

The Lesser Framework Debate: AS3 Motion Engines

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The logo for RealEyes Media features a stylized eye with a blue and yellow iris, followed by a series of flowing, wavy lines in blue and yellow that extend across the bottom of the slide.

(realeyes)



What We'll Cover

- Flex Effects API
- asinmotion
- Tweenener
- TweenLite

Flex Effects API

- Built into the Flex Framework, but adds about 1KB per unique transition type you use.
- Excellent documentation.
- **Features**
 - Available in MXML
 - Offers many complex transitions, such as Iris & Blur
 - Rotten performance with lots of animations, but smooth with only a few
 - Uses events rather than callbacks
 - Highly customizable
 - Easily tied to hide and show of components



asinmotion

- Super lightweight (2.2 KB compiled) framework.
- Poor documentation, but pretty easy to use.
- You create tween objects (Effects) and can put them in either Queue or Parallel classes to run them.
- **Features**
 - Easy sequencing of animation with Queue and Parallel
 - Tween multiple properties simultaneously
 - 11 different types of built-in easing for animations
 - Can specify delays and repetition
 - Pretty good performance



Tweener

- Fairly lightweight (10.4 KB compiled) and very easy to use framework centered around a static class.
- **Features**
 - Allows pausing, resuming, or canceling of tweens.
 - Tween multiple properties simultaneously
 - 31 different types of built-in easing for animations
 - Supports callback functions after animations are done or on other events (errors, starts, etc.) with parameters
 - Customizable rounding, timing, and update rates.
 - Excellent performance and documentation
 - Shortcuts for certain props, colors, & custom props

TweenLite

- Very lightweight framework (2.9 KB compiled) that is well documented and very easy to use.
- Similar to Tweenener, but smaller with fewer features
- **Features**
 - Callback functions with arguments on start or done
 - Tweening to relative values (e.g `x:"-60"`) and frames
 - Great performance, even with many animations
 - With optional TweenFilterLite class, you can tween ActionScript filters
 - Can specify delays and repetition
 - Has a more featured version called TweenMax (9 KB)



Samples! I Demand Samples!



Links

- Tweener: <http://code.google.com/p/tweener/>
- asinmotion: <http://code.google.com/p/asinmotion/>
- Flex Effects API: <http://livedocs.adobe.com/flex/>
- TweenLite: <http://blog.greensock.com/tweenliteas3/>