CLAIMS

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

creating, by a mobile device, a hidden canvas based on an animation area;

drawing (110), by the mobile device and on the hidden canvas, a final image to be displayed to a user at the end of an animation;

storing (110), by the mobile device, the final image drawn on the hidden canvas as an endpoint image;

determining, by the mobile device, for each respective frame in a plurality of frames, changing display parameters based on an animation effect including the plurality of frames, wherein the display parameters comprise a display location parameter of each frame and a screenshot parameter of each frame, the display parameters being different for adjacent frames in the plurality of frames; and

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

2. The method according to claim 1, wherein the display parameters comprise an endpoint image processing parameter used to process the endpoint image to obtain an image of each frame, the display location parameters used to determine a display location of the image of each frame 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 method according to claim 2, wherein the display location parameter of each frame is determined based on the animation effect and the screenshot parameter.

4. The method according to claim 3, wherein displaying (120) at least a part of the endpoint image comprises:

displaying, frame by frame, in the animation area at the certain interval by using the display location parameter of the respective frame, a part of the endpoint image captured based

on the screenshot parameter of the respective frame, until the entire endpoint image is finally displayed.

5. The method according to any one of claims 1 to 4, wherein the display parameters further comprise a compression parameter of each frame determined based on the animation effect, the compression parameter being configured to allow, frame by frame, the image to gradually enlarge.

6. The method according to claim 5, wherein displaying (120) at least a part of the endpoint image comprises:

displaying, frame by frame, in the animation area at the certain interval by using the display location parameter, the 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 method according to claim 1, wherein the shape and the size of the hidden canvas are the same as those of the animation area.

8. The method according to claim 1, wherein the method further comprises:

deleting the hidden canvas after the endpoint image is stored.

9. The method according to any one of claims 1 to 8, wherein a captured area capturing a part of the endpoint image is gradually enlarging, so as to achieve an effect of moving the endpoint image to the animation area from left to right.

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.