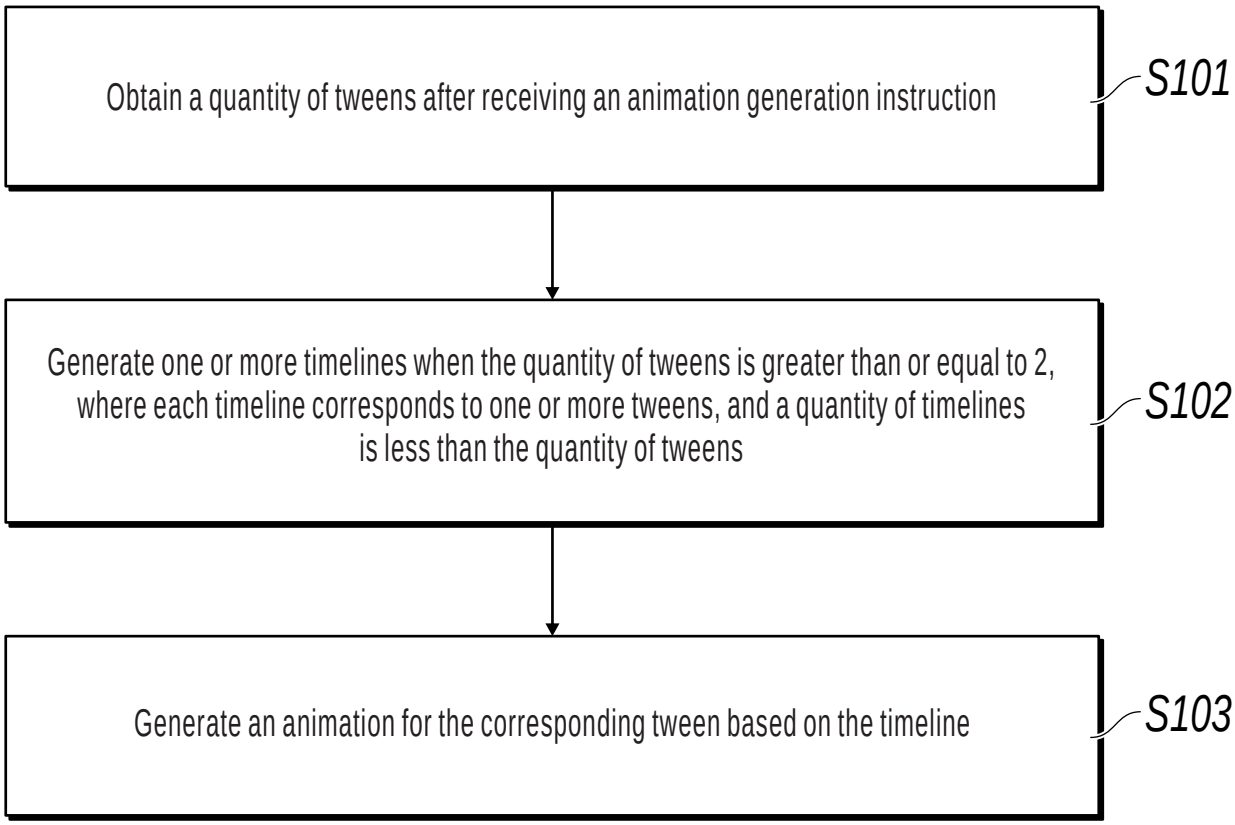
Obtain a quantity of tweens after receiving an animation generation instruction
S101
Generate one or more timelines when the quantity of tweens is greater than or equal to 2, where each timeline corresponds to one or more tweens, and a quantity of timelines is less than the quantity of tweens
S102
Generate an animation for the corresponding tween based on the timeline
S103

FIG. 1

FIG. 2

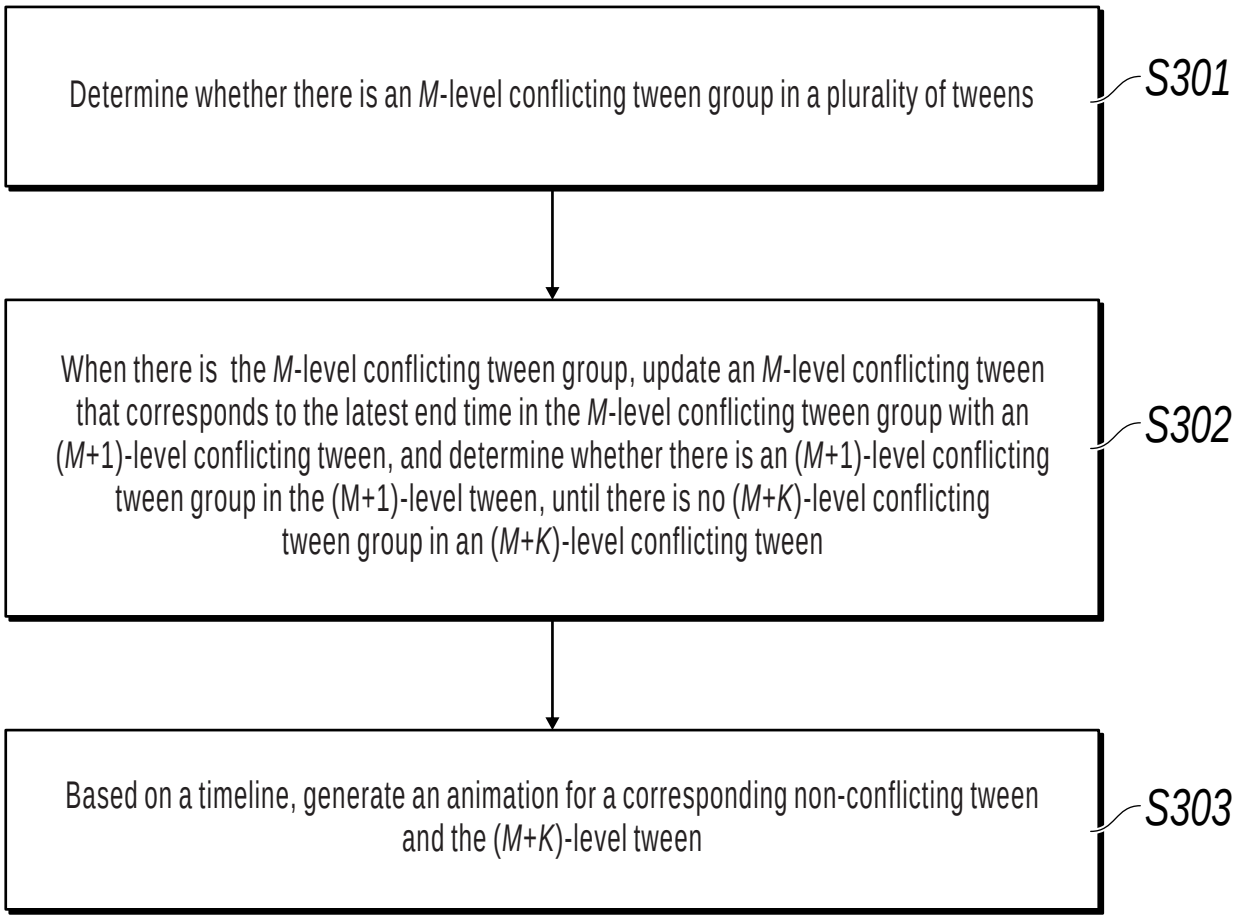
Determine whether there is an M-level conflicting tween group in a plurality of tweens
S301
When there is the M-level conflicting tween group, update an M-level conflicting tween that corresponds to the latest end time in the M-level conflicting tween group with an (M+1)-level conflicting tween, and determine whether there is an (M+1)-level conflicting tween group in the (M+1)-level tween, until there is no (M+K)-level conflicting tween group in an (M+K)-level conflicting tween
S302
Based on a timeline, generate an animation for a corresponding non-conflicting tween and the (M+K)-level tween
S303

FIG. 3

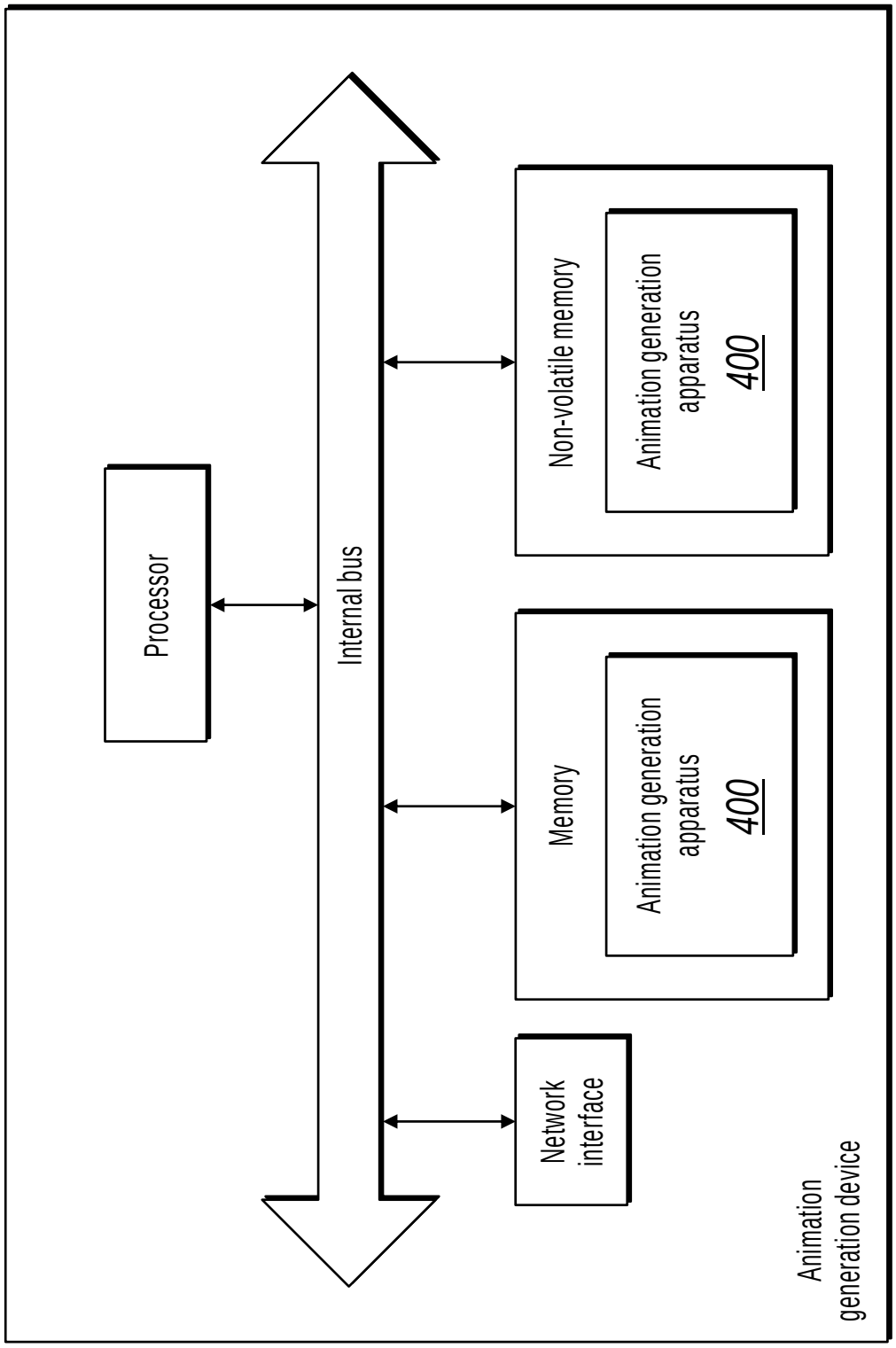
Animation generation device
Processor
Internal bus
Network interface
Memory
Animation generation apparatus
400
Non-volatile memory
Animation generation apparatus
400

FIG. 4

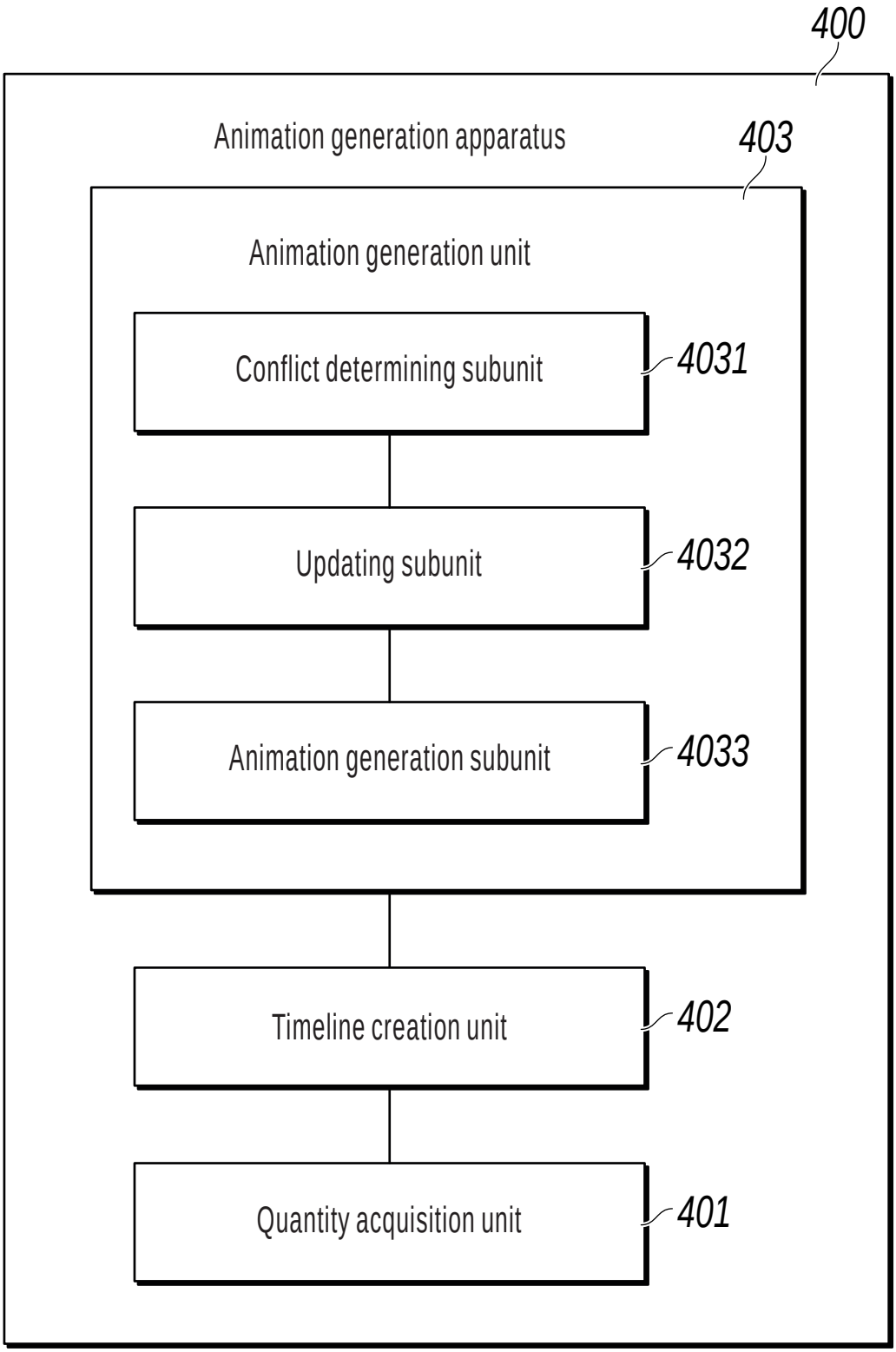
400
Animation generation apparatus
403
Animation generation unit
Conflict determining subunit
4031
Updating subunit
4032
Animation generation subunit
4033
Timeline creation unit
402
Quantity acquisition unit
401

FIG. 5