Create an Animated Sprite with useIntevalFn and useRafFn

In this lesson, we continue learning how to use the useIntevalFn composable from VueUse to create an animated sprite. Afterwards though, we pivot just a bit to see how you would accomplish the same thing with the useRafFn composable.

**NOTE**: If you can’t see the sprite image try opening the Stackblitz project preview in it’s own window (with the “Open in New Window” button on the top right).

**Links**

* useRafFn - [Start](https://stackblitz.com/edit/vitejs-vite-vpsru1?file=src%2FApp.vue) | [End](https://stackblitz.com/edit/vitejs-vite-nmcp1v?file=src%2FApp.vue) | [Docs](https://vueuse.org/core/useRafFn/)
* [Sprite Image on FreeSVG.org](https://freesvg.org/man-sprite-sheet)
* [Sprite Image Direct Link](https://freesvg.org/img/1525205509.png)
* [Stack Overflow: Request Frame Animation Vs setInterval](https://stackoverflow.com/questions/38709923/why-is-requestanimationframe-better-than-setinterval-or-settimeout)