

# Anime.js

A JavaScript library for animations

# What does it look like?

```
anime({  
  targets: value,  
  property1: value,  
  ...  
  propertyN: value  
});
```

OR

```
let animation = anime({  
  targets: value,  
  property1: value,  
  ...  
  propertyN: value  
});
```

# Targets

Targets tell anime how to find the elements on the web page.

- `#id`
- `.class`
- or multiple selectors separated by a comma.
- DOM Node or a NodeList.
- JavaScript Object (with at least one property containing a numerical value)
- Array (containing multiple targets)

# Properties (CSS Properties)

- With anime.js we can animate almost any CSS property. We just have to use the **camel case style** when we specify the property's name in the anime function.

//Changes the background color of the #s1 element to #ffea00 and its border radius to 50%

```
anime({  
  targets: '#s1',  
  backgroundColor: '#ffea00',  
  borderRadius: '50%'  
});
```

# Property parameters

- **duration** (in milliseconds)
- **Delay** (in milliseconds)
- **endDelay** (adds milliseconds at the end of the animation)
- **Easing** (defines the timing function animation)
- **Round** (rounds up the value to x decimals)
- Etc...

# Animation parameters

- **Direction** (defines the direction of the animation)
- **Loop** (defines the number of iterations of your animation)
- **Autoplay** (defines if the animation should automatically starts or not)

# Sources

- <https://animejs.com/documentation/>
- <https://waelyasmina.com/anime-js-tutorial-a-complete-guide-to-the-library/>
- <https://www.sitepoint.com/get-started-anime-js/>