Lexicons

(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.