# Vue动画

<style>

.anim-1-enter {

transform: translateX(100px);

opacity: 0;

}

.anim-1-enter-active {

transition: all 1s ease;

}

.anim-1-leave-to {

transform: translateX(-100px);

opacity: 0;

}

.anim-1-leave-active {

transition: all 1s ease;

}

</style>

<div id="app">

<div>

<button @click="show = !show">toggin</button>

</div>

<transition

enter-active-class="anim-1-enter-active"

enter-class="anim-1-enter"

leave-to-class="anim-1-leave-to"

leave-active-class="anim-1-leave-active">

<p v-if="show">v-if 动画一</p>

</transition>

</div>

**首先是 css库 animate.css**

<link href="https://cdn.bootcss.com/animate.css/3.5.2/animate.min.css" rel="stylesheet">

<div id="app">

<div>

<button @click="isShow = !isShow">toggin</button>

</div>

<transition

enter-active-class="animated rollIn"

leave-active-class="animated hinge" >

<p v-show="isShow">动画一</p>

</transition>

<transition

enter-active-class="animated bounceInDown"

leave-active-class="animated bounceOutUp">

<p v-show="isShow">动画二</p>

</transition>

<transition

enter-active-class="animated tada"

leave-active-class="animated bounceOutRight">

<p v-show="isShow">动画三</p>

</transition>

</div>

<script>

var vm = new Vue({

el: '#app',

data: {

isShow: true

}

});

</script>

**Animejs JavaScript动画引擎**

<script src="https://cdn.bootcss.com/animejs/2.2.0/anime.min.js"></script>

<div id="app">

<div>

<button @click="isShow = !isShow">toggin</button>

</div>

<transition

v-on:enter="enter"

v-on:leave="leave">

<p v-show="isShow">动画一</p>

</transition>

</div>

<script>

var vm = new Vue({

el: '#app',

data: {

isShow: true

},

methods: {

beforeEnter: function (el) {

},

enter: function (el, done) {

anime({

targets: el, // 执行动画元素

translateX: 0, // X轴移动0px

scale: 1, // 体积1倍 （复原）

rotate: '-1turn', // 旋转-1trun

opacity: 1, // 透明度变为1

// 动画完成的回调函数

complete: function(anim) {

// 执行done()方法，否则永远不会进入 afterEnter 回调

done();

}

});

},

leave: function (el, done) {

anime({

targets: el, // 执行动画元素

translateX: 250, // X轴移动250px

scale: 2, // 体积两倍

rotate: '1turn', // 旋转1trun

opacity: 0, // 透明度变为0

// 动画完成的回调函数

complete: function(anim) {

// 执行done()方法，否则永远不会进入 afterLeave 回调

done();

}

});

}

}

});

</script>