Animações

UIView Animations

UIView Animations

- Alto nível

- Mais comum

- Nem todas propriedades são animáveis

https://developer.apple.com/library/ios/documentation/WindowsViews/Conceptual/ViewPG_iPhoneOS/AnimatingViews/AnimatingViews.html

UIView.animateWithDuration

```
UIView.animateWithDuration(1.0, delay: 0.0, options: .CurveEaseOut, animations: {
    self.favoriteButton.alpha = 0.0
}) { finished in

}
```

Transitions

```swift
@IBAction func likeButtonPressed(sender: UIButton) {

    let favorited = !sender.selected
    UIView.transitionWithView(sender, duration: 0.4, options: .TransitionCrossDissolve, animations: {
        sender.selected = favorited
    }, completion: nil)

    // ...
}
```

Core Animation

- Mais baixo nível

- Mais customizável

- **CABasicAnimation**

https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/CoreAnimation_guide/
CoreAnimationBasics/CoreAnimationBasics.html

```swift
let pulseAnimation = CABasicAnimation(keyPath: "transform.scale")

pulseAnimation.duration = 0.4
pulseAnimation.fromValue = 1
pulseAnimation.toValue = favorited ? 1.2 : 0.8

pulseAnimation.autoreverses = true
pulseAnimation.repeatCount = 1

pulseAnimation.timingFunction = CAMediaTimingFunction(name: kCAMediaTimingFunctionEaseInEaseOut)


sender.layer.addAnimation(pulseAnimation, forKey: nil)
```