

# 42. Animation

The keyframes at rule rule start with "@keyframes" keyword

animation name which is specified in animation-name property

```
@keyframes animation-name {
```

```
  from {
```

```
    /* CSS code */
```

```
  }
```

```
  to {
```

```
    /* CSS code */
```

```
  }
```

```
}
```

specify where animation should end.  
You can write 100% as well instead of "to"

Specify when the style change will happen.  
You can write 0% as well, which is same as "from"

CSS properties.

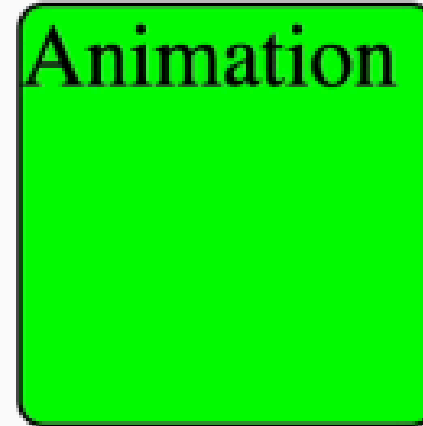
## 42. Animation Properties

- **animation-name:** Specifies the name of the @keyframes defined animation.
- **animation-duration:** Defines the total time the animation takes to complete one cycle.
- **animation-timing-function:** Controls the pacing of the animation (e.g., linear, ease-in).
- **animation-delay:** Sets a delay before the animation starts, allowing for a pause before initiation.
- **animation-iteration-count:** Indicates the number of times the animation should repeat.
- **animation-direction:** Specifies the direction of the animation, allowing for reverse or alternate cycles.

# 42. Animation

```
.box {  
  height: 75px;  
  width: 75px;  
  border: 1px solid black;  
  border-radius: 5px;  
  position: absolute;  
  left: 10px;  
  background-color: lime;
```

Animation



```
  animation-name: ghumakkad;  
  animation-duration: 4s;  
  animation-timing-function: ease-in-out;  
  animation-delay: 0s;  
  animation-iteration-count: 4;  
  
  animation-direction: alternate;  
  
  /* animation: ghumakkad 4s ease-in-out 0s 4  
  alternate; */  
}
```

```
@keyframes ghumakkad {  
  from {left: 10px}  
  to {left: 300px}  
}
```

# 42. Animation

Animation

```
@keyframes ghumakkad {  
  0% {left: 10px; top: 0px}  
  50% { left: 150px; top: 100px }  
  100% {left: 300px; top: 0px}  
}
```