

CSS Animations

CSS Animations

CSS allows animation of HTML elements without using JavaScript or Flash!

CSS

In this chapter you will learn about the following properties:

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

Browser Support for Animations

The numbers in the table specify the first browser version that fully supports the property.

Property					
----------	--	--	--	--	--

@keyframes	43.0	10.0	16.0	9.0	30.0
animation-name	43.0	10.0	16.0	9.0	30.0
animation-duration	43.0	10.0	16.0	9.0	30.0
animation-delay	43.0	10.0	16.0	9.0	30.0
animation-iteration-count	43.0	10.0	16.0	9.0	30.0
animation-direction	43.0	10.0	16.0	9.0	30.0
animation-timing-function	43.0	10.0	16.0	9.0	30.0
animation-fill-mode	43.0	10.0	16.0	9.0	30.0
animation	43.0	10.0	16.0	9.0	30.0

What are CSS Animations?

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

You can change as many CSS properties you want, as many times as you want.

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;
}
```

Try it Yourself »

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).

In the example above we have specified when the style will change by using the keywords "from" and "to" (which represents 0% (start) and 100% (complete)).

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;
}
```

[Try it Yourself »](#)

The following example will change both the background-color and the position 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; left:0px; top:0px;}
  25%  {background-color:yellow; left:200px; top:0px;}
  50%  {background-color:blue; left:200px; top:200px;}
  75%  {background-color:green; left:0px; top:200px;}
  100% {background-color:red; left:0px; top:0px;}
}

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

[Try it Yourself »](#)

ADVERTISEMENT

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;  
}
```

Try it Yourself »

Negative values are also allowed. If using negative values, the animation will start as if it had already been playing for *N* seconds.

In the following example, the animation will start as if it had already been playing for 2 seconds:

Example

```
div {  
  width: 100px;  
  height: 100px;  
  position: relative;  
  background-color: red;  
  animation-name: example;  
  animation-duration: 4s;  
  animation-delay: -2s;  
}
```

Try it Yourself »

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;  
}
```

Try it Yourself »

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

Example

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

Try it Yourself »

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

The following example will run the animation in reverse direction (backwards):

Example

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

```
    animation-direction: reverse;  
}
```

[Try it Yourself »](#)

The following example uses the value "alternate" to make the animation run forwards first, then backwards:

Example

```
div {  
    width: 100px;  
    height: 100px;  
    position: relative;  
    background-color: red;  
    animation-name: example;  
    animation-duration: 4s;  
    animation-iteration-count: 2;  
    animation-direction: alternate;  
}
```

[Try it Yourself »](#)

The following example uses the value "alternate-reverse" to make the animation run backwards first, then forwards:

Example

```
div {  
    width: 100px;  
    height: 100px;  
    position: relative;  
    background-color: red;  
    animation-name: example;  
    animation-duration: 4s;  
    animation-iteration-count: 2;  
    animation-direction: alternate-reverse;  
}
```


[Try it Yourself »](#)

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
- `cubic-bezier(n,n,n,n)` - Lets you define your own values in a cubic-bezier function

The following example shows some of the different speed curves that can be used:

Example

```
#div1 {animation-timing-function: linear;}
#div2 {animation-timing-function: ease;}
#div3 {animation-timing-function: ease-in;}
#div4 {animation-timing-function: ease-out;}
#div5 {animation-timing-function: ease-in-out;}
```

[Try it Yourself »](#)

Specify the fill-mode For an Animation

CSS animations do not affect an element before the first keyframe is played or after the last keyframe is played. The animation-fill-mode property can override this behavior.

The `animation-fill-mode` property specifies a style for the target element when the animation is not playing (before it starts, after it ends, or both).

The animation-fill-mode property can have the following values:

- **none** - Default value. Animation will not apply any styles to the element before or after it is executing
- **forwards** - The element will retain the style values that is set by the last keyframe (depends on animation-direction and animation-iteration-count)
- **backwards** - The element will get the style values that is set by the first keyframe (depends on animation-direction), and retain this during the animation-delay period
- **both** - The animation will follow the rules for both forwards and backwards, extending the animation properties in both directions

The following example lets the <div> element retain the style values from the last keyframe when the animation ends:

Example

```
div {  
  width: 100px;  
  height: 100px;  
  background: red;  
  position: relative;  
  animation-name: example;  
  animation-duration: 3s;  
  animation-fill-mode: forwards;  
}
```

Try it Yourself »

The following example lets the <div> element get the style values set by the first keyframe before the animation starts (during the animation-delay period):

Example

```
div {  
  width: 100px;  
  height: 100px;  
  background: red;  
  position: relative;  
  animation-name: example;  
  animation-duration: 3s;  
  animation-delay: 2s;  
  animation-fill-mode: backwards;  
}
```

[Try it Yourself »](#)

The following example lets the <div> element get the style values set by the first keyframe before the animation starts, and retain the style values from the last keyframe when the animation ends:

Example

```
div {  
  width: 100px;  
  height: 100px;  
  background: red;  
  position: relative;  
  animation-name: example;  
  animation-duration: 3s;  
  animation-delay: 2s;  
  animation-fill-mode: both;  
}
```

[Try it Yourself »](#)

Animation Shorthand Property

The example below uses six of the animation properties:

Example

```
div {  
  animation-name: example;  
  animation-duration: 5s;  
  animation-timing-function: linear;  
  animation-delay: 2s;  
  animation-iteration-count: infinite;  
  animation-direction: alternate;  
}
```

[Try it Yourself »](#)

The same animation effect as above can be achieved by using the shorthand **animation** property:

Example

```
div {  
  animation: example 5s linear 2s infinite alternate;  
}
```

Try it Yourself »

Test Yourself With Exercises

Exercise:

Add a 2 second animation for the <div> element, which changes the color from red to blue. Call the animation "example".

```
<style>  
div {  
  width: 100px;  
  height: 100px;  
  background-color: red;  
  animation-name:          ;  
                        : 2s;  
}  
  
@keyframes example {  
  from {                : red;}  
  to {                  : blue;}  
}  
</style>
```

```
<body>
  <div>This is a div</div>
</body>
```

[Submit Answer »](#)[Start the Exercise](#)

CSS Animation Properties

The following table lists the @keyframes rule and all the CSS animation properties:

Property	Description
<u>@keyframes</u>	Specifies the animation code
<u>animation</u>	A shorthand property for setting all the animation properties
<u>animation-delay</u>	Specifies a delay for the start of an animation
<u>animation-direction</u>	Specifies whether an animation should be played forwards, backwards or in alternate cycles
<u>animation-duration</u>	Specifies how long time an animation should take to complete one cycle
<u>animation-fill-mode</u>	Specifies a style for the element when the animation is not playing (before it starts, after it ends, or both)
<u>animation-iteration-count</u>	Specifies the number of times an animation should be played
<u>animation-name</u>	Specifies the name of the @keyframes animation
<u>animation-play-state</u>	Specifies whether the animation is running or paused
<u>animation-timing-function</u>	Specifies the speed curve of the animation

[◀ Previous](#)

[Next ▶](#)

ADVERTISEMENT

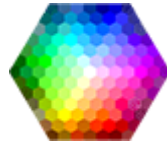


Launch Your Web Development
Career in Just 6 Months with
W3Schools Bootcamps

Learn fullstack development from expert
instructors. All for **\$2995**. Apply now!

[Learn more](#)

COLOR PICKER



Get certified
by completing
a CSS
course today!

[Get started](#)

Start

DEVELOPING

Without Installations

Try Now



BACKEND

Support Included



ADVERTISEMENT



ADVERTISEMENT

ADVERTISEMENT

[Report Error](#)

[Spaces](#)

[Upgrade](#)

[Newsletter](#)

[Get Certified](#)

Top Tutorials

[HTML Tutorial](#)

[CSS Tutorial](#)

[JavaScript Tutorial](#)

[How To Tutorial](#)

[SQL Tutorial](#)

[Python Tutorial](#)

[W3.CSS Tutorial](#)

[Bootstrap Tutorial](#)

[PHP Tutorial](#)

[Java Tutorial](#)

[C++ Tutorial](#)

[jQuery Tutorial](#)

Top References

[HTML Reference](#)

[CSS Reference](#)

[JavaScript Reference](#)

[SQL Reference](#)

[Python Reference](#)

[W3.CSS Reference](#)

[Bootstrap Reference](#)

[PHP Reference](#)

[HTML Colors](#)
[Java Reference](#)
[Angular Reference](#)
[jQuery Reference](#)

Top Examples

[HTML Examples](#)
[CSS Examples](#)
[JavaScript Examples](#)
[How To Examples](#)
[SQL Examples](#)
[Python Examples](#)
[W3.CSS Examples](#)
[Bootstrap Examples](#)
[PHP Examples](#)
[Java Examples](#)
[XML Examples](#)
[jQuery Examples](#)

Get Certified

[HTML Certificate](#)
[CSS Certificate](#)
[JavaScript Certificate](#)
[Front End Certificate](#)
[SQL Certificate](#)
[Python Certificate](#)
[PHP Certificate](#)
[jQuery Certificate](#)
[Java Certificate](#)
[C++ Certificate](#)
[C# Certificate](#)
[XML Certificate](#)

[FORUM](#) | [ABOUT](#)

W3Schools is optimized for learning and training. Examples might be simplified to improve reading and learning. Tutorials, references, and examples are constantly reviewed to avoid errors, but we cannot warrant full correctness of all content.

While using W3Schools, you agree to have read and accepted our terms of use, cookie and privacy policy.

Copyright 1999-2023 by Refsnes Data. All Rights Reserved.

W3Schools is Powered by W3.CSS.

