Framer Motion Animation Cheat Sheet

Property	Meaning
opacity	Transparency (0 = invisible, 1 = fully visible)
x, y	Movement in pixels (left-right, up-down)
scale	Zoom in/out
rotate	Rotate the element (in degrees)
color	Text color
backgroundColor	Background color
borderRadius	Round corners

Property	Meaning
duration	How long the animation takes (seconds)
delay	Wait before starting animation (seconds)
ease	Animation speed curve (e.g., easeInOut)
type	Animation type (e.g., spring, tween)
repeat	Number of repetitions (e.g., Infinity)
repeatType	Style of repetition (loop, reverse, mirror)
stiffness	Spring bounce strength
damping	How quickly spring settles

Block	Inner Properties	Meaning
initial, animate, exit, whileHover, whileTap	opacity, x, y, **scale**, rotate, color, borderRadius, backgroundColor	What will be animated
transition	duration, delay, ease, type, **repeat**, **repeatType**, **stiffness**, damping	How and how many times to animate

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