

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

Art &
vectors
