Category:Animation

This page lists the range of articles currently marked with the Animation category.

Windows Phone

Main portal is: Portal:Windows Phone Graphics & Animation

- Animation Basics Silverlight vs. QML
- Basic animation in Qt and Windows Phone
- Animated Moving Ball in Qt and Windows Phone
- Creating custom user control in Expression Blend for Windows Phone
- Silverlight animation with Expression Blend (and no code)
- How to control an animation in XML and in the code in your Windows Phone app
- Creating your own Windows Phone UI Controls using Microsoft Expression Blend
- States and transitions basics QML vs. Silverlight

Java ME

- How to add animation to Maps API for Java ME
- Creating effects in Java ME
- How to make an animation loop in Java ME
- Animation in JavaME
- M2G

Qt

- Basic animation in Qt and Windows Phone
- Animated Moving Ball in Qt and Windows Phone
- Animation in Qt Quick using a strip of frames in a single image
- Displaying animated GIFs and other images using Qt Quick
- Bouncing ball animations using Qt Quick
- States and transitions basics QML vs. Silverlight
- Implementing parent change animation with QML

Symbian C++

- Implementing Animation using CAknBitmapAnimation
- Gif animation for symbian 2nd and 3rd edition phones
- Capturing key events using Animation dll
- Drawing animated images using Symbian C++

Other

- HTML5 - Canvas and animations
- Using Dojo animation with WRT Widgets
- A simple SVG frame animation

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