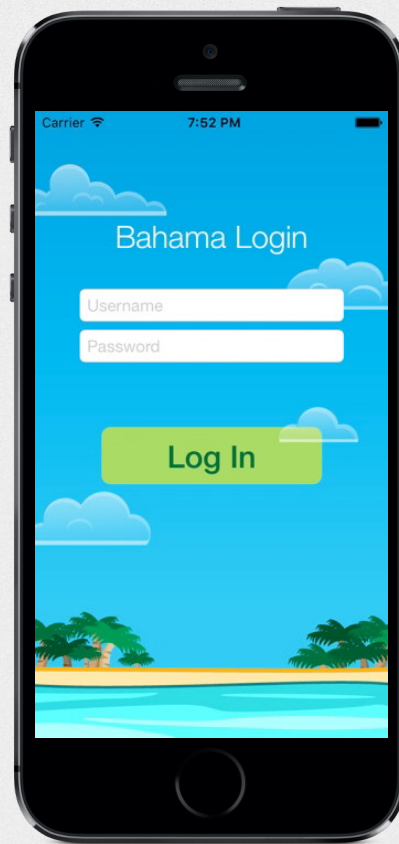


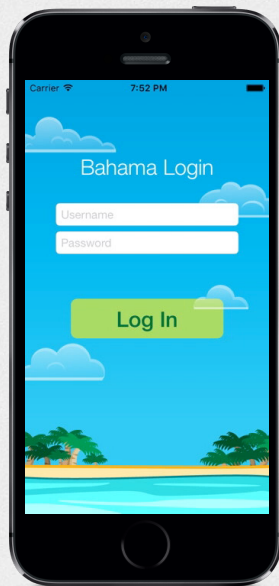
# Intermediate iOS Animation

Part 2: Core Animation Models



# What is Core Animation?

---



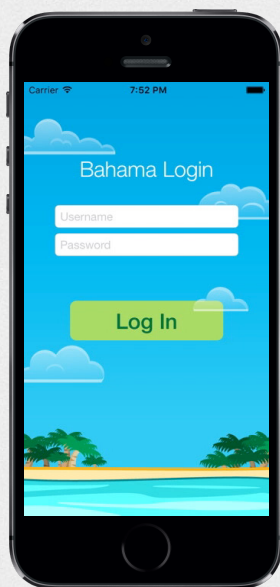
**`myLayer.addAnimation(...)`**

**`myLayer  
.removeAllAnimations()`**

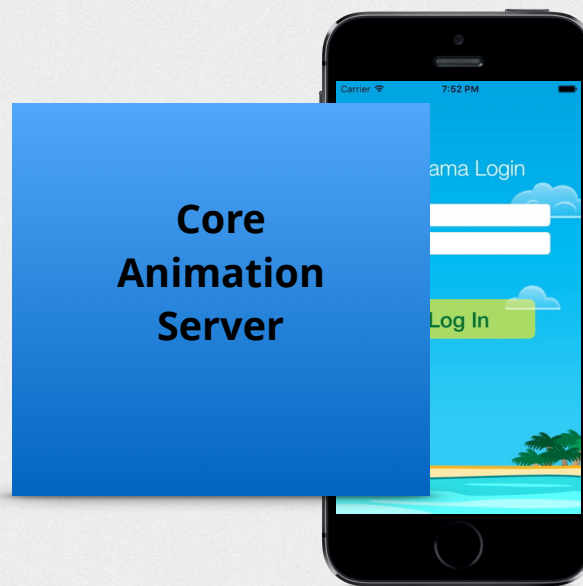
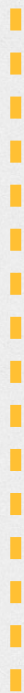
**Core  
Animation  
Server**

# Layer trees

---



What your app sees  
(the model tree)



What is actually on screen  
(the representation tree)



# 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)
```



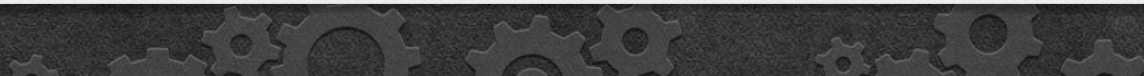
Update model tree

Create animation

Send animation off to  
Core Animation Server

# Demo: Animation models demo

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# Challenge Time!

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