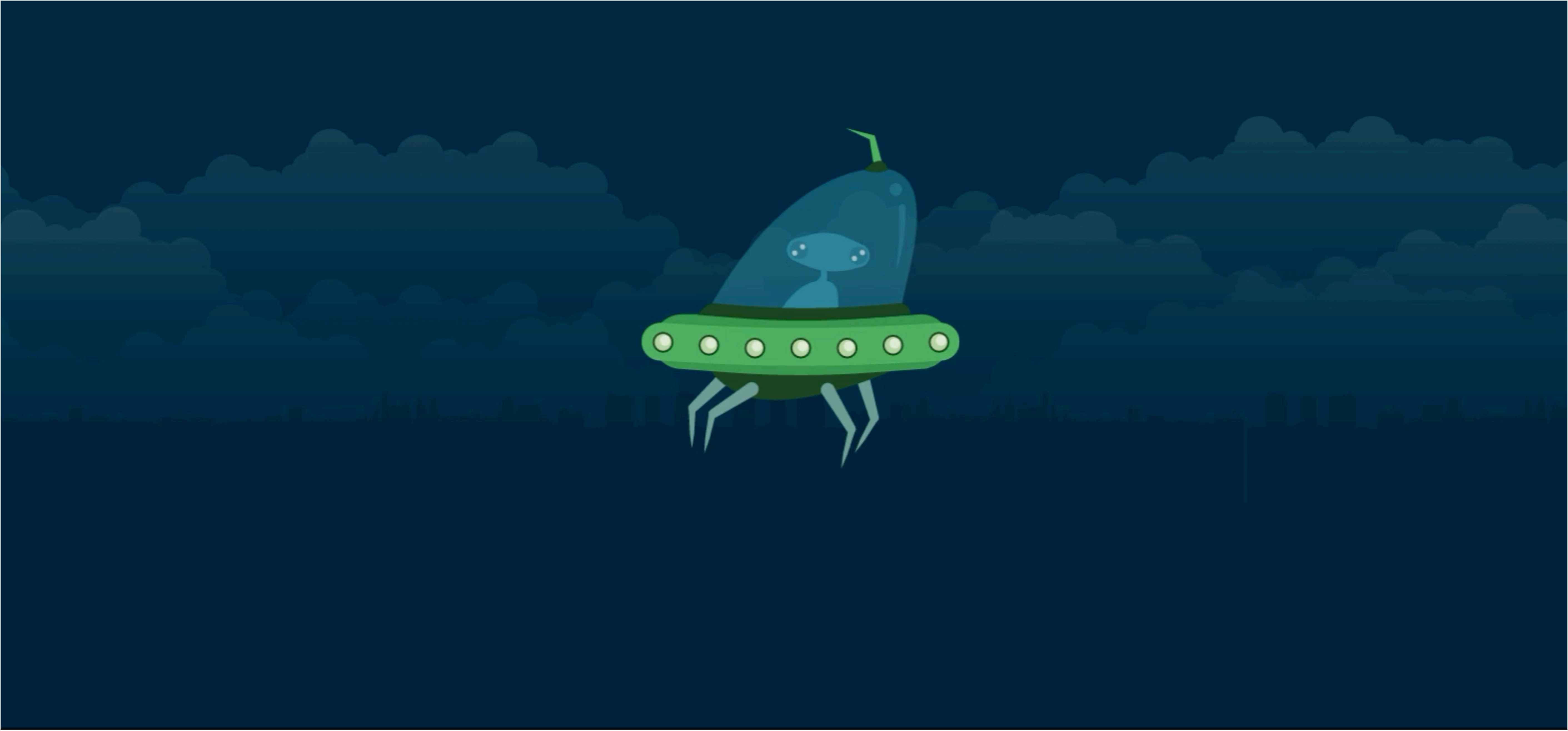



```
1 ▾ .class {  
2     animation: nome-da-animacao 3s infinite alternate ease;  
3 }  
4  
5 ▾ /* ou */  
6  
7 ▾ .class {  
8     animation-name: nome-da-animacao;  
9     animation-duration: 3s;  
10 ▾ animation-iteration-count: infinite; /* quantas vezes tocar a animacao */  
11 ▾ animation-direction: alternate; /* alternate "rebobina" a animacao no final */  
12     animation-timing-function: ease;  
13 }  
14  
15
```

bit.ly/svgalien3

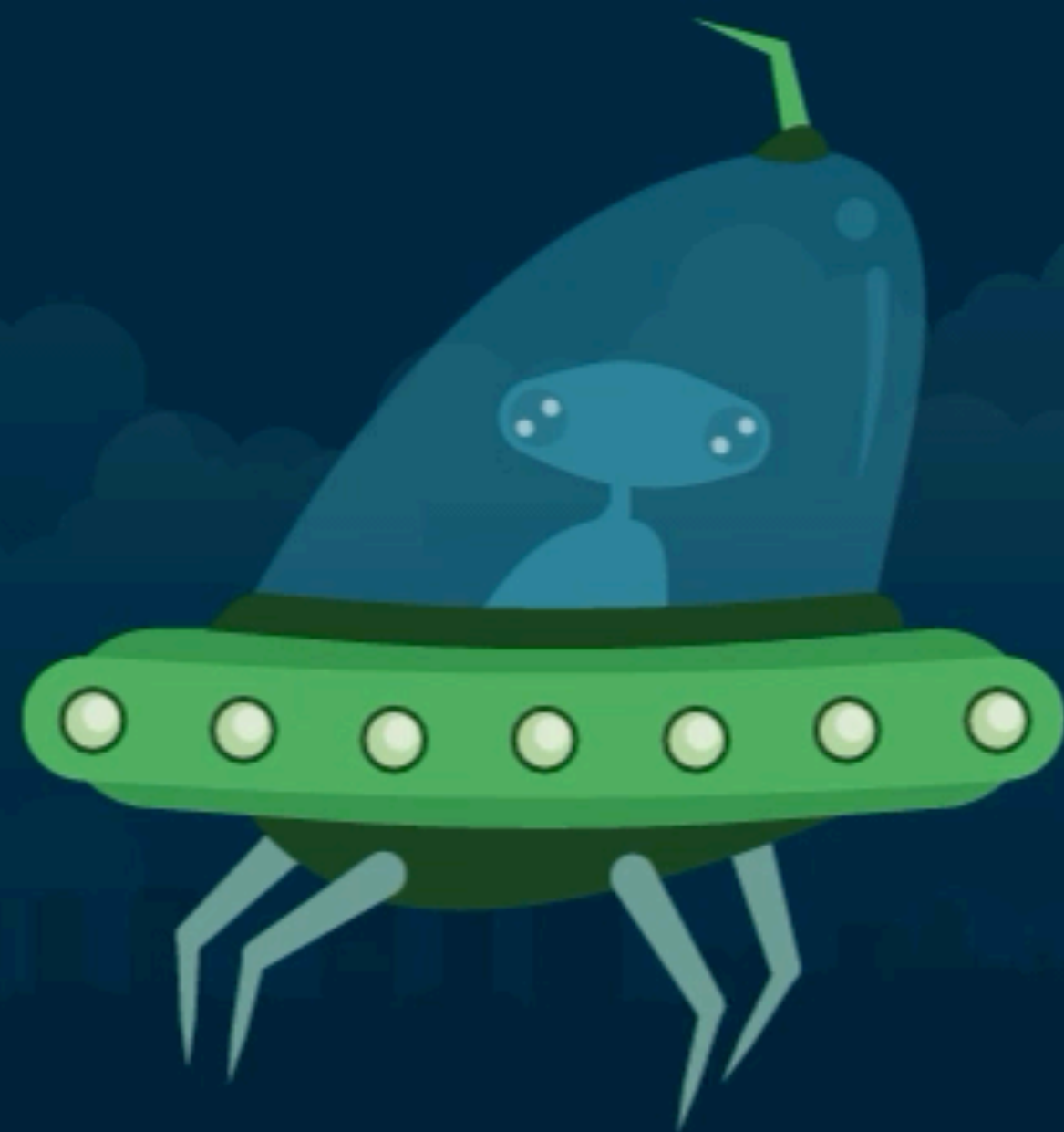
```
<div class="sky">
```

```
|   <div class="cloud" v-for="n in 3"></div>
```

```
</div>
```



```
.sky {  
  // ...  
  // styles common to all clouds  
  .cloud {  
    // ...  
    background-image: url("http://krystalcampioni.com/talk/clouds.svg");  
    animation-direction: normal;  
    animation-iteration-count: infinite;  
    animation-name: background-scroll;  
    animation-timing-function: linear;  
    background-repeat: repeat-x;  
  }  
  
  // styles specific to each cloud  
  @for $i from 1 through 3 {  
    .cloud:nth-of-type(#{ $i }) {  
      top: -(10*$i)+(vh);  
      animation-duration: (10*$i)+(s);  
      opacity: (.05 * ($i * 4));  
    }  
  }  
}
```



REFS:

cssstriggers.com

bit.ly/cssvsjs

MINDMODS

an infinite capacity only when needed

DR:

Avoid naming all other parties apart

from transform and perspective





