

*Silk*TM ANIMATION FRAMEWORK

Presentation

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The Perfect Animation Framework

Provides advanced user experience for navigating a variety of entertainment products

Affords shortest possible time to market

Seamlessly deployable to both set-top and mobile

Friendly to designers, developers, and maintainers

Very small footprint

Silk™ Animation Framework

- For next-generation user experience
- Pure Java
 - Faster than markup
 - Multiple platforms
 - Easy application debugging
- Employs advanced Java ME gaming technologies
- Very small footprint
 - silk.jar is 28KB

*Silk*TM
ANIMATION
FRAMEWORK

Silk™ – Detailed Features

- Images
 - Smooth motion
 - Fade in and out
 - Smooth scaling
 - External caching
- Text
 - Smooth fonts
 - Smooth motion
 - Fade in and out
 - Shrink and grow
- Key handling
- Sound
- Size and position
 - Spherical path widget
- Tabular text
 - Smooth grid widget
- Reference application source code
 - Menu navigation
 - Interactive ad insertion



Silk™ – Roadmap

<i>Now</i>	<i>Next</i>	<i>Future</i>
Smooth motion Smooth sizing Spherical path Key handling Fade in and out Adaptive smoothing Sound Set-top support	Reference apps Mobile support Documentation Training	Authoring tool



Silk™ – Path to Adoption

- For each displayed page...
 - Subclass Silk screen
 - Fill key handler with key commands
 - Build animation actions and send to Silk animation engine
 - Receive user actions that act on application
- For each reusable page feature...
 - Subclass Silk widget
 - Implement widget state change methods
 - Implement paint
- Attach automated test tool...
 - Subclass Silk animation engine
 - Override interesting methods

Now to the demo...

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