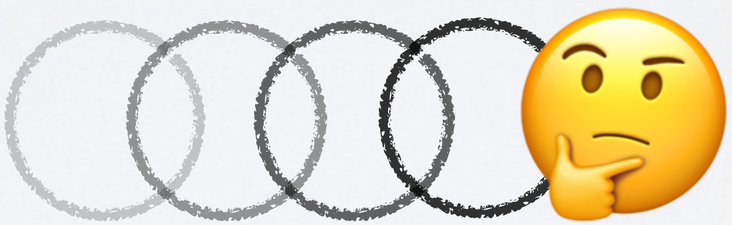
LEARNING FROM IOS ANIMATIONS

Justin Miller • @incanus77

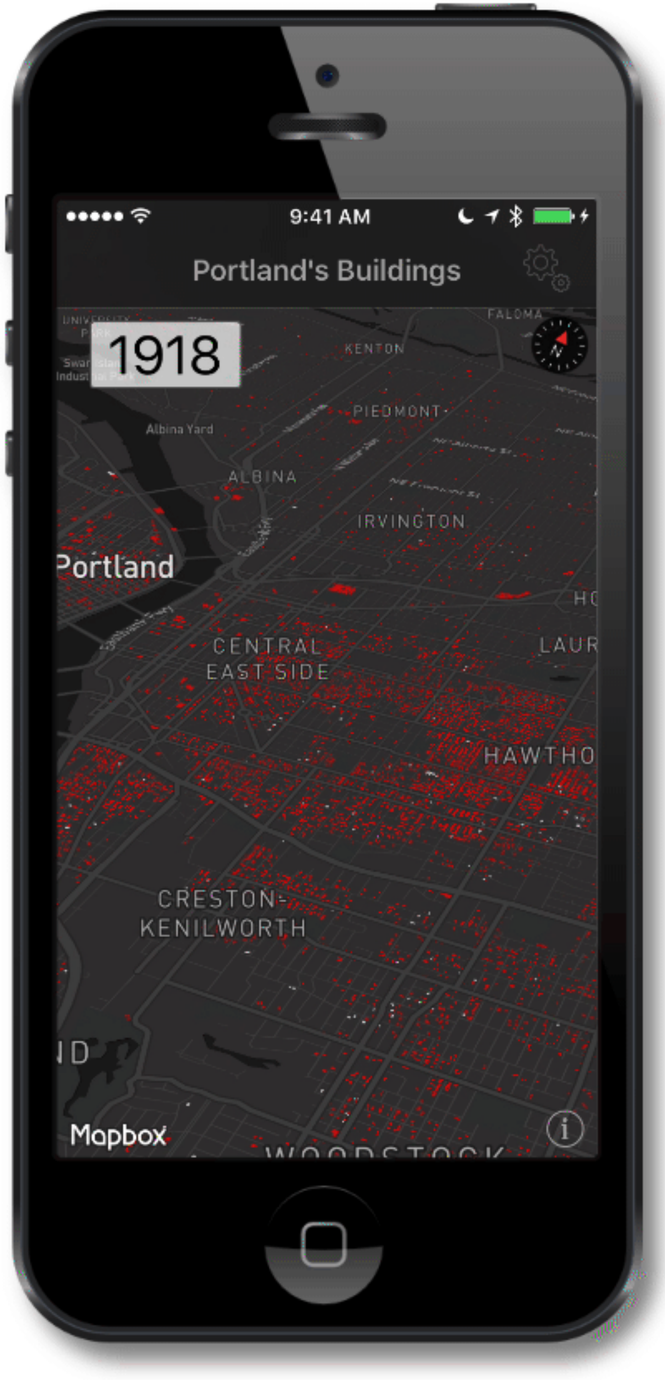


The animation foundations in iOS are well-designed, intuitive, and powerful.

What can we learn about how they are built, the capabilities that they give, and the assumptions that they are built upon, that we can bring to our own software design?

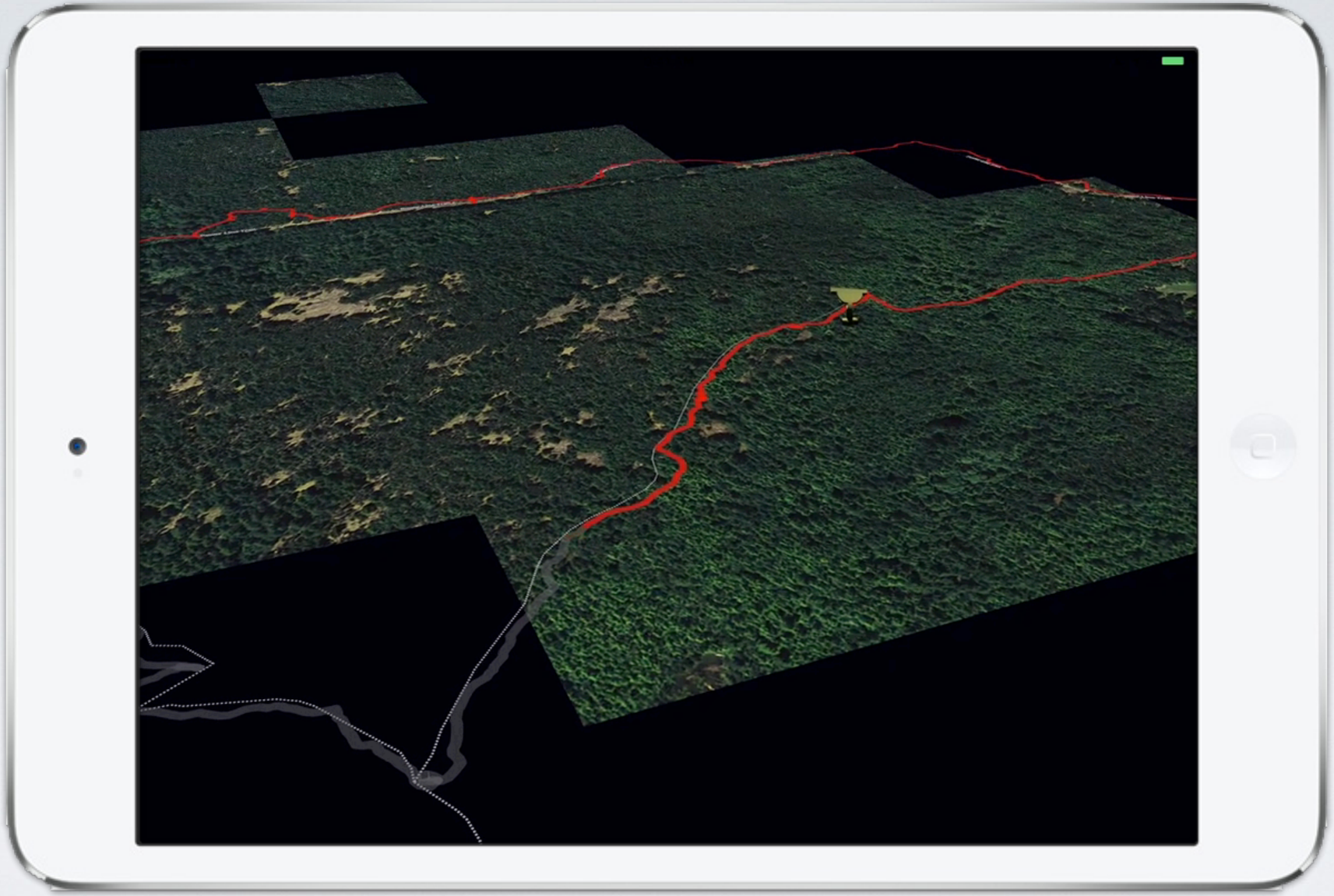
PERSONAL INTRODUCTION

- I've been programming for work for 20 years & have been using Apple technologies for 15 of those
  - Perl, PHP, Objective-C, C, C++, Java, Swift (also Bash)
- I've been both an app builder and a tool builder
- I have always admired Apple's API design
- Most recently at Mapbox (built the early/mid iOS SDK)


9:41 AM
Portland's Buildings
1918
KENTON
PIEDMONT
Albina Yard
ALBINA
IRVINGTON
Portland
CENTRAL
EAST SIDE
CRESTON-
KENILWORTH
Mapbox


9:41 AM
Portland's Buildings
1961
JOHNS
LANDING
Oaks Bottom
Wildlife Refuge
LAND
Ross Island
BROOKLYN
CRESTON-
KENILWORTH
SE 26th Ave
Mapbox


Power Line Trail
Power Line Trail



WHAT ARE ANIMATIONS?


TI-99/4A
color monitor
TEXAS INSTRUMENTS
HOME COMPUTER
READY-PRESS ANY KEY TO BEGIN
©1979 TEXAS INSTRUMENTS

MR. BOJANGLES

Bill "Bojangles" Robinson, 1878-1949

MR. BOJANGLES

- Probably the first programming that I can remember
- Intro to animation for the TI-99/4A computer (1981)
- Absolute simplest possible animation
  - Two frames swapped in time, coincident in position

CHAR Worksheet

First Figure

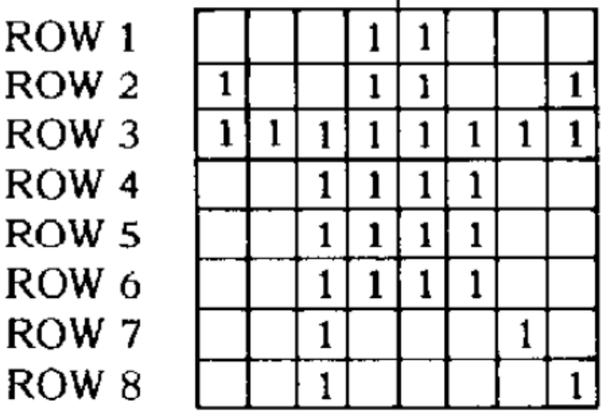
	LEFT BLOCK			RIGHT BLOCK				CODE
ROW 1	1			1	1			1	99
ROW 2		1		1	1		1		5A
ROW 3			1	1	1	1			3C
ROW 4			1	1	1	1			3C
ROW 5			1	1	1	1			3C
ROW 6			1	1	1	1			3C
ROW 7		1				1			44
ROW 8	1					1			84

INPUT TO CHAR: "995A3C3C3C3C4484"

SHORT-HAND CODE	DOTS
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
A	1010
B	1011
C	1100
D	1101
E	1110
F	1111

CHAR Worksheet

Second Figure

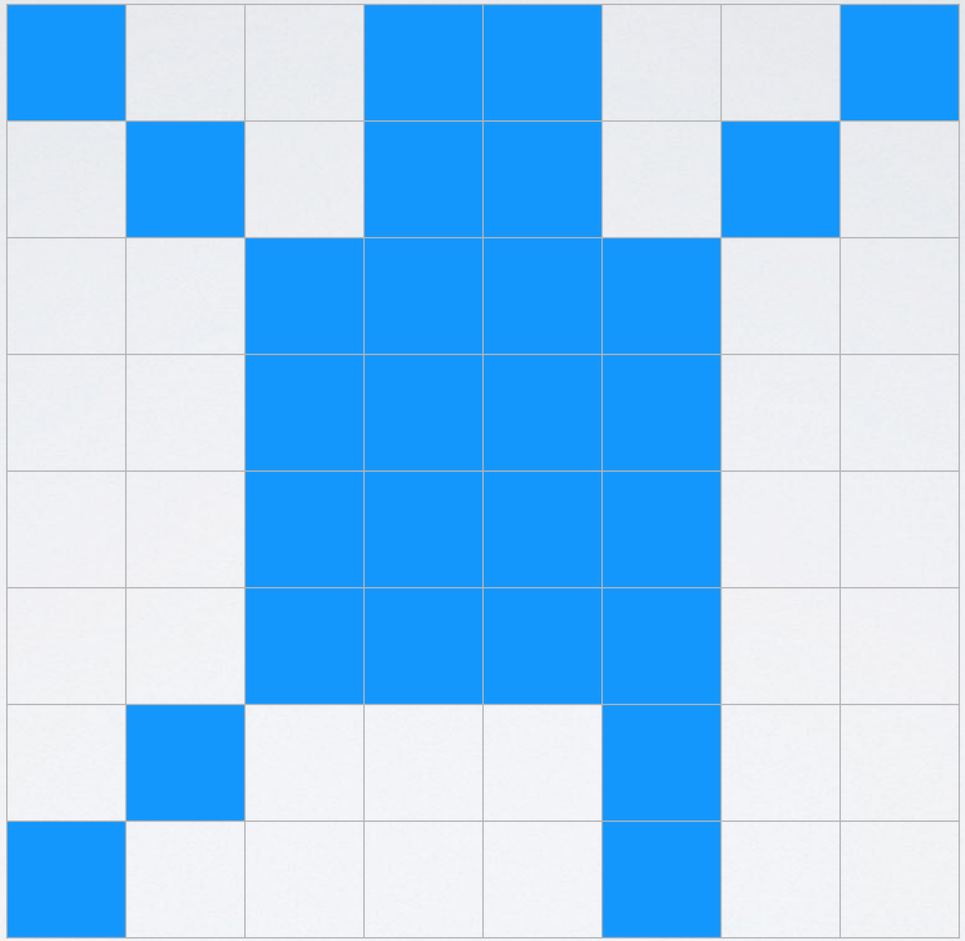


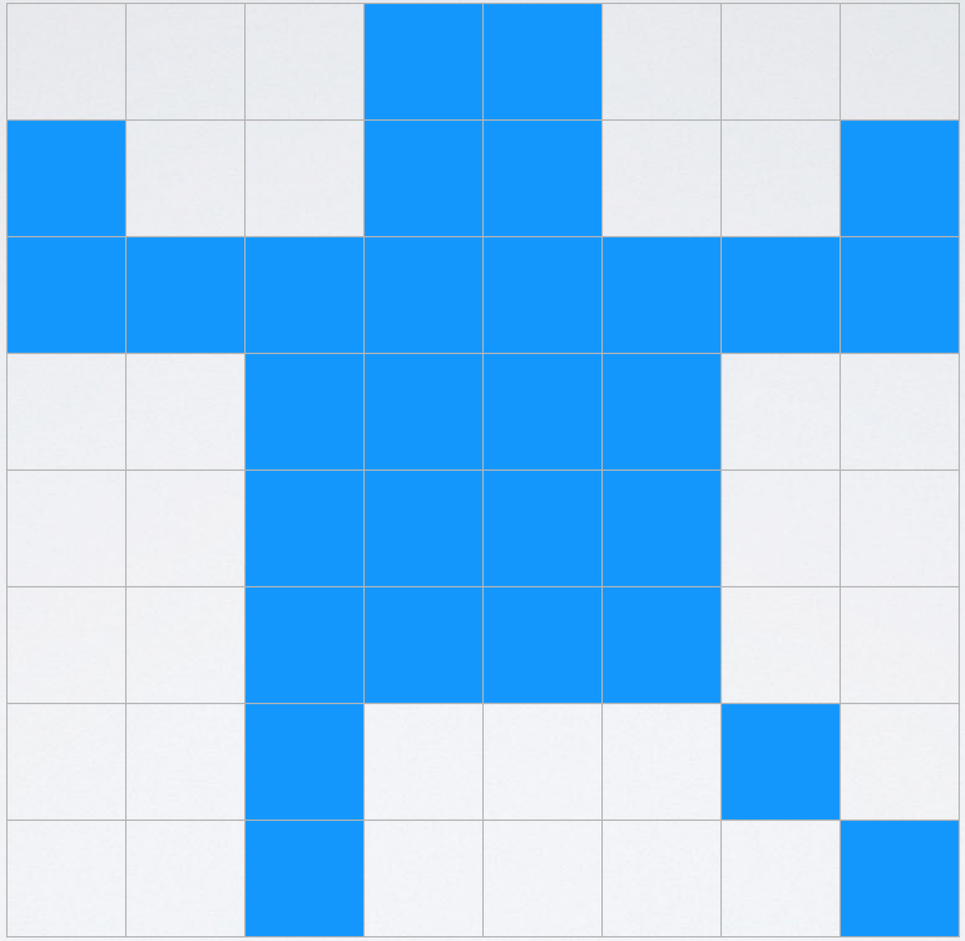
	LEFT BLOCK			RIGHT BLOCK				CODE
ROW 1				1	1				18
ROW 2	1			1	1			1	99
ROW 3	1	1	1	1	1	1	1	1	FF
ROW 4			1	1	1	1			3C
ROW 5			1	1	1	1			3C
ROW 6			1	1	1	1			3C
ROW 7			1				1		22
ROW 8			1					1	21

INPUT TO CHAR: "1899FF3C3C3C2221"

SHORT-HAND CODE	DOTS
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
A	1010
B	1011
C	1100
D	1101
E	1110
F	1111

```
LIST
10 CALL CLEAR
20 A$="995A3C3C3C3C4484"
25 B$="1899FF3C3C3C2221"
30 CALL CHAR(128,A$)
35 CALL CHAR(129,B$)
40 CALL COLOR(13,2,16)
50 CALL VCHAR(12,16,128)
60 FOR DELAY=1 TO 100
70 NEXT DELAY
80 CALL VCHAR(12,16,129)
90 FOR DELAY=1 TO 100
100 NEXT DELAY
110 GOTO 50
```





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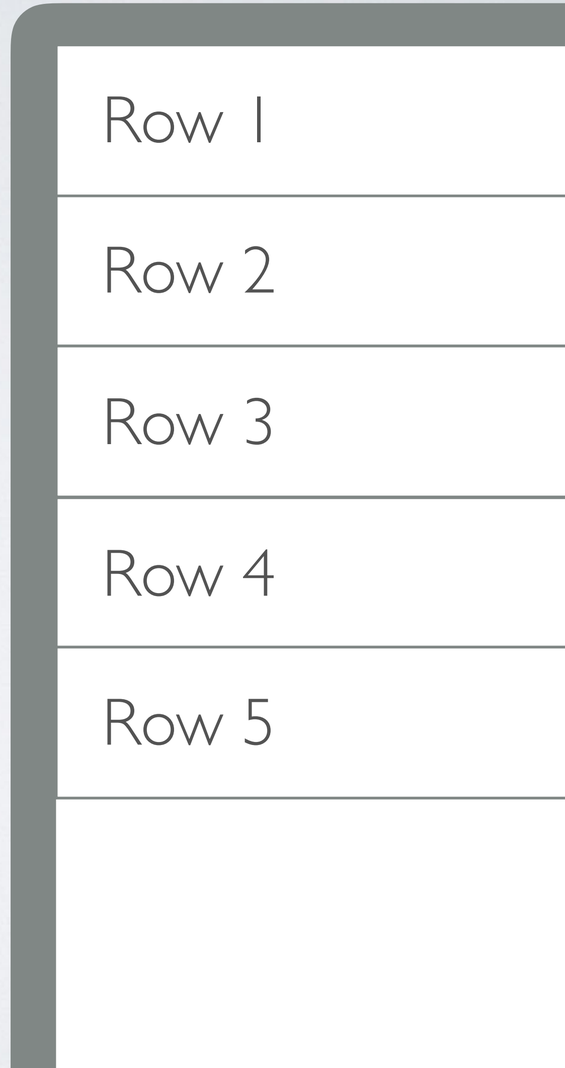
```

ANIMATIONS ARE COMMUNICATION

- Hello, friends! 🇺🇸
- Merhaba, arkadaşlar! 🇹🇷
- We can tell the user with text
- Or we can show the user with animation



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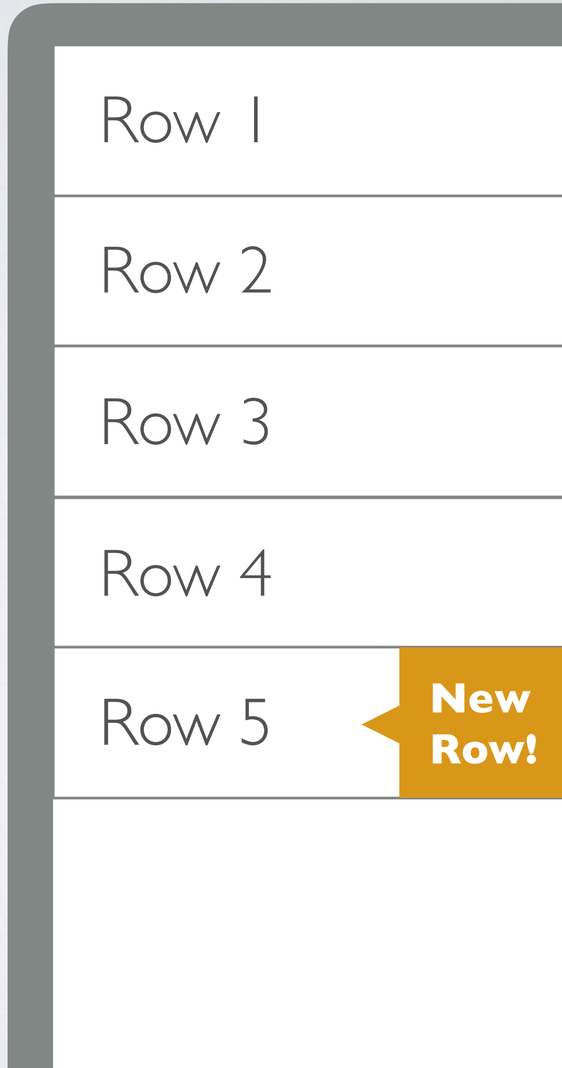

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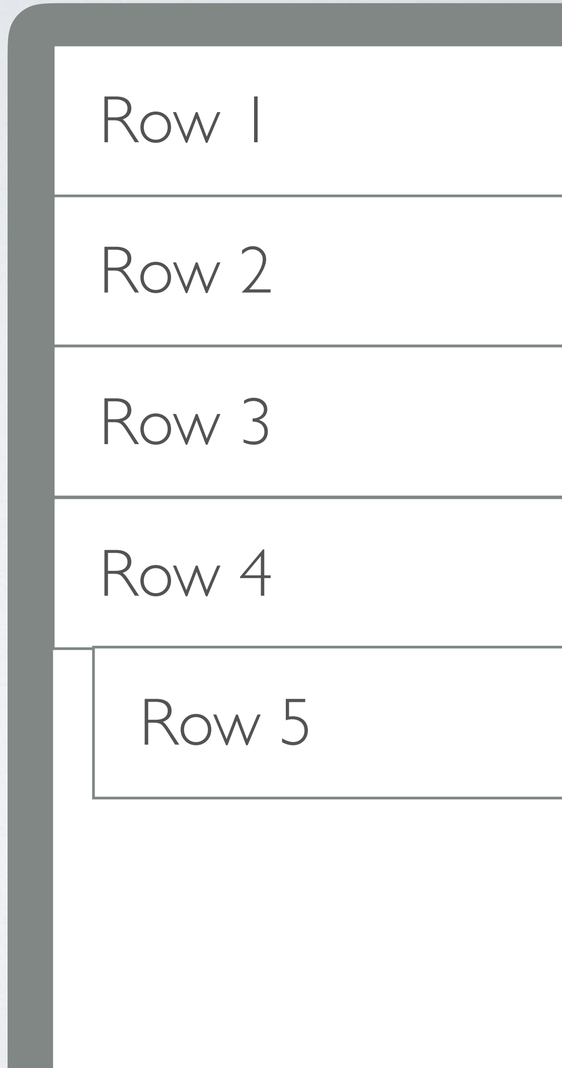


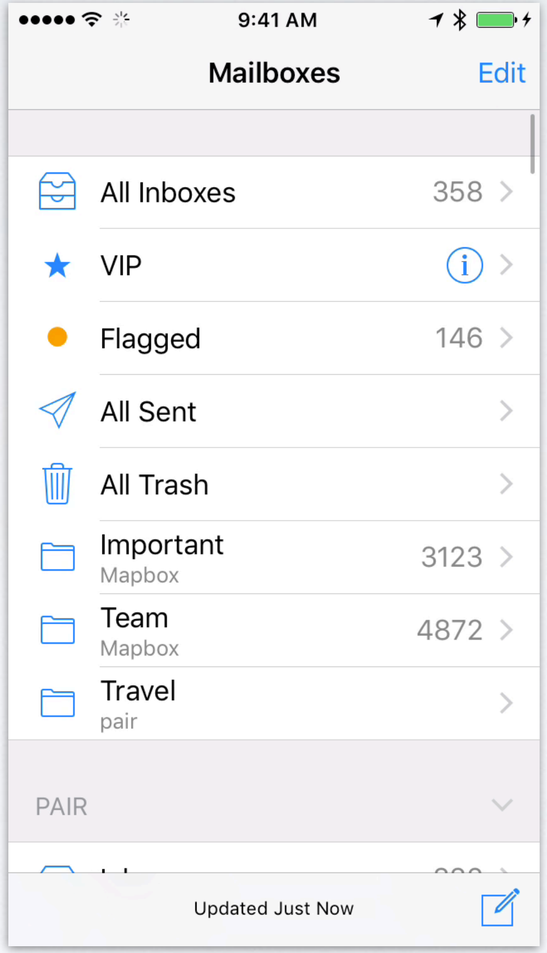
IOS ANIMATION PLATFORM

- iOS has very high animation performance and an obsession with 60FPS (soon: 120FPS!)
- Mature animation API which debuted for macOS (OS X) and was there from the start for iOS

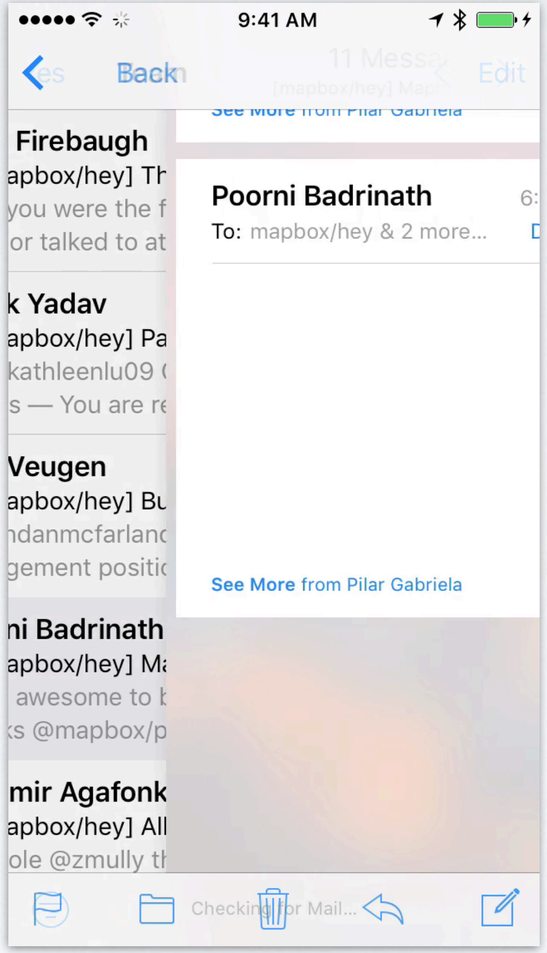
IOS ANIMATIONS ARE PERVASIVE

- You might not even notice many places that they happen
- But they are used through the base OS to give a sense of place, context, and movement

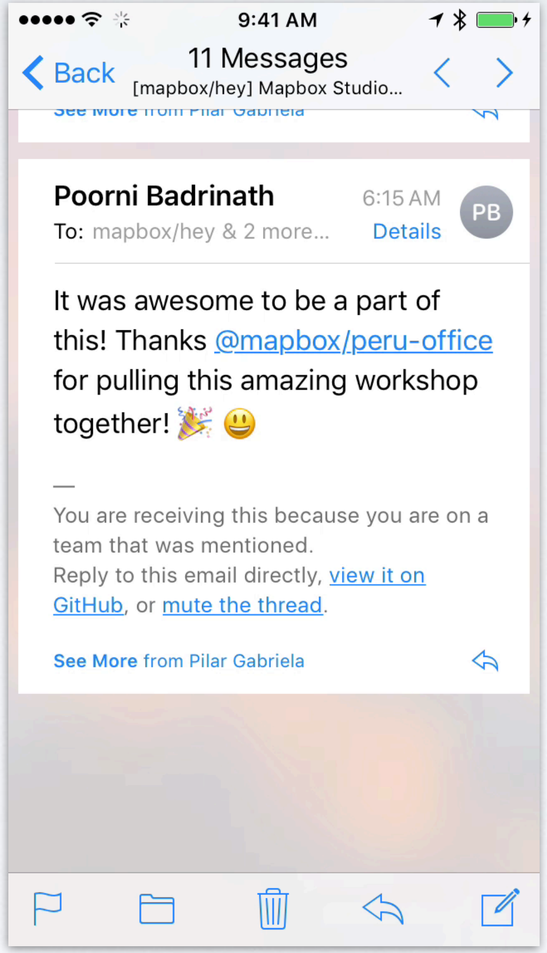
APP NAVIGATION



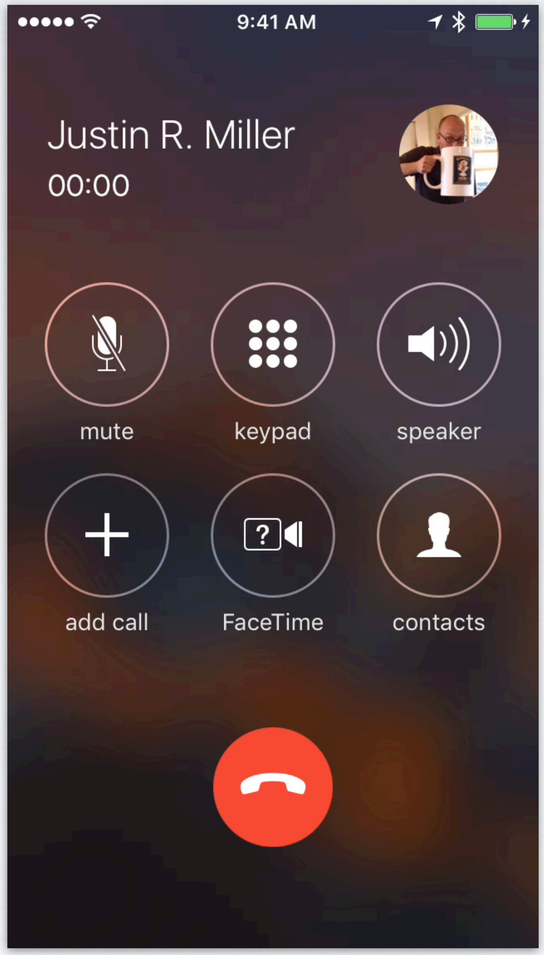
APP NAVIGATION



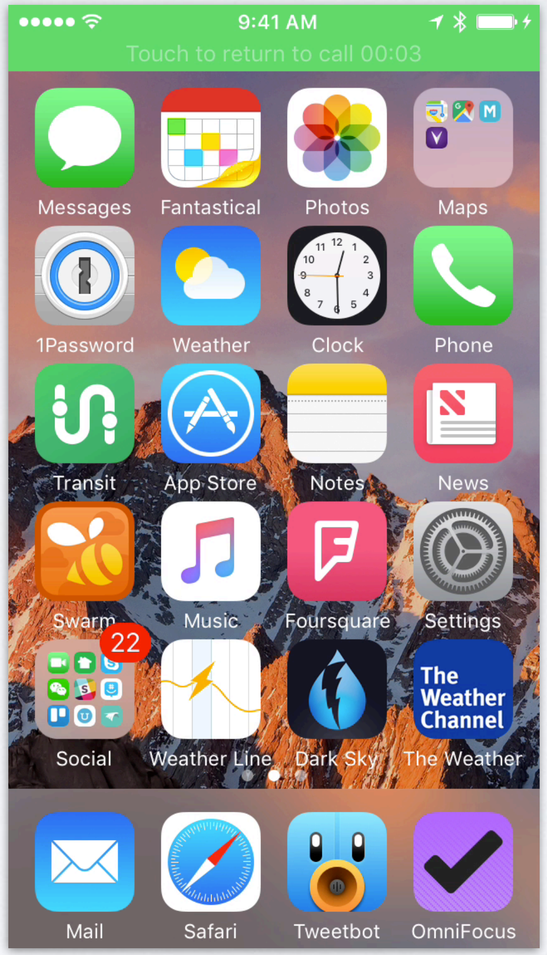
APP NAVIGATION



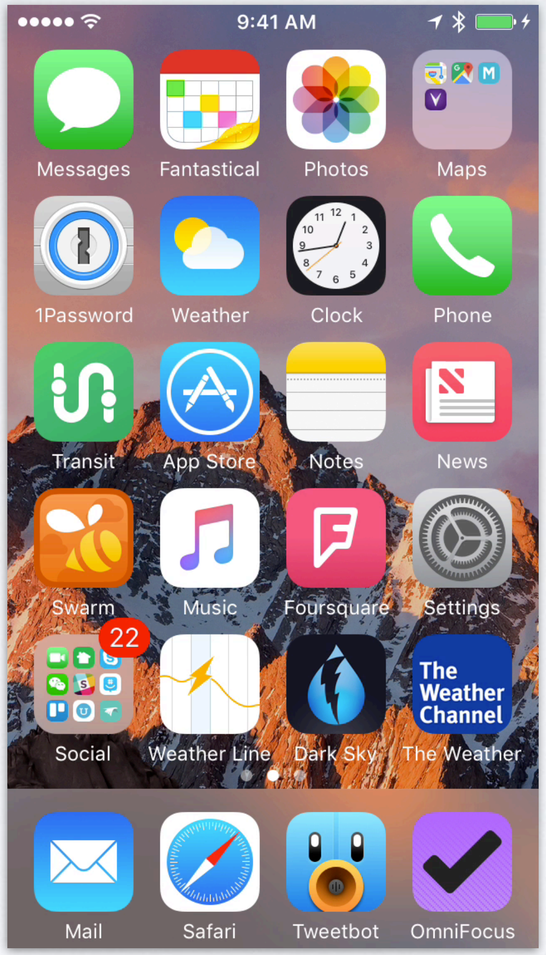
INDICATING MOTION OR ACTIVITY



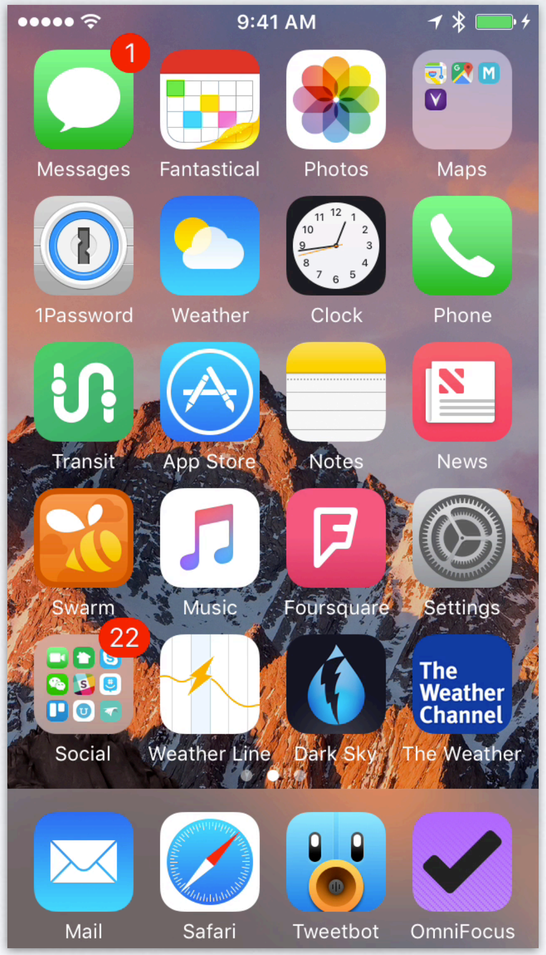
INDICATING MOTION OR ACTIVITY



SOFTENING ROUTINES



SOFTENING ROUTINES



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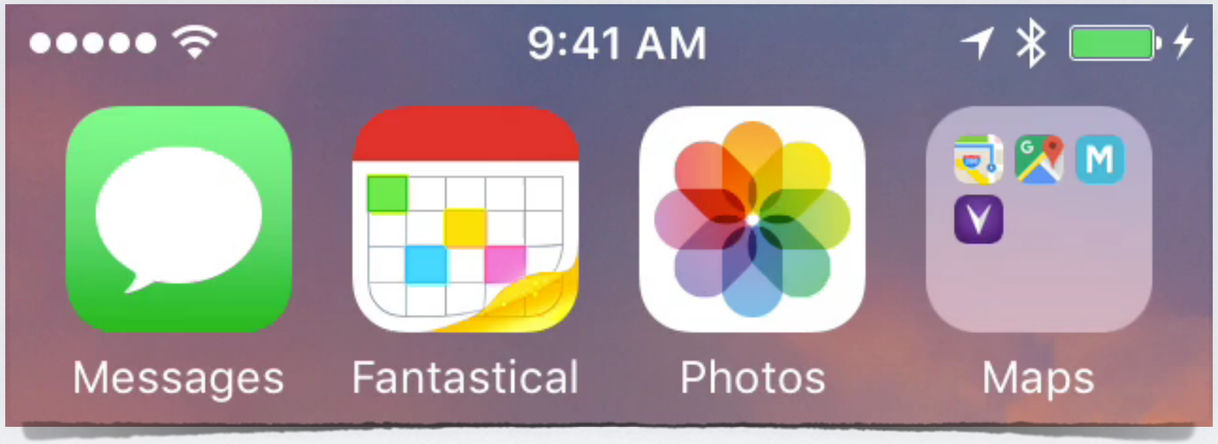

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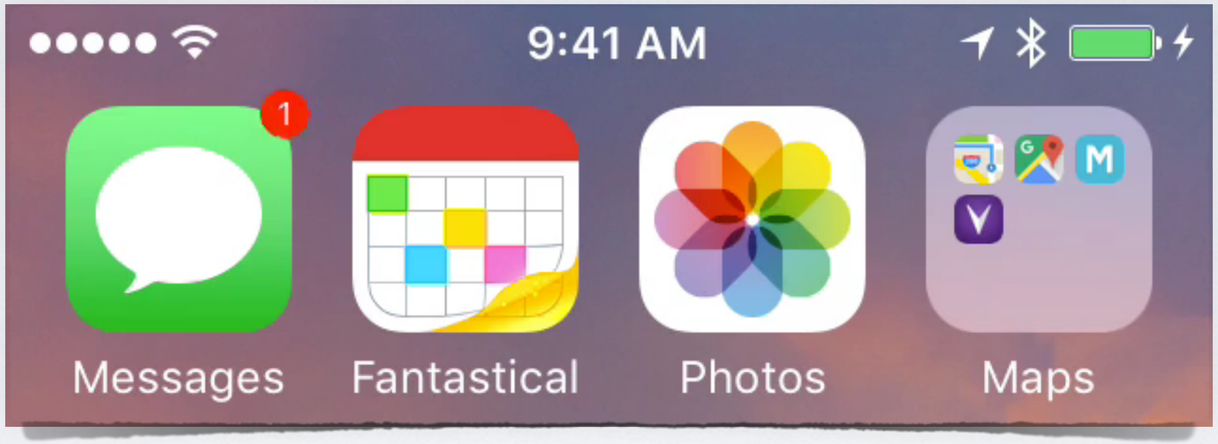
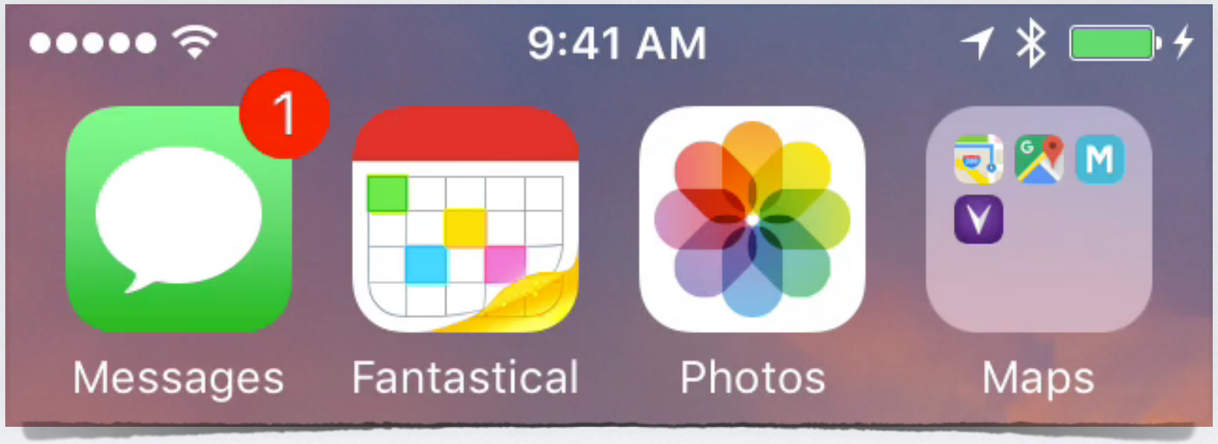


SOFTENING ROUTINES



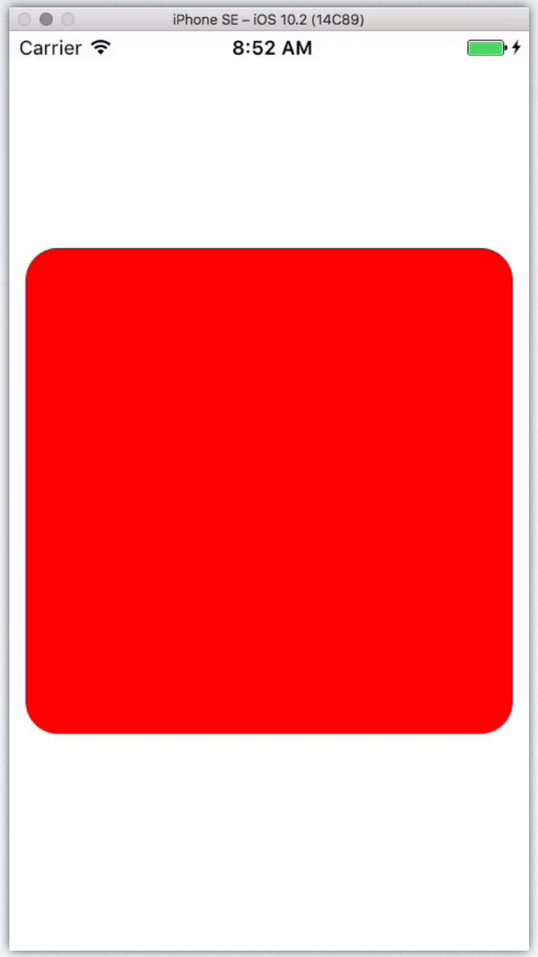
CORE ANIMATION

- Introduced in OS X 10.5 (“Leopard”, 2007) via (then-secret) iPhone team
- Implicit animation model
  - Don't have to build animation objects
  - Interpolation is handled automatically

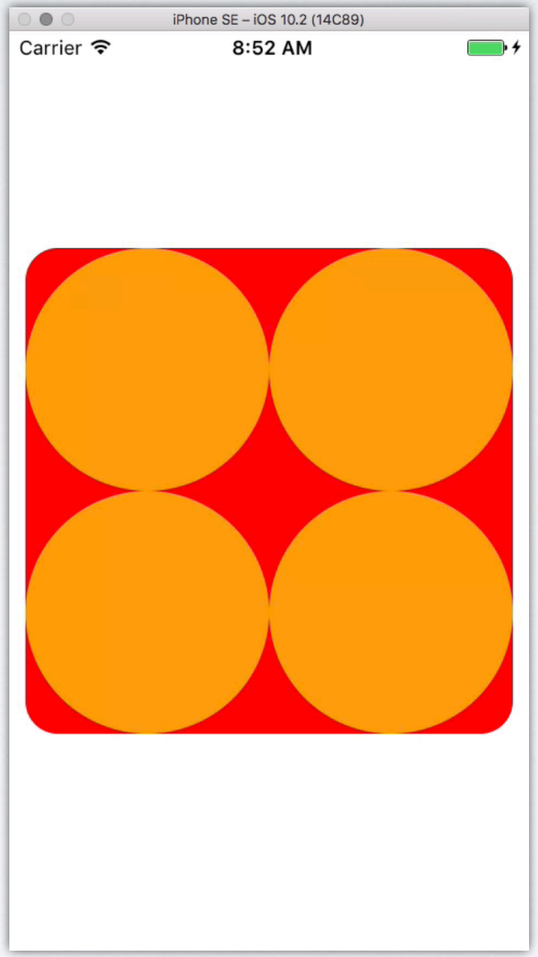
LET'S SEE HOW IT WORKS

- Visual building block (the view) exists on screen
- A view can contain anything
- Views are backed by **layers**, which are their bitmap representations—a sort of snapshot of their contents
- Core Animation animates layer property changes by default

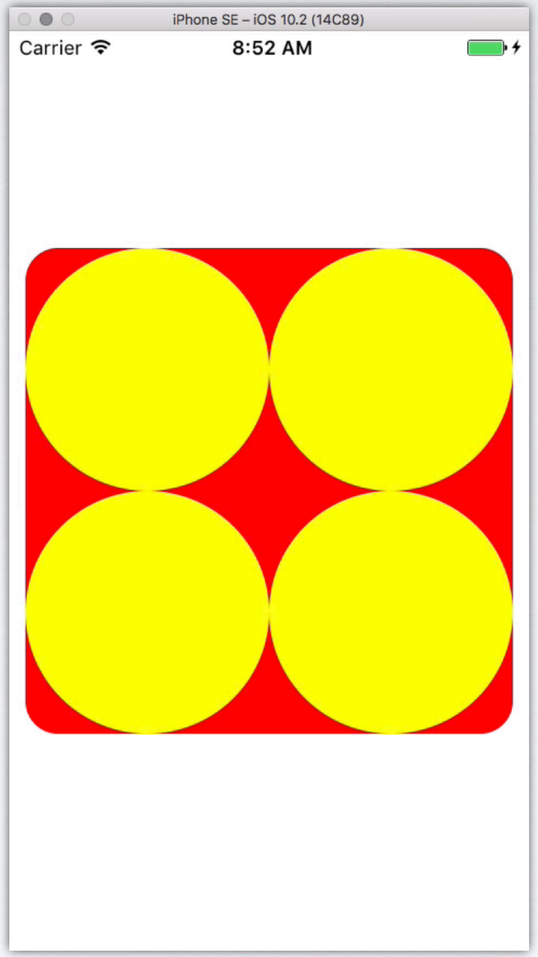
FADE DEMO



FADE DEMO



FADE DEMO



THE CODE

```
let sublayer = CALayer()
sublayer.frame = CGRect(x: x, y: y, width: size, height: size)
sublayer.backgroundColor = UIColor.yellow.cgColor
sublayer.cornerRadius = size / 2
sublayer.opacity = 0
view.layer.addSublayer(sublayer)
```

```
layer.opacity = (layer.opacity == 1 ? 0 : 1)
```

THAT'S IT?

LESSON #1: DISCOVERABILITY

ENHANCING DISCOVERABILITY

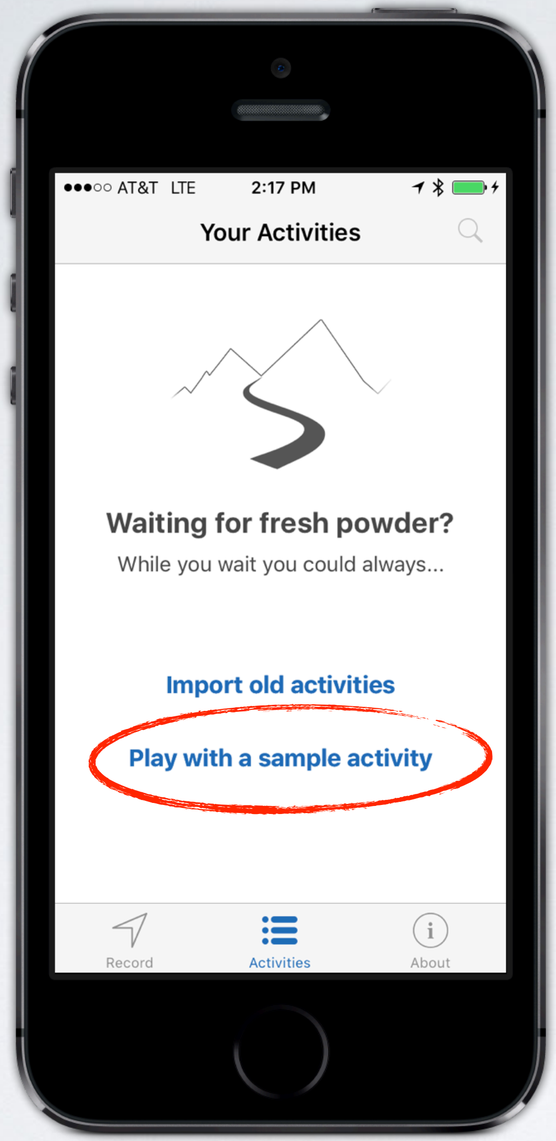
- Piggyback on things you are doing in nearby APIs (here, layer property changes)
- Consider opting in to a behavior by default

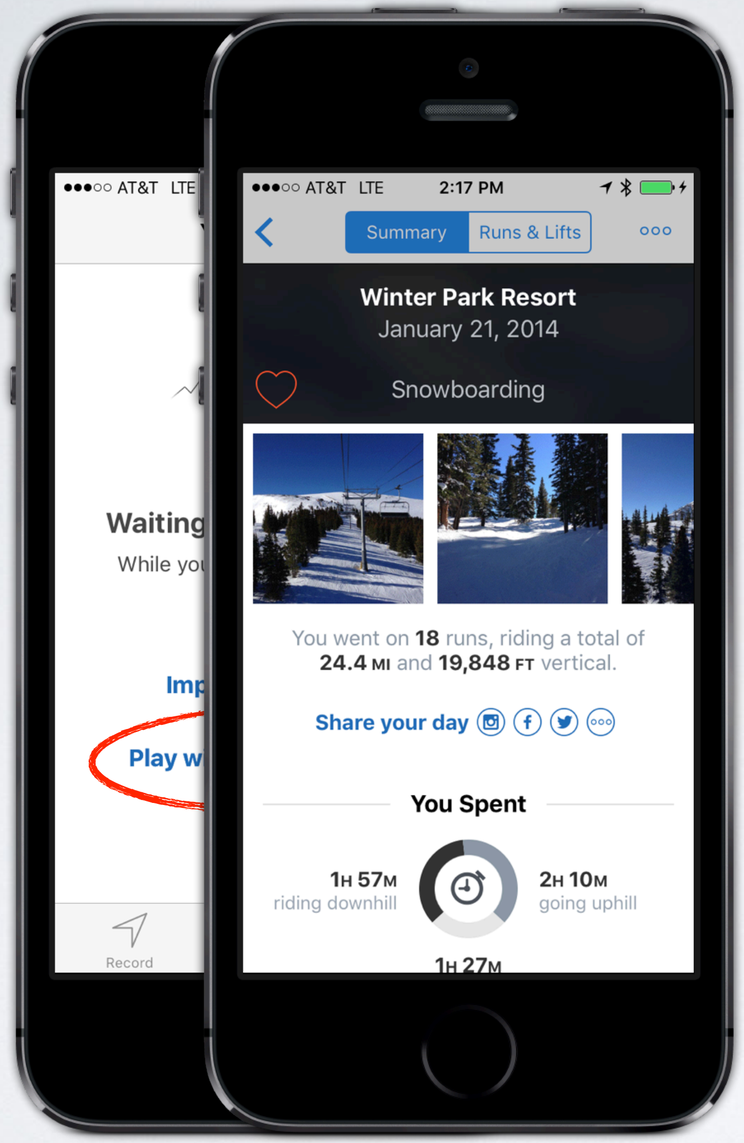
ENHANCING DISCOVERABILITY

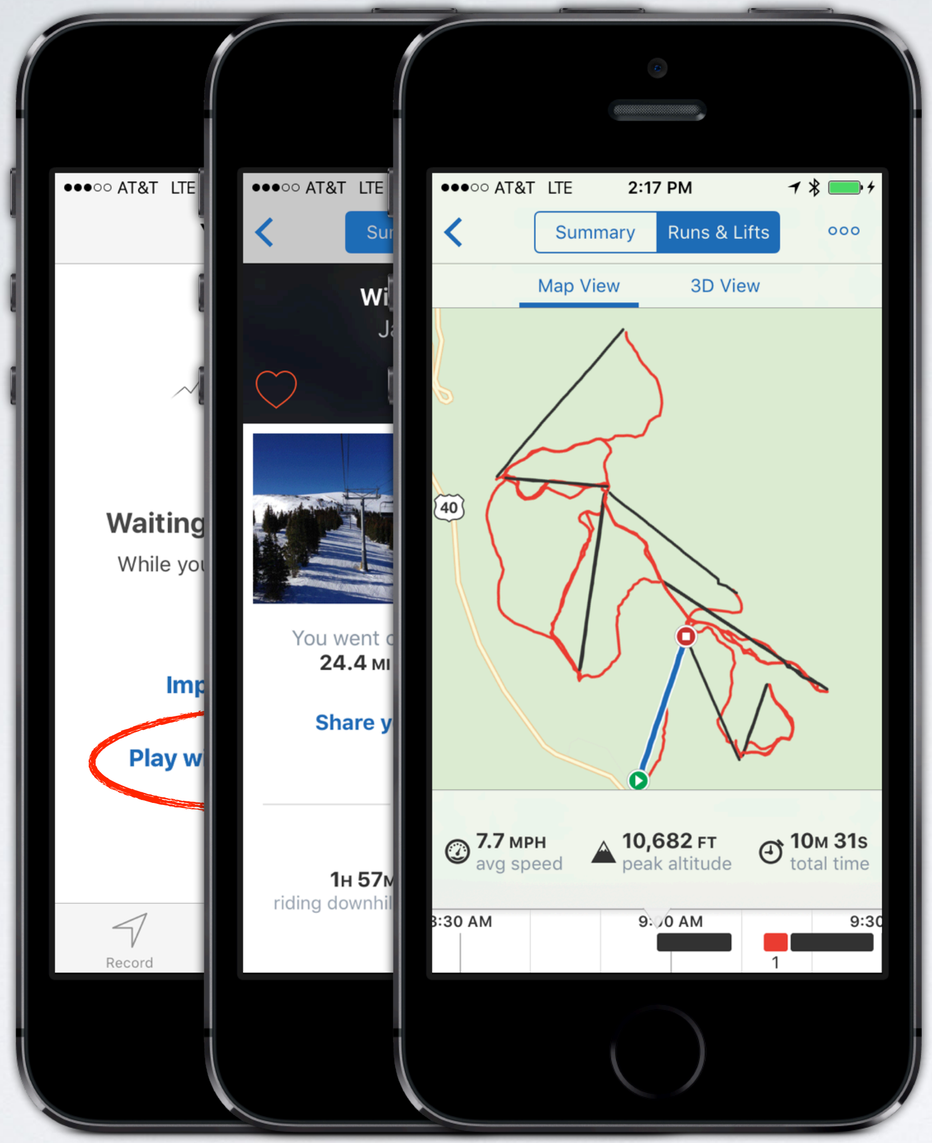
- Build SDKs?
  - Database initial data
  - View default background color
  - First run demo
- Build apps?
  - Default populated data
  - Partially-hidden content to encourage gestures

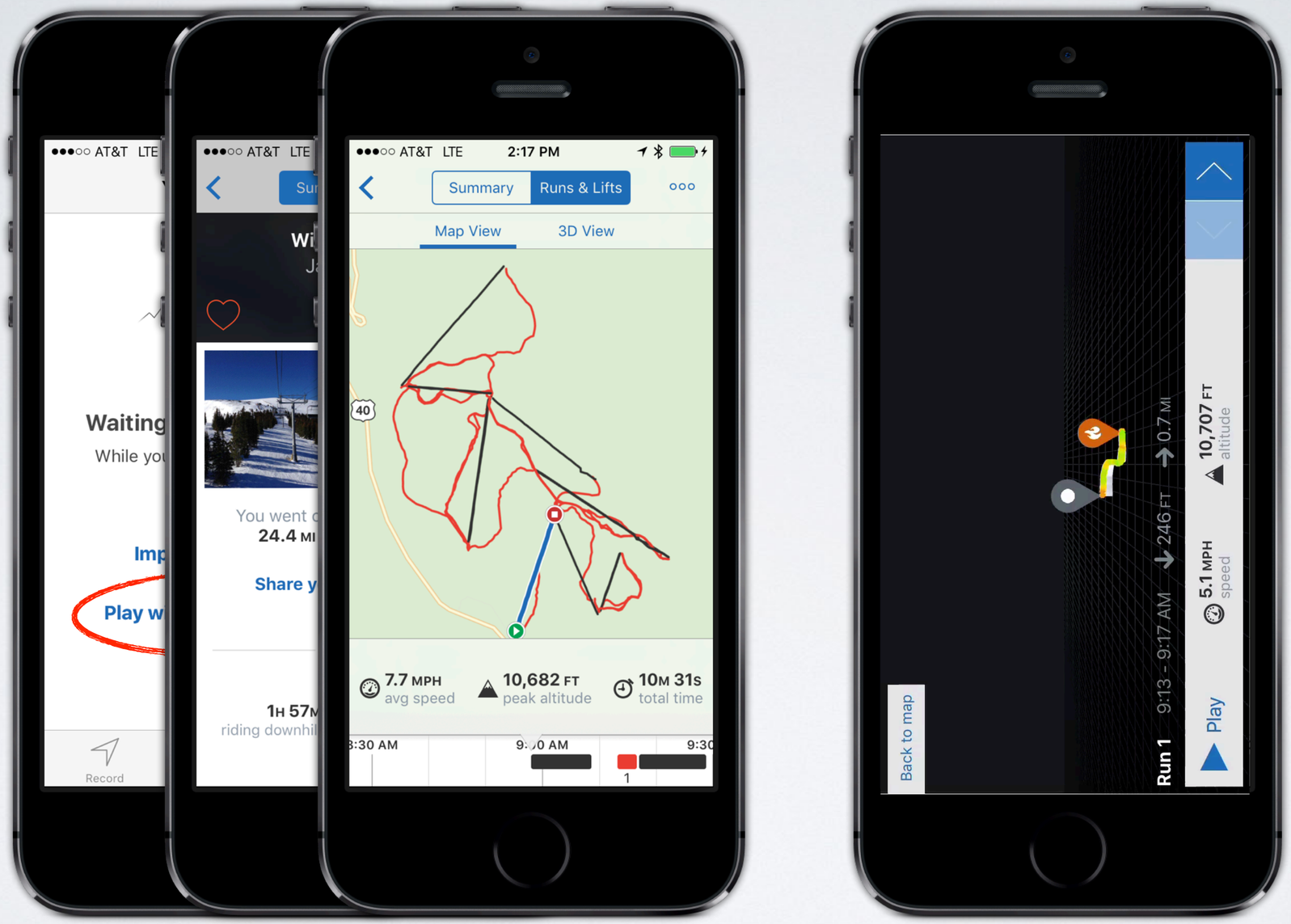
SLOPES

getslopes.com


●●●○○ AT&T LTE
2:17 PM
Your Activities
Waiting for fresh powder?
While you wait you could always...
Import old activities
Play with a sample activity
Record
Activities
About


●●●○○ AT&T LTE
Waiting
While yo
Imp
Play w
Record
●●●○○ AT&T LTE 2:17 PM
Summary
Runs & Lifts
Winter Park Resort
January 21, 2014
Snowboarding
You went on 18 runs, riding a total of
24.4 MI and 19,848 FT vertical.
Share your day
You Spent
1H 57M
riding downhill
2H 10M
going uphill
1H 27M


●●●○○ AT&T LTE
Waiting
Record
●●●○○ AT&T LTE
24.4 MI
1H 57M
riding downhil
●●●○○ AT&T LTE 2:17 PM
Summary
Runs & Lifts
Map View
3D View
40
7.7 MPH
avg speed
10,682 FT
peak altitude
10M 31S
total time
8:30 AM
9:30 AM
9:30
1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24.4 MI
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1H 57M
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●●●○○ AT&T LTE 2:17 PM
Summary
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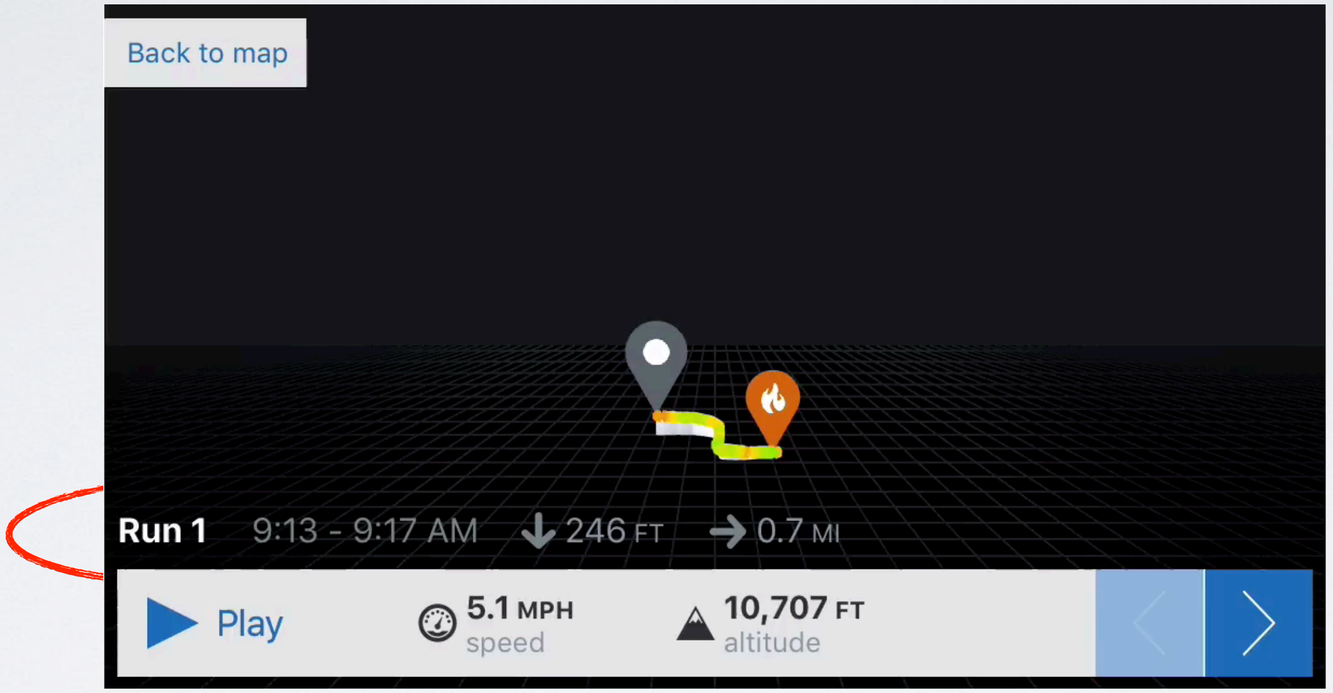
40
7.7 MPH
avg speed
10,682 FT
peak altitude
10M 31S
total time
8:30 AM
9:00 AM
9:30
1
Back to map
Run 1
9:13 - 9:17 AM
246 FT
0.7 MI
5.1 MPH
speed
10,707 FT
altitude
Play


Back to map
Run 1
9:13 - 9:17 AM
246 FT
0.7 MI
Play
5.1 MPH
speed
10,707 FT
altitude


Back to map
792 FT
0.9 MI
Play
0.0 MPH
speed
11,222 FT
altitude

THERE IS A **LOT** MORE!

- Explicit animations
- Complex animation building blocks
- Keyframe animations
- Custom properties
- Per-property runtime checks for actions
- Replicated layers
- Nested transactions
- Transitions between views and layers

LESSON #2: FLEXIBILITY

FLEXIBILITY

- Allows for uses beyond the primary use case
- But doesn't bog down the primary use case

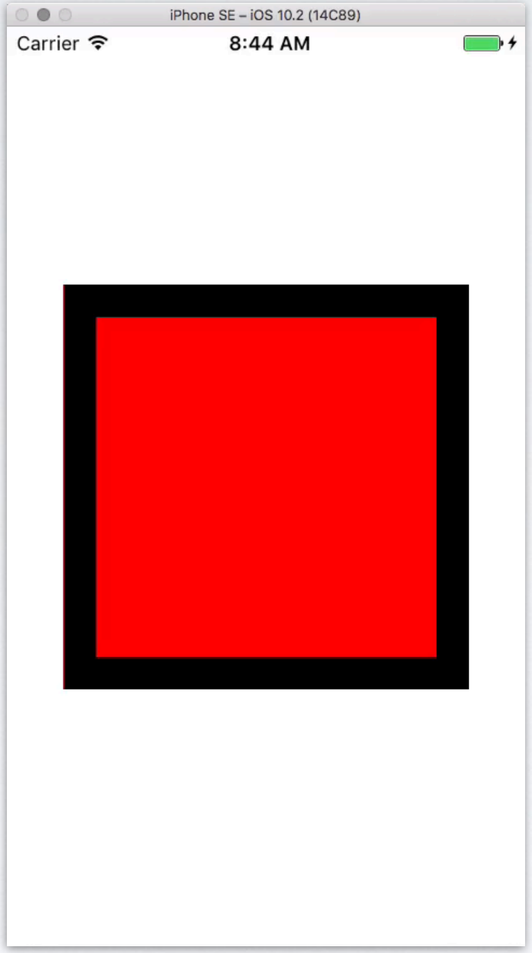
EXPLICIT ANIMATIONS

- Instead of just setting property values, you construct animation objects
- Able to customize parameters on individual animations

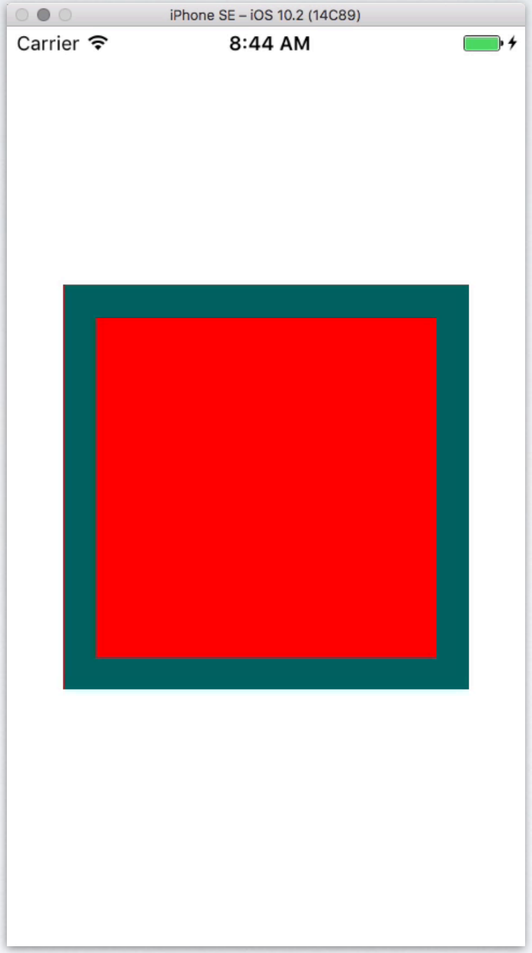
EXPLICIT ANIMATIONS

```
let animation = CABasicAnimation(keyPath: "borderColor")
animation.duration = 2
animation.timingFunction = CAMediaTimingFunction(
    name: kCAMediaTimingFunctionLinear
)
animation.fromValue = layer.borderColor
animation.toValue = UIColor.cyan.cgColor
animation.isRemovedOnCompletion = false
animation.fillMode = kCAFillModeForwards
layer.add(animation, forKey: "borderColor")
```

EXPLICIT ANIMATIONS



EXPLICIT ANIMATIONS



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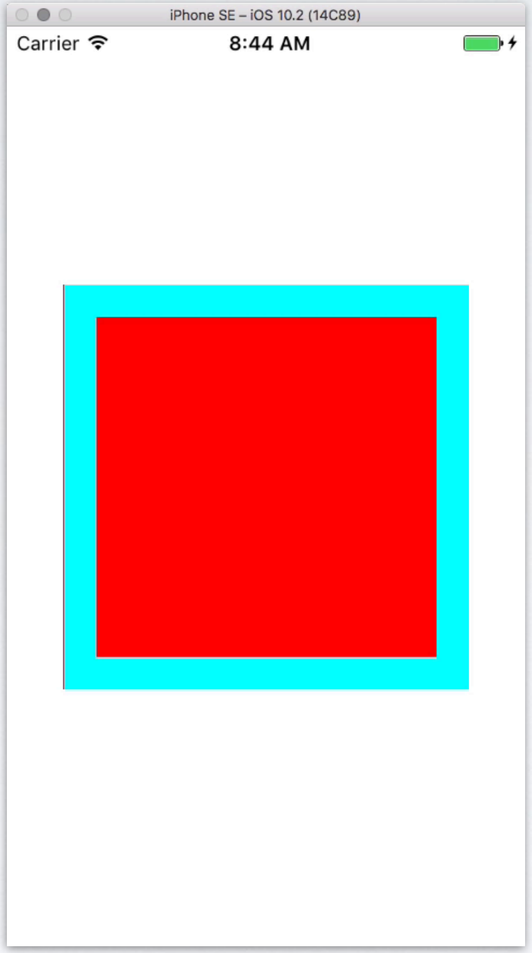


PRACTICAL EXAMPLE

- For the Mapbox SDK, we needed API for changing the viewport
- Primary case is setting center & zoom level
- Flexible cases include setting geographic bounds, setting camera (animated or not), and “flying to” camera

PRACTICAL EXAMPLE CONT'D

- `-setCenterCoordinate:animated:`
- `-setCenterCoordinate:zoomLevel:animated:`
- `-setCenterCoordinate:zoomLevel:direction:animated:`
- `-setCenterCoordinate:zoomLevel:direction:animated:completionHandler:`

- `-setZoomLevel:animated:`

- `-setVisibleCoordinateBounds:animated:`
- `-setVisibleCoordinateBounds:edgePadding:animated:`
- `-setVisibleCoordinates:count:edgePadding:animated:`
- `-setVisibleCoordinates:count:edgePadding:direction:duration:animationTimingFunction:completionHandler:`

- `-setCamera:animated:`
- `-setCamera:withDuration:animationTimingFunction:`
- `-setCamera:withDuration:animationTimingFunction:completionHandler:`

- `-flyToCamera:completionHandler:`
- `-flyToCamera:withDuration:completionHandler:`
- `-flyToCamera:withDuration:peakAltitude:completionHandler:`

TRANSACTIONS

- Allow you to specify custom animation parameters
- Allow you to precisely control time, acceleration, and completion actions across multiple animations

TRANSACTION EXAMPLE

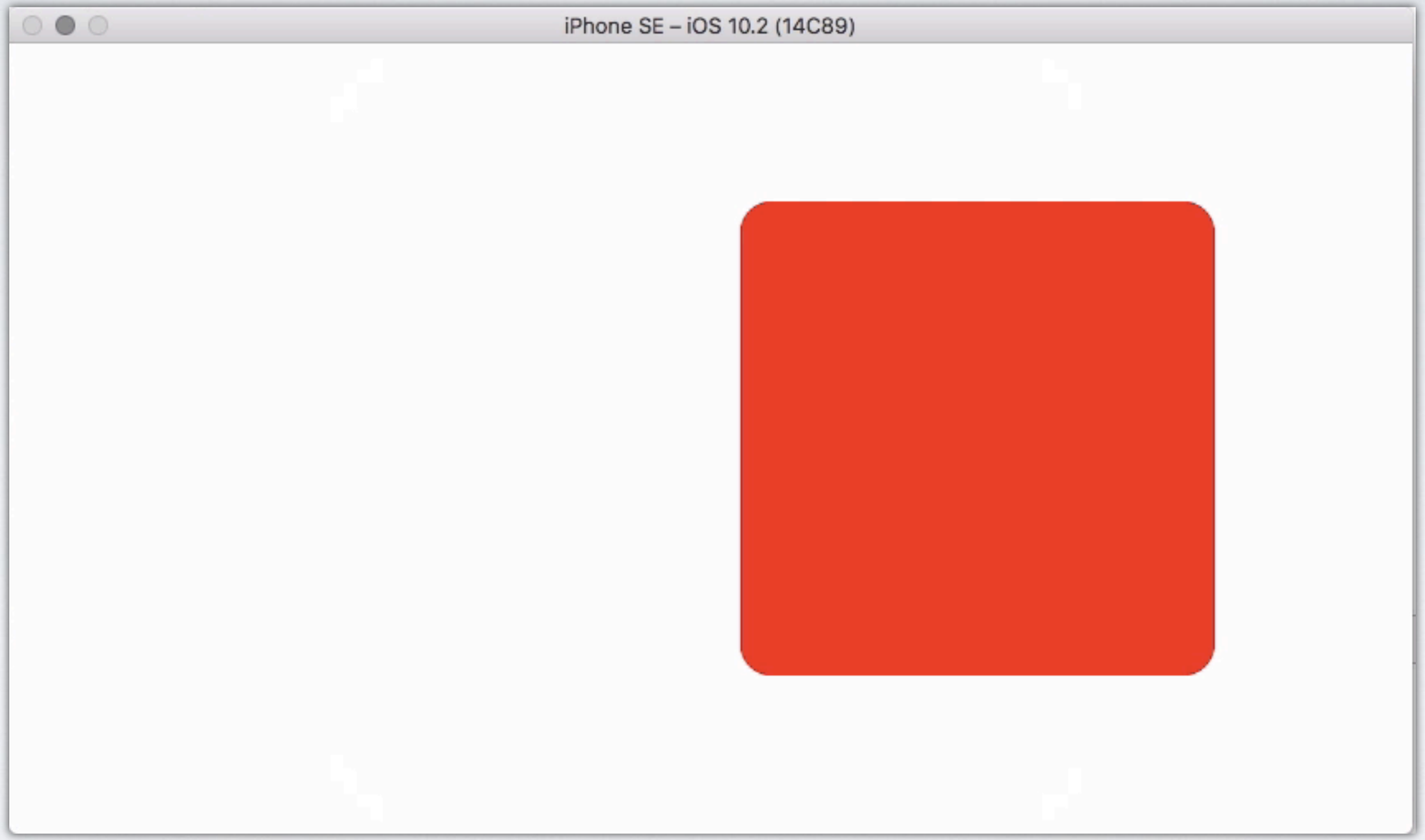
```
CATransaction.begin()
CATransaction.setAnimationDuration(0.1)
CATransaction.setAnimationTimingFunction(CAMediaTimingFunction(name:
    kCAMediaTimingFunctionEaseInEaseOut))

layer.position = CGPoint(x: layer.position.x + 150, y: layer.position.y)
layer.transform = CATransform3DMakeScale(0.5, 0.5, 1)

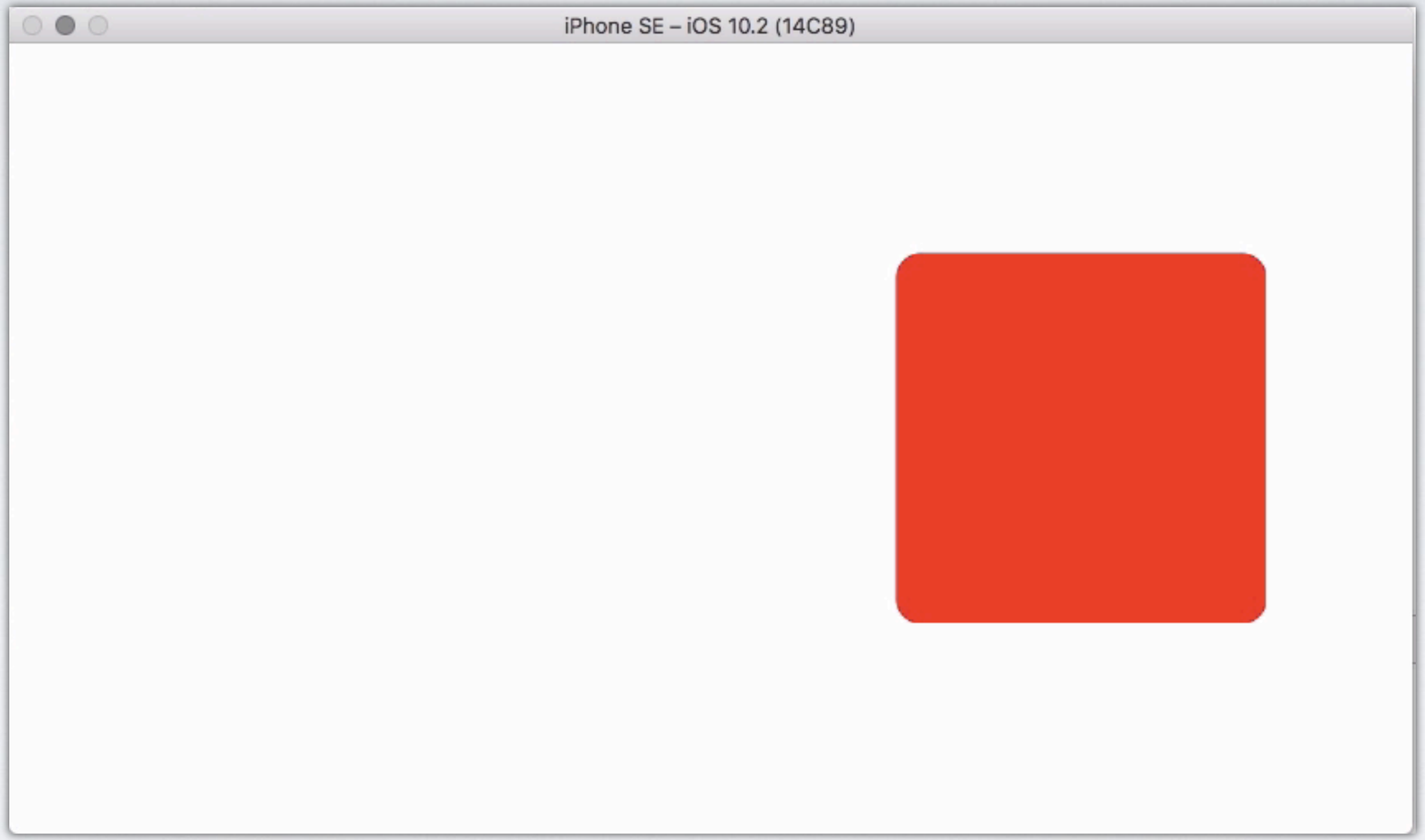
CATransaction.commit()
```

TRANSACTION EXAMPLE

TRANSACTION EXAMPLE



TRANSACTION EXAMPLE



LESSON #3: MAKE IT INTUITIVE

TRANSACTION EXAMPLE REVISITED

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CATransaction.setAnimationTimingFunction(CAMediaTimingFunction(name:
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layer.transform = CATransform3DMakeScale(0.5, 0.5, 1)

CATransaction.commit()
```
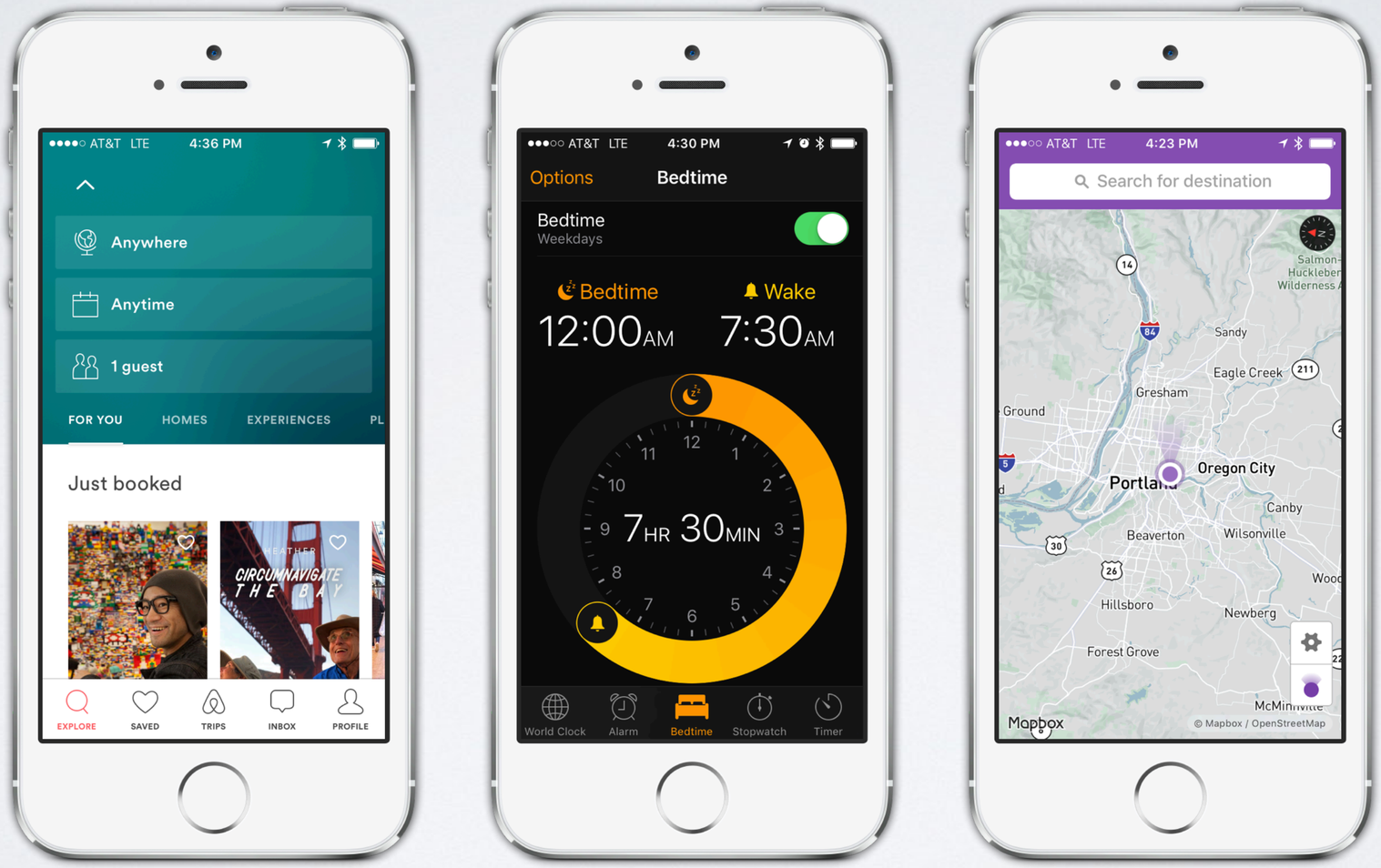

PRACTICAL EXAMPLE

- Map view manipulation booleans
  - **`zoomEnabled`**
  - **`scrollEnabled`**
  - **`rotateEnabled`**
  - **`pitchEnabled`**
- Intuitive lookup by task and easier autocompletion

GRADIENTS

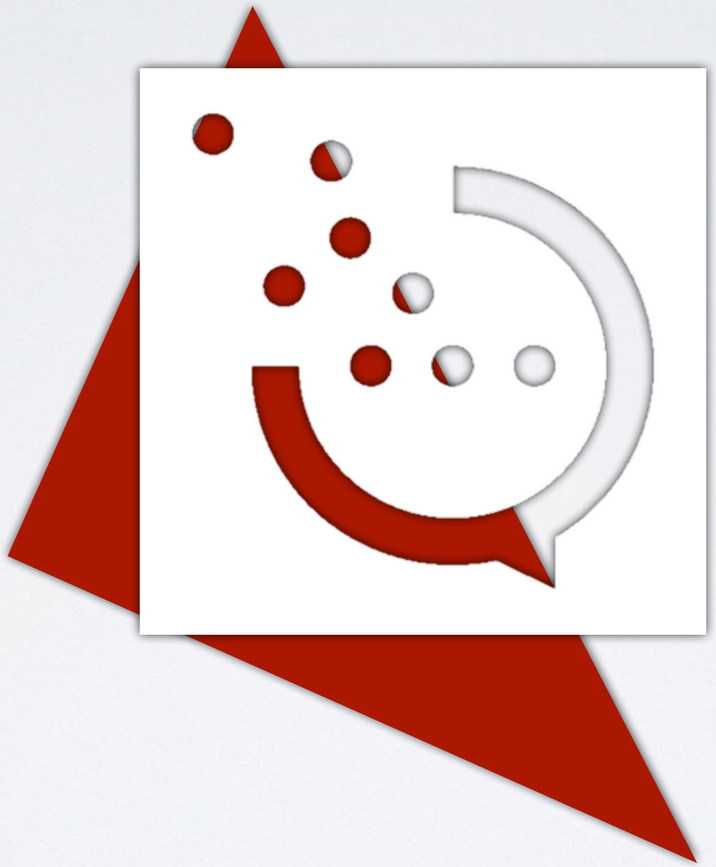

AT&T LTE 4:36 PM
Anywhere
Anytime
1 guest
FOR YOU
HOMES
EXPERIENCES
Just booked
EXPLORE
SAVED
TRIPS
INBOX
PROFILE
AT&T LTE 4:30 PM
Options
Bedtime
Bedtime
Weekdays
Bedtime
12:00AM
Wake
7:30AM
7HR 30MIN
World Clock
Alarm
Bedtime
Stopwatch
Timer
AT&T LTE 4:23 PM
Search for destination
Sandy
Eagle Creek
Gresham
Oregon City
Canby
Beaverton
Wilsonville
Hillsboro
Newberg
Forest Grove
Mapbox
© Mapbox / OpenStreetMap

GRADIENTS

```
let layer = CAGradientLayer()
layer.colors = [UIColor.red.cgColor, UIColor.purple.cgColor]
```

MASKS

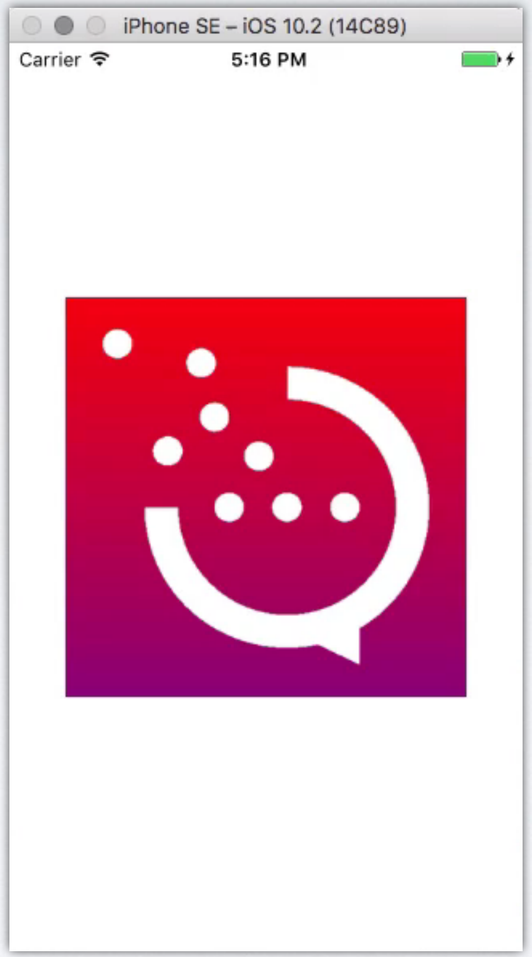
MASKS



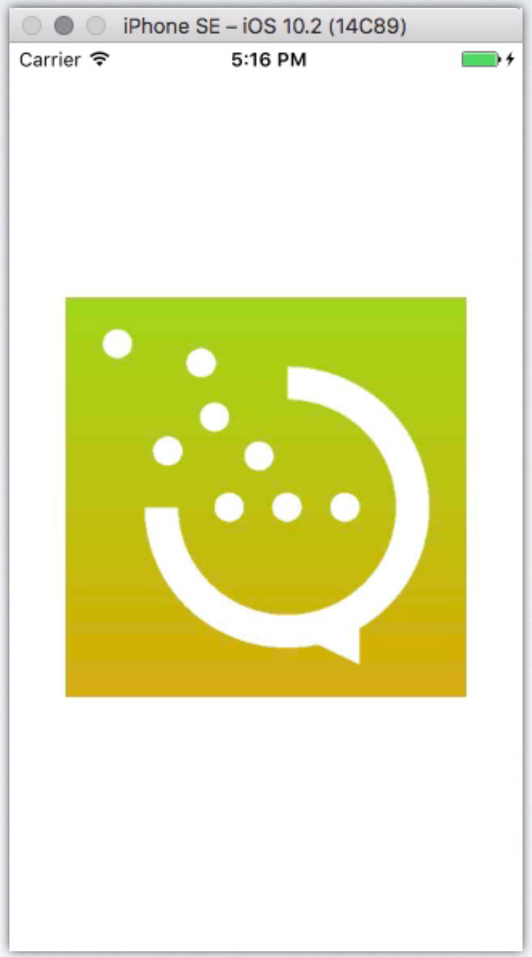
MASKS

```
let logo = CALayer()
logo.contents = UIImage(named: "itt.png")!.cgImage
layer.mask = logo
```

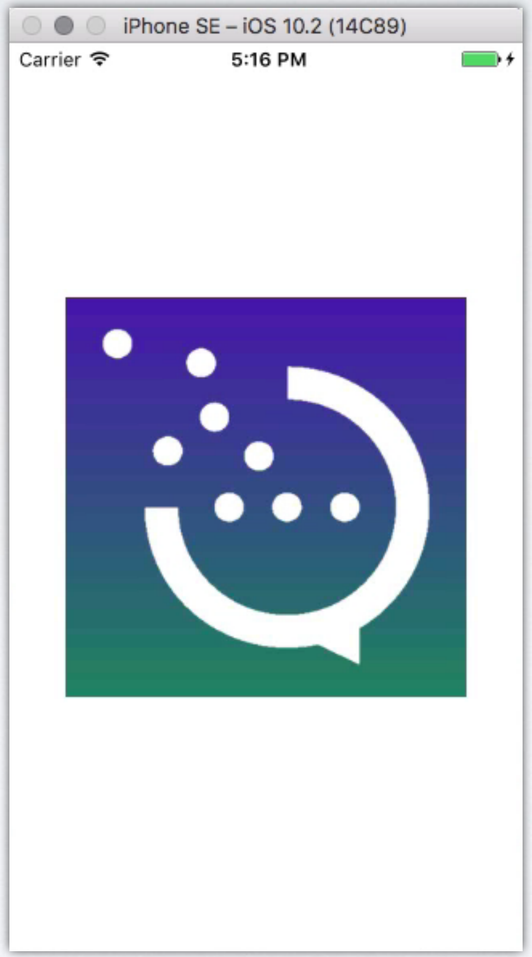
GRADIENT & MASK COMBINED



GRADIENT & MASK COMBINED



GRADIENT & MASK COMBINED



LESSON #4: HIDE COMPLEXITY

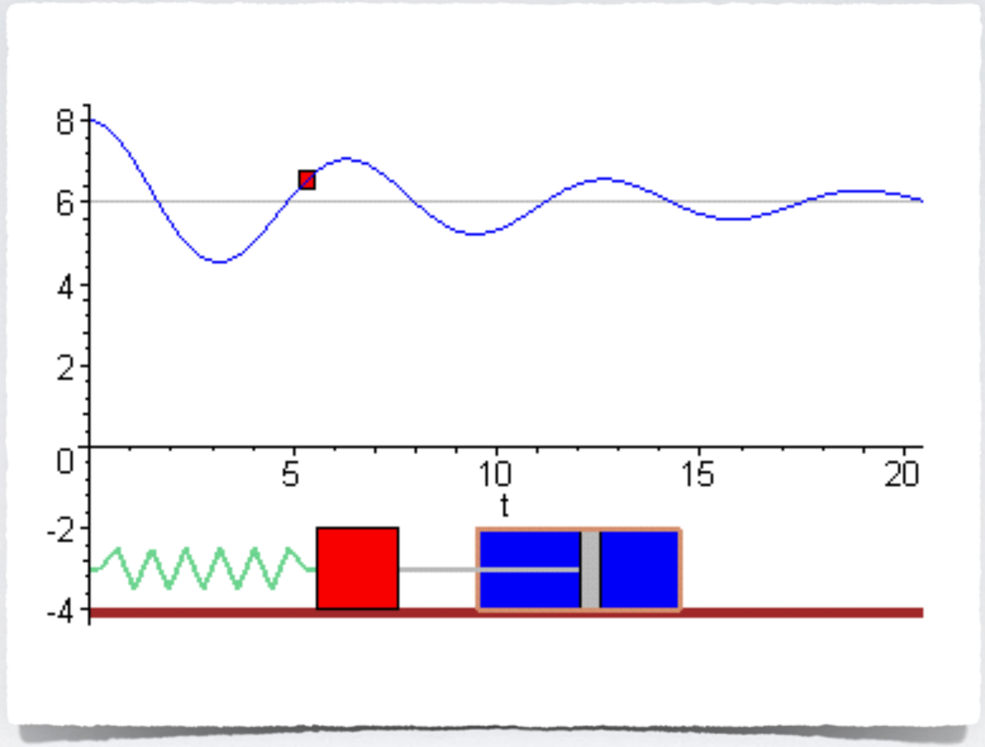
HIDE COMPLEXITY

- We use **`.mask`** to set a mask
- We use **`.colors`** to set gradient colors
- Complexity of drawing and animating is hidden

PRACTICAL EXAMPLE

- Map view **`metersPerPointAtLatitude`**
- Shields the user from a lot of spherical trigonometry involved with projecting Earth into a square view
- Bad example would have been something lower-level such as offering the planet width in meters

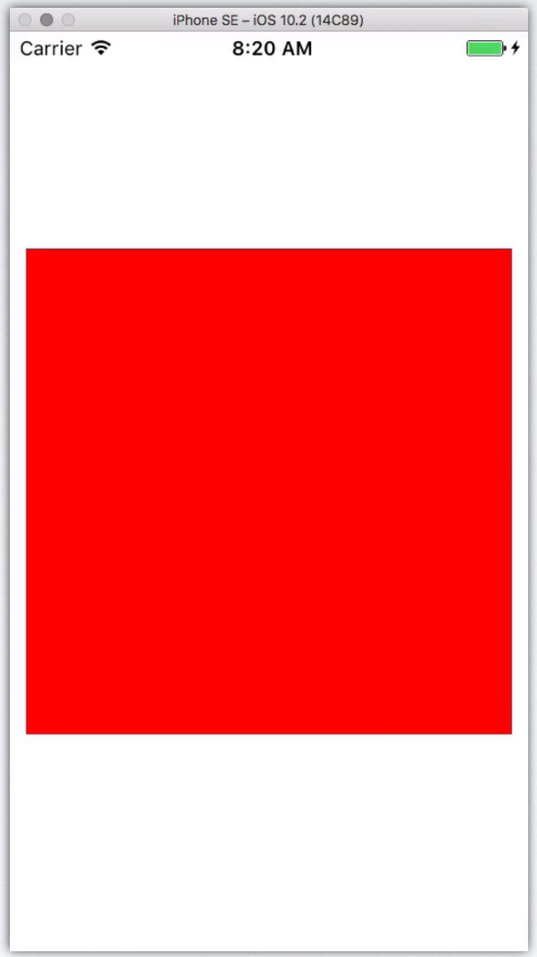
SPRING ANIMATIONS



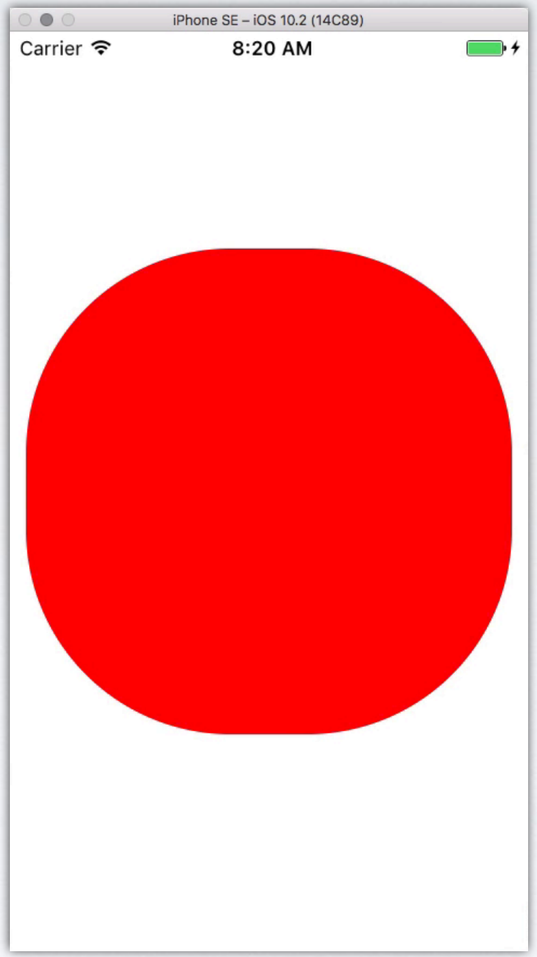
AS YOU MIGHT EXPECT…

- This is trivial in Core Animation
- Accomplished with **`CASpringAnimation`**
- Useful for more organic-feeling interfaces

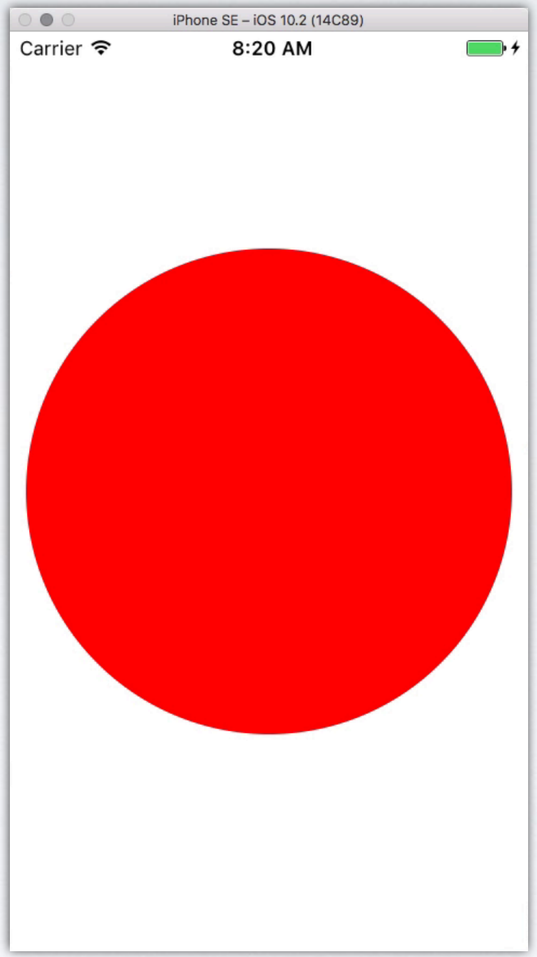
SPRING ANIMATIONS



SPRING ANIMATIONS



SPRING ANIMATIONS



SPRING ANIMATIONS

```
let spring = CASpringAnimation()
spring.damping = 5
spring.duration = 5
spring.fromValue = layer.cornerRadius
spring.toValue = layer.bounds.size.width / 2
spring.fillMode = kCAFillModeForwards
spring.isRemovedOnCompletion = false
layer.add(spring, forKey: "cornerRadius")
```

LESSON #5: MAKE IT FUN

FUN

- Core Animation has a playfulness to it
- This reflects the potential for playful interactions in your apps
- Admittedly, you don't have to dress up animations very much—it’s not an API like string encoding or task queuing

LESSON #6: MAKE IT UNSURPRISING

MAKE APIS UNSURPRISING

- Consider if the default implicit animation duration was *zero seconds*
- You wouldn't be able to see animations, even though they were the *default behavior!*

If a necessary feature has a high astonishment factor, it may be necessary to redesign the feature.

–Principle of Least Astonishment (PoLA)

SURPRISING APIS

- Classic example: a list or array **`add()`** or **`insert()`** that sorts
- Consider what is least surprising to the user, rather than the expected behavior given knowledge of the inner workings

PRACTICAL EXAMPLE

- Rotating map view with **`setDirection:animated:`**
- A surprising API would have been to always rotate clockwise, rather than in the closest direction

LESSON #7: EXTENSIBILITY

EXTENSIBLE

- Core Animation supports custom properties
- Not just the predefined ones like **`opacity`** & **`position`**

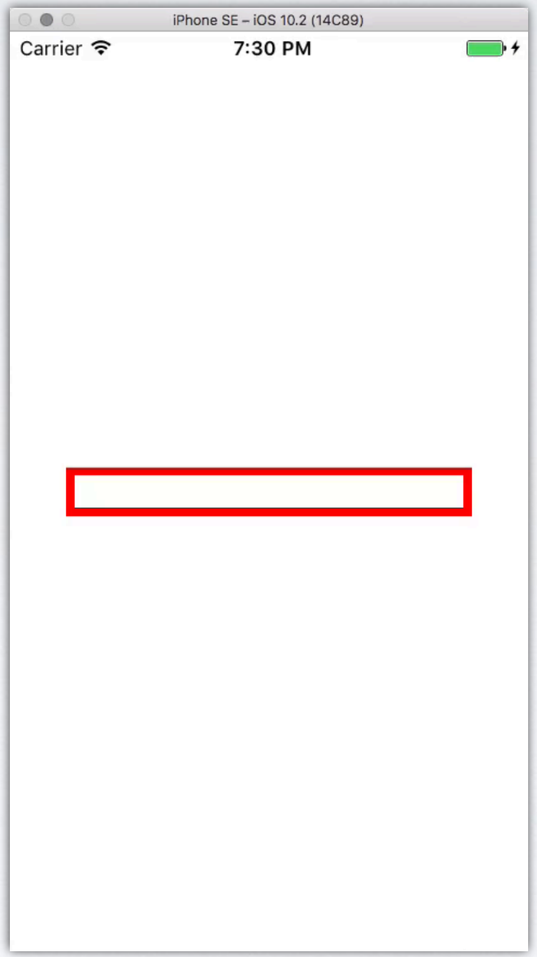
EXTENSIBLE

```
class ProgressLayer: CALayer {

    @NSManaged var progress: CGFloat

    override class func needsDisplay(forKey key: String) -> Bool {
        if key == "progress" {
            return true
        }
        return super.needsDisplay(forKey: key)
    }

    override func draw(in ctx: CGContext) {
        ctx.setFillColor(UIColor.red.cgColor)
        ctx.addRect(
            CGRect(
                x: 0,
                y: 0,
                width: presentation()!.progress * bounds.size.width,
                height: bounds.size.height
            )
        )
        ctx.fillPath()
    }

}
```

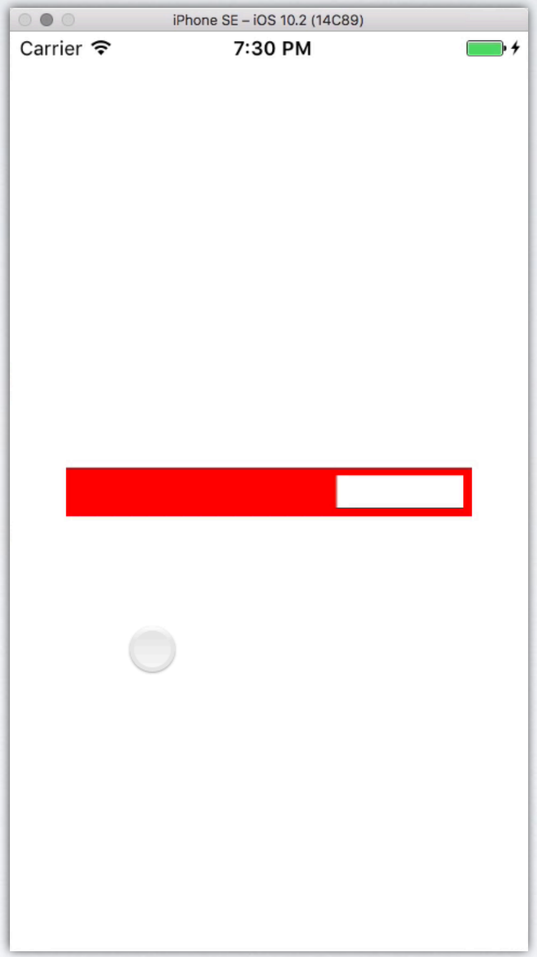
EXTENSIBLE

```
let progress = touch.location(in: view).x / view.bounds.size.width
let animation = CABasicAnimation(keyPath: "progress")
animation.timingFunction = CAMediaTimingFunction(
    name: kCAMediaTimingFunctionEaseInEaseOut
)
animation.fromValue = layer.presentation()!.progress
animation.toValue = progress
animation.isRemovedOnCompletion = false
animation.fillMode = kCAFillModeForwards
animation.duration = 1
layer.add(animation, forKey: "progress")
```

EXTENSIBLE



EXTENSIBLE



LESSON #8: DOCUMENT IT

DOCUMENTATION

- Not the most glamorous thing, but very important
- This is important even for your future self
- But especially important for other consumers

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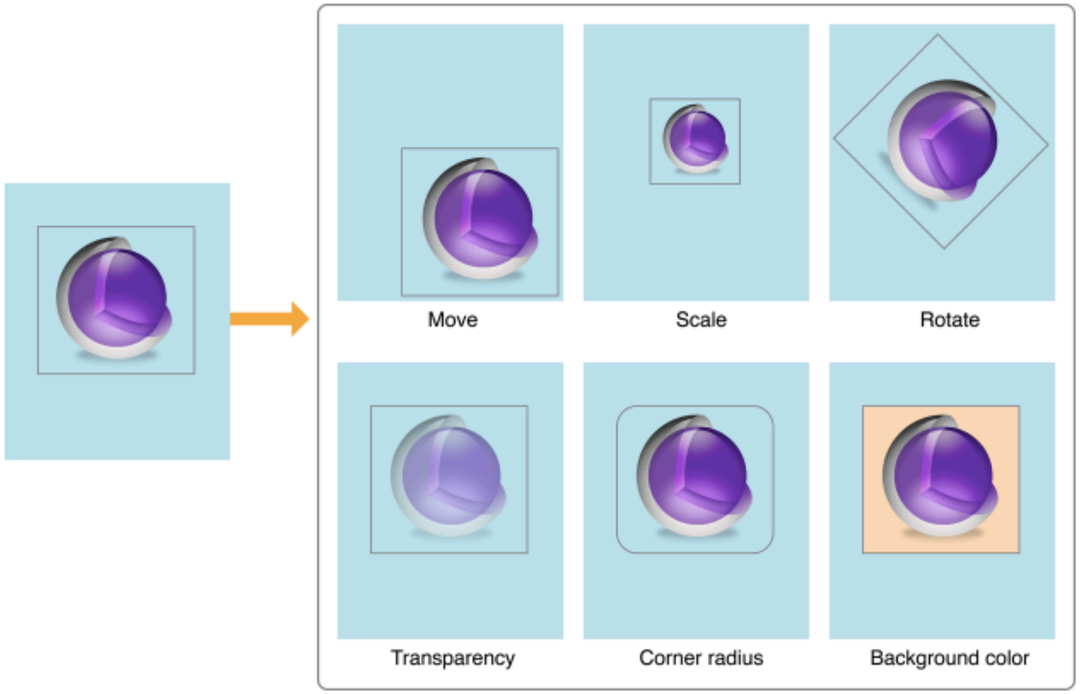
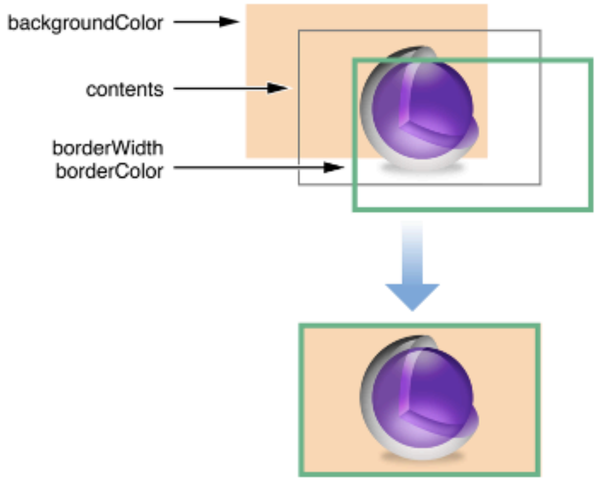
Figure 1-2 Examples of animations you can perform on layers



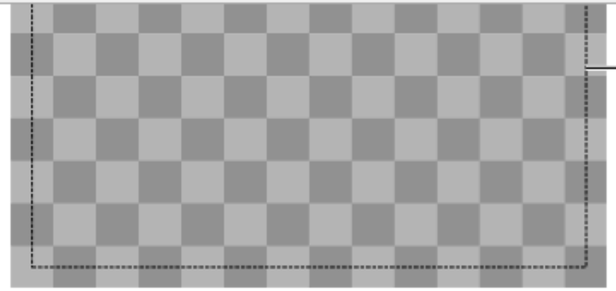
Feedback

background color is rendered behind the layer's contents image and the border is rendered on top of that image, as shown in Figure 2-3. If the layer contains sublayers, they also appear underneath the border. Because the background color sits behind your image, that color shines through any transparent portions of your image.

Figure 2-3 Adding a border and background to a layer



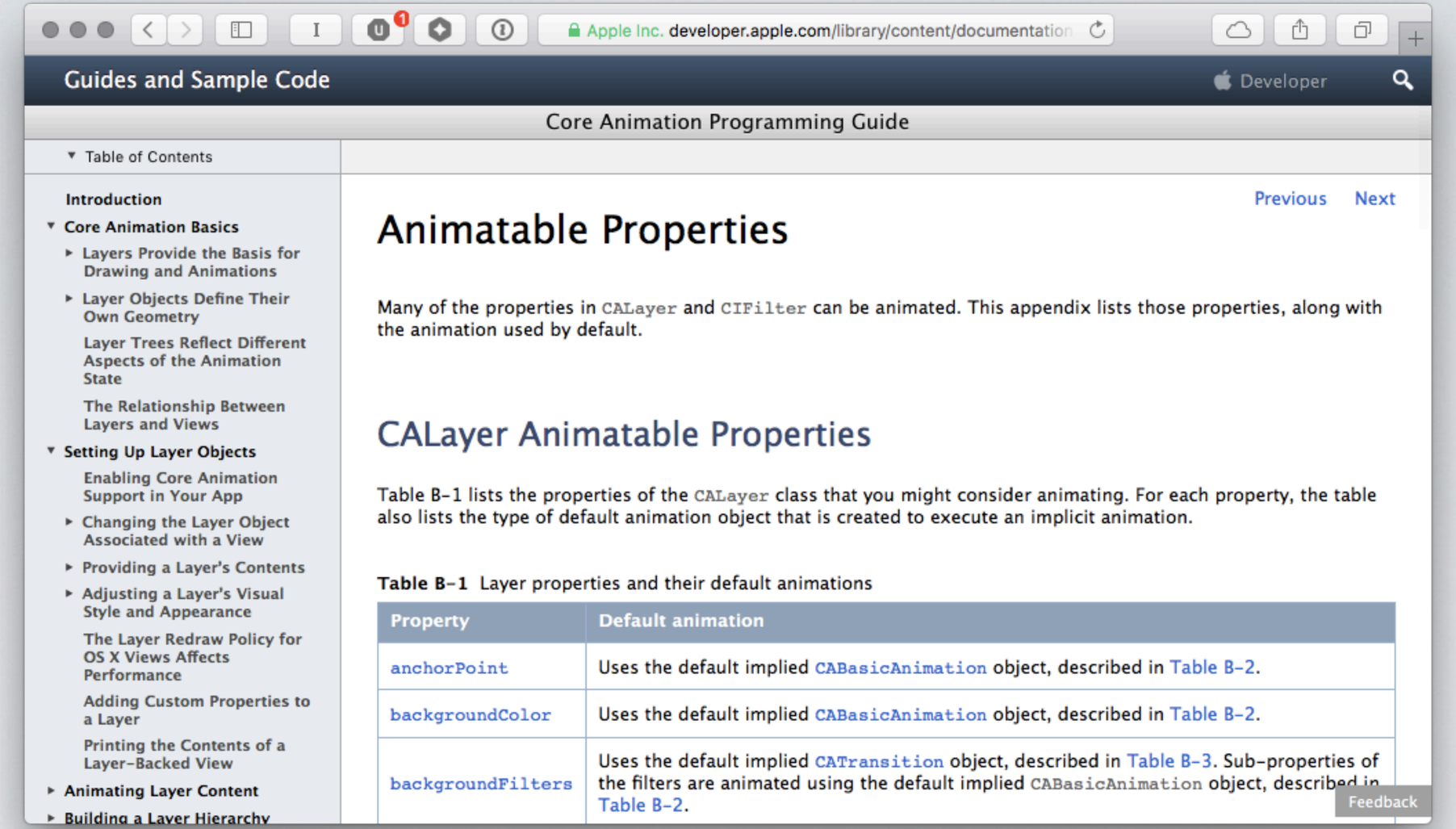
Listing 2-5 shows the code needed to set the background color and border for a layer. All of these properties are animatable.



The following `CALayer` properties specify a layer's geometry:

- `bounds`
- `position`
- `frame` (computed from the `bounds` and `position` and is not animatable)
- `anchorPoint`
- `cornerRadius`
- `transform`
- `zPosition`

iOS Note: The `cornerRadius` property is supported only in iOS 3.0 and later.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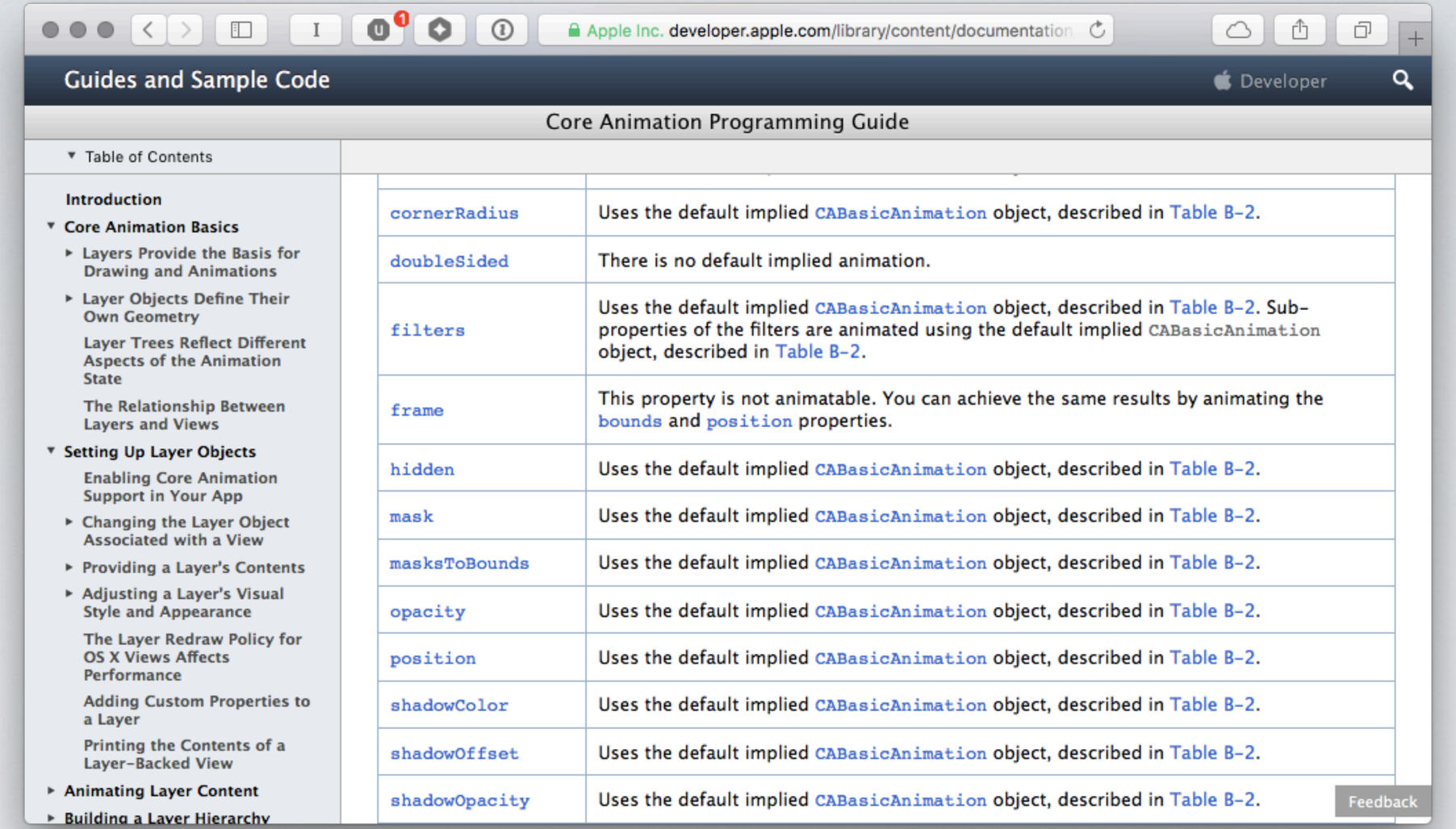
Previous
Next
Animatable Properties
Many of the properties in CALayer and CIFilter can be animated. This appendix lists those properties, along with the animation used by default.
CALayer Animatable Properties
Table B-1 lists the properties of the CALayer class that you might consider animating. For each property, the table also lists the type of default animation object that is created to execute an implicit animation.
Table B-1 Layer properties and their default animations
Property
Default animation
anchorPoint
Uses the default implied CABasicAnimation object, described in Table B-2.
backgroundColor
Uses the default implied CABasicAnimation object, described in Table B-2.
backgroundFilters
Uses the default implied CATransition object, described in Table B-3. Sub-properties of the filters are animated using the default implied CABasicAnimation object, described in Table B-2.
Feedback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cornerRadius
Uses the default implied CABasicAnimation object, described in Table B-2.
doubleSided
There is no default implied animation.
filters
Uses the default implied CABasicAnimation object, described in Table B-2. Sub-properties of the filters are animated using the default implied CABasicAnimation object, described in Table B-2.
frame
This property is not animatable. You can achieve the same results by animating the bounds and position properties.
hidden
Uses the default implied CABasicAnimation object, described in Table B-2.
mask
Uses the default implied CABasicAnimation object, described in Table B-2.
masksToBounds
Uses the default implied CABasicAnimation object, described in Table B-2.
opacity
Uses the default implied CABasicAnimation object, described in Table B-2.
position
Uses the default implied CABasicAnimation object, described in Table B-2.
shadowColor
Uses the default implied CABasicAnimation object, described in Table B-2.
shadowOffset
Uses the default implied CABasicAnimation object, described in Table B-2.
shadowOpacity
Uses the default implied CABasicAnimation object, described in Table B-2.
Feedback

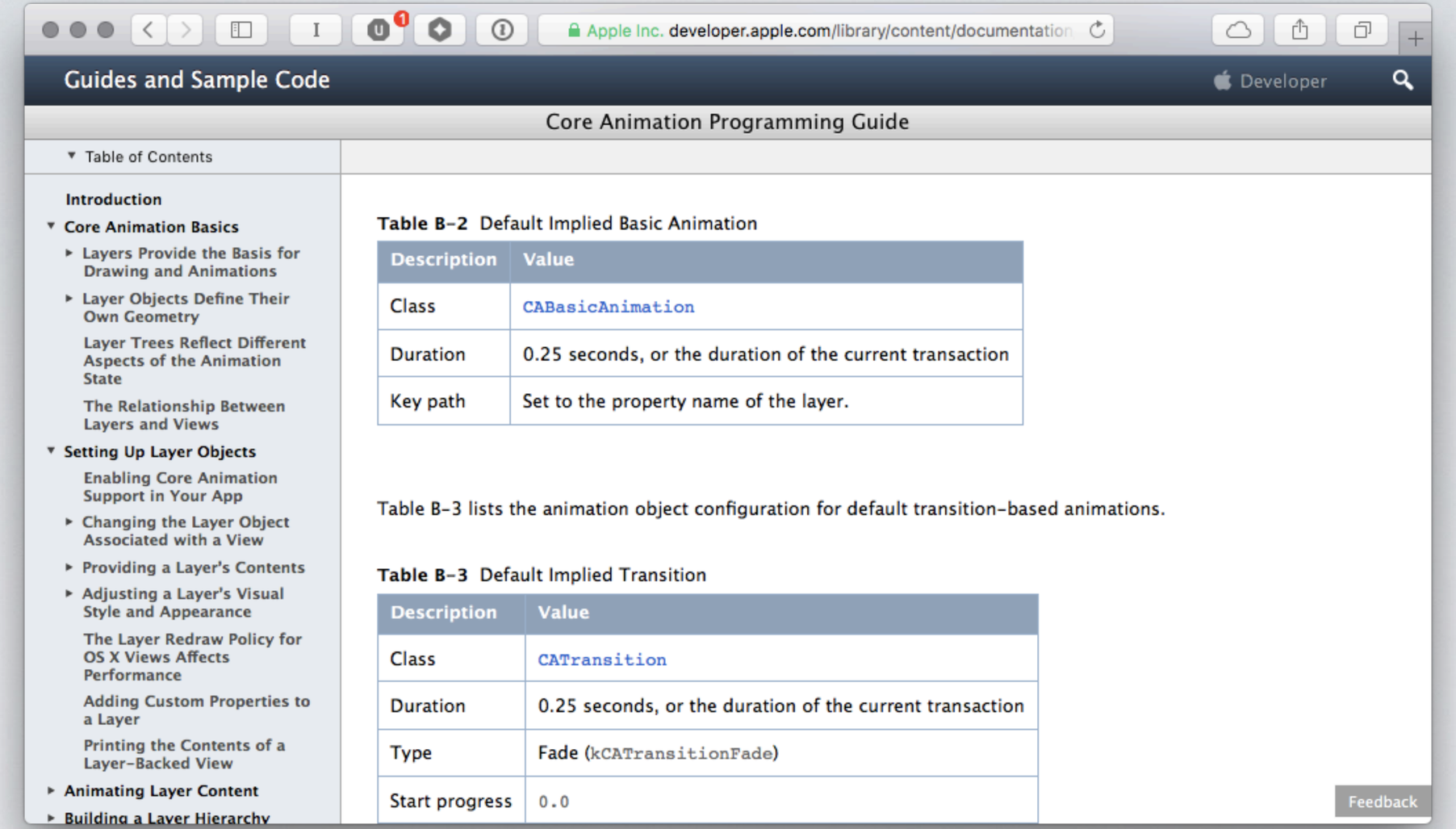
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Table B-2 Default Implied Basic Animation
Description
Value
Class
CABasicAnimation
Duration
0.25 seconds, or the duration of the current transaction
Key path
Set to the property name of the layer.
Table B-3 lists the animation object configuration for default transition-based animations.
Table B-3 Default Implied Transition
Description
Value
Class
CATransition
Duration
0.25 seconds, or the duration of the current transaction
Type
Fade (kCATransitionFade)
Start progress
0.0
Feedback

PRACTICAL DOC TOOLS

- Jazzy
  - Uses Clang/SourceKit/AST to introspect method signatures & variable types
  - In active development
- appledoc
  - A little older, but still serviceable for Objective-C
  - Emulates Apple's (old) HTML doc styling

RECAP

1. Discoverable
2. Flexible
3. Intuitive
4. Hide Complexity
5. Make it fun
6. Keep it unsurprising
7. Allow extensibility
8. Document it

THANK YOU!

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