

Animation





Topics Covered

- What is Animation?
- Style Declaration
- Animation Sequence – Keyframes
- Animation Examples
- Animation vs Transition



What is Animation?

Animate transitions between different CSS style configurations.

BOUNCE



Animation Components

Animations Syntax typically comprise of two parts:

- A **style declaration** that outlines the CSS animation,
- A collection of **keyframes** that establish the initial and final states of the animation's style, along with any potential intermediary points.



Style Declaration

1. animation-name: specifies the name of the animation.

```
animation-name: animation1
```

```
animation-name: animation2
```

```
animation-name: animation3
```




2. animation-duration: determines how long the animation will run.

```
animation-duration: 1s
```

```
animation-duration: 1000ms
```



3. **animation-timing-function:** controls the speed of the animation

`animation-timing-function: ease-in`

`animation-timing-function: ease-out`

`animation-timing-function: ease-in-out`



4. animation-iteration-count: number of times the animation should repeat

```
animation-iteration-count: 2
```

```
animation-iteration-count: 5
```




5. animation-delay: Delay before the animation starts.

```
animation-delay: 1s
```

```
animation-delay: 1000ms
```



6. animation-direction: Direction of the animation.

animation-direction: normal

animation-direction: reverse

animation-direction: alternate



7. animation-fill-mode: controls how the animation behaves before and after it runs.

```
animation-fill-mode: forwards;  
animation-fill-mode: backwards;  
animation-fill-mode: both;
```



8. animation-play-state: determines whether the animation is running or paused.

```
animation-play-state: paused  
animation-play-state: running
```



Animation Sequence – Keyframes

Defines animation states using using the **@keyframes** rules

Syntax

```
@keyframes animation_name {  
  from {  
    /* initial styles written here */  
  }  
  
  75% {  
    /* intermediate styles written here */  
  }  
  
  to {  
    /* final styles written here */  
  }  
}
```




Example 1 : increase-decrease size of circle



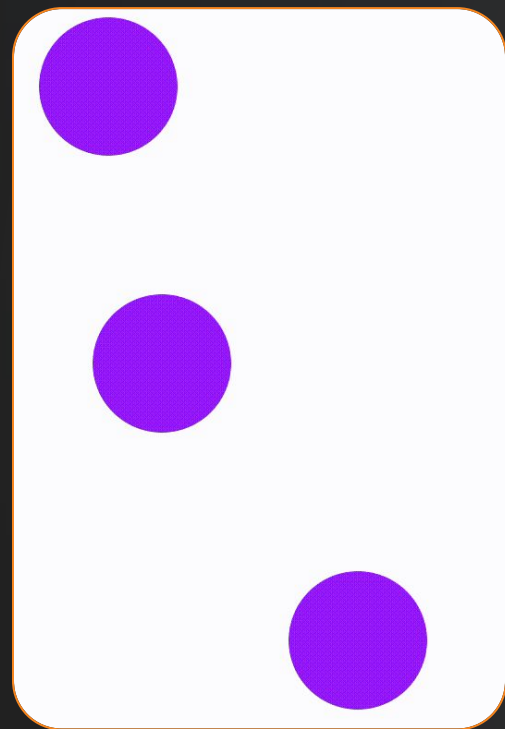


Example 2 : move circle left-right





Example 3 : move 3 circles left-right with different duration.





Animation vs Transition

TRANSITIONS



ANIMATIONS





▶ **THANK YOU** ◀