

iOS Animations by tutorials

Setting Swift in Motion



By Marin Todorov

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Nick Lockwood



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Apple Pro Training Series Mark Spencer,2011-10-12 In this best selling guide to Motion 5 you ll learn to create sophisticated projects using Motion s newest features Master trainer Mark Spencer starts with the fundamentals of motion graphics and quickly moves into compositing animation motion graphics design visual effects design and the world of 3D The book is fully revised to take advantage of the software s new features Whether you re just entering the field or are already an accomplished motion graphics pro this book will have you designing in Motion in record time Includes downloadable lesson and media files Focused lessons take you step by step through real world projects Accessible writing style puts expert instructors at your side Ample illustrations help you master techniques fast Lesson goals and time estimates help you plan your time Chapter review questions summarize what you ve learned and help you prepare for the Apple Pro certification exam All of Peachpit s eBooks contain the same content as the print edition You will find a link in the last few pages of your eBook that directs you to the media files Helpful tips If you are able to search the book search for Where are the lesson files Go to the very last page of the book and scroll backwards You will need a web enabled device or computer in order to access the media files that accompany this ebook Entering the URL supplied into a computer with web access will allow you to get to the files Depending on your device it is possible that your display settings will cut off part of the URL To make sure this is not the case try reducing your font size and turning your device to a landscape view This should cause the full URL to appear

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IOS Core Animation

Nick Lockwood,2013-08-12 Core Animation is the technology underlying Apple's iOS user interface By unleashing the full power of Core Animation you can enhance your app with impressive 2D and 3D visual effects and create exciting and unique new interfaces In this in depth guide iOS developer Nick Lockwood takes you step by step through the Core Animation framework building up your understanding through sample code and diagrams together with comprehensive explanations and helpful tips Lockwood demystifies the Core Animation APIs and teaches you how to make use of Layers and views software drawing and hardware compositing Layer geometry hit testing and clipping Layer effects transforms and 3D interfaces Video playback text tiled images OpenGL particles and reflections Implicit and explicit animations Property animations keyframes and transitions Easing frame by frame animation and physics Performance tuning and much much more Approximately 356 pages *SwiftUI by Tutorials (First Edition): Declarative App Development on the Apple Ecosystem* Antonio Bello,Phil Laszkowicz,Bill Morefield,2019-12-02 Master SwiftUI Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible The latest addition to the Apple toolkit SwiftUI will help you do just that This book contains everything you need to know about this exciting and new UI toolkit You'll build four apps as you learn to create modern responsive UI and animations that look great on iOS iPadOS watchOS tvOS and even macOS Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and who wish to know everything there is to know about SwiftUI It starts with a basic introduction of the toolkit and its features with later chapters teaching you more complex concepts like testing and animations Topics Covered in SwiftUI by Tutorials Understanding Integrating Swift UI Gain an overview of the SwiftUI features that will teach you to build great apps quickly The Apple Ecosystem Learn the differences between Apple's platforms when dealing with SwiftUI Customize your apps for AppKit UIKit WatchKit tvOS iPadOS and Catalyst Controls User Input Learn about controls such as UITextField UIButton UISlider UIPickerView and more Testing Debugging Learn how to create user interface tests and debug your app Drawing Custom Graphics Using Animations Create drawings graphics animations and even view transitions in SwiftUI Complex Interfaces Use existing custom controls from SwiftUI to build even more complex interfaces in Swift One thing you can count on After you finish reading this book you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps *Game Development with Swift* Stephen Haney,2015-07-23 Apple's new programming language Swift is fast safe accessible the perfect choice for game development Packed with best practices and easy to use examples this book leads you step by step through the development of your first Swift game The book starts by introducing Swift's best features for game development Then you will learn how to animate sprites and textures Along the way you will master the physics framework add the player character and NPCs and implement controls Towards the end of the book you will polish your game with fun menus integrate with Apple Game Center for leaderboards and achievements and then finally learn how to publish your finished games to the App Store By the end of this book you will be able to create your own iOS

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