Displaying Card Flip Animations

Create the Animators

1, card_flip_left_in.xml

```xml
<setxmlns:android="http://schemas.android.com/apk/res/android">
    <!-- Before rotating, immediately set the alpha to 0. -->
    <objectAnimator
        android:valueFrom="1.0"
        android:valueTo="0.0"
        android:propertyName="alpha"
        android:duration="0"/>

    <!-- Rotate. -->
    <objectAnimator
        android:valueFrom="-180"
        android:valueTo="0"
        android:propertyName="rotationY"
        android:interpolator="@android:interpolator/accelerate_decelerate"
        android:duration="@integer/card_flip_time_full"/>

    <!-- Half-way through the rotation (see startOffset), set the alpha to 1. -->
    <objectAnimator
        android:valueFrom="0.0"
        android:valueTo="1.0"
        android:propertyName="alpha"
        android:startOffset="@integer/card_flip_time_half"
        android:duration="1"/>
</set>
```

2, card_flip_left_out.xml

```xml
<setxmlns:android="http://schemas.android.com/apk/res/android">
    <!-- Rotate. -->
    <objectAnimator
        android:valueFrom="0"
        android:valueTo="180"
        android:propertyName="rotationY"
        android:interpolator="@android:interpolator/accelerate_decelerate"
        android:duration="@integer/card_flip_time_full"/>

    <!-- Half-way through the rotation (see startOffset), set the alpha to 0. -->
    <objectAnimator
        android:valueFrom="1.0"
        android:valueTo="0.0"
        android:propertyName="alpha"
        android:startOffset="@integer/card_flip_time_half"
        android:duration="1"/>
</set>
```

3，card_flip_right_in.xml

```xml
<setxmlns:android="http://schemas.android.com/apk/res/android">
    <!-- Before rotating, immediately set the alpha to 0. -->
    <objectAnimator
        android:valueFrom="1.0"
        android:valueTo="0.0"
        android:propertyName="alpha"
        android:duration="0"/>

    <!-- Rotate. -->
    <objectAnimator
        android:valueFrom="180"
        android:valueTo="0"
        android:propertyName="rotationY"
```

```xml
        android:interpolator="@android:interpolator/accelerate_decelerate"
        android:duration="@integer/card_flip_time_full"/>

    <!-- Half-way through the rotation (see startOffset), set the alpha to 1. -->
    <objectAnimator
        android:valueFrom="0.0"
        android:valueTo="1.0"
        android:propertyName="alpha"
        android:startOffset="@integer/card_flip_time_half"
        android:duration="1"/>
</set>
```

4，card_flip_right_out.xml

```xml
<setxmlns:android="http://schemas.android.com/apk/res/android">
    <!-- Rotate. -->
    <objectAnimator
        android:valueFrom="0"
        android:valueTo="-180"
        android:propertyName="rotationY"
        android:interpolator="@android:interpolator/accelerate_decelerate"
        android:duration="@integer/card_flip_time_full"/>

    <!-- Half-way through the rotation (see startOffset), set the alpha to 0. -->
    <objectAnimator
        android:valueFrom="1.0"
        android:valueTo="0.0"
        android:propertyName="alpha"
        android:startOffset="@integer/card_flip_time_half"
        android:duration="1"/>
</set>
```