CSS Animation

Web Design | HW Summer

Intro

- Animations can make our sites feel more alive and make transitions feel more natural
- Can also use animation to make an element stand out relative to others
- Useful when content is loading

Transition

- One way to animate an element is to set styling on that element when in a different state (different class or pseudo-class) and set the transition property
- When the element gets a new style applied to it (via a state change), CSS will animate the transition between the two styles
- Typically only used in response to user-events (hover, click, etc)

Keyframes

- To animate an element continuously or when it first is loaded/created, we can
 define a keyframes animation
- Keyframes take a set of style rules and transition between them

```
.spinning {
    animation: spin 2s linear 0s infinite;
}

@keyframes spin {
    from {
        transform: rotate(0deg);
    }

    to {
        transform: rotate(360deg);
    }
}
```

```
.moving {
    animation: move-around 10s linear 0s 2 alternate both;
}

@keyframes move-around {
    0% {
        transform: translate(0, 10rem);
    }

50% {
        transform: translate(10rem, 10rem);
    }

100% {
        transform: translate(0, 0);
    }
}
```

Restrictions

- Not all properties are animatable
 - For example, there is no way to animate between display: inline; and display: block;
 - Properties with numeric units are animatable
- To check if a property is animatable, check the documentation
- However, non-animatable properties can still be included in animation styles, they will just transition instantaneously rather than gradually

Animation Performance

- We want animations to be as close to 60fps on most computers as possible
- For best performance when animating, it's best to only animate the following properties:
 - transform
 - opacity
- Changing layout properties causes CSS to have to recalculate the layout of all other elements on the page, which slows our animations down
 - examples: height, width, padding, margin, position, display