& Animations . Allow animation of them exements Without using Javascript Properties - animation name animation - dovation animarion - fill - mode animation - delay animation - ideration - covert animation Shorthand prepenty & (a Key fearus & To use essandation you want first specify some keyleans forthe Specity the name of the Okey fearun animotion ani mation - devation or definer how long are animation should take to complete Not specified, ao animation Willoccus defaut value - Os (osecondo) legwords ( geom, to (0%. Start) (100%. Complete) de animation-delay Depecifies delay for Smut of animation. ~) Negative nor allowed. If using regation values the animation will square () defined in (S becords) animation-iteration-count : Specifice me no of time the animation should of you we keyword an infinite Value for the property O Mi masion - direction of specifics wheren animation played forward Natures Normal Edefanot) (formand) alternate

Percue (Wack marred & Shiped) afternate alternati-versue

Batternate no It is played forward first thea backward "alternate revene" It is played backward first thea forward. De animarion-fill-mode doron & Specifies lagle for larget dement when the animarion is not playing C'hefare jetstavets, after it ends or born) & Value hove - forward - backwards - boan. default value A arrimation-timing - fonction & specialies the come of the animation. Values lease ( ) Slow start Then fast then end slowly (default) Case-in M Stowstand. Care-out of Stow Send lase-in-out of Slow stant fond - Cubic-bezier (u, n, n, n) ~ define your own values in coca cherciel & animation A Q animation: name devation timinganimation play-state famed - animation is pained. Youning - defauttvalue Especifics whether animation & vanning or paired. 691) animation - delay want [ ! DOCTYPE WOULY 1 hamy (head) 1 \* (The Animation code \*/ (a) key fearnes example 25 background - color: Dred; left: opie; top :opu; bacuground -was: "Dyellow

(196) lefa: 200 pm } / Muis is moving to the vight \*/ 1x left: 0200 pu x/ topiopse; background - colol left: 200 p 21; top : 200 pai, 75% background - color: aporple; lefa: oper; top: 200 pz; 100.1.9 background lefa: opri; top: 0p21; 1x The Clement to apply the animation dies Widdu: 100 pu; he igut : 100 pu; background - color: Dred; dui mation - name : examples animation - do vation; &s; arrianation - delay! - 15 posistion : relative; LISAyley Pheady (body) '(div) R (div) P/body7 ( woul)

Eg 27 arrivation - direction - alternate - revene hand

(! Docin Pa wheny (head) (Sayley / The Animation : Орге back ground left : 200 pu 1 th left : 200 pri; 2/ top: apris bacupround wolar Dobacu; left 1: 200 pu top: 200 p2; 100% divg widon: 100 pz.; height: 100 per background to les : [Ired; an' mation name! example? animation devation: 85; - it watton - count : influte; direction: alternate-verme posistion ! relative; 1/cayley ( head > Ediny R (diny

(198) eg3/ animation-direction-altunate. while (1 Docgy pe would (winey (head) (stylet)
(a) Regliams example 2 5 color: Dred; 25.1 left: 200 pu; So: background - color : Oblack; left !: 200 per; 100% left. oper gtop : opu; div 5 Widtn: 100pm; height : 100 pri; background - color: Ared; animation - name: example, animatton - dovation: 85; animation - Heation = count : influite; animation - direction; alternate. poristion: relative Veryley (The ad) (body) ldivir a Uding thoody? (Cutail)

Eg 4) animarion - direction utual ( Docinpenamy { winiy Cheady (styley a key frames examples of left opu; background wood : ayallow; left: 200pr; left. 200 pu; Aop: 200pre', background - color. left: Opu; dop: opn; Width: 100p263 height: 100 p21, background - colors Dred; animation name: complet animation-diration: 85; animation - ituation - count infinite; animation-direction! Yevere; posisnion: relative; (181 yeig Thead? (body) Eding Relding (Medy's Chamly

(180) Eg.57 animation ituation Eg 67 animation - iteration - Infinite blank (! Docq ype idmity ( DOCTUPE Want) Chamey Chamily (head? thead? estyley @ keg fearnes example 2 5 @ Key fearmer evamples 5 background - color: Dord; left: lope; background Dyellow; left: 200 per; left: 200 per; topiopil; Soy.

S background-word

left. 1 200 pri; 50.1 background : D bracks telp: 200 pu; backgroun left: opzi, background - corper Byram's left: open, topiopu; dis Swidtn:100 pm; width :100per; height: 100 pri; height; poper, background -color : Ared; backy road - color. Dred' accimation name: Gramples; animation - name: examples; animation-dovation . 85 Quination - dovation. &c animation - iteration - count; 5; animation - Heradion - court : Dufinde posistion ? relative; posistion: relative; Elstyle? Ustyley (head) Uneady (body) (bedy) Ediny Rulding Cair > RL/divy Cloody (/body ) C'int all ( wa mily

Eg 7) animation shorthand would (! DOCTYPE WALL) (hours Chead? (sayle) widan: 100 per ; height : sepu; background-corn: Dred; Post How : relative; animation: mymone So eare 2s infinite hormal a key frames mymone to Sleft: 300 pu'; Metyler . Clueady (body) (div) I (ldor) Chady? Chamby Compare tui pregram in pg ao (83) eg 11) Il Docqy PG intury Chamly Knead > (style) diug Widtn: bopu', height: loopse; background - color, Dred; animation - nomes example; animarion-dovation :45; Klayley (meady Chody?

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2 - color: Hyellow. ammation impaine le infinite ; #div1 Samuation timing fondion: linear; So:/.

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background

-color: Dgreen; #div29 in mation - timing - function! lare; Adius. animation - siming function; lare-in; Aldin 45 animation-timing-function; lare-out; divg widan: 100pse; #diw sss height: 100 puis duianation-timing-fonction: lare-in-out, background Dred; animation name: 2 van pl @ kegleamis my nione animation-devotion: 85 from lefs:opn; (/style) Chody gleft: 300 pu; (div) (/div) Modgy Ustyley Clutminy (head) Lbedyy Edivid = adiving Linear Eddory (divid = "dive") care (/div) (divid = "div3") lare-in (div) Ediv id = adroginy care-out chliry Koliv id = coliver x) cone-in-our l'div

Egus wire rogframe som (! DOCTYPE utuly thomas (heady (etyles) widtu: wope; height: 100 pri; bacus vound - www. 13-red; animation-duvation; 85; arrimation - name: example, 1/2 Most mention the animation name in the selector #/ /\* ( This may be in y not be in order \*/ @ key frams example j bucygound-west I red; 3 background - wich: Tyellow; Kleryles ( head 9 (body) Eding Elding Cloody 9 Hutary Eg 127 Wirnkeggrame - movingdiv hand (1 Decrype whil) (wame) Thead? ( styles 1+ The animation code \*/ @ Key frames example 25 background - color: Dred; left: Pope; top:opu;

189 25%. It This is where the and started & bacuground - coror . Oyellow left: 200 px; topiopu; left: 200 pu top : 200 p2; background-color: Dporple; 100 % top ! opu; Widan: 100 pu; height: wopu's to actiground - color: 12 ved; durination - name; examples of ani mation - dovation: 85. animation delay: -Os; pesistion 'velative' (leryle) Unead > (body) (div) R Elding Modgy Untury