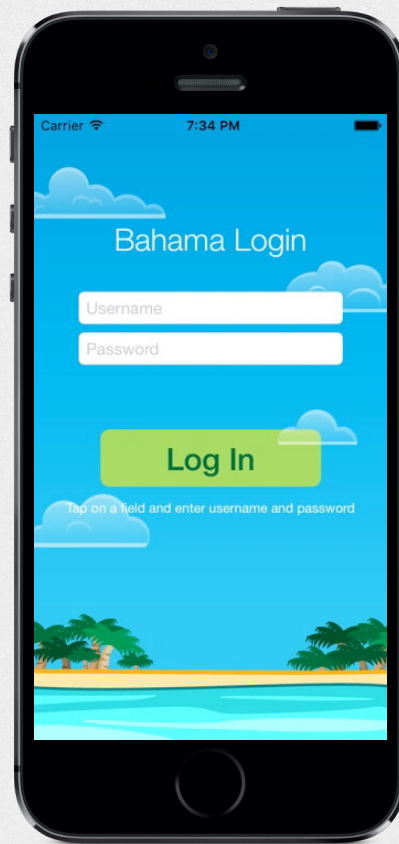


# Intermediate iOS Animation

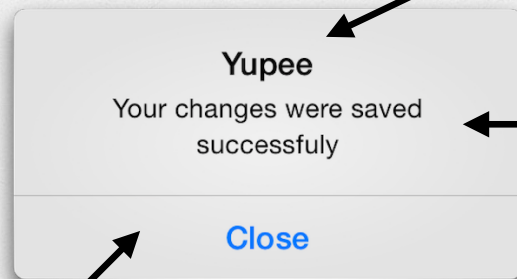
Part 1: Basic Layer Animations



# Views vs. layers

Shadow & effects

Title label

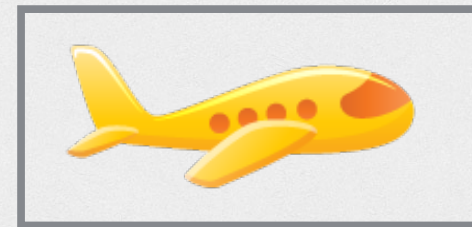


Multi-line text

Multiple buttons

- ⚙ complex, view hierarchy
- ⚙ constrains, resize masks, etc.
- ⚙ drawRect: runs on the CPU

Simple visible traits



Cached bitmap

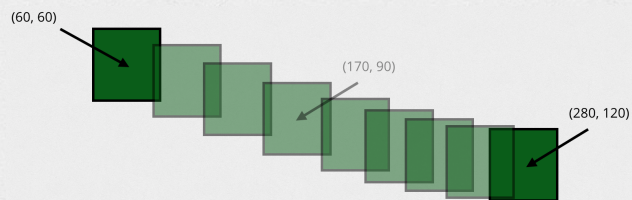
Model layer (no custom drawing)

- ⚙ simpler, layer hierarchy
- ⚙ drawn directly on the GPU

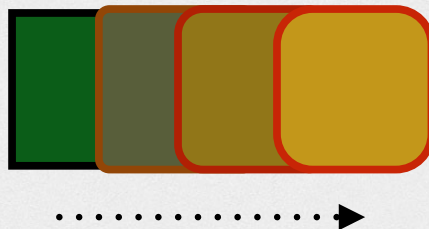
# Layer animations

---

- ⚙ bounds
- ⚙ position
- ⚙ transform



- ⚙ borderColor
- ⚙ borderWidth
- ⚙ cornerRadius





# CABasicAnimation

---

```
heading.layer.position.x = view.bounds.size.width/2  
let flyRight = CABasicAnimation(keyPath: "position.x")  
flyRight.fromValue = -view.bounds.size.width/2  
flyRight.toValue = view.bounds.size.width/2  
flyRight.duration = 0.5  
heading.layer.addAnimation(flyRight, forKey: nil)
```



Update layer model



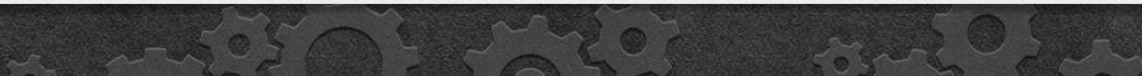
Create animation



Send animation to GPU

# Demo: CABasicAnimation demo

---



# Challenge Time!

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