Timing based (keyframes)

Possible break animation up into frames

Link states to a time stamp

User interaction to advance

In between keyframes… what happens? Should user wait 5 seconds and something will happen or nothing

What I need to do:

Break up blackbird song into snippets to be aligned with short animation frames

Wait 5 seconds after each animation frame for user to interact to change to next frame

If user doesn’t interact, play next frame anyway

12/13/16

* Use mouseClick() for user interaction, but set dimension boundaries
* Right side bar arrow graphic
* Have play() within mouseClicked() function
* Learn how to use a switch properly and use it for different animation frames
* Switch(index) 🡨 index is changing per animation frame
* Switch/cases list within draw loop
* For time:
* Taking the difference between the running time and the snapshots (frameCount – snapshot)