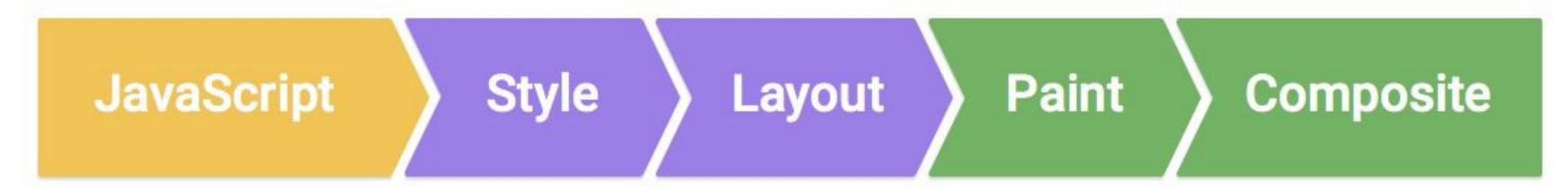# ANIMATION

Goal: Deliver frame every 16ms.

* 1000ms / 60fps = 16ms

The Pixel Pipeline

JavaScript > Style > Layout > Paint > Composite

ANIMATION

CSS

Transitions

Keyframes

JS

SMIL

ANIMATION = Timing + Easing