

CS150 - Layers & Animations

Note Title

1/24/2012

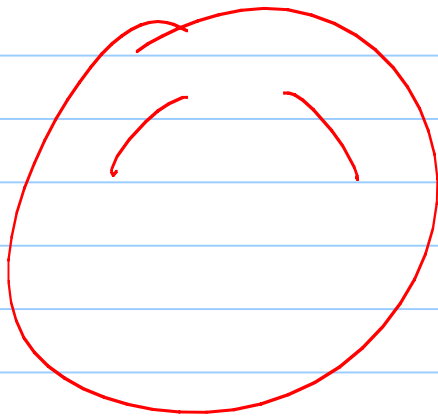
Announcements

- HW1 - due Sat by midnight

Suggested Reading:

Section 3.5 (p. 106-108) in book

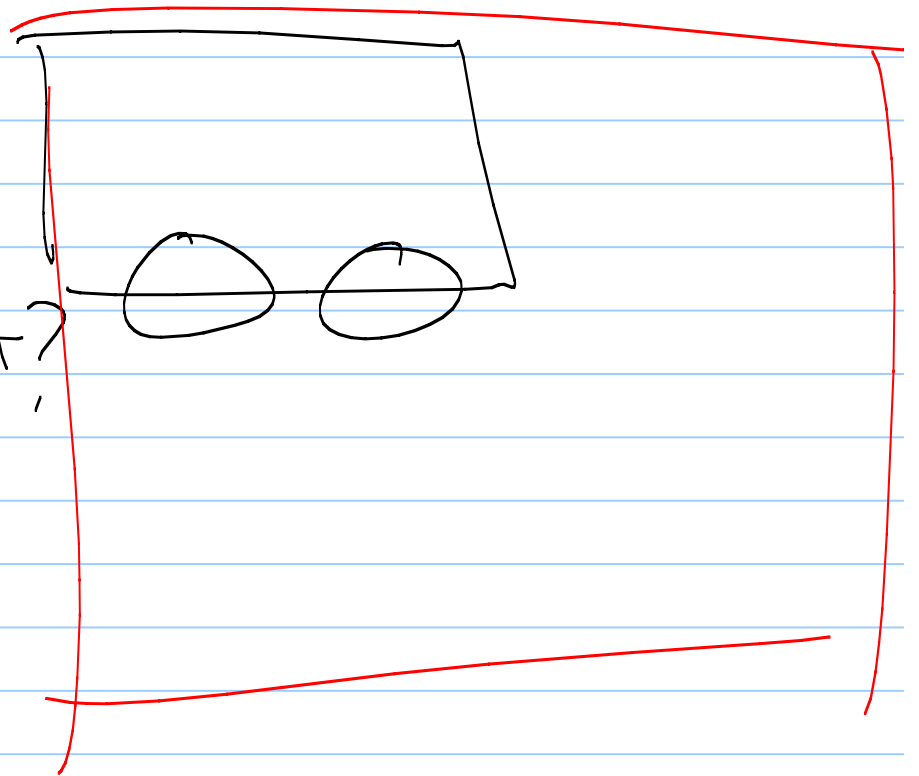
A case study with lots of
examples



Layers

Group separate elements together.

Ex! A car



Problem: How to move it?

A Layer is a combination of a drawable object & a canvas.

Think of a transparency - its own canvas, almost - which we will "attach" to our canvas.

Note: Layers have their own coordinates!

The layer's $(0,0)$ is where the "tack" goes

Animation

Repeated moves will change our picture, but this happens fast.

Solution: use "sleep" command.

Add: from time import sleep

then
sleep(timeDelay)

(where timeDelay = 0.2 seconds, for example)

Flickering & auto refresh

If you have a big scene, may notice strange things - for example, moves may refresh screen so that things don't move uniformly.

Can turn off auto-redrawing:
paper.setAutoRefresh(false)

but if you do, will have to manually refresh (often):

paper.refresh()