



# 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

[Adding a Figure](#)

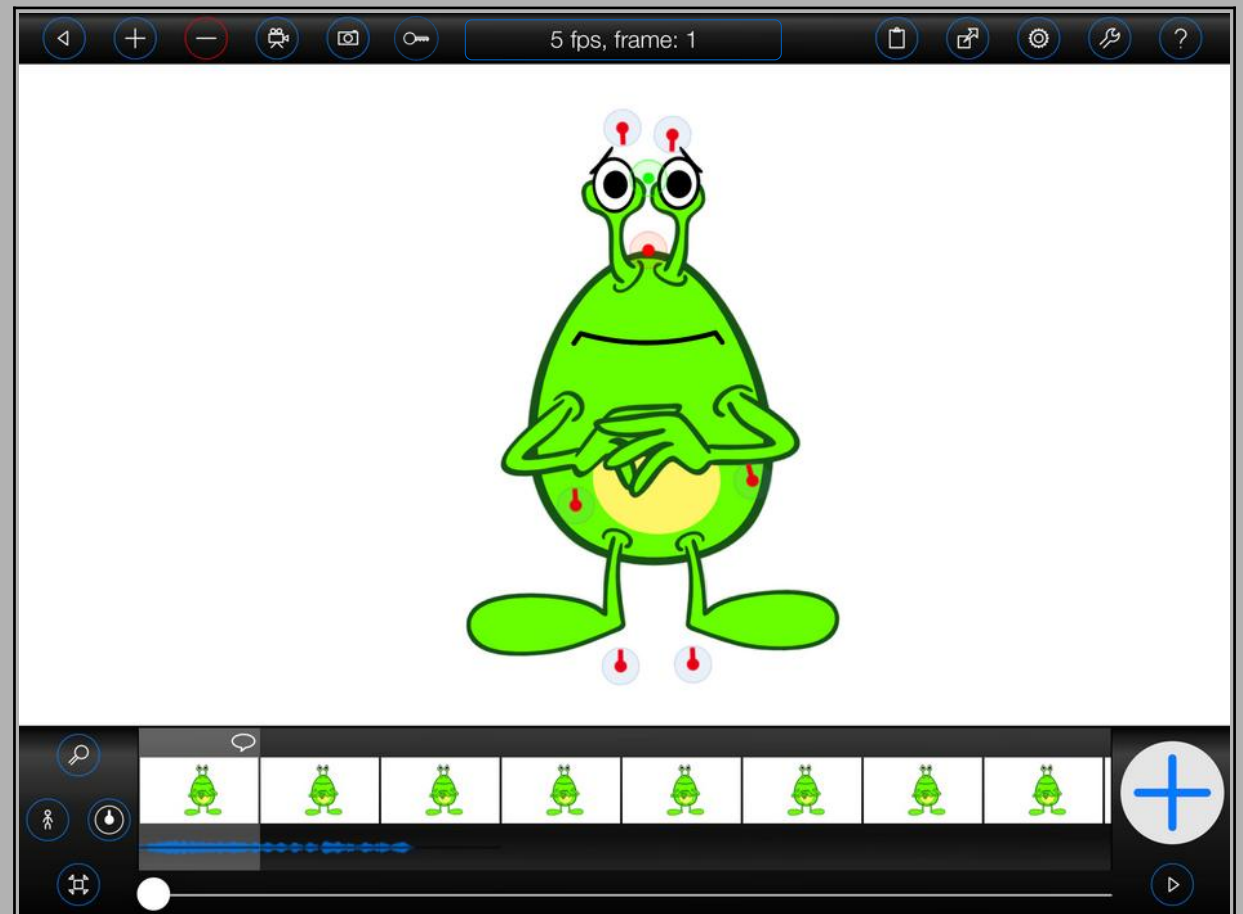
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## Adding a Figure

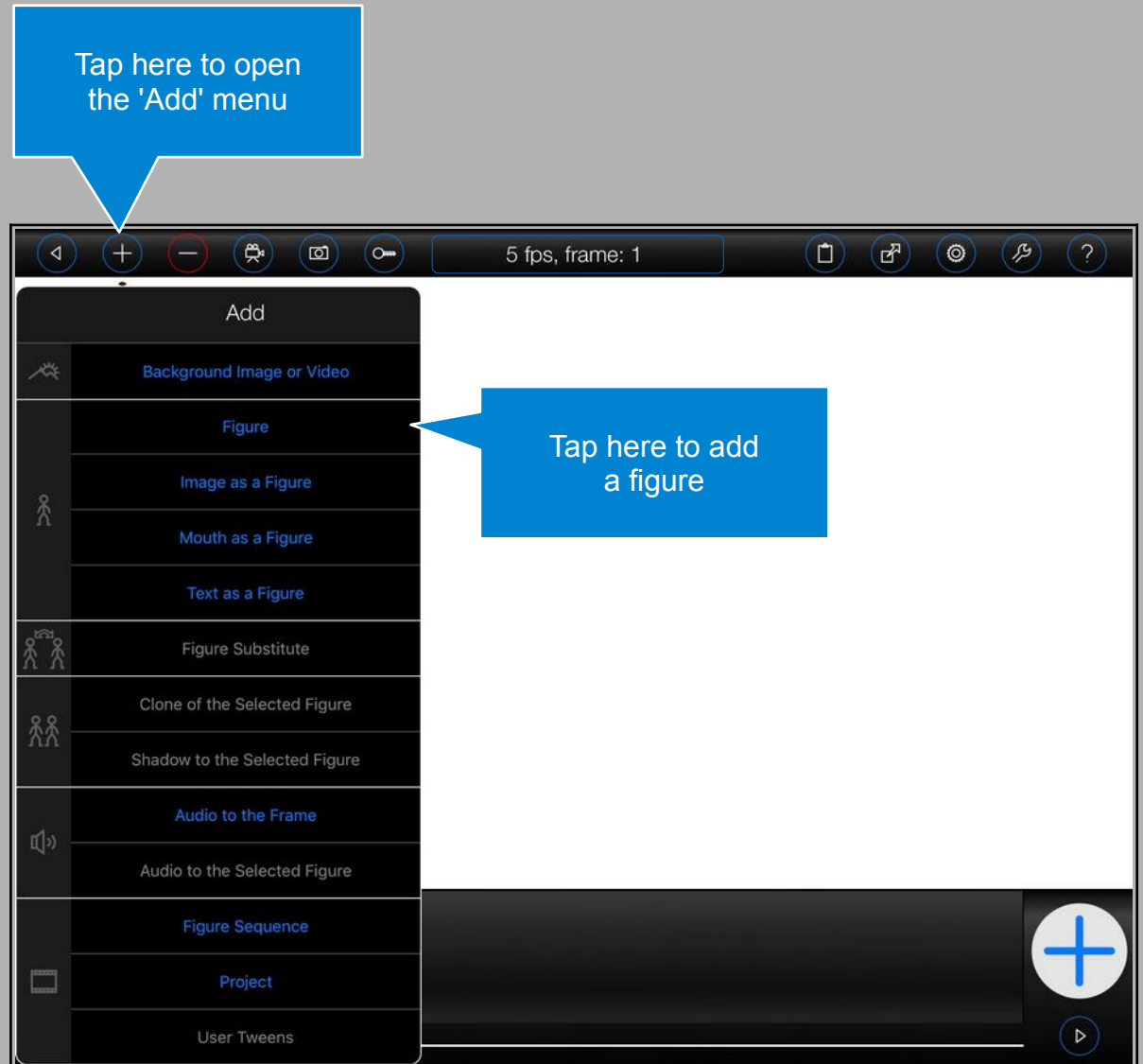
To add a figure into your animation:

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

Use these buttons to display the figures in different sort orders































Figure Selection

Edit

Categories

- Animation Pro Figures
- StickMotion Figures
- User Figures

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 -

 Anime Girl	 Army 1	 Army 2	 Army 3	 Army 4	 Astronaut 1
 Astronaut 2	 Astronaut 3	 Astronaut 4	 Bat	 Black Knight	 Black Ninja
 Blue Bull	 Blue Knight	 Dragon	 Frog	 Ghost	 Hoof
 Hoof (Side)	 Hyoogle	 Hyoogle (Side)	 Jack-o-lantern	 Knight	 Lanky Man
 Man in Blue	 Stick Figure 1	 Stick Figure 2	 Woman in Red	 Robot	 Man in White

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


3.

Tap on a figure to open it.

## Adding an Image as a Figure

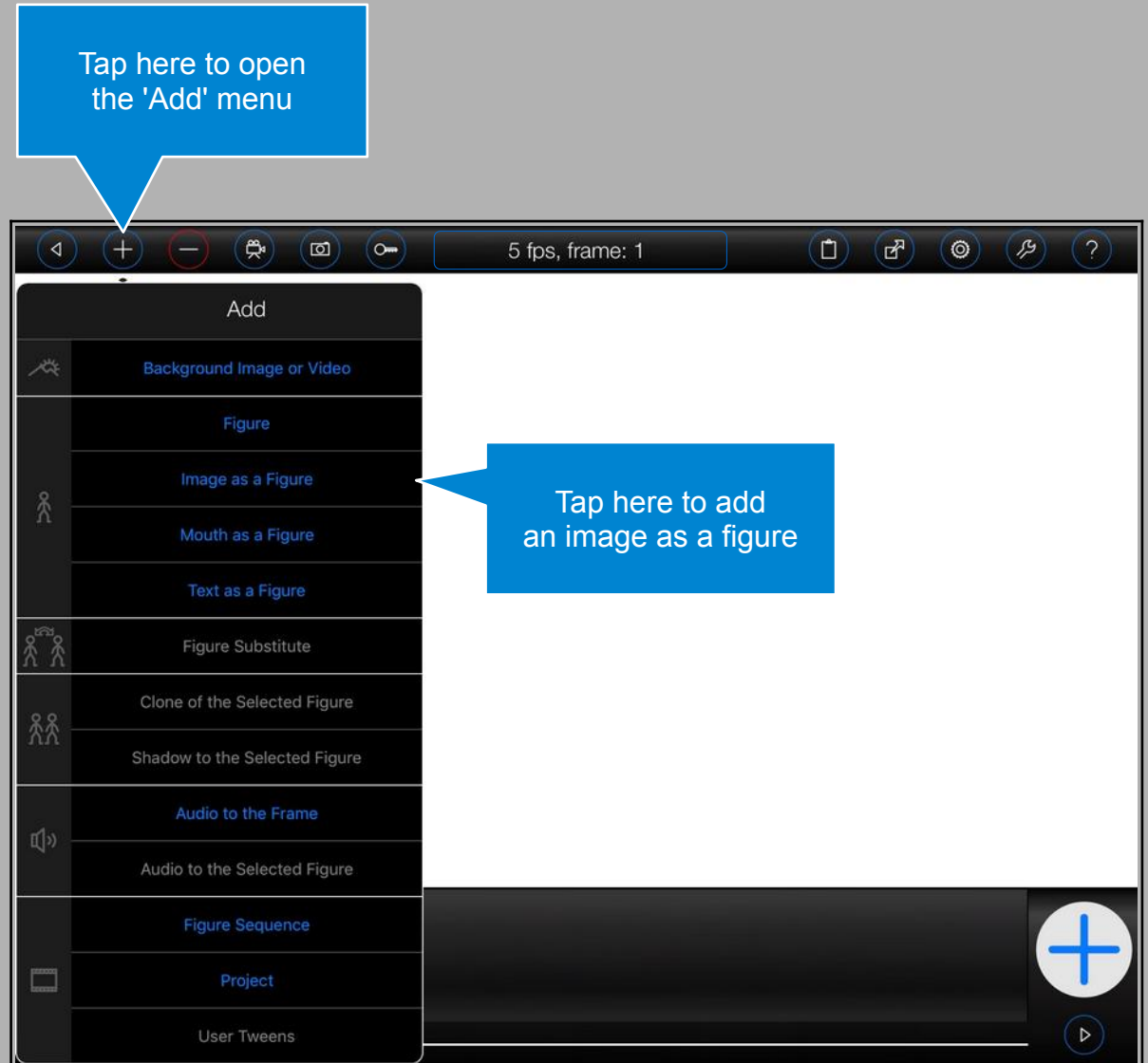
Sometimes it can be useful to add an image as a figure. Animation Pro allows that to be done quickly and easily from the animation screen:

1.

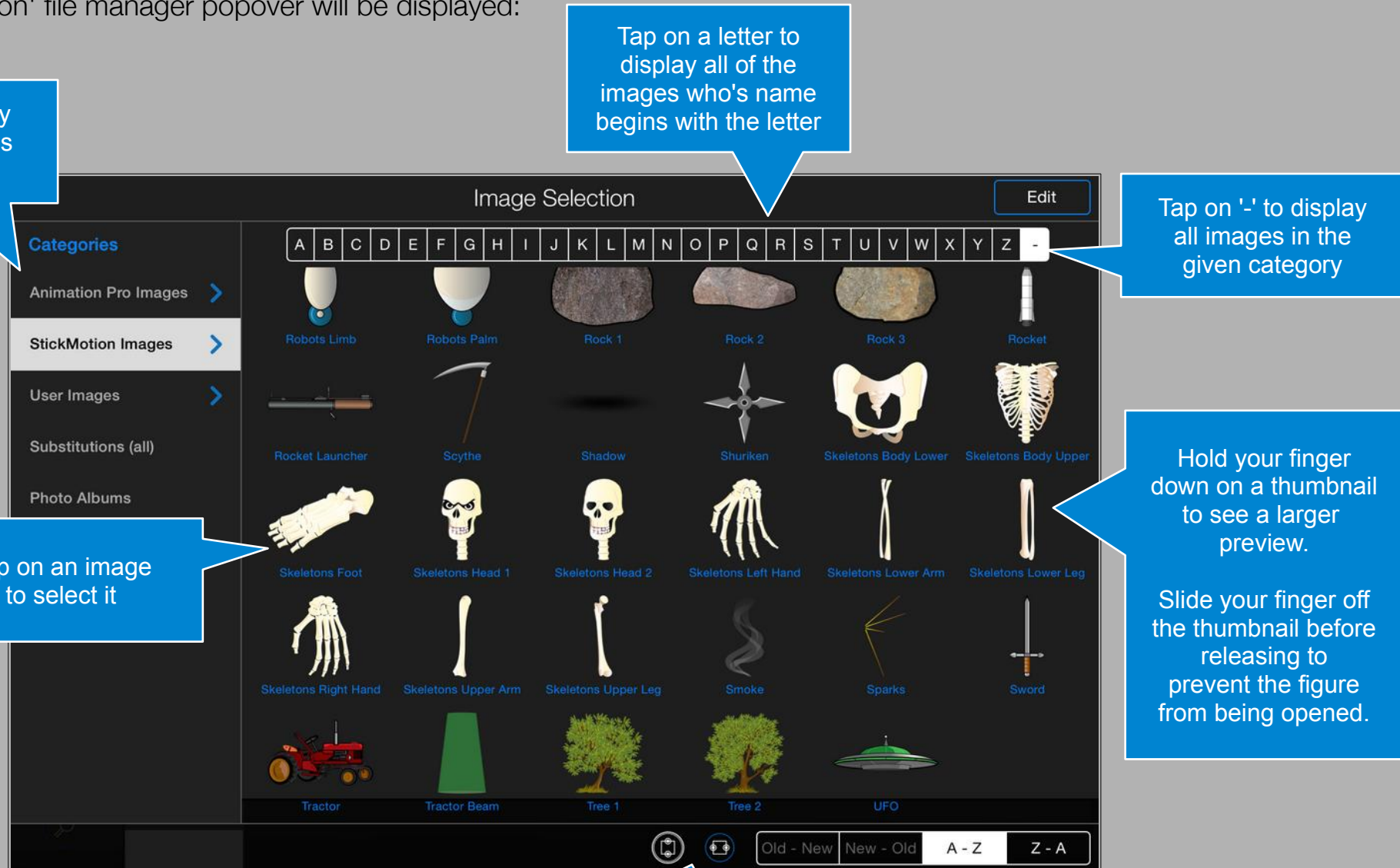
Tap on the  button at the top of the screen.

2.

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



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



3.

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

## 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

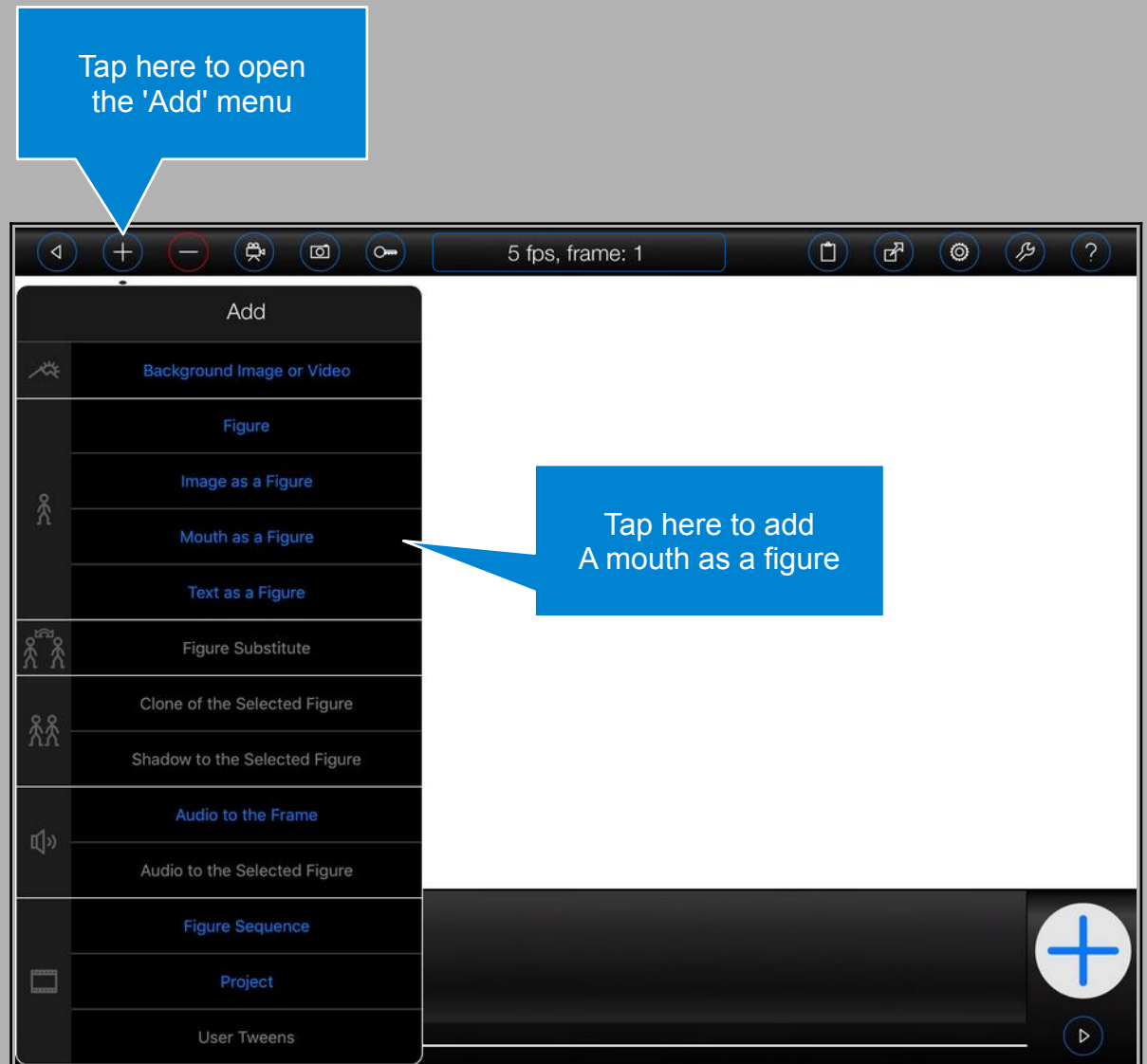
Sometimes it can be useful to add a mouth as a figure. Animation Pro allows that to be done quickly and easily from the animation screen:

1.

Tap on the  button at the top of the screen.

2.

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





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

The 'Mouth Selection' file manager popover is displayed, showing a list of mouth categories and their corresponding mouth assets. The interface includes a top bar with the title 'Mouth Selection' and an 'Edit' button. Below the title is a row of buttons for each letter of the alphabet (A-Z) and a '-' button. The main area is divided into two columns: 'Categories' on the left and a list of mouth assets on the right. The 'Categories' column has two items: 'Animation Pro Mouths' and 'User Mouths'. The 'User Mouths' item has a blue arrow pointing right. The list of mouth assets includes 'Cat Front-Side', 'Cat Front', 'Cat Side', and 'Clown Front'. Each asset has a play button icon and a preview image. At the bottom, there are buttons for 'Old - New', 'New - Old', 'A - Z', and 'Z - A'. A 'Preview' section is located at the bottom left, with a play button icon and a square button.

Select a category to see the mouths that it contains

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

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

Tap on a mouth to select it

Mouth previews will be shown here

Tap on these buttons to preview the mouths working

Tap here to stop a preview

Use these buttons to display the mouths in different sort orders

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.

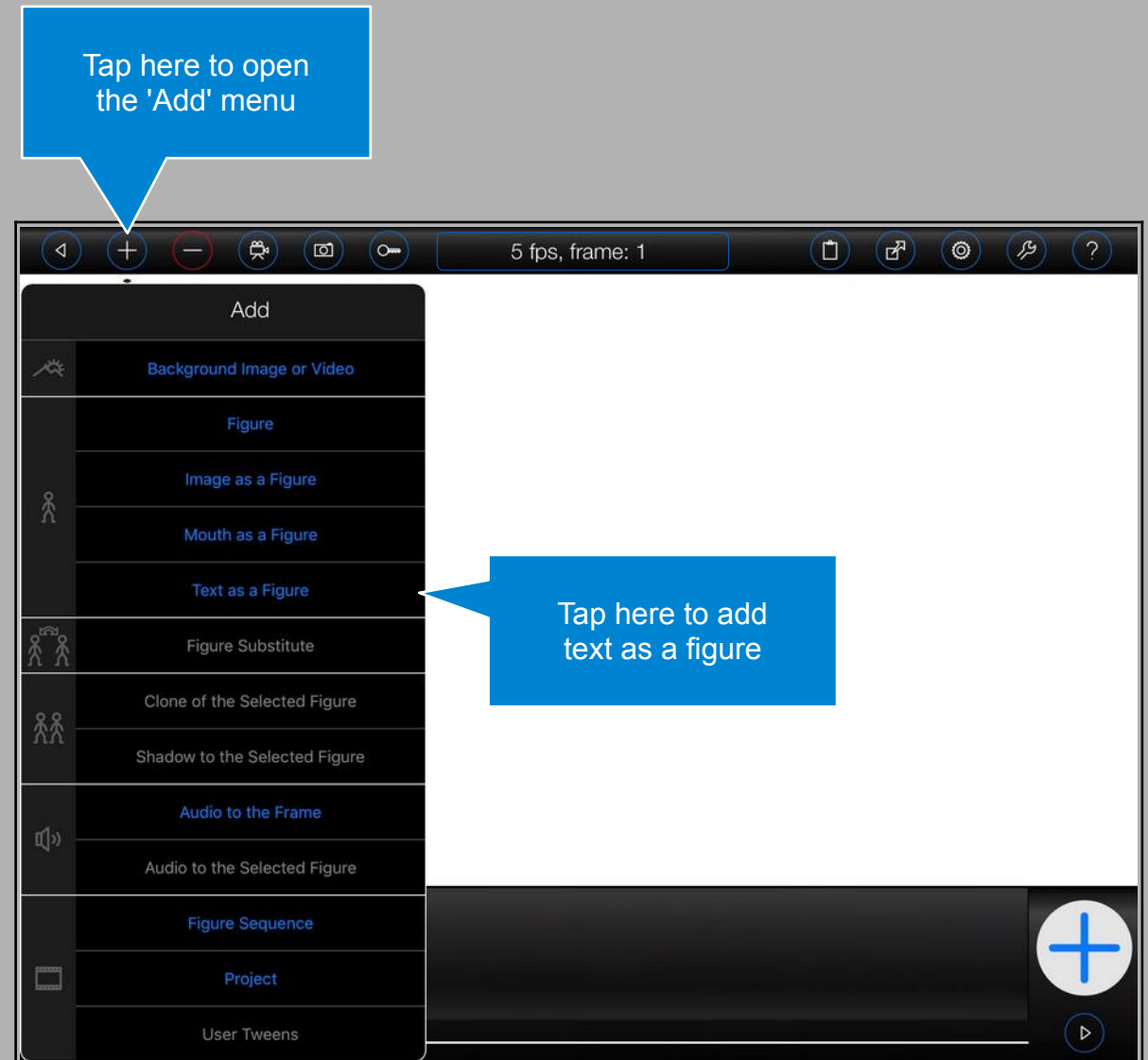
Tap on the  button at the top of the screen.

Tap here to open the 'Add' menu

2.

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

Tap here to add text as a figure



Animation Pro will display an 'Add Text' popover:

The 'Add Text' popover interface includes the following components and instructions:

- Text Input:** A text field at the top left for entering the text.
- Font Selection:** A list of fonts in the center, with 'AcademyEngravedLetPlain' and 'AINile' visible. A callout indicates you can 'Quickly scroll to the fonts that start with a given letter'.
- Size and Opacity Controls:** Two semi-circular sliders at the bottom left. The 'Size' slider is set to 128, and the 'Opacity' slider is set to 100%.
- Color Selection:** A large color swatch on the right side for selecting a color. A callout explains you can 'Drag your finger over the colour swatch to select a colour'.
- Lighter Shade Option:** A horizontal gradient bar at the top right for choosing a lighter shade of the selected color. A callout says 'Drag your finger over the gradient to choose a lighter shade of the selected colour'.
- Animation Handles:** Two icons at the bottom right for selecting whether animation handles should be added 'top and bottom' or 'to the left and right'.
- Confirm Button:** A green checkmark button at the bottom right to 'Press this button to insert the text into your animation'.
- Alternative Color Selection:** A callout at the top right points to a small icon, stating 'Tap here to alternatively use red, green and blue sliders to select your colour'.

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:



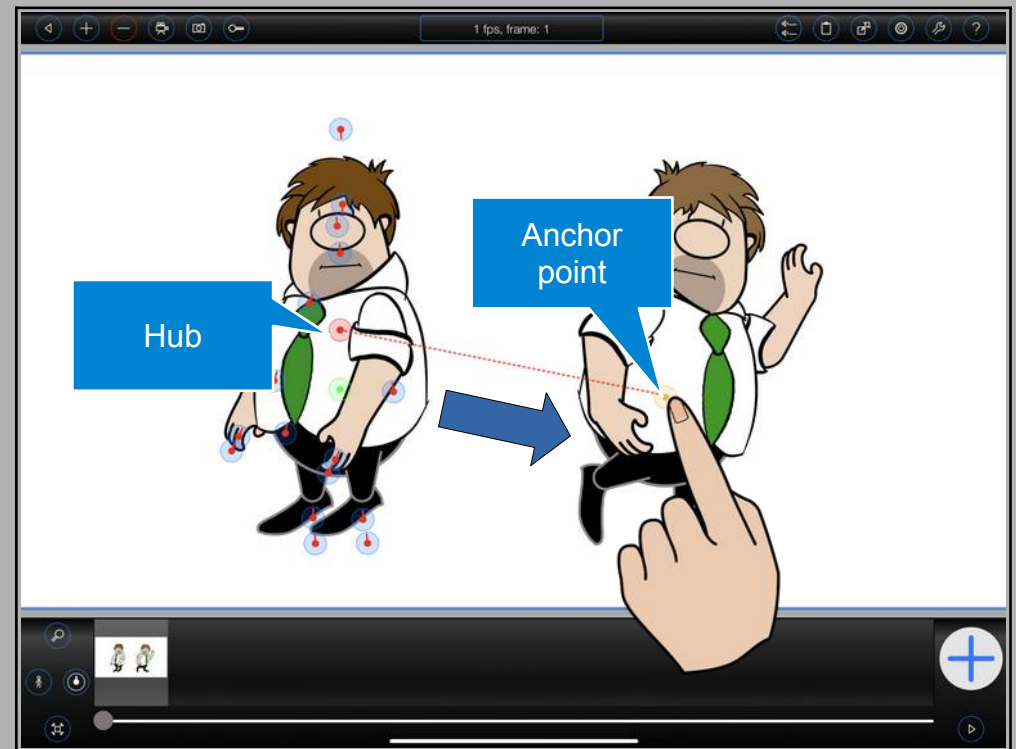
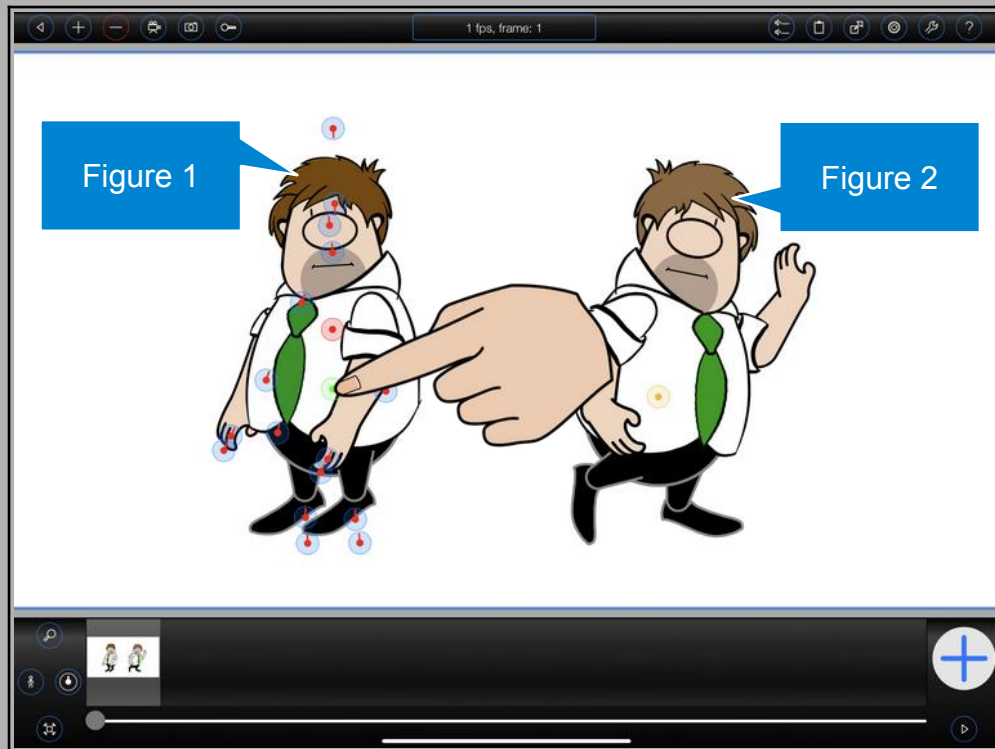
## Removing All Figures

Alternatively, you may remove all figures from the current frame by selecting 'All Figures/Clones' from the 'Remove' menu.

## Transferring Properties

Figure properties may be transferred from one figure to another whilst animating. You might, for example, wish to vertically align two figures in a frame by transferring the Y-Axis position from figure 1 to figure 2 as shown below:

1. Select figure 1 (the figure that you wish to transfer the property from) by tapping on it's anchor point
2. Drag your finger from the hub of figure 1 to the anchor point of figure 2 (the figure you wish to transfer the property to)



Animation Pro will display an 'Options' popover as shown below:



**Please note:** Some properties may not be available where figure 2 is a clone that inherits those properties from a parent figure