### animMotion (Animate Motion)

Animate motion provides an abstracted way to move positioned elements. It provides the ability to specify from/to/by type motion as well as to use more detailed path descriptions for motion over polylines or bezier curves.

[Example: Consider animating a shape from its original position to the right.. The <animMotion> element should be used as follows:

<p:animMotion [origin](origin.docx)="layout" path="M 0 0 L 0.25 0 E" pathEditMode="relative">

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

 <p:[cTn](cTn.docx) id="1" dur="2000" fill="hold"/>

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

 <p:[spTgt](spTgt.docx) spid="1"/>

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

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

 <p:[attrName](attrName.docx)>ppt\_x</p:[attrName](attrName.docx)>

 <p:[attrName](attrName.docx)>ppt\_y</p:[attrName](attrName.docx)>

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

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

</p:animMotion>

End example]

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| Parent Elements |
| [childTnLst](childTnLst.docx) (§); [subTnLst](subTnLst.docx) (§); [tnLst](tnLst.docx) (§) |

|  |  |
| --- | --- |
| Child Elements | Subclause |
| [by](by.docx) (By) | § |
| [cBhvr](cBhvr.docx) (Common Behavior) | § |
| [from](from.docx) (From) | § |
| [rCtr](rCtr.docx) (Rotation Center) | § |
| [to](to.docx) (To) | § |

|  |  |
| --- | --- |
| Attributes | Description |
| [origin](origin.docx) (Origin) | Specifies what the [origin](origin.docx) of the motion path is relative to such as the layout of the slide, or the parent.The possible values for this attribute are defined by the [ST\_TLAnimateMotionBehaviorOrigin](ST_TLAnimateMotionBehaviorOrigin.docx) simple type (§). |
| path (Path) | Specifies the path primitive followed by coordinates for the animation motion. The allowed values that are understood within a path are as follows:M = move to, L = line to, C = curve to, Z=close loop, E=endUPPERCASE = absolute coords, lowercase = relative coordsThus total allowed set = {M,L,C,Z,E,m,l,c,z,e)[Example: The following string is a sample path.path: “M 0 0 L 1 1 c 1 2 3 4 4 4 Z”end example]The possible values for this attribute are defined by the XML Schema string datatype. |
| pathEditMode (Path Edit Mode) | This attribute specifies how the motion path moves when the target element is moved.The possible values for this attribute are defined by the [ST\_TLAnimateMotionPathEditMode](ST_TLAnimateMotionPathEditMode.docx) simple type (§). |
| ptsTypes (Points Types) | This attribute describes the type of the points in the path attribute. The allowed values that are understood for the ptsTypes attribute are as follows:A = Auto, F = Corner, T = Straight, S = SmoothUPPERCASE = Straight Line follows point, lowercase = curve follows point. Thus, the total allowed set = {A,F,T,S,a,f,t,s}The possible values for this attribute are defined by the XML Schema string datatype. |
| rAng (Relative Angle) | The attribute describes the relative angle of the motion path.The possible values for this attribute are defined by the ST\_Angle simple type (§). |

The following XML Schema fragment defines the contents of this element:

<complexType name="CT\_TLAnimateMotionBehavior">

 <sequence>

 <element name="[cBhvr](cBhvr.docx)" type="CT\_TLCommonBehaviorData" minOccurs="1" maxOccurs="1"/>

 <element name="by" type="CT\_TLPoint" minOccurs="0" maxOccurs="1"/>

 <element name="from" type="CT\_TLPoint" minOccurs="0" maxOccurs="1"/>

 <element name="to" type="CT\_TLPoint" minOccurs="0" maxOccurs="1"/>

 <element name="[rCtr](rCtr.docx)" type="CT\_TLPoint" minOccurs="0" maxOccurs="1"/>

 </sequence>

 <attribute name="[origin](origin.docx)" type="[ST\_TLAnimateMotionBehaviorOrigin](ST_TLAnimateMotionBehaviorOrigin.docx)" use="optional"/>

 <attribute name="path" type="xsd:string" use="optional"/>

 <attribute name="pathEditMode" type="[ST\_TLAnimateMotionPathEditMode](ST_TLAnimateMotionPathEditMode.docx)" use="optional"/>

 <attribute name="rAng" type="a:ST\_Angle" use="optional"/>

 <attribute name="ptsTypes" type="xsd:string" use="optional"/>

</complexType>