

whoami

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(QML) Behavior

Specify a default animation for a property change

Eg:

Behavior on y

```
{ NumberAnimation { duration: 100 } }
```

(QML) ParticleSystem

- Includes:
 - Particle Painter (Particles)
 - Emitter
 - Affectors

(QML) Particle Painters

- Painters are the types that visualize logical particles
 - ImageParticle
 - CustomParticle
 - ItemParticle

(QML) Affectors

- Optional
- Manipulate simulations
 - eg. Alter trajectory
 - eg. Premature ending of simulation

Recap

- Rectangle
- Item

QTimer/(QML)Timer

- Infinite Loop
- Calculate every frame
- Render it

(QML) Sprite



References

- Sprite sheet:
<https://www.flickr.com/photos/goosemouse/499861>
- <https://github.com/spacetime/QMLPong>
- <http://doc.qt.io/qt-5/>

Questions?

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