

Advanced Animations with UIKit

“Animation is not just for children – it's also for adults who take drugs.”
–Paul McCartney

Agenda

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BASIC ANIMATION STUFF

02

INTERACTIVE ANIMATIONS WITH
UIVIEWPROPERTYANIMATOR

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INTERRUPTIBLE ANIMATIONS WITH
UIVIEWPROPERTYANIMATOR

04

NEW UIVIEWPROPERTYANIMATOR PROPERTIES

05

INTERRUPTING SPRING ANIMATIONS

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TIPS AND TRICKS

Our host, Joe Cerra



Basic animation stuff

`UIViewControllerAnimated`

Easing functions (aka timing
curves)

Interactive animations

Example & demo

Interruptible animations

Example & demo

UIViewControllerAnimated

New in iOS 11:

```
var scrubsLinearly: Bool
```

```
var pausesOnCompletion: Bool
```

Interrupting spring animations

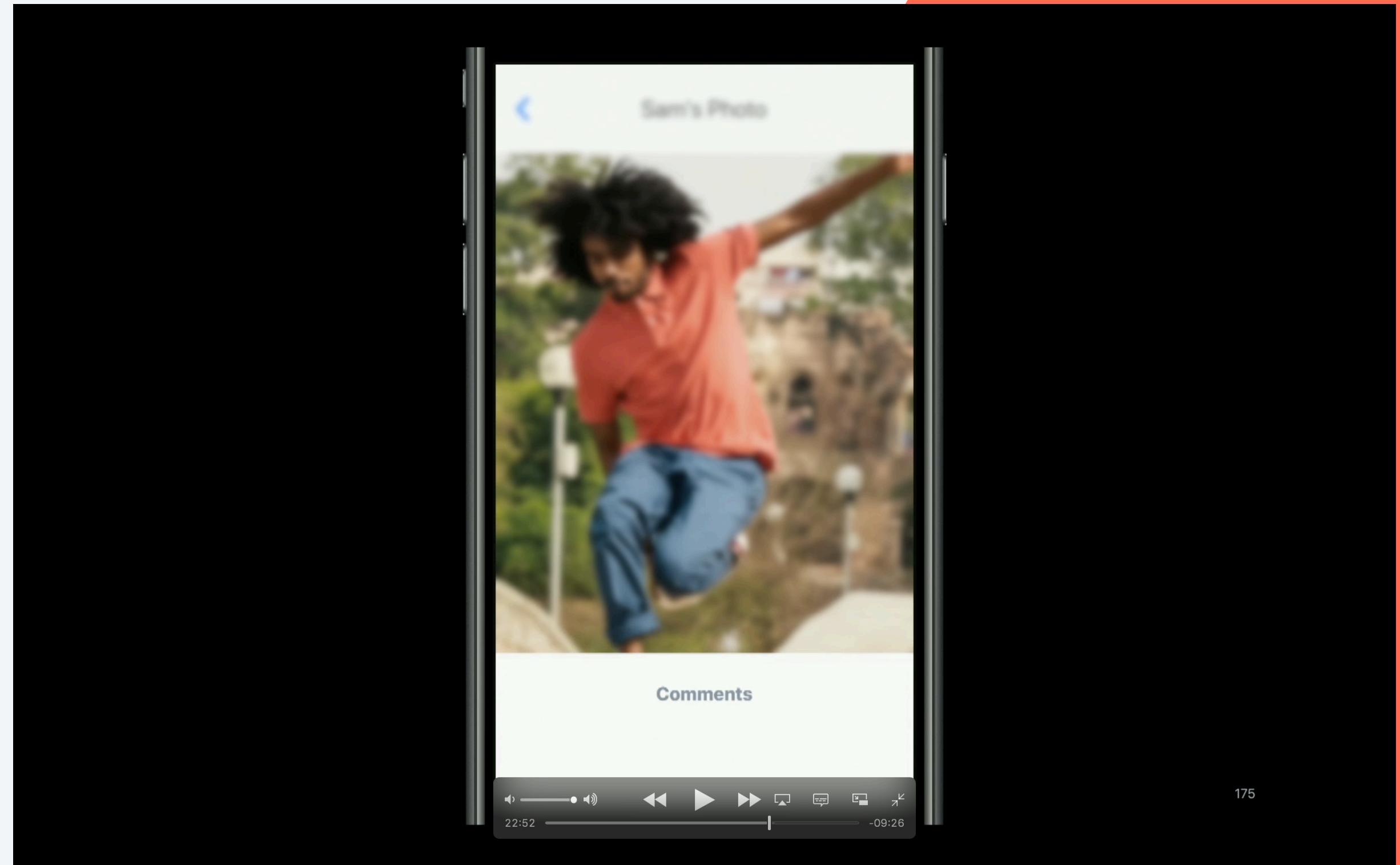
Spring animations always
animate from current state

Interrupting spring animations

Best practices:

- Stop & create new animation
- Use critically damped spring w/out initial velocity
- Create your own spring from multiple animators

Demo



Tips and tricks

Newly animatable property on
CALayer:

```
var .cornerRadius: CGFloat
```

New property on CALayer:

```
var .markedCorners: CACornerMask
```

Tips and tricks

For animations that
don't start/end at the
same time, use
keyframe animations

Tips and tricks

Additive animations

Consider problem of
infinite spinners &c.

CoreAnimation
works, but we lose
scrubbing