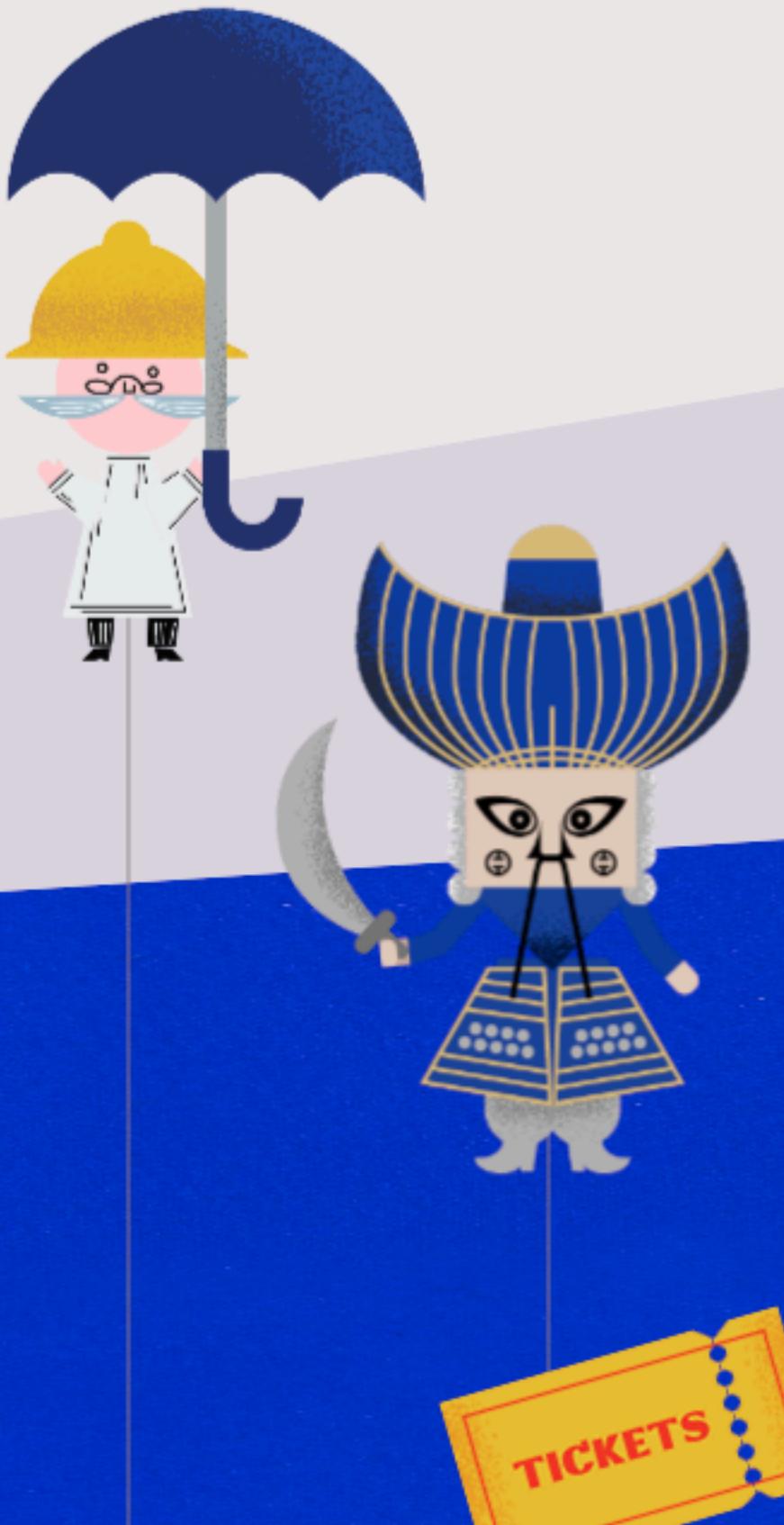
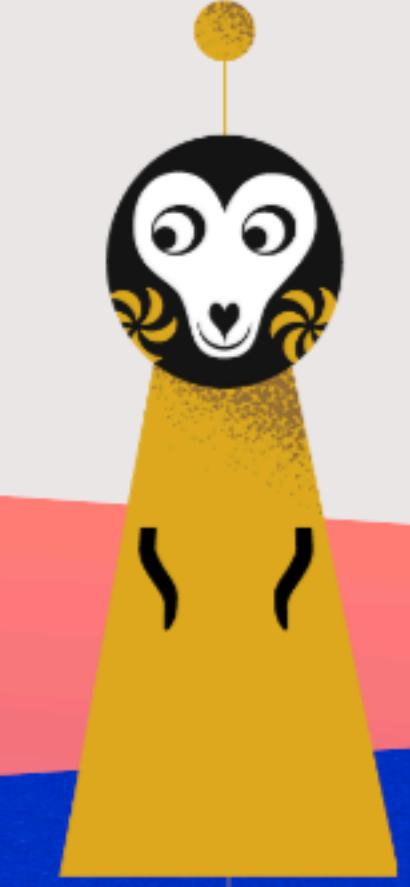


Meaningful Responsive Animations

Adult stage

**REPERTOIRE**

NOVEMBER

04 SUN 16.00 The Palace CinemaNOVEMBER **06** TUE09.00 Backstage Tour
11.00 The Palace Cinema09.00 Backstage Tour
11.00 The Palace Cinema

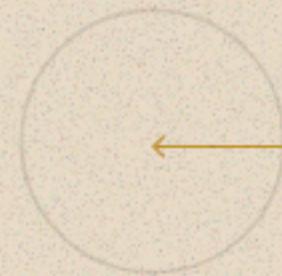
NOVEMBER

07 WED 09.00 Backstage Tour
11.00 The Palace Cinema
12.45 Backstage Tour

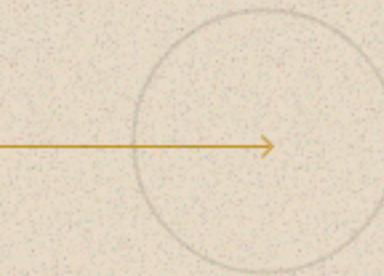
NOVEMBER

08 THU 09.00 Backstage Tour
11.00 The Palace Cinema

Take It



Leave It



Lady Bird

A24

Fb In Tw

add

Now Available

Watch Now

What memories of home do you cherish?

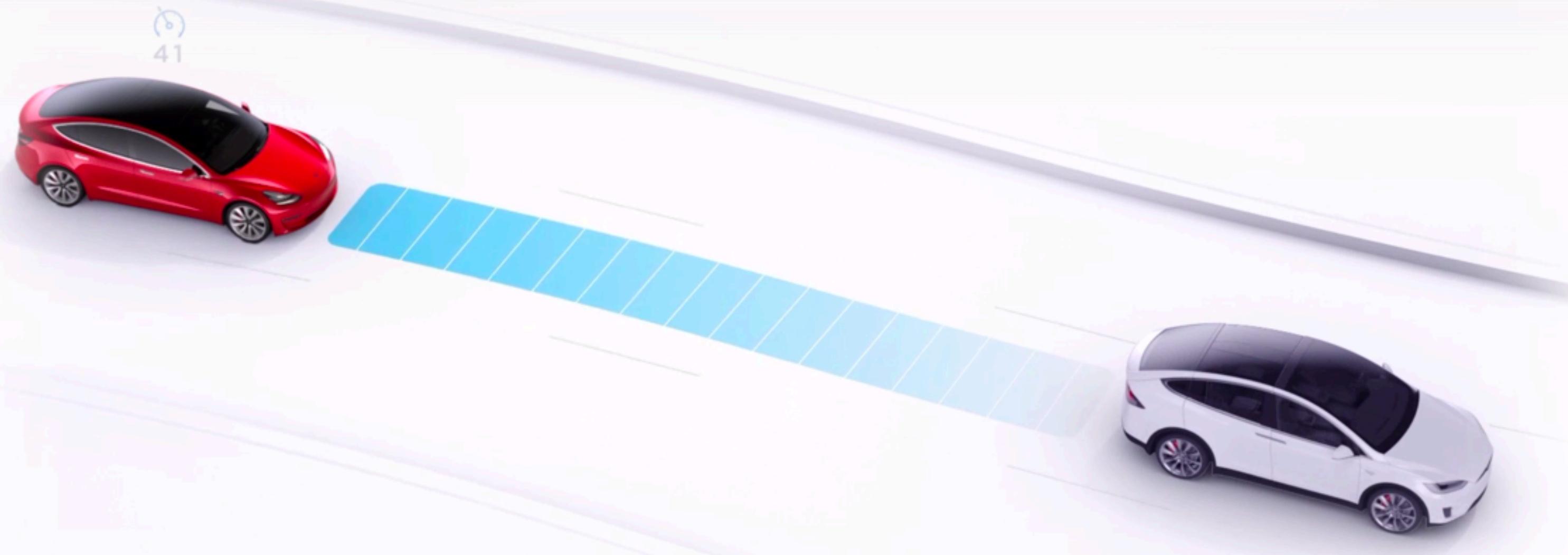
Drag left and right to answer.

○ ● ○ ○ ○ ○ ○

Q 1 / 8

Enhanced Autopilot

Enhanced Autopilot introduces new features and improves existing functionality to make Model 3 safer and more capable over time.



Lane Change

Automatically change lanes while driving on the highway

Autosteer

Assisted steering, with cruise control that matches speed to traffic

Side Collision Warning

Helps to avoid potential collisions with fast-approaching vehicles

Summon

Automatically park and retrieve your vehicle

Automatic Parking

Parallel and perpendicular parking, with a single touch





Mercedes-Benz

[Provider/Privacy Statement](#)

[Vehicles](#)

[Design](#)

[Innovation](#)

[Museum & History](#)

[Sports](#)

[Events](#)

[Lifestyle](#)

The all-new EQC.

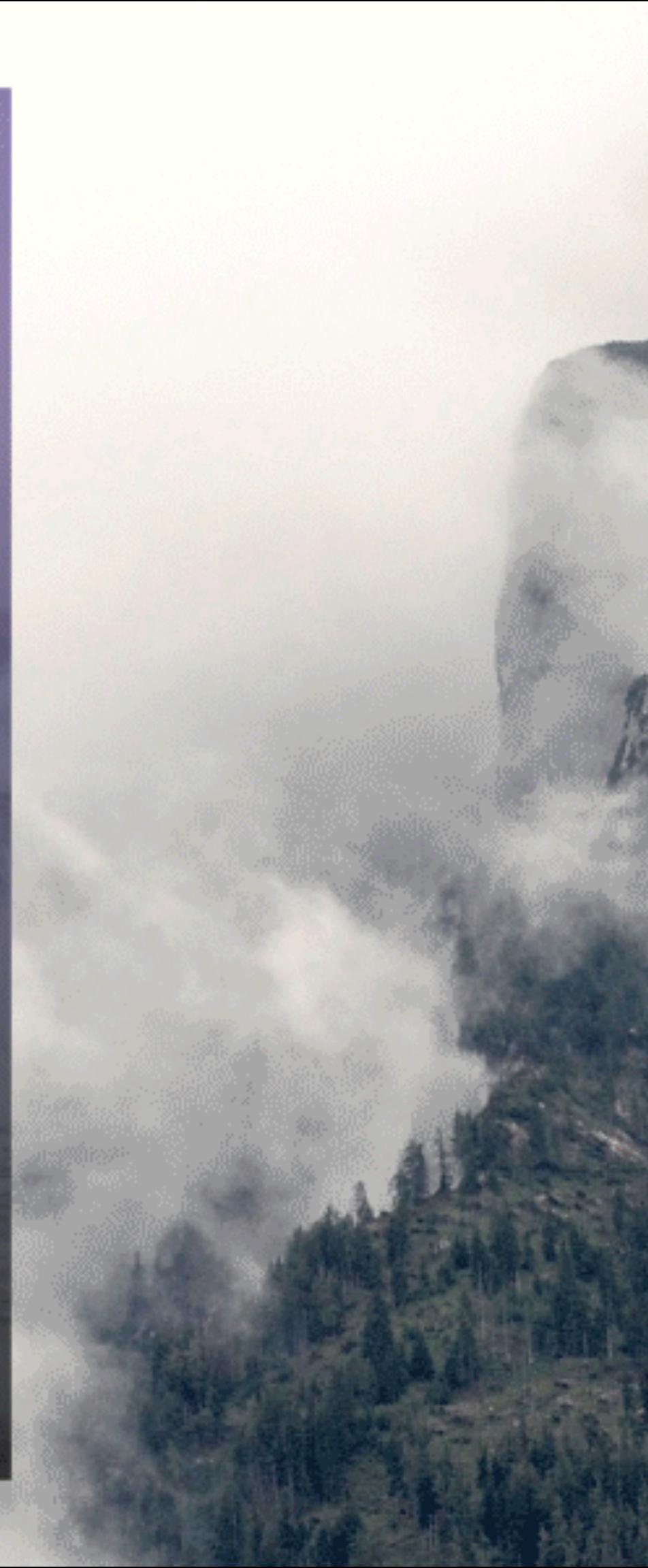
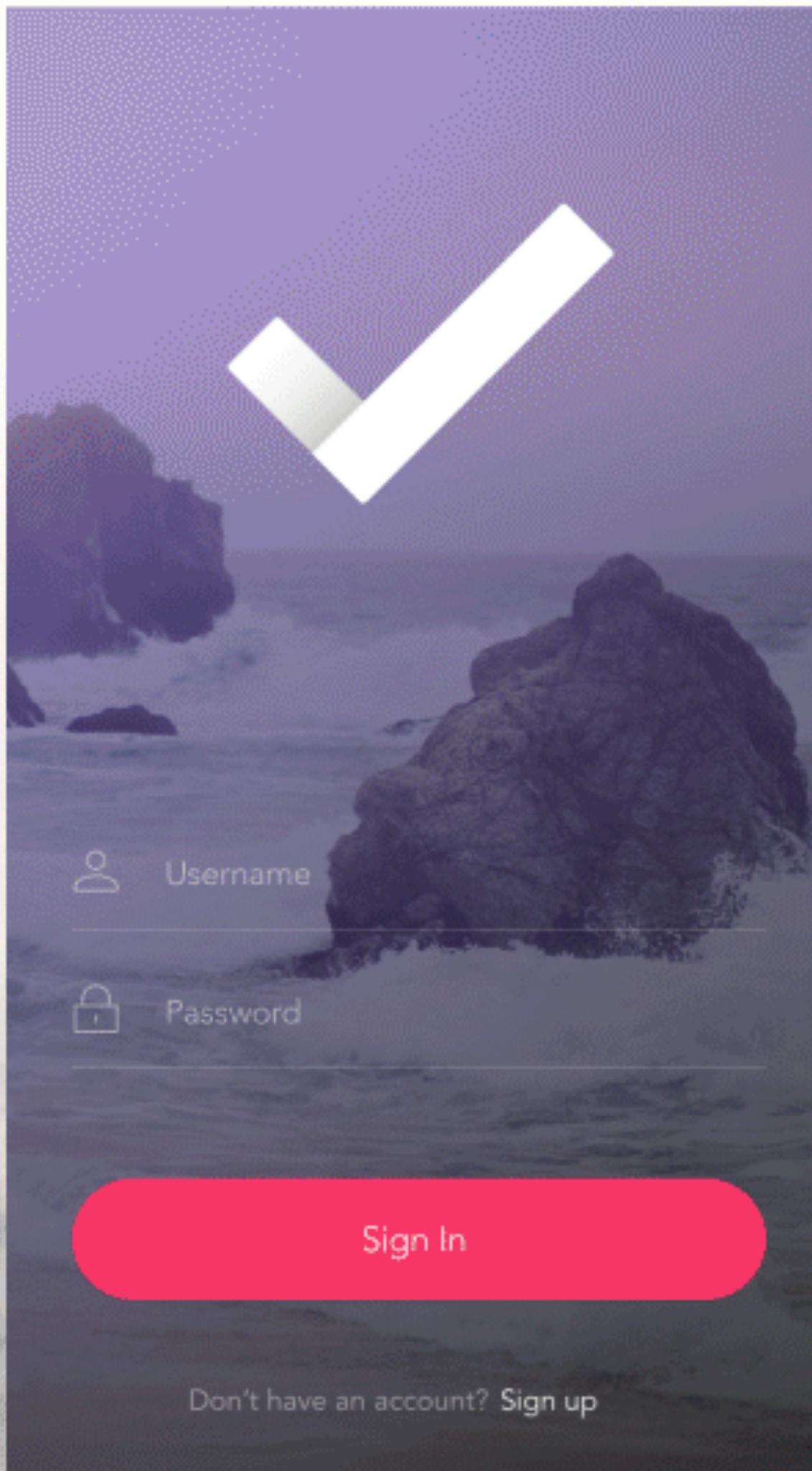
EQC 400 4MATIC: Stromverbrauch kombiniert: 22,2 kWh/100 km; CO₂-Emissionen kombiniert: 0 g/km. Angaben vorläufig.¹



[REGISTER FOR THE EQC](#)

[DISCOVER MORE](#)







Hello Laura,

Looks like you are in
a mall. Here is a list of things
you need to buy.

— Buy a milk

— Buy a shampoo

— Buy a toothbrush

Lists



Personal

12 tasks



Work

7 tasks

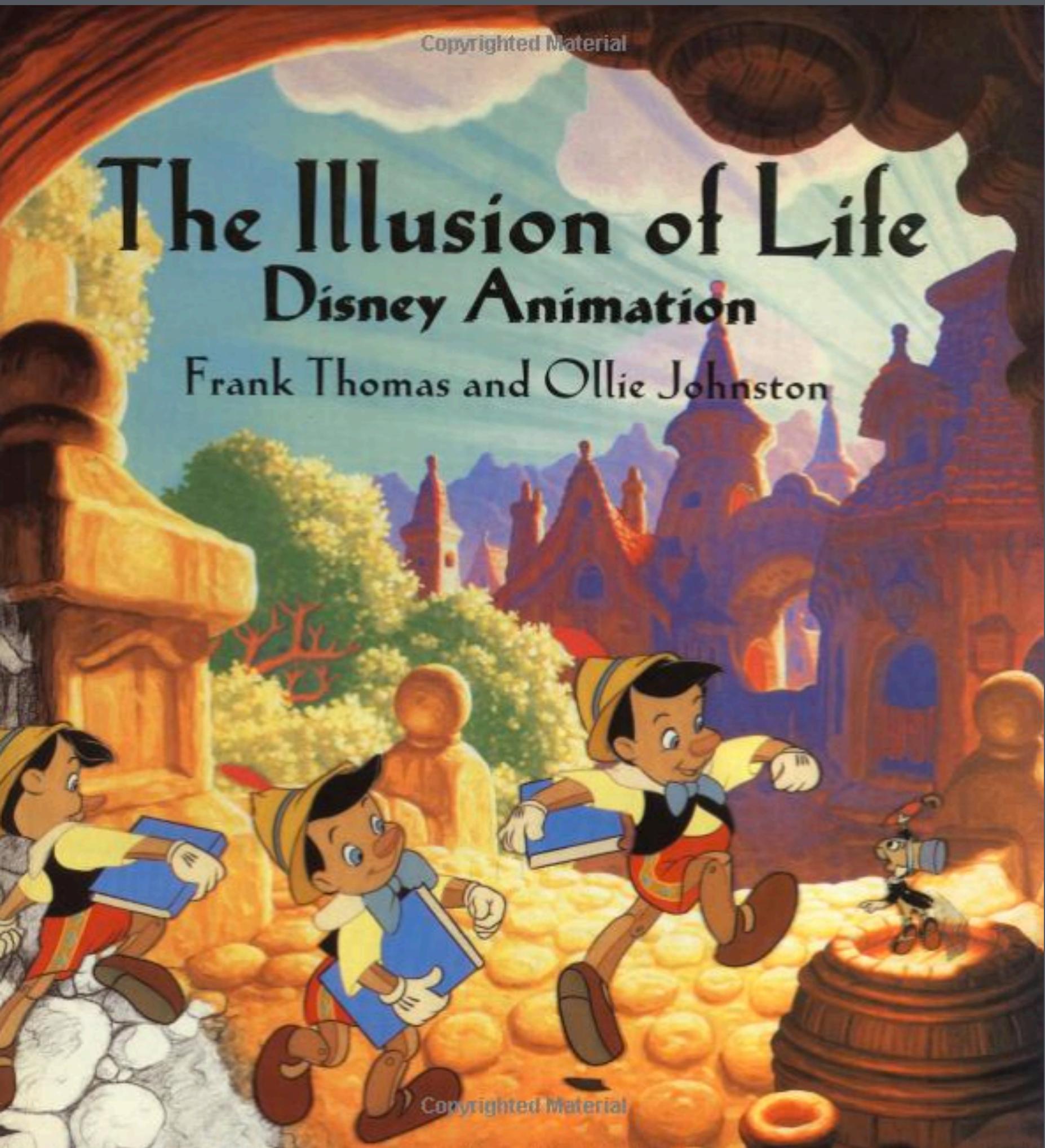


2 x 12 Principles for the Design of Meaningful Responsive Animations

- **Disneys Animationsprinzipien**
Fokus: Allgemein Animation
- **The UX in Motion Manifesto**
Konkreter: User Interface Animationen

The Illusion of Life

Disneys Animationsprinzipien





Squash & Stretch Quetschen & Strecken

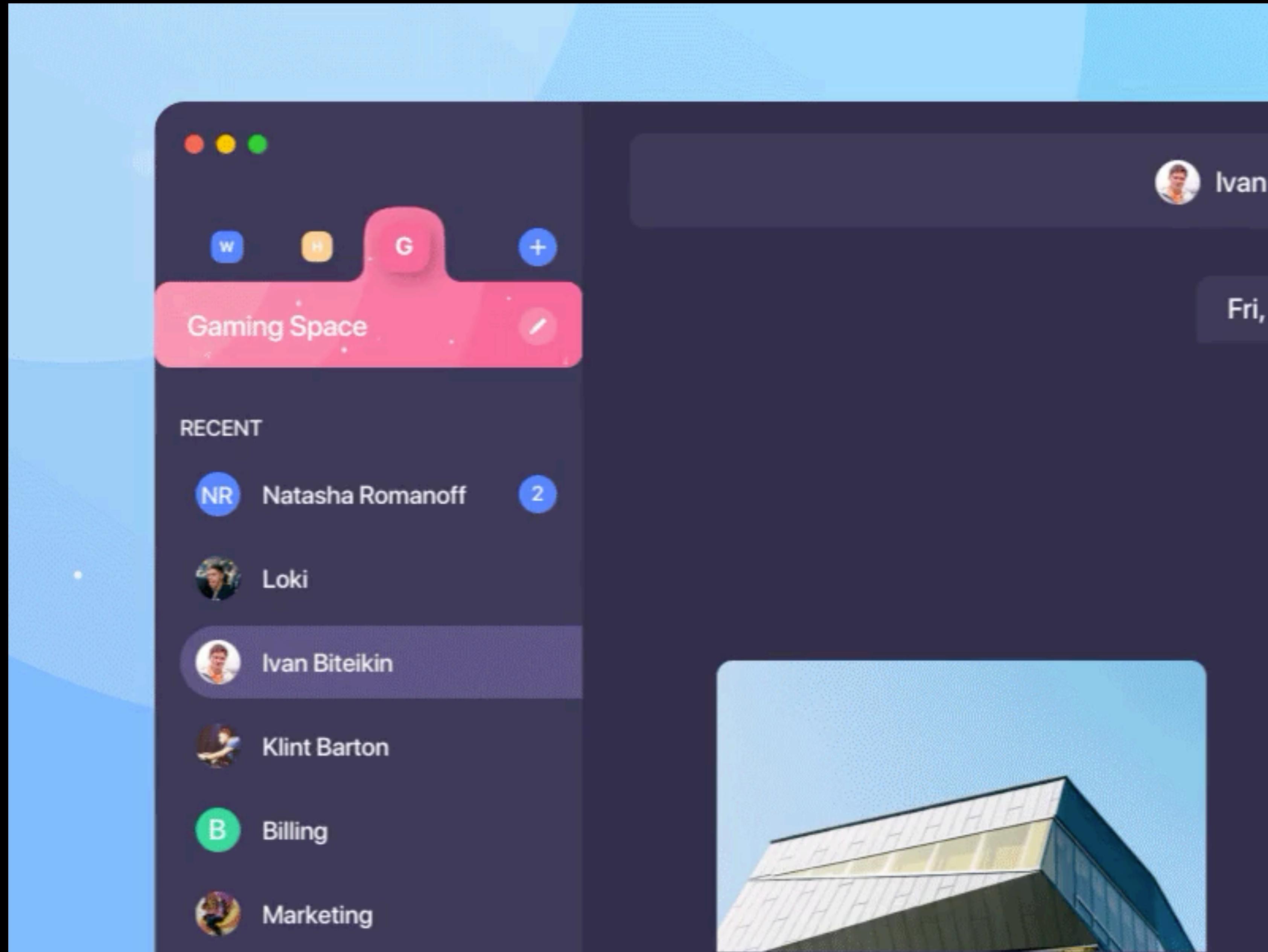


CAAAAAAAAT



Anticipation

Ausholen oder Vorwegnehmen



Staging

Inszenierung der Posen

LLJLL

3D COVERS

MEN

LEFT LEG

BELOW THE KNEE

PROSTHESES

USER

CART

MENU

TWITTER

PINTEREST

EMAIL

FACEBOOK

Pure

The Pure cover is shaped into the form of a natural human leg, it is attached to the leg prosthesis in an innovative way using high-powered magnets.

Relative durability: 9/10

Material: ABS plastic

Attachment: High-powered magnets

Top shape: Arch

Back shape: Sport cut

Available colors: Red

\$320.00 - \$400.00

CUSTOMIZE AND ORDER

Free delivery & returns

On the next step you will be able to customize size, shape, details and adjustments.



Follow Through & Overlapping Action

Weiterführende und überlappende Bewegung





Slow In & Slow Out

Sanftes Abbremsen und Beschleunigen

Submit →



Secondary Action

Zweitrangige oder unterstützende Bewegung



Timing

Bewegungsdauer



● B I H¹ ≡ Ⓢ

Hello, world!

Exaggeration Übertreibung, Karikatur

USERNAME

PASSWORD

LOGIN





Appeal

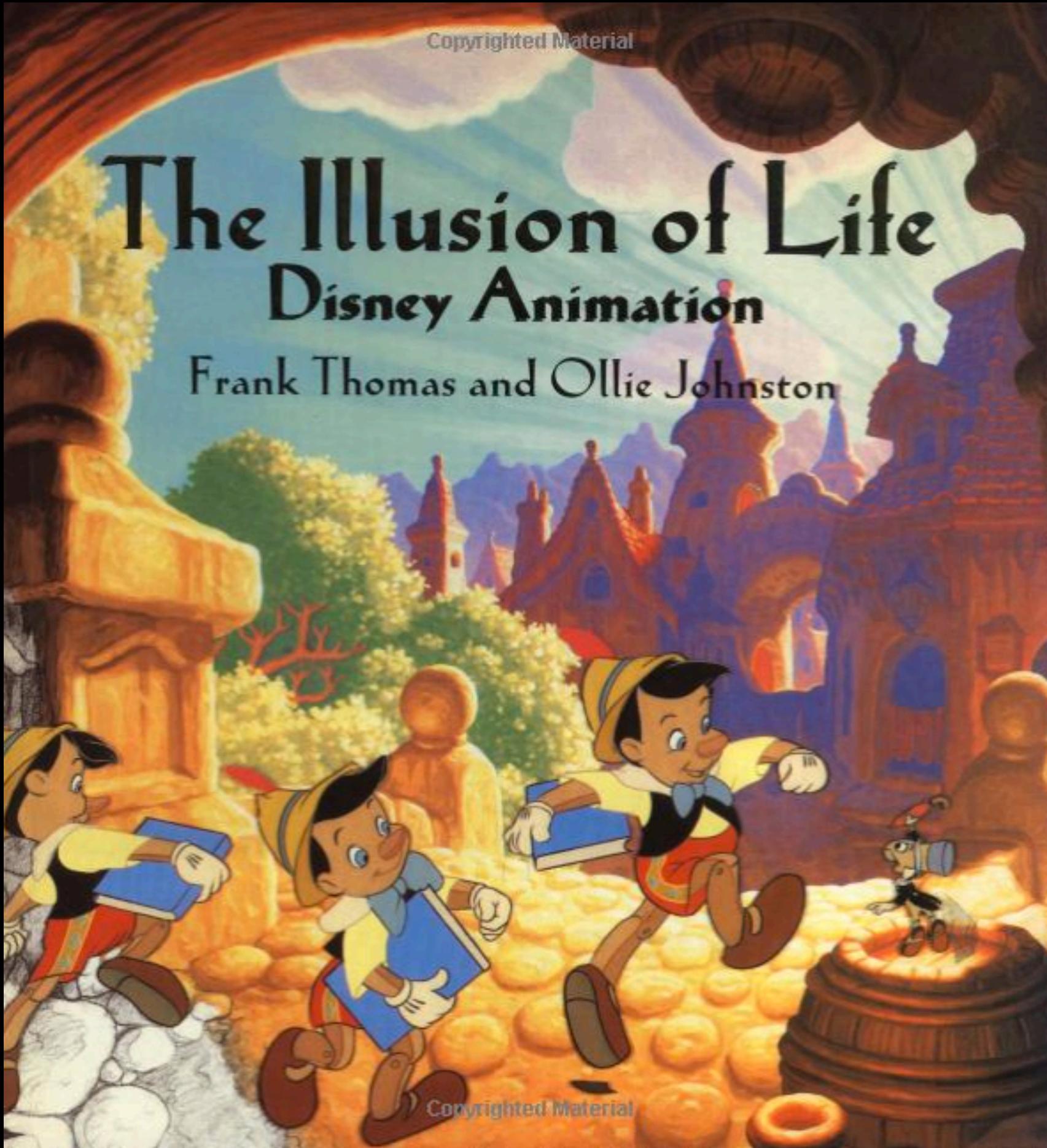
Charisma, Charme und Reiz



Drop your File here

Disneys 12 Animationsprinzipien

1. Squash & Stretch
2. Anticipation
3. Staging
4. Straight Ahead & Pose to Pose
5. Follow Through & Overlapping Action
6. Slow In & Slow Out



Disneys 12 Animationsprinzipien

7. Arcs

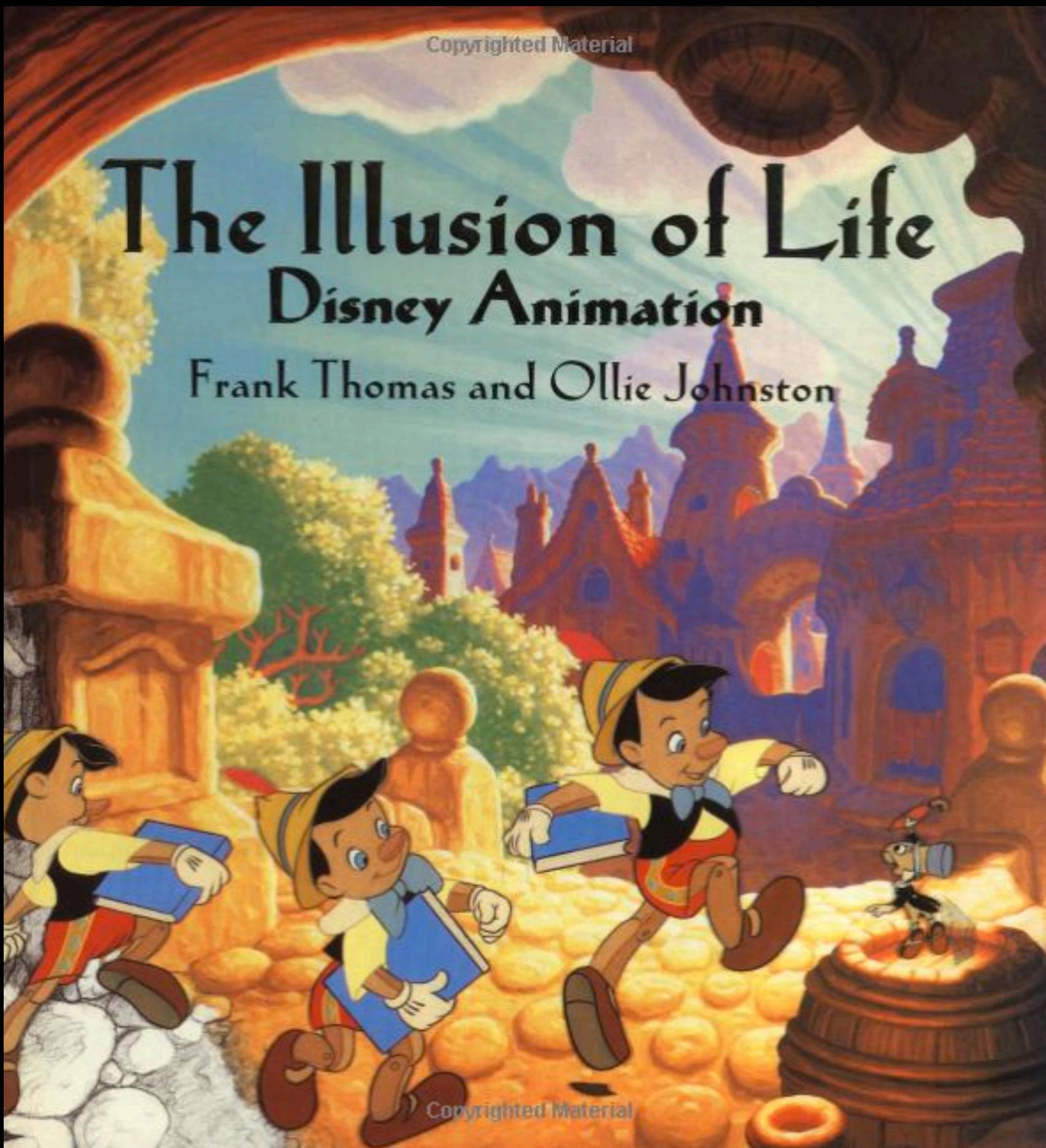
8. Secondary Action

9. Timing

10. Exaggeration

11. Solid Drawing

12. Appeal



The UX in Motion Manifesto

<https://www.dreamerux.com>

The 12 Principles of UX in Motion

CREATING USABILITY WITH MOTION



Easing



Offset & Delay



Parenting



Transformation



Value change



Overlay



Cloning



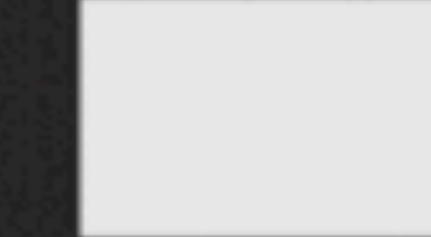
Obscuration



Parallax

10

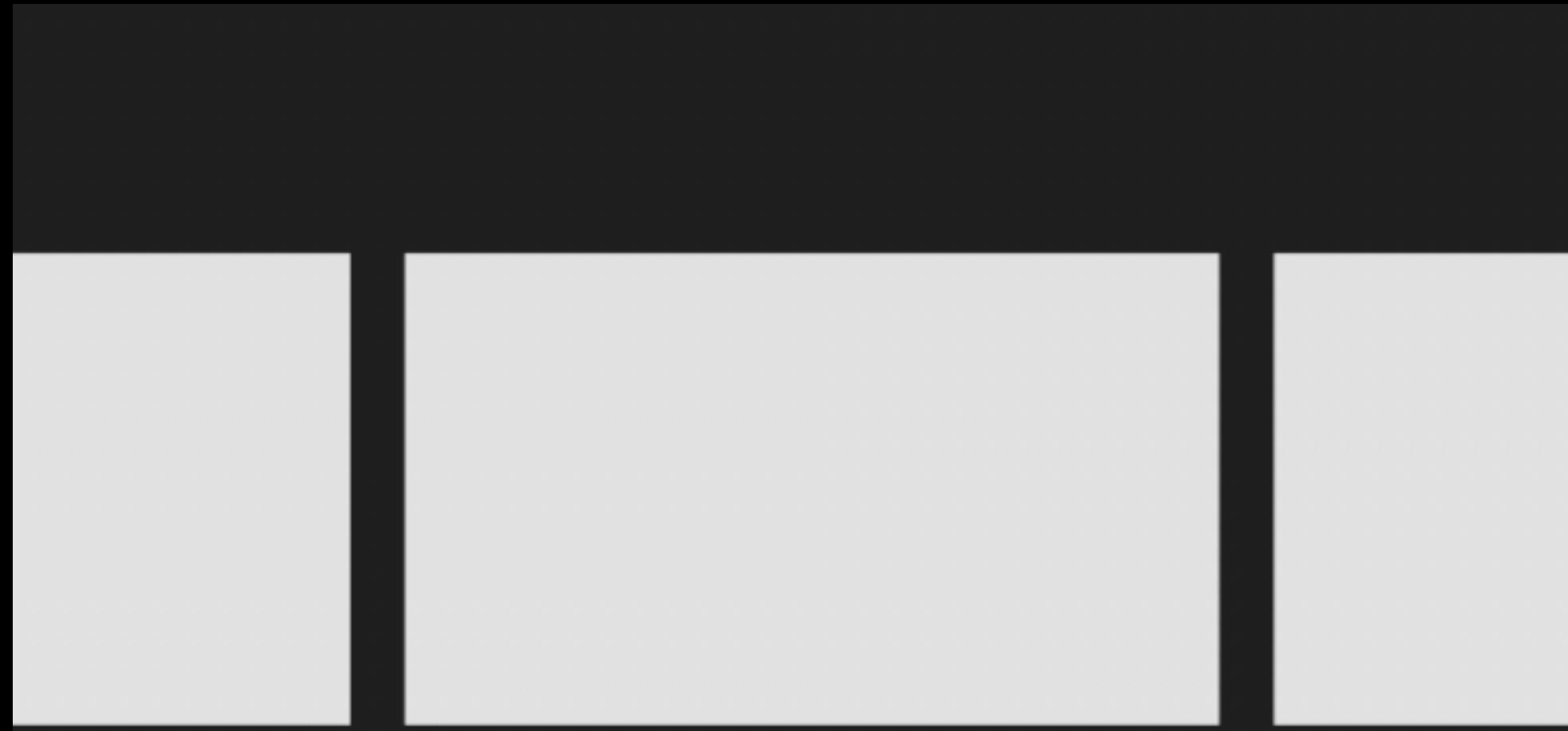
Dimensionality



Dolly & Zoom

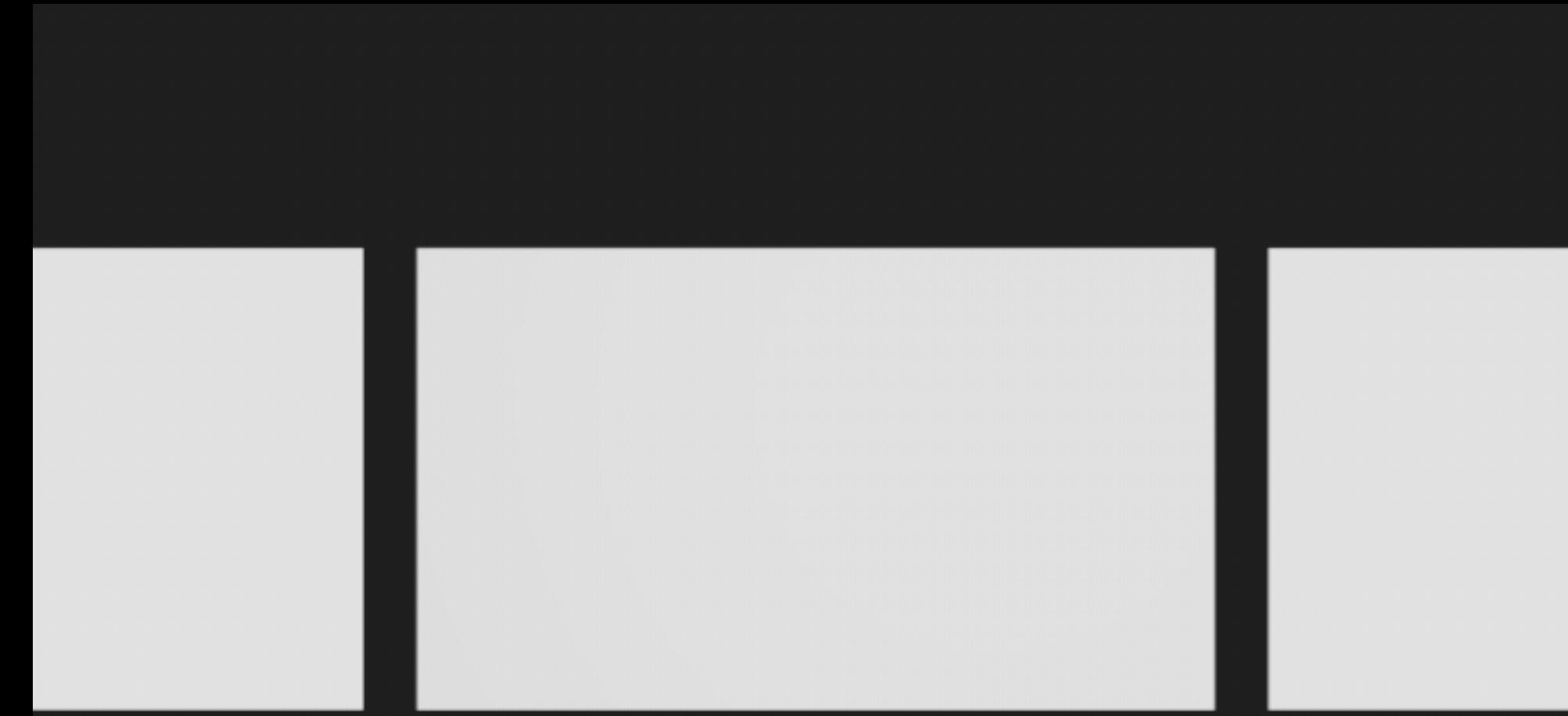
uxinmotion.net

Realtime vs. Non-Realtime



Realtime interaction

UXINMOTION.NET

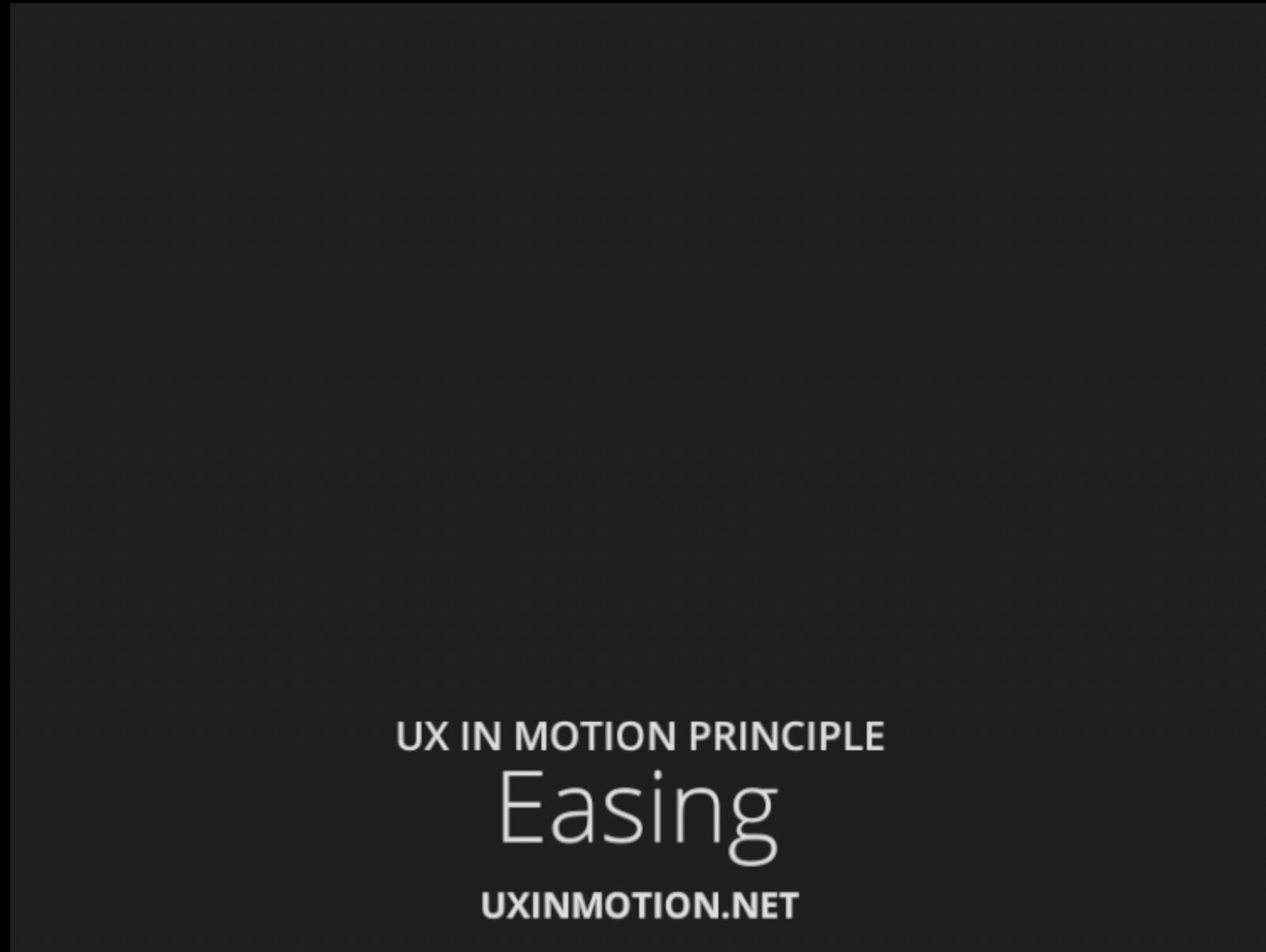


Non-realtime interaction

UXINMOTION.NET

Easing

Easing



Easing



Linear motion

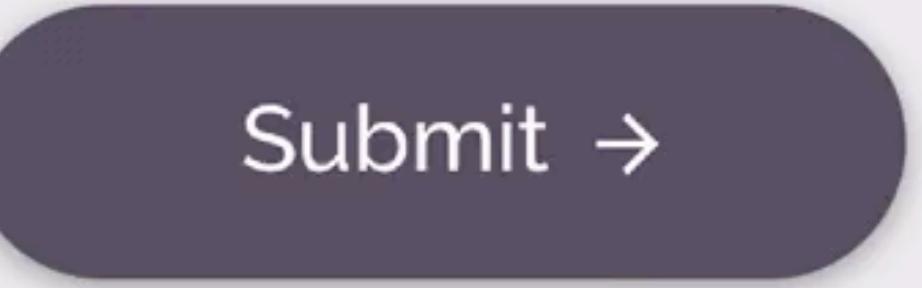
UXINMOTION.NET



Elastic motion

UXINMOTION.NET

Easing



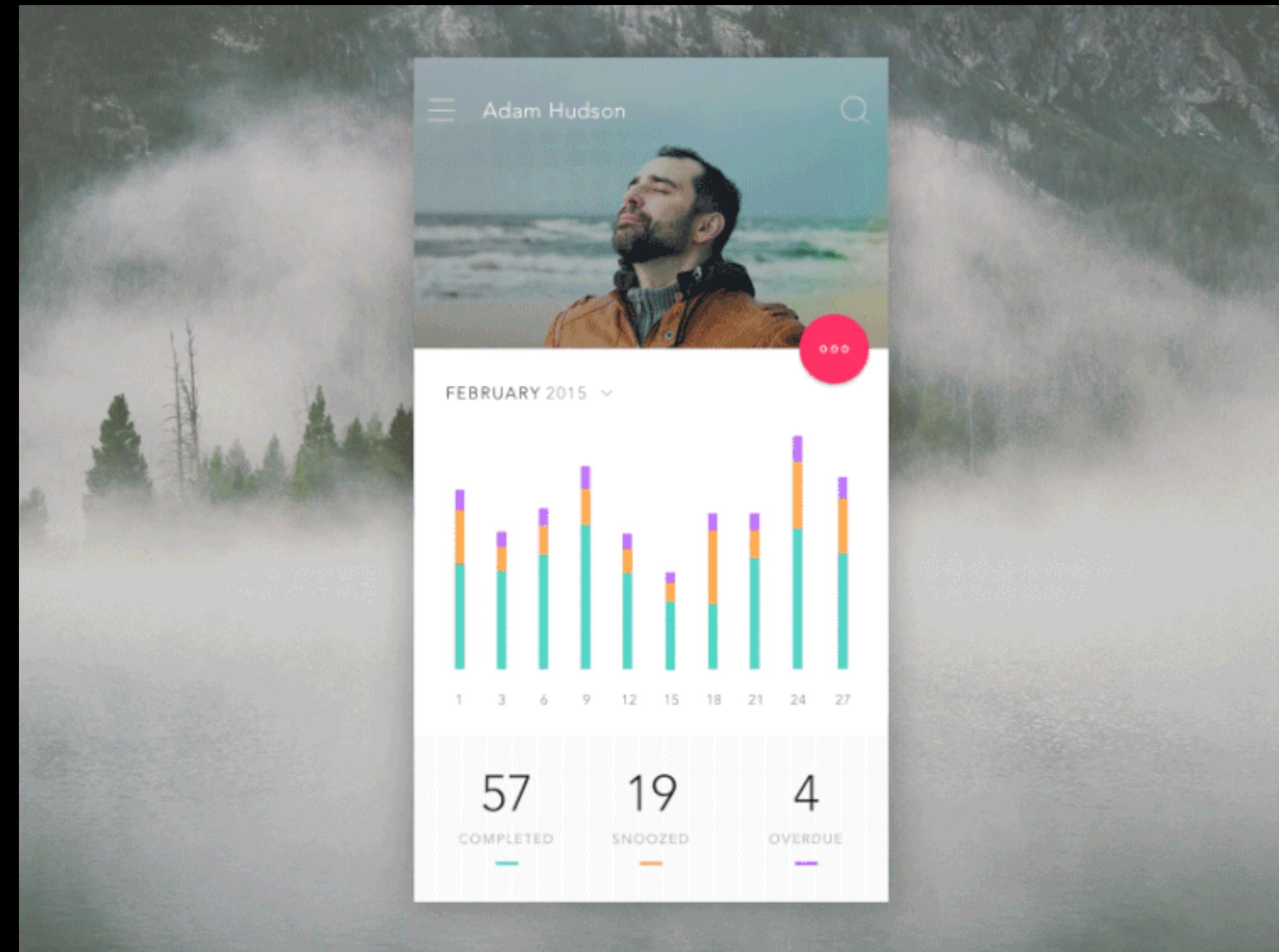
Submit →

Offset & Delay

Offset & Delay



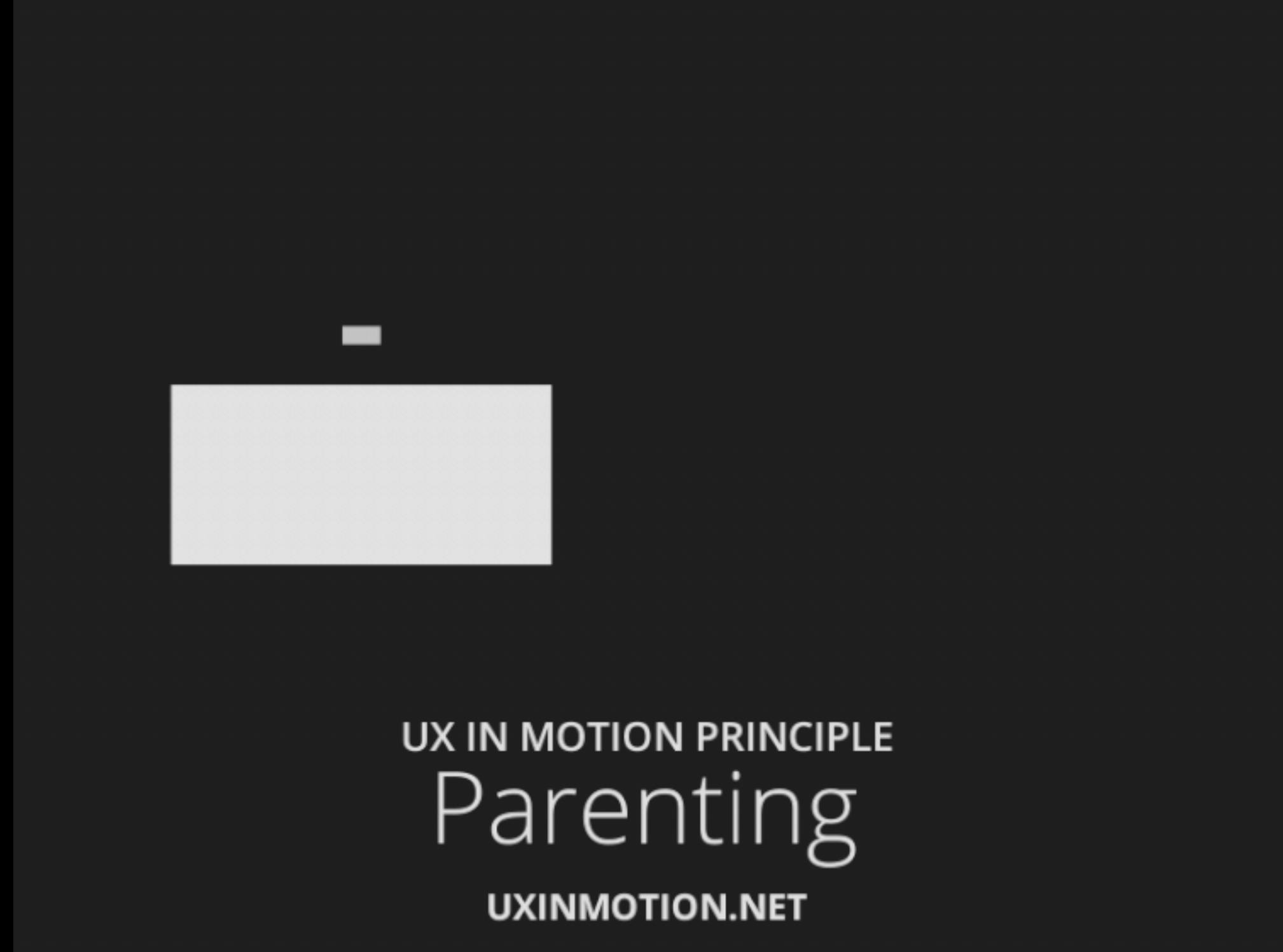
Offset & Delay

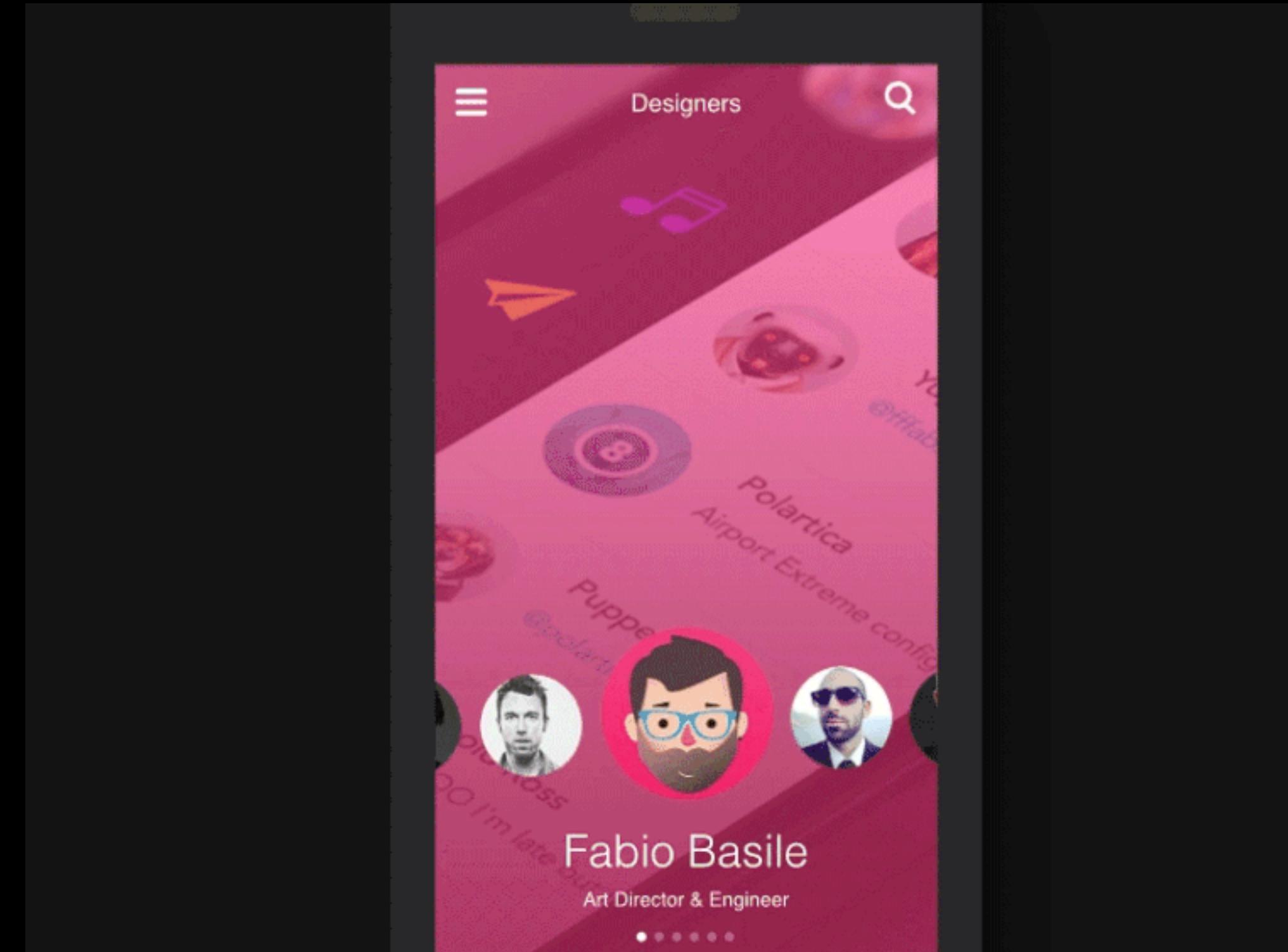


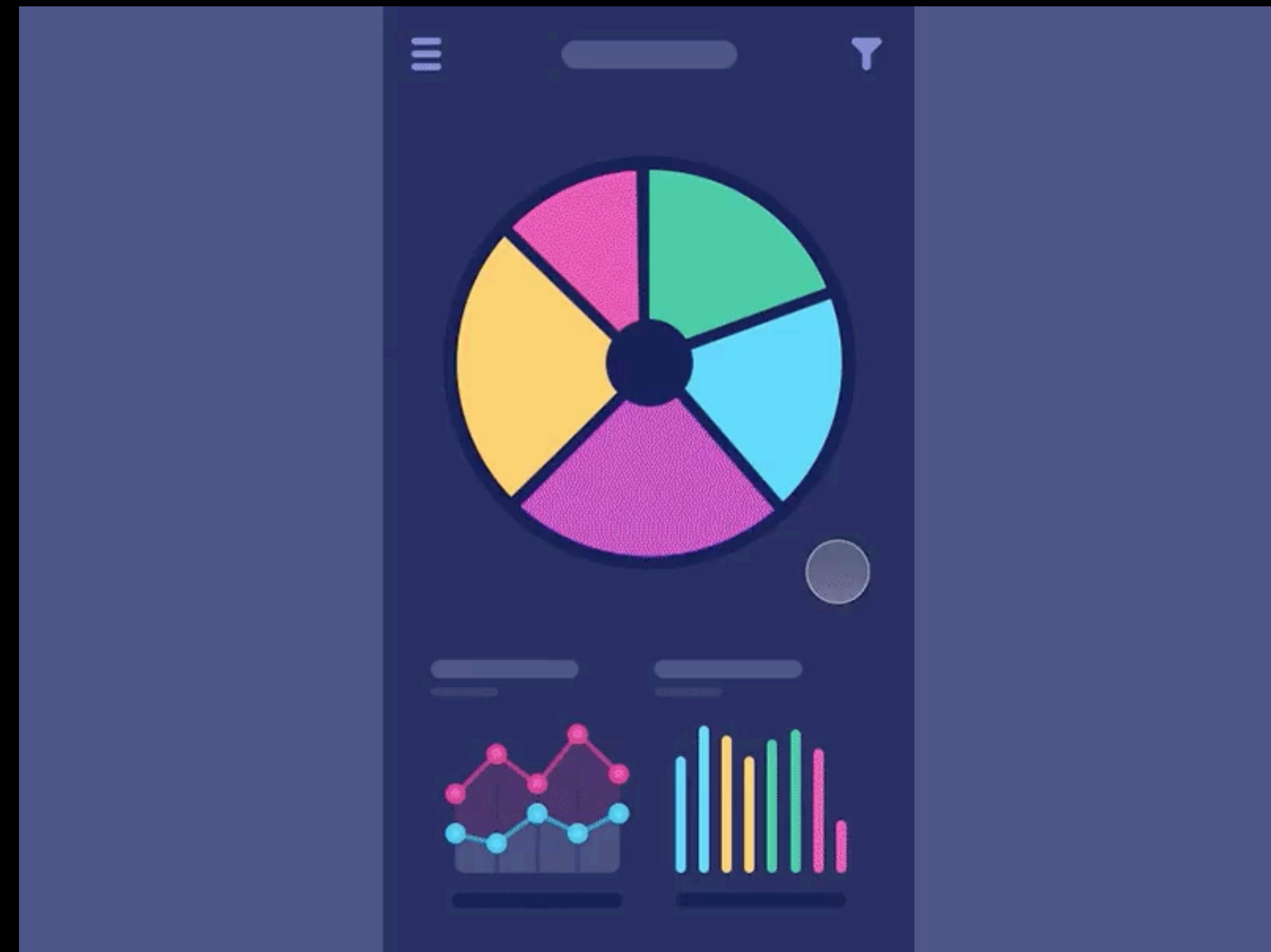
Offset & Delay

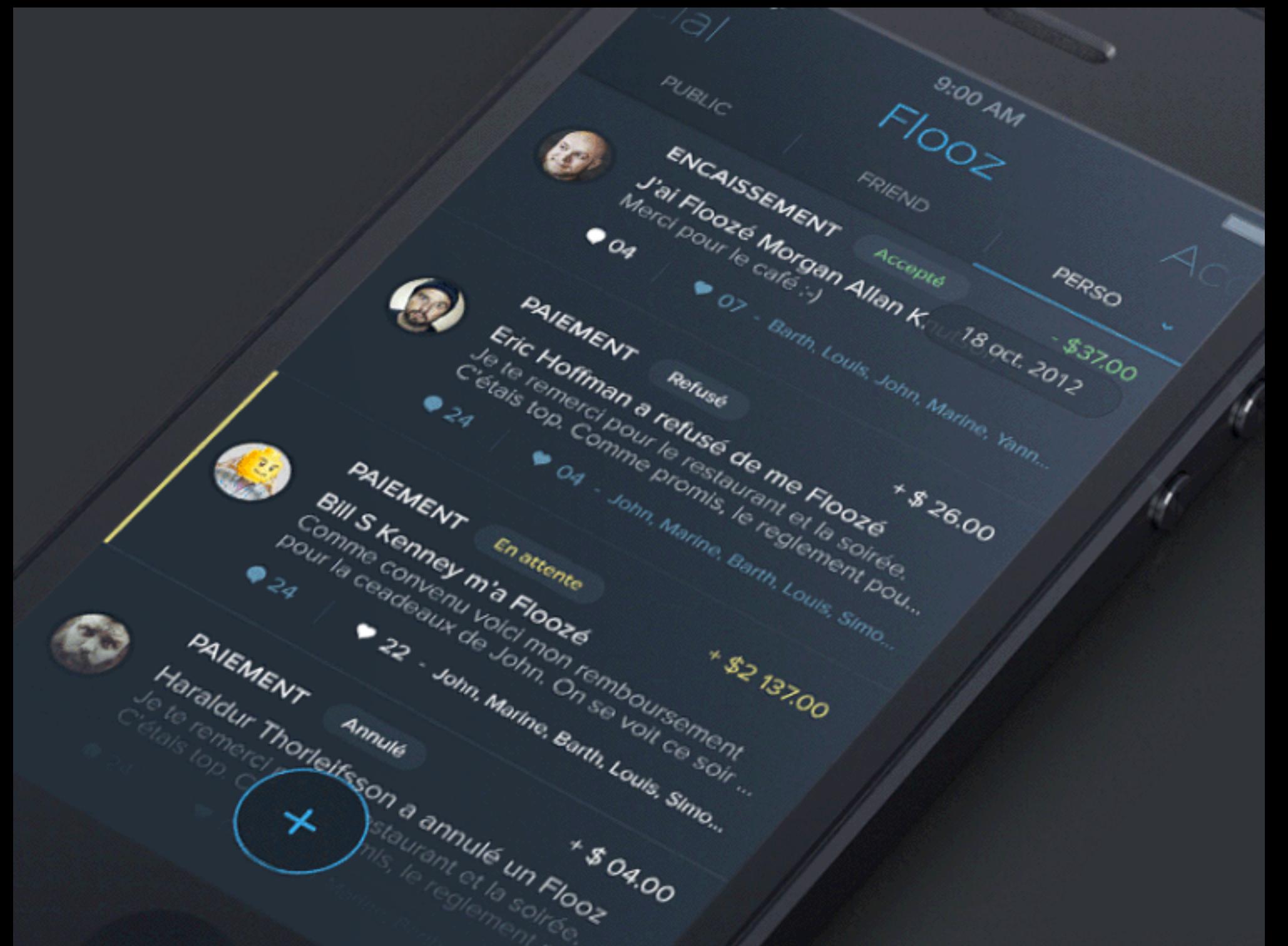


Parenting

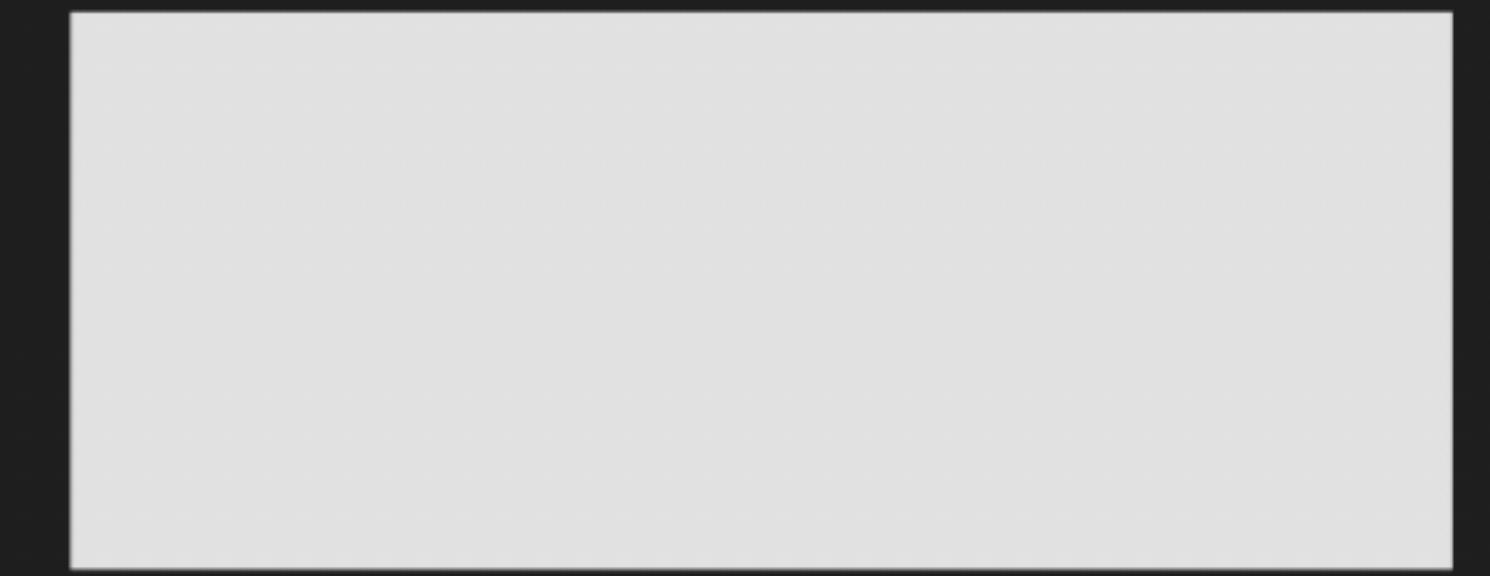








Transformation



UX IN MOTION PRINCIPLE
Transformation

UXINMOTION.NET



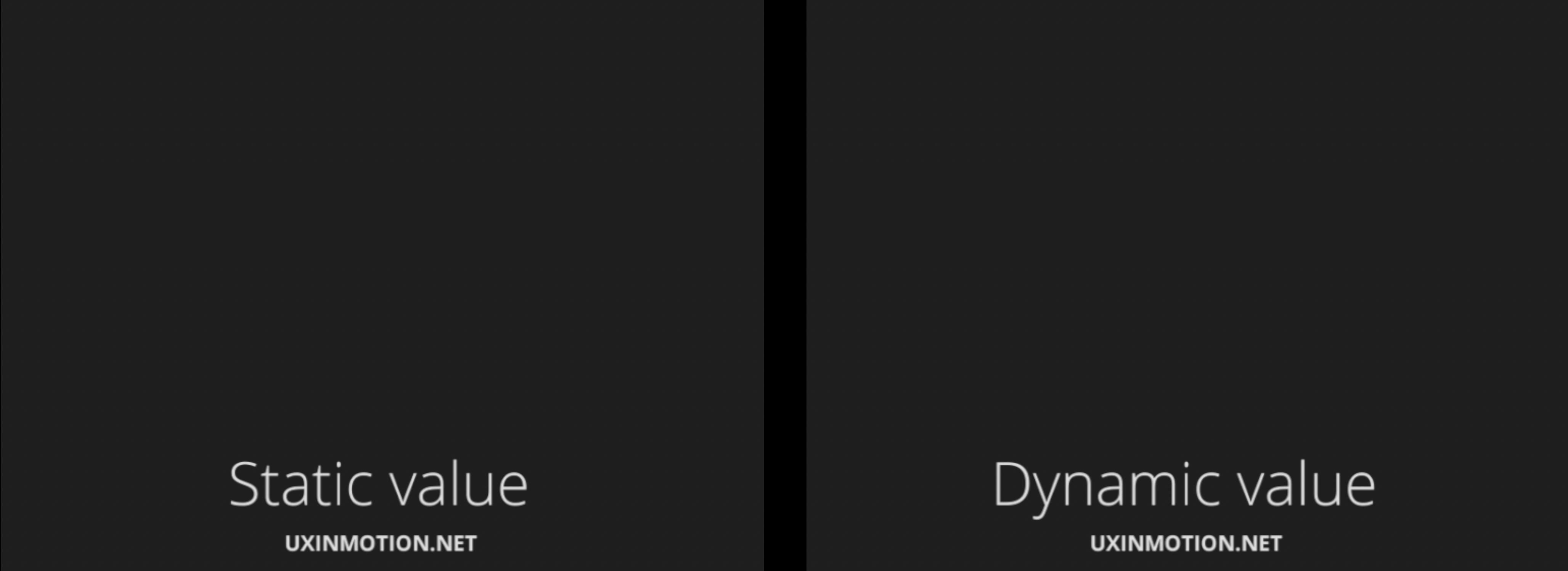
Submit

Value change

0

UX IN MOTION PRINCIPLE
Value change

UXINMOTION.NET



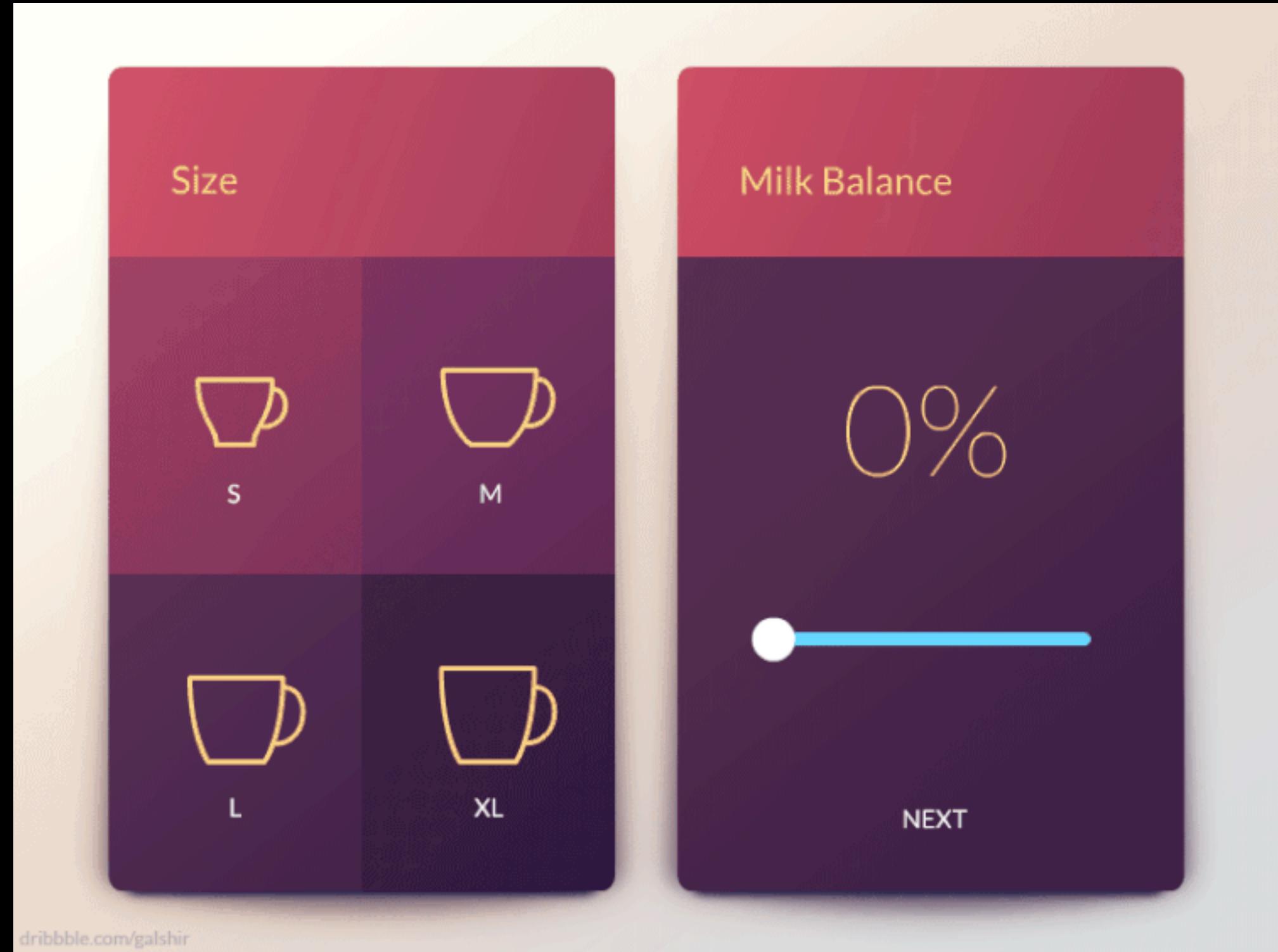
Static value

UXINMOTION.NET

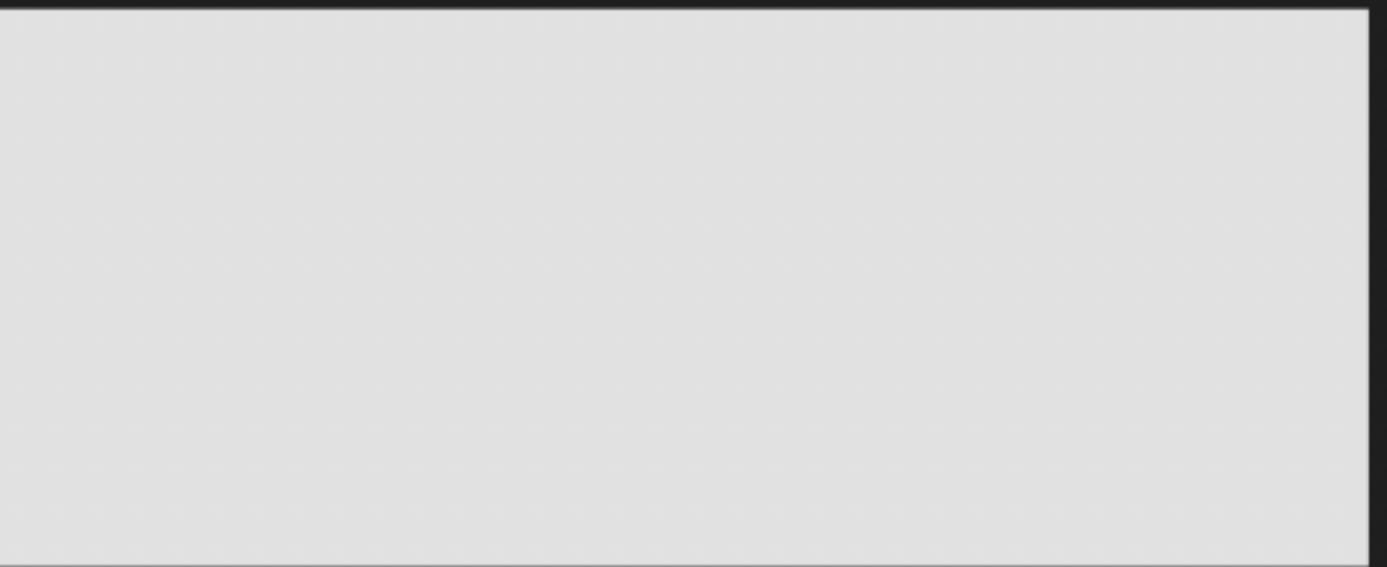
Dynamic value

UXINMOTION.NET

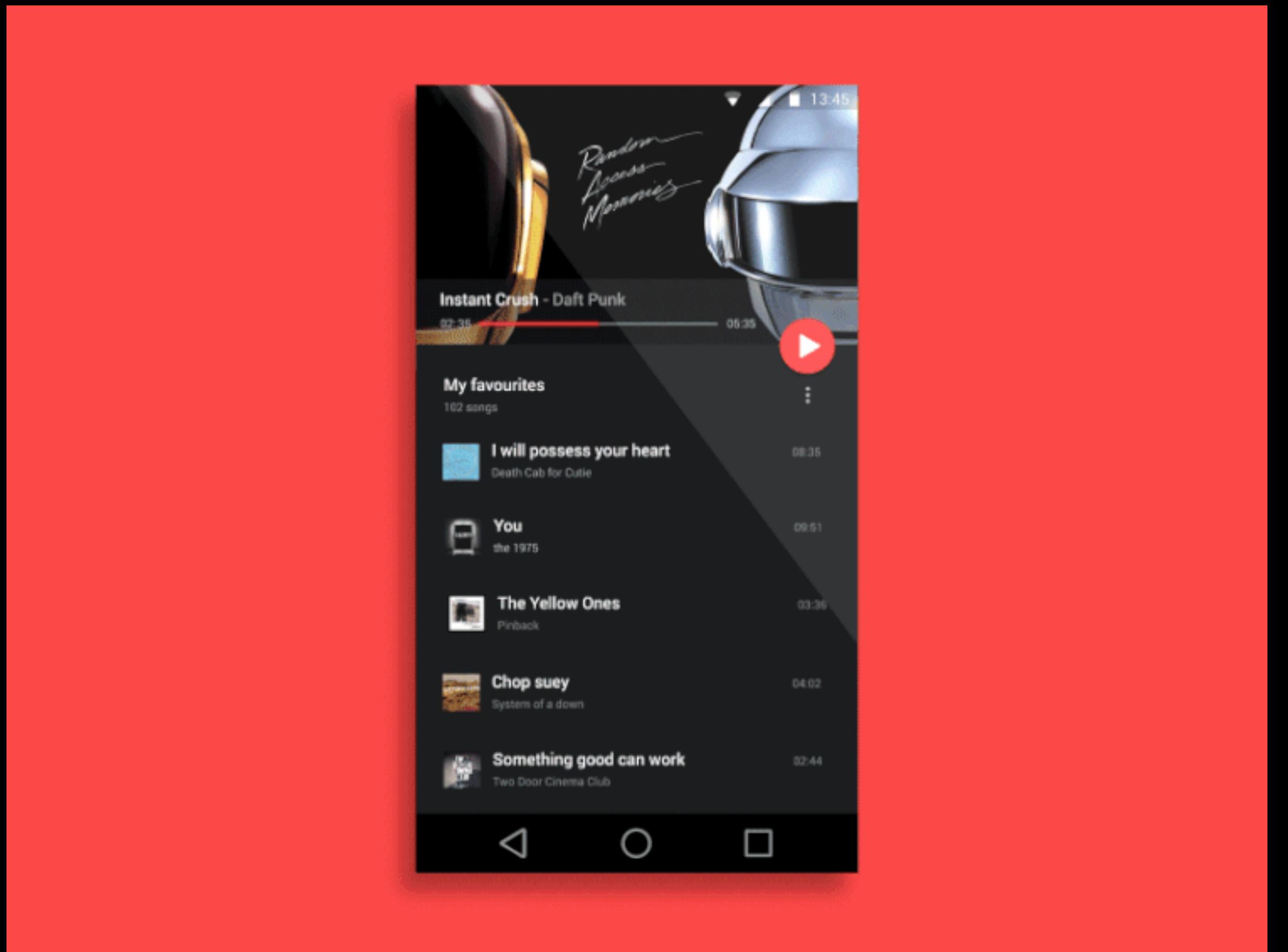




Masking



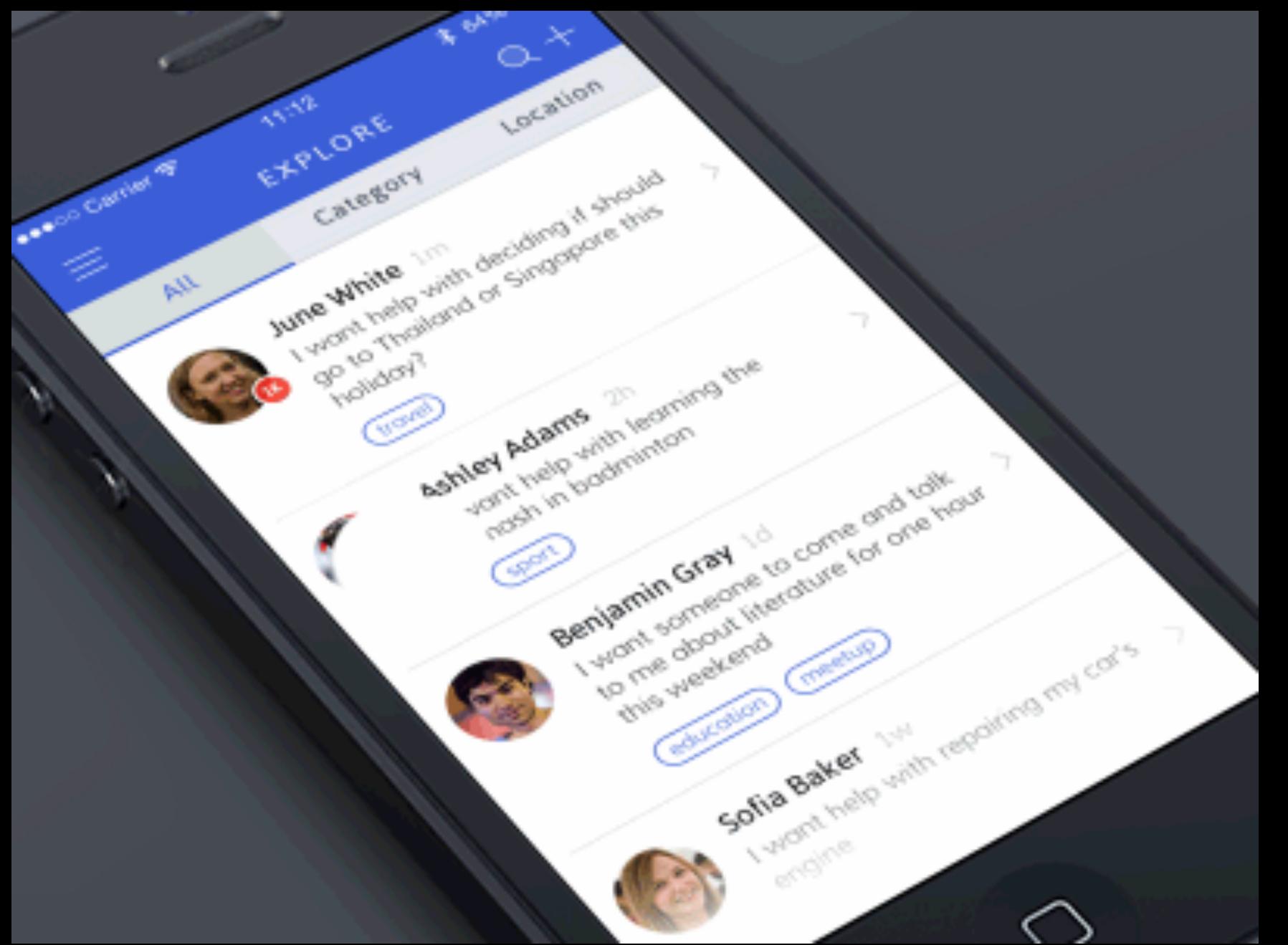
UX IN MOTION PRINCIPLE
Masking
UXINMOTION.NET

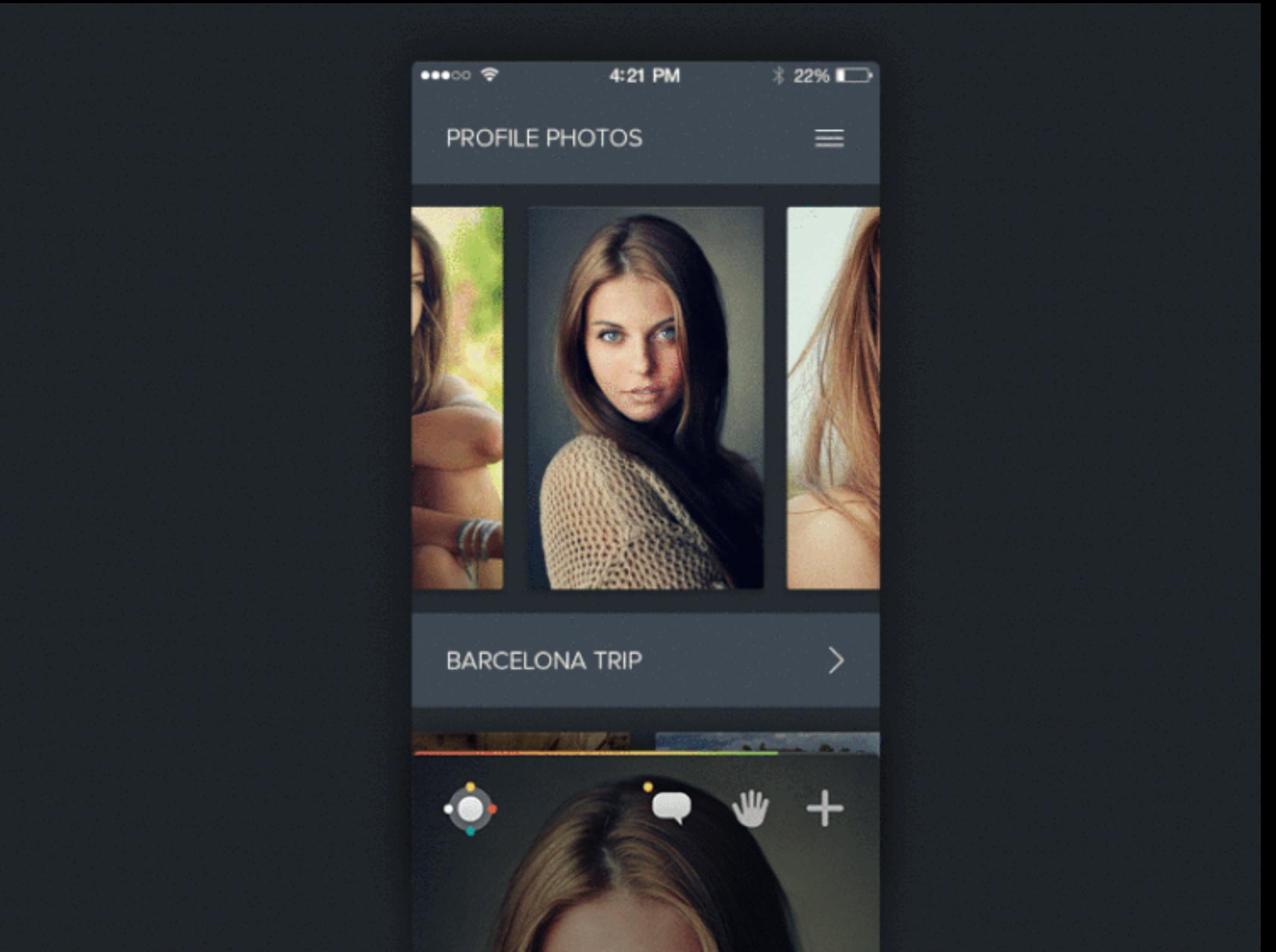


Overlay



UX IN MOTION PRINCIPLE
Overlay
UXINMOTION.NET

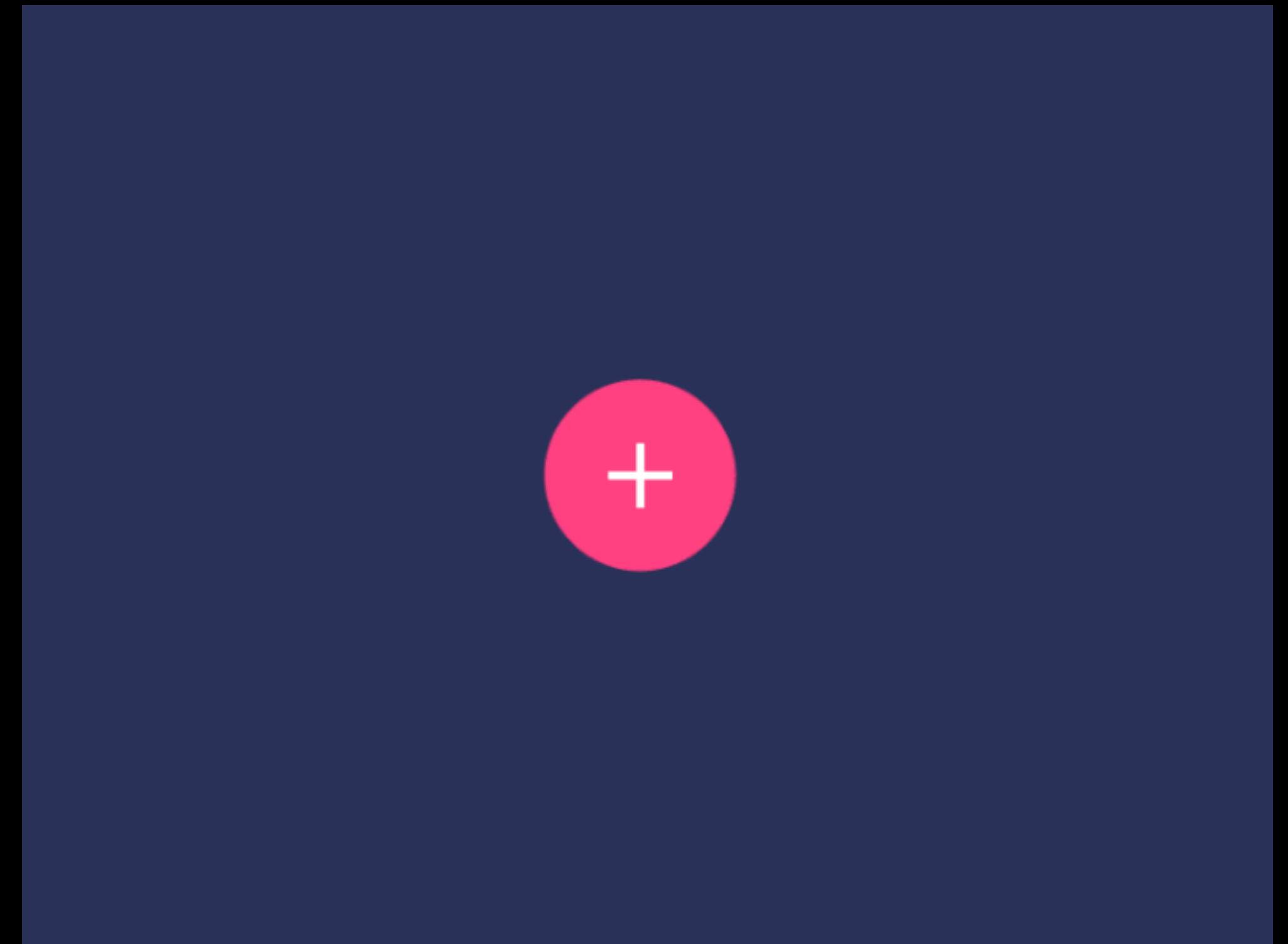


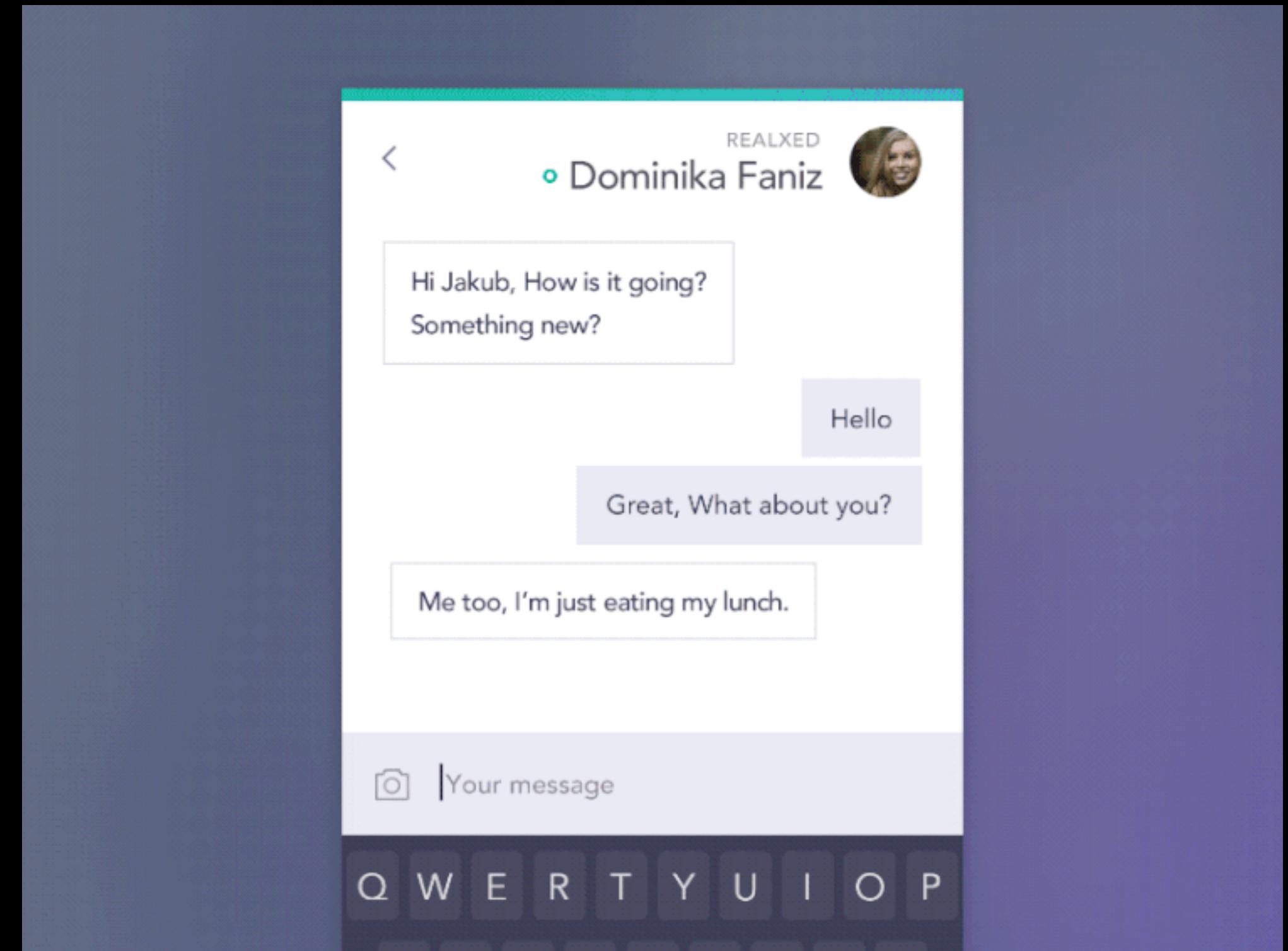


Cloning



UX IN MOTION PRINCIPLE
Cloning
UXINMOTION.NET



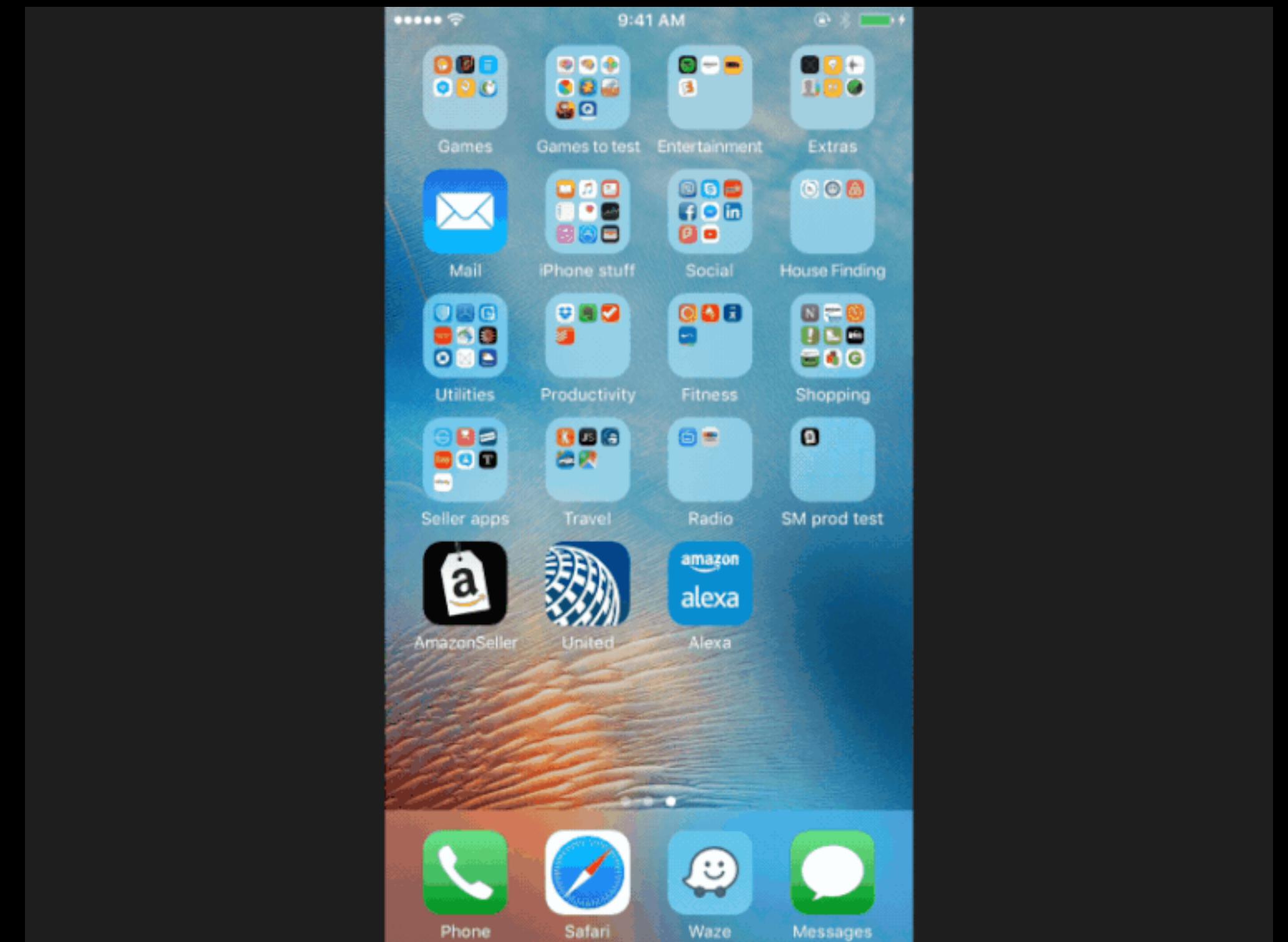


Obscuration

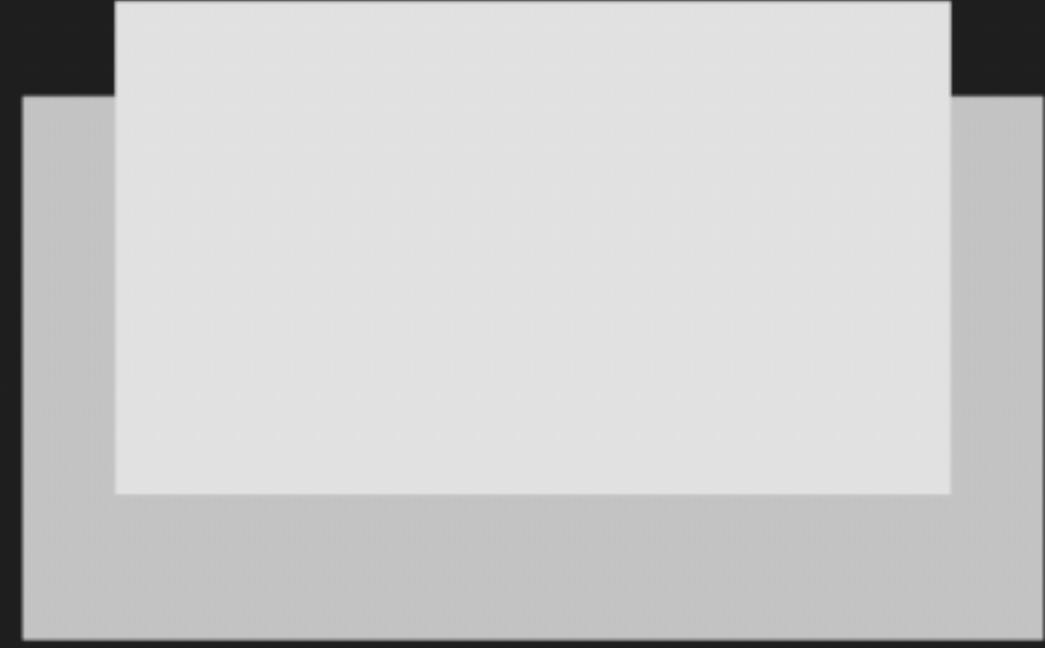


UX IN MOTION PRINCIPLE
Obscuration

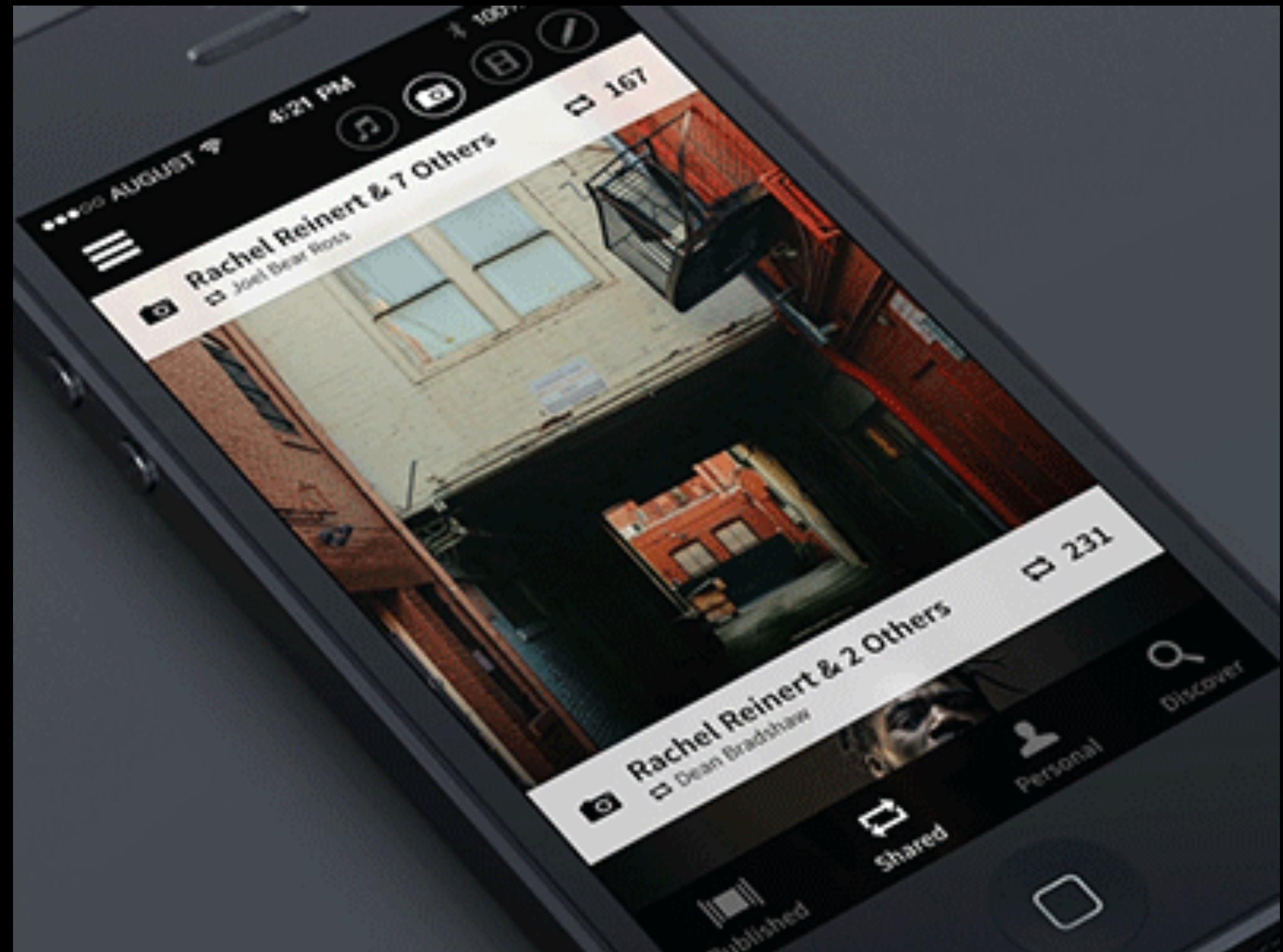
UXINMOTION.NET

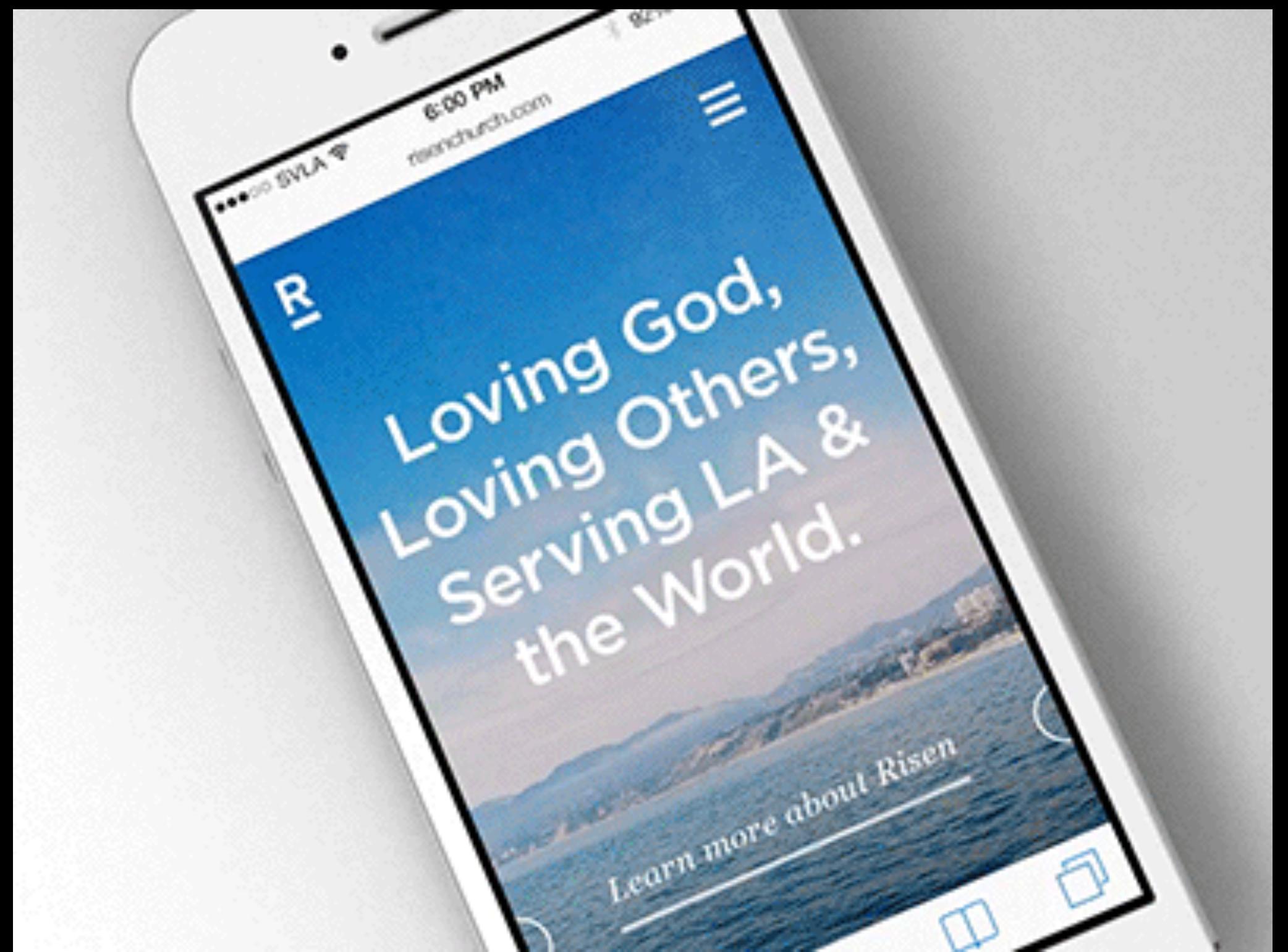


Parallax



UX IN MOTION PRINCIPLE
Parallax
UXINMOTION.NET



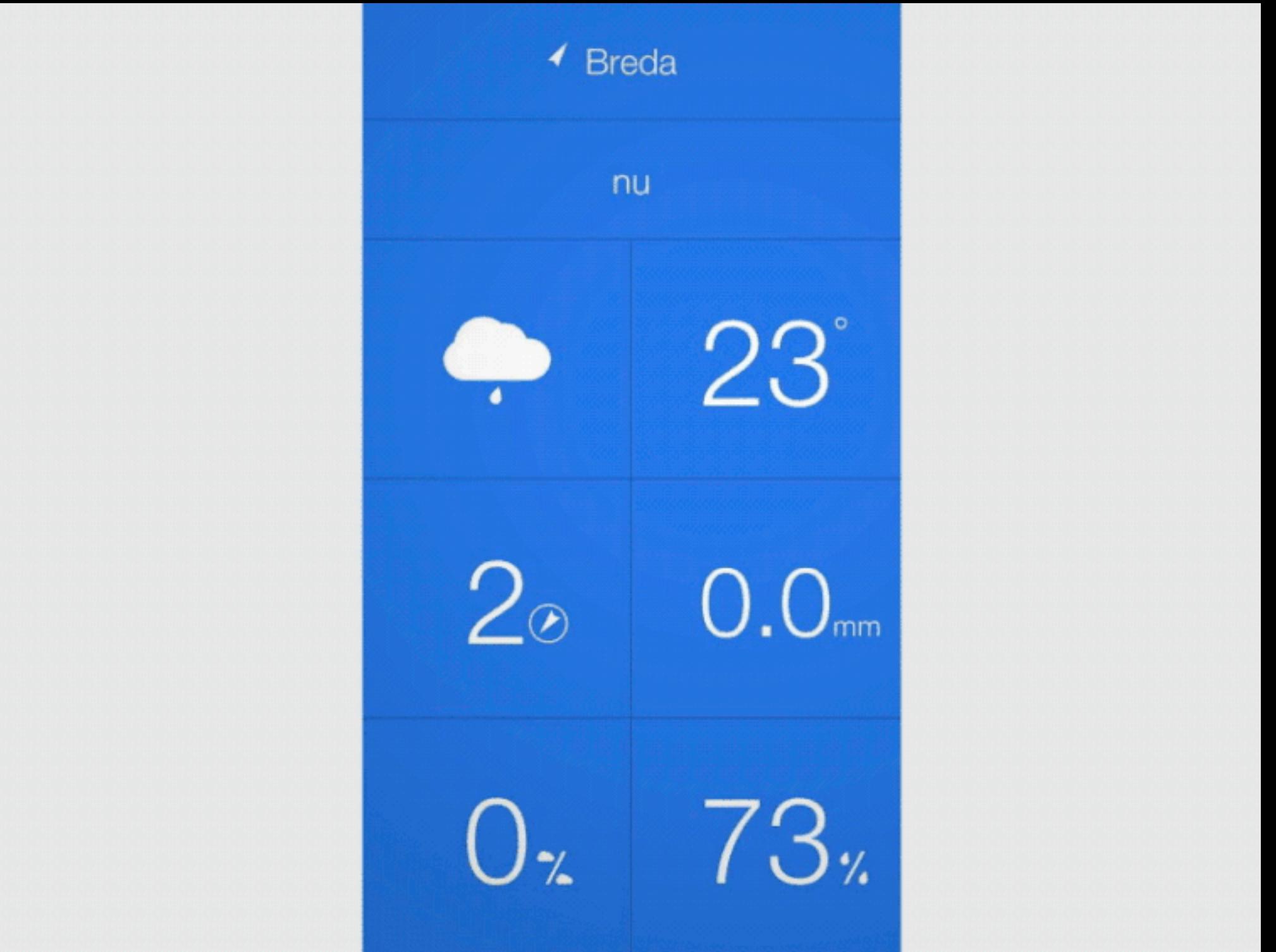


Dimensionality

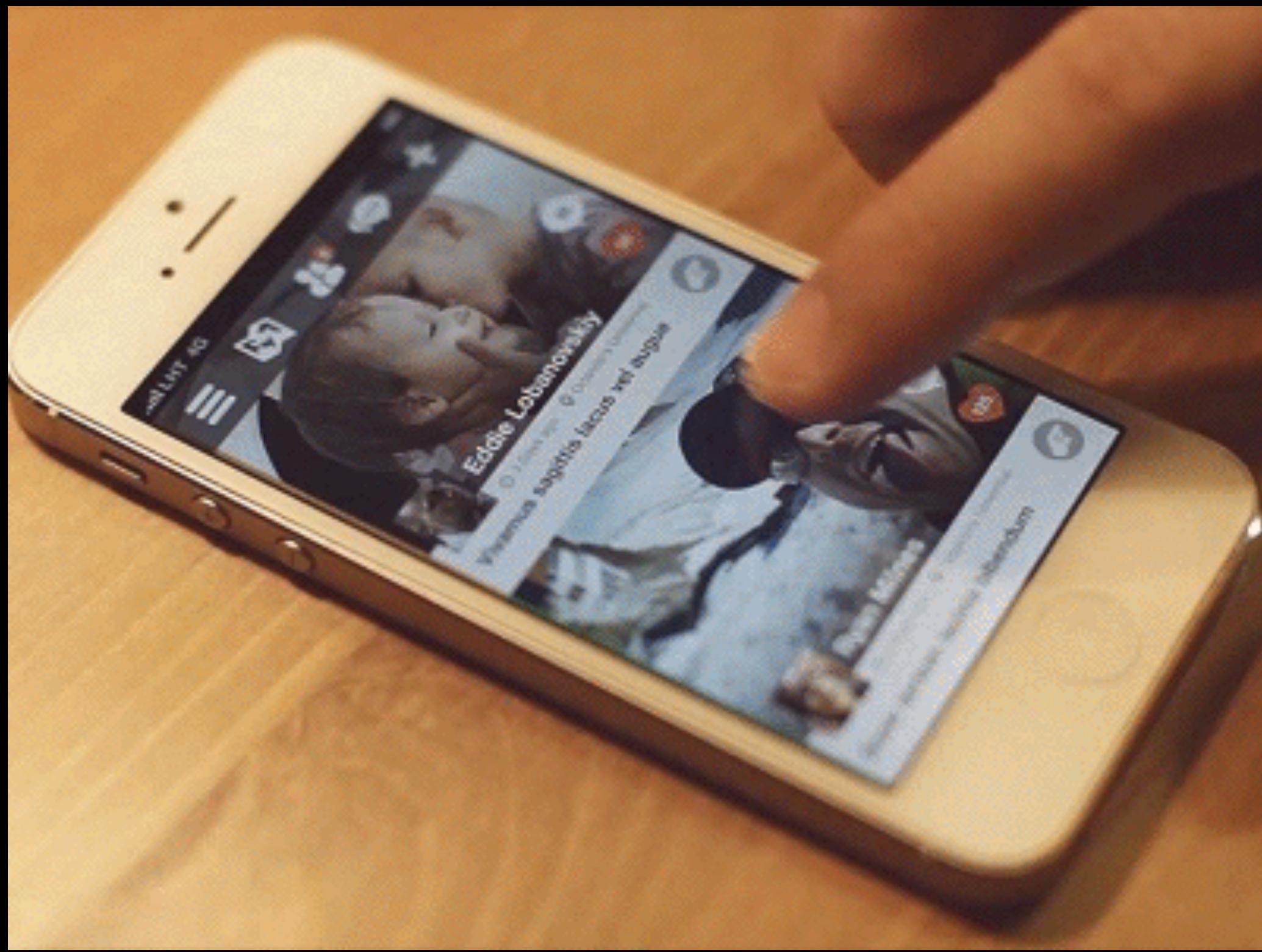


UX IN MOTION PRINCIPLE Dimensionality

UXINMOTION.NET



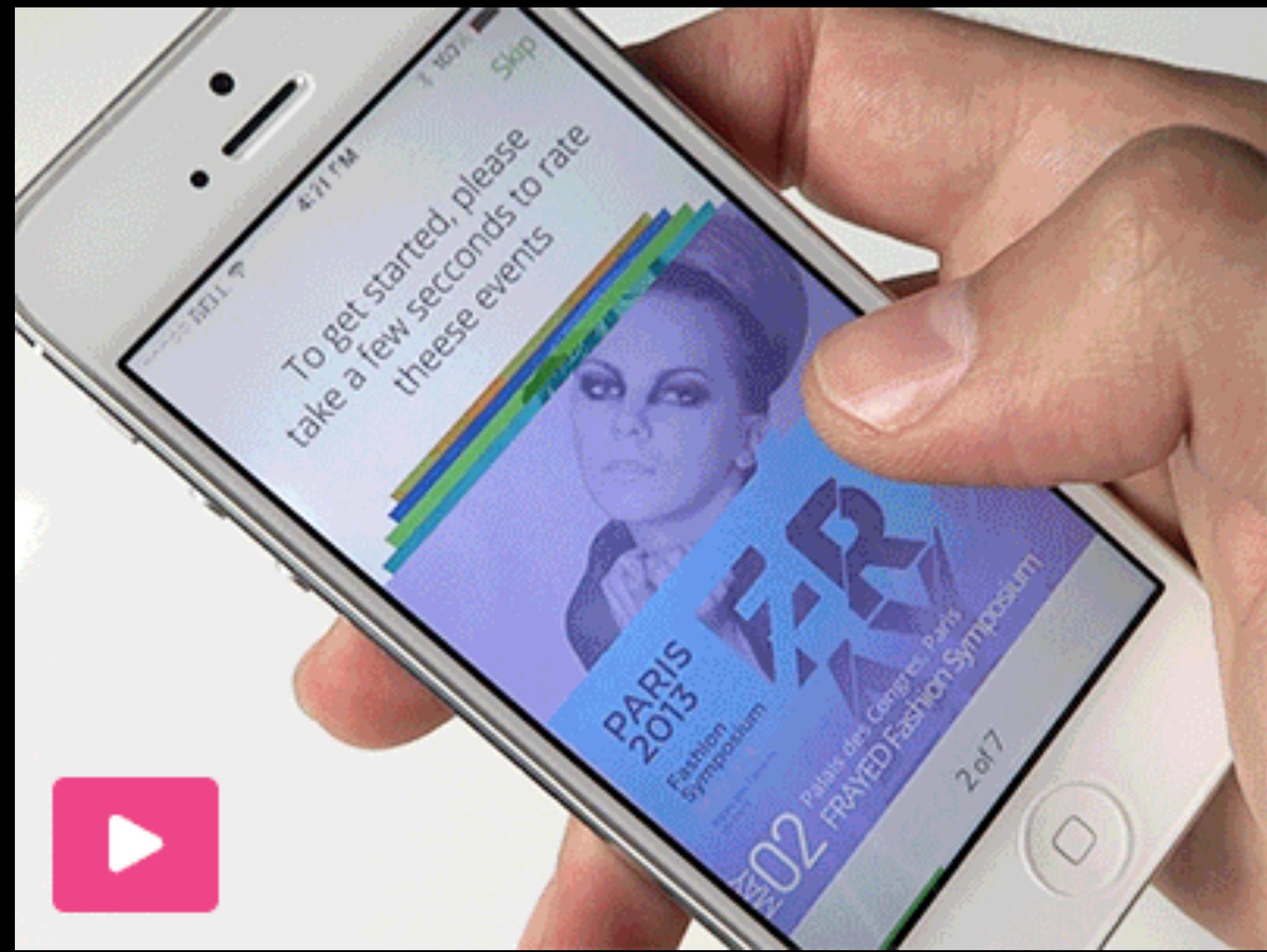
Object Dimensionality



Origami Dimensionality



Origami Dimensionality



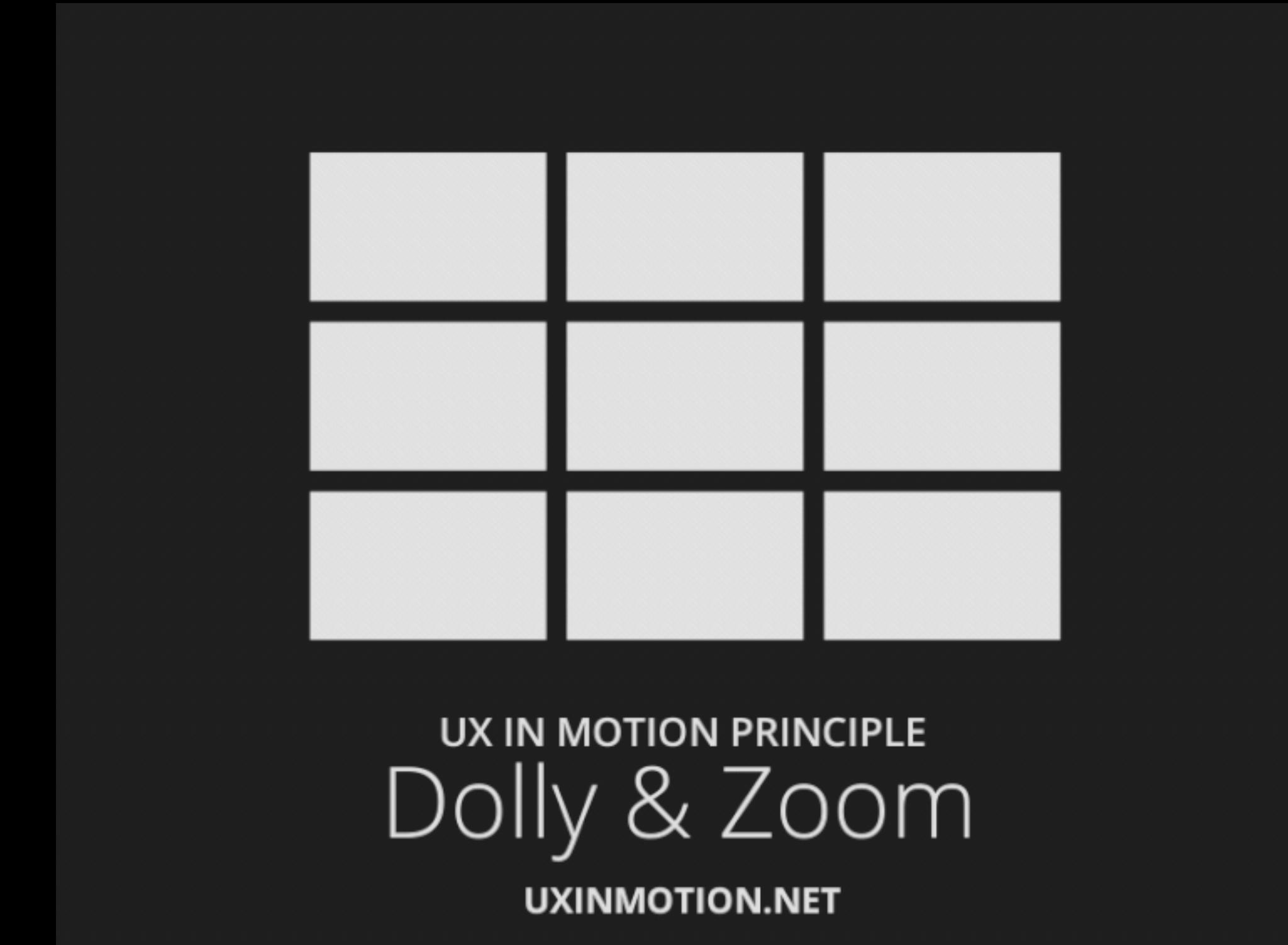
Floating Dimensionality

Dolly & Zoom



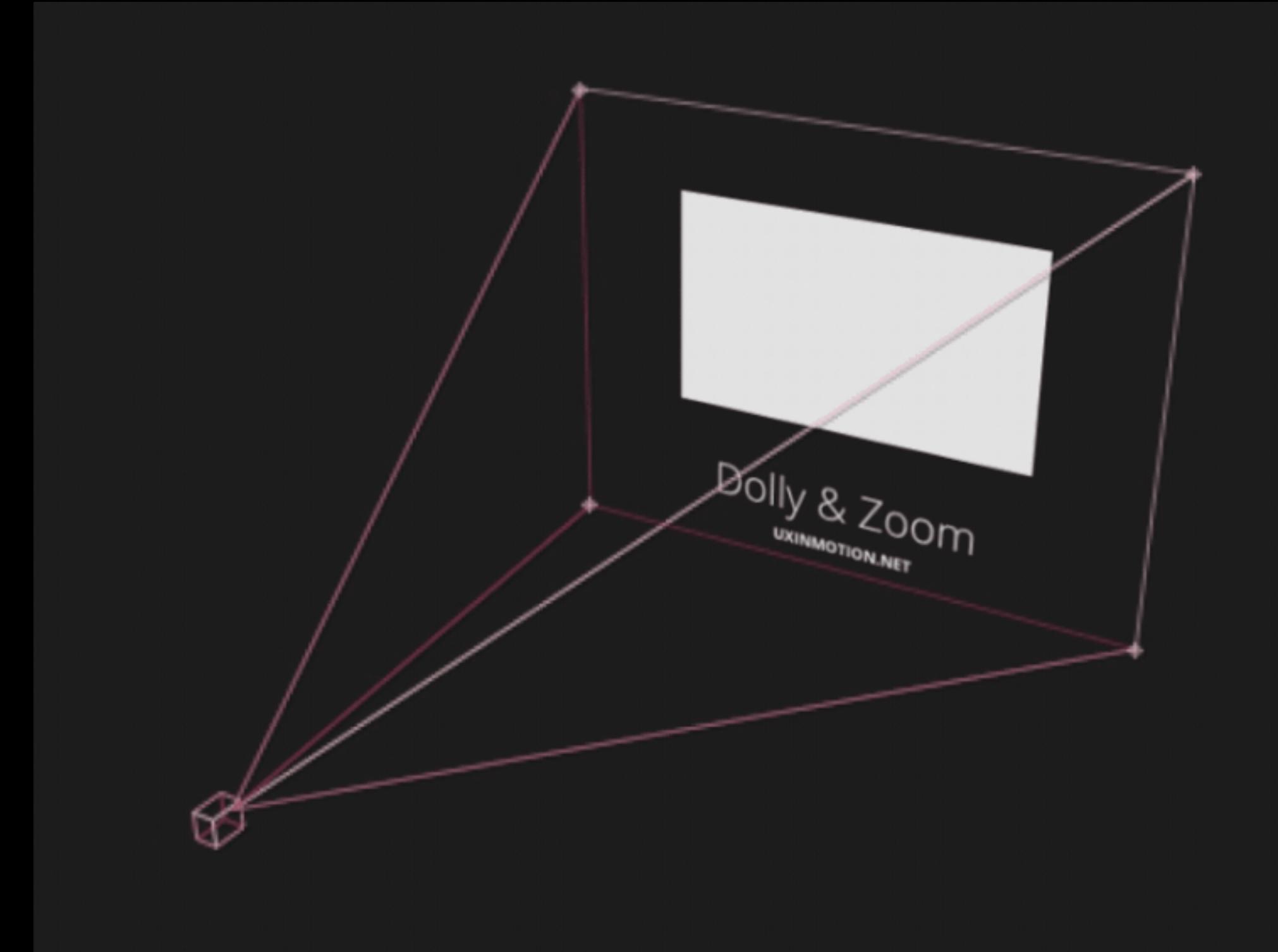
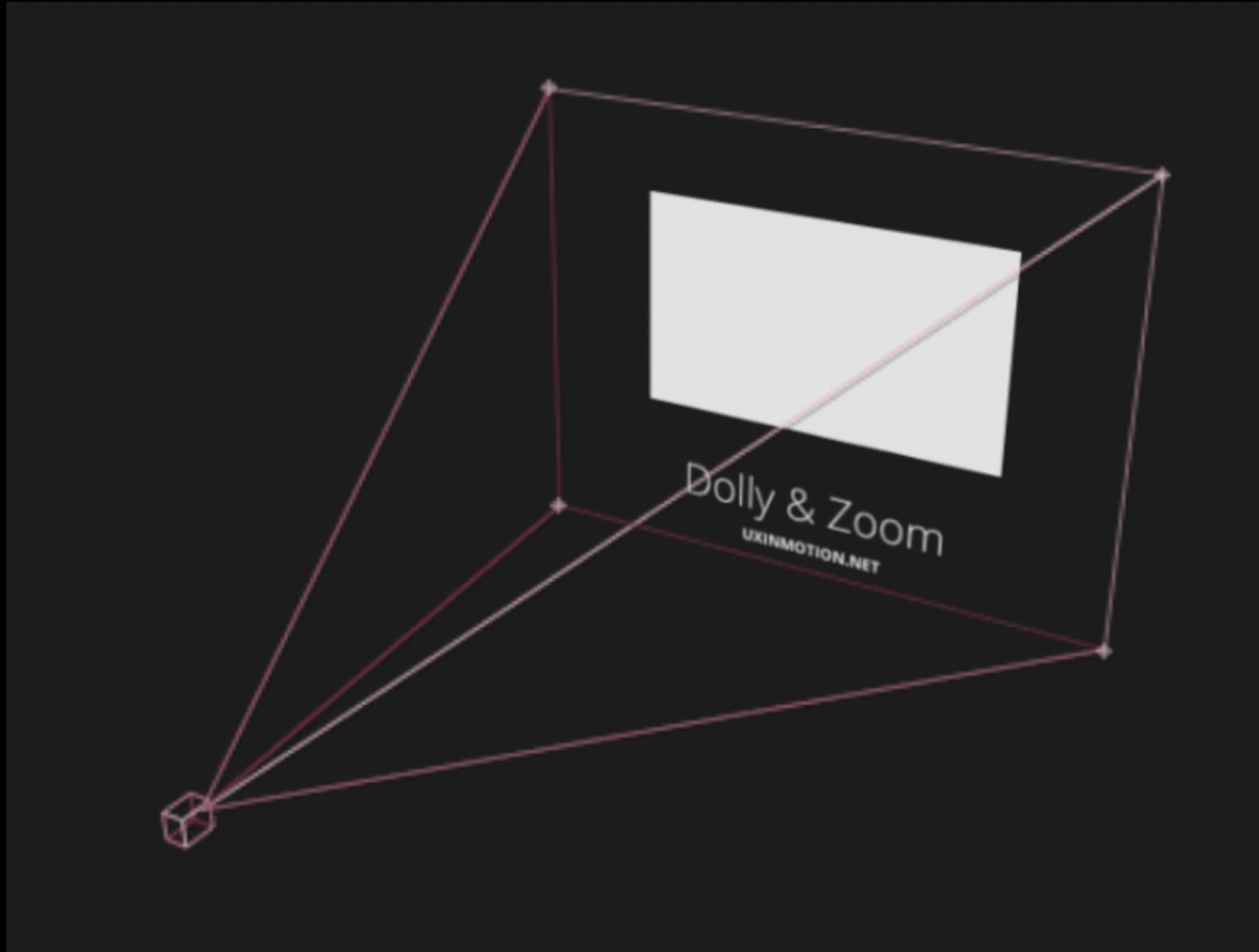
Dolly & Zoom

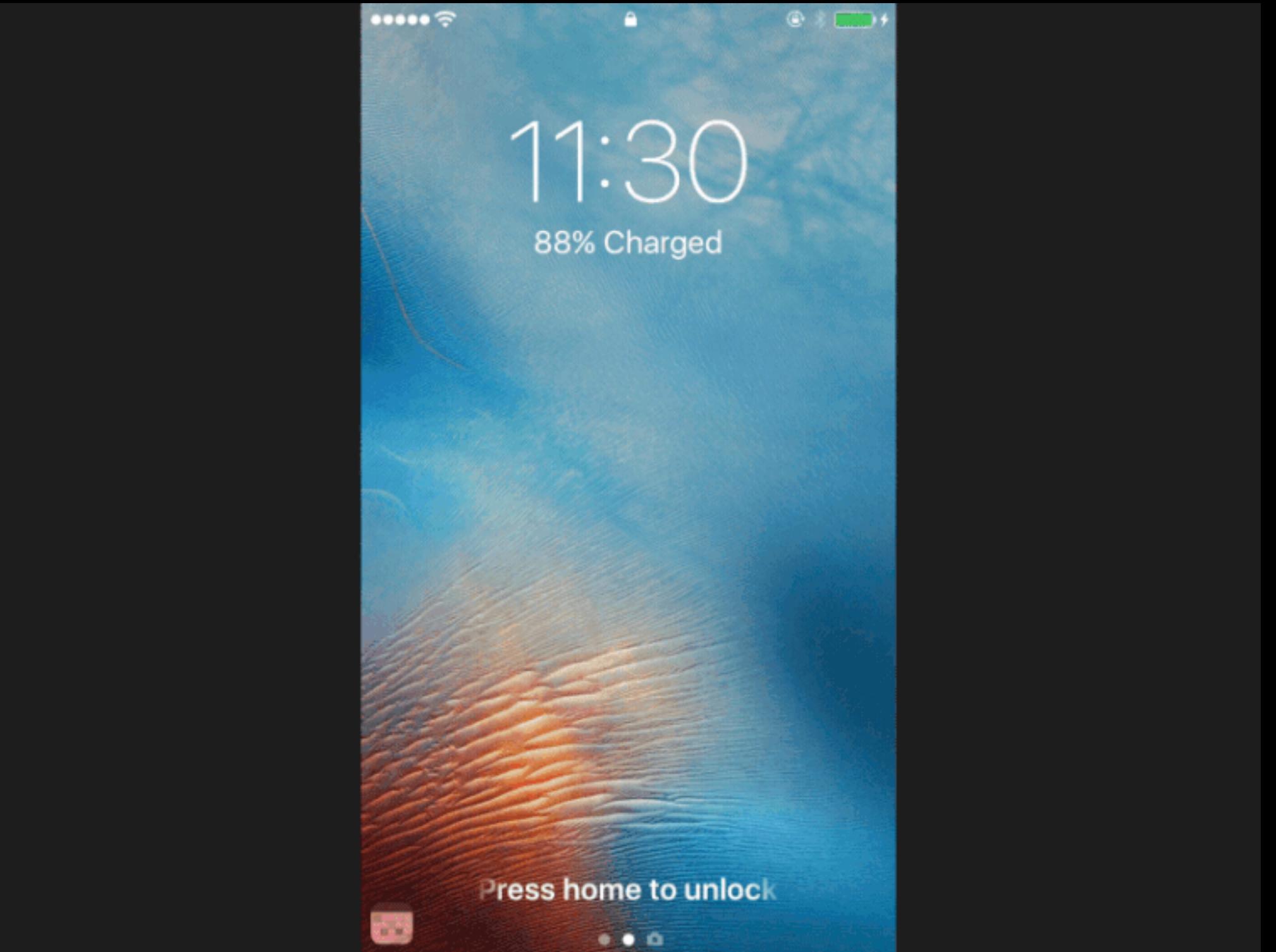
UXINMOTION.NET

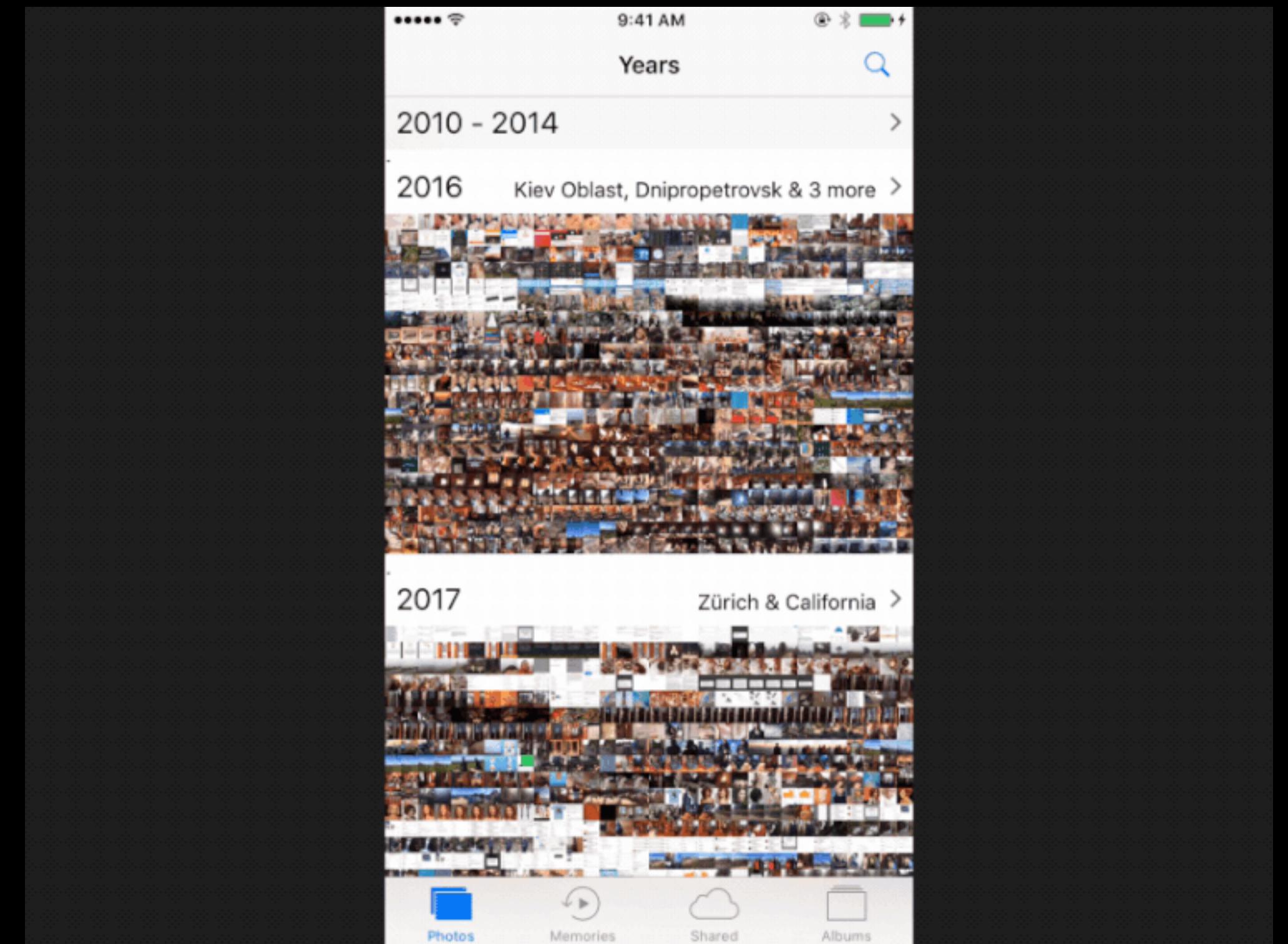


UX IN MOTION PRINCIPLE
Dolly & Zoom

UXINMOTION.NET







The 12 Principles of UX in Motion

CREATING USABILITY WITH MOTION



Easing



Offset & Delay



Parenting



Transformation



Value change



Overlay



Cloning



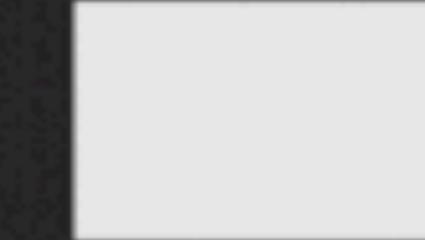
Obscuration



Parallax



Dimensionality



Dolly & Zoom

uxinmotion.net

Quelle zum Nacharbeiten: goo.gl/ommEKT

Dimensionen

- Timing, zeitliche Hierarchie
- Objekt-Beziehungen und Objekt-Kontinuität
- Räumliche Beziehung und Räumliche Kontinuität

Echtzeit vs. nicht Echtzeit :: Handlung vs. Zustand

Umsetzung

Kurzer Einblick in Techniken zur Animation im Web

Timebased CSS

CSS Transition und CSS Animation

CSS Transition

```
#button-hover-me {  
    padding: 1em;  
    border-radius: 4px;  
    border: 1px solid #ddd;  
  
    /* transition: Eigenschaft, Dauer, Animationsmethode */  
    -webkit-transition: all 0.5s ease; /*safari, chrome */  
    transition: all 0.5s ease;  
}  
  
#button-hover-me:hover {  
    padding: 2em;  
    border-radius: 20px;  
    border: 1px solid #ddd;  
    color: #fff;  
    background-color:#666;  
}
```

CSS Transform

```
div {  
    width: 20em;  
    height: 10em;  
    background-color:#C0C0C0;  
    padding: 1em;  
    margin: 1em;  
    border: 1px solid #000;  
}  
  
#box-rotated {  
  
    -webkit-transform: rotate(-30deg); /* Chrome, Safari, Opera */  
    transform: rotate(-30deg);  
}
```

CSS Animation

```
#box-animiert {  
background-color: red;  
animation-name: exampleAnimation;  
animation-duration: 4s;  
animation-iteration-count: infinite;  
animation-direction: alternate;  
-webkit-animation-timing-function: ease-in-out;  
animation-timing-function:ease-in-out;  
}  
  
/* Standard syntax */  
@keyframes exampleAnimation {  
0% {background-color:red; left:0px; top:0px;}  
25% {background-color:yellow; left:200px; top:0px;}  
50% {background-color:blue; left:200px; top:200px;}  
75% {background-color:green; left:0px; top:200px;}  
100% {background-color:red; left:0px; top:0px;}  
}
```

Weitere Möglichkeiten zur Animation

Weitere Möglichkeiten zur Animation

- Animate On Scroll
- SVG Animation