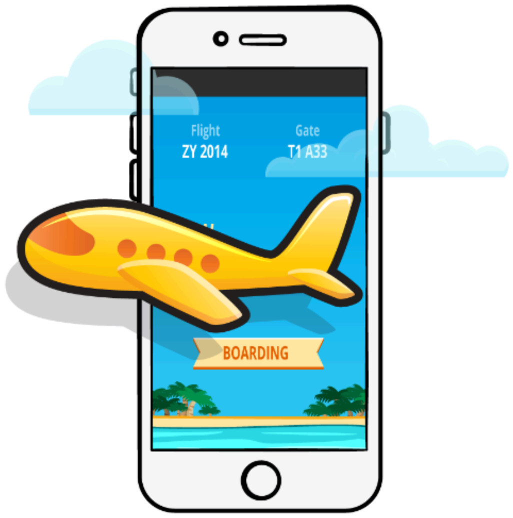
Intermediate iOS Animations



Hands-On Challenges

Intermediate iOS Animations

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Challenge 3: Intermediate Property Animators

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Dismiss the menu

You have a cool peek and pop animation, but no way to dismiss it once complete! To do this, create yet another static method in **AnimatorFactory.swift** below the methods you just created:

```
//TODO: Dismiss the menu
static func reset(
  frame: CGRect,
  view: UIVisualEffectView,
  blurView: UIVisualEffectView
) -> UIViewPropertyAnimator {

}
```

This method takes in a `CGRect` for the view's initial frame, the main view you want to animate, as well as a blurView.

Inside of the method, create an animator that will reset everything you've just animated in the video back to its initial state:

```
return UIViewPropertyAnimator(
  duration: 0.5,
  dampingRatio: 0.7
) {
  view.transform = .identity
  view.frame = frame
  view.contentView.alpha = 0

  blurView.effect = nil
}
```

This is another spring animation. In it, you undo any transform changes with `.identity`, and reset the frame. You also make the view's label invisible once more. Finally, you animate the blur away by setting the effect to `nil`.

Now you just need to call this method and then do a little clean-up work. Back in **LockScreenViewController**, add the following to the `dismissMenu()` method:

```
let reset = AnimatorFactory.reset(
  frame: startFrame!,
  view: previewEffectView,
  blurView: blurView
)

reset.startAnimation()
```

With the `reset` method, you use the `startFrame` that you stored earlier to reset `previewEffectView`'s frame. You also pass in `blurView` to reverse its effects. Finally, you start the animator.

If you scroll down a bit, you'll see that `dismissMenu` is called from a tap gesture recognizer attached to `previewEffectView`. If you build and run, tap on an icon, and then tap on the little effect view, the peek and pop animation will successfully be reversed! But things may not work as you expect if you try again.

You don't want the views you just animated hanging around causing trouble like this, so you have a bit of clean-up work left to do. Because you're using a property animator, you can just add a completion handler right here! Just before you start the animator, add:

```
reset.addCompletion { _ in
  self.previewEffectView.removeFromSuperview()
  self.previewView?.removeFromSuperview()
}
```

You remove both `previewEffectView` and `previewView` from the screen, and you're done! Build and run to test it out again.