

Animation Timelines



Todd Shelton

@tweenout

What is a timeline?

Definition:

A graphic representation of the passage of time



What is a timeline?



What is it good for:

- Allows you to sequence complex animation
- Lets you Play, Stop, Resume, Reverse and Seek on a timeline
- Saves you from calculating the delay to put on each tween
- Can add a lot of Vars to the tween constructor to allow more control



Let's Look at an Example

