

Fluid Interfaces praktisch implementieren

WWDC 2018 - Session 803

Designing Fluid Interfaces

<https://developer.apple.com/videos/play/wwdc2018/803/>

Building Fluid Interfaces

How to create natural gestures and animations on iOS

Nathan Gitter

<https://medium.com/@nathangitter/building-fluid-interfaces-ios-swift-9732bb934bf5>

<https://github.com/nathangitter/fluid-interfaces>

Interactive Cubic Bezier Animation Curves

<http://cubic-bezier.com/>

Demystifying UIKit Spring Animations

Christian Schnorr

<https://github.com/jenox/UIKit-Playground/tree/master/01-Demystifying-UIKit-Spring-Animations/>

Beispielprojekt: Animation DropToTargetBehaviour

<https://github.com/ralfebert/DropToTargetBehaviour>

Beispielprojekt: Transition InteractiveZoomBehaviour

<https://github.com/ralfebert/InteractiveZoomBehaviour>

Luke Parham – Gotta Go Fast (A Performance and Instruments Talk)

<https://www.youtube.com/watch?v=gnGU5v3kVbl>

Beispielprojekt: DroppedFrameWarning

<https://github.com/ralfebert/DroppedFrameWarning>

Beispielprojekt: CoreAnimationPathExample

<https://github.com/ralfebert/CoreAnimationPathExample>

Animating Pie Slices using a custom CALayer

Pavan Podila

<https://blog.pixelingene.com/2012/02/animating-pie-slices-using-a-custom-calayer/>

Beispielprojekt: CoreAnimationPieChartSwift

<https://github.com/ralfebert/CoreAnimationPieChartSwift>

Beispielprojekt: SpriteKitAnimationDemo

<https://github.com/ralfebert/SpriteKitAnimationDemo>