# How to animate containers

A container can be shown or hidden either instantly or in an animated way. For the animations to work, a **UIContainer UI Animator** needs to be attached to the container's GameObject and have the container set as its controller. All the animations are powered by our value animator engine called **Reactor** and by default a move animation is enabled for both show and hide.

The **UIContainer UI Animator** reacts to show/hide commands given to any **UIContainer** component that is set as its controller. Below is an example of a **UIContainer** and **UIContainer UI Animator**, notice that they are connected as the **UIContainer** is set as a reference in the 'Controller' slot of the animator.
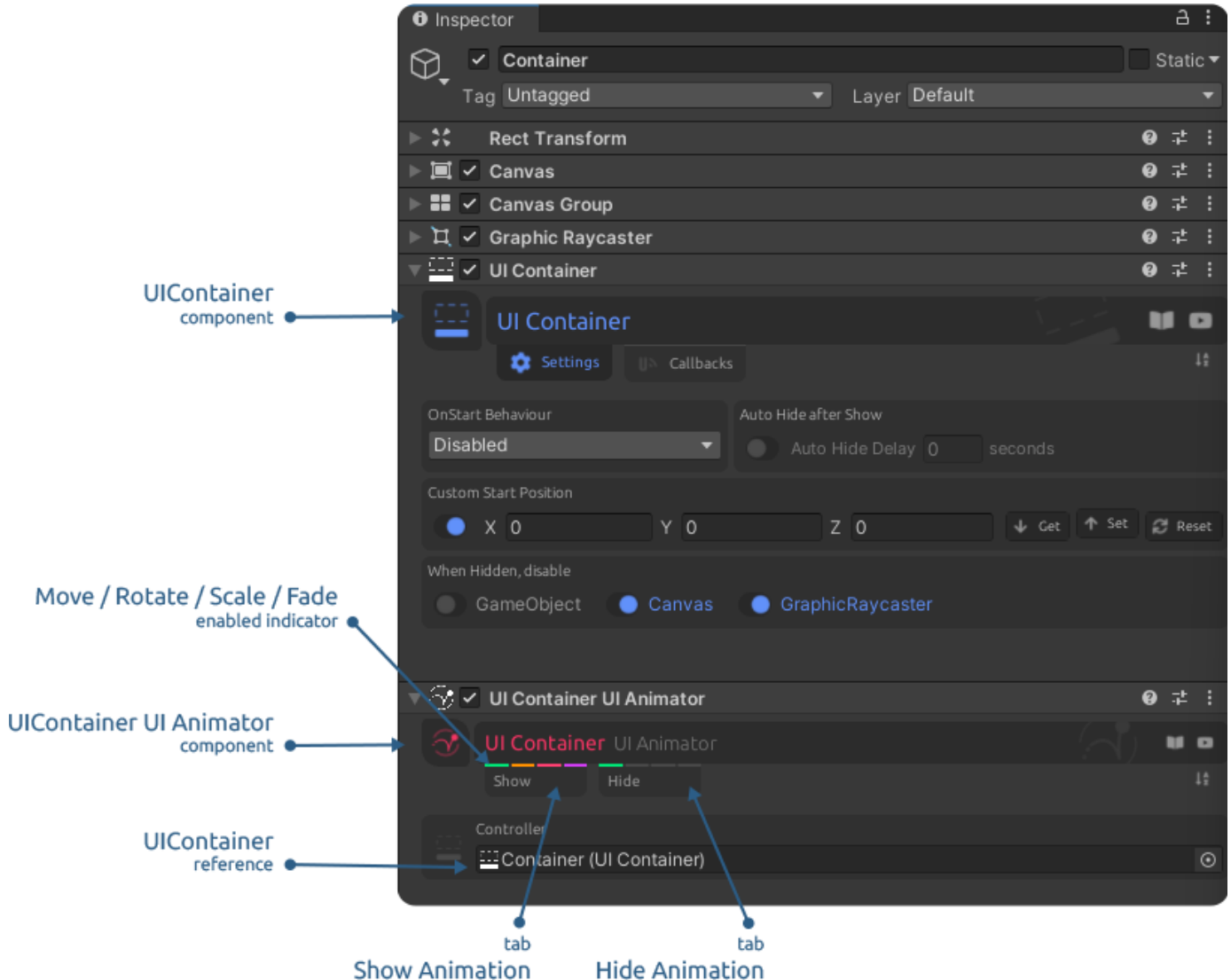
One **UIContainer** can 'control' more than one animator, thus complex show/hide animations can be composed by different animators while being controlled by one container.

Next we dive into Nody, UI flow and the Flow Graph