Assignment 0217
This assignment is the big 2D scene, implemented from scratch with our homebrew keyframe/tweening
library. Let your imagination run wild :)

Outcomes
This assignment will affect your proficiency mea-
sures for outcomes 1a, 2a (max |), 3a (max |), 3b
(max |), and 4a–4f. This assignment continues to
apply only to the 2D aspects of 2a, 3a, and 3b, so
those outcomes will have a maximum proficiency
of | until a future assignment expands those to
include 3D.

For Submission
Modify the animation-sprite sample so that it features
a 2D animated scene that is written and directed by
you. Ideally, your scene works as a very brief ani-
merged short, with a quick and engaging little story
and characters. Reuse the model-based drawing
functions from the previous assignment—make
sure to use them in place, without copying them.
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.

• Extend the keyframe objects with the properties
  that control your parameterized sprites, and tween
  those properties so that the sprites also animate via
  those properties, instead of just translation, rota-
tion, or scaling.

• Add Robert Penner’s library of easing functions
to your animated scene’s codebase (http://
www.robertpenner.com/easing) and use those func-
tions to tween your sprites. An adapter function
might be needed so that they plug in more easily.

Commit and push your work to your GitHub
repository under homework/toon.

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