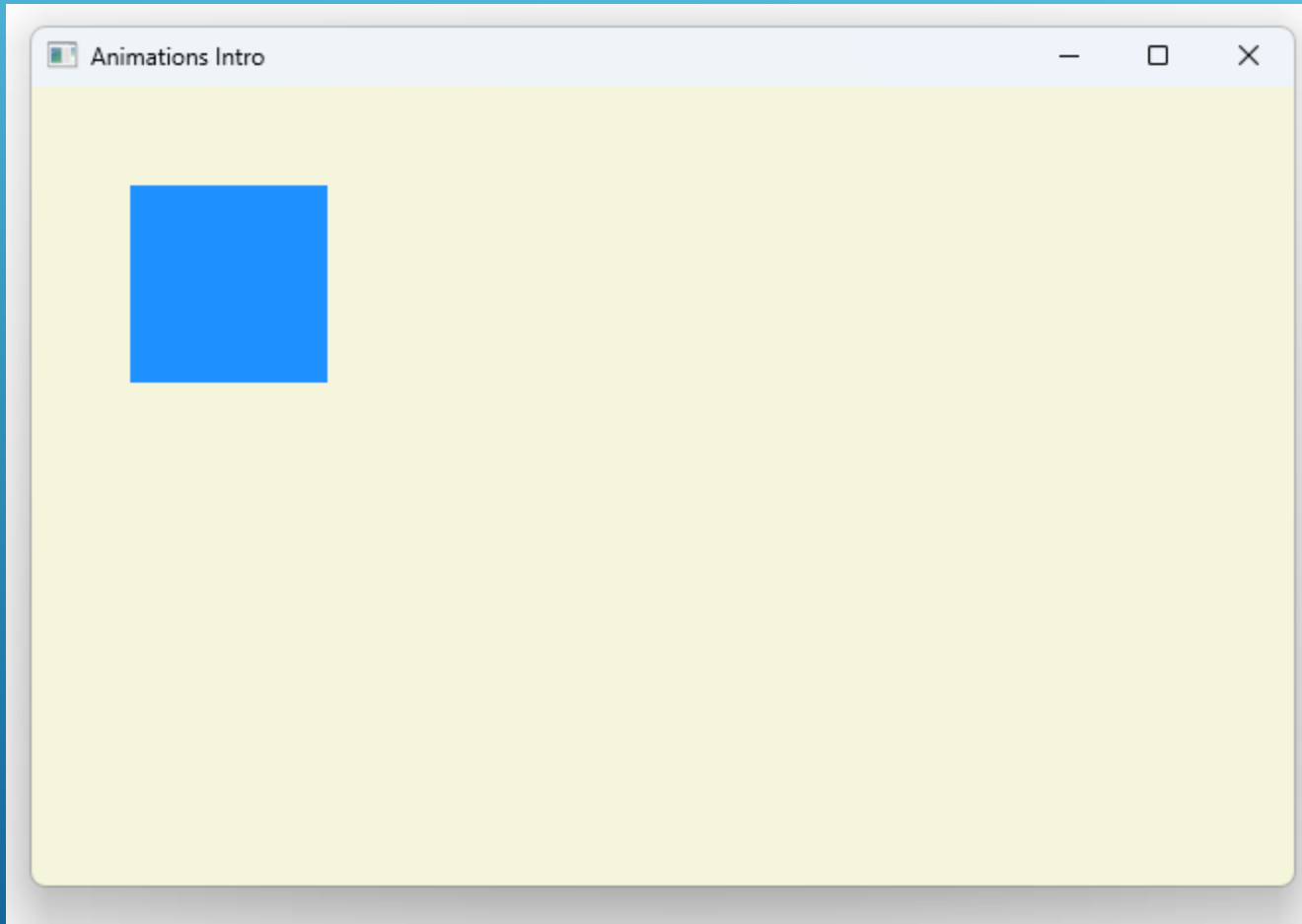


Notes to self

- . Exploring standalone animations
- . Animations in which you explicitly specify the target element to be animated.
- . You have to explicitly start the animation by default
- . Improvise and use the Qt 5 course as a reference if necessary.
- . Ofcourse use the docs

Standalone Animations



Animated Rectangle

```
Rectangle {  
    id : containedRectId  
    color: "dodgerblue"  
  
    NumberAnimation {  
        id : mXAnimationId  
        target: containedRectId  
        property: "x"  
        duration: 2000  
        to : 530  
    }  
    RotationAnimation{  
        id : mRotationAnimation  
        target: containedRectId  
        property : "rotation"  
        to : 2000  
        duration: 2000  
    }  
}
```

Freedom

- These animations can live outside the element they are animating. They are free!
- They have to be explicitly started or stopped
- Unlike just going through the running property like we did earlier in the chapter

Control the animation

```
MouseArea {  
    anchors.fill: parent  
    onPressed : {  
        mXAnimationId.start()  
        mRotationAnimation.start()  
    }  
    onReleased: {  
        mXAnimationId.stop()  
        mRotationAnimation.stop()  
    }  
}
```

CMake

```
find_package(Qt6 6.2 COMPONENTS Quick QuickControls2 REQUIRED)
...
target_link_libraries(app2-Button
    PRIVATE Qt6::Quick Qt6::QuickControls2)
```