

## 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

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Value change  
for state

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Navigation  
& lists

Art &  
vectors