



Animating

TOPICS

[Animation Screen Overview](#)

[Getting Started](#)

[Loading a Figure](#)

[Selecting a Figure](#)

[Moving a Figure](#)

[Posing a Figure](#)

[Moving an Item](#)

[Bending or Stretching an Item](#)

[Adding a Frame](#)

[Frames](#)

[Selecting a Frame](#)

[Scrubbing](#)

[Deleting a Frame](#)

[Deleting Multiple Frames](#)

[Saving a Frame](#)

[Bookmarks](#)

[Navigating to Bookmarks](#)

[Managing Bookmarks](#)

[Animating Figures](#)

[The Figure Inspector](#)

[Transferring Properties](#)

[Item Adjustments](#)

[Removing Figures](#)

[Removing from Multiple Frames](#)

[Onion Skin](#)

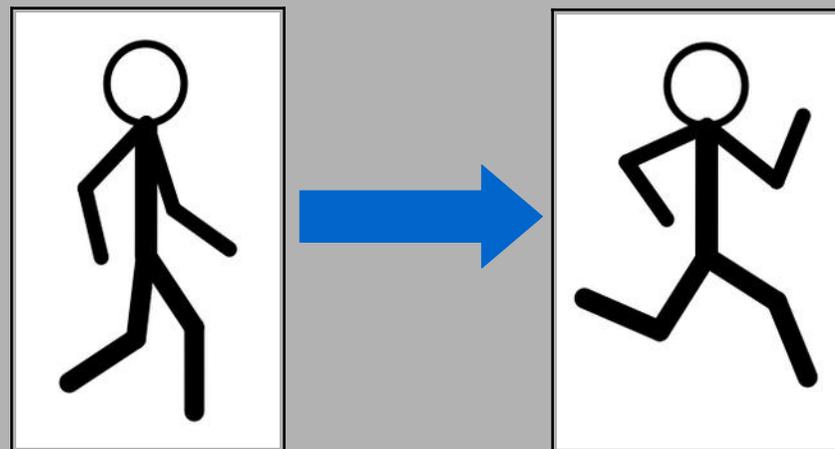
[Undo](#)

Animation Pro is quite flexible. In Animation Pro you can do stick-figure animation, cut-out-style animation and stop-motion animation. You can even combine all three to produce some really amazing results. Of course, if you're just starting out in the field of animation then perhaps those terms don't mean very much. So here's a few quick definitions to start off with:

Stick-Figure Animation

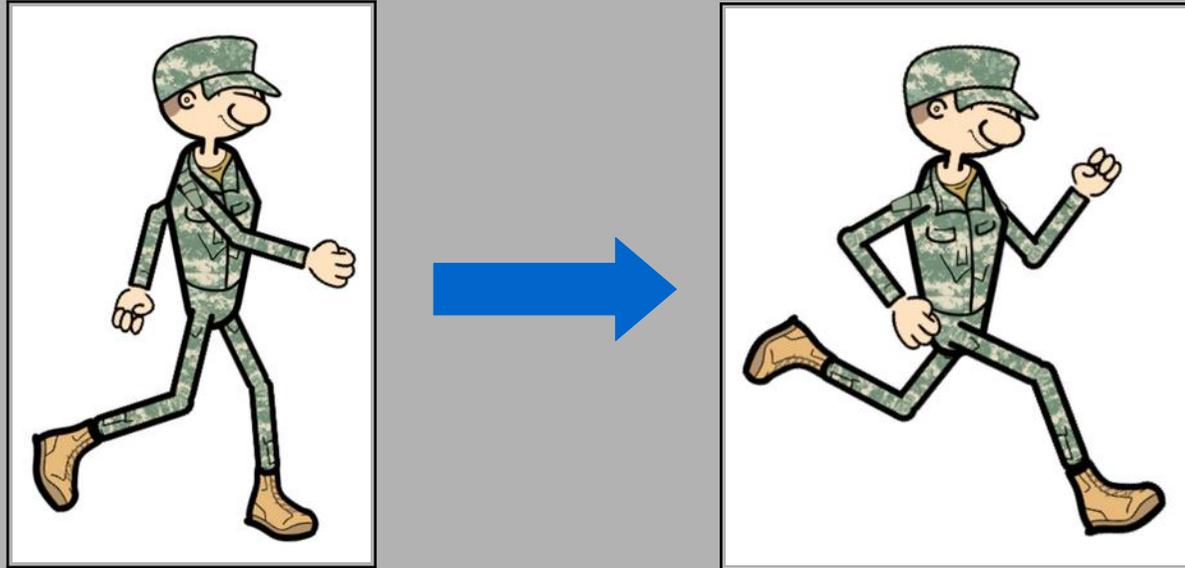
A stick-figure is a simple drawing, usually of a person or animal, constructed from lines and circles. Because of their simplicity, they are generally easy to animate. A stick-figure person, for example, can look pretty much the same when viewed from the front, back or the sides. So stick-figure animators don't have to produce different versions of their characters for each view.

The lines and circles that make up a stick-figure are joined together at pivot points and can rotate about those points. Animating a stick-figure involves moving those items, from frame-to-frame such that the figure appears to move when the frames are played back in quick succession.



Cut-Out-Style Animation

Cut-out figures are animated in much the same way as stick-figures but, unlike stick-figures, they're composed of a series of images and may thus appear far more life-like. Animators can also make changes to the images from frame to frame, such as substituting in different facial expressions to represent different emotions. Cut-out-style animation is a popular form of animation because it doesn't require different images to be drawn for every frame.



Stop-Motion Animation

Stop-Motion is a technique whereby objects are photographed in a series of slightly different positions such that they appear to move when the photographs are played back in quick succession.

For more details on stop-motion animation, check out the 'Stop-Motion' topic (see left).



Animation Screen Overview

You can get to the 'Animation' screen from the Animation Pro 'Projects' screen by tapping on a project. Check out the 'Projects' topic for more details (see left).

The screenshot shows the Animation screen interface. At the top, there is a navigation bar with several icons. Below the navigation bar is the main animation area, which contains a green cartoon character. At the bottom, there is a filmstrip showing a sequence of frames. The interface is annotated with numerous callout boxes providing detailed information about each UI element.

- Go back to the 'Projects' screen
- Open the 'Add' menu
- Open the 'Remove' menu
- Open the 'Key' menu
- Open the stop-motion camera
- Open the virtual camera
- Open the 'Options' menu
- Animation Audio List
- Bookmarks (long press to see the name of the project)
- Open the 'Output' menu
- Open the clipboard
- Open the 'Create/Crop' menu
- Help
- Animation area. Zoom in/out and pan with two fingers.
- Animation frames (filmstrip)
- Currently selected frame (long press to copy/paste)
- Display all of the figure's handles
- Open the 'Figure Inspector'
- Render the figure
- Reset the screen layout
- Select a frame
- Add a new frame
- Preview your animation



Getting Started

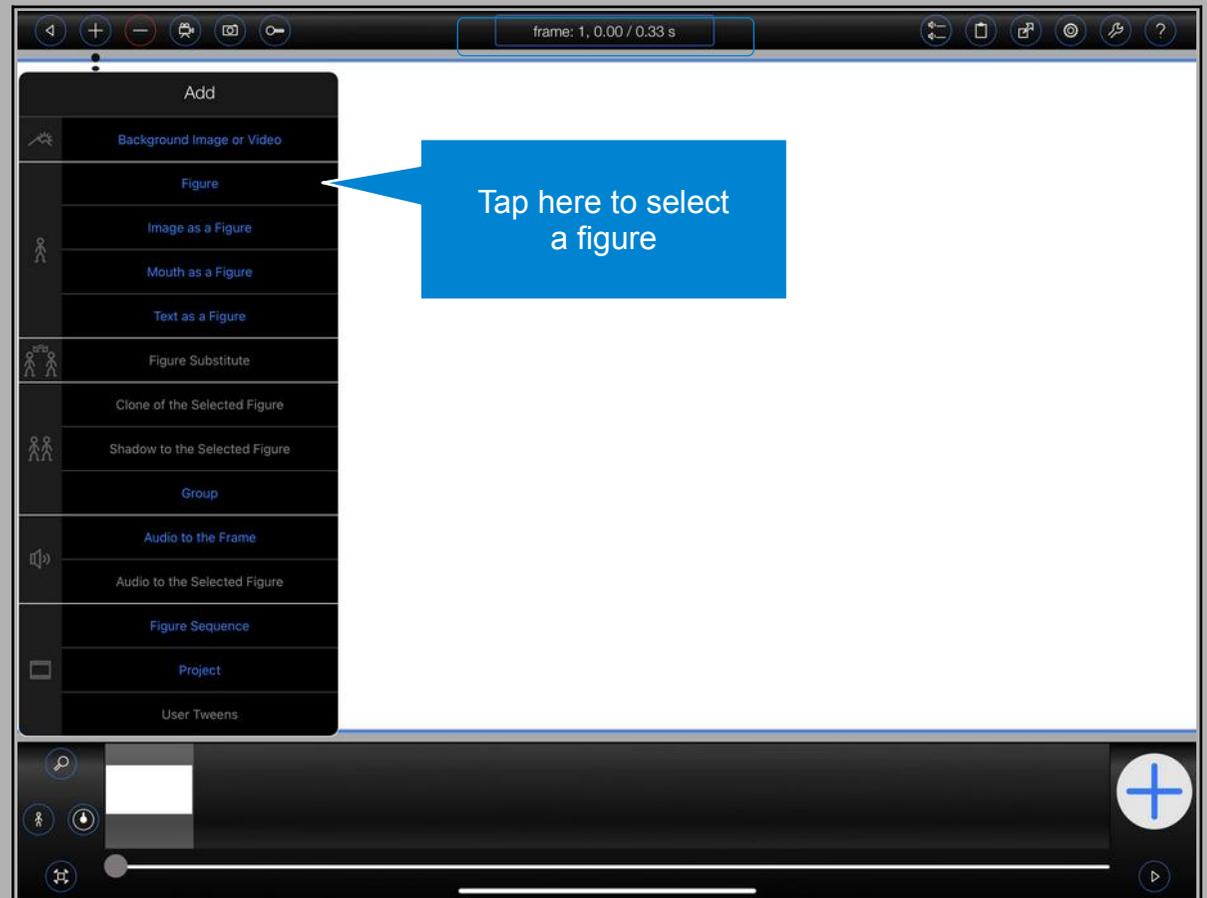
Now the Animation screen is littered with buttons and may thus seem a little daunting. But it has been deliberately designed that way to put everything right at your fingertips so that, once you get the hang of it, animating will be really quick.

Let's get started with creating a simple animation!

When you open a brand new animation, it will contain a single, empty, frame:

Press the  button and then choose 'Figure' from the 'Add' menu to select a figure.

In Animation Pro, figures are the things that you animate – astronauts, aliens, knights, dragons etc. Animation Pro comes with a range of figures to get you started but you can also create your own in the figure editor. For more details on creating your own figures, check out the 'Creating Figures' topic (see left).



Loading a Figure

Upon selecting 'Figure' from the 'Add' menu, Animation Pro will display the 'Figure Selection' file manager:

For more information regarding the Animation Pro file manager please refer to the 'File Manager' topic (left).

See the figures that start with a given letter by tapping on a letter here.

Select '-' to see all figures.

Edit

Categories

Animation Pro Figures

StickMotion Figures

User Figures >

Figure Selection

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z -



Anime Girl



Army 1



Army 2



Army 3



Army 4



Astrona



Astronaut 2



Astronaut 3



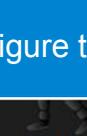
Astronaut 4



Bat



Black Knight



Black Ninja



Blue Bull



Blue Knight



Dragon



Frog



Ghost



Hoof



Hoof (Side)



Hyoogle



Hyoogle (Side)



Jack-o-lantern



Knight



Lanky Man



Figures may be stored under different categories.

Select a category to see the figures that it contains.

Scroll the list to see more figures

Tap on a figure to open it

Old - New

New - Old

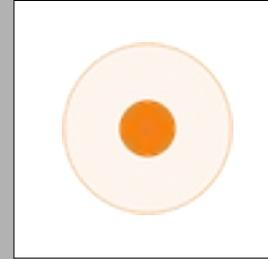
A - Z

Z - A

Selecting a Figure

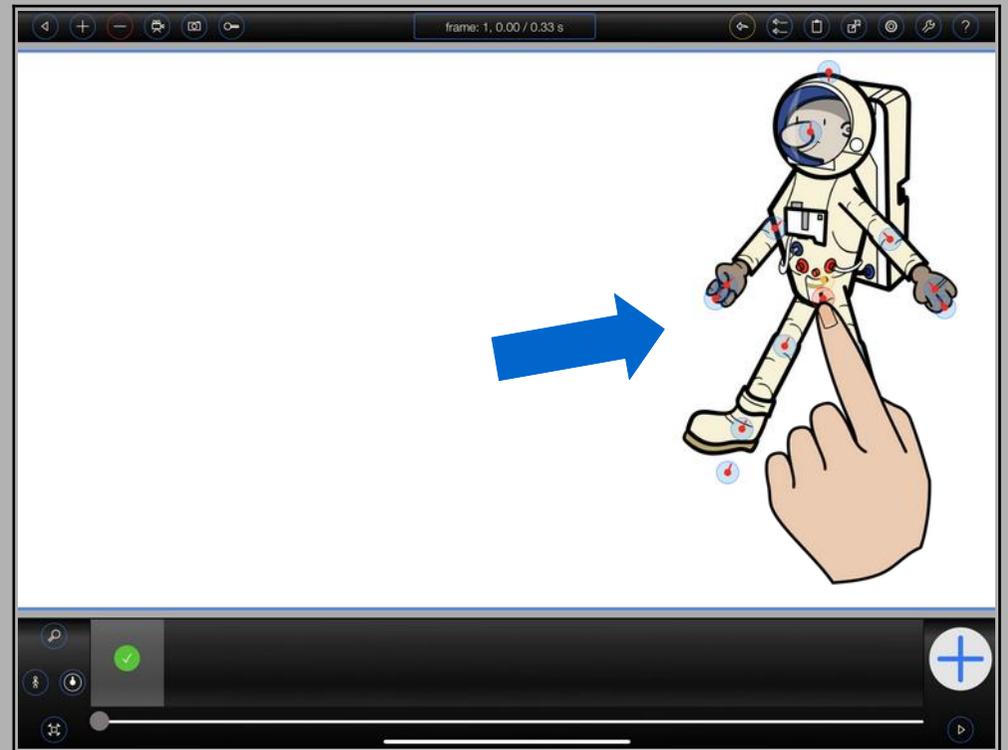
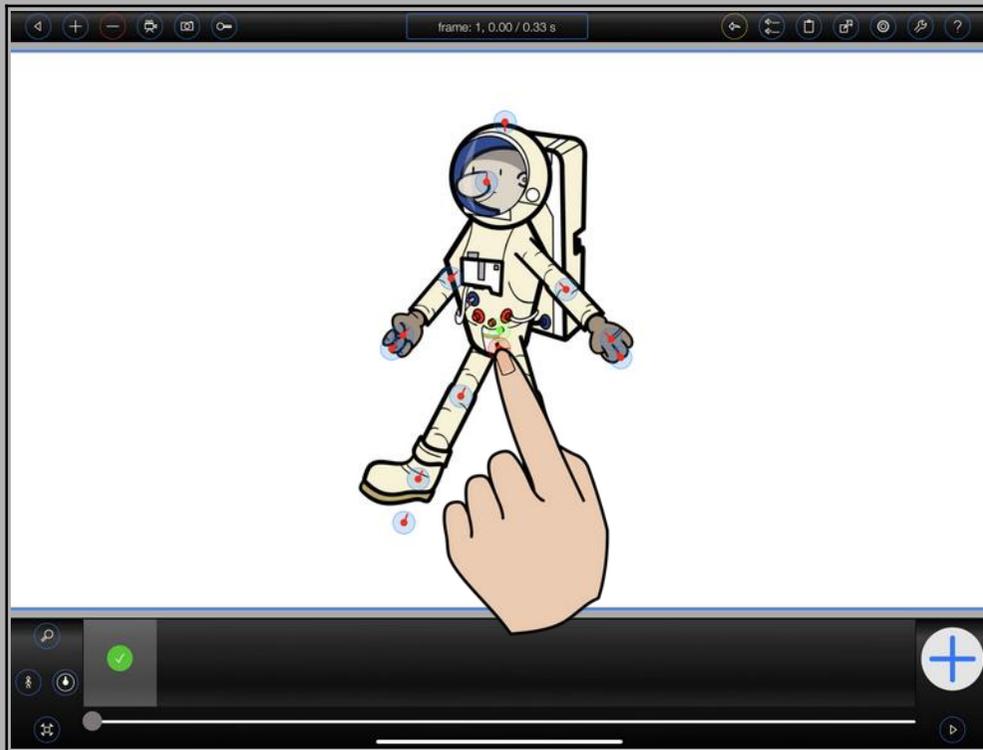
All Animation Pro figures will have an anchor point that looks like this:

Select a figure by tapping on its anchor point. The anchor point will start flashing orange and green.



Moving a Figure

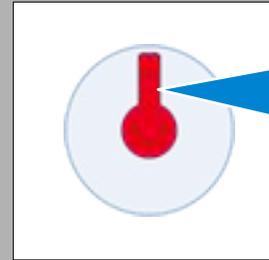
To move a figure around the frame, place your finger on the figure's anchor point and drag:



Posing a Figure

Selected figures will display their handles. Handles look like this:

These handles indicate which items within a figure may be moved.

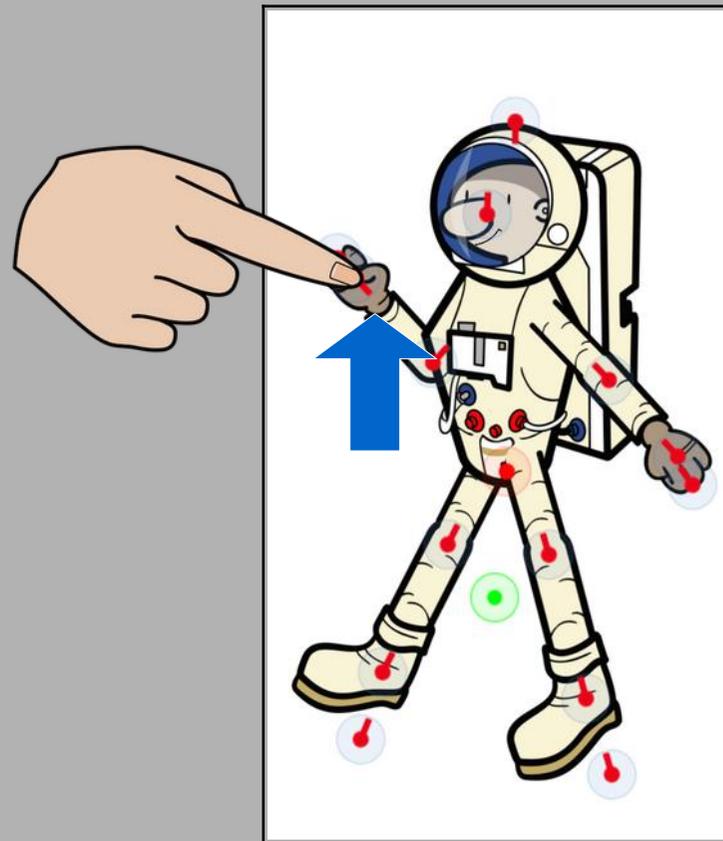
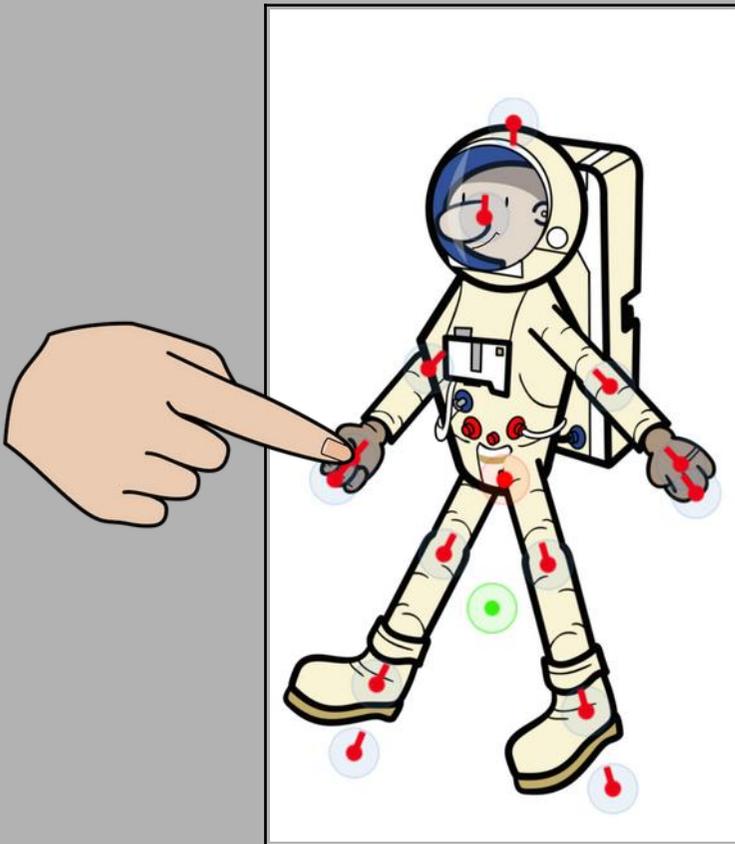


The handles look like little red lollipops.

The 'lollipop stick' points to the item that will be moved when the 'Handle' is dragged.

Moving an Item

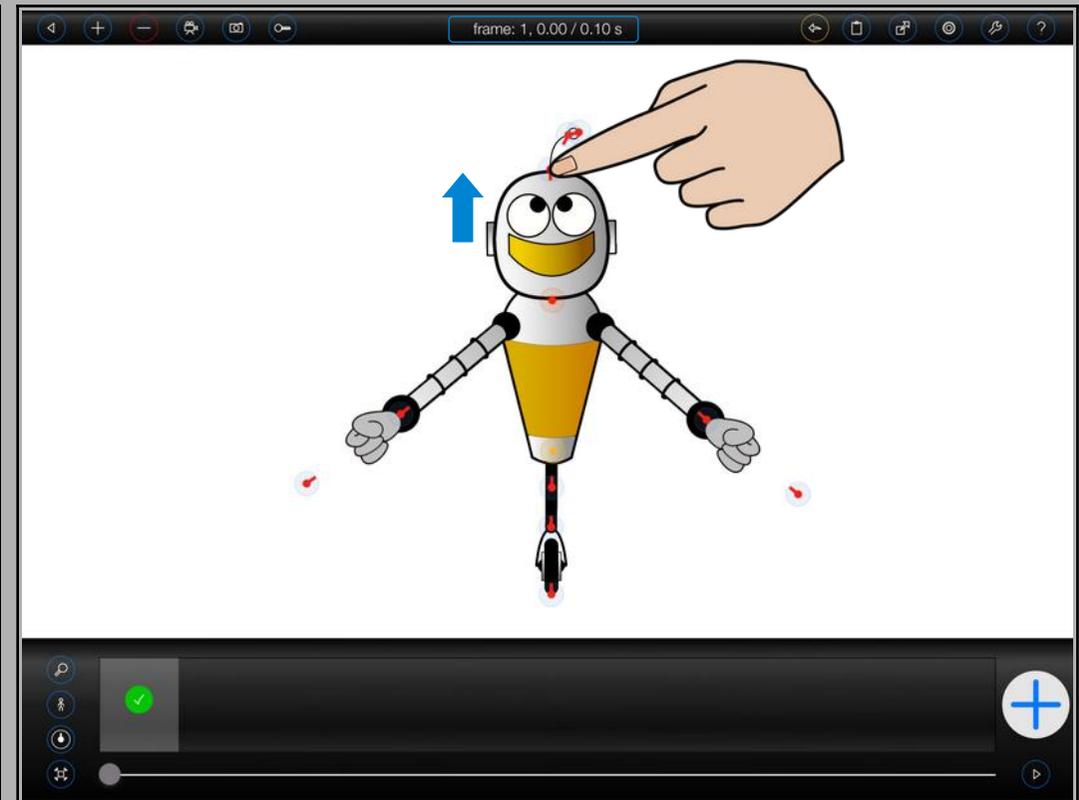
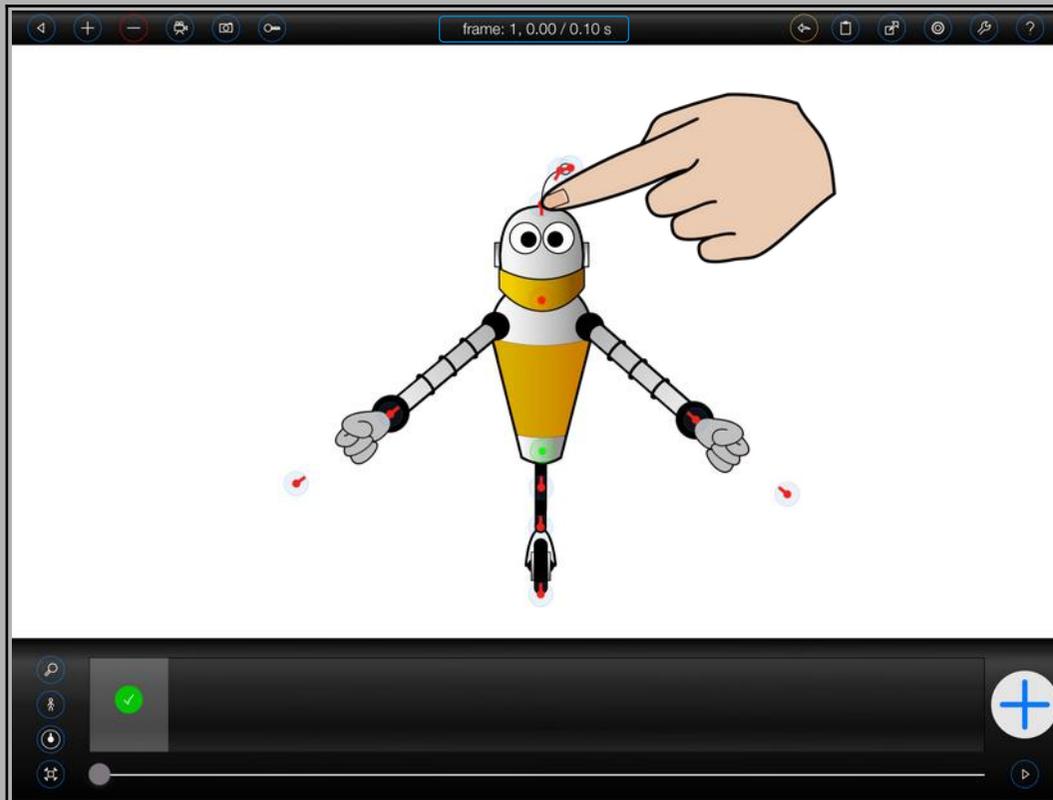
To move an item within a figure, such as an arm or a leg, place your finger on the item's handle and drag:



Bending or Stretching an Item

Some items can be set up such that they're 'bendable' and/or 'stretchable' whilst animating (please see the 'Creating Figures' topic, left, for further details).

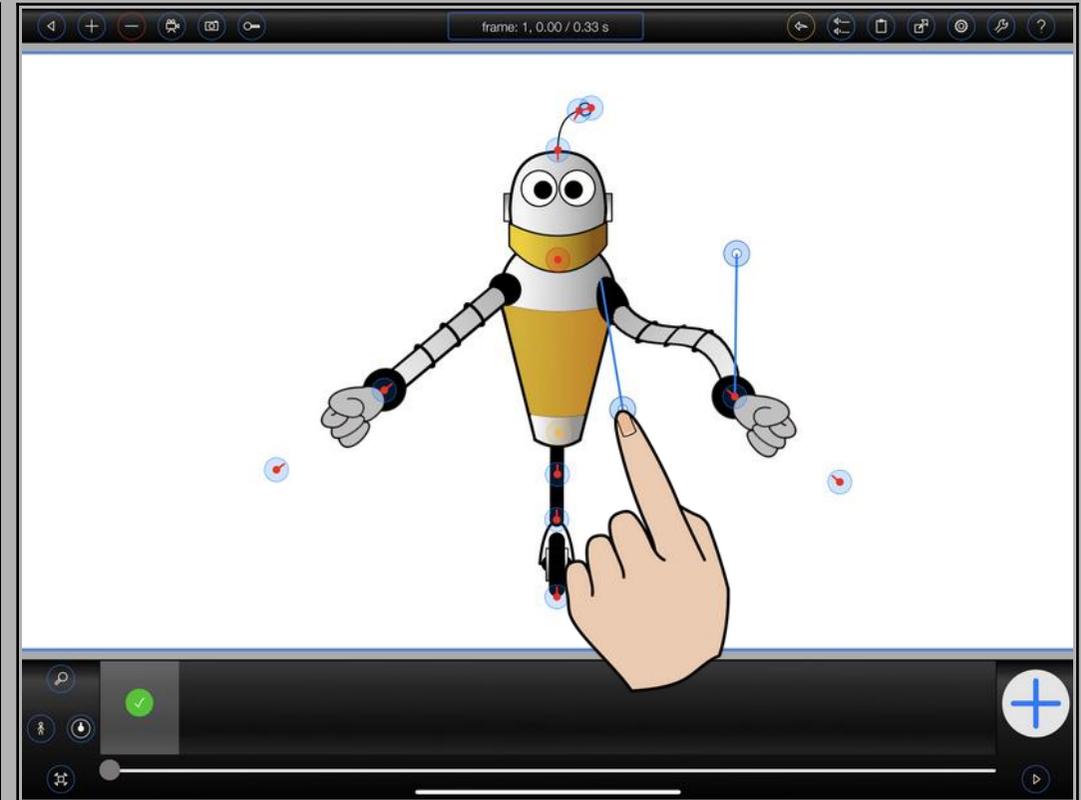
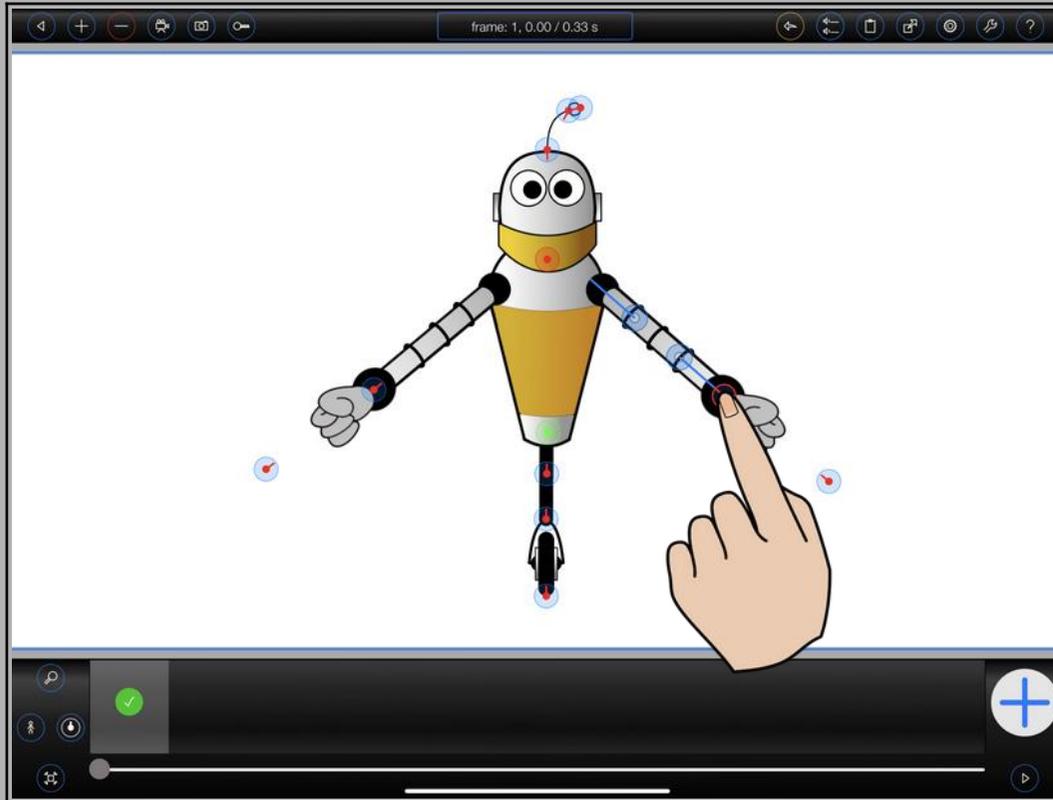
You can drag the handle of a 'stretchable' (only) item to make it larger or smaller:



When a 'bendable' (only) item is selected, two blue bend handles will be displayed:



You can drag these handles to bend the item:



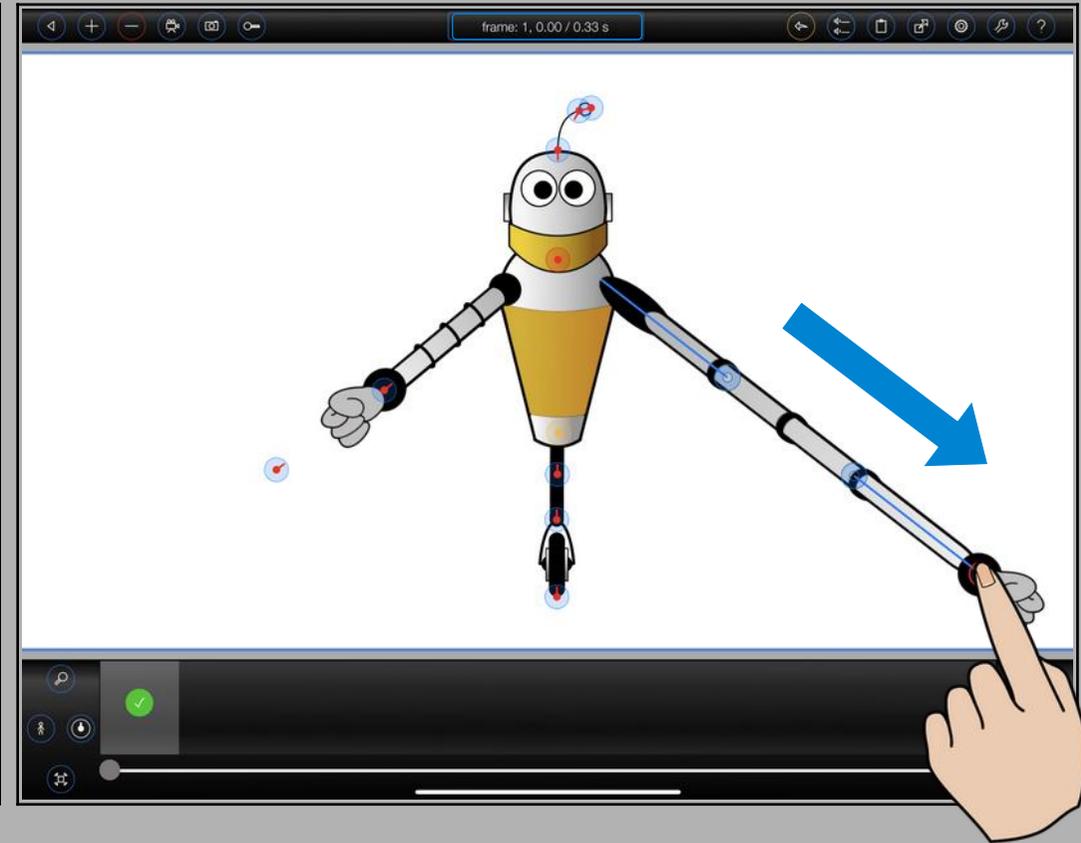
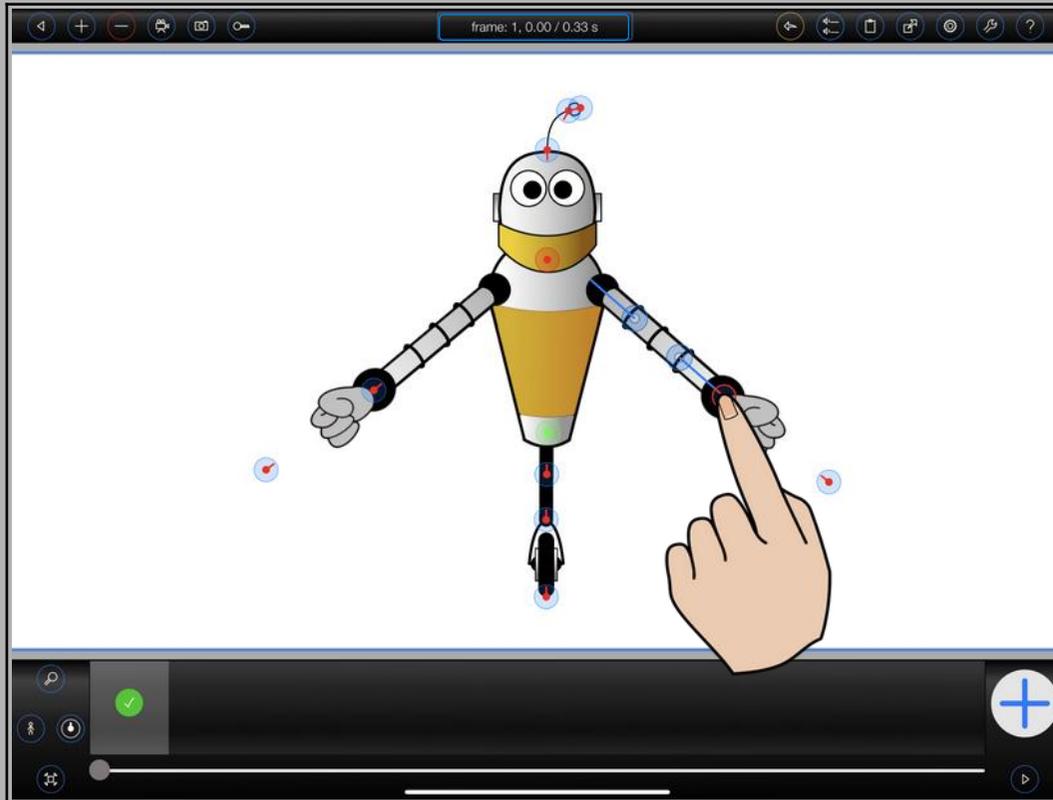
Please note:

Bent images may have 'jagged' edges whilst animating. Don't worry, the images will appear nice and smooth (anti-aliased) when the frame(s) are exported.

When a 'bendable' **and** 'stretchable' item is selected, two blue bend handles will be displayed:



You can drag these handles to bend the item. You can also drag the item's handle, , to stretch the item:



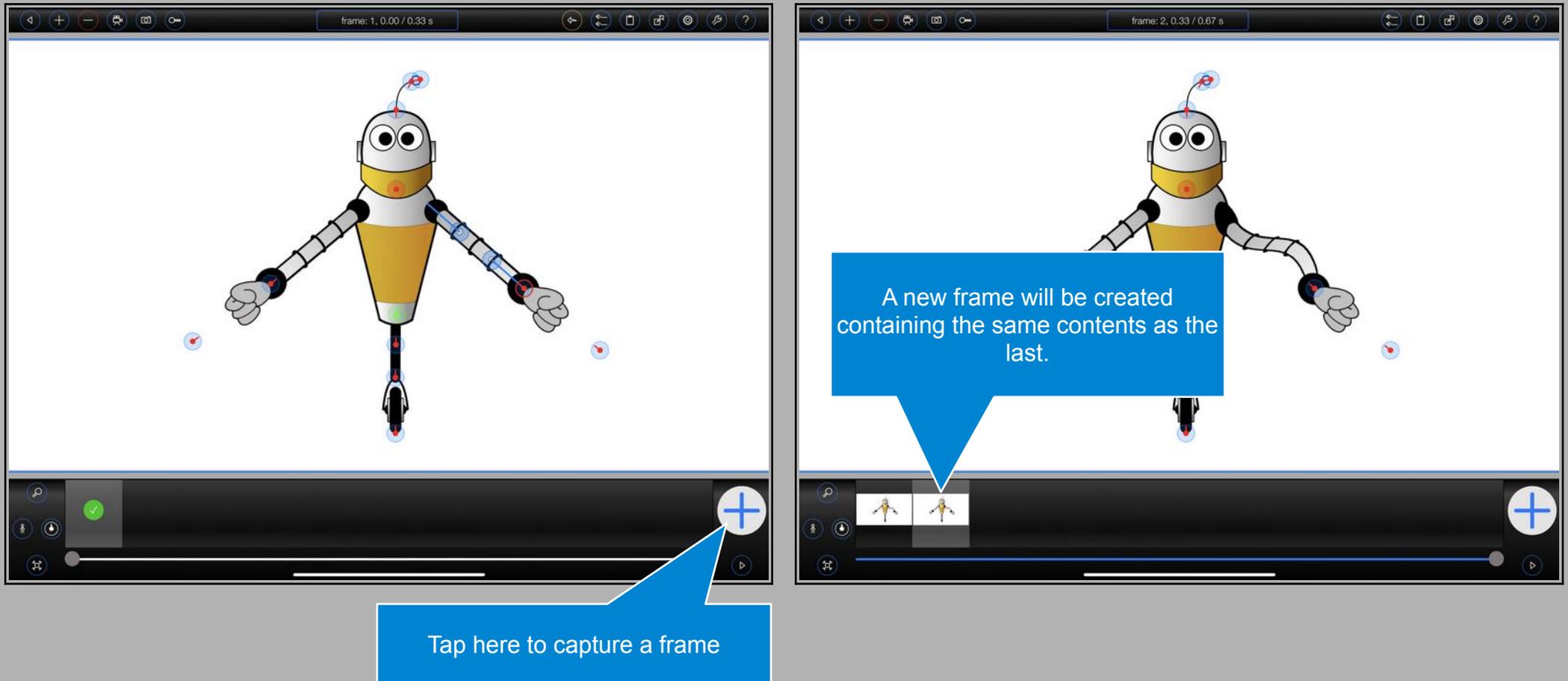
Please note:

Bent images may have 'jagged' edges whilst animating. Don't worry, the images will appear nice and smooth (anti-aliased) when the frame(s) are exported.

Adding a Frame

Once you've got your figure set up the way that you like it, the next step will be to save the frame and add a new one.

This can be done by pressing the big blue plus button:



Animation Pro will save the frame and create a new one with exactly the same contents.

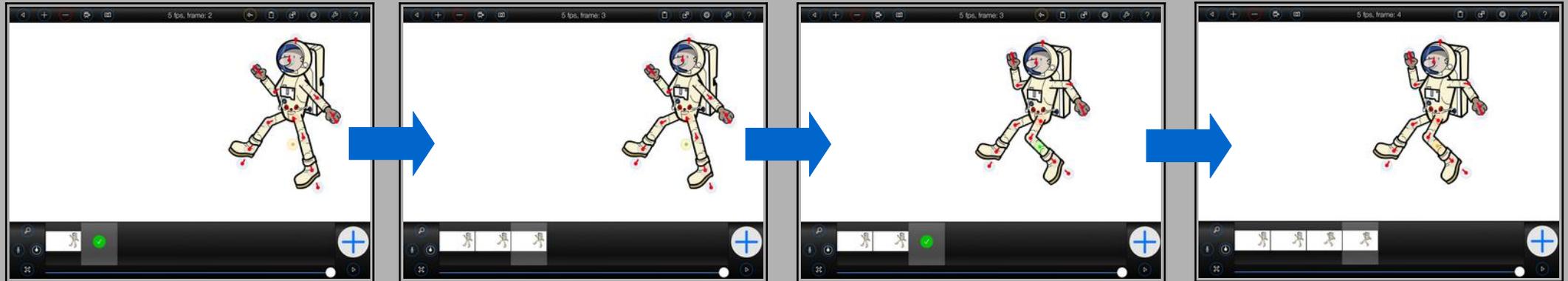
Now continue this process:

Move and/or pose the figure

Add a Frame

Move and/or pose the figure

Add a Frame



That's it! You've created your first animation!! Whooo-hooooo!!!!

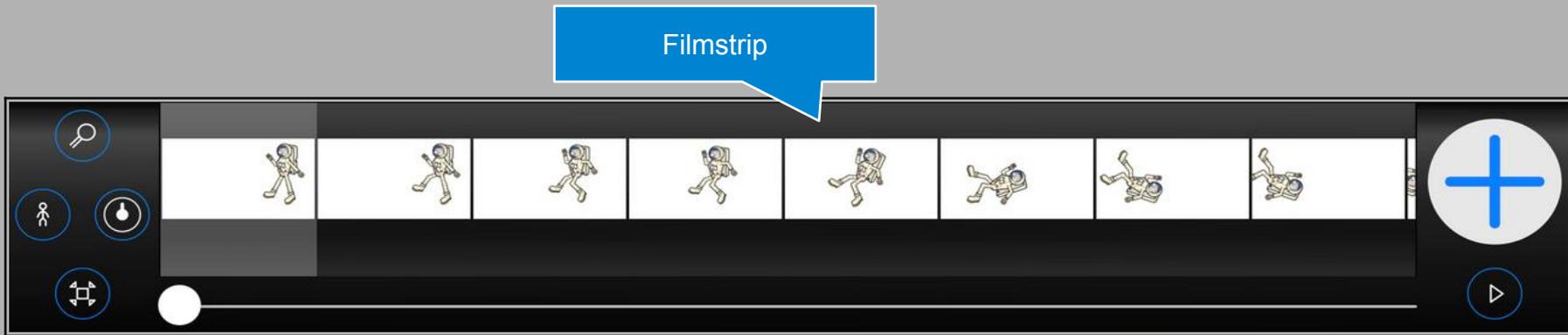
Yes, I know, that's not very exciting. But it's a start and now that you know how to add figures, pose them and capture frames, we can start looking at how to do all sorts of wonderful things in Animation Pro.

- To see a quick preview of your animation, check out the 'Previews' topic (see left).
- To export your animation, check out the 'Exporting' topic (see left).



Frames

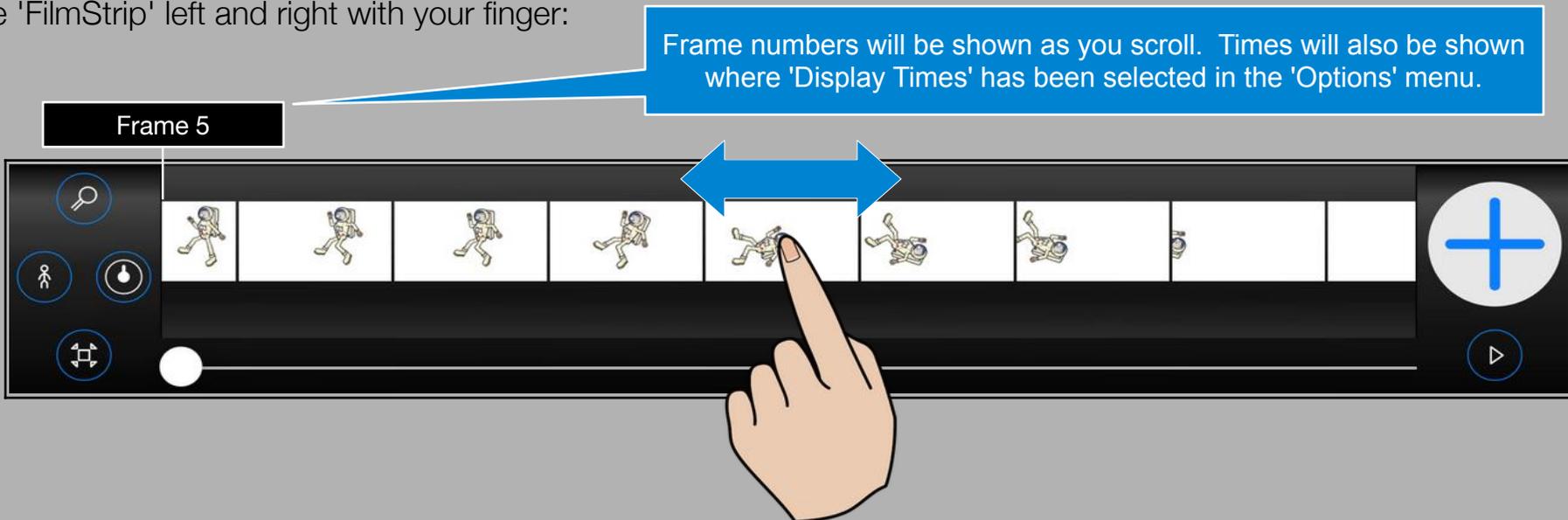
You'll find a 'Filmstrip' at the bottom of the Animation screen. It's called the 'Filmstrip' because, well, it looks like one – it displays all of the frames in your animation:



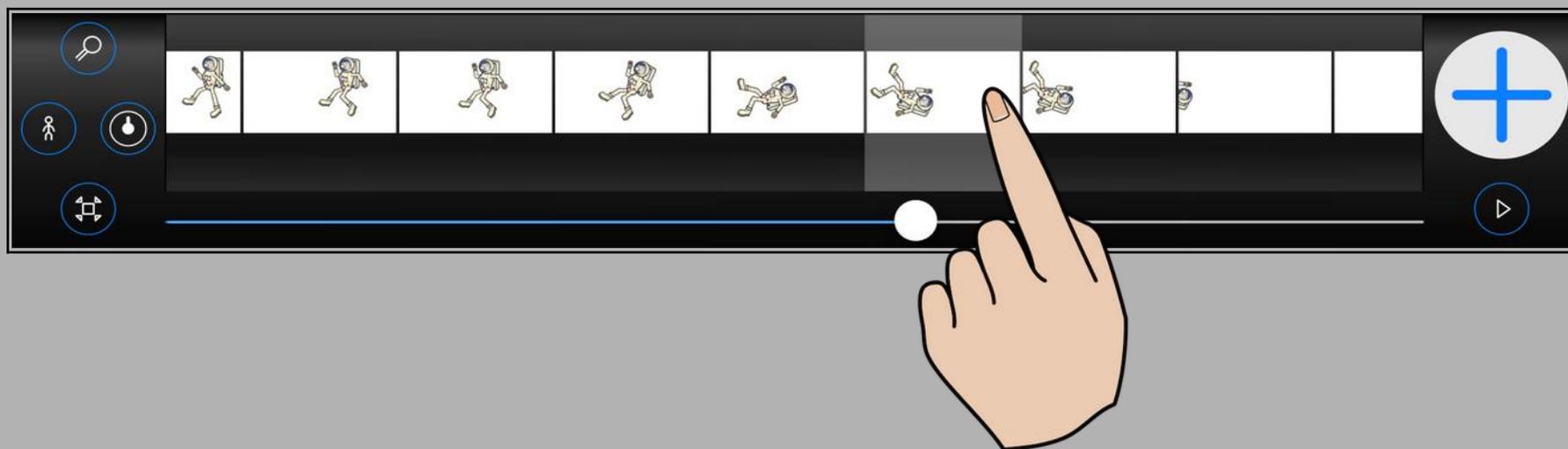
The frame that you are currently editing will be highlighted as shown above.

Selecting a Frame

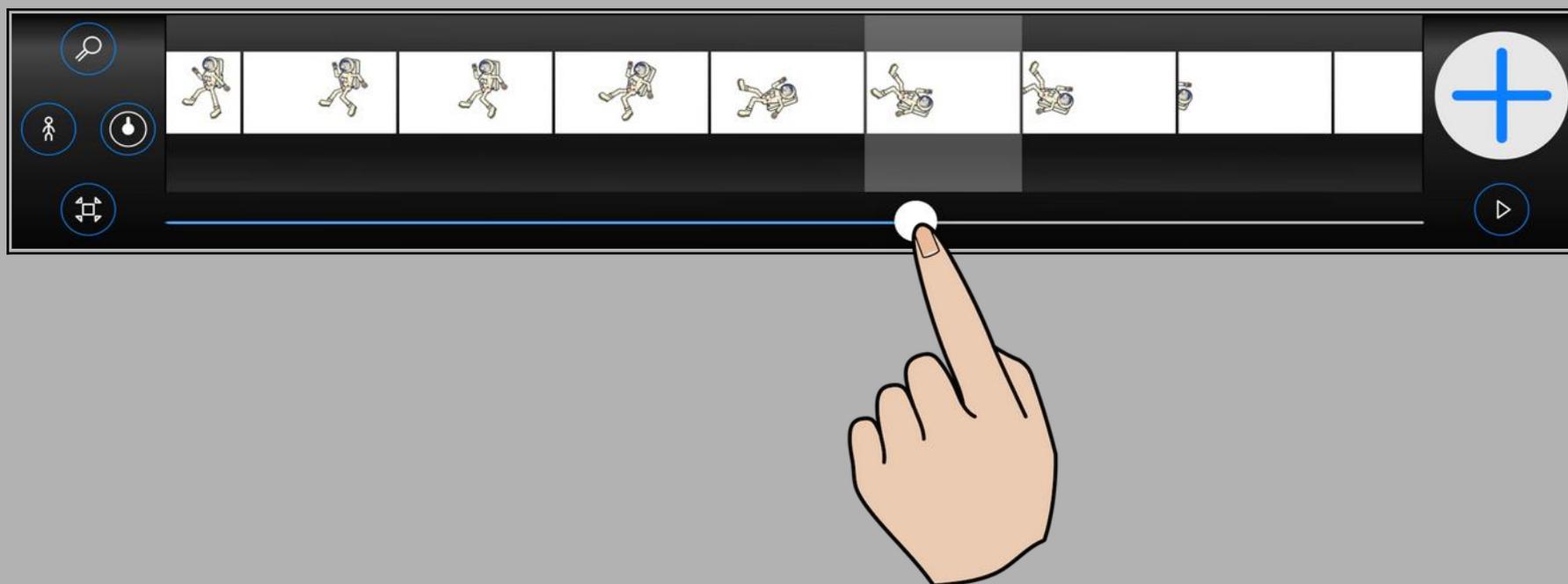
Scroll the 'FilmStrip' left and right with your finger:



Select a frame by tapping on it:



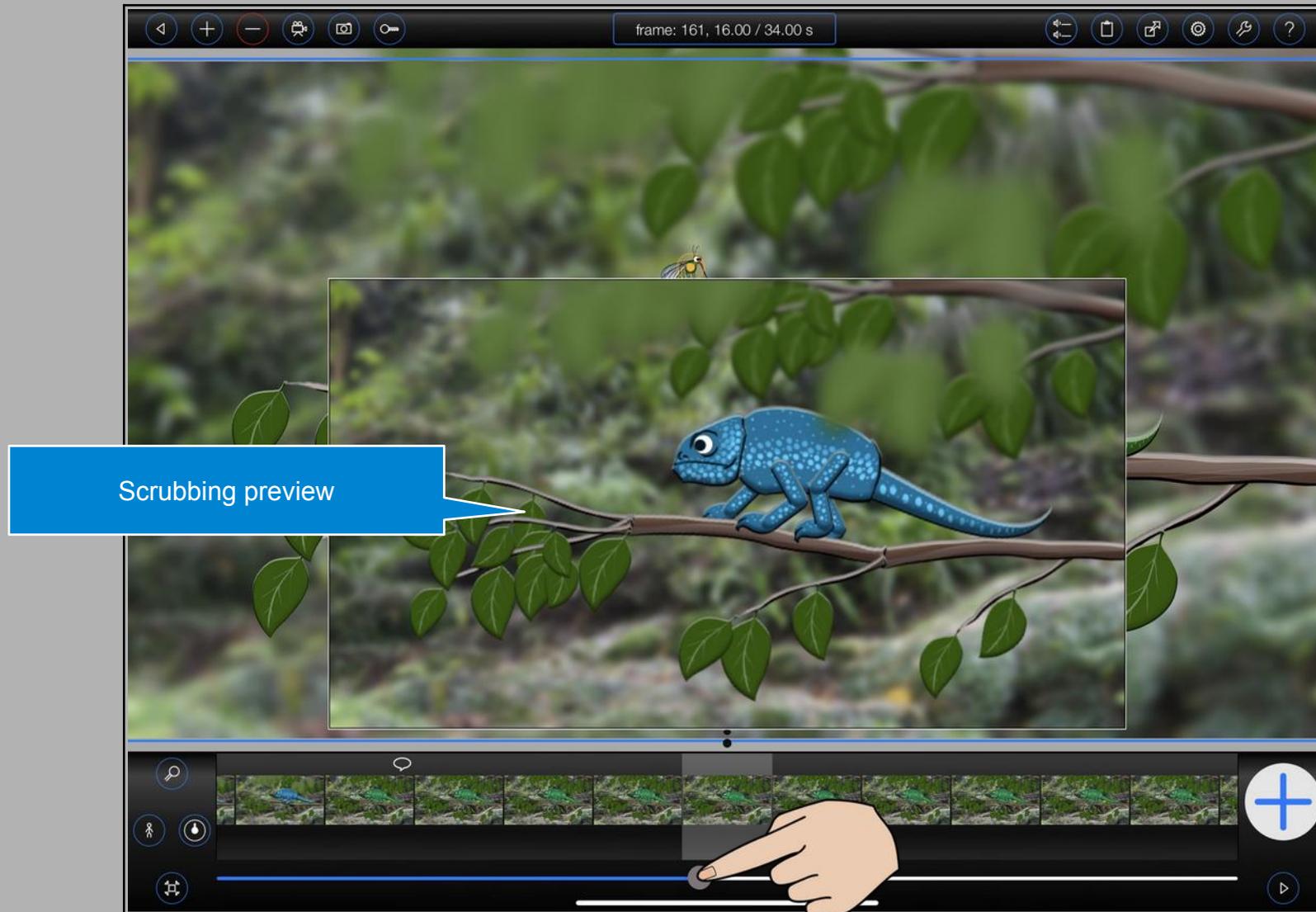
Alternatively, you can select a frame by using the slider at the bottom of the screen. This makes it easier to find a frame within a large animation:



Scrubbing

Scrubbing doesn't necessarily mean cleaning the poop-deck. In video editing, it refers to the process of skimming through a video, often to locate a given frame.

In Animation Pro, you can scrub through an animation using the slider at the bottom of the screen. By default, Animation Pro will show a 'Scrubbing Preview' whenever the slider is moved:



If you wish to turn the 'Scrubbing Preview' on or off:

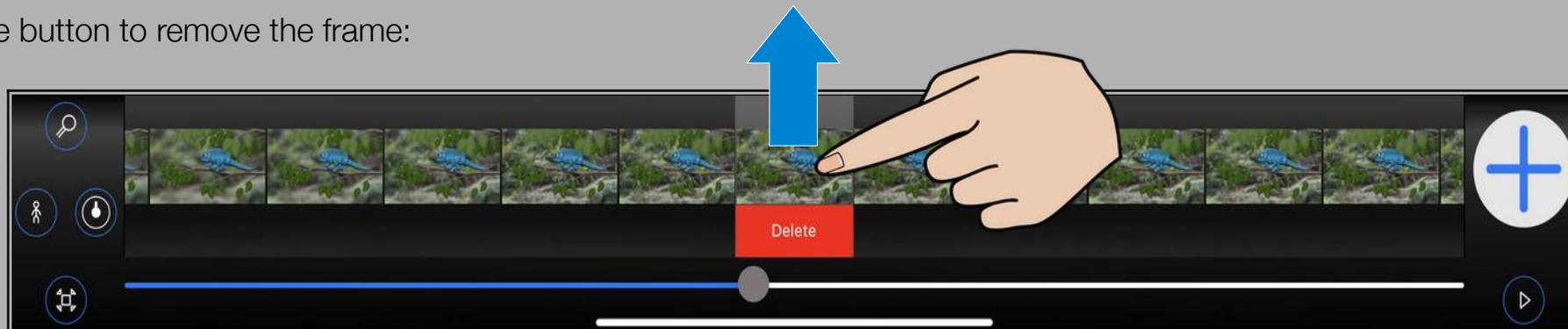
1. Tap on the  button at the top of the screen
2. Turn the 'Display Scrubbing Preview' switch on or off



Deleting a Frame

1. Swipe upward on the currently selected frame to reveal a red 'Delete' button

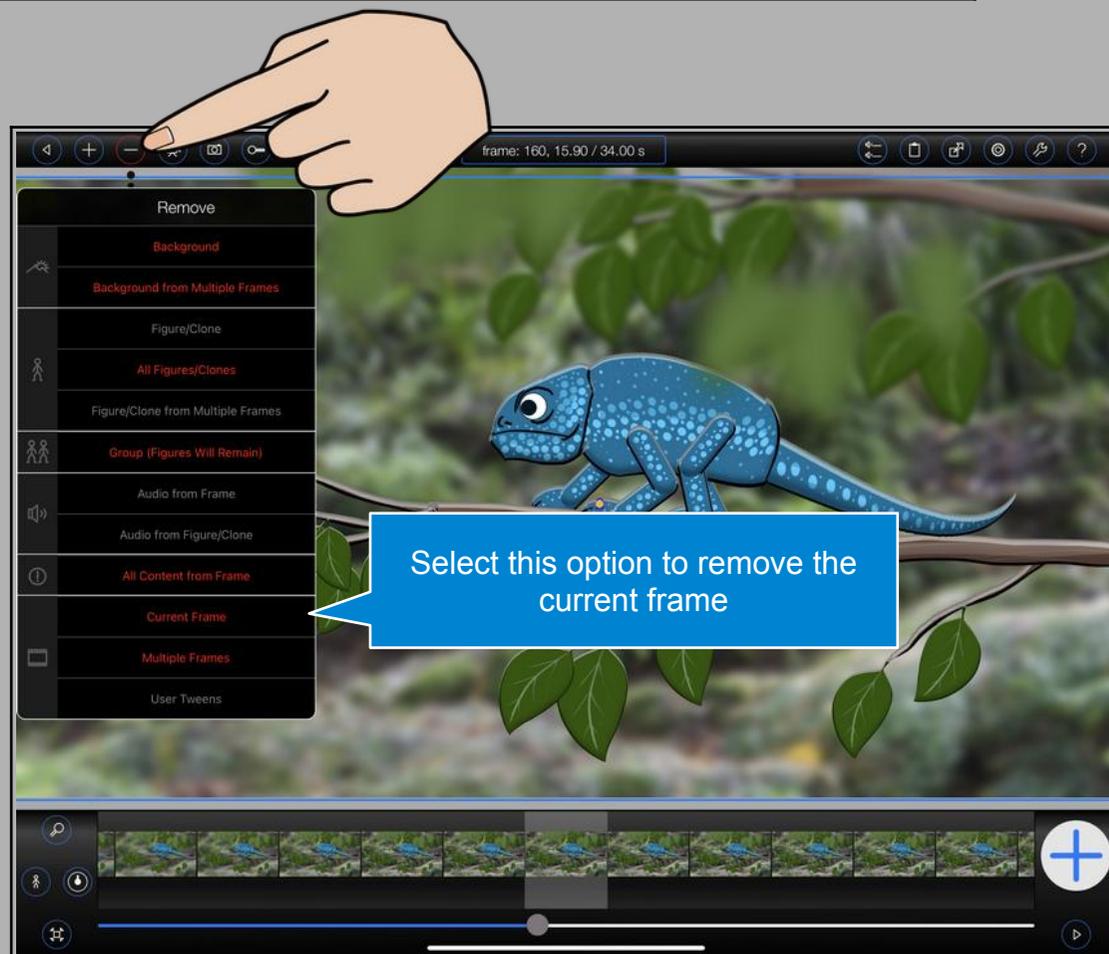
Press the button to remove the frame:



Swipe down to hide the button again.

WARNING: The frame will be removed immediately!

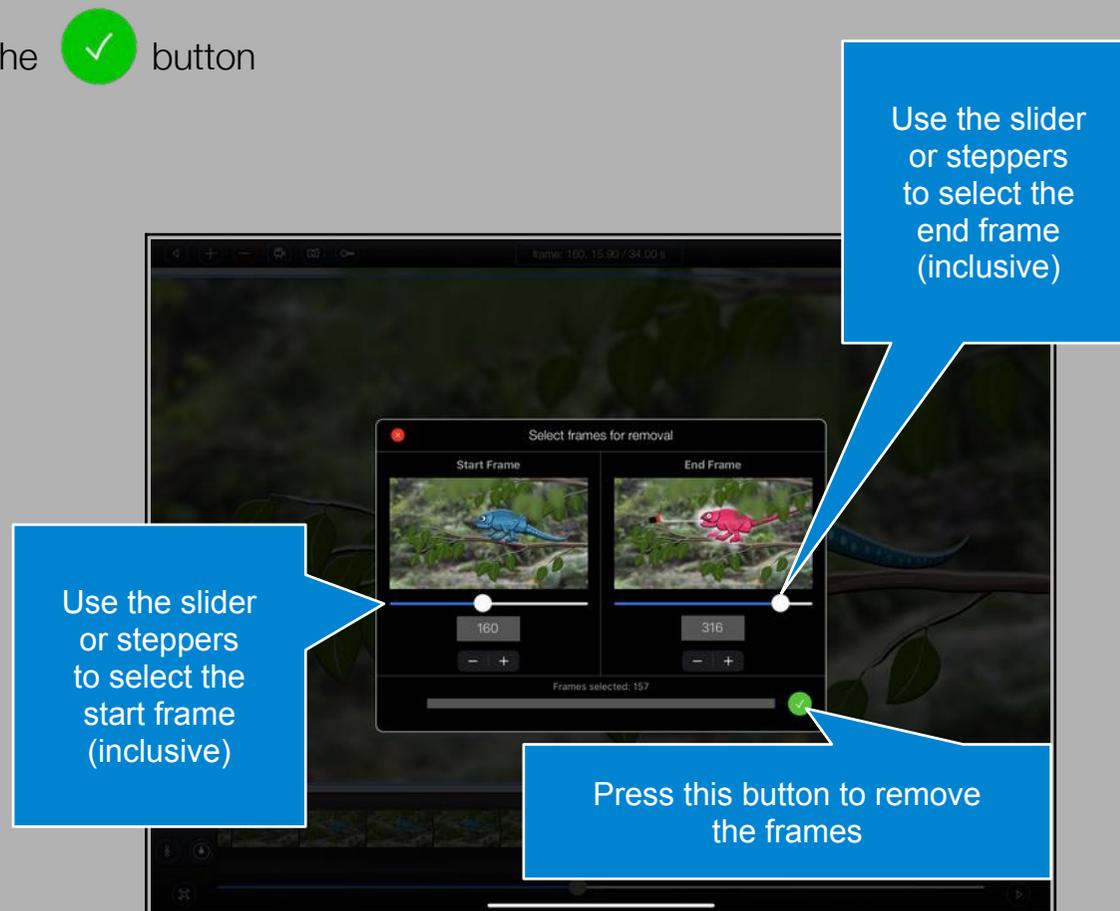
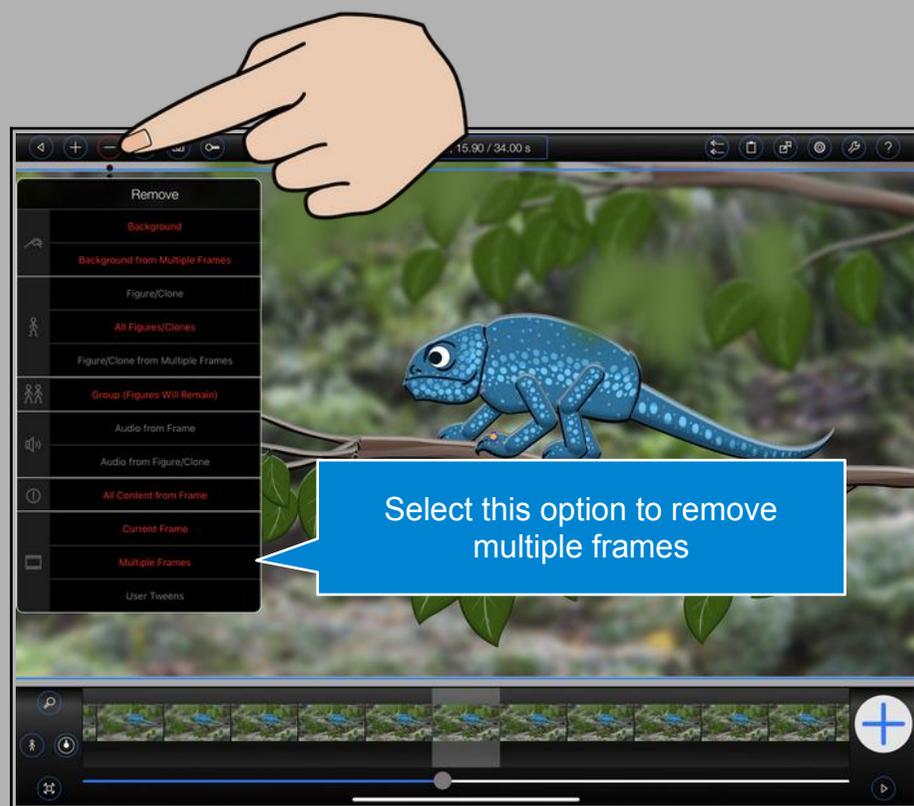
2. You can also delete a frame by selecting 'Current Frame' from the 'Remove' menu (see right):



Deleting Multiple Frames

To remove multiple frames at once:

1. Tap on the  button to open the 'Remove' menu
2. Select 'Multiple Frames' from the 'Remove' menu
3. Choose the range of frames to be removed and press the  button



Please note: This feature may not be used to remove all frames from an animation.

Saving a Frame

Press the big blue  (Add) button to save the currently selected frame and add a new one.

Whenever changes are made the frame will display a green tick (as shown below). Press the tick to save the frame (without creating a new one).

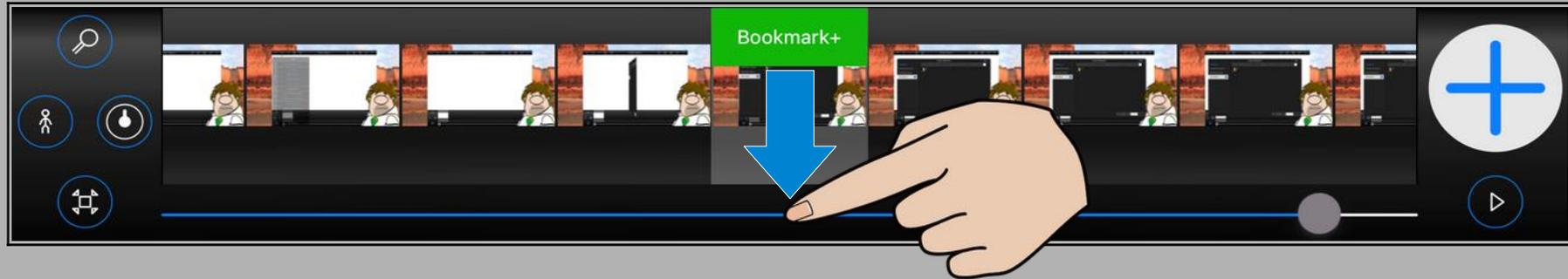


Bookmarks

You can use bookmarks to quickly navigate to specific frames in your project:

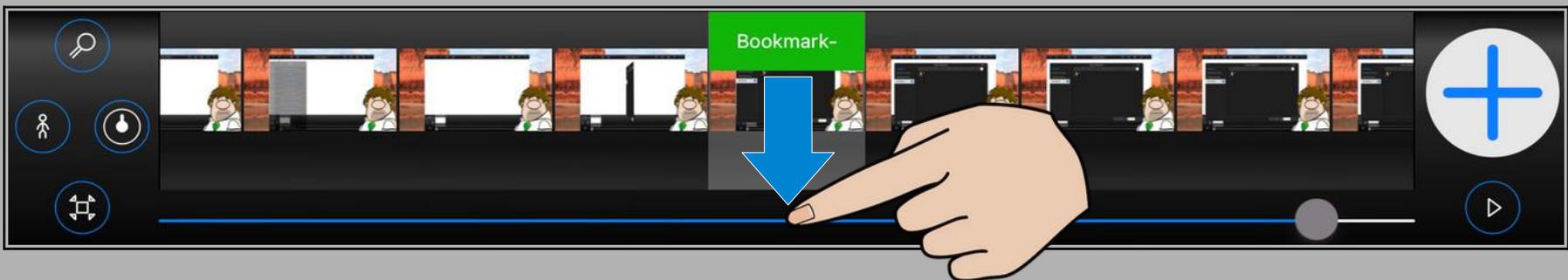
1. Swipe downward on the currently selected frame to reveal a green 'Bookmark+' button

Press the button to bookmark the frame:



2. Swipe downward on a bookmarked frame to reveal a green 'Bookmark-' button

Press the button to remove the bookmark from the frame:



Navigating to Bookmarked Frames

Tap here to open the 'Bookmarks' menu



Tap on an entry here to go to a bookmarked frame

Managing Bookmarks

The image shows a video editing application interface with a 'Bookmarks' menu overlaid on a video preview. The menu contains the following options: 'Add to Current Frame', 'Remove from Current Frame', 'Remove All', and a list of bookmark entries. Each entry shows a frame number and a 'Tap to name' label. A red 'Delete' button is visible on the right side of the menu, partially obscured by a hand icon pointing to a bookmark entry. The video preview shows a scene with green leaves and a blue bird. The timeline at the bottom shows a sequence of frames with a playhead.

Tap here to open the 'Bookmarks' menu

Press this button to add a bookmark to the currently selected frame

Press this button to remove a bookmark from the currently selected frame

Press this button to remove all of the bookmarks from the current project

Swipe left on a bookmark entry to reveal a 'Delete' button.

Press the button to remove the bookmark from the given frame.

Tap to give a bookmark a name



Animating Figures

At the start of this document I covered the basics of loading figures, selecting figures, moving and posing figures (if you haven't read that yet then you've missed a great story). But there's a lot more things you can do with your figures. A lot, lot more. In fact, there's so many things that I've dedicated entire help files to them. So please take a look at the 'Figure Inspector' and 'Adjusting Items' topics (left) for the complete details. Otherwise, here's a few quick pointers to get you started.

The Figure Inspector

Using the figure inspector, you can modify a figure's properties. You can rotate a figure, scale a figure, flip, colour, tint, and apply effects to a figure. The list goes on!

Tap on the  button at the bottom of the screen to open the figure inspector.

Please note:

The figure inspector will be disabled until a figure is selected. Tap on a figure's anchor point to see/modify its details in the figure inspector.

Some of the items in the figure inspector may be disabled when working with clones i.e. you may only modify the items that are not being cloned from a parent figure (for more details please refer to the 'Clones' topic, left).

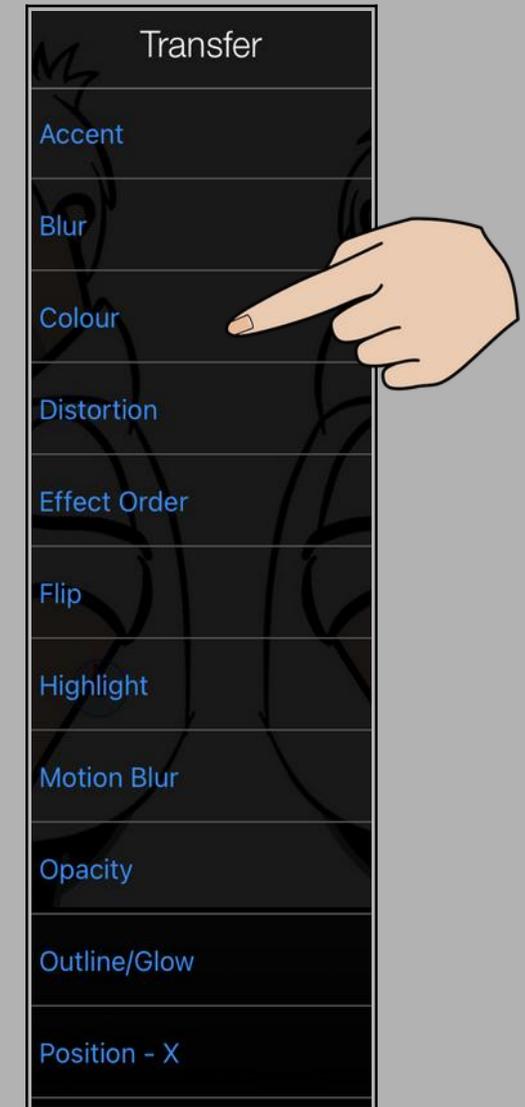
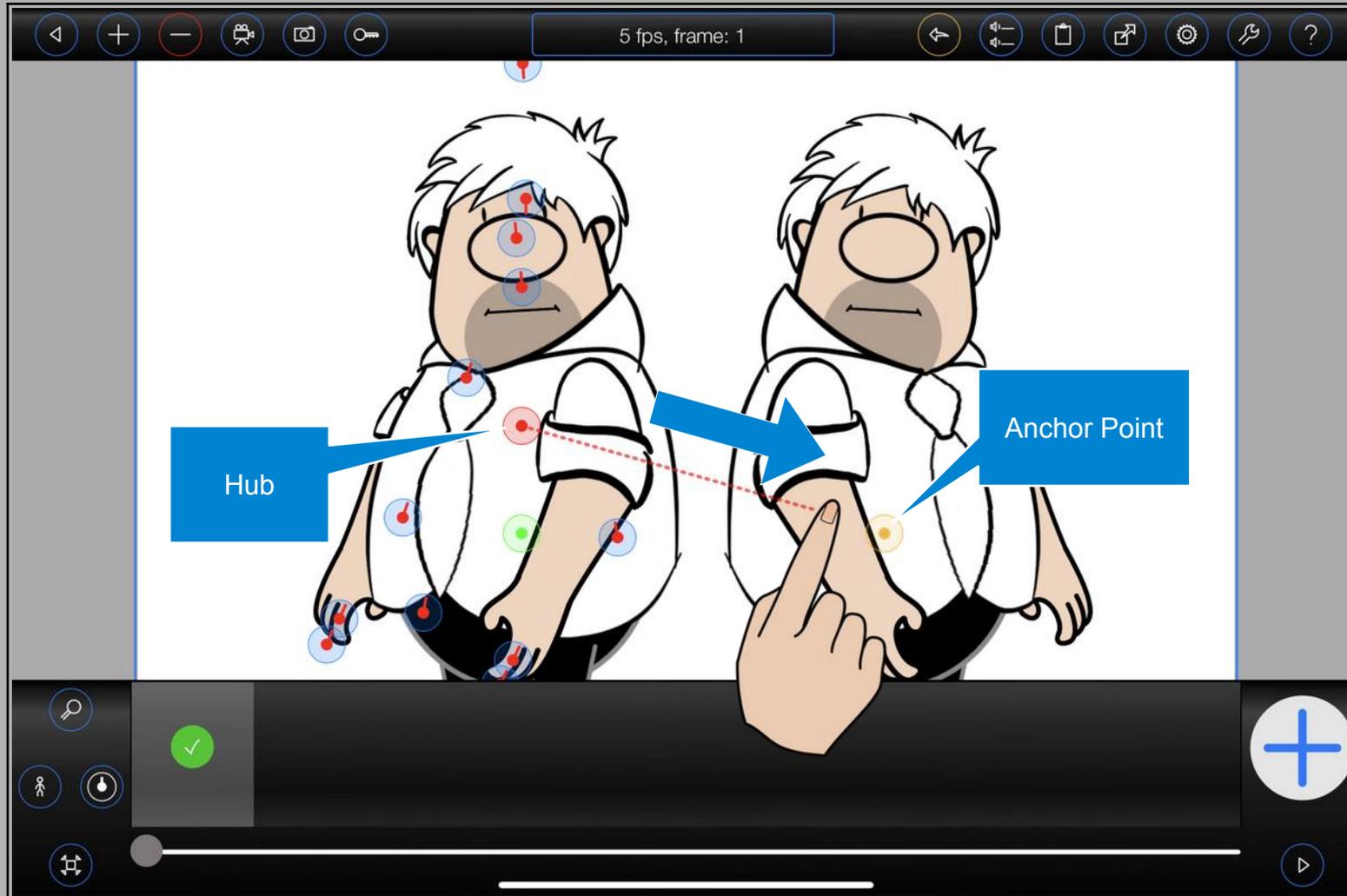


Transferring Properties Between Figures

Animation Pro figures have a lot of properties – rotation, scale, position, opacity, tint etc etc. These properties can be easily transferred (copied) from one figure to another as shown below:

1. Drag your finger from the hub of the figure that you wish to transfer the property from to the anchor point of the figure that you wish to transfer the property to

2. Select the property that you wish to transfer



Item Adjustments

The items within figures (e.g. a character's arms and legs) may also be adjusted whilst animating.

1.

Select the item (within the figure) that you wish to modify by tapping on its handle. If the handles are not currently visible, or if you'd like to modify a static item, press the  button first.

Please note: You may need to tap twice on bendable items to display the 'Item' popover.

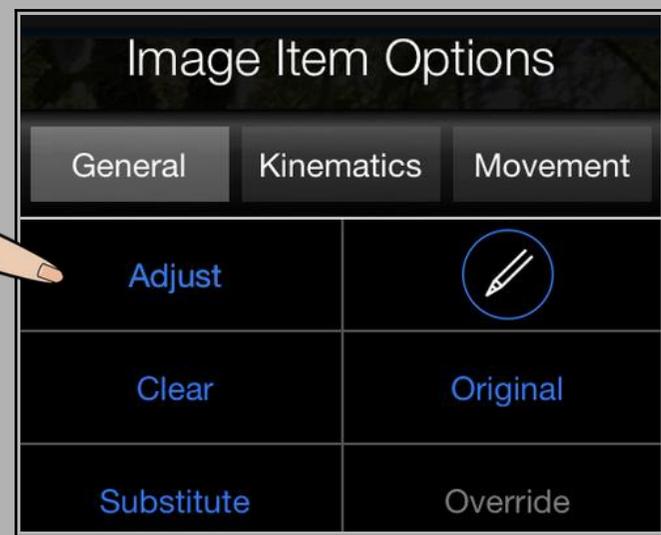
Animation Pro will highlight the selected item and display the 'Item Options' popover (the name displayed at the top of this popover will change based upon the type of item selected).

Tap here first to reveal all of the handles in the selected figure



2.

Press the 'Adjust' button in the 'General' category of the 'Item Options' popover:



This will open the 'Item Adjustment' screen. Here, you can modify the properties of the selected item.

Please note:

- When the 'Item Adjustment' screen is displayed, all items within the figure that have a z-order higher than the selected item, i.e. that may appear in front of the selected item, will be displayed in a semi-transparent manner (see the arm and leg of the figure, right).
- This screen will differ slightly based upon the type of item being adjusted.
- Some options may be disabled for clones – please see the 'Clones' topic (left) for more details.



For more information regarding the 'Item Adjustment' screen, please refer to the 'Adjusting Items' topic (left).

Removing a Figure

To remove a figure from the current frame:

1.

Make sure the figure is selected by tapping on its anchor point . The anchor point of a selected figure will flash orange and green.

2.

Tap on the  button at the top of the screen

3.

Select 'Figure/Clone' from the 'Remove' menu:

Removing All Figures

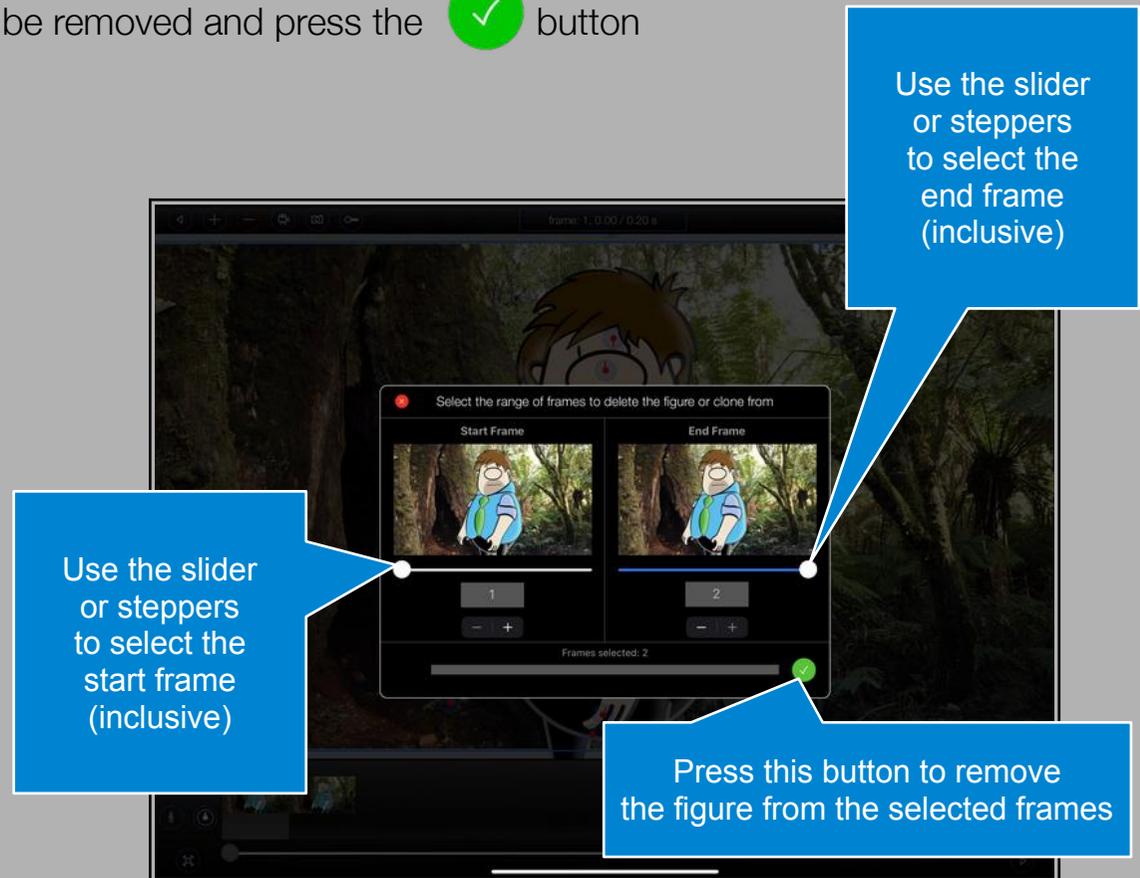
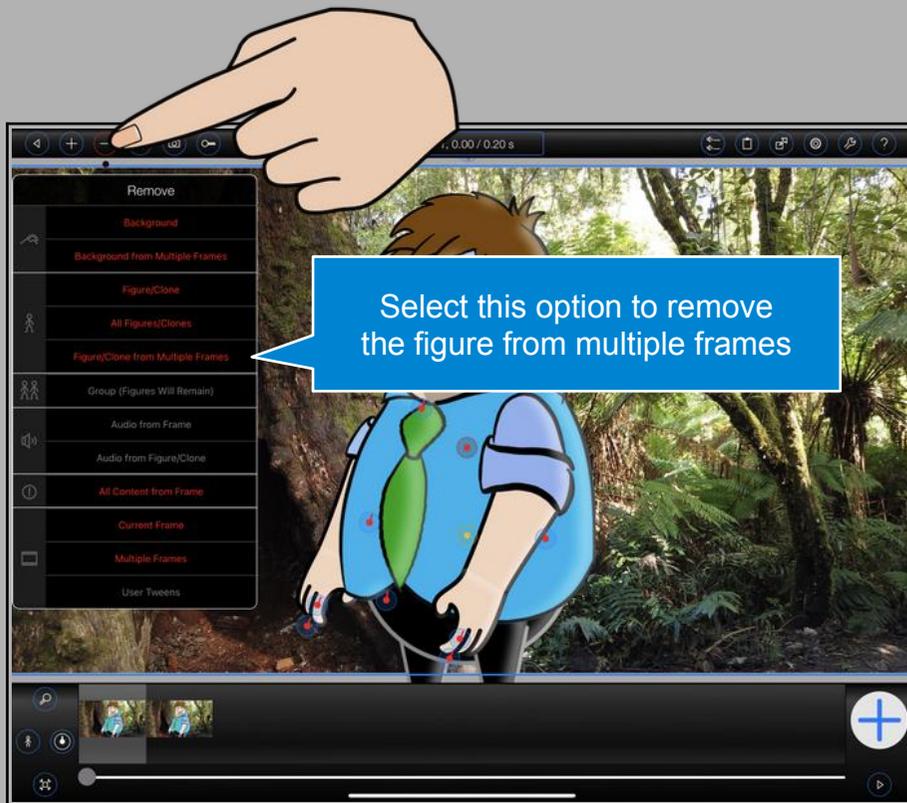
Alternatively, you may remove all figures from the current frame by selecting 'All Figures/Clones' from the 'Options' menu.



Removing a Figure from Multiple Frames

To remove a figure from multiple frames at once:

1. Select a figure by tapping on its anchor point 
2. Tap on the  button to open the 'Remove' menu
3. Select 'Figure/Clone from Multiple Frames' from the 'Remove' menu
4. Choose the range of frames from which the figure is to be removed and press the  button

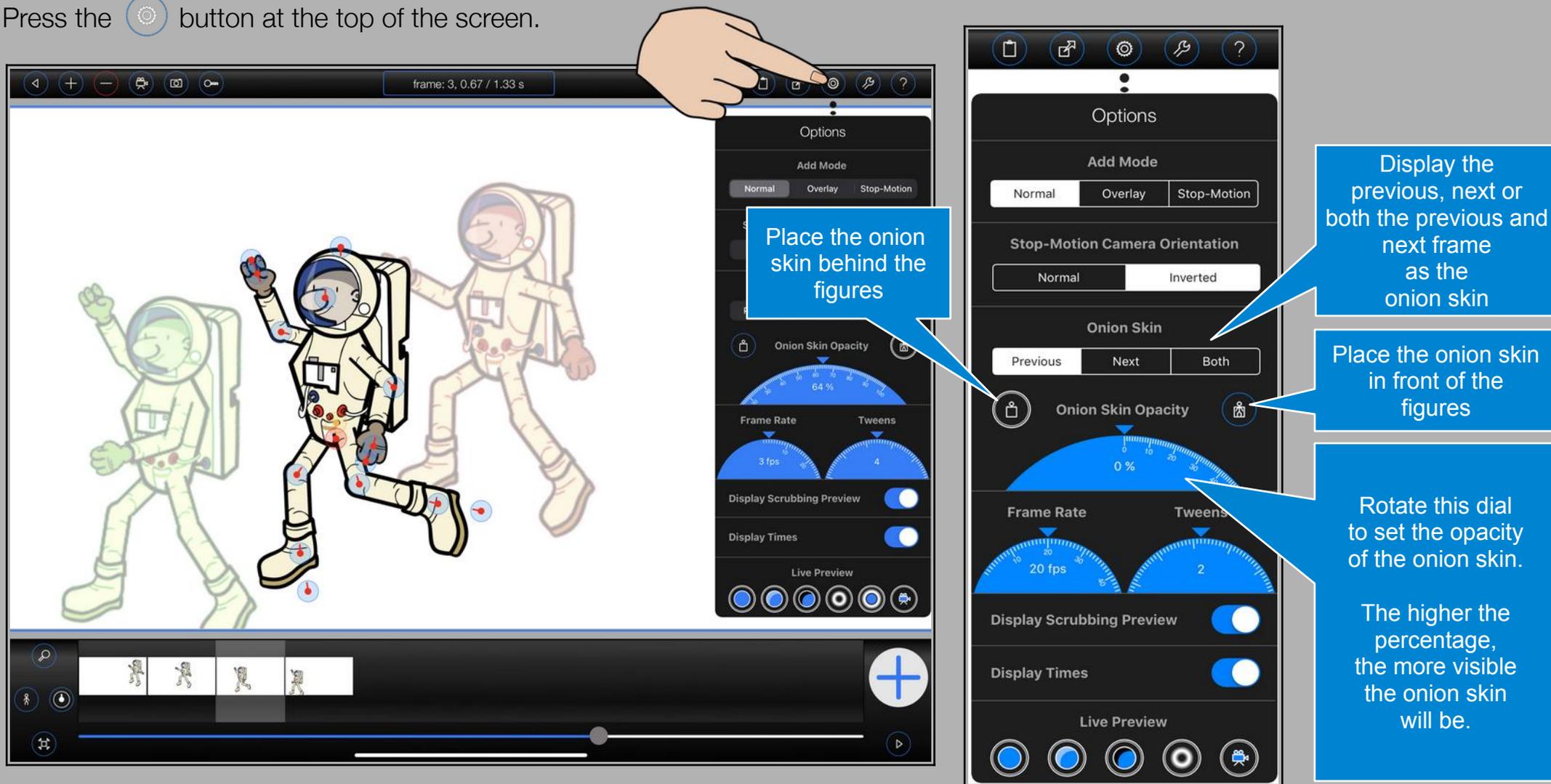


Onion Skin

It can be useful to see what the previous frame, the next frame, or both of those frames, look like when setting up a new one. Animation Pro can display a 'ghost' image of the previous and/or next frame, known as an 'Onion Skin' to make this easier for you. The previous frame will be tinted red, the next frame green.

The 'Onion Skin' is a low-resolution (to conserve storage space) representation of the previous, or next, frame that may be shown at a given opacity above the current background image. The opacity of the 'Onion Skin' may be set via the 'Options' menu.

Press the  button at the top of the screen.



The image shows a hand pointing to the gear icon in the top right corner of the Animation Pro interface. The interface is split into two panels. The left panel shows a 3D character in a white spacesuit with a red and green 'Onion Skin' effect overlaid. The right panel shows the 'Options' menu with various settings. Three blue callout boxes provide instructions on how to use the 'Onion Skin' feature.

Place the onion skin behind the figures

Display the previous, next or both the previous and next frame as the onion skin

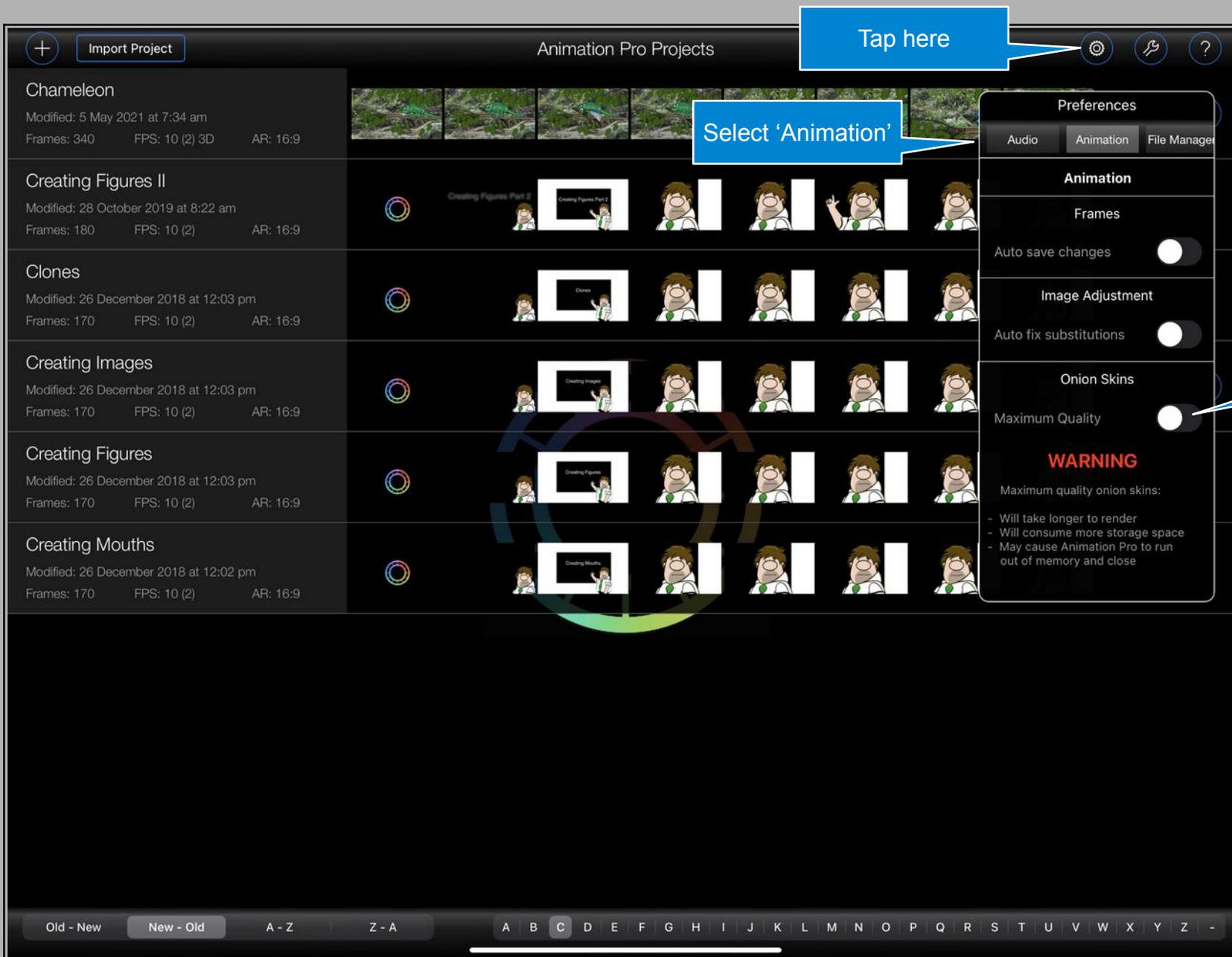
Place the onion skin in front of the figures

Rotate this dial to set the opacity of the onion skin.

The higher the percentage, the more visible the onion skin will be.

Onion Skin Quality

By default, Animation Pro uses low quality images for onion skins to conserve memory and storage space. Low resolution onion skins can also be displayed much faster. It is possible, however, to configure Animation Pro to produce full resolution/maximum quality onion skins ([subject to several warnings, see next page](#)) via the main 'Projects' screen 'Preferences' popover:



WARNING

- Maximum quality onion skins will take longer to render. This means that moving from frame to frame will be slower when onion skins are turned on. Because the onion skin images are also used to display 'Quick Previews', Animation Pro's ability to play 'Quick Previews' in real time may be compromised.
- Maximum quality onion skins will consume more storage space. The resolution of maximum quality onion skins is more than double that of standard onion skins. The files in which the onion skins are stored will thus be **much** larger.
- Maximum quality onion skins will consume a lot more memory when displayed. This may actually cause Animation Pro to run your device out of memory. When this occurs, iOS may forcibly close Animation Pro without warning.

After this option is turned on, Animation Pro will start producing maximum quality onion skins whenever frames are saved. Any existing low quality onion skins within your animations will thus remain until the frames, from which they were produced, are saved again. Similarly, if you choose to turn off maximum quality onion skins, the maximum quality onion skins will remain in your animations until the frames, from which they were produced, are saved again.

So please use maximum quality onion skins with caution. We recommend that you only use high quality onion skins when absolutely necessary on newer devices with more available memory

Undo

Whenever you make a change to a frame, a  button will appear at the top of the screen. Press this button to open the 'Undo' menu:

