



# Working With Audio

What would a video be without audio? A silent movie, but that's not the point. Animations are a whole lot better with sound.

## TOPICS

### [Adding Audio to a Frame](#)

### [Recording Audio](#)

#### [Microphone Gain](#)

### [Importing Audio](#)

### [Managing Your Audio](#)

#### [Renaming Audio Files](#)

#### [Moving Audio Files](#)

#### [Deleting Audio Files](#)

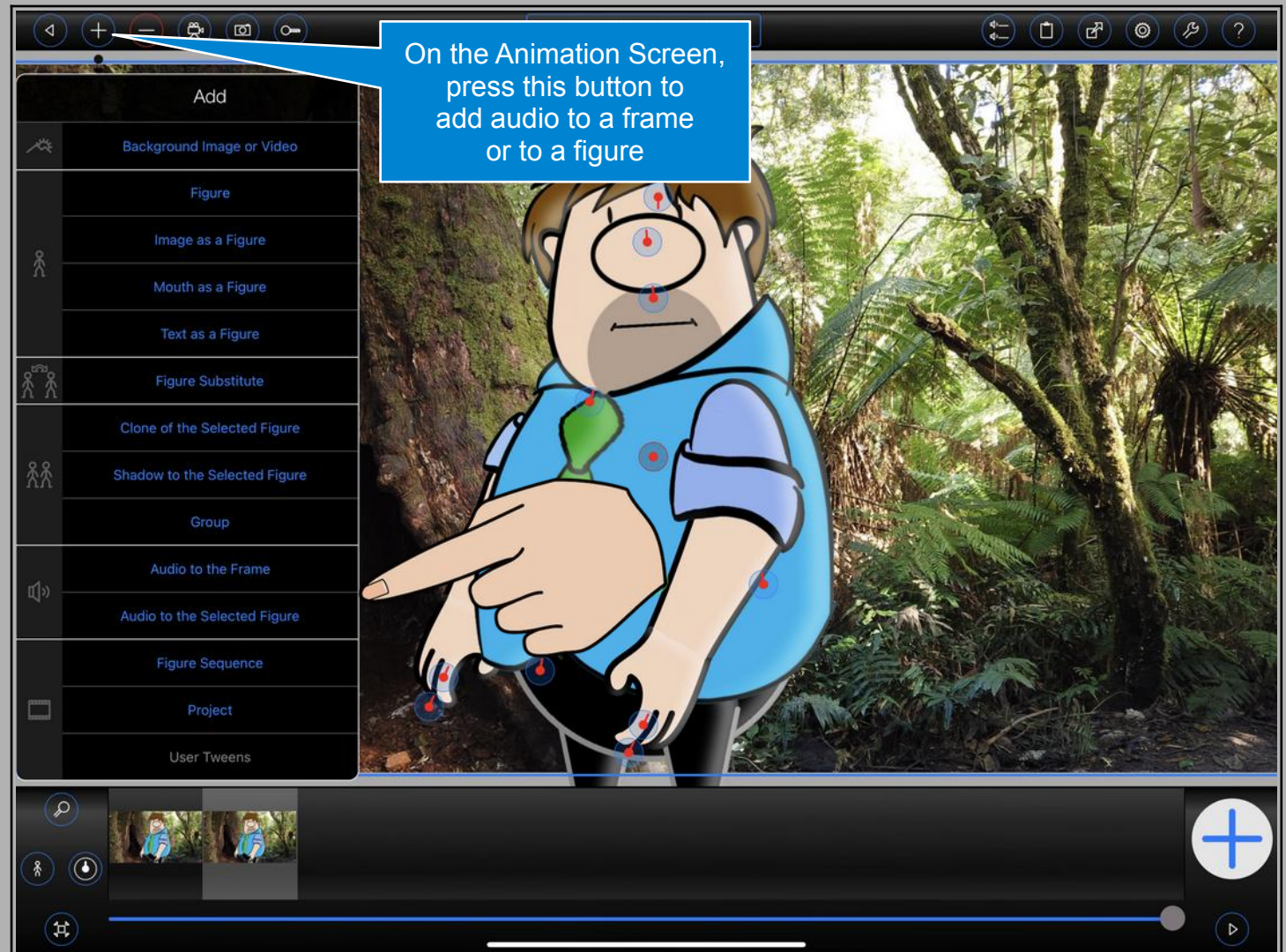
### [Adding Audio to a Figure](#)

### [Frame Audio Options](#)

### [Figure Audio Options](#)


### [Project Audio List](#)

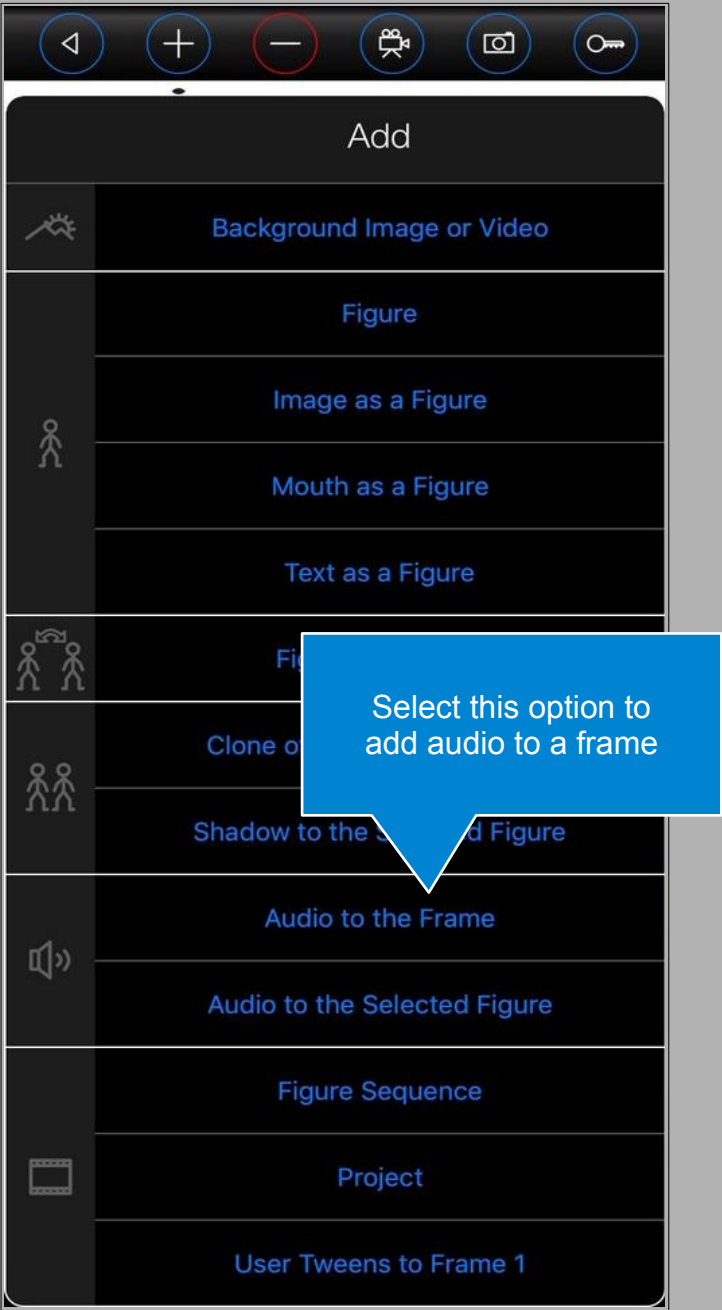
### [Lip-Synching](#)





# Adding Audio to a Frame

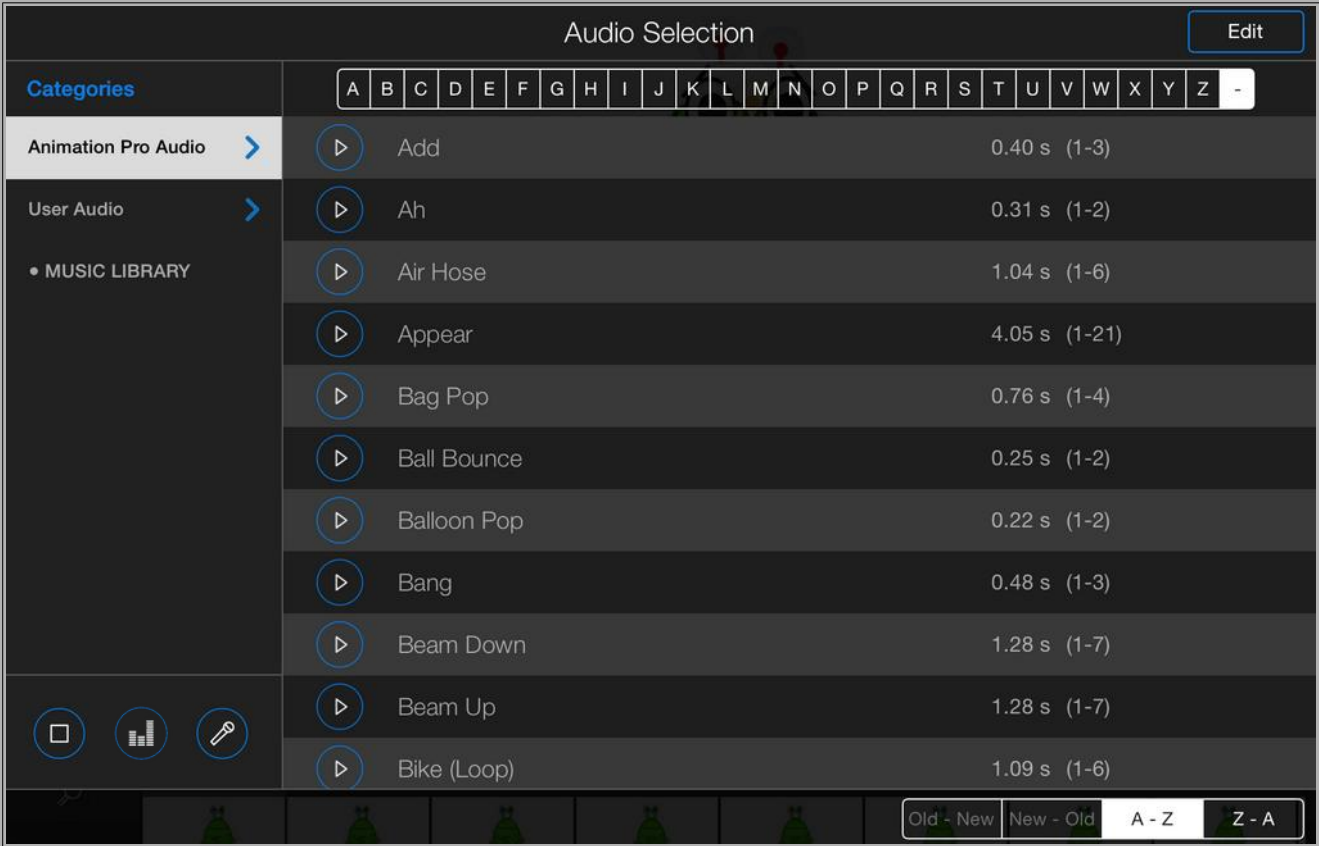
Press the  button to open the 'Audio Options' menu (as shown on the last page)



Each frame in an Animation Pro animation can have a sound associated with it. When an animation is exported to video, the sound will begin playback at the given frame.

Additional sounds can be played at the same time by [adding audio to figures](#).

When 'Audio to the Frame' is selected, the 'Audio Selection' file manager will be displayed:





## Audio Selection

Animation Pro comes with a large range of sound effects, arranged into various categories under 'Animation Pro Audio'.

The screenshot shows the 'Audio Selection' interface. On the left, a 'Categories' sidebar lists 'Animation Pro Audio', 'User Audio', and 'MUSIC LIBRARY'. The main area displays a list of sound effects with columns for a play button, the sound name, duration, and frame range. A top bar includes an alphabet index (A-Z and '-') and an 'Edit' button. A bottom bar contains playback controls (stop, volume, mute) and sorting options (Old - New, New - Old, A - Z, Z - A).

Select a category to view the sounds that it contains

Tap on a letter to see all of the sounds that start with that letter

Select '-' to see all of the sounds in a given category regardless of which letter they start with

The duration of the sound (in seconds) and the frames that the sound will span (based upon the current frame rate)

Press these buttons to listen to the sounds

Press to halt the playback of a given sound

Tap on a sound to select it


Tap on these buttons to sort the lists

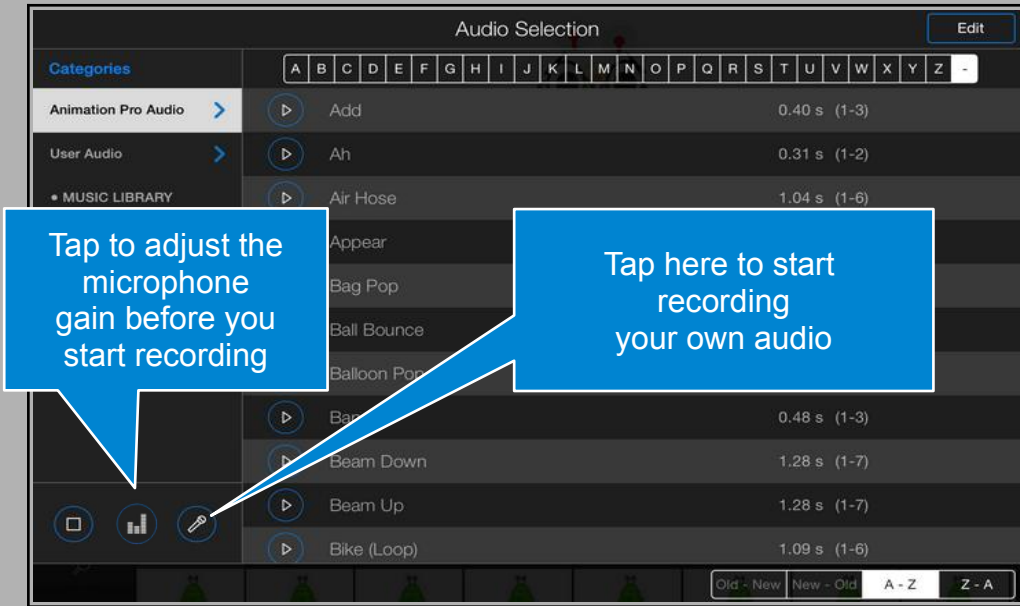
Category	Sound Name	Duration	Frame Range
Animation Pro Audio	Add	0.40 s	(1-3)
User Audio	Ah	0.31 s	(1-2)
MUSIC LIBRARY	Air Hose	1.04 s	(1-6)
	Appear	4.05 s	(1-21)
	Bag Pop	0.76 s	(1-4)
	Ball Bounce	0.25 s	(1-2)
	Balloon Pop	0.22 s	(1-2)
	Bang	0.48 s	(1-3)
	Beam Down	1.28 s	(1-7)
	Beam Up	1.28 s	(1-7)
	Bike (Loop)	1.09 s	(1-6)

Tap on a sound to add it to your frame. If the frame previously contained a sound, it will be replaced by the new selection.

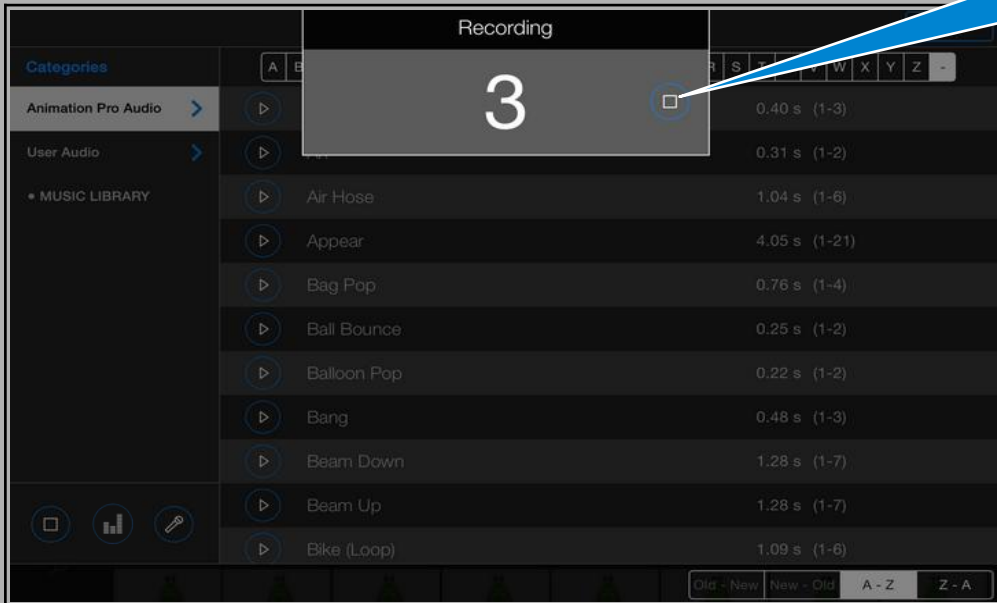


## Recording Audio

Press the  button to record your own audio:



Recording will commence following a 3-2-1 countdown:




Tap here to stop recording

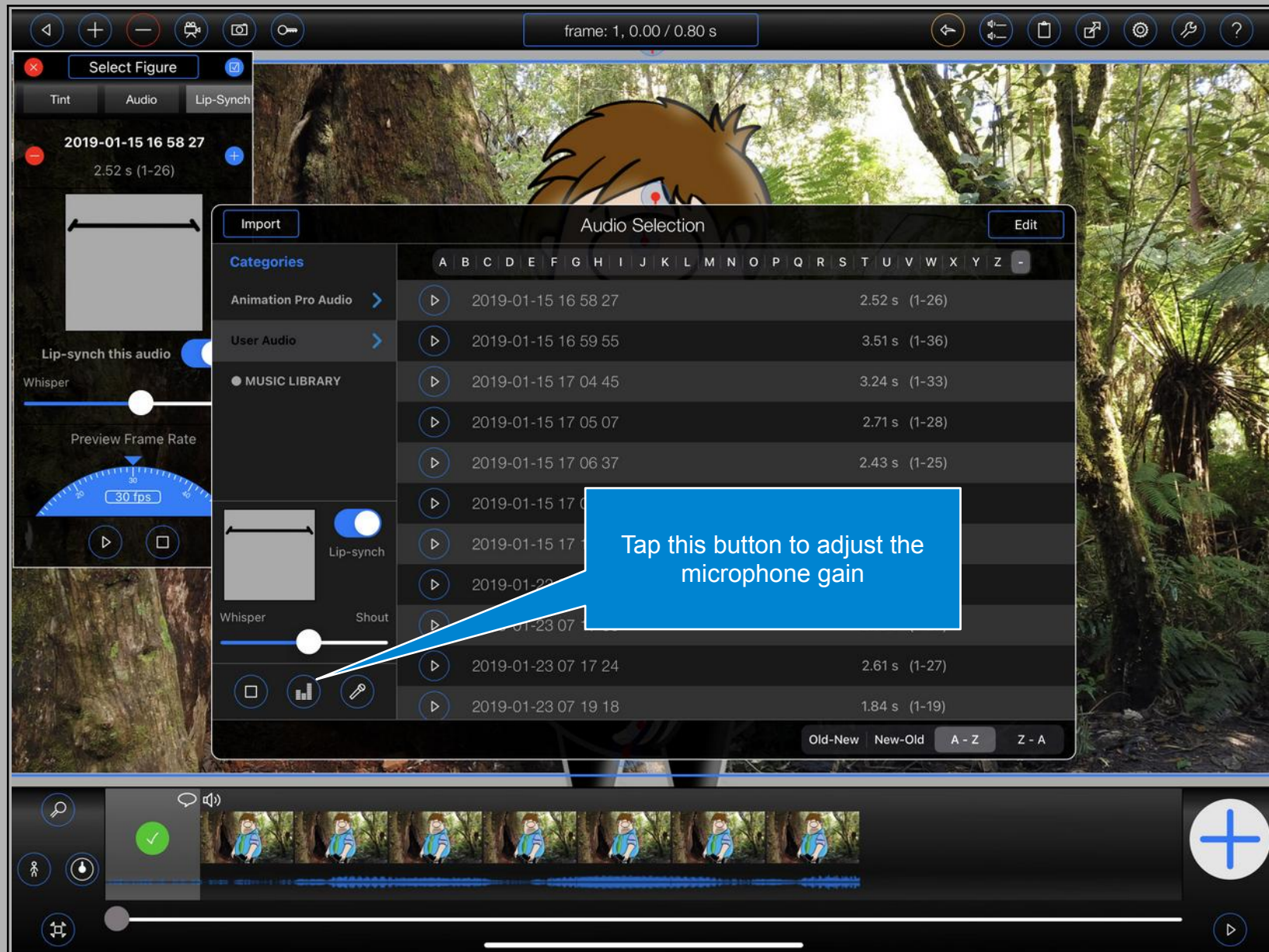
An audio 'wave-form' will be displayed whilst recording.

Press the  button when you're done. The audio will be added under the 'User Audio \ RECORDED' category with a time-stamp for its name.

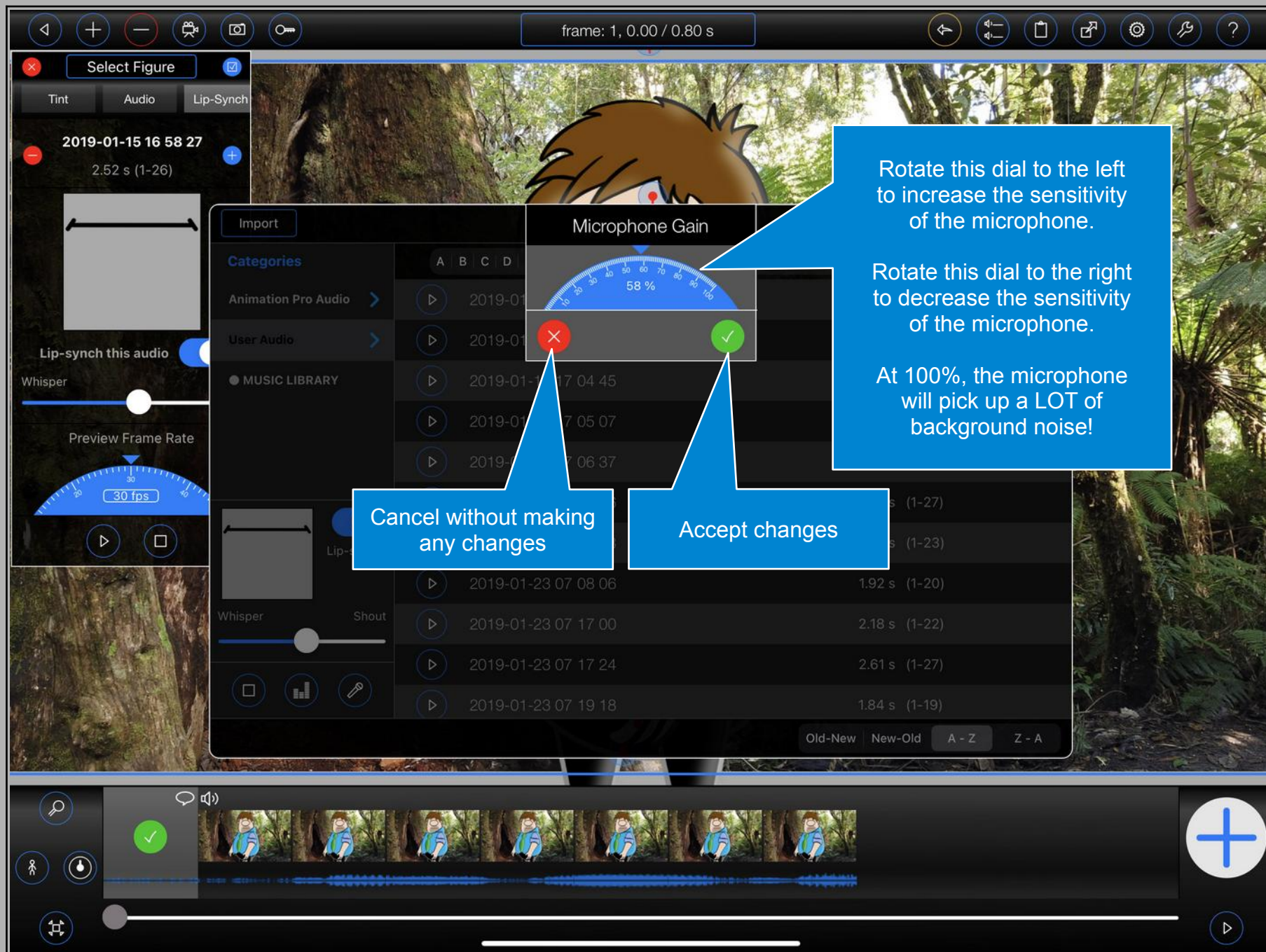


## Microphone Gain

The sensitivity of the microphone (gain) may be adjusted on some devices. Where available, a  button will be displayed on all screens where audio may be recorded:





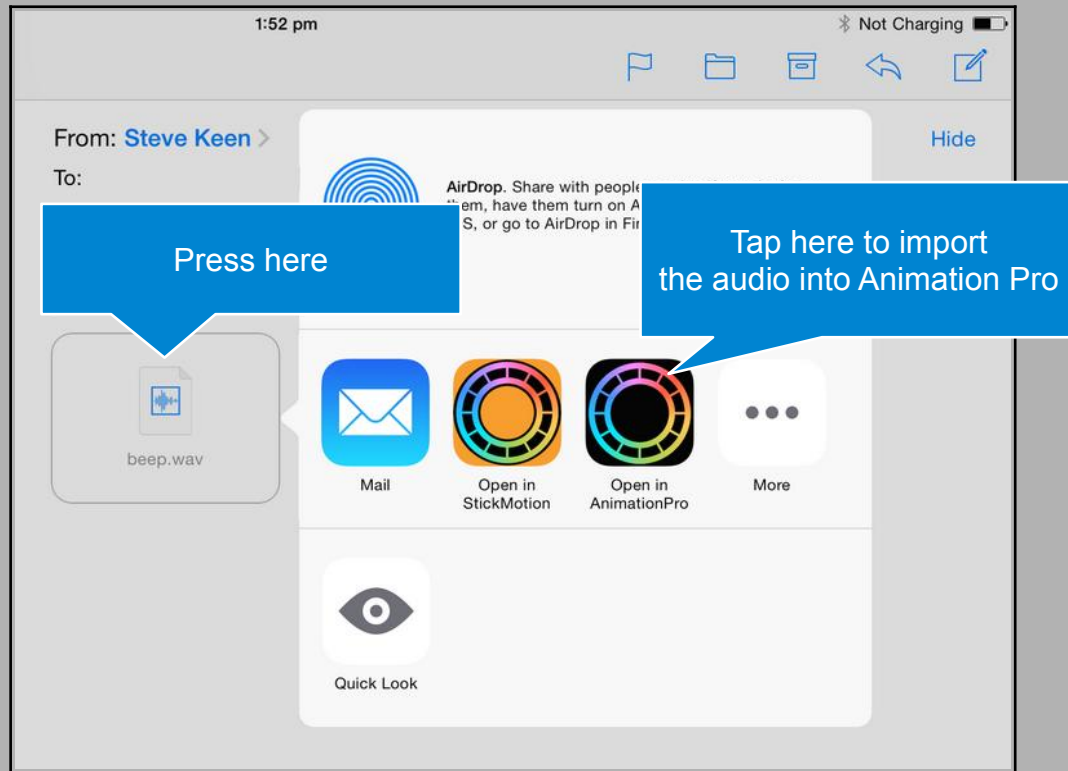


If you find that a mouth stays in its most open position when lip-synching recorded audio, or your recorded audio contains a lot of background noise, then your microphone gain may be set too high. If that is the case, try using this feature to lower the gain.

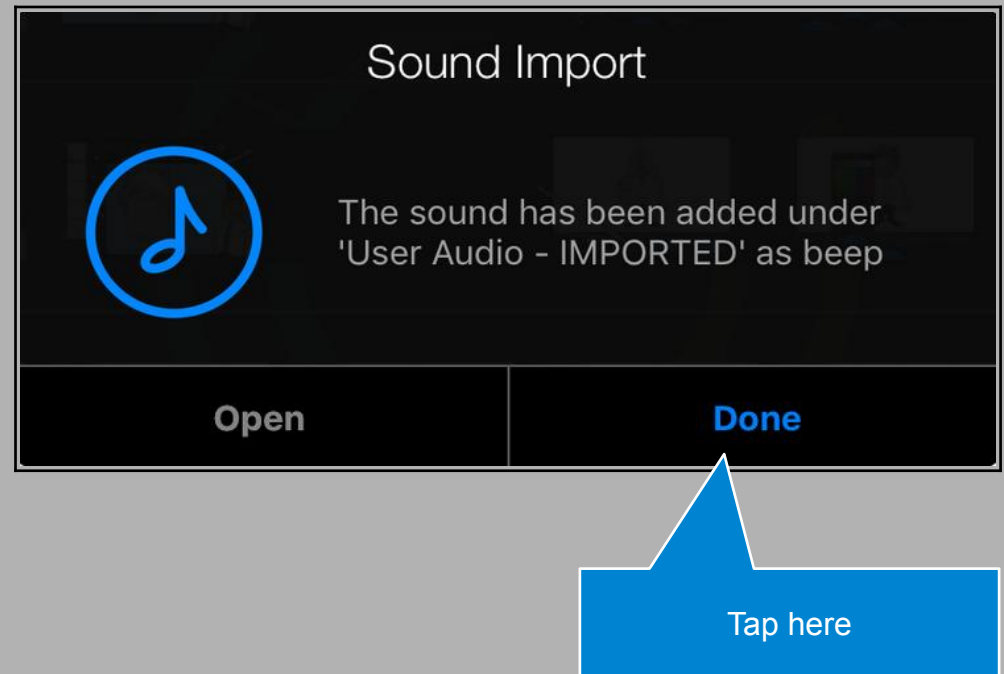


## Importing Audio

Audio may be imported into Animation Pro from any iOS App that supports 'Open in...', such as Mail:



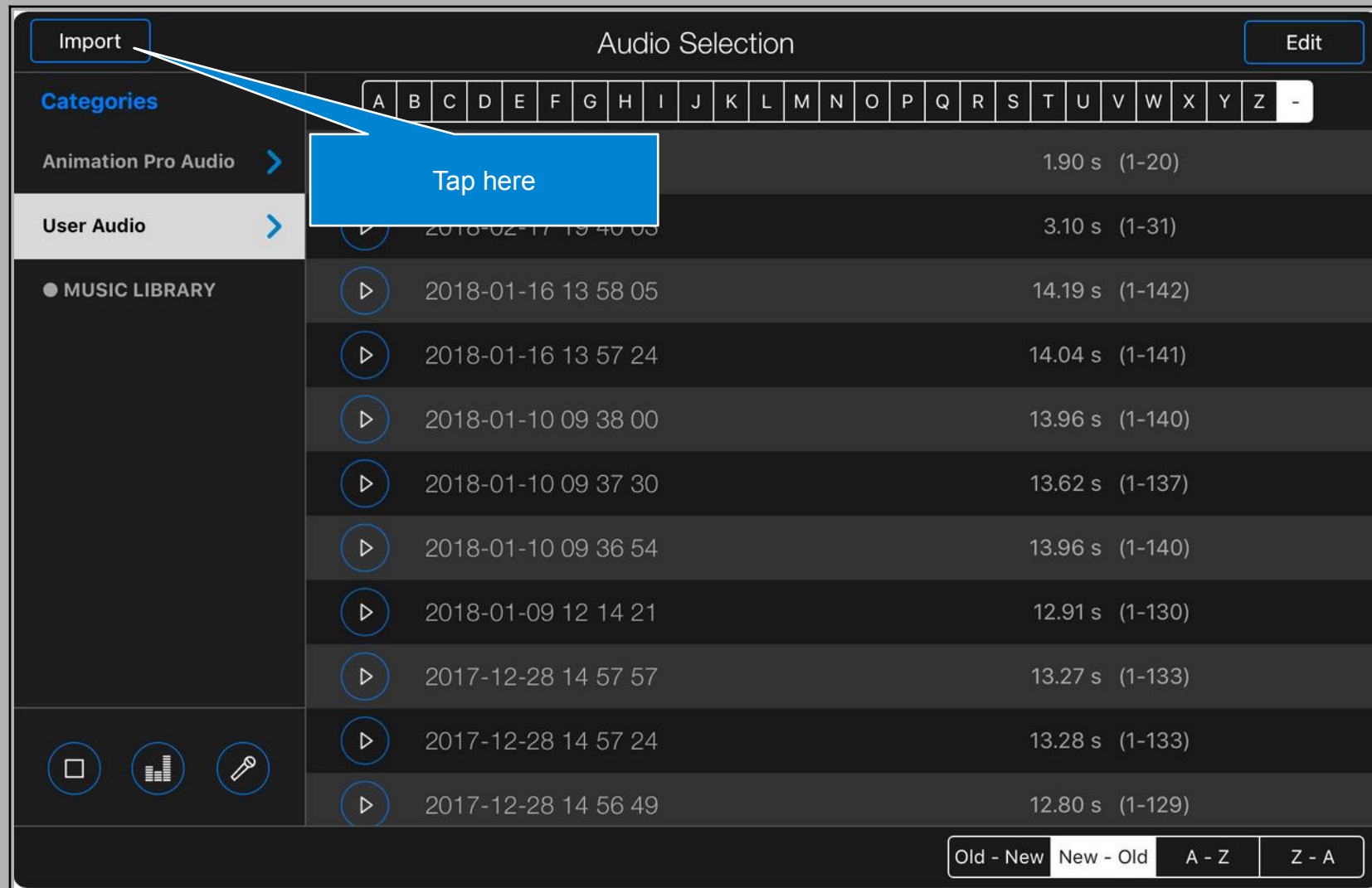
Animation Pro will launch and then display the following message:



Imported audio will appear under the 'User Audio \ IMPORTED' category in the 'Audio Selection' file manager popover.



Audio may also be imported from Apple 'Files'. When viewing a 'User' category within the Animation Pro file manager an 'Import' button will appear (see below). Press the 'Import' button to import audio from Apple 'Files' into the selected 'User' category.



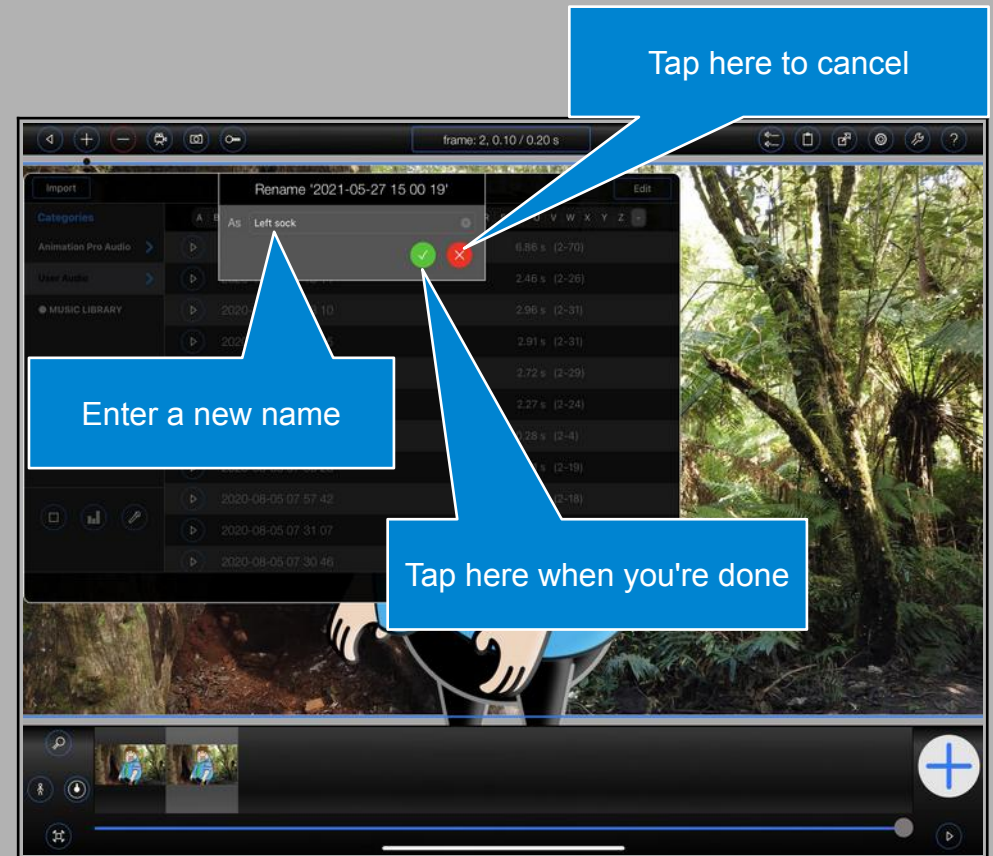
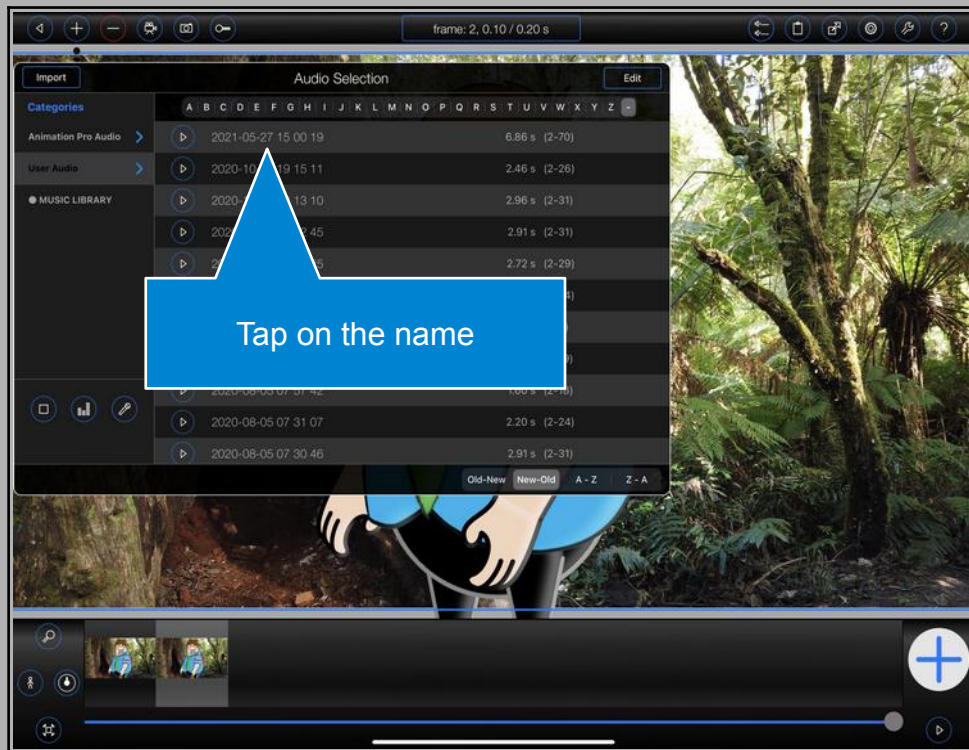
For more information please refer to the 'Importing' topic in the Animation Pro help, see left.



## Managing Your Audio

It's good practise to arrange your audio files into the right categories and give them meaningful names. It's like keeping your room clean – it will ultimately make your audio files much easier to find. Of course, you could just name them all 'left sock' and then nobody would be at all surprised if they went missing.

### To rename an audio file:



### Please note:

- Audio files that come with Animation Pro cannot be renamed
- You can give all of your audio files the same name if you really want to call them something like 'left sock'







3. Choose the destination category (this is where you would like to move the audio files to).

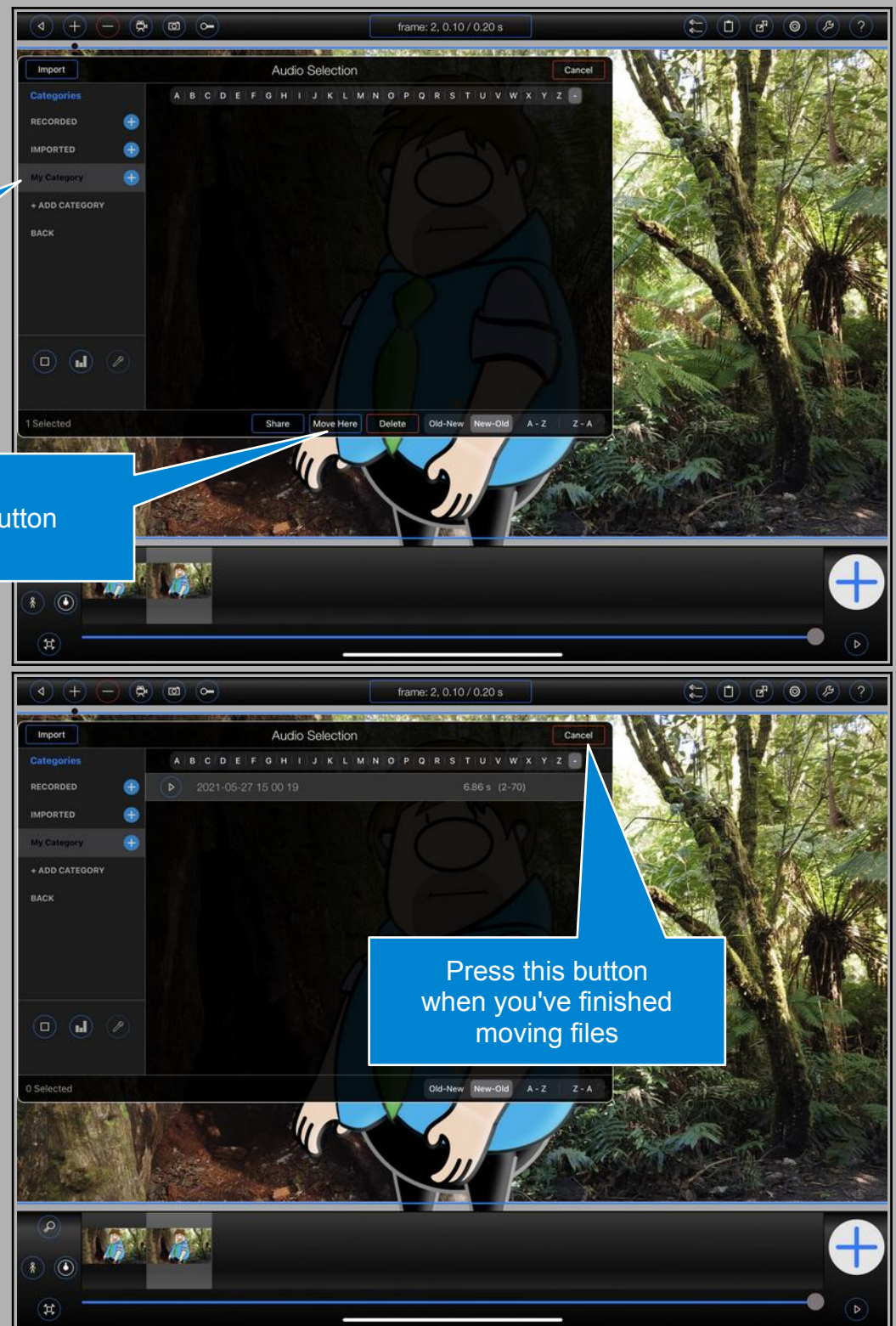
Tap on a destination category

Press this button

4. Press the 'Move Here' button.

Animation Pro will move all of the selected audio files into the destination category.

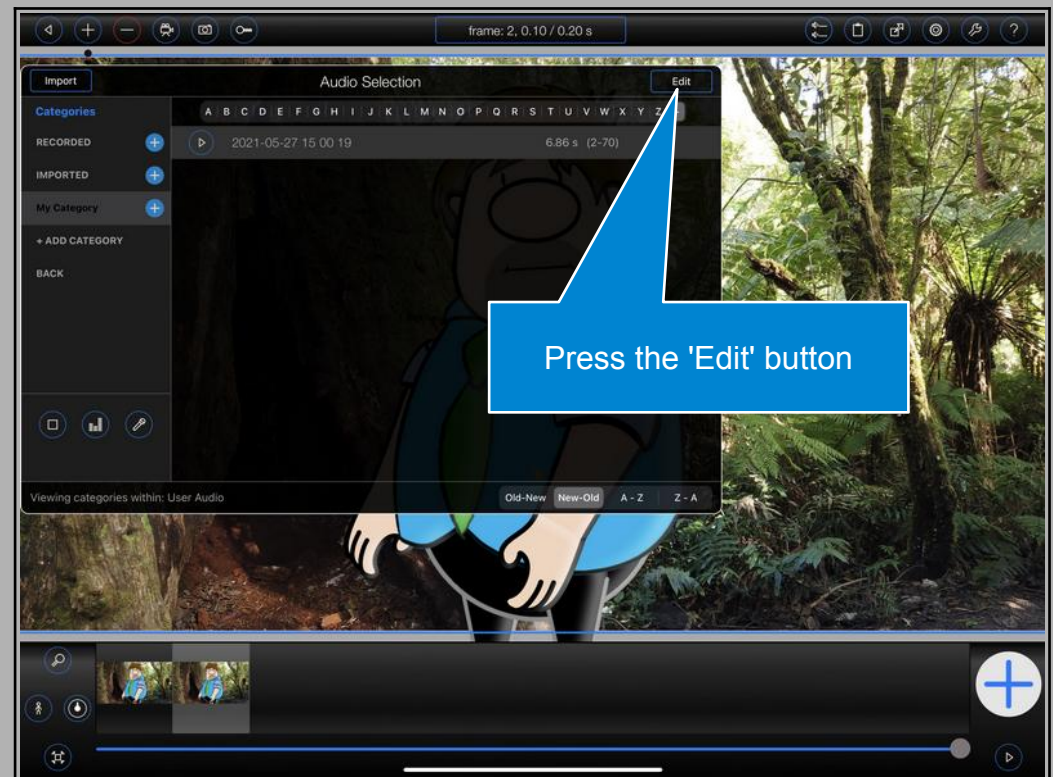
5. Press the 'Cancel' button to exit 'Edit Mode'





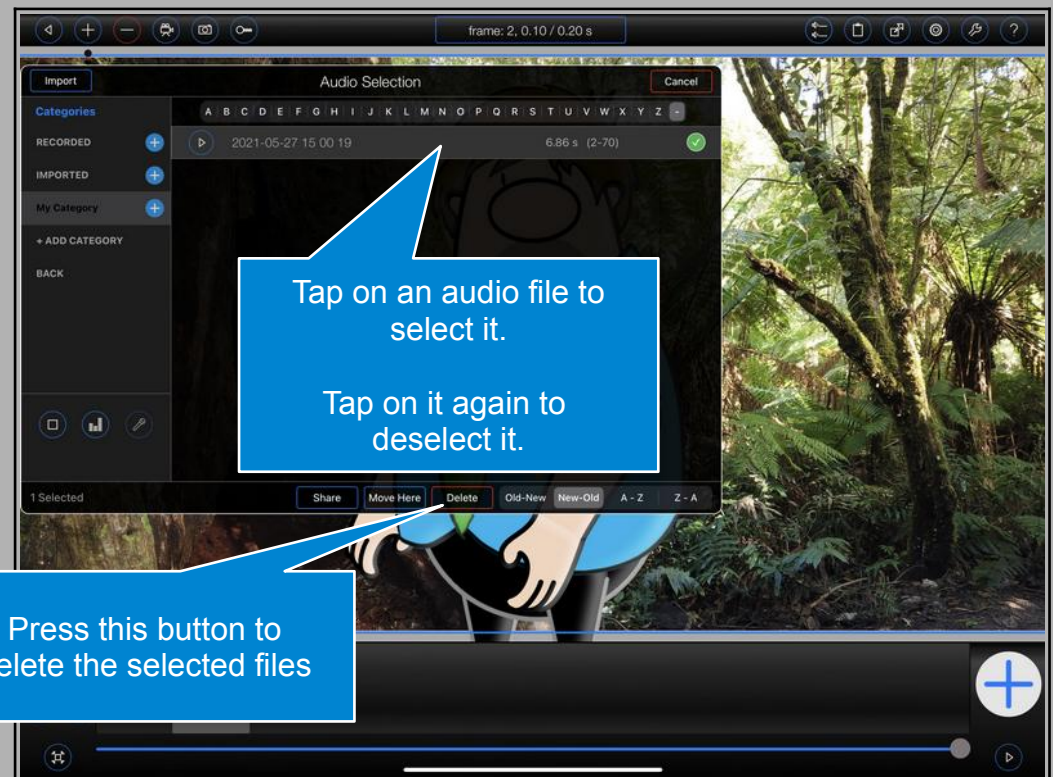
## To delete one of more audio files:

1. Press the 'Edit' button at the top-right corner of the 'Audio Selection' file manager popover to enable 'Edit Mode'.



2. Select audio files by tapping on them.

Selected audio files will display a green tick.



Please note that the audio files that come with Animation Pro cannot be selected.

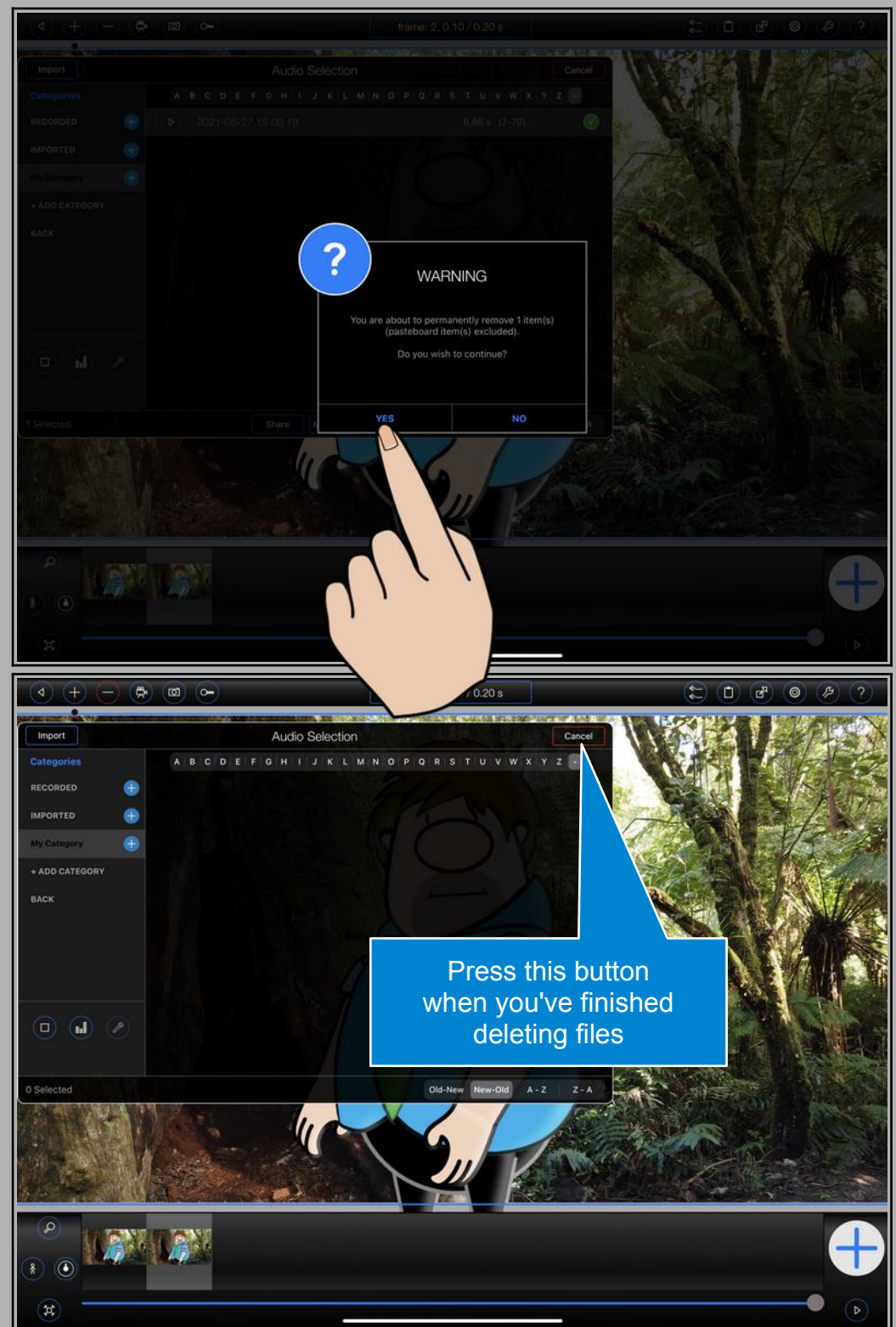


3. Press the 'Delete' button.

Animation Pro will display a warning to indicate that all of the selected files are about to be permanently removed.

4. Tap the 'YES' button to remove the files.


5. Press the 'Cancel' button to exit 'Edit Mode'.

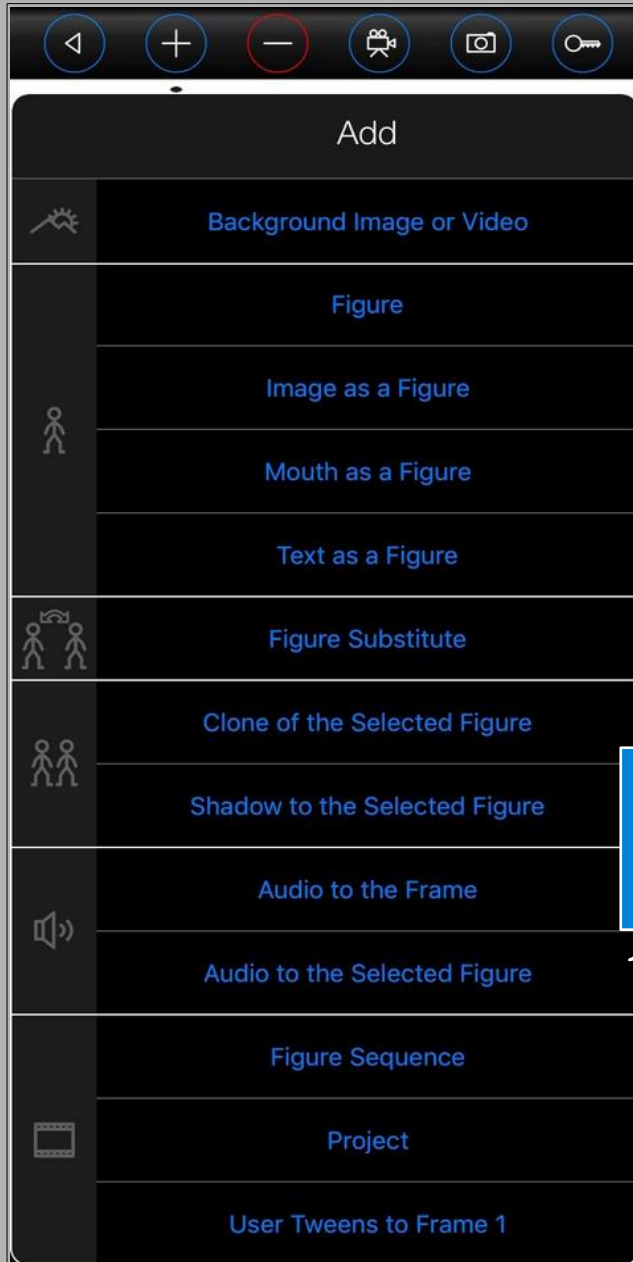




## Adding Audio to a Figure

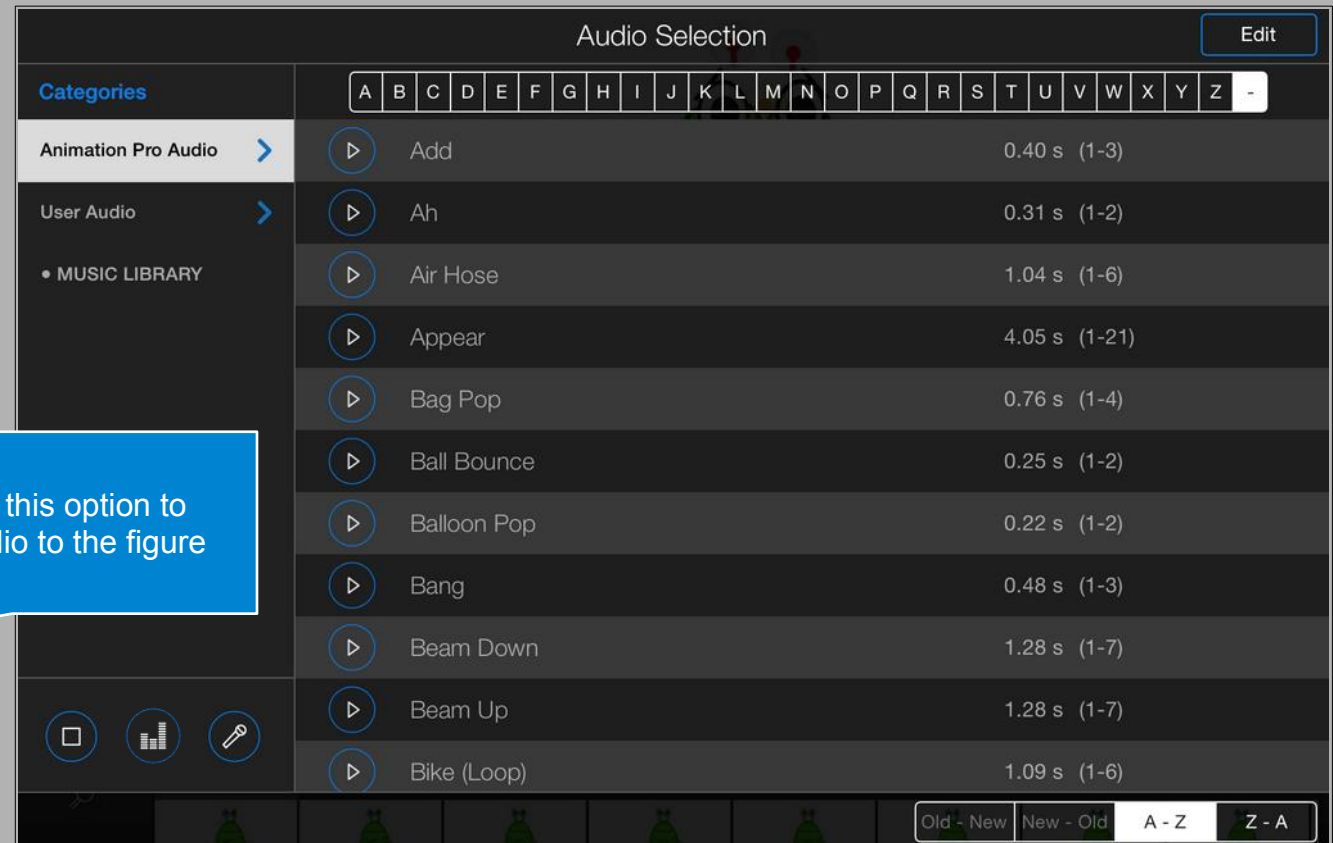
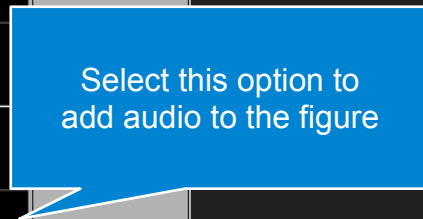
Select a figure by tapping on its anchor point

Press the  button to open the 'Add' menu:



Each figure in an Animation Pro animation can be assigned one audio file per frame.

When 'Audio to the Selected Figure' is chosen, the following 'Audio Selection' file manager popover will be displayed:





## Audio Selection

Animation Pro comes with a large range of sound effects, arranged into various categories under 'Animation Pro Audio'.

The screenshot shows the 'Audio Selection' interface. It features a left sidebar with 'Categories' (Animation Pro Audio, User Audio, MUSIC LIBRARY) and a main list of sound effects. Each sound effect entry includes a play button, the sound name, its duration in seconds, and the frame range. At the bottom, there are buttons for playback control (stop, volume, mute) and sorting options (Old - New, New - Old, A - Z, Z - A). Callouts provide detailed instructions for each part of the interface.

**Callouts:**


- Select a category to view the sounds that it contains
- Tap on a letter to see all of the sounds that start with that letter
- Select '-' to see all of the sounds in a given category regardless of which letter they start with
- The duration of the sound (in seconds) and the frames that the sound will span (based upon the current frame rate)
- Press these buttons to listen to the sounds
- Press to halt the playback of a given sound
- Tap on a sound to select it
- Tap on these buttons to sort the lists

Category	Sound Name	Duration (s)	Frame Range
Animation Pro Audio	Add	0.40 s	(1-3)
User Audio	Ah	0.31 s	(1-2)
MUSIC LIBRARY	Air Hose	1.04 s	(1-6)
	Appear	4.05 s	(1-21)
	Bag Pop	0.76 s	(1-4)
	Ball Bounce	0.25 s	(1-2)
	Balloon Pop	0.22 s	(1-2)
	Bang	0.48 s	(1-3)
	Beam Down	1.28 s	(1-7)
	Beam Up	1.28 s	(1-7)
	Bike (Loop)	1.09 s	(1-6)

Tap on a sound to add it to your figure. If the figure previously contained a sound, it will be replaced by the new selection.




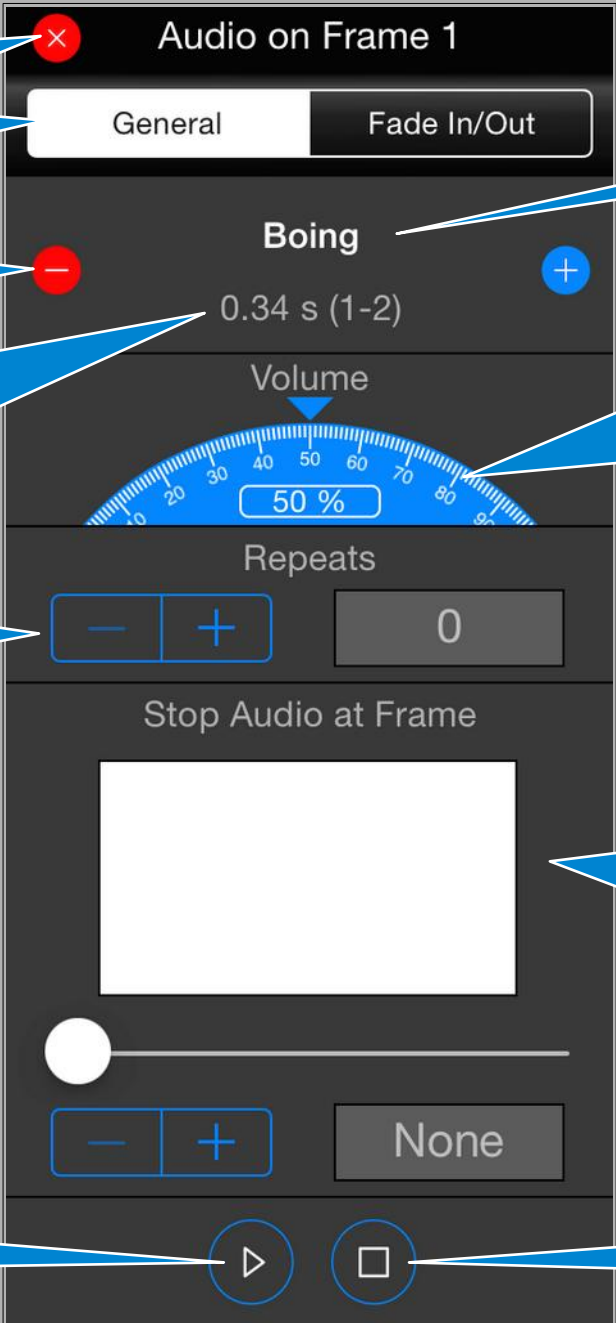
## Frame Audio Options

The film-strip, at the bottom of the animation screen, will display a  icon for each frame that has audio associated with it.





Tap on the  icon to display the audio waveform under the film-strip. Tap on it again to open the 'Audio Inspector':



The screenshot shows the 'Audio Inspector' interface for 'Audio on Frame 1'. It includes tabs for 'General' and 'Fade In/Out', a red minus button to remove audio, the audio name 'Boing', a duration of '0.34 s (1-2)', a volume slider set to '50 %', a 'Repeats' section with minus/plus buttons and a value of '0', a 'Stop Audio at Frame' section with a video frame preview, a playback progress slider, and playback controls (play and stop buttons).

Tap to close the 'Audio Inspector'

Tap to select the 'General' or 'Fade In/Out' settings

Press this button to remove the audio from the frame

The duration of the audio in seconds (and the frames that it spans based upon the current frame rate)

Set the number of times the audio file should repeat

The name of the audio file

Select the volume of the audio.

Tap where the percentage is displayed to perform a fine adjustment of the volume.

Select an end frame.

Playback of the audio will stop at the selected frame.

Press to play the audio

Press to stop play-back of the audio



## Fade In and Fade Out Settings

The image shows a mobile application interface for audio settings. At the top, a black bar contains a red 'X' icon and the title 'Audio on Frame 1'. Below this is a tab bar with 'General' and 'Fade In/Out' tabs. The 'Fade In/Out' tab is selected. The main content area is divided into three sections: 'Total Duration' showing '0.34 seconds (frames 1-2)', 'Fade In' showing '0.20 seconds' with a blue semi-circular dial and an 'Adjust' button, and 'Fade Out' showing '0.10 seconds' with a similar dial and 'Adjust' button. Callouts provide instructions: a red 'X' icon to close the 'Audio Inspector'; the 'General' or 'Fade In/Out' tabs to select settings; the 'Total Duration' section to show audio duration in seconds and frames; the 'Fade In' dial to set the fade-in duration; and the 'Adjust' button to perform a fine adjustment of the audio fade-in duration. The 'Fade Out' dial and 'Adjust' button are also described for setting and adjusting the fade-out duration.

Tap to close the 'Audio Inspector'

Tap to select the 'General' or 'Fade In/Out' settings

The duration of the audio in seconds (and the frames that it spans based upon the current frame rate)

0.34 seconds (frames 1-2)

Fade In

0.20 seconds

Adjust

Rotate the dial to set the audio fade-in duration.

Press the 'Adjust' button to perform a fine adjustment of the audio fade-in duration.

Fade Out

0.10 seconds

Adjust

Rotate the dial to set the audio fade-out duration.

Press the 'Adjust' button to perform a fine adjustment of the audio fade-out duration.



## **Fade In**

This setting affects the way a sound file begins. It defines the length of time over which the volume will ramp up from zero (silence) to the selected playback volume.

## **Fade Out**


This setting affects the way a sound file finishes (at the end of any repeats, where repeats have been selected). It defines the length of time over which the volume will ramp down from the selected playback volume to zero (silence).

## **Please note:**

- Audio will not fade in and out during previews.
- The sum of the fade in and fade out durations cannot exceed the duration of the audio (as shown at the top of the 'Audio Inspector')
- The fade in duration takes precedence over the fade out duration i.e. the fade out duration will be decreased automatically where:
  - The fade in duration is increased and the sum of the fade in and fade out durations exceeds the audio duration
  - The sum of the fade in and fade out durations exceeds the length of the video (when exporting)




## Figure Audio Options

The film-strip, at the bottom of the animation screen, will display a  icon for each frame that contains one or more figures with audio.





Tap on the  icon to see which figures have audio starting on the given frame. If more than one figure has audio, the details will be displayed in a popover as shown below:



Where only one figure has audio, Animation Pro will immediately display its waveform. Tapping on the icon again will open its settings in the 'Figure Inspector' (see next page).



Figure Inspector Audio Settings

Tap to close the 'Figure Inspector'

Select Figure

The name of the audio file

nt Audio Lip-Synch Tweer

Press this button to remove the audio from the frame

Burp

0.49 s (1-3)

Press to select an audio file

Volume

Select the audio volume.

Tap on the percentage to perform a fine volume adjustment.

50 %

Repeats

Set the number of times the audio file should repeat

0

Stop Audio at Frame

Use the slider or steppers to select an end frame.

Playback of the audio will stop at the selected frame.

Press these buttons to play, and stop playback of, the audio

Positional

Turn positional audio on or off.

When positional audio is on, the audio will pan left and right with the movement of the figure relative to the virtual camera.



## Project Audio List

Animation Pro provides access to all of the audio (both frame and figure) in your project via the button shown below:





















The green bar indicates that the audio spans the currently selected frame

This icon indicates figure audio

This icon indicates frame audio

Project Audio List

Tap on an audio name to view its waveform on the filmstrip

	Frames: 1 - 20 * Ocean	  
	Multiple figures have audio on frame 2	
	Frames: 8 - 10 Eh Figure: Hyoogle	   
	Frames: 16 - 20 Bang	   

Tap to see the audio waveform on the filmstrip

Tap to see which figures have audio on the frame

Tap these buttons to play the audio

Tap these buttons to stop audio playback

Tap on these buttons to jump to the frame containing the audio

Tap on these buttons to inspect the audio in either the 'Figure Inspector' or the 'Audio Inspector' (depending upon the type of audio)



# Lip-Synching

Animating speech, or lip-synching, has traditionally been a difficult and time consuming task, requiring a lot of different mouth shapes to be drawn and precisely timed with audio. Animation Pro makes this process much easier by providing a large collection of pre-drawn mouths that may be added to any figure. It's also possible to create your own mouths using the Animation Pro 'Mouth Creator' (see the 'Mouth Creator' topic, left). Animation Pro mouths contain a series of images, representing a variety of different mouth shapes. During the export process, Animation Pro will precisely match these images with your audio to give the illusion of speech. This is much more than mouths simply opening and closing with volume changes. Believe me, I had to write the code!

For lip-synching to work, you will need to have a figure with at least one mouth. Then it is just a matter of adding audio to that figure and turning lip-synching on. Please see the '[Adding Audio to a Figure](#)' section of this document for details on 'adding audio to a figure'. To turn lip-synching on, either:

1.

Click this switch on when selecting the figure audio

Audio Selection

Edit

Categories

Animation Pro Audio

User Audio

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 -

▶ Add0.40 s (1-5)

▶ Ah0.31 s (1-4)

▶ Ah (Female)0.23 s (1-3)

▶ Air Hose1.04 s (1-11)

▶ Alarm3.04 s (1-31)

▶ Appear4.05 s (1-41)

▶ Bag Pop0.76 s (1-8)

▶ Ball Bounce0.25 s (1-3)

▶ Balloon Deflation (Fast)1.97 s (1-20)

▶ Balloon Deflation (Slow)2.61 s (1-27)

▶ Balloon Drag 12.14 s (1-22)

Lip-synch

WhisperShout

□

▮

🔑

Old - New

New - Old

A - Z

Z - A



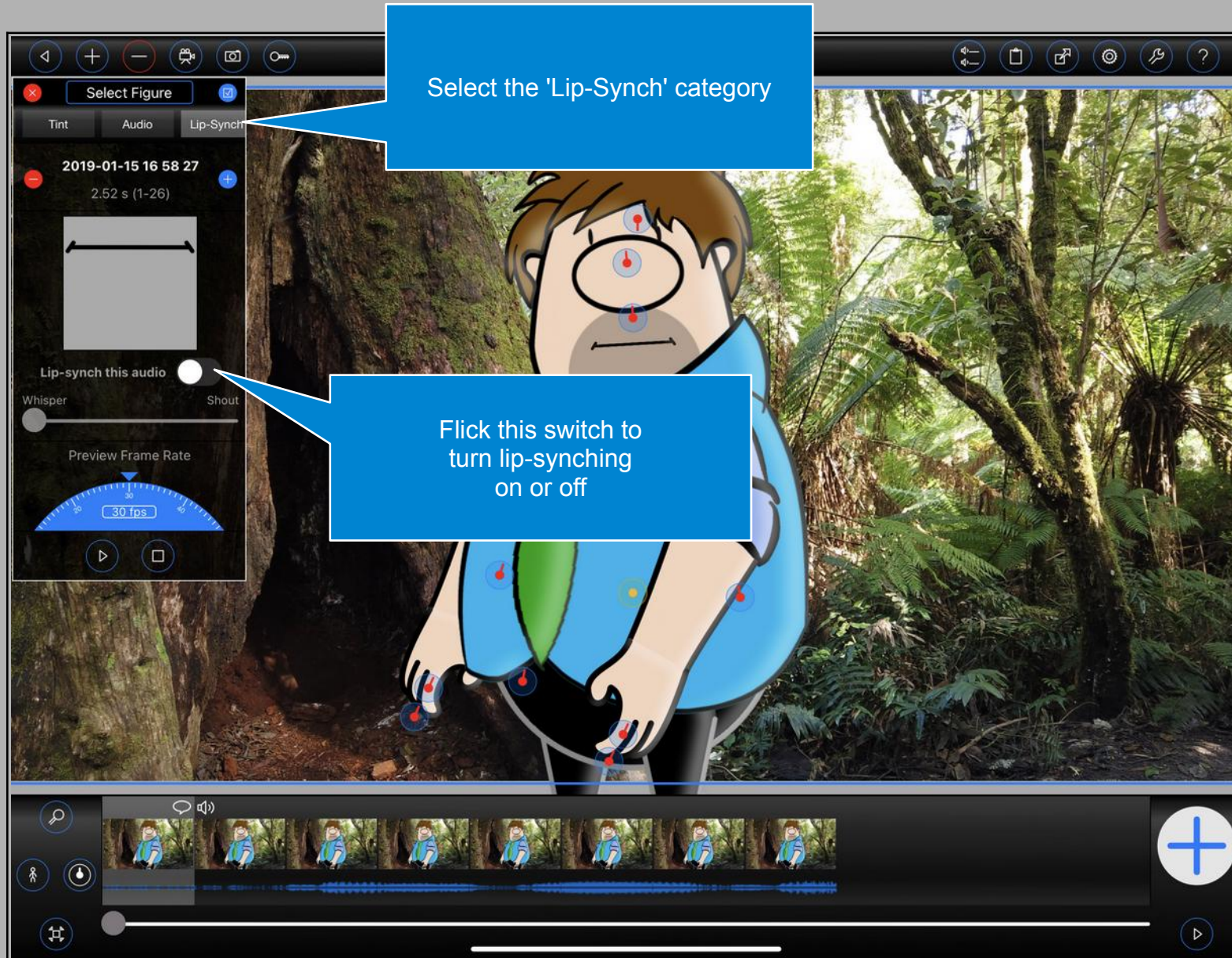
## OR 2.

Tap on a figure's anchor point  and then press the  button to open the 'Figure Inspector':





Select the 'Audio' category at the top of the 'Figure Inspector' (you may need to swipe the categories left or right to reveal it):



**Please note:** Mouth movements will not be shown during previews.



