

# Package ‘scrollrevealR’

July 23, 2025

**Type** Package

**Title** Animate 'shiny' Elements when They Scroll into View using the 'scrollrevealjs' Library

**Version** 0.2.0

**Description** Allows the user to animate 'shiny' elements when scrolling to view them. The animations are activated using the 'scrollrevealjs' library. See <<https://scrollrevealjs.org/>> for more information.

**License** MIT + file LICENSE

**Encoding** UTF-8

**LazyData** true

**URL** <https://github.com/feddelegrand7/scrollrevealR>

**BugReports** <https://github.com/feddelegrand7/scrollrevealR/issues>

**Imports** htmltools, glue

**Suggests** knitr, rmarkdown

**VignetteBuilder** knitr

**RoxygenNote** 7.1.1

**NeedsCompilation** no

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**Repository** CRAN

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## Contents

scrollreveal_dep . . . . .	2
scroll_reveal . . . . .	2

<b>Index</b>	<b>4</b>
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scrollreveal_dep	<i>Create an HTML dependency for scrollreveal.js</i>
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**Description**

Create an HTML dependency for scrollreveal.js

**Usage**

```
scrollreveal_dep()
```

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scroll_reveal	<i>Animate elements when scrolling to view them</i>
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**Description**

Animate elements when scrolling to view them

**Usage**

```
scroll_reveal(
  target,
  duration = 1000,
  delay = 100,
  distance = "20px",
  origin = "bottom",
  reset = TRUE
)
```

**Arguments**

target	The elements to animate as they scroll into view
duration	The duration of the animation in milliseconds. Defaults to 1000 ms
delay	The desired delay in milliseconds before triggering the animation. Defaults to 100 ms
distance	Controls how far elements move when revealed. Defaults to 20px
origin	Specifies what direction elements come from when revealed ("top", "bottom", "right", "left"). Defaults to "bottom"
reset	logical, should the function animate the element each time it scrolls into view or only once. Defaults to TRUE.

**Value**

An animated shiny element

**Examples**

```
if (interactive()) {  
  
  ui <- fluidPage(  
    h1("TIME"),  
    br(),  
    br(),  
    h1("SPACE"),  
    br(),  
    br(),  
    h1("PIZZA"),  
    br(),  
    br(),  
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    # Using the scroll_reveal() function  
    scroll_reveal(target = "h1", duration = 2000, distance = "100px"),  
  
  )  
  server <- function(input, output) {  
  
  }  
  
  shinyApp(ui = ui, server = server)  
}
```

# Index

`scroll_reveal`, [2](#)  
`scrollreveal_dep`, [2](#)