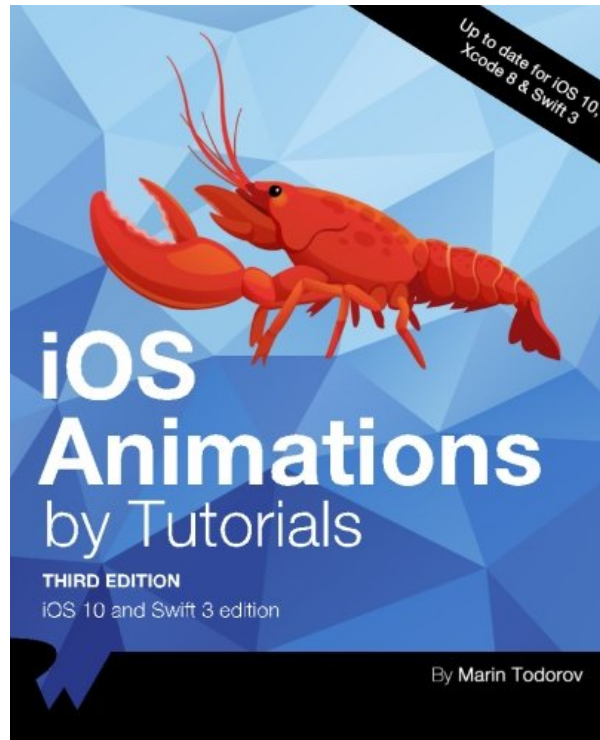
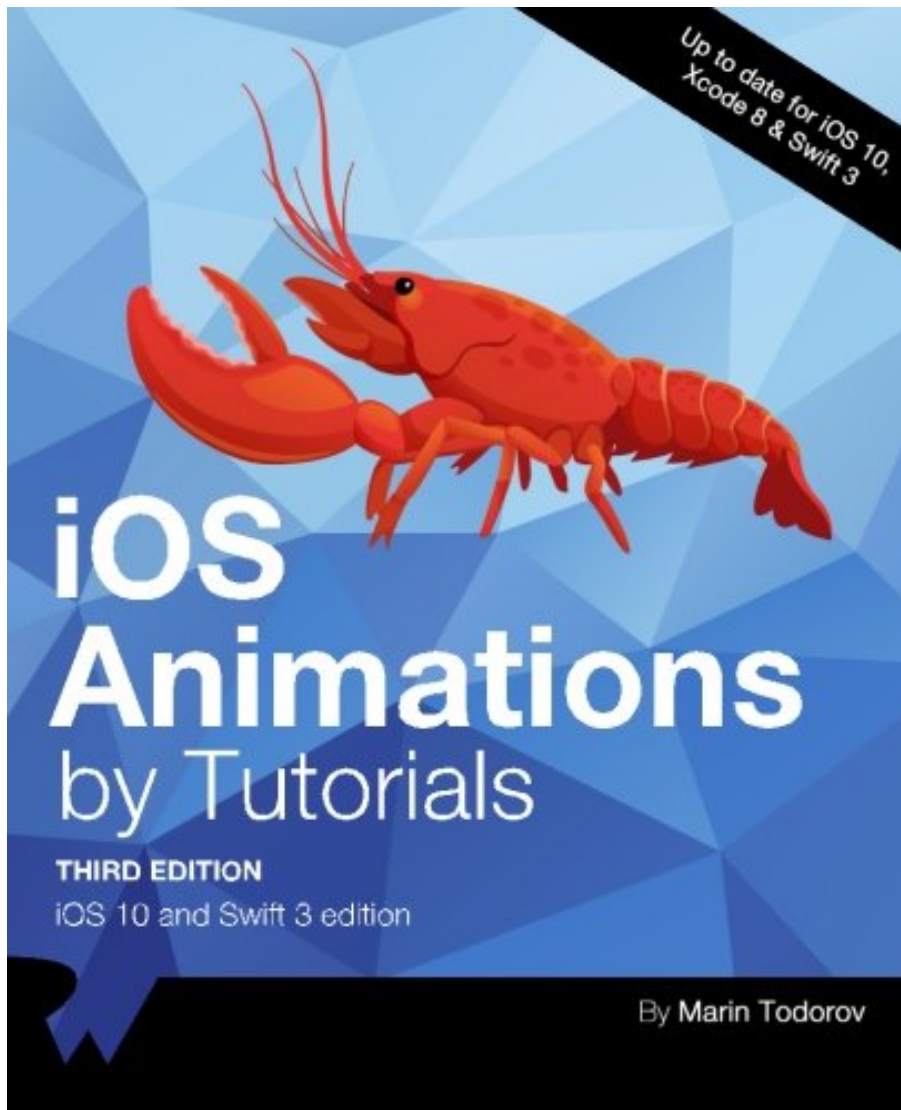


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Marin Todorov is one of the founding members of the raywenderlich.com tutorial team. He is an independent iOS consultant and publisher, and also has a background in web and desktop development. Besides crafting code, Marin also enjoys blogging, writing books and speaking at conferences. He happily open sources code.

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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.

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, third party animation libraries, and more!

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By Ben

I was excited to find this book where I could learn how to level up my skills with Swift in iOS. I've always seen animations as a great way to polish a user interface. It was cool to learn how animations work well with Auto Layout so that my app scales across devices. I also enjoyed the deep dive into CALayers which helped me debug some animations. The book provides real starter projects in Xcode. Each project was helpful for me to practice and visualize the kinds of animations I could design into my own apps. My favorite little lesson was automating the creation of keyframes to animate an airplane taking off. The book is 329 pages, so get ready to focus for a while. Each chapter is laid out nicely and will provide nice stopping points along the way.

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By Brahma Reddy Chilakala

I am a subscriber to raywenderlich.com. There I completed Beginning iOS Animation video tutorials. Then I bought PDF version of this book. This book is amazing. It has all the concepts that anyone needs to do awesome animations. Nowadays all apps have similar functionality. If you want to stand out from the crowd, having nice animations is the best option. I recommend this book to anyone who wants to learn iOS animations.

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