

Angular Animations

- Build animations using Angular with the same kind of native performance as pure CSS animations
- Built on top of the Web Animations API
 - For browsers not supporting the Web Animations API, need to use a polyfill `web-animations.min.js`
- Tightly integrate the animation logic with the rest of the application code

Animations

- Animations built around transitions of an element between states driven by a model attribute
- Defined inside the `@Component` metadata
- Need to import some animation-specific imports and functions:
 - `BrowserAnimationsModule`
 - `trigger`, `state`, `style`, `animate`, `transition` from `@angular/animations`

States and Transitions

