CUSTOM ANIMATIONS

An **animation** lets an element gradually change from one style to another.
You can change as many CSS properties you want, as many times you want.

To use CSS **animation**, you must specify some keyframes for the **animation**.

@keyframes

When you specify CSS styles inside the **@keyframes** rule, the animation will gradually change from the current style to the new style at certain times.

To get an animation to work, you must bind the animation to an element.

```css
@keyframes fancy {
  50% {
    transform: scale(1.4) rotate(80deg);
  }
  80% {
    transform: scale(1.2) rotate(40deg);
  }
  100% {
    transform: scale(1) rotate(0deg);
  }
}
```

```css
.fancy-box {
  animation: fancy 1.5s ease-out infinite;
}
```

ANIMATION shorthand:

```
.fancy-box {
  animation: fancy 1.5s ease-out infinite;
}
```

animation-name: fancy;
animation-duration: 1.5s;
animation-timing-function:ease-out;
animation-iteration-count: infinite;

The **animation-duration** property defines how long an animation should take to complete. If the animation-duration property is not specified, no animation will occur, because the default value is 0s (0 seconds).

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

The **animation-iteration-count** property specifies the number of times an animation should run.

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

The **animation-timing-function** property specifies the speed curve of the animation. It can have the following values: ease, linear, ease-in, ease-in-out, cubic-bezier(n,n,n,n).

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). It can have the following values: none, forwards, backwards, both.

More information for @keyframes

- Instead of 0%, you can use the **from** keyword.
- Instead of 100%, you can use the **to** keyword.
- Even if you use the **from** and **to** keywords, any values in between are still declared with a **%** value.
- If two of the times have the same values, they can be under the same declaration: 45%, 77% {…}.

- At least the starting or ending time, 0% or 100%, must be declared for the animation to be valid.
- Declarations with the **!important** keyword are ignored.
- If some un-animatable properties are provided, they will be ignored, but the animatable ones will still work.

ACCESSIBILITY CONCERNS

Blinking and flashing animation can be problematic for people with cognitive concerns such as Attention Deficit Hyperactivity Disorder (ADHD).

Additionally, certain kinds of motion can be a trigger for Vestibular disorders, epilepsy, and migraine and Scotopic sensitivity.

ANIMISTA

Animista is both a collection of premade CSS animations, and a playground where you can tweak and test them out.
This speeds up the process of iterating different animation ideas considerably, which is one of the great things about incorporating Animista into your workflow.

https://animista.net/

ANY QUESTIONS?