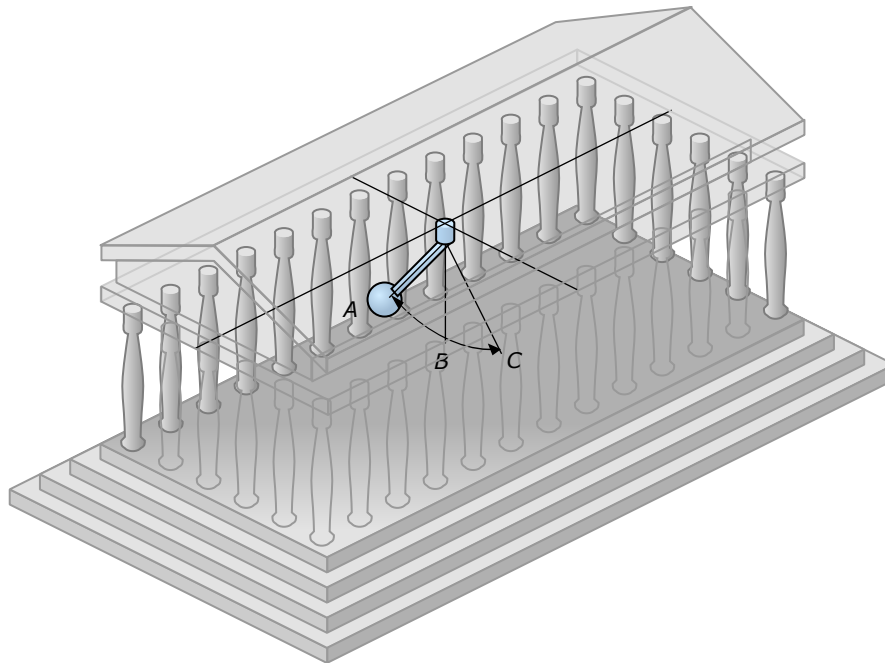


Troja – Animation eines Pendels



Keyframe-Animation eines Pendels:

Zeitpunkt	Frame-Nr.	Position
t_0	0	A
t_1	25	C
t_2	50	A
t_3	75	C
t_4	100	A