

Use of Animation Sets and Interpolators



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Interpolators



An interpolator defines the rate of change of an animation.

This allows the basic animation effects (alpha, scale, translate, rotate) to be accelerated, decelerated, repeated, etc.

List of Interpolators

<i>Interpolator class</i>	<i>Resource ID</i>
<i>AccelerateDecelerateInterpolator</i>	<i>@android:anim/accelerate_decelerate_interpolator</i>
<i>AccelerateInterpolator</i>	<i>@android:anim/accelerate_interpolator</i>
<i>AnticipateInterpolator</i>	<i>@android:anim/anticipate_interpolator</i>
<i>AnticipateOvershootInterpolator</i>	<i>@android:anim/accelerate_overshoot_interpolator</i>
<i>BounceInterpolator</i>	<i>@android:anim/bounce_interpolator</i>
<i>CycleInterpolator</i>	<i>@android:anim/cycle_interpolator</i>
<i>DecelerateInterpolator</i>	<i>@android:anim/decelerate_interpolator</i>
<i>LinearInterpolator</i>	<i>@android:anim/linear_interpolator</i>
<i>OvershootInterpolator</i>	<i>@android:anim/overshoot_interpolator</i>

Animation Set

<set>

- Represents an AnimationSet.
- A container that holds other animation elements (<alpha>, <scale>, <translate>, <rotate>) or other <set> elements.

Attributes:

android:interpolator

- Can be default and can be customized.

android:shareInterpolator

- Boolean.
 - "true" - Share the same interpolator among all child elements.

Sets and Interpolators

