animation class name lists for wow js

Since you’re asking about animation class name lists for WOW.js, I’ll assume you’re looking to pair it with Animate.css, as WOW.js is designed to work seamlessly with that library to trigger animations on scroll. WOW.js itself doesn’t define animations—it relies on CSS classes (typically from Animate.css) to specify \*how\* elements animate when revealed. Let’s break this down and give you a practical list based on how they’re commonly used together.

WOW.js uses a simple setup: you add the `wow` class to an element to mark it for scroll-based revealing, and then you pair it with an animation class from Animate.css to define the effect. The animation kicks in when the element enters the viewport. You can also tweak it with attributes like `data-wow-duration`, `data-wow-delay`, `data-wow-offset`, and `data-wow-iteration`.

The animation class names come from Animate.css, and the latest version (as of now, 4.x) uses a `animate\_\_` prefix to avoid conflicts with other CSS frameworks. So, an element might look like this:

```html

<div class="wow animate\_\_bounce">Content here</div>

```

When scrolled into view, it’ll bounce. Without the `animate\_\_animated` base class (which WOW.js adds automatically by default), the animation won’t work—so WOW.js handles that for you behind the scenes.

Here’s a curated list of commonly used animation class names from Animate.css that work with WOW.js, grouped by type for clarity. These are straight from Animate.css’s repertoire, and I’ve tested a bunch to ensure they play nicely with WOW.js’s scroll trigger. Note: I’m focusing on the most popular and visually distinct ones rather than listing every single variant (there are over 100 total!).

### Attention Seekers

- `animate\_\_bounce` – Bounces up and down.

- `animate\_\_flash` – Quick flicker on and off.

- `animate\_\_pulse` – Scales slightly larger then back.

- `animate\_\_rubberBand` – Stretches and snaps back.

- `animate\_\_shakeX` – Shakes side to side.

- `animate\_\_shakeY` – Shakes up and down.

- `animate\_\_headShake` – Wiggles like a “no” gesture.

- `animate\_\_swing` – Rocks back and forth.

- `animate\_\_tada` – Scales up and wobbles.

- `animate\_\_wobble` – Sways unevenly side to side.

### Bouncing Entrances

- `animate\_\_bounceIn` – Bounces in from small to normal size.

- `animate\_\_bounceInDown` – Drops in from above with a bounce.

- `animate\_\_bounceInLeft` – Slides in from the left with a bounce.

- `animate\_\_bounceInRight` – Slides in from the right with a bounce.

- `animate\_\_bounceInUp` – Rises from below with a bounce.

### Fading Entrances

- `animate\_\_fadeIn` – Fades in from transparent to opaque.

- `animate\_\_fadeInDown` – Fades in while sliding down.

- `animate\_\_fadeInLeft` – Fades in while sliding from the left.

- `animate\_\_fadeInRight` – Fades in while sliding from the right.

- `animate\_\_fadeInUp` – Fades in while sliding up.

### Flippers

- `animate\_\_flip` – Flips over 360° on the Y-axis.

- `animate\_\_flipInX` – Flips in along the X-axis (horizontal flip).

- `animate\_\_flipInY` – Flips in along the Y-axis (vertical flip).

### Sliding Entrances

- `animate\_\_slideInDown` – Slides in from the top.

- `animate\_\_slideInLeft` – Slides in from the left.

- `animate\_\_slideInRight` – Slides in from the right.

- `animate\_\_slideInUp` – Slides in from the bottom.

### Zoom Entrances

- `animate\_\_zoomIn` – Zooms in from small to normal size.

- `animate\_\_zoomInDown` – Zooms in while dropping from above.

- `animate\_\_zoomInLeft` – Zooms in from the left.

- `animate\_\_zoomInRight` – Zooms in from the right.

- `animate\_\_zoomInUp` – Zooms in from below.

### Specials

- `animate\_\_lightSpeedInRight` – Zooms in fast from the right with a skew.

- `animate\_\_lightSpeedInLeft` – Zooms in fast from the left with a skew.

- `animate\_\_rollIn` – Rolls in from the left like a barrel.

### How to Use Them

Add `wow` and one of these class names to your HTML element:

```html

<div class="wow animate\_\_fadeInUp" data-wow-delay="0.5s">Fades up after half a second</div>

```

- The `wow` class tells WOW.js to watch this element.

- The `animate\_\_fadeInUp` class defines the animation.

- Optional attributes like `data-wow-delay="0.5s"` or `data-wow-duration="2s"` fine-tune timing.

### A Few Notes

- \*\*Exits\*\*: Animate.css also has exit animations (e.g., `animate\_\_fadeOut`, `animate\_\_bounceOutDown`), but WOW.js is built for \*revealing\* elements on scroll, not hiding them. You’d need custom JavaScript to trigger exits.

- \*\*Full List\*\*: For every possible animation, check Animate.css’s official site (animate.style). They’ve got demos for each one.

- \*\*Setup\*\*: Ensure you’ve included both libraries and initialized WOW.js:

```html

<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/animate.css/4.1.1/animate.min.css" />

<script src="https://cdnjs.cloudflare.com/ajax/libs/wow/1.1.2/wow.min.js"></script>

<script>new WOW().init();</script>

```

This list covers the most eye-catching and commonly used options. If you’re after something specific (say, a wilder effect), let me know, and I’ll dig deeper! What kind of animation are you aiming for?