# motion [v12.x]

作者: -- 天气预报

日期: -- 2025-09-15

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01. css-animation

1.1 @keyframes

1.2 animation-

1.3 环境

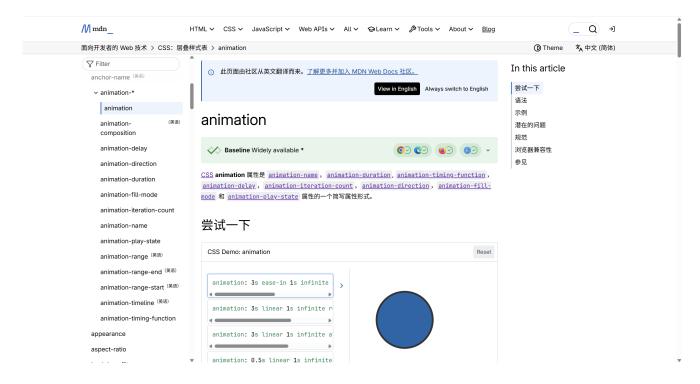
1.4 tailwind

## 01. css-animation

https://developer.mozilla.org/zh-CN/docs/Web/CSS/animation

• UI

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## 1.1 @keyframes

```
■ @keyframes 定义动画关键帧数 from {} | to {} | number% {}
```

#### • index.html

```
<!doctype html>
<html lang="en">
   <head>
        <meta charset="UTF-8">
        <title>css-animation</title>
    </head>
   <style>
        @keyframes slide-rotate-in {
            from {
                opacity: 0;
                filter: blur(12px);
                transform: translateX(Opx) rotate(Odeg);
            }
            to {
                opacity: 1;
                filter: blur(0px);
                transform: translateX(400px) rotate(360deg);
```

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```
}
        }
        @keyframes slide-rotate-out {
            0% {
                opacity: 1;
                filter: blur(0px);
                transform: translateX(400px) rotate(360deg);
            }
            100% {
                opacity: 0;
                filter: blur(12px);
                transform: translateX(Opx) rotate(Odeg);
            }
        }
    </style>
</html>
```

## 1.2 animation-

```
=== animation-* [若多属性简写推荐如下书写顺序]
```

```
✓ animation:
✓ animation-name
✓ animation-duration
✓ animation-timing-function
✓ animation-delay
✓ animation-iteration-count
✓ animation-direction
✓ animation-fill-mode
✓ animation-play-state
```

• index.html

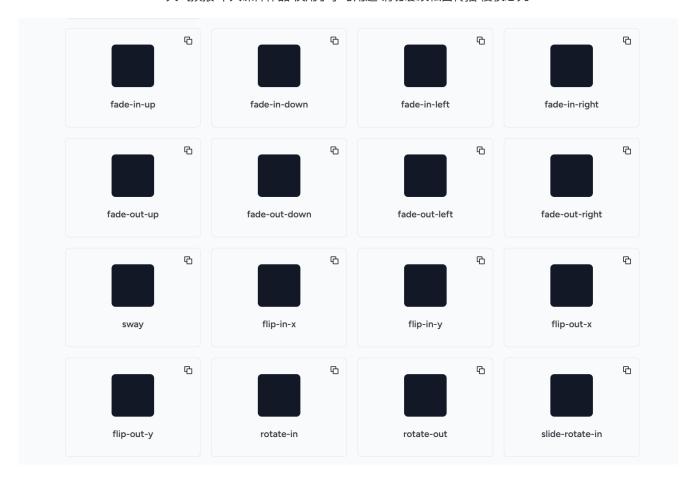
```
<!doctype html>
```

```
<html lang="en">
    <head>
        <meta charset="UTF-8">
        <title>css-animation</title>
    </head>
    <style>
        body {
            background-color: black;
            padding: 100px;
        }
        .box {
            width: 200px;
            height: 200px;
            background-color: yellow;
            animation: slide-rotate-in 3s ease-in-out -1s 1 forwards alternate
running;
        }
        @keyframes slide-rotate-in {
            from {
                opacity: 0;
                filter: blur(12px);
                transform: translateX(Opx) rotate(Odeg);
            }
            to {
                opacity: 1;
                filter: blur(0px);
                transform: translateX(400px) rotate(360deg);
            }
        }
    </style>
    <body>
        <div class="box"></div>
    </body>
</html>
```

#### 1.2.1 animation-name

```
■ anima tion-name: 指定 @keyframes 定义的动画名称
```

✓ 推荐常用动画命名: <a href="https://tailwindcss-animations.vercel.app/">https://tailwindcss-animations.vercel.app/</a>



• css

```
.box {
    animation-name: slide-rotate-out;
}
```

## 1.2.2 animation-duration

```
≡ animation-duration: 1s | 200ms [必须是正值 或 0]
```

• css

```
.box {
    animation-name: slide-rotate-out;
    animation-duration: 3s;
}
```

## 1.2.3 animation-timing-function

```
animation-timing-function: 定义动画执行速度率
```

```
✓ animation-timing-function: ease; [未定义时默认值]
✓ animation-timing-function: linear;
✓ animation-timing-function: ease-in
✓ animation-timing-function: ease-out
✓ animation-timing-function: ease-in-out
✓ animation-timing-function: cubic-bezier(.51,1.01,.6,1.09) [自定义三次贝塞尔曲线]
```

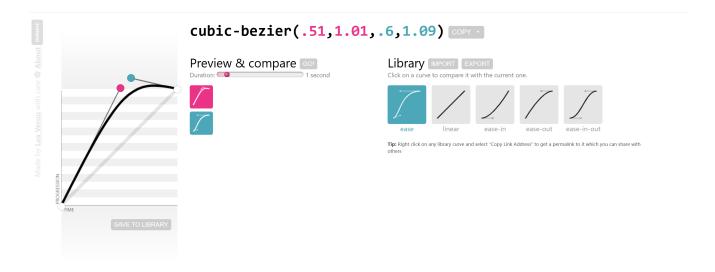
• css

```
.box {
    animation-name: slide-rotate-out;
    animation-duration: 3s;
    /* animation-timing-function: ease; */
    animation-timing-function: cubic-bezier(.51, 1.01, .6, 1.09);
}
```

```
Note
```

✓ cubic-bezier-online: <a href="https://cubic-bezier.com/#.51,1.01,.6,1.09">https://cubic-bezier.com/#.51,1.01,.6,1.09</a>

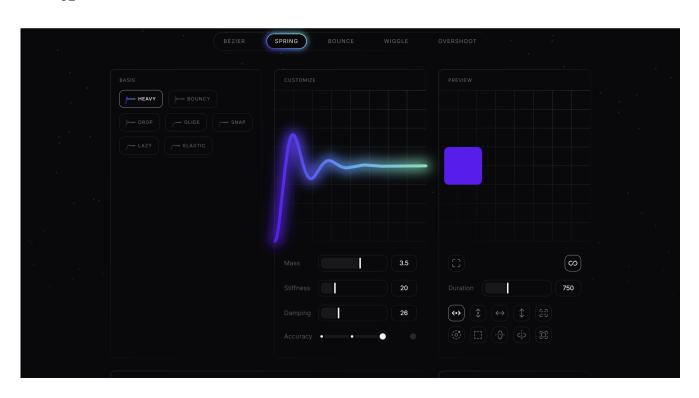
• UI



Note

✓ spring: <a href="https://easingwizard.com/">https://easingwizard.com/</a>

• UI



CSS

## 1.2.4 animation-delay

```
■ animation-delay: 1s | 200ms | -1s [负数表示动画提前]
```

```
✓ animation-duration: 3s;✓ animation-delay: -1s; 则表示动画提前到 1s 处、只可见后 2s 动画、较少使用
```

• css

```
.box {
    animation-name: slide-rotate-out;
    animation-duration: 3s;
    /* animation-timing-function: ease; */
    animation-timing-function: cubic-bezier(.51, 1.01, .6, 1.09);
    animation-delay: 1s;
}
```

#### 1.2.5 animation-iteration-count

```
■ animation-iteration-count: 1 | 2 | infinite [未声明时默认值 1]
```

• css

```
.box {
    animation-name: slide-rotate-out;
    animation-duration: 3s;
    /* animation-timing-function: ease; */
    animation-timing-function: cubic-bezier(.51, 1.01, .6, 1.09);
    animation-delay: 1s;
    animation-iteration-count: 1;
}
```

#### 1.2.6 animation-direction

```
\equiv animation-direction: 动画播放方向(正 0% 
ightarrow 100% )|(反 100% 
ightarrow 0%)
```

```
    ✓ animation-direction: normal; [未声明默认值]
    ✓ animation-direction: reverse; [反向播放 运动函数同时反向]
    ✓ animation-direction: alternate; [动画在偶数次反向播放 仅多次有效]
    ✓ animation-direction: alternate-reverse; [动画在奇数次反向播放 仅多次有效]
```

• css

```
.box {
    animation-name: slide-rotate-out;
    animation-duration: 3s;
    /* animation-timing-function: ease; */
    animation-timing-function: cubic-bezier(.51, 1.01, .6, 1.09);
    animation-delay: 1s;
    animation-iteration-count: 1;
    animation-direction: reverse;
}
```

```
③ Note✓ animation-iteration-count: 2;✓ animation-direction 不支持镜像动画、reverse | alternate 等都是动画的倒放
```

#### ● css [镜像效果]

#### 1.2.7 animation-fill-mode

■ animation-fill-mode: 将动画关键帧赋予元素

```
    animation-fill-mode: none;
    animation-fill-mode: forwards;
    animation-fill-mode: backwards;
    animation-fill-mode: both;
```

1 none : 未声明时默认值、不会将动画关键帧赋予元素

② forwards : 将动画结束关键帧 (to | 100%) 赋予元素、或者说元素停留在动画 100% 状态

3 backwards: 将动画第一帧立即作用元素(from │ 0%)、即使 delay 也生效

4 both : forwards & backwards

• css

```
.box {
    animation-fill-mode: backwards;
    animation-delay: 5s;
}
```

## 1.2.8 animation-play-state

```
== running | paused
```

```
animation-play-state: running;
animation-play-state: paused;
```

• css

```
.box {
    animation: ...;
    &:hover {
        animation-play-state: paused;
    }
}
```

## 1.3 环境

## 1.3.1 安装

```
https://nextjs.org/
```

npm

```
npx create-next-app@latest
```

• console

```
What is your project named? my-app
Would you like to use TypeScript? [Yes]
Which linter would you like to use? [None]
Would you like to use Tailwind CSS? [Yes]
Would you like your code inside a `src/` directory? [Yes]
Would you like to use App Router? (recommended) [Yes]
Would you like to use Turbopack? (recommended) [Yes]
Would you like to customize the import alias (`@/*` by default)? [Yes]
What import alias would you like configured? @/*
```

### 1.3.2 项目约定

```
⇒ 示例总是在 page.tsx 路由根组件 中完成
```

• globals.css

```
@import url("https://fonts.googleapis.com/css2?
family=Inter:ital,opsz,wght@0,14..32,100..900;1,14..32,100..900&display=swap");
@import "tailwindcss";
@theme {
    --font-inter: Inter;
}
```

• layout.tsx

```
import "./globals.css";
import * as React from "react";
interface RootLayoutProps {
```

• page.tsx

## 1.4 tailwind

```
https://tailwindcss.com/docs/animation
```

☑ animate-spin | animate-ping | animate-pulse | animate-bounce | animate-none

## 1.4.1 animate-spin

#### **一** 内置旋转动画

• css

```
@keyframes spin {
    to {
        transform: rotate(360deg);
    }
}

/* 主题变量 */
@theme {
    --animate-spin: spin 1s linear infinite;
}
```

#### page.tsx

### 1.4.2 animate-ping

#### **一** 内置缩放元素动画

• css

```
@keyframes ping {
    75%, 100% {
        transform: scale(2);
        opacity: 0;
    }
}

/* 主题变量 */
@theme {
    --animate-ping: ping 1s cubic-bezier(0, 0, 0.2, 1) infinite;
}
```

```
}
```

## 1.4.3 animate-pulse

#### == 内置脉冲闪烁

#### • css

```
@keyframes pulse {
    50% {
        opacity: 0.5;
    }
}

@theme {
    --animate-pulse: pulse 2s cubic-bezier(0.4, 0, 0.6, 1) infinite;
}
```

### 1.4.4 animate-bounce

#### == 上下跳动

• css

```
@keyframes bounce {
    0%, 100% {
        transform: translateY(-25%);
        animation-timing-function: cubic-bezier(0.8, 0, 1, 1);
    }
    50% {
        transform: none;
        animation-timing-function: cubic-bezier(0, 0, 0.2, 1);
    }
}

@theme {
    --animate-bounce: bounce 1s infinite;
}
```

## 1.4.5 custom

```
■ @theme { @keyframes name { } } 块中定义动画行为
```

#### • globals.css

```
@import "tailwindess";
@theme {

    @keyframes slide {
        from {
            opacity: 0;
            transform: translateX(0px) rotate(0deg);
        }
        to {
            opacity: 1;
            transform: translateX(480px) rotate(360deg);
        }
    }
}

--animate-slide: slide 1s ease-in-out forwards;
}
```

#### page.tsx

## 1.4.6 animation-delay

• css

```
@import url("https://fonts.googleapis.com/css2?
family=Inter:ital,opsz,wght@0,14..32,100..900;1,14..32,100..900&display=swap");
@import "tailwindcss";
Otheme {
    --font-inter: Inter;
    @keyframes slide {
       from {
            opacity: 0;
            transform: translateX(Opx) rotate(Odeg);
        }
        to {
            opacity: 1;
            transform: translateX(480px) rotate(360deg);
        }
    }
    --animate-slide: slide 1s ease-in-out forwards;
}
@utility animate-delay-* {
    animation-delay: calc(--value(integer) * 1ms);
}
```

page.tsx

## 1.4.7 animation-play-state

• css

```
@import url("https://fonts.googleapis.com/css2?
family=Inter:ital,opsz,wght@0,14..32,100..900;1,14..32,100..900&display=swap");
@import "tailwindcss";
@theme {
    --font-inter: Inter;
    @keyframes slide {
       from {
            opacity: 0;
            transform: translateX(Opx) rotate(Odeg);
        }
        to {
            opacity: 1;
            transform: translateX(480px) rotate(360deg);
        }
    }
    --animate-slide: slide 1s ease-in-out forwards;
}
@utility animate-delay-* {
    animation-delay: calc(--value(integer) * 1ms);
```

```
Property in the control of the
```