**Tween animation:**

points defined:

1.begining and ending points

2.timeline

3.curve(timing,speed of transition)

**Physics-based animation:**

In physics-based animation, motion is modeled to resemble real-world behavior.

**Pre-canned animations:**

 pub.dev package contains pre-built animations for commonly used patterns:

 Container transforms, shared axis transitions, fade through transitions, and fade transitions.

**Animation list/grid:**

removal of elements from a list

**Stagerred animations:**

Animations that are broken into smaller motions

where some of the motion is delayed