

Scalable Vector Graphics (SVG) - A Hands-on Introduction

Practical Session 4 - Animation

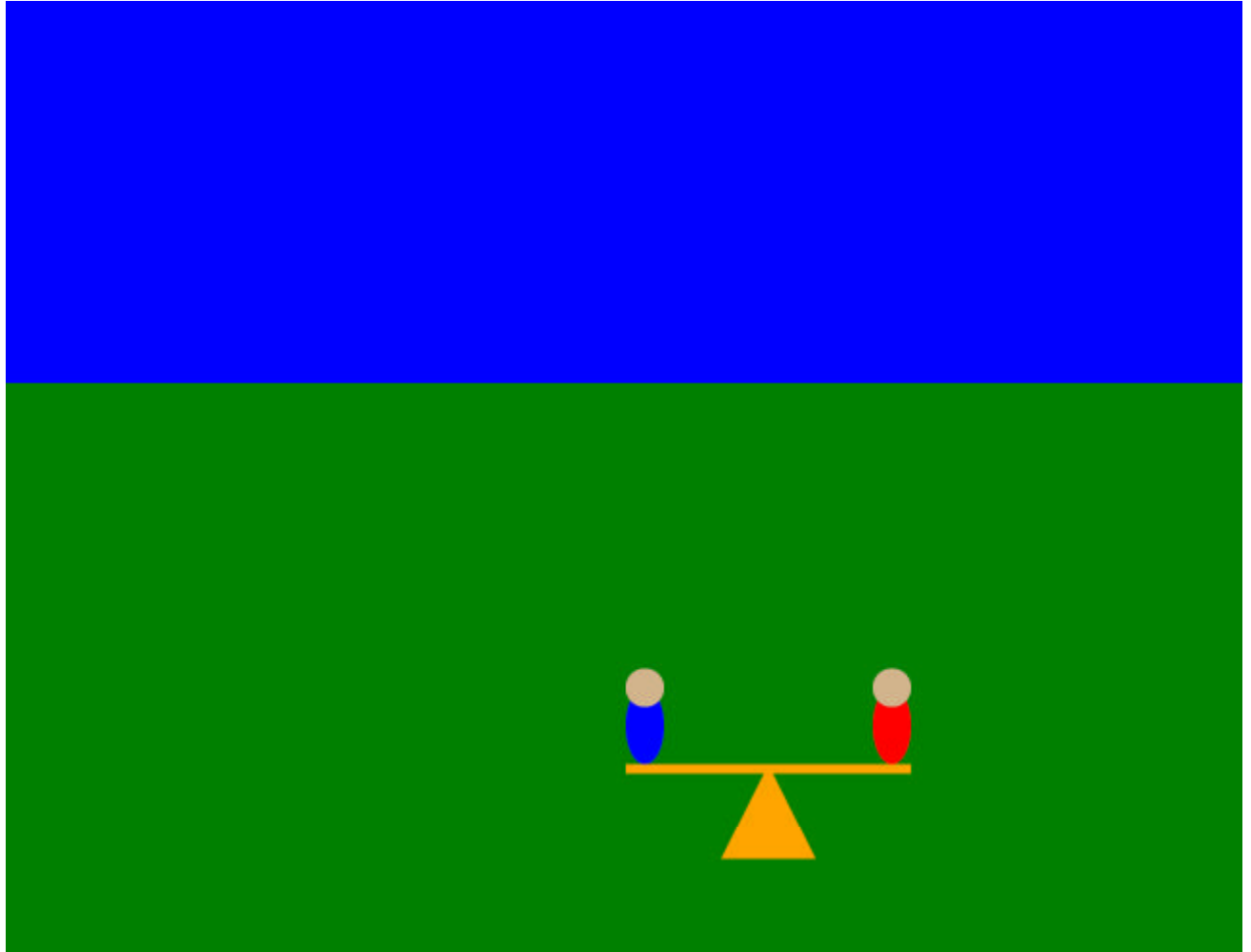
Introduction

The aim of this practical session is to give you some practice in using SVG transformations and animation functionality.

The idea of this practical session is to construct a simple see-saw, then add it to the scene you have already constructed.

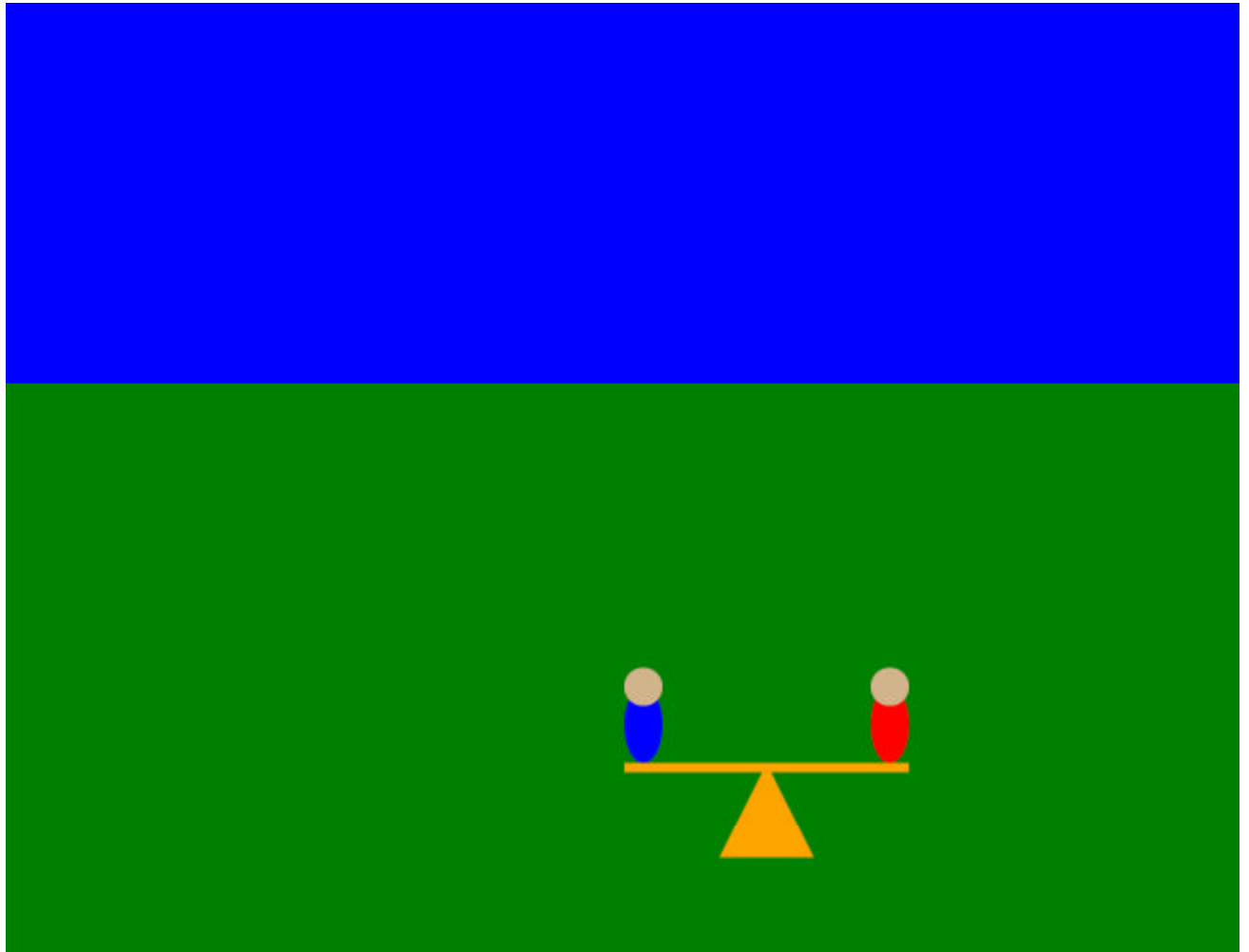
Playground

Construct a simple playground containing a see-saw and two figures, such as that shown below. Don't start writing the code until you have read the second part of this practical! You will need to think carefully about coordinate systems and transformations.



Animation

Now make the see-saw rock. At first you may find it easier to attach the figures firmly to the see-saw. Then see if you can keep the figures upright as they rock.



Add the see-saw to the river scene.



If you have time, add a windmill, make the boat move, try making the sky go dark, the sun set, draw the curtains on the windows, turn a light on in the living room,

