

HIGH LEVEL ANIMATION APIS

Modifiers &
Composables

Value change
for state

Navigation
& lists

Art &
vectors

AnimatedVectorDrawable

```
@Composable
fun AnimatedVectorDrawable() {
    val image= AnimatedImageVector
        .animatedVectorResource(R.drawable.ic_hourglass_animated)
    var atEnd by remember { mutableStateOf(false) }
    Image(
        painter = rememberAnimatedVectorPainter(image, atEnd),
        contentDescription = "Timer",
        modifier = Modifier.clickable {
            atEnd = !atEnd
        },
        contentScale = ContentScale.Crop
    )
}
```