



Figures

In Animation Pro, figures are the things that you animate – astronauts, aliens, knights, dragons etc. In this section, I'll explain how to add figures into your animations and then remove them.

- For details on creating your own figures, check out the 'Creating Figures' topic (see left).
- For details on how to animate figures, check out the 'Animating' topic (see left).

TOPICS

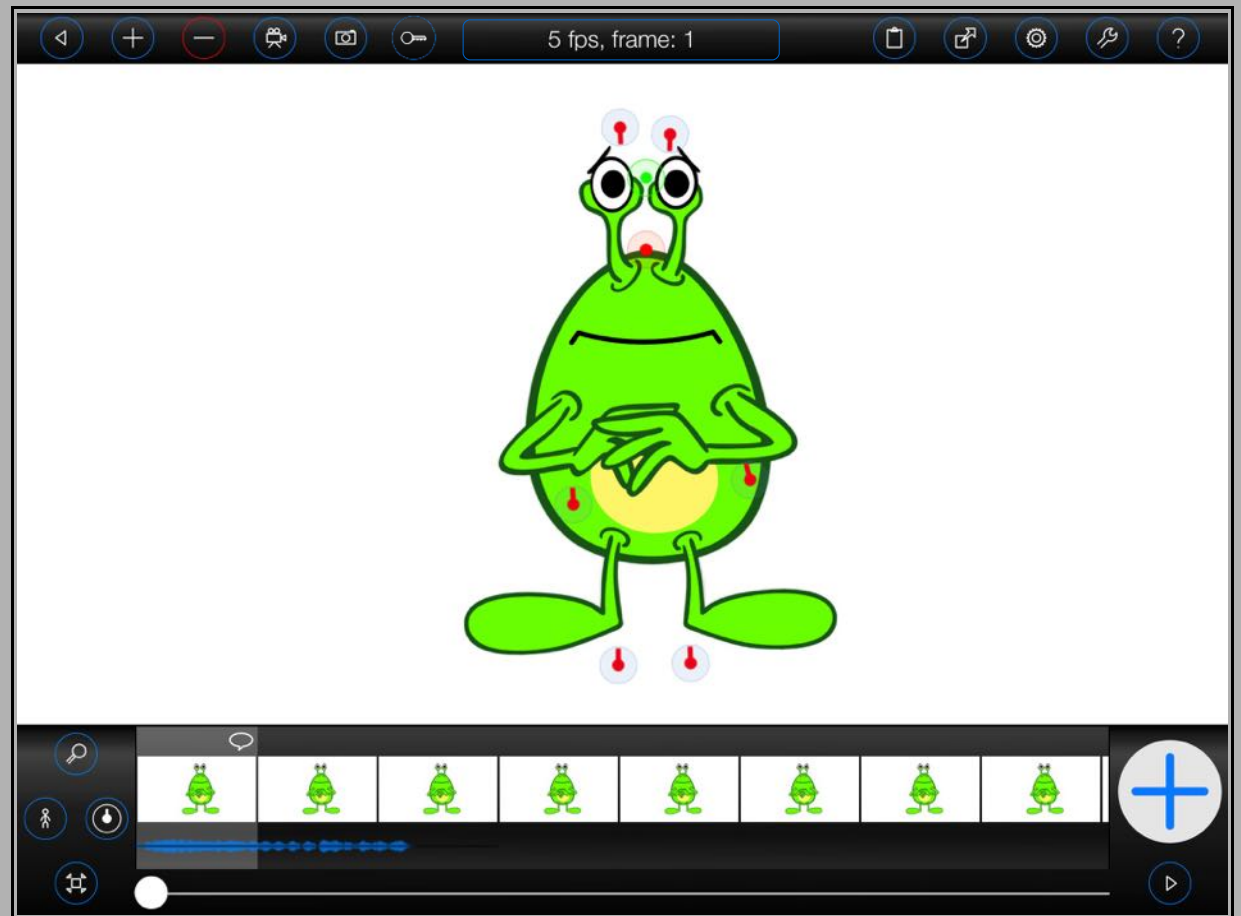
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Adding a Figure

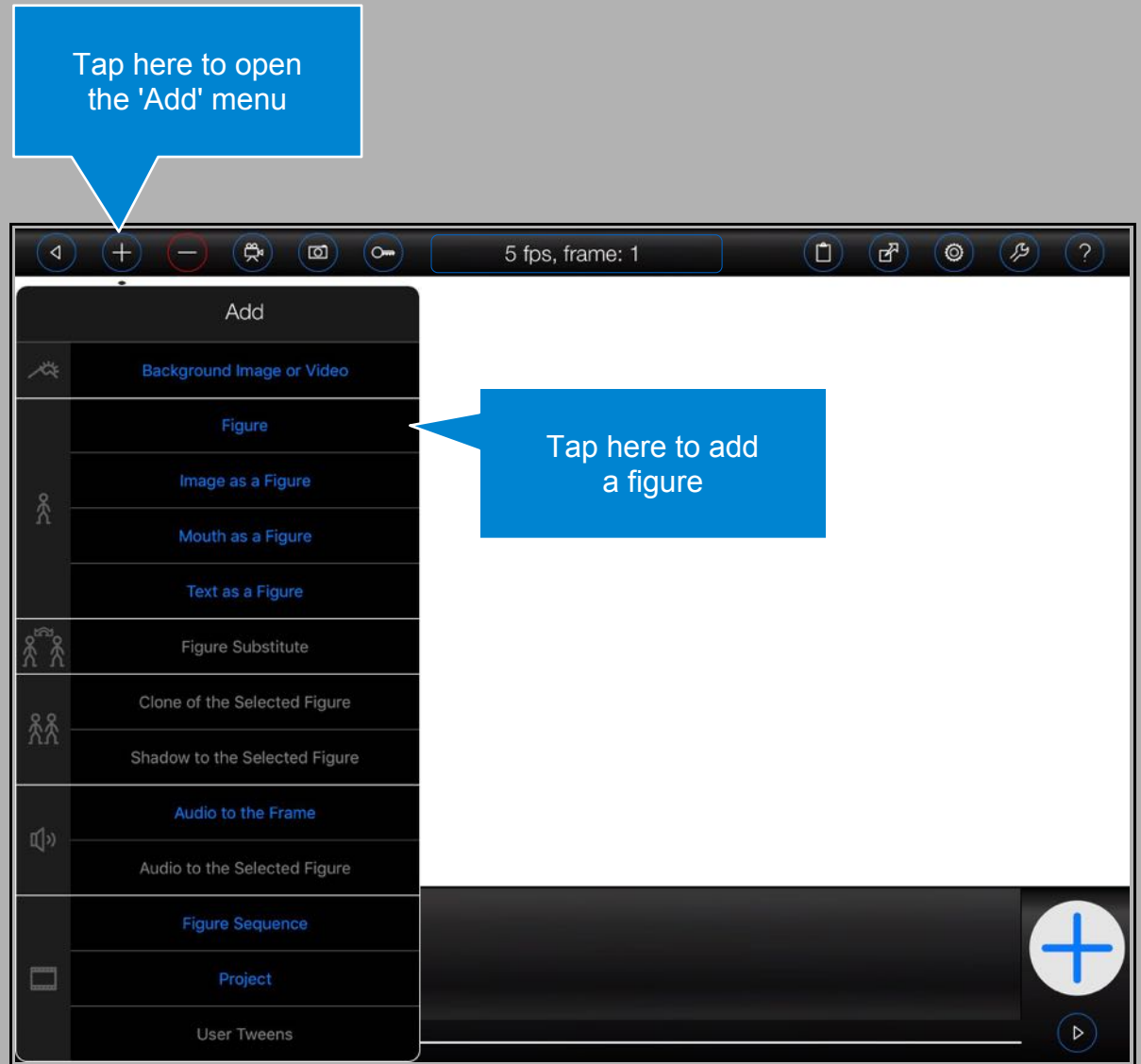
To add a figure into your animation:

1.

Press the  button at the top of the screen.

2.

Select 'Figure' from the 'Add' menu.



The 'Figure Selection' file manager popover will be displayed:

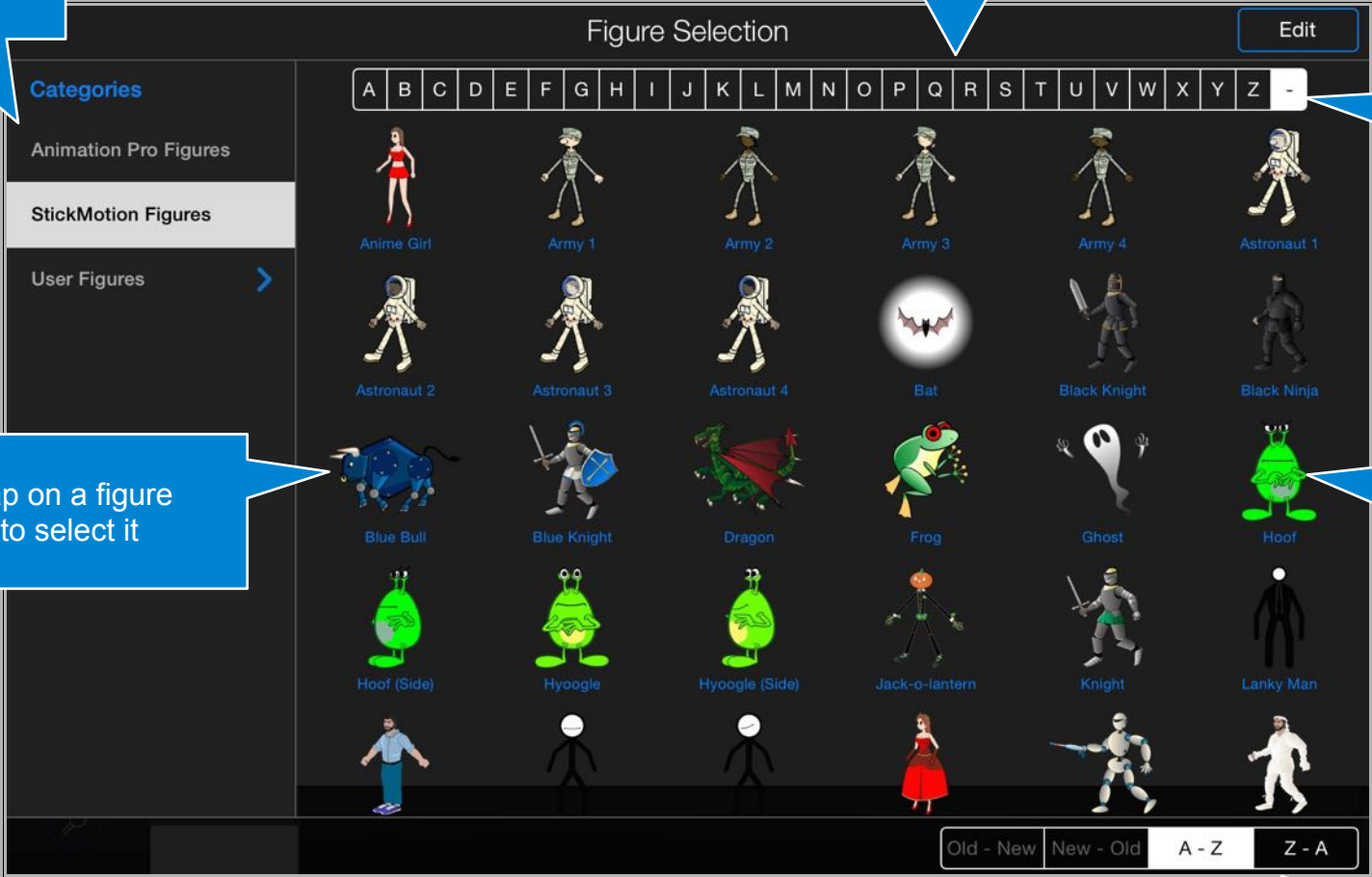
Select a category to see the figures that it contains

Tap on a letter to display all of the figures who's name begins with the letter

Tap on '-' to display all figures in the given category

Tap on a figure to select it

Hold down your finger on a figure to see a larger preview



3.


Tap on a figure to open it.

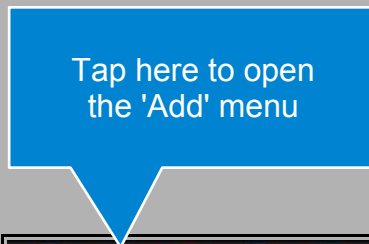
Use these buttons to display the figures in different sort orders

Adding an Image as a Figure

Sometimes it can be useful to add an image as a figure. Animation Pro allows that to be done quickly and easily from the animation screen:

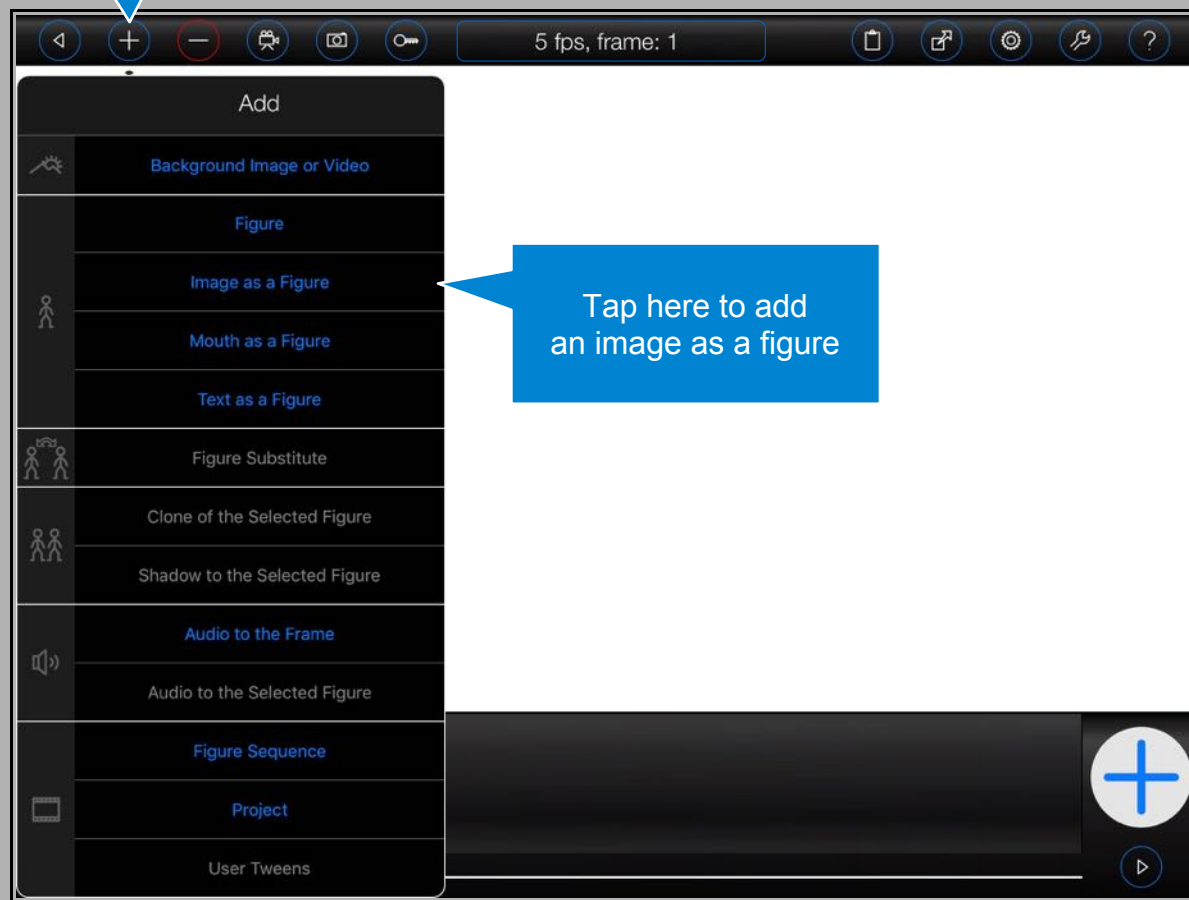
1.

Tap on the  button at the top of the screen.



2.

Select 'Image as a Figure' from the 'Add' menu.



The 'Image Selection' file manager popover will be displayed:

Select a category to see the images that it contains

Tap on a letter to display all of the images who's name begins with the letter

Tap on '-' to display all images in the given category

Tap on an image to select it

Hold your finger down on a thumbnail to see a larger preview.
Slide your finger off the thumbnail before releasing to prevent the figure from being opened.



3. Select the position of the animation handles (see next page) and then tap on an image to select it.

Select whether the animation handles should be added top and bottom or to the left and right of the image

Use these buttons to display the images in different sort orders

Animation Handles

When adding an image, or text, as a figure, it is possible to select the position of the animation handles – this may be important should you wish to bend the images later on (see 'Adjusting Items', left):



The animation handles are placed at the top and bottom




The animation handles are placed to the left and right

Adding a Mouth as a Figure

Sometimes it can be useful to add a mouth as a figure. Animation Pro allows that to be done quickly and easily from the animation screen:

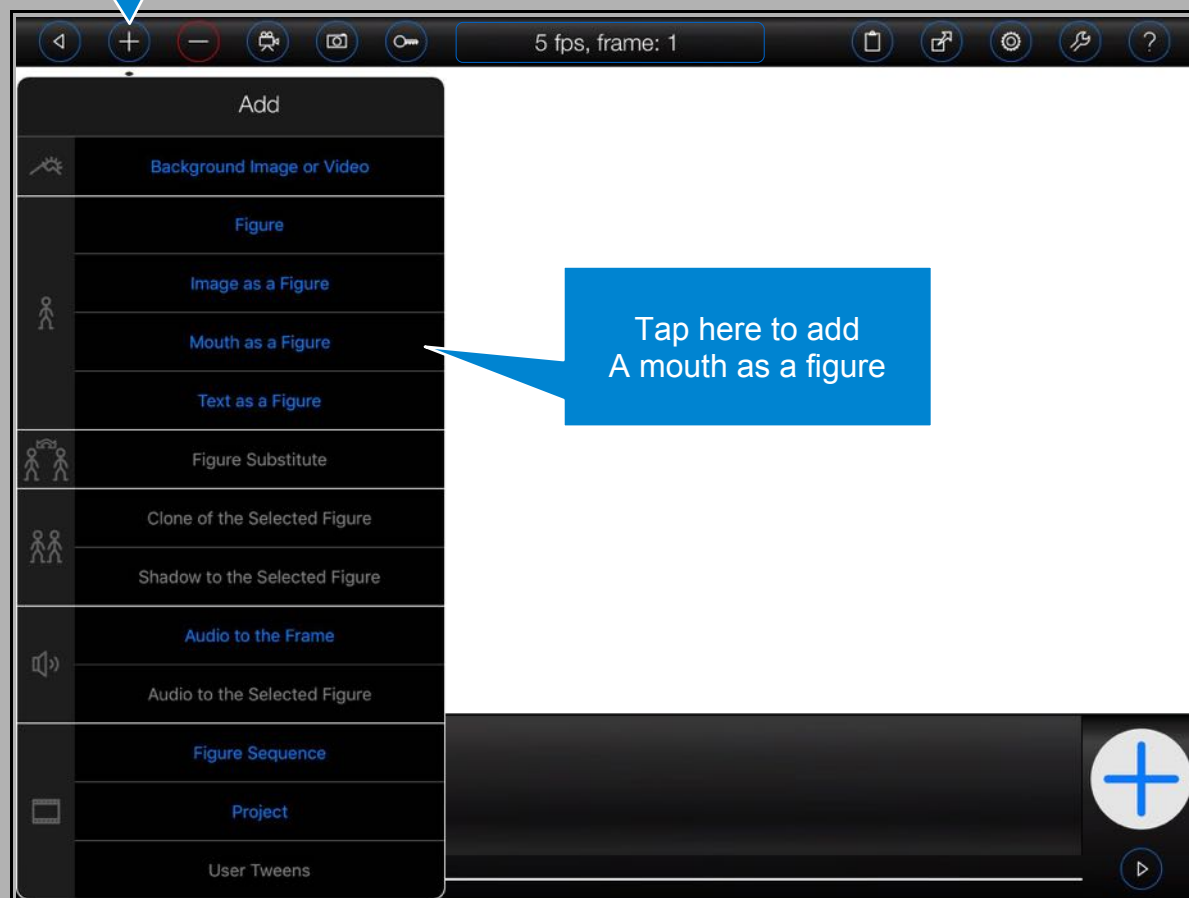
1.

Tap on the  button at the top of the screen.

Tap here to open the 'Add' menu

2.

Select 'Mouth as a Figure' from the 'Add' menu.



The 'Mouth Selection' file manager popover will be displayed:

The image shows a 'Mouth Selection' interface with several callout boxes:

- Top Left:** Select a category to see the mouths that it contains (points to the 'Categories' sidebar).
- Top Center:** Tap on a letter to display all of the mouths who's name begins with the letter (points to the alphabetical filter bar).
- Top Right:** Tap on '-' to display all mouths in the given category (points to the minus sign button).
- Right Side:** Tap on a mouth to select it (points to a mouth preview).
- Bottom Right:** Use these buttons to display the mouths in different sort orders (points to the 'Old - New', 'New - Old', 'A - Z', and 'Z - A' buttons).
- Bottom Center:** Tap on these buttons to preview the mouths working (points to the play buttons next to the mouth entries).
- Bottom Left:** Tap here to stop a preview (points to the square stop button in the preview area).
- Left Side:** Mouth previews will be shown here (points to the preview area).


3.

Tap on a mouth to select it.

Adding Text as a Figure

Sometimes it can be useful to add some text into your animations. Animation Pro allows that to be done quickly and easily from the animation screen:

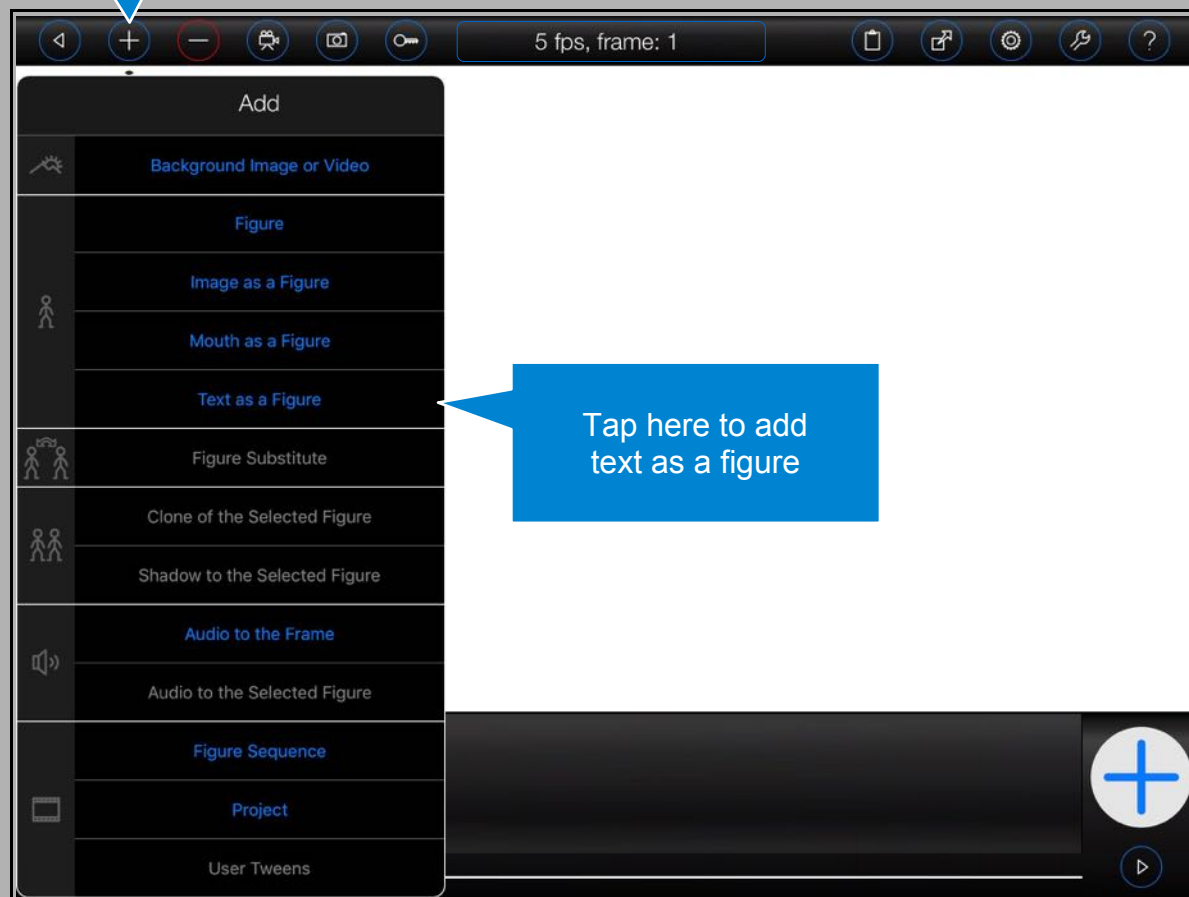
1.

Tap on the  button at the top of the screen.

Tap here to open the 'Add' menu

2.

Select 'Text as a Figure' from the 'Add' menu.



Animation Pro will display an 'Add Text' popover:

The image shows a 'Add Text' popover interface with the following callout boxes:

- Tap here to enter your text
- Tap here to alternatively use red, green and blue sliders to select your colour
- Drag your finger over the gradient to choose a lighter shade of the selected colour
- Drag your finger over the colour swatch to select a colour
- Press this button to insert the text into your animation
- Select whether the animation handles should be added top and bottom or to the left and right of the text
- Select the opacity of the text
- Quickly scroll to the fonts that start with a given letter
- Select the size of the text
- Select a font from the list

The interface includes a text input field, a font list (Academy, Engraved, Let, Plain), a size dial (128), an opacity dial (100%), a color swatch, a color gradient, and a confirmation button.

It is possible to add 80 single-byte characters. The actual number may be less when using multi-byte characters.

Removing a Figure

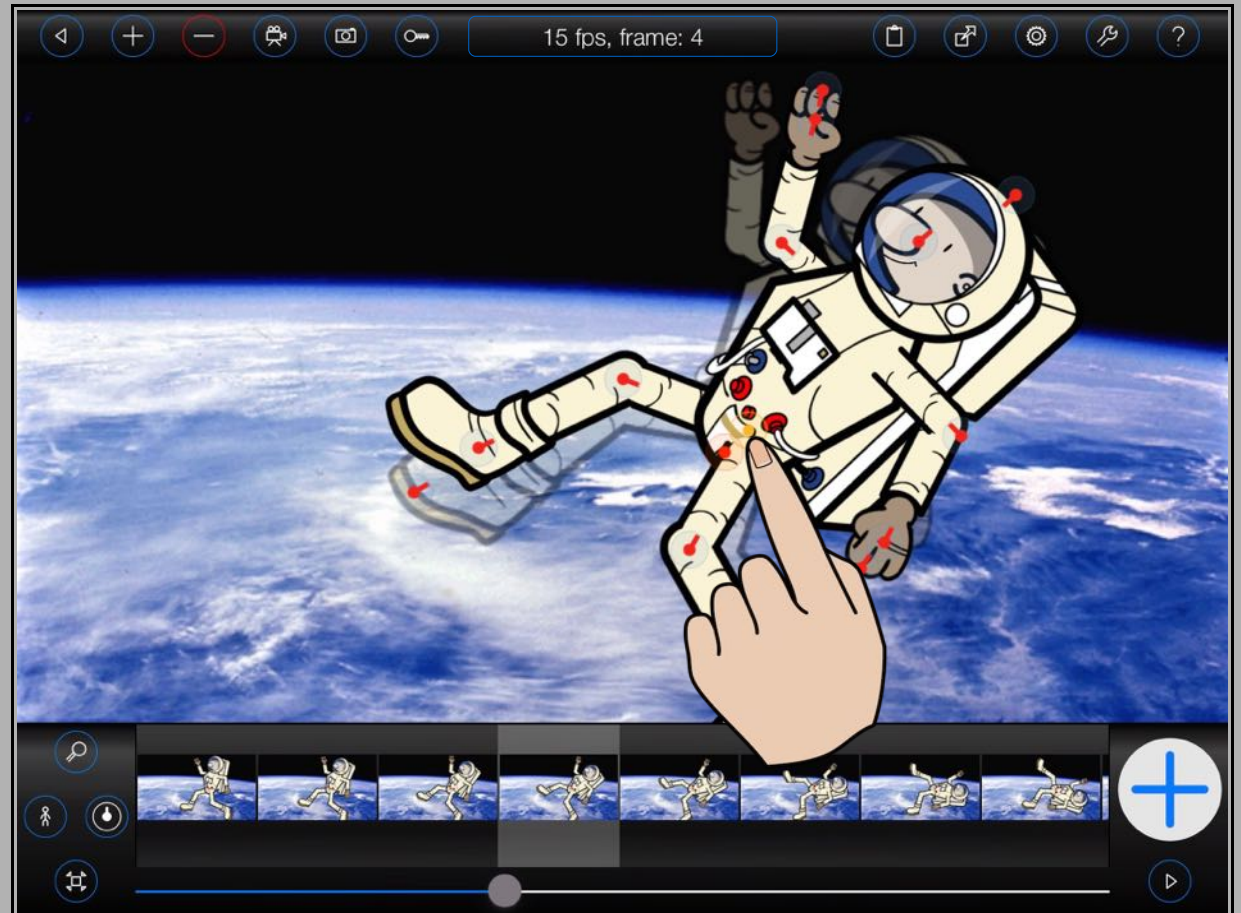
To remove a figure from a frame:

1.

Select a figure by tapping on its 'Anchor Point'



The 'Anchor Point' will flash orange and green.

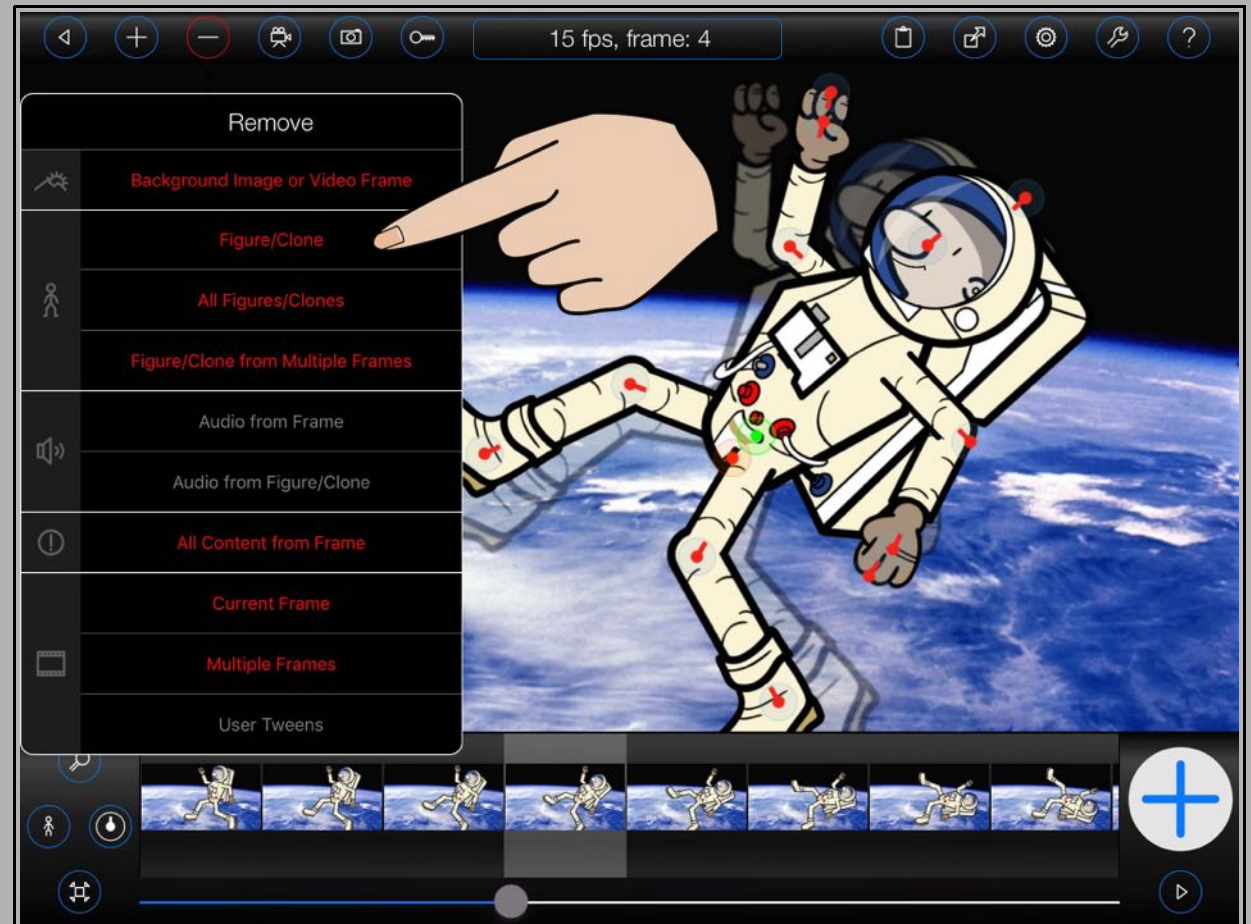


2.

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 'Remove' menu.