The svelte/transition module has a handful of built-in transitions, but it's very easy to create your own. By way of example, this is the source of the fade transition:

```
function fade(node, {
    delay = 0,
    duration = 400
}) {
    const o = +getComputedStyle(node).opacity;

    return {
        delay,
        duration,
        css: t => `opacity: ${t * o}`
    };
}
```

The function takes two arguments — the node to which the transition is applied, and any parameters that were passed in — and returns a transition object which can have the following properties:

- delay milliseconds before the transition begins
- duration length of the transition in milliseconds
- easing a p => t easing function (see the chapter on tweening)
- css a (t, u) => css function, where u === 1 t
- tick a (t, u) =>  $\{...\}$  function that has some effect on the node

The t value is 0 at the beginning of an intro or the end of an outro, and 1 at the end of an intro or beginning of an outro.

Most of the time you should return the css property and *not* the tick property, as CSS animations run off the main thread to prevent jank where possible. Svelte 'simulates' the transition and constructs a CSS animation, then lets it run.

For example, the fade transition generates a CSS animation somewhat like this:

```
0% { opacity: 0 }
10% { opacity: 0.1 }
20% { opacity: 0.2 }
/* ... */
100% { opacity: 1 }
```

We can get a lot more creative though. Let's make something truly gratuitous:

```
<script>
  import { fade } from 'svelte/transition';
  import { elasticOut } from 'svelte/easing';

let visible = true;

function spin(node, { duration }) {
    return {
       duration,
    }
}
```

Remember: with great power comes great responsibility.