

Lexicon

- (1) State: A state is a combination of objects (0 or more). Multiple states are present on a single sheet and change according to transitions.
- (2) Attributes: It provides a description of objects and camera where attributes vary as per different objects.
- (3) Objects: Objects can have 0 or more attributes. There will be a combination of objects in states. Various objects can have same interpolation methods.
- (4) Transitions: Transition provides a triggering of states (Transformation) with respect to interpolation. The camera moves according to the transition of states.
- (5) Interpolation: Interpolation provides information about transition of objects. The same interpolation method can be applied to multiple objects.
- (6) Camera: It has multiple attributes, which focuses on current state.
- (7) Timeline: A timeline describes the sequence (flow) of transitions which can be presented or edited according to modes
- (8) Mode: Each sheet consists of two mode types (Edit and Presentation) where edit mode is the default one in which user can define and manipulate various states, transitions, objects, and interpolation.
- (9) Sheet: User can create a new sheet or load an existing sheet. After editing a sheet, user can save it for later use. Each sheet can contain multiple states.