



Managing Your Projects

In Animation Pro, you can create as many animations, otherwise known as 'Projects', as you like; well, until your iPad runs out of storage space that is.

TOPICS

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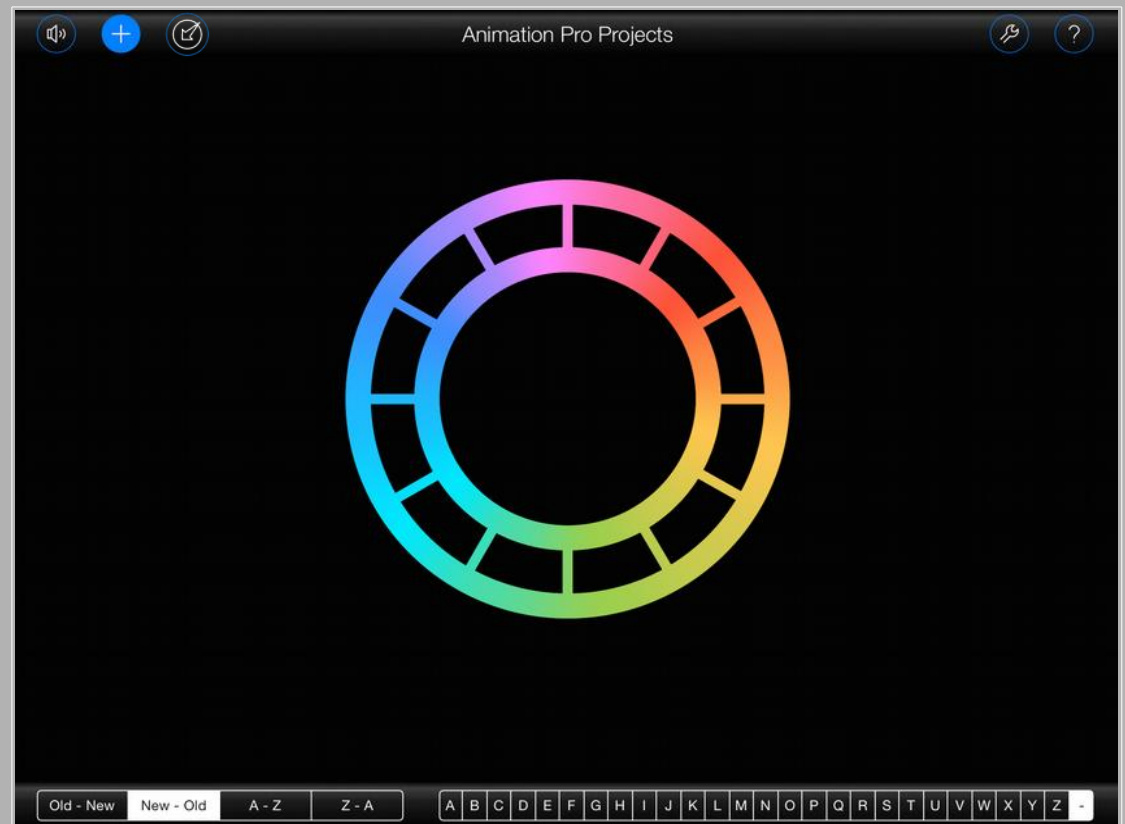
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Projects Screen Overview

Turn the sound on/off

Import a project

Animation Pro Projects

Add a new project

Open the 'Create/Crop' Menu.
From here you can:
Create a Figure
Create an Image
Create a Mouth
Or
Crop an Image

Help – This document

Sort your projects

Filter your projects – only show the projects that start with the given letter.
Choose '-' to view all projects.

Old - New New - Old A - Z Z - A 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 -

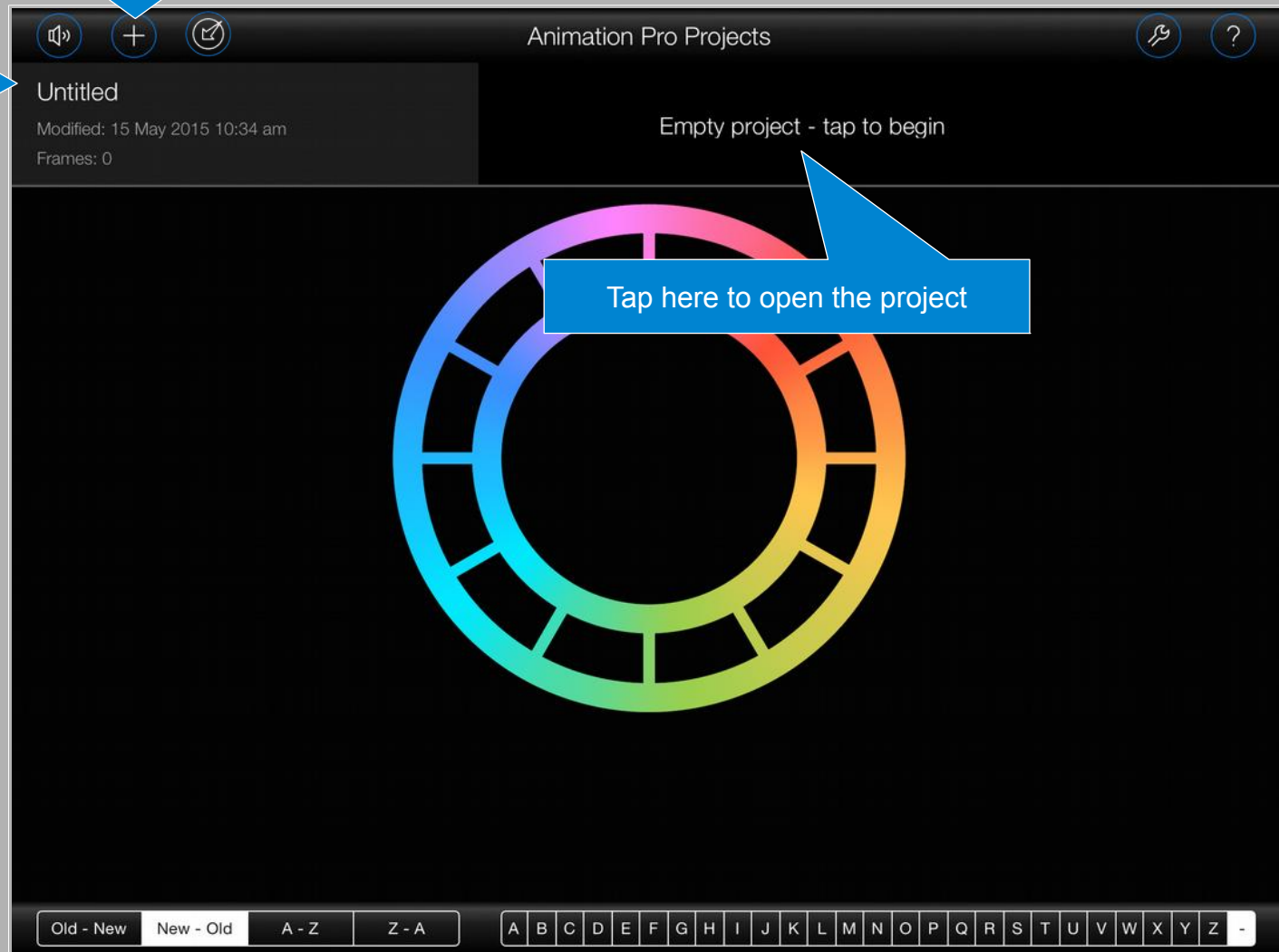


Creating and Opening a Project

Tap the  button at the top of the screen to create a new project:

Tap here to add a new project

Animation Pro will create a new project and display it at the top of the screen

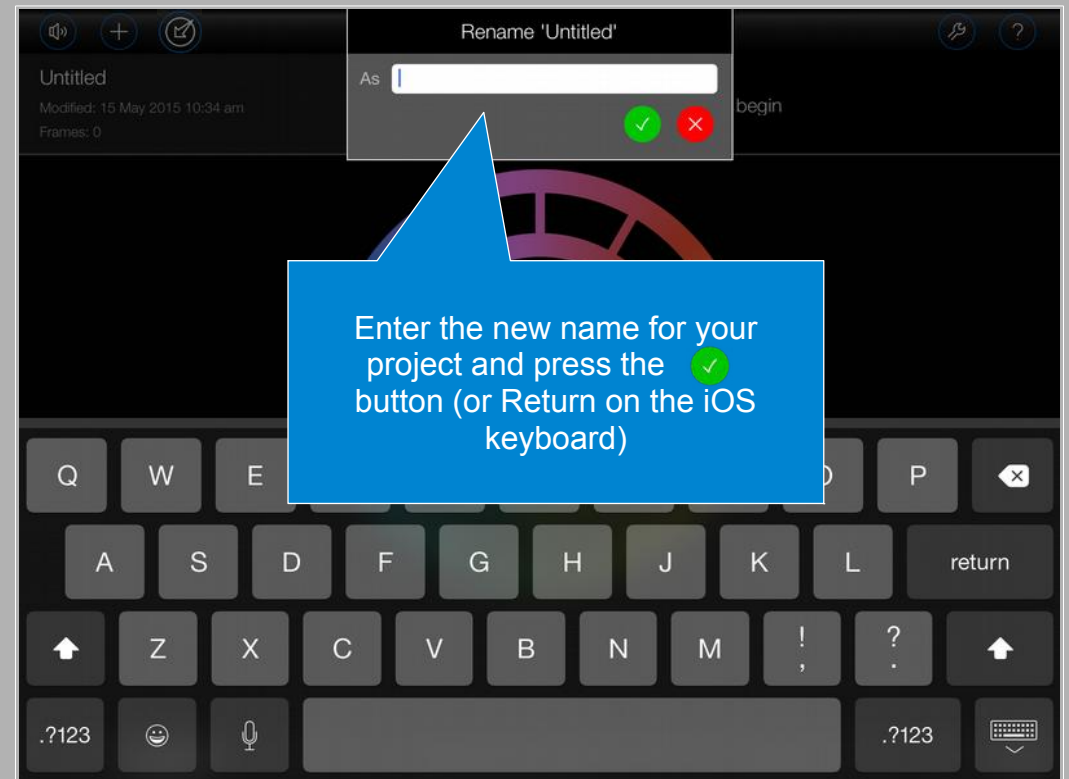
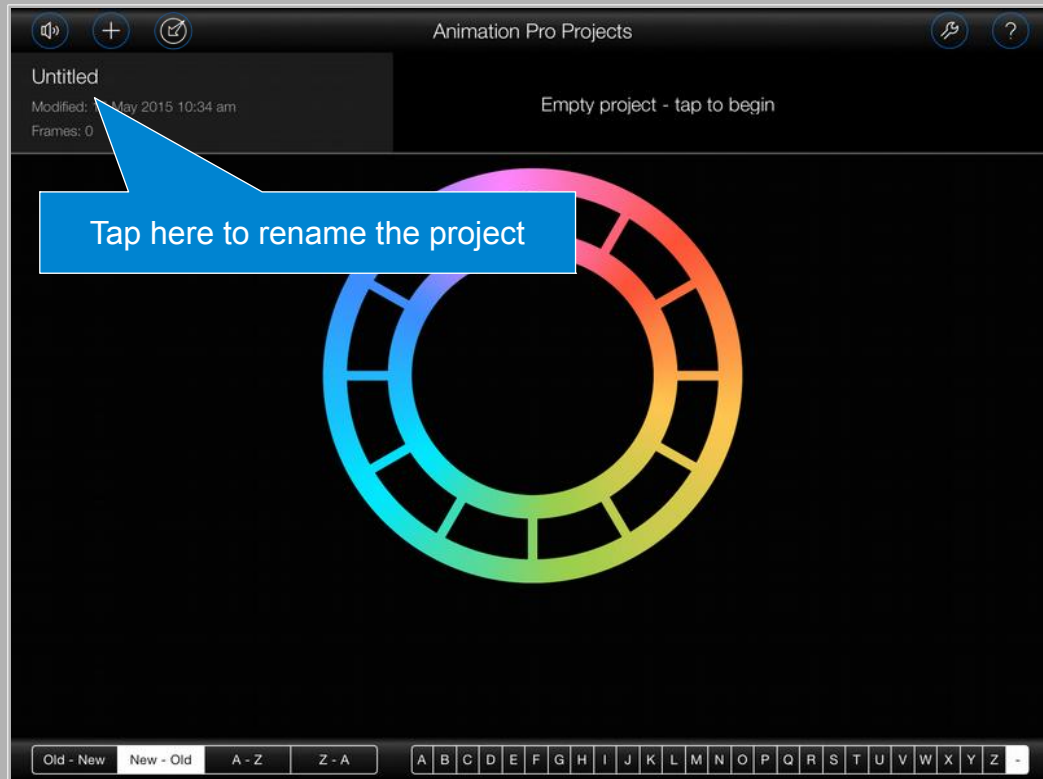


Tap here to open the project

Renaming a Project

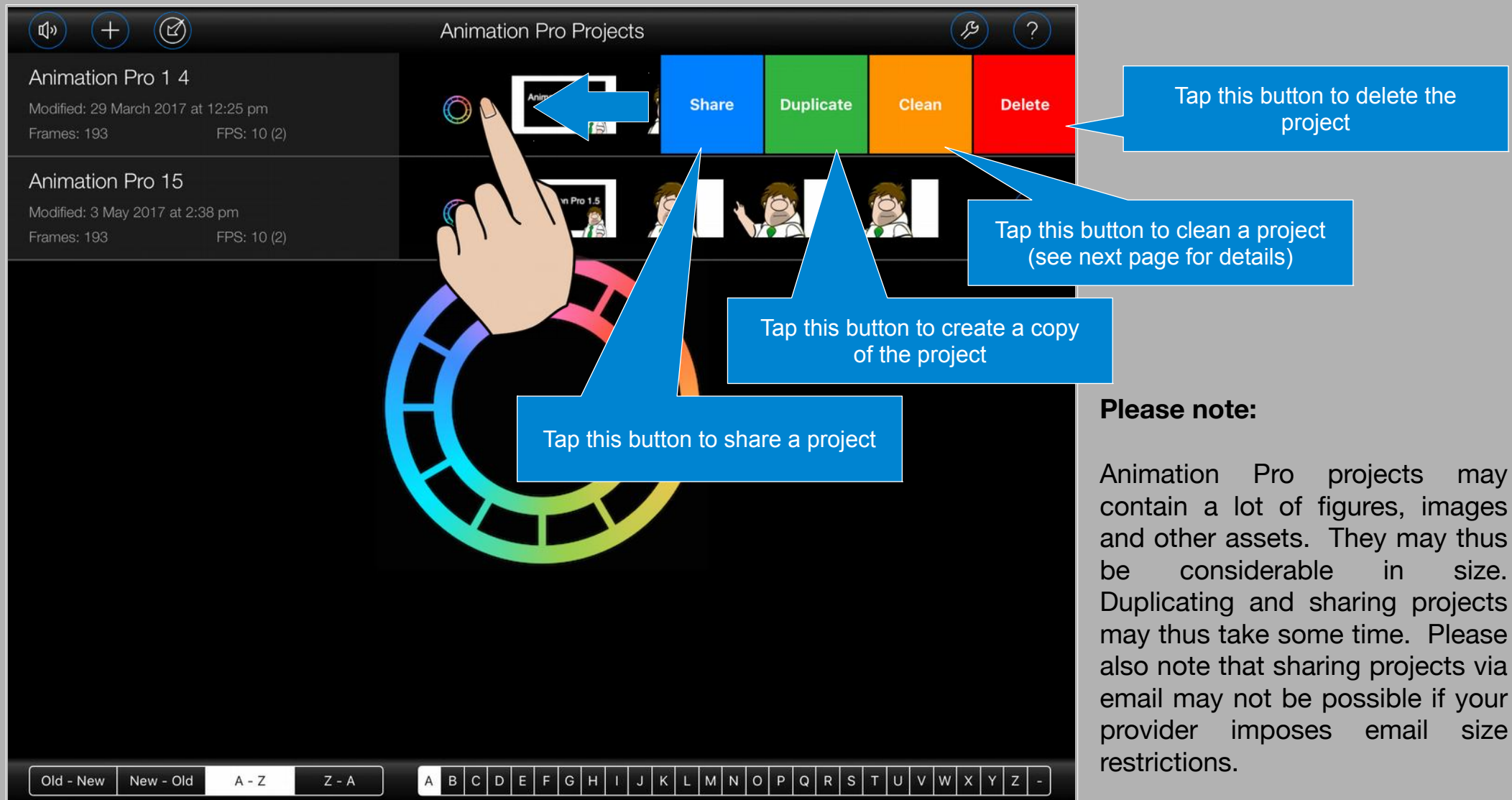
By default, Animation Pro is wonderfully creative when it comes to naming new projects. But if, for some strange reason, you don't like your projects being called 'Untitled', 'Untitled 002', 'Untitled 003' etc. then you can always rename them.

To rename a project, tap on its name:



Sharing, Duplicating, Cleaning and Deleting a Project

Swipe your finger from right to left across a project to reveal 'Share', 'Duplicate', 'Clean' and 'Delete' buttons.



The screenshot displays the 'Animation Pro Projects' interface. On the left, two project entries are visible: 'Animation Pro 1 4' (modified 29 March 2017 at 12:25 pm, 193 frames, 10 FPS) and 'Animation Pro 15' (modified 3 May 2017 at 2:38 pm, 193 frames, 10 FPS). The main area shows a list of projects with a hand icon indicating a swipe gesture from right to left. This gesture reveals a set of four action buttons: 'Share' (blue), 'Duplicate' (green), 'Clean' (orange), and 'Delete' (red). A large, colorful circular graphic is overlaid on the screen, with a hand pointing to the 'Share' button. Four blue callout boxes provide instructions for each button: 'Tap this button to share a project' (pointing to Share), 'Tap this button to create a copy of the project' (pointing to Duplicate), 'Tap this button to clean a project (see next page for details)' (pointing to Clean), and 'Tap this button to delete the project' (pointing to Delete). At the bottom, there is a sorting menu with options 'Old - New', 'New - Old', 'A - Z', and 'Z - A', and an alphabetical index from A to Z.

Tap this button to share a project

Tap this button to create a copy of the project

Tap this button to clean a project (see next page for details)

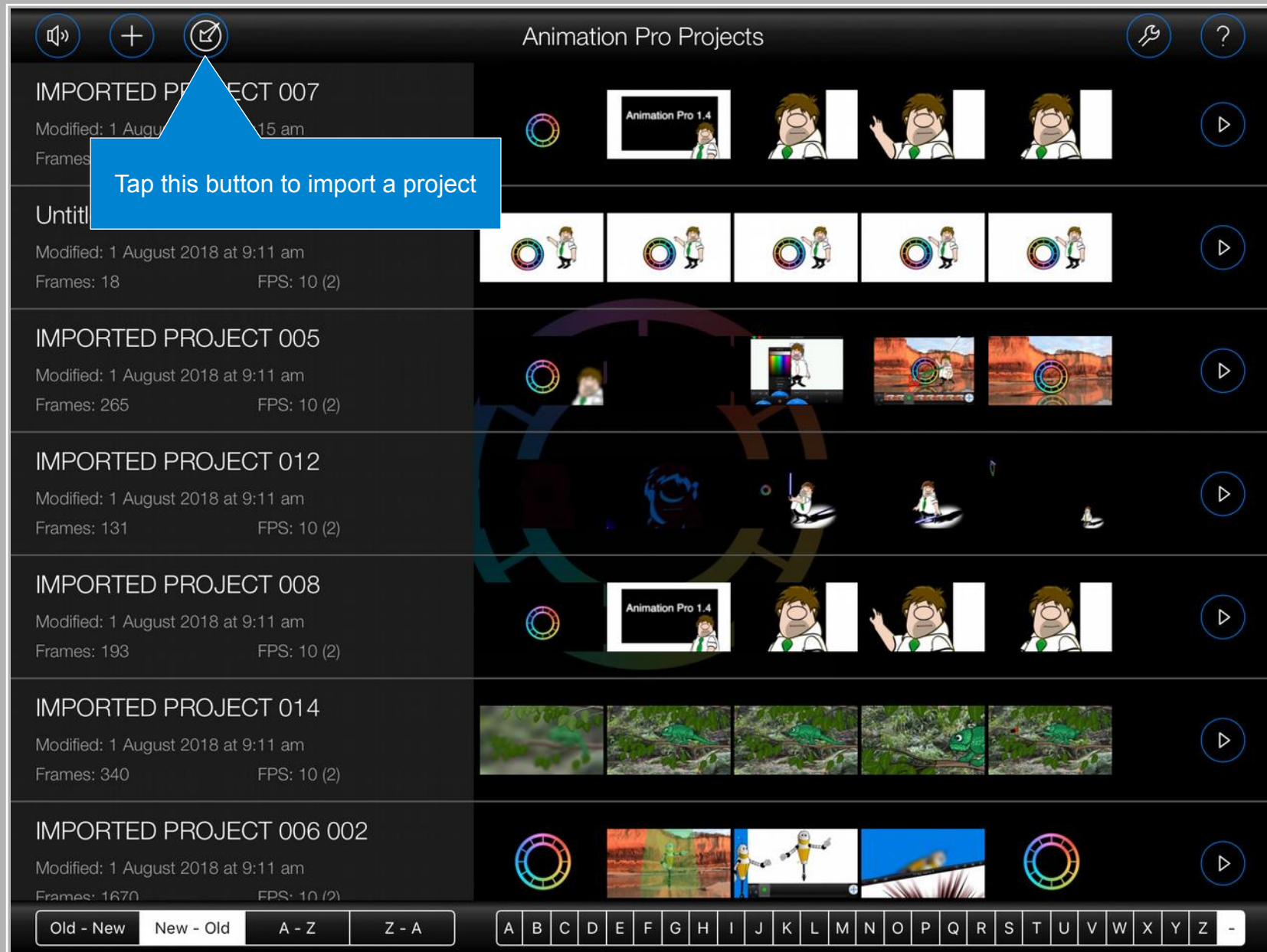
Tap this button to delete the project

Please note:

Animation Pro projects may contain a lot of figures, images and other assets. They may thus be considerable in size. Duplicating and sharing projects may thus take some time. Please also note that sharing projects via email may not be possible if your provider imposes email size restrictions.

Importing a Project

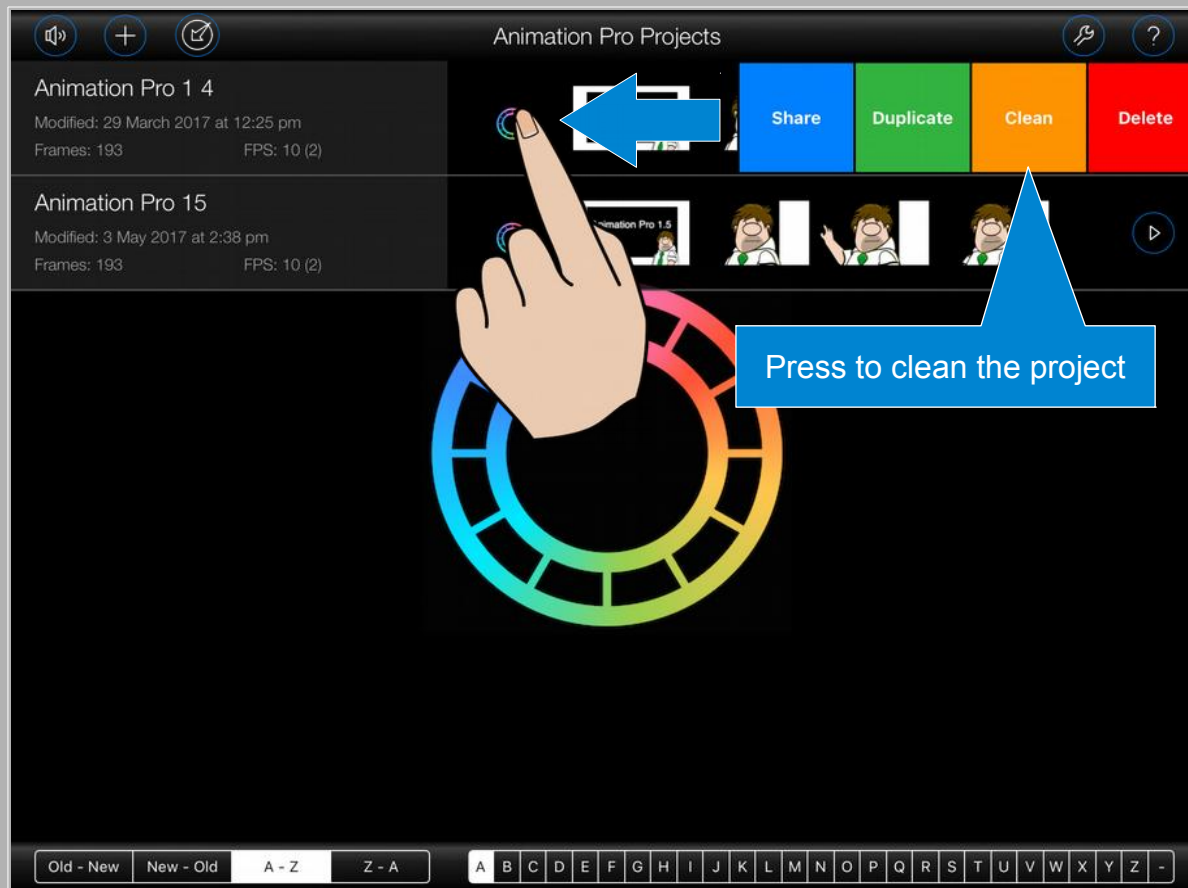
Animation Pro projects previously shared to Apple 'Files' may be imported back into Animation Pro by pressing the 'import' button at the top of the 'Projects' screen as shown below:



Cleaning a Project

Every time you add an item to a frame, such as a figure, an image or a substitution, a copy of that item is stored within your project. Animation Pro doesn't automatically remove these items when they are no longer being used. To do that, it would need to try and keep track of a them all, potentially across thousands of frames in large animations, which would likely impact memory and/or performance.

You can, however, easily 'clean' any unused items/files from your projects from the 'Projects' screen. Simply swipe to the left on a project and press the orange 'Clean' button:



WARNING

This will permanently remove:

- Any figures or clones that are no longer being referenced in frames, including substitutes.
- Any item substitutes that are no longer being referenced in frames.
- Any background images that are no longer being referenced in the animation.
- Any audio files that are no longer being referenced in the animation.
- Any rendered video files.



Project Details

The name of the project

Sample frames representing the animation

The last time the project was modified

Untitled

Modified: 15 May 2015 10:49 am

Frames: 7

FPS: 1 (29) 3D



3D will be displayed where
anaglyph or side-by-side 3D
has been selected

The number of frames per second
where the number in brackets
represents the number of tweens

The number of frames in the project