



**Linear**

**Ease in**

**Ease Out**

Feed In Out

No Lease

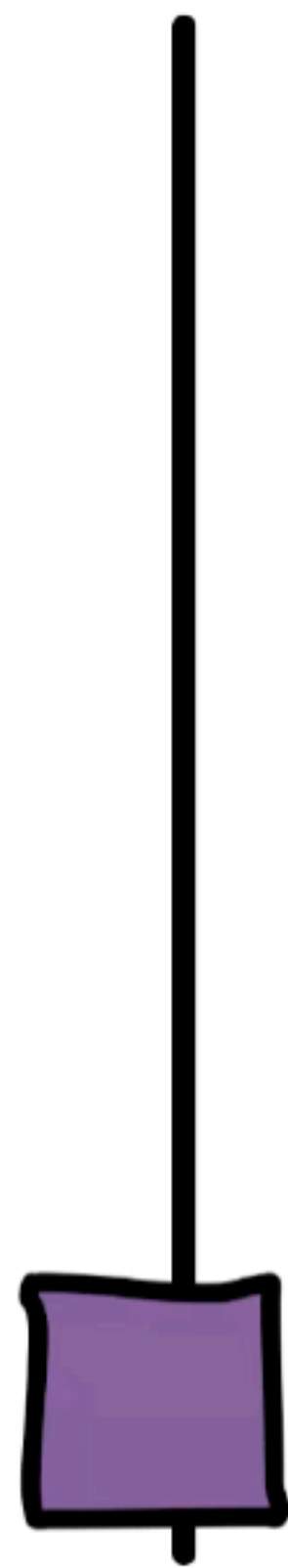
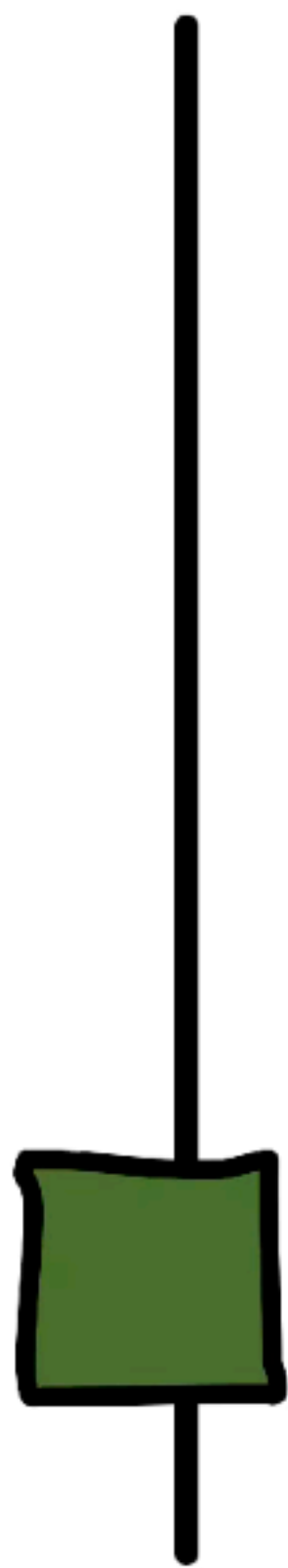


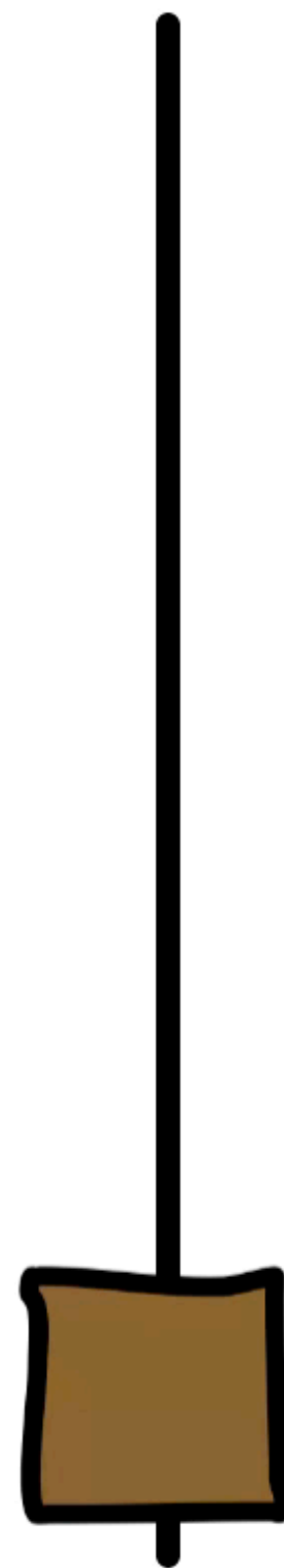
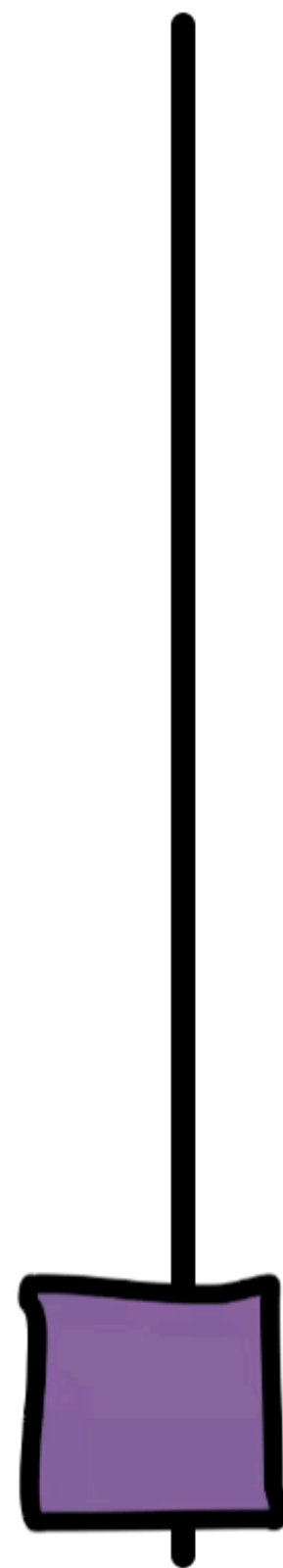
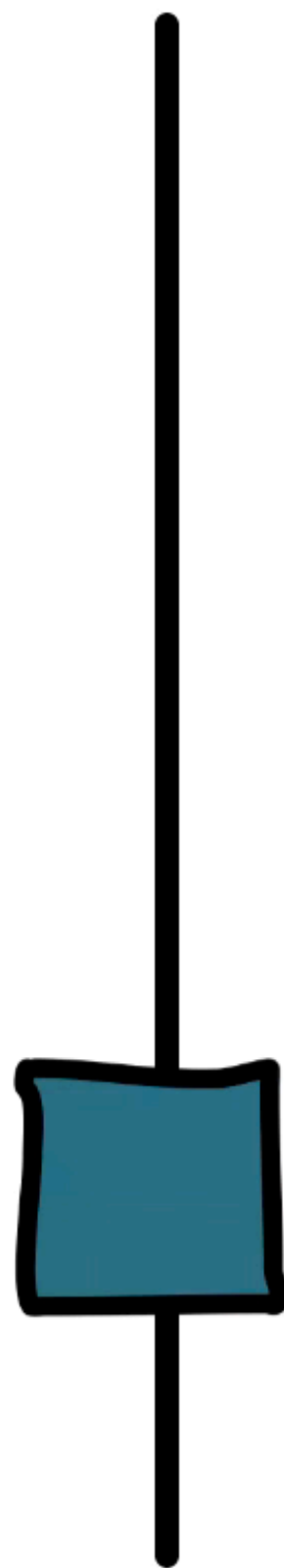
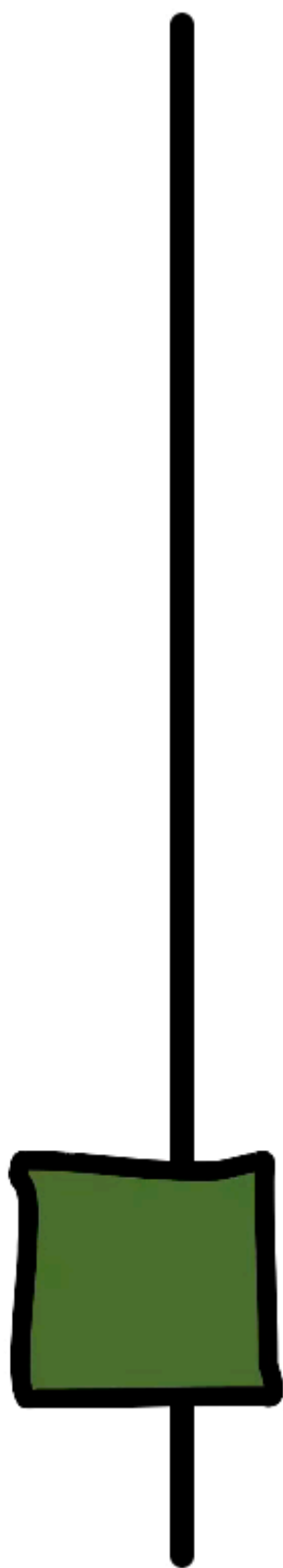
slow in Fast Out

Fast In Slow Out

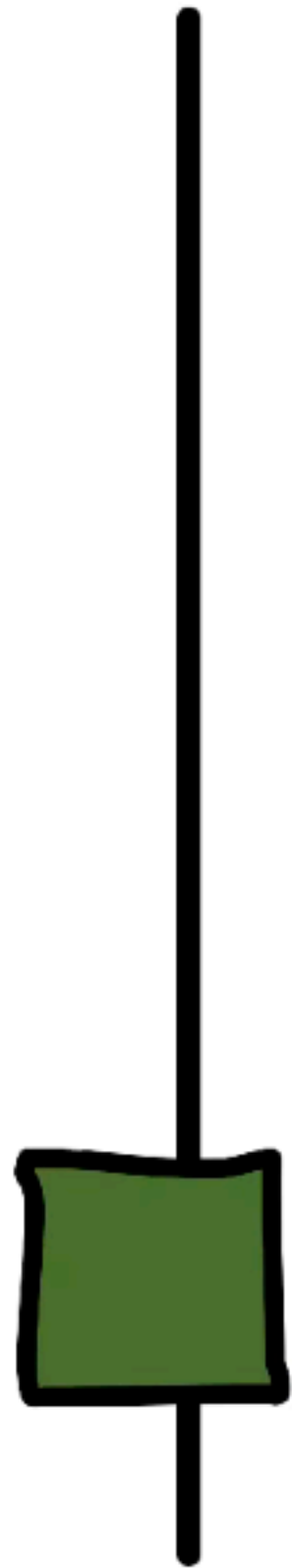
slow in slow out

EASING





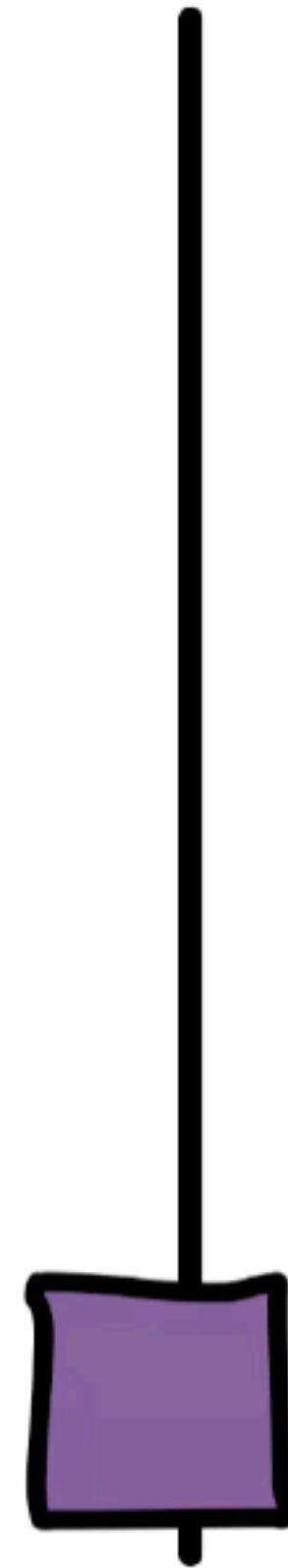
# EASING



Linear  
No Ease



Ease In  
Slow In Fast Out

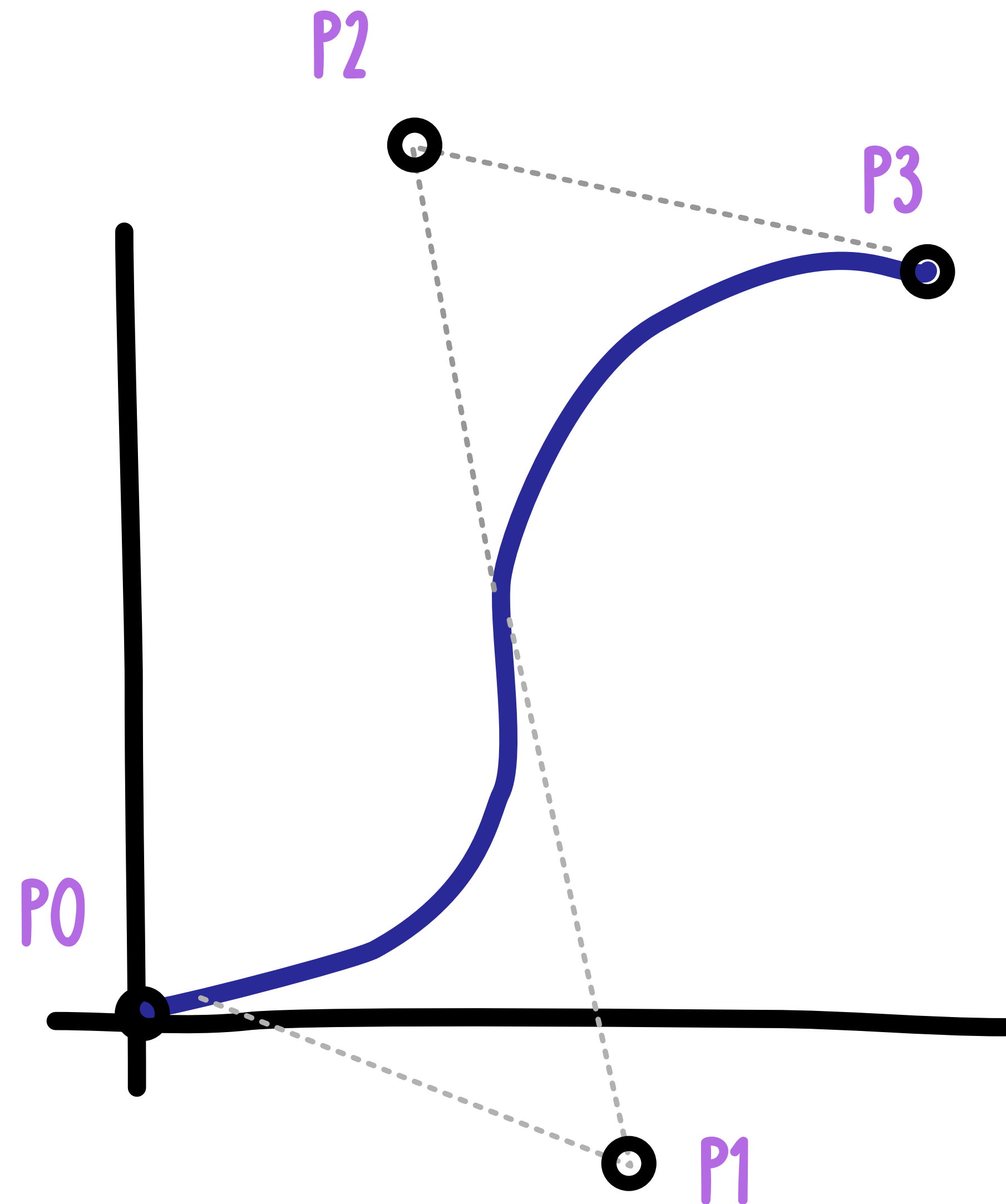


Ease Out  
Fast In Slow Out



Ease In Out  
Slow In Slow Out

# Cubic Be-zee-yah



`cubic-bezier(P0, P1, P2, P3)`

P0 Start

P1 Curve Ratio

P2 Curve Ratio

P3 End