

METHOD AND APPARATUS FOR ANIMATING IMAGES ON MOBILE DEVICES

ABSTRACT

The present application provides a method for animating images on mobile
5 devices, including: drawing a final image to be displayed on a hidden canvas, and
storing the drawn image as an endpoint image; and 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, where the
changing display parameter is determined based on an animation effect. By using the
10 technical solutions of the present application, there is no need to calculate, buffer, and
draw each frame of image in an animation process frame by frame, so as to reduce a
code amount needed for animation, reduce memory occupation, and improve
animation execution efficiency.

15 FIG. 1