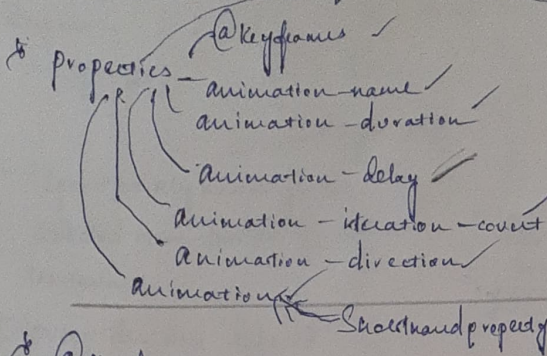


179 Animations

allow animation of these elements without using JavaScript or Flash



animation-fill-mode
animation-timing-function

@keyframes

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

animation-name

Specify the name of the @keyframes animation.

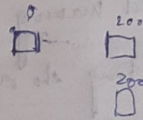
animation-duration

defines how long an animation should take to complete.

Not specified, no animation will occur.

default value $\rightarrow 0s$ (0 seconds)

Keywords from, to
(0% start) (100% complete)



animation-delay: Specifies delay for start of animation.

Negative not allowed.

If using negative values the animation will start as if has already been playing for N seconds.

(defined in seconds)
(in milliseconds)

animation-iteration-count: Specifies the no of times the animation should run.

You use keyword ∞ infinite
Value for the property

animation-direction: Specifies whether animation played forward or backward.

Values: normal (default) (forward), reverse (backward), alternate, alternate-reverse, alternate-cycle.

(75)

- * Alternate -> It is played forward first then backward
- * alternate-reverse -> It is played backward first then forward.

animation-fill-mode

- * Specifies style for target element when the animation is not playing (before it starts, after it ends or both)
- * values: none -> forward -> backwards -> both.
- ↑
 default value

animation-timing-function

- * Specifies the curve of the animation.
- * values: ease -> Slow start then fast then end slowly (default)
- linear -> Same speed from start to end.
- ease-in -> Slow start
- ease-out -> Slow end
- ease-in-out -> Slow start & end
- cubic-bezier(n, n1, n2, n3) -> define your own values in cubic-bezier function.

animation

Animation:	name	duration	timing-function	delay	iteration-count	direction	fill-mode	play-state
------------	------	----------	-----------------	-------	-----------------	-----------	-----------	------------

- * animation-play-state -> paused - animation is paused.
- * -> running - default value
- * Specifies whether animation is running or paused.

eg 1) animation-delay: 2s

```
!DOCTYPE html
```

```
<html>
```

```
<head>
```

```
<style>
```

```
/* The animation code */
```

```
@keyframes example {
```

```
0% {
```

```
background-color: red;
```

```
left: 0px;
```

```
top: 0px;
```

```
}
```

```
50% {
```

```
background-color: yellow
```

* This is where the start of animation

196

left: 200px;

/* This is moving to the right */

/* left: 200px */

top: 0px;

}

50%

{

background-color: black;

left: 200px;

top: 200px;

}

75%

{

background-color: purple;

left: 0px;

top: 200px;

}

100%

background-color: green;

left: 0px;

top: 0px;

}

}

/* The element to apply the animation to */

div

width: 100px;

height: 100px;

background-color: red;

animation-name: example;

animation-duration: 1s;

animation-delay: -1s

position: relative;

}

</style>

</head>

<body>

<div> R </div>

</body>

</html>

Ex 27 Animation-direction-alternate-reverse-hw

<!DOCTYPE html>

<html>

<head>

<style>

** The Animation code **

@keyframes example2 {

0% {

background-color: #f00;
left: 0px;
top: 0px;
}

25% {

background-color: #ff0;
left: 200px;
** left: 200px; */*
top: 0px;
}

50% {

background-color: #000;
left: 200px;
top: 200px;
}

100% {

background-color: #008000;
left: 0px;
top: 0px;
}

}

div

width: 100px;

height: 100px;

background-color: #f00;

animation-name: example2;

animation-duration: 8s;

animation-iteration-count: infinite;

animation-direction: alternate-reverse;

position: relative;

}

</style>

</head>

<body>

<div> R </div>

</body>

</html>

178 @g3 Animation-direction-alternate.html

<!DOCTYPE html>

<html>

<head>

<style>

@keyframes example2 {

0% {

background-color: #red;

left: 0px;

top: 0px;

}

25% {

background-color: #yellow;

left: 200px;

top: 0px;

}

50% {

background-color: #black;

left: 200px;

top: 200px;

}

100% {

background-color: #green;

left: 0px;

top: 0px;

}

}

div {

width: 100px;

height: 100px;

background-color: #red;

animation-name: example2;

animation-duration: 1s;

animation-iteration-count: infinite;

animation-direction: alternate;

position: relative;

}

</style>

</head>

<body>

<div>R</div>

</body>

</html>

Eq4 animation - direction - usual

<!DOCTYPE html>

<html>

<head>

<style>

@keyframes example2 {

0% {

background-color: #f00;

left: 0px;

top: 0px;

}

25% {

background-color: #ffff00;

left: 200px;

top: 0px;

}

50% {

background-color: #000;

left: 200px;

top: 200px;

}

100% {

background-color: #008000;

left: 0px;

top: 0px;

}

}

div {

width: 300px;

height: 100px;

background-color: #f00;

animation-name: example2;

animation-duration: 2s;

animation-iteration-count: infinite;

animation-direction: reverse;

position: relative;

}

</style>

</head>

<body>

<div id="R"></div>

</body>

</html>

150 eg5) animation - situation - count
- infinite - html

<!DOCTYPE html>

<html>

<head>

<style>

@keyframes example2 {

0% {

background-color: #red;

}

25% {

background-color: #yellow;

left: 200px;

top: 0px;

}

50% {

background-color: #black;

left: 200px;

top: 200px;

}

100% {

background-color: #green;

left: 0px;

top: 0px;

}

div

{ width: 100px;

height: 100px;

background-color: #red;

animation-name: example2;

animation-duration: 8s;

animation-iteration-count: 5;

position: relative;

}

</style>

<head>

<body>

<div> R </div>

</body>

</html>

eg6) animation - situation - count
- infinite - html

<!DOCTYPE html>

<html>

<head>

<style>

@keyframes example2 {

0% {

background-color: #red;

left: 0px;

top: 0px;

}

25% {

background-color: #yellow;

left: 200px;

top: 0px;

}

50% {

background-color: #black;

left: 200px;

top: 200px;

}

100% {

background-color: #green;

left: 0px;

top: 0px;

}

div

{ width: 100px;

height: 100px;

background-color: #red;

animation-name: example2;

animation-duration: 8s;

animation-iteration-count: infinite;

position: relative;

}

</style>

<head>

<body>

<div> R </div>

</body>

</html>

182

Eg 7) Animation shorthand html

<!DOCTYPE html>

<html>

<head>

<style>

div {

width: 100px;

height: 50px;

background-color: red;

position: relative;

animation: mymove 5s ease infinite normal

}

backwards running;

@keyframes mymove

{

from {

left: 0px;

}

to {

left: 300px;

}

</style>

</head>

<body>

<div> </div>

</body>

</html>

Eg 8)

without keyframe animation html

Compare this program

in ppg no 182 eg 11)

<!DOCTYPE html>

<html>

<head>

<style>

div {

width: 100px;

height: 100px;

background-color: red;

animation-name: example;

animation-duration: 4s;

}

</style>

</head>

<body>

<div> </div>

</body>

</html>

(182) Eg 9) <!DOCTYPE html>

<html>
<head>

<style>

div {

width: 100px;

height: 50px;

background-color: red;

position: relative;

animation: myname 5s infinite;

}

#div1

{
animation-timing-function: linear;
}

#div2

{
animation-timing-function: ease;
}

#div3

{
animation-timing-function: ease-in;
}

#div4

{
animation-timing-function: ease-out;
}

#div5

{
animation-timing-function: ease-in-out;
}

@keyframes myname

{

from

{
left: 0px;
}

to

{
left: 300px;
}

}

</style>

</head>

<body>

<div id="div1">linear </div>

<div id="div2">ease </div>

<div id="div3">ease-in </div>

<div id="div4">ease-out </div>

<div id="div5">ease-in-out </div>

</body>
</html>

animation
- timing -
function
html

Eg 10) with keyframe

<!DOCTYPE html>

<html>

<head>

<style>

@keyframes examples

{
background-color: red;
}

20%
{
background-color: yellow;
}

50%
{
background-color: blue;
}

100%
{
background-color: green;
}

div

width: 100px;

height: 100px;

background-color: red;

animation-name: examples

animation-duration: 8s;
}

</style>

</head>

<body>

<div> </div>

</body>

</html>

Eq 11) with keyframe.html

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<style>
```

```
div {
```

```
width: 100px;
```

```
height: 100px;
```

```
background-color: red;
```

```
animation-duration: 8s;
```

```
animation-name: example;
```

/* Must mention the animation name in the selector */

/* This ~~may or may not~~ ^{may or may} be in order */

```
}
```

```
@keyframes example {
```

```
from {
```

```
{
```

```
background-color: red;
```

```
}
```

```
to {
```

```
{
```

```
background-color: yellow;
```

```
}
```

```
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<div></div>
```

```
</body>
```

```
</html>
```

Eq 12) with keyframe - moving div.html

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<style>
```

/* The animation code */

```
@keyframes example {
```

```
0% {
```

```
{
```

```
background-color: red;
```

```
left: 0px;
```

```
} top: 0px;
```


25%.

```

{
  background-color: yellow;
  left: 200px;
  top: 0px;
}

```

* This is where the ^{ani} started,

50%.

```

{
  background-color: black;
  left: 200px;
  top: 200px;
}

```

75%.

```

{
  background-color: purple;
  left: 0px;
  top: 200px;
}

```

100%.

```

{
  background-color: green;
  left: 0px;
  top: 0px;
}

```

div

```

width: 100px;
height: 100px;
background-color: red;
animation-name: example;
animation-duration: 2s;
animation-delay: 0s;
position: relative;
}

```

<style>

<head>

<body>

<div> &lt;/div>

<body>

</html>