

How to Edit GSAP Animations – Homepage Only

This guide applies only to the GSAP animations used on the Homepage of this Webflow template. It explains what each script does, how to safely customize it, and how to remove it if needed.

Section 1: Element Map

- **.image-wrapper.can-product** – Floats the can continuously and acts as the hover trigger for the coffee splash + can straightening.
- **.image-wrapper.coffee-splash** – Hidden on load (autoAlpha 0, scale 0). Reveals on hover (autoAlpha 1, scale 1).
- **.column.intro-left .image-wrapper** – Bouncy hover lift + scale in the intro stack. Also participates in z-index stacking logic.
- **.column.intro-left .intro-background-video-wrapper** – Included in the same intro hover lift + z-index stacking as the images.
- **.column.intro-left** – Parent container used to establish stacking context (position is set to relative if needed).
- **.w-dyn-item / .w-dyn-items (CMS wrappers)** – Used for scoping so each CMS item gets its own independent hover timeline.

Section 2: Customizing Key Variables

These are the safest values to change without breaking the template logic:

- **Can Float Height** – In `initializeCanFloatAnimations()`: change `y`: -41 to adjust how high the can floats.
- **Can Float Speed** – In `initializeCanFloatAnimations()`: change `duration`: 2 to make the float faster or slower.
- **Can Float Feel** – In `initializeCanFloatAnimations()`: change `ease`: 'sine.inOut' to another ease for a different motion style.
- **Initial Can Tilt** – In `initializeCoffeeSplashHoverAnimations()`: change `rotation`: 7 to adjust the can's starting angle.
- **Hover Timing** – In the `hoverTimeline` defaults: change `duration`: 0.35 to speed up or slow down splash + rotation.
- **Hover Ease** – In `hoverTimeline` defaults: change `ease`: 'power2.out' to change the hover feel.
- **Splash Scale** – In the `hoverTimeline`: change `scale`: 1 to make the coffee splash larger/smaller on hover.
- **Intro Hover Lift** – In `hoverBounceIn()`: adjust `y` values (-34, -18, -22) to change how far items rise and recoil.
- **Intro Hover Scale** – In `hoverBounceIn()`: change `scale`: 1.07 to increase or reduce hover emphasis.
- **Intro Hover Speed** – In `hoverBounceIn()`: adjust the three durations (0.14, 0.18, 0.38) to change responsiveness + bounce.

- **Intro Bounce Feel** – In `hoverBounceIn()`: edit `elastic.out(1.2, 0.35)` to change springiness (first number = amplitude, second = period).
- **Hover Out Reset Speed** – In `hoverBounceOut()`: change duration: 0.18 to control how quickly items return to normal.

Section 3: Removing GSAP Animations

You can remove animations completely or script-by-script.

General steps:

- 1) Locate the `<script>` block for the animation you want to remove.
- 2) Comment out or delete the relevant function(s) or the entire `<script>`.
- 3) Save and republish.

Note: Removing animations means elements will appear immediately without motion.

Safe removal options (Homepage):

- **Remove only floating cans** – Comment out `initializeCanFloatAnimations()` OR remove the `gsap.to()` inside it.
- **Remove only coffee splash hover** – Comment out `initializeCoffeeSplashHoverAnimations()`. (Cans will still float if the float script remains.)
- **Remove intro hover stack bounce** – Comment out the entire `window.Webflow.push(function(){ ... })` block in Script 2.

Section 4: Script-by-Script Breakdown

Script 1: Can Float + Coffee Splash Hover (CMS-safe)

What it does:

- On page load, all `.image-wrapper.can-product` elements float up and down forever (repeat: -1, yoyo: true).
- For each CMS item, the matching `.image-wrapper.coffee-splash` is hidden on load and revealed on hover.
- Each can gets its own hover timeline, so hover works reliably across multiple CMS items.

Key logic details (for advanced users):

- Scoping: the script searches upward to the closest CMS wrapper (`.w-dyn-item` or `.w-dyn-items`) so the correct splash is targeted.
- Hover reliability: `mouseenter` plays the timeline; `mouseleave` reverses it.
- Baselines: splash starts at `autoAlpha: 0` and `scale: 0`; cans start at `rotation: 7`.

How to customize:

- Floating: edit y, duration, and ease in `gsap.to(canElement, {...})`.
- Hover: edit the `hoverTimeline` defaults (duration/ease) and the `.to()` targets (scale/rotation).

How to remove:

- Delete/comment `initializeCanFloatAnimations()` to remove floating.
- Delete/comment `initializeCoffeeSplashHoverAnimations()` to remove splash + rotation hover.
- If you remove the hover script, the coffee splash element should be visible via Designer settings if you still want it displayed.

Script 2: Intro Hover Stack (z-index + bounce)

What it does:

- Adds a bouncy hover effect to intro images and the background video wrapper.
- Ensures the hovered item comes to the front by raising its z-index to 9999.
- Resets all z-index values on mouse leave to preserve the intended stack order.

Accessibility / Reduced Motion:

If a visitor has 'Reduce motion' enabled on their device/browser, this script exits early and the hover motion will not run.

How to customize:

- Motion: edit `hoverBounceIn()` values (y, scale, durations, ease).
- Return: edit `hoverBounceOut()` duration/ease.
- Stacking: adjust the z-index value '9999' if you need a different frontmost level.

How to remove:

- Comment out the entire Script 2 block (the `window.Webflow.push(...)` section). The intro elements will remain static and will not change z-index on hover.

Tip: After making changes, publish and test on desktop + mobile to confirm hover behaviors and stacking look correct.