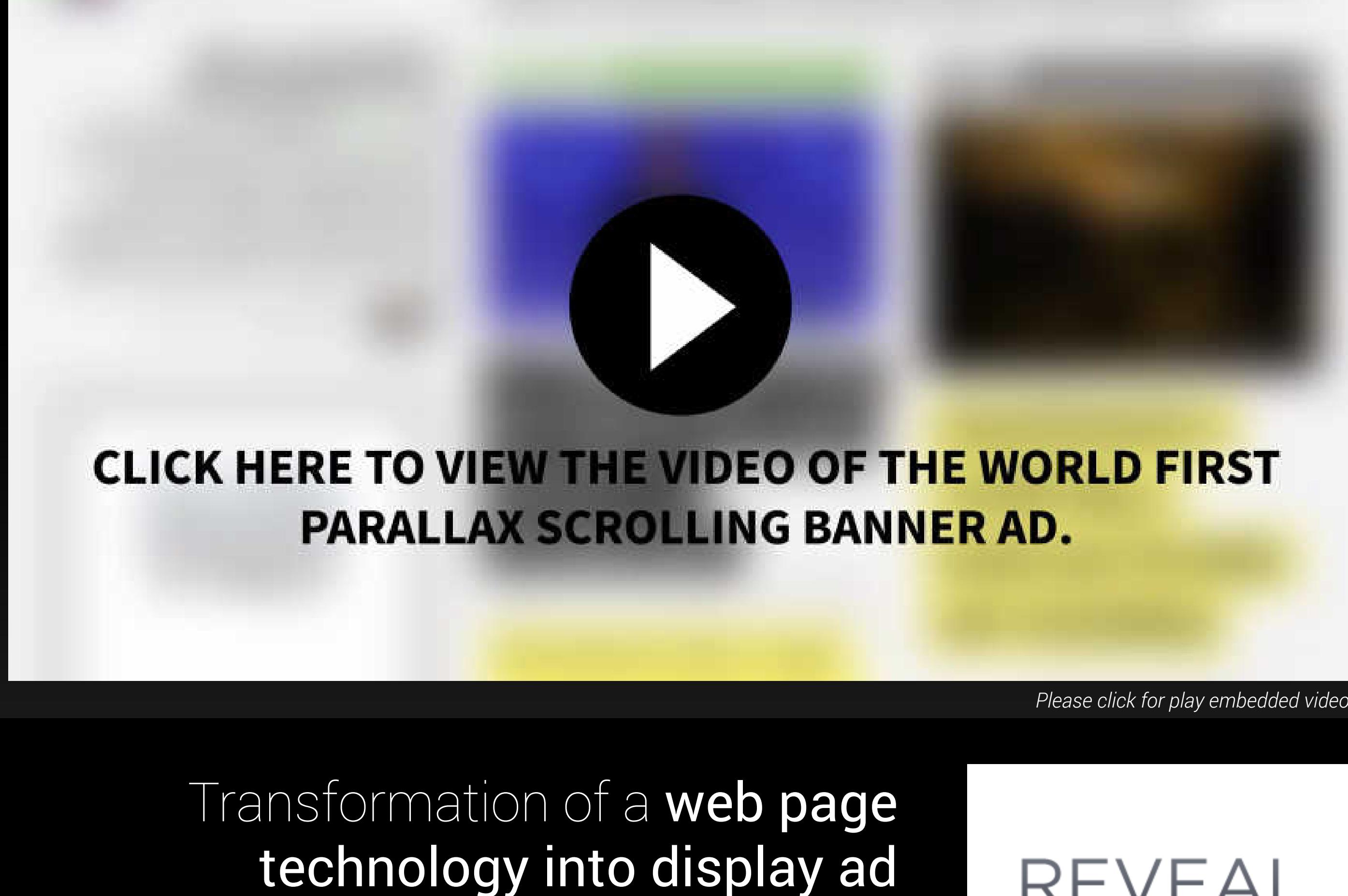


First parallax scrolling display ad ever.

HBO'S IN TREATMENT SEASON 2



**CLICK HERE TO VIEW THE VIDEO OF THE WORLD FIRST
PARALLAX SCROLLING BANNER AD.**

Please click for play embedded video.

Transformation of a **web page**

technology into display ad

used for the promotion of
HBO's In Treatment season 2.

Scrolling up and down on the news portal
takes effect in its vertical **display ad**.

It was definitely a **huge technical challenge** to take over the browser's scrolling
into the ad server zone.

This **motional innovation reflects** the
interactive feature of a **psychiatric treatment**
and the slowly **emerging** hidings.

The eye-catching new ad **resulted 0,29 % CTR** in
the campaign, which is **3 times higher** than the
average display CTR of this kind.

**REVEAL
YOUR
SECRETS**



TERÁPIA

**HBO HUNGARY
ORIGINAL PRODUCTION**

**NEW SERIES
FIRST EPISODE!**

**TONIGHT AT 21:00
ON HBO.**

**OR WATCH ONLINE
NOW ON HBO GO!**

HBO®

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The length of source code of the parallax scrolling display ad is more than 150 lines, but we reveal a small part of the secret below.

```
var innerHeight,
  $Top,
  scrollTop,
  anim,
  speed;

$(function(){

  function parallax()
  {
    this.defaults = this.defaults();
    this.el = this.defaults.el;
    this.defaults.stagesHeight = ((this.defaults.offsetTop - this.defaults.height) / this.defaults.stages);
    $('#hboterapia-screen, .hboterapia-layer').height(this.defaults.height);
    this.init();
    this.el.find('#hboterapia-macsai').css('top', this.defaults.mtop);
  }

  parallax.prototype.defaults = function()
  {
    return {
      top: $('#hboterapia-stage').offset().top,
      offsetHeight:2000,
      mtop: 270,
      el: $('#hboterapia-screen'),
      height: $(window).height(),
      stages: 3,
      preStages: [
        function(_this) {

          function easeInCubic(target, duration, at) {
            if (at >= duration) return target;
            if (at <= 0) return 0;
            at /= duration;
            return target*at*at*at;
          }

          function easeInOutSineb (t, b, c, d) {
            return -c/2 * (Math.cos(Math.PI*t/d) - 1) + b;
          };
        }
      ]
    }
  }
})
```