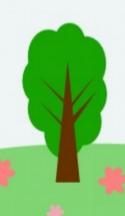
# Physics-Based Animation

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### Introduction

- Motion in nature is not linear
- Motion is affected by force
- Motion is affected by friction



### What About Animations So Far?

- We used animations so far whose speed did not change over time (linear motion)
- No physics involved



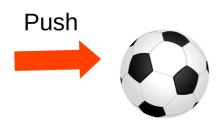
### Physics-Based APIs in Android

- Arrived in Nougat (v25.4.0)
- Classes:
  - FlingAnimation
  - SpringAnimation



# FlingAnimation

- Moves a view whose speed decades in one direction
- Example: kicking a ball







# SpringAnimation

- View animated like a spring
- Has two properties:
  - Stiffness
    - Shows the spring's strength
  - Damping ratio
    - Gradual reduction in spring oscillation.



## Gradle Dependency

Add the following to build.gradle (app module)

implementation 'androidx.dynamicanimation:dynamicanimation:1.0.0'

