

Animations

KeyFrames

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```
animation: my_animation duration motion start_time times_to_play direction;
```

- ① Name of Keyframe (i.e. the animation itself)
- ② How long the Animation should run for in seconds (written as '3s' **not** '3')
- ③ How the motion of the animation should look (i.e., should it start quickly then slow down? should it start slow then speed up towards the end?)
Options: ease (default), linear, ease-in, ease-out, ease-in-out, cubic-bezier(n,n,n,n)
- ④ The delay for when the animation will start. If 0s, animation will start immediatly (written as '3s' **not** '3')
- ⑤ How many times your animation will play.
- ⑥ The 'direction' your animation should play in.
Options: normal (default), reverse, alternate (plays in reverse every odd time).

Put this in your CSS Code

```
@Keyframes my_animation {  
  0% { CSS Property; }  
  14% { CSS Property; }  
  91% { CSS Property; }  
  100% {  
    CSS Property1;  
    CSS Property2;  
  }  
}
```

Notes

1. Keyframe animation is completely self contained in CSS, no need for JS!
2. Keyframes start at 0% and go to 100% but you can add 'frames' at any percentage along the way to fine tune your animation.
3. The animation part itself is just different css properties changing at different times. For instance, to change the size of some div, all you have to do is increase the height and width attribute within a frame.