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## Play multiple CSS animations at the same time

How can I have two CSS animations playing **at different speeds**?

- The image should be rotating and growing at the same time.
- The rotation will cycle every 2 seconds.
- The growth will cycle every 4 seconds.

Example Code:

```
.image {
  position: absolute;
  top: 50%;
  left: 50%;
  width: 120px;
  height: 120px;
  margin:-60px 0 0 -60px;
  -webkit-animation:spin 2s linear infinite;
  -webkit-animation:scale 4s linear infinite;
}

@-webkit-keyframes spin {
  100% {
    transform: rotate(180deg);
  }
}

@-webkit-keyframes scale {
  100% {
    transform: scaleX(2) scaleY(2);
  }
}
```

<http://jsfiddle.net/Ugc5g/3388/> - only one animation (the last one declared) plays.

[css](#) [css3](#) [css-animations](#)

edited Nov 18 '14 at 4:00

asked Nov 18 '14 at 3:32



[Donny P](#)

10.6k 45 110 204

Should the image scale while it is rotating? The answer I have provided doesn't but if that is what you need then it can be tweaked to do that – [Ram G Athreya](#) Nov 18 '14 at 3:44

## 5 Answers

There are two issues here:

#1

```
-webkit-animation:spin 2s linear infinite;
-webkit-animation:scale 4s linear infinite;
```

The last one sentence, replaces the first. So, has no effect.

#2

Both keyframes applies on the same property `transform`

An alternative is wrap the image in a `<div>` and animate each one separately and at different speeds.

<http://jsfiddle.net/mrlabs/x9cu53hp/>

```
.scaler {
  position: absolute;
  top: 100%;
  left: 50%;
  width: 120px;
  height: 120px;
  margin: -60px 0 0 -60px;
  -webkit-animation: scale 4s infinite linear;
}

.spinner {
  position: relative;
  top: 150px;
  -webkit-animation: spin 2s infinite linear;
}

@-webkit-keyframes spin {
  100% {
    transform: rotate(180deg);
  }
}

@-webkit-keyframes scale {
  100% {
    transform: scaleX(2) scaleY(2);
  }
}

<div class="spinner">

</div>
```

Run code snippet

Expand snippet

edited Nov 18 '14 at 20:30

answered Nov 18 '14 at 3:52



[rnd](#)

6,432 4 28 65

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Get started

In case anyone new is coming along and catching this thread, you can specify multiple animations--each with their own properties--with a comma.

#### Example:

```
animation: rotate 1s, spin 3s;
```

answered Oct 15 '15 at 18:09



[Critical Error](#)

366 3 4

1 Thanks, this is a much simpler solution – [Xirox](#) Apr 14 at 5:30

Hell yeah comma ! – [Stuffix](#) May 29 at 13:06

You can indeed run multiple animations simultaneously, but your example has two problems. First, the syntax you use only specifies one animation. The second style rule hides the first. You can specify two animations using syntax like this:

```
-webkit-animation-name: spin, scale
-webkit-animation-duration: 2s, 4s
```

as in this fiddle (where I replaced "scale" with "fade" due to the other problem explained below... Bear with me.): <http://jsfiddle.net/rwaldin/fwk5bqt6/>

Second, both of your animations alter the same CSS property (transform) of the same DOM element. I don't believe you can do that. You can specify two animations on different elements, the image and a container element perhaps. Just apply one of the animations to the container, as in this fiddle: <http://jsfiddle.net/rwaldin/fwk5bqt6/2/>

edited Nov 18 '14 at 4:22

answered Nov 18 '14 at 4:01

**Ray Waldin**  
2,157 7 13

Thanks for specifying we can do multiple animations since we separate name with commas. – [Stuffix](#) Jul 15 '15 at 5:20

You cannot play two animations since the attribute can be defined only once. Rather why don't you include the second animation in the first and adjust the keyframes to get the timing right?

```
.image {  
  position: absolute;  
  top: 50%;  
  left: 50%;  
  width: 120px;  
  height: 120px;  
  margin: -60px 0 0 -60px;  
  -webkit-animation: spin-scale 4s linear infinite;  
}  
  
@-webkit-keyframes spin-scale {  
  50% {  
    transform: rotate(180deg);  
  }  
  100% {  
    transform: rotate(180deg) scale(2);  
  }  
}
```

```

```

Run code snippet

Expand snippet

edited Nov 18 '14 at 5:46

answered Nov 18 '14 at 3:40

**Ram G Athreya**  
2,718 4 17 50

1 the user asked for "at different speeds" – [rmd](#) Nov 18 '14 at 3:47

It is at different speeds the rotate happens in 2 secs while the scale happens in 4 seconds since writing two animation statements does not work I have taken care of timing via keyframes. – [Ram G Athreya](#) Nov 18 '14 at 5:45

you can try something like this

set the parent to rotate and the image to scale so that the rotate and scale time can be different

[Show code snippet](#)

edited Nov 18 '14 at 3:50

answered Nov 18 '14 at 3:36

**Vitorino fernandes**  
11.2k 2 8 26

3 He asked to run them at different speeds. You people that are racing to answer first need to SLOW DOWN and read the question. – [God is good](#) Nov 18 '14 at 3:38