

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](#)