

Animation

Animation is the process of creating motion effects and change the appearance.CSS does supported different animation effects to change the event motion

Following table list down all the effects which you can use in CSS

Sr.No	Methods & Description
1	<u>Bounce</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.
2	<u>Bounce In</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.
3	<u>Bounce In Down</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it..
4	<u>Bounce In Left</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.
5	<u>Bounce In Right</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.
6	<u>Bounce Out</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.
7	<u>Bounce Out Down</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.
8	<u>Bounce Up</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it
9	<u>Bounce Out Left</u> Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.

- 10 **Bounce Out Right**
- Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it
- 11 **Bounce Out Up**
- Bounce Animation effect is used to move the element quick up, back, or away from a surface after hitting it.
- 12 **Fade Down Big**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 13 **Fade In**
- The image come or cause to come gradually into or out of view, or to merge into another shot
- 14 **Fade In Down**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 15 **Fade In Left**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 16 **Fade In Left Big**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 17 **Fade In Right**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 18 **Fade In Right Big**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 19 **Fade in Up**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 20 **Fade In Up Big**
- The image come or cause to come gradually into or out of view, or to merge into another shot.
- 21 **Fade Out**
- The image come or cause to come gradually into or out of view, or to merge into

another shot.

22 **Fade Out Down**

The image come or cause to come gradually into or out of view, or to merge into another shot.

23 **Fade Out Left**

The image come or cause to come gradually into or out of view, or to merge into another shot.

24 **Fade Out Left Big**

The image come or cause to come gradually into or out of view, or to merge into another shot.

25 **Fade Out Right**

The image come or cause to come gradually into or out of view, or to merge into another shot.

26 **Fade Out Right Big**

The image come or cause to come gradually into or out of view, or to merge into another shot.

27 **Fade Out Up**

The image come or cause to come gradually into or out of view, or to merge into another shot.

28 **Fade Out UP Big**

The image come or cause to come gradually into or out of view, or to merge into another shot

29 **Flash**

A sudden brief burst of bright light of an element.

30 **Flip**

An Element can turn over or cause to turn over with a sudden quick movement.

31 **Flip In X**

An Element can turn over or cause to turn over with a sudden quick movement.

32 **Flip In Y**

An Element can turn over or cause to turn over with a sudden quick movement.

33 **Flip Out X**

An Element can turn over or cause to turn over with a sudden quick movement.

34	<u>Flip Out Y</u>	An Element can turn over or cause to turn over with a sudden quick movement.
35	<u>Hinge</u>	An Element can turn over or cause to turn over with a sudden quick movement.
36	<u>Light Speed In</u>	It going to provide the light or lighting with speed to element.
37	<u>Light Speed Out</u>	It going to provide the light or lighting with speed to element.
38	<u>Pulse</u>	It Provides a single vibration or short burs to an element.
39	<u>Roll In</u>	An Element can move in a particular direction by turning over and over on an axis.
40	<u>Roll Out</u>	An Element can move in a particular direction by turning over and over on an axis.
41	<u>Rotate In Down Left</u>	An Element can move in a particular direction by turning over and over on an axis.
42	<u>Rotate In</u>	An Element can move in a particular direction by turning over and over on an axis.
43	<u>Rotate In Down Right</u>	An Element can move in a particular direction by turning over and over on an axis.
44	<u>Wobble</u>	It provides to move an element or cause to move unsteadily from side to side.
45	<u>Rotate In Up Left</u>	It provides to move or cause to move in a circle round an axis or centre.
46	<u>Rotate In Up Right</u>	It provides to move or cause to move in a circle round an axis or centre.
47	<u>Winggle</u>	It provides to move or cause to move up and down or from side to side with small rapid movements.

- 48 **Rotate Out**
It provides to move or cause to move in a circle round an axis or centre.
- 49 **Rotate Out Down Left**
It provides to move or cause to move in a circle round an axis or centre.
- 50 **Rotate Out Down Right**
It provides to move or cause to move in a circle round an axis or centre.
- 51 **Rotate Out Up Left**
It provides to move or cause to move in a circle round an axis or centre.
- 52 **Rotate Out Up Right**
It provides to move or cause to move in a circle round an axis or centre..
- 53 **Shake**
It provides to move *anobject* up and down or from side to side for an element.
- 54 **Swing**
It provides move or cause to move back and forth or from side to side while suspended or on an axis to an element.
- 55 **Tada**
It provides to move an element from side to side.