

Framer Motion Animation Variants

Vous avez dit :



```
export const textVariant = (delay) => {
  return {
    hidden: {
      y: -50,
      opacity: 0,
    },
    show: {
      y: 0,
      opacity: 1,
      transition: {
        type: "spring",
        duration: 1.25,
        delay: delay,
      },
    },
  };
};

export const fadeIn = (direction, type, delay, duration) => {
  return {
    hidden: {
      x: direction === "left" ? 100 : direction === "right" ? -100 : 0,
      y: direction === "up" ? 100 : direction === "down" ? -100 : 0,
      opacity: 0,
    },
    show: {
      x: 0,
      y: 0,
      opacity: 1,
      transition: {
        type: type,
        delay: delay,
        duration: duration,
        ease: "easeOut",
      },
    },
  };
};

export const zoomIn = (delay, duration) => {
  return {
    hidden: {
      scale: 0,
```

```

    opacity: 0,
  },
  show: {
    scale: 1,
    opacity: 1,
    transition: {
      type: "tween",
      delay: delay,
      duration: duration,
      ease: "easeOut",
    },
  },
};
};

export const slideIn = (direction, type, delay, duration) => {
  return {
    hidden: {
      x: direction === "left" ? "-100%" : direction === "right" ? "100%" : 0,
      y: direction === "up" ? "100%" : direction === "down" ? "100%" : 0,
    },
    show: {
      x: 0,
      y: 0,
      transition: {
        type: type,
        delay: delay,
        duration: duration,
        ease: "easeOut",
      },
    },
  };
};

export const staggerContainer = (staggerChildren, delayChildren) => {
  return {
    hidden: {},
    show: {
      transition: {
        staggerChildren: staggerChildren,
        delayChildren: delayChildren || 0,
      },
    },
  };
};

```

ChatGPT a dit :



The code you provided contains several animation variants designed for a React component library like Framer Motion. These variants define how elements should animate when they appear on the screen, using various effects such as sliding, fading, zooming, and staggering.

Here's a brief explanation of each variant:

1. ``textVariant``:
 - Animates the position and opacity of text elements.
 - Starts with the text hidden (moved up and transparent) and then animates to its visible position with a spring effect.
2. ``fadeIn``:
 - Animates elements to fade in from a specific direction (``left``, ``right``, ``up``, or ``down``).
 - Moves the element in the specified direction while fading in.
3. ``zoomIn``:
 - Animates elements to zoom in from a smaller scale while fading in.
 - Useful for creating a zoom-in effect on entry.
4. ``slideIn``:
 - Animates elements to slide in from a specific direction (``left``, ``right``, ``up``, or ``down``).
 - Moves the element from the edge of the screen into its final position.
5. ``staggerContainer``:
 - Applies a staggered delay between the animation of children elements within a container.
 - Useful for animating multiple elements in sequence, creating a cascading effect.

These animation variants can be applied to components to bring dynamic visual effects to your UI. You can use them with Framer Motion's ``motion`` components, for example:

jsx

```
<motion.div variants={textVariant(0.2)} initial="hidden" animate="show">
  Your Text Here
</motion.div>
```

Each variant function returns an object with ``hidden`` and ``show`` states, which Framer Motion uses to determine how to animate the element when it enters or leaves the viewport. Adjust the parameters (``delay``, ``duration``, ``direction``, etc.) to customize the animations to fit your design.

ChatGPT peut faire des erreurs. Envisagez de vérifier les informations importantes.