

CSS Animations

CSS allows animation of HTML elements without using JavaScript!

In this lecture you will learn about the following properties:

- `@keyframes`
- `animation-name`
- `animation-duration`
- `animation-delay`
- `animation-iteration-count`
- `animation-direction`
- `animation-timing-function`
- `animation`

What are CSS Animations?

An animation lets an element gradually change from one style to another.

To use CSS animation, you must first specify some keyframes for the animation. Keyframes hold what styles the element will have at certain times.

The @keyframes Rule

When you specify CSS styles inside the `@keyframes` rule, the animation will gradually change from the current style to the new style at certain times.

To get an animation to work, you must bind the animation to an element.

The following example binds the "example" animation to the `<div>` element. The animation will last for 4 seconds, and it will gradually change the background-color of the `<div>` element from "red" to "yellow":

Example

```
/* The animation code */
@keyframes example {
  from {background-color: red;}
  to {background-color: yellow;}
}

/* The element to apply the animation to */
div {
  width: 100px;
```

```
height: 100px;
background-color: red;
animation-name: example;
animation-duration: 4s;
}
```

Note: The `animation-duration` property defines how long an animation should take to complete. If the `animation-duration` property is not specified, no animation will occur, because the default value is 0s (0 seconds).

It is also possible to use percent. By using percent, you can add as many style changes as you like.

The following example will change the background-color of the `<div>` element when the animation is 25% complete, 50% complete, and again when the animation is 100% complete:

Example

```
/* The animation code */
@keyframes example {
  0%   {background-color: red;}
  25%  {background-color: yellow;}
  50%  {background-color: blue;}
  100% {background-color: green;}
}

/* The element to apply the animation to */
div {
  width: 100px;
  height: 100px;
  background-color: red;
  animation-name: example;
  animation-duration: 4s;
}
```

Delay an Animation:

The `animation-delay` property specifies a delay for the start of an animation. The following example has a 2 seconds delay before starting the animation:

Example

```
div {
  width: 100px;
  height: 100px;
}
```

```
position: relative;
background-color: red;
animation-name: example;
animation-duration: 4s;
animation-delay: 2s;
}
```

Set How Many Times an Animation Should Run

The `animation-iteration-count` property specifies the number of times an animation should run.

The following example will run the animation 3 times before it stops:

Example

```
div {
  width: 100px;
  height: 100px;
  position: relative;
  background-color: red;
  animation-name: example;
  animation-duration: 4s;
  animation-iteration-count: 3;
}
```

The following example uses the value "infinite" to make the animation continue forever:

```
div {
  width: 100px;
  height: 100px;
  position: relative;
  background-color: red;
  animation-name: example;
  animation-duration: 4s;
  animation-iteration-count: infinite;
}
```

Run Animation in Reverse Direction or Alternate Cycles

The `animation-direction` property specifies whether an animation should be played forwards, backwards or in alternate cycles.

The animation-direction property can have the following values:

- **normal** - The animation is played as normal (forwards). This is default
- **reverse** - The animation is played in reverse direction (backwards)
- **alternate** - The animation is played forwards first, then backwards
- **alternate-reverse** - The animation is played backwards first, then forwards

Example

```
div {  
  width: 100px;  
  height: 100px;  
  position: relative;  
  background-color: red;  
  animation-name: example;  
  animation-duration: 4s;  
  animation-direction: reverse;  
}
```

Specify the Speed Curve of the Animation

The **animation-timing-function** property specifies the speed curve of the animation.

The animation-timing-function property can have the following values:

- **ease** - Specifies an animation with a slow start, then fast, then end slowly (this is default)
- **linear** - Specifies an animation with the same speed from start to end
- **ease-in** - Specifies an animation with a slow start
- **ease-out** - Specifies an animation with a slow end
- **ease-in-out** - Specifies an animation with a slow start and end

CSS Transitions

CSS transitions allow you to change property values smoothly, over a given duration.

In this lecture you will learn about the following properties:

- `transition`
- `transition-delay`
- `transition-duration`
- `transition-property`
- `transition-timing-function`

How to Use CSS Transitions?

To create a transition effect, you must specify two things:

- the CSS property you want to add an effect to
- the duration of the effect

Note: If the duration part is not specified, the transition will have no effect, because the default value is 0.

The following example shows a 100px * 100px red <div> element. The <div> element has also specified a transition effect for the width property, with duration of 2 seconds:

```
div {  
  width: 100px;  
  height: 100px;  
  background: red;  
  transition: width 2s;  
}
```

The transition effect will start when the specified CSS property (width) changes value.

Now, let us specify a new value for the width property when a user mouses over the <div> element:

Example

```
div:hover {  
  width: 300px;  
}
```

Change Several Property Values

The following example adds a transition effect for both the width and height property, with duration of 2 seconds for the width and 4 seconds for the height:

Example

```
div {  
  transition: width 2s, height 4s;  
}
```

Specify the Speed Curve of the Transition

The `transition-timing-function` property specifies the speed curve of the transition effect.

The transition-timing-function property can have the following values:

- `ease` - specifies a transition effect with a slow start, then fast, then end slowly (this is default)
- `linear` - specifies a transition effect with the same speed from start to end
- `ease-in` - specifies a transition effect with a slow start
- `ease-out` - specifies a transition effect with a slow end
- `ease-in-out` - specifies a transition effect with a slow start and end

Delay the Transition Effect

The `transition-delay` property specifies a delay (in seconds) for the transition effect.

The following example has a 1 second delay before starting: