

IxD

Thomas Owens



Publishing CSS3 animations

SESSION TYPE : LESSON with WORKSHOP
WBD4400

Fallbacks

SVGs export for
animation,

Browser inspection tools
for animation

Playability Heuristics

Methodology:

Heuristics for evaluating
playability,

Game Play, Game story,
Mechanics, Usability

Workshop

CSS Fallback Properties

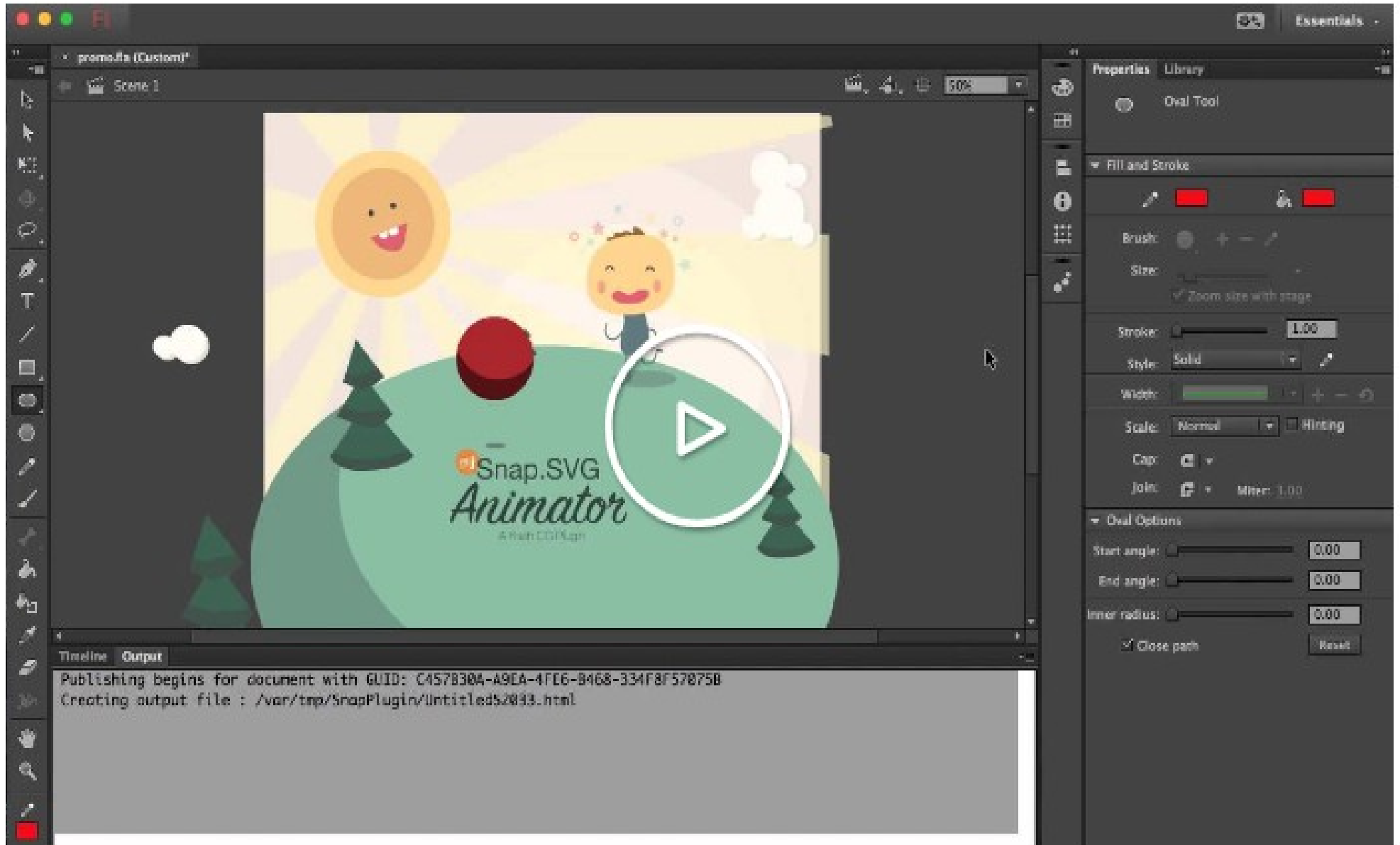
However, we can do this better using CSS fallback properties within a single CSS file, like this:

```
.me {  
    color: #ccc;  
    color: rgba(0, 0, 0, 0.5);  
}
```

You may be able to guess what will happen by using the above code. When you set the color property to “#ccc,” because it’s a valid value in all browsers, it works without any problem. In the next line we used the `rgba()` function. In modern browsers, because it’s a valid function, it works without any problem and the browser uses the second value as the color property. But in IE 8 or older versions, because it’s an invalid value, the browser does nothing and still uses the first value, “#ccc.”

What we’ve done is use the CSS fallback properties technique: when a function or value is invalid, the browser uses the last available value for that property. With this technique, you don’t need to create two separate files or write confusing conditions in the HTML files. Also your application doesn’t need to send two separate HTTP requests, first for the modern CSS file and then for the IE fix file.

SVGs Exports for Animation



Browser Inspection Tools for Animation

The screenshot shows the Chrome DevTools Animation Inspector interface. The browser address bar displays the URL `https://developers.google.com/web/tools/chrome-devtools/inspect-styles/animations`. The navigation bar includes links for **Web**, **Fundamentals**, **Tools**, **Updates**, and **Case Studies**. Below this, a blue navigation bar contains **HOME**, **CHROME DEVTOOLS**, **LIGHTHOUSE**, **WORKBOX**, and **CHROME USER EXPERIENCE REPORT**. On the left, a sidebar lists navigation options such as **Overview**, **Debug Progressive Web Apps**, **Understand Security Issues**, **Run Snippets of Code From Any Page**, **Keyboard Shortcuts Reference**, **UI Reference**, **Inspect and Edit Pages** (with sub-items **Overview**, **Inspect Animations**, **Edit the DOM**, **Edit Styles**), **View and Change CSS**, **Inspect and Manage Storage, Caches, and Resources**, **Simulate Mobile Devices with Device Mode**, **Remote Debugging Android Devices**, **Inspect and Debug JavaScript**, **Using the Console**, **Analyze Runtime Performance**, and **Measure Network Performance**. The main content area features the heading "Inspect and modify animations with the Chrome DevTools Animation Inspector." Below this is a control bar with tabs for **Console**, **Animations x**, and **Rendering**. The **Animations** tab is active, showing a play button, a pause button, and speed controls for **100%**, **25%**, and **10%**. A timeline below the control bar shows a play button and markers at **0**, **250 ms**, and **500 ms**. The animation tracks are displayed as follows:

- `div._lazy-placeholder` with an **opacity** animation track.
- `div._image.js-respons` with a **visibility** animation track.
- `div._image.js-respons` with an **opacity** animation track.

 On the right, a **Contents** sidebar lists: **Overview**, **What's an animation group?**, **Get started**, **Inspect animations**, **View animation details**, and **Modify animations**.

Heuristics for evaluating playability

- Game Play
- Entertainment/Popularity/
Humour/Emotional
Immersion
- Usability & Game Mechanics.

Game Play

An expert inspects the product using a checklist of usability guidelines:

- The guidelines are based on HCI principles such as “error prevention” and “consistency and standards”
- A guideline is the practical manifestation of a principle. For example: “Allow users to create their own shortcuts”
- The evaluator will specify in the evaluation form if that is the case or not (might not be applicable)

Game Story

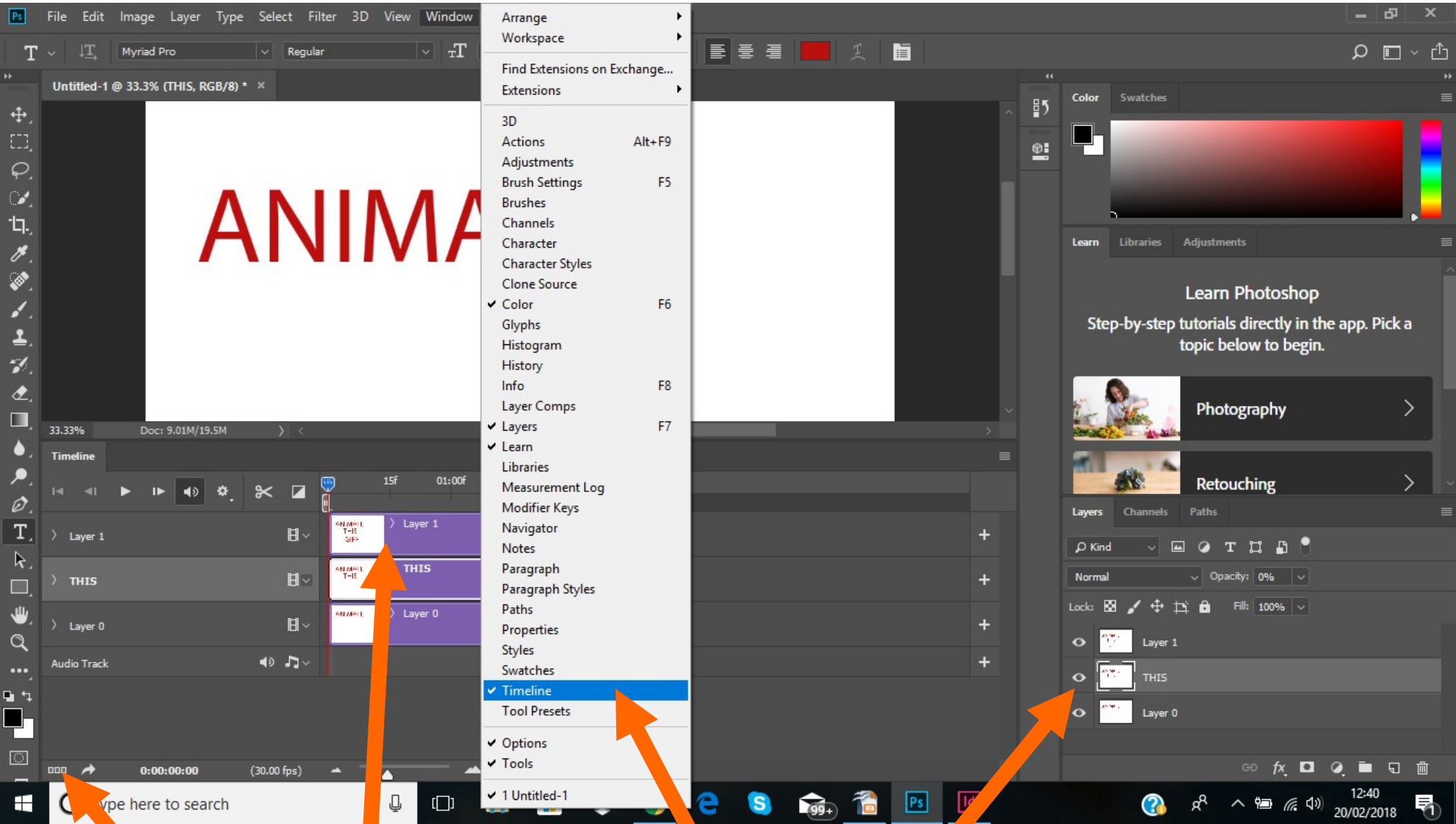
Mechanics

When it comes to gaming, even the mechanics of gaming have UX principals applied to it in order to create a more user centred product.

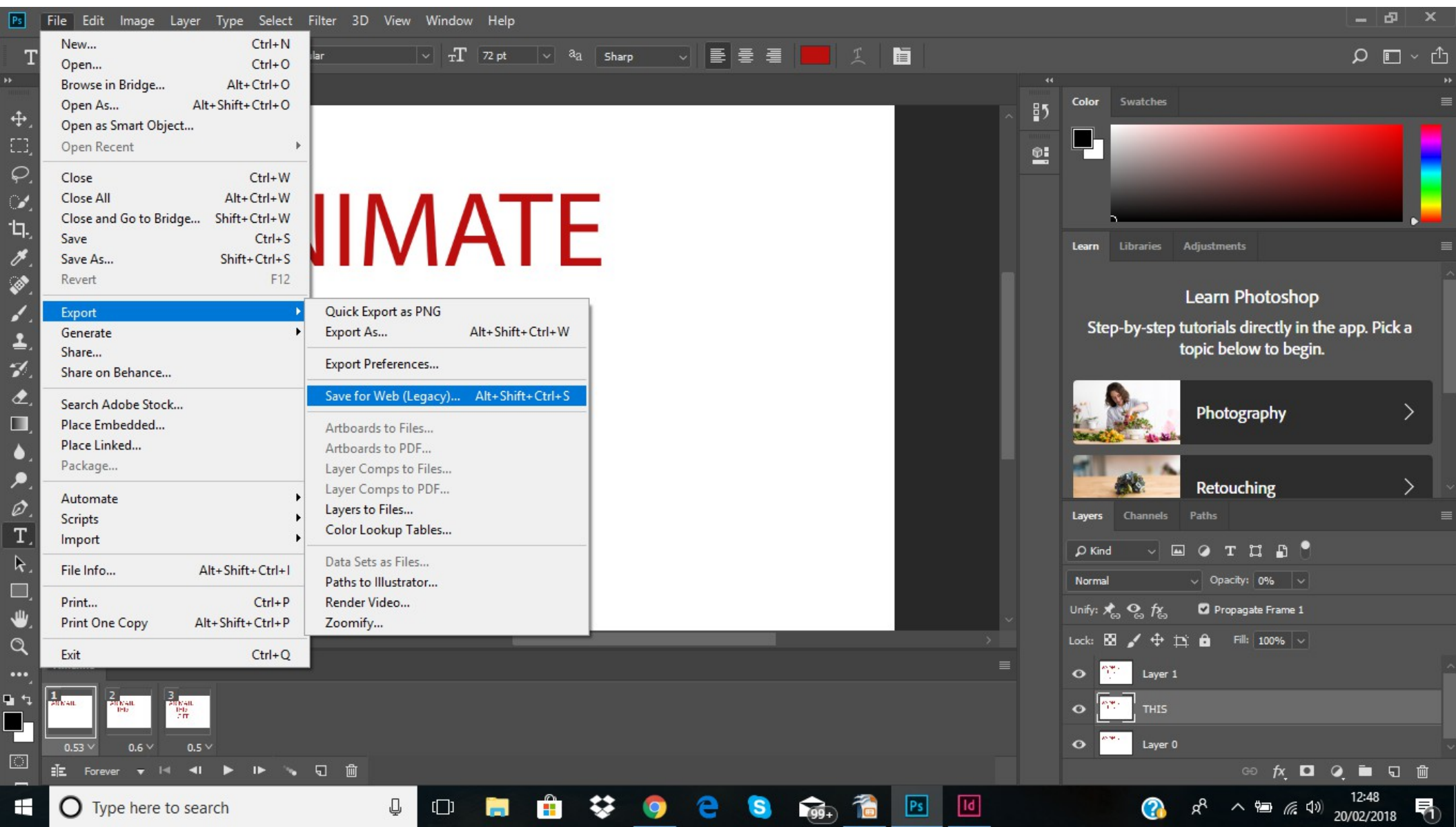
Usability

The overall structure and interface of the game must apply usability principals, this would include the user journey through the website which can be storyboarded etc.

How to create an animated GIF in Photoshop CC 2018



To create an animated Gif in Photoshop CC 2018, Create a series of layers in the bottom right panel, select Window → Timeline. Select ... in the bottom left panel, this will convert the timeline to a frame animation



Choose Export, Save for Web, After Choosing your preferred settings, choose Save As, Save the File where you like, then test the file in your browser. You should have an Animated GIF.

Within Photoshop you can also save as an Image sequence of PNG files and an MPEG. This will also serve as an example of your animation.

Workshop:



The Brief: Created an animated Logo of the NEW SAE Logo, drifting onto the page using CSS or PS. Make use of fades and transitions. Essentially the code for CSS is something like `@keyframes mymove { from {left: -2000px;} to {left: 200px;}}`