

# View Animation



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# Tween Animation



Perform one or more transformation to a single view.

The possible transformation are rotation, scaling, translation, and fading.

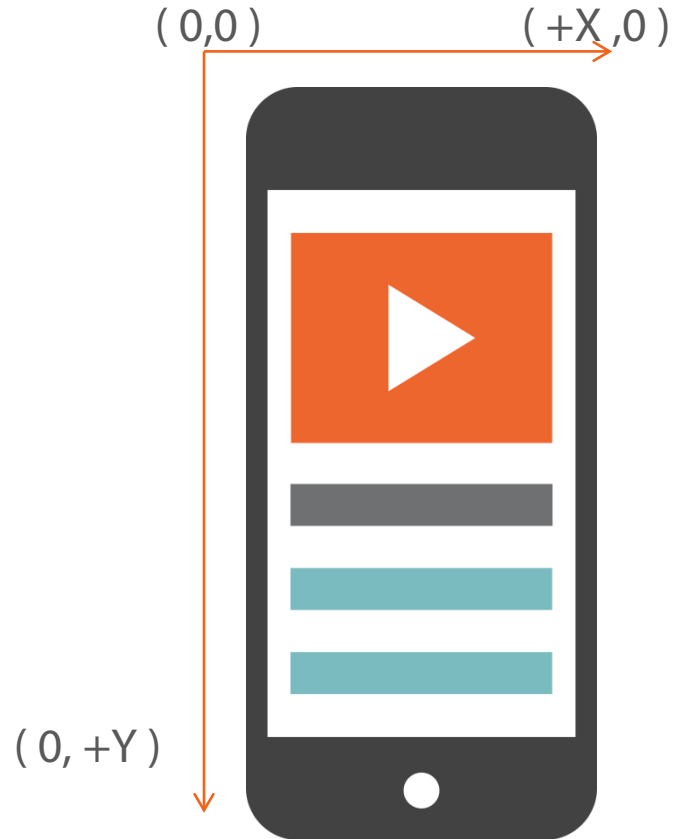
Two ways to implement View ( Tween ) animation :-

- XML file in **res/anim** directory of the project.
- Java code

# Animation XML File

- Like all XML file, there must be a single root element.
- The elements performing animations are:-
  - `<alpha>`
  - `<scale>`
  - `<translate>`
  - `<rotate>`
- Animations elements may be grouped using the `<set>` element.
- In addition to other properties, each animation's starting time and duration are specified allowing for either sequential or simultaneous animation.

# X-y Coordinates



# Alpha Animation

<alpha>

- A fade-in or fade-out animation.

Attributes:

**android:fromAlpha**

Float. Starting opacity offset.

0.0 – Transparent

1.0 – Opaque

**android:toAlpha**

Float. Ending opacity offset.

0.0 – Transparent

1.0 – Opaque

```
<alpha
```

```
    android:fromAlpha = "1.0"
```

```
    android:toAlpha    = "0.0"
```

```
    android:duration    = "300"
```

```
/>
```



## Alpha Animation example

The image or the view will **Fade out** within **0.3 seconds**

# Scale Animation

<scale>

- A resizing animation.

Attributes:

**android:fromXScale**

Float. Starting X size offset.

**android:toXScale**

Float. Ending X size offset.

**android:fromYScale**

Float. Starting Y size offset.

**android:toYScale**

Float. Ending Y size offset.

**android:pivotX**

Float. The X coordinate to remain fixed when the object is scaled.

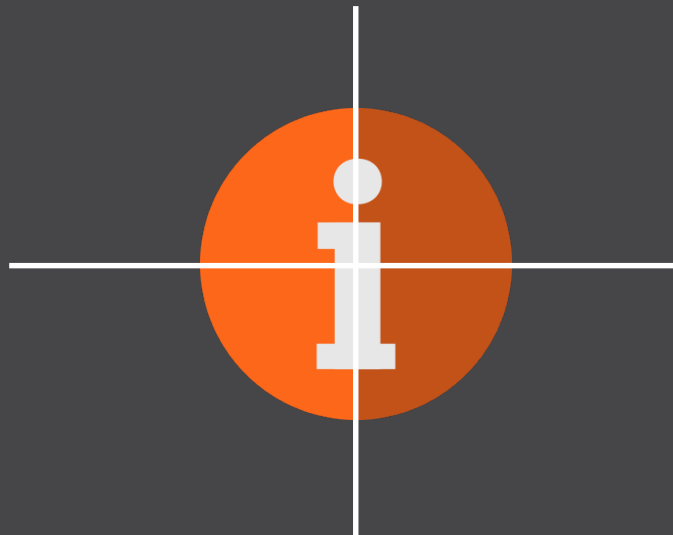
**android:pivotY**

Float. The Y coordinate to remain fixed when the object is scaled.

`<scale`

```
    android:fromXScale = "1.0"  
    android:toXScale   = "1.5"  
    android:fromYScale = "1.0"  
    android:toYScale   = "1.5"  
    android:pivotX     = "50%"  
    android:pivotY     = "50%"  
    android:duration    = "500"
```

`/>`



## Scale Animation example

The image or the view will **scale up** to **1.5 times pivoted at center**.



# Translate Animation

<translate>

- A vertical and/or horizontal motion.- Represents a TranslateAnimation.

Attributes:

**android:fromXDelta**

Float or percentage. Starting X offset.

**android:toXDelta**

Float or percentage. Ending X offset.

**android:fromYDelta**

Float or percentage. Starting Y offset.

**android:toYDelta**

Float or percentage. Ending Y offset.

```
<translate  
    android:fromXDelta = "0"  
    android:toXDelta    = "50"  
    android:fromYDelta = "0"  
    android:toYDelta    = "0"  
    android:duration    = "500"  
  
/>
```



## Translate Animation example

The image or View will move **50px in positive x-axis** within 0.5 sec

# Rotate

<rotate>

- A rotation animation

Attributes:

**android:fromDegrees**

Float. Starting angular position, in degrees.

**android:toDegrees**

Float. Ending angular position, in degrees.

**android:pivotX**

Float or percentage. The X coordinate of the center of rotation.

**android:pivotY**

Float or percentage. The Y coordinate of the center of rotation.

```
<rotate
```

```
    android:fromDegrees = "0"  
    android:toDegree     = "360"  
    android:pivotX       = "50%"  
    android:pivotY       = "50%"  
    android:duration     = "1500"
```

```
/>
```



## Rotate Animation example

The image or View will rotate **360 degree clockwise** within **1.5 seconds**

# Tween Animation

Topics covered are :-

1. Alpha animation
2. Scale animation
3. Translate animation
4. Rotate animation



# Animation Listener



# Animation Listener

- Animation listener receives notifications from an animation.
  - Notifications indicate animation related events, such as the end or the repetition of the animation.

## Public Methods

- onAnimationEnd( Animation anim )
  - Notifies the end of the Animation.
  - This callback is not invoked for animations with repeat count set to INFINITE.
- onAnimationRepeat( Animation anim )
  - Notifies the repetition of the animation.
- onAnimationStart( Animation anim )
  - Notifies the start of the animation.

---

# Tween Animation

By Java



```
AlphaAnimation(float fromAlpha, float toAlpha)
```

## Syntax

Alpha Animation contains only one constructor

```
ScaleAnimation(  
    float fromX, float toX,  
    float fromY, float toY  
)
```

```
ScaleAnimation(  
    float fromX, float toX,  
    float fromY, float toY,  
    float pivotX, float pivotY  
)
```

```
ScaleAnimation(  
    float fromX, float toX,  
    float fromY, float toY,  
    int pivotXType, float pivotXValue,  
    int pivotYType, float pivotYValue  
)
```

## Syntax

Scale Animation contains 3 constructors

```
TranslateAnimation(  
    float fromXDelta, float toXDelta,  
    float fromYDelta, float toYDelta  
)
```

```
TranslateAnimation(  
    int fromXType, float fromXValue,  
    int toXType,   float toXValue,  
    int fromYType, float fromYValue,  
    int toYType,   float toYValue  
)
```

## Syntax

Translate Animation contains 2 constructors

```
RotateAnimation(  
    float fromDegrees, float toDegrees  
)
```

```
RotateAnimation(  
    float fromDegrees, float toDegrees,  
    float pivotX,      float pivotY  
)
```

```
RotateAnimation(  
    float fromDegrees, float toDegrees,  
    int    pivotXType,   float pivotXValue,  
    int    pivotYType,   float pivotYValue  
)
```

## Syntax

Rotate Animation contains 3 constructors

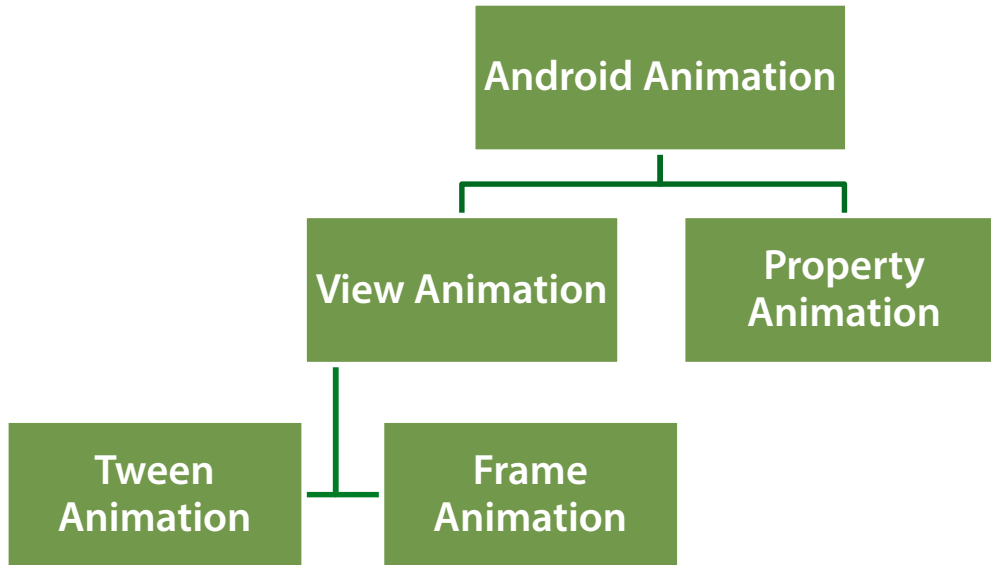
# Tween Animation by Java



# Frame Animation



# Android Animation

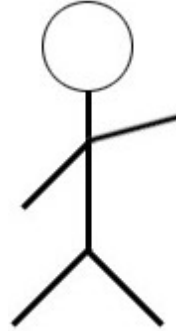
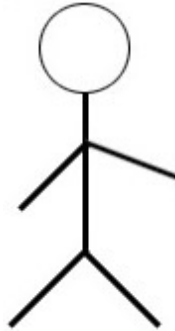
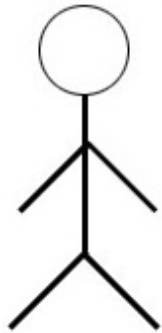


# Frame Animation

An animation defined in XML that shows a sequence of images in order (like a film).

## File Location

`res/drawable/filename.xml`





# Elements

<animation-list>

- This is the root element containing one or more <item> element.

Attributes:

android:oneshot

Boolean.

true – To perform animation once

false – To loop the animation

# Elements

<item>

- A single frame of animation. Must be the child of <animation-list> element.

Attributes:

android:drawable

Drawable Resource.

android:duration

Integer. - The duration to show a frame in *milliseconds*.

# Demerit of View Animation



# Summary



## View Animation –

- Tween Animation by Java and XML
- Frame Animation

## Animation Listener

## Demerit of View Animation