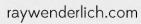
# iOS Animation with Swift

Part 5: Keyframe Animations

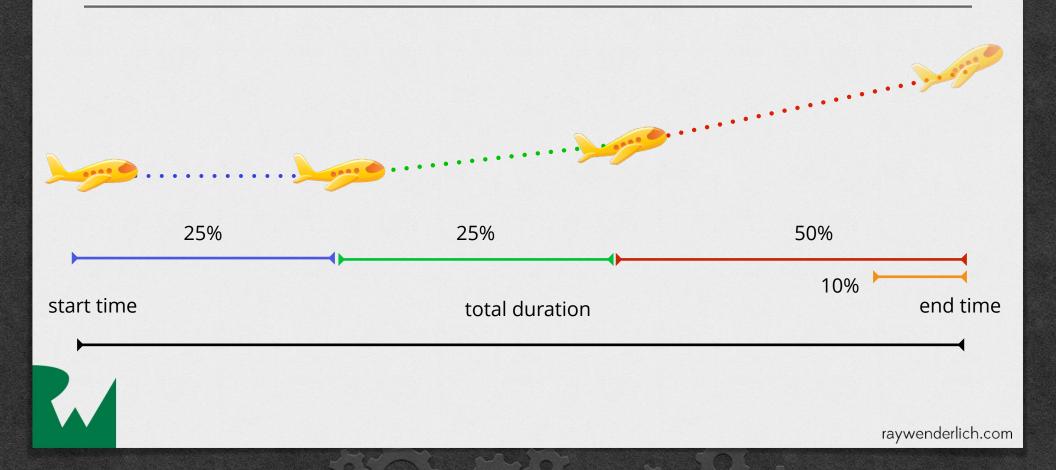


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# **Keyframe Animations**



### **Keyframe Animations**



#### **KeyFrame Animation APIs**

```
UIView.animateKeyframesWithDuration(1.5, delay: 0.0, options: nil, animations: {
   UIView.addKeyframeWithRelativeStartTime(0.0, relativeDuration: 0.25) {
     self.planeImage.center = CGPoint(x: 100, y: 100)
   }

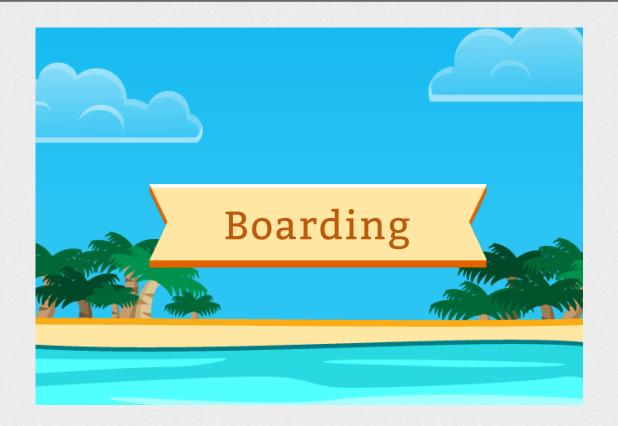
UIView.addKeyframeWithRelativeStartTime(0.25, relativeDuration: 0.25) {
     self.planeImage.center = CGPoint(x: 200, y: 50)
   }

// ...more keyframes...
}, completion:nil)
```

# Demo: Keyframe Animation



# Challenge Time!



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