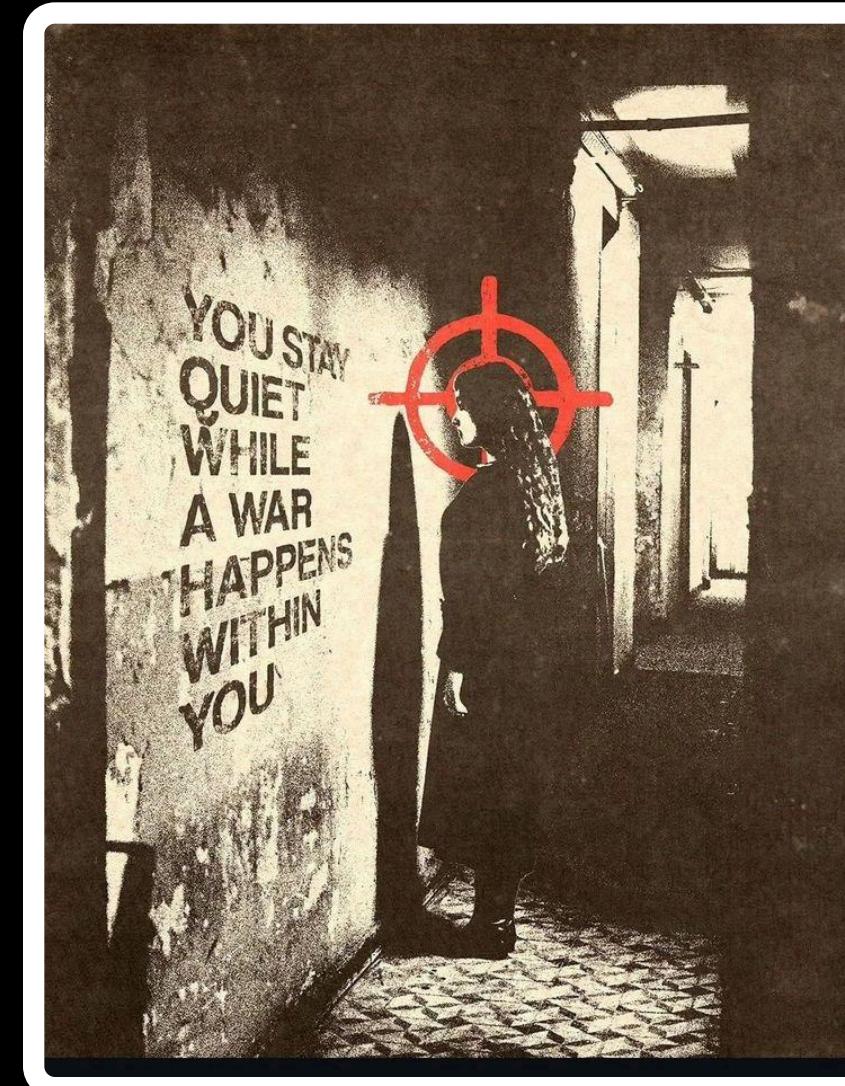
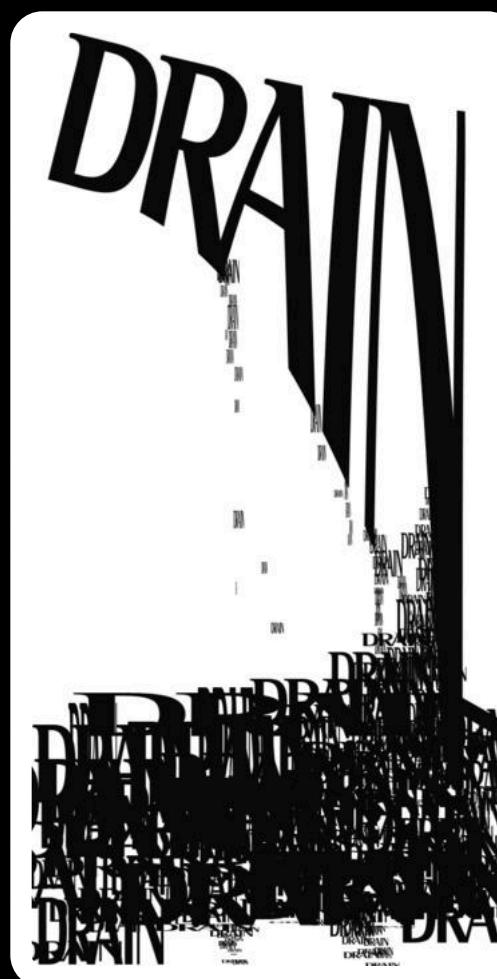
We—can—stick—out—'unger, thirst, an' weariness,  
But—not—not—not—not the chronic sight of 'em—  
Boots—boots—boots—boots—movin' up an' down again!  
An' there's no discharge in the war!

'Tain't—so—bad—by—day because o' company,  
But—night—brings—long—strings—o' forty thousand million  
Boots—boots—boots—boots—movin' up an' down again.  
There's no discharge in the war!

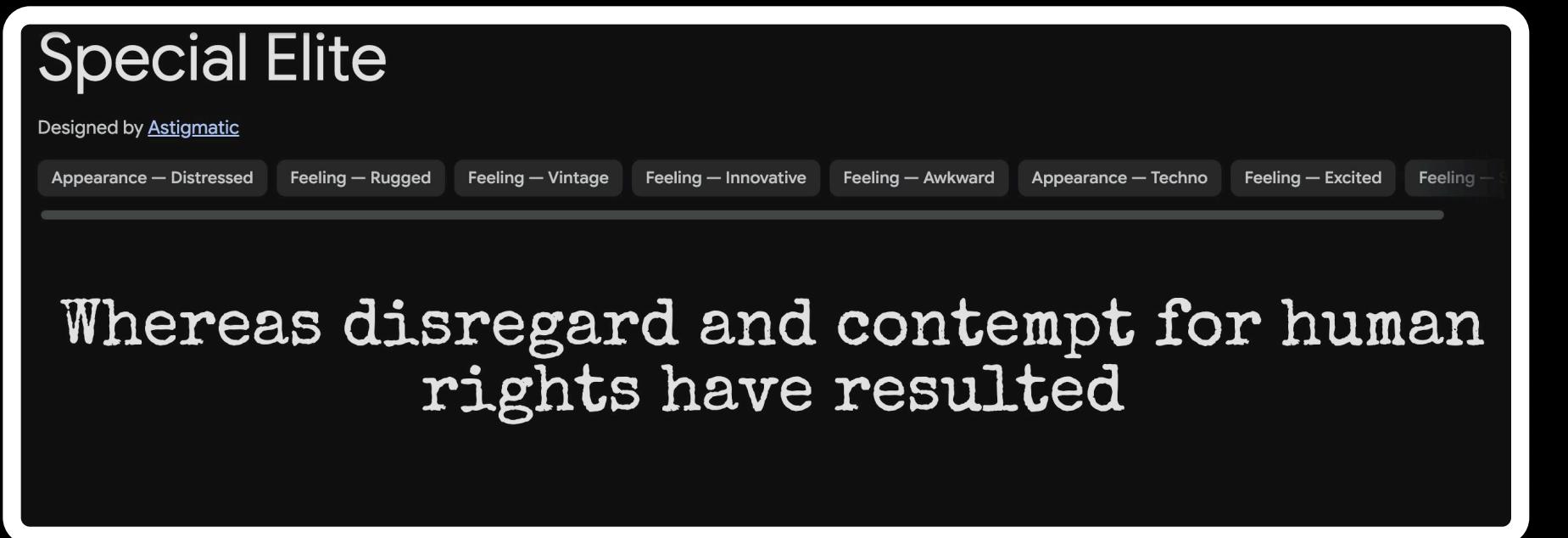
I—'ave—marched—six—weeks in 'Ell an' certify  
It—is—not—fire—devils—dark or anything,  
But boots—boots—boots—boots—movin' up an' down again,  
An' there's no discharge in the war!



# visual inspirations

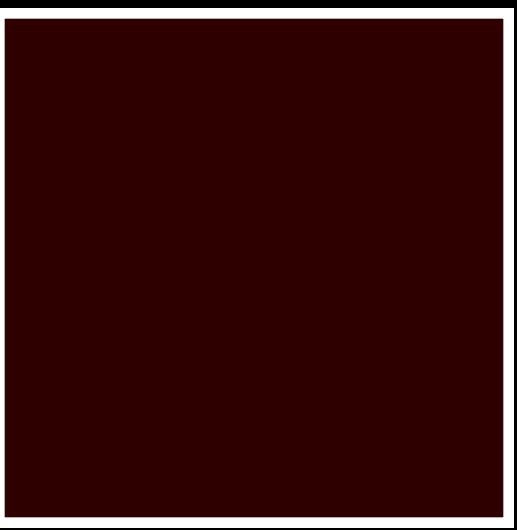
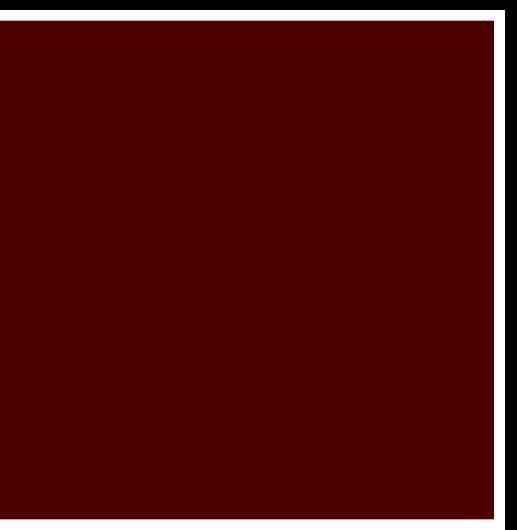
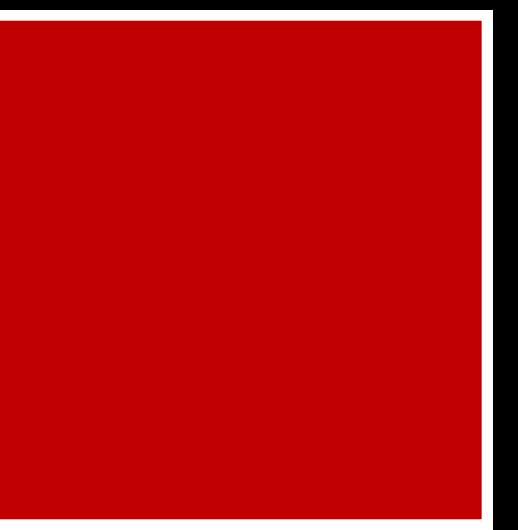
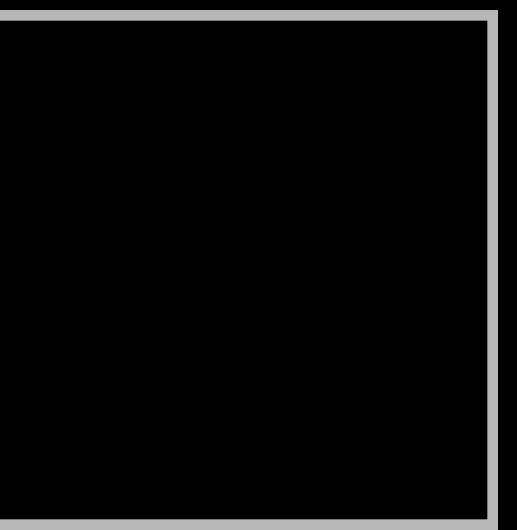


# typography

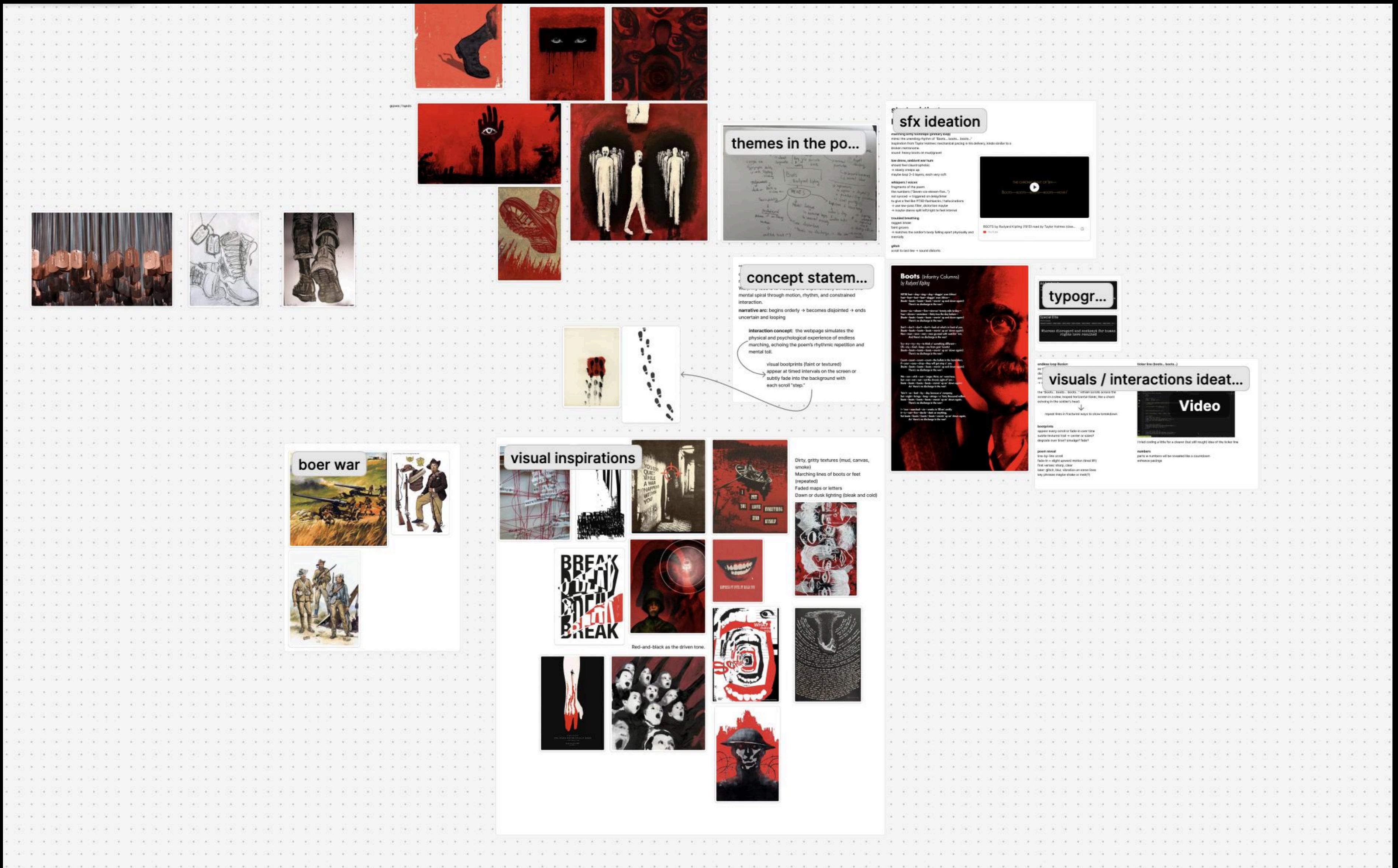


i want a font to match the raw grungy vibes i was looking for and this perfectly captures it.

palllete



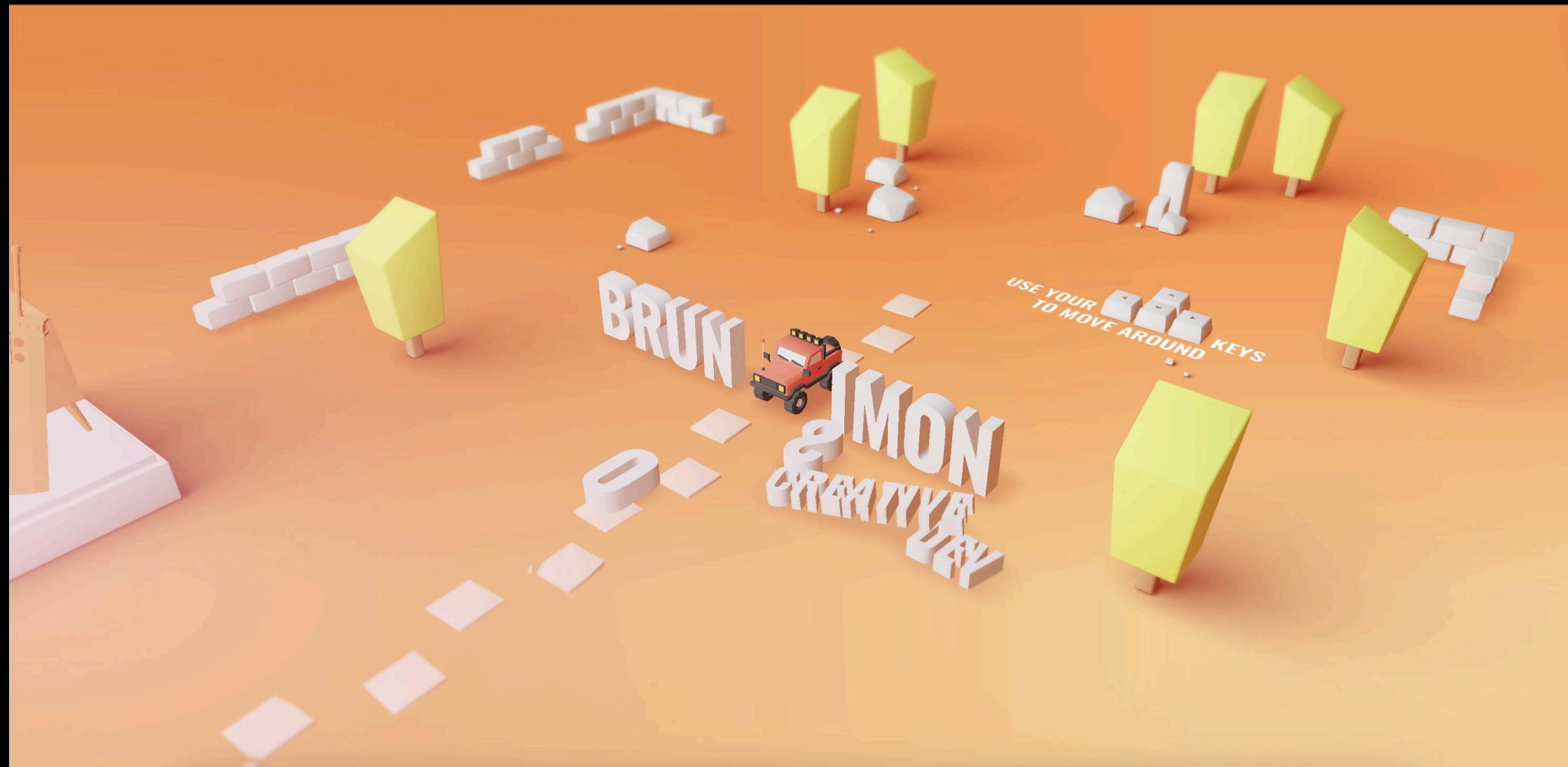
process



# first ideation & moodboard

i'm glad the general idea was approved right after i proposed so i can move onto the next steps

# web-based interactive projects (inspirations)



Bruno Simon's Portfolio

Wildly interactive but still readable.  
Animated elements respond to user behavior.



Matt Huynh 's "The Boat"

Amazing interactive storytelling.  
Good use of SFX.  
Engaging interactions that add to the storytelling.

# testing - familiarizing myself with html / css

unlike any projects i've done before, for this one, since I was not skilled with coding, especially with html and css language (i've actually never properly heard of them before).

I spent the first week diving into everything i could about the language as well as learning to see what i could use for my project.

- the weekly tasks really helped too.

```

# styles.css > ...
1 /* ====== bg ====== */
2 body {
3 margin: 0;
4 padding: 0;
5 background-color: #1b1b1b;
6 color: #f4f4f4;
7 font-family: "IM Fell DW Pica", serif;
8 font-size: 1.2rem;
9 line-height: 1.8;
10 overflow-x: hidden;
11 position: relative;
12 }
13 /* ====== texture ====== */
14 .background-texture {
15 position: fixed;
16 top: 0;
17 left: 0;
18 width: 100vw;
19 height: 100vh;
20 z-index: -1;
21 background: url("https://www.transparenttextures.com/patterns/asphalt-2");
22 opacity: 0.1;
23 background-size: cover;
24 background-repeat: repeat;
25 pointer-events: none;
26 }

```

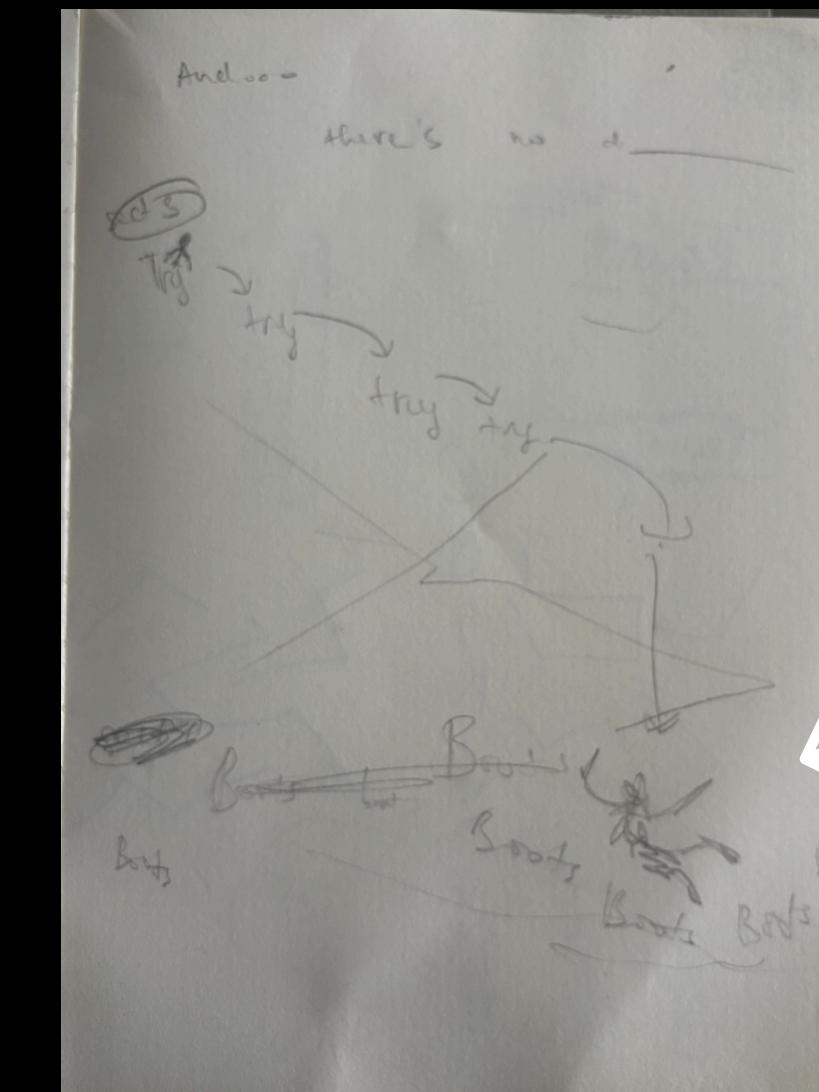
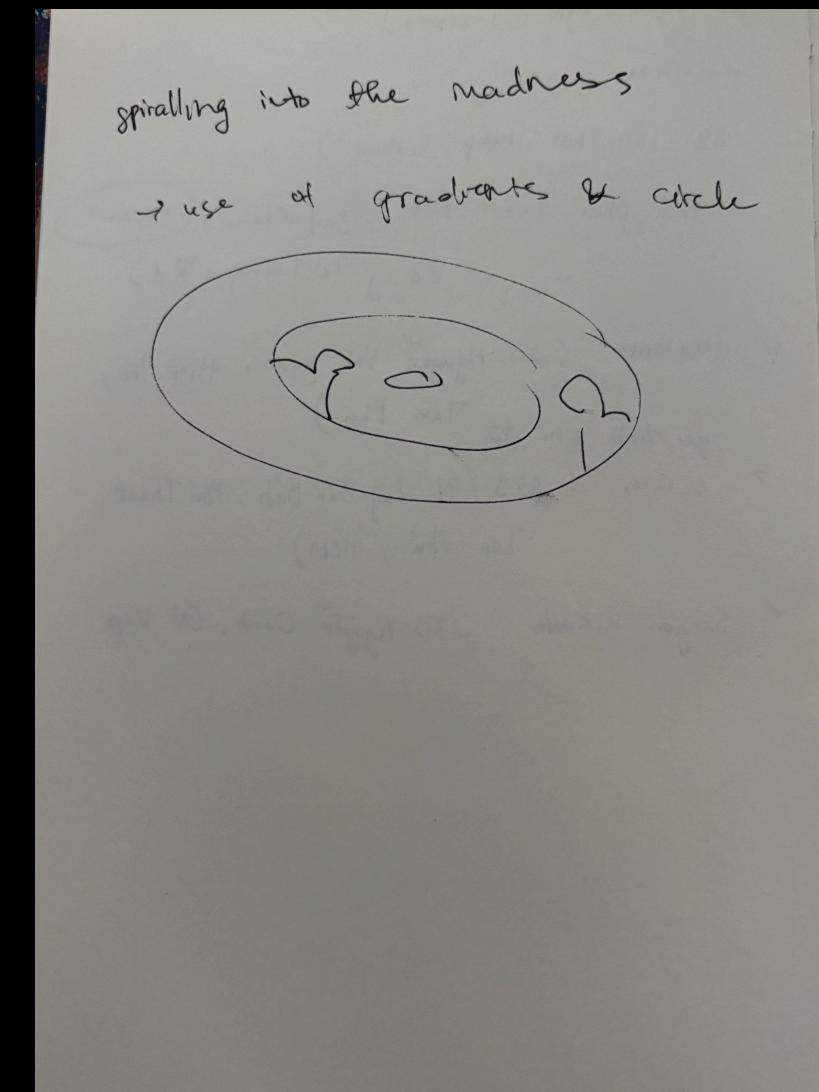
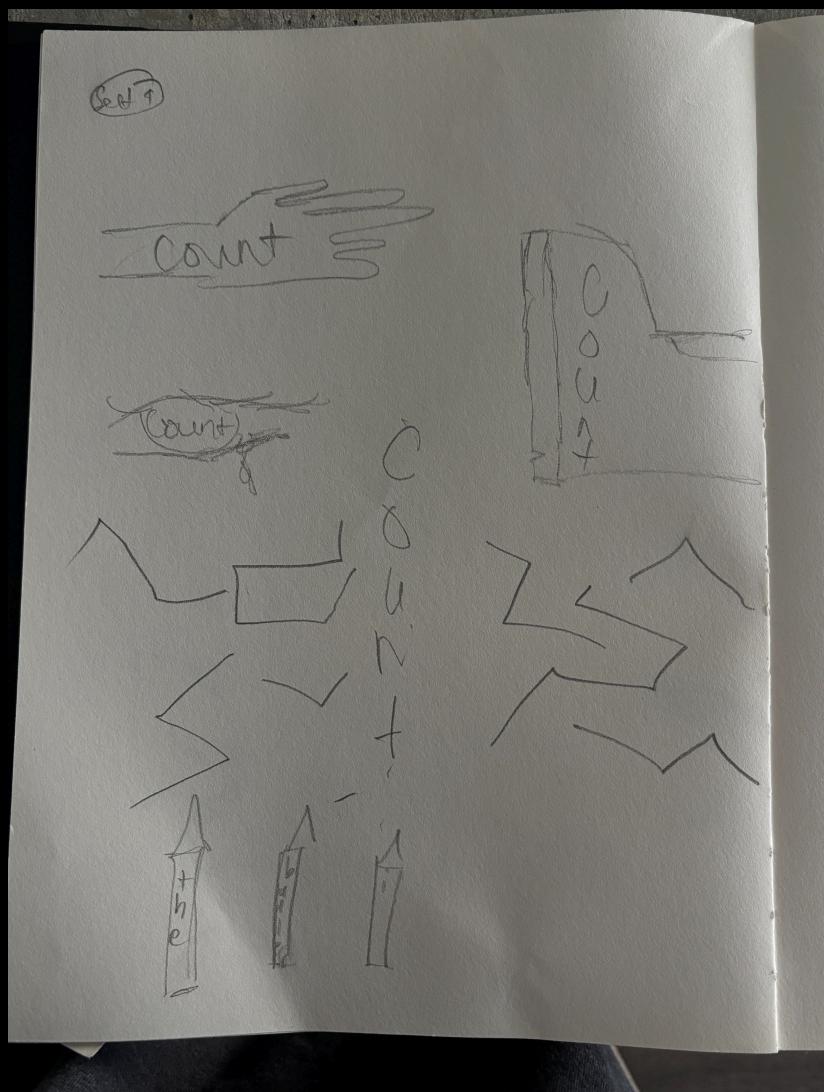
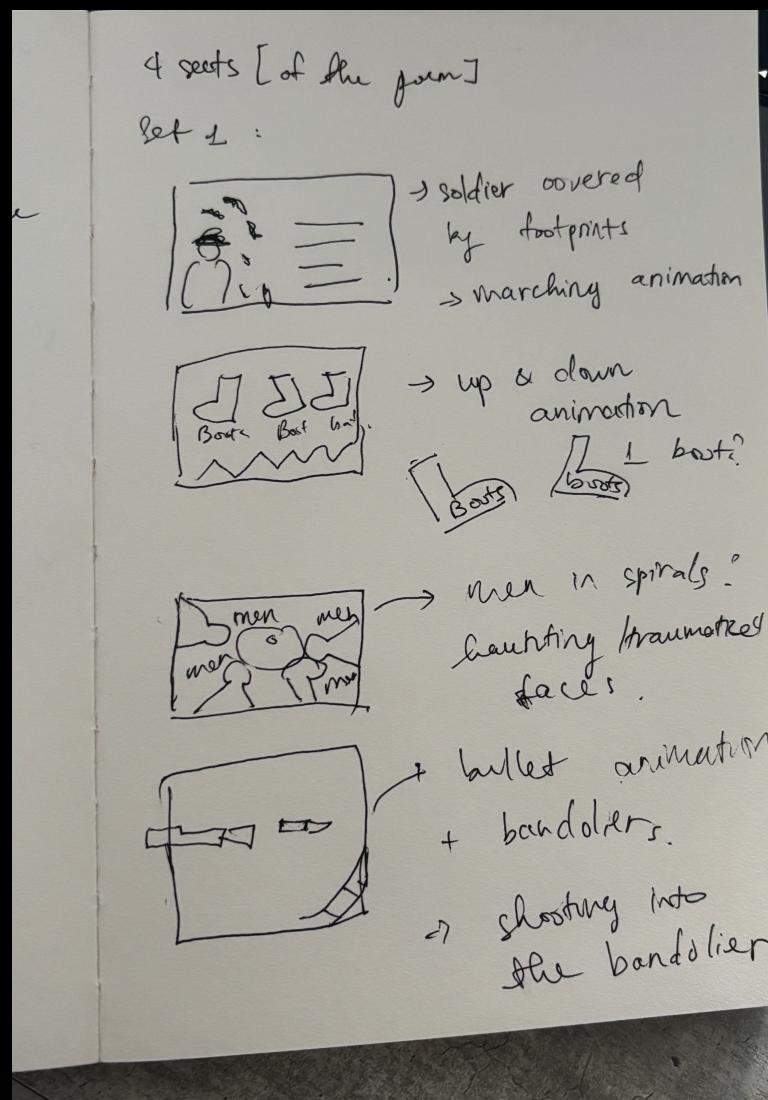
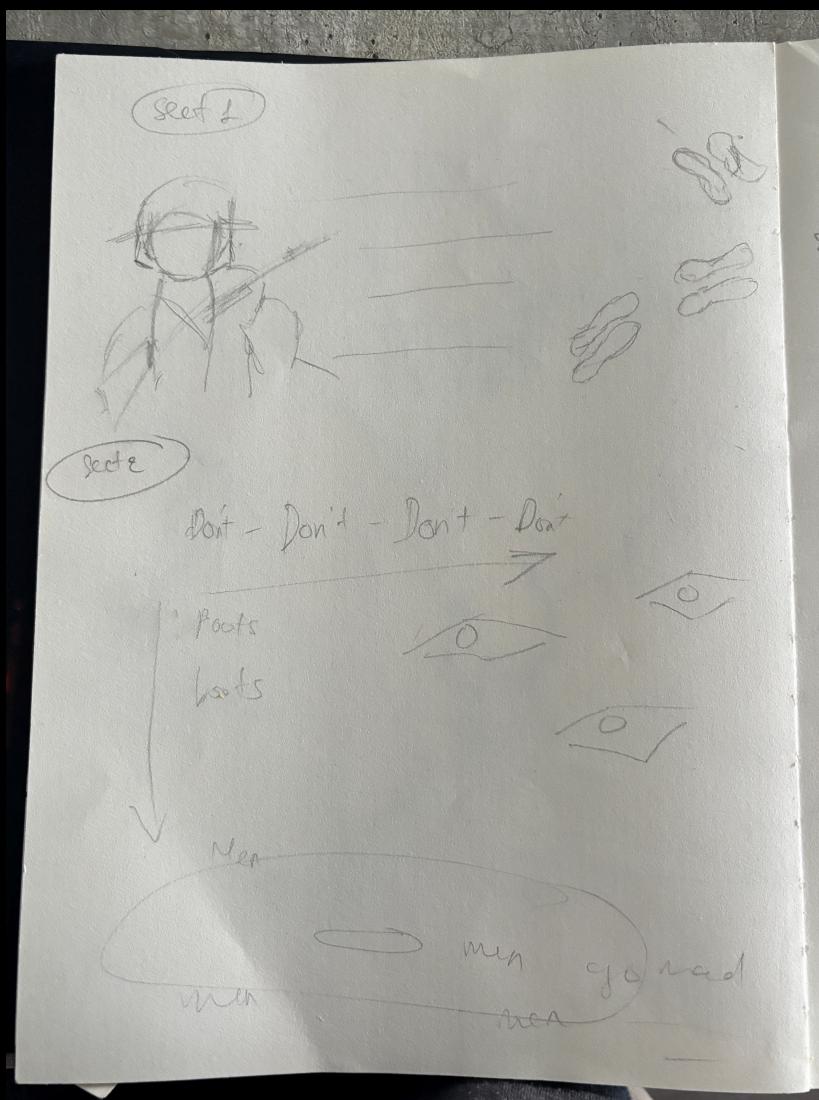
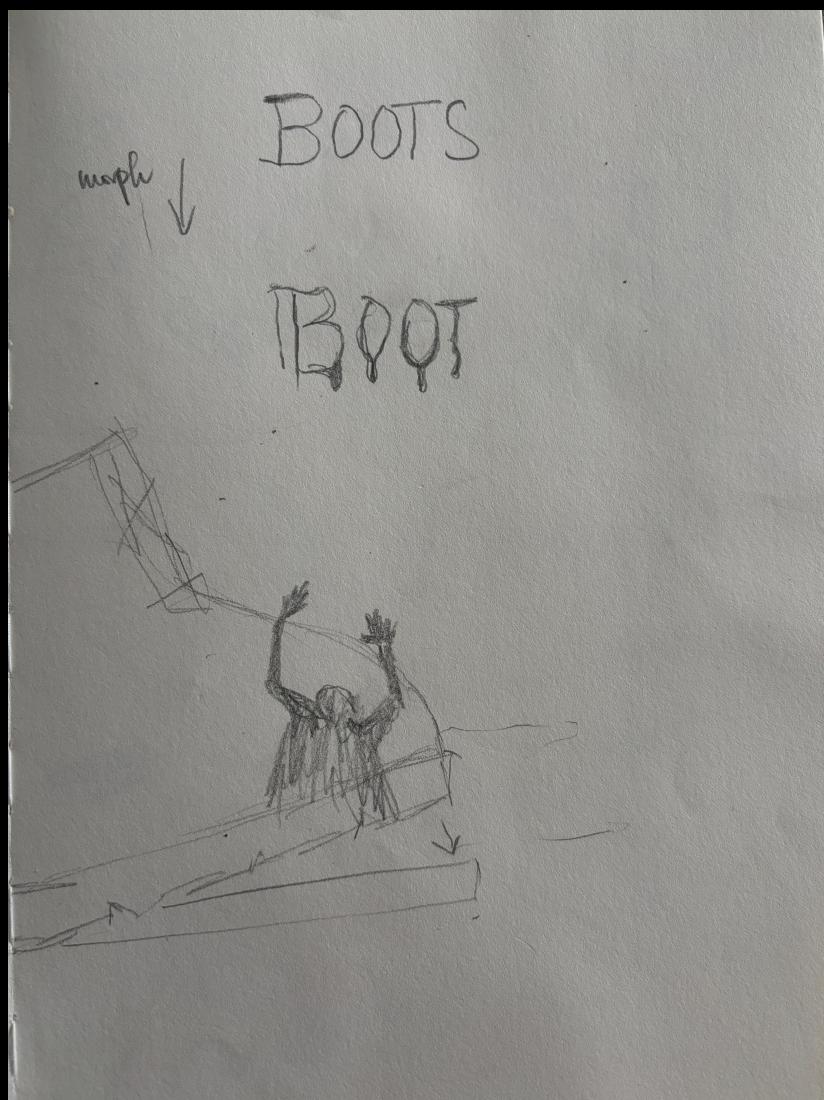
**Boots**  
boots  
**Boots — boots — boots — boots — movin' up an' down again!**  
BOOTS  
**There's no discharge in the war!**  
boots  
**Boots**

Count █ — count █ — count █ — count █ — the bullets █ in  
█ the bandoliers.

If— your █ — eyes █ — drop — they █ will get atop o' you.

```

A1 INTERACTIVE > draft1 > # styles.css > .mad-word
662 @keyframes shockwave {
663   0% { transform: rotate(0deg); }
664   50% { transform: rotate(-10deg); }
665   100% { transform: rotate(10deg); }
666 }
667 /* Optional: flicker effect on hover */
668 .panic-word:hover::after {
669   content: attr(data-text);
670   position: absolute;
671   top: 0;
672   left: 0;
673   color: #ff0000;
674   opacity: 0.8;
675   filter: blur(3px);
676   z-index: -1;
677   transform: rotate(1deg);
678 }
679 .fragmented-verse {
680   position: relative;
681   height: 120vh;
682   background: radial-gradient(circle at center, #100000, #000000 40%, transparent 40%, transparent 60%, #000000 60%, #000000 100%);
683   overflow: hidden;
684 }
685 .mad-word {
686   position: absolute;
687   font-family: 'Special Elite', monospace;
688   font-weight: bold;
689   white-space: nowrap;
690   pointer-events: auto;
691   color: #fff;
692   text-shadow: 0 0 4px #ff3333;
693   transition: all 0.3s ease;
694   animation: drift 10s ease-in-out infinite alternate;
695   z-index: 2;
696 }
697 .fragmented-verse {
698   position: relative;
699   min-height: 120vh;
700   background: radial-gradient(circle at center, #100000, #000000 40%, transparent 40%, transparent 60%, #000000 60%, #000000 100%);
701 }
702 .glitch-img {
703   position: absolute;
704   width: 100px;
705   height: 100px;
706   border-radius: 50%;
707   background-color: black;
708   background-image: radial-gradient(circle at center, transparent, black 50%, transparent 50%, black 55%, transparent 55%, black 60%, transparent 60%, black 65%, transparent 65%, black 70%, transparent 70%, black 75%, transparent 75%, black 80%, transparent 80%, black 85%, transparent 85%, black 90%, transparent 90%, black 95%, transparent 95%, black 100%, transparent 100%, black 105%, transparent 105%, black 110%, transparent 110%, black 115%, transparent 115%, black 120%, transparent 120%, black 125%, transparent 125%, black 130%, transparent 130%, black 135%, transparent 135%, black 140%, transparent 140%, black 145%, transparent 145%, black 150%, transparent 150%, black 155%, transparent 155%, black 160%, transparent 160%, black 165%, transparent 165%, black 170%, transparent 170%, black 175%, transparent 175%, black 180%, transparent 180%, black 185%, transparent 185%, black 190%, transparent 190%, black 195%, transparent 195%, black 200%, transparent 200%, black 205%, transparent 205%, black 210%, transparent 210%, black 215%, transparent 215%, black 220%, transparent 220%, black 225%, transparent 225%, black 230%, transparent 230%, black 235%, transparent 235%, black 240%, transparent 240%, black 245%, transparent 245%, black 250%, transparent 250%, black 255%, transparent 255%, black 260%, transparent 260%, black 265%, transparent 265%, black 270%, transparent 270%, black 275%, transparent 275%, black 280%, transparent 280%, black 285%, transparent 285%, black 290%, transparent 290%, black 295%, transparent 295%, black 300%, transparent 300%, black 305%, transparent 305%, black 310%, transparent 310%, black 315%, transparent 315%, black 320%, transparent 320%, black 325%, transparent 325%, black 330%, transparent 330%, black 335%, transparent 335%, black 340%, transparent 340%, black 345%, transparent 345%, black 350%, transparent 350%, black 355%, transparent 355%, black 360%, transparent 360%, black 365%, transparent 365%, black 370%, transparent 370%, black 375%, transparent 375%, black 380%, transparent 380%, black 385%, transparent 385%, black 390%, transparent 390%, black 395%, transparent 395%, black 400%, transparent 400%, black 405%, transparent 405%, black 410%, transparent 410%, black 415%, transparent 415%, black 420%, transparent 420%, black 425%, transparent 425%, black 430%, transparent 430%, black 435%, transparent 435%, black 440%, transparent 440%, black 445%, transparent 445%, black 450%, transparent 450%, black 455%, transparent 455%, black 460%, transparent 460%, black 465%, transparent 465%, black 470%, transparent 470%, black 475%, transparent 475%, black 480%, transparent 480%, black 485%, transparent 485%, black 490%, transparent 490%, black 495%, transparent 495%, black 500%, transparent 500%, black 505%, transparent 505%, black 510%, transparent 510%, black 515%, transparent 515%, black 520%, transparent 520%, black 525%, transparent 525%, black 530%, transparent 530%, black 535%, transparent 535%, black 540%, transparent 540%, black 545%, transparent 545%, black 550%, transparent 550%, black 555%, transparent 555%, black 560%, transparent 560%, black 565%, transparent 565%, black 570%, transparent 570%, black 575%, transparent 575%, black 580%, transparent 580%, black 585%, transparent 585%, black 590%, transparent 590%, black 595%, transparent 595%, black 600%, transparent 600%, black 605%, transparent 605%, black 610%, transparent 610%, black 615%, transparent 615%, black 620%, transparent 620%, black 625%, transparent 625%, black 630%, transparent 630%, black 635%, transparent 635%, black 640%, transparent 640%, black 645%, transparent 645%, black 650%, transparent 650%, black 655%, transparent 655%, black 660%, transparent 660%, black 665%, transparent 665%, black 670%, transparent 670%, black 675%, transparent 675%, black 680%, transparent 680%, black 685%, transparent 685%, black 690%, transparent 690%, black 695%, transparent 695%, black 700%, 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# drafting & storyboarding

→ i already have what i want to do in mind so the storyboard process was just to specify the scenes and what i would do with them (the interactions, animations,...)

→ there were some initial ideas i had to discard as it didn't work well when i put it together later in the process.

(e.g. the soldier falling onto the letters downwards)

# designing & iterating



landing page

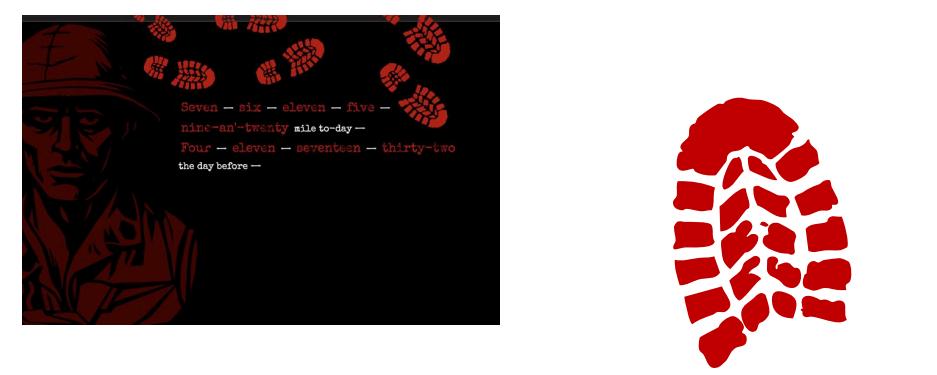


first  
section

i want to emphasize on the numbers of the miles so instead of just use the font i chose, i design a new set of numbers for this particular section

6 7 9 20  
5 11

this initial design i had for the sect. was pretty spot on with theme but positioning them during the coding process was not working well so i did change it later. (but still using the same components)

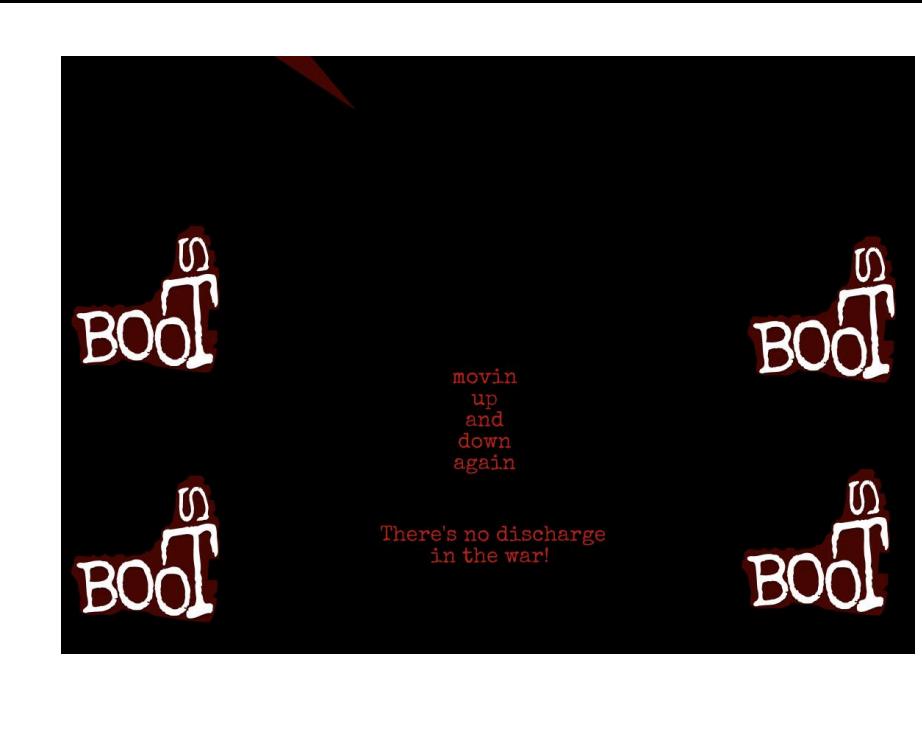


i want to create a soldier that could capture the mental tone of the poem right away so i search for references from pictures / drawings of real soldiers during war.



reference

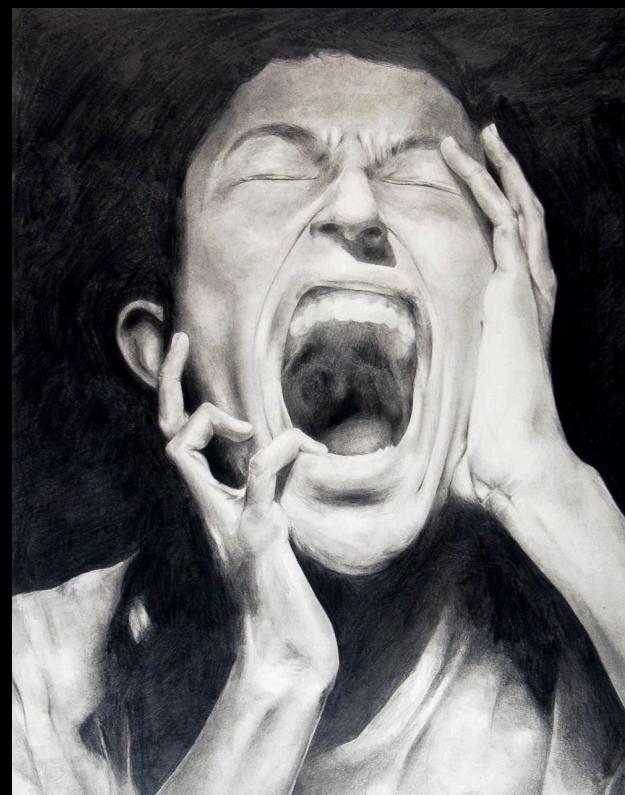
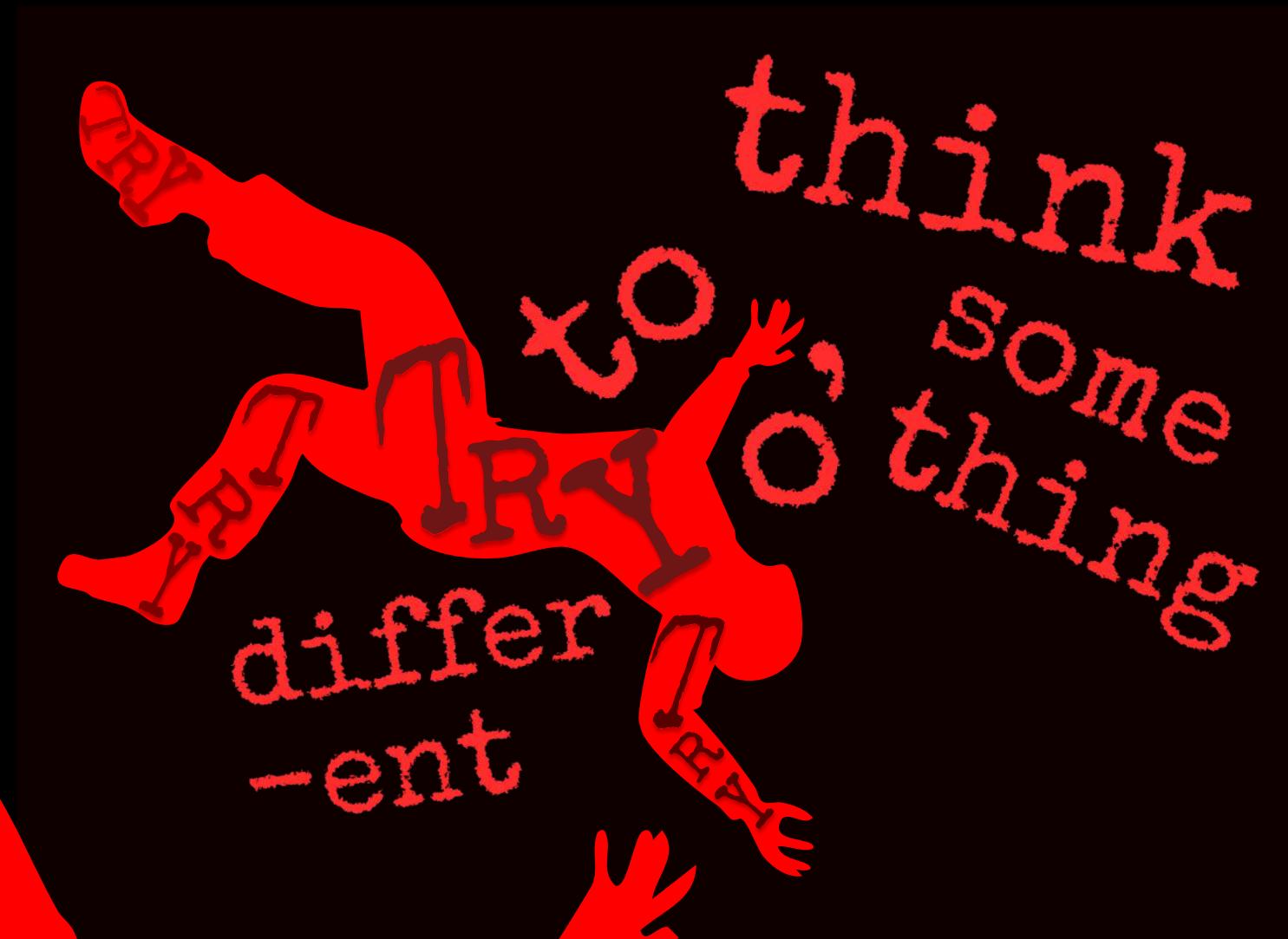
# designing & iterating



as the poem is more of a chant,  
these 2 lines are repeated A LOT and so i want to  
come up with ways just so it won't feel too  
repeated / monotonic even though it's the exact  
feeling i want to give off.  
i want my webpage to be more dynamic and still  
give off that unsettle monotonic feel.

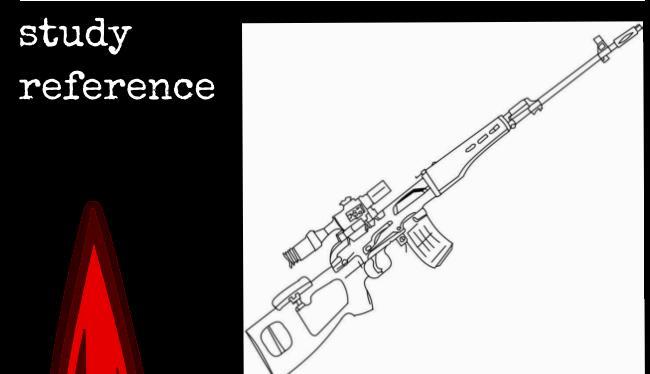


# designing & iterating

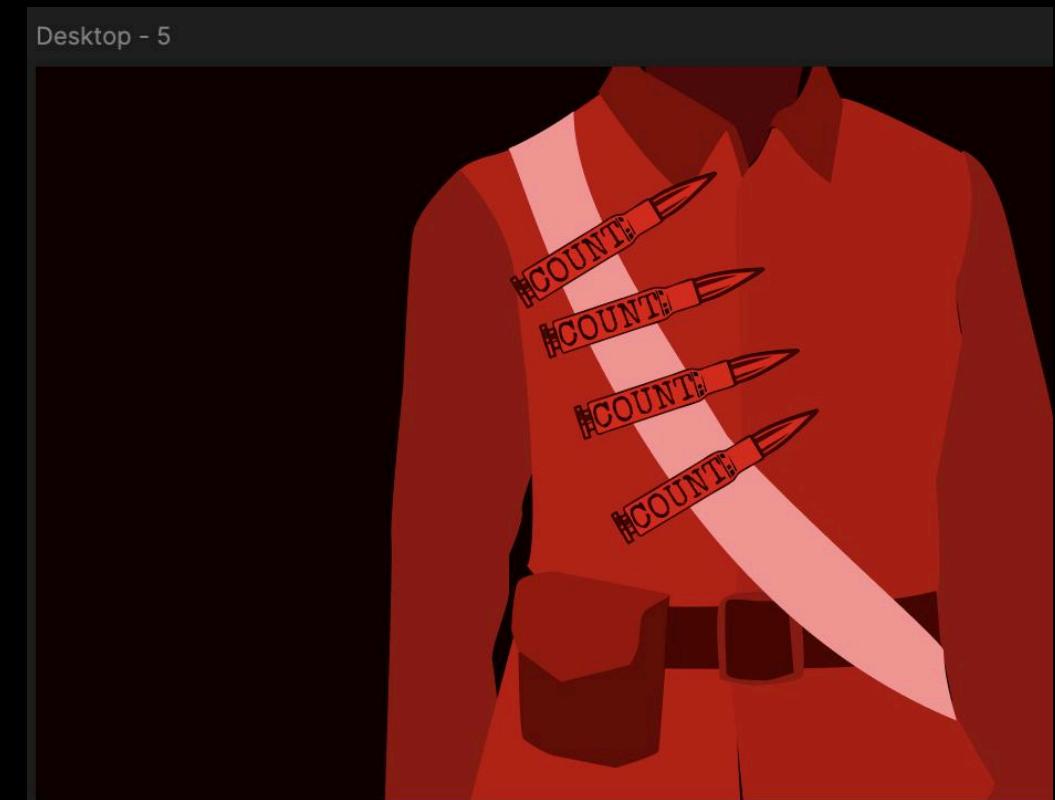


during the design process, i used a lot of references to perfected the emotions captured in each visuals.

# designing & iterating



scene



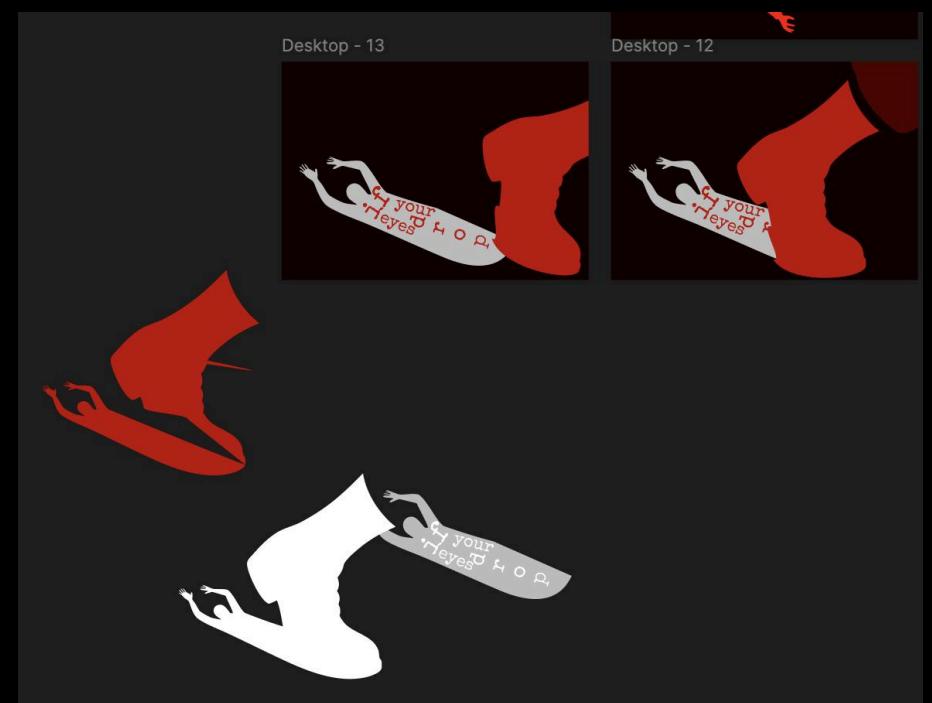
discarded idea

i was aiming for a scrolling effect of the bullets falling into their placement in the bandolier after being shot out from the gun but i didn't have enough time to reach the satisfaction of the scene i have in mind.

# designing & iterating



used my own eyes for this part



my hand as reference



# coding - html / css

```
A1 INTERACTIVE > final > <> index.html > {} "index.html" > <> html > <> body > <> div.fractures > <> div.side-text.righ
1  <!DOCTYPE html>
2  <html lang="en">
3    <head>
4      <meta charset="UTF-8" />
5      <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6      <title>Basic HTML Page</title>
7      <link rel="stylesheet" href="style.css" />
8      <link rel="preconnect" href="https://fonts.googleapis.com" />
9      <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin />
10     <link
11       href="https://fonts.googleapis.com/css2?family=Special+Elite&display=swap"
12       rel="stylesheet"
13     />
14   </head>
```

```
1 <body {
2   margin: 0;
3   background-color: #110000;
4   font-family: 'Special Elite', monospace;
5   overflow-x:hidden;
6   overflow-y: visible;
7   height: 200vh;
8   scroll-behavior: smooth;
9 }
10
11 .special-elite-regular {
12   font-family: "Special Elite", system-ui;
13   font-weight: 400;
14   font-style: normal;
15 }
```

general  
layout



editing to get the  
texture for the texts

```
<div class="first-2">
  
  <div class="bootprints">
    
    
    
    
    
  </div>
  <div class="poem-section">
    <div class="poem-sect1">
      <span class="glitch-img grunge-text">Seven</span>
      -
      <span class="glitch-img grunge-text">six</span>
      -
      <span class="glitch-img grunge-text">eleven</span>
      -
      <span class="glitch-img grunge-text">five</span>
      -
      <span class="glitch-img grunge-text">nine-an'-twenty</span>
      mile to-day -
    </div>
    <div class="poem-sect-2">
      <span class="glitch-img grunge-text">Four</span>
      -
      <span class="glitch-img grunge-text">eleven</span>
      -
      <span class="glitch-img grunge-text">seventeen</span>
      -
      <span class="glitch-img grunge-text">thirty-two</span>
      the day before -
    </div>
  </div>
</div>
```

first  
section

```
.soldier {
  position: absolute;
  width: 550px;
  opacity: 0.9;
  z-index: 1;
  animation: soldier-march 1s steps(3, end) infinite;
  filter: brightness(1.5) contrast(1.2);
  pointer-events: auto;
}

@keyframes soldier-march {
  0% {
    transform: translateY(0) rotate(-2deg) scaleX(1.02) scaleY(0.98);
  }
  20% {
    transform: translateY(-18px) rotate(-4deg) scaleX(1.04) scaleY(0.96);
    filter: brightness(1.2) contrast(1.3);
  }
  40% {
    transform: translateY(0) rotate(2deg) scaleX(0.98);
    filter: brightness(1.1) contrast(1.2);
  }
  60% {
    transform: translateY(18px) rotate(4deg) scaleX(1.04) scaleY(0.96);
    filter: brightness(1.2) contrast(1.3);
  }
  80% {
    transform: translateY(0) rotate(-2deg) scaleX(1.02) scaleY(0.98);
    filter: brightness(1.1) contrast(1.2);
  }
  100% {
    transform: translateY(0) rotate(-2deg) scaleX(1.02) scaleY(0.98);
    filter: brightness(1.1) contrast(1.2);
  }
}

.poem-section {
  position: absolute;
  top: 40%;
  left: 40%;
  width: 50vw;
  display: flex;
  flex-wrap: wrap;
  justify-content: flex-end;
  gap: 0.7rem;
  line-height: 1.3;
  font-family: Special Elite, monospace;
  font-size: 1.4rem;
  color: white;
  z-index: 3;
}

.grunge-text {
  background-image: url('assets/texturetext.svg');
  background-size: cover;
  background-position: center;
  background-repeat: no-repeat;
  -webkit-background-clip: text;
  background-clip: text;
  -webkit-text-fill-color: transparent;
  font-weight: bold;
  letter-spacing: 1px;
  opacity: 0.9;
  transform: rotate(-1deg);
}

.glitch-img {
  display: inline-block;
  position: relative;
  margin: 0 0.2em;
  font-weight: bold;
  font-size: 2rem;
  color: darkred;
  transition: transform 0.2s ease, text-shadow 0.3s ease;
}
```

# coding - html / css

```
<div class="seven">
| 
</div>
<div class="six">
| 
</div>
<div class="eleven">
| 
</div>
<div class="five">
| 
</div>
<div class="nine">
| 
</div>
<div class="twenty">
| 
</div>
<div class="four">
| 
</div>
<div class="eleven-2">

</div>
<div class="seventeen">

</div>
<div class="thirty-two">

</div>
</div>
```

```
.nine {
position: absolute;
width: 150px;
height: 150px;
top: 0%;
left: 51%;
transform: rotate(-15deg);
opacity: 0.8;
z-index: 1;
}
.twenty {
position: absolute;
width: 100px;
height: 100px;
top: 70%;
left: 55%;
transform: rotate(10deg);
opacity: 0.8;
z-index: 1;
}
.four {
position: absolute;
width: 150px;
height: 150px;
top: 95%;
left: 68%;
transform: rotate(-10deg);
opacity: 0.8;
z-index: 1;
}
.eleven-2 {
position: absolute;
width: 150px;
height: 150px;
top: 90%;
left: 68%;
transform: rotate(12deg);
opacity: 0.8;
z-index: 1;
}
```

had to manually coded each number design to get the messy placements i want in sect. 1

```
.seven {
position: absolute;
width: 150px;
height: 150px;
top: 38%;
left: 28%;
transform: rotate(20deg);
opacity: 0.8;
z-index: 1;
}
.six {
position: absolute;
width: 110px;
height: 110px;
top: 46%;
left: 32%;
transform: rotate(-20deg);
opacity: 0.8;
z-index: 1;
}
.eleven {
position: absolute;
width: 150px;
height: 150px;
top: 65%;
left: 38%;
transform: rotate(-7deg);
opacity: 0.8;
z-index: 1;
}
.five {
position: absolute;
width: 200px;
height: 200px;
top: 70%;
left: 45%;
transform: rotate(18deg);
opacity: 0.8;
z-index: 1;
}
.nine {
position: absolute;
width: 150px;
height: 150px;
top: 120%;
left: 0%;
transform: rotate(-5deg);
opacity: 0.8;
z-index: 1;
}
.ten {
position: absolute;
width: 150px;
height: 150px;
top: 120%;
left: 50%;
transform: rotate(5deg);
opacity: 0.88;
z-index: 2;
}
.thirty-two {
position: absolute;
width: 150px;
height: 150px;
top: 270%;
left: 50%;
transform: translateX(-50%);
font-size: 2.2rem;
color: black;
text-align: center;
z-index: 3;
}
.lastline1 {
position: absolute;
top: 270%;
left: 50%;
transform: translateX(-50%);
font-size: 2.2rem;
color: black;
text-align: center;
z-index: 3;
}
.discharge-line {
position: absolute;
color: antiquewhite;
top: 270%;
left: 25%;
text-align: center;
margin-top: 4rem;
font-size: 3rem;
font-weight: bold;
font-family: 'Special Elite', monospace;
display: flex;
flex-wrap: wrap;
justify-content: center;
gap: 1rem;
filter: blur(1px);
transition: filter 0.6s ease;
}
.dis-word {
opacity: 0.2;
transform: translateY(5px) rotate(-1deg);
text-shadow: 0 0 3px #ff0000, 0 0 6px #660000;
transition: opacity 0.6s ease, transform 0.4s ease, text-shadow 0.5s ease;
cursor: default;
}
```

```
.bootprint {
position: absolute;
width: 300px;
height: 300px;
background-image: url('assets/bootprint2.svg');
background-size: cover;
background-position: center;
background-repeat: no-repeat;
filter: brightness(0.95) grayscale(0.1);
transform: translateX(0) translateY(0) scale(1) rotate(0deg);
opacity: 1;
z-index: 20;
}
.bootprint-1 { top: 180%; left: 3%; }
.bootprint-2 { top: 200%; left: 25%; rotate: 10deg; }
.bootprint-3 { top: 180%; left: 50%; rotate: -10deg; }
.bootprint-4 { top: 200%; left: 78%; rotate: 15deg; }
.boots-walking .bootprint {
animation: stomp-march 2.2s cubic-bezier(0.4, 0, 0.2, 1) infinite;
animation-timing-function: steps(1.5, end);
}
.boots-walking .bootprint-2 { animation-delay: 0.1s; }
.boots-walking .bootprint-3 { animation-delay: 0.2s; }
.boots-walking .bootprint-4 { animation-delay: 0.4s; }
```

```
@keyframes stomp-march {
0% {
transform: translateX(0vw) translateY(0) scale(1) rotate(0deg);
opacity: 1;
filter: brightness(0.95) grayscale(0.1);
}
10% {
transform: translateX(5vw) translateY(-18px) scale(1.08) rotate(-4deg);
opacity: 1;
filter: brightness(1.1) grayscale(0.05);
}
20% {
transform: translateX(10vw) translateY(0) scale(1) rotate(2deg);
opacity: 0.95;
filter: brightness(0.95) grayscale(0.1);
}
30% {
transform: translateX(18vw) translateY(-22px) scale(1.12) rotate(3deg);
opacity: 1;
filter: brightness(1.15) grayscale(0);
}
40% {
transform: translateX(25vw) translateY(0) scale(1) rotate(-2deg);
opacity: 0.92;
filter: brightness(0.95) grayscale(0.1);
}
50% {
transform: translateX(33vw) translateY(-20px) scale(1.09) rotate(-5deg);
opacity: 1;
filter: brightness(1.1) grayscale(0.05);
}
60% {
transform: translateX(40vw) translateY(0) scale(1) rotate(2deg);
opacity: 0.9;
filter: brightness(0.95) grayscale(0.1);
}
70% {
transform: translateX(50vw) translateY(-18px) scale(1.07) rotate(4deg);
opacity: 1;
filter: brightness(1.1) grayscale(0.05);
}
}
```

```
.lastline1 {
position: absolute;
top: 270%;
left: 50%;
transform: translateX(-50%);
font-size: 2.2rem;
color: black;
text-align: center;
z-index: 3;
}
.discharge-line {
position: absolute;
color: antiquewhite;
top: 270%;
left: 25%;
text-align: center;
margin-top: 4rem;
font-size: 3rem;
font-weight: bold;
font-family: 'Special Elite', monospace;
display: flex;
flex-wrap: wrap;
justify-content: center;
gap: 1rem;
filter: blur(1px);
transition: filter 0.6s ease;
}
.dis-word {
opacity: 0.2;
transform: translateY(5px) rotate(-1deg);
text-shadow: 0 0 3px #ff0000, 0 0 6px #660000;
transition: opacity 0.6s ease, transform 0.4s ease, text-shadow 0.5s ease;
cursor: default;
}
```

hover glow effect of discharge line

section 2

animation  
of boots  
waling  
across the  
screen

# coding - html / css

```

<div class="dont-eyes">
  
  
  
  
</div>

<div class="look-right-stack">
  <span class="grunge-text">look</span>
  <span class="grunge-text">at</span>
  <span class="grunge-text">what's</span>
  <span class="grunge-text">in</span>
  <span class="grunge-text">front</span>
  <span class="grunge-text">of</span>
  <span class="grunge-text">you.</span>
</div>

<div class="madness-section">
  <div class="fragment men-frag men-1">Men</div>
  <div class="fragment men-frag men-2">men</div>
  <div class="fragment men-frag men-3">men</div>
  <div class="fragment men-frag men-4">men</div>
  <div class="fragment men-frag men-5">men</div>

  <div class="fragment line-frag stagger-1">go</div>
  <div class="fragment line-frag stagger-2">mad</div>
  <div class="fragment line-frag stagger-3">with</div>
  <div class="fragment line-frag stagger-4">watchin'</div>
  <div class="fragment line-frag stagger-5">em</div>
<div id="screamoJump" class="screamo-jumpscares">
  
</div>

```

## sect. 2

```

<svg
  class="discharge-echo echo-1"
  viewBox="0 0 600 200"
  xmlns="http://www.w3.org/2000/svg"
>
  <defs><path id="arcPath1" d="M 50 150 Q 300 200 550 150" /></defs>
  <text>
    <textPath href="#arcPath1" startOffset="50%" text-anchor="middle">
      And there's no discharge in the war!
    </textPath>
  </text>
</svg>

<svg
  class="discharge-echo echo-2"
  viewBox="0 0 600 200"
  xmlns="http://www.w3.org/2000/svg"
>
  <defs><path id="arcPath2" d="M 50 150 Q 300 50 550 150" /></defs>
  <text>
    <textPath href="#arcPath2" startOffset="50%" text-anchor="middle">
      And there's no discharge in the war!
    </textPath>
  </text>
</svg>

<svg
  class="discharge-echo echo-3"
  viewBox="0 0 600 200"
  xmlns="http://www.w3.org/2000/svg"
>
  <defs><path id="arcPath3" d="M 50 150 Q 300 80 550 150" /></defs>
  <text>
    <textPath href="#arcPath3" startOffset="50%" text-anchor="middle">
      And there's no discharge in the war!
    </textPath>
  </text>
</svg>

```

```

.madness-section {
  position: absolute;
  top: 30%;
  left: 30%;
  transform: translateX(-50%);
  display: flex;
  flex-direction: column;
  gap: 2rem;
  z-index: 10;
  pointer-events: none;
}

.dont-eyes {
  position: absolute;
  top: 30%;
  left: 30%;
  transform: translateX(-50%);
  display: flex;
  flex-direction: column;
  gap: 2rem;
  z-index: 10;
  pointer-events: none;
}

.dont-eye {
  position: relative;
  opacity: 0.95;
  transition: transform 0.5s ease, filter 0.5s ease;
  transform-origin: center;
  filter: contrast(140%) brightness(90%);
}

.eyes-1 {
  width: 200px;
  transform: scale(1) rotate(-2deg);
}

.eyes-2 {
  width: 220px;
  transform: scale(1.2) rotate(4deg) skewY(-2deg);
  filter: contrast(160%) brightness(85%);
}

.eyes-3 {
  width: 260px;
  transform: scale(1.4) rotate(-6deg) skew(2deg, 3deg);
  filter: blur(0.5px) contrast(180%) brightness(80%);
}

.eyes-4 {
  width: 300px;
  transform: scale(1.7) rotate(8deg) skewX(8deg);
  filter: blur(0.7px) contrast(200%) brightness(70%) hue-rotate(10deg);
}

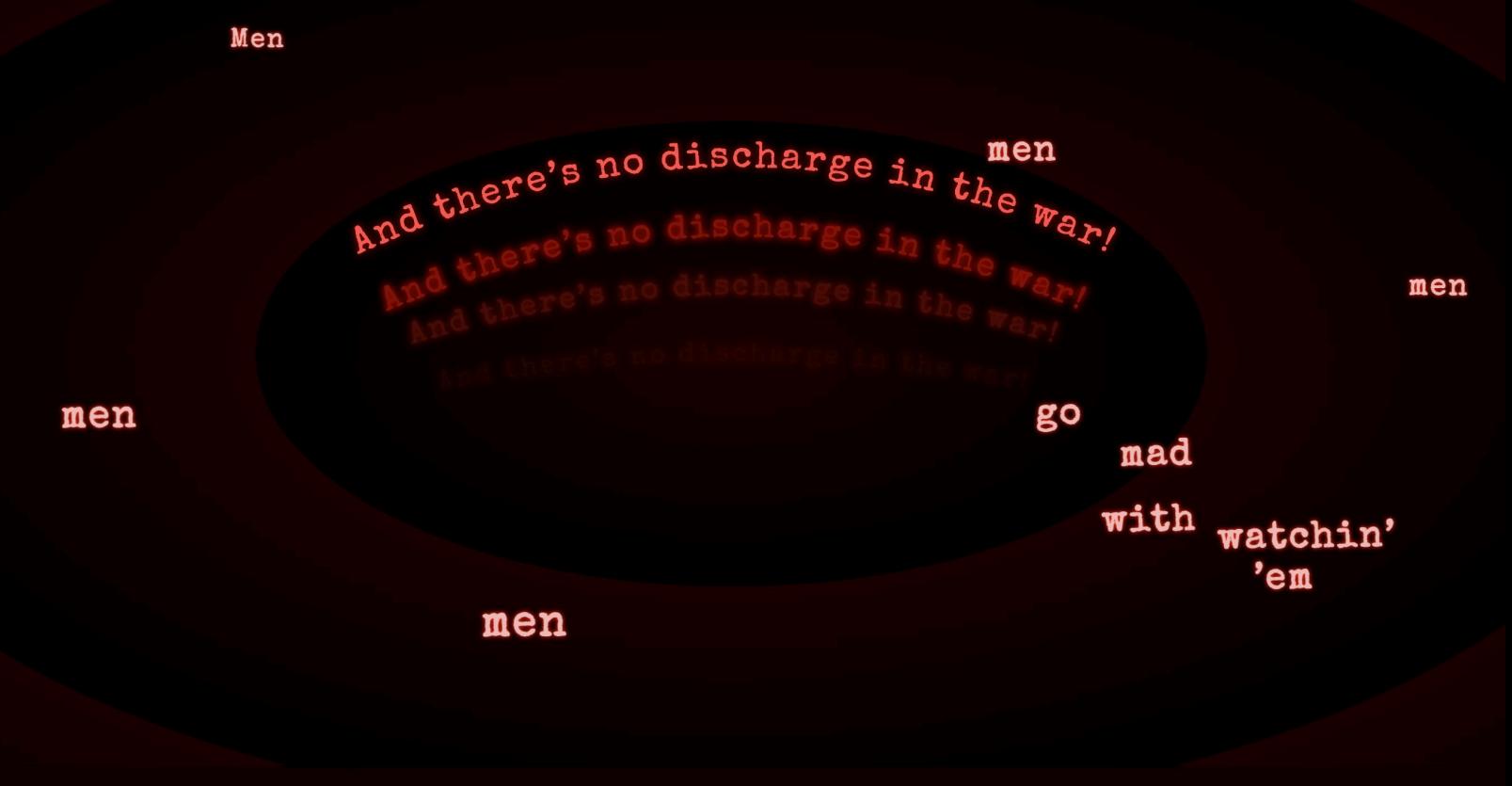
.fragment {
  position: absolute;
  font-weight: bold;
  color: #e6e6fa;
  text-shadow: 0 0 2px #ff0000;
  user-select: none;
  pointer-events: none;
}

/* Random scattered positions for "men" words */
.men-1 { top: 10%; left: 20%; font-size: 1.5rem; animation: twitch 1.2s infinite; }
.men-2 { top: 23%; left: 65%; font-size: 2rem; animation: twitch 1s infinite; }
.men-3 { top: 40%; left: 90%; font-size: 1.7rem; animation: twitch 1.1s infinite; }
.men-4 { top: 55%; left: 10%; font-size: 2.2rem; animation: twitch 0.9s infinite; }
.men-5 { top: 80%; left: 35%; font-size: 2.5rem; animation: twitch 1.05s infinite; }

@keyframes background-glitch {
  0% { background-position: 0 0; filter: hue-rotate(0deg); }
  50% { background-position: 5px 5px; filter: hue-rotate(-10deg) saturate(1.4); }
  100% { background-position: -5px -5px; filter: hue-rotate(5deg) saturate(1.2); }
}

```

i tried crafted the spiral background w coding by using circle gradients so i can control it better it worked surprisingly well



learning to add the bend text effect was a long while i use the arc path available Scalable Vector Graphics (SVG) 2 and not designing it in figma cuz i want to have an easier access if i want to change it later

# coding - html / css

```

<div class="scene">
  <div class="moving-shadow"></div>
  <div class="texture-overlay"></div>

  <div class="content">
    <div id="bullets-container"></div>
    <div class="bullet-launcher">
      
    </div>

    <div class="bullet-trail">
      
      
      
      
    </div>
  </div>
<div class="bandolier-line" id="bandolierLine">
  the bullets in the bandolier
</div>

```

```

#awm {
  position: absolute;
  top: 55%;
  left: 10%;
  transform: translateY(-50%) rotate(-3deg);
  width: 52w;
  cursor: crosshair;
  transition: transform 0.3s ease;
  z-index: 10;
  filter: brightness(1.15) contrast(1.2) grayscale(10%) hue-rotate(-10deg);
  mix-blend-mode: screen;
}

#awm:hover {
  filter: brightness(1.4) contrast(1.5) hue-rotate(10deg)
  drop-shadow(0 0 6px #d40000);
  animation: ghost-recoil 0.3s steps(2, end) infinite;
}

#awm.moved:hover {
  filter: none;
  animation: none;
  cursor: default;
}

#awm.moved.step1 {
  transition: transform 0.8s ease-out;
  transform: scale(1.8) rotate(-2deg);
}

#awm.moved.step2 {
  transition: transform 1.2s ease-in-out;
  transform: scale(1.8) translateX(-30vw) rotate(-2deg);
}

#awm:hover:not(.moved) {
  filter: brightness(1.4) contrast(1.5) hue-rotate(10deg)
  drop-shadow(0 0 6px #d40000);
  animation: ghost-recoil 0.3s steps(2, end) infinite;
}

```

## section 4

```

.scene {
  position: absolute;
  top: 120vh;
  width: 100w;
  height: 200vh;
  overflow: hidden;
  background: linear-gradient(rgba(10000, 0, 0, 0.3), #220000 60%, #10000);
  background-attachment: fixed;
  z-index: 1;
}

.moving-shadow {
  position: fixed;
  top: 0;
  left: 0;
  width: 100w;
  height: 100vh;
  pointer-events: none;
  z-index: 8;
  background: radial-gradient(
    ellipse at center,
    rgba(255, 0, 0, 0.03) 10%,
    transparent 70%
  );
  animation: bleed-pulse 12s ease-in-out infinite;
}

.texture-overlay {
  position: fixed;
  top: 0;
  left: 0;
  width: 100w;
  height: 100vh;
  background-image: repeating-radial-gradient(
    circle at 50% 50%,
    transparent 0px,
    transparent 5px,
    #ff0000 5px,
    #ff0000 10px
  );
  mix-blend-mode: overlay;
  opacity: 0.05;
  animation: texture-glide 40s linear infinite;
}

```

```

.bandolier-line {
  position: absolute;
  top: 1370%;
  left: 100%;
  transform: translateX(-50%);
  width: 100w;
  height: auto;
  font-size: 2.5rem;
  color: #ffcccc;
  z-index: 30;
  text-shadow:
    0 0 3px #f00,
    0 0 6px #900,
    0 0 12px #600;
  opacity: 0.7;
  transition:
    opacity 0.4s ease,
    text-shadow 0.4s ease;
}

.bandolier-line:hover {
  opacity: 1;
  text-shadow:
    0 0 8px #ff3333,
    0 0 18px #ff0000,
    0 0 32px #aa0000,
    0 0 48px #ff6666;
}

```

```

.shard {
  --angle: 0deg;
  color: #ffffdd;
  text-shadow:
    0 0 3px #f00,
    1px 1px 1px #800;
  animation: fractureJitter 1.5s infinite ease-in-out alternate;
  transition: transform 0.4s ease, text-shadow 0.3s ease;
}

.moving-shadow {
  position: relative;
  z-index: 15;
  width: 100w;
  height: 100vh;
  pointer-events: none;
  z-index: 8;
  background: radial-gradient(
    ellipse at center,
    rgba(255, 0, 0, 0.03) 10%,
    transparent 70%
  );
  animation: bleed-pulse 12s ease-in-out infinite;
}

.shard-1 {
  font-size: 2.5rem;
}

.shard-2 {
  font-size: 3rem;
  --angle: -2deg;
}

.shard3 {
  font-size: 1rem;
  --angle: 2deg;
}

.shard-4 {
  font-size: 4.5rem;
}

/* Madness hover effect */
.blood-drip-text:hover {
  color: #fb0;
  transform: scale(1.7) rotate(calc(var(--angle) + 8deg));
  text-shadow:
    0 0 5px #900,
    0 0 15px #c00,
    0 0 30px #f00;
  animation: madnessPulse 0.5s ease alternate infinite;
}

```

```

/* Bloody drip retained */
.blood-drip-text:hover::before,
.blood-drip-text:hover::after {
  content: '';
  position: absolute;
  bottom: 0;
  width: 10px;
  height: 10px;
  background: radial-gradient(circle at 50% 30%, #a00 0%, #300 100%);
  border-radius: 50%;
  animation: bleedDrop 1.4s ease-in-out forwards;
  z-index: -1;
  opacity: 0.85;
  filter: drop-shadow(0 2px 2px #400);
}

.blood-drip-text:hover::before {
  left: 30%;
  animation-delay: 0s;
}

.blood-drip-text:hover::after {
  left: 50%;
  animation-delay: 0.2s;
}

@keyframes bleedDrop {
  0% { transform: translateY(0) scale(1); opacity: 0.8; }
  30% { transform: translateY(10px) scale(1.2, 0.8); }
  60% { transform: translateY(25px) scale(1, 1.2); }
  100% { transform: translateY(40px) scale(0.9, 1.4); opacity: 0; }
}

@keyframes fractureJitter {
  0% { transform: rotate(var(--angle)) translateY(0); }
  100% { transform: rotate(calc(var(--angle) + 2deg)) translateY(-3px); }
}

```

```

</div>
<div class="fracture-discharge">
  <p><span class="shard shard-1 blood-drip-text">Oh--</span></p>
  <p><span class="shard shard-1 blood-drip-text">my--</span></p>
  <p><span class="shard shard-2 blood-drip-text">God--</span></p>
  <p><span class="shard shard-2 blood-drip-text">keep--</span></p>
  <p><span class="shard shard-3 blood-drip-text">me--</span></p>
  <p><span class="shard shard-3 blood-drip-text">from--</span></p>
  <p><span class="shard shard-3 blood-drip-text">goin'</span></p>
  <p><span class="shard shard-4 blood-drip-text">LUNATIC!</span></p>
</div>
<div class="side-text left-flicker">
  <div>BOOTS... BOOTS... BOOTS....</div>
  <div>BOOTS... BOOTS...</div>
  <div>BOOTS... BOOTS... BOOTS... BOOTS</div>
  <div>boots... boots...</div>
</div>
<div class="side-text right-flicker">
  <div>and there's no discharge in the war</div>
  <div>no discharge in the war</div>
  <div>and there's no discharge...</div>
  <div>and there's no discharge IN THE WAR</div>
</div>
<div class="hands">
  
  
  
</div>

```

```

.side-text {
  position: absolute;
  top: 0;
  height: 100%;
  width: 5w;
  overflow: hidden;
  display: flex;
  flex-direction: column;
  justify-content: space-around;
  font-size: 1rem;
  pointer-events: none;
  z-index: 20;
}

.left-flicker {
  left: 0%;
  color: #ff3333;
  text-align: left;
  animation: scrollLeft 4s linear infinite;
}

.right-flicker {
  right: 0%;
  color: #ff3333;
  text-align: right;
  animation: scrollRight 4s linear infinite;
}

.left-flicker div, .right-flicker div {
  text-shadow: 0 0 4px #f00, 0 0 12px #000;
  opacity: 0.75;
  animation: flickerText 2.2s infinite alternate;
}

@keyframes scrollLeft {
  0% { transform: translateY(0); }
  100% { transform: translateY(-100%); }
}

```

## section

3

# coding - js

self learning javascript was a long painful process that took up most of the time to be honest but it was fun learning new things and being able to apply it to my project.

i learned it through crash courses, youtube videos for specific effects (and occasionally ChatGPT for even more specific interactions).

<https://www.w3resource.com/course/javascript-course.html#11> (main one)

```
<script>
  window.addEventListener("DOMContentLoaded", () => {
    const cover = document.getElementById("interactiveEyeCover");
    const closed = document.getElementById("interactiveClosedEye");
    const open = document.getElementById("interactiveOpenEye");
    const bootsGrid = document.getElementById("bootsGrid");
    const blackOverlay = document.getElementById("blackOverlay");

    closed.addEventListener("click", () => {
      closed.classList.add("hidden");
      open.classList.remove("hidden");
      blackOverlay.classList.add("show");

      setTimeout(() => {
        blackOverlay.classList.add("fade-out");
      }, 2800); // After overlay + boots in motion
      setTimeout(() => {
        cover.style.opacity = "0";
        bootsGrid.classList.remove("hidden");
        bootsGrid.classList.add("show");
      }, 1200);

      setTimeout(() => {
        cover.style.display = "none";
      }, 2200);
    });
  });

  click to open closed eyes
  interaction (sect. 2)
</script>
```

```
<script>
  awm.addEventListener("click", () => {
    awm.classList.add("moved", "step1");

    setTimeout(() => {
      awm.classList.remove("step1");
      awm.classList.add("step2");
    }, 800);
  });
</script>
<div class="parallax-reveal" id="reveal-section"></div>

<script type="module">
  import * as THREE from "https://cdn.skypack.dev/three@0.152.2";

  let scene, camera, renderer, uniforms;
  const mouse = new THREE.Vector2(0.5, 0.5);
  const container = document.getElementById("reveal-section");

  init();

  function init() {
    scene = new THREE.Scene();
    camera = new THREE.OrthographicCamera(-1, 1, 1, -1, 0, 1);

    renderer = new THREE.WebGLRenderer({ antialias: true, alpha: true });
    renderer.setSize(window.innerWidth, window.innerHeight);
    container.appendChild(renderer.domElement);

    const loader = new THREE.TextureLoader();
    const baseTex = loader.load("assets/try.svg");
    const revealTex = loader.load("assets/trytothinkofst.svg");

    uniforms = {
      u_base: { value: baseTex },
      u_reveal: { value: revealTex },
      u_mouse: { value: new THREE.Vector2(0.5, 0.5) },
      u_resolution: { value: window.innerWidth * window.innerHeight }
    };
  }

  const material = new THREE.ShaderMaterial({
    uniforms,
    vertexShader: `void main() {
      gl_Position = vec4(position, 1.0);
    }`,
    fragmentShader: `precision mediump float;
    uniform sampler2D u_base;
    uniform sampler2D u_reveal;
    uniform vec2 u_mouse;
    uniform vec2 u_resolution;
    uniform float u_time;

    void main() {
      vec2 uv = gl_FragCoord.xy / u_resolution;
      float d = distance(uv, u_mouse);
      float ripple = sin(15.0 * d - u_time * 3.0);
      float mask = smoothstep(0.3, 0.0, d + ripple * 0.03);

      vec4 base = texture2D(u_base, uv);
      vec4 reveal = texture2D(u_reveal, uv);
      gl_FragColor = mix(base, reveal, mask);
    }
  };
</script>

const plane = new THREE.PlaneGeometry(2, 2);
const mesh = new THREE.Mesh(plane, material);
scene.add(mesh);

window.addEventListener("mousemove", (e) => {
  mouse.x = e.clientX / window.innerWidth;
  mouse.y = 1.0 - e.clientY / window.innerHeight;
  uniforms.u_mouse.value.set(mouse.x, mouse.y);
});

window.addEventListener("resize", () => {
  renderer.setSize(window.innerWidth, window.innerHeight);
  uniforms.u_resolution.value.set(
    window.innerWidth,
    window.innerHeight
);
});

animate();

function animate(t) {
  uniforms.u_time.value = t * 0.001;
  requestAnimationFrame(animate);
  renderer.render(scene, camera);
}
</script>
```

this took WAYYY too long from studying the three.js system to actually applying it then to getting it right but it was so satisfying when i actually get it for the 3D hover reveal (sect. 3)

```
<script>
  const awm = document.getElementById("awm");
  const bullets = document.querySelectorAll(".bullet");

  let bulletCount = 0;

  awm.addEventListener("click", () => {
    if (bulletCount >= 4) return;

    const bullet = bullets[bulletCount];
    bullet.classList.add("fired");

    setTimeout(() => {
      bullet.classList.remove("fired");
      bullet.classList.add("placed");
    }, 1000);
    bulletCount++;
  });
</script>
<script>
  const gun = document.getElementById("awm");
  const bulletContainer = document.getElementById("bullets-container");

  const landingSlots = [
    { left: "45%" },
    { left: "58%" },
    { left: "69%" },
    { left: "83%" }
  ];

  let hasFired = false;

  gun.addEventListener("click", () => {
    if (hasFired) return;
    hasFired = true;

    for (let i = 0; i < 4; i++) {
      const bullet = document.createElement("img");
      bullet.src = "assets/bullet.svg";
      bullet.classList.add("bullet");
      bulletContainer.appendChild(bullet);

      bullet.style.top = "60%";
      bullet.style.left = "20%";

      setTimeout(() => {
        bullet.classList.add("visible");
      }, 1000);
      bulletCount++;
    }
  });
</script>
```

click to fire the bullet from the gun (sect. 4)

```
<script>
  const bootsScene = document.getElementById("finalBootsScene");
  const bootImageSrc = "assets/bootprint2.svg";
  let bootIdCounter = 0;

  bootsScene.addEventListener("mousemove", (e) => {
    if (bootsScene._lastBoot && Date.now() - bootsScene._lastBoot < 30)
      return;
    bootsScene._lastBoot = Date.now();

    const boot = document.createElement("img");
    boot.src = bootImageSrc;
    boot.classList.add("floating-boot");

    const angle = Math.floor(Math.random() * 360) + "deg";
    const scale = 0.7 + Math.random() * 0.8;
    const opacity = 0.25 + Math.random() * 0.35;

    const offsetX = (Math.random() - 0.5) * 60;
    const offsetY = (Math.random() - 0.5) * 60;
    const x = e.clientX + offsetX;
    const y = e.clientY + offsetY;

    boot.style.position = "absolute";
    boot.style.left = `${x}px`;
    boot.style.top = `${y}px`;
    boot.style.transform = `rotate(${angle}) scale(${scale})`;
    boot.style.opacity = opacity;
    boot.style.pointerEvents = "none";
    boot.style.filter = "blur(1.5px) drop-shadow(0 0 8px #0008)";
    boot.style.transition = "opacity 2.2s cubic-bezier(.4,.0,.2,.1)";

    boot.style.zIndex = 5;
    boot.id = `boot-${bootIdCounter++}`;

    bootsScene.appendChild(boot);
  });

  setTimeout(() => {
```

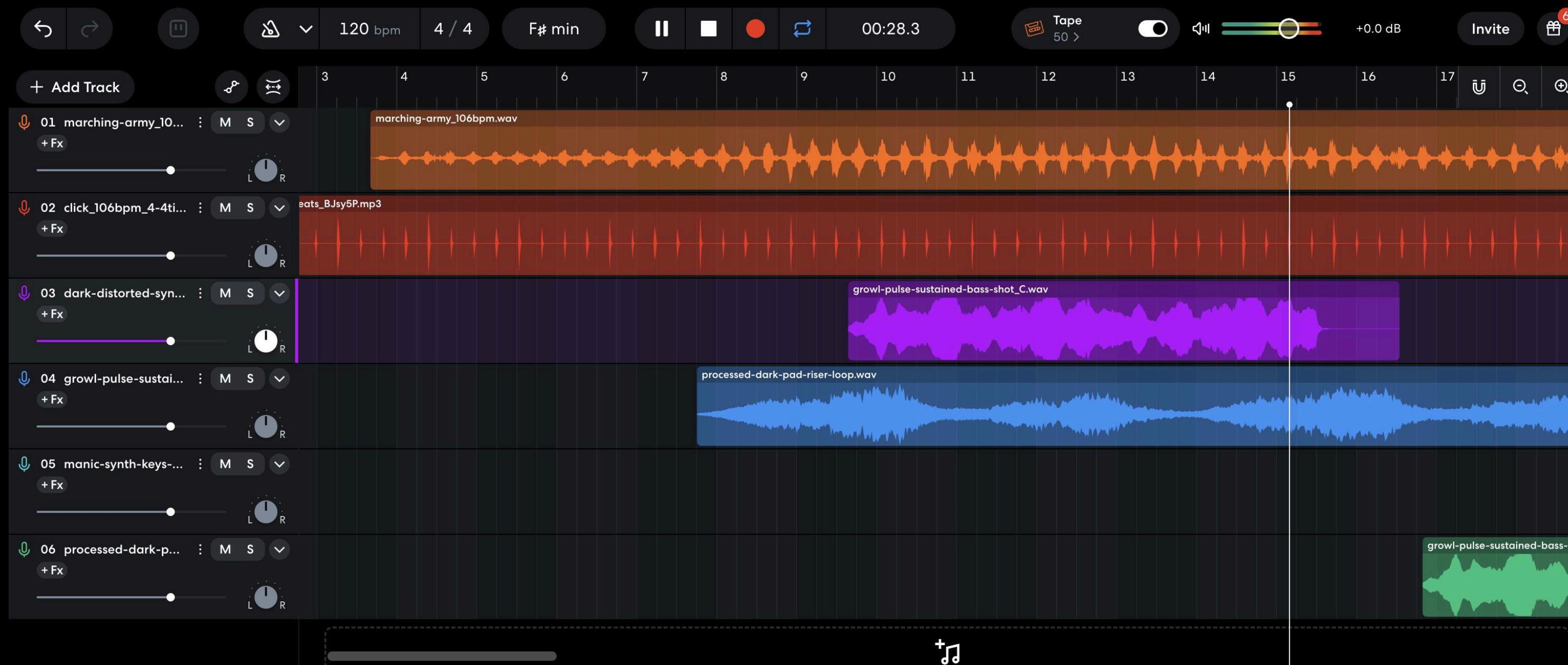
just had to get my math skills back cuz i want to create a speacial thing for the last part

# bootprint following the user throughout the webpage

```
#ghostBoot {  
  position: fixed;  
  top: 0;  
  left: 0;  
  width: 100px;  
  height: 100px;  
  background: url('assets/boots4.svg') no-repeat center center;  
  background-size: contain;  
  pointer-events: none;  
  opacity: 0.25;  
  z-index: 15;  
  mix-blend-mode: lighten;  
  transition: transform 0.05s linear;  
}
```

```
<script>  
  const ghostBoot = document.getElementById("ghostBoot");  
  
  document.addEventListener("mousemove", (e) => {  
    ghostBoot.style.transform = `translate(${e.clientX}px, ${e.clientY}px)`;  
  });  
  const angle = Math.random() * 360;  
  ghostBoot.style.transform = `translate(${e.clientX}px, ${e.clientY}px) rotate(${angle}deg)`;  
</script>
```

# sound effects



editing sounds (from free-stock sounds)

```

<script>
window.addEventListener("DOMContentLoaded", () => {
  const bootAudio = document.getElementById("bootAudio");
  const soundToggle = document.getElementById("soundToggle");
  const bootTrigger = document.getElementById("bootTrigger");
  const launchCheckbox = document.getElementById("launch");

  let soundEnabled = true;

  soundToggle.addEventListener("click", () => {
    soundEnabled = !soundEnabled;
    soundToggle.textContent = soundEnabled ? "Sound: ON" : "Sound: OFF";
  });

  bootTrigger.addEventListener("click", (e) => {
    e.preventDefault();
    launchCheckbox.checked = true;

    if (!soundEnabled) return;

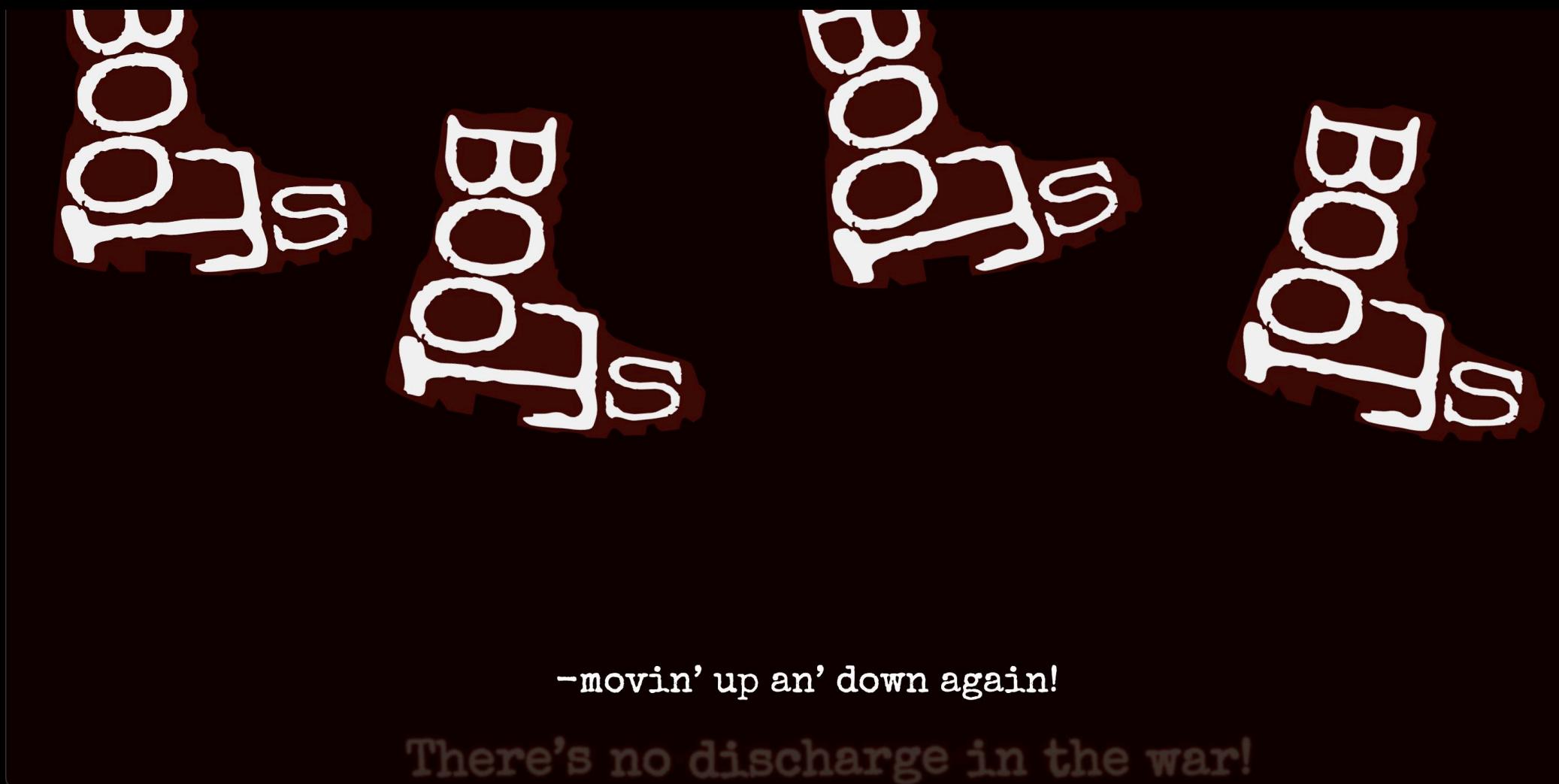
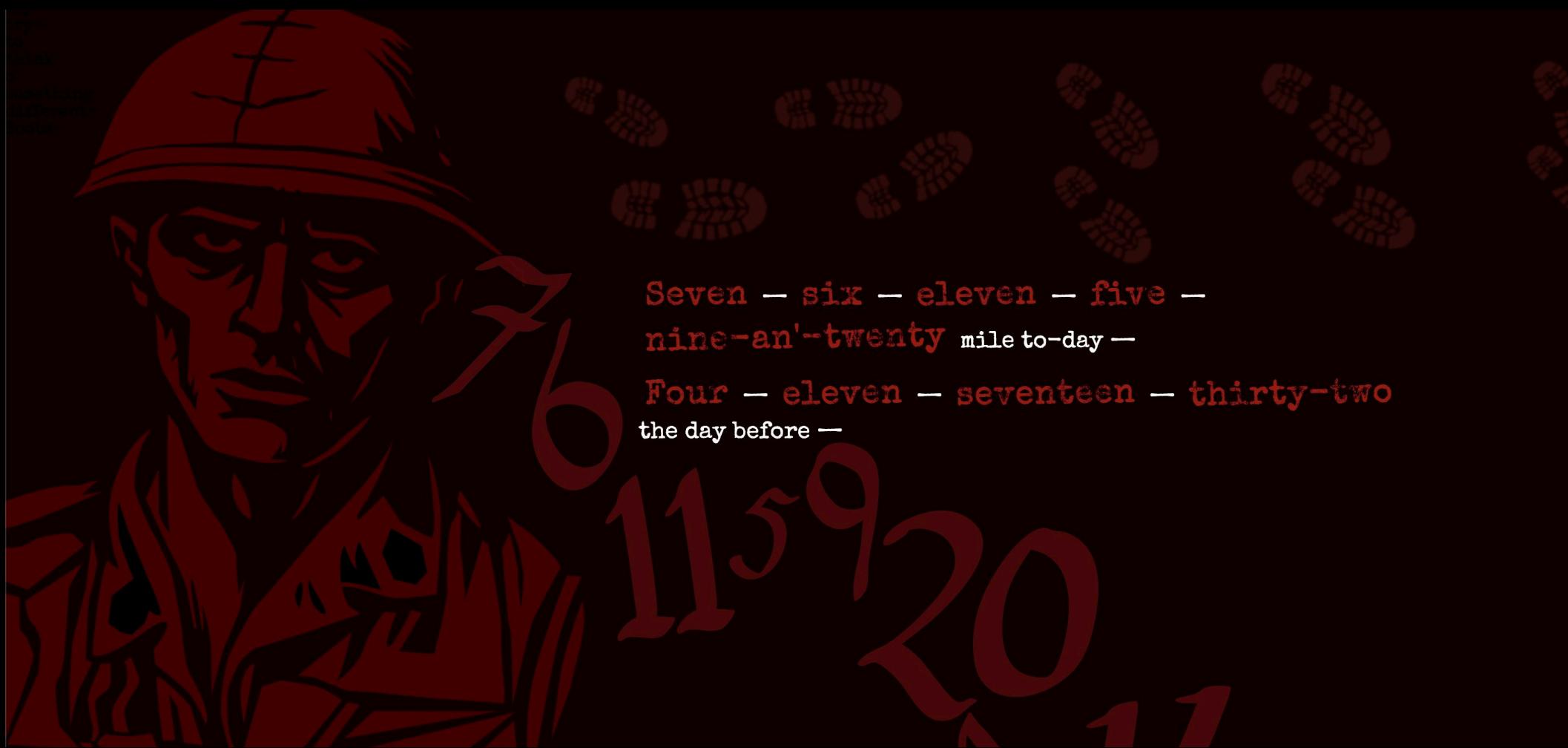
    try {
      bootAudio.pause();
      bootAudio.currentTime = 0;

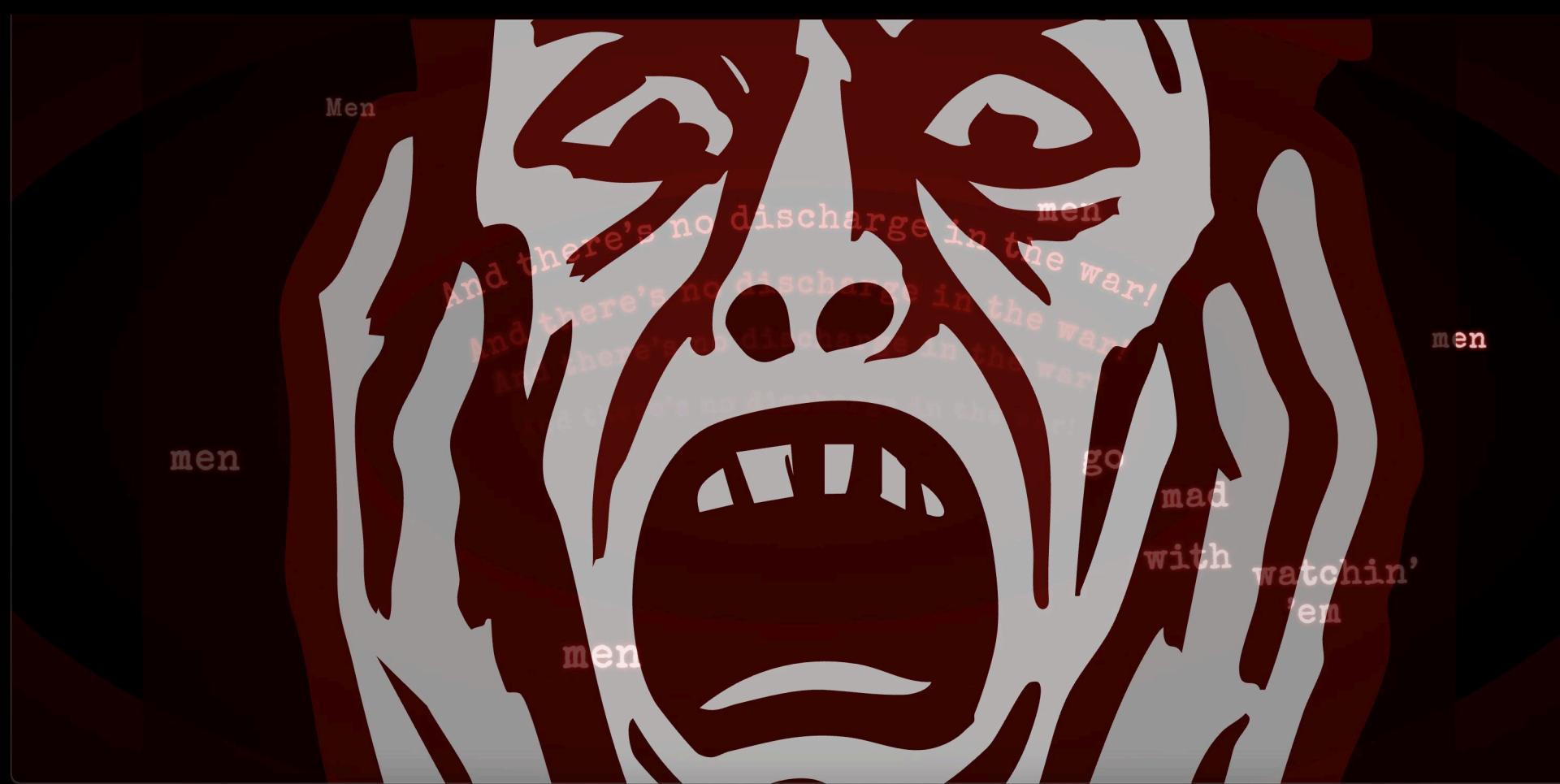
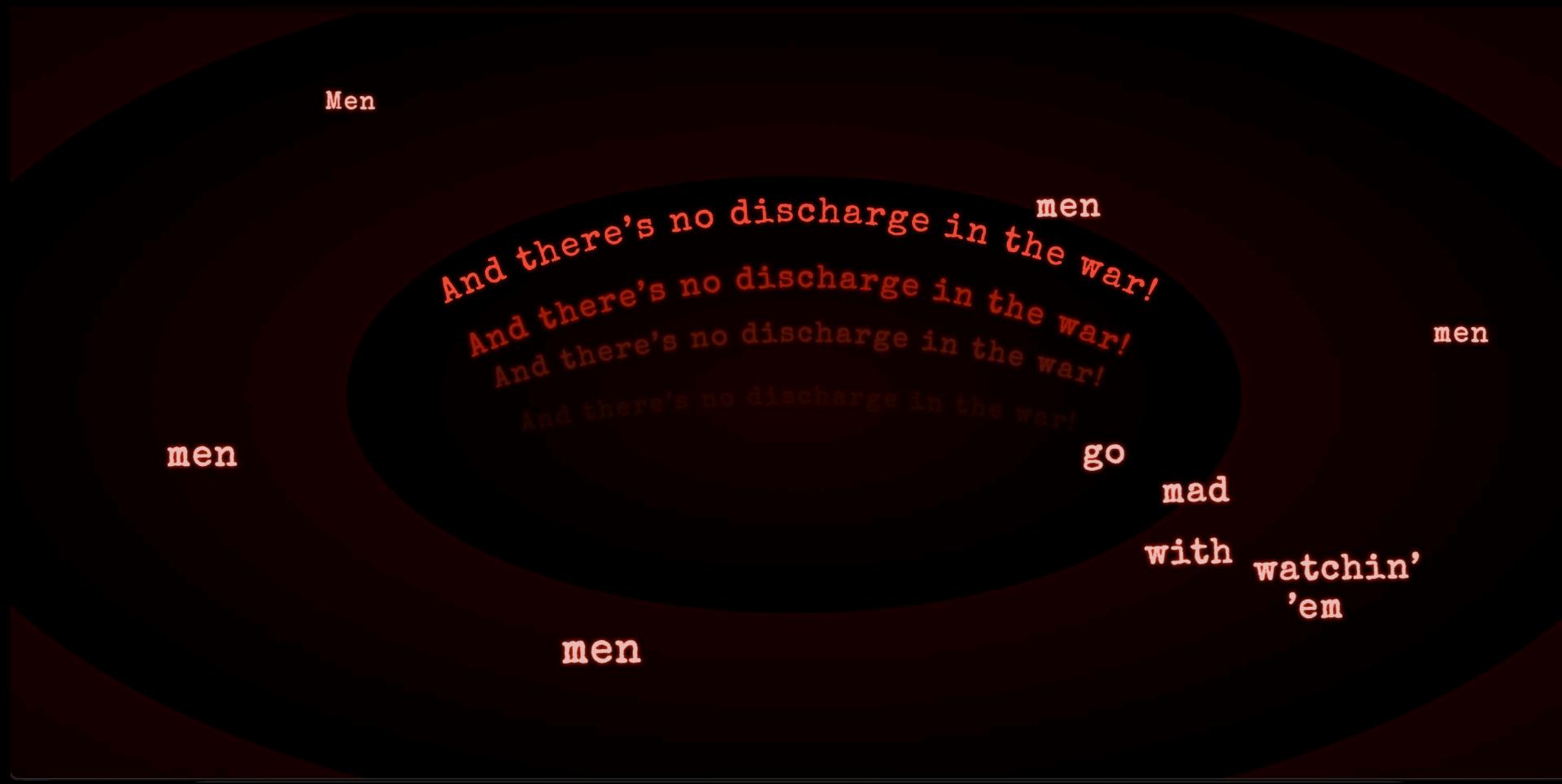
      const playPromise = bootAudio.play();
      if (playPromise != undefined) {
        playPromise
          .then(() => [
            console.log("Sound playing successfully"),
          ])
          .catch((err) => {
            console.warn(`Sound play error: ${err}`);
          });
      }
    } catch (err) {
      console.error(`Error: ${err}`);
    }
  });
});

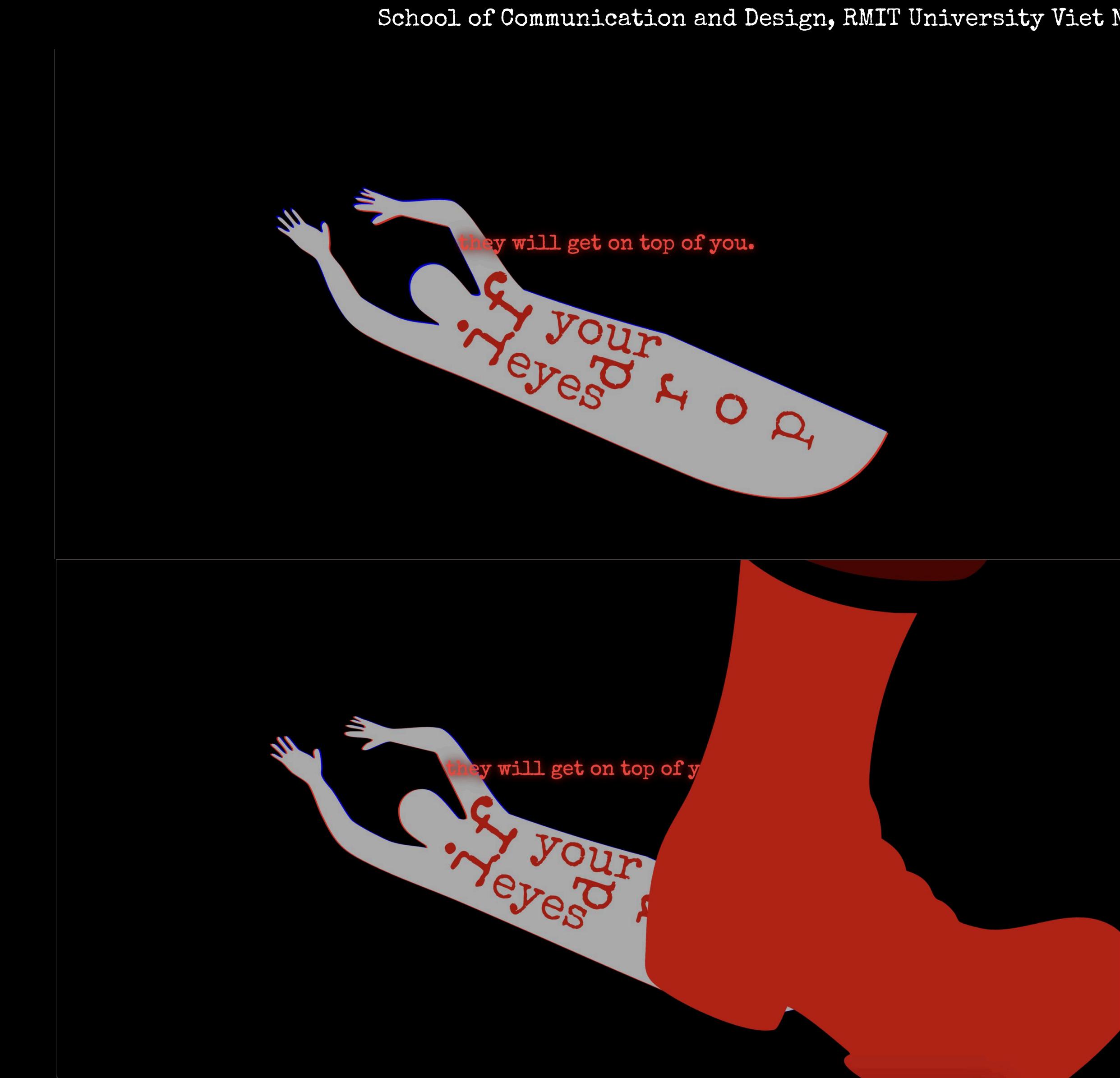
```

code for sound  
toggle / launch

final visuals







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# references