



iOS Animations by Tutorials Second Edition: Updated for Swift 2.2: iOS 9 and Swift 2.2 Edition

Marin Todorov

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Updated for Xcode 7.3 and Swift 2.3

Make Delightful Animations with Swift!

There's no denying it: creating animations is one of the most enjoyable parts of iOS development. Animations are fun to create, they breathe life into your user interface, and they make your app a delight to use. In this book, you'll learn about iOS animation in Swift from beginning to advanced through a series of hands-on tutorials and challenges, that make your app look and feel great.

Up to date with iOS 9, Xcode 7.3, and Swift 2.3.

Who This Book Is For: This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations.

Topics Covered in iOS Animations by Tutorials:

- **View Animations:** Start with the basics by learning how to animate views: size, position, color, and more.
- **Springs:** Make your animations bounce with realistic spring behavior.
- **Transitions:** Add subtle transitions when you add or remove subviews.
- **Keyframe Animations:** Learn how to make complex animations with precise multi-stage timing.
- **Animation and Auto Layout:** Learn how to animate with Auto Layout by animating constraints.
- **Layer Animations:** Dive deeper and use layer animation for more advanced techniques.
- **Shapes and Masks:** Learn how to use shapes and layer masks for cool effects.
- **Gradient Animations:** Make moving gradients like the "slide to unlock" screen.
- **Stroke and Path Animations:** Animate lines moving over time along a path.
- **3D Animations:** Rotate, translate, and scale your layers over time in three dimensions.
- **And much more, including:** Particle emitters, frame animations, and third-party animation libraries!

The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject – we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

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Marlene Childs:

A lot of people always spent their particular free time to vacation as well as go to the outside with them household or their friend. Do you know? Many a lot of people spent that they free time just watching TV, or maybe playing video games all day long. If you would like try to find a new activity this is look different you can read a new book. It is really fun for you. If you enjoy the book you read you can spent 24 hours a day to reading a e-book. The book iOS Animations by Tutorials Second Edition: Updated for Swift 2.2: iOS 9 and Swift 2.2 Edition it is extremely good to read. There are a lot of people that recommended this book. These were enjoying reading this book. In the event you did not have enough space to bring this book you can buy the actual e-book. You can m0ore very easily to read this book from the smart phone. The price is not to cover but this book features high quality.

Doug Campbell:

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