iOS Animation with Swift

Part 8: CAKeyframeAnimations and Animation Keys

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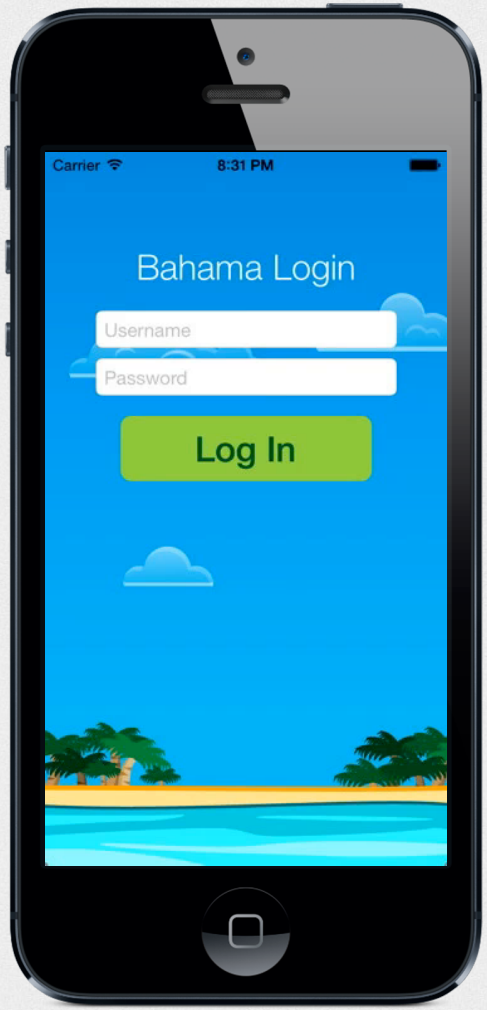
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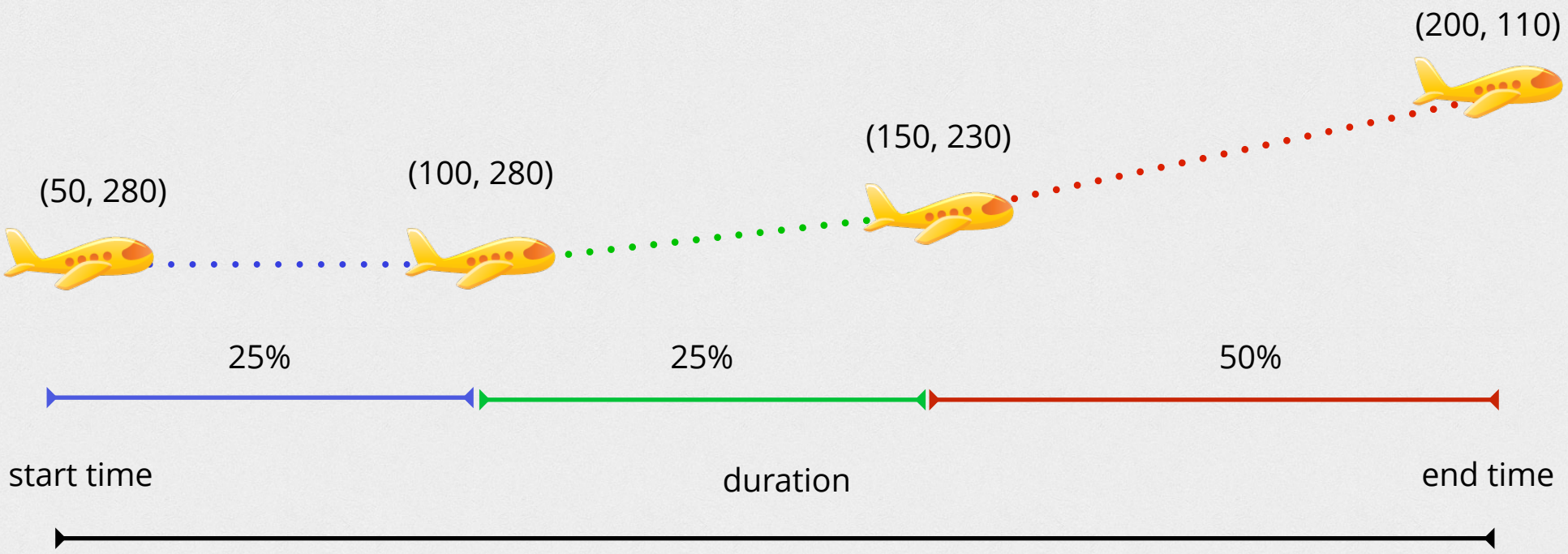
Keyframe layer animations

Keyframe layer animations



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CAKeyframeAnimation

```
let bounce = CAKeyframeAnimation(keyPath: "transform.rotation.z")
bounce.values = [0.0, -M_PI_4/2, M_PI_4/2, 0.0]
bounce.keyTimes = [0.0, 0.33, 0.67, 1.0]
bounce.duration = 0.4
bounce.additive = true
```

Demo: CAKeyframeAnimation demo

Animation keys

- addAnimation(_, forKey:)
- animationForKey(_)
- removeAnimationForKey(_)

- animationKeys()
- removeAllAnimations()

Demo: Animation keys

Challenge Time!