

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](#)

Related Articles on Animation

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