Working with Angular 2 Animations

UNDERSTANDING ANIMATION BASICS

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Angular Animation Structure

Polyfill

Code that implements a feature on web browsers that do not support the feature.

Animations Metadata Property

```
@Component({

    selector: 'my-app',

    template: ``,

    styles: [``],

    animations: []
})
```

Animation Triggers

```
// Other properties

    animations: [

        trigger('name', [

        ]),

        trigger('name2', [

        ])
    ]
```
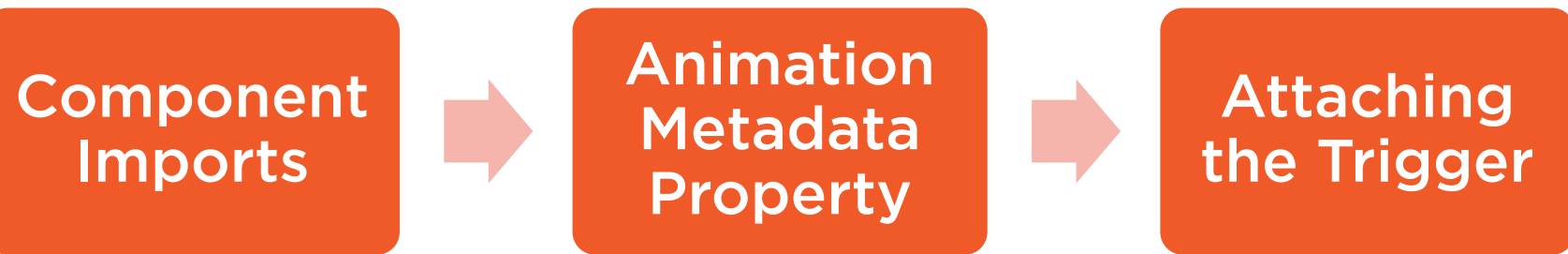
States and Transitions

```
animations: [

    trigger('name', [

        state('active', style({ })),

        state('inactive', style({ })),

        transition('active => inactive',
        animate('100ms ease-out'))

    ])

]
```

Import the Animation Functions

```
import {

    Component, trigger, state, style, transition, animate,

    keyframes

} from '@angular/core';
```

Component Imports → Animation Metadata Property → Attaching the Trigger

Attaching the Trigger

```
<div [@triggerName]></div>
```

Attaching the Trigger

```
<div [@triggerName]='state'></div>
```

States and Transitions

States and Transitions

```
animations: [

      trigger('name', [

          state(),

          state(),

      ])
]
```

States and Transitions

```
animations: [

    trigger('name', [

        state(),

        state(),

        transition()

        transition()

    ])

]
```

State Function

```
animations: [

    trigger('name', [

        state('name', ),

        state(),

        transition()

    ])

]
```

Style Function

```
animations: [

    trigger('name', [

        state('name', style({

            transform: 'scale(1.2)',

            //other properties if needed

        }))),
```

Transition Function

```
animations: [

    trigger('name', [

        state(),

        transition('state1 => state2', )

    ])

]
```

Animate Function

```
animations: [

    trigger('name', [

        state(),

        transition('state1 => state2',

            animate('500ms ease-in'))

    ])

]
```

Wildcard and Void States

```
transition('* <=> large', animate('500ms'))
```

Wildcard State *

Applies to any animation state, and is defined by an asterisk *

```
transition('void <=> large', animate('500ms'))
```

Void State

Applies to any animation that's not currently attached to a view.