CSS Animations | WeWeb Documentation

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| URL source | <https://docs.weweb.io/css-and-styling/css-animations.html> |
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## CSS Animations ​

## Different approaches ​

To add CSS animations to an element on a WeWeb page:  
select that element, on the page go to the CSS styles tab of that element, and choose your preferred way of creating an animation in the Animation dropdown  
You can find the all the definitions of the CSS animation properties here .  
  
There are three main ways to get started:  
Manually add keyframes. Import keyframes. Ask WeWeb AI.

### Images

<https://docs.weweb.io/assets/animations1.Bf1S9r1W.png>

## Animation properties ​

In the Animation panel, you can set the following properties to customize your animations:  
Duration : Define the duration of the animation in milliseconds (ms). Delay : Add a delay before the animation starts, also in milliseconds (ms). Transition : Choose how the animation transitions between keyframes. Options include: ease ease-in ease-out ease-in-out linear Iterations : Set how many times the animation repeats. You can specify a number or select Infinite for continuous looping. Alternate : Enable or disable the alternate mode. When enabled, the animation reverses direction after each iteration. Fill Mode : Control how the animation applies styles outside its active period: None : No styles from the animation are applied before the animation starts or after it ends. The element will only be styled during the animation's active period. Forwards : The element retains the styles defined in the animation's final keyframe after the animation ends. Backwards : The element immediately applies the styles defined in the animation's first keyframe, even during the animation's delay period. Both : Combines the behaviors of Forwards and Backwards . The element applies the styles from the first keyframe during the delay and retains the styles from the final keyframe after the animation ends. Play State : Toggle the animation's play state ( On or Off ). Keyframes : Open the editor to create, import, or edit keyframes for the animation.

## Keyframes editor ​

If you're familiar with keyframes, you can create your own using our no-code keyframes editor:  
  
To add an animation, select the keyframe where you want to define properties. Then, you can modify any CSS property from the style panel. You can identify properties set on a keyframe with their green highlight. Do that for the initial keyframe, the final one, and all the intermediate ones to create a smooth animation.  
In the example above, we:  
copy Keyframe #1 which creates Keyframe #2 move Keyframe #2 on the animation timeline change the value of Keyframe #2 and changing it to seconds instead of percentage delete Keyframe #2 to get back where we started

### Images

<https://docs.weweb.io/assets/animations-editor.R7Lj1B1g.gif>

## Import keyframes ​

To save time, you can also paste and import keyframes in the WeWeb keyframes editor:  
  
In the example above, we:  
first opened the keyframes editor to import the keyframes used as examples in MDN's documentation , then used the WeWeb editor to limit the animation to 3 counts.

### Images

<https://docs.weweb.io/assets/animations-keyframe-import.B9nvbnWe.gif>

## WeWeb AI ​

If CSS animations to come easily to you, we recommend asking WeWeb AI for help to get started:  
  
In the example above, we:  
first asked WeWeb AI to "make an animation where the text grows larger and larger then smaller and smaller fairly slowly", then used the WeWeb editor to slow down the animation.

### Images

<https://docs.weweb.io/assets/animations-copilot.CvjPS0o-.gif>

<https://docs.weweb.io/assets/animations-copilot-edit.DNoDYtv1.png>

## Copy/paste an animation ​

To reuse an animation, you can copy it and paste it on a similar element (e.g. here, we are copy/pasting an animation between two text elements):

### Images

<https://docs.weweb.io/assets/animations-copy.Bc455xiN.gif>