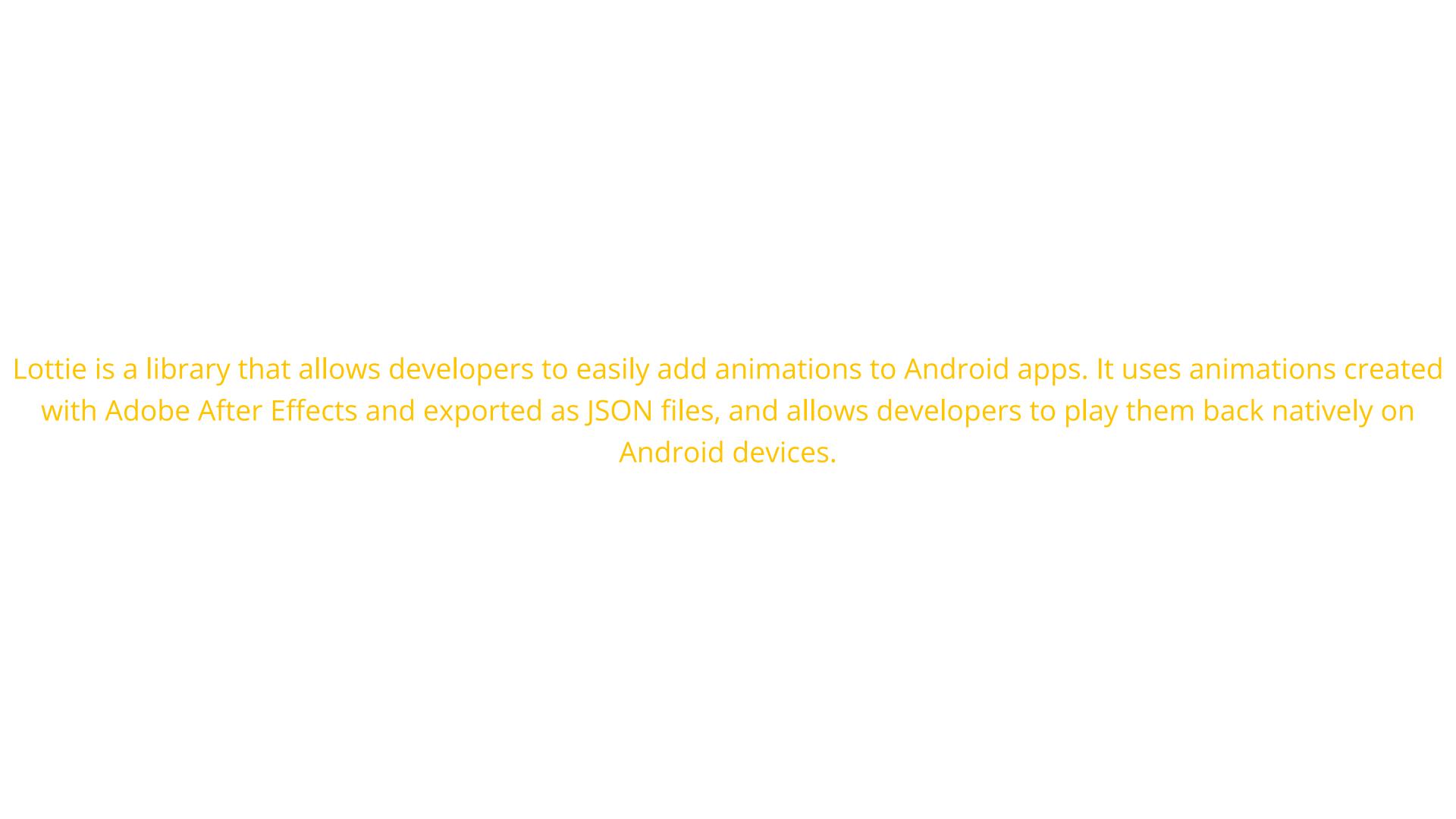
Lottie Animation

A Guide to Creating and Implementing Lottie Animations in Figma

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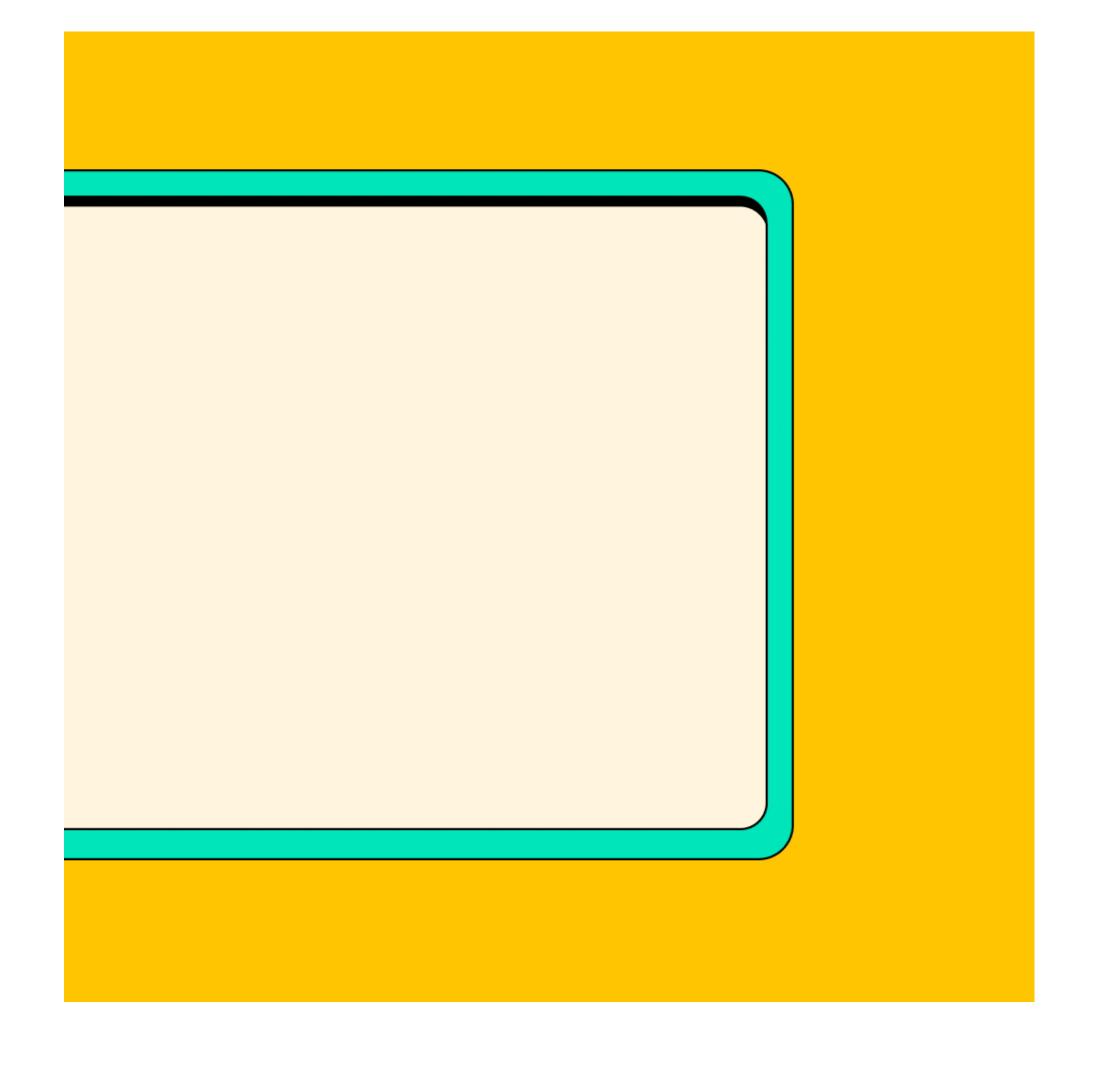


How Figma to Lottie works

Download the LottieFiles for Figma plugin
Search for an animation or create your own
Insert the animation into your designs seamlessly
There are a few ways you can create your own Lottie animation using Figma to Lottie. You can:

Export existing prototype flows as Lottie animations
Select multiple frames for a quick and faster animation path

Demonstration



Adding Lottie to an Activity or Fragment

Add the Lottie library to your project's dependencies in the build.gradle file:

implementation 'com.airbnb.android:lottie:\$lottieVersion'

add a LottieAnimationView to your layout file, like this:

```
<com.airbnb.lottie.LottieAnimationView
    android:id="@+id/animation_view"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    app:lottie_rawRes="@raw/my_animation"
        app:lottie_autoPlay="true"
        app:lottie_loop="true" />
```

This creates a LottieAnimationView that loads the animation from the raw resource my_animation, and automatically starts playing and looping the animation.

To view and play the animation

```
class MainActivity : AppCompatActivity() {
  override fun onCreate(savedInstanceState: Bundle?) {
      super.onCreate(savedInstanceState)
      setContentView(R.layout.activity_main)
```

var anim = findViewById<LottieAnimationView>(R.id.AnimationView)

Loading animations from assets or URLs

// Load an animation from the assets folder
animationView.setAnimation("my_animation.json")

// Load an animation from a URL animationView.setAnimationFromUrl("https://example.com/my_animation.json")

Using Lottie animations as drawable resources

You can use Lottie animations as drawable resources in your app, which allows you to easily use them in ImageView or ImageButton elements:

```
<lmageView
    android:id="@+id/animated_image"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
android:src="@drawable/my_animation" />
```

This creates a LottieAnimationView that loads the animation from the raw resource my_animation, and automatically starts playing and loop

val animationView = findViewById<LottieAnimationView>(R.id.animation_view)

// Start playing the animation
animationView.playAnimation()

// Pause the animation
animationView.pauseAnimation()

// Resume the animation after it has been paused animationView.resumeAnimation()

// Stop the animation and reset it to the beginning animationView.cancelAnimation()ing the animation.

Changing the speed and progress of an animation

You can change the playback speed of a Lottie animation using the setSpeed method:

// Double the playback speed of the animation animationView.setSpeed(2f)

You can also change the progress of the animation using the setProgress method:

// Set the animation to play from the halfway point animationView.progress = 0.5f

sources

https://lottiefiles.com/blog/working-with-lottie/getting-started-with-

<u>lottie-animations-in-android-app</u>

https://lottiefiles.com/plugins/figma

https://lottiefiles.com/search?q=car&category=animations

THANK YOU

Do you have any question?

Links to tutorials on the next page

