

Tweening

Just calculate all the frames

0.0 s

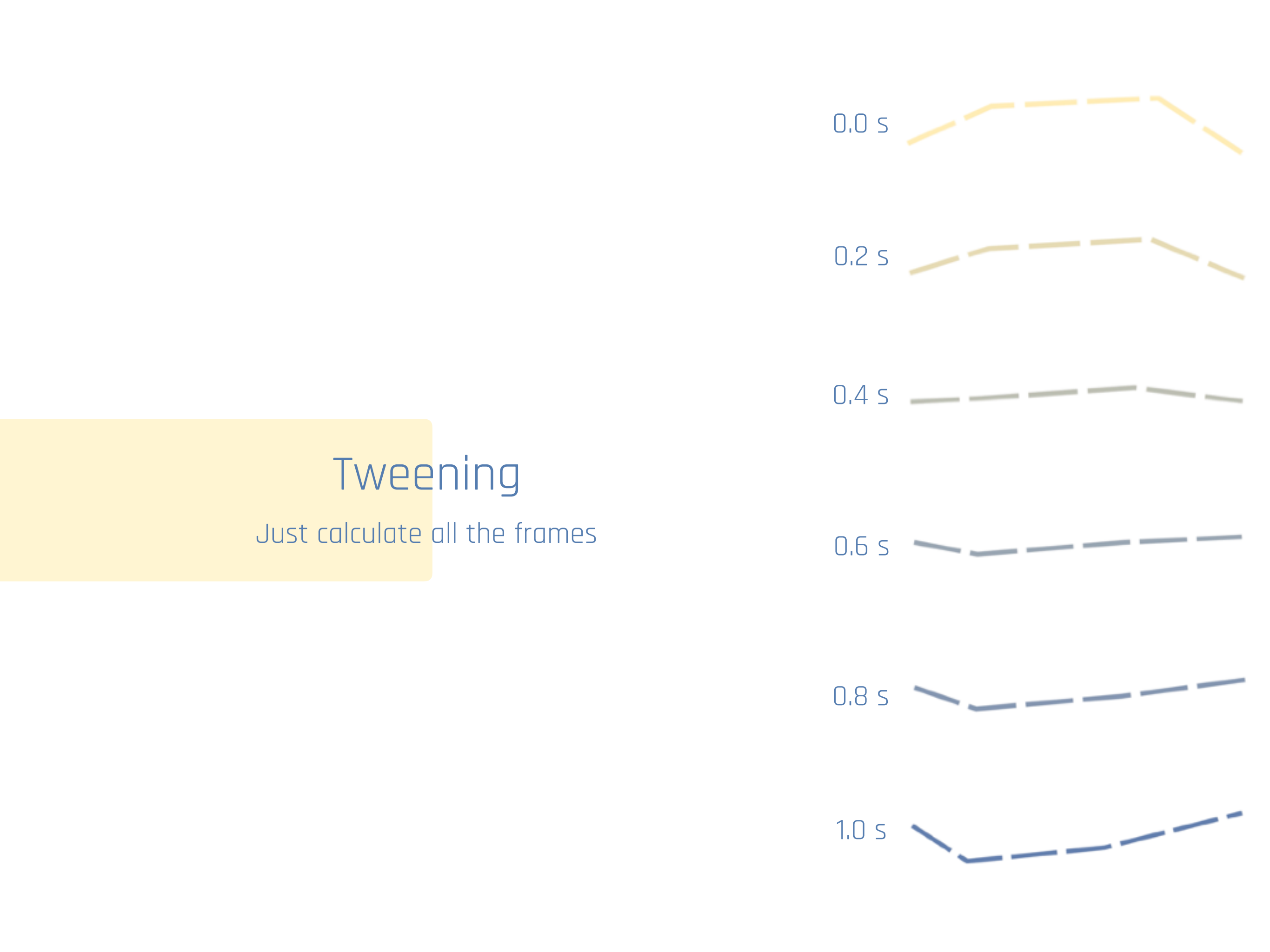
0.2 s

0.4 s

0.6 s

0.8 s

1.0 s



SMIL

Synchronous Multimedia Integration Language