

Animation

Until now we have only used static values but Hyle will also support **keyframes** and **expressions**.

Keyframes

The `valueAtTime` keyword will create our keyframes. For each `valueAtTime` you have a keyframe will be created.

```
transform:
  opacity:
    valueAtTime:
      - time: 1
        value: 0
      - time: 5
        value: 100
```

Expressions

The `expression` keyword will specify expressions.

```
transform:
  scale:
    expression: time
```

We can use it while using a value and keyframes as well.

```
scale:
  valueAtTime:
    - time: 0
      value: [0, 100]
    - time: 1
      value: [100, 100]
  expression: loopOut("pingpong")
```

To use multiline expression, put the character `|` on the first line.

```
position:
  expression: |
    fps=5;
    amount=50;
    wiggle(fps,amount,octaves = 1, amp_mult = 0.5,(Math.round(
time*fps))/fps);
```

If your expression or if your expressions start with `#` or `[`, you will need to put your expression between simple quotes `'`.

```
position:
  expression: '[thisComp.layer("# Sequence").scale[0], 100]'
```