**CSS animation** is a proposed module for [Cascading Style Sheets](https://en.wikipedia.org/wiki/Cascading_Style_Sheets) that allows designers and developers to add animations by editing the CSS code of their websites, instead of uploading GIF or flash images directly.

@keyframes Rule

The @keyframes rule is used to specify the animation rule. An animation is created by using changeable CSS styles. During the animation CSS property can change many times.

Syntax:

@keyframes animation-name {keyframes-selector {css-styles;}}

**Property value:** This parameter accepts three values that mentioned avobe and described below:

* **animation-name:** The animation-name is required and it defines the animation name.
* **keyframes-selector:** The keyframes-selector defines the percentage of the animation. It lies between 0% to 100%. One animation can contain many selectors.
* **css-styles:** The css-styles defines the one or more legal or applicable CSS style properties.

Example.

<!DOCTYPE html>

<html>

<head>

<style>

div {

width: 100px;

height: 100px;

background-color: pink;

animation-name: animation1;

animation-duration: 4s;

}

@keyframes animation1 {

from {background-color: green;}

to {background-color:blue ;}

}

</style>

</head>

<body>

<p><b>Note:</b> Animation is process of making shape changes and creating motions with elements.</p>

<div>blue to pink</div>

<p><b>Note:</b> When an animation is finished, it changes back to its original style.</p>

</body>

</html>

## Delay an Animation

The animation-delay property specifies a delay for the start of an animation.

## <!DOCTYPE html>

## <html>

## <head>

## <style>

## div {

## width: 100px;

## height: 100px;

## background-color: red;

## position: relative;

## 

## animation-name: example;

## animation-duration: 4s;

## animation-delay: 2s;

## animation-iteration-count: 6s;

## animation-direction: reverse;

## }

## @keyframes example {

## 0% {background-color:red; left:0px; top:0px;}

## 25% {background-color:yellow; left:200px; top:0px;}

## 50% {background-color:blue; left:200px; top:200px;}

## 75% {background-color:green; left:0px; top:200px;}

## 100% {background-color:red; left:0px; top:0px;}

## }

## </style>

## </head>

## <body>

## <div></div>

## </body>

## </html>Specify the Speed Curve of the Animation

The animation-timing-function property specifies the speed curve of the animation.

The animation-timing-function property can have the following values:

* ease - Specifies an animation with a slow start, then fast, then end slowly (this is default)
* linear - Specifies an animation with the same speed from start to end
* ease-in - Specifies an animation with a slow start
* ease-out - Specifies an animation with a slow end
* ease-in-out - Specifies an animation with a slow start and end
* cubic-bezier(n,n,n,n) - Lets you define your own values in a cubic-bezier function

<!DOCTYPE html>

<html>

<head>

<style>

div {

width: 100px;

height: 50px;

background-color: pink;

font-weight: bold;

position: relative;

animation: mymove 5s infinite;

}

#div1 {animation-timing-function: linear;}

#div2 {animation-timing-function: ease;}

#div3 {animation-timing-function: ease-in;}

#div4 {animation-timing-function: ease-out;}

#div5 {animation-timing-function: ease-in-out;}

@keyframes mymove {

from {left: 0px;}

to {left: 300px;}

}

</style>

</head>

<body>

<div id="div1">linear</div>

<div id="div2">ease</div>

<div id="div3">ease-in</div>

<div id="div4">ease-out</div>

<div id="div5">ease-in-out</div>

</body>

</html>