

rememberInfiniteTransition()

```
@Composable
fun LoadingVisitedCitiesItem() {
    val infiniteTransition = rememberInfiniteTransition()
    val alpha by infiniteTransition.animateFloat(
        initialValue = 0f,
        targetValue = 1f,
        animationSpec = infiniteRepeatable(
            animation = keyframes {
                durationMillis = 1000
                0.7f at 500
            },
            repeatMode = RepeatMode.Reverse
        )
    )
}
```

HIGH LEVEL ANIMATION APIS

Modifiers &
Composables

Value change
for state

Navigation
& lists

Art &
vectors