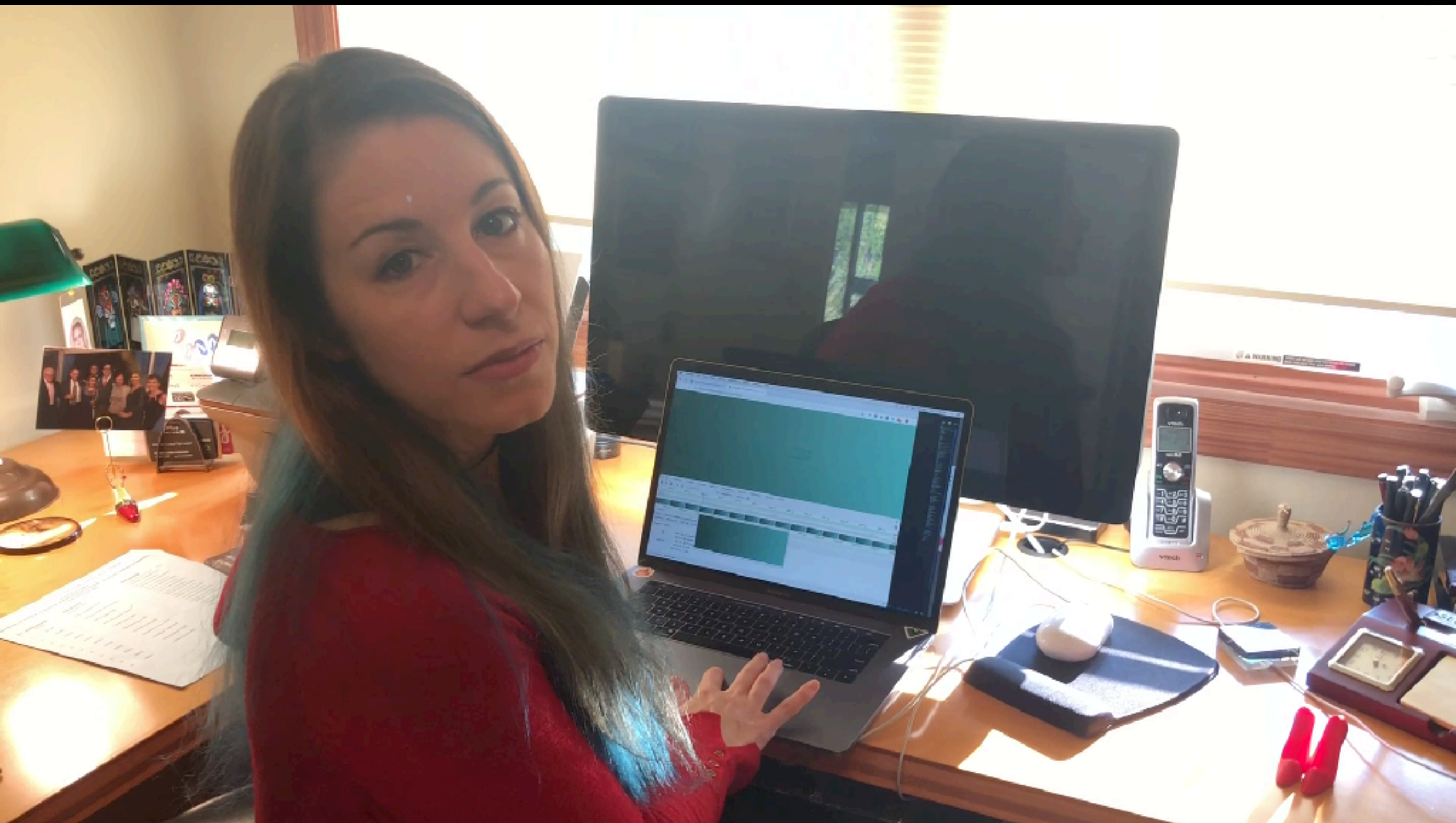


THE FUTURE OF WEB ANIMATION

The background of the slide features a blue-tinted illustration of a large crowd of people in various states of motion, suggesting a festival or a busy public space. The figures are rendered in a stylized, almost sketch-like manner, with some holding up phones or cameras, capturing the essence of a dynamic, modern environment.



COMMUNICATING



HAPPINESS

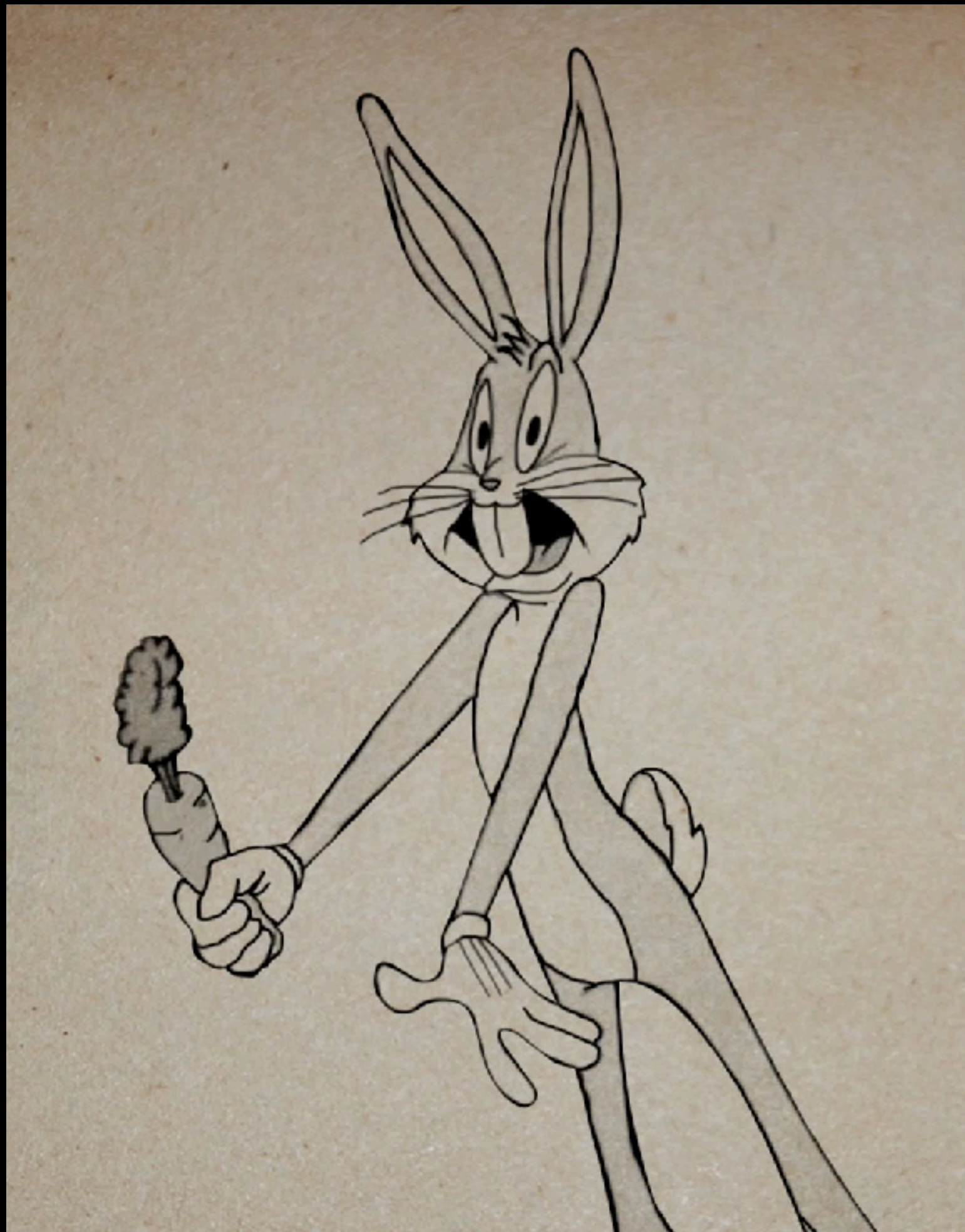
SADNESS

FEAR

CURIOSITY







ANYTHING
CAN HAPPEN

SARAH DRASNER

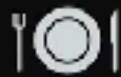
@SARAH_EDO



~~HOOKS~~

COMPOSITION COMPONENTS

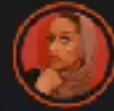
css-tricks.com/what-hooks-mean-for-vue/

[Log In](#)

Activities

CITY ZOO

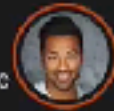
August 3



If you do too much it's going to lose its effectiveness. You can just push a little tree out of your brush like that. Maybe there's a happy little waterfall happening over here. This present moment is perfect simply due to the fact you're experiencing it.

PAINTING CLASSES

September 25



That's why I paint - because I can create the kind of world I want - and I can make this world as happy as I want it. You can't have light without dark. You can't know happiness unless you've known sorrow. This is the way you take out your frustrations. There are no mistakes. You can fix anything that happens.

PLAYGROUND

April 15

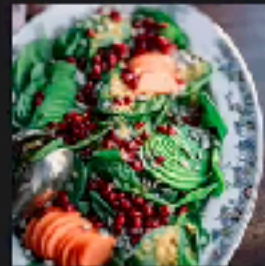


Clouds are free. They just float around the sky all day and have fun. Let's put some happy trees and bushes back in here. It's life. It's interesting. It's fun. Trees grow in all kinds of ways. They're not all perfectly straight. Not every limb is perfect. I want everybody to be happy. That's what it's all about. Let's do that again.

Restaurants In Your Area



The Chopping Tulip



The Boiling Tripe



L'Origine



The Cane



la Salle du Nord



Limestone



Saffron



Little China



Roadhouse



About Your Area



We'll throw some happy little limbs on this tree. Everything is happy if you choose to make it that way. Use what you see, don't plan it. I'm going to mix up a little color. We'll use Van Dyke Brown, Permanent Red, and a little bit of Prussian Blue.

Now, we're going to fluff this cloud. You can do anything your heart can imagine. A tree cannot be straight if it has a crooked trunk. I'm sort of a softy. I couldn't shoot Bambi except with a camera. The least little bit can do so much. It just happens - whether or not you worried about it or tried to plan it.

Don't be afraid to make these big decisions. Once you start, they sort of just make themselves. We don't need any guidelines or formats. All we need to do is just let it flow right out of us. If these lines aren't straight, your water's going to run right out of your painting and get your floor wet.

We'll make some happy little bushes here. But we're not there yet, so we don't need to worry about it. I thought today we would make a happy little stream that's just running through the woods here. This is probably the greatest thing to happen in my life - to be able to share this with you. You can bend rivers.

@sarah_edo

src/hooks/preventScroll.js

```
import { useDestroyed, useMounted } from "vue-hooks";

export function preventscroll() {
  const preventDefault = (e) => {
    e = e || window.event;
    if (e.preventDefault)
      e.preventDefault();
    e.returnValue = false;
  }

  // keycodes for left, up, right, down
  const keys = { 37: 1, 38: 1, 39: 1, 40: 1 };

  const preventDefaultForScrollKeys = (e) => {
    if (keys[e.keyCode]) {
      preventDefault(e);
      return false;
    }
  }
  ...
}
```

```
useMounted(() => {  
  if (window.addEventListener) // older FF  
    window.addEventListener('DOMMouseScroll', preventDefault, false);  
  window.onwheel = preventDefault; // modern standard  
  window.onmousewheel = document.onmousewheel = preventDefault;  
  // older browsers, IE  
  window.touchmove = preventDefault; // mobile  
  window.touchstart = preventDefault; // mobile  
  document.onkeydown = preventDefaultForScrollKeys;  
});
```

```
useDestroyed(() => {  
  if (window.removeEventListener)  
    window.removeEventListener('DOMMouseScroll', preventDefault, false);  
  
  //firefox  
  window.addEventListener('DOMMouseScroll', (e) => {  
    e.stopPropagation();  
  }, true);  
  
  window.onmousewheel = document.onmousewheel = null;  
  window.onwheel = null;  
  window.touchmove = null;  
  window.touchstart = null;  
  document.onkeydown = null;  
});
```


src/components/BaseAppDetails.vue

```
import { preventscroll } from "../hooks/preventscroll.js";
import { lettering } from "../hooks/lettering.js";

export default {
  ...
  hooks() {
    preventscroll();
    lettering();
  }
}
```

- THEY ALLOWS US TO PASS STATE FROM ONE TO THE OTHER.
- THEY MAKE IT EXPLICIT WHERE LOGIC IS COMING FROM.



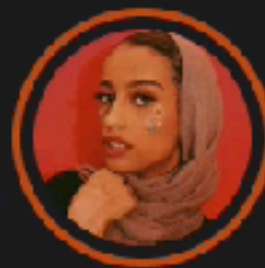
ZOO ME

Activities

CITY ZOO

August 3

If you do too much it's going to lose its effectiveness. You can just push a little tree out of your brush like that. Maybe



Restaurant

The Chopping Tulip

src/hooks/windowWidth.js

```
import { useData, useMounted } from 'vue-hooks';

export function windowwidth() {
  const data = useData({
    width: 0
  })

  useMounted(() => {
    data.width = window.innerWidth
  })

  // this is something we can consume with the other hook
  return {
    data
  }
}
```


src/hooks/logoLettering.js

```
import { Elastic, TweenMax } from "gsap";
import { useMounted } from 'vue-hooks';

//the data comes from the other hook
export function logolettering(data) {
  useMounted(function () {
    if (data.data.width > 1200) {
      const logoname = this.$refs.logoname.childNodes;
      Splitting({ target: logoname, by: "chars" });

      TweenMax.staggerFromTo(
        logoname,
        5,
        {
          opacity: 0,
          transformOrigin: "50% 50% -30px",
          cycle: {
            color: ["red", "purple", "teal"],
            rotationY(i) {
              return i * 50
            }
          }
        },
        ...
      )
    }
  })
}
```

```
import AppLogo from "./AppLogo.vue";
import { logolettering } from "../../hooks/logolettering.js";
import { windowwidth } from "../../hooks/windowwidth.js";

export default {
  components: {
    AppLogo
  },
  hooks() {
    logolettering(windowwidth());
  }
};
```

ARTICLE

[CSS-TRICKS.COM/WHAT-HOOKS-MEAN-FOR-VUE/](https://css-tricks.com/what-hooks-mean-for-vue/)

DEMO

[SDRAS.GITHUB.IO/VUE-HOOKS-FOODAPP/](https://sdras.github.io/vue-hooks-foodapp/)

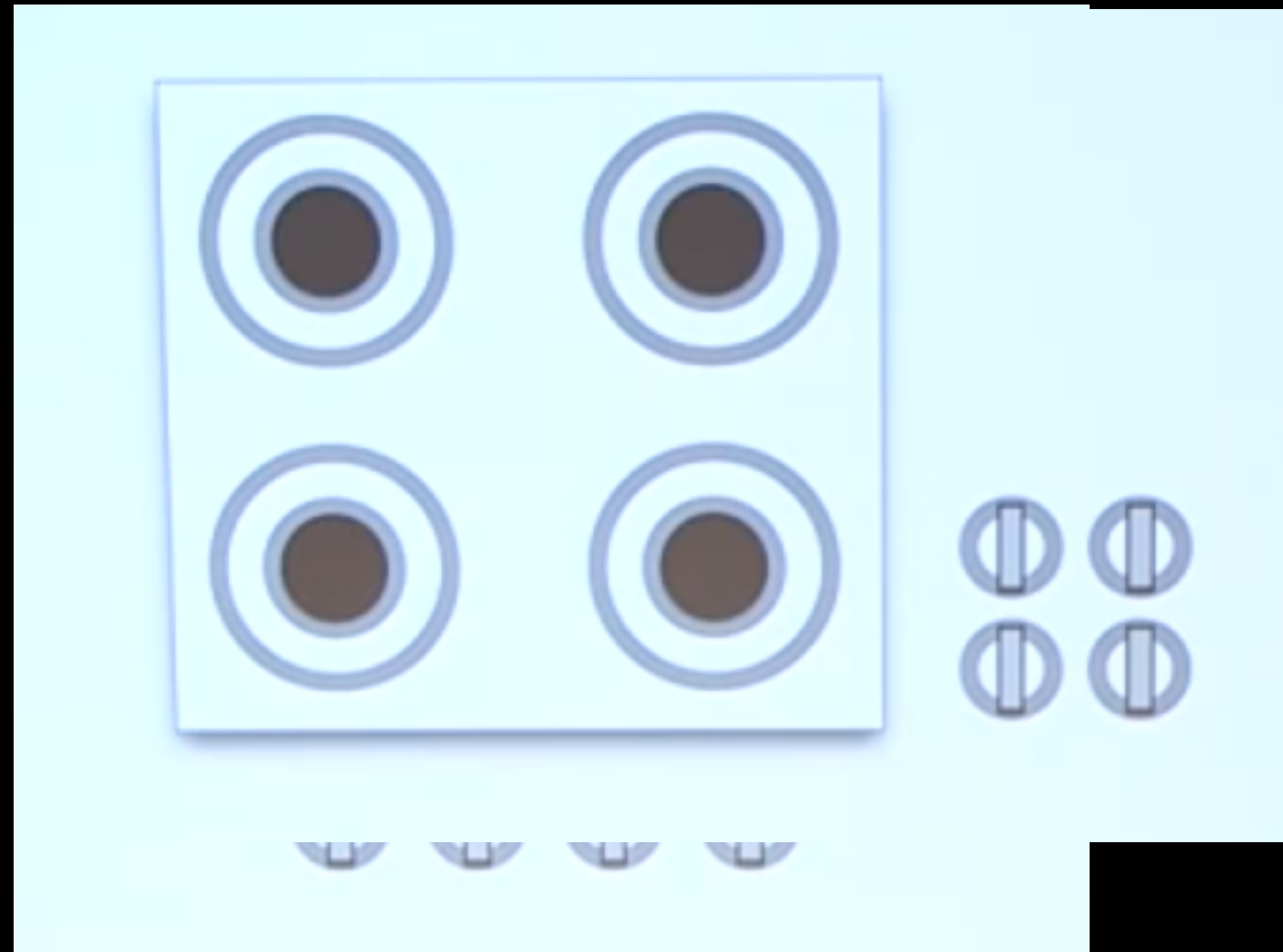
REPO

[GITHUB.COM/SDRAS/VUE-HOOKS-FOODAPP](https://github.com/sdras/vue-hooks-foodapp)

PAGE TRANSITIONS



COGNITIVE LOAD



Kathy Sierra: Badass, Making Users Awesome

@sarah_edo

Add app alert for changed weather events



As a user I want to know when bad weather is approaching so I can cover or protect my solar panels.

Scope/requirements

- Software change only
- Third party weather tracking API
- Does not include app alert development
- Provide product & app store release notes

Activity

Comments 



Nicolette Tesla

@maxine I'm just having a look at this one now. Wondering if we can separate out the app notification part for @jose to work on.

3 minutes ago ·  2  4 



Add a comment...

Status

In progress 

Assignee



Taylor Pechacek

Reporter



Daniel Kerris

Priority



Medium

Labels

damage-control c-model

Development



1 branch

11 commits

3 days ago

3 pull requests

MERGED

2 builds failing

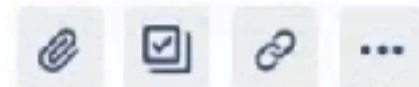


Show more details

Created 10 minutes ago

Updated 3 minutes ago

Add app alert for changed weather events



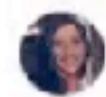
As a user I want to know when bad weather is approaching so I can cover or protect my solar panels.

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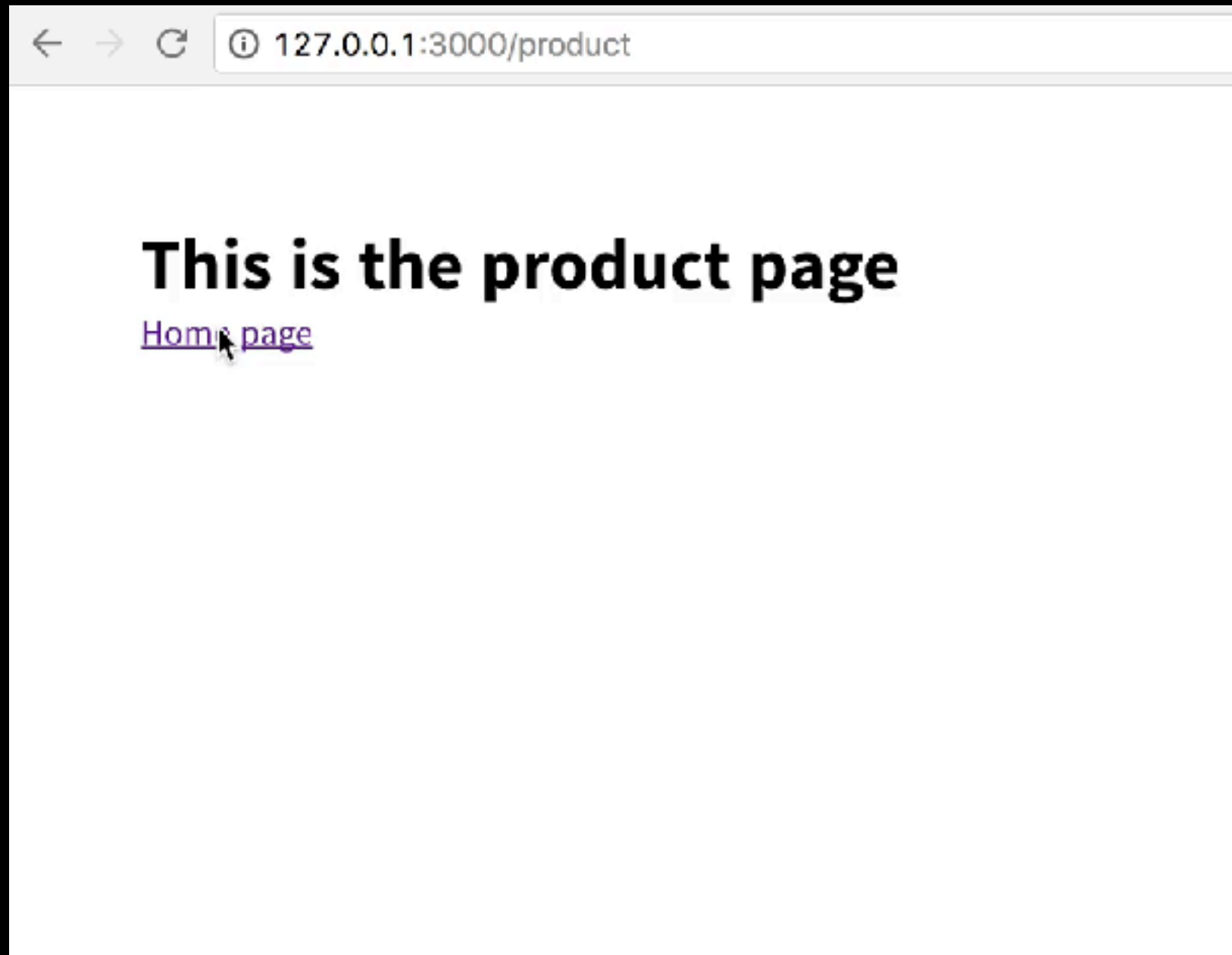


NUXT

Universal Vue.js Applications

[GET STARTED](#)[GITHUB V2.2.0](#)[GET PROFESSIONAL SUPPORT FOR NUXT](#)

- assets
- components
- ▾ layouts
 - default.vue
- ▾ **pages**
 - index.vue
 - prata.vue



TEMPLATES IN THE PAGES DIRECTORY

```
<nuxt-link to="/product">Product</nuxt-link>
```


Welcome!

[Product page](#)
[Contact page](#)

TRANSITION HOOK ALREADY AVAILABLE NAME="PAGE"

```
.page-enter-active, .page-leave-active {  
  transition: all .25s ease-out;  
}  
.page-enter, .page-leave-active {  
  opacity: 0;  
  transform: scale(0.95);  
  transform-origin: 50% 50%;  
}  
.page-enter-active, .page-leave-active {  
  transition: all .25s ease-out;  
}  
.page-enter, .page-leave-active {  
  opacity: 0;  
  transform: scale(0.95);  
  transform-origin: 50% 50%;  
}
```

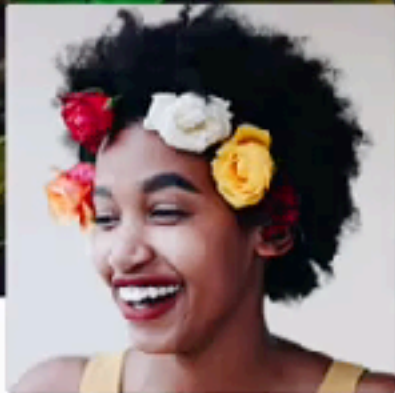
Welcome!

[Product page](#)
[Contact page](#)

Sophia's Home

Sophia's Places

Sophia's Group Trips



Follow

Sophia Gonzalez

Had a brief career with jack-in-the-boxes in Phoenix, AZ. Spent several months managing squirt guns and implementing toy elephants.

Followers

2748

Following

789



Honolulu

Rating: 8.9

Ocean breezes rustle palm trees along the harborfront, while in the cool, mist-shrouded Ko olau Range, forested hiking trails offer postcard city views. At sunset, cool off with an amble around Magic Island or splash in the ocean at Ala Moana Beach.

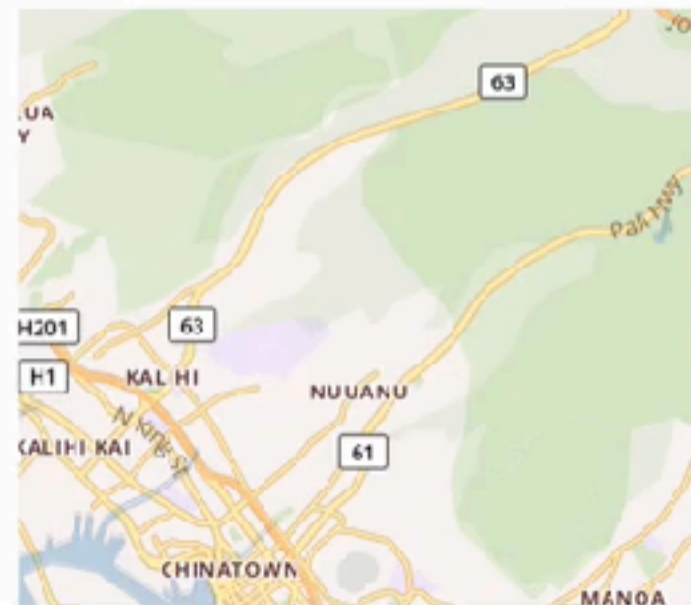


Santorini

Rating: 7.8

With multicoloured cliffs soaring above a sea-drowned caldera, Santorini looks like a giant slab of layered cake. The main island of Thira will take your breath away with its snow-drift of white Cycladic houses lining the cliff tops

Checked in at Honolulu location



IN STORE/INDEX.JS

```
import Vuex from 'vuex'

const createStore = () => {
  return new Vuex.Store({
    state: {
      page: 'index'
    },
    mutations: {
      updatePage(state, pageName) {
        state.page = pageName
      }
    }
  })
}

export default createStore
```


IN MIDDLEWARE/PAGES.JS:

```
export default function(context) {  
  // go tell the store to update the page  
  context.store.commit('updatePage', context.route.name)  
}
```

REGISTER THE MIDDLEWARE IN NUXT.CONFIG.JS:

```
module.exports = {  
  ...  
  router: {  
    middleware: 'pages'  
  }  
}
```

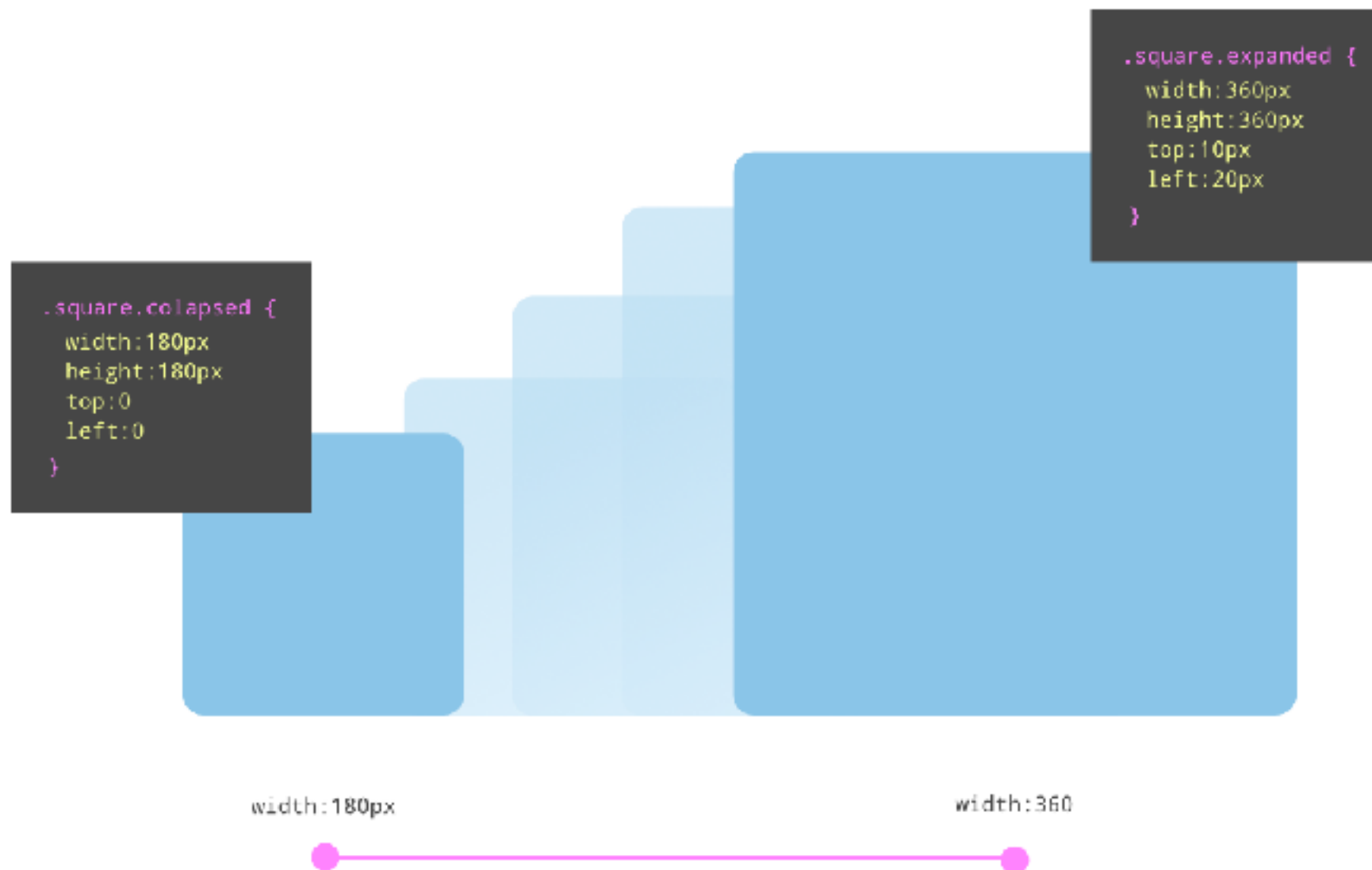
IN LAYOUTS/DEFAULT.VUE:

```
<template>
  <div>
    <app-navigation />
    <nuxt/>
  </div>
</template>
```

IN APPNAVTRANSITION.VUE:

```
<h2 key="profile-name" class="profile-name">
  <span v-if="page === 'group'" class="user-trip">{{ selectedUser.trip }}</span>
  <span v-else>{{ selectedUser.name }}</span>
</h2>
```

<TRANSITION-GROUP /> FLIP UNDER THE HOOD



Rosario's [article](#)

@sarah_edo

TRANSITION GROUP WRAPS IT...

```
<transition-group name="layout" tag="g">
  <rect class="items rect" ref="rect" key="rect" width="171" height="171"/>
  ...
</transition-group>
```

STYLES:

```
.items,
.list-move {
  transition: all 0.4s ease;
}

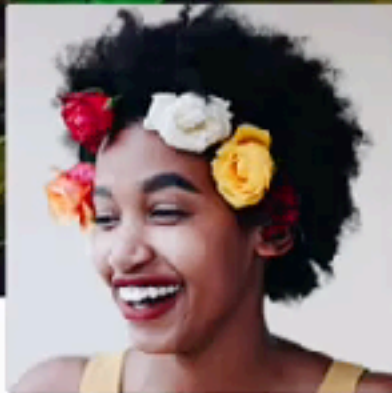
.active {
  .rect {
    transform: translate3d(0, 30px, 0);
  }
  ...
}
```

```
//animations
.place {
  .follow {
    transform: translate3d(-215px, -80px, 0);
  }
  .profile-photo {
    transform: translate3d(-20px, -100px, 0) scale(0.75);
  }
  .profile-name {
    transform: translate3d(140px, -125px, 0) scale(0.75);
    color: white;
  }
  .side-icon {
    transform: translate3d(0, -40px, 0);
    background: rgba(255, 255, 255, 0.9);
  }
  .calendar {
    opacity: 1;
  }
}
```


Sophia's Home

Sophia's Places

Sophia's Group Trips



Follow

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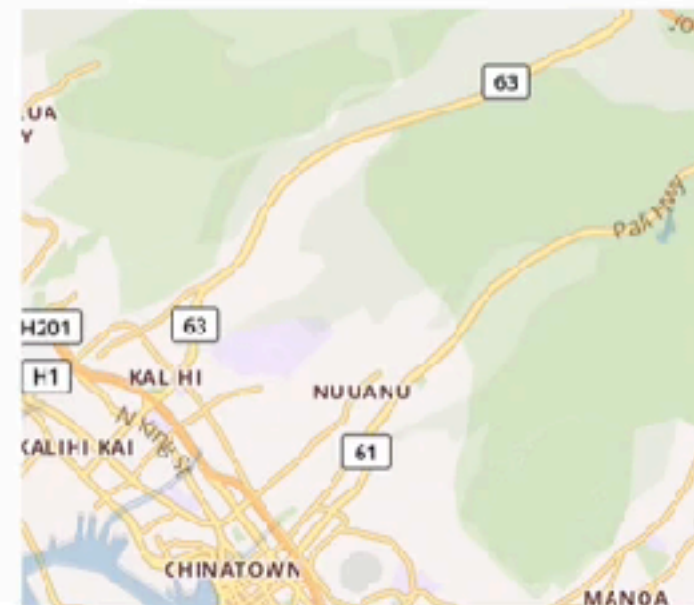


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Checked in at Honolulu location



DEMO

VUE/NUXT

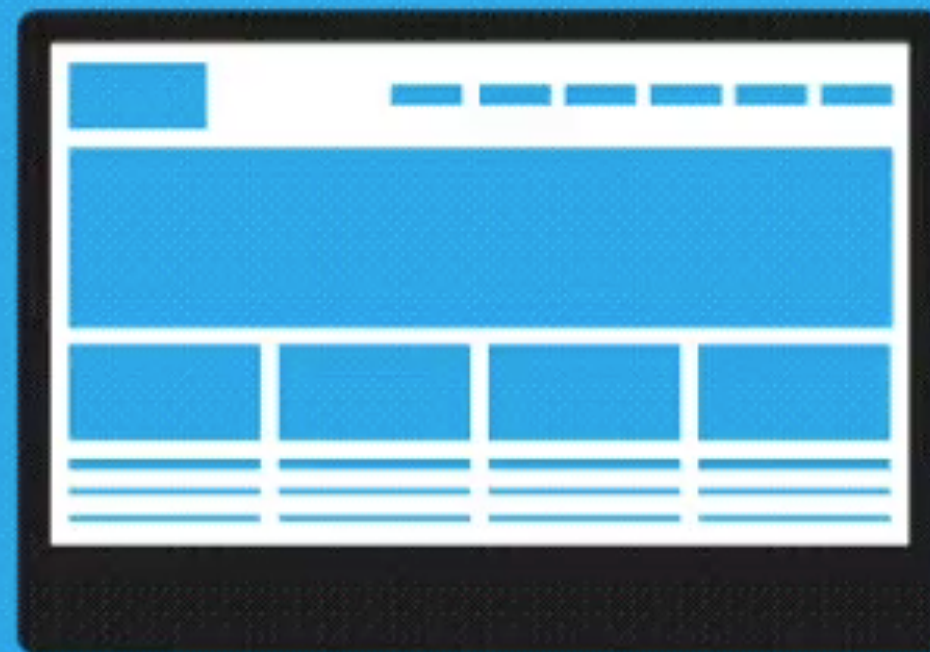
page-transitions.com

github.com/sdras/page-transitions-travelapp

ARTICLE

css-tricks.com/native-like-animations-for-page-transitions-on-the-web/

Responsive Webdesign?

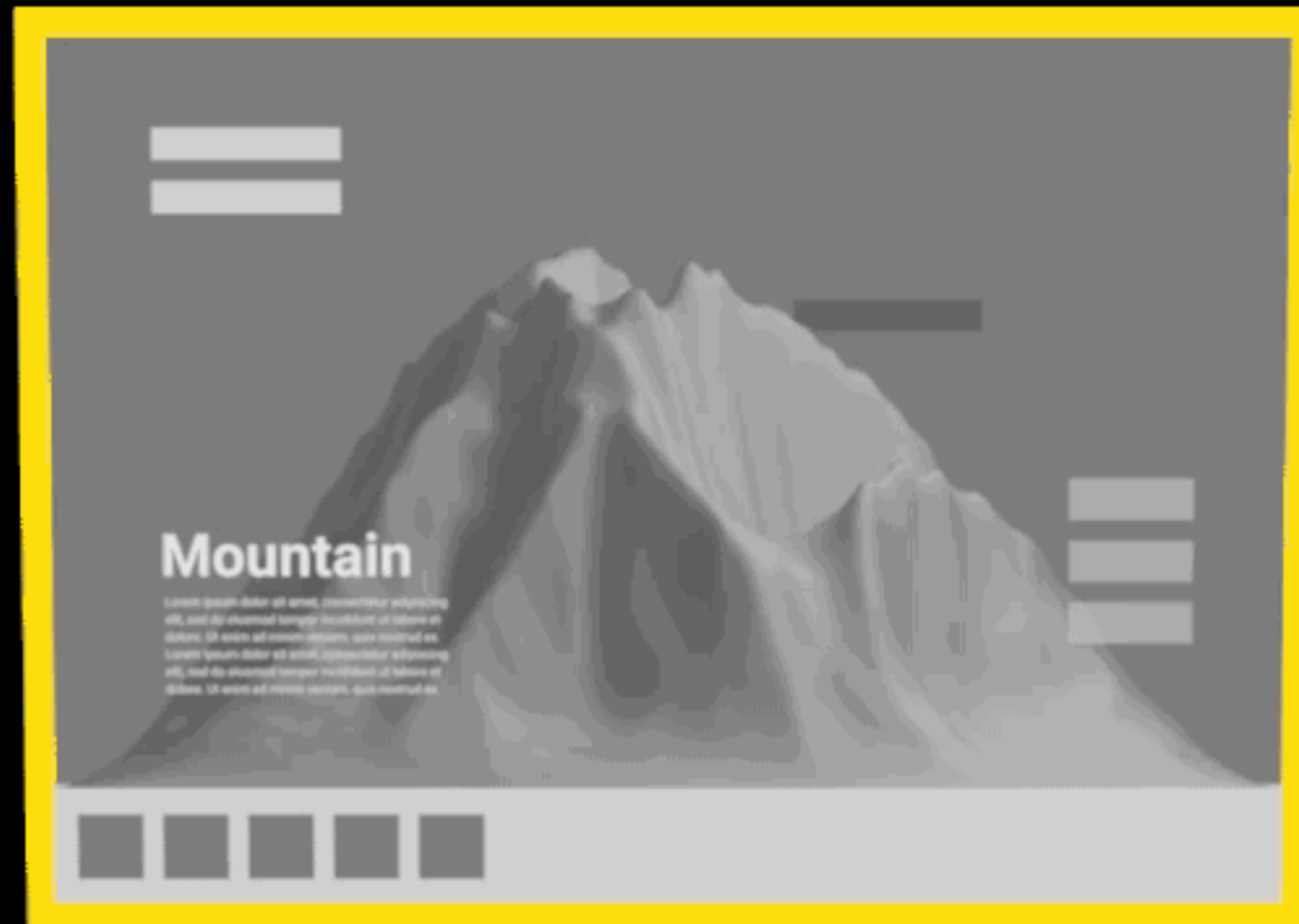


Desktop (wide)

bosse-media.de



+100 ————— 0 ————— -100





@joshcarpenter

@sarah_edo



@joshcarpenter

@sarah_edo



@joshcarpenter

@sarah_edo



@joshcarpenter

@sarah_edo



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Book your own

AMSTERDAM

COAST OF BALI

MEXICO

ROMANIA

JOIN TODAY AND INVITE OTHERS

Lorem, ipsum dolor sit amet consectetur adipisicing elit.

```
methods: {
  startDrag() {
    this.dragging = true
    this.x = this.y = 0
  },
  stopDrag() {
    this.dragging = false
  },
  coords(e) {
    if (this.page === 'vrview' && this.dragging) {
      this.x = (e.clientX || e.touches[0].clientX) / 60 + 4
      this.y = (e.clientY || e.touches[0].clientY) / 100 + 5
    }
  },
  ...
}
```



```

<div v-if="page === 'vrview'"
  :style="{
    perspectiveOrigin: `${x}% ${y}%`,
    transform: `rotateY(${x * 4}deg)`
  }">
  <app-nav />
</div>

<app-nav v-else/>

<nuxt />

<div class="movearound"
  v-if="page === 'indview' || page === 'vrview'"
  :style="{
    perspectiveOrigin: `${x/2}% ${y/2}%`,
    transform: `rotateY(${x*4}deg) translate3d(0, 0, 0)`
  }">
  <app-bottommain :x="x" :y="y" />
</div>

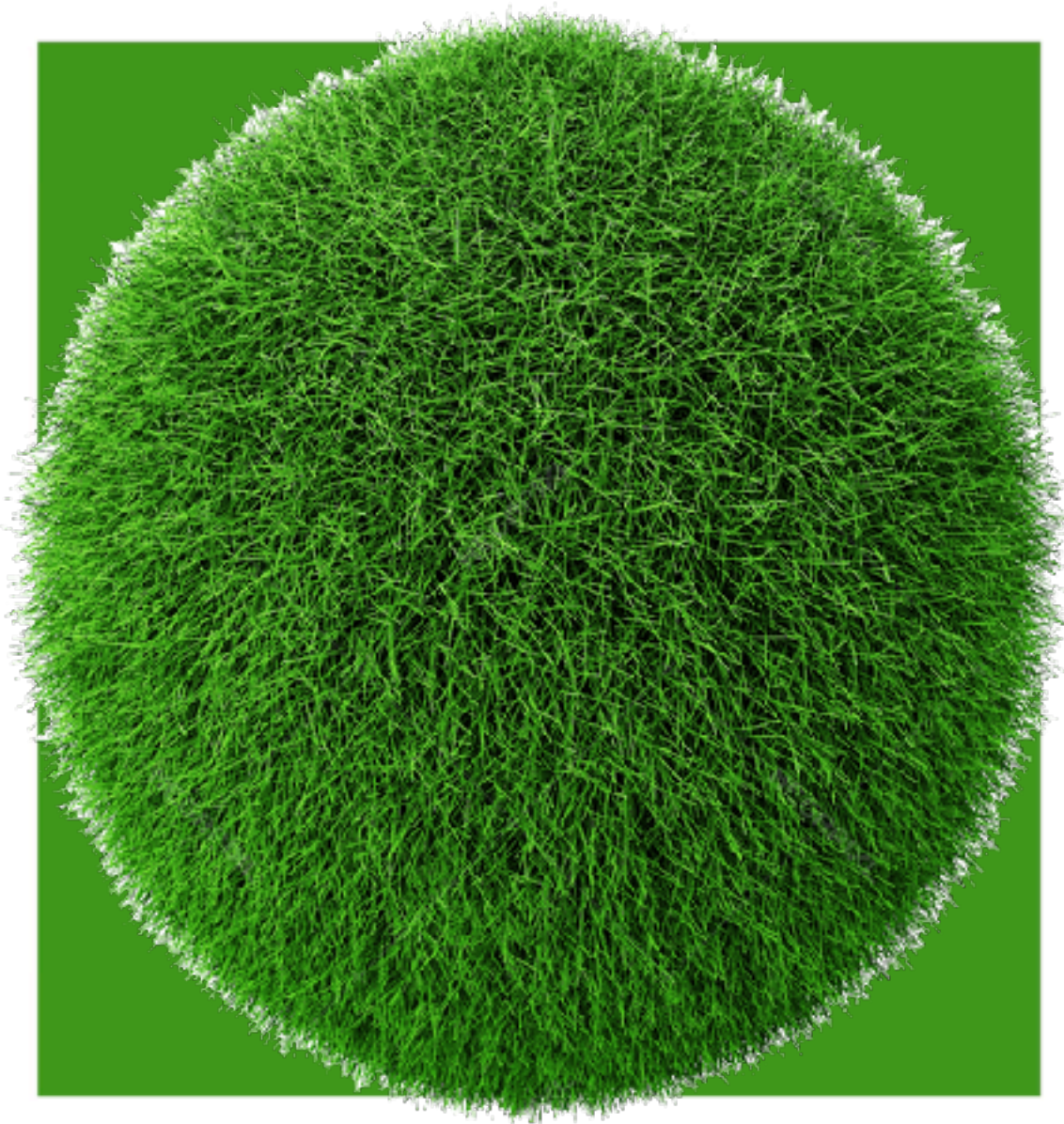
```

```
this.scene = new THREE.Scene()
var geometry = new THREE.SphereBufferGeometry(500, 60, 40)
// invert the geometry on the x-axis so that all of the faces point inward
geometry.scale(-1, 1, 1)

var material = new THREE.MeshBasicMaterial({
  map: new THREE.TextureLoader().load(imgsrc)
})
mesh = new THREE.Mesh(geometry, material)

this.scene.add(mesh)
```

```
update() {  
    lat = Math.max(-85, Math.min(85, lat))  
    phi = THREE.Math.degToRad(90 - lat)  
    theta = THREE.Math.degToRad(lon)  
    camera.target.x = 500 * Math.sin(phi) * Math.cos(theta)  
    camera.target.y = 500 * Math.cos(phi)  
    camera.target.z = 500 * Math.sin(phi) * Math.sin(theta)  
    camera.lookAt(camera.target)  
    renderer.render(scene, camera)  
}
```

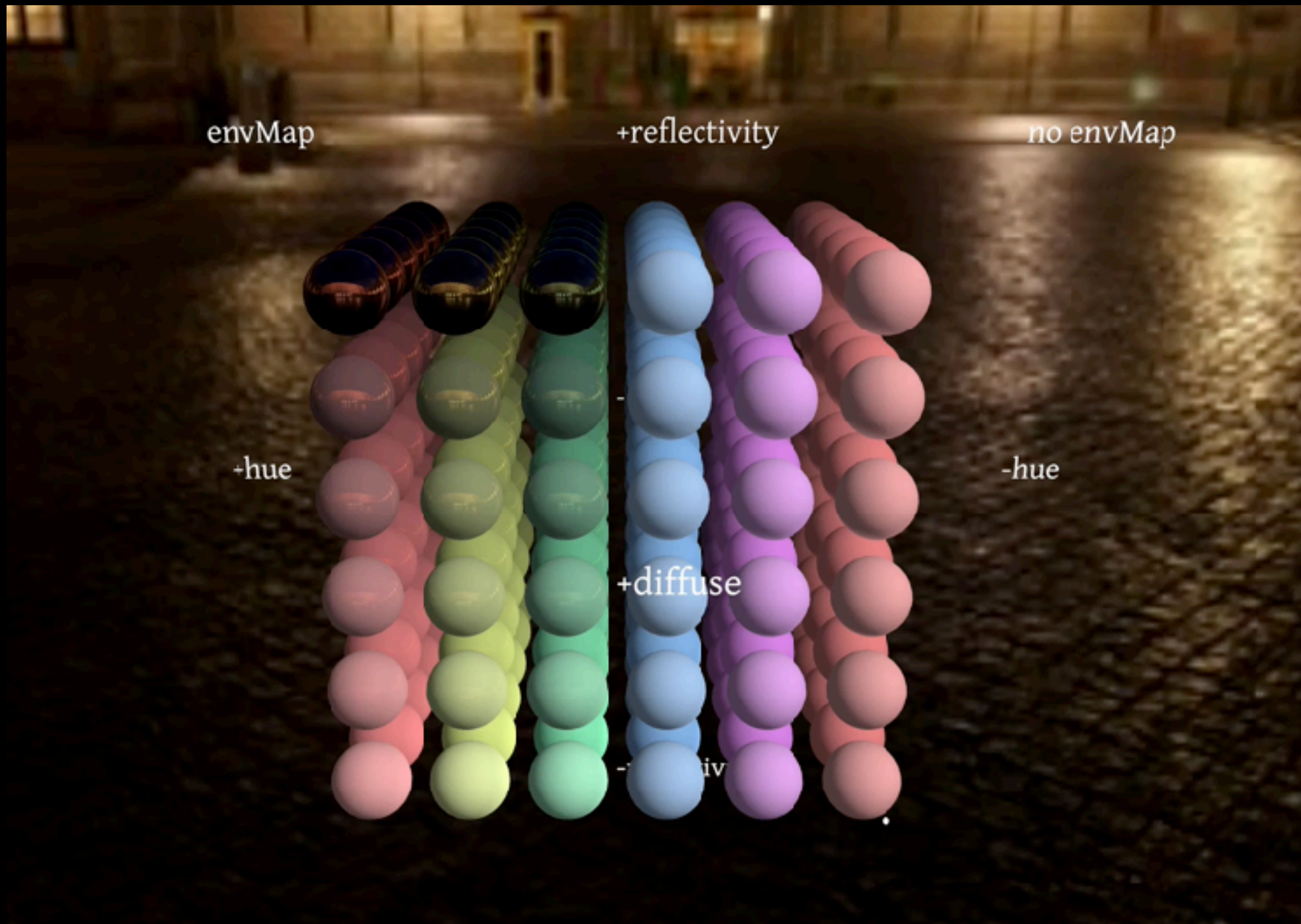


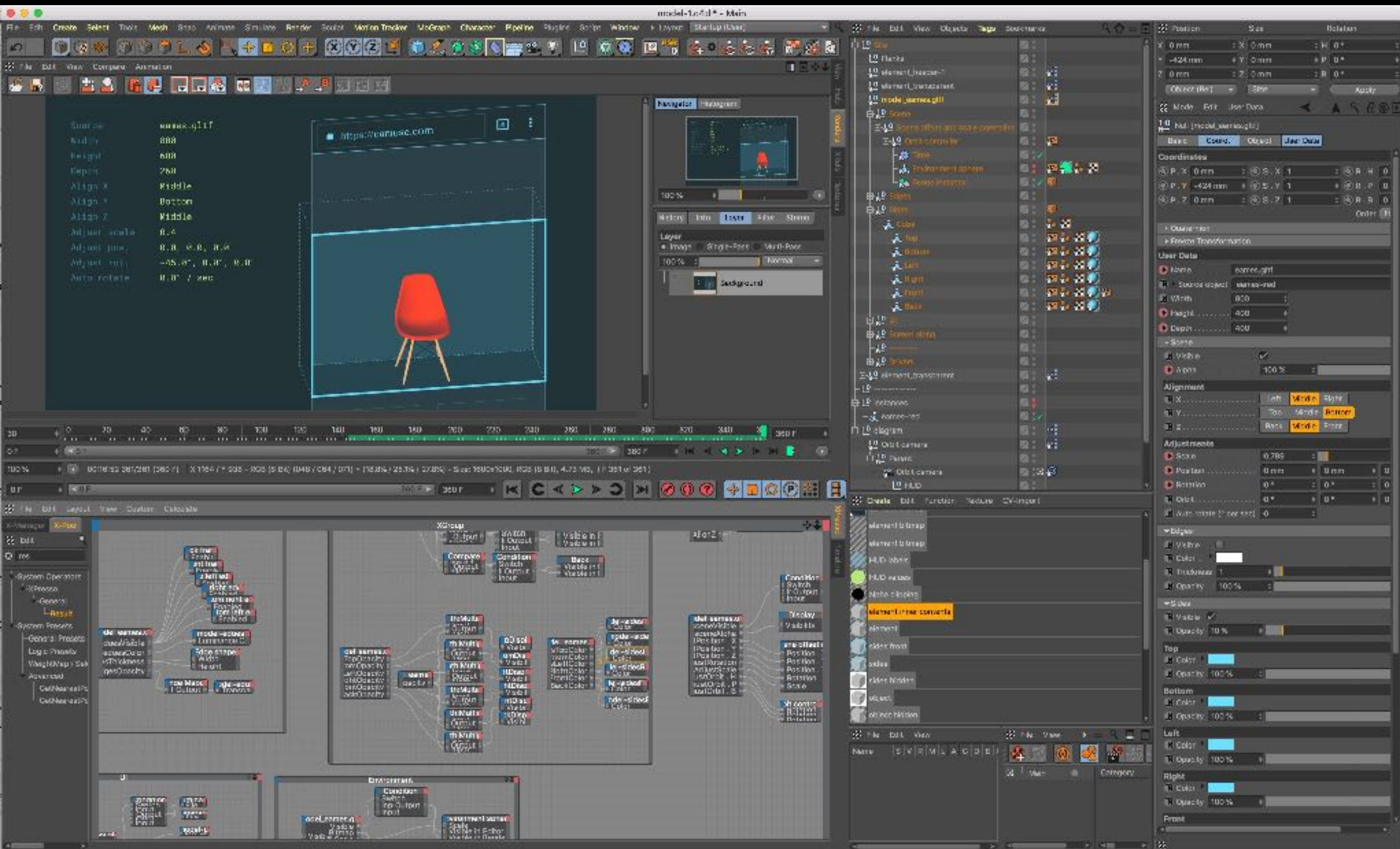
```
div {  
  width: 500px;  
  height: 500px;  
  border-radius: 50%;  
}
```

```
@media vr {  
  div {  
    material: grass;  
  }  
}
```



```
sphere {  
  material: envmap(0.9) reflectivity(0.5);  
}
```

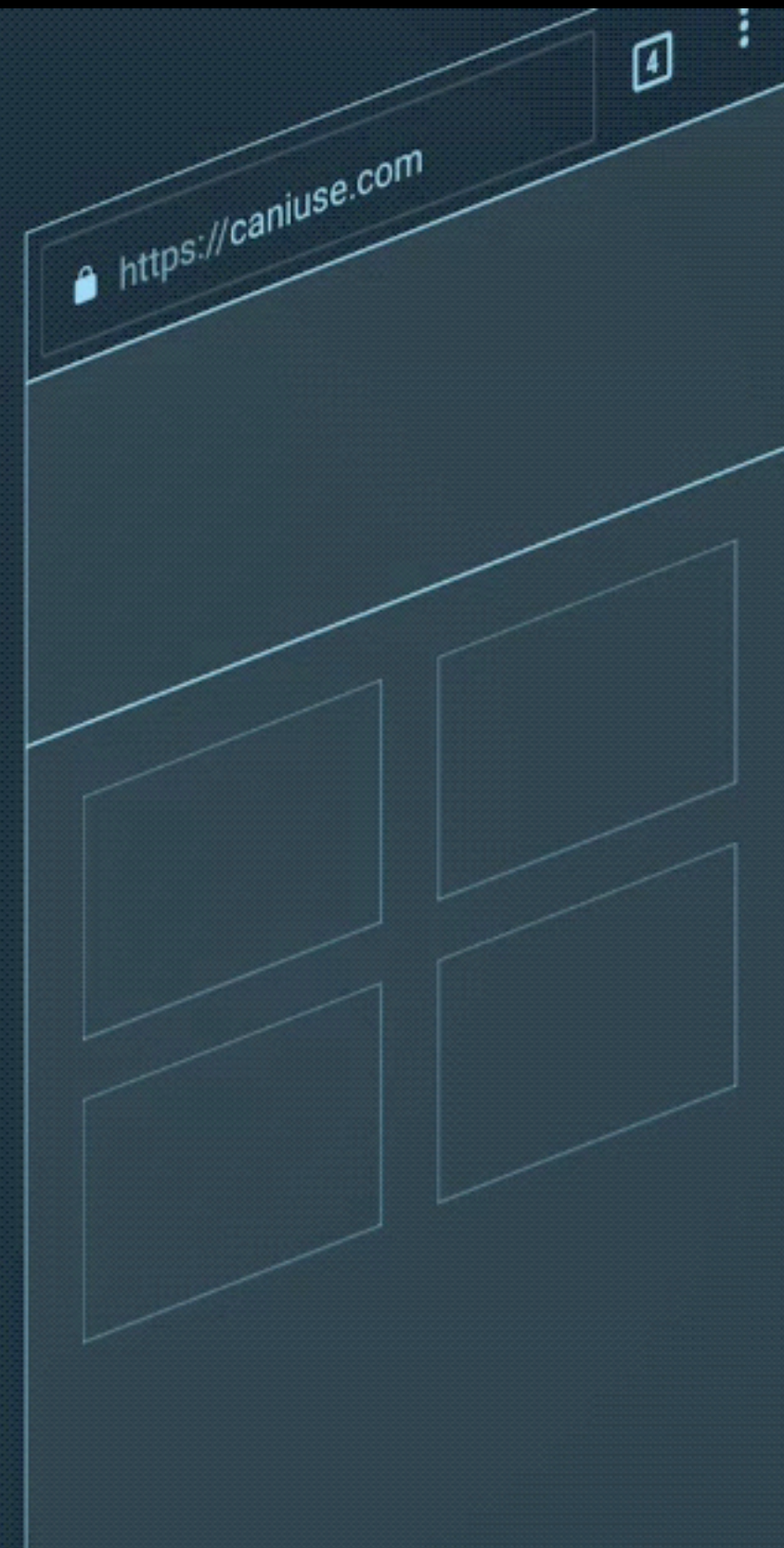




@joshcarpenter

@sarah_edo

Source	
Width	800
Height	0
Depth	0
Align X	Middle
Align Y	Bottom
Align Z	Middle
Adjust scale	1.0
Adjust pos.	0.0, 0.0, 0.0
Adjust rot.	0.0°, 0.0°, 0.0°
Auto rotate	0.0° / sec



A-FRAME

GET STARTED

Blog

A Week of A-Frame 124 - 128

Examples

Hello WebVR

Hello Metaverse

360° Image

360° Image Gallery

360° Video

Animation

Anime UI

Audio Visualization

Lights

Snowglobe

Supercraft 🐱

Super Says 🐱

Gunters of OASIS 🐱

A-Blast 🐱

A-Painter 🐱

A Saturday Night 🐱

City Builder 🐱

Museum 🐱

VISUAL INSPECTOR

VIEW SOURCE



@sarah_edo



ARKIT 2.0

@OsFalmer

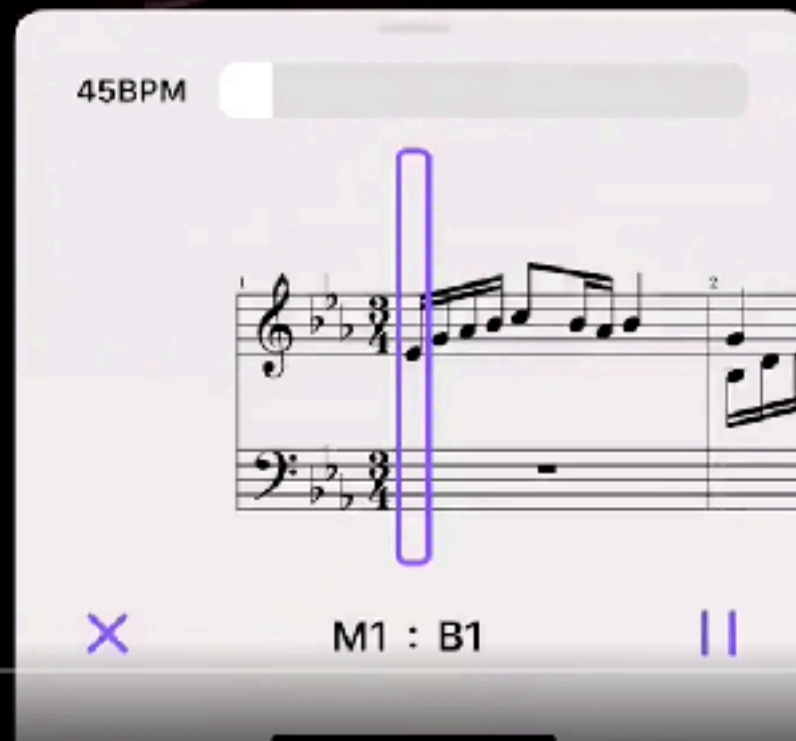
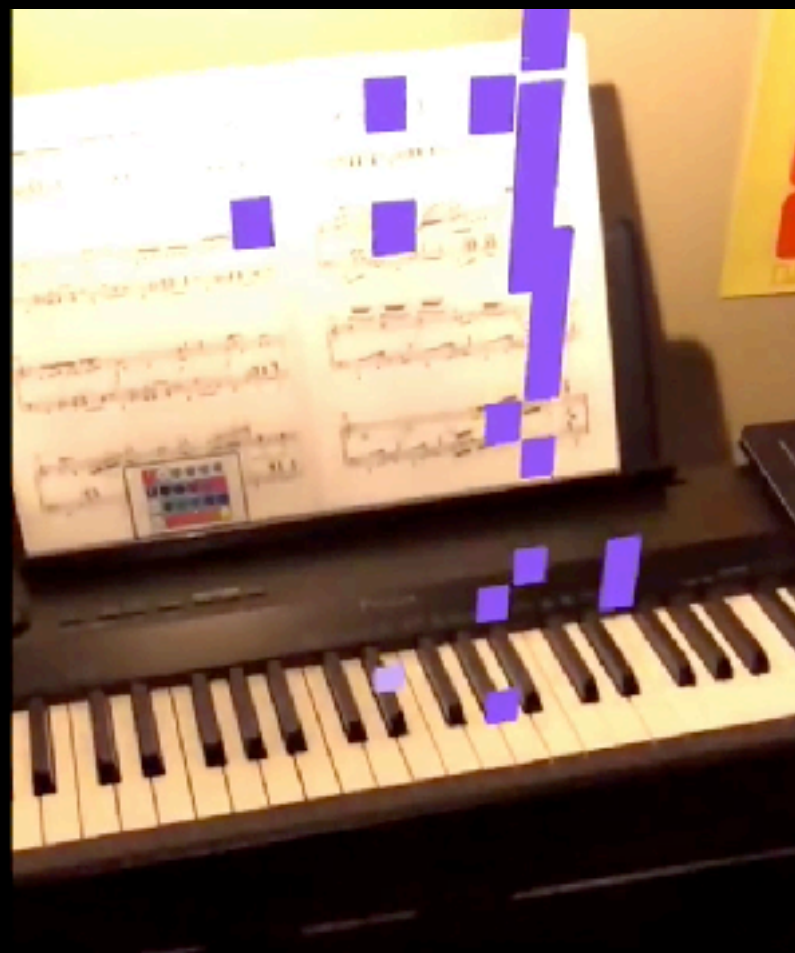
@sarah_edo

ARCHEMISTRY



AUGMENTED REALITY EDUCATION

@sarah_edo



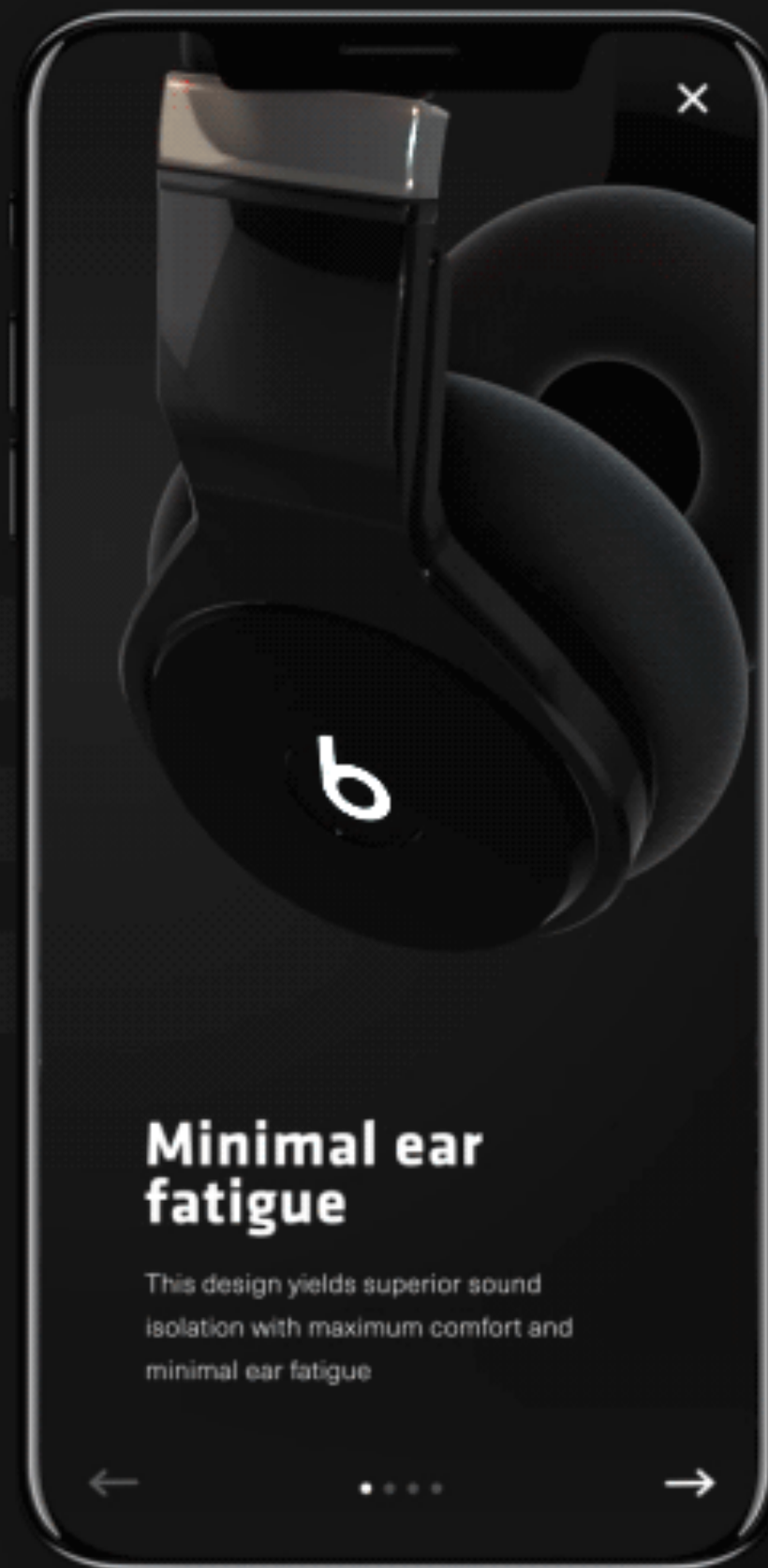
Daniel
[@danielkuntz0](#)

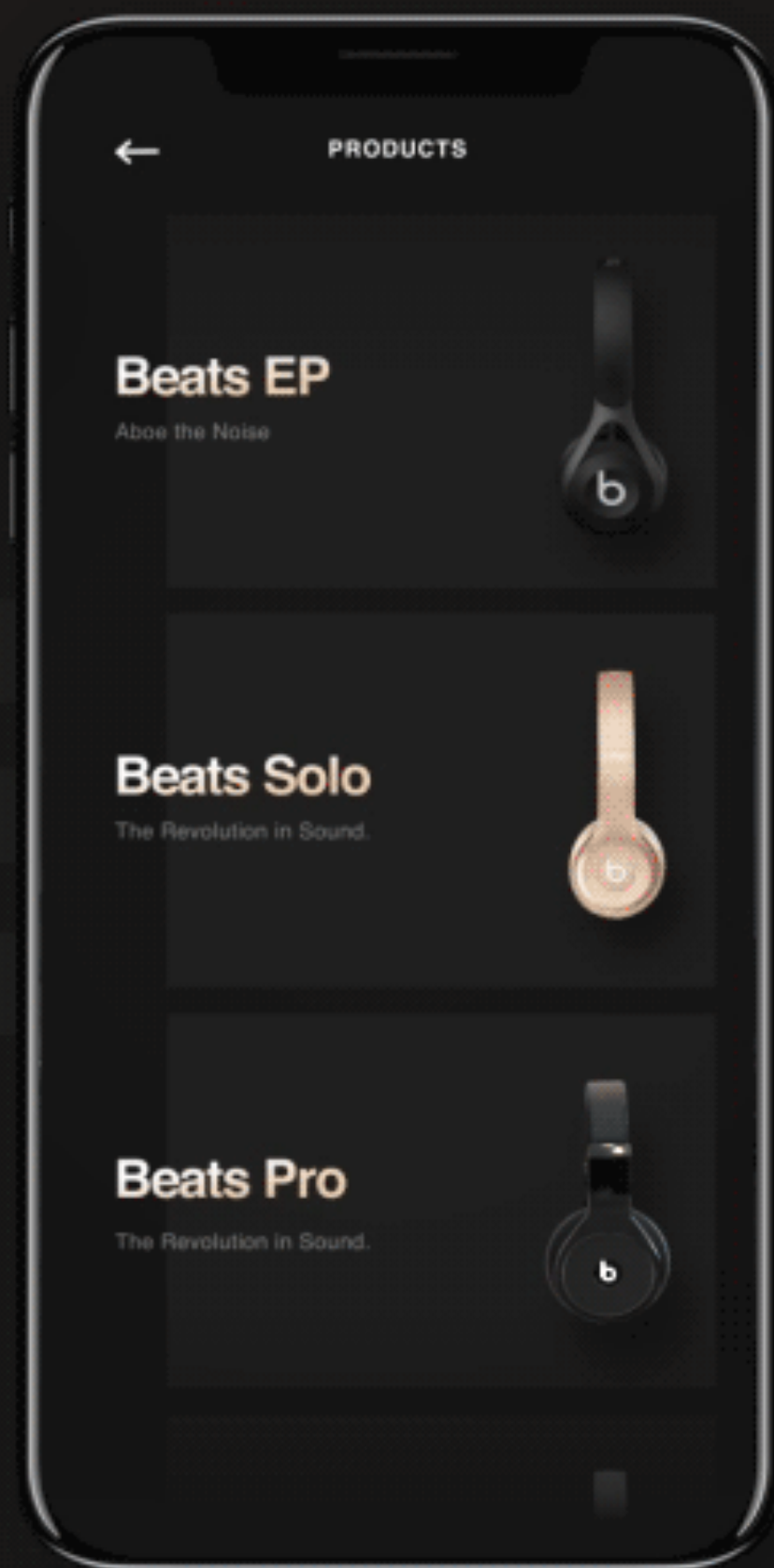
[@sarah_edo](#)

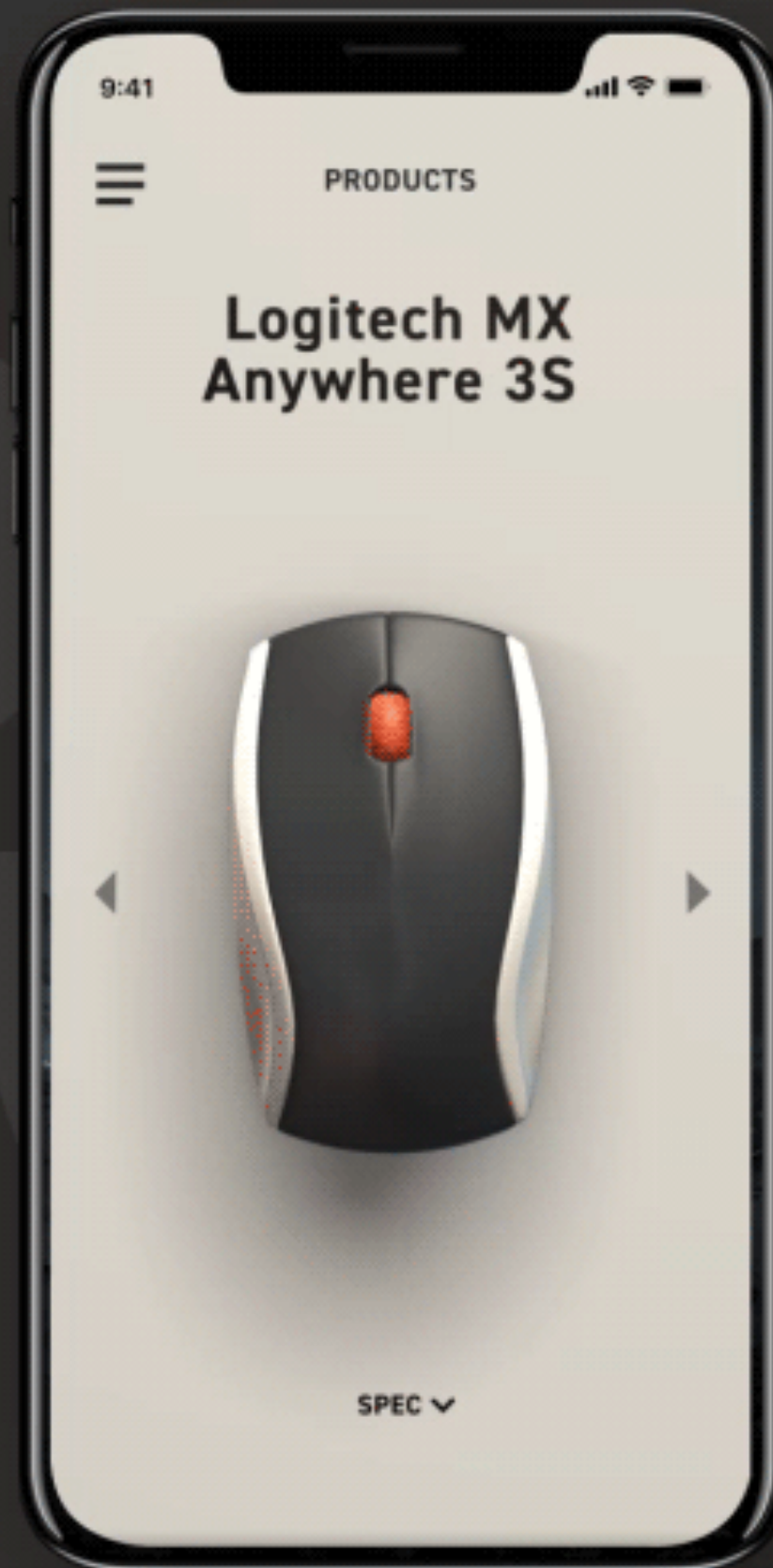
STATIC 2D

IS AN

ABSTRACTION







VOICE CONTROLLED

EXPERIENCES ON THE WEB

How do you feel?

Some options...

excited, nervous, frustrated, happy, calm, tipsy

Hit the button and start recording



LUIS

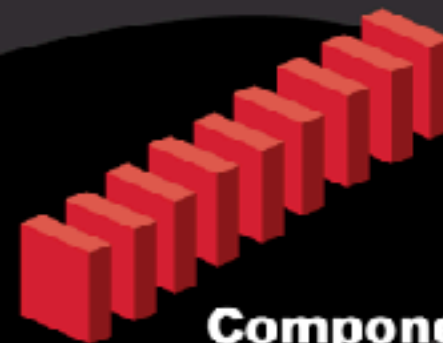


App

Vuex Store



Components



Dependencies



Made in collaboration with Brian Holt @holtbt

@sarah_edo

In store.js (Vuex)

```
export default new Vuex.Store({
  state: {
    counter: 0,
    intent: 'None',
    intensity: 'None',
    score: 0,
    // idle – awaiting user input
    // listening – listening to user input
    // fetching – fetching user data from the API
    uiState: 'idle',
    zoom: 3
  },
  getters: {
    intentStr: state => {
      var str = state.intent
      str = str.replace(/\b(App.)\b/gi, '')
      return str
    },
  },
})
```

In store.js (Vuex)

```
actions: {  
  getSpeech({ dispatch, commit, state }) {  
    commit('setUiState', 'listening')  
  
    //keep recording speech all the time or activate it-  
    //for the first screen no, press a button. second screen yes.  
    state.intent === 'None'  
      ? (recognition.continuous = true)  
      : (recognition.continuous = false)  
  
    recognition.start()  
  
    recognition.onresult = function(event) {  
      const last = event.results.length - 1  
      const phrase = event.results[last][0].transcript  
      dispatch('getUnderstanding', phrase)  
    }  
  },  
  ...  
}
```

In store.js (Vuex)

```
getUnderstanding({ commit }, utterance) {  
  commit('setUiState', 'fetching')  
  const url = `https://westus.api.cognitive.microsoft.com/luis/v2.0/apps  
              /4aba2274-c5df-4b0d-8ff7-57658254d042`  
  
  https: axios({  
    method: 'get',  
    url,  
    params: {  
      verbose: true,  
      timezoneOffset: 0,  
      q: utterance  
    },  
    headers: {  
      'Content-Type': 'application/json',  
      'Ocp-Apim-Subscription-Key': 'XXXXXXXXXXXXXXXXXXXXX'  
    }  
  })  
}
```

In store.js (Vuex)

```
.then(({ data }) => {  
  console.log('axios result', data)  
  if (altMaps.hasOwnProperty(data.query)) {  
    commit('newIntent', {  
      intent: altMaps[data.query],  
      score: 1  
    })  
  } else {  
    commit('newIntent', data.topScoringIntent)  
  }  
  commit('setUiState', 'idle')  
  commit('setZoom')  
})  
.catch(err => {  
  console.error('axios error', err)  
})
```

- ^ App Assets
- Intents
- Entities
- ^ Improve app performance
- Review endpoint utterances
- Phrase lists

Intents ?

Create new Intent

Add prebuilt domain intent

Search Intents

Name	Utterances	
App.Calm	17	...
App.Excited	11	...
App.Frustrated	21	...
App.Happy	29	...
App.Nervous	18	...
App.Tipsy	14	...
Intensity.Less	18	...
Intensity.More	19	...

☐ Utterance	Labeled intent ?	
☐ calm	App.Calm 0.97	...
☐ even	App.Calm 0.97	...
☐ i am calm	App.Calm 0.99	...
☐ i am even	App.Calm 0.99	...
☐ i am fine	App.Calm 0.73	...
☐ i am placid	App.Calm 0.98	...
☐ i am relaxed	App.Calm 0.99	...
☐ i am untroubled	App.Calm 0.99	...
☐ i am zen	App.Calm 0.99	...
☐ i feel composed	App.Calm 0.98	...

In store.js (Vuex)

```
mutations: {  
  newIntent: (state, {intent, score}) => {  
    if (intent.includes('Intensity')) {  
      state.intensity = intent  
      if (intent.includes('More')) {  
        state.counter++  
      } else if (intent.includes('Less')) {  
        state.counter--  
      }  
    } else {  
      state.intent = intent  
    }  
    state.score = score  
  },  
  ...  
}
```

In Base.vue (Components)

```
createShapes() {  
  this.bufferCamera.position.z = this.shapeZoom  
  
  if (this.torusKnot !== null) {  
    this.torusKnot.material.dispose()  
    this.torusKnot.geometry.dispose()  
    this.bufferScene.remove(this.torusKnot)  
  }  
  
  var shape = new THREE.TorusKnotGeometry(  
    this.tConfig.a,  
    this.tConfig.b,  
    this.tConfig.c,  
    this.tConfig.d  
  ),  
  material  
  
  ...  
  this.torusKnot = new THREE.Mesh(shape, material)  
  this.torusKnot.material.needsUpdate = true  
  
  this.bufferScene.add(this.torusKnot)  
},
```

In Base.vue (Components)

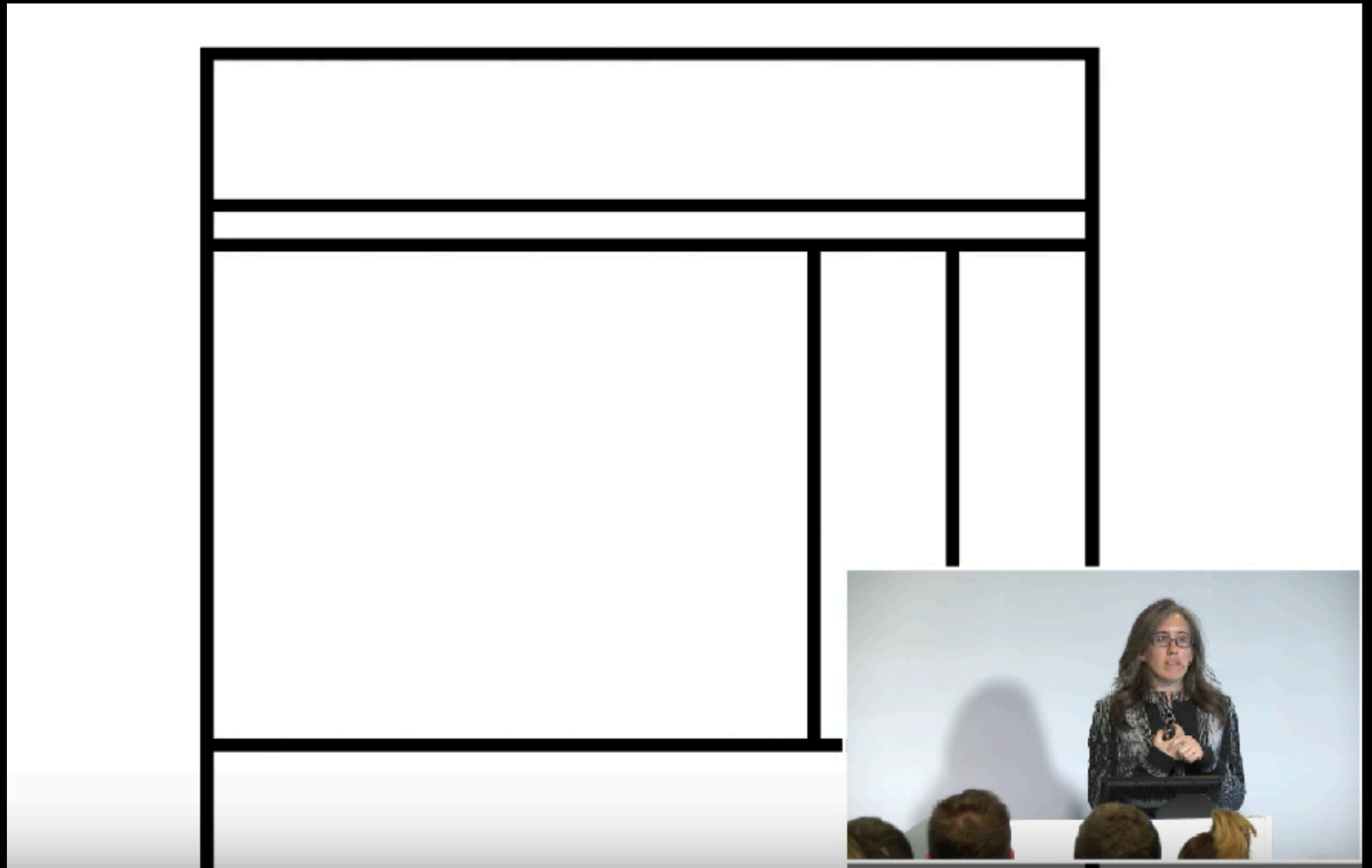
```
animate() {  
  this.storeRAF = requestAnimationFrame(this.animate)  
  
  this.bufferScene.rotation.x += 0.01  
  this.bufferScene.rotation.y += 0.02  
  
  this.renderer.render(  
    this.bufferScene,  
    this.bufferCamera,  
    this.bufferTexture  
  )  
  this.renderer.render(this.scene, this.camera)  
},
```

In Base.vue (Components)

```
watch: {  
  shapeZoom() {  
    this.createShapes()  
    cancelAnimationFrame(this.storeRAF)  
    this.animate()  
  }  
},
```

Repo: github.com/sdras/three-vue-pattern





“WE ARE IN A RUT. A RUT SHAPED LIKE THIS”

-Jen Simmons

@sarah_edo



Jon Gold

@jongold

Follow



which one of the two possible websites are you currently designing?





TAKE UP

SPACE

THINK

BIGGER

THANK YOU!

@sarah_edo