

ABSTRACT

The present application provides a method for realizing color tween animation. A display area of the color tween animation includes two overlapping layers: one layer is non-transparent and the other layer is completely transparent. The method includes

5 the following: displaying a start fill scheme at the non-transparent layer and displaying an end fill scheme at the completely transparent layer; and gradually changing transparency of the non-transparent layer to completely transparent and gradually changing transparency of the completely transparent layer to completely non-transparent. Based on the technical solutions in the present application, smooth

10 and natural animation effects can be automatically created by using software without extra work of a designer whether a fill scheme is complex or not, thereby improving animation implementation efficiency.