Animations

Two Systems

- Core Animation

- UIView Animations

In some UIViewController...

```
// viewDidLoad
self.logoImageView.alpha = 0.0


// viewDidAppear:
UIView.animateWithDuration(2.0, animations: {
    self.logoImageView.alpha = 1.0
})
```

Things to animate

- alpha

- constraint constants

- transforms (scale, 3D)

- background colors

Controlling an Animation

```swift
class func animateWithDuration(_ duration: NSTimeInterval,
                        delay delay: NSTimeInterval,
                    options options: UIViewAnimationOptions,
              animations animations: () -> Void,
              completion completion: ((Bool) -> Void)?)
```

UIViewAnimationOptions

```
enum {
    ...
    UIViewAnimationOptionCurveEaseInOut,
    UIViewAnimationOptionCurveEaseIn,
    UIViewAnimationOptionCurveEaseOut,
    UIViewAnimationOptionCurveLinear,
    ...
};
typedef NSUInteger UIViewAnimationOptions;
```

With "Spring"

```swift
class func animateWithDuration(_ duration: NSTimeInterval,
                        delay delay: NSTimeInterval,
       usingSpringWithDamping dampingRatio: CGFloat,
         initialSpringVelocity velocity: CGFloat,
                      options options: UIViewAnimationOptions,
                animations animations: () -> Void,
                completion completion: ((Bool) -> Void)?)
```

Demos