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« Back to index. Drawing and Animation. Table of Contents: Ball; Canvas; ImageSprite; Ball. A round 'sprite' that can be placed on a Canvas, where it can react to touches and drags, interact with other sprites (ImageSprites and other Balls) and the edge of the Canvas, and move according to its property values.. For example, to have a Ball move 4 pixels toward the top of a Canvas every 500 ...

Drawing and Animation

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Animation Components. Ball; ImageSprite; Ball. A ball component is a particular kind of sprite (animated object) that looks like a ball. A ball is a round sprite that is contained by a canvas, can react to touches and drags, interact with other sprites (image sprites and other balls) and the edge of the canvas, and move according to its properties.

Animation - appinventor.mit.edu

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App Inventor 2, developed by Google and MIT, is a browser-based Android development system featuring a “drag and drop” user interface designer and a similar “blocks” visual programming system. App Inventor has been pitched towards those under age 18 as a simplified way to create games for Android.

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I described the basics of creating a bouncing ball animation earlier and mentioned that “image sprites” are similar to the bouncing ball graphic, but provide a way to specify your own image for the ball. To introduce a bit about images in App Inventor, we took a quick look at using the phone’s camera.. This tutorial starts with the original bouncing ball program and then modifies it to ...

Using ImageSprites for animated App Inventor graphics

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