# Animation Example

<?xml version="1.0"?>

<!DOCTYPE smil PUBLIC "-//W3C//DTD SMIL 2.0//EN" "http://www.w3.org/2001/SMIL20/SMIL20.dtd">

<smil xmlns="http://www.w3.org/2001/SMIL20/Language" xml:lang="en" title="Animated SMILe">

 <head>

 <layout>

 <topLayout width="320px" height="240px" backgroundColor="#000000">

 <region id="left-eye" width="0px" height="30px" top="50px" left="50px" fit="fill"/>

 <region id="right-eye" width="30px" height="0px" top="140px" left="50px" fit="fill"/>

 <region id="nose" width="0px" height="30px" top="100px" left="120px" fit="fill"/>

 <region id="mouth" width="49px" height="0px" top="25px" left="245px" fit="fill"/>

 </topLayout>

 </layout>

 </head>

  <body>

 <par>

 <brush color="#FFFFFF" region="left-eye"/>

 <brush color="#FFFFFF" region="right-eye"/>

 <brush color="#FFFFFF" region="nose"/>

 <img src="smile.png" alt="a SMILe" region="mouth"/>

<animate targetElement="left-eye" attributeName="width" to="30px" dur="3s" fill="freeze"/>

<animate targetElement="right-eye" attributeName="height" to="80px" dur="3s" fill="freeze"/>

<animate targetElement="nose" attributeName="width" to="100px" dur="3s" fill="freeze"/>

<animate targetElement="mouth" attributeName="height" to="190px" dur="3s" fill="freeze"/>

 </par>

 </body>

</smil>

You can find this example and others at <http://smilguide.com/guide/tutorial/learning-to-smil>