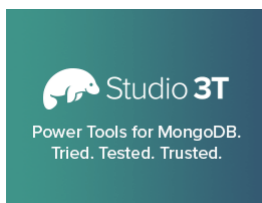


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- animation-delay
- animation-direction
- animation-duration
- animation-fill-mode
- animation-iteration-count
- animation-name
- animation-play-state
- animation-timing-function
- animation



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# Animations in CSS

The CSS properties that allow you to animate almost any other property

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## # animation-delay

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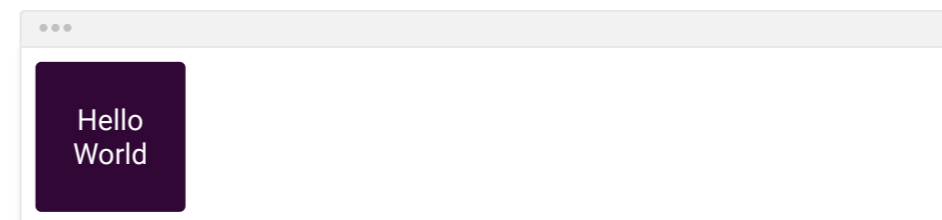
Defines how long the animation has to wait before **starting**. The animation will only be delayed on its *first* iteration.

[▶ Play animations](#)

```
animation-delay: 0s;
```

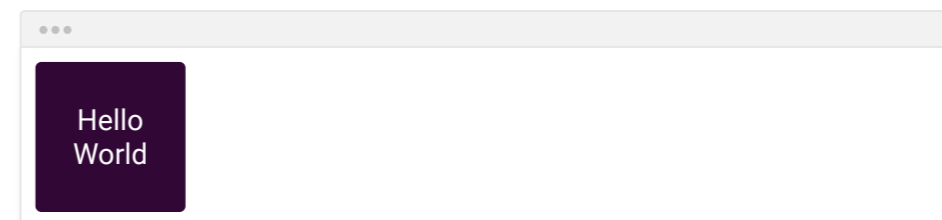
default

The animation will wait **zero seconds**, and thus start right away.



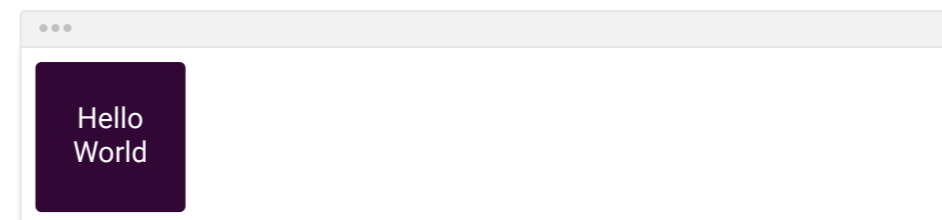
```
animation-delay: 1.2s;
```

You can use **decimal** values in **seconds** with the keyword `s`.



```
animation-delay: 2400ms;
```

You can use **milliseconds** instead of seconds, with the keyword `ms`.



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You can use **negative values**: the animation will start as if it had *already been playing* for `500ms`.

Hello  
World

## # animation-direction

Defines in which direction the animation is played.

▶ Play animations

```
animation-direction: normal;
```

default

The animation is played **forwards**. When it reaches the end, it starts over at the first keyframe.

```
animation-direction: reverse;
```

The animation is played **backwards**: begins at the last keyframe, finishes at the first keyframe.

```
animation-direction: alternate;
```

The animation is played **forwards** first, then **backwards**:

- starts at the first keyframe
- stops at the last keyframe
- starts again, but at the last keyframe
- stops at the first keyframe

```
animation-direction: alternate-reverse;
```

The animation is played **backwards** first, then **forwards**:

- starts at the last keyframe
- stops at the first keyframe
- starts again, but at the first keyframe

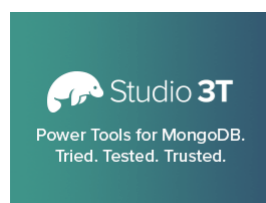
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World

Hello  
World

Hello  
World

Hello  
World



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## # animation-duration

Defines how long the animation lasts.

▶ Play animations

```
animation-duration: 0s;
```

default

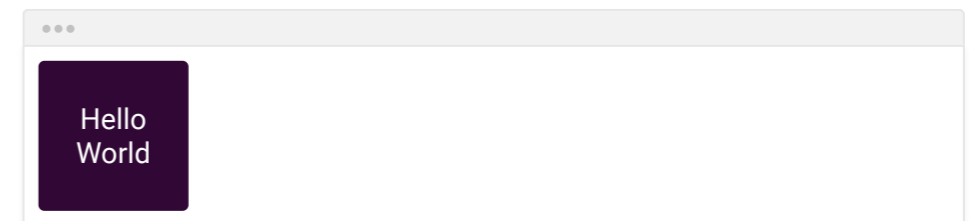
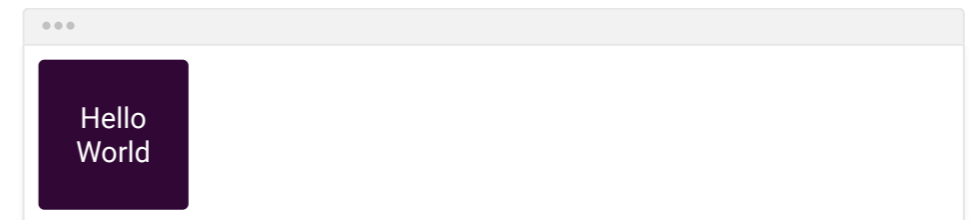
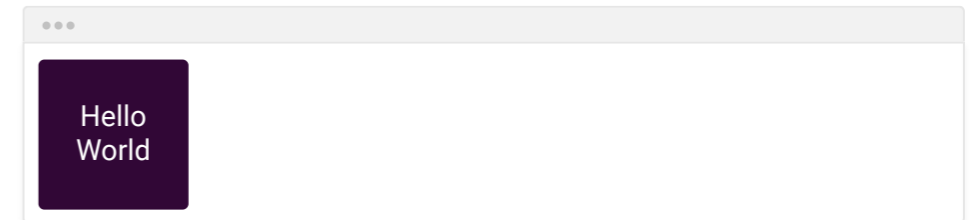
The default value is **zero seconds**: the animation will simply not play.

```
animation-duration: 1.2s;
```

You can use **decimal** values in **seconds** with the keyword `s`.

```
animation-duration: 2400ms;
```

You can use **milliseconds** instead of seconds, with the keyword `ms`.



## # animation-fill-mode

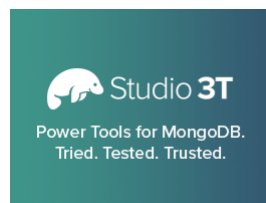
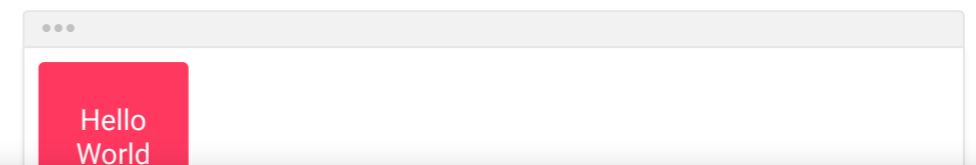
Defines what happens **before** an animation starts and **after** it ends. The fill mode allows to tell the browser if the animation's styles should also be applied *outside* of the animation.

▶ Play animations

```
animation-fill-mode: none;
```

default

The *animation* styles do not affect the *default* style: the element is set to its default state before the animation starts, and returns to that default state after the animation ends.



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[animation](#)

```
animation-fill-mode: forwards;
```

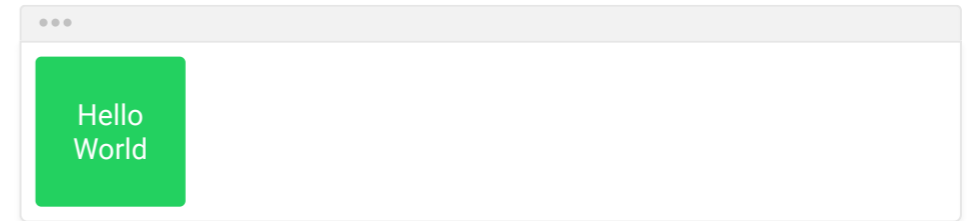
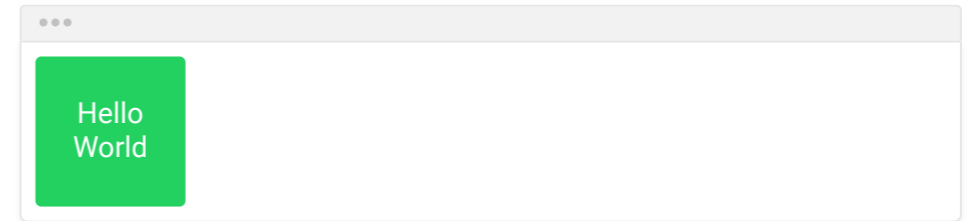
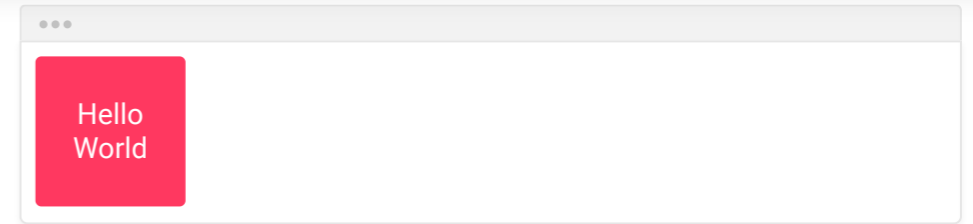
The last styles applied at the end of the animation are retained *afterwards*.

```
animation-fill-mode: backwards;
```

The animation's styles will already be applied *before* the animation actually starts.

```
animation-fill-mode: both;
```

The styles are applied *before* and *after* the animation plays.



## # animation-iteration-count

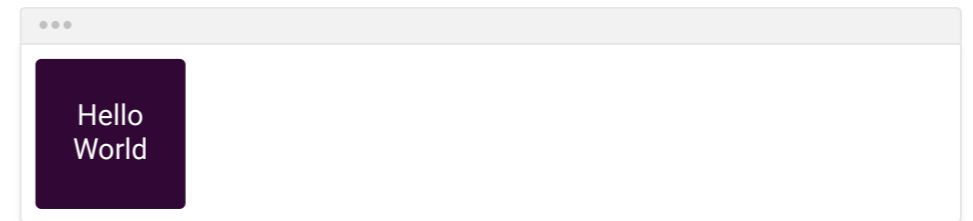
Defines how many times the animation is played.

▶ Play animations

```
animation-iteration-count: 1;
```

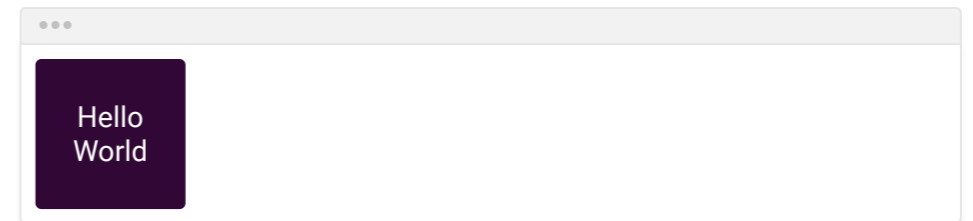
The animation will only play **once**.

default

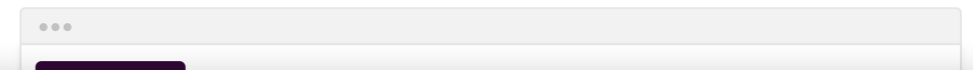


```
animation-iteration-count: 2;
```

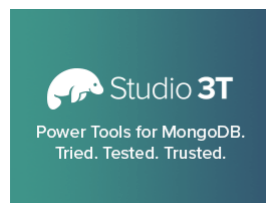
You can use **integer values** to define a *specific* amount of times the animation will play.



```
animation-iteration-count: infinite;
```



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## # animation-name

Defines *which* animation keyframes to use.

[▶ Play animations](#)`animation-name: none;``default`

If no animation name is specified, no animation is played.

`animation-name: fadeIn;`

If a name is specified, the **keyframes** matching that name will be used.

For example, the `fadeIn` animation looks like this:

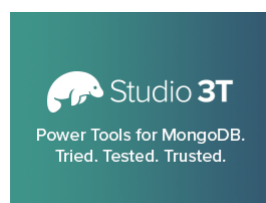
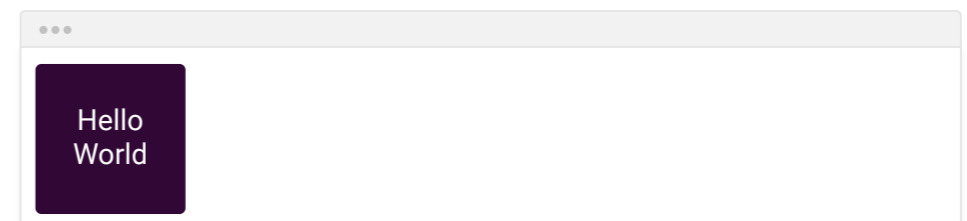
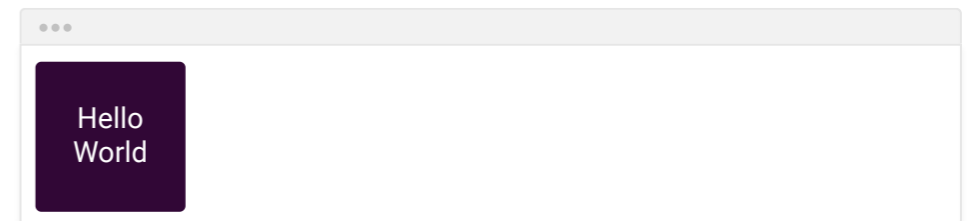
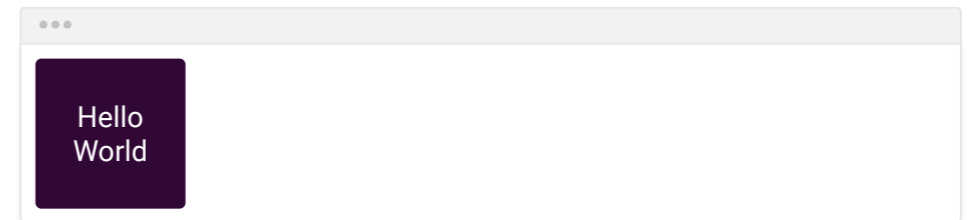
```
@keyframes fadeIn {
  from {
    opacity: 0;
  }
  to {
    opacity: 1;
  }
}
```

`animation-name: moveRight;`

Another example: the `moveRight` animation:

```
@keyframes moveRight {
  from {
    transform: translateX(0);
  }
  to {
    transform: translateX(100px);
  }
}
```

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## # animation-play-state

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Defines if an animation is playing or not.

▶ [Play animations](#)

```
animation-play-state: running;
```

default

If the `animation-duration` and `animation-name` are defined, the animation will start playing automatically.

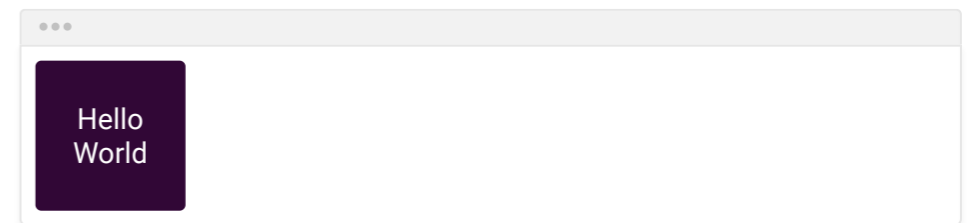
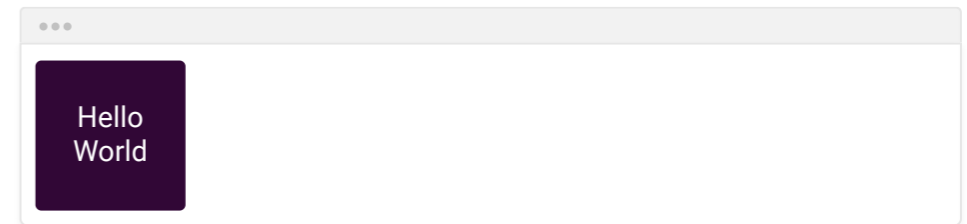
```
animation-play-state: paused;
```

The animation is set paused at the **first keyframe**.

This is different than having either no `animation-duration` or `animation-name` at all. If the animation is paused, the style applied is that of the *first* keyframe, and **not** the default style.

In this example, the square is visible by default, but the on the first keyframe of `fadeAndMove`, the `opacity` is set to `0`. When paused, the animation will be "stuck" on this first keyframe, and will thus be invisible.

```
@keyframes fadeAndMove {
  from {
    opacity: 0;
    transform: translateX(0);
  }
  to {
    opacity: 0;
    transform: translateX(100px);
  }
}
```

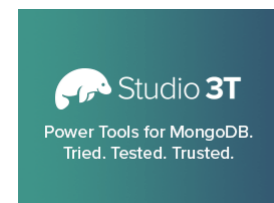


## # animation-timing-function

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Defines how the values between the *start* and the *end* of the animation are calculated.

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The animation starts slowly, accelerates in the middle, and slows down at the end.

```
animation-timing-function: ease-in;
```

The animation starts slowly, and accelerates gradually until the end.

```
animation-timing-function: ease-out;
```

The animation starts quickly, and decelerates gradually until the end.

```
animation-timing-function: ease-in-out;
```

Like `ease`, but more pronounced.

The animation starts quickly, and decelerates gradually until the end.

```
animation-timing-function: linear;
```

The animation has a *constant speed*.

```
animation-timing-function: step-start;
```

The animation jumps *instantly* to the **final state**.

```
animation-timing-function: step-end;
```

The animation stays at the **initial state** until the end, when it *instantly* jumps to the **final state**.

Hello World

Hello World

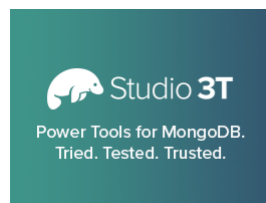
Hello World

Hello World

Hello World

Hello World

Hello World



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the end. The state of the element will *not* vary gradually, but rather **jump** from state to state in separate instants.

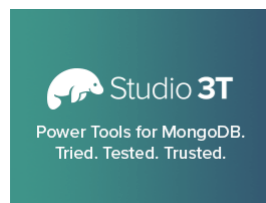
World

## # animation

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Shorthand property for [animation-name](#) [animation-duration](#) [animation-timing-function](#) [animation-delay](#) [animation-iteration-count](#) [animation-direction](#) [animation-fill-mode](#) and [animation-play-state](#) .

Only [animation-duration](#) and [animation-name](#) are **required**.



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