



made with
Animo

continuous.typ

*A demo of the features explained on the page “Continuous Animations”
of the Presentation Author Guide*

reproducible-reporting.github.io/animo/continuous/

Subslides

State 2 moves this line down by a centimeter.

A slide with S sub calls has $S + 1$ states, numbered from 0 to S .

The Block-Scoped Import

In the body, `move` and `scale` are the elements of `typst`, which change the layout.

`typst`'s `move` lifts a word, and `typst`'s `scale` stretches one.

In the timeline, `scale` is the primitive of `Animo`, which scales a tag.

This phrase grows.

`typst`'s own `hide` hides the framed sentence, and no timeline can reveal it.



Without the Import

A star import of the package also brings in `anim`, so this timeline needs no `import`:

```
animation: anim.sub(anim.reveal("short"))
```

This line is the tag that the timeline reveals.

Move and Scale



`x: 12cm, y: 5cm`



`hide` makes the target invisible, and the ball stays where it is.

state 4 ○○○○●

Where **move** Puts Things

and



label

*The first site of **pair** lands on the node, and the second site moves along.*

state 4 ○○○○●

Moved and Scaled



$f: 1$ shrinks the placed square towards the corner it was put on.

What **scale** Sets

stretch

f sets both axes, f_x and f_y one axis each. A factor is a number or a ratio, so $f: 2$ and $f: 200\%$ are the same.

$f: 1$ sets both factors back to 1.

The next slide plays on its own.

It comes up in six seconds, so there is no need to press a key.

Timing

wait: and **hold:** are the two names of one gap between two subslides.

delay: staggers the operations of one subslide,
so they arrive in the order they are written,
and **duration:** says how long each of them takes.

A presenter can always step ahead of a timer.

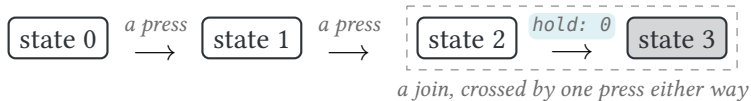
*Stepping back plays the deck backwards, and **Space** stops it where it is.*

delay: and **duration:** stagger the three lines, and a step back plays them in reverse.

Durations and Joins

A slow move of four seconds

State 2 comes up with a press, and state 3 comes up with it.



One press forward ran through the join, and one press back returns over it to state 1.

state 3 ○○○●