

Anyone can Animate

(Even if they can't draw)

Andy Dent's
strongly-held opinions
weakly-held pencils

Animation as Life?

(but not as we know it)

See lots of links on my github site that will also be on the last slide

github.com/AndyDentFree/DDDI9

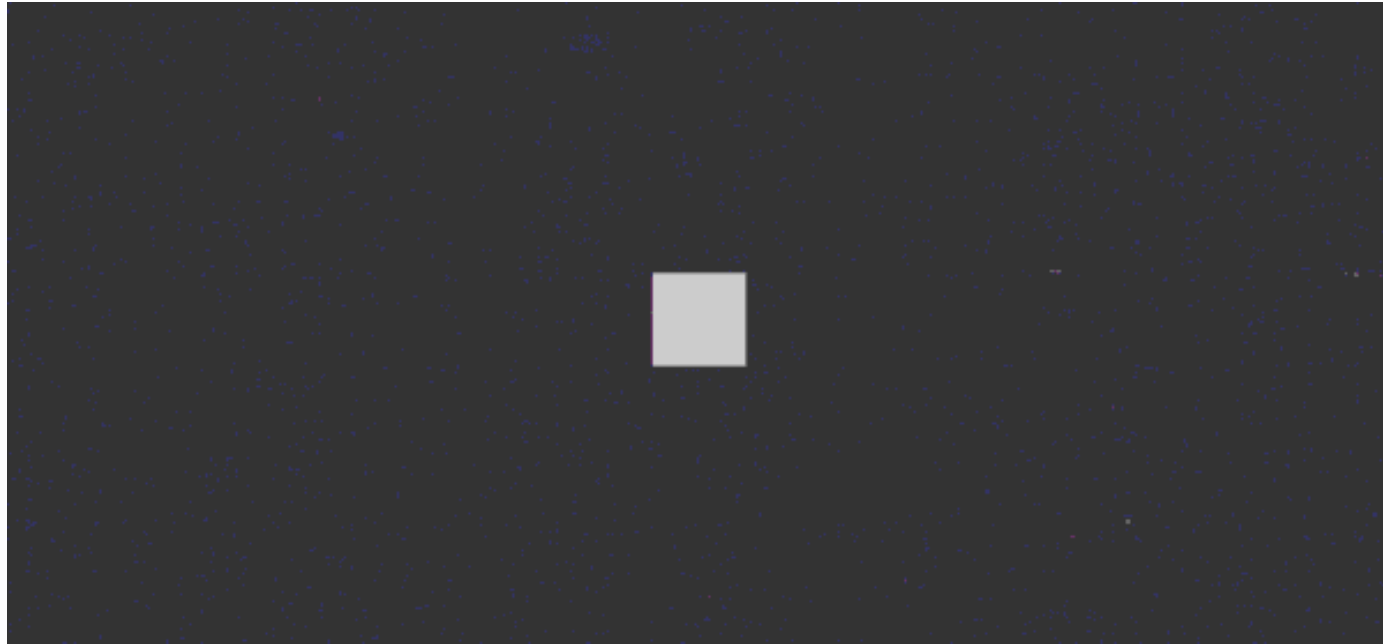
Top recommendations:

- Val Head's book *Interface Animation*, articles and videos
- Disney's book [The Illusion of Life](#)
- [As video](#) and [gifs](#) which are on the following pages

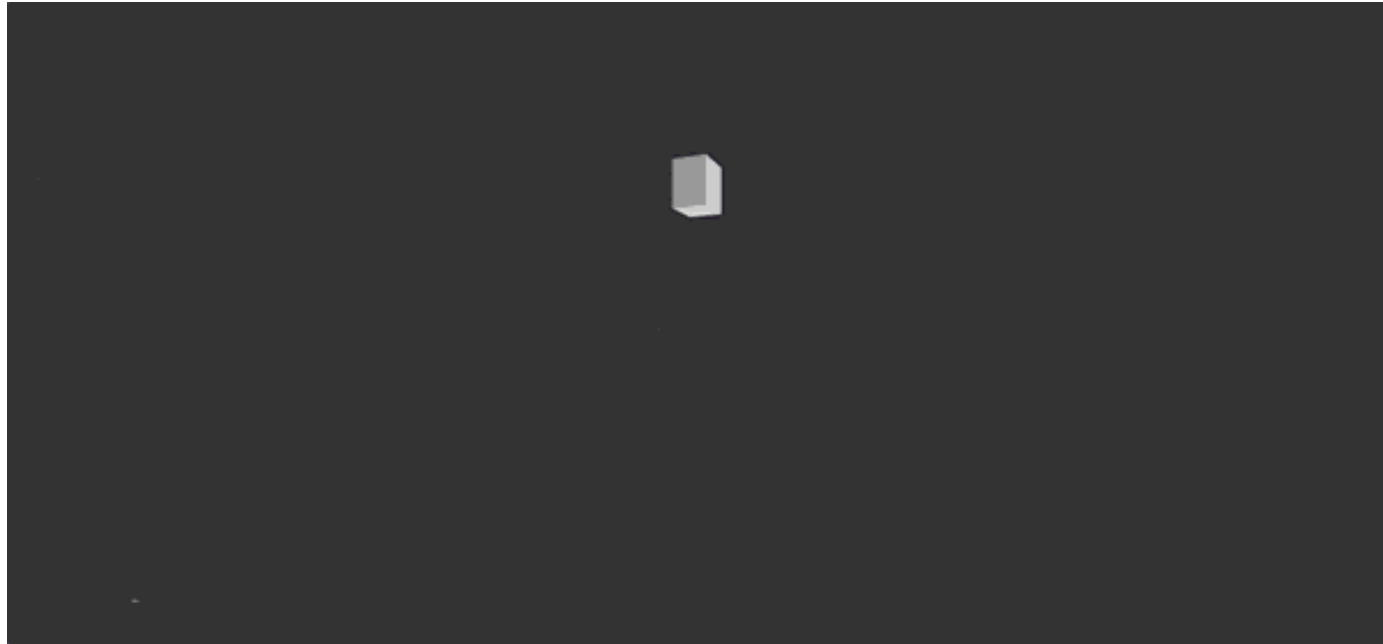
12 Principles - Anticipation



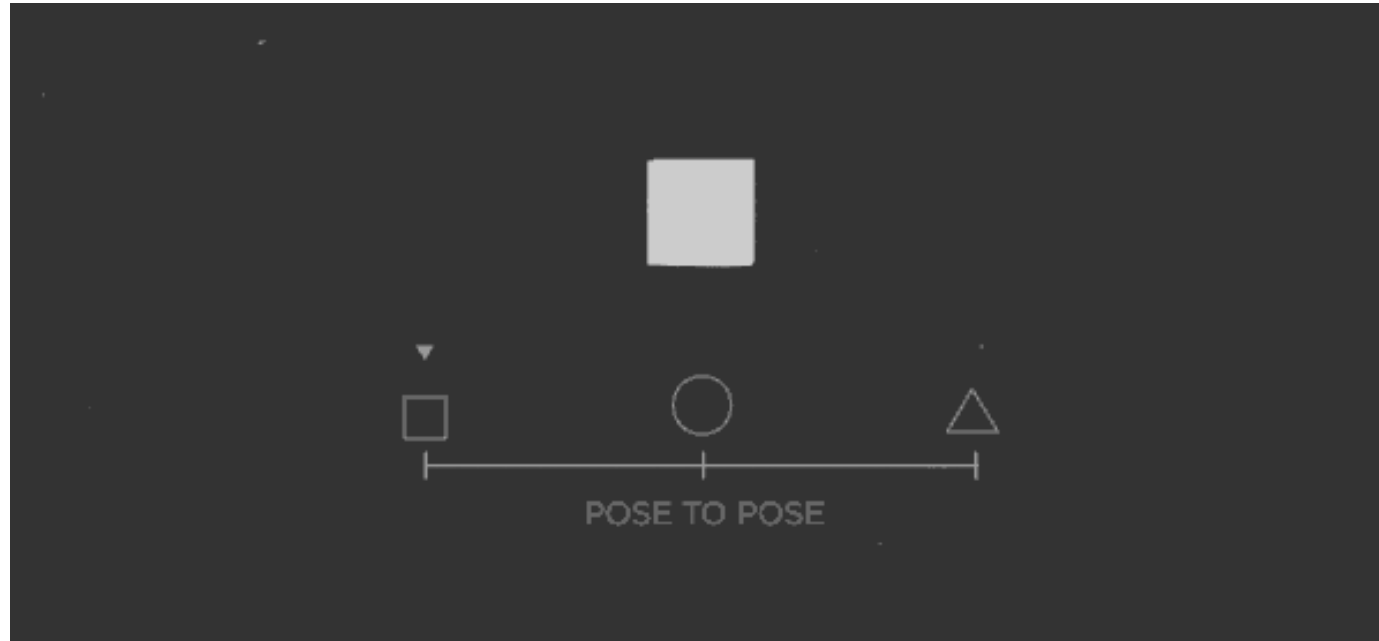
12 Principles - Staging



12 Principles - Squash and Stretch



12 Principles - Straight Ahead and Pose to Pose



12 Principles - Follow Through & Overlapping



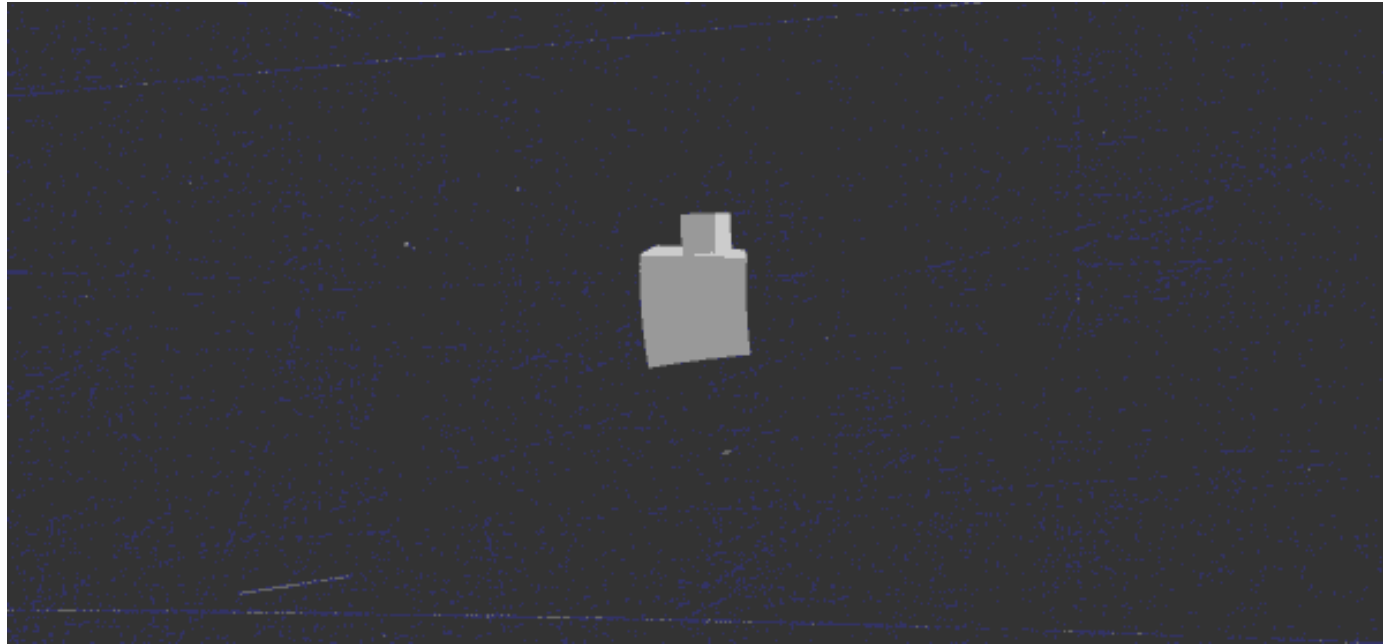
12 Principles - Slow In and Slow Out



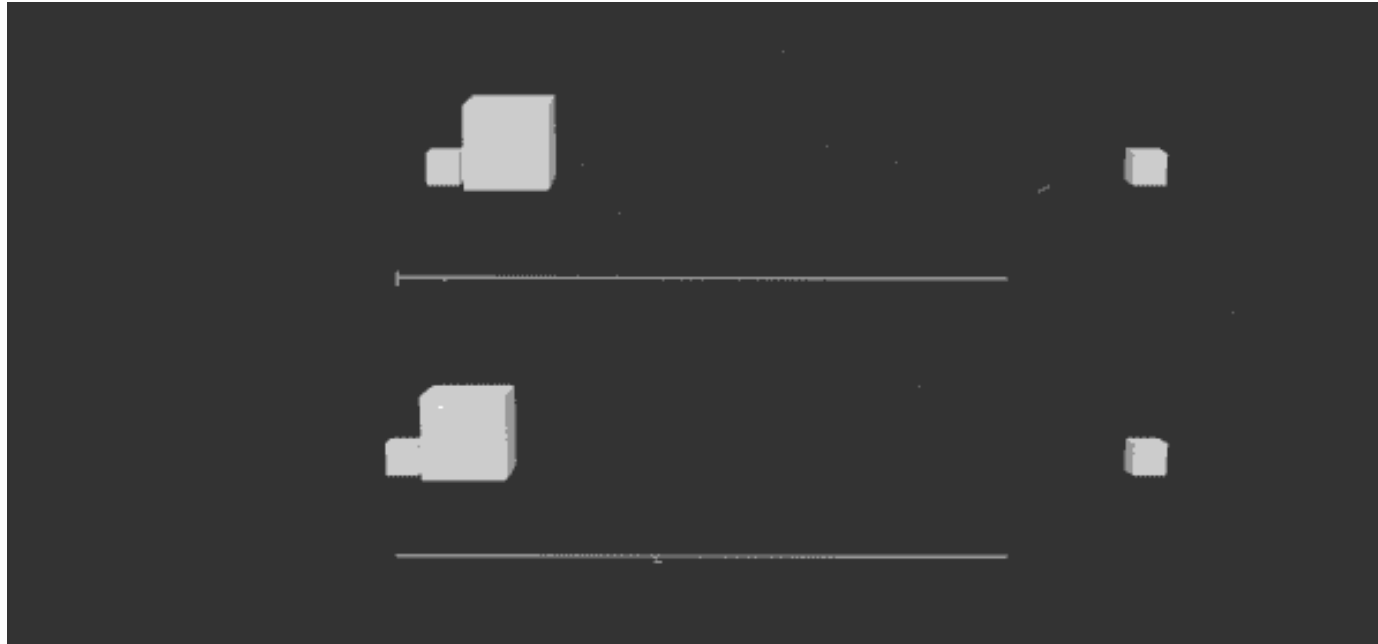
12 Principles - Arcs



12 Principles - Secondary Action



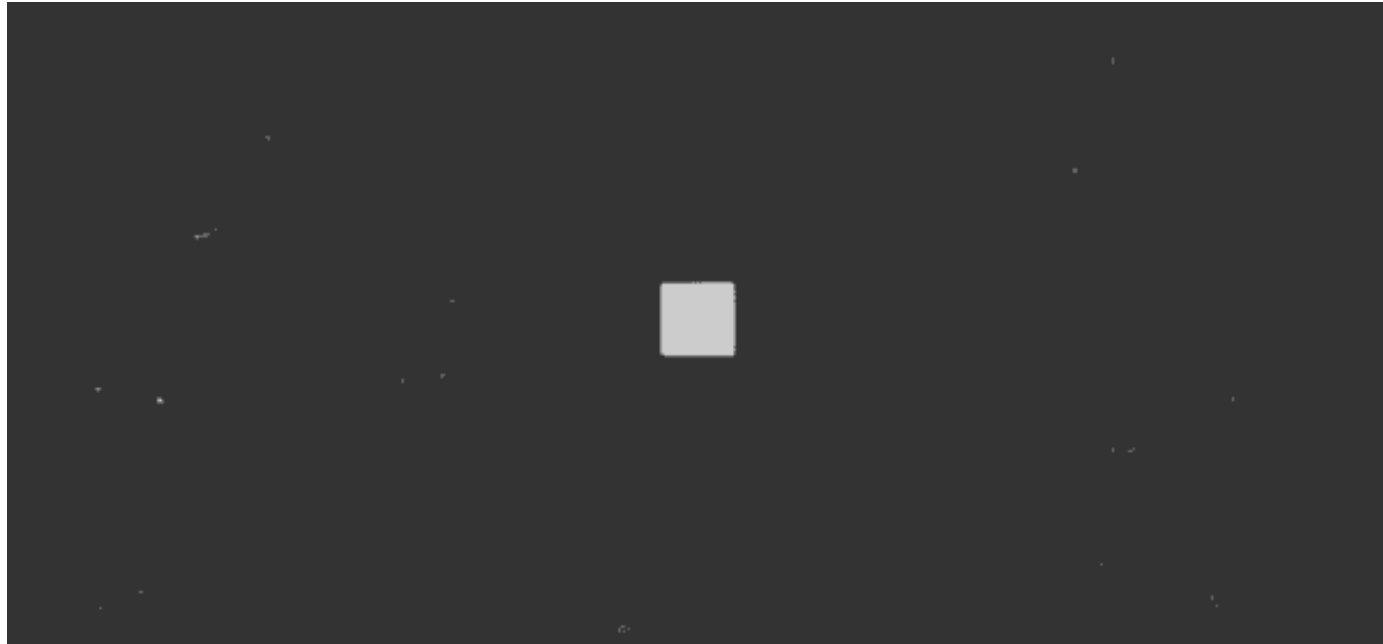
12 Principles - Timing



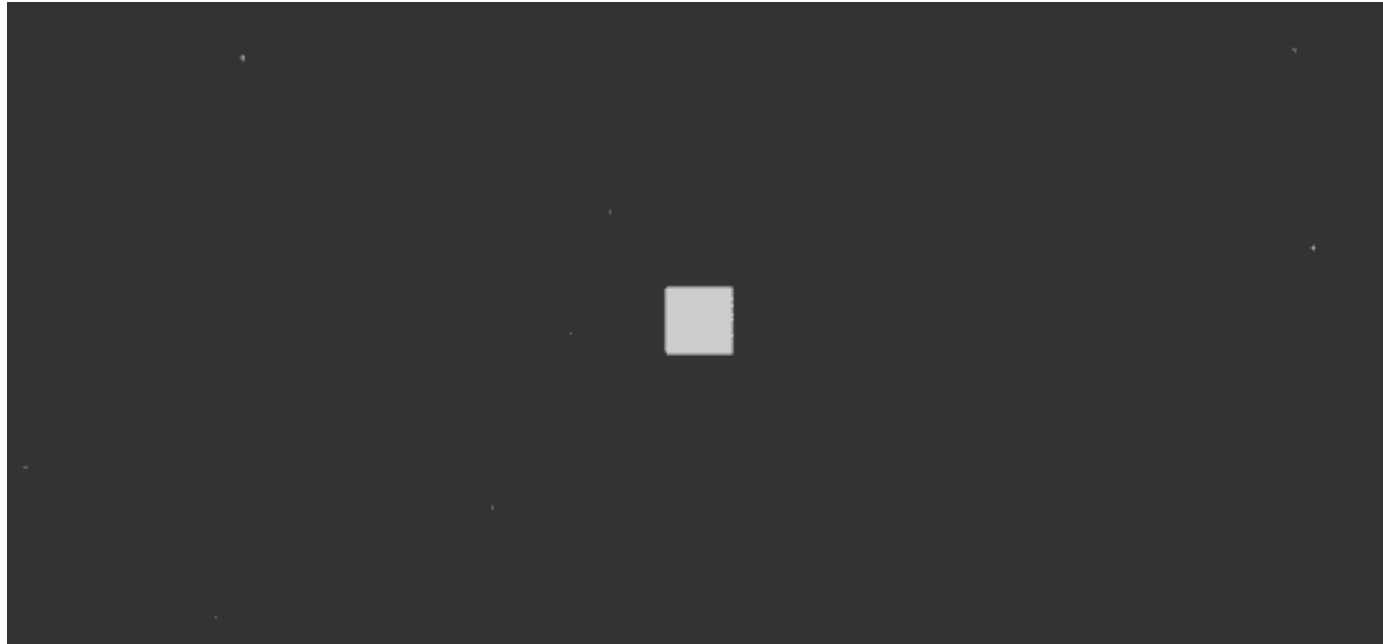
12 Principles - Exaggeration



12 Principles - Solid Drawings



12 Principles - Appeal



Why Animate? - Designers

Distract

Amuse

Inform

Why Animate? - Developer's View

D istract

I nform

E ntertain

Animation as a new Developer Hell

Animation's aren't the only thing that go in circles.

The designer-developer loop finds new things to design that
have to be manually translated to code.

and then the loop closes

Coming to **save us** (last time)



New Breed of Tools

Start with Sketch or other vector prototype

Add animation

Generate working code

Tools

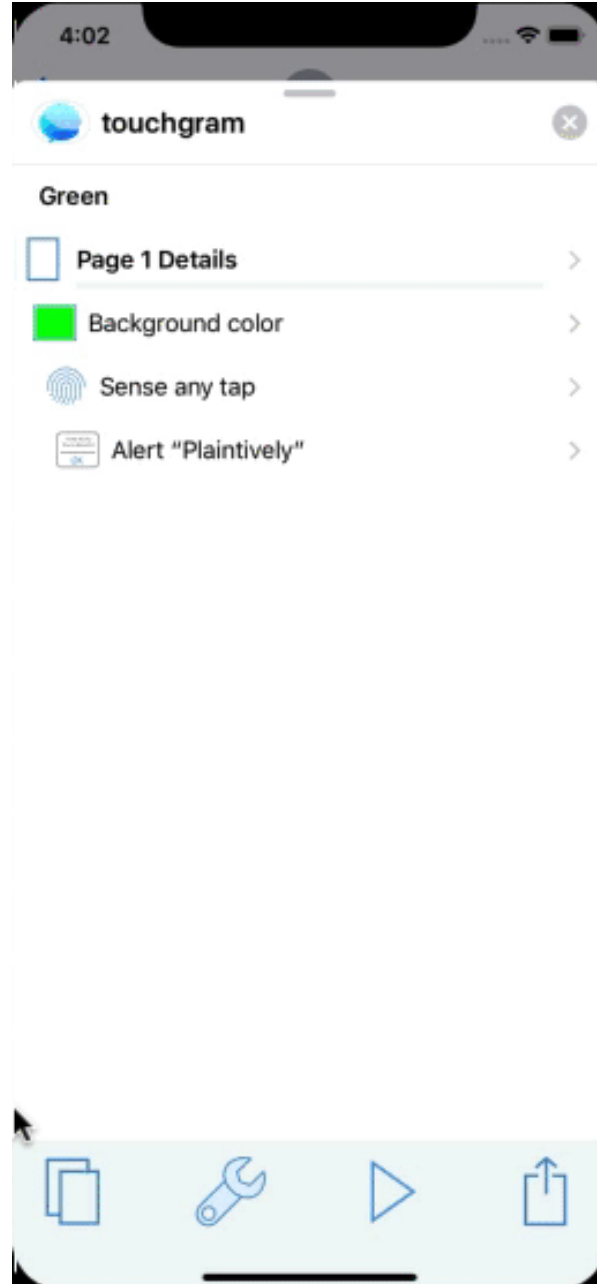
Supernova Studio

Haiku

Flow

Web world
SVG-based
GSAP Greensock JS-driven
other?

Simple Animation Example



Supernova Editor

The Supernova Editor interface is divided into several sections:

- Top Bar:** Contains icons for Refresh, Project, Localization, and platform targets (iOS, Android, React, Flutter). It also includes zoom controls (100%), a Screen/Navigation toggle, Simulator and Publish buttons, Export and CodeX options, and Settings, Left, and Right panels.
- Left Sidebar:** Displays a list of animation groups and their associated actions. The first group is "Animate on Tap on toolbarRemnant", followed by "play-editing-toolbar" (with a "Translate X" action), "Animate on Tap on replay" (with a "play-editing-toolbar" action and "Translate X"), and "Animate on Tap on toolbarRemnant" (with a "toolbarRemnant" action and "Opacity" action).
- Center Preview:** A large black rectangle representing the animation target. Below it is a play button and a "B" label.
- Right Panel:** Shows the "Animation group" settings. The "NAME" field is "Animate on Tap on replay". The "TRIGGERED BY" dropdown is set to "replay". The "TRIGGER ACTION" dropdown is set to "Tap".
- Code Editor:** Displays Swift code for the animation. The code defines two animation functions: `animationTwo()` and `animationThree()`. `animationTwo()` creates a `CAAnimationGroup` with a duration of 0.5, repeats once, and sets the fill mode to `.removed`. It then creates a `CABasicAnimation` for the `transform.translation` property, starting at 0 and ending at -375. `animationThree()` is similar but with a duration of 0.5 and a repeat count of 1.

Further Details

github.com/AndyDentFree/DDDI9

Contains this presentation and links to all tools mentioned, full samples and media to build anything shown in the movies.

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