Reusable animations

This topic provides some examples of how to create reusable animations.

Prerequisites

Before continuing with this topic, you should be familiar with the following:

- Introduction to Angular animations
- Transition and triggers

Creating reusable animations

To create a reusable animation, use the animation() function to define an animation in a separate `.ts` file and declare this animation definition as a `const` export variable. You can then import and reuse this animation in any of your application components using the useAnimation() function.

In the preceding code snippet, `transitionAnimation` is made reusable by declaring it as an export variable.

Note: The `height`, `opacity`, `backgroundColor`, and `time` inputs are replaced during runtime.

You can also export a part of an animation. For example, the following snippet exports the animation `trigger`.

From this point, you can import reusable animation variables in your component class. For example, the following code snippet imports the `transitionAnimation` variable and uses it via the `useAnimation()` function.

More on Angular animations

You might also be interested in the following:

- Introduction to Angular animations
- Transition and triggers
- Complex animation Sequences
- Route transition animations