



dream
IMPLEMENTATION

<http://dream-implementation.com>

info@dream-implementation.com



Animations

- Important part of Flutter
- Easy to get started
- 3 types of animation: simple, tween, physics-based



Main parts of the animation

- Animation
 - `.addListener()`, `.addStatusListener()`
- AnimationController
 - duration, vsync
- Tween
 - `.animate()`, `.evaluate()`

Simple animations

- Already prepared, only Duration is needed
- AnimatedContainer, AnimatedCrossFade, AnimatedOpacity, AnimatedPositioned, AnimatedSize



Tween animations

- Short for in-betweening
- Beginning and end points are defined, curve that defines the timing and speed of the transition

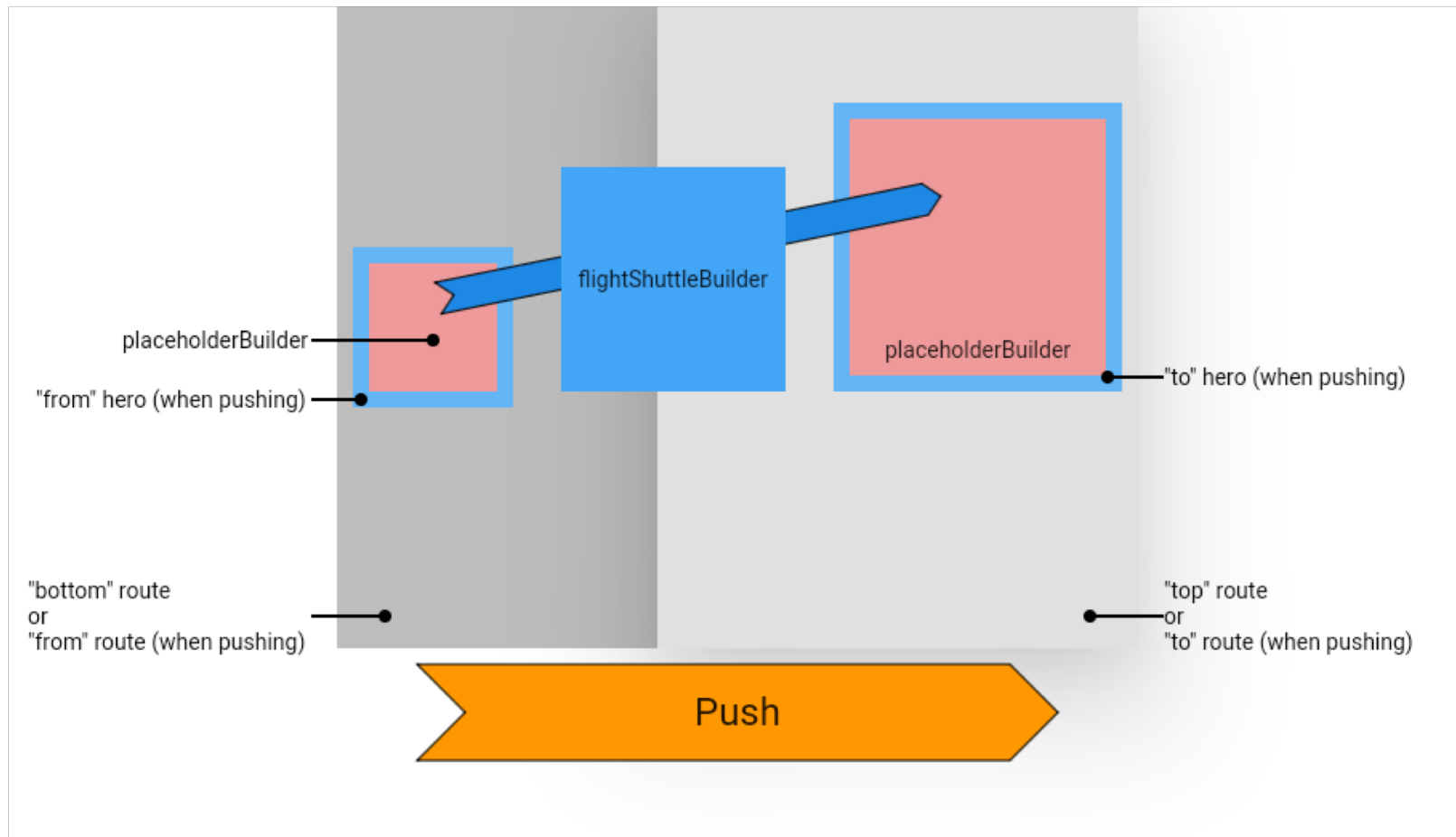


Physics-based animations

- Most complex ones
- Need AnimatedWidget or AnimatedBuilder to be used
 - Both are listening to Animation



Hero



Useful resources

- <https://flutter.io/docs/development/ui/animations>
- <https://sergiandreplace.com/flutter-animations-the-basics/>
- <https://www.didierboelens.com/2018/06/animations-in-flutter---easy-guide---tutorial/>
- <https://medium.com/flutter-community/animated-widgets-in-flutter-763fd5dd6d01>

Thank you

Ivan Celija: ivan@dream-implementation.com

Luka Knezić: lukak@dream-implementation.com

