

# Lottie

```
@Composable
fun Loader() {
    val composition by rememberLottieComposition(
        LottieCompositionSpec.RawRes(R.raw.loading))

    val progress by animateLottieCompositionAsState(composition)

    LottieAnimation(composition, { progress })
}
```

# HIGH LEVEL ANIMATION APIS

Modifiers &  
Composables

Value change  
for state

Navigation  
& lists

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Art &  
vectors

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