

Summary

Keyframes

- Define all animation steps on your own: Via `from` and `to` or `%` values
- Animate as many properties as you want
- Animate different properties in each keyframe step
- Timing function interpolates transition between keyframes

The “animation” Property

- Define which keyframe set should be played
- Set a duration and delay (if wanted)
- Define how many iterations should be played and if the animation should alternate or not
- Set the `animation-fill-mode` to decide whether the properties of the last keyframe should be kept
- Listen to animation events via JavaScript