

# Steve Honeyman

**site:**     [stevehoneyman.co.uk](http://stevehoneyman.co.uk)  
              [stevehoneyman.co.uk/blog/wordcamp](http://stevehoneyman.co.uk/blog/wordcamp)

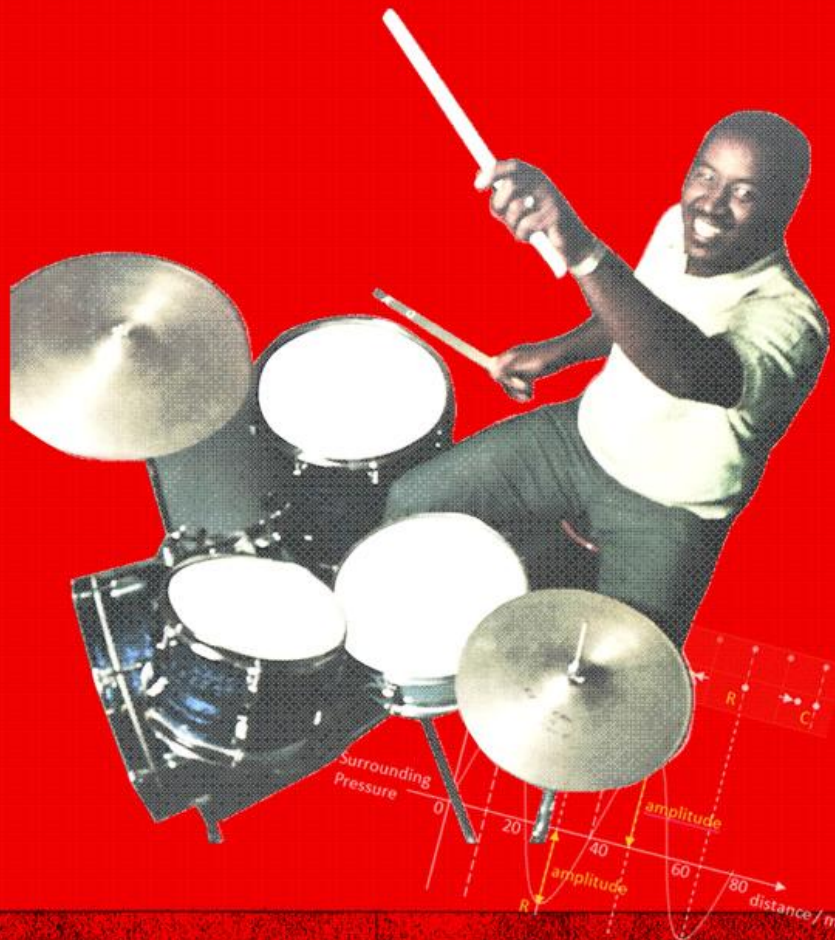
**repo:**     [github.com/stevehoneyman](https://github.com/stevehoneyman)

**twitter:** [stevehoneyman](https://twitter.com/stevehoneyman)

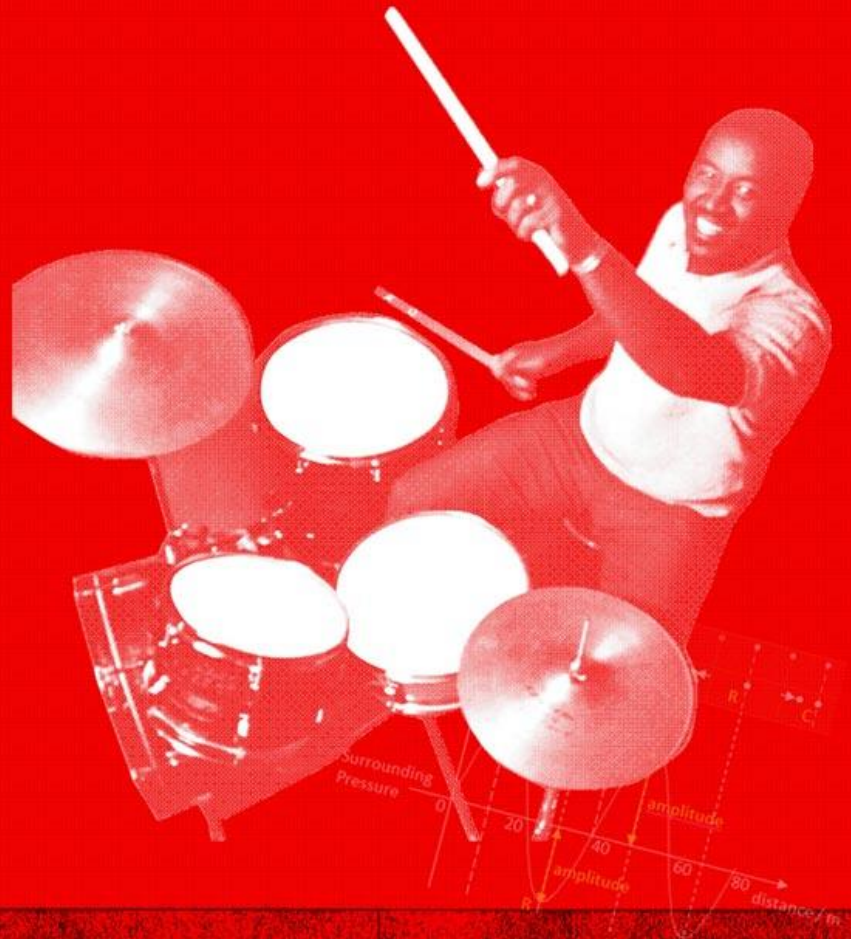
# **A talk about:**

Using Advanced Custom Fields to create multi-layered print style graphics in the browser, adding a little responsive type into the mix.

# give the drummer some!



# give the drummer some!

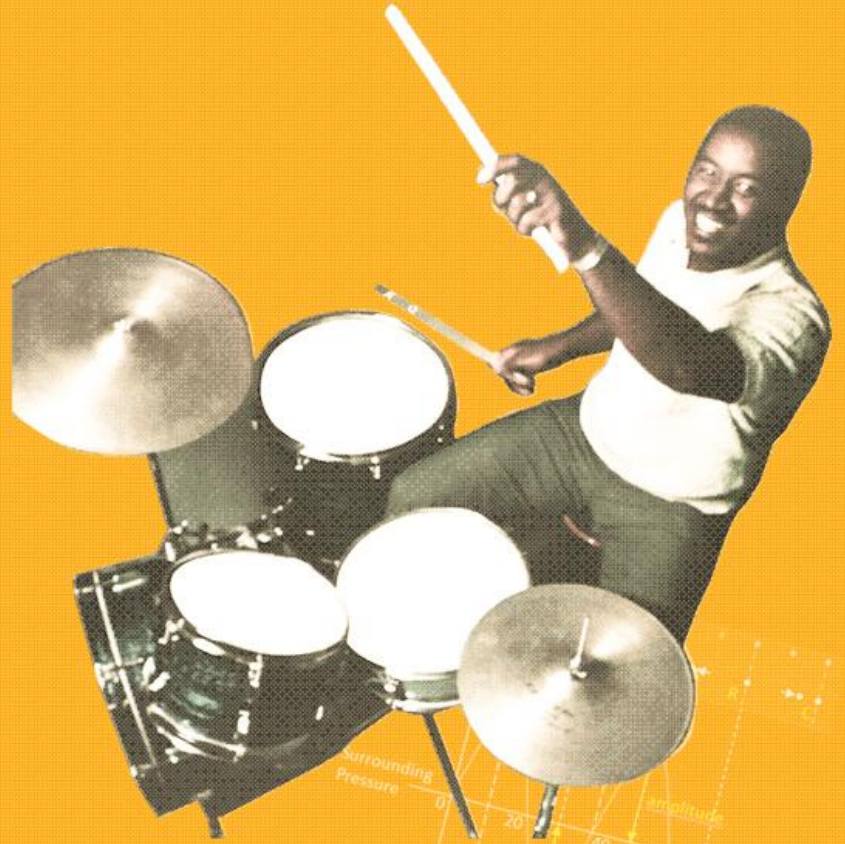


# give the drummer some!





give the  
drummer  
some!

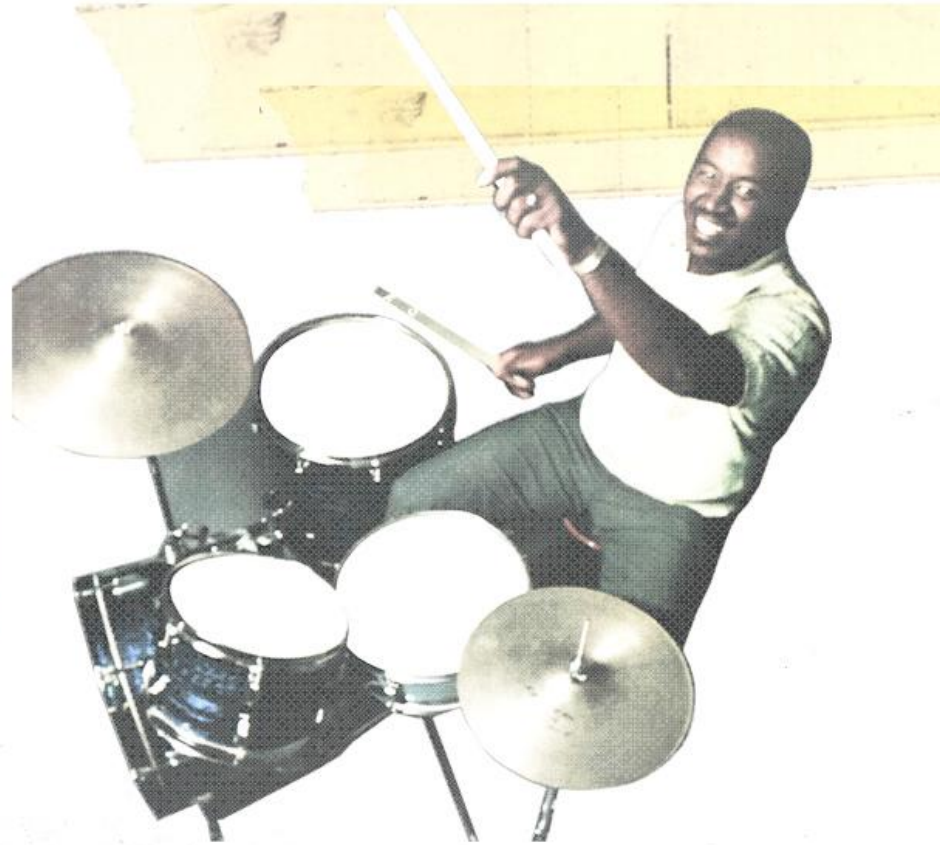


give the  
drummer  
some!





give the  
drummer  
some!





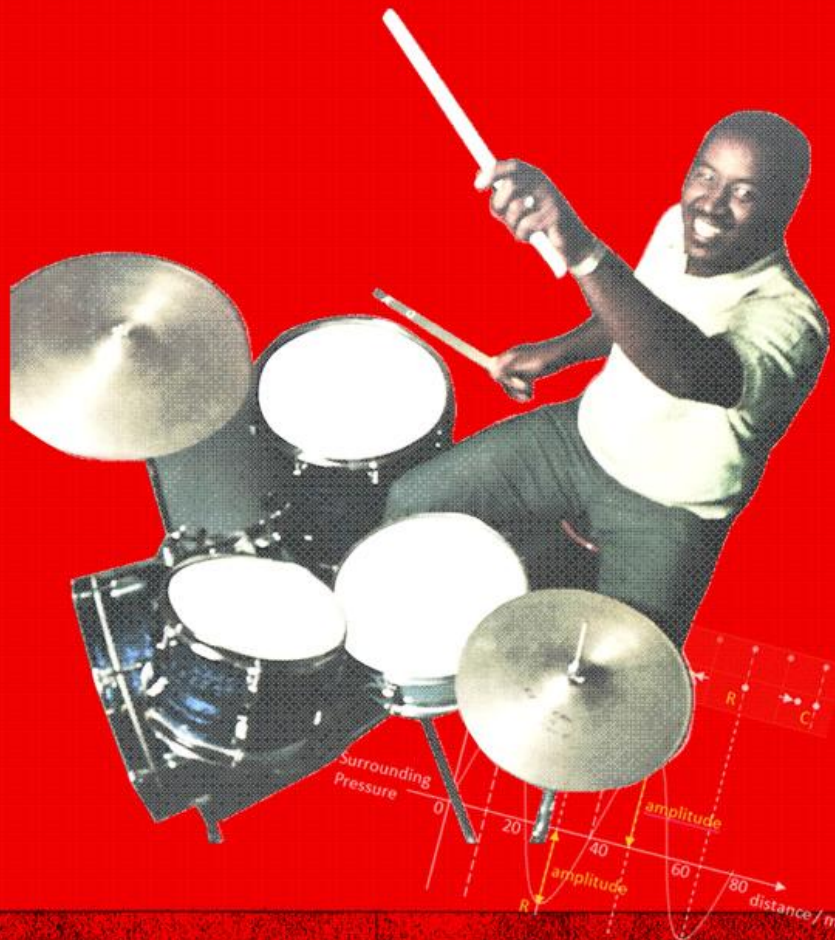
give the  
drummer  
some!



# Markup (header.php):

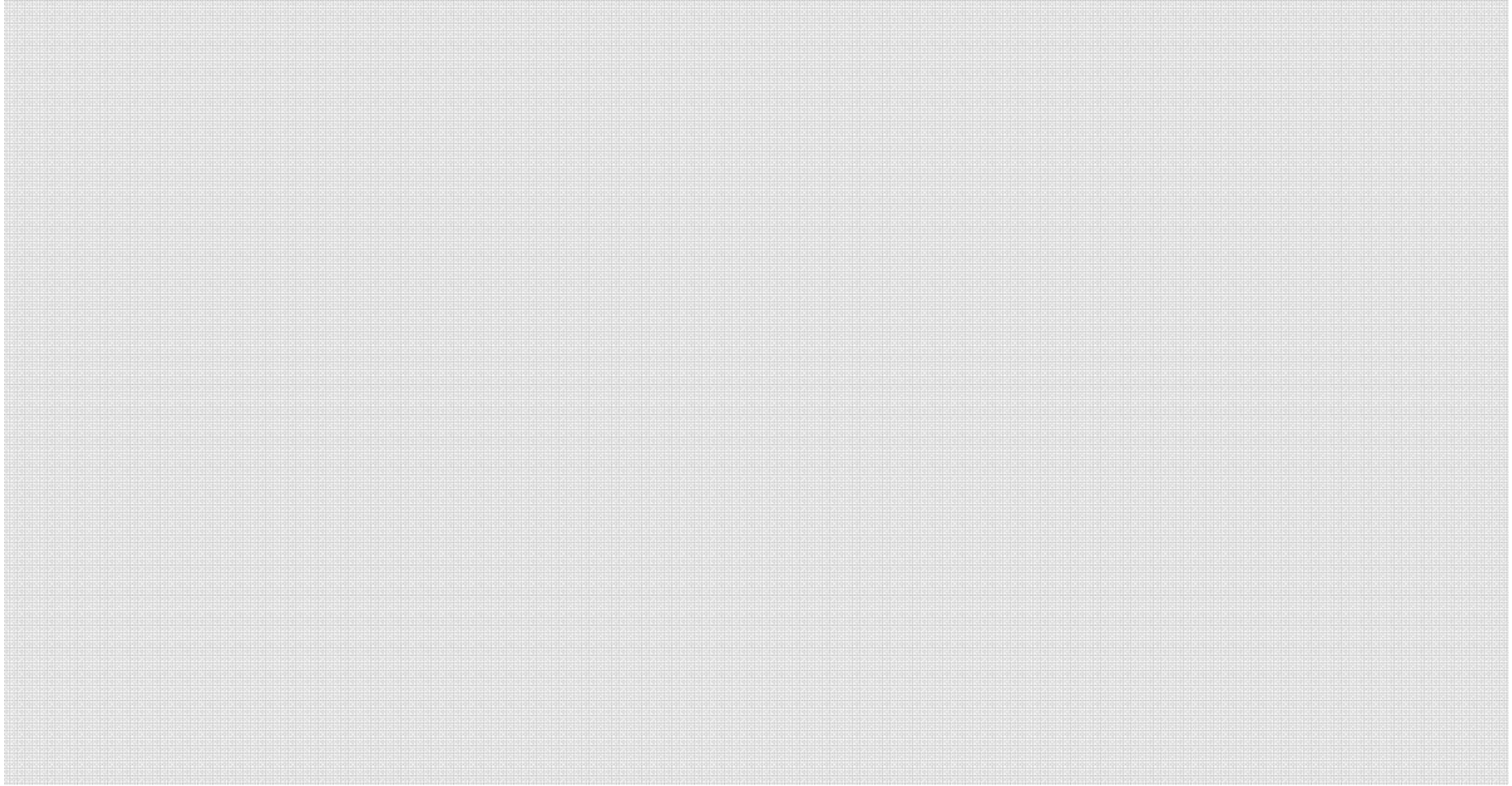
```
<header>
  <div class="header-type-block">
    <h1>
      <span class="give">give</span>
      <span class="the">the</span><br /><br />
      <span class="drummer">drummer</span><br /><br />
      <span class="some">some!</span>
    </h1>
  </div>
  <div class="drummer-container">
    <figure class="detail__sine-wave">
      
    </figure>
    <figure class="drummer-image"></figure>
  </div>
  
</header>
```

# give the drummer some!





```
header {background-image}
```

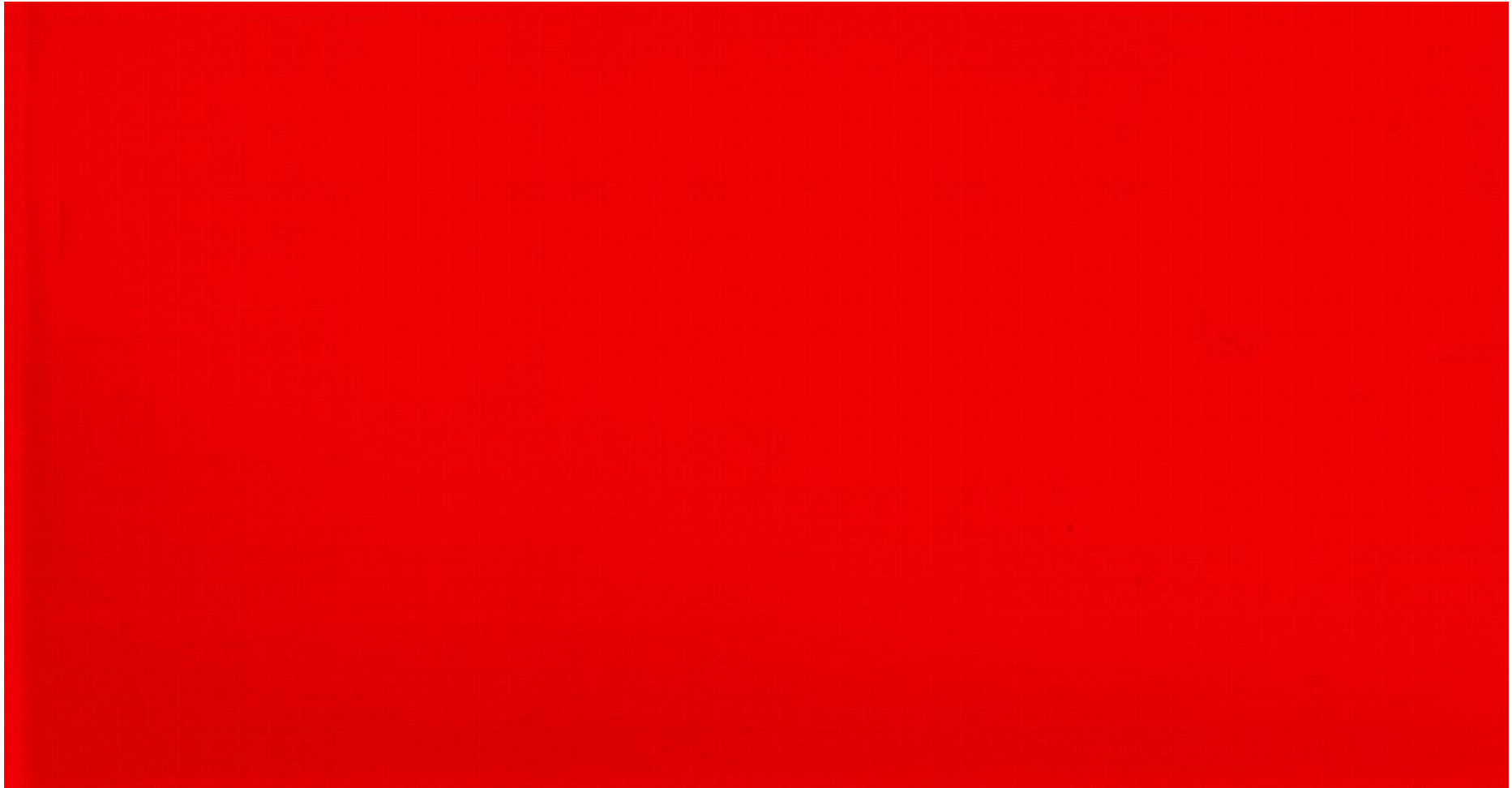




```
header:after {background-image}
```



```
header {background-color}
```



img {}

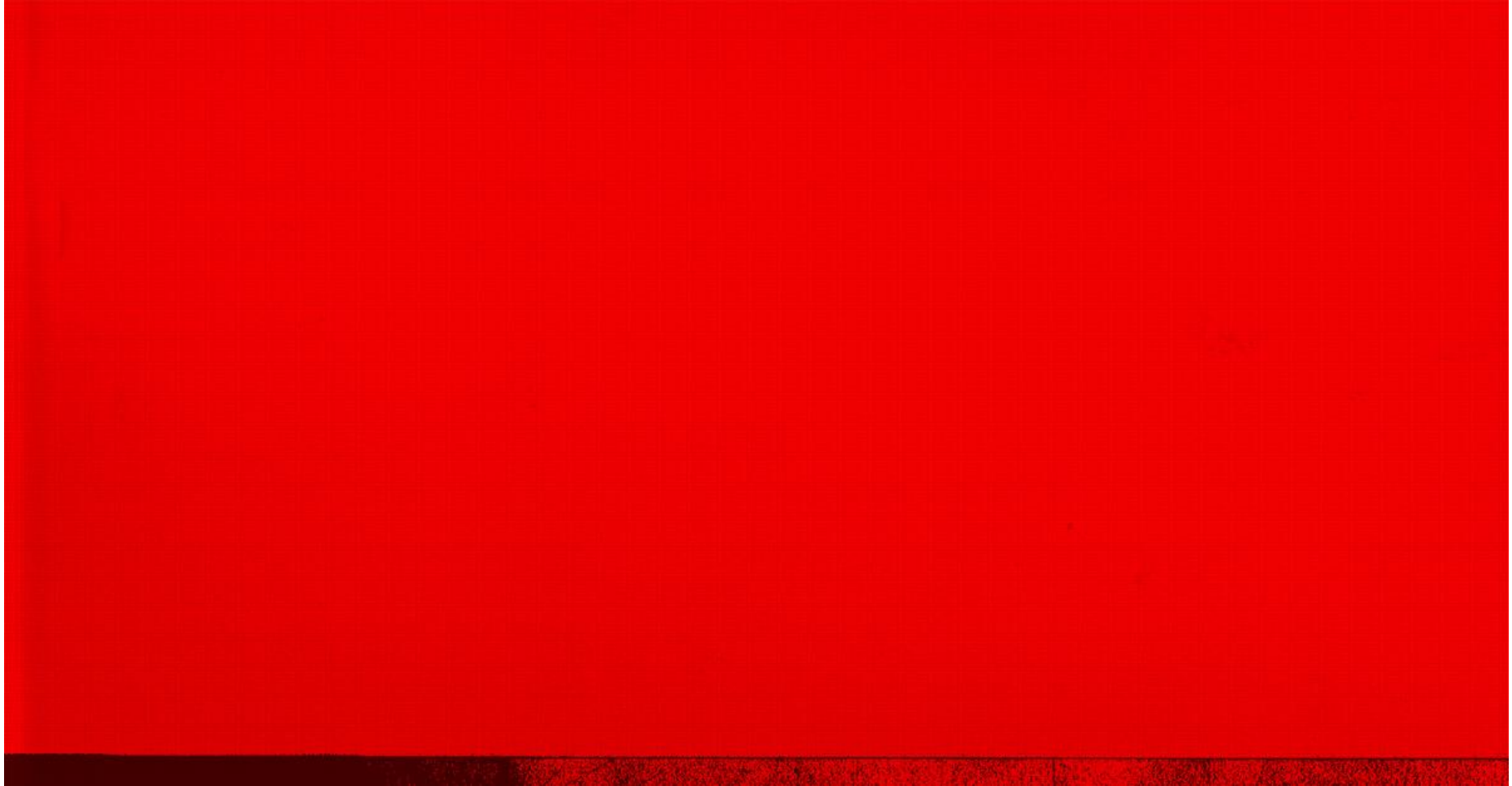


figure img {}

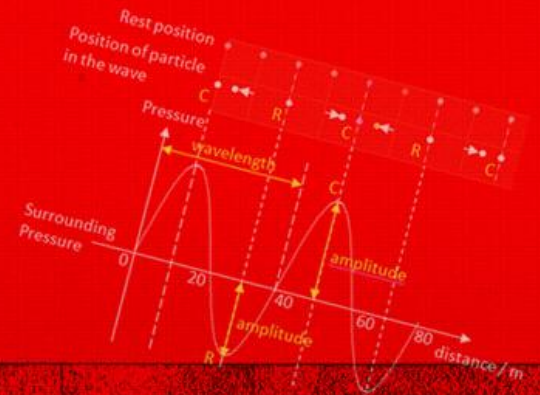




figure {background-image}

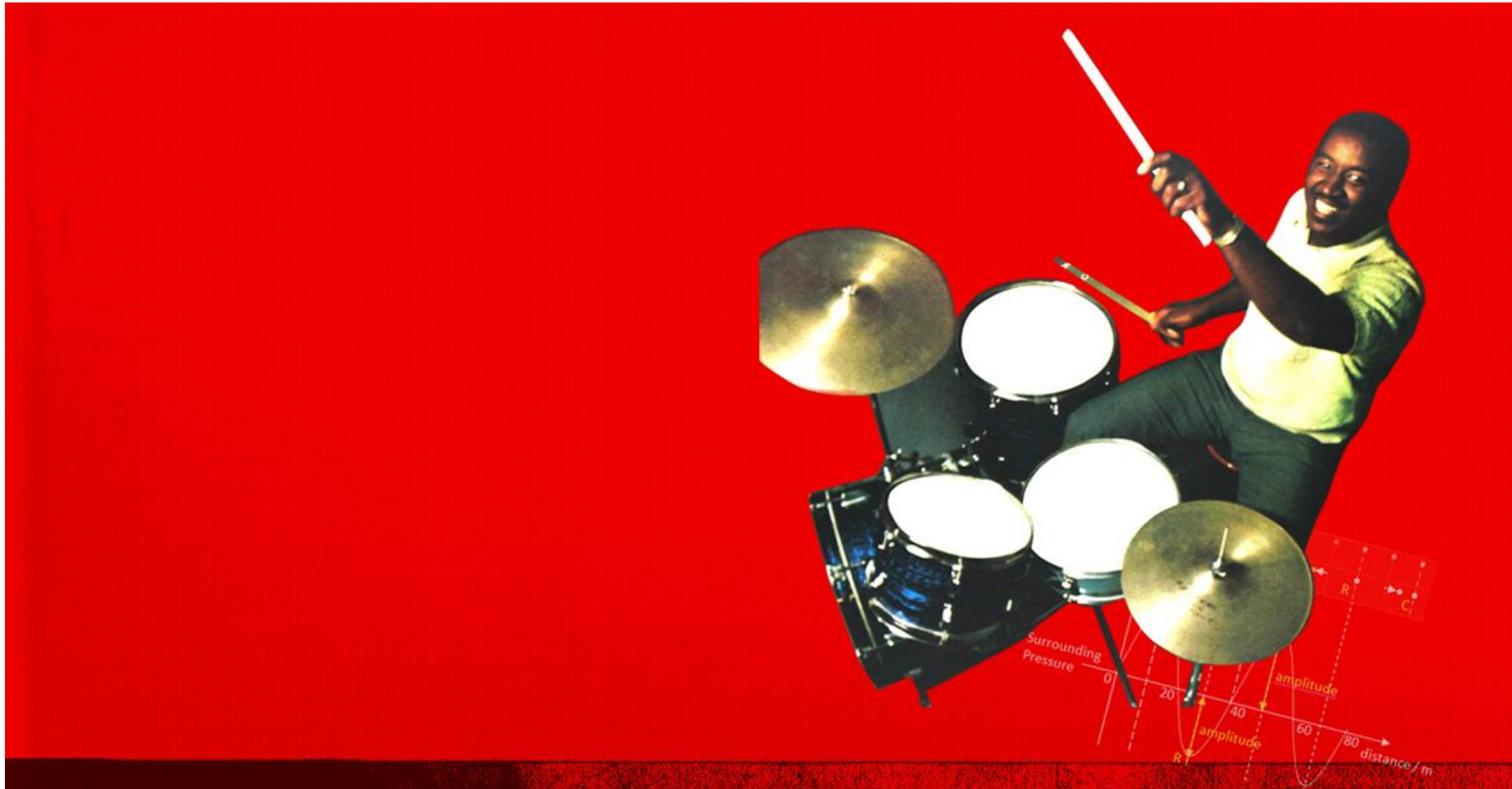


figure:before {background-image}

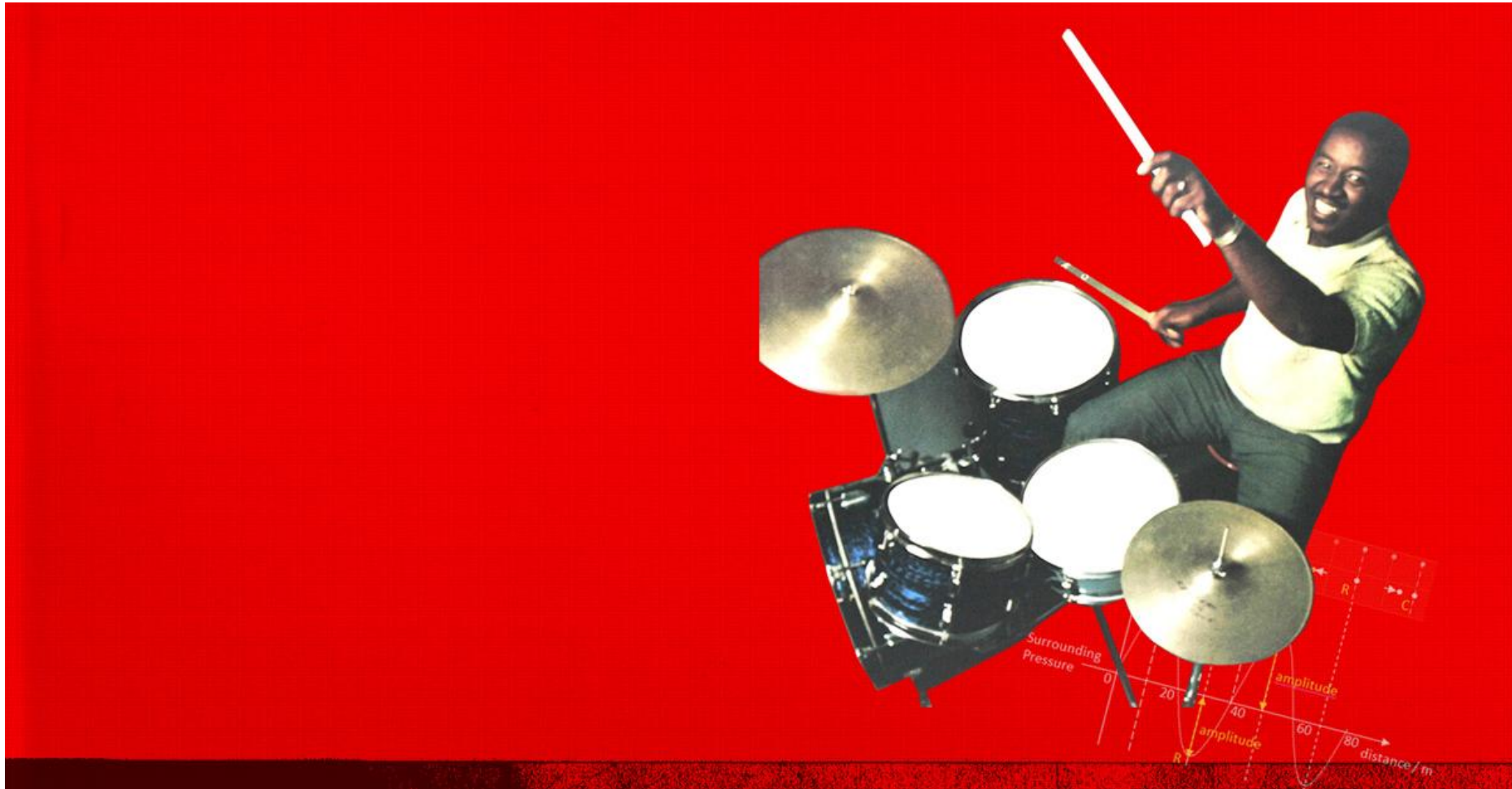
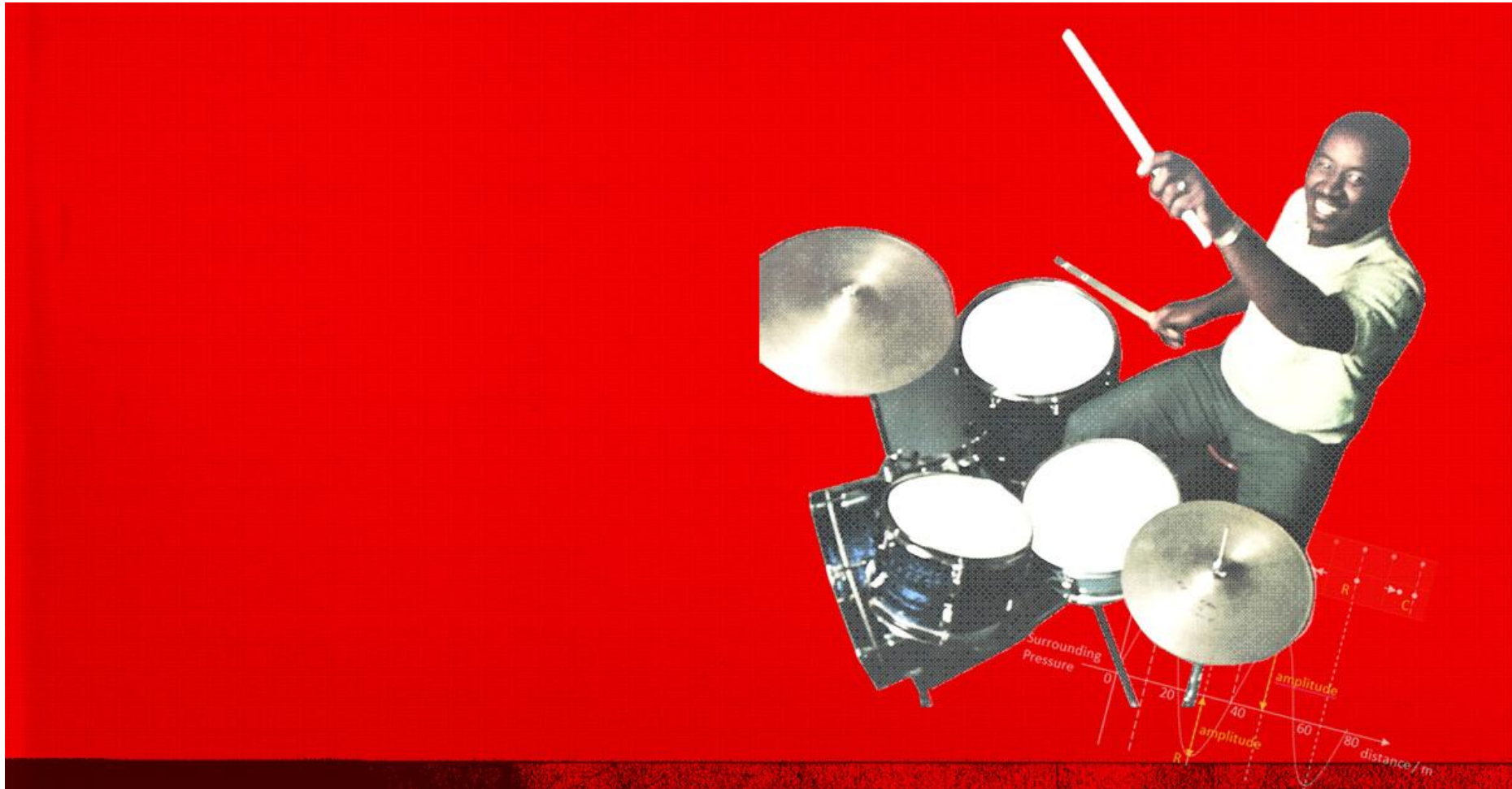


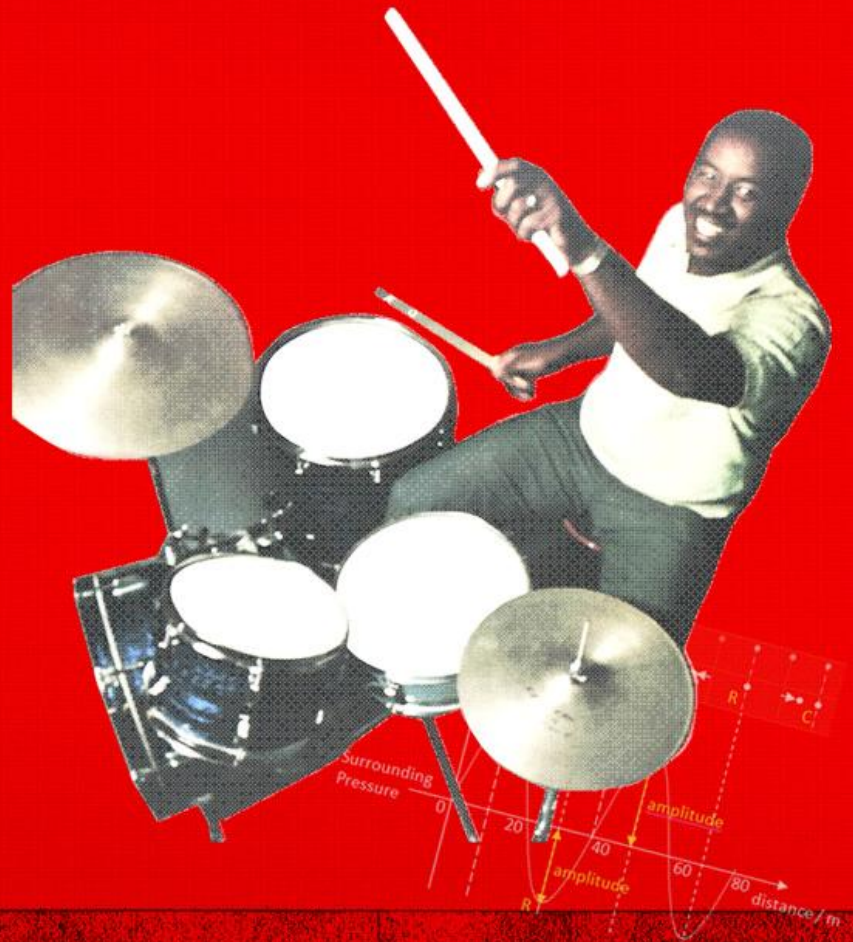
figure:after {background-image}





h1 { }

give the  
drummer  
some!





# Custom Field Types

- **Image** Field Type to control images
- **Radio Button** Field Type to control blend-modes
- **Number** Field Type to control opacity, rotate and letter-spacing if required.
- **Color Picker** Field Type to control background and font colours.

# Using radio buttons to control blend modes:

10	Drummer Blend	drummer_blend	Radio Button
<b>Field Label *</b> This is the name which will appear on the EDIT page	<input type="text" value="Drummer Blend"/>		
<b>Field Name *</b> Single word, no spaces. Underscores and dashes allowed	<input type="text" value="drummer_blend"/>		
<b>Field Type *</b>	<input type="text" value="Radio Button"/>		
<b>Instructions</b> Instructions for authors. Shown when submitting data	<div></div>		
<b>Required?</b>	<input type="radio"/> Yes <input checked="" type="radio"/> No		
<b>Choices</b> Enter each choice on a new line.  For more control, you may specify both a value and label like this:  red : Red	<div>Normal Multiply Color-Dodge Hard-light Overlay Screen</div>		

# Using number to control opacity:

11	<b>Drummer Opacity</b> Edit Duplicate Move Delete	drummer_opacity	Number
<b>Field Label *</b> This is the name which will appear on the EDIT page	<input type="text" value="Drummer Opacity"/>		
<b>Field Name *</b> Single word, no spaces. Underscores and dashes allowed	<input type="text" value="drummer_opacity"/>		
<b>Field Type *</b>	<input type="text" value="Number"/>		
<b>Minimum Value</b>	<input type="text" value="0"/>		
<b>Maximum Value</b>	<input type="text" value="1"/>		
<b>Step Size</b>	<input type="text" value="0.05"/>		

Add Media

Visual

Text

Paragraph ▼

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Word count: 0

Last edited by steve on 9th April 2018 at 8:32 pm

Header ▲

Background

Background After

Drummer

Drummer Before

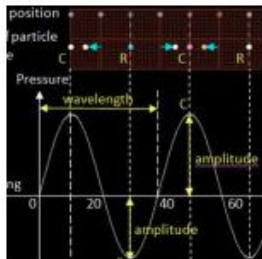
Drummer After

Drummer Supplementary

Title Colour

Bottom Border

Drummer Supplementary Graphic



Drummer Supplementary Rotate

18

Drummer Supplementary Blend

- ☐ Normal
- ☐ Multiply
- ☐ Color-Dodge
- ☐ Hard-light
- ☐ Overlay
- ☒ Screen

Drummer Supplementary Opacity

0.85



# Set variables, get data:



```
<body>
```

```
<!--===== set variables =====-->
```

```
$background_texture = wp_get_actual_attachment_image_src(get_field('background_texture'), 'full');  
$background_blend = get_field (strtolower('background_blend'));  
$background_colour = get_field('background_colour');
```

```
$drummer = wp_get_actual_attachment_image_src(get_field('drummer'), 'full');  
$drummer_blend = get_field (strtolower('drummer_blend'));  
$drummer_opacity = get_field('drummer_opacity');
```

```
$drummer_supp = wp_get_actual_attachment_image_src(get_field('drummer_supplementary_graphic'), 'full');  
$drummer_supp_blend = get_field(strtolower('drummer_supplementary_blend'));  
$drummer_supp_rotate = get_field('drummer_supplementary_rotate');  
$drummer_supp_opacity = get_field('drummer_supplementary_opacity');
```

```
<!--===== end variables =====-->
```

```
<div id="container">
```

# Echo variables as inline styles:

```
<figure class="drummer-image">
  <style>
    .drummer-image {
      background-image: url('<?php echo $drummer?>');
      mix-blend-mode: <?php echo $drummer_blend; ?>;
      opacity: <?php echo $drummer_opacity; ?>;
    }

    .drummer-image:before {
      background-image: url('<?php echo $drummer_before?>');
      mix-blend-mode: <?php echo $drummer_before_blend; ?>;
      opacity: <?php echo $drummer_before_opacity; ?>;
    }

    .drummer-image:after {
      background-image: url('<?php echo $drummer_after?>');
      mix-blend-mode: <?php echo $drummer_after_blend; ?>;
      opacity: <?php echo $drummer_after_opacity; ?>;
    }
  </style>
</figure>
```

# Output HTML and CSS:

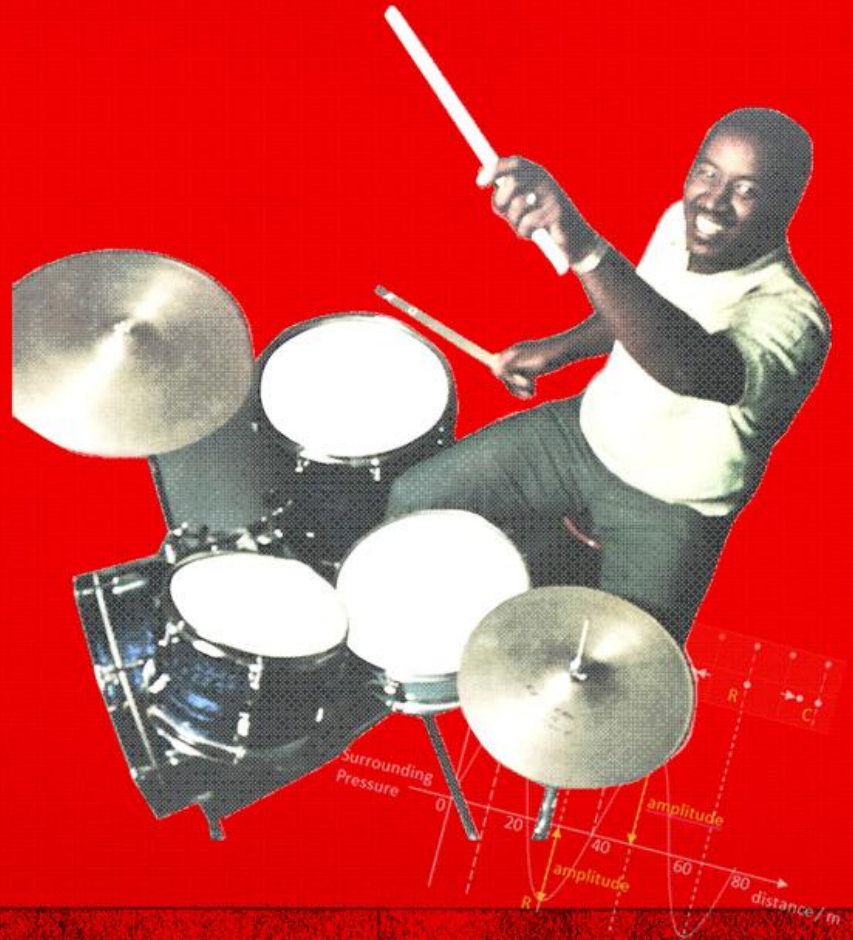
```
<figure class="drummer-image">
  <style>
    .drummer-image {
      background-image: url('http://localhost/wordup/wp-content/uploads/2018/03/bernard-colour.png');
      mix-blend-mode: Normal;
      opacity: 1;
    }

    .drummer-image:before {
      background-image: url('http://localhost/wordup/wp-content/uploads/2018/03/bernard-bw.png');
      mix-blend-mode: Screen;
      opacity: 0.75;
    }

    .drummer-image:after {
      background-image: url('http://localhost/wordup/wp-content/uploads/2018/03/bernard-bitmap.png');
      mix-blend-mode: Screen;
      opacity: 0.5;
    }
  </style>
</figure>
```

What the user sees!

give the  
drummer  
some!





# Fluid / Responsive Type

Use viewport width and CSS locks to scale and control. Apply either by;

- Resetting font-size on HTML root element
- Using `calc()` on specific elements

# Reset font-size to vw at root



```
* {  
    padding: 0;  
    margin: 0;  
    box-sizing: border-box;  
}  
  
html {  
    font-size: 1vw;  
}  
  
img {  
    max-width: 100%;  
}
```

# Style using em or rem

```
.give {  
  margin-left: 6.5%;  
  font-size: 5.5em;  
  letter-spacing: -0.013em;  
}  
  
.the {  
  font-size: 6.87em;  
}  
  
.drummer {  
  margin-left: 11.85%;  
  font-size: 6.25em;  
  line-height: 0.65;  
}  
  
.some {  
  margin-left: 33%;  
  font-size: 7.6em;  
  line-height: 0.555;  
}
```

# Lock element in pixels at max-width:



```
@media (min-width: 1600px) {  
  
    .give {  
        font-size: 200px;  
    }  
  
    .the {  
        font-size: 220px;  
    }  
  
    .drummer {  
        font-size: 200px;  
    }  
  
    .some {  
        font-size: 249px;  
    }  
}
```



**Thanks! :)**

[stevehoneyman.co.uk/blog/wordcamp](http://stevehoneyman.co.uk/blog/wordcamp)

[stevehoneyman.co.uk/blog/blue-notes](http://stevehoneyman.co.uk/blog/blue-notes)