

The background features abstract, overlapping green geometric shapes, primarily triangles and polygons, in various shades of green, creating a modern and dynamic visual effect.

HTML & CSS Course Lecture No-7

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CSS3 Animation

CSS3 animations allows animation of most HTML elements without using JavaScript or Flash!

- An animation lets an element gradually change from one style to another.
- You can change as many CSS properties you want, as many times you want.
- To use CSS3 animation, you must first specify some keyframes for the animation.
- Keyframes hold what styles the element will have at certain times.

Common Structure:

```
@keyframes animation_name{  
  from {property name : value;}  
  to {property name : value;}  
}
```

```
/* Chrome, Safari, Opera */
```

```
@-webkit-keyframes animation_name{  
  from {property name : value;}  
  to {property name : value;}  
}
```

Selector Declaration

```
{  
  animation-name: animation_name;  
  animation-duration: 4s;  
}
```

CSS3 Animation

Let's Practice

Create a simple animation using CSS3.

In the example above we have specified when the style will change by using the keywords "from" and "to" (which represents 0% (start) and 100% (complete)).

Common Structure:

```
@keyframes animation_name{  
  0% {property name : value;}  
  25% {property name : value;}  
  50% {property name : value;}  
  100% {property name : value;}  
}
```

animation-duration:second; animation-timing-function: linear; animation-delay:second;

animation: example 5s linear 2s infinite alternate;

animation-name:example; animation-iteration-count: infinite; animation-direction:value;

CSS3 Animation

CSS3 Animation Properties

Property	Description
<u>@keyframes</u>	Specifies the animation code
<u>animation</u>	A shorthand property for setting all the animation properties (except animation-play-state and animation-fill-mode)
<u>animation-delay</u>	Specifies a delay for the start of an animation
<u>animation-direction</u>	Specifies whether an animation should play in reverse direction or alternate cycles
<u>animation-duration</u>	Specifies how many seconds or milliseconds an animation takes to complete one cycle
<u>animation-fill-mode</u>	Specifies a style for the element when the animation is not playing (when it is finished, or when it has a delay)
<u>animation-iteration-count</u>	Specifies the number of times an animation should be played
<u>animation-name</u>	Specifies the name of the @keyframes animation
<u>animation-play-state</u>	Specifies whether the animation is running or paused
<u>animation-timing-function</u>	Specifies the speed curve of the animation

Let's Practice Again

How to Use Photoshop(PSD to HTML)

- Introduction of photoshop.
- How to use photoshop for cropping PSD file for html conversion?
- How to select transparent layer using photo shop?
- Some basic short cut key of photoshop.