CLAIMS

1. A computer-implemented method for animating images on mobile devices, the method comprising:

drawing a final image to be displayed on a hidden canvas (110);

storing the drawn image as an endpoint image (110);

determining a changing display parameter based on an animation effect, wherein the display parameter comprises a display location parameter and each frame of screenshot parameter determined based on an animation effect (120); and

displaying at least a part of the endpoint image frame by frame in an animation area at a certain interval by displaying, frame by frame in the animation area at the certain interval using the display location parameter, a part of the endpoint image captured based on the screenshot parameter of the frame, until the endpoint image is finally displayed (120).

2. The computer-implemented method of claim 1, wherein the display parameter comprises an endpoint image processing parameter used to process the endpoint image to obtain each frame of image, the display location parameter used to determine a display location of each frame of image in the animation area, and adjacent frames that are different in at least one of an endpoint image processing parameter and the display location parameter.

3. The computer-implemented method of claim 2, wherein the display parameter comprises each frame of display location parameter determined based on an animation effect and a screenshot parameter.

4. The computer-implemented method of claim 3, wherein displaying at least a part of the endpoint image frame by frame in an animation area at a certain interval by using a changing display parameter, until the endpoint image is finally displayed comprises:

displaying, frame by frame in the animation area at the certain interval by using the display

location parameter of the frame, a part of the endpoint image captured based on the screenshot parameter of the frame, until the entire endpoint image is finally displayed.

5. The computer-implemented method of claim 2, wherein the display parameter comprises a display location parameter and each frame of compression parameter determined based on an animation effect.

6. The computer-implemented method of claim 5, wherein displaying at least a part of the endpoint image frame by frame in an animation area at a certain interval by using a changing display parameter, until the endpoint image is finally displayed comprises:

displaying, frame by frame in the animation area at the certain interval by using the display location parameter, an endpoint image obtained by performing compression based on the compression parameter of the frame, until an endpoint image matching the animation area is finally displayed.

7. The computer-implemented method of claim 1, wherein the shape and the size of the hidden canvas are the same as those of the animation area.

8. The computer-implemented method of claim 1, wherein the method further comprises: deleting the hidden canvas after the endpoint image is stored.

9. The computer-implemented method of any one of claims 1 to 8, further comprising:

generating an effect of moving the endpoint image to the animation area from left to right by gradually enlarging the animation area.

10. The computer-implemented method of any one of claims 1 to 9, wherein the at least a part of the endpoint image frame comprises a trending graph comprising a certain variable that changes in chronological order.

11. An apparatus for animating images on mobile devices, the apparatus comprising a

plurality of modules configured to perform the method of any one of claims 1 to 10.