

```
<div id="animationContainer" style="width:100%; max-width:600px; margin:0 auto; position:relative; overflow:hidden;">
```

```
  <canvas id="animationCanvas"></canvas>
```

```
</div>
```

```
<script>
```

```
const canvas = document.getElementById('animationCanvas');
```

```
const ctx = canvas.getContext('2d');
```

```
canvas.width = 600;
```

```
canvas.height = 200;
```

```
const figure1 = { x: -50, y: 150, direction: 1, phase: 0 };
```

```
const figure2 = { x: 650, y: 150, direction: -1, phase: Math.PI };
```

```
let bannerWidth = 0;
```

```
let bannerOpacity = 0;
```

```
let animationStage = 0;
```

```
let pauseCounter = 0;
```

```
let tickerPosition = 0;
```

```
const tickerText = "Trig Tutor by Jincosoft '95    ";
```

```
function drawFigure(x, y, direction, phase) {
```

```
  ctx.save();
```

```
  ctx.translate(x, y);
```

```
  ctx.scale(direction, 1);
```

```
  ctx.strokeStyle = 'black';
```

```
  ctx.lineWidth = 2;
```

```
  // Body
```

```
  ctx.beginPath();
```

```
  ctx.moveTo(0, -40);
```

```
  ctx.lineTo(0, 0);
```

```
  ctx.stroke();
```

```
  // Head
```

```
  ctx.beginPath();
```

```
  ctx.arc(0, -50, 10, 0, Math.PI * 2);
```

```
  ctx.stroke();
```

```
  // Legs
```

```
  const legSwing = Math.sin(phase) * 15;
```

```
  ctx.beginPath();
```

```
  ctx.moveTo(0, 0);
```

```
  ctx.lineTo(legSwing, 20);
```

```
  ctx.moveTo(0, 0);
```

```
  ctx.lineTo(-legSwing, 20);
```

```
  ctx.stroke();
```

```
  // Arms
```

```
  const armSwing = Math.sin(phase + Math.PI) * 10;
```

```
  ctx.beginPath();
```

```
  ctx.moveTo(0, -30);
```

```
  ctx.lineTo(armSwing, -10);
```

```

    ctx.moveTo(0, -30);
    ctx.lineTo(-armSwing, -10);
    ctx.stroke();

    ctx.restore();
}

function drawBanner(x1, x2) {
    const bannerY = canvas.height * 0.5;
    const bannerHeight = canvas.height * 0.2;

    ctx.fillStyle = `rgba(255, 0, 0, ${bannerOpacity})`;
    ctx.fillRect(x1, bannerY, x2 - x1, bannerHeight);

    ctx.fillStyle = `rgba(255, 255, 255, ${bannerOpacity})`;
    ctx.font = '20px Arial';
    ctx.textAlign = 'left';
    ctx.textBaseline = 'middle';

    ctx.save();
    ctx.beginPath();
    ctx.rect(x1, bannerY, x2 - x1, bannerHeight);
    ctx.clip();

    const textWidth = ctx.measureText(tickerText).width;
    let startX = x2 - tickerPosition;

    while (startX > x1 - textWidth) {
        ctx.fillText(tickerText, startX, bannerY + bannerHeight / 2);
        startX -= textWidth;
    }

    ctx.restore();
}

function animate() {
    ctx.clearRect(0, 0, canvas.width, canvas.height);

    if (animationStage === 0) {
        figure1.x += 2;
        figure2.x -= 2;

        if (figure1.x + 20 >= figure2.x - 20) { // Check if figures are touching
            animationStage = 1;
            figure1.x = figure2.x - 40; // Ensure exact touch
        }
    } else if (animationStage === 1) {
        pauseCounter++;
        if (pauseCounter > 60) { // Pause for about 1 second
            figure1.direction *= -1;
            figure2.direction *= -1;
            animationStage = 2;
        }
    } else if (animationStage === 2) {

```

```

figure1.x += 2 * figure1.direction;
figure2.x += 2 * figure2.direction;

bannerWidth = Math.min(300, Math.abs(figure1.x - figure2.x) - 50);
bannerOpacity = Math.min(1, bannerWidth / 150);

tickerPosition += 1;
const textWidth = ctx.measureText(tickerText).width;
if (tickerPosition >= textWidth) {
    tickerPosition -= textWidth;
}
}

if (animationStage !== 1) {
    figure1.phase += 0.1;
    figure2.phase += 0.1;
}

drawFigure(figure1.x, figure1.y, figure1.direction, figure1.phase);
drawFigure(figure2.x, figure2.y, figure2.direction, figure2.phase);

if (animationStage >= 1) {
    const bannerX1 = Math.min(figure1.x, figure2.x) + 25;
    const bannerX2 = Math.max(figure1.x, figure2.x) - 25;
    drawBanner(bannerX1, bannerX2);
}

requestAnimationFrame(animate);
}

// Start animation
animate();
</script>

```