
Turning Function Calls Into Animations

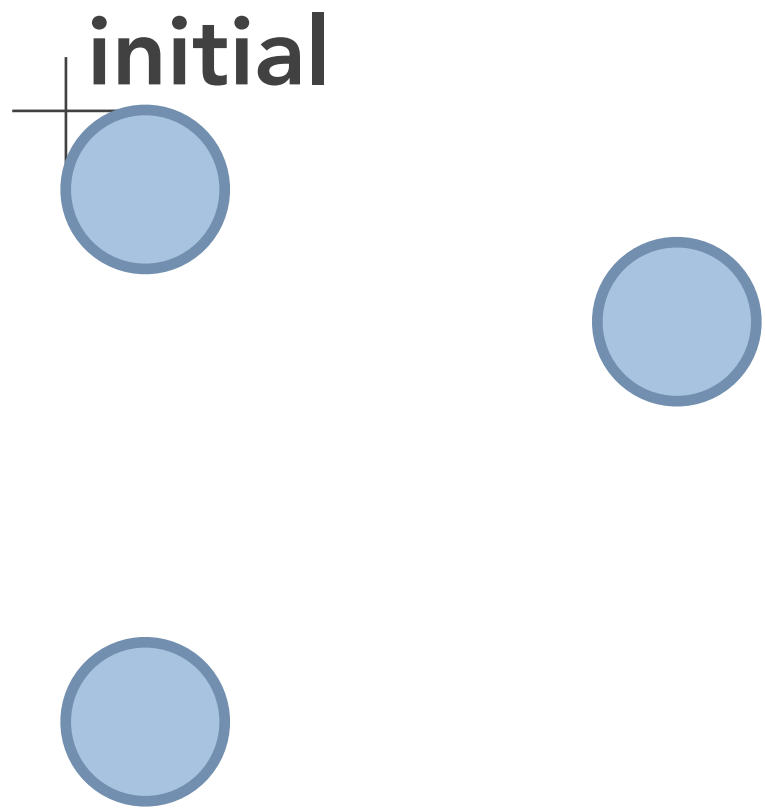
Thibault Raffailac, Stéphane Huot, Stéphane Ducasse
Inria Lille, France



Animated transitions

+ **final**

+ **initial**



```
QPropertyAnimation a(ball, "geometry");  
a.setDuration(4000);  
a.setEndValue(QRect(100, -75, 30, 30));  
a.start();
```

↓ **Gap**

```
ball.setGeometry(QRect(100, -75, 30, 30));
```

Extending animations

```
QPropertyAnimation a(myObject, "myProperty");  
a.setDuration(4000);  
a.setEndValue(valueWithMyType);  
a.start();
```

New object type

New property (title, matrixTransform, audioVolume, ...)

New value type (string, matrix, graph, ...)

Extending animations

```
QPropertyAnimation a(myObject, "myProperty");  
a.setDuration(4000);  
a.setEndValue(valueWithMyType);  
a.start();
```

- ➔ Subclassing a framework's class
- ➔ Filling some meta-data
- ➔ Providing a custom interpolation function

Programming animations

Cumbersome syntaxes

Incoherent with non-animated equivalents

Lack of flexibility to include new objects/properties/types

Problem:

How can we build a flexible animation system, *coherent* with simple transitions?

Related work

```
object.transition()  
  .duration(2000)  
  .attr("property", target);
```

D3 (Javascript)

```
TweenLite.to(object, 2, {property: target});
```

GSAP (Javascript)

```
object.property = target
```

Core Animation (Swift)

Related work

```
object.transition()  
  .duration(2000)  
  .attr("property", target);
```

only selected methods

```
TweenLite.to(object, 2, {property: target});
```

everything *but* selected methods

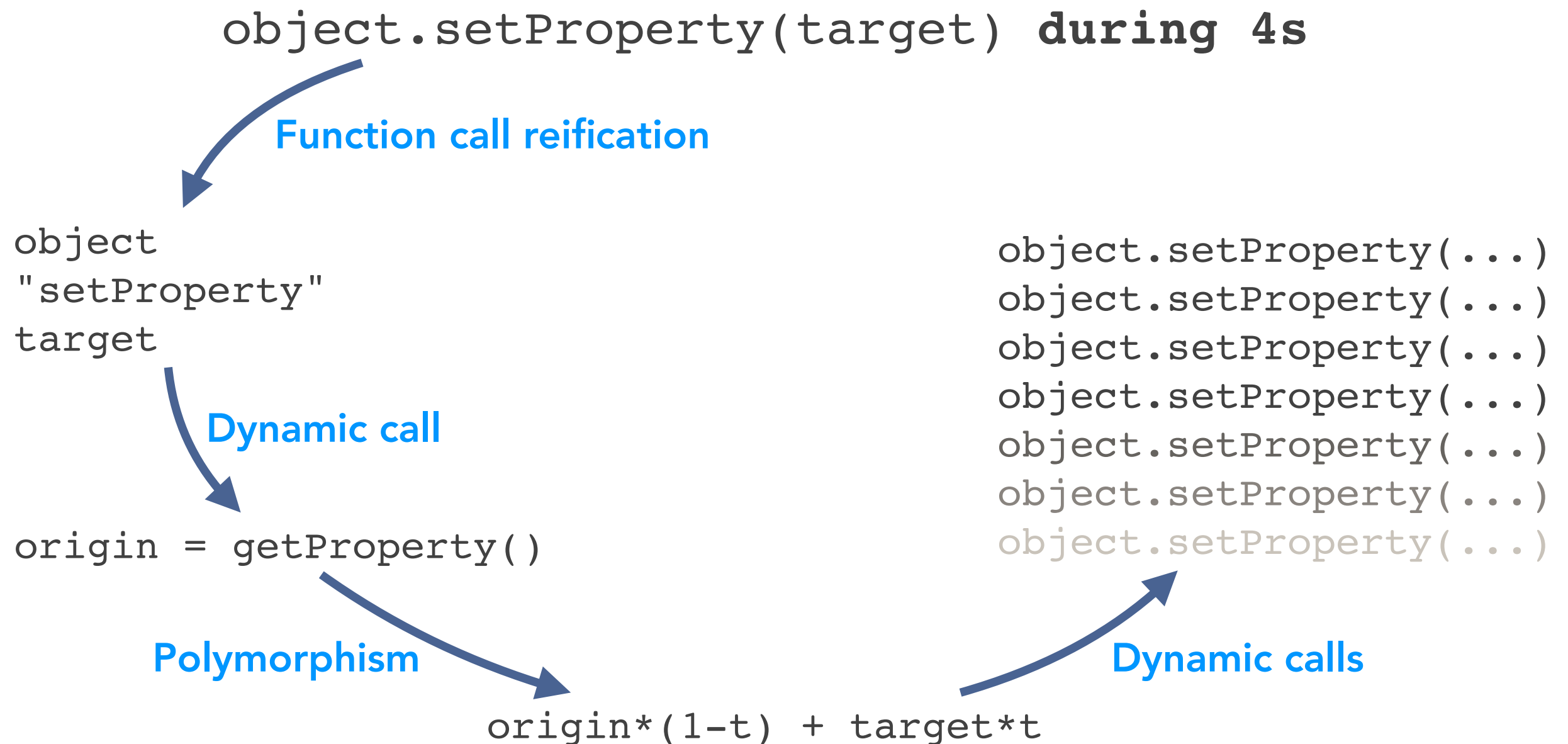
```
object.property = target
```

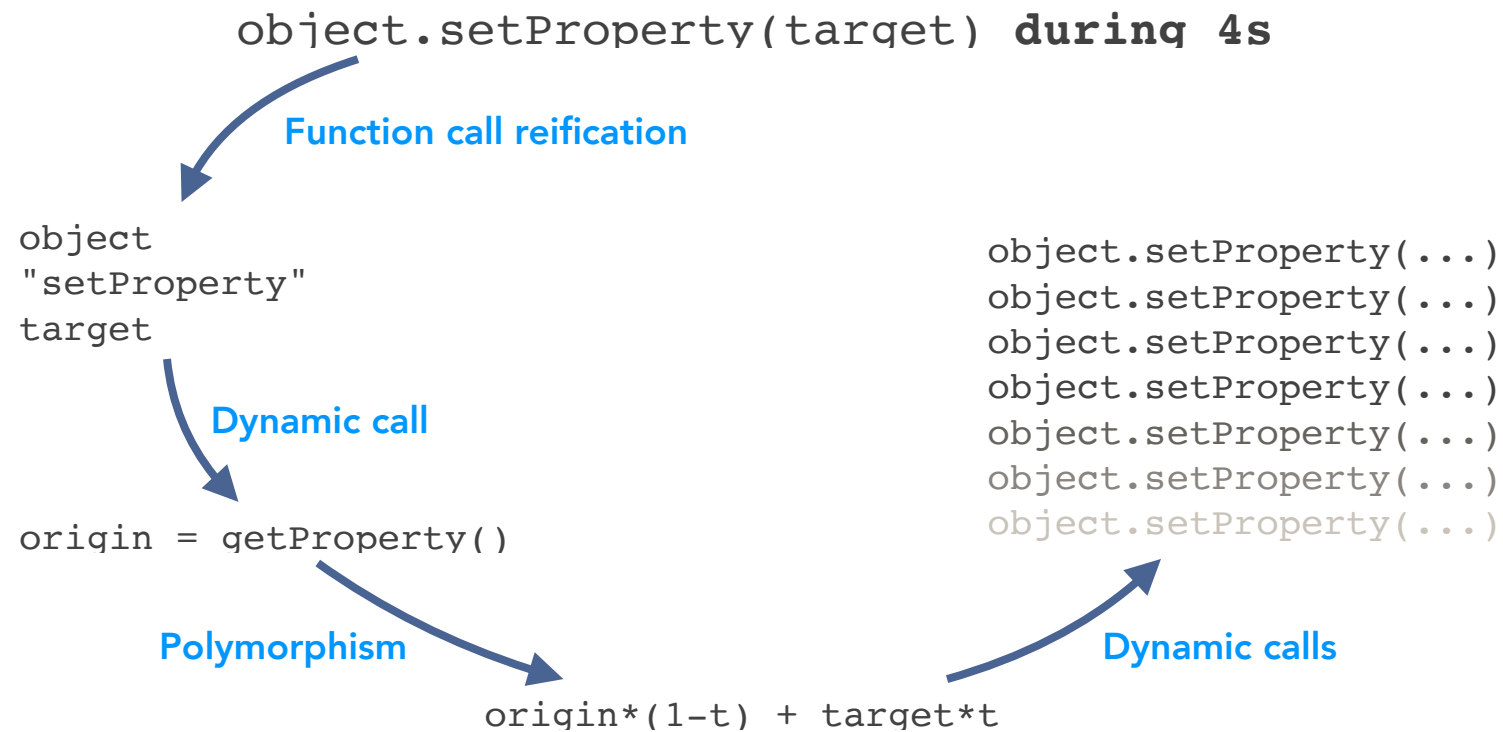
cannot pass options

Proposal

`object.setProperty(target)` **during 4s**

Proposal





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