### animEffect (Animate Effect)

This animation behavior provides the ability to do image transform/filter effects on elements. Some visual effects are dynamic in nature and have a [progress](progress.docx) that animates from 0 to 1 over a period of time to do visual transitions between hidden and visible states. Other filters are static and apply a effects like a blur or drop-shadow which aren't inherently time-based.

[Example: Consider trying to emphasize a shape by creating an entrance animation using a "[blinds](blinds.docx)" motion.

<p:animEffect [transition](transition.docx)="in" filter="blinds(horizontal)">

<p:[cBhvr](cBhvr.docx)>

<p:[cTn](cTn.docx) id="7" dur="500"/>

<p:[tgtEl](tgtEl.docx)>

<p:[spTgt](spTgt.docx) spid="4"/>

</p:[tgtEl](tgtEl.docx)>

</p:[cBhvr](cBhvr.docx)>

</p:animEffect>

end example]

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| Parent Elements |
| [childTnLst](childTnLst.docx) (§); [subTnLst](subTnLst.docx) (§); [tnLst](tnLst.docx) (§) |

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| --- | --- |
| Child Elements | Subclause |
| [cBhvr](cBhvr.docx) (Common Behavior) | § |
| [progress](progress.docx) (Progress) | § |

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| --- | --- |
| Attributes | Description |
| filter (Filter) | This attribute specifies the named transitions for the effect.    It allows specifying multiple down-level [transition](transition.docx) types to use. The runtime will try to use the first type listed and if that one is not supported, will try the next until it either finds one it supports or there are no more in the list.  The syntax used for the filter attribute value is as follows: "type(subtype);type(subtype)". Subtype may be a string value such as "fromLeft" or a numerical value depending on the type specified.  The possible values for this attribute are defined by the XML Schema string datatype. |
| prLst (Property List) | This attribute describes a list of properties that coincide with the effect specified in the filter attribute. These properties can be set by providing a name:value pairs in a semicolon-separated list. When multiple types are listed in the filter attribute, the runtime will attempt to apply each property value even though some may not apply to it.  The possible values for this attribute are defined by the XML Schema string datatype. |
| [transition](transition.docx) (Transition) | This attribute specifies whether to [transition](transition.docx) the element in or out or treat it as a static filter. The valid values are none, in and out and the default value is in.    When a value of "in" is specified, the element will not be visible at the start of the animation and will become completely visible be the end of the duration. When "out" is specified, the element will be visible at the start and not visible at the end of the effect. This visibility is in addition to the effect of setting CSS visibility or display attributes.  The possible values for this attribute are defined by the [ST\_TLAnimateEffectTransition](ST_TLAnimateEffectTransition.docx) simple type (§). |

The following XML Schema fragment defines the contents of this element:

<complexType name="CT\_TLAnimateEffectBehavior">

<sequence>

<element name="[cBhvr](cBhvr.docx)" type="CT\_TLCommonBehaviorData" minOccurs="1" maxOccurs="1"/>

<element name="[progress](progress.docx)" type="CT\_TLAnimVariant" minOccurs="0" maxOccurs="1"/>

</sequence>

<attribute name="[transition](transition.docx)" type="[ST\_TLAnimateEffectTransition](ST_TLAnimateEffectTransition.docx)" use="optional"/>

<attribute name="filter" type="xsd:string" use="optional"/>

<attribute name="prLst" type="xsd:string" use="optional"/>

</complexType>