

# Animating

```
import { easeQuadInOut } from 'd3-ease';  
import { interpolateNumber } from 'd3-interpolate';  
  
const animation = buildAnimation(  
  interpolateNumber,  
  easeQuadInOut  
);  
  
export default Component.extend({  
  *animator(data) {  
    yield* animation(data);  
  }  
})
```

# Animating

```
<AnimateValue
  @value={{this.angle}}
  @use={{this.animator}}
as |angle| >
  <MarginGaugeNeedle
    fill={{this.currentColor}}
    @radius={{add container.radius 15}}
    @angle={{angle}}
  />
</AnimateValue>
```