Chapter 1: Introduction

Java | Animation and Interaction

Introduction

"Animation is not the art of drawings that move but the art of movements that are drawn."

—Norman McLaren

"Animation is about creating the illusion of life. And you can't create it if you don't have one."

—Brad Bird

Well, we've reached our last lesson! You've come a long way in your Java skills, and I hope you've enjoyed our time together as much as I have.

This lesson will continue our short exploration of Java's 2-D graphics. You'll find out how to redraw the image in a window and move it slightly each time. As I'm sure you know, if you do that fast enough, it will appear that the objects in the window are moving. Here are the two animations I want to cover in this lesson:

As always, it'll take us a while to get there, so let's get started.