Assignment 0218
This assignment gives you an opportunity to dig into our homebrew keyframe/tweening library, and to expose you to a little animation programming.

Outcomes
This assignment will affect your proficiency measures for outcomes 1a, 2a, 3a, and 4a–4f.
This assignment applies only to the 2D aspects of 2a and 3a, so those outcomes will have a maximum proficiency of | until a future assignment expands those to include 3D.

Not for Submission
By February 4
Read Robert Penner’s book chapter on motion, tweening, and easing.

For Submission
Modify the animation-sprite sample so that it features a better animated scene than the one that is already there—better sprites, better animation sequences, etc. Ideally, your scene works as a very brief animated short, with a quick and engaging little story and characters. Even better, reuse the model-based drawing functions from the previous assignment.
To support your new and improved animated scene, enhance the keyframe-tweener.js animation module in the following ways. Of course, you should demonstrate these enhancements by using them in your own animated short (a.k.a. “eating your own dog food”):
• Add a background setting to KeyframeTweener. background should be a function that accepts a rendering context which, during animation, is called in order to provide a custom background for the scene.
• Add a custom callback that will let you tween custom properties of your sprites, such as the ones on the model objects that your drawing functions use. Then, use that callback in your scene to animate something other than translation, rotation, or scaling.
• Add to KeyframeTweener’s library of easing functions by implementing two new ones. You may adapt one from Robert Penner’s library (http://www.robertpenner.com/easing) or make one up on your own.
Commit and push your work to your GitHub repository under homework/toon.