



Creating Images


Animation Pro includes an 'Image Creator' designed for creating small images that are suitable for use in your Animation Pro figures. To create a new image, press the  button at the top of the screen (you will find this button on most of the Animation Pro screens) and then select 'Create an Image'. **TOPICS:**

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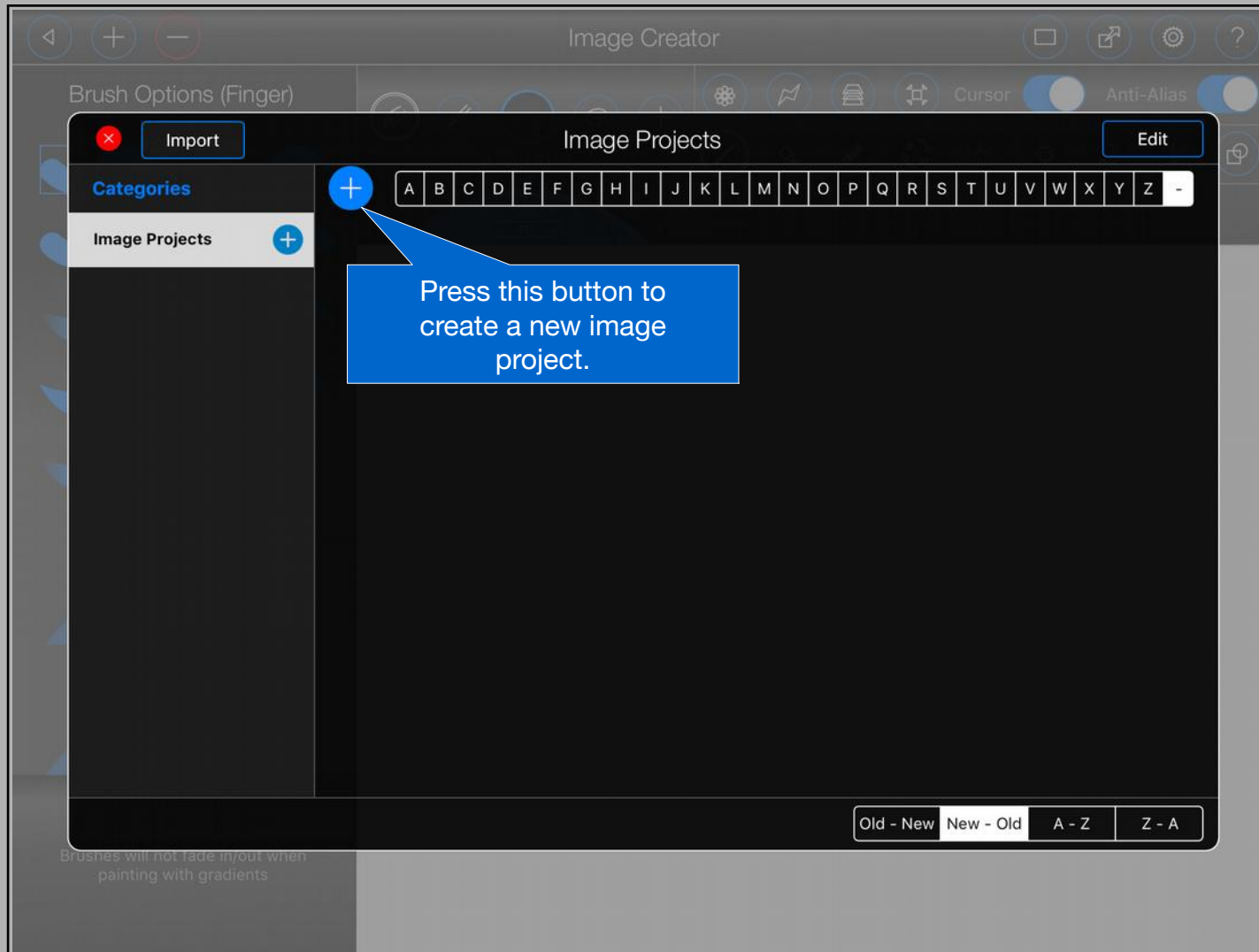
Image Creator Options



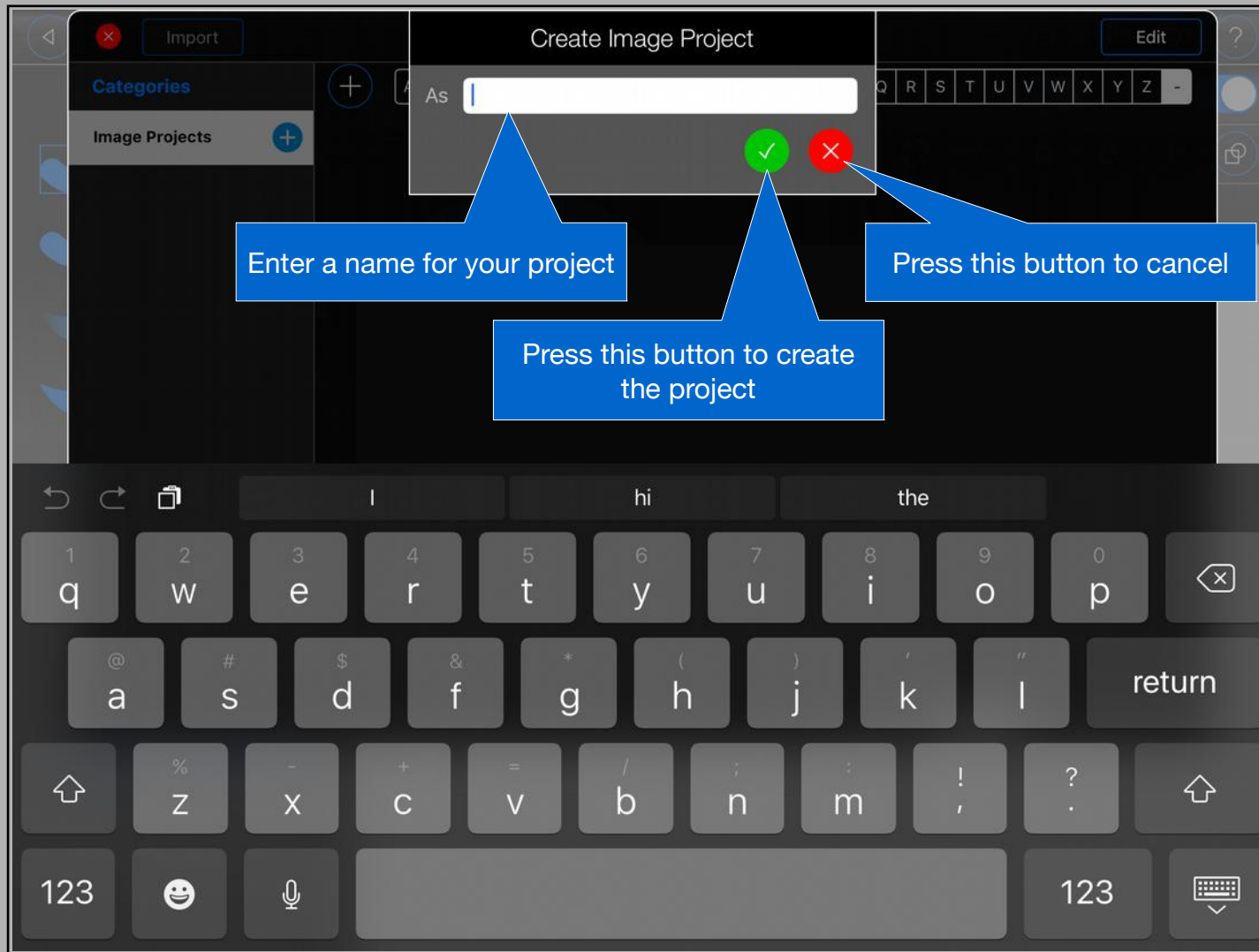
Image Projects

Creating an Image Project

Whenever you open the 'Image Creator', Animation Pro will display the 'Image Projects' file manager. If you haven't created an 'Image Project' before, the list of image projects will be empty and the  button will flash. Press the button to create a new image project:

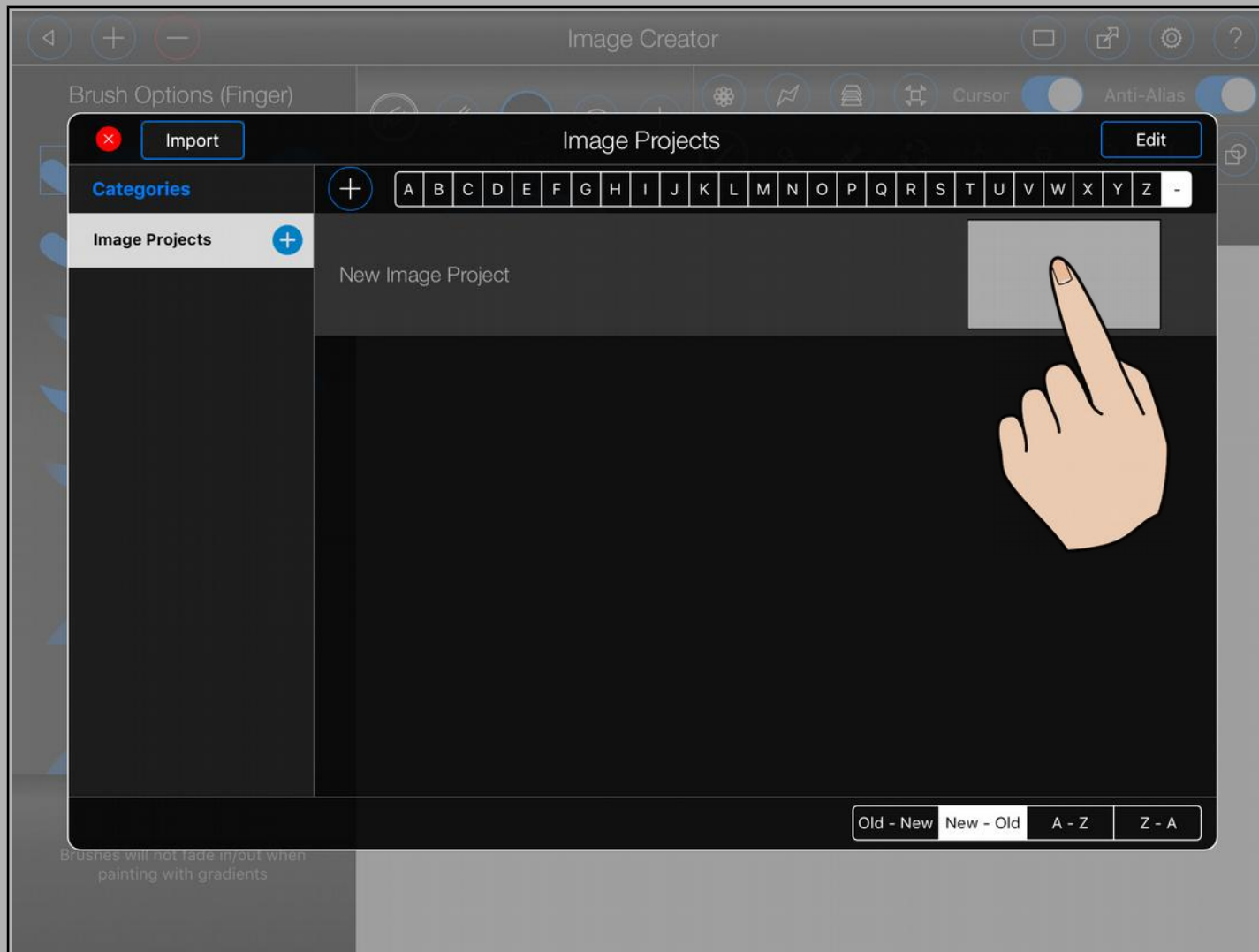


Animation Pro will prompt you to name your new image project. Enter a name and press the  button:



Opening an Image Project

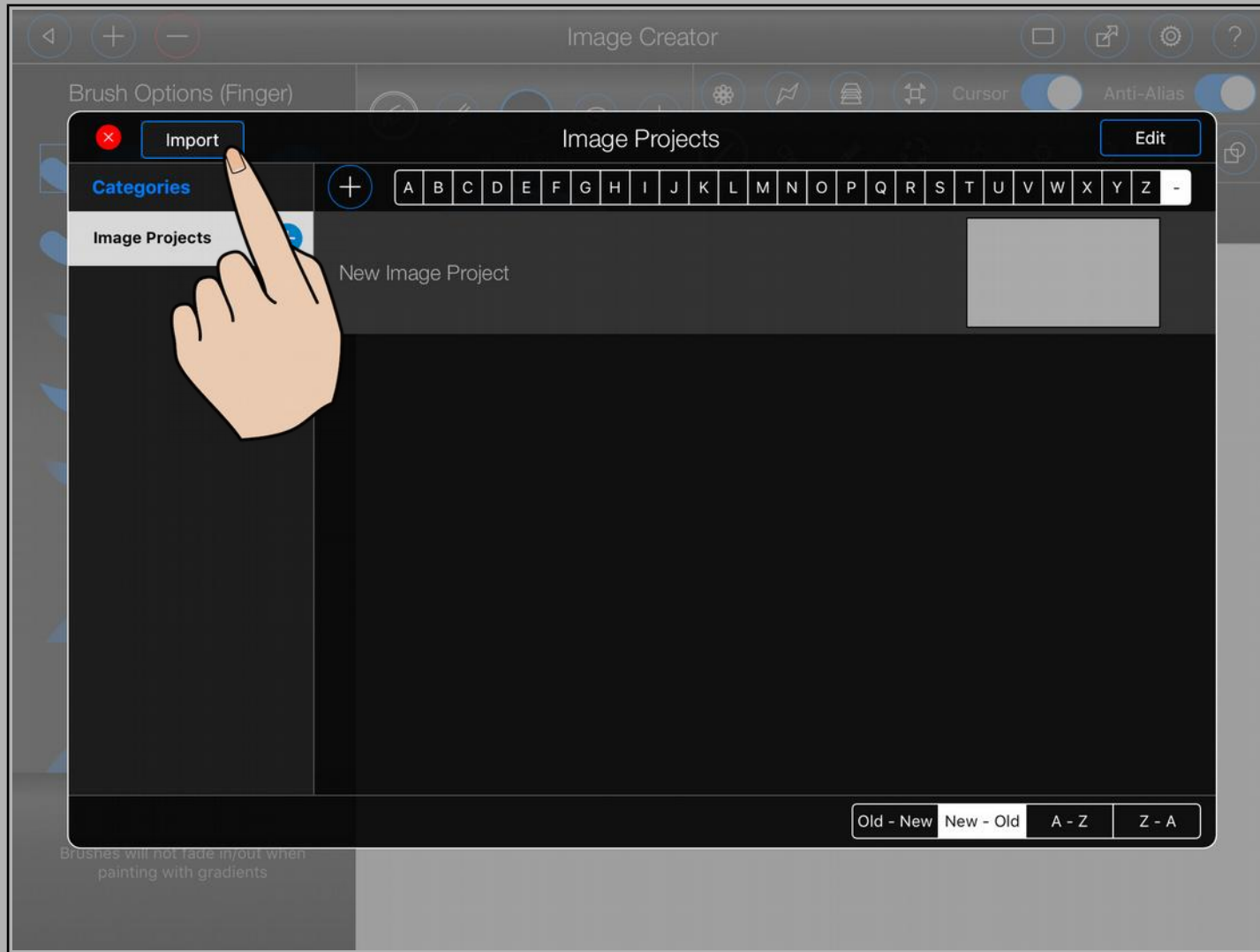
Tap on an image project to open it:



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

Importing an Image Project

Image projects previously shared to Apple 'Files' may be imported by pressing the 'Import' button at the top of the file manager as shown below:



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



Image Creator Screen Overview (1)

Open or create a new image project

'Remove' menu

Edit colour palette

Add a colour to the palette

Display/hide the tool options

'Output' menu

'Options' menu

Help – this document

Go back to the previous screen

Tool options.
Swipe up to minimise.

Use your finger for drawing

Rotate to select a brush size (drawing tools only)

The currently selected tool will be white

Editing tools

Colour palette

Canvas.

Use two fingers to move the canvas.

Use pinch-to-zoom to zoom in and out.

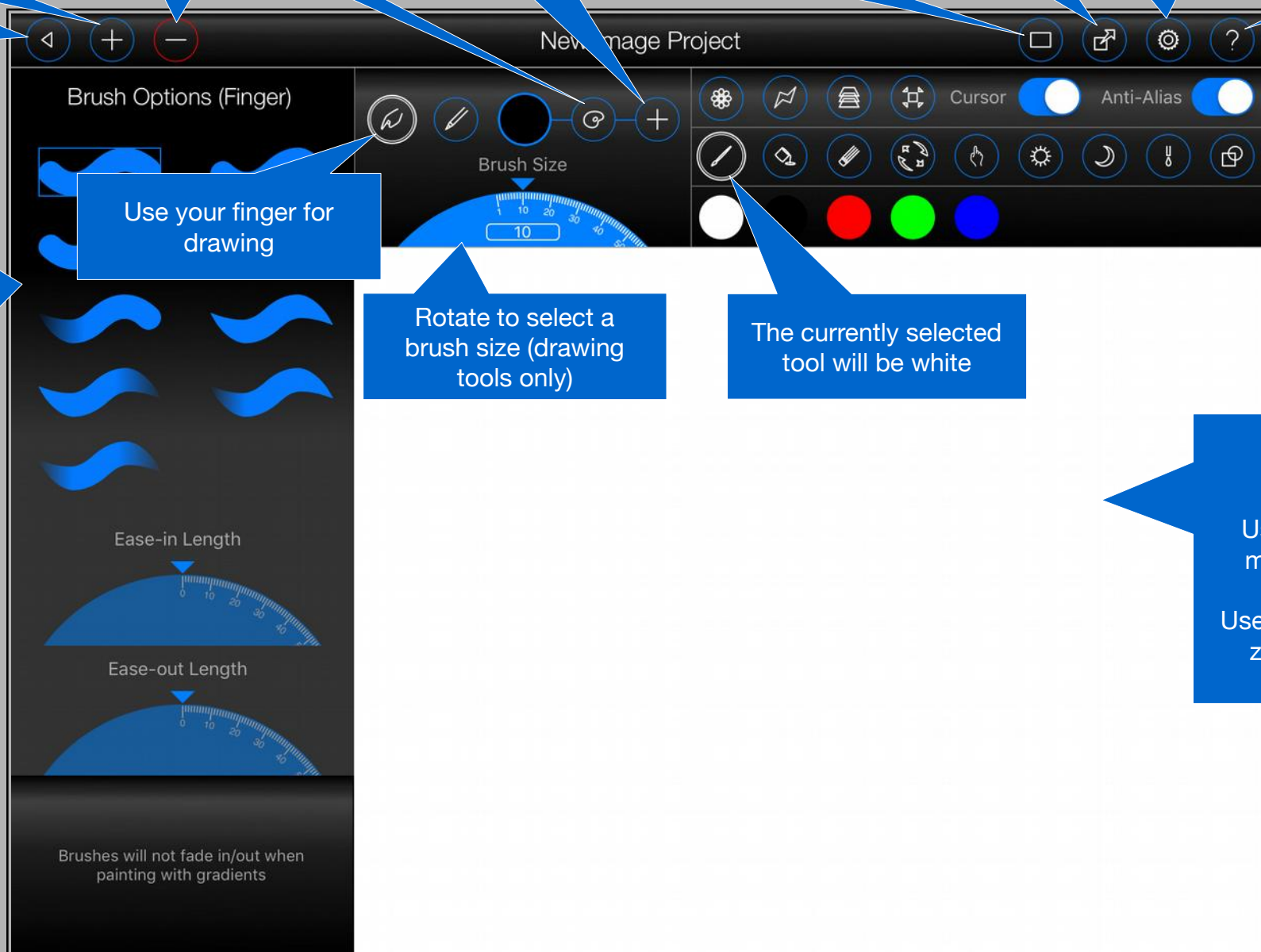




Image Creator Screen Overview (2)

The screenshot shows the 'New Image Project' screen of the Image Creator app. The interface is divided into several sections:

- Top Bar:** Contains icons for pan, zoom, settings, and help.
- Brush Options (Finger):** A vertical panel on the left showing various brush styles (wavy, straight, etc.) and sliders for 'Ease-in Length' and 'Ease-out Length'. A note at the bottom states: 'Brushes will not fade in/out when painting with gradients'.
- Central Canvas Area:** Features a 'Brush Size' slider and a 'Brush Color' selector (a circle with a color wheel).
- Right Panel:** Contains icons for adding an image, manipulating canvas layers, and applying effects. It also includes a 'Cursor' toggle and an 'Anti-Alias' toggle.

Callouts provide further details:

- The currently selected colour for the current tool:** Points to the 'Brush Color' selector.
- Add an image:** Points to the image icon in the right panel.
- Manipulate the canvas layers:** Points to the layer manipulation icon in the right panel.
- Reset pan/zoom:** Points to the pan/zoom icon in the top bar.
- Use an Apple Pencil for drawing:** Points to the Apple Pencil icon in the right panel.
- Apply an effect to the canvas:** Points to the effect icon in the right panel.
- Turn the cursor on or off (drawing tools only). Turn anti-aliasing on or off.** Points to the 'Cursor' and 'Anti-Alias' toggles.

Choosing a Colour

The first thing that you'll most likely want to do before you begin drawing is select a colour. All of the editing tools (at the top of the screen) can be assigned a different colour. So the 'brush' tool can have a different colour to the 'fill' tool and the image creator will remember the settings.

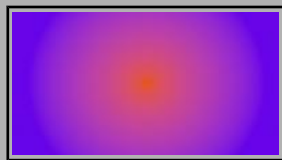
To select a colour for the currently selected tool, tap on the 'colour' button (as shown right). This button will change colour based upon your selection.

This will display the colour options (as shown right).

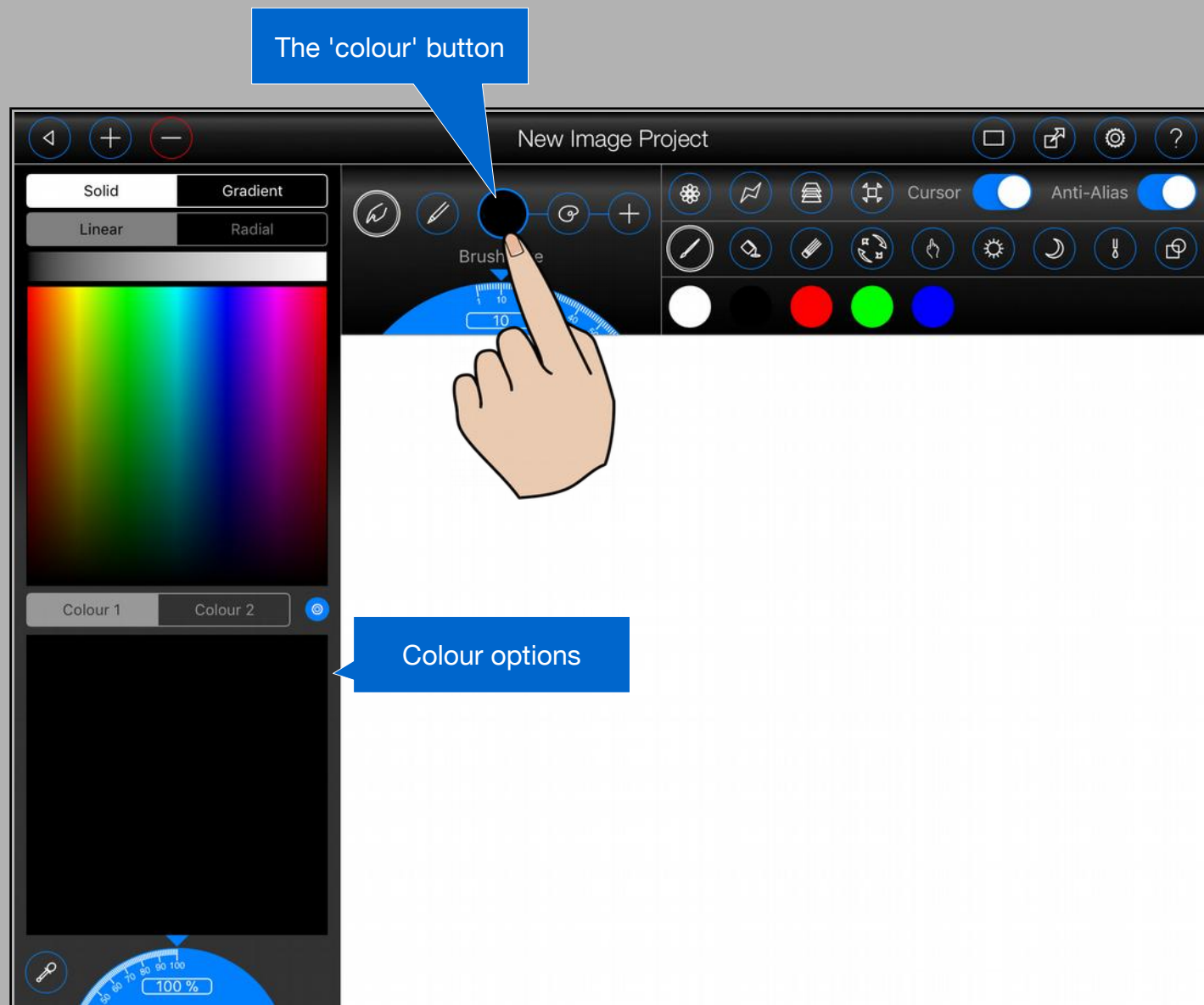
Colours may be solid (a single colour) or gradients (a transition between two different colours). Gradients can also be linear:



or radial:



Colours may also be assigned a level of opacity.



Selecting a Solid Colour

Press this button to select a solid colour

Tap anywhere on the colour gradient to select a lighter version of the current colour

Tap anywhere on the colour swatch to select the solid colour

Tap here to toggle between the colour swatch and RGB (red, green, and blue) colour selection dials:

A preview of the selected colour

Tap here to finely adjust the level of opacity

Rotate the dial to set the opacity of the colour

The interface includes a 'Solid' button, a 'Gradient' button, a 'Linear' button, a 'Radial' button, a color wheel, a 'Colour 1' preview, a 'Colour 2' preview, and an opacity dial. The 'Solid' button is highlighted. The 'Linear' button is also highlighted. The color wheel shows a spectrum of colors. The 'Colour 1' preview shows a solid green color. The 'Colour 2' preview shows a solid blue color. The opacity dial is set to 100%.

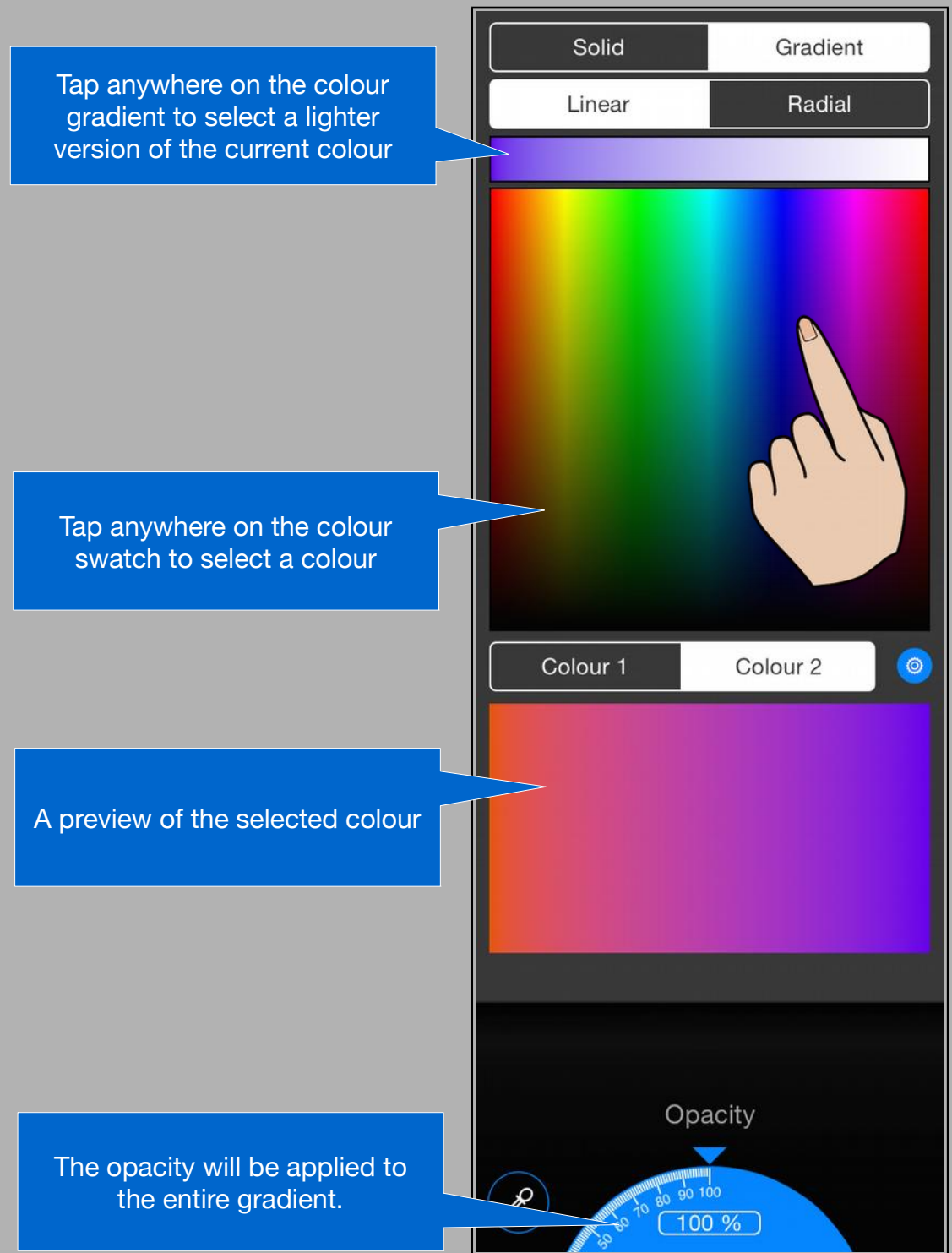
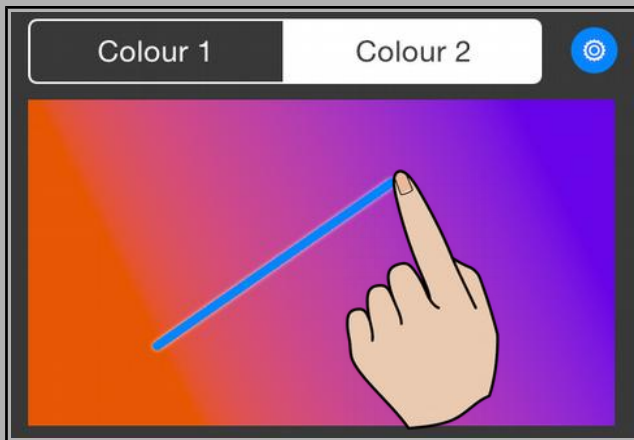
Selecting a Linear Gradient

Selecting a linear gradient requires two colours to be selected:

1. Press the 'Gradient' button
2. Press the 'Linear' button
3. Press the 'Colour 1' button and choose a colour
4. Press the 'Colour 2' button and choose a colour

Here, the 'preview' represents the drawing canvas. So, based upon the example (right), colour added to the extreme left of the canvas will be orange and colour added to the extreme right will be purple (with a smooth transition from orange to purple for any point in between).

You can change the size and angle of the gradient by dragging your finger across the preview:



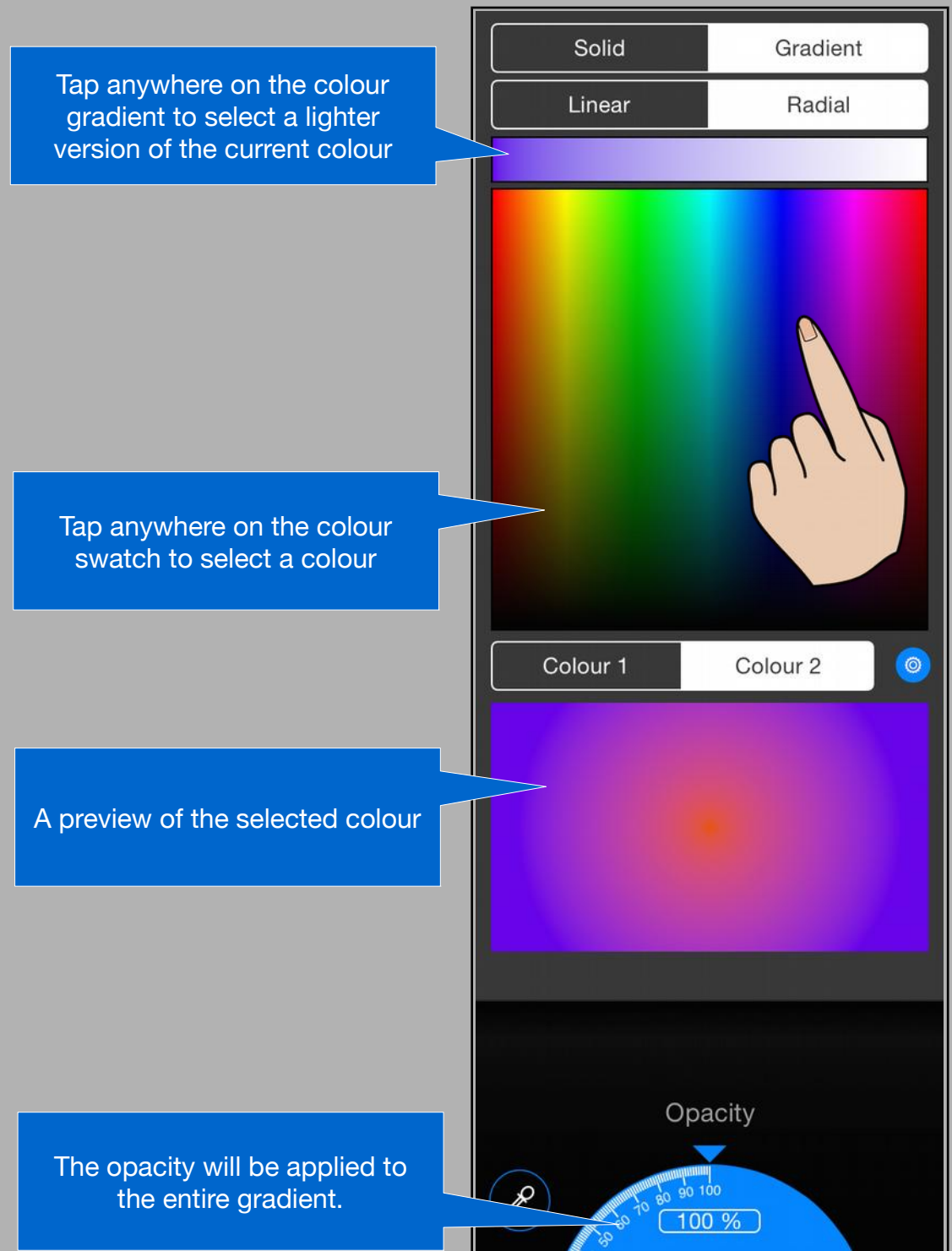
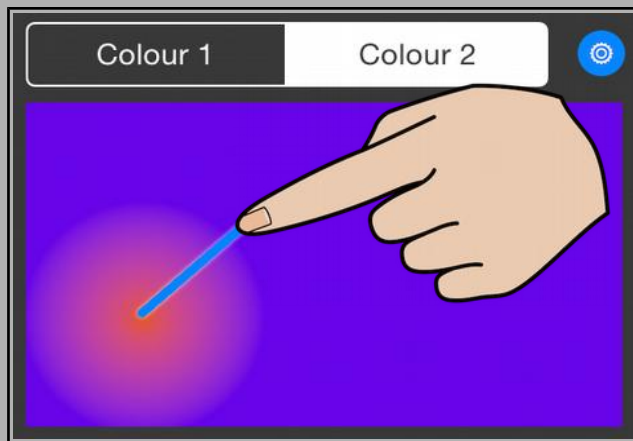
Selecting a Radial Gradient

Selecting a radial gradient requires two colours to be selected:

1. Press the 'Gradient' button
2. Press the 'Radial' button
3. Press the 'Colour 1' button and choose a colour
4. Press the 'Colour 2' button and choose a colour

Here, the 'preview' represents the drawing canvas. So, based upon the example (right), colour added to the middle of the canvas will be orange and colour added to the extreme right will be purple (with a smooth transition from orange to purple for any point in between).

You can change the position and radius of the gradient by dragging your finger across the preview:




The Colour Picker

Sometimes it can be useful to be able to select an existing colour from the canvas.

1. Press the  button

This will turn 'colour picking mode' on and the button will flash.

2. Touch anywhere on the canvas to pick the colour beneath your finger-tip.

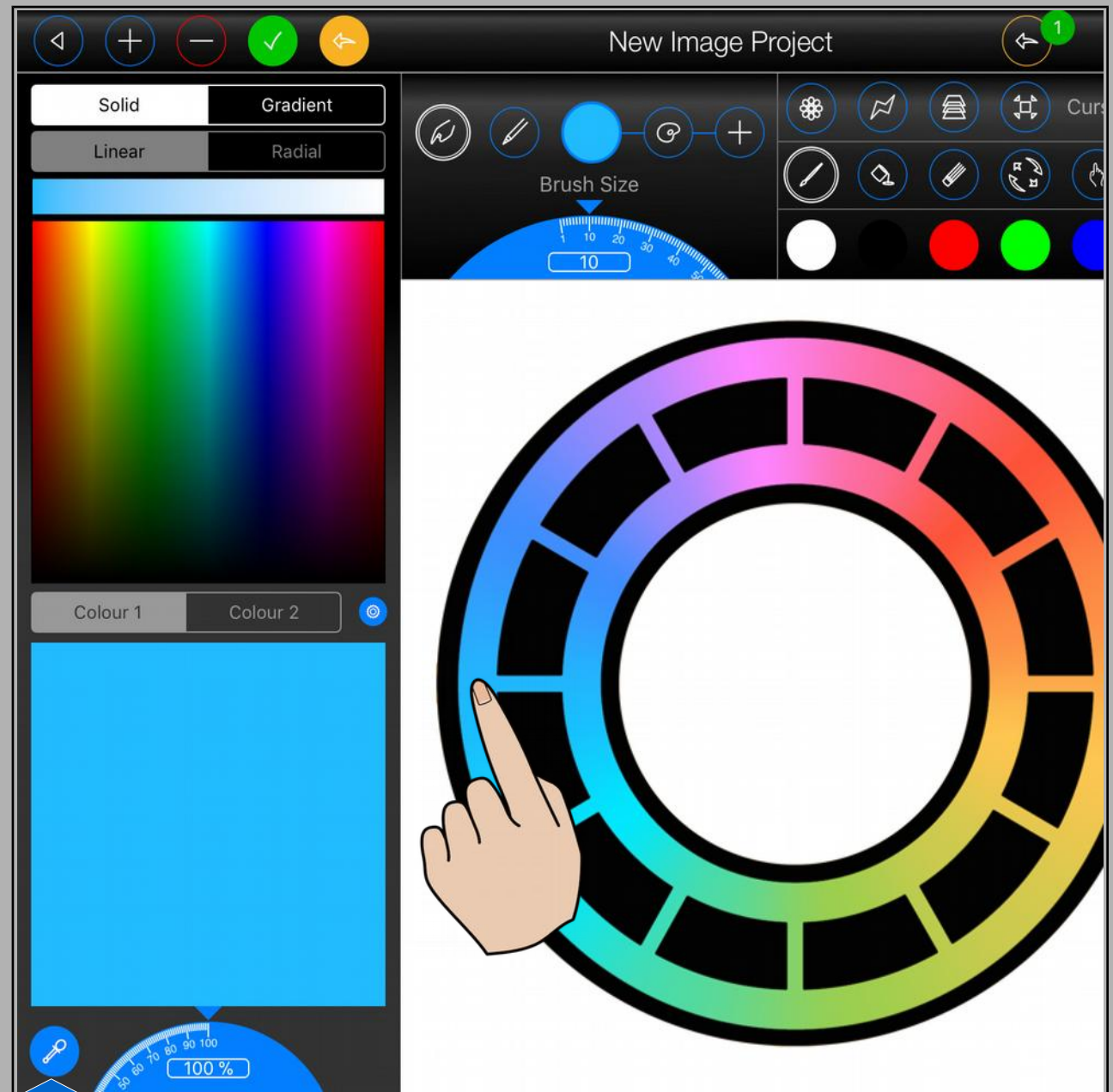
3. Press the  button

This will turn 'colour picking mode' off and the button will stop flashing.

Useful Hints

For precise colour selection, zoom in on the area of the canvas you are interested in before turning 'colour picking mode' on.

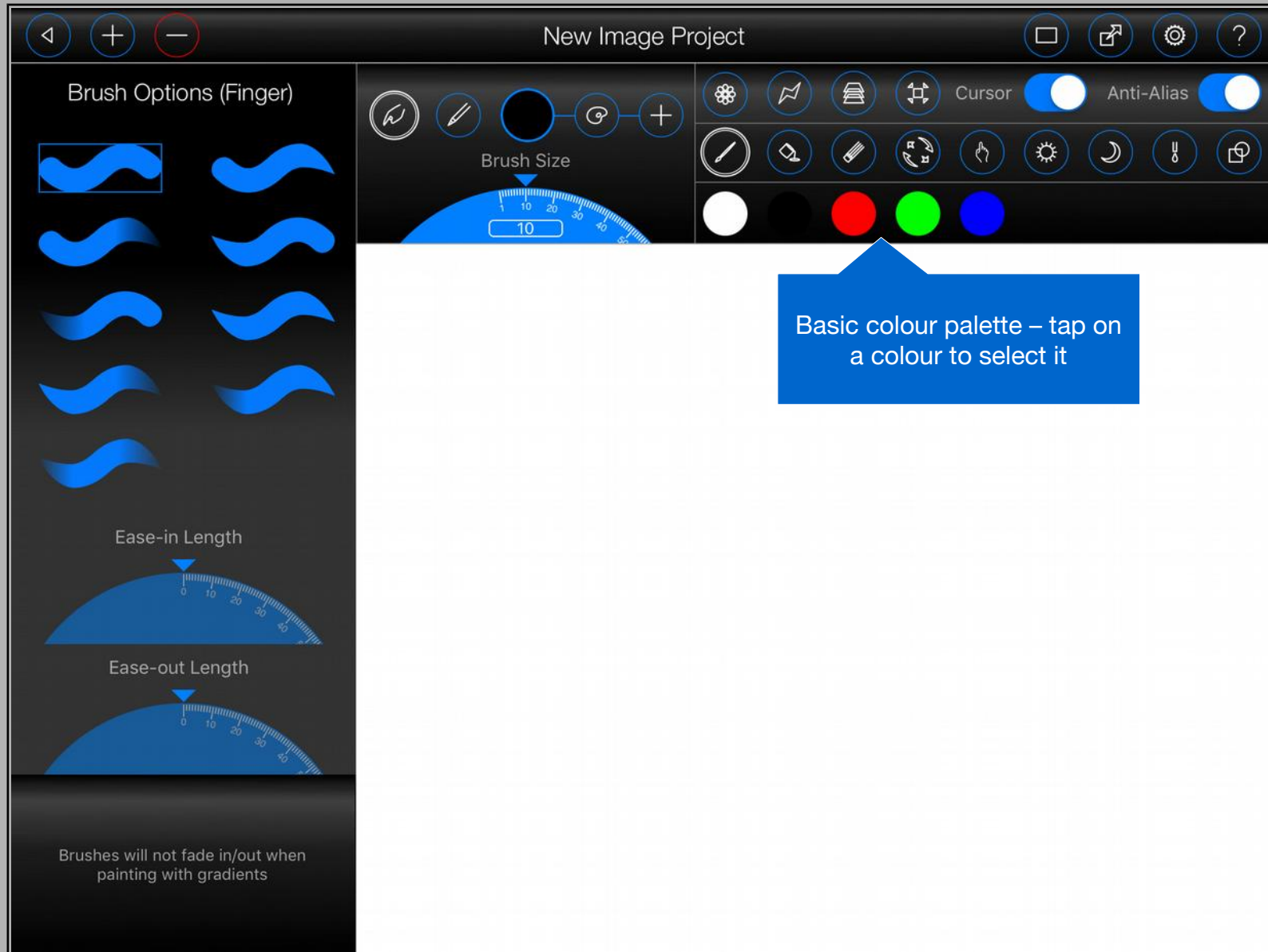
The colour will be selected from the active canvas layer. So please ensure that you've selected the correct layer prior to turning 'colour picking mode' on (see 'Layers', below, for more details on layer selection).



Tap this button to turn
'colour picking mode' on/off

The Colour Palette

Whenever you create a new image project, Animation Pro will provide a basic 5 colour palette to get you started:

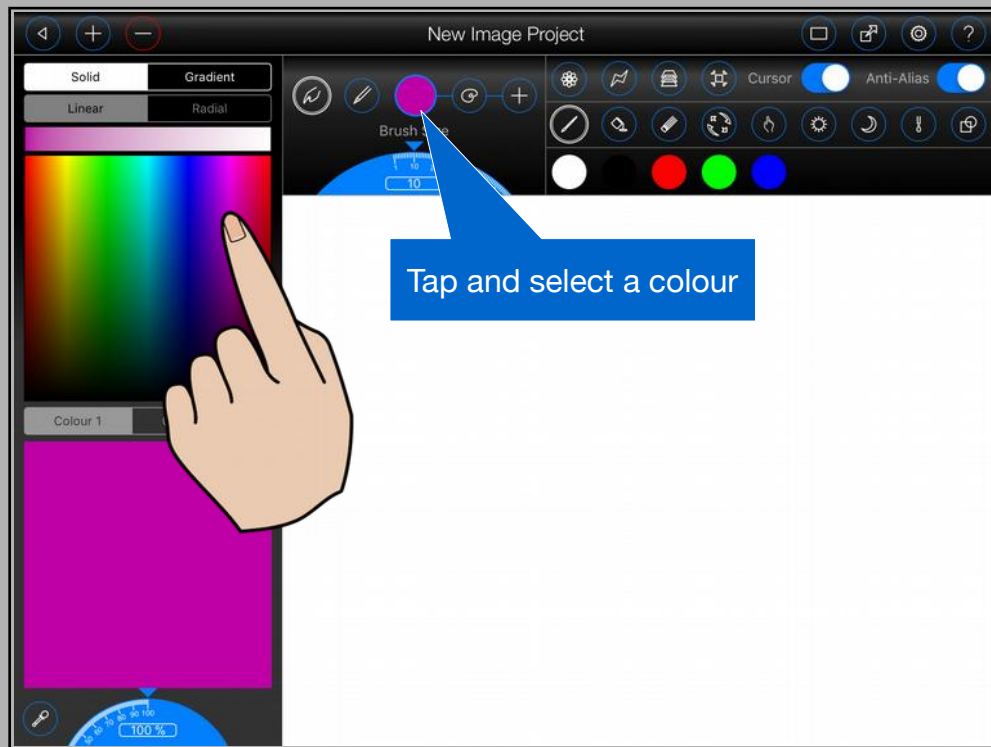



You can add as many colours as you like to the colour palette, please see below...

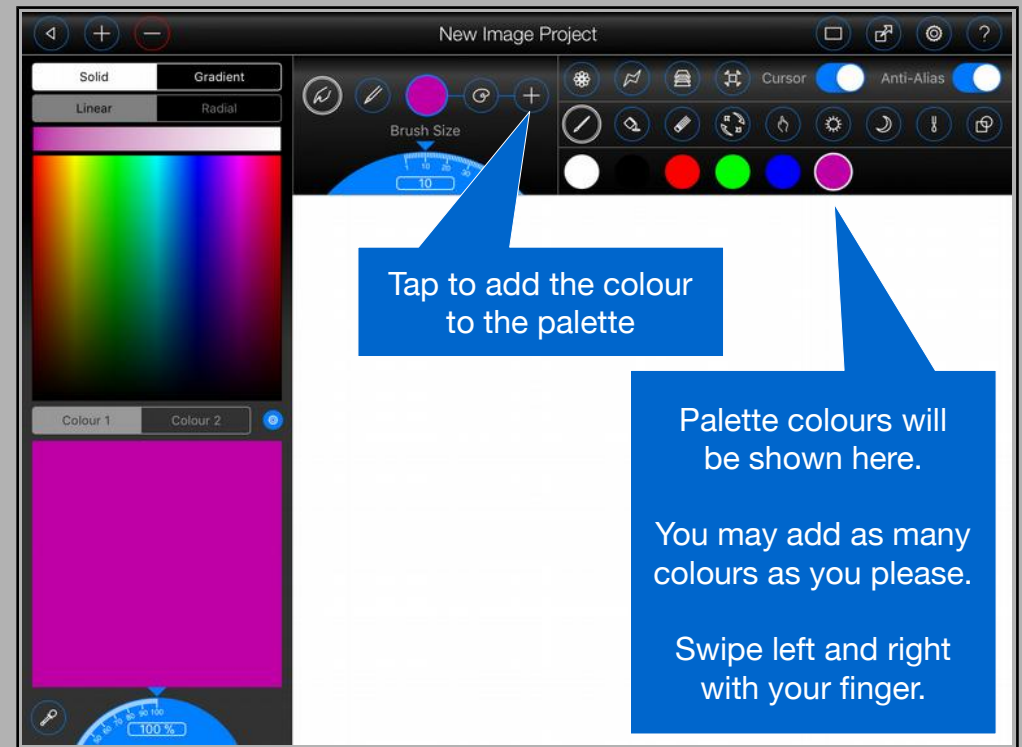
Adding a Colour to the Colour Palette

There are a couple of ways to add a colour to the colour palette:

1. Select a new colour:




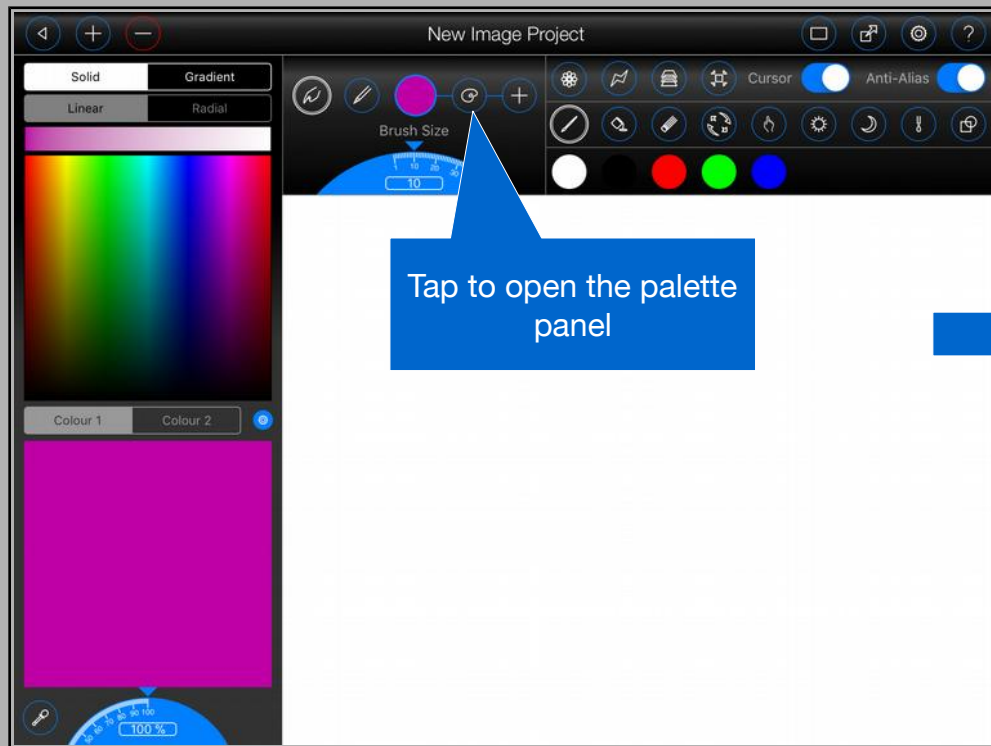
2. Press the  button (as shown below):




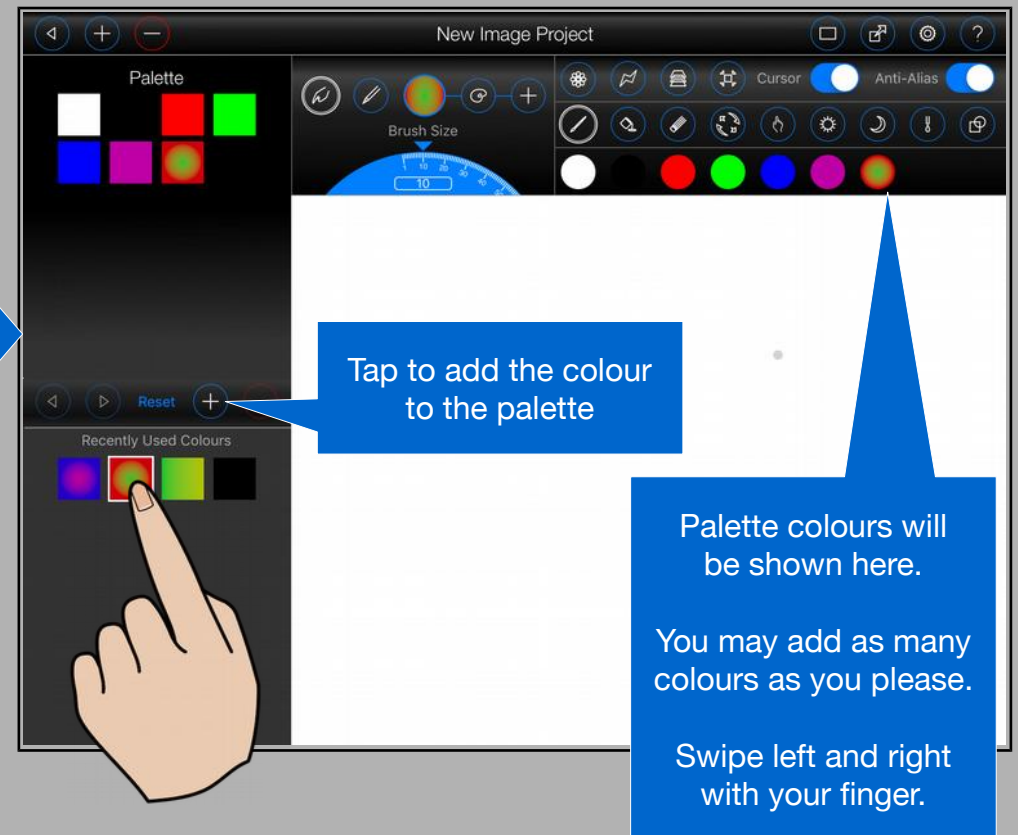
OR (see next page)

Adding a Recently Used Colour to the Colour Palette

1. Press the  button to open the palette panel:




2. Select one of the recently used colours and press the  button as shown below:

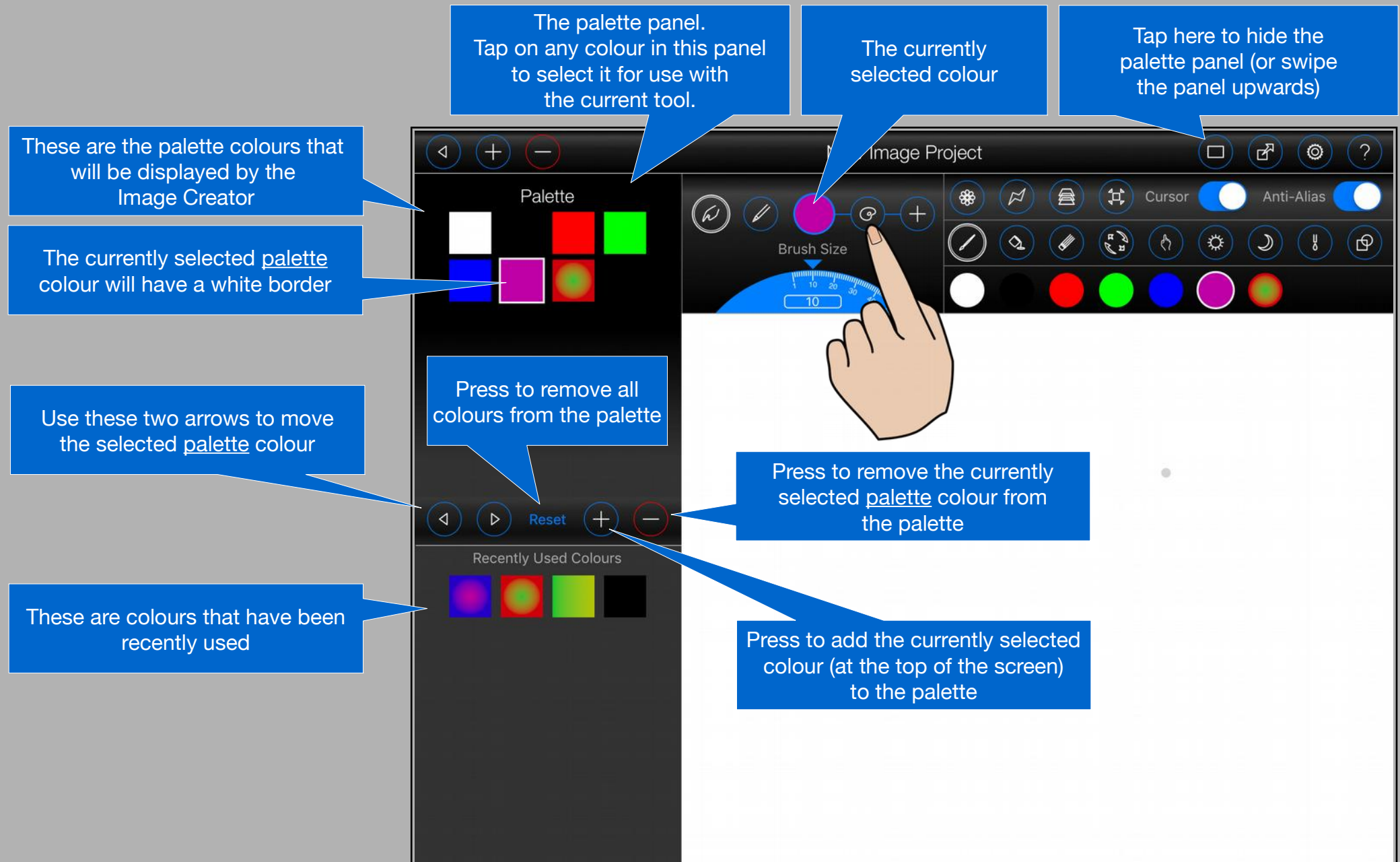


Please note:

Recently used colours will appear in the palette panel as colours are actually **used** in the Image Creator.

The Palette Panel


You can manage all of your palette colours via the palette panel. Press the  button at the top of the screen to open the palette panel:



Layers

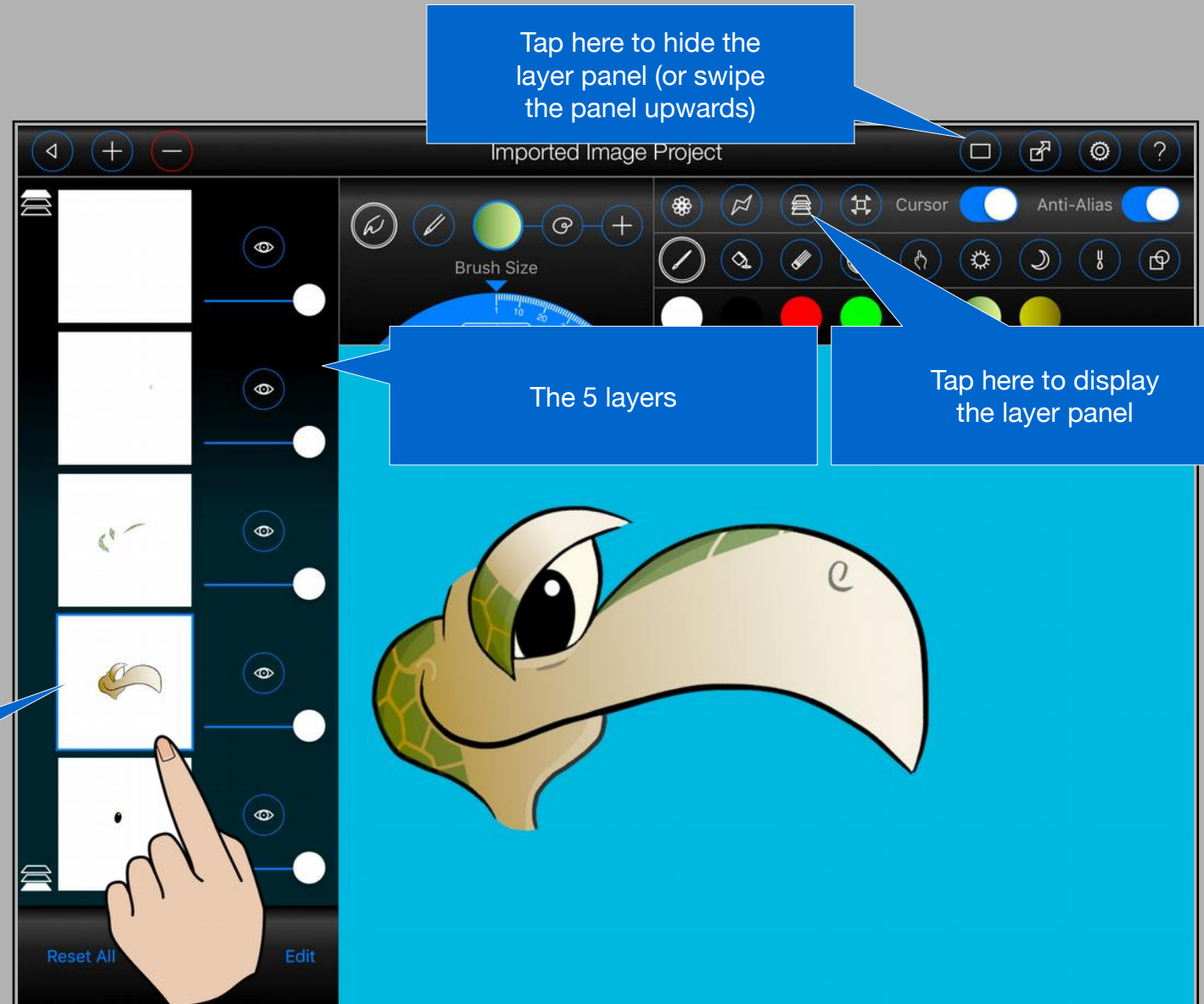
The canvas is made up of 5 separate layers. Its kind of like having 5 transparent pieces of paper stacked on top of each other. You can draw on each of them independently to produce a single image i.e. the view of the stack from above. Furthermore, you can take those pieces of paper and rearrange them, remove one or more of them or even change their level of transparency/opacity.

Selecting a Layer

1. Press the  button to display the layer panel (right).
2. Tap on a layer to select it.


The selected, or active layer, will be shown with a blue border.

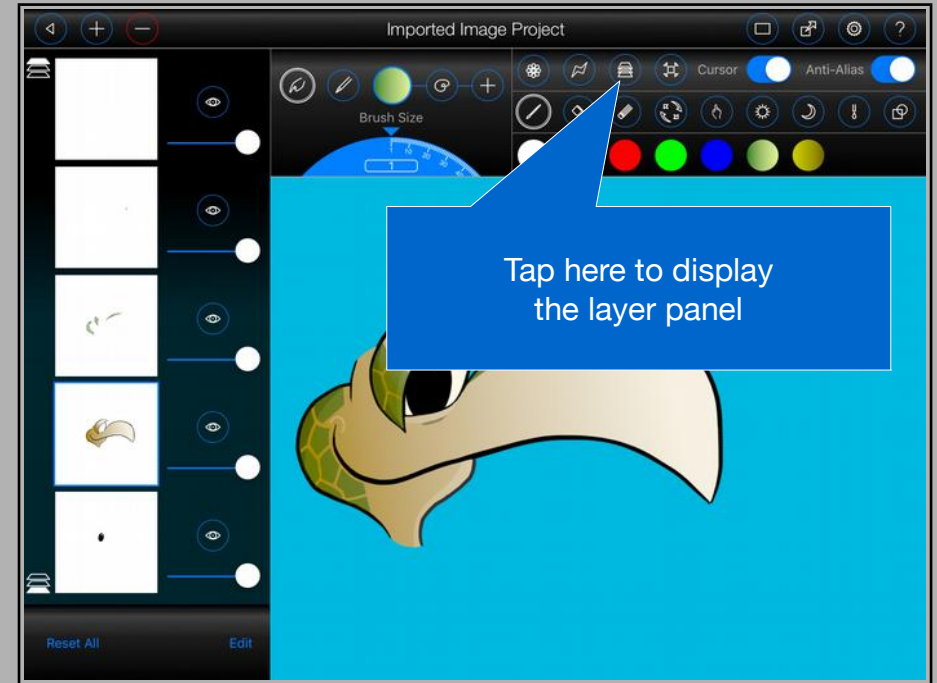
The editing tools will target the selected layer only.



Hiding a Layer

Sometimes it can be useful to hide layers so that you can see, and work on, another layer beneath.

1. Press the  button to display the layer panel (right).

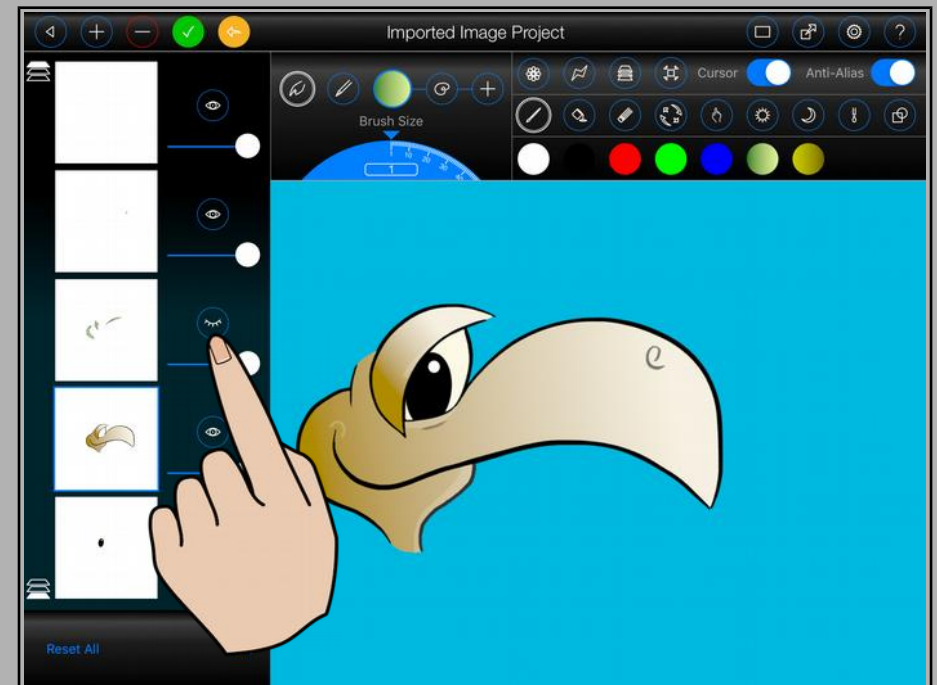


2. Press the  buttons to hide the desired layers.


When layers are hidden, the buttons will change to look like this:

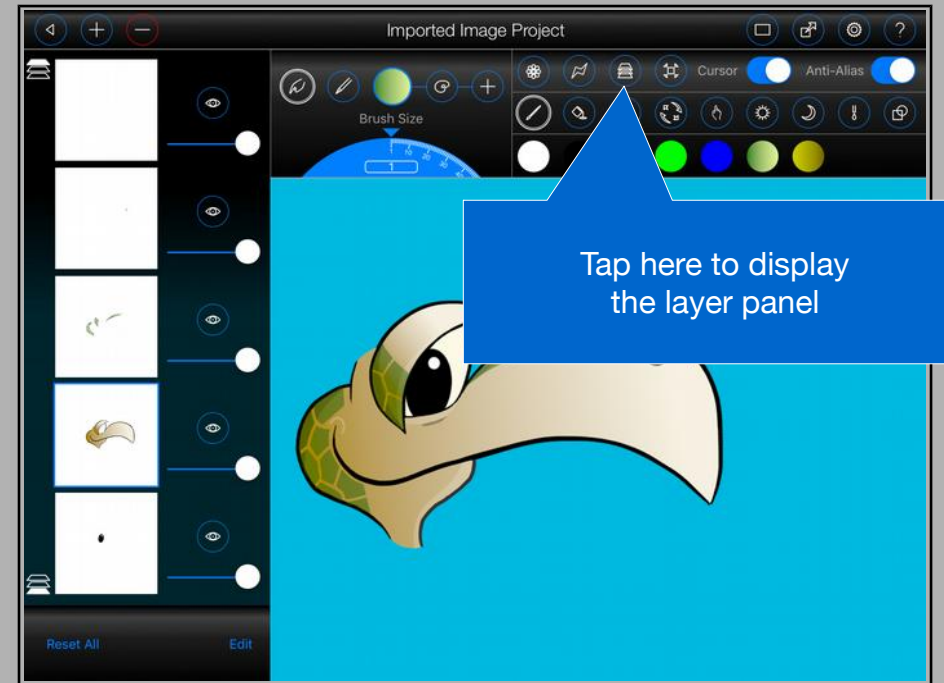


You can tap these buttons to make the layers visible once again.

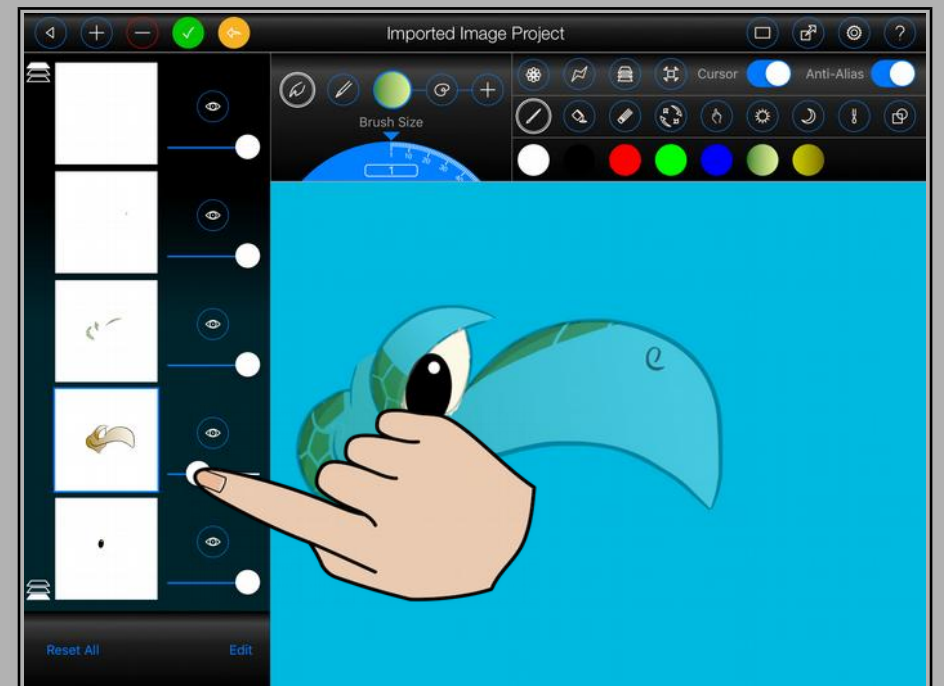


Changing the Opacity of a Layer


1. Press the  button to display the layer panel (right).

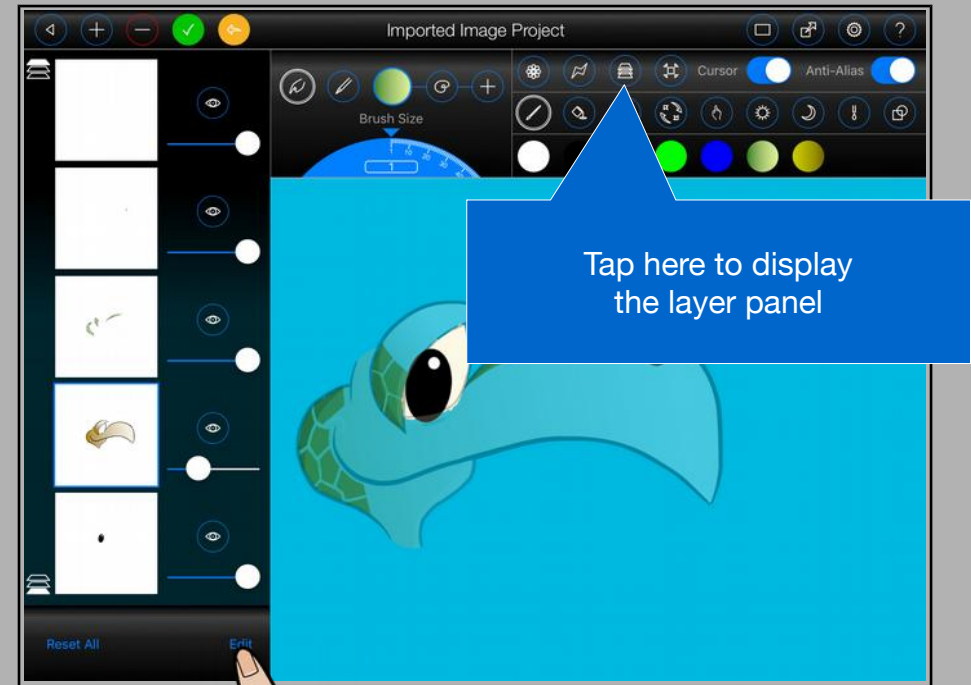



2. Drag the slider for a given layer to adjust its opacity.

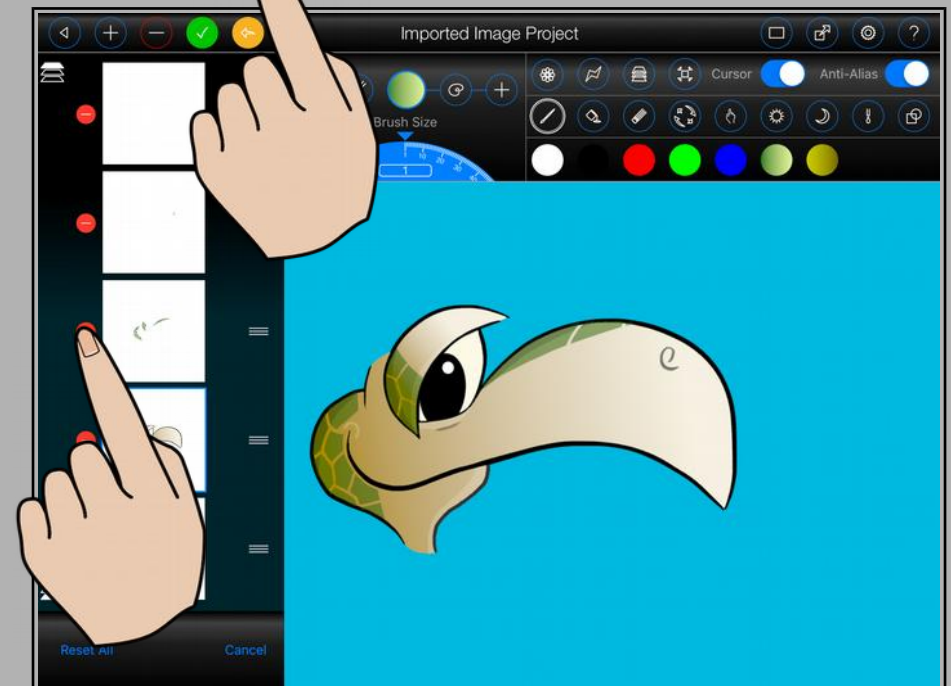


Removing the Content from a Layer

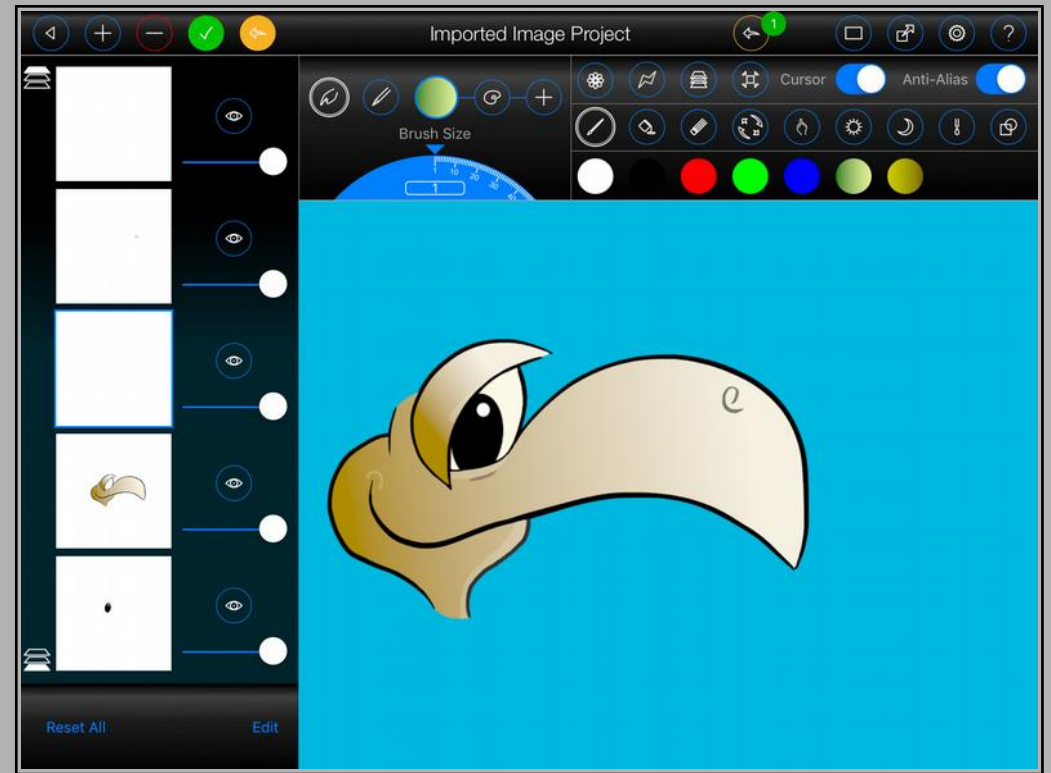
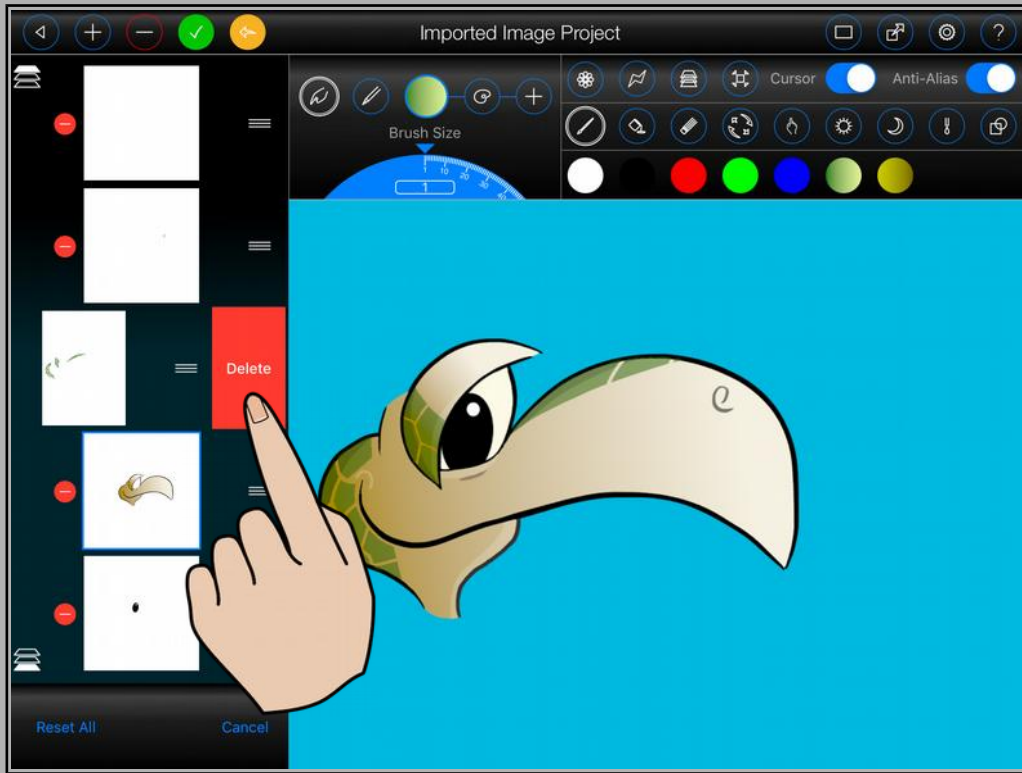
1. Press the  button to display the layer panel (right).
2. Press the 'Edit' button at the bottom of the layer panel.



3. Press the  button next to the layer that you wish to remove the content from.

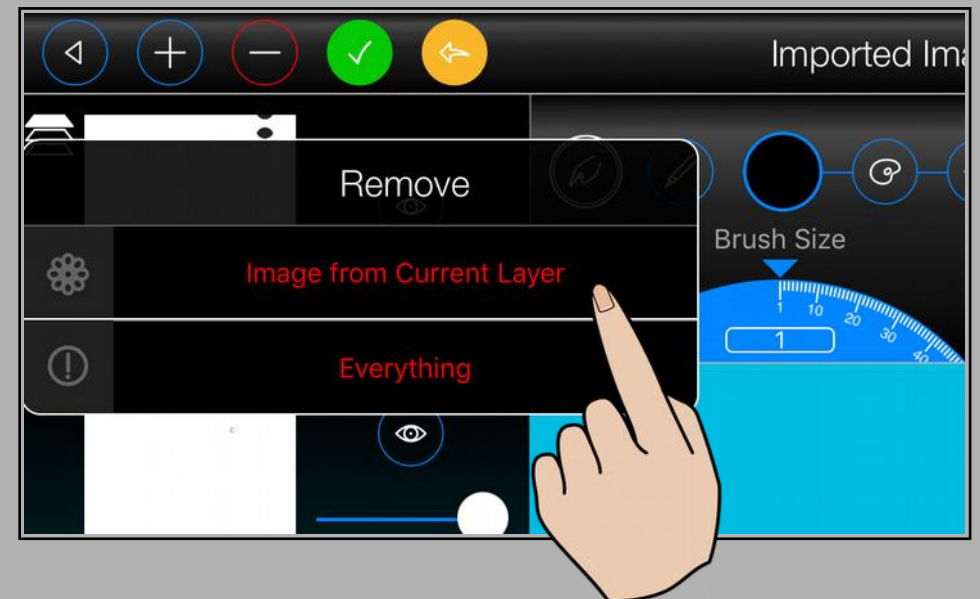


4. Confirm the removal by pressing the 'Delete' button:




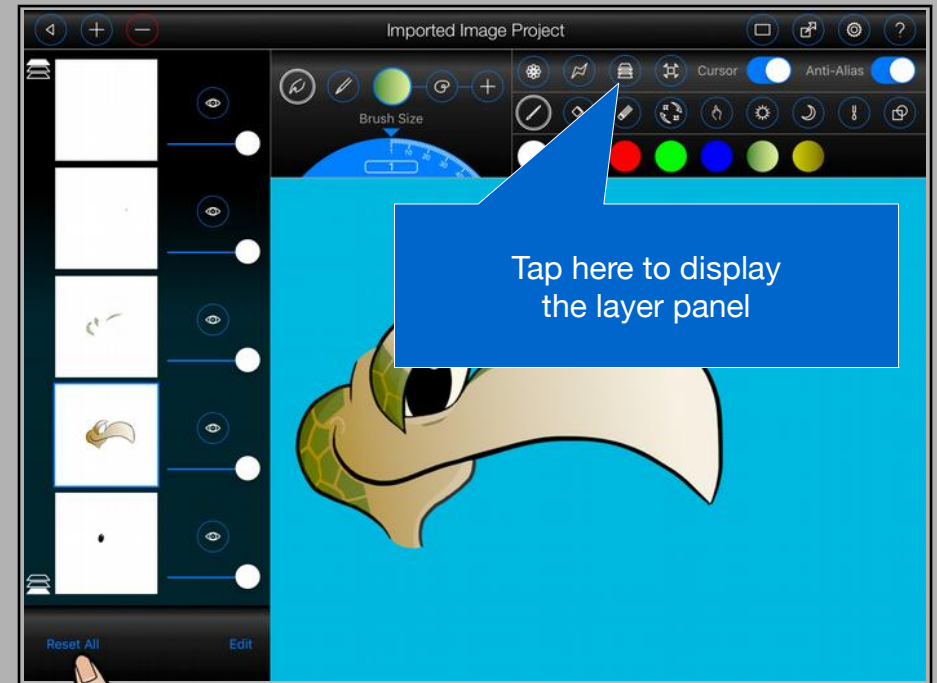
Removing the Content from the Selected Layer

A quick way to remove all of the content from the active layer is to select 'Image from Current Layer' from the 'Remove' menu:

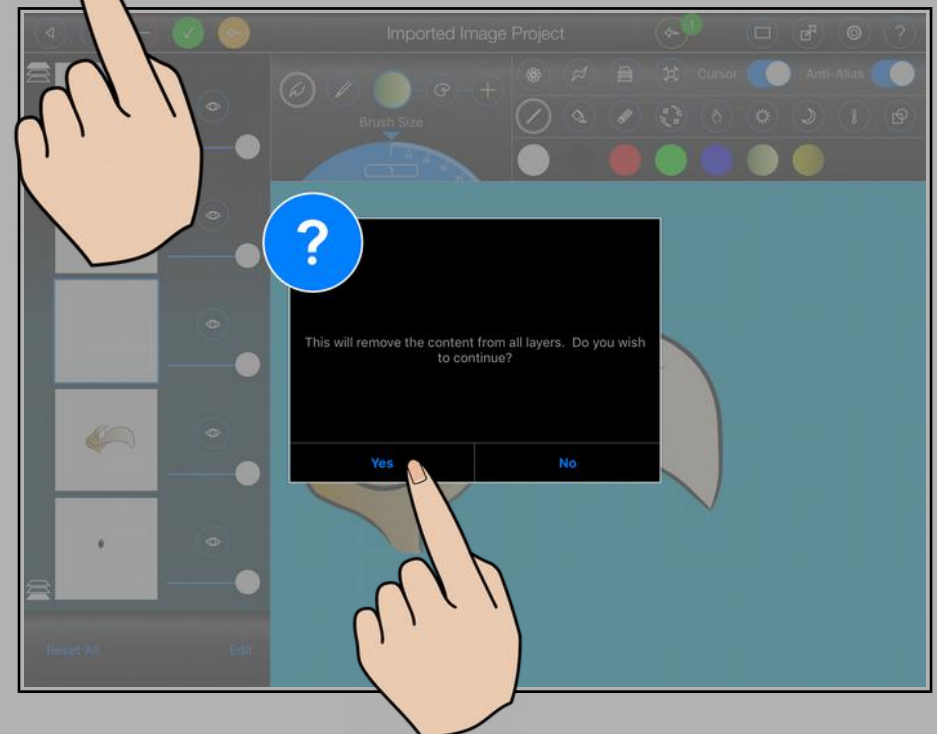


Removing the Content from All Layers


1. Press the  button to display the layer panel (right).
2. Press the 'Reset All' button at the bottom of the layer panel.

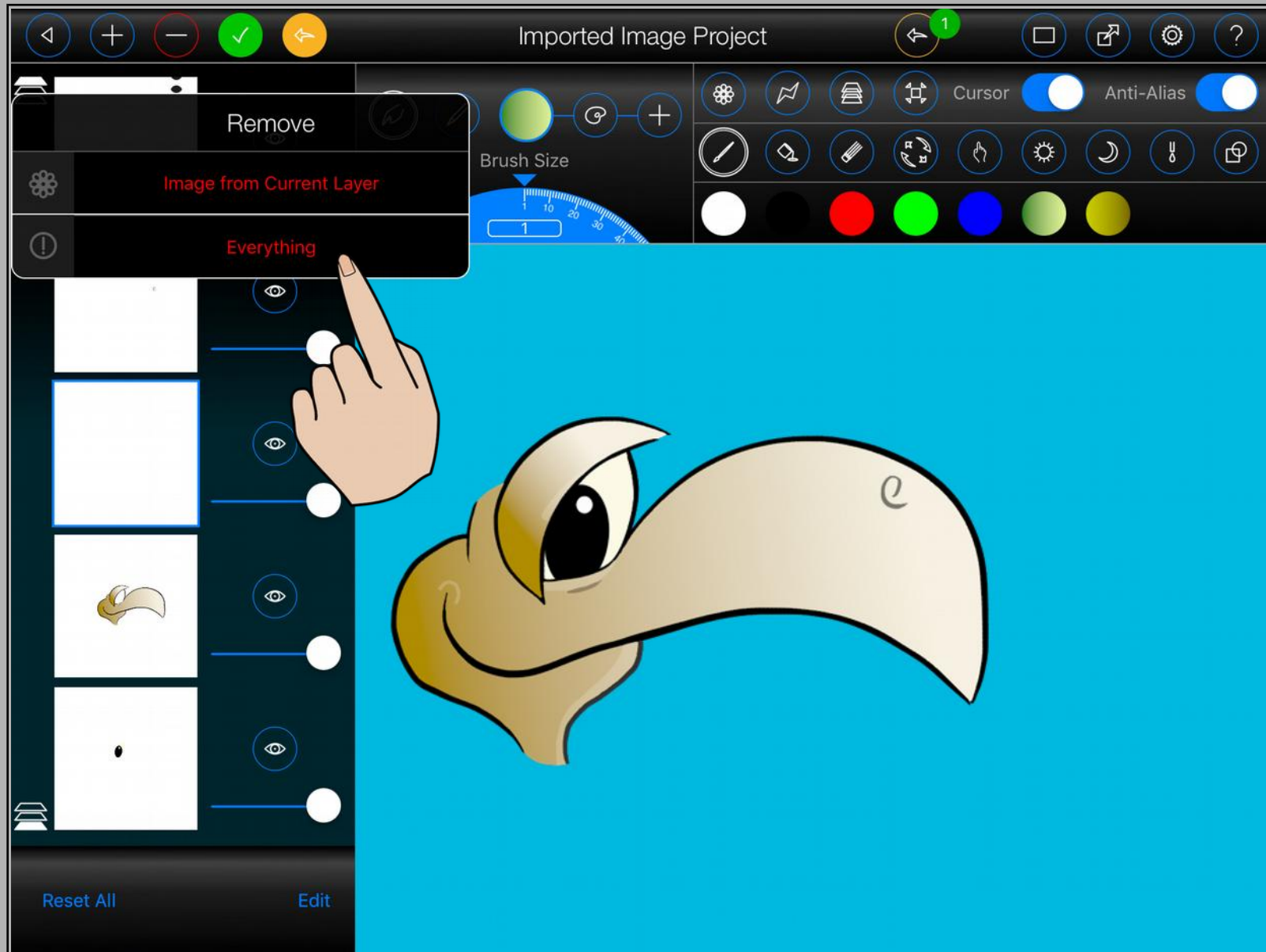


3. Select 'Yes' when prompted.




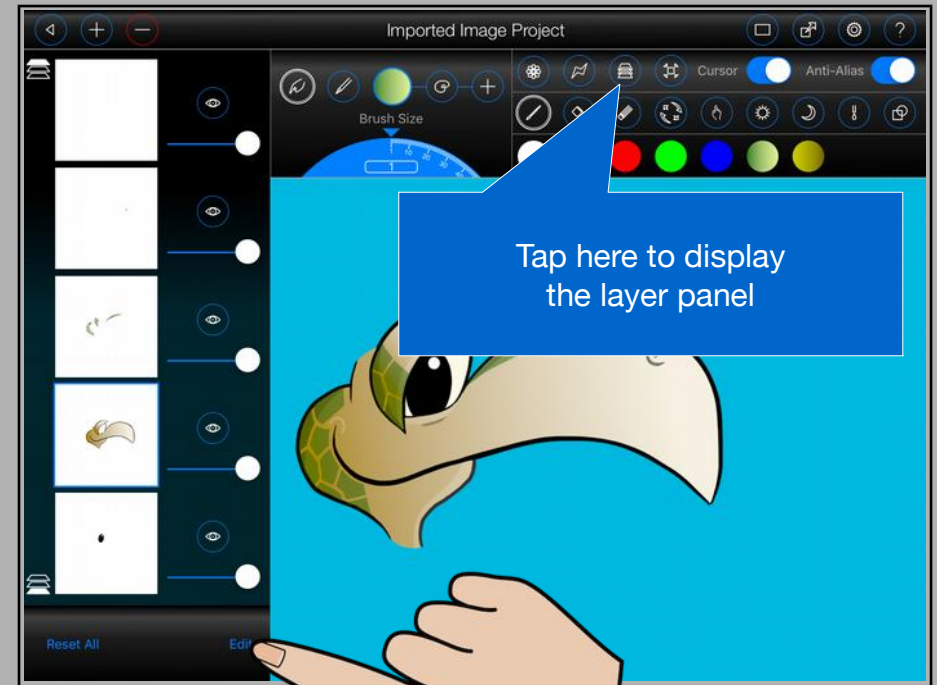
Alternatively, you can:


1. Press the  button at the top of the screen to open the 'Remove' menu
2. Press the 'Everything' button

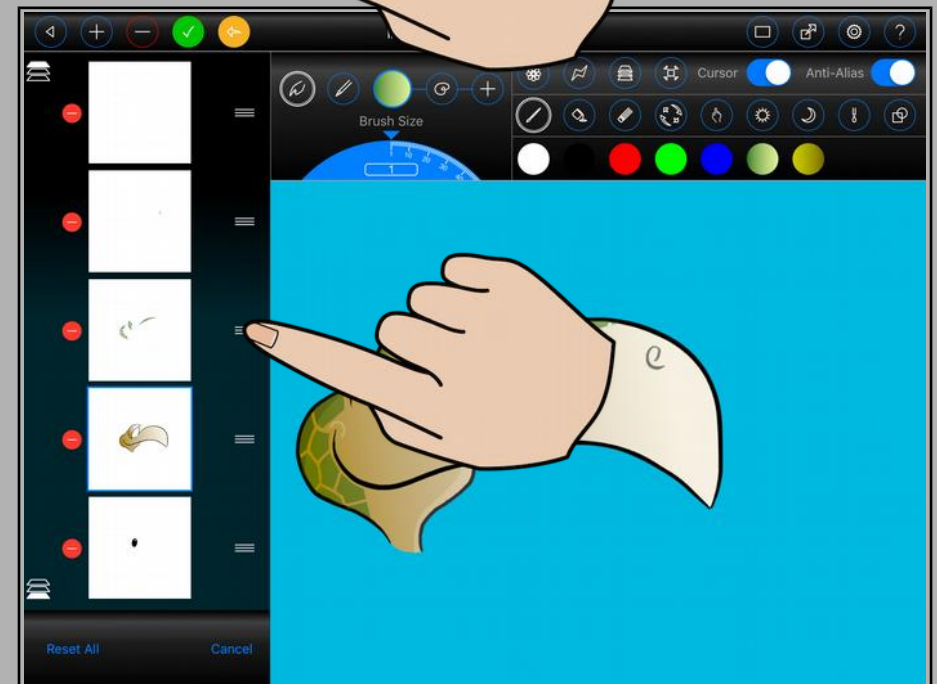


Rearranging Layers


1. Press the  button to display the layer panel (right).
2. Press the 'Edit' button at the bottom of the layer panel.



3. Drag layers up and down using the  handles:
4. Press the 'Cancel' button at the bottom of the layer panel when you're done.



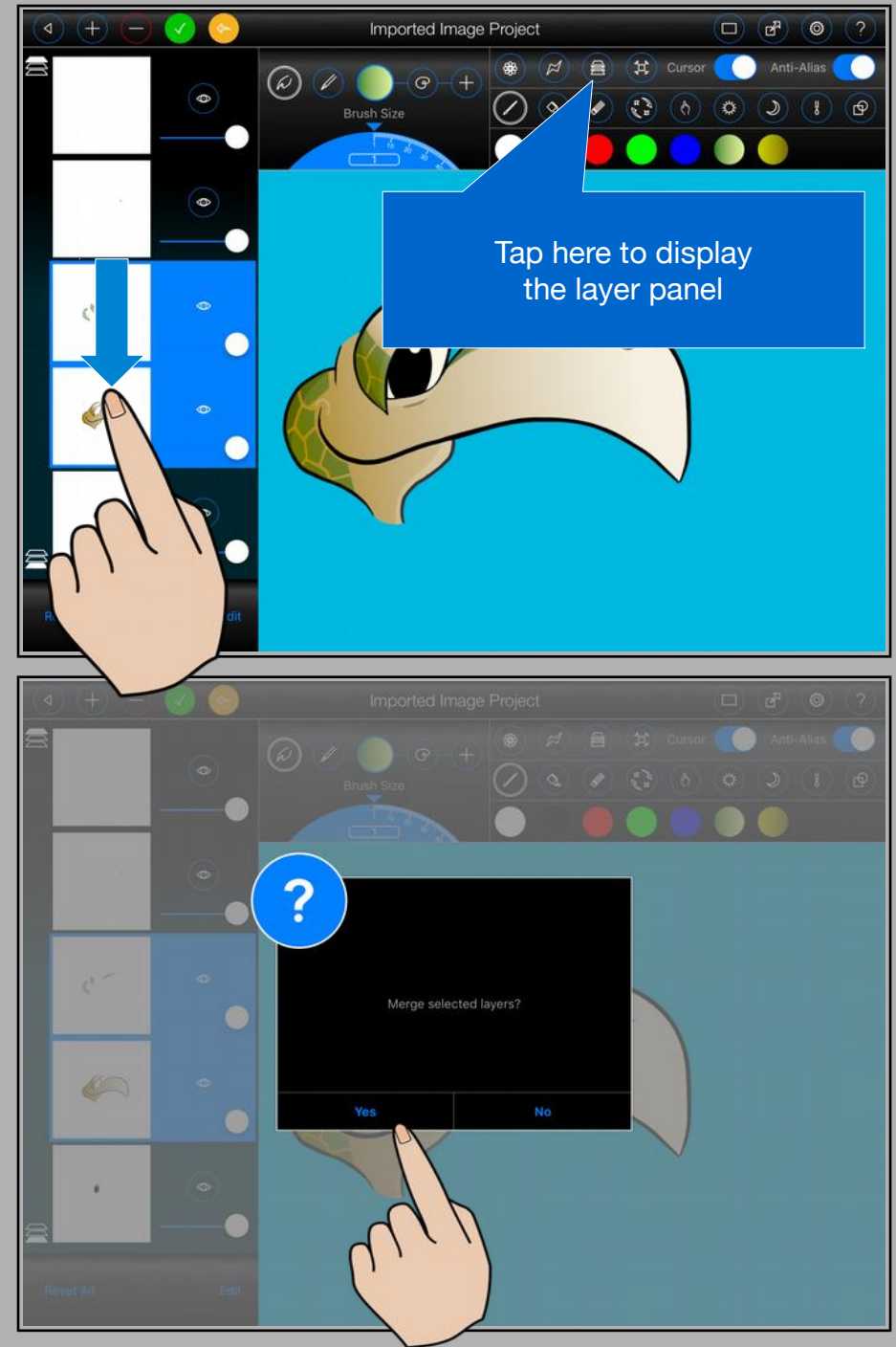
Merging Layers

1. Press the  button to display the layer panel (right).
2. Put your finger on a layer, drag over the layers that you'd like to merge it with and then release.


Please note:

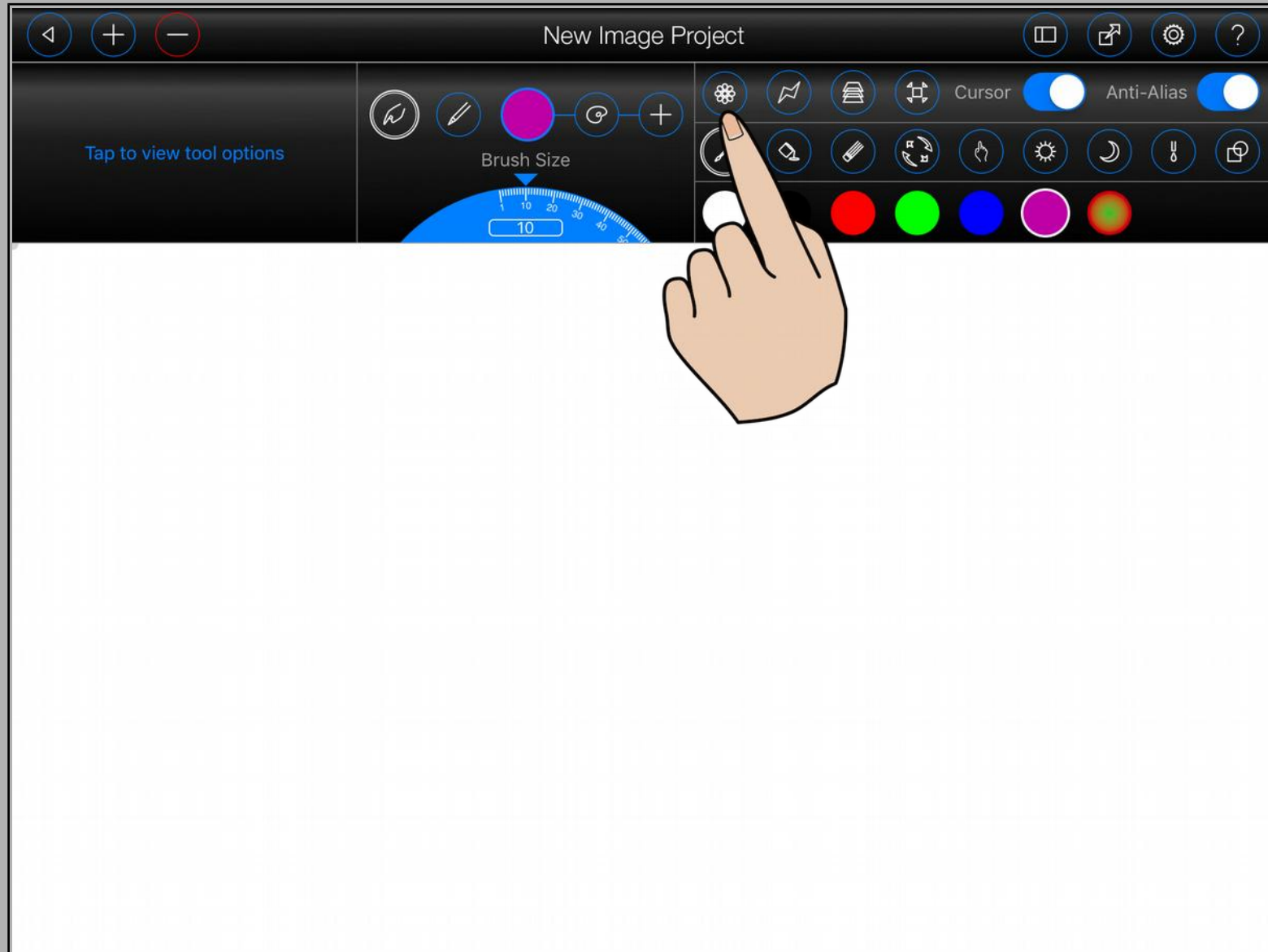
You can only merge layers with adjacent layers. If you wish to merge a layer with a non-adjacent layer, rearrange the layers first.

4. Select 'Yes' when prompted to complete the merge.

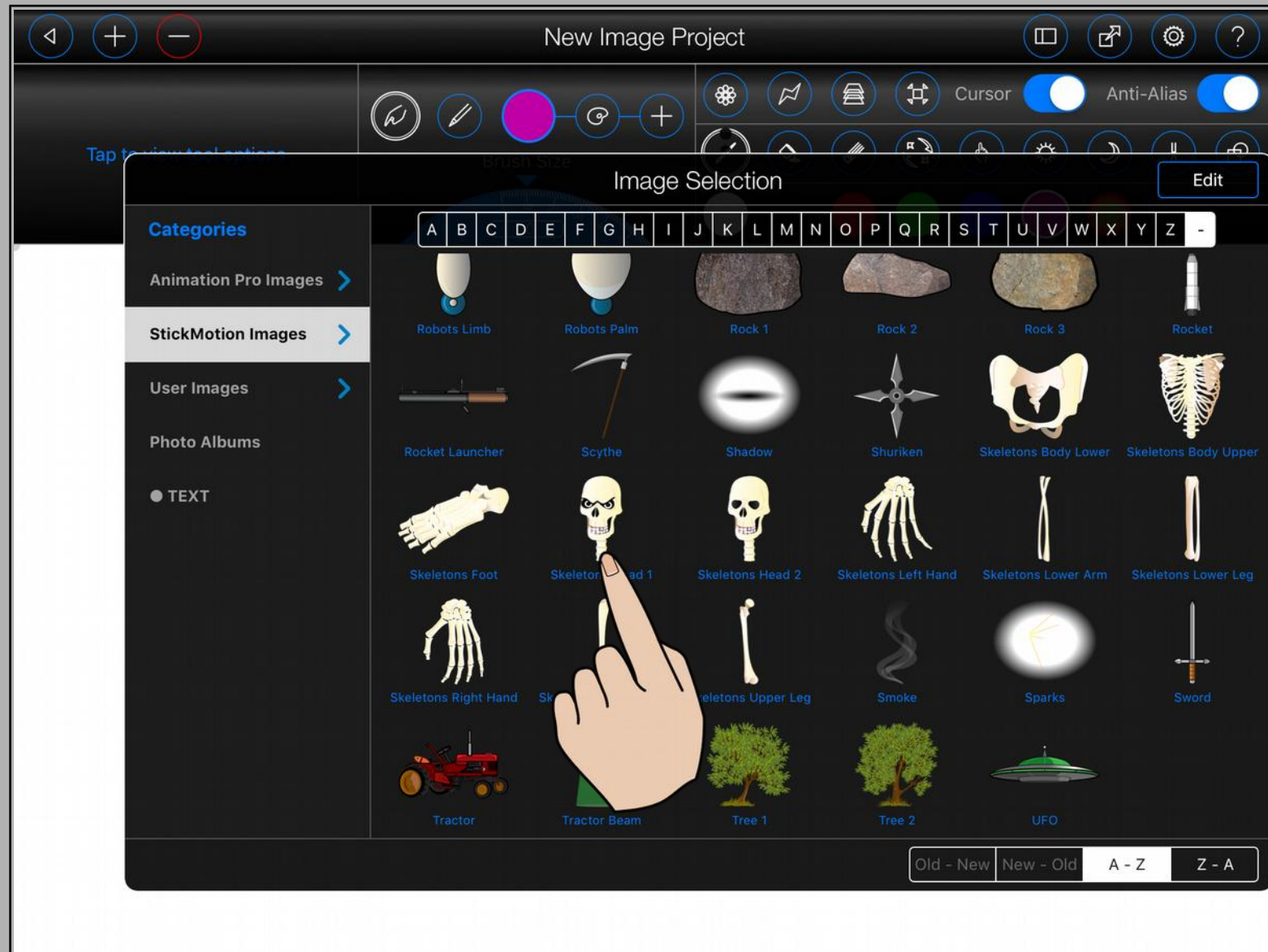


Adding Images

Press the  button to add an image to the active canvas layer:



Animation Pro will display the 'Image Selection' file manager from which you can select the desired image:



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

Images are not immediately inserted onto the active canvas layer. They may be moved, resized, rotated and flipped first using the controls on the 'Paste Options' panel or the 'Rotate' dial at the top of the screen:

The screenshot shows the 'New Image Project' interface. On the left is the 'Paste Options' panel, and on the right is the main canvas area. The 'Paste Options' panel includes sections for Scaling Mode, Opacity, Rotate, and Flip, each with specific icons and a 'Reset' button. At the bottom of the panel are a green checkmark and a red 'X' icon. The main canvas area features a 'Rotate' dial at the top with a blue arc and a '0.000°' display. Below the dial is a cartoon skull with a hand pointing at its teeth. The interface also includes a top toolbar with various icons and a right sidebar with 'Cursor' and 'Anti-Alias' toggles and a color palette.

Choose how the image should be scaled when using two fingers to pinch and zoom.

Change the opacity of the image.

Rotate the image 90 degrees to the left or to the right

Flip the image horizontally or vertically.

Merge the image with the active canvas layer.

Rotate the image.


Drag the image around with your finger.

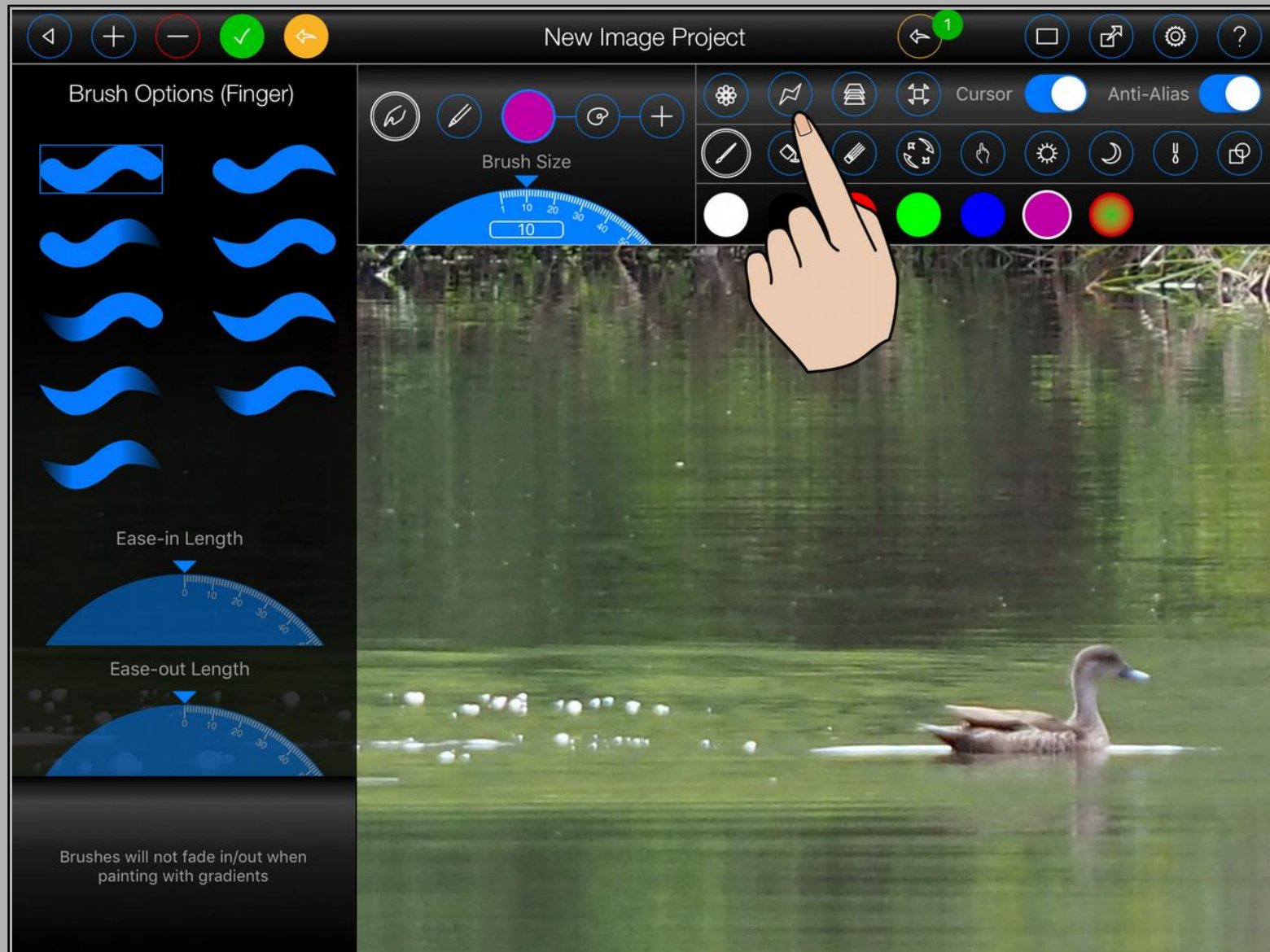
Use two fingers to reduce and enlarge the image.

Abort.

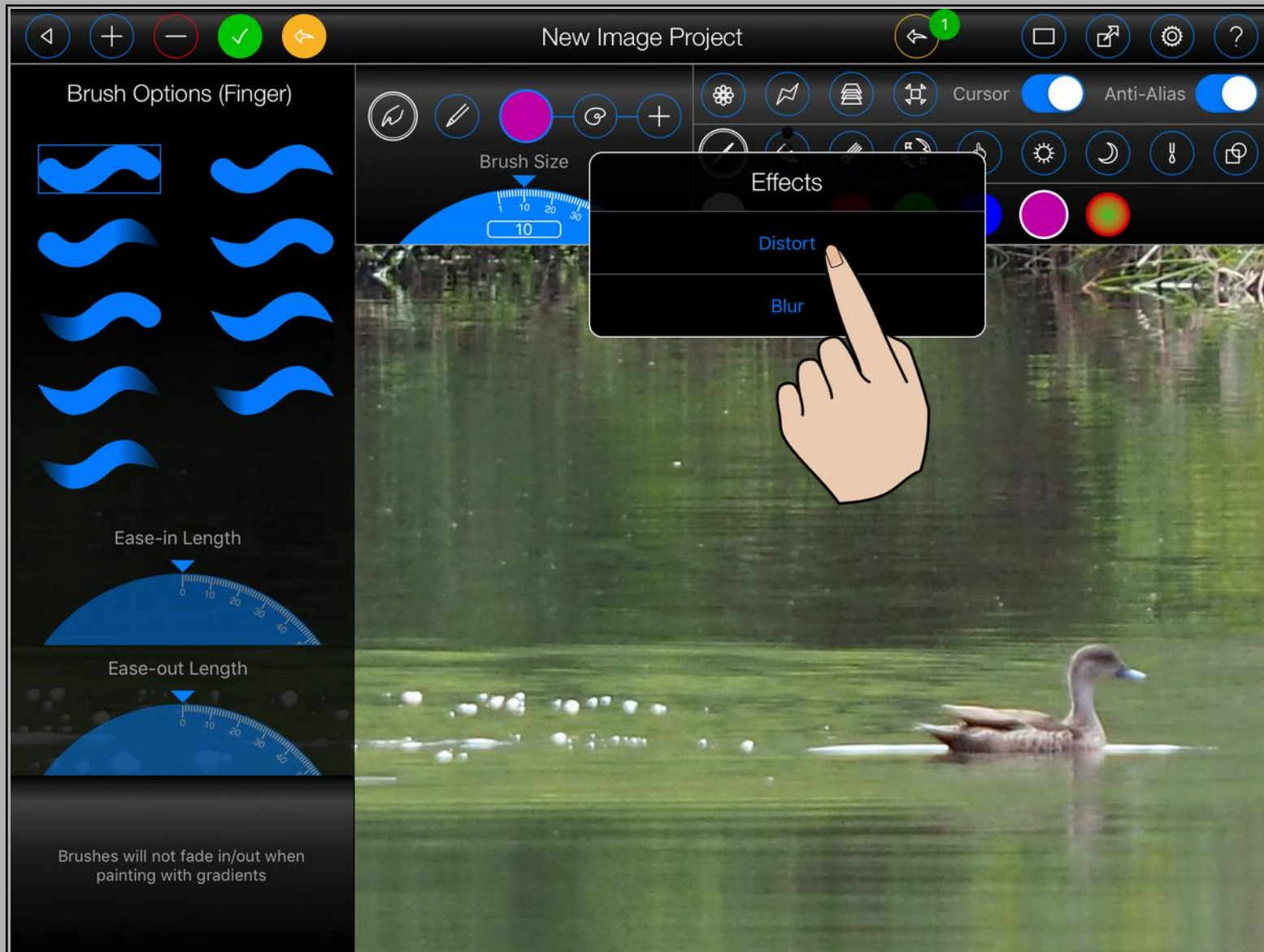
For more information regarding the 'Paste Options', tap [here](#).

Distorting the Active Canvas Layer

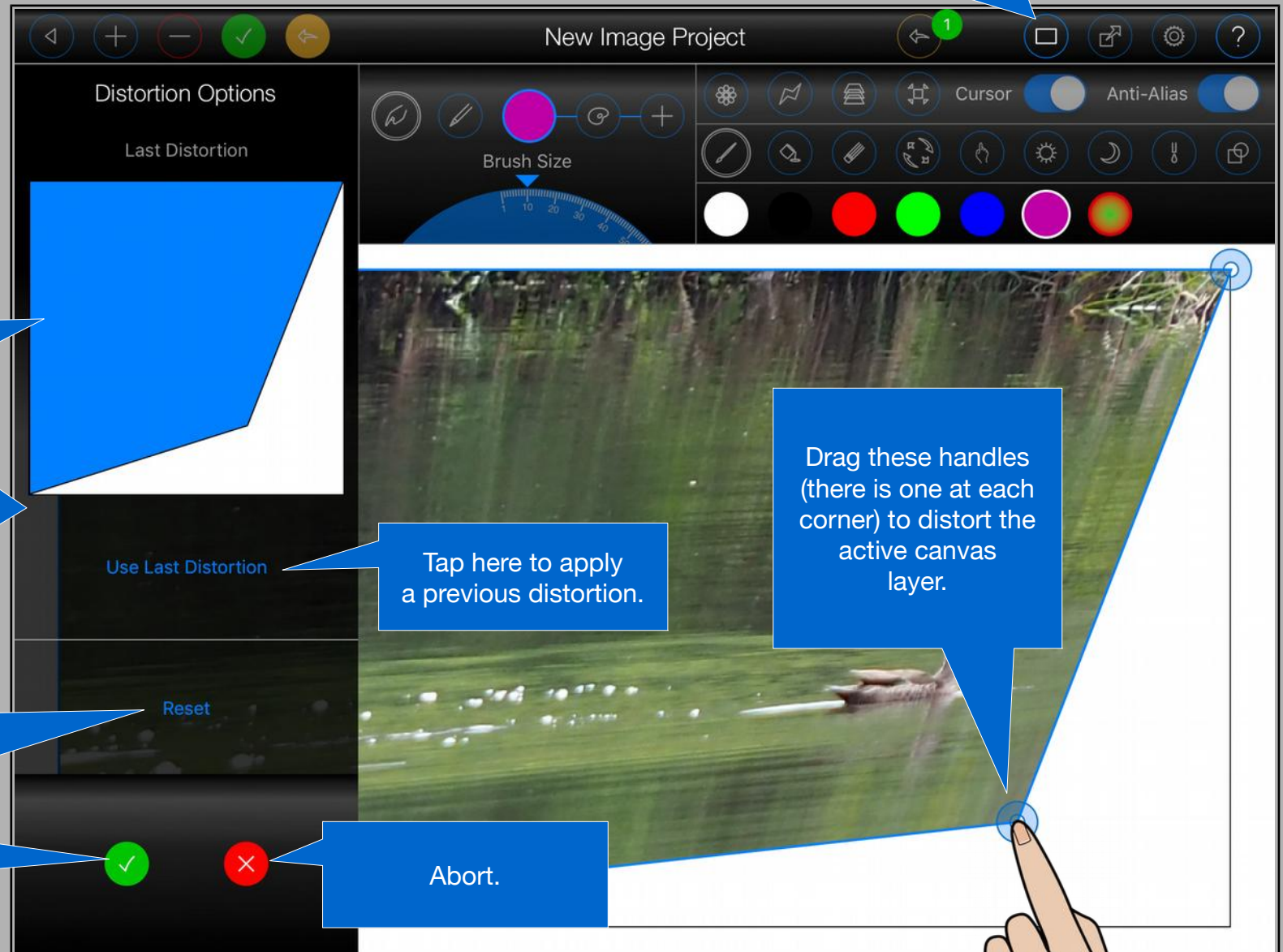
Press the  button to open the 'Effects' menu:



Select 'Distort' from the 'Effects' menu:



Tap here to display or hide the 'Distortion Options' panel



The shape of a previous distortion.

This panel may be minimised by swiping upwards.

Tap here to reset the distortion.


Apply the distortion.

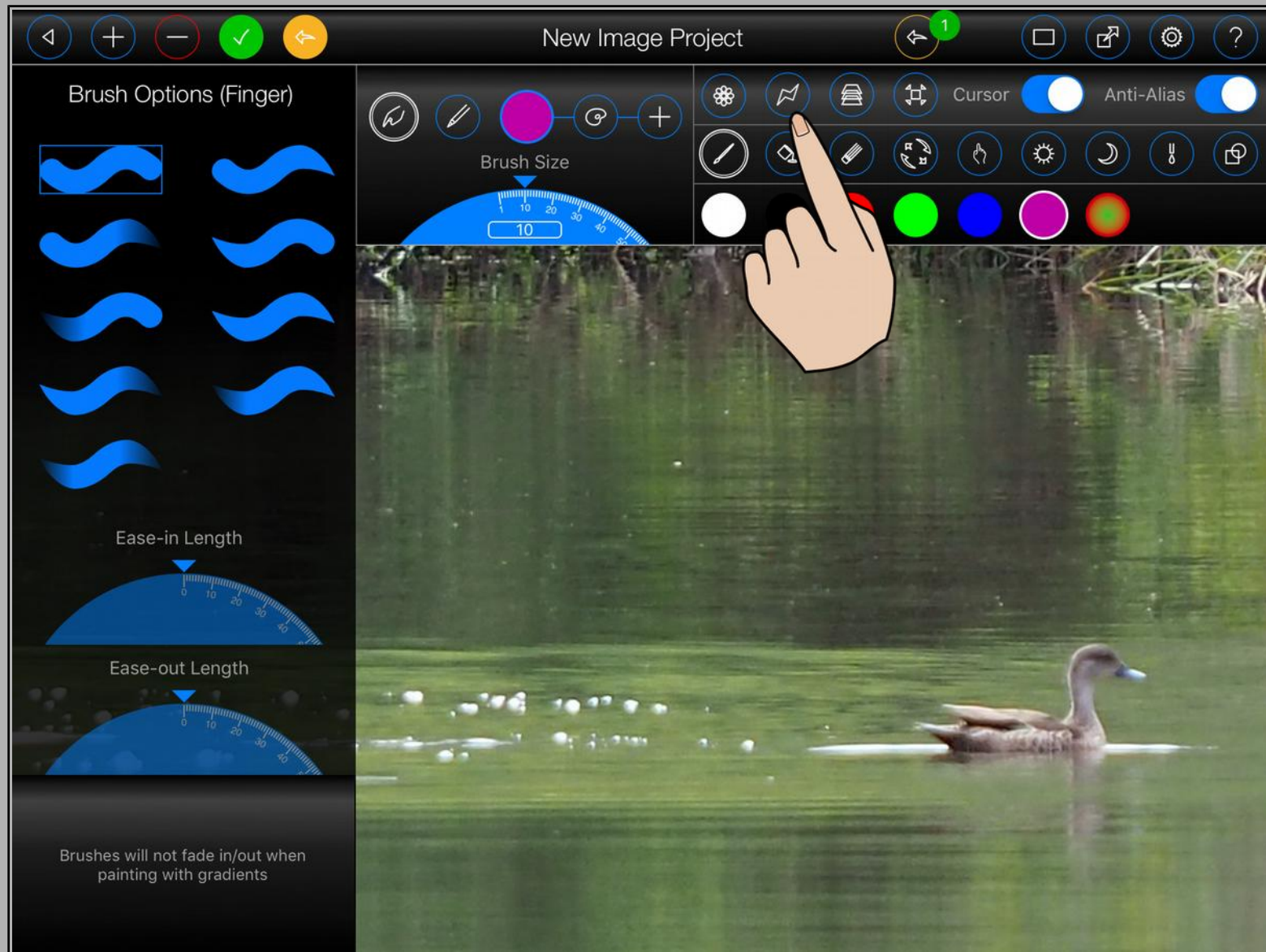
Tap here to apply a previous distortion.

Abort.

Drag these handles (there is one at each corner) to distort the active canvas layer.

Blurring the Active Canvas Layer

Press the  button to open the 'Effects' menu:



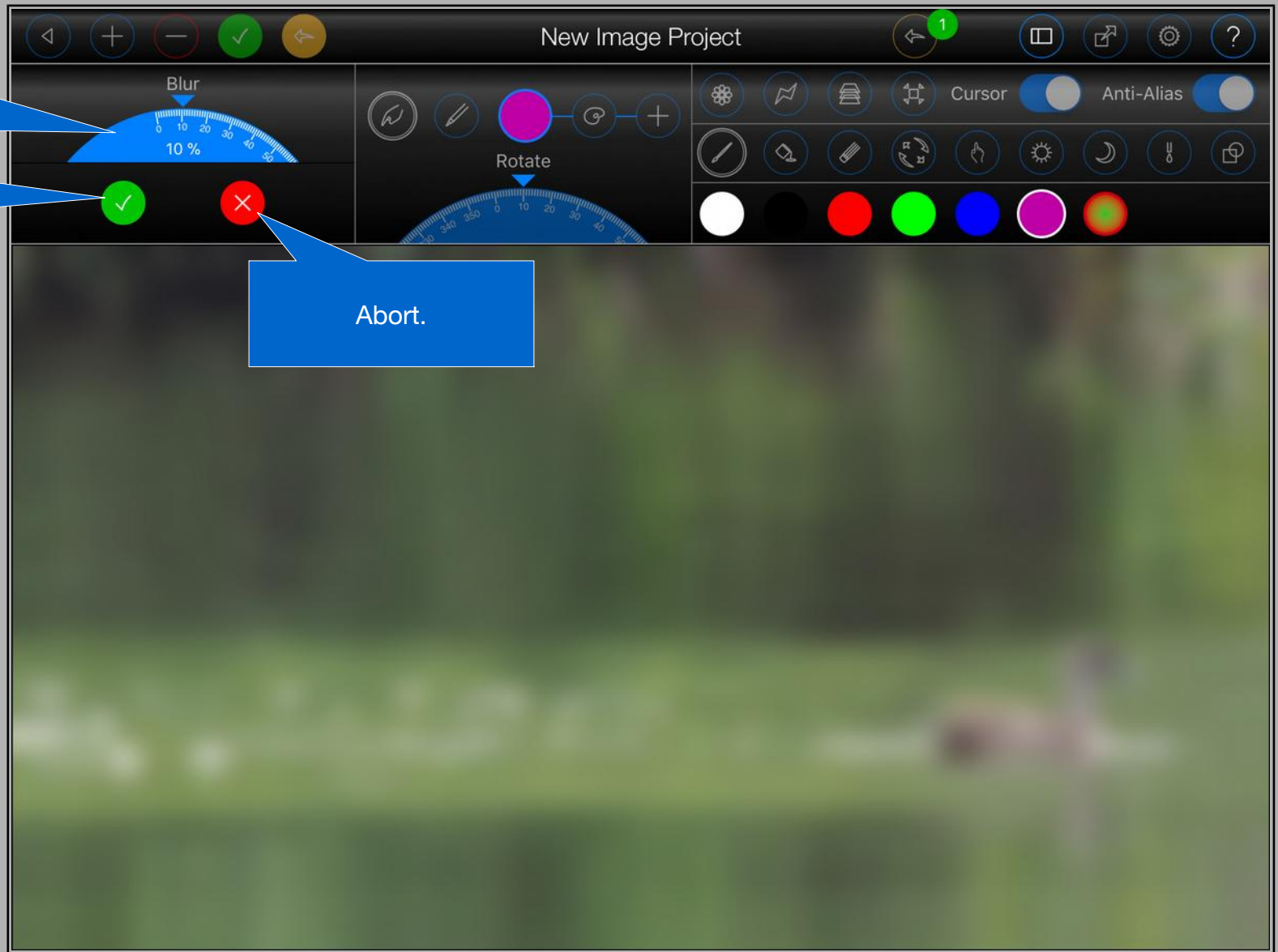
Select 'Blur' from the 'Effects' menu:



Rotate this dial to set the strength of the blur effect.

Apply the blur.

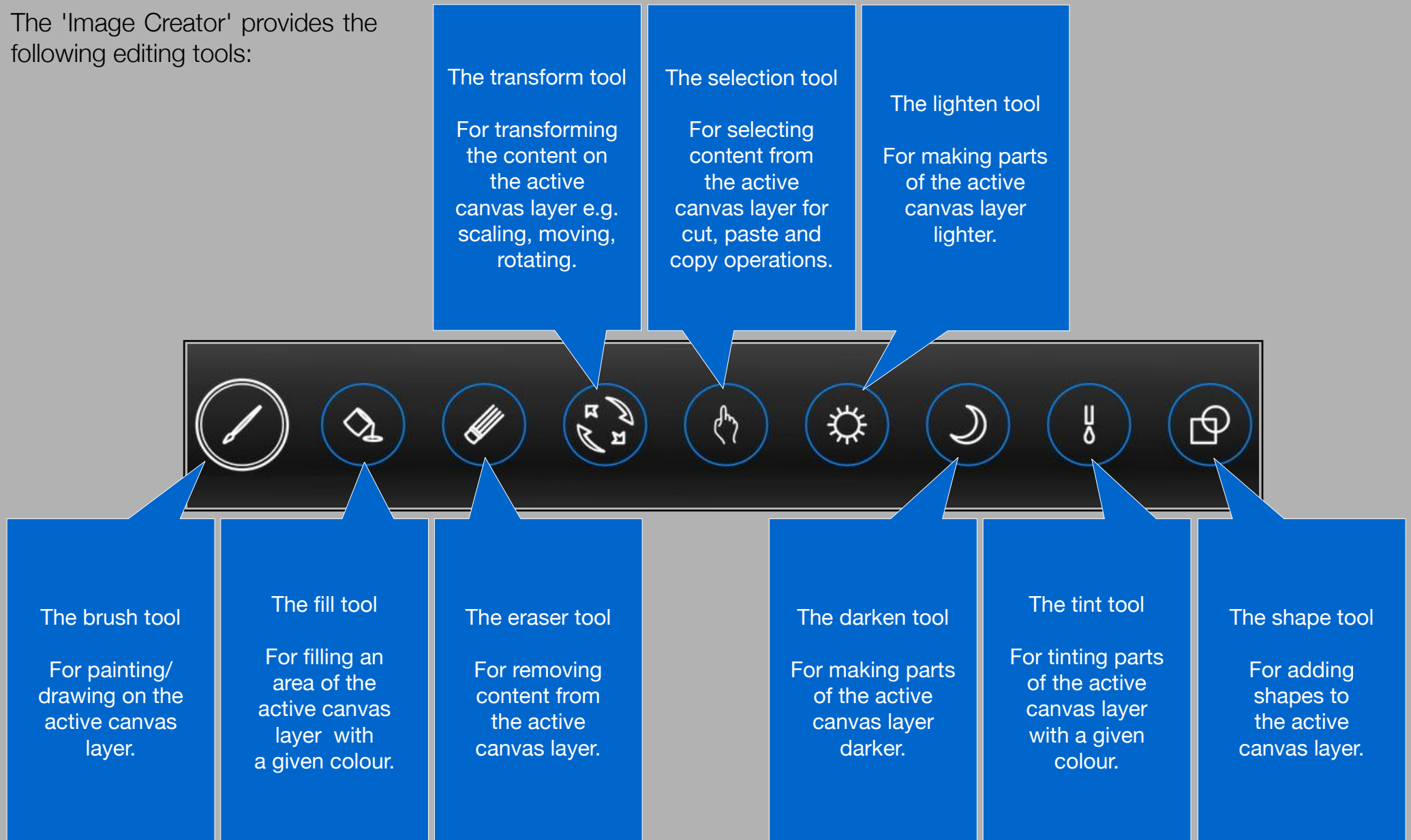
Abort.






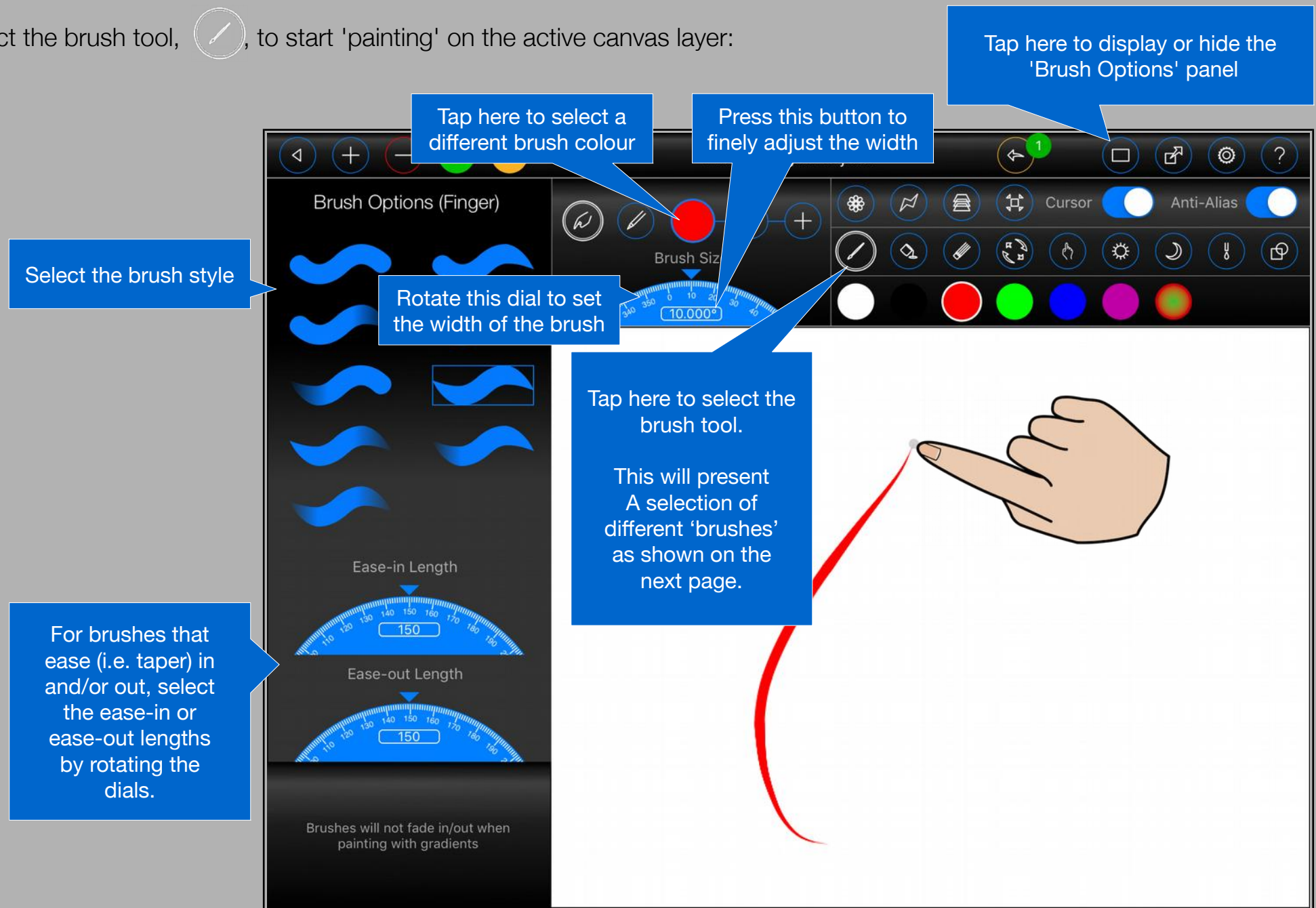
Editing Tools Overview

The 'Image Creator' provides the following editing tools:




The Brush Tool


Select the brush tool, , to start 'painting' on the active canvas layer:





Please note: The brush options will be different when using an Apple Pencil (please refer to the 'Apple Pencil' topic, left).


Drawing Tools


 Stylus

 Pencil







 Crayon

 Felt Tip

 Oil Brush

 Dry Brush

Display Drawing Tool Options



Tap here to display the 'Fill Options' panel if another panel is currently being displayed.

Drawing Tools

Stylus

Pencil

Crayon

Felt Tip


Oil Brush

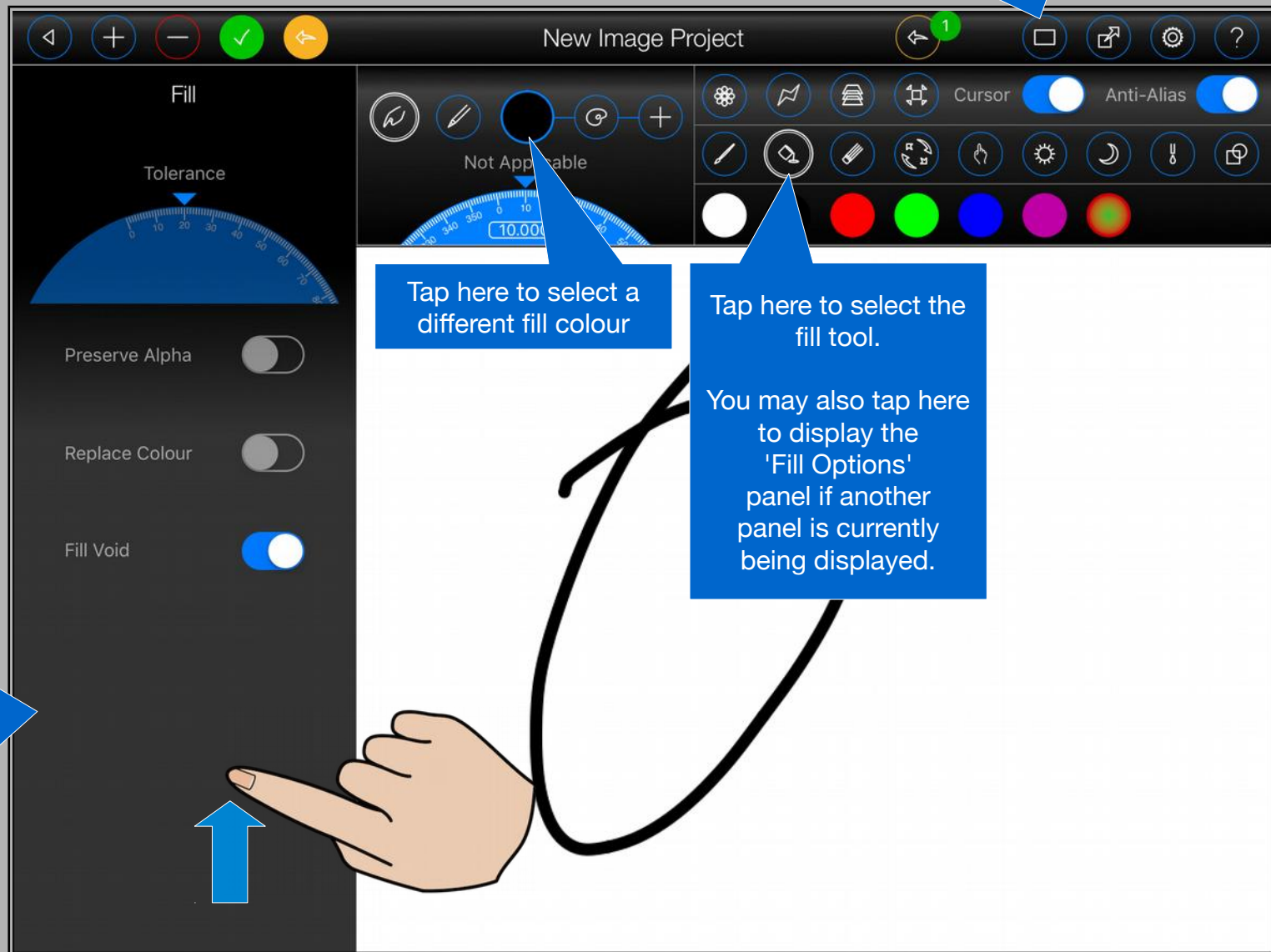
Dry Brush

Display Drawing Tool Options

Tap here to display the 'Fill Options' panel if another panel is currently being displayed.

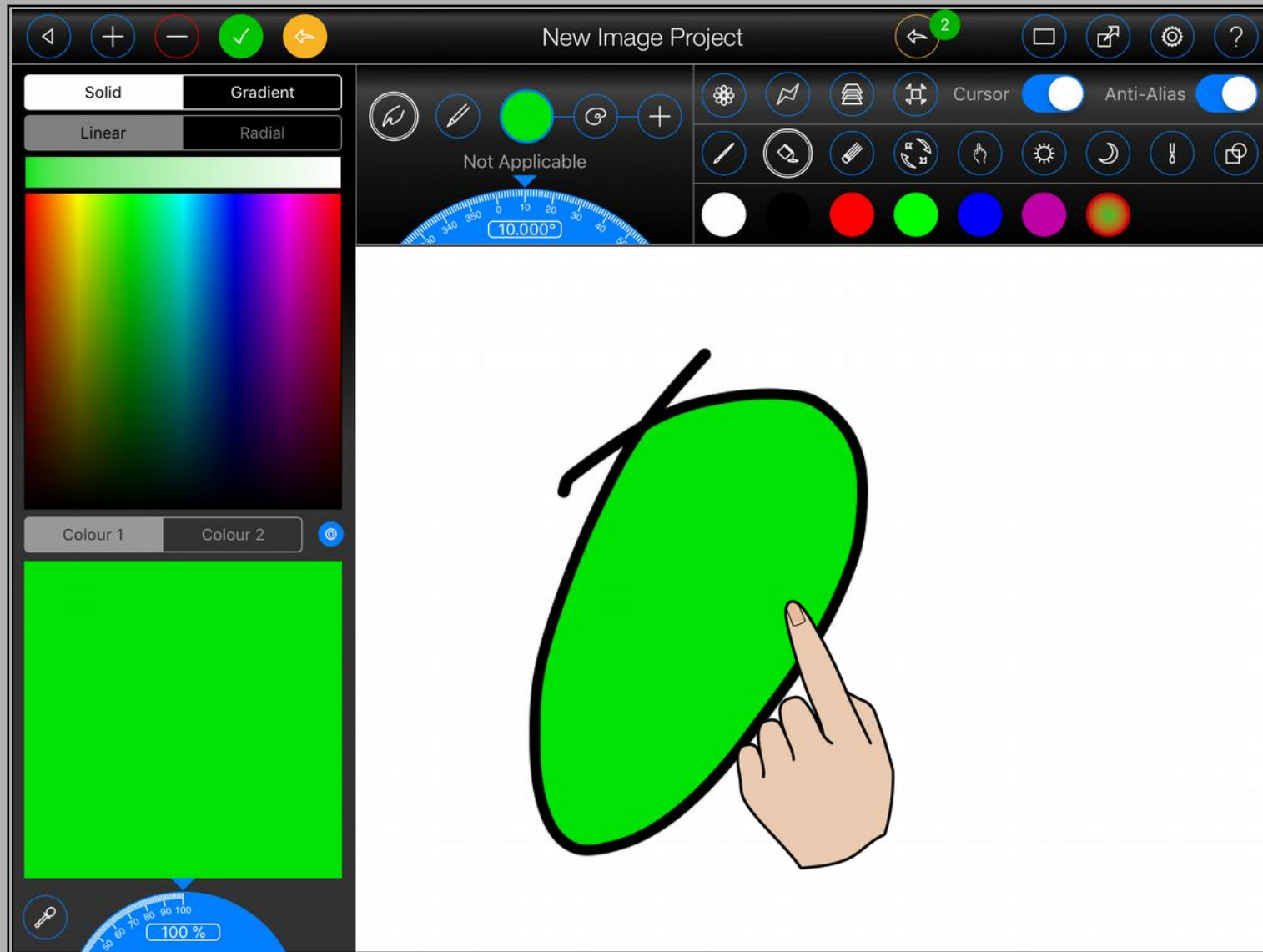
The Fill Tool

Select the fill tool, , to fill part of the active canvas layer with a given colour:



Filling with Solid Colours

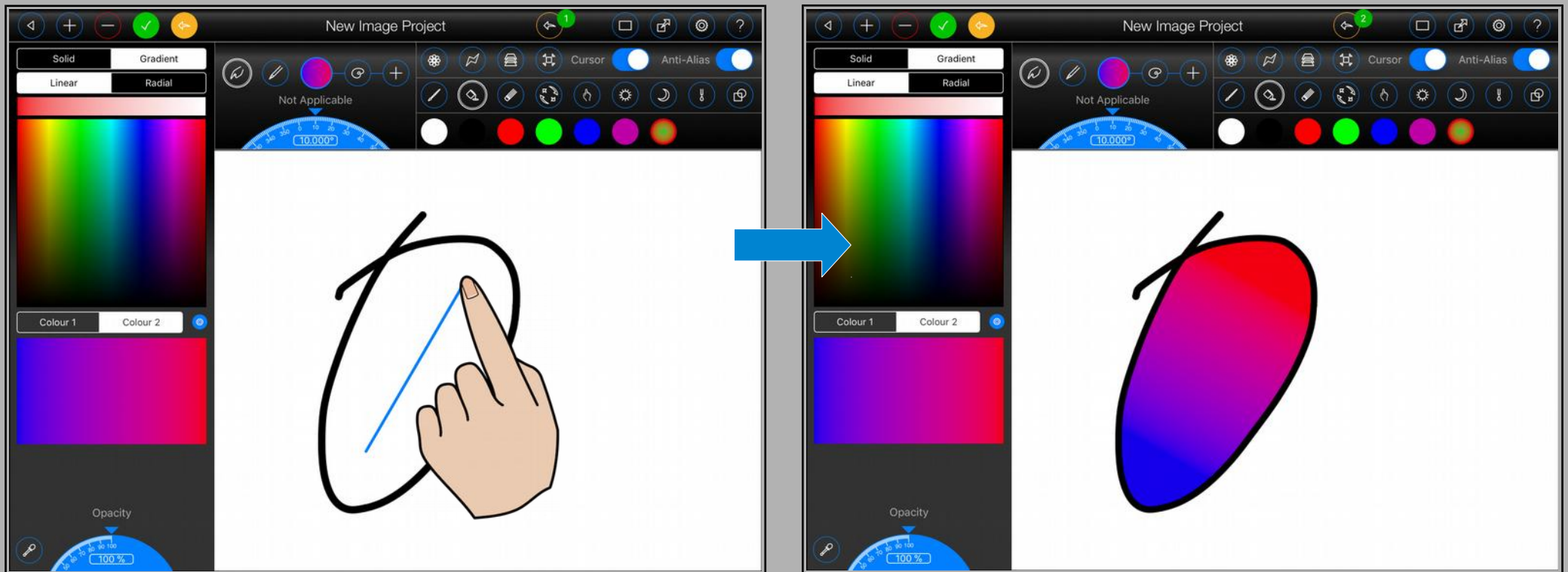
Tap anywhere on the active canvas layer to fill with a solid colour:



Filling with a Linear Gradient

Drag your finger across the active canvas layer to draw a blue line. When you release, the area will be filled with a [linear gradient](#), where:

- The start of the line will be colour 1
- The end of the line will be colour 2
- The angle and length of the line will determine the transition between colour 1 and colour 2 (see the example below)

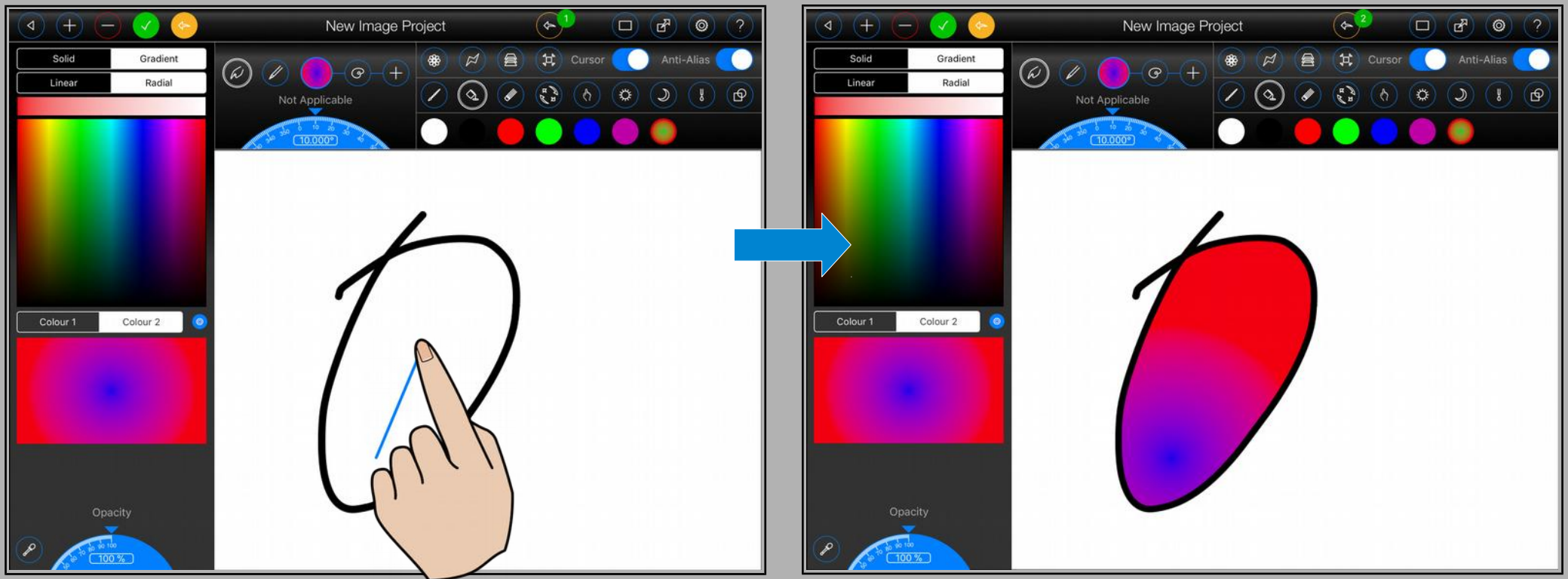


Please note: You can also tap on the active canvas layer to fill with a gradient. The gradient will be drawn according to the preview on the colour panel.

Filling with a Radial Gradient

Drag your finger across the active canvas layer to draw a blue line. When you release, the area will be filled with a [radial gradient](#), where:

- The start of the line will define the centre of a circle (colour 1)
- The end of the line will define the radius of the circle (colour 2)



Please note: You can also tap on the active canvas layer to fill with a gradient. The gradient will be drawn according to the preview on the colour panel.

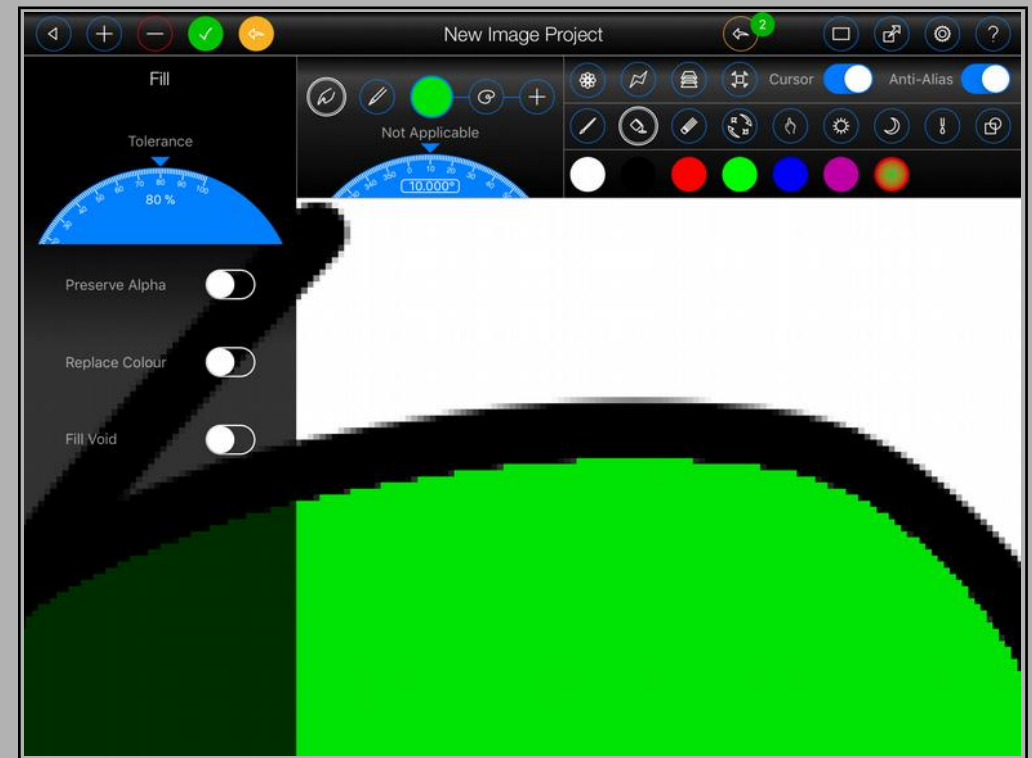
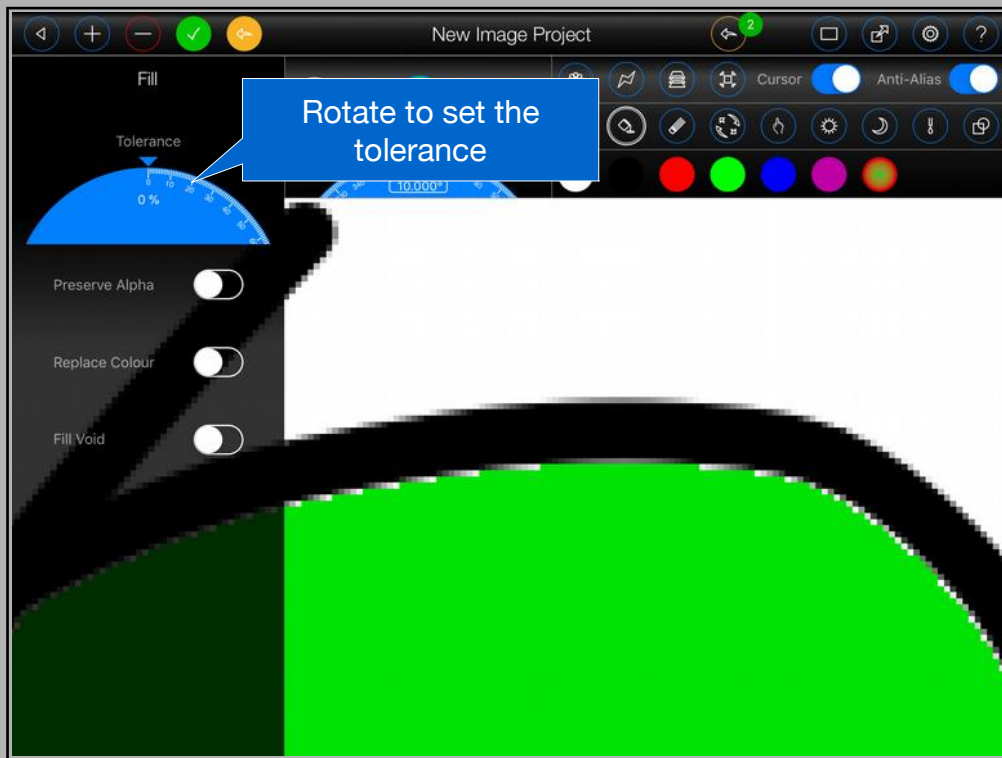
Fill Options

Tolerance

Animation Pro fills an area until it strikes a colour significantly different to the one that you tapped upon. Just how significantly different that colour needs to be is determined by the 'Tolerance':

- When the tolerance is set to 0%, Animation Pro will fill until it strikes any other colour
- When the tolerance is set to 100%, Animation Pro will fill the entire canvas, regardless of the existing colours found there

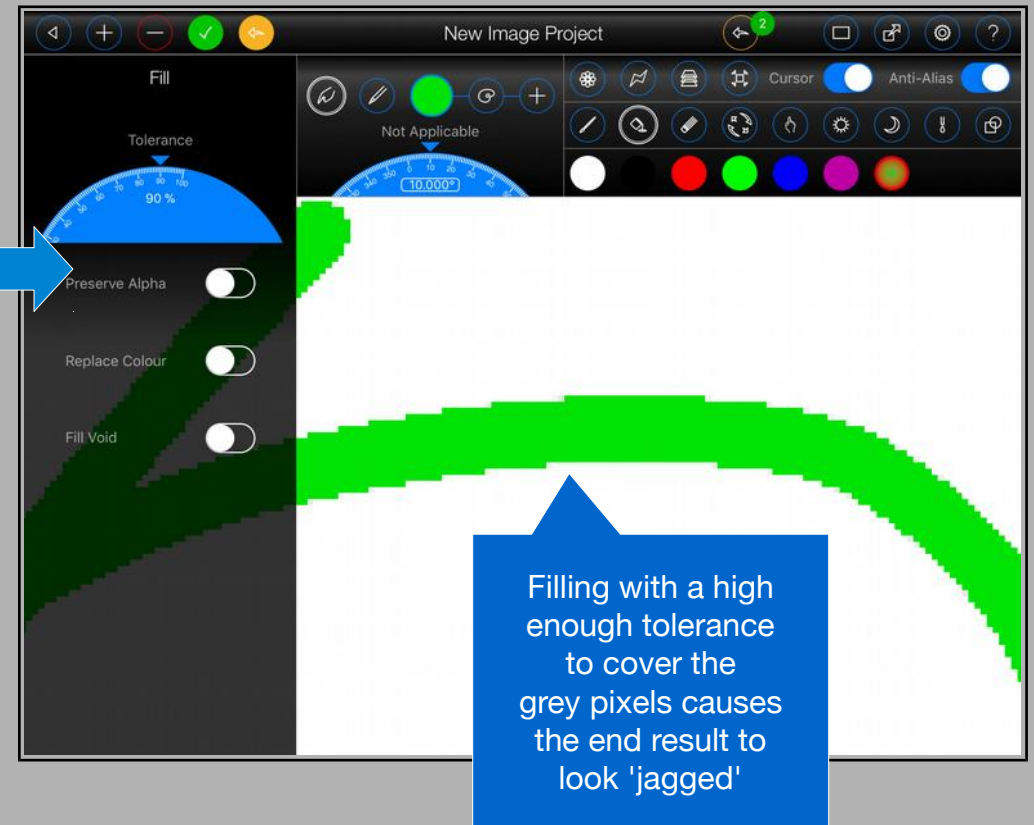
Here's an example of an area filled with the tolerance set to 0% and the tolerance set to 80%:



Notice that in the first image (above), there are 'white' pixels between the green fill and the bounding black line. This is because the black line was anti-aliased i.e. grey pixels (they're almost white) exist around the edges of the line to smooth it out. With the tolerance set to 0%, Animation Pro doesn't fill these pixels. At 80% however, it does.

Preserve Alpha

Sometimes you might wish to change the colour of, say, an existing brush stroke. This can be a problem if that brush stroke was anti-aliased, please see below:

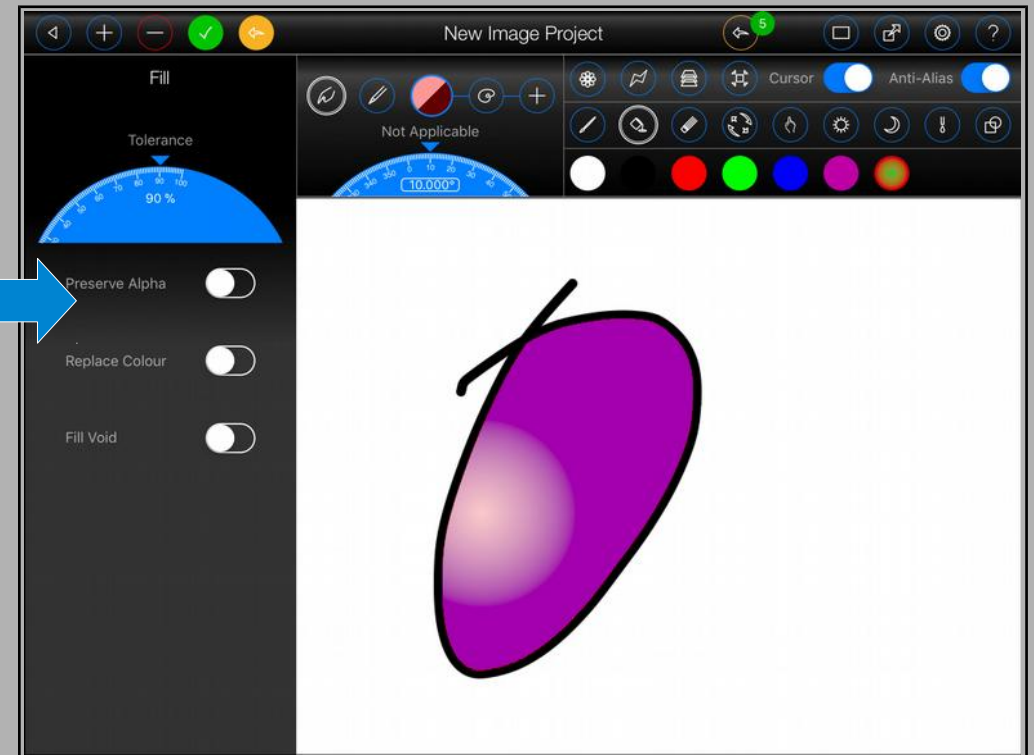
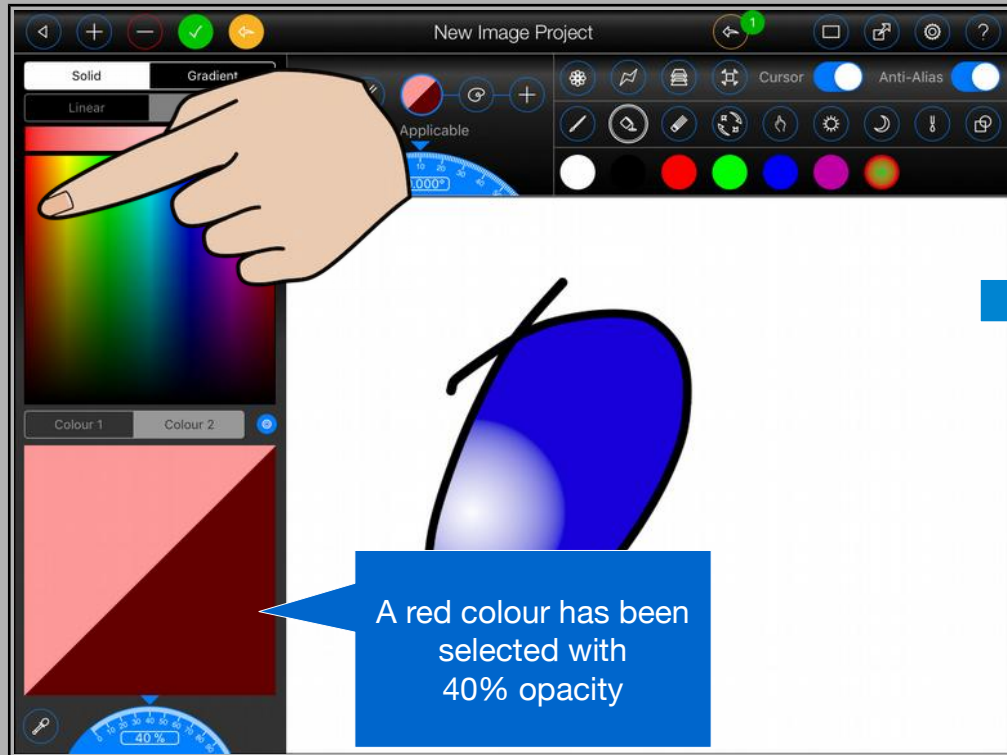


It is possible to produce a better result in this situation by turning the 'Preserve Alpha' switch on. Animation Pro will then fill the anti-aliasing pixels (the grey ones, above) with the fill colour whilst preserving their original opacity (alpha channel):

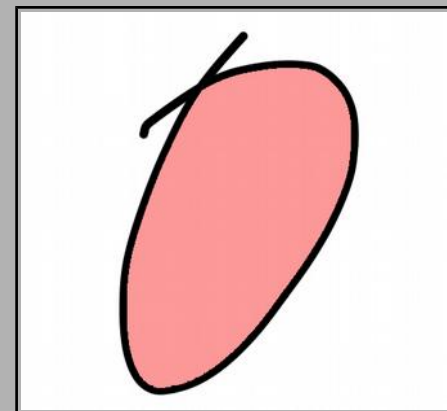


Replace Colour

When Animation Pro fills an area, it actually places the new colour 'over the top' of the colours already there (based upon the tolerance). So, if the new colour is semi-transparent, you'll actually be able to see the previous colour showing through from underneath:

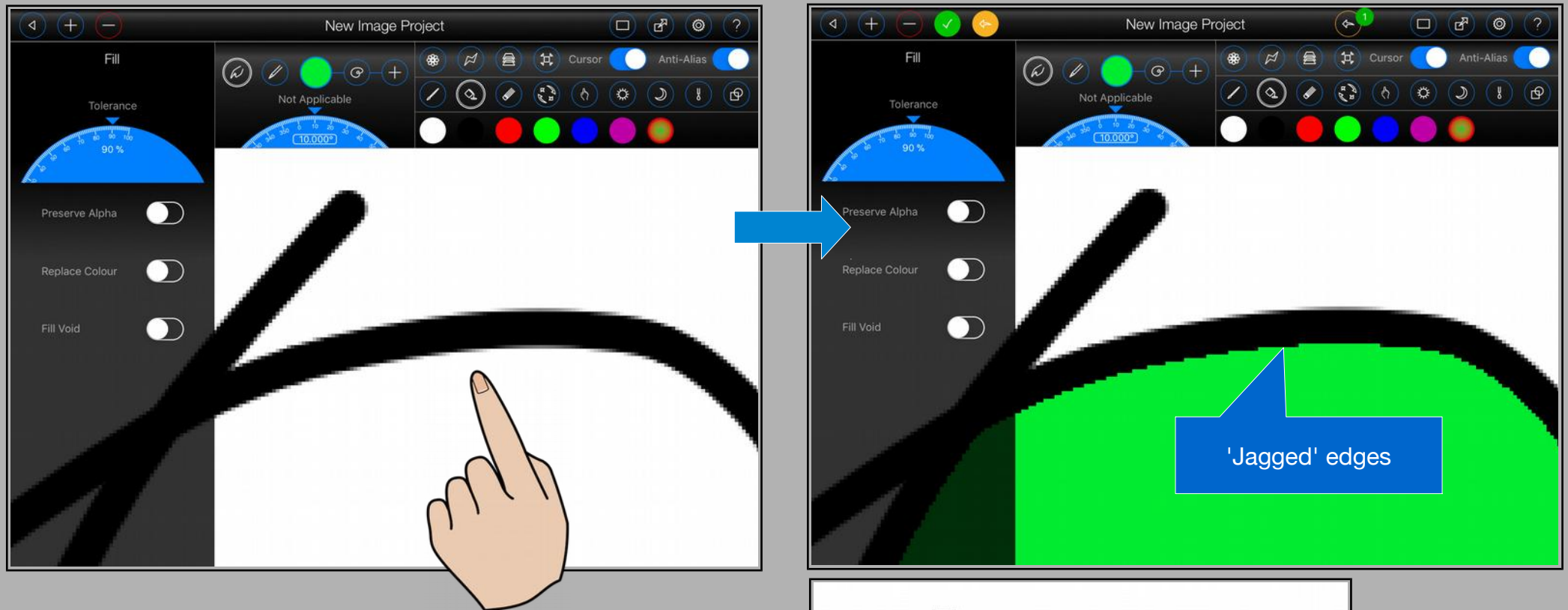


To replace the existing colours instead, turn the 'Replace Colour' switch on. Tapping on the image (shown above) will then yield the following result:



Fill Void

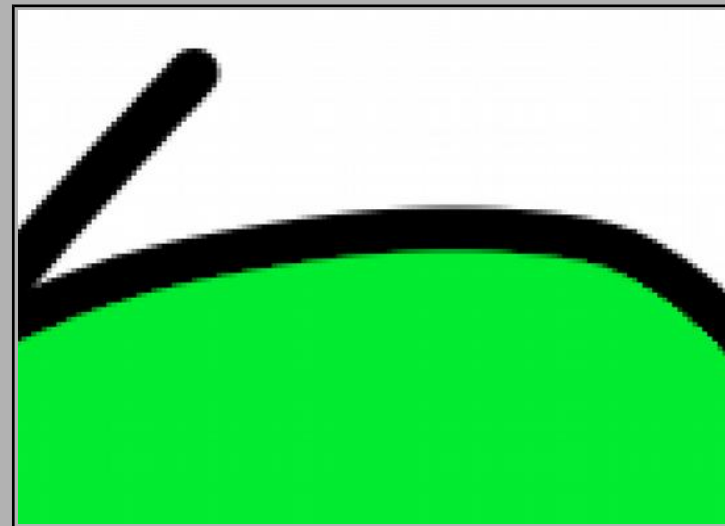
When setting the tolerance high enough to completely fill a void (an uncoloured part of the active canvas), you can end up with 'jagged' edges as shown below:




Turn on the 'Fill Void' switch to improve the end result:

Please note:

This feature only works when filling voids (uncoloured parts of the active canvas).



The Eraser Tool

Tap on the eraser tool, , to remove content from the active canvas layer.

Tap here to display or hide the 'Selection Options' panel

Use this panel to set the colour and opacity of the eraser cursor.

Choose the size of the eraser.

Tap here to choose the eraser tool.

You may also tap here to display the 'Eraser Options' panel if another panel is currently being displayed.

Move your finger (or the Apple pencil, if selected) across the canvas to remove content from the active layer.



The Transform Tool

Tap on the transform tool, , to quickly move, rotate, scale, flip and set the opacity of the active canvas layer.

Tap here to display or hide the 'Selection Options' panel



Tap here to choose the transform tool.

This panel may be minimised by swiping upwards.

Use these buttons to accept or reject your changes.

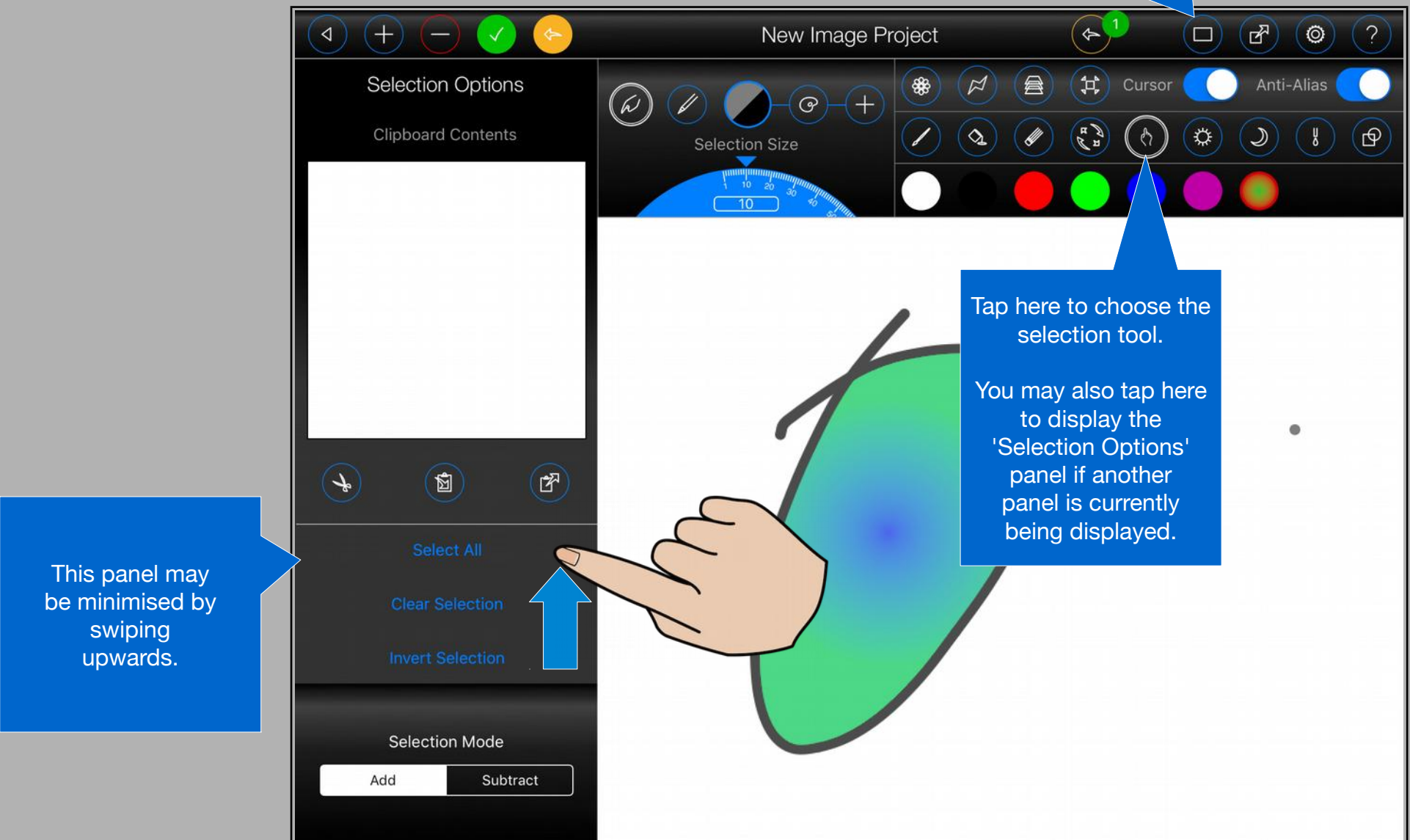
Drag the contents of the active canvas layer around with your finger.

Use two fingers to enlarge or shrink the layer.

For more details on how to move, rotate, scale and flip the active canvas layer, please see '[Paste Options](#)' – it works the same way!

The Selection Tool

Tap on the selection tool, , to perform select, cut, copy and paste operations:



Please note: The canvas will appear slightly 'washed out' when this tool is chosen. This allows your selections to be seen.

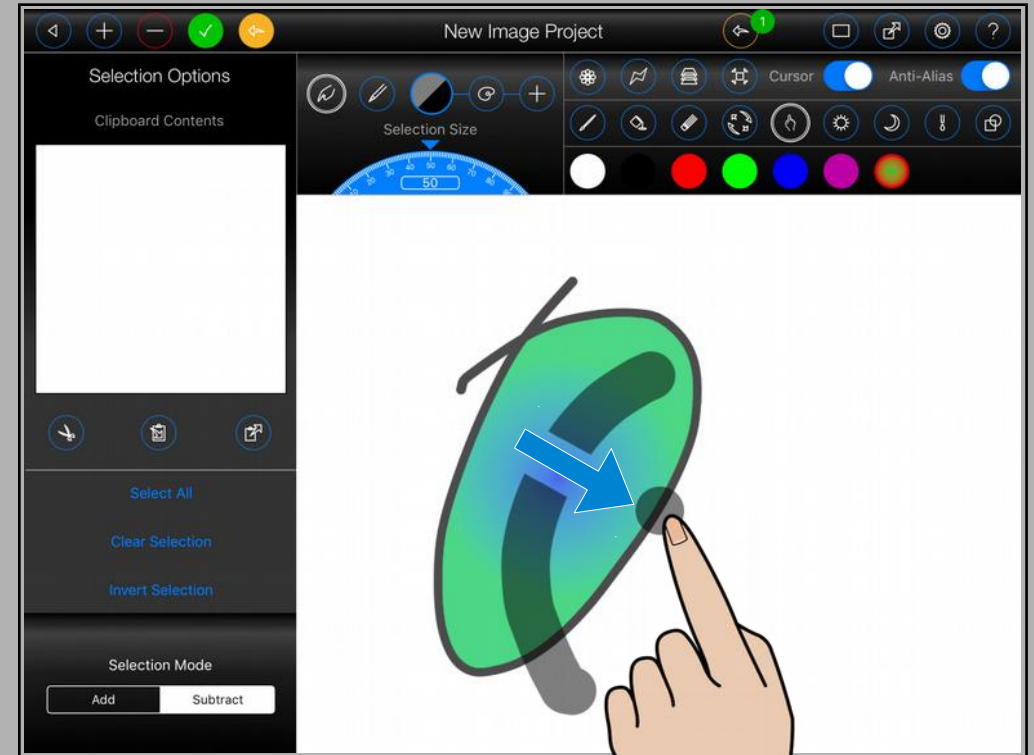
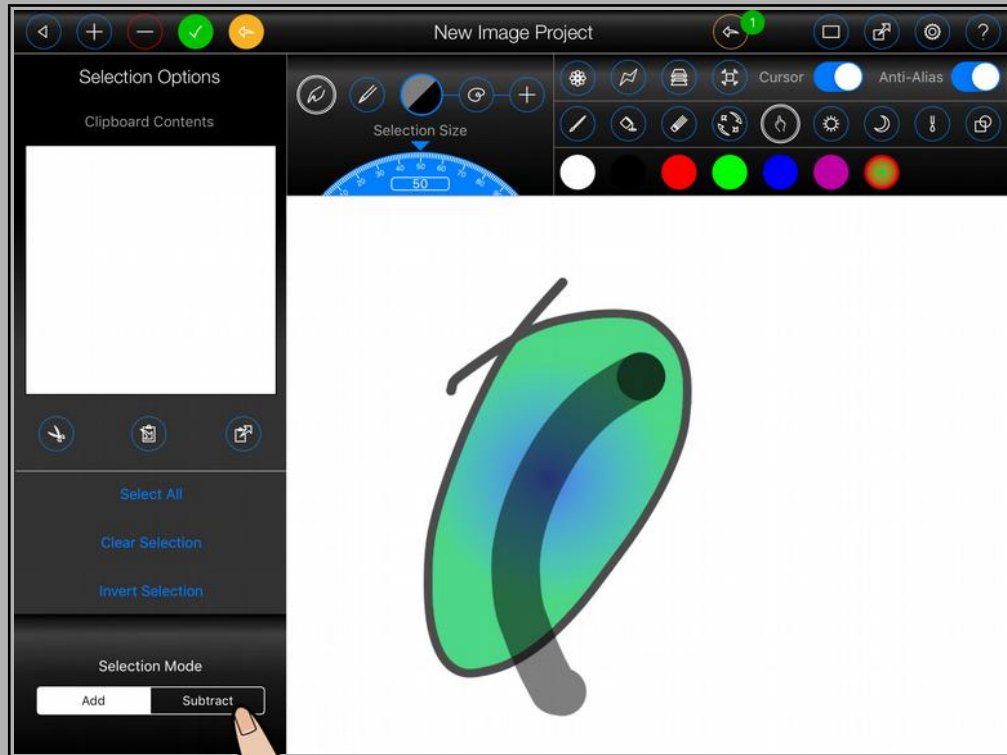
Selecting Content

Selecting content from the active canvas layer is easy. Choose a 'Selection Size' using the dial at the top of the screen and then drag your finger across the screen to select the desired content:



Deselecting Content

Perhaps you've selected a little bit too much? Change the 'Selection Mode' to 'Subtract' and paint over the part of the selection that you'd like to remove:



Please note: You can also press the 'Clear Selection' button on the 'Selection Options' panel to remove the entire selection.

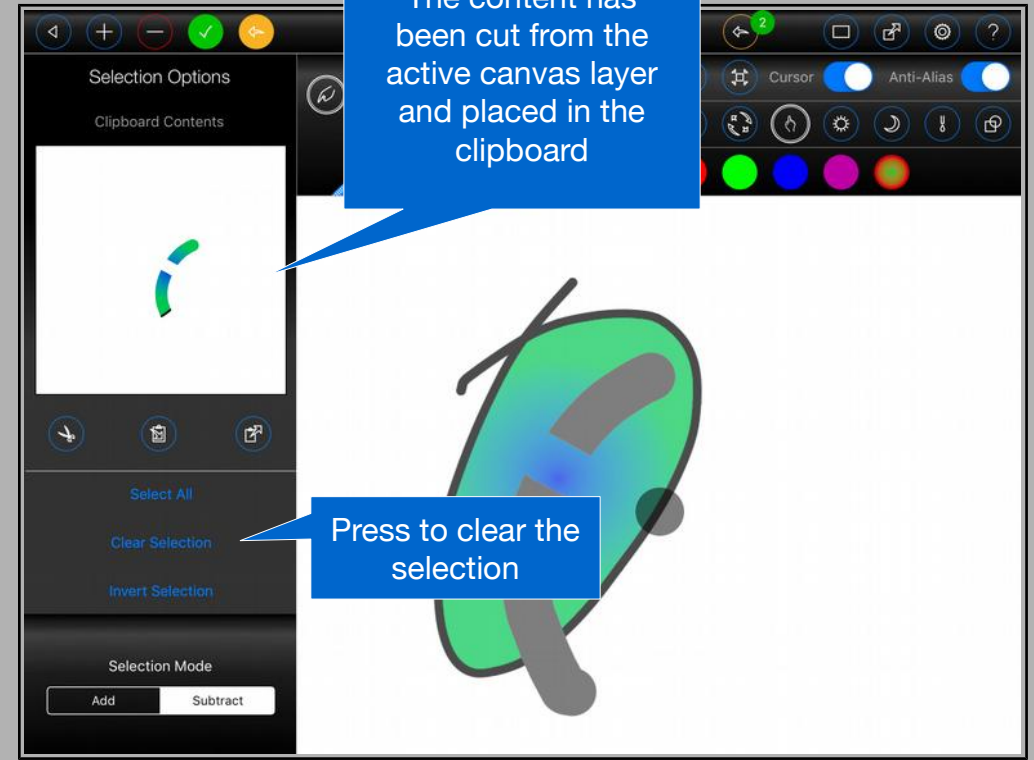
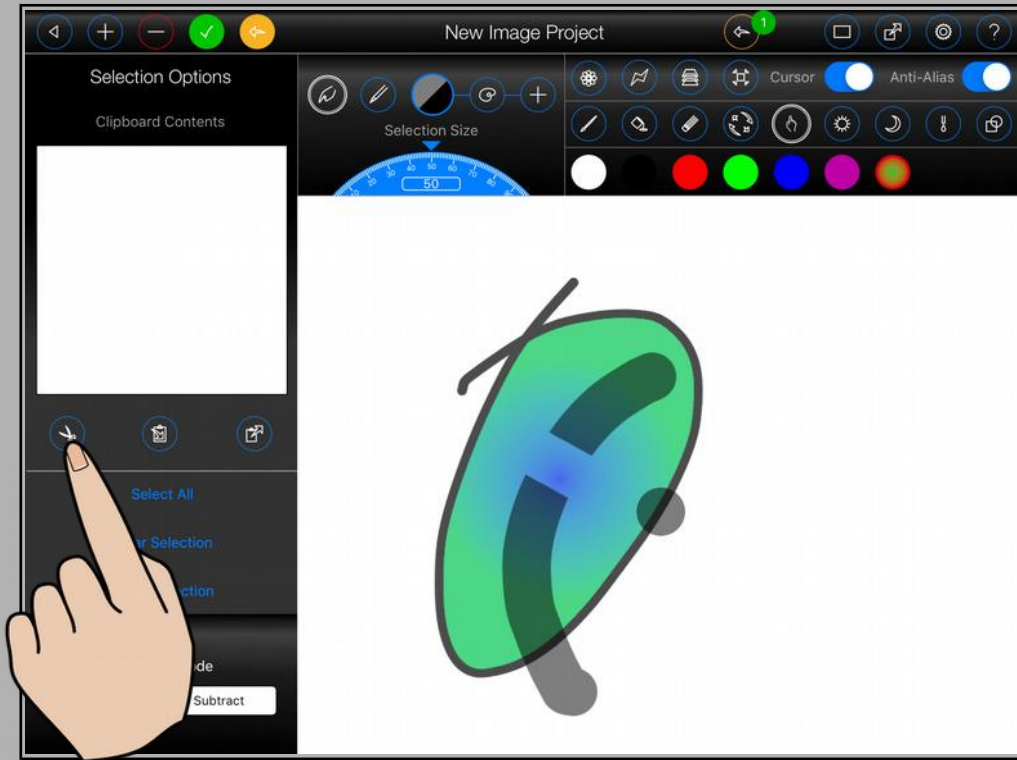
Cut

Once you've selected part of the active canvas layer, you can press the



button to perform a 'Cut' operation. This will

remove the selected content and place it in the 'Clipboard' for later use:




Please note:

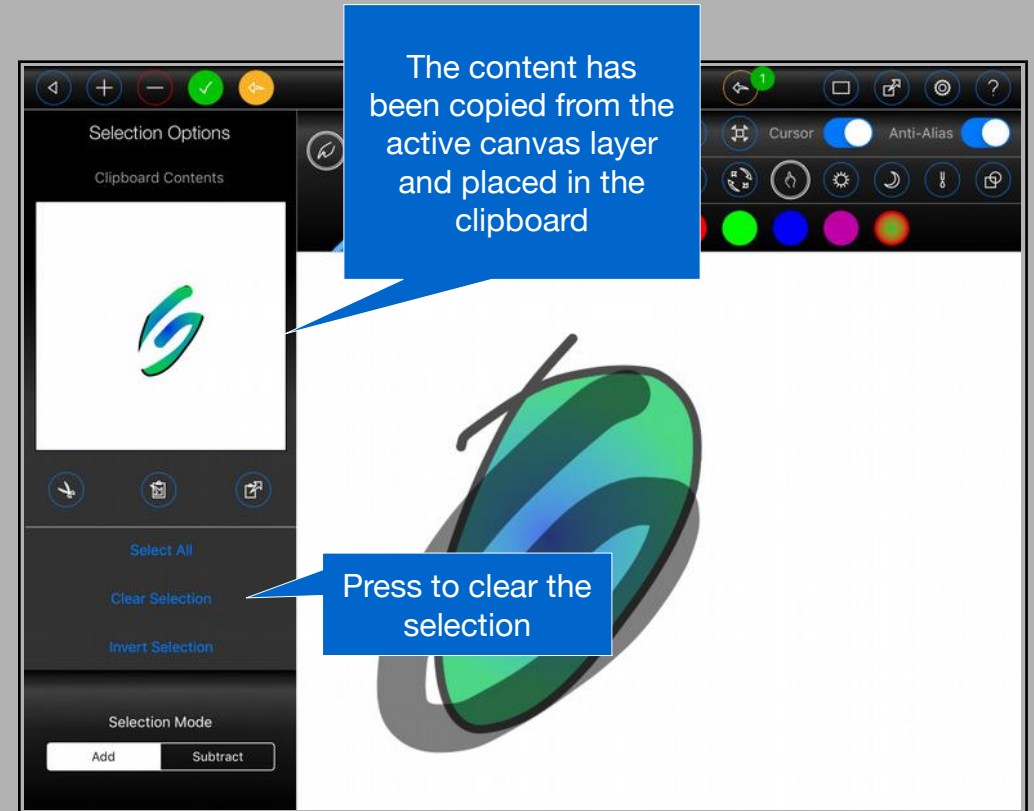
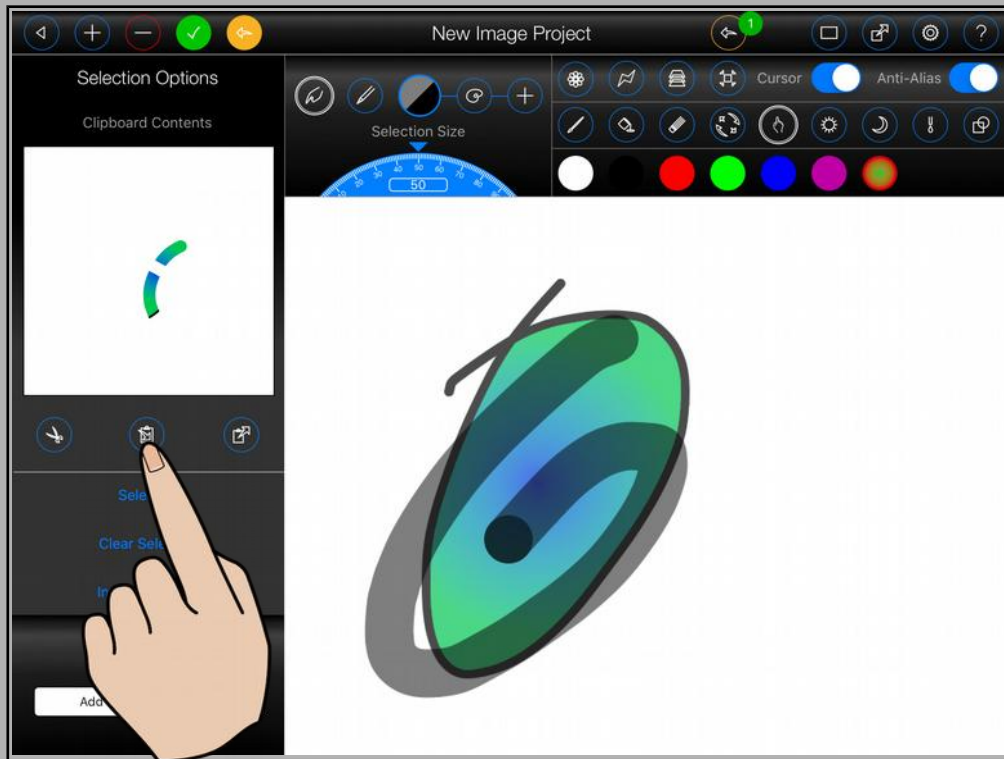
The selection will be retained until you press the 'Clear Selection' button at the bottom of the 'Selection Options' panel, even if you change tools.



The canvas will look like this after the selection has been removed

Copy

Once you've selected part of the active canvas layer, you can press the  button to perform a 'Copy' operation. This will copy the selected content and place it in the 'Clipboard' for later use:



Please note:

The selection will be retained until you press the 'Clear Selection' button at the bottom of the 'Selection Options' panel, even if you change tools.

Paste

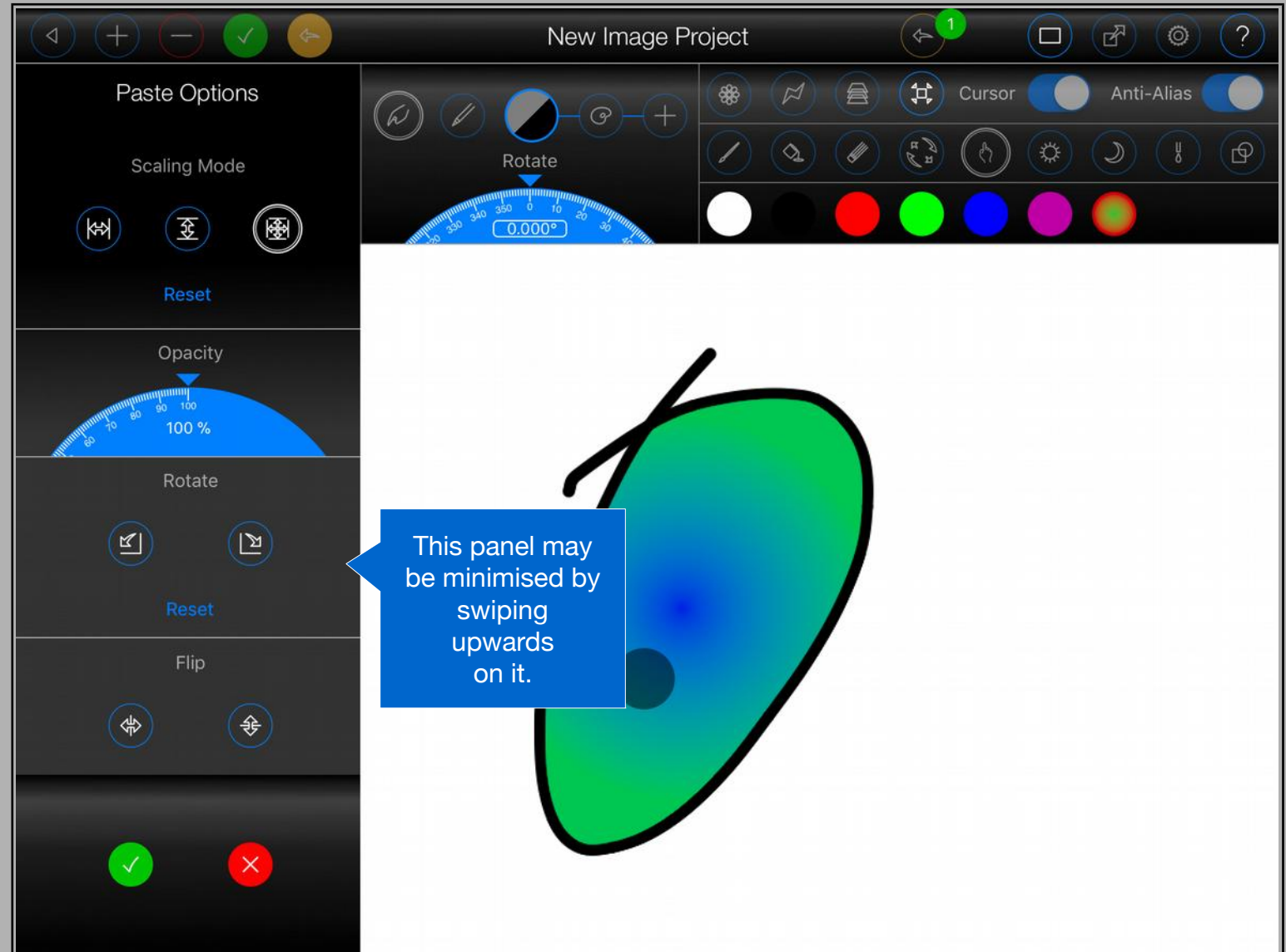
Once content has been cut or copied from the active canvas layer and placed into the Animation Pro clipboard it can be 'pasted' back onto the active canvas layer (which, of course, can be a totally different layer than the one you started with; in fact, given that the clipboard is shared across projects, it can be a totally different layer in a different project):

To paste content from the clipboard, press the  button:

A 'Paste Options' panel will be displayed. This allows the contents of the clipboard to be rotated, scaled, flipped etc. prior to being pasted onto the active canvas layer (see next pages).

Please note:

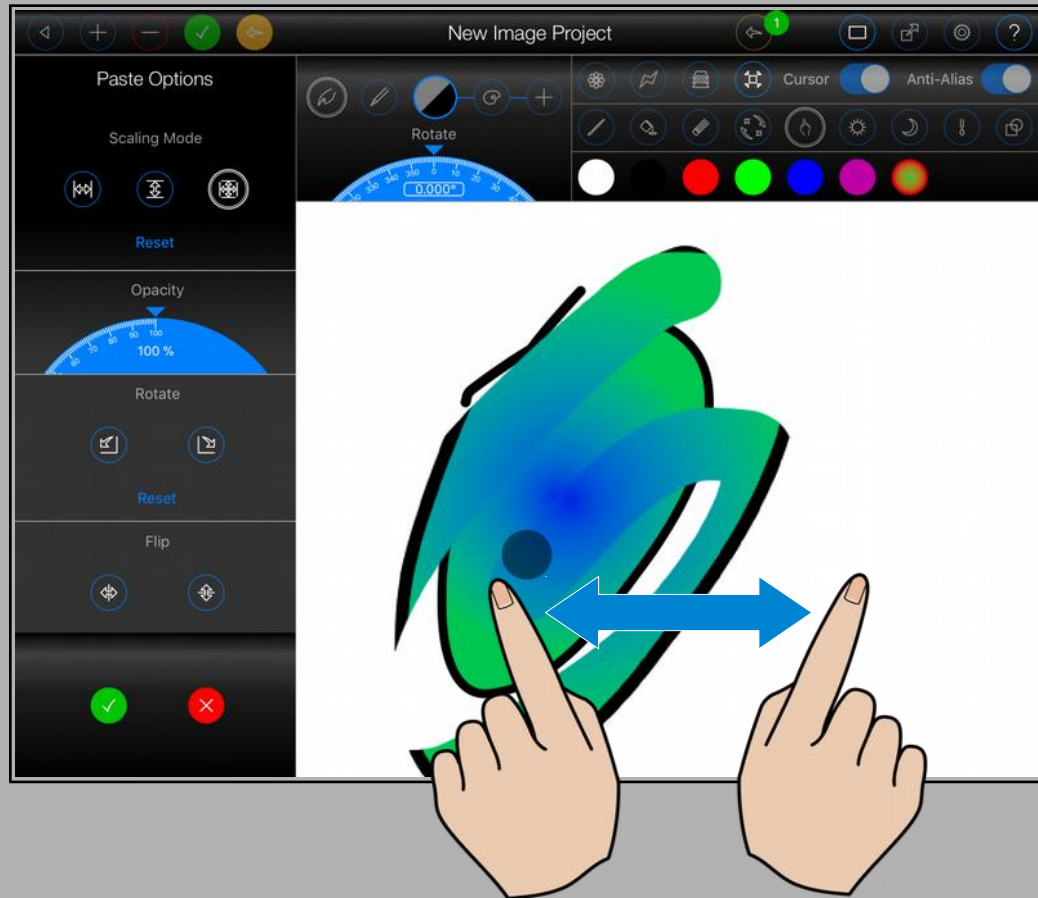
Many of the other functions within the image creator will be disabled until you dismiss the 'Paste Options' by pressing either the green tick or the red cross button at the bottom of the panel.



Paste Options

Scaling the Pasted Content

The scaling modes control what happens when you use pinch-to-zoom. They allow the pasted content to be scaled in three ways (see right):



Please note: You may press the 'Reset' button located under the scaling mode buttons to reset any scaling adjustments.

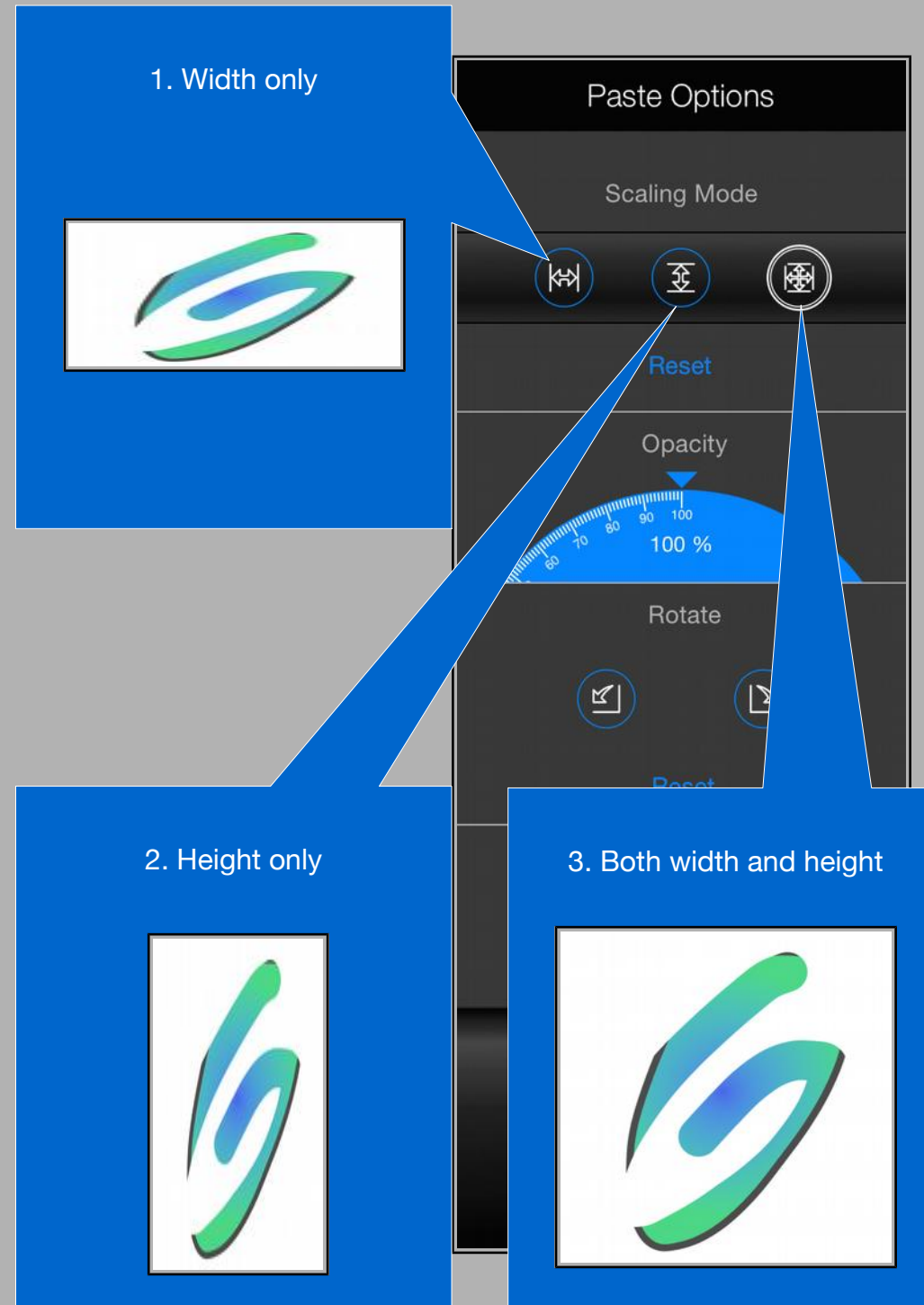
1. Width only




2. Height only



3. Both width and height



Rotating the Pasted Content

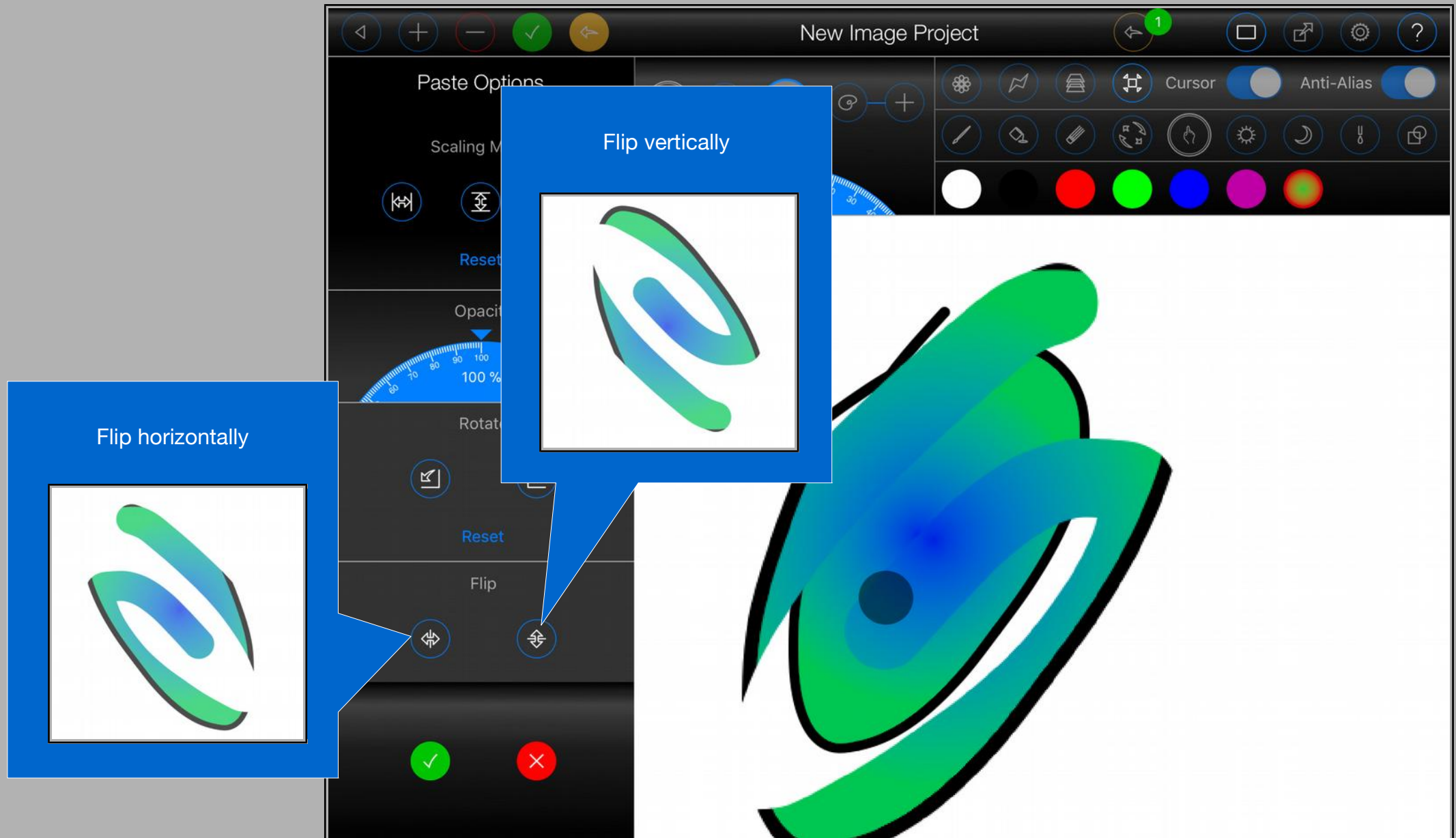
Use the  and  buttons to rotate the pasted contents 90 degrees to the left or 90 degrees to the right.



You may also use the 'Rotate' dial at the top of the screen to rotate the pasted content by an arbitrary angle.

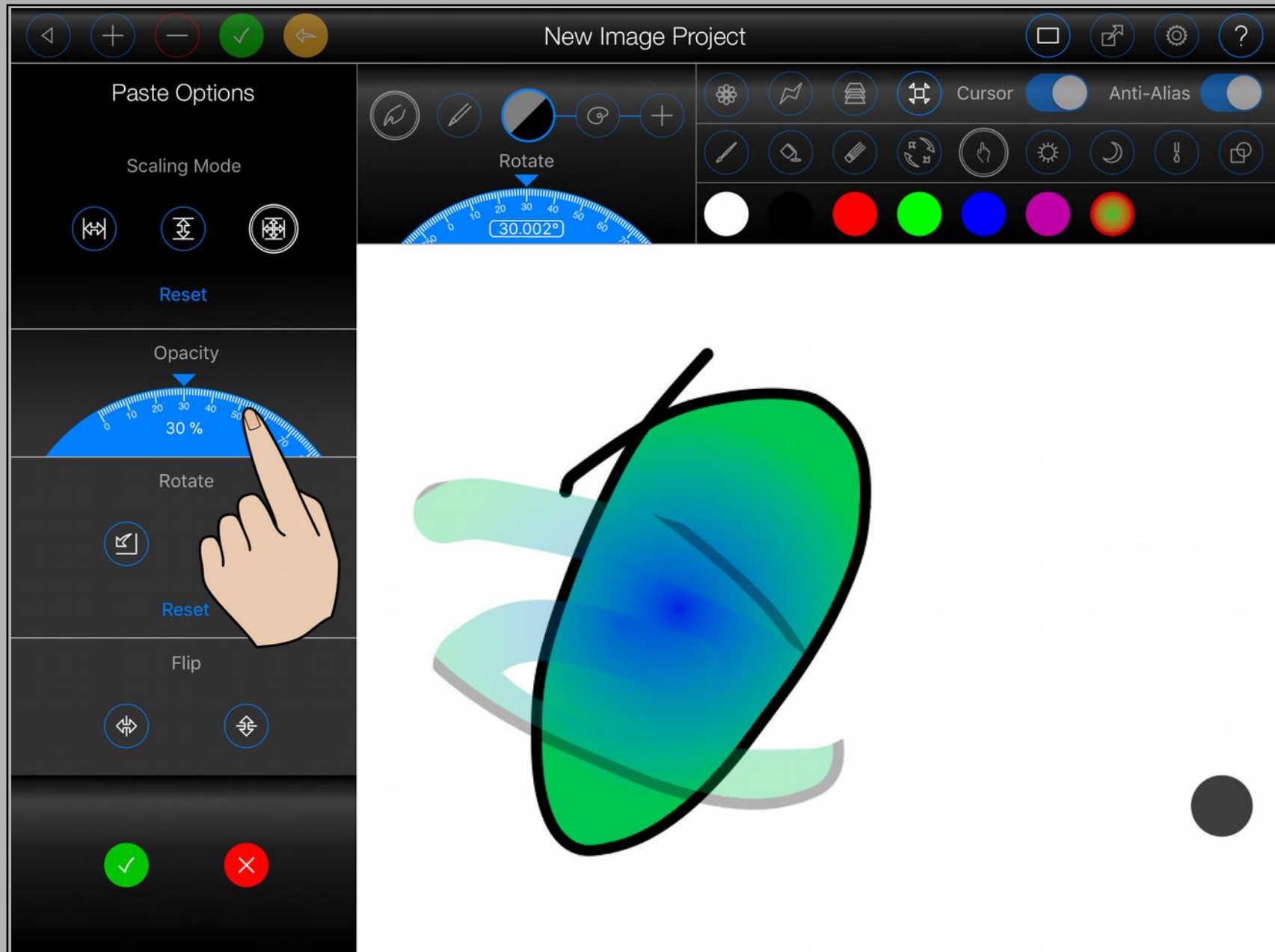
Flipping the Pasted Content

Use the  and  buttons to flip the pasted contents horizontally or vertically.



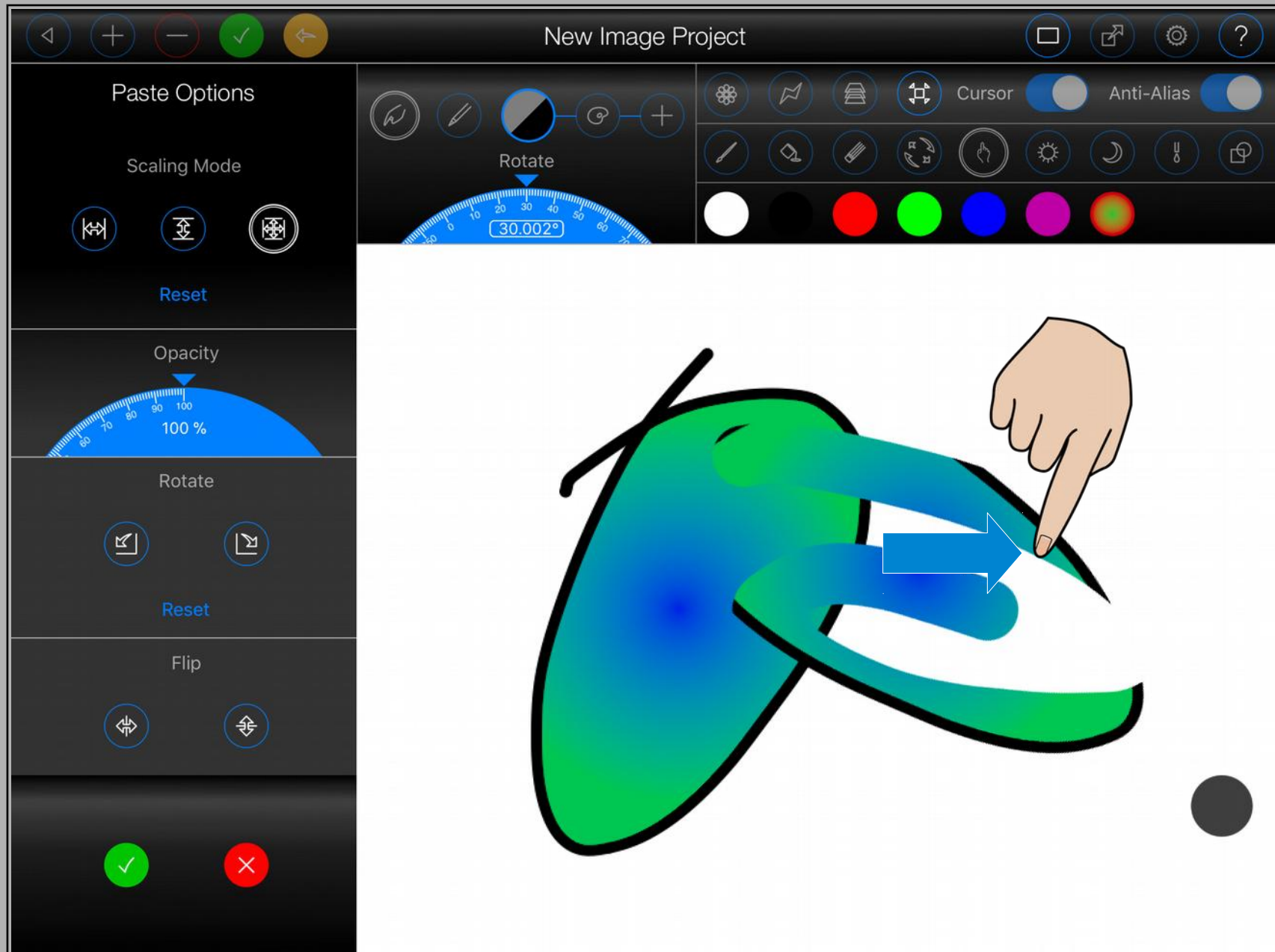
Setting the Opacity of the Pasted Content

Rotate the opacity dial (see below) to set the opacity of the pasted content:




Moving the Pasted Content

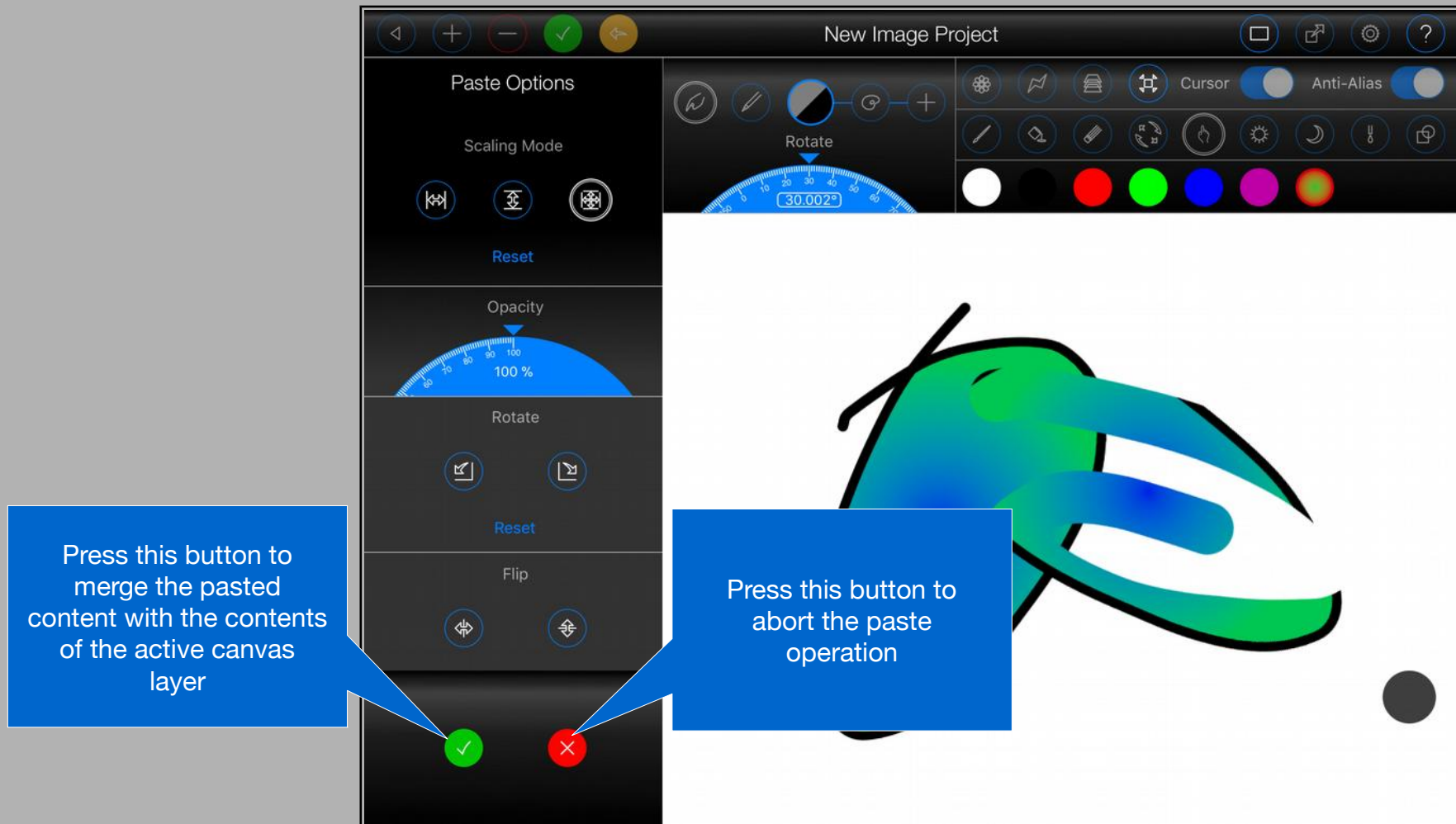
You may move the pasted content about by dragging it with your finger:



Committing a Paste Operation

Once you've finished scaling, rotating and flipping etc. the pasted content, press the  button at the bottom of the 'Paste Options' panel to commit it to the active canvas layer.

This will merge the pasted contents with any content already on that layer.



The Lighten Tool

Select the lighten tool, , to 'lighten' part of the active canvas layer:

Tap here to select the lighten tool.

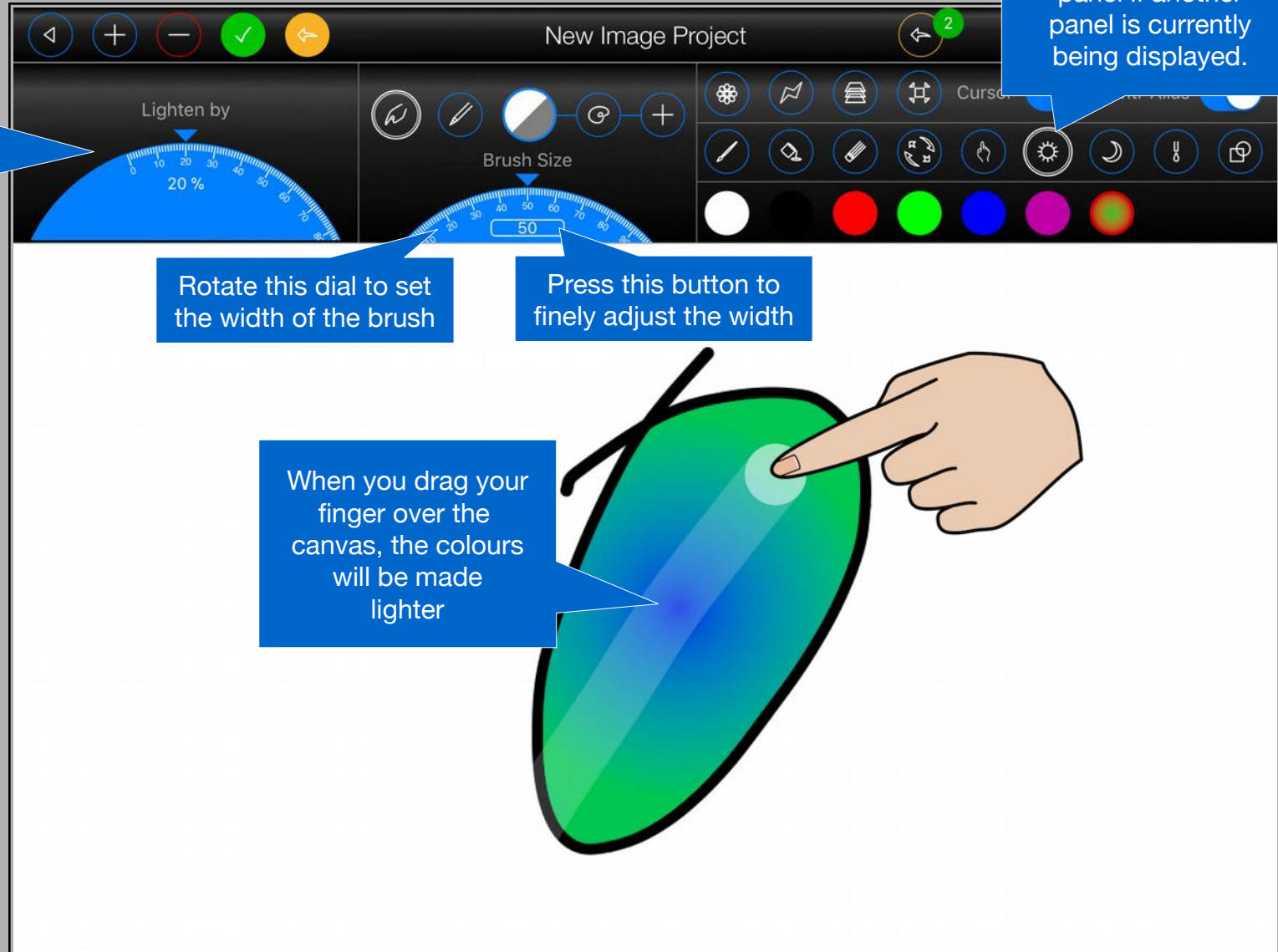
You may also tap here to display the 'Lighten Options' panel if another panel is currently being displayed.

Use this dial to set the strength of the 'lighten' effect

Rotate this dial to set the width of the brush

Press this button to finely adjust the width

When you drag your finger over the canvas, the colours will be made lighter



The Darken Tool

Select the darken tool, , to 'darken' part of the active canvas layer:

Tap here to select the darken tool.

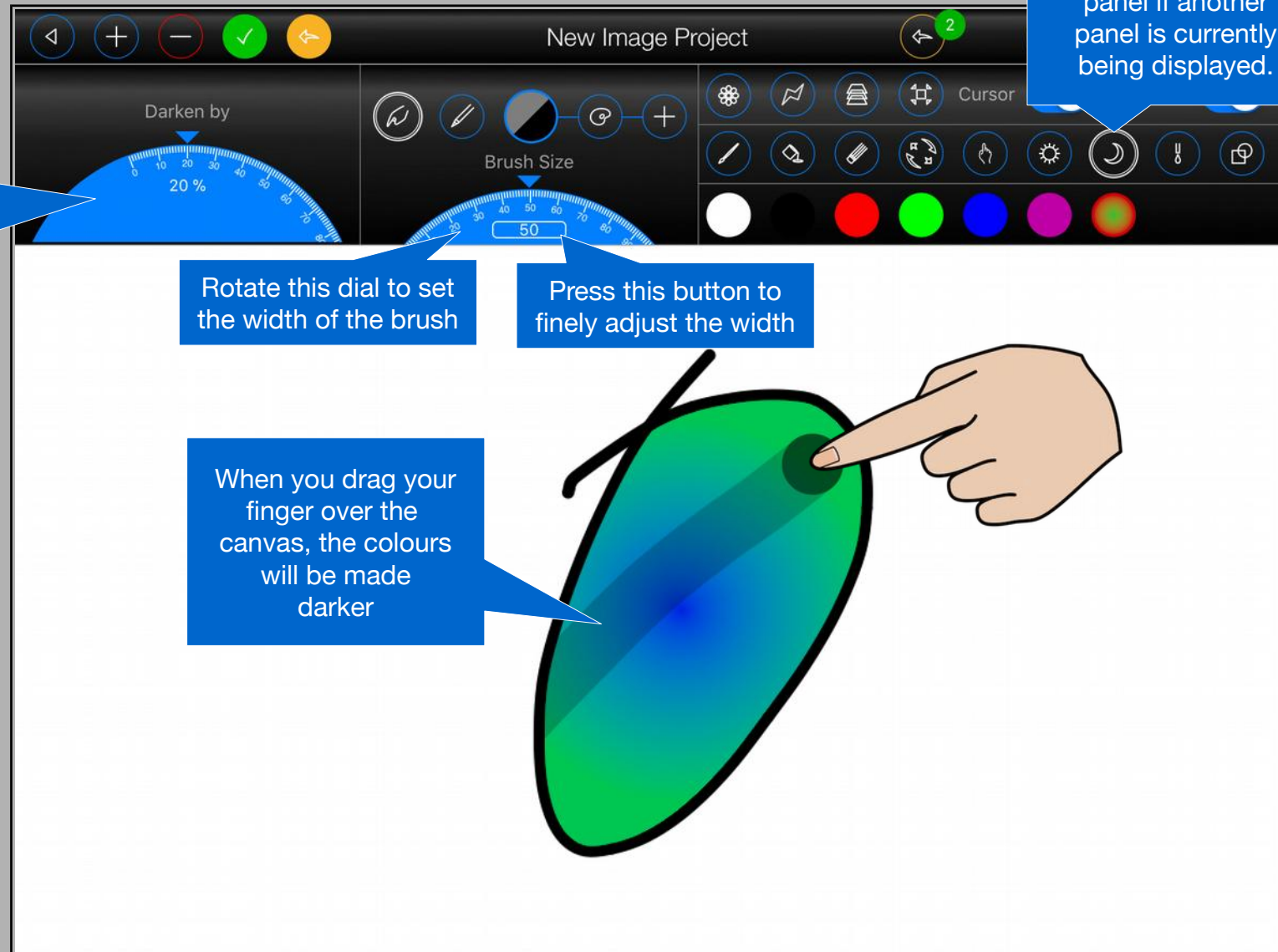
You may also tap here to display the 'Darken Options' panel if another panel is currently being displayed.

Use this dial to set the strength of the 'darken' effect


Rotate this dial to set the width of the brush

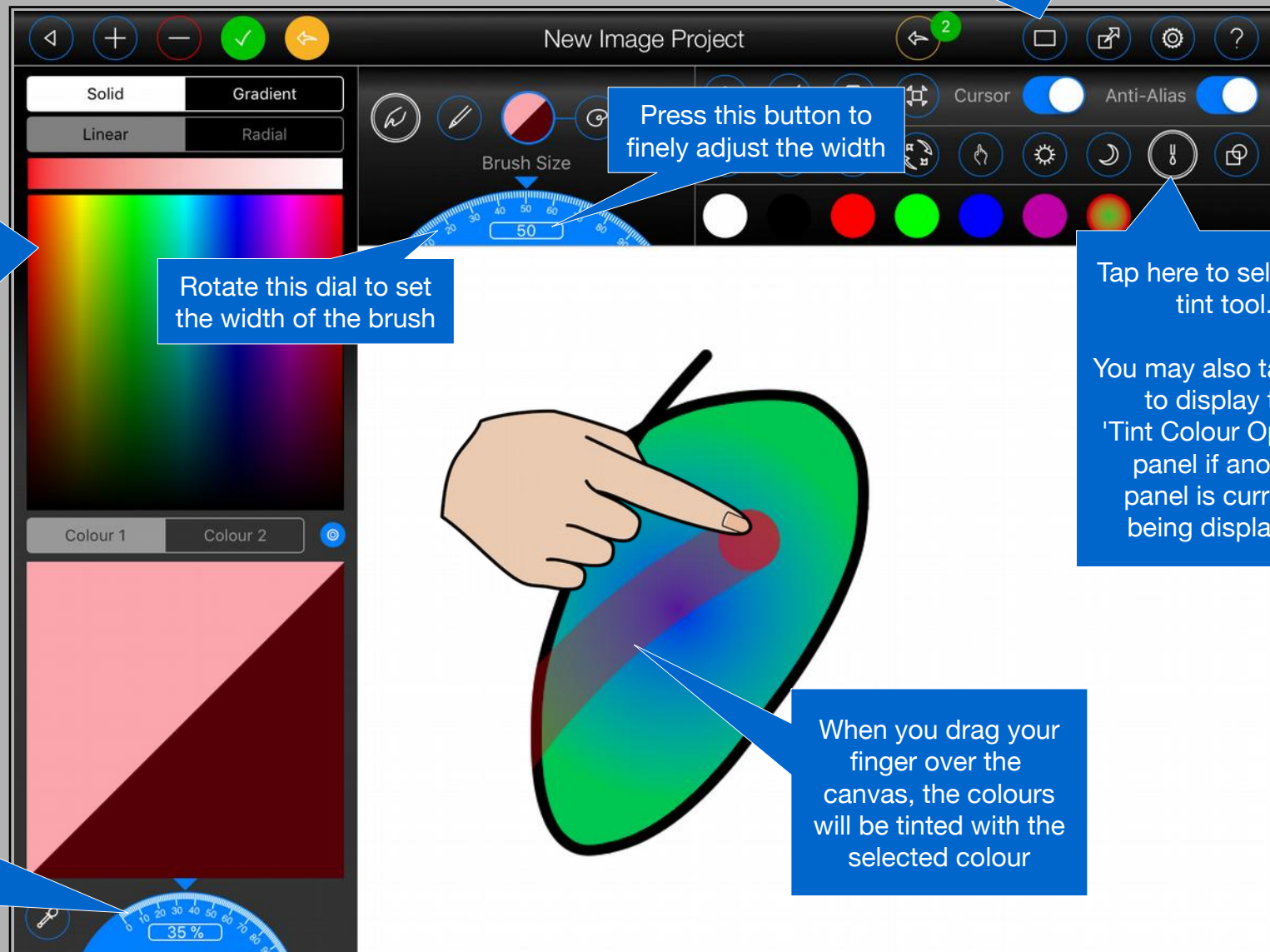
Press this button to finely adjust the width

When you drag your finger over the canvas, the colours will be made darker




The Tint Tool

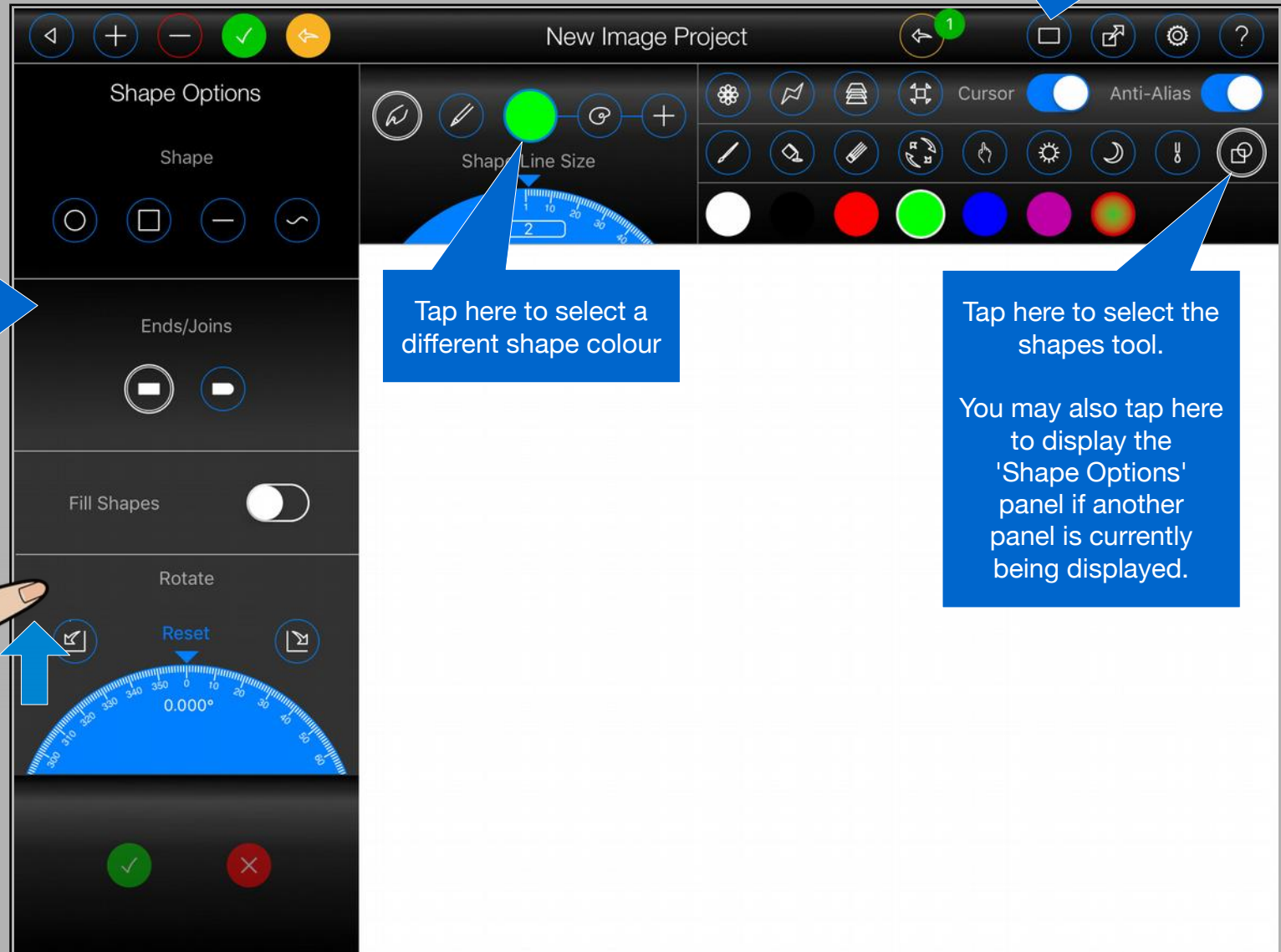
Select the tint tool, , to tint part of the active canvas layer with a given colour:



The Shapes Tool

You can add shapes to the active canvas layer using by pressing the  button at the top of the screen.

This will display the 'Shape Options' panel:



Tap here to display or hide the 'Shape Options' panel

This panel may be minimised by swiping upwards.

Tap here to select a different shape colour

Tap here to select the shapes tool.

You may also tap here to display the 'Shape Options' panel if another panel is currently being displayed.

Adding Circles or Ovals

Press the  button on the 'Shape Options' panel to add a circle or oval to the active canvas layer:

Please note:


Circles and/or ovals may be dragged around the canvas using one finger.



The screenshot shows the 'Shape Options' panel for a 'New Image Project'. The panel includes several sections: 'Shape' with buttons for circle, square, line, and curve; 'Shape Line Size' with a slider set to 21; 'Ends/Joins' with two circular icons; 'Fill Shapes' with a toggle switch; 'Rotate' with a circular scale and a 'Reset' button; and a bottom section with a green checkmark, a red X, and an 'Abort' button. A large green circle is drawn on the canvas, with several handles for resizing. Callouts provide instructions for each control:

- Select the colour of the circle/oval**: Points to the color selection button in the 'Shape Line Size' section.
- Adjust the thickness of the circle/oval**: Points to the 'Shape Line Size' slider.
- Drag this handle to resize the circle/oval without changing its current aspect ratio**: Points to a corner handle on the green circle.
- Drag this handle to change the width of the circle/oval**: Points to a side handle on the green circle.
- Drag this handle to change the height of the circle/oval**: Points to a bottom handle on the green circle.
- Drag this handle to change the width and/or height of the circle/oval**: Points to a corner handle on the green circle.
- Choose whether the circle/oval is filled with the selected colour or not**: Points to the 'Fill Shapes' toggle switch.
- Use these controls to rotate the circle/oval**: Points to the 'Rotate' section, including the circular scale and 'Reset' button.
- Merge the circle/oval with the content on the active canvas layer**: Points to the green checkmark button.
- Abort**: Points to the red X button.

Adding Squares or Rectangles

Press the  button on the 'Shape Options' panel to add a square or rectangle to the active canvas layer:

Please note:


Squares and/or rectangles may be dragged around the canvas using one finger.



The image shows a screenshot of the 'Shape Options' panel in a design application. A hand is pointing at the square button in the 'Shape' section. The panel includes various controls for customizing the square or rectangle, such as color selection, line size, rounded corners, fill, rotation, and handles for resizing. Callouts provide detailed instructions for each major control.

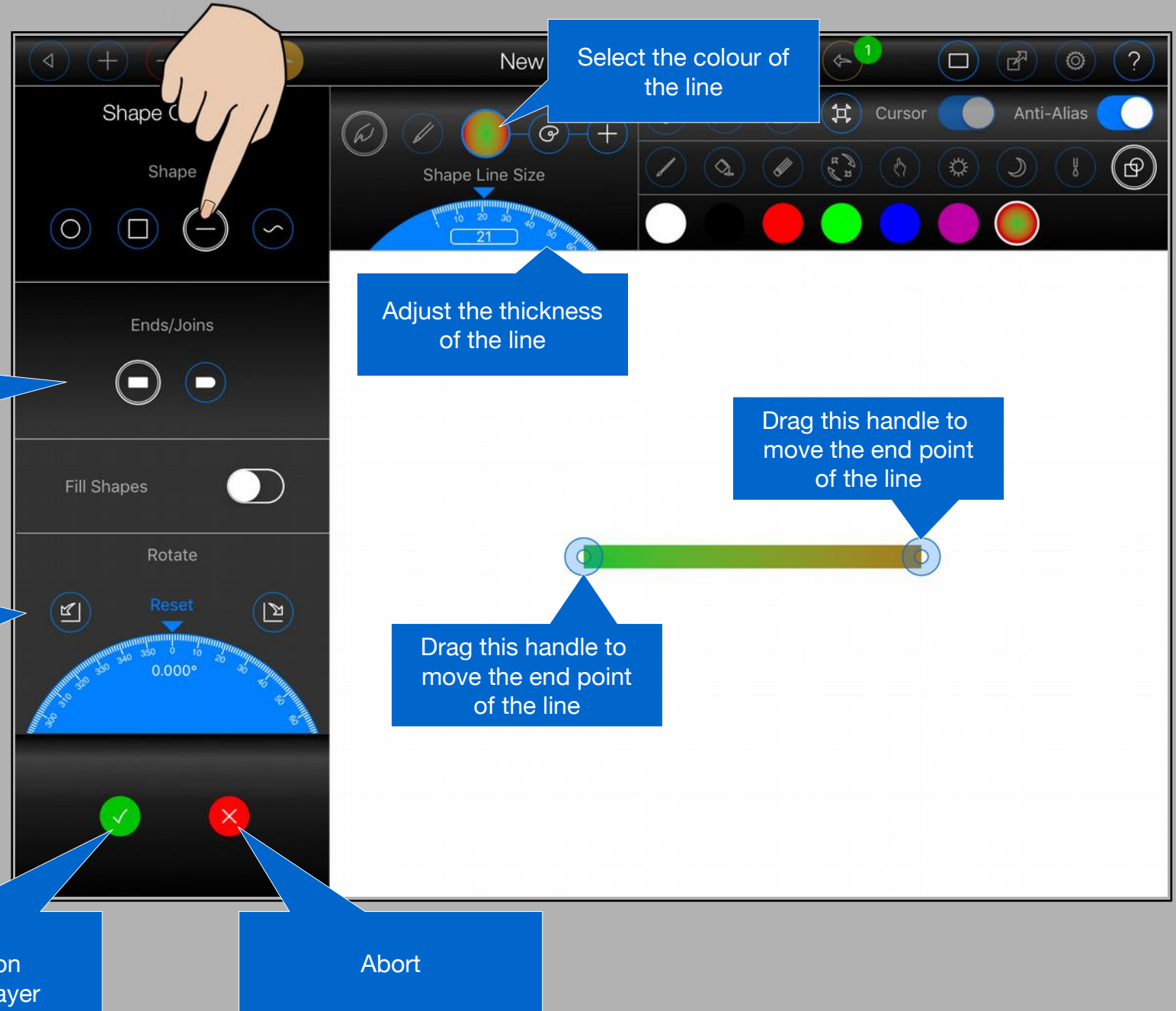
- Select the colour of the square/rectangle**: Points to the color selection wheel.
- Adjust the thickness of the square/rectangle**: Points to the 'Shape Line Size' slider.
- Choose whether the corners of the square/rectangle should be rounded or not**: Points to the 'Ends/Joins' section.
- Choose whether the square/rectangle is filled with the selected colour or not**: Points to the 'Fill Shapes' toggle.
- Use these controls to rotate the square/rectangle**: Points to the rotation dial.
- Drag this handle to resize the square/rectangle without changing its current aspect ratio**: Points to the top-left corner handle.
- Drag this handle to change the width of the square/rectangle**: Points to the top-right corner handle.
- Drag this handle to change the height of the square/rectangle**: Points to the bottom-right corner handle.
- Drag this handle to change the width and/or height of the square/rectangle**: Points to the bottom-left corner handle.
- Merge the square/rectangle with the content on the active canvas layer**: Points to the green checkmark button.
- Abort**: Points to the red X button.

Adding Lines


Press the  button on the 'Shape Options' panel to add a line to the active canvas layer:

Please note:

Lines may be dragged around the canvas using one finger.

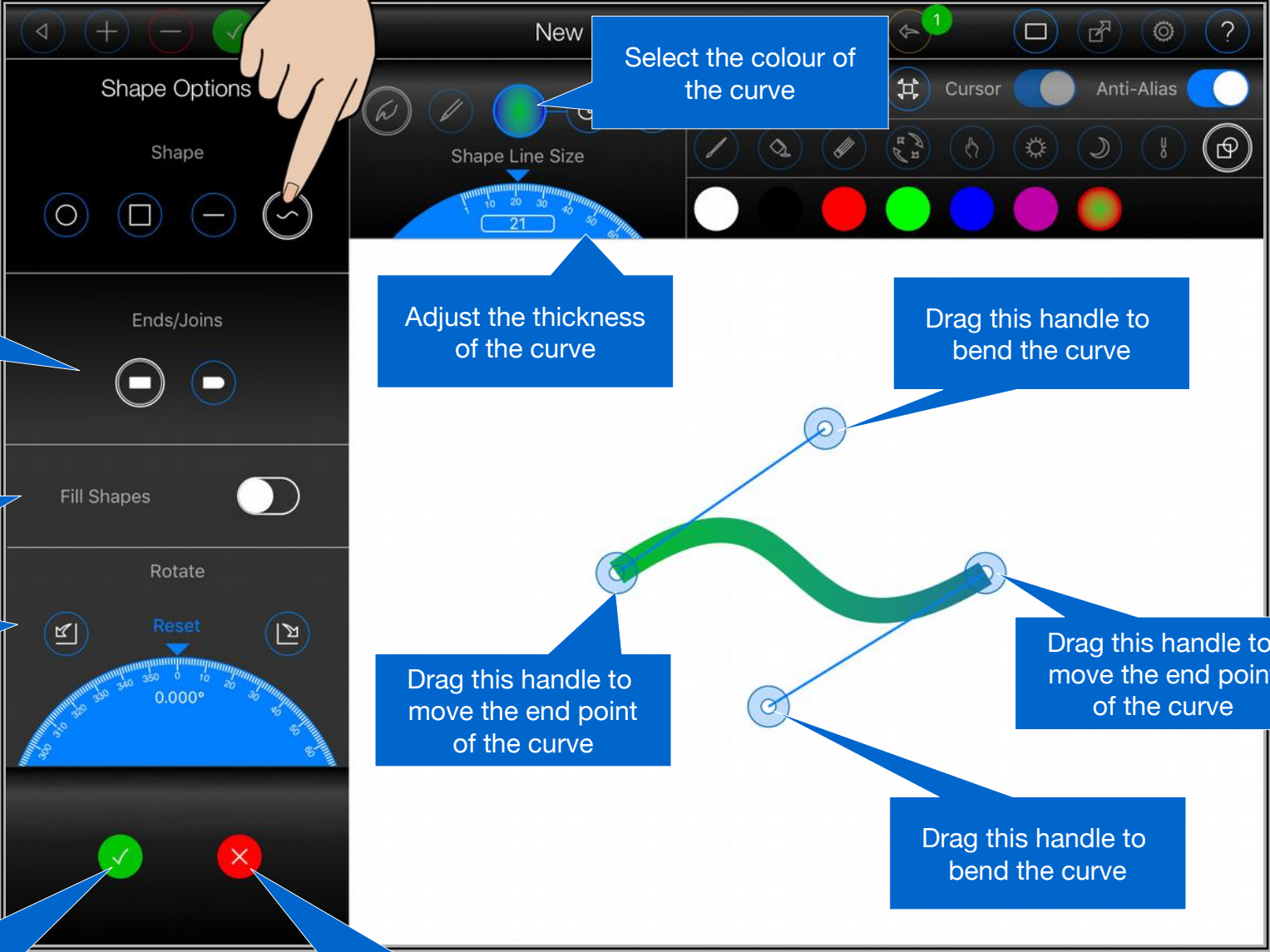


Adding Curves

Press the  button on the 'Shape Options' panel to add a curve to the active canvas layer:

Please note:

Lines may be dragged around the canvas using one finger.

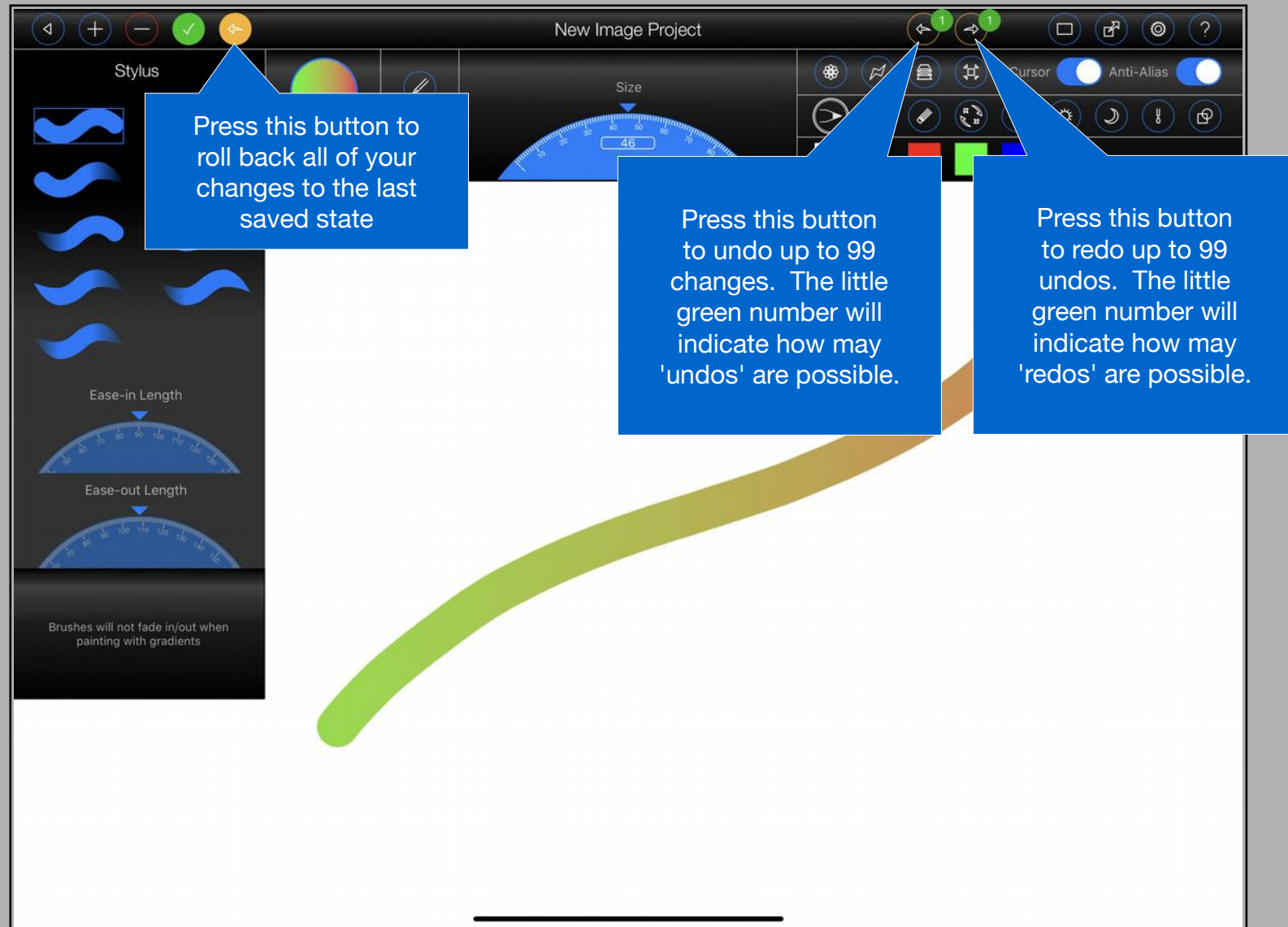


The image shows a 'Shape Options' panel with various controls for creating and editing curves. A hand is pointing to the 'Curve' button in the 'Shape' section. The panel includes sections for 'Shape Line Size', 'Ends/Joins', 'Fill Shapes', 'Rotate', and confirmation buttons. Callouts provide detailed instructions for each control.


- Select the colour of the curve**: Points to the color selection circle in the 'Shape Line Size' section.
- Adjust the thickness of the curve**: Points to the 'Shape Line Size' slider.
- Choose whether the ends of the curve should be rounded or not**: Points to the 'Ends/Joins' section, specifically the rounded end icon.
- Choose whether the inside of the curve should be filled with the selected colour**: Points to the 'Fill Shapes' toggle switch.
- Use these controls to rotate the curve**: Points to the 'Rotate' section, including the rotation angle dial and the 'Reset' button.
- Drag this handle to bend the curve**: Points to a control handle on the curve.
- Drag this handle to move the end point of the curve**: Points to a control handle on the curve.
- Drag this handle to bend the curve**: Points to another control handle on the curve.
- Drag this handle to move the end point of the curve**: Points to another control handle on the curve.
- Merge the curve with the content on the active canvas layer**: Points to the green checkmark confirmation button.
- Abort**: Points to the red 'X' confirmation button.

Undo/Redo

Invariably you are going to do something wrong – paint something you shouldn't have, erase something by mistake or tell someone that they actually do look fat. Well, with the exception of that last example, the 'Image Creator' does give you some scope for rectifying your mistakes:

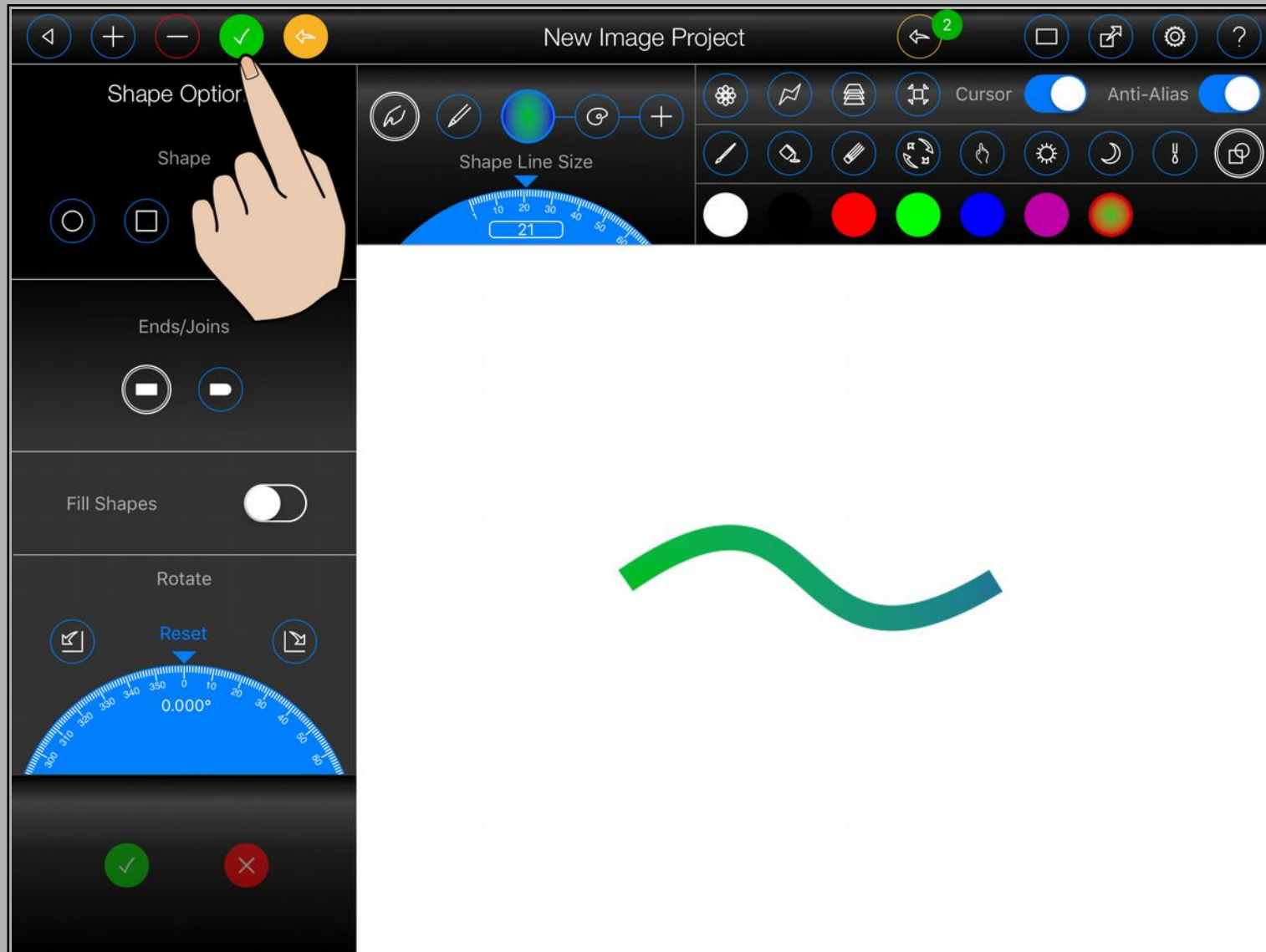


Saving an Image Project

A green tick,  , will appear at the top of the screen whenever changes have been made to an image project.

Press the green tick to save all of your changes.

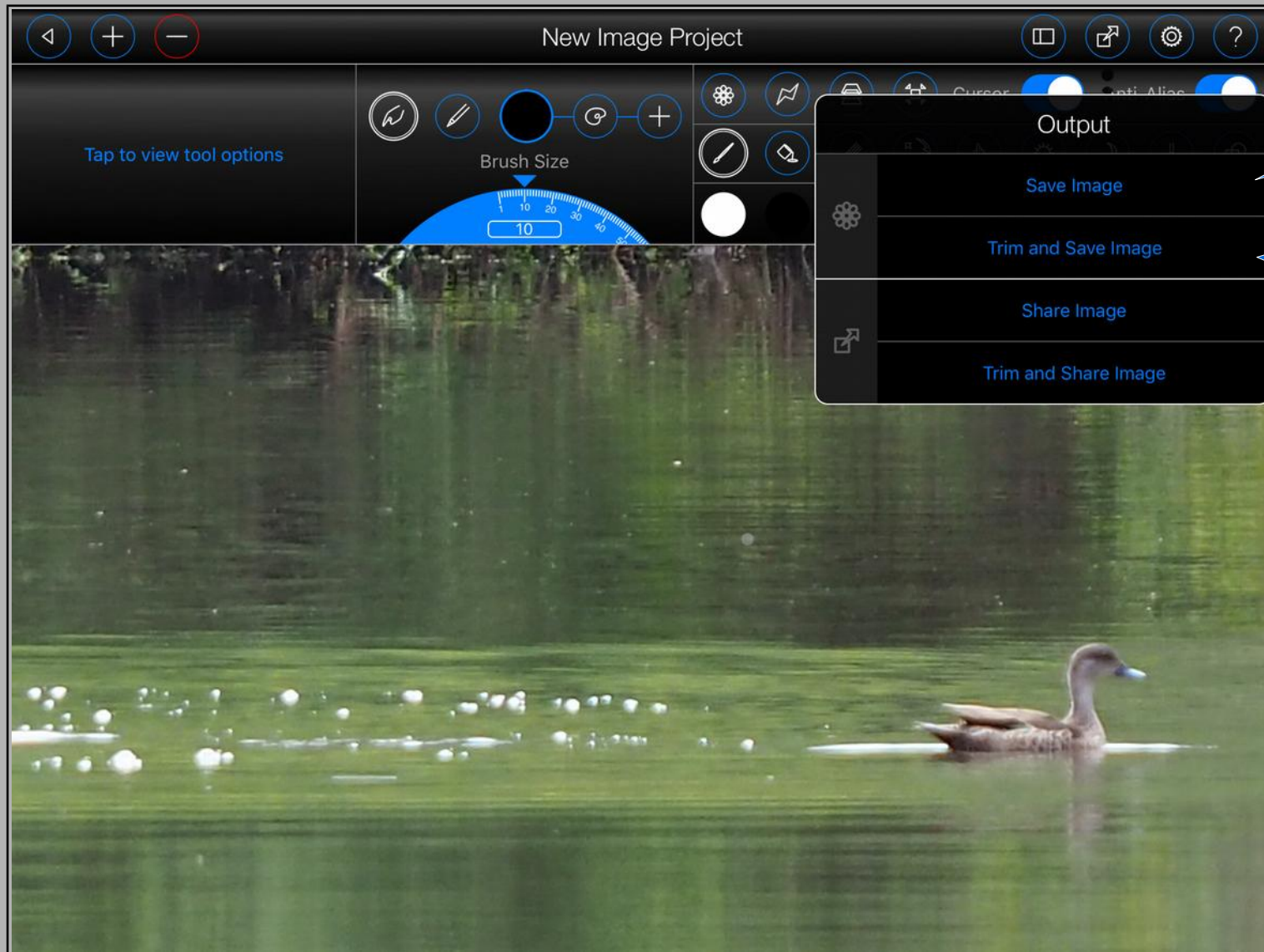
Do this as often as possible – you never know when the dog's going to steal your iPad and run it flat!!



Exporting Images

So what good is an 'image creator' if it can't create images??

Press the  button at the top of the screen to export/output your project as an image:



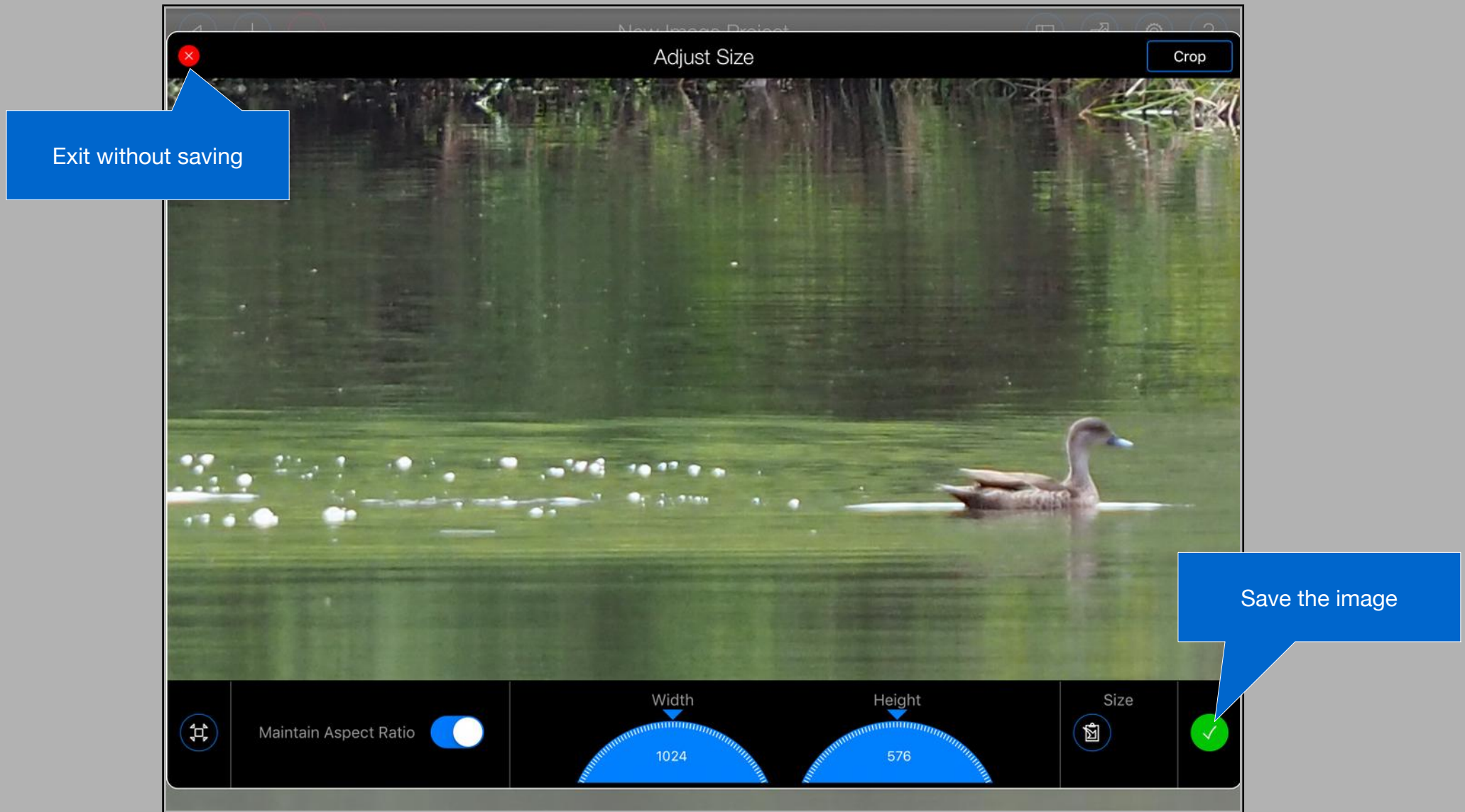
Choose this option
to save an image

Choose this option
to save an image.

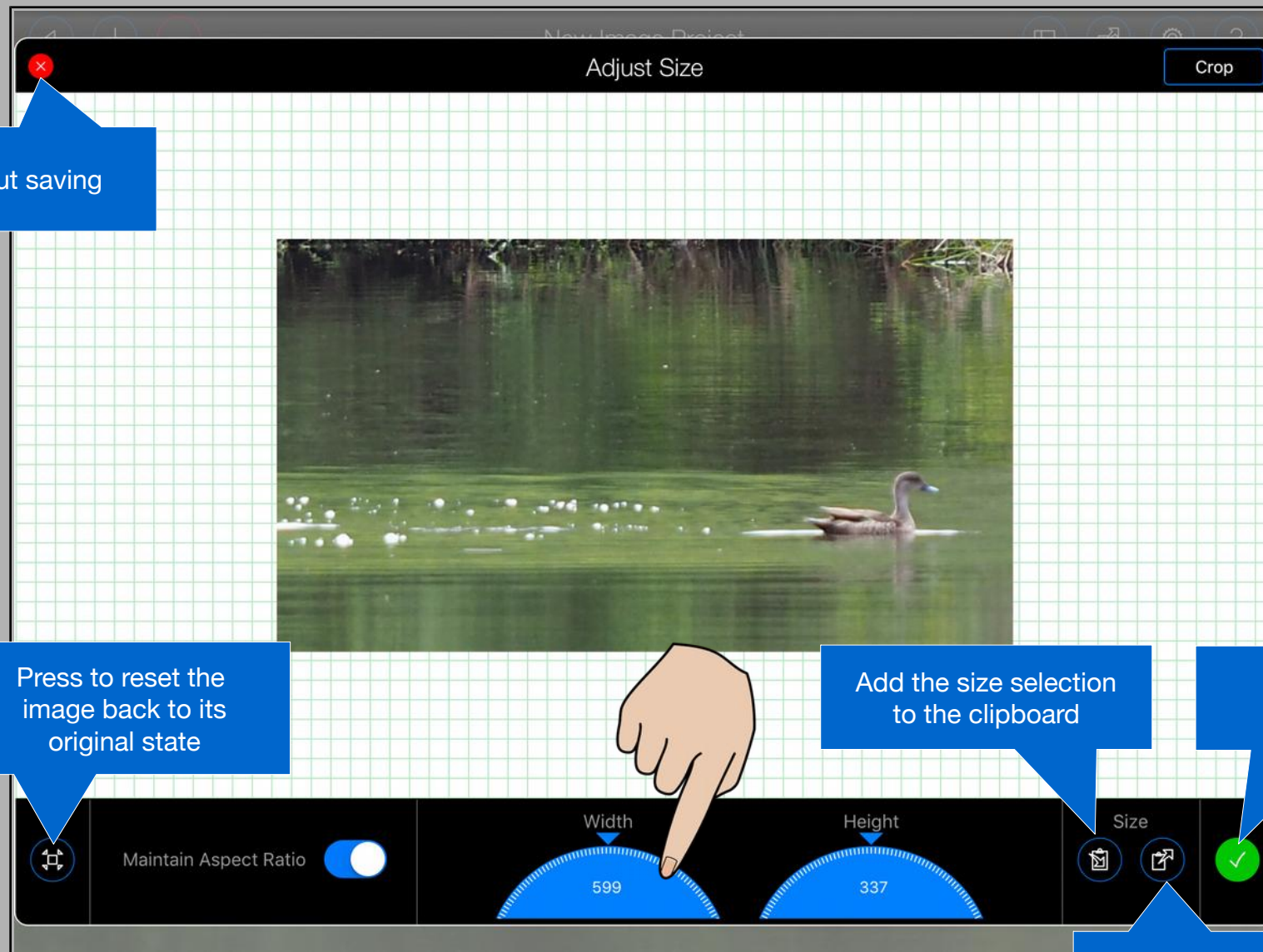
The canvas will be
cropped to remove any
empty areas around
the image.

Cropping and Reducing the Image Size

Whenever you save an image, Animation Pro will display the 'Adjust Size' popover. This allows the image to be cropped and/or resized prior to it being saved to your iPad's storage:



Reduce the size/resolution of your image by rotating the 'Width' and 'Height' dials at the bottom of the screen. Adjusting one dial will automatically adjust the other where the 'Maintain Aspect Ratio' switch is turned on. Turn off the 'Maintain Aspect Ratio' switch if you wish to adjust the width and height of the image independently.



Exit without saving

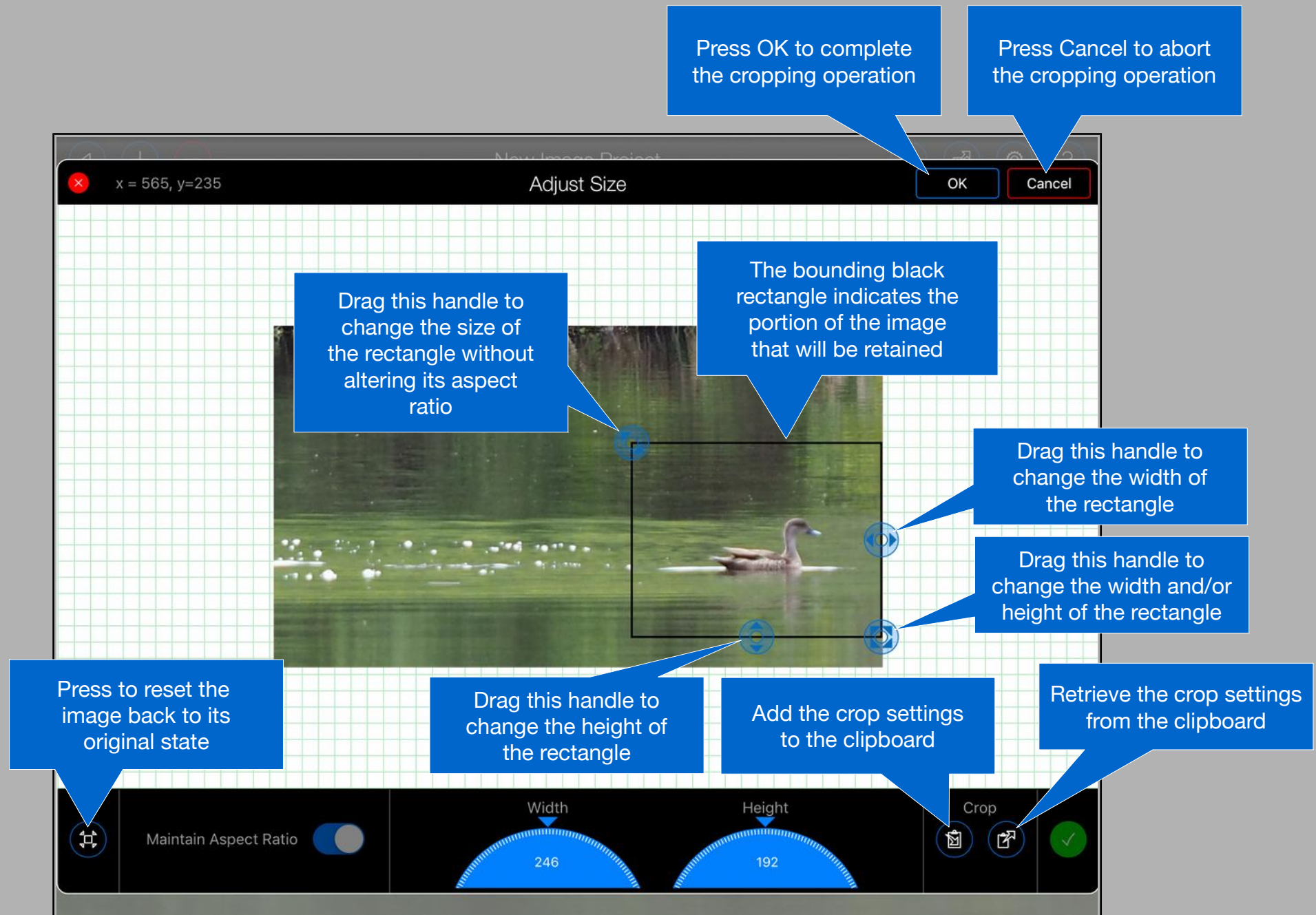
Press to reset the image back to its original state

Add the size selection to the clipboard

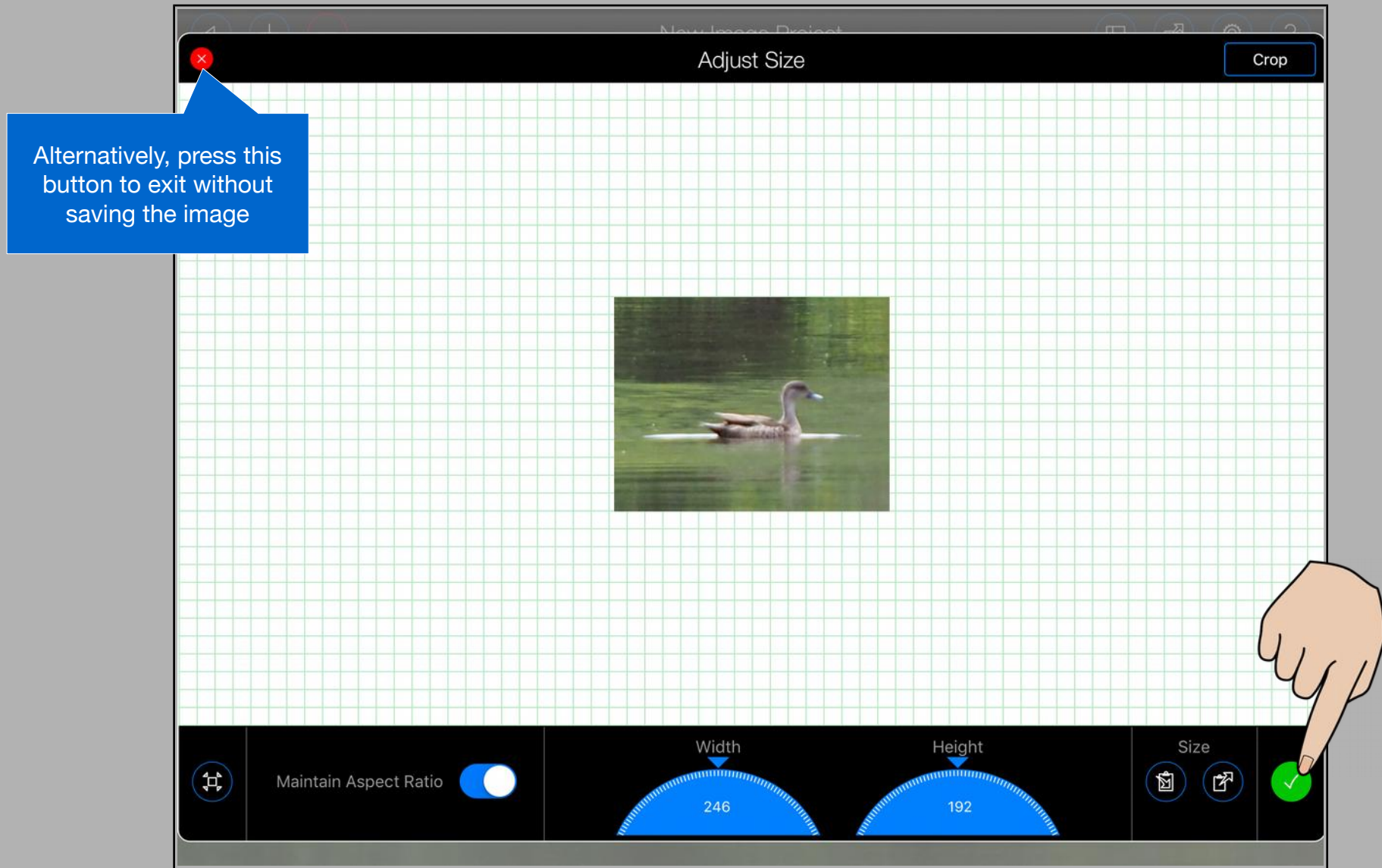
Save the image


Retrieve the size from the clipboard

Press the 'Crop' button at the top of the 'Adjust Size' popover to display the blue 'cropping' handles (please see below). Drag these handles around with your finger to select part of your image (as indicated by a black bounding rectangle). When you're finished, press the 'OK' button to crop the image to the black bounding rectangle or 'Cancel' to abort without making any changes.



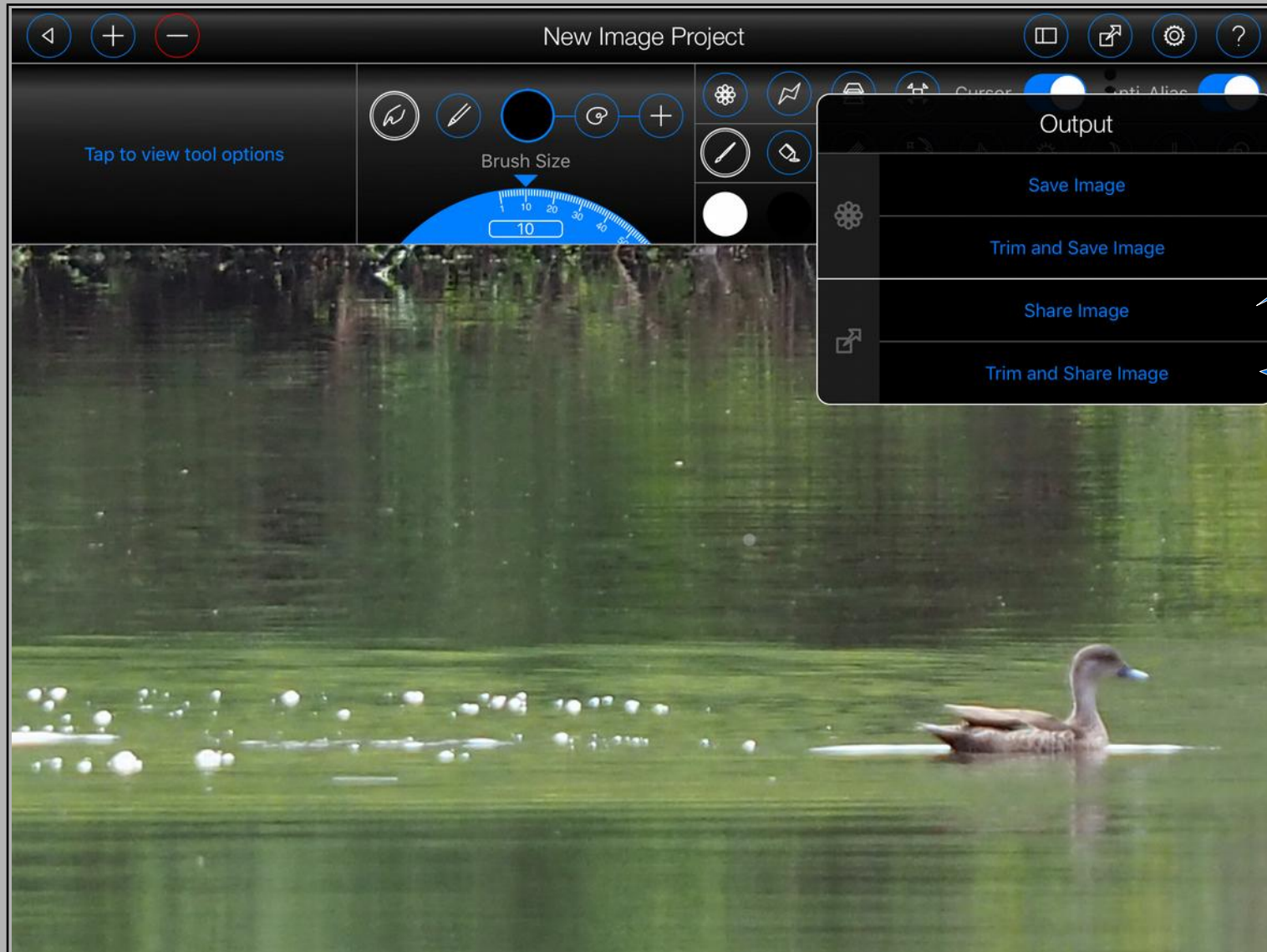
When you're done resizing and cropping the image, press the  button at the bottom of the 'Adjust Size' popover to save the image. The image will be saved under the 'User Images' category within the 'Image Selection' file manager.



Please note: The  button will be disabled whilst cropping your image.

Sharing Images

Press the  button at the top of the screen to render your project as an image and share it with other Apps:



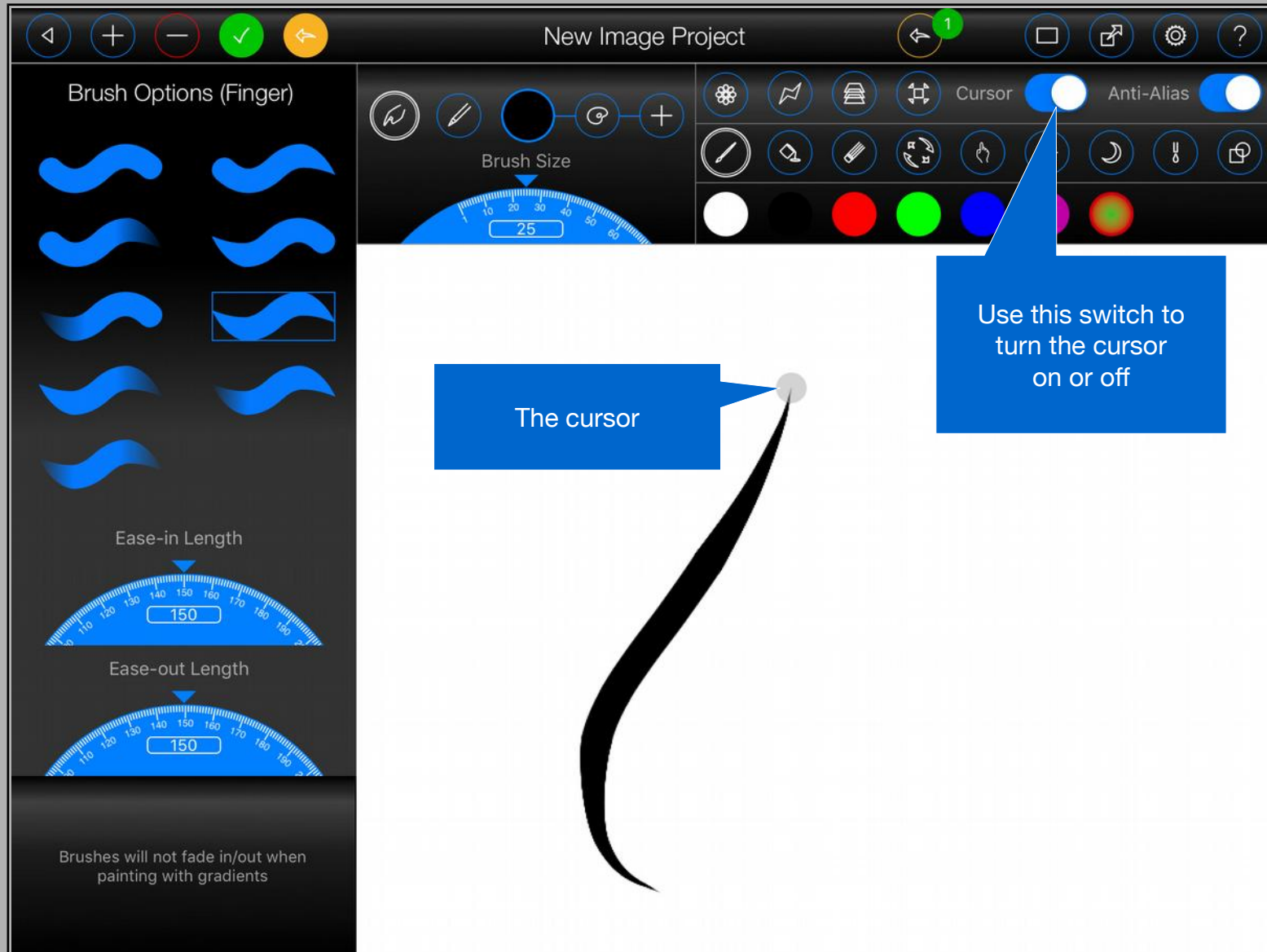
Choose this option
to share an image

Choose this option
to share an image.

The canvas will be
cropped to remove any
empty areas around
the image.

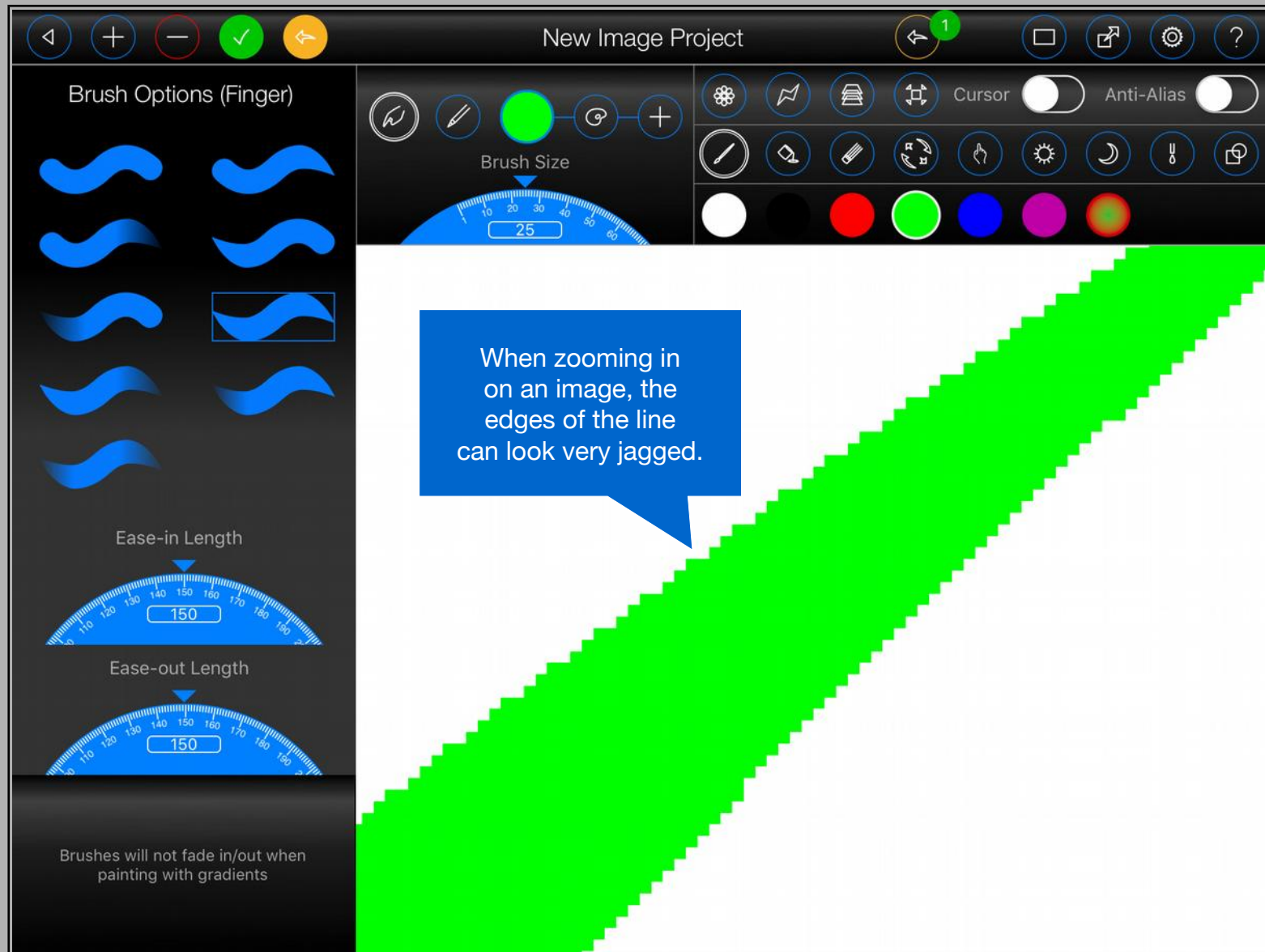
The Cursor

Animation Pro can display a cursor for any of its painting/selection tools. This will allow you to see where the painting/selection will occur as well as the size of the 'brush':

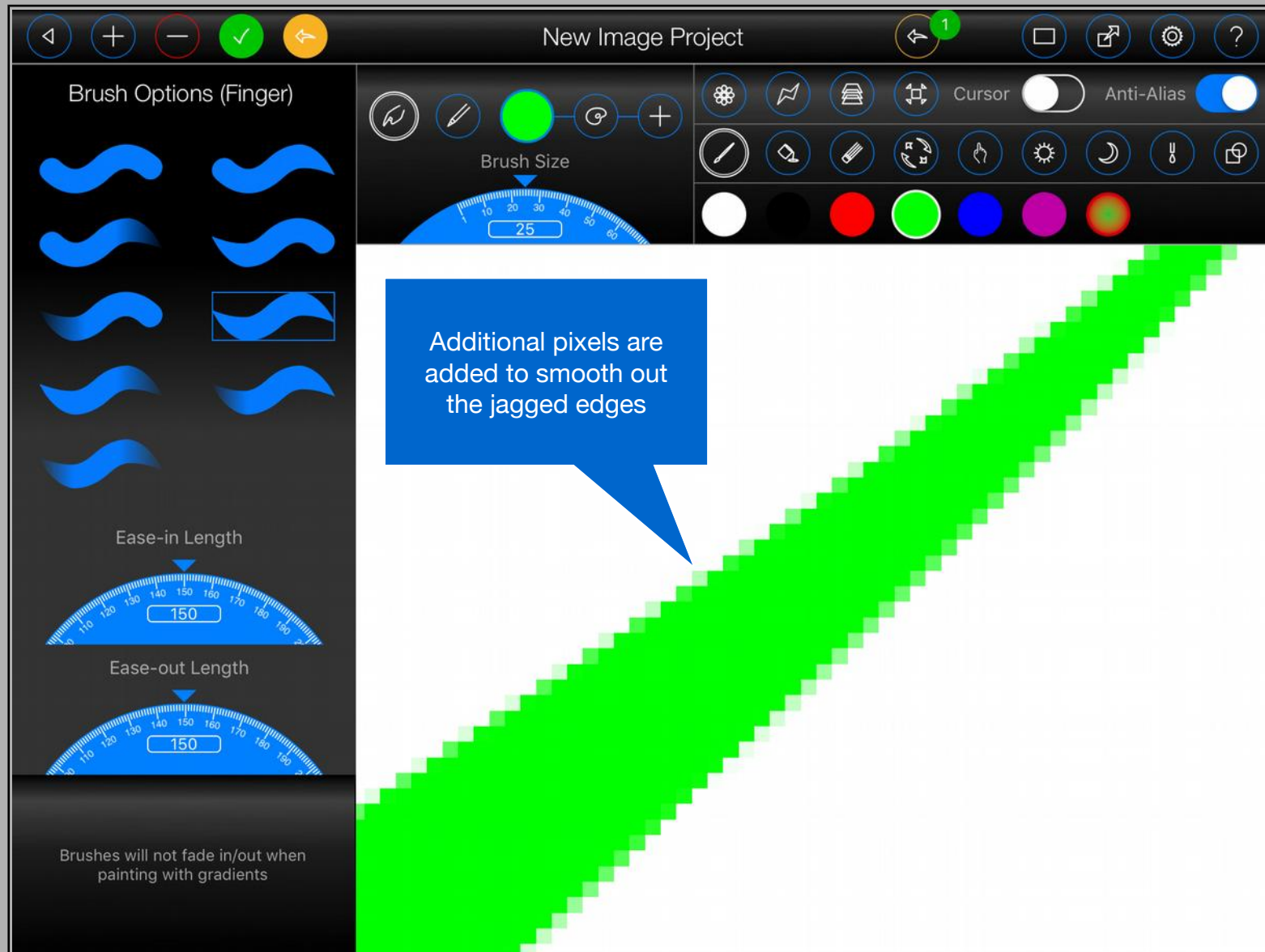


Antialiasing

iPad images are composed of a grid of pixels (picture elements). So drawing a line across an image can result in jagged edges as shown below:



The process of antialiasing the line adds, in this case, additional translucent pixels which have the effect of smoothing out the jagged edges:



Turning Antialiasing On and Off

Whilst antialiasing produces much smoother lines, brush strokes, circles etc., sometimes it can be advantageous to turn it off. You may be, for example, wanting to paint individual pixels. Perhaps you're going for that retro 8-bit look! So Animation Pro allows antialiasing to be turned on or off at any point in time (changing the setting will not affect any content already on the canvas).

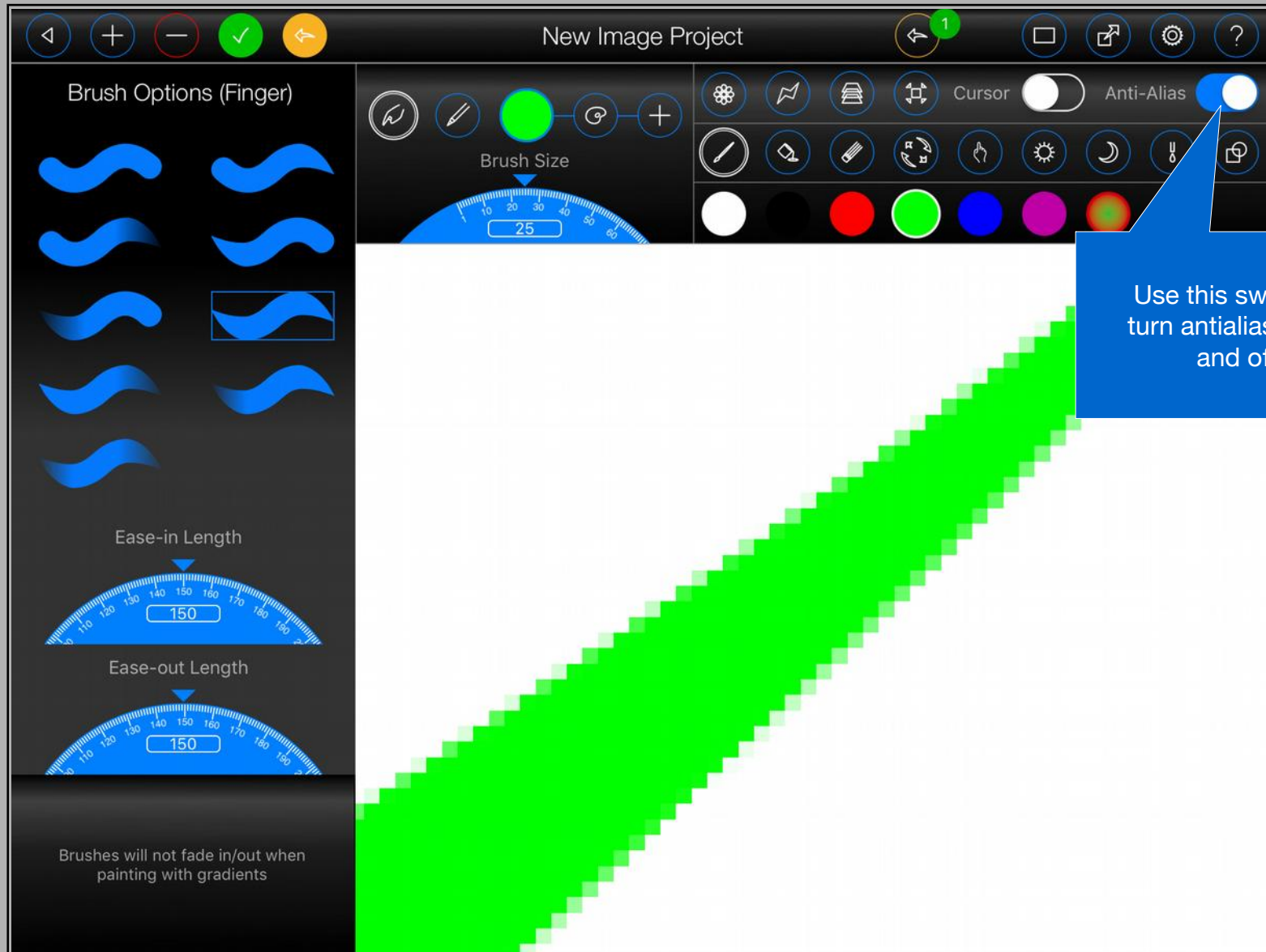

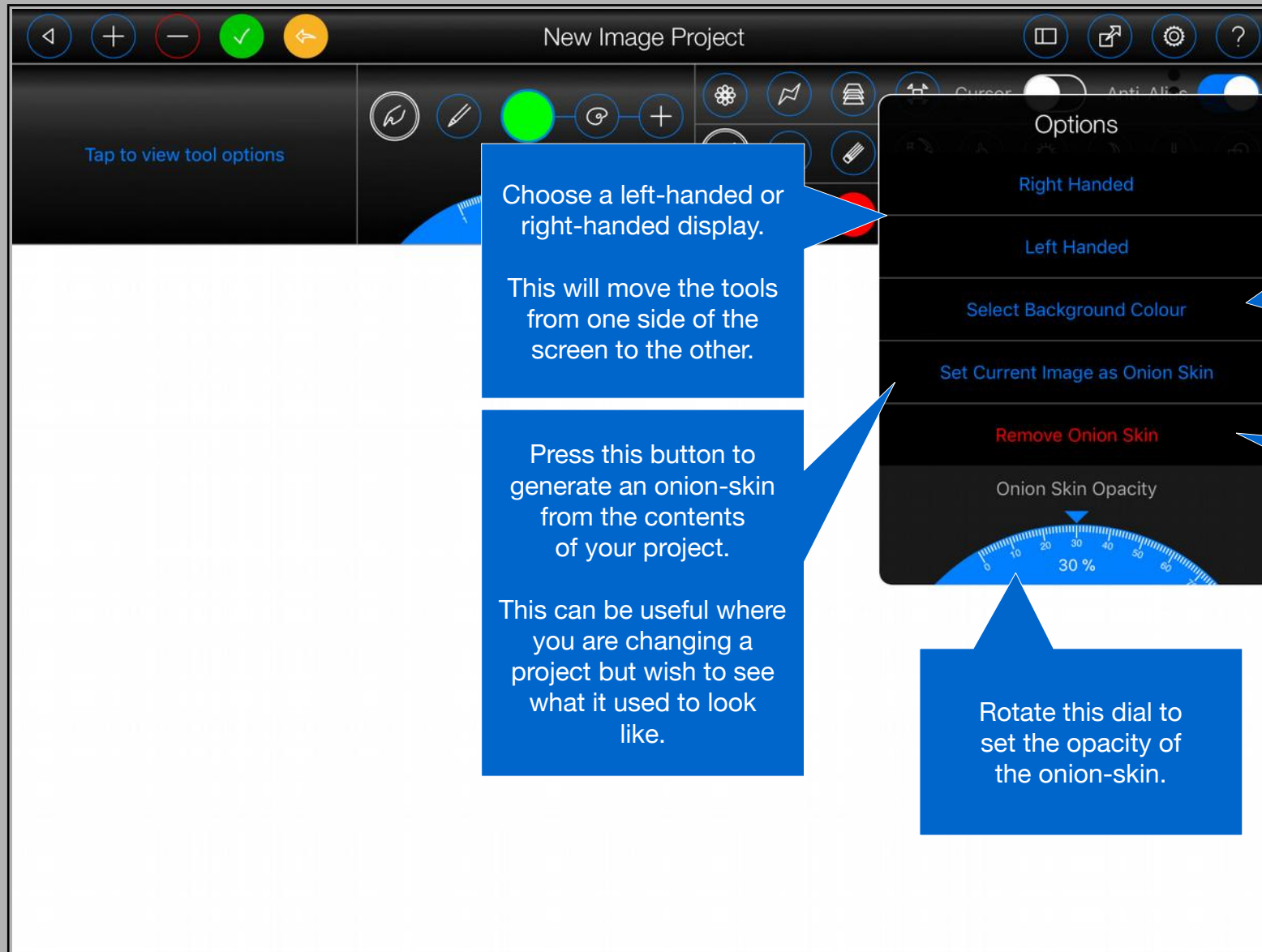


Image Creator Options

Press the  button at the top of the screen to open the 'Options' menu:



Press this button to select a background colour.

This can be useful if you are trying to draw something white.

Please note that this colour will not be rendered in your exported images.

Remove the onion-skin.

Did I just repeat myself?

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

Choose a left-handed or right-handed display.

This will move the tools from one side of the screen to the other.

Press this button to generate an onion-skin from the contents of your project.

This can be useful where you are changing a project but wish to see what it used to look like.