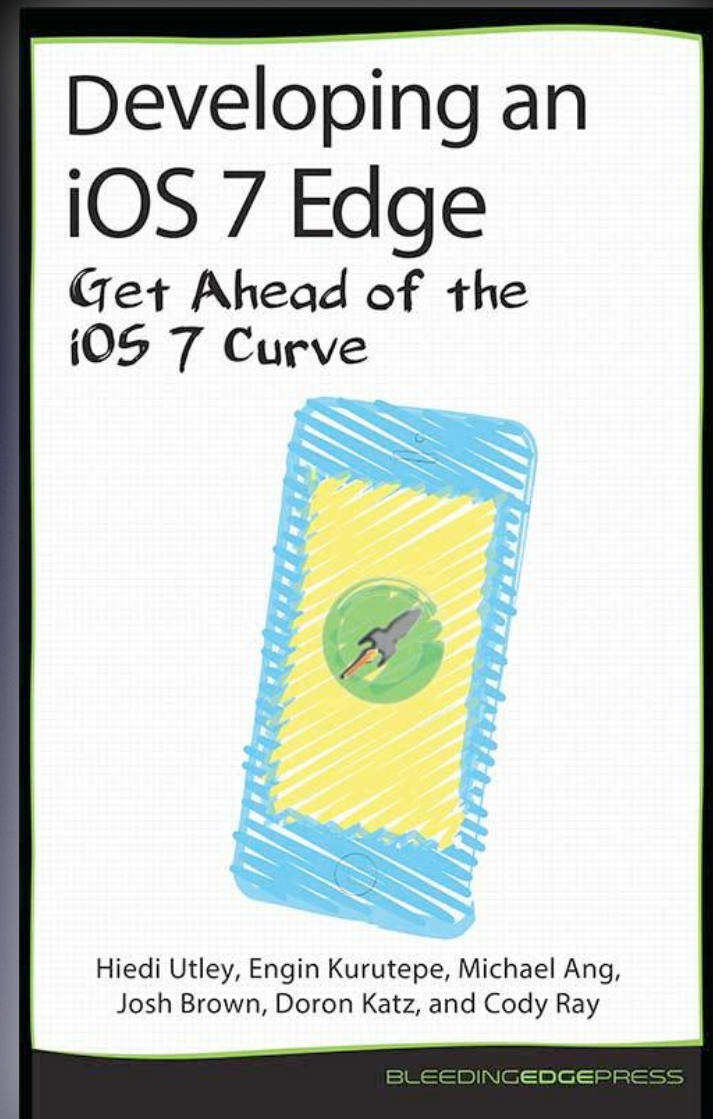


UIKit Dynamics

Animations with a physical feel

Michael Ang
github.com/mangtronix

CocoaHeads Berlin - 20. November 2013





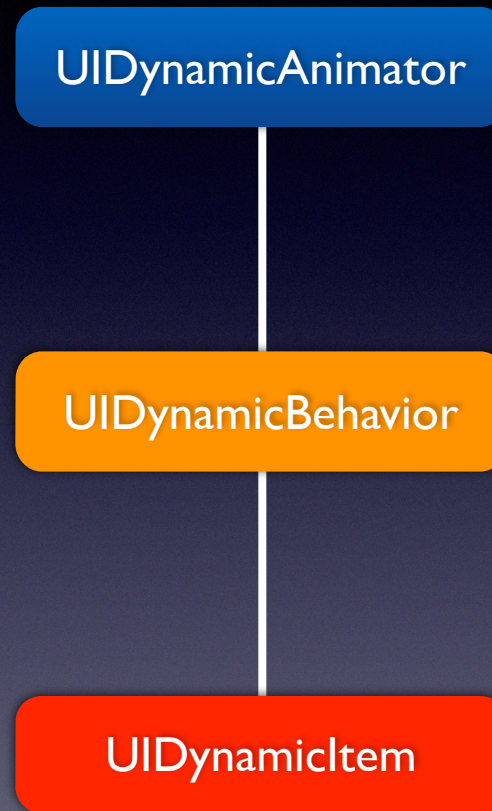


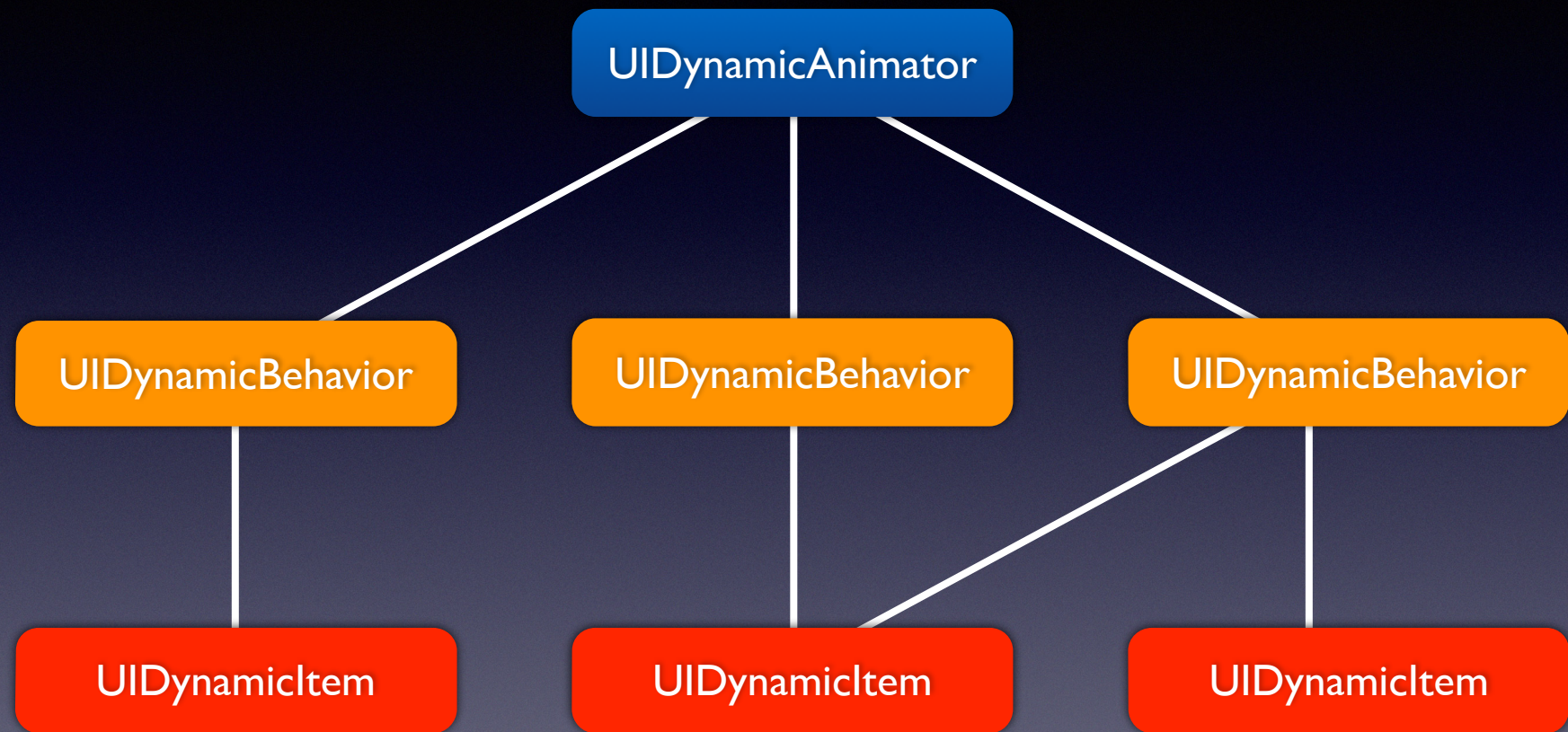
UIDynamicAnimator

UIDynamicAnimator

UIDynamicBehavior









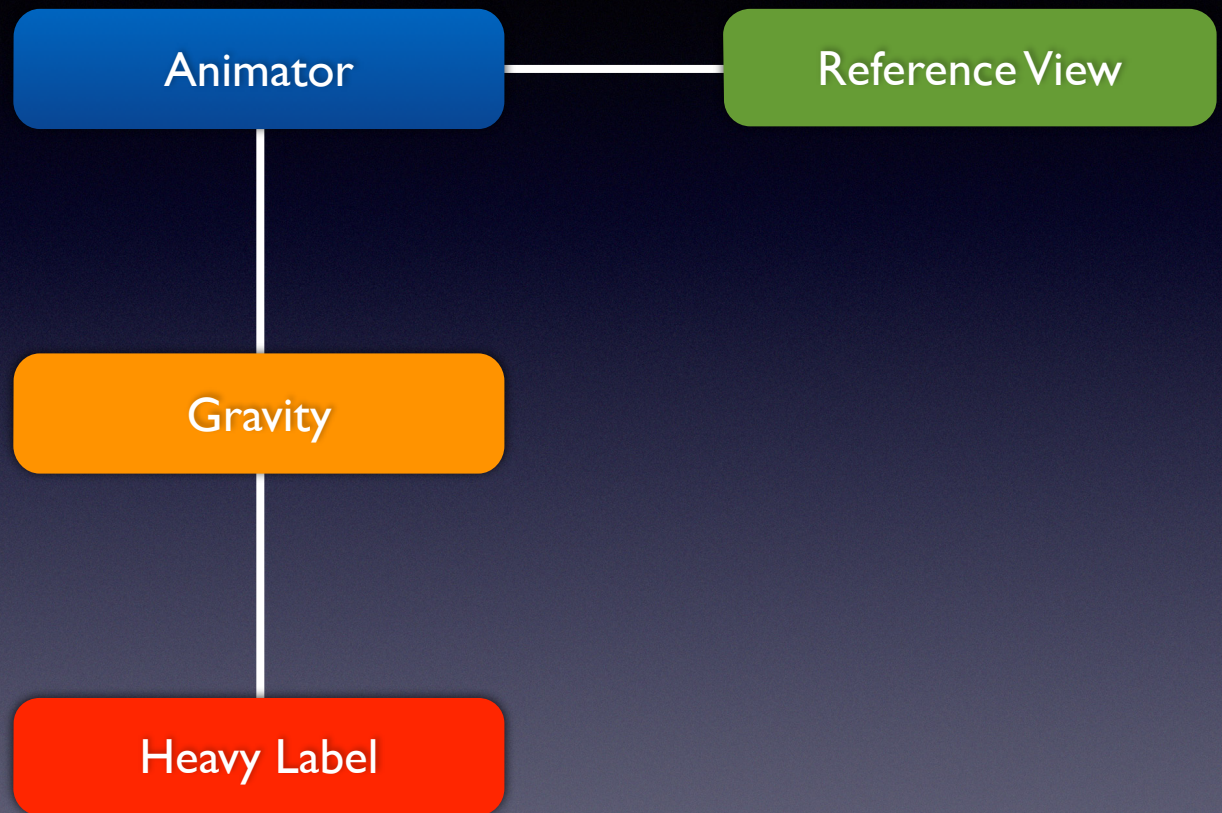
Animator

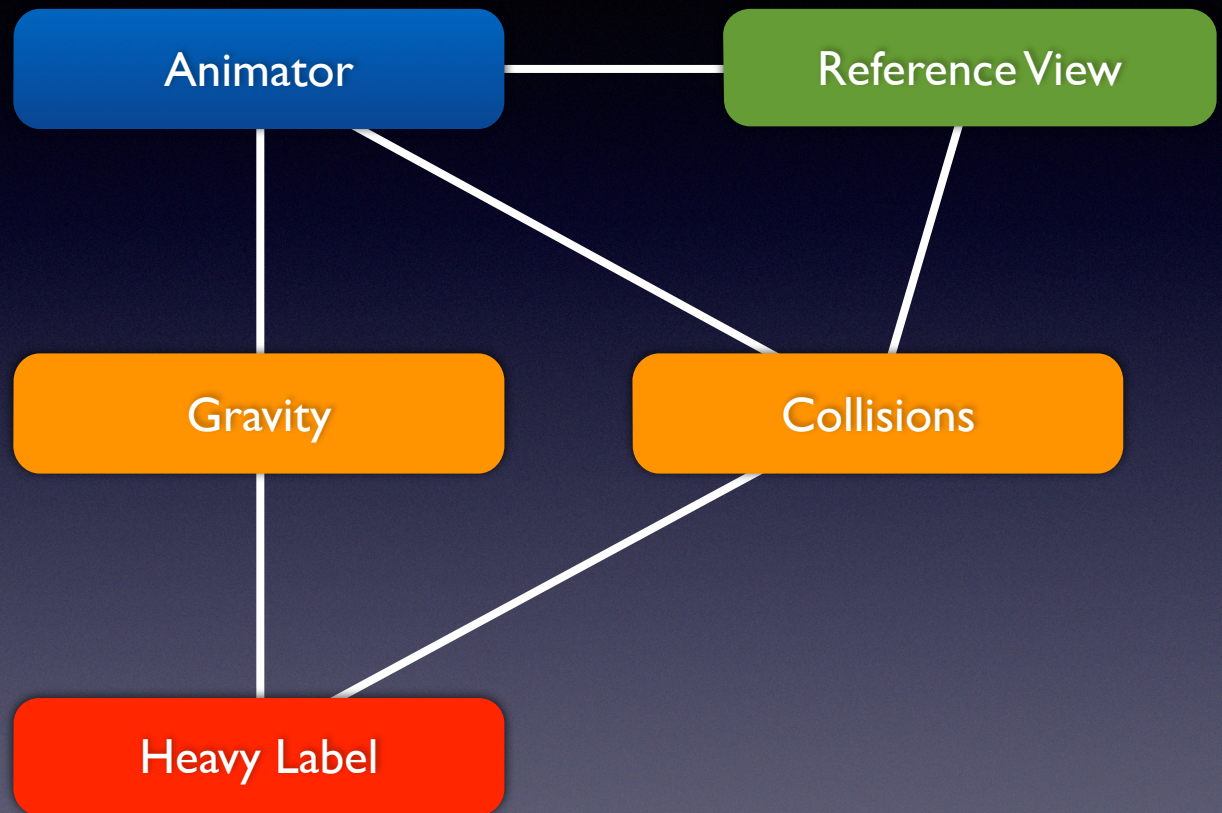


```
graph LR; Animator[Animator] --- ReferenceView[Reference View];
```

Animator

Reference View







Easy as 1, 2, 3

1. Create an animator
2. Set up behaviors and connect to items
3. Animation starts using initial positions of items

Resources

Source code for examples

<https://github.com/iosedgeapp/iOSEdge>

Developing an iOS Edge (40% off for CocoaHeads!)

<https://gumroad.com/products/yLKx/cocoaheads>

Animating a custom UIAlertView

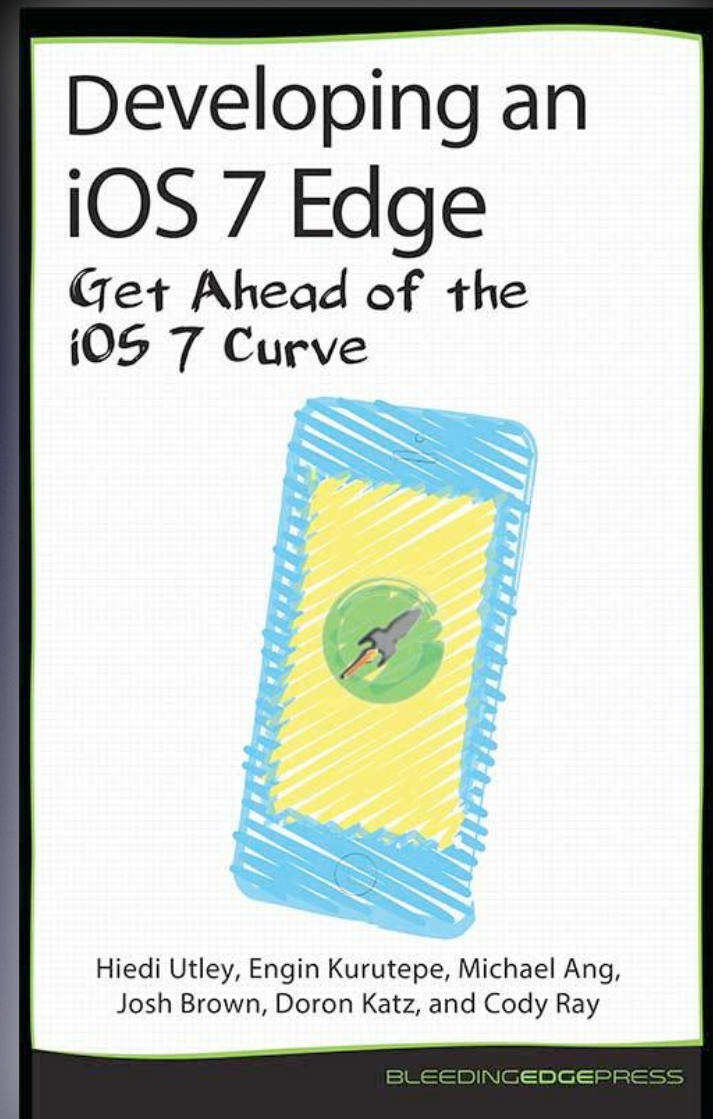
<https://github.com/TeehanLax/TLAlertView>

UIKit Dynamics

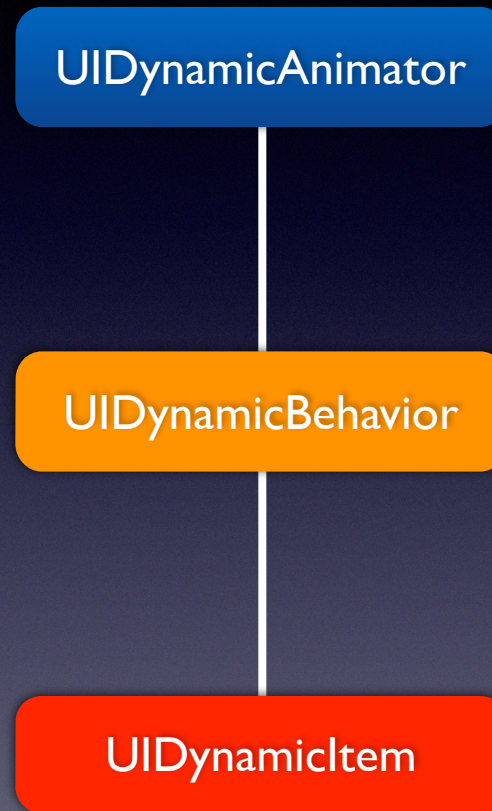
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UIDynamicAnimator

