

Transitions

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Transitions are automatically calculated intermediate steps between two defined calculations to get from start to end.

Thus these steps represent a movement, which can be used to produce a video, for example zooming out or in the Mandelbrot set.

Transitions can be calculated either linear or with a soft in and / or soft out movement



All steps have the same distance. Thus the speed is always the same.

Soft:



The distance between the steps is increasing at the start and decreasing in the end.

Thus the motion starts slowly, gets faster and then slower again.

Transition Modes

LINEAR: Equal movement throughout all steps

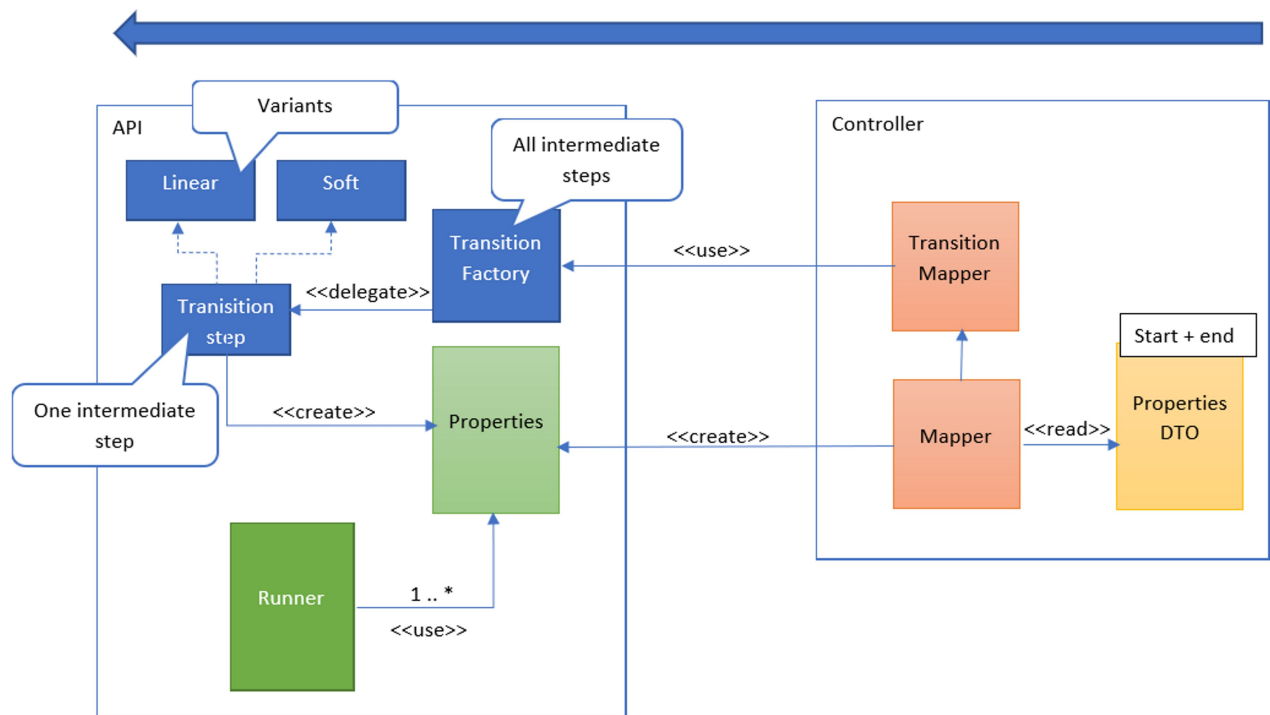
SLOW_INOUT: Increasing speed at the start, decreasing in the end

SLOW_IN: Increasing speed at the start, only

SLOW_OUT: Decreasing speed in the end, only

Components, connected to transitions

Transitions



- In case of a transition in the PropertiesDTO, the TransitionMapper is used.
- It uses a transition factory, located in the api package, to make it easier to be reused
- The transition factory creates all intermediate steps between start and end.
- To calculate each single intermediate step it delegates to the component transition step
- This exists in different variants for linear and soft transitions.