

# Auto-Animate Tutorial

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## Auto-Animate Requirements

Auto-animate looks at the differences in properties between the same object across artboards, and animates them with the chosen easing.

In order for objects to animate, they must be named the same across both artboards, and be the same *\*type\** of layer. (Read on...)

## Examples:

- ✓ Two rectangles both named “Button” will animate perfectly.
- ✗ Two rectangles, one named “Button” and the other “Button 2” will not.
- ✗ A rectangle and an ellipse both named “Morph” will not animate.
- ✓ A rectangle and an ellipse both named “Morph” and both converted into a path will animate beautifully.

## Wiring it up

Once your artboards have been designed (again, making sure that the layer names/types are the same), jump into Prototype mode and drag a wire from the first artboard to the second. After choosing your desired trigger, make sure “Auto-Animate” is selected for the action.

Trigger	Tap
Action	Auto-Animate
Destination	Position - 2
Easing	Ease In-Out
Duration	0.4 s

# Understanding Easing

Easing is what keeps motion from feeling stiff and robotic.

**Ease-in** : when the ball starts out slow and builds up speed, it's called ease-in



Ease-in: start slow and accelerate

**Ease-out** : when the ball starts out fast and gradually reduces speed, it's called ease-out



Ease-out: start fast and decelerate

