

Ayla Designs Motion System

Material Design 3 Expressive motion with spring physics. Click/hover elementos para ver animaciones.

Spring Configurations

Usa springs en lugar de duration/easing para movimiento más natural y expresivo.

snappy



Quick interactions (hover, tap, toggle). Fast, crisp response.

stiffness: 400

damping: 17

Click para ver la animación

smooth



Standard transitions (expand, collapse, modal). Natural, comfortable motion.

stiffness: 300

damping: 20

Click para ver la animación

bouncy



Expressive animations (like, success, celebration). Playful overshoot.

stiffness: 500

damping: 15

Click para ver la animación

gentle



Subtle entries (fade in, slide up). Soft, elegant motion.

stiffness: 200**damping: 25***Click para ver la animación*

stiff

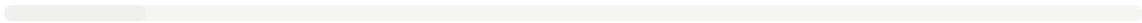
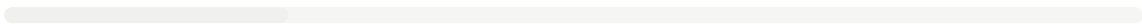
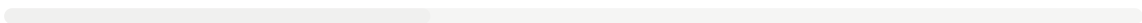
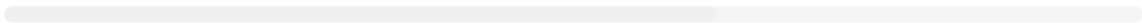
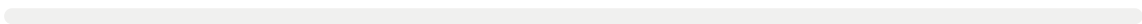


Immediate response (drag, resize). Minimal delay, direct control.

stiffness: 600**damping: 30***Click para ver la animación*

Duration Tokens

Fallback durations para CSS transitions cuando springs no son apropiados. Click para ver duración.

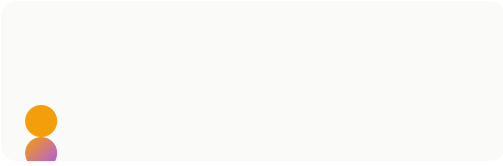
instant 100ms**fast** 200ms**normal** 300ms**slow** 500ms**slower** 800ms

Easing Curves

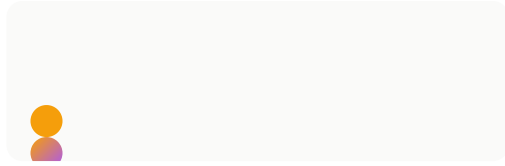
CSS cubic-bezier curves para legacy support. Prefer springs cuando sea posible.

default**out**

`cubic-bezier(0.4, 0, 0.2, 1)`

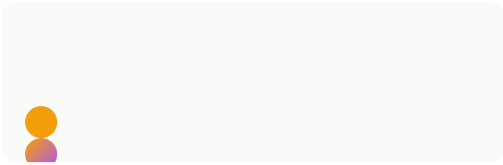


`cubic-bezier(0, 0, 0.2, 1)`



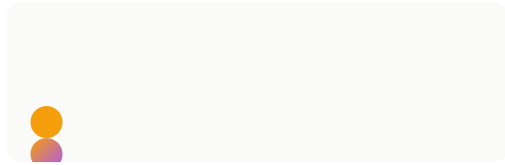
in

`cubic-bezier(0.4, 0, 1, 1)`



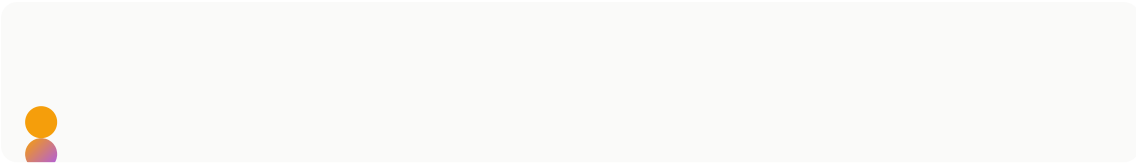
inOut

`cubic-bezier(0.4, 0, 0.2, 1)`



sharp

`cubic-bezier(0.4, 0, 0.6, 1)`



Animation Variants

Pre-configured framer-motion variants para animaciones comunes. Click Replay para ver.

fade



Replay

scaleUp



Replay

slideUp

slideDown



Replay



Replay

slideLeft



Replay

slideRight



Replay

Interactive States

Hover/Tap states para elementos interactivos. Hover/click para probar.

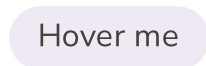
hover

*Scale 1.02*

tap

*Scale 0.98*

chipHover

*Scale 1.05*

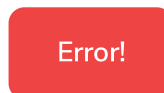
cardHover

*Scale 1.01, Y -2px*

like



shake



Scale [1, 1.3, 1]

X: [0, -10, 10, -10, 10, 0]

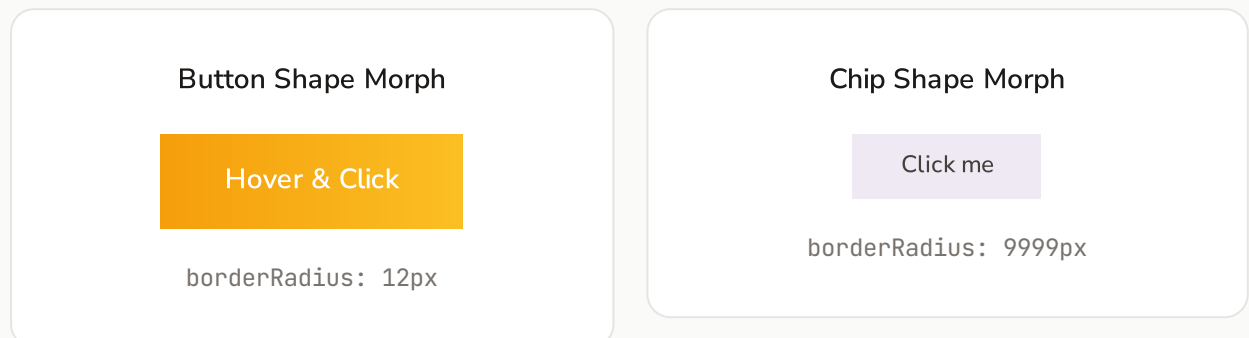
Shape Scale

Border radius scale (M3 Expressive). De badges pequeños a pills completos.



Shape Morphing

Transiciones de border-radius en interacciones. Hace que los elementos se sientan más vivos.



Guía de Uso

- **Prefer Springs:** Usa spring configs en lugar de duration/easing para movimiento natural
- **Match Context:** snappy para hover/tap, smooth para modals, bouncy para celebrations
- **Reduce Motion:** Respeta prefers-reduced-motion con useReducedMotion hook

- **Test Performance:** Limita animaciones simultáneas en mobile devices