**Core Animation** is a technology that allows developers to produce smooth animated user interfaces. [It simplifies the creation of animated UI elements by providing an abstraction layer between programmers and underlying software/hardware interfaces1](https://macresearch.org/tutorial-intro-core-animation/)[2](https://en.wikipedia.org/wiki/Core_Animation).

Here are **five free resources** where you can learn more about Core Animation:

1. [**Tutorial: Intro to Core Animation**](https://macresearch.org/tutorial-intro-core-animation/): This tutorial provides an overview and practical examples of Core Animation, including how to build animations into your application using Cocoa and layering concepts[1](https://macresearch.org/tutorial-intro-core-animation/).
2. [**Core Animation - Wikipedia**](https://en.wikipedia.org/wiki/Core_Animation): The Wikipedia page offers detailed information about Core Animation, its usage across different platforms (macOS, iOS, watchOS, and tvOS), and its animation models[2](https://en.wikipedia.org/wiki/Core_Animation).
3. [**Building iOS Apps with Core Animation and Layer Effects**](https://reintech.io/blog/building-ios-apps-with-core-animation-layer-effects): This resource dives into Core Animation on both iOS and macOS, focusing on managing layer objects and creating animations[3](https://reintech.io/blog/building-ios-apps-with-core-animation-layer-effects).
4. [**Core Animation | Apple Developer Documentation**](https://developer.apple.com/documentation/quartzcore): Apple’s official documentation provides comprehensive details, including high frame rates, smooth animations, and how Core Animation accelerates rendering using dedicated graphics hardware[4](https://developer.apple.com/documentation/quartzcore).
5. [**Core Animation Basics**](https://developer.apple.com/library/archive/documentation/Cocoa/Conceptual/CoreAnimation_guide/CoreAnimationBasics/CoreAnimationBasics.html): This Apple Developer guide covers the basics of Core Animation, including animating changes to views and visual objects[5](https://developer.apple.com/library/archive/documentation/Cocoa/Conceptual/CoreAnimation_guide/CoreAnimationBasics/CoreAnimationBasics.html).

Feel free to explore these resources to enhance your understanding of Core Animation! 🚀