KEYFRAMES

1. Define Keyframes:

   - Keyframes are defined using the `@keyframes` rule.

   - You specify percentages (0% to 100%) to indicate the progress of the animation.

2.Identify Animation Stages:

   - Identify the keyframes or stages of your animation where you want specific styles applied.

3. Apply Keyframes to Elements:

   - Use the `animation` property on the element to apply the keyframes.

   - You can specify the duration, timing function, delay, and iteration count.

Code-based Tutorial:

Let's create a simple example of a bouncing ball animation:

```css
/* Define keyframes */
@keyframes bounce {
    0%, 100% {
        transform: translateY(0); /* Initial and final position */
    }
    50% {
        transform: translateY(-50px); /* Bouncing up */
    }
}

/* Apply keyframes to the element */
.ball {
    width: 50px;
    height: 50px;
    background-color: blue;
    position: relative;
    animation: bounce 2s ease-in-out infinite; /* Animation properties */
}
```

In this example:

- We defined a keyframe named `bounce`.

- At 0% and 100%, the ball is at its initial and final position (no vertical translation).

- At 50%, the ball is translated upward by 50 pixels, creating a bouncing effect.

- The `.ball` class is assigned the animation with a duration of 2 seconds, ease-in-out timing function, and it repeats infinitely.

In your HTML:

```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" href="styles.css">
    <title>Keyframes Animation</title>
```

```
</head>

<body>

    <div class="ball"></div>

</body>

</html>
```