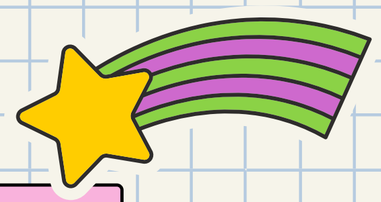
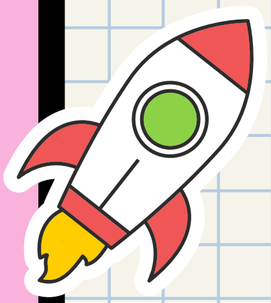
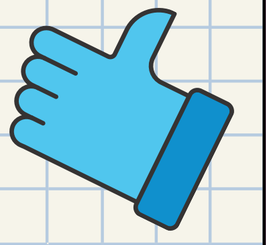
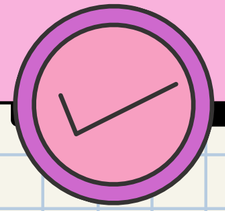
CSS KEYFRAME ANIMATIONS









CSS Animation Properties

CSS allows the animation of HTML elements without using JavaScript. You can change as many CSS properties as you want, as often as you wish.
To use CSS animation, you must first specify some keyframes for the animation.
Keyframes hold what styles the element will have at certain times.

- animation-name
- animation-duration
- animation-delay
- animation-iteration-count
- animation-direction
- animation-timing-function
- animation-fill-mode

animation-direction

The animation-direction property specifies whether an animation should be played forwards, backwards or in alternate cycles.

The animation-direction property can have the following values:

- **normal** - The animation is played as normal (forwards). This is default
- **reverse** - The animation is played in reverse direction (backwards)
- **alternate** - The animation is played forwards first, then backwards
- **alternate-reverse** - The animation is played backwards first, then forwards

animation-timing-function

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

- **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

animation-fill-mode

The animation-fill-mode property specifies a style for the target element when the animation is not playing (before it starts, after it ends, or both).

- **none** - Default value. Animation will not apply any styles to the element before or after it is executing
- **forwards** - The element will retain the style values that is set by the last keyframe (depends on animation-direction and animation-iteration-count)
- **backwards** - The element will get the style values that is set by the first keyframe (depends on animation-direction), and retain this during the animation-delay period
- **both** - The animation will follow the rules for both forwards and backwards, extending the animation properties in both directions