## Animation

The Animation section of the PresentationML framework stores the movement and related information of objects.

This schema is loosely based on the syntax and concepts from the Synchronized Multimedia Integration Language (SMIL), a W3C Recommendation for describing multimedia presentations using XML.

The schema describes all the animations effects on that reside on a slide and also the animation that occurs when going from slide to slide (slide transition).

Animations on a slide are inherently time-based and consists of an animation effects on an object or text.. Slide transitions however do not follow this concept and always appear before any animation on a slide.

All elements described in this schema are contained within the slide XML file. More superficially they are in the <[transition](transition.docx)> and the <[timing](timing.docx)> element as shown below:

<p:[sld](sld.docx)>

<p:[cSld](cSld.docx)>...

<p:[clrMapOvr](clrMapOvr.docx)>...

<p:[transition](transition.docx)>...

<p:[timing](timing.docx)>...

</p:[sld](sld.docx)>