

# Web Animations API

The **Web Animations API** allows for synchronizing and timing changes to the presentation of a Web page, i.e. animation of DOM elements. It does so by combining two models: the Timing Model and the Animation Model.

# Concepts and usage

The Web Animations API provides a common language for browsers and developers to describe animations on DOM elements. To get more information on the concepts behind the API and how to use it, read <u>Using the Web Animations API</u>.

## Web Animations interfaces

#### **Animation**

Provides playback controls and a timeline for an animation node or source. Can take an object created with the <a href="KeyframeEffect">KeyframeEffect</a>() constructor.

#### **KeyframeEffect**

Describes sets of animatable properties and values, called **keyframes** and their timing options. These can then be played using the <u>Animation()</u> constructor.

#### **AnimationTimeline**

Represents the timeline of animation. This interface exists to define timeline features (inherited by <u>DocumentTimeline</u> and future timeline objects) and is not itself accessed by developers.

#### **AnimationEvent**

Actually part of CSS Animations.

#### **DocumentTimeline**

Represents animation timelines, including the default document timeline (accessed using the <u>Document.timeline</u> property).

# Extensions to other interfaces

The Web Animations API adds some new features to document and element.

# Extensions to the Document interface

### document.timeline

The DocumentTimeline object representing the default document timeline.

### document.getAnimations()

Returns an Array of Animation objects currently in effect on elements in the document.

### Extensions to the Element interface

#### Element.animate()

A shortcut method for creating and playing an animation on an element. It returns the created <u>Animation</u> object instance.

### Element.getAnimations()

Returns an Array of <u>Animation</u> objects currently affecting an element or which are scheduled to do so in future.

# **Specifications**

Specification	
Web Animations	

# See also

- Using the Web Animations API
- Web Animations demos
- Polyfill
- Firefox's current implementation: <u>AreWeAnimatedYet</u>
- Browser support test

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