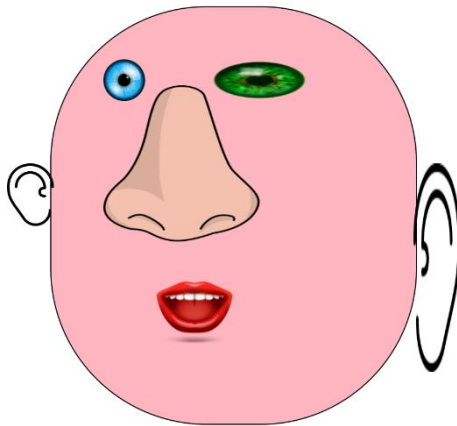


Teddywaddy Code Club

Activity 2j extension

Moving horror face



<https://trinket.io/html/eddfc2ec0b>

Moving horror face

In this exercise you will be applying some animation to the face parts.

First, open the activity and you will see that a face has already been done.

You can change the face around however you want using what you learned in Activity2j.

Each page has some instructions on what to change.

Make the left eye move

Change this line and the eye will move all the time.

```
animation: leftEye 0.5s linear infinite;
```

```
18 ▾ .leftEye {  
19     position: absolute;  
20     top:100px;  
21     left:100px;  
22     width:80px;  
23     height:80px;  
24     animation: none;  
25 }  
26 ▾ .leftEye:hover {  
27     animation:none;  
28 }  
29 ▾ @keyframes leftEye  
30     0%    {top:100px; left:100px;}  
31     25%   {top:100px; left:103px;}  
32     50%   {top:103px; left:103px;}  
33     75%   {top:103px; left:100px;}  
34     100%  {top:100px; left:100px;}  
35 }
```

Change this line and the eye will only move when the mouse is over the eye.

```
animation: leftEye 0.5s linear infinite;
```

Now do the same to the right eye.

animation: rightEye 2s linear infinite;

```
36 ▾ .rightEye {  
37     position: absolute;  
38     top:100px;  
39     left:300px;  
40     width:200px;  
41     height:80px;  
42     animation:none;  
43 }  
44 ▾ .rightEye:hover {  
45     animation:none;  
46 }  
47 ▾ @keyframes rightEye {  
48     0%    {top:100px; left:300px;}  
49     50%   {top:110px; left:310px;}  
50     100%  {top:100px; left:300px;}  
51 }
```

Change the numbers so the right eye only goes up and down.

Make the left ear flap

Change this line and the ear will flap all the time.

```
animation: leftEar 0.5s linear infinite;
```

```
60 ▾ .leftEar {  
61     position: absolute;  
62     top:300px;  
63     left:-100px;  
64     width:120px;  
65     height:120px;  
66     animation:none;  
67 }  
68 ▾ .leftEar:hover {  
69     animation:none;  
70 }  
71 ▾ @keyframes ear {  
72     0% {transform: rotateY(0deg);}  
73     50% {transform: rotateY(45deg);}  
74     100% {transform: rotateY(0deg);}  
75 }
```

Change this line and the ear will only flap when the mouse is over the ear.

```
animation: leftEar 0.5s linear infinite;
```

Make the left ear spin.

```
60 ▾ .leftEar {  
61     position: absolute;  
62     top:300px;  
63     left:-100px;  
64     width:120px;  
65     height:120px;  
66     animation:none;  
67 }  
68 ▾ .leftEar:hover {  
69     animation:none;  
70 }  
71 ▾ @keyframes ear {  
72     0%    {transform:rotateY(0deg);}  
73     50%   {transform:rotateY(45deg);}  
74     100%  {transform:rotateY(0deg);}  
75 }
```

Change the numbers so the left ear spins completely around.

See if you can do the same to the right ear.