

Transitions & Animations

Summary

In this episode...

- CSS3 Transitions
- Differences between transitions and animations
- CSS3 Animations
- Animations Keyframes



CSS3 Transitions

With CSS3 transitions you have the potential to alter the appearance and behavior of an element whenever a state change occurs, such as when it is hovered over, focused on, active, or targeted.



Differences between transitions and animations Triggering

- CSS transitions need to be triggered. They are reactive and kick in when you interact with the site.
- CSS animations are created to start running when the site is loaded.



Differences between transitions and animations Looping

- Transitions don't loop. They might do it but they're created to run once.
- Animations loop.





Differences between transitions and animations Intermediate Points

- Transitions only do one thing. The item has a starting value and an ending value. Points between them are interpolated.
- Animations can have several intermediate points. They allow you to define keyframes and you have more control of what the animation does at any given time.



Differences between transitions and animations JavaScript Interaction

- CSS Transitions are very JavaScript friendly. You can easily manipulate their behaviour.
- Friends don't let friends write JavaScript to alter an animation. The syntax for manipulating a frame is hopelessly complex.



Choosing between animation and transition

- If you need the flexibility provided by having multiple keyframes and looping, then go with an **animation**.
- If you're looking for a simple from/to animation, use a transition.
- If you want to manipulate the property values that you wish to animate using JavaScript, try a **transition**.

Transitions *Let's code*

Let's add some transitions to our IronHack button. You will find it by downloading this



Transform: translate

The CSS **transform** property lets you modify the coordinate space of the CSS visual formatting model. Using it, elements can be **translated**, rotated, scaled, and skewed.

```
transform: translate(0px,5px);
```

This rule changes object's position 5px vertically from it initial position



Border:

To make the effect more realistic, we will change the border of our bottom. If we make it thinner, it will look like if we press it, so we should change the border from 5px to 1px:

border-bottom: 1px solid;



For a transition to take place, an element must have a change in state, and different styles must be identified for each state.

The easiest way for determining styles for different states is by using the : hover, :focus, :active and :target pseudo-classes.



Transitions *Let's code*

This rule will be applied when the button status is active

```
.action-button:active
{
    transform: translate(0px,5px);
    -webkit-transform: translate(0px,5px);
    border-bottom: 1px solid;
}
```



Transitions have 4 properties:

It defines the duration in which a transition takes place

Sets a time value to specify how long a transition should wait before

executing

transition-property

transition-duration

transition-timing-function

transition-delay

Determines exactly what properties will be altered in conjunction with the other transitional properties

It is used to set the speed in which a transition will move



Transitions *Let's code*

We will create a new transition for our button when we hover on it. Let's be creative and use transitions properties to change the background. First we will add the transition in the button style

```
.action-button
{
     transition-property: background;
     transition-duration: .6s;
     transition-timing-function: linear;
     transition-delay: 0s;
}
```



Transitions *Let's code*

Now we will add the transition for the hover state

```
.action-button:hover
{
    background: #FF7B29;
}
```



Animations







Animations

When more control is required and we need to have multiples states, transitions are not enough.

Animations consist of two components, a style describing the CSS animation and a set of keyframes that indicate the start and end states of the animation's style, as well as possible intermediate waypoints.



To create a CSS3 animation, you will need a specialized CSS @ rule that starts with a @, followed by a name of your choice.

```
@keyframes sunrise {
    //Your code goes here
}
```



To set multiple points for our animation, you should include animation breakpoints and the properties intended to be animated. Here's an example:

```
@keyframes sunrise {
    0% {
       bottom: 0;
       left: 340px;
       background: #f00;
    }
```



Let's code

Create a circle with a div element in the same files you were using for your button exercise

```
.circle
{
    background-color: #09B8C1;
    height: 50px;
    width: 50px;
    border-radius: 100%;
    index-left: 250px;
}
```



Let's code

If a set of rules

Create an animation called fly to be used in our circle element

```
applies for 0% and
                   @keyframes fly {
                                                                                 100%, the
0% defines the
                                                                                 animation starts
                        0%, 100% {
begin of the
                                                                                 and ends in the
animation and
                             transform: rotate(0deg) translateX(0px);
                                                                                 same style
100% defines
where it ends
                        50%
                             transform: rotate(0deg) translateX(150px);
                                                                                         IRON
                                                                                         HACK
```

Let's code

Now, add the animation to your circle element. You can set up all these features to your animation:

```
animation-name: fly;
animation-duration: 4s;
animation-iteration-count: 3;
animation-direction: alternate;
animation-timing-function: ease-out;
animation-fill-mode: forwards;
animation-delay: 2s;
```



Exercise

Change your animation to make the circle move in circles instead of a straight line



Want some more?

- A very colorful donut <u>here</u>
- BB-8 pure CSS animation
- Floating in CSS jellyfishes

