

# HIGH LEVEL ANIMATION APIS

Modifiers &  
Composables

Value change  
for state

Navigation  
& lists

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Art &  
vectors

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# 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
    )
}
```