

iOS Animations by tutorials

Setting Swift in Motion



By Marin Todorov

Ios Animations By Tutorials Setting Swift In Motion

Marin Todorov



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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 Up to date with iOS 9 Xcode 7 and Swift 2 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 transitoins 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 and third party animation libraries The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality We want our tutorials to be well written easy to follow and fun And we don t want to just skim the surface of a subject we want to really dig into it so you can truly understand how it works and apply the knowledge directly in your own apps [IOS Animations by Tutorials Fourth Edition](#) Raywenderlich Com Team,Marin Todorov,2017-11-16 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 Back cover [IOS Animations by Tutorials Second Edition](#) Marin Todorov,2016-04-07 Updated for Xcode 7 3 and Swift 2 3 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 Up to date with iOS 9 Xcode 7 3 and Swift 2 3 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 transitoins 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

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Swift 3 Game Development - Second Edition Stephen Haney, 2017-02-03 Embrace the mobile gaming revolution by creating popular iOS games with Swift 3 0 About This Book Create and design games for iPhone and iPad using SpriteKit and Swift 3 0 Learn the core fundamentals of SpriteKit game development and mix and match techniques to customize your game This step by step practical guide will teach you to build games from scratch using little known tips and strategies for maximum fun Who This Book Is For If you wish to create and publish fun iOS games using Swift then this book is for you You should be familiar with basic programming concepts However no prior game development or Apple ecosystem experience is required What You Will Learn Deliver powerful graphics physics and sound in your game by using SpriteKit Set up the scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little known tips and strategies for fun and repeatable action Make use of animations graphics and particles to polish your game Understand the current mobile monetization landscape to choose the best option for your own situation Integrate your game with Game Center so that your players can share their high scores and achievements Publish your game to the App Store and enjoy people playing your games In Detail Swift is the perfect choice for game development Developers are intrigued by Swift 3 0 and want to make use of new features to develop their best games yet Packed with best practices and easy to use examples this book leads you step by step through the development of your first Swift game This book starts by introducing SpriteKit and Swift s new features that can be used for game development After setting up your first Swift project you will build your first custom class learn how to draw and animate your game and add physics simulations Then you will add the player character NPCs and powerups To make your game more fun and engaging you will learn how to set up scenes and backgrounds build fun menus and integrate with Apple Game Center to add leaderboards and achievements You will then make your game stand out by adding animations when game objects collide and incorporate proven techniques such as the advanced particle system and graphics Finally you will explore the various options available to start down the path towards monetization and publish your finished games to the App Store By the end of this book you will be able to create your own iOS games using Swift and SpriteKit Style and approach This project based guide is engaging with a visually rich approach rather than a text heavy approach With every chapter containing practical examples you will understand how Swift

programming works and make the most of the new features in version 3.0 *Advanced iOS App Development: Core Animation* Harrison Ferrone, 2018 **iOS Development with Swift in Motion** Craig Grummitt, 2018 One billion iPhone and iPad users are waiting for the next amazing app. It's time for you to build it. If you've programmed in another language like Python or JavaScript, it's a breeze to pick up Apple's powerful Swift language. In this course, expert instructor Craig Grummitt brings his 20 years of development experience to you. You'll explore what makes Swift tick and learn how to use it to build iOS apps as you make your first one: an interactive book tracker with a ratings system, barcode scanner, and more. You'll start with a tour of Xcode and the Swift language. Next, you'll dig in deep to essential iOS details such as navigating between scenes, adaptive layout, background tasks, displaying data, and storing data. As you work through the modules and build your fully working app from basic idea to completed and ready for the world, you'll top off your learning with a look at debugging techniques and publishing your app to the App Store, all ready to enter the exciting world of iOS development. Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. Swift is immediately comfortable to programmers familiar with Python, JavaScript, Java, C, or other similar languages. Its modern feel and features empower you to explore new projects with less friction in the dev process. [Resource description page](#)

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