



Getting creative with **KEYFRAMES**

Amit Sheen

Who am I?

I'm an experienced web developer, doing mainly front-end, specializing in CSS, animations, and creative coding.

I have a pathological curiosity about new technologies, I'm eager to learn new things, and always ready for a new challenge.

Working as a front-end developer at **Wix**



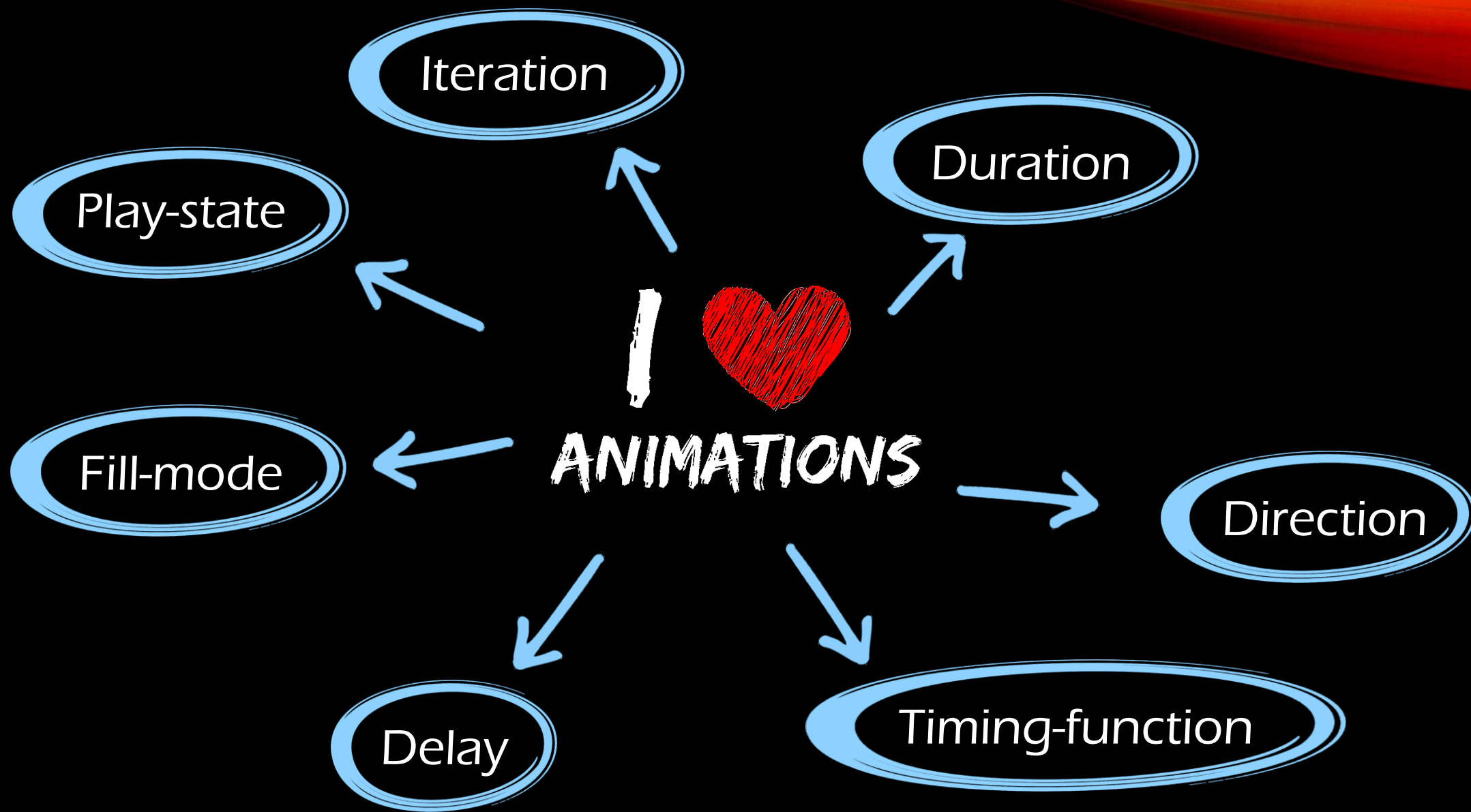
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@amit_sheen



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Keyframes

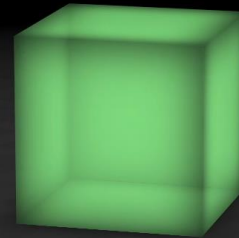
Controls the intermediate steps in a CSS animation sequence by defining styles for keyframes (or waypoints) along the animation sequence. (from MDN)

```
@keyframes name {  
  key { frame }  
  key { frame }  
  key { frame }  
}
```



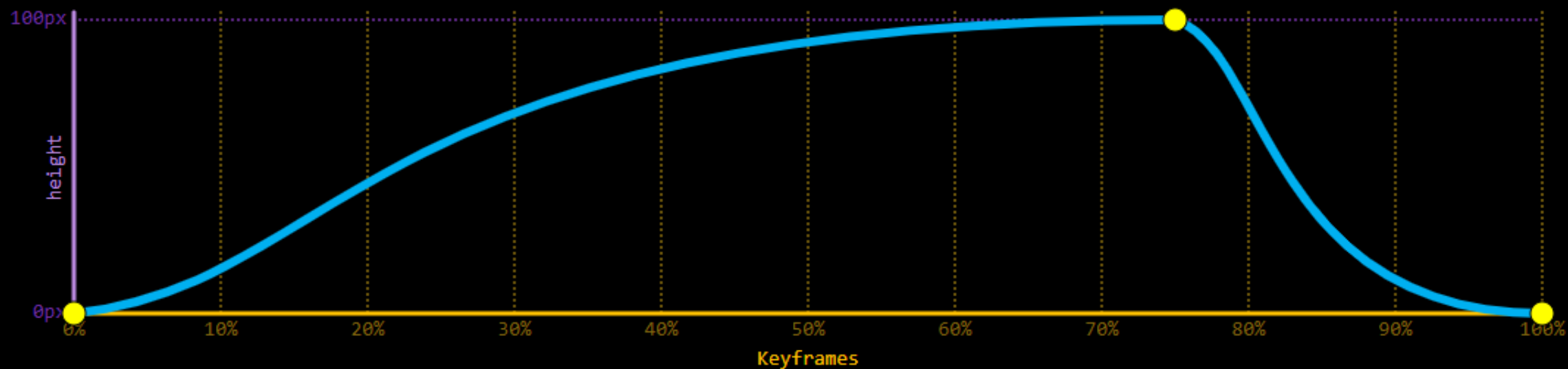
```
animation: cubeHeight 3s infinite;
```

```
@keyframes cubeHeight {  
  ??? { ??? }  
}
```



```
animation: cubeHeight 3s infinite;
```

```
@keyframes cubeHeight {  
  0% { height: 0; }  
  75% { height: 100px; }  
  100% { height: 0; }  
}
```



Timing functions

- Ease-in

Cubic value: 0.42, 0, 1.0, 1.0



- Ease-in-out

Cubic value: 0.42, 0, 0.58, 1.0



- Ease-out

Cubic value: 0, 0, 0.58, 1.0



- Ease

Cubic value 0.25, 0.1, 0.25, 1.0



Timing functions

- Linear
(Just a straight line)



- Steps
(No transition)



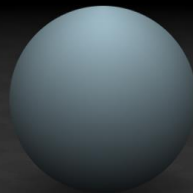
- Cubic-bezier
(Do what you want)



Check out <https://cubic-bezier.com>

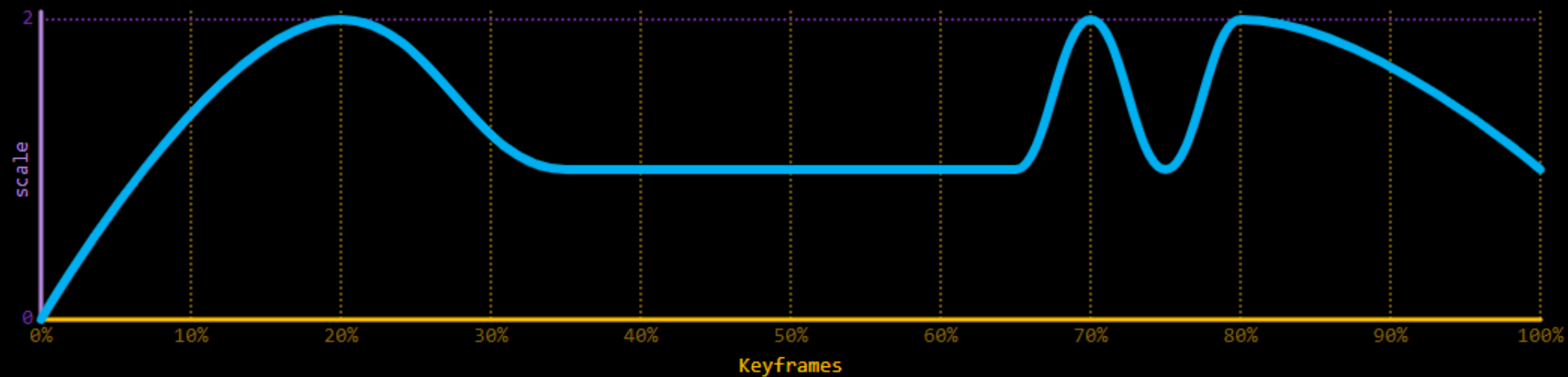

```
animation-name: ballScale;
```

```
@keyframes ballScale {  
    ??? { ??? }  
}
```



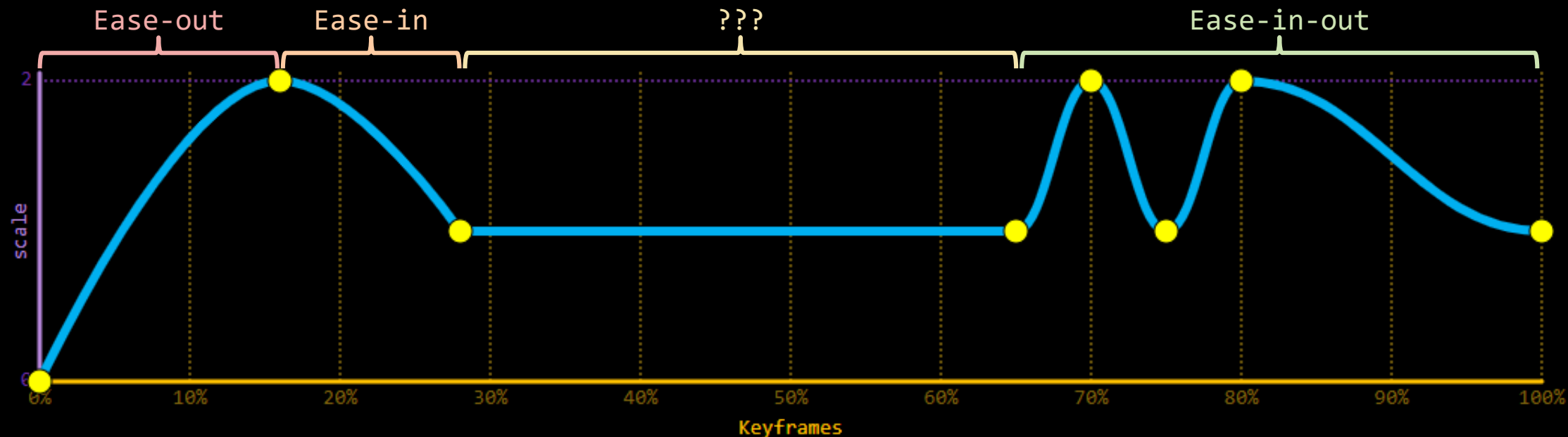
```
animation-name: ballScale;
```

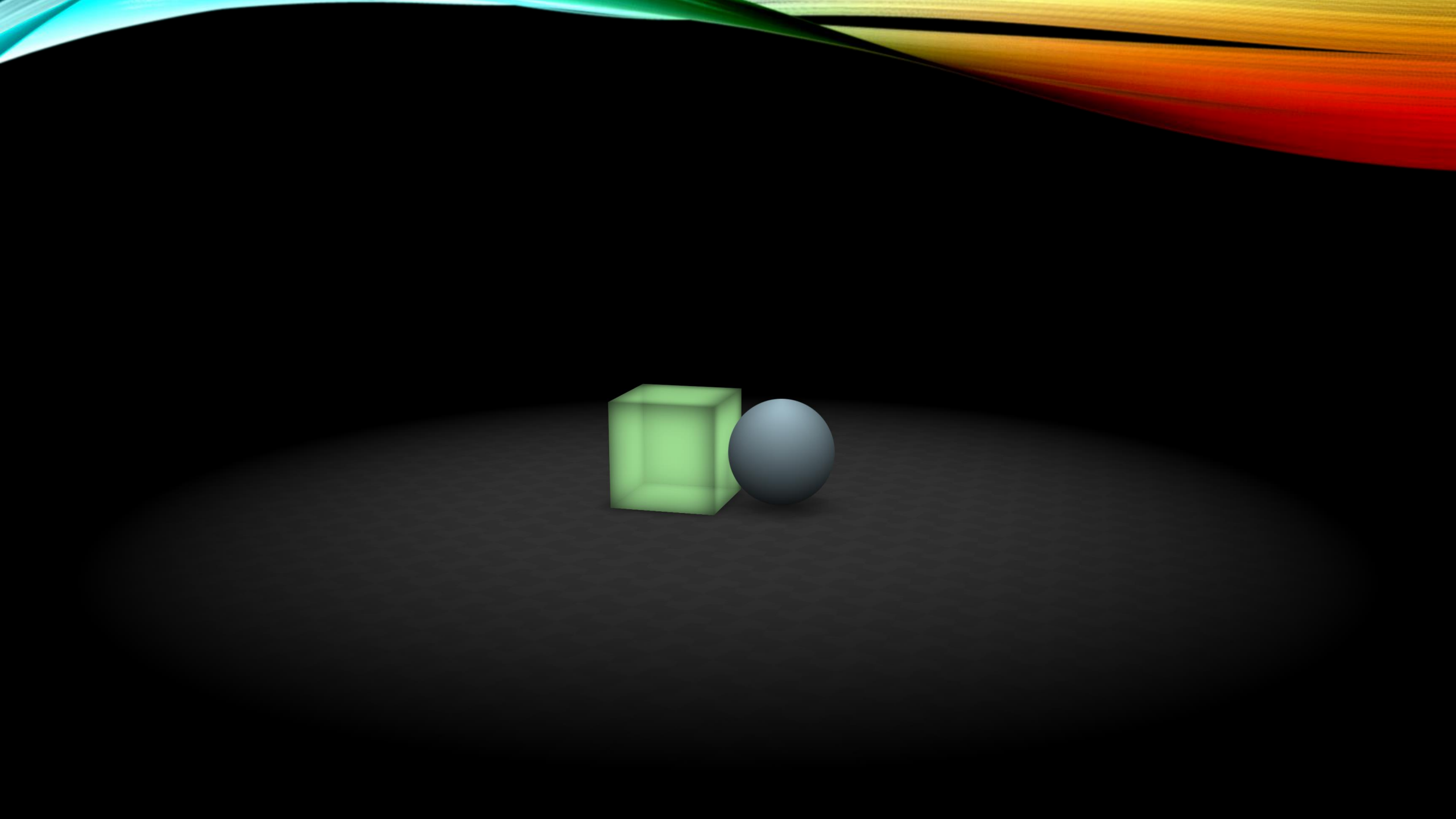
```
@keyframes ballScale {  
  ??? { ??? }  
}
```

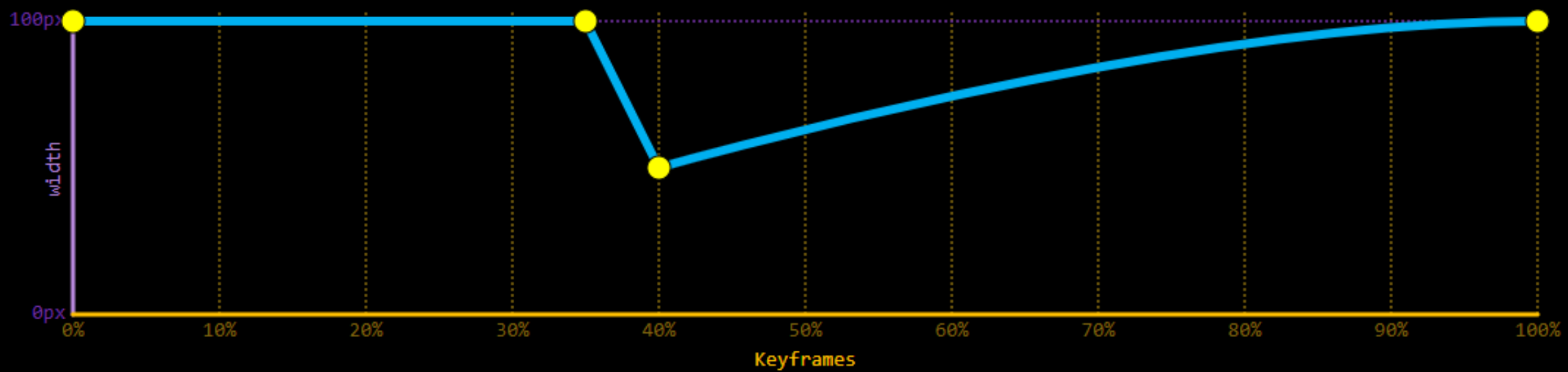
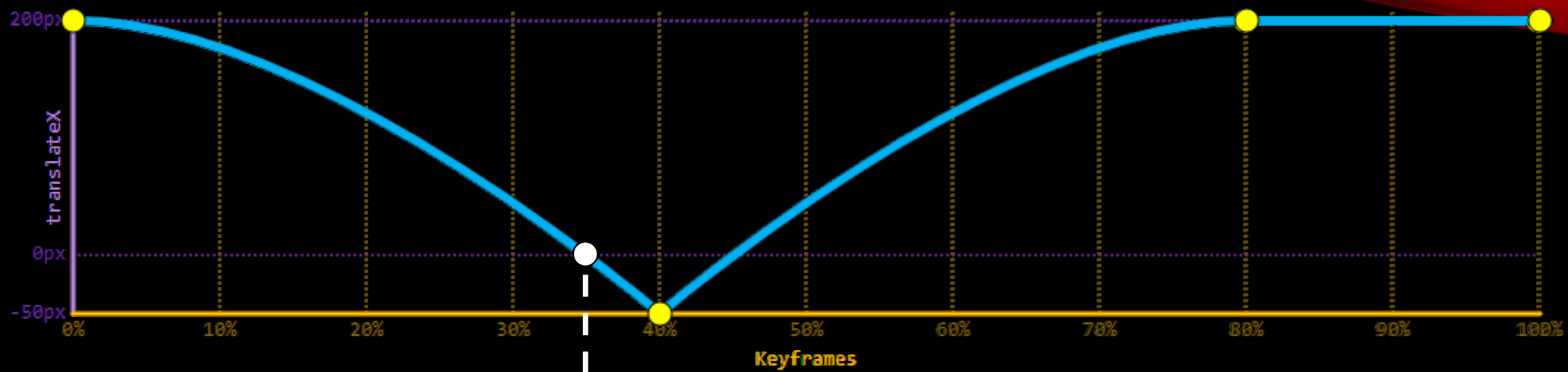


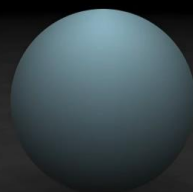
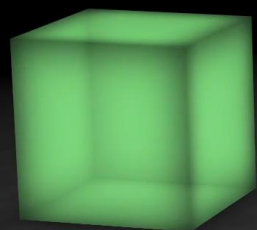
```
animation: ballScale 8s;
```

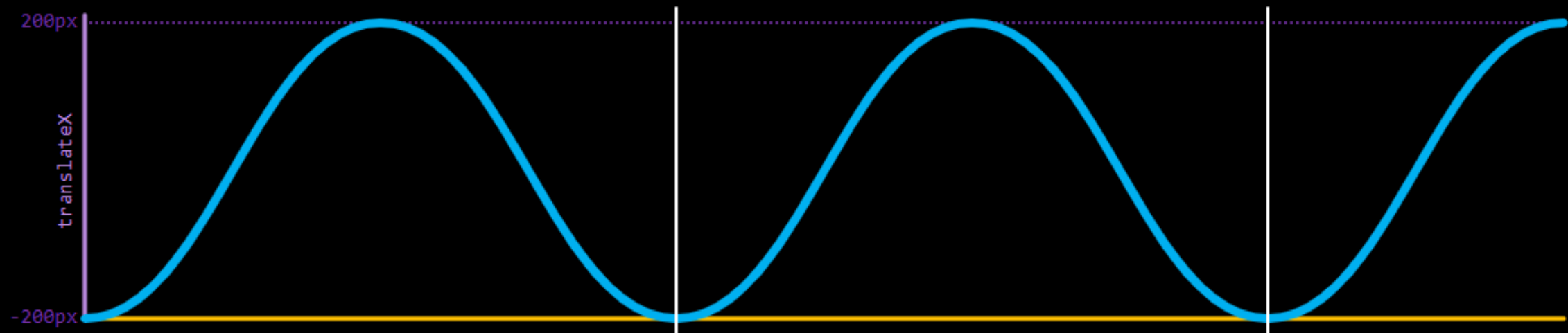
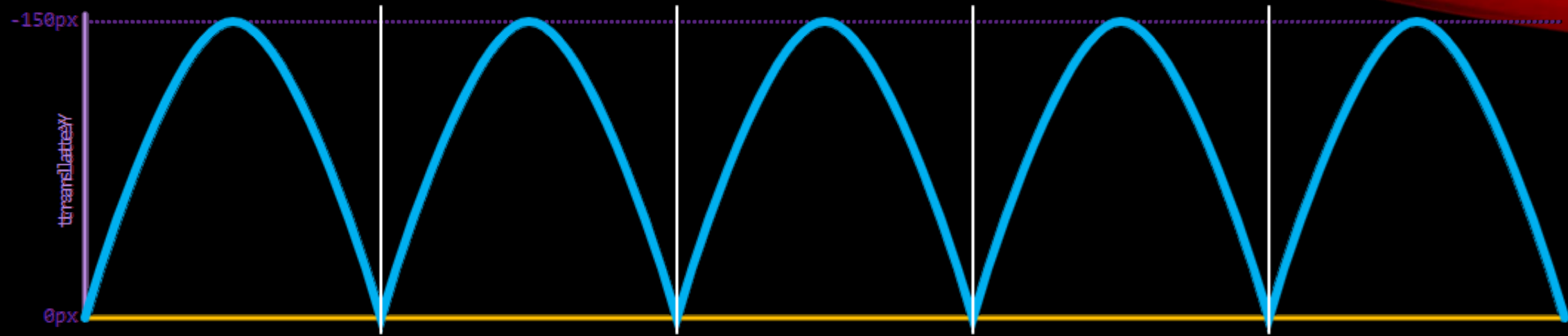
```
@keyframes ballScale {
  0%   { transform: scale(0); animation-timing-function: ease-out; }
  16%  { transform: scale(2); animation-timing-function: ease-in; }
  28%  { transform: scale(1); }
  65%  { transform: scale(1); animation-timing-function: ease-in-out; }
  70%  { transform: scale(2); }
  75%  { transform: scale(1); }
  80%  { transform: scale(2); }
  100% { transform: scale(1); }
}
```

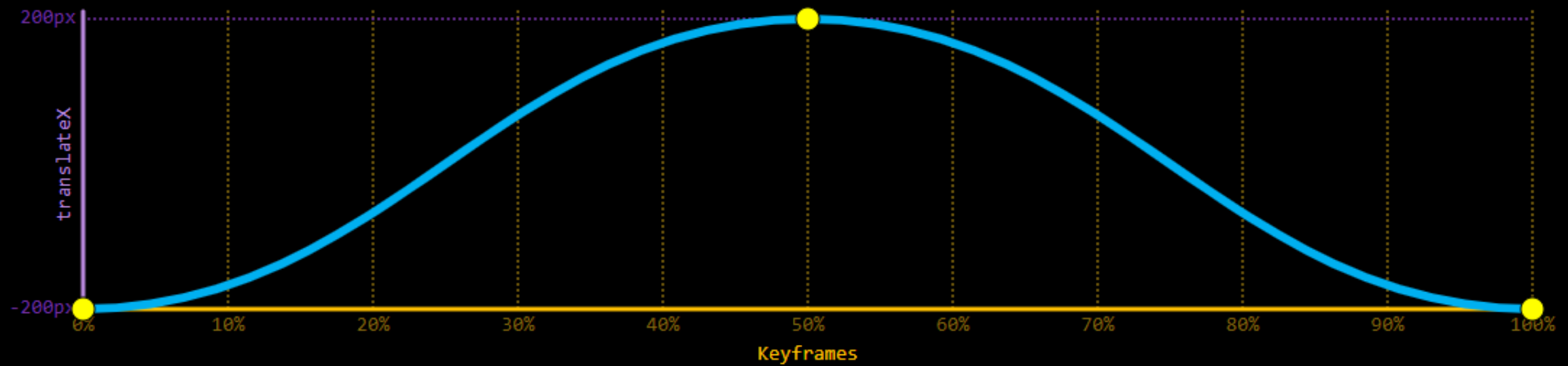
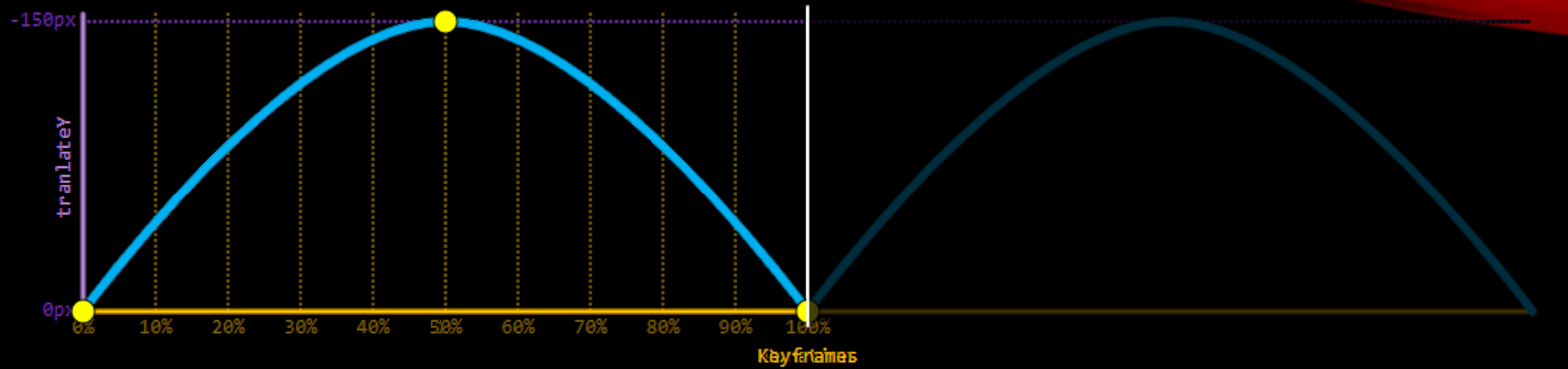


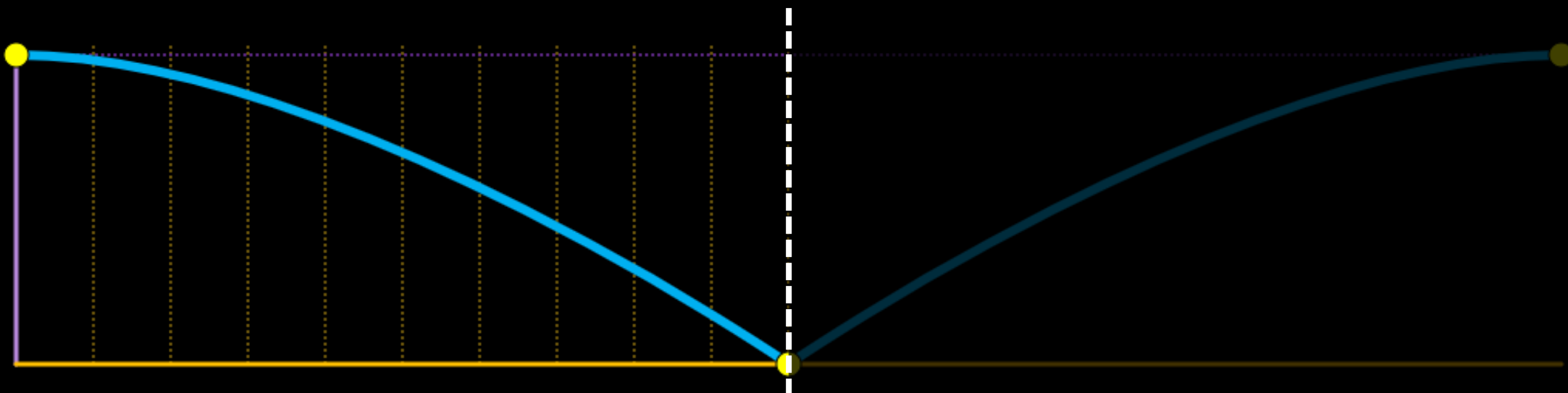






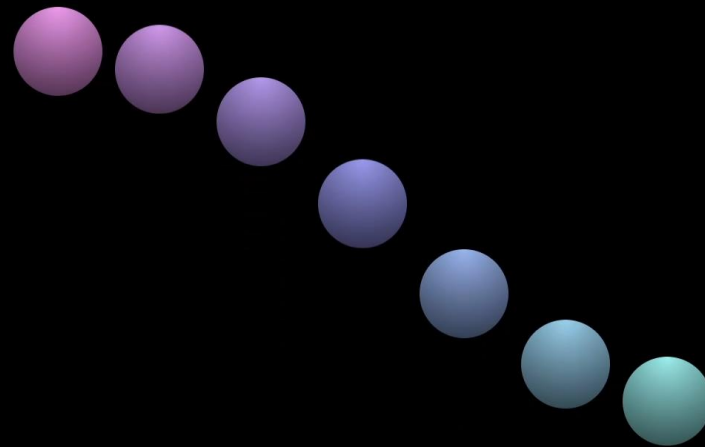




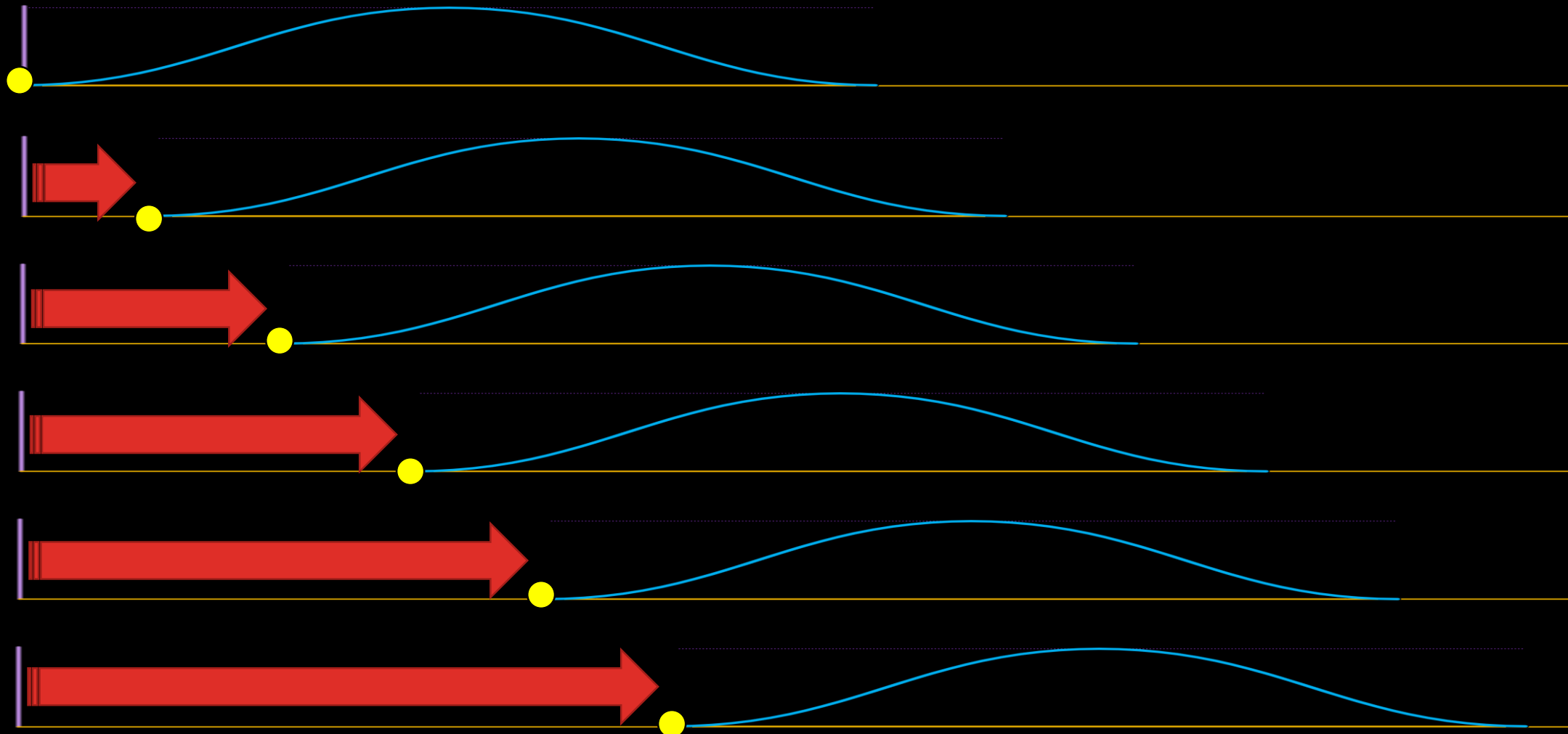


Don't be Negative

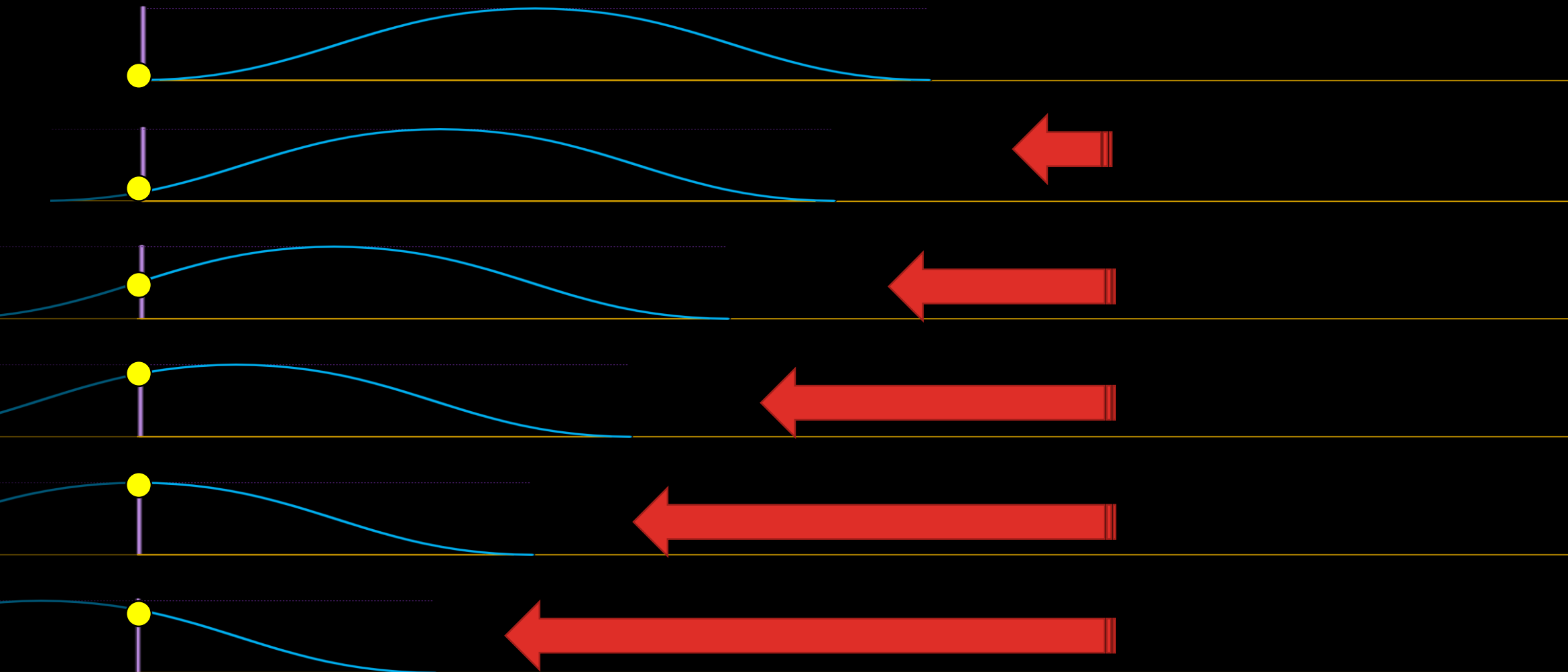
...Unless you need to



Don't be Negative



Don't be Negative



A counterthought...

sometimes, animations doesn't need to sync at all

Recap...

- ✓ Start with a clear description
 - ✓ Draw a simple graph for each animation
 - ✓ And use negative delay (where needed)
-
- ✓ Stay performant
 - ✓ Stay accessible

Thanks for listening

Amit Sheen



AmitSh.com



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