

Lecture 23: CSS animation

CSS animations means when an element gradually change one style to another.

→ The @keyframes Rule : When we specify CSS styles inside the @keyframes rule, the animation will gradually change from current style to another.

* Syntax: @keyframes animation-name {

from $\{ \}$ \rightarrow initial style

to $\{ \}$ \rightarrow final state

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→ animation-duration : This property basically defines how long an animation runs.

Note: In @keyframes, it is also possible to use percent (%) instead of from or to.

* Syntax : @keyframes animation-name {

0% { } \rightarrow initial style

25% $\{ \}$ \rightarrow mid style

75% 3 3

100% $\left\{ \begin{array}{l} 1 \\ 2 \end{array} \right\} \rightarrow \text{final style}$

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→ animation-delay: This property specifies a delay for the start of an animation.

→ **animation-iterator-count**: This property specifies the number of times an animation should run.

animation should run.
Note: if we set this property infinite then the animation continue forever.

Note: if we set this property = 1

→ **animation-direction**: This property specifies the direction of an animation.

* **normal**: the animation played as normal (forward).

* **reverse**: the animation played in reverse direction (backward).

* normal: the animation played as normal (forward).

* reverse: the animation played in reverse order.

* **alternode**: the animation is played forward first then backward.

→ animation-timing-function: This property specifies the curve of the animation.

* **ease**: It specifies an animation to slow start then fast then end slowly.

* linear : It specifies an animation with same speed.

* ease-in: It specifies an animation with a slow start.

- * **ease-out**: It specifies an animation with a slow start and a fast end.

- * ease-in-out: It specifies an animation with slow start and slow end. It defines our own values in a cubic-bezier function.

→ **animation-fill-mode** : It specifies a style for the target element when the animation is not playing (before its start, after it ends or both)

is not playing (before its start, after it ends or during)
This property has four values like none, forwards, backwards and both.

→ Animation shorthand property:

```
div {
  animation: example 5s linear 2s infinite none alternate;
}
```

Annotations:

- animation-name (points to example)
- animation-timing-function (points to linear)
- animation-duration (points to 5s)
- animation-delay (points to 2s)
- animation-iteration-count (points to infinite)
- animation-direction (points to alternate)
- animation-fill-mode (points to none)