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Preface Android 3.0 Animation, a Beginner's Guide, will introduce each of the most popular animation techniques to you as an Android developer. Using step-by-step instructions, you will learn how to create interactive dynamic forms, moving graphics, and 3D motion. You

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will be taken on a journey from simple stop motion animations and fades through to moving input forms, and then on to 3D motion

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Overview of Android 3.0 Animations: Beginner's Guide This book will teach you how to create animated graphics from a set of still images, fade between graphical elements, and dynamically move graphics on the interface.

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Animations add spice to the Android applications and provide nice gesture to the user. Android Framework offers animation framework which enable android developers an ease to create custom animations and

tweens. The book offers a great start and introduction to general animation techniques that are mostly used in developing animated applications.

### [Article 11 - Beginner's Guide to Android Animation/Graphics](#)

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