


# Fineo with React Motion


Natcha


Growth Session #7 - September 21-22 2017




# Concept Web

 Hi, Catherine








enrollment area


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Consequences of information efficiency

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The Financial Market and its Market Segments

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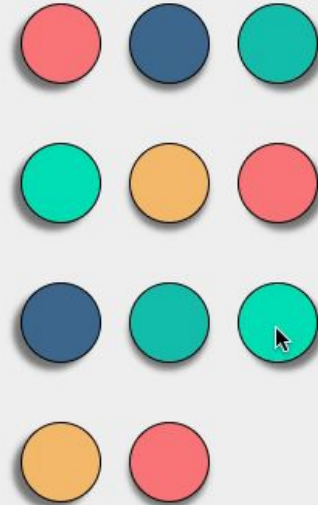
Modern Portfolio Theory FL II

Progress 100%

The Financial Markets

Progress 100%

# React Motion



## React-Motion

build **passing**

npm package **0.5.1**

bower package **0.5.1**

discord [react-motion@reactiflux](#)

```
import {Motion, spring} from 'react-motion';  
// In your render...  
<Motion defaultStyle={{x: 0}} style={{x: spring(10)}}>  
  {value => <div>{value.x}</div>}  
</Motion>
```

## API

### Exports:

- `spring`
- `Motion`
- `StaggeredMotion`
- `TransitionMotion`
- `presets`

## Helpers

- `spring: (val: number, config?: SpringHelperConfig) => OpaqueConfig`

Used in conjunction with the components below. Specifies the how to animate to the destination value, e.g.

`spring(10, {stiffness: 120, damping: 17})` means "animate to value 10, with a spring of stiffness 120 and damping 17".

- `val` : the value.
- `config` : optional, for further adjustments. Possible fields:
  - `stiffness` : optional, defaults to `170` .
  - `damping` : optional, defaults to `26` .
  - `precision` : optional, defaults to `0.01` . Specifies both the rounding of the interpolated value and the speed (internal).

It's normal not to feel how stiffness and damping affect your spring; use [Spring Parameters Chooser](#) to get a feeling. **Usually**, you'd just use the list of tasteful stiffness/damping presets below.

- Presets for `{stiffness, damping}`

Commonly used spring configurations used like so: `spring(10, presets.wobbly)` or `spring(20, {...presets.gentle, precision: 0.1})` . [See here](#).

```
/* Standard syntax  
@keyframes mymove {  
  0% {top: 0px;}  
  25% {top: 200px;}  
  75% {top: 250px;}  
  100% {top: 300px;}  
}
```

```
spring(10, {stiffness: 120, damping: 17})
```



- Its cool but quite heavy
- Unnecessary in some case
- Suit for making over physic and smooth animation





# Thanks!

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