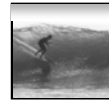




Animation

JavaScript can be used for animating images on a web page

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The Plan

An animation is the rapid display of a series of still images ... like cartoons

There are three steps to animation

- 1) Place first still image(s) on web page
- 2) Prefetch the series of images and store them
- 3) Setup a timer to cycle through the images

new0.gif, new1.gif, new2.gif, new3.gif

New New New New

Smooth motion requires 30 times/sec display



Creating GIFs

GIF files for animation are progressively different ... make them w/Photoshop

- The series should all have the same size
- Begin with an initial GIF and build all others from it
- Getting the motion to be smooth may take a bit of fiddling

Animated GIFs -- GIFs that automatically cycle use a special format and software

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1. Place Still Image(s)

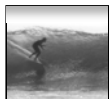
Placing the image uses a standard `` tag

```

<html><head><title>Test Page</title></head>
<body>

<script language="JavaScript"> Code here
</script>
</body>
</html>

```

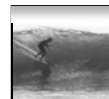


The document.images

When HTML draws a page, the images go in an array: **document.images**

- Recall, arrays are names w/ indexes, like A[1]
- Each element of **document.images** array holds one image
- Pictures are put into document.images in the order encountered on page build ... so for Test Page, **document.images[0]** ⇔ new0.gif
- Changing the **.src** property of the array changes the picture

But the images must be prefetched first



2. Prefetch Images I

"Prefetch" means to get the images and save them in (our own) array so they are handy to assign to doc.im

- We must declare an array (and probably an index variable, too):

```
var i, pref = new Array(4);
```

- Then we set it up to hold images:

```

for (i=0; i<4; i++) {
  pref[i] = new Image;
}

```

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