Basic Animation in QML

Overview

This article demonstrate how to perform basic animation in QML

Basic Idea

We will create an example that displays a rectangle with colors. When we click on the screen the rectangle moves with easing effects and animated to where the mouse is clicked.

Note: This is a very basic animation in QML for beginners

Here we will link the default animation to when a property changes, so we will make a rectangle that follows the mouse click. This can be achieved by adding Behavior elements and adding a `MouseArea` like below.

```
import QtQuick 1.0
Item {
width: 400; height: 400
Rectangle {
id: rect
width: 64; height: 64
color: "blue"
Behavior on x { PropertyAnimation { duration: 500 } }
Behavior on y { PropertyAnimation { duration: 500 } }
}
MouseArea {
anchors.fill: parent
onClicked: { rect.x = mouse.x; rect.y = mouse.y }
}
}
```

When the value of **x** and **y** changes in the Behavior declaration, it means it should animate over 500 milliseconds. Till now we have done animation without easing effects. The Easing property of animations has a number of attributes that control how the value should be varied. By changing the `PropertyAnimation` we can bring a bit of easing effect in our rectangle like this

```
Behavior on x {
PropertyAnimation {
duration: 500
easing.type: Easing.InOutElastic
easing.amplitude: 2.0
easing.period: 1.5
}
}
Behavior on y {
PropertyAnimation {
duration: 500
easing.type: Easing.InOutElastic
easing.amplitude: 2.0
easing.period: 1.5
}
}
```

Source Code

The full source code presented in this article is available here File:AnimationQt.zip

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--somnathbanik 13:04, 17 May 2011 (EEST)

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