Framer Motion	GSAP Equivalent
`initial` / `animate` / `exit`	`fromTo()` or timeline with `.set()` + `.to()`
`layout` animations	`Flip` plugin
`transition` w/ spring	`type: "spring"` → use GSAP's physics-based tweens or `ease: "elastic.out(1, 0.3)"`
`Presence` (exit on unmount)	Manual GSAP `.to()` + remove in `onComplete`
`whileHover`, `whileTap`	`onmouseenter`, `onmouseleave` + GSAP tweens
Keyframe arrays	GSAP's `.to()` with `keyframes: [ {...}, {...} ]` or timeline sequences