

Transition

transition-property

The property that the browser will animate, such as *background*, or *all*.

transition-duration

How long the transition will take. Takes a value in *seconds* or *milliseconds* (*s* or *ms*).

transition-delay

How long a browser waits before starting the transition. Takes a value in seconds or milliseconds.

transition-timing-function

How the transition's rate of change changes over time. Takes values such as *linear*, *ease-in*, *ease-out*, *steps* or *cubic-bezier*.

Keyframes

Keyframes are a series of stages for an animation, described as percentages. The percentages relate to how far through the animation each keyframe sits. The browser animates between each of the keyframes.

```
@keyframes name {  
  from { ... }  
  to { ... }  
}
```

=

```
@keyframes name {  
  0% { ... }  
  100% { ... }  
}
```

```
@keyframes name {  
  0%, 10% { ... }  
  50% { ... }  
  100% { ... }  
}
```

Multiple percentages on one line causes the animation to wait. In this case, the animation doesn't change between 0% and 10%.



Animation

animation-delay

How long the animation waits before starting. A negative value can be used. Values are in seconds or milliseconds (*s* or *ms*).

animation-direction

Control the direction the animation plays. Values: *normal*, *reverse*, *alternate* and *alternate-reverse*.

animation-duration

How long the animation plays for. Takes values in seconds or milliseconds.

animation-fill-mode

Whether the animation finishes and reverts to the non-animated state, or stops at the end or beginning of the animation. Can be *forward*, *backward*, or *both*.

animation-iteration-count

The number of times the animation plays. By default it will play once. You can specify a number, or *infinite* to have it loop forever.

animation-name

The *animation-name* refers to the *keyframes* associated with the animation.

animation-play-state

Whether the animation is in a *running* or *paused* state.

animation-timing-function

A function describing the rate of change between each of the keyframes. Can be *linear*, *ease-in*, *ease-out*, *steps*, or *cubic-bezier*.

