1. CATweaker

timingfuction控制插件和Mac app。

Xcode8 apple禁掉了原先所有的插件，可以改为使用提供的Mac app生成timingFuction，虽然不如插件方便，但也足够直观。

另外具有相同功能的Mac app还有TimingFunctionEditor

2. CAMediaTimingCheatSheet

一张关于CAMediaTiming的速记表，非常形象。

这张速记表来自于博文Controlling animation time，是一篇非常好的关于CoreAnimation Timing的文章

3. 动画相关的优秀开源库

awesome-ios-animation：一位国内开发者整理的优秀动画开源库合集

4. 一些关于CoreAnimation的优秀博文

CoreAnimation动画入门

Multiple Animations

Controlling animation time

objc.io中“动画”一章的前两节

列出的文章可能出现国内无法访问的情况，届时需要自备梯子

CAPropertyAnimation KeyPath

来自官方文档的keyPath表

1.transform

Field Key Path	Description
rotation.x	Set to an NSNumber object whose value is the rotation, in radians, in the x axis.
rotation.y	Set to an NSNumber object whose value is the rotation, in radians, in the y axis.
rotation.z	Set to an NSNumber object whose value is the rotation, in radians, in the z axis.
rotation	Set to an NSNumber object whose value is the rotation, in radians, in the z axis. This field is identical to setting the rotation.z field.
scale.x	Set to an NSNumber object whose value is the scale factor for the x axis.
scale.y	Set to an NSNumber object whose value is the scale factor for the y axis.
scale.z	Set to an NSNumber object whose value is the scale factor for the z axis.
scale	Set to an NSNumber object whose value is the average of all three scale factors.
translation.x	Set to an NSNumber object whose value is the translation factor along the x axis.
translation.y	Set to an NSNumber object whose value is the translation factor along the y axis.
translation.z	Set to an NSNumber object whose value is the translation factor along the z axis.
translation	Set to an NSValue object containing an NSSize or CGSize data type. That data type indicates the amount to translate in the x and y axis.

2.position

Structure Field	Description
x	The x component of the point.
y	The y component of the point.

3.size

Structure Field	Description
width	The width component of the size.
height	The height component of the size.

4.bounds

Structure Field	Description
origin	The origin of the rectangle as a CGPoint.
origin.x	The x component of the rectangle origin.
origin.y	The y component of the rectangle origin.
size	The size of the rectangle as a CGSize.
size.width	The width component of the rectangle size.
size.height	The height component of the rectangle size.