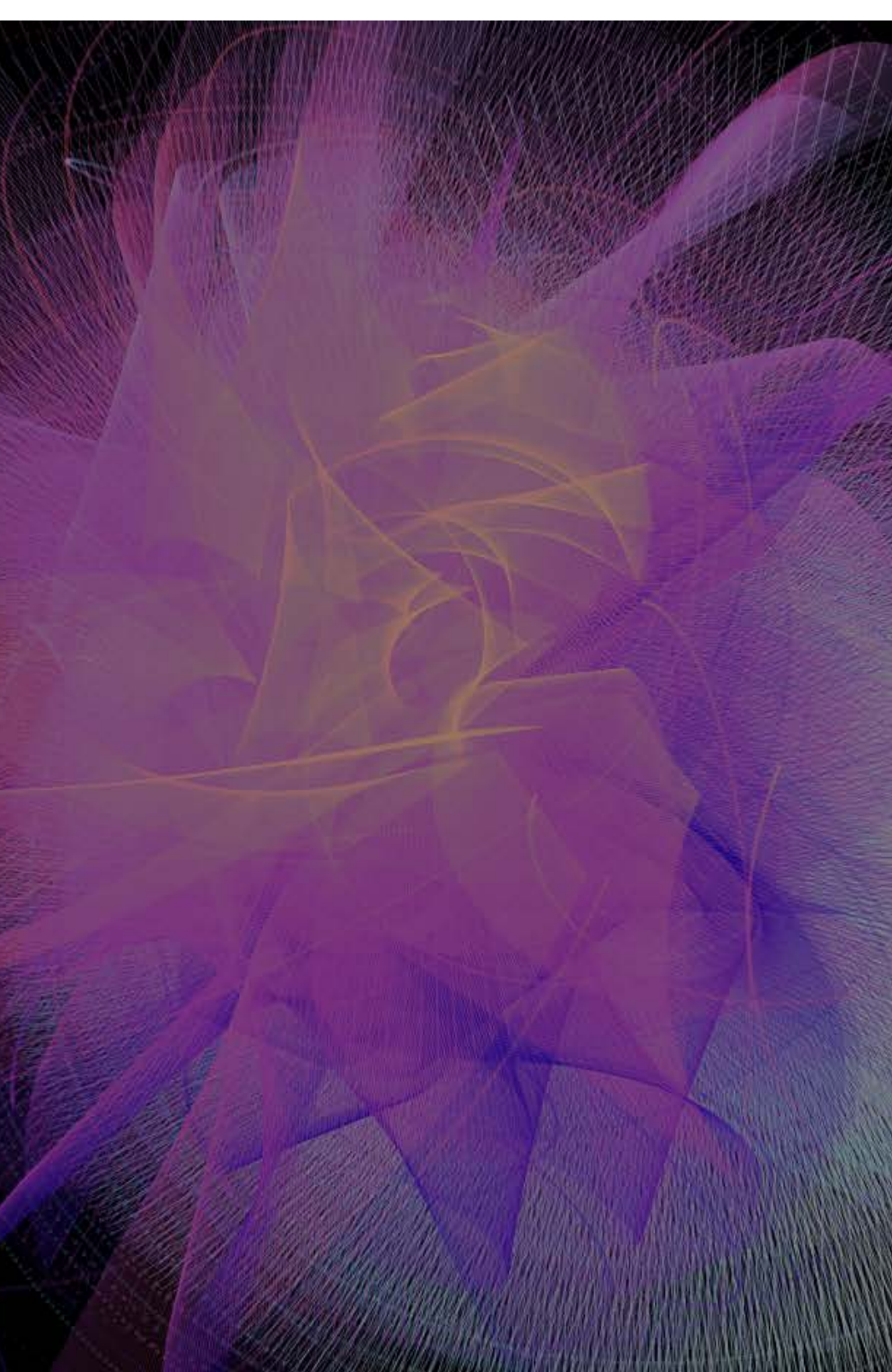




ANIMATING ON THE WEB IN A POST-FLASH WORLD

2016 Edition





ABOUT THIS TALK

- Web Animation
- Dynamic
- Interactive
- Random
- Non-Flash
- Will post PDF of this presentation at:
<http://kusio.net/webanim/>

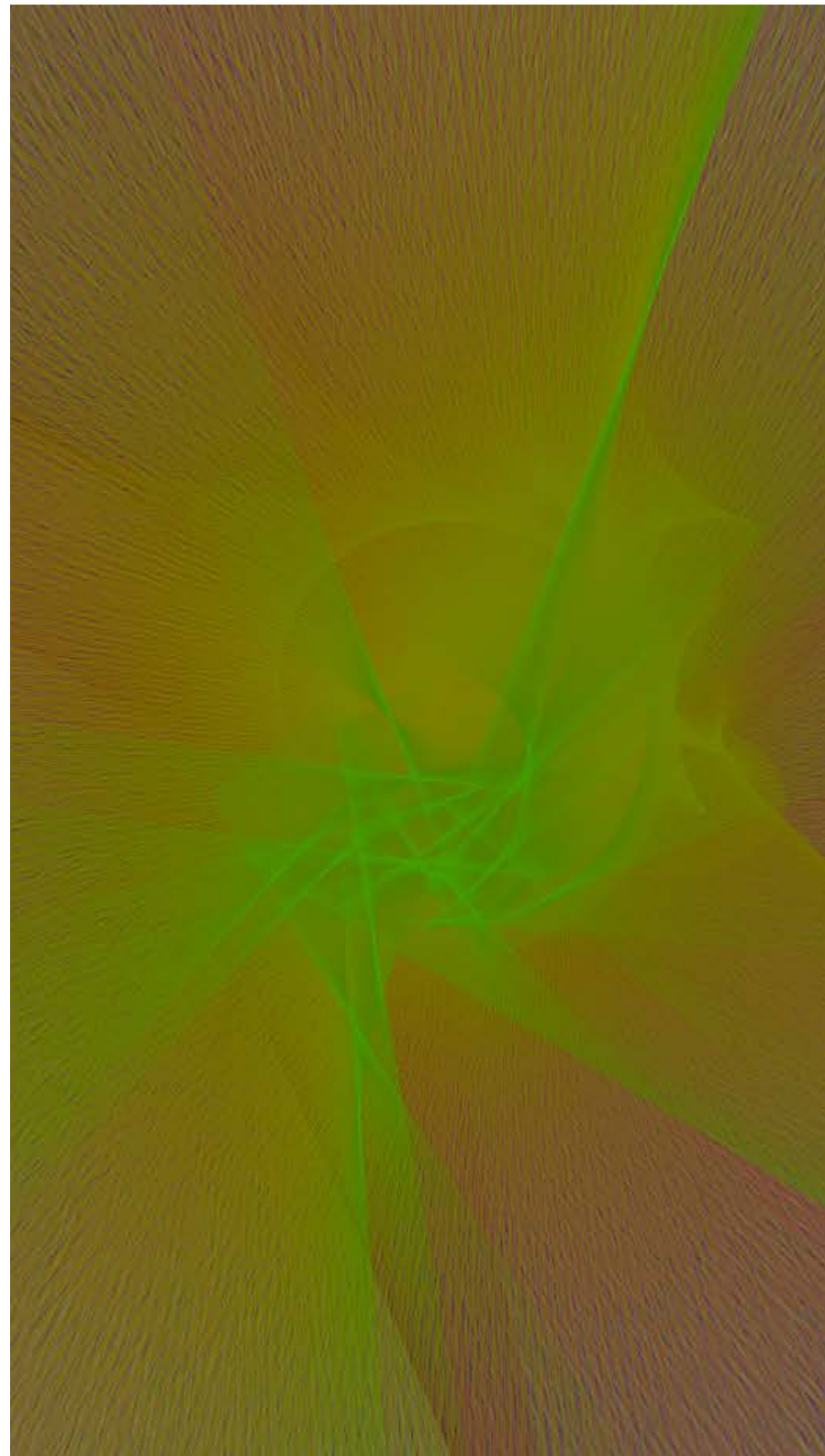


ABOUT ME

- Ted Kusio is my name
- ted@kusio.net is my email
- @DigitalWheelie is me on Twitter
- Creative Director my title at JohnRyan Performance, Inc.
- Not the smartest nor most creative person in this room
- <http://digitalwheelie.com/pops/js1/>

ANIMATORS AND THE WEB

.....
Ow.



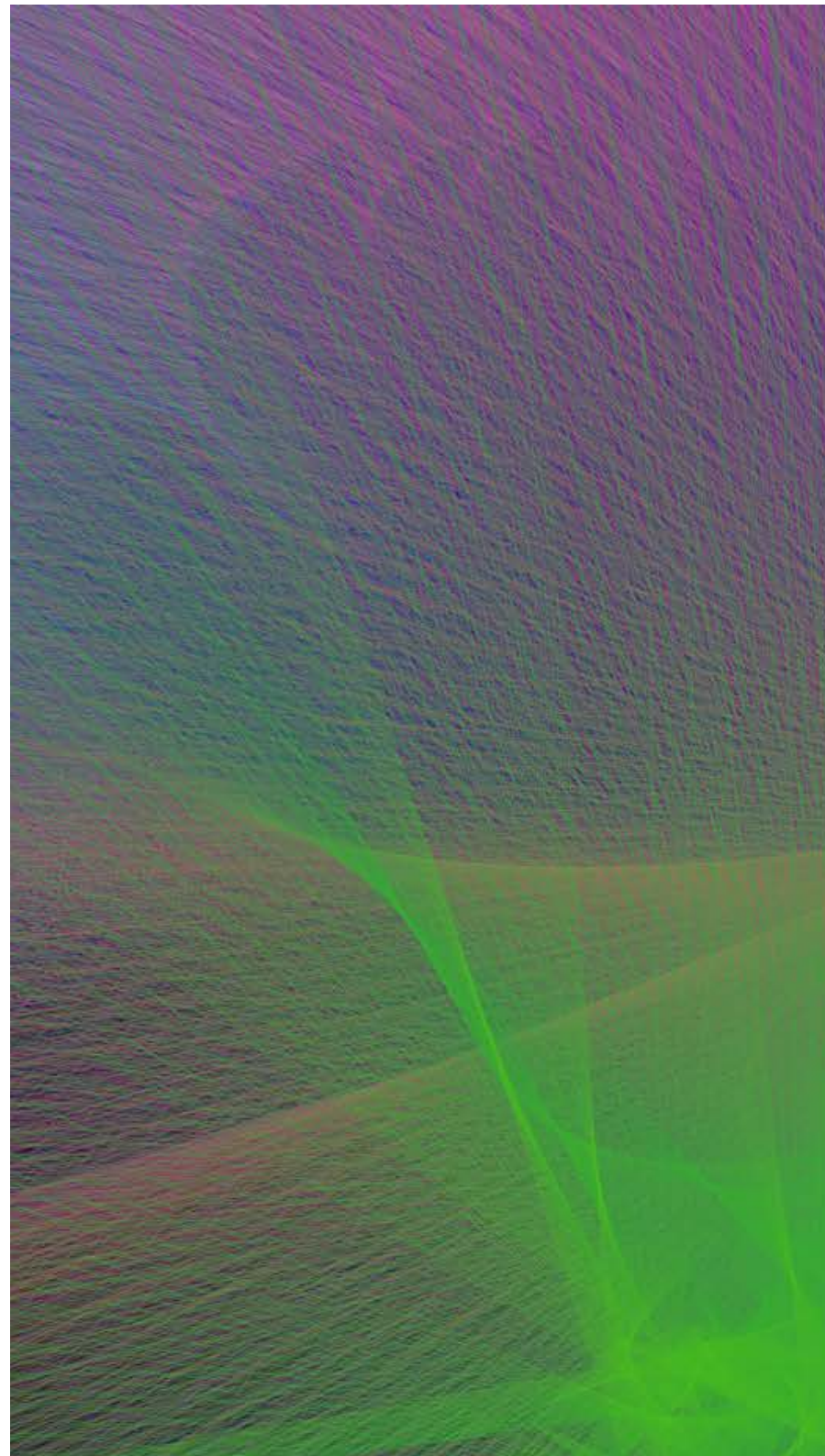
DOM & CANVAS

https://www.kirupa.com/html5/dom_vs_canvas.htm



WEB ANIMATION PAST, PRESENT, AND FUTURE

*[http://alistapart.com/article/web-
animation-past-present-and-
future](http://alistapart.com/article/web-animation-past-present-and-future)*



CSS3 ANIMATION

- <https://daneden.github.io/animate.css/>
- <http://www.justinaguilar.com/animations/>
- Great for UI elements in the DOM
- Simple transitions & effects
- Reliable
- Not so realistic
- Even w/ media queries and extension languages (i.e. SASS and Less), not a lot of logic or dynamic capabilities

VANILLA JS & JQUERY

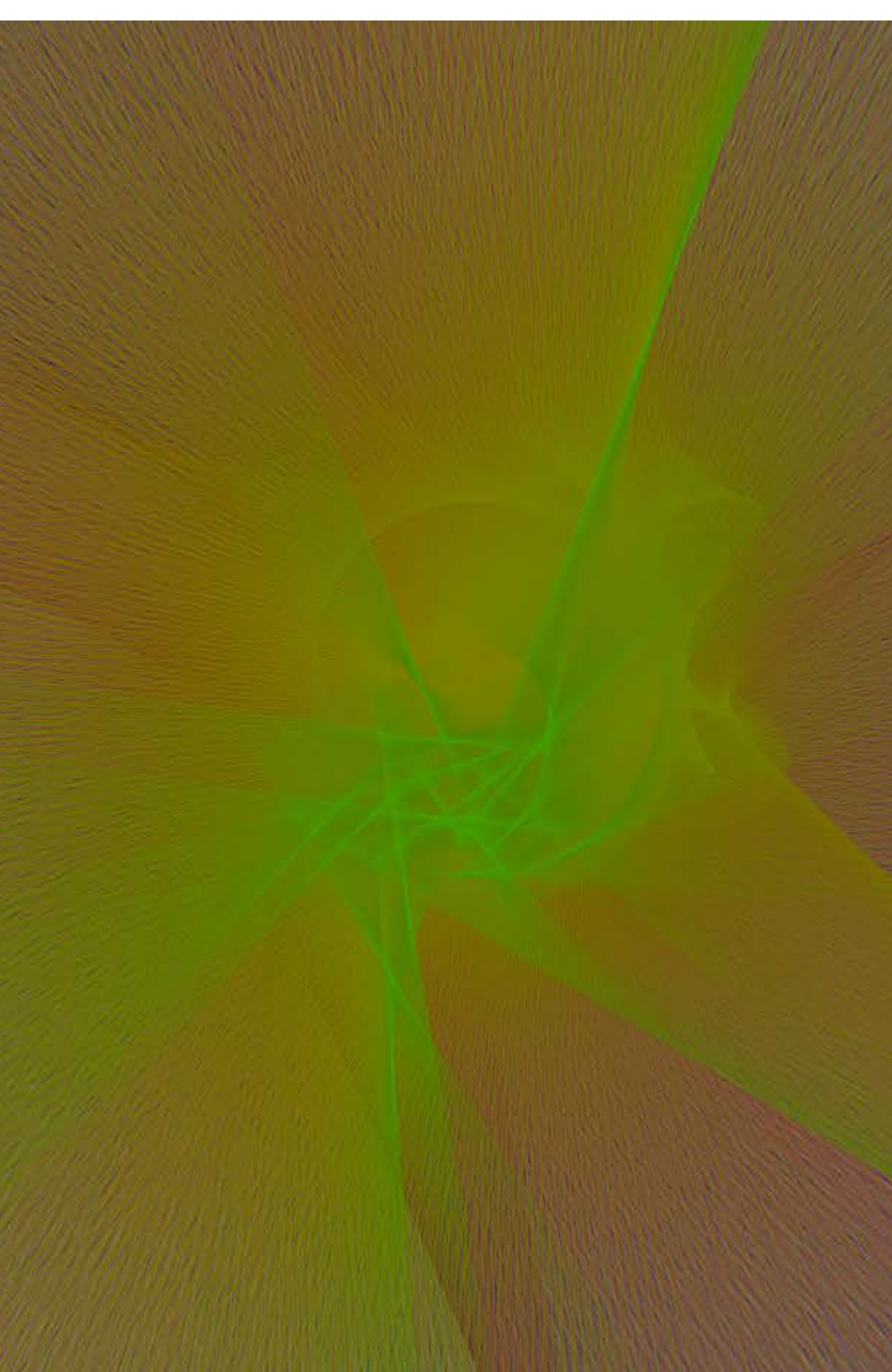
- <http://digitalwheelie.com/pops/js1/>
- Also great for UI elements in the DOM
- Added benefit of JS logic
- Many claims that it's not as fast as CSS
- <https://greensock.com/js/speed.html>

TIMELINE

- Flash had one, and it was cool for animators
- Developer editions of Chrome and Firefox add some, along with some animation review and debugging tools
- Chrome Canary: <https://www.google.com/chrome/browser/canary.html>
- Firefox Developer Edition: <https://www.mozilla.org/en-US/firefox/developer/>
- Tumult Hype for Mac: <http://tumult.com/hype/>
- Google Web Designer: <https://www.google.com/webdesigner/>

WEB ANIMATIONS API

- <https://w3c.github.io/web-animations/>
- <http://danielcwilson.com/blog/2015/07/animations-intro/>
- Still not entirely dynamic due to reliance on CSS



GREEN SOCK ANIMATION PLATFORM

.....

- <http://greensock.com/gsap>
- Transitioned from Flash to JS
- Creator claims it's faster than JS/jQuery



SVG ANIMATION

-
- SnapSVG: <http://snapsvg.io/>
 - D3: <https://d3js.org/>
 - Smooth, math-based, dynamic
 - Challenging if heavy animation



JS ANIMATION LIBRARIES

- Game Animation
- PixiJS: <http://www.pixijs.com/>
- <http://www.shanemielke.com/archives/usopen-sessions/>

P5JS

-
- <http://p5js.org/>
 - Has a growing number of libraries and capabilities
 - Offshoot of Processing: <https://processing.org/>
 - Processing used to have a JS export capability, but no more



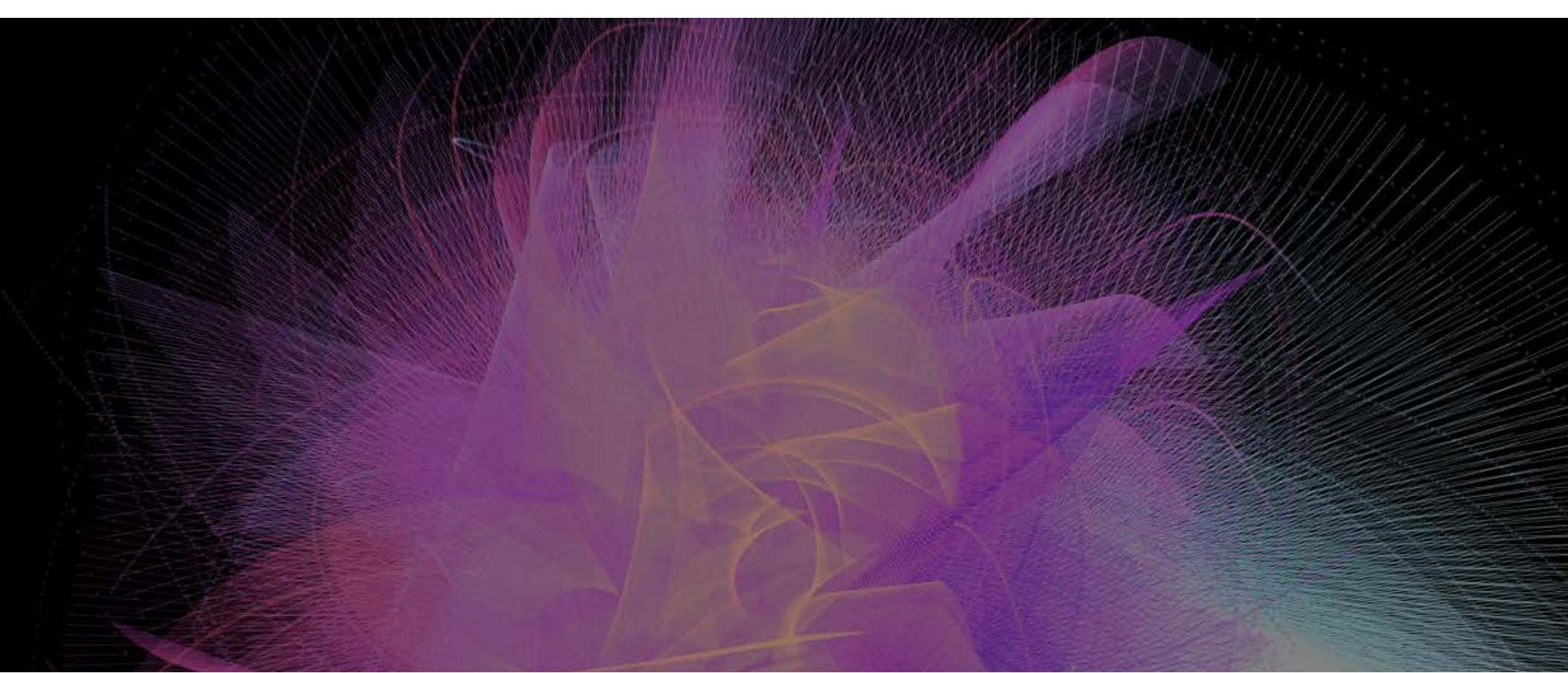
WEBGL

-
- 3D
 - ThreeJS: <http://threejs.org/>
 - <https://www.chromeexperiments.com/webgl>
 - Heavy coding

STOP();

.....
Questions? Feedback?





THANK YOU!

Ted Kusio: @DigitalWheelie

