



Stop-Motion

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.

It's easy to create stop-motion animations in Animation Pro. Better still, you can even combine stick-figure or cut-out-style animation with stop-motion animation to produce some really amazing results.

TOPICS

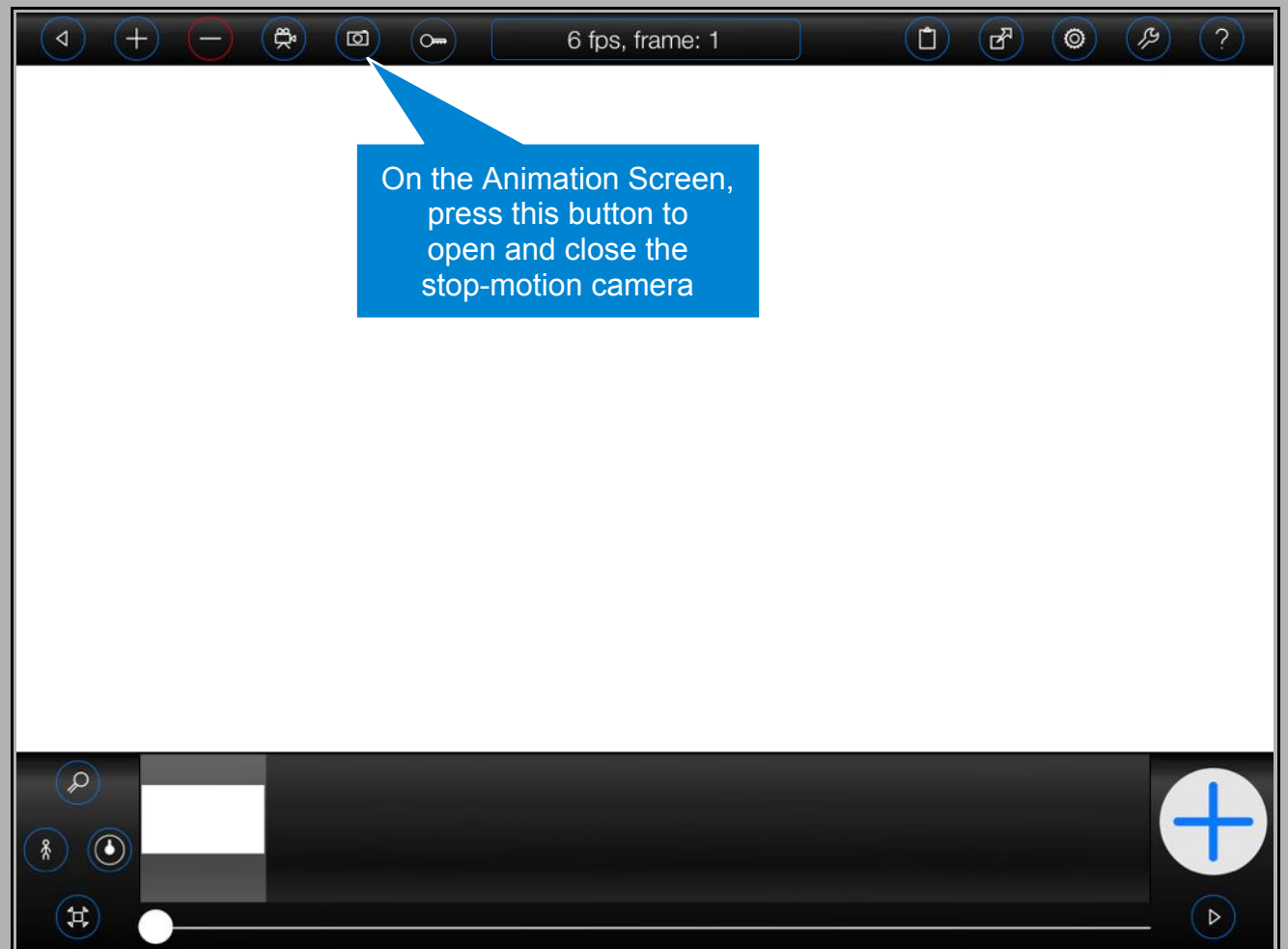
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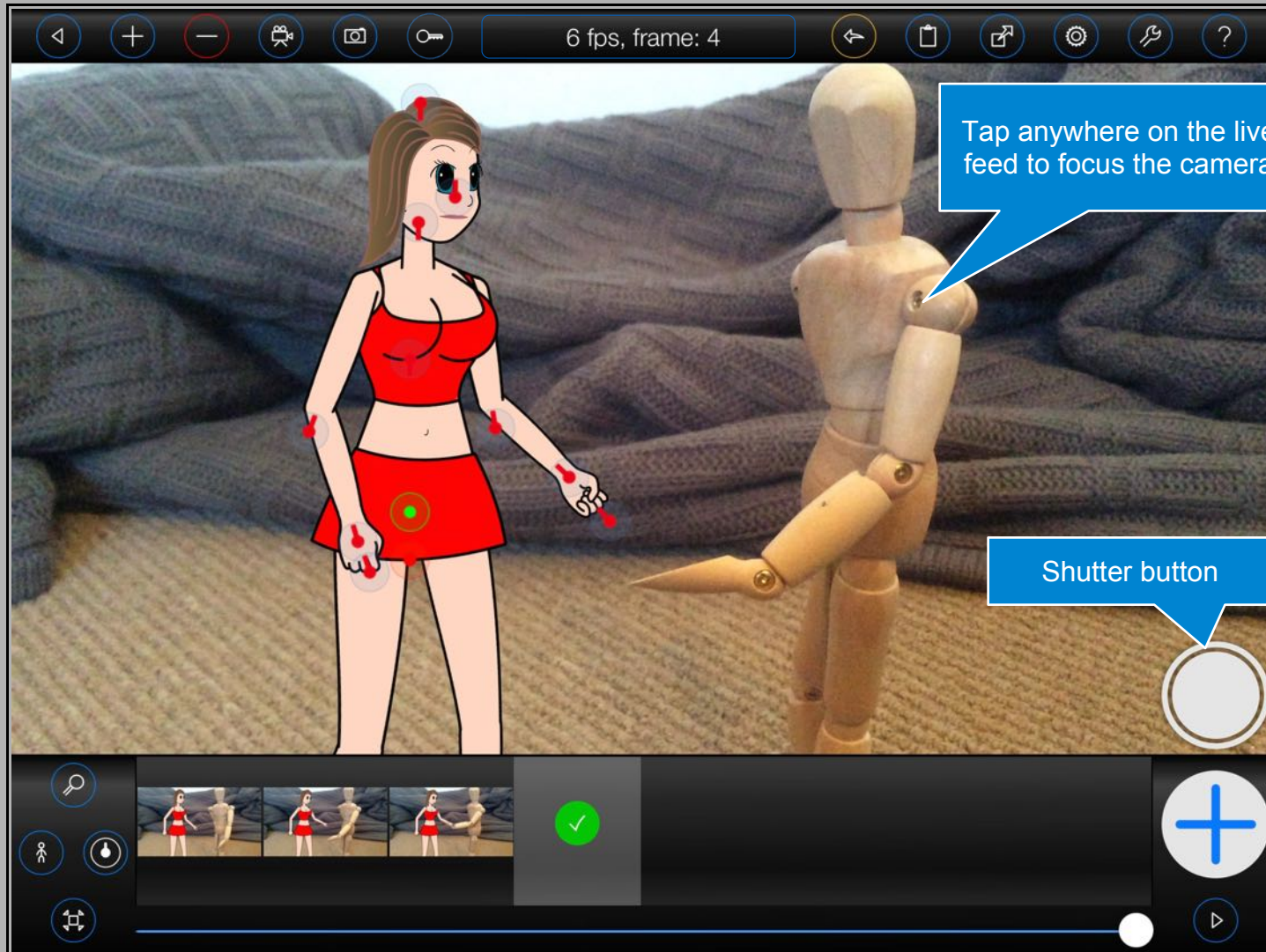
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The Stop-Motion Camera

Press the  button to open the stop-motion camera (as shown on the previous page)



Animation Pro will display a live feed from the iPad's rear camera, together with a shutter button on the animation screen.


Press the shutter button to take a picture. The captured image will be displayed for 2 seconds and then inserted into the currently selected frame. After that, Animation Pro will resume the live feed.

You may continue to animate your Animation Pro figures and use all of the other features of the animation screen whilst the stop-motion camera is active.

Press the Camera button again to close the stop-motion camera.

Stop-Motion Options

Add Mode

Press the  button at the top of the screen.

By now, you might have noticed the big blue 'plus' button, known as the 'Add' button, on the animation screen. The 'Add' button will generally capture the current frame (all of the current figure positions, the virtual camera settings and the background image etc.) and add it to your animation. The 'Add' button, however, can operate in 3 different modes ('Add Modes'):

1. Normal



The 'Add' button will create a new frame containing the current background image, virtual camera settings and figures.

2. Overlay

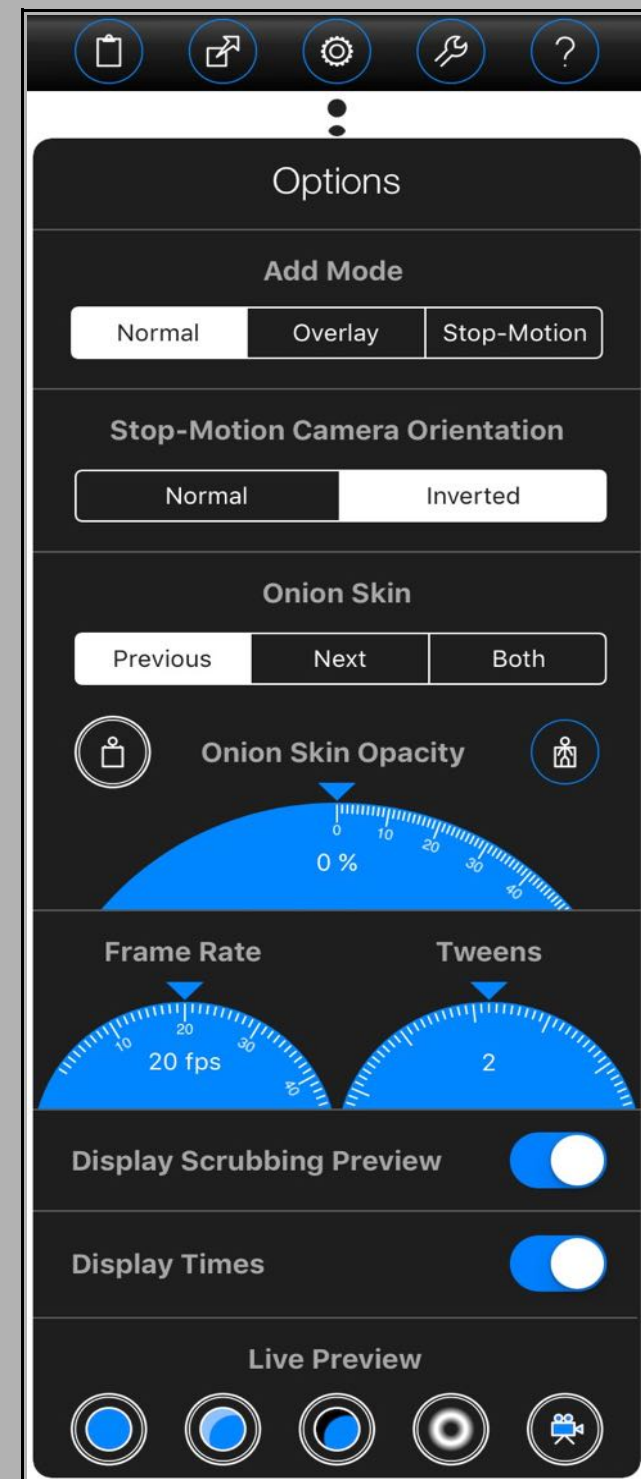


The 'Add' button will copy figures from the current frame into the next frame. This is useful for when you are animating figures over existing background images.

3. Stop-Motion




The 'Add' button will create a new frame containing the current figures and virtual camera settings. The new frame, however, will contain an automatic snap-shot taken from the iPad's rear camera (as the background image).



Stop-Motion Camera Orientation

Animation Pro won't rotate the camera automatically when your iPad is turned upside-down. That would make it impossible to shoot upside-down images. And who knows, there may just be a situation where you actually want to do that!

Instead, the orientation of the camera may be controlled via the 'Options' menu.

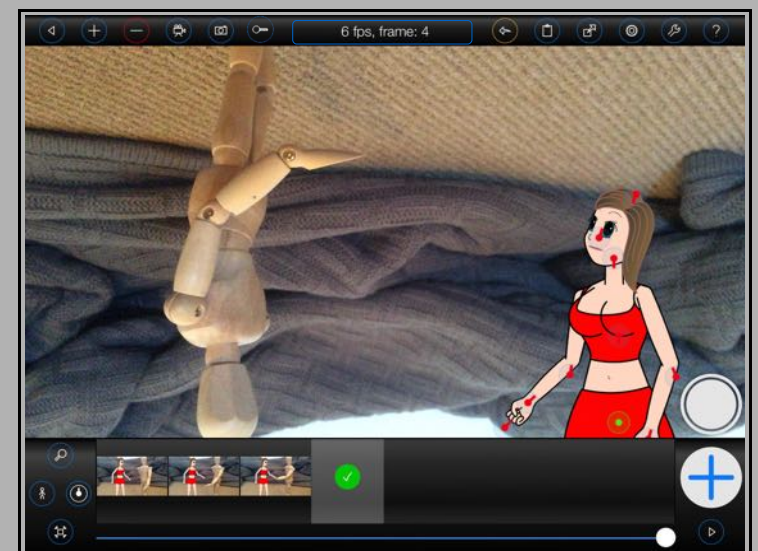
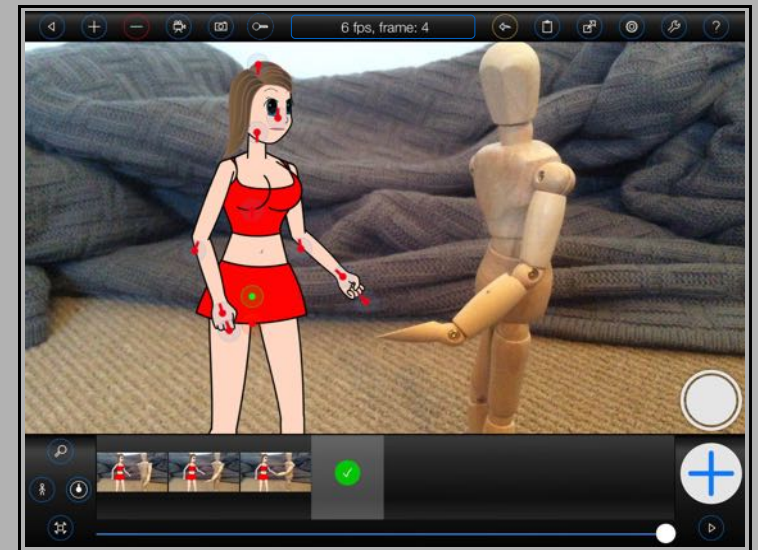
Press the  button at the top of the screen.



Select either 'Normal' or 'Inverted'

Please note:


Just what is considered to be 'Inverted' vs. 'Normal' is dependant upon the physical orientation of the iPad.

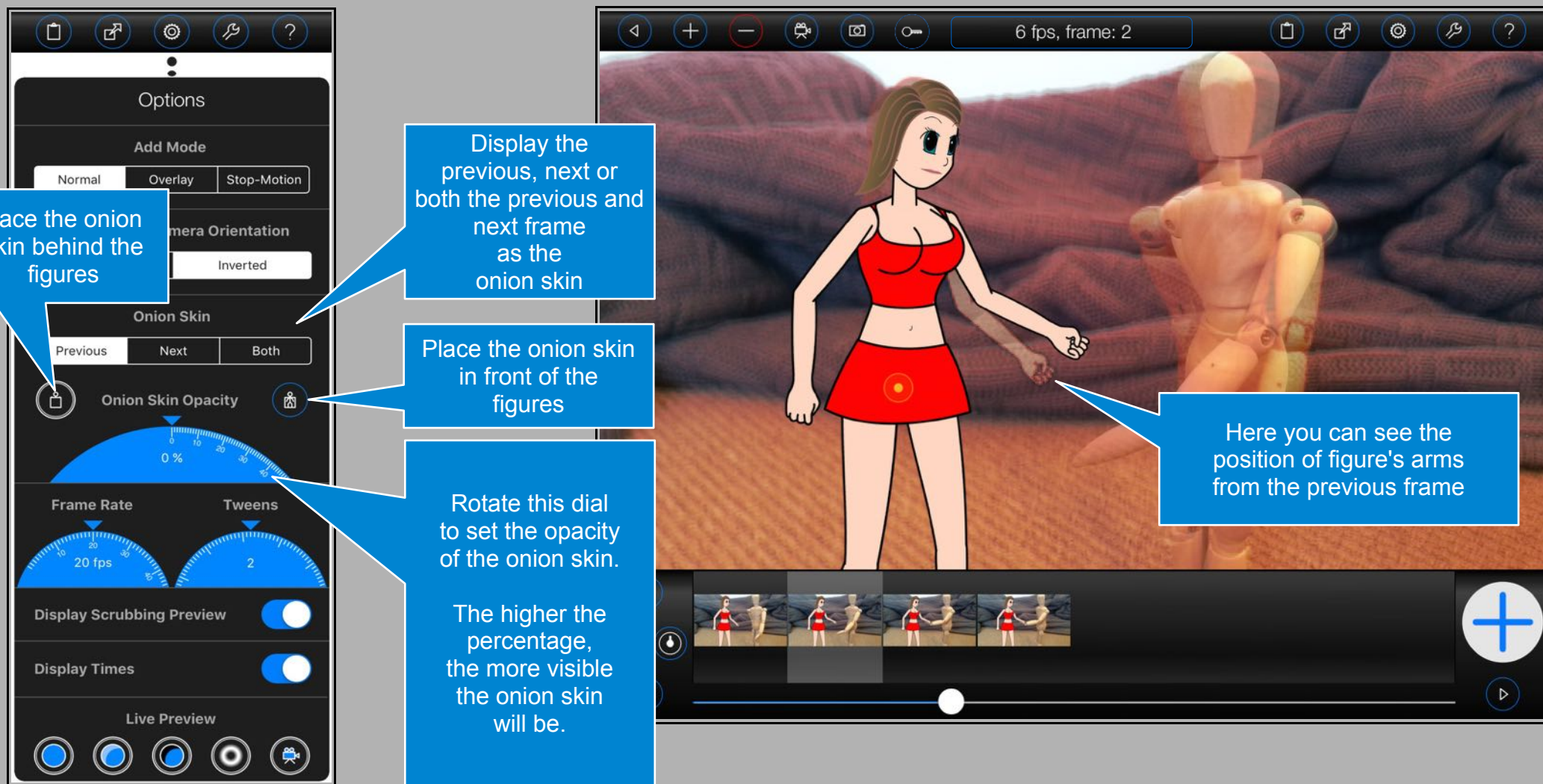


Onion Skin

Finally, when creating stop-motion animations, or any animation, 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.



Options

Add Mode

Normal Overlay Stop-Motion

Camera Orientation

Inverted

Onion Skin

Previous Next Both

Onion Skin Opacity

Frame Rate Tweens

20 fps 2

Display Scrubbing Preview

Display Times

Live Preview

6 fps, frame: 2

Here you can see the position of figure's arms from the previous frame

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.