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| **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 |