#### With Hooks

Preferred for performance and ergonomics

```
import { useSpring, animated } from 'react-spring';

function Box({ x, y }) {
  const style = useSpring({
    transform: `translate(${x}px, ${y}px)`,
  });

  return (
    <animated.div style={style}>
        Moving box!
    </animated.div>
  );
}
```

## **With Render Props**

Flexible, easier data access

# Configuration

Change the mechanics of the animation







mass

Heavier items move more slowly

tension

Stiff springs release more energy

friction

High friction
dampens the effect

#### **Interpolation** Direct access to useSpring values. Escape hatch.



## **Orchestration**

Coordinating between multiple elements

function Trail({ x, y }) {
 const trail = useTrail(4, {
 transform: `translate(\${x}px, \${y}px)`
 });

 return trail.map(style => (
 <animated.div style={style} />
 ));
}

#### useChain

Sequence multiple springs however you'd like!

```
function Chain({ x, y }) {
  const firstRef = React.useRef();
  const spring1 = useSpring({
    transform: `translate(${x}px, ${y}px)`,
    ref: firstRef
});

const secondRef = React.useRef();
const spring2 = useSpring({
    transform: `translate(${x}px, ${y}px)`,
    ref: secondRef
});

useChain([firstRef, secondRef]);

/* Use springs normally */
}
```

# Simulating keyframes

Multi-step animation on mount

```
const style = useSpring({
  from: { opacity: 0 },
  to: [
      { opacity: 1 },
      { opacity: 0 },
  ],
});
```

## **Callbacks**

Sequencing with other parts of your React app

```
const style = useSpring({
  transform: `translate(${x}px, ${y}px)`,
  onRest: ({ transform }) =>
    // Handle the end of the transition
});

Protip: Tweak config.precision for more accurate timing
```