

CSS Animations in Depth

1. `animation-name`

The `animation-name` property specifies the name of the animation you want to apply to an element. This name refers to a `@keyframes` rule, which defines the animation's behavior at various stages.

Example:

```
@keyframes slide{
```

```
  from{
```

```
    font-size:20px;
```

```
  }
```

```
  to{
```

```
    font-size:40px;
```

```
  }
```

```
}
```

```
.element {  
  
  animation-name: slide;  
  
}
```

2. animation-duration

The `animation-duration` property sets the duration of the animation, indicating how long it takes to complete one cycle.

Example:

```
.element {  
  
  animation-name: slide;  
  
  animation-duration: 2s;  
  
}
```

3. animation-timing-function

`animation-timing-function` **defines how the intermediate values of the CSS properties being animated are calculated over the duration of each cycle. Common values include** `ease`, `linear`, `ease-in`, `ease-out`, **and** `ease-in-out`.

Example:

```
.element {
```

```
    animation-name: slide;
```

```
    animation-timing-function: ease-in-out;
```

```
}
```

```
.element {
```

```
    animation-name: slide;
```

```
    animation-delay: 1s;
```

```
}
```

```
.element {
```

```
    animation-name: slide;
```

```
    animation-delay: 1s;
```

```
}
```

5. `animation-iteration-count`

This property determines how many times the animation cycle should be played.

Values can be a specific number or `infinite` for continuous looping.

Example:

```
.element {  
  
    animation-name: slide;  
  
    animation-iteration-count: 3;  
  
}
```

6. `animation-direction`

`animation-direction` sets whether the animation should play forward, backward, or alternate between forward and backward.

Example:

```
.element {  
  
    animation-name: slide;  
  
    animation-direction: alternate;  
  
}
```

7. animation-shorthand

The `animation` shorthand property combines various animation properties into a single declaration. It includes values for `animation-name`, `animation-duration`, `animation-timing-function`, `animation-delay`, `animation-iteration-count`, and `animation-direction` in that order.

Example:

```
.element {  
  
    animation: slide 2s ease-in-out 1s infinite alternate;  
  
}
```

8. % in Animation

Percentages in keyframes define the completion point of an animation relative to its duration. For example, `0%` is the starting point, and `100%` is the end.

Example:

```
@keyframes slide {  
  
    0% { font-size:20px; }  
  
    50% { font-size: 30px; }
```

```
100% { font-size:40; }  
  
}  
  
.element {  
  
    animation: slide 2s ease-in-out 1s infinite alternate;  
  
}
```

9. Media Queries

Media queries allow you to apply specific styles or animations based on the characteristics of the device or viewport. Use them to create responsive animations.

Example:

```
@media screen and (max-width: 600px) {  
  
    .element {  
  
        animation: slide 1s ease-in-out infinite;  
  
    }  
  
}
```