运动形式：

匀速[linear]：

var a = n/count;

cur = start[name] + dis[name] \* a;

加速[ease-in]：

var a = n/count;

cur = start[name] + dis[name] \* a \* a \* a;

减速[ease-out]：

var a = n/count;

cur = start[name] + dis[name] \* (1 - a \* a \* a);

move(obj, json, options)options-->time:3000,easeing:'ease-in'