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App Inventor 2 Graphics, Animation & Charts: Step-by-step ...

« Back to index. Drawing and Animation. Table of Contents: Ball; Canvas; ImageSprite; Ball. A round 'sprite' that can be placed on a Canvas, where it can react to touches and drags, interact with other sprites (ImageSprites and other Balls) and the edge of the Canvas, and move according to its property values.. For example, to have a Ball move 4 pixels toward the top of a Canvas every 500 ...

Drawing and Animation

Announcing App Inventor 2 Graphics, Animation and Charts book. April 15, 2016 edwardm 11 Comments. Volume 4 of my App Inventor guide books series is now available in e-book and print format. The book also includes video-based tutorials to supplement the text. Back Cover Description.

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Android-er: App Inventor 2 Graphics, Animation and Charts

I described the basics of creating a bouncing ball animation earlier and mentioned that "image sprites" are similar to the bouncing ball graphic, but provide a way to specify your own image for the ball. To introduce a bit about images in App Inventor, we took a quick look at using the phone's camera.. This tutorial starts with the original bouncing ball program and then modifies it to ...

Using ImageSprites for animated App Inventor graphics ...

Creating an App Inventor App begins in your browser where you design how the app will look.

MIT App Inventor

Animation Components. Ball; ImageSprite; Ball. A ball component is a particular kind of sprite (animated object) that looks like a ball. A ball is a round sprite that is contained by a canvas, can react to touches and drags, interact with other sprites (image sprites and other balls) and the edge of the canvas, and move according to its properties.

Animation - App Inventor for Android

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