Groups

Groups are new to Animation Pro 2.10. They may be used to move, scale, rotate, orbit or flip multiple figures at once.

TOPICS

Adding a Group

To add a group to your project:

1. Press the (+) button to open the 'Add' menu

2. Select 'Group'

Tap here

frame: 1, 0.00 / 0.10 s

Add

Background Image or Video

Figure

Image as a Figure

Mouth as a Figure

Text as a Figure

Figure Substitute

Clone of the Selected Figure

Shadow to the Selected Figure

Group

Audio to the Frame

Audio to the Selected Figure

Figure Sequence

Project

User Tweens

The group's hub

The group's anchor point

frame: 1, 0.00 / 0.10 s
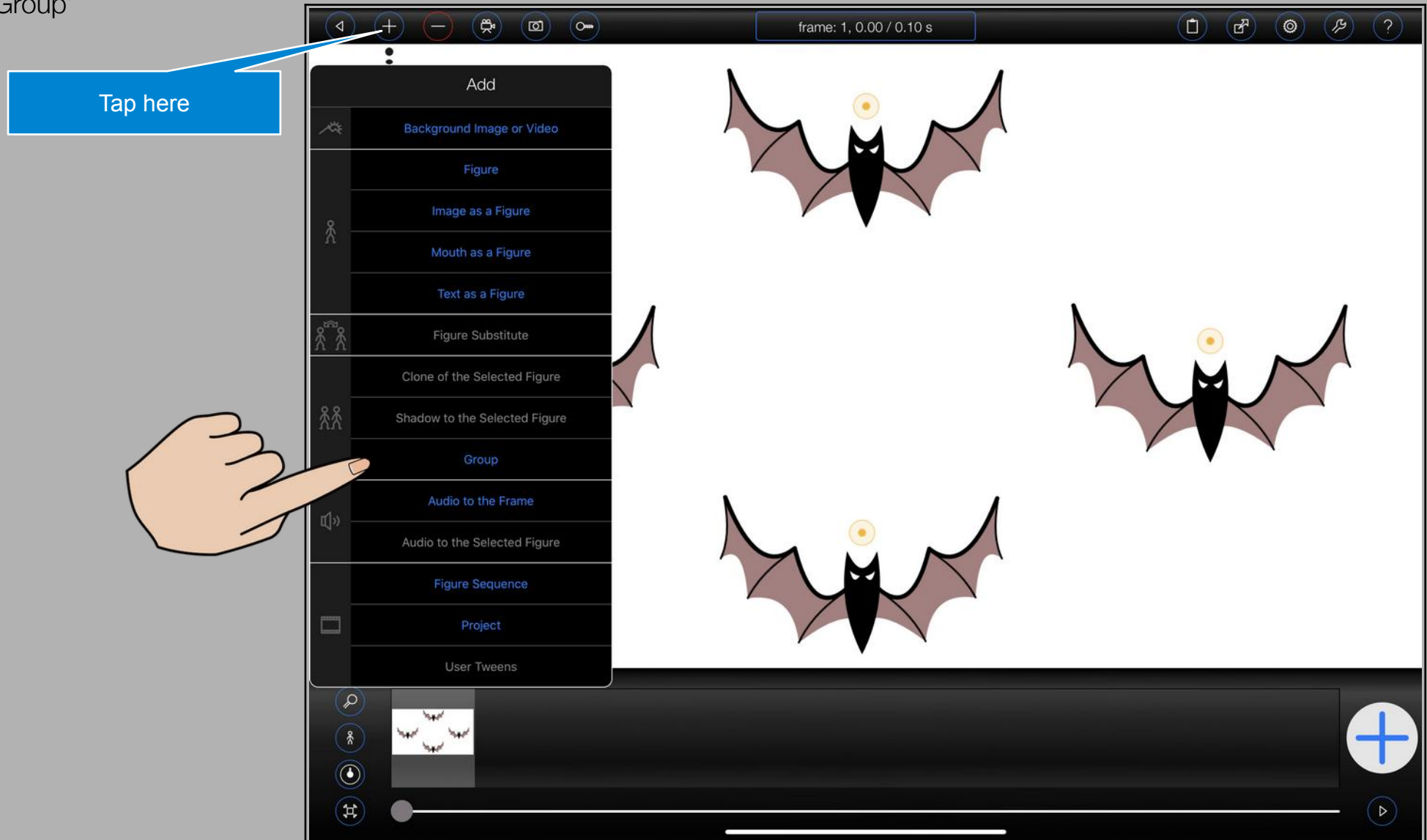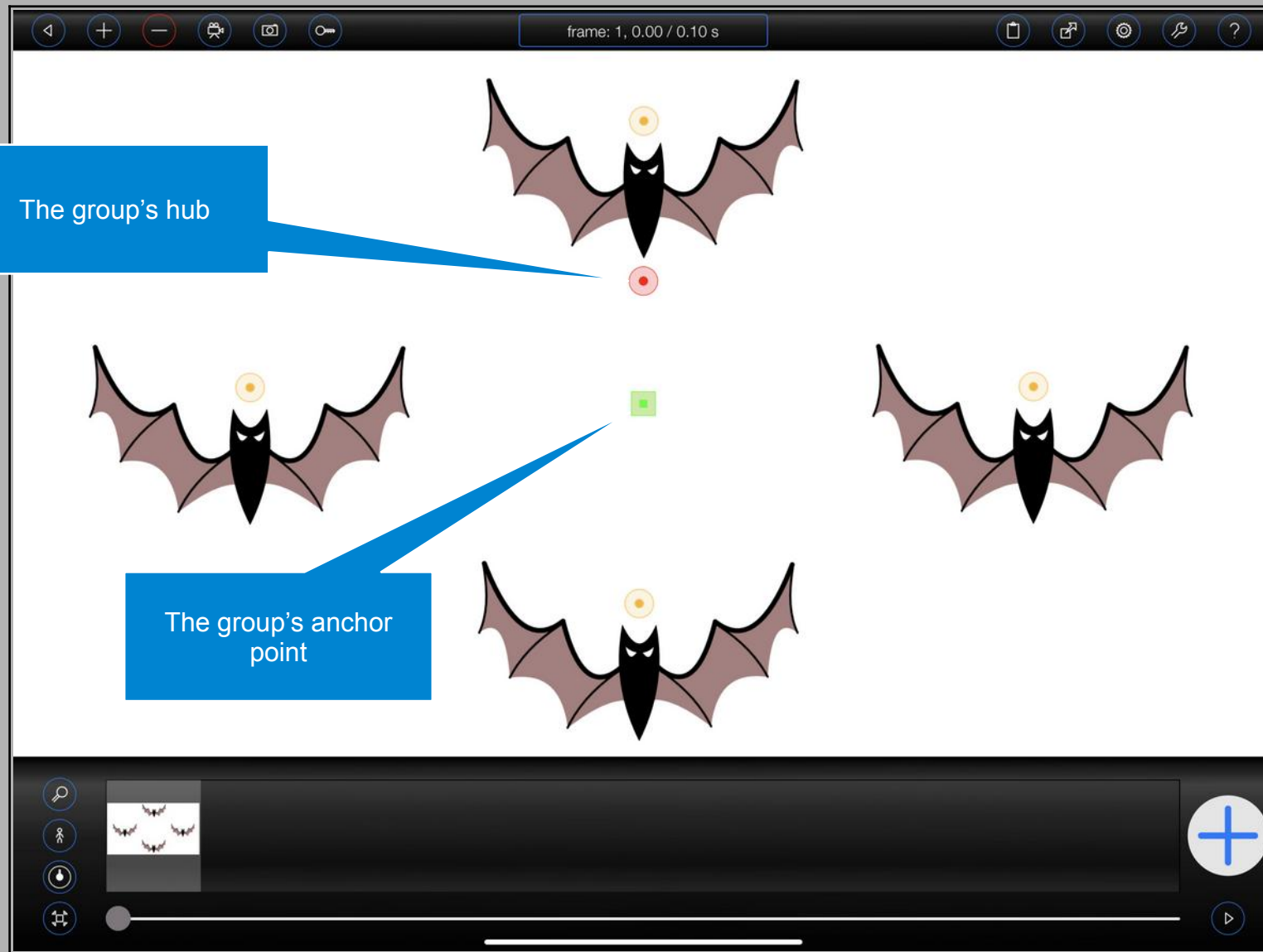
Adding Figures to a Group

To add a figure to a group, drag your finger from the hub of the group to the anchor point of a figure and release:
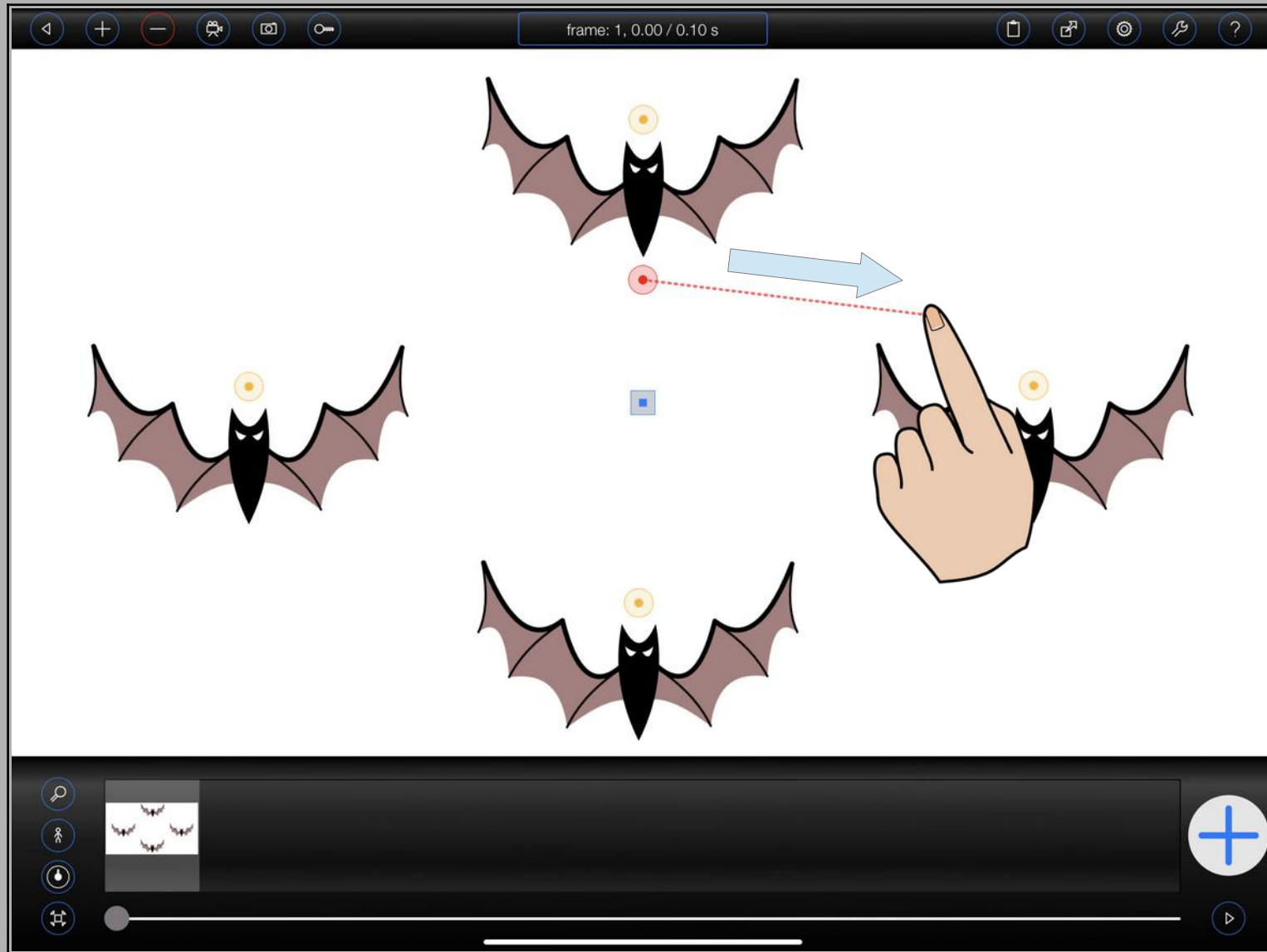
Multiple figures can be added to a group (otherwise, it wouldn't be a group would it?). When a group is added to a project, it will be available on every frame of the project. Any figures that have been added to the group will remain members of the group across the entire project. Furthermore, figures may be members of multiple groups at once.

If you move, rotate, scale or flip figures using a group however, the changes will only affect the current frame.
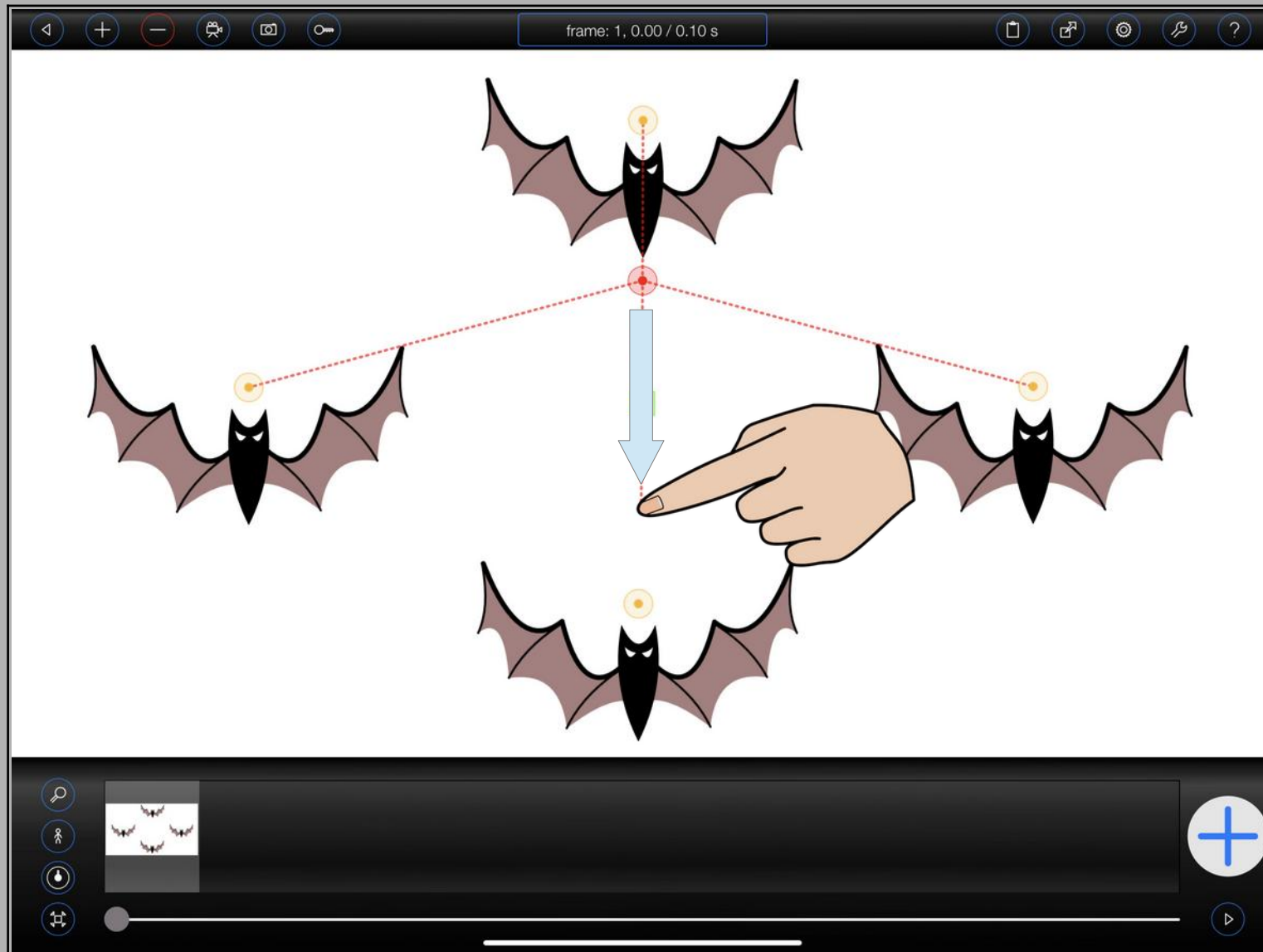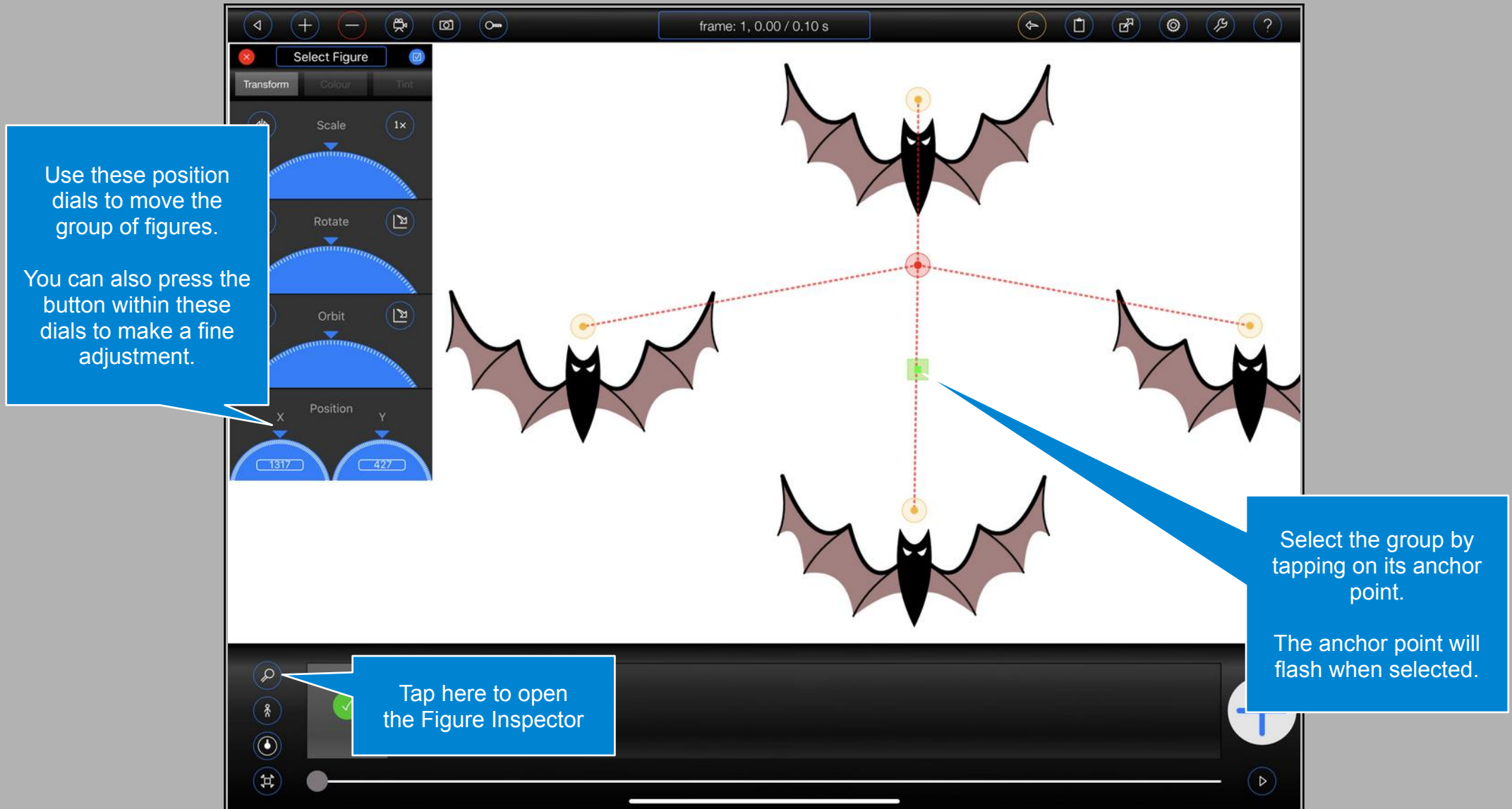
Moving a Group of Figures

To move all of the figures in a group, drag the group's anchor point:
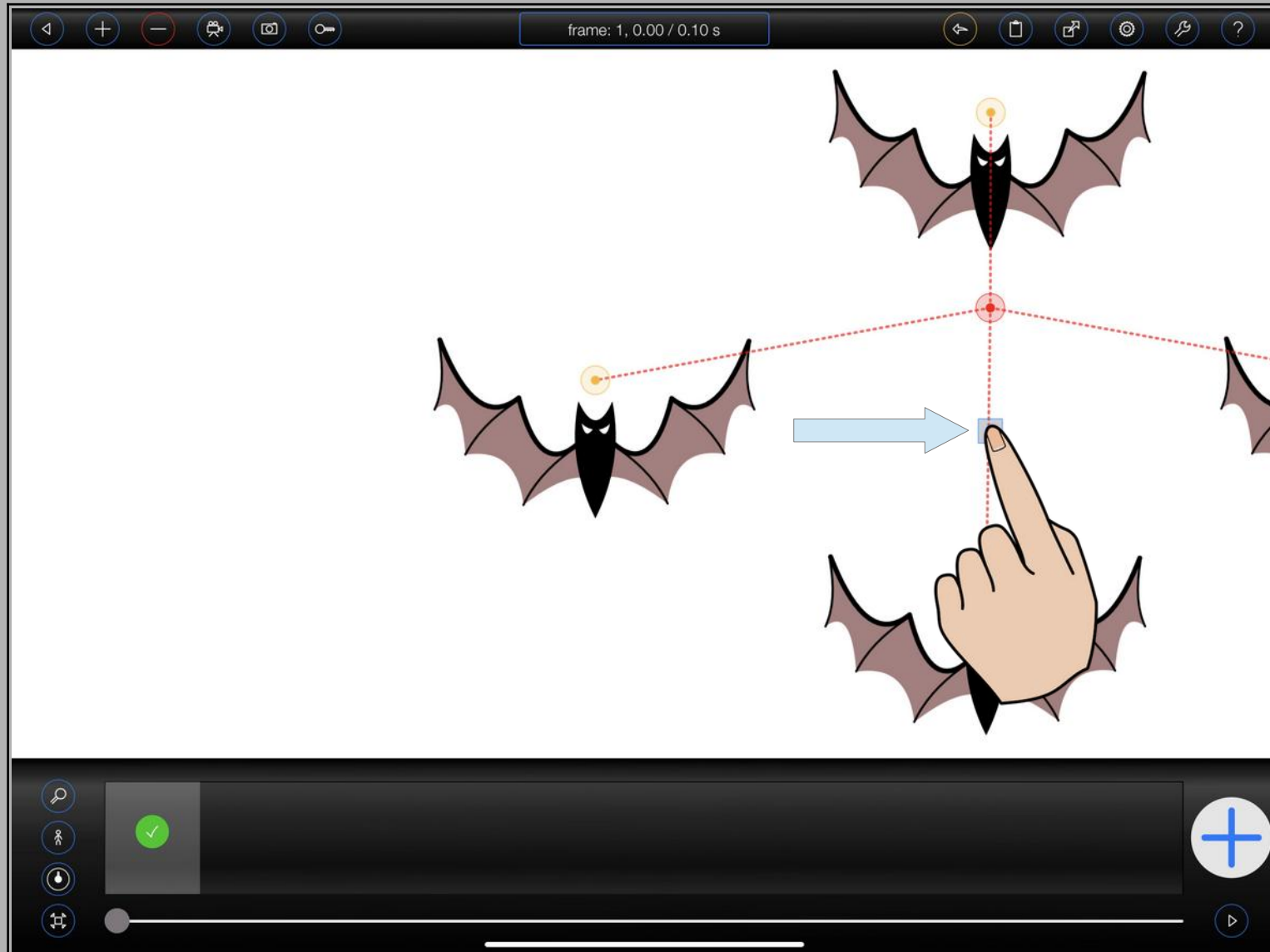
A group of figures may also be moved by:

1. Tapping on the group's anchor to select it (if it has not already been selected)

2. Pressing the 🔍 button to open the Figure Inspector

3. Using the X and Y (Position) dials in the Figure Inspector to adjust the position of the group

Use these position dials to move the group of figures.

You can also press the button within these dials to make a fine adjustment.

Tap here to open the Figure Inspector

Select the group by tapping on its anchor point.

The anchor point will flash when selected.

Scaling a Group of Figures

1. Tap on the group's anchor to select it (if it has not already been selected)

2. Press the 🔍 button to open the Figure Inspector

3. Use the 'Scale' dial in the Figure Inspector to adjust the size of the figures in the group

Use this dial to scale the group of figures

Press this button to reset the scale of all figures back to 1x

Select the group by tapping on its anchor point.

The anchor point will flash when selected.

Tap here to open the Figure Inspector

Flipping a Group of Figures

1. Tap on the group's anchor to select it (if it has not already been selected)

2. Press the ⊘ button to open the Figure Inspector

3. Use the ⬄ button in the Figure Inspector to flip all of the figures in the group

Use this button to flip the group of figures
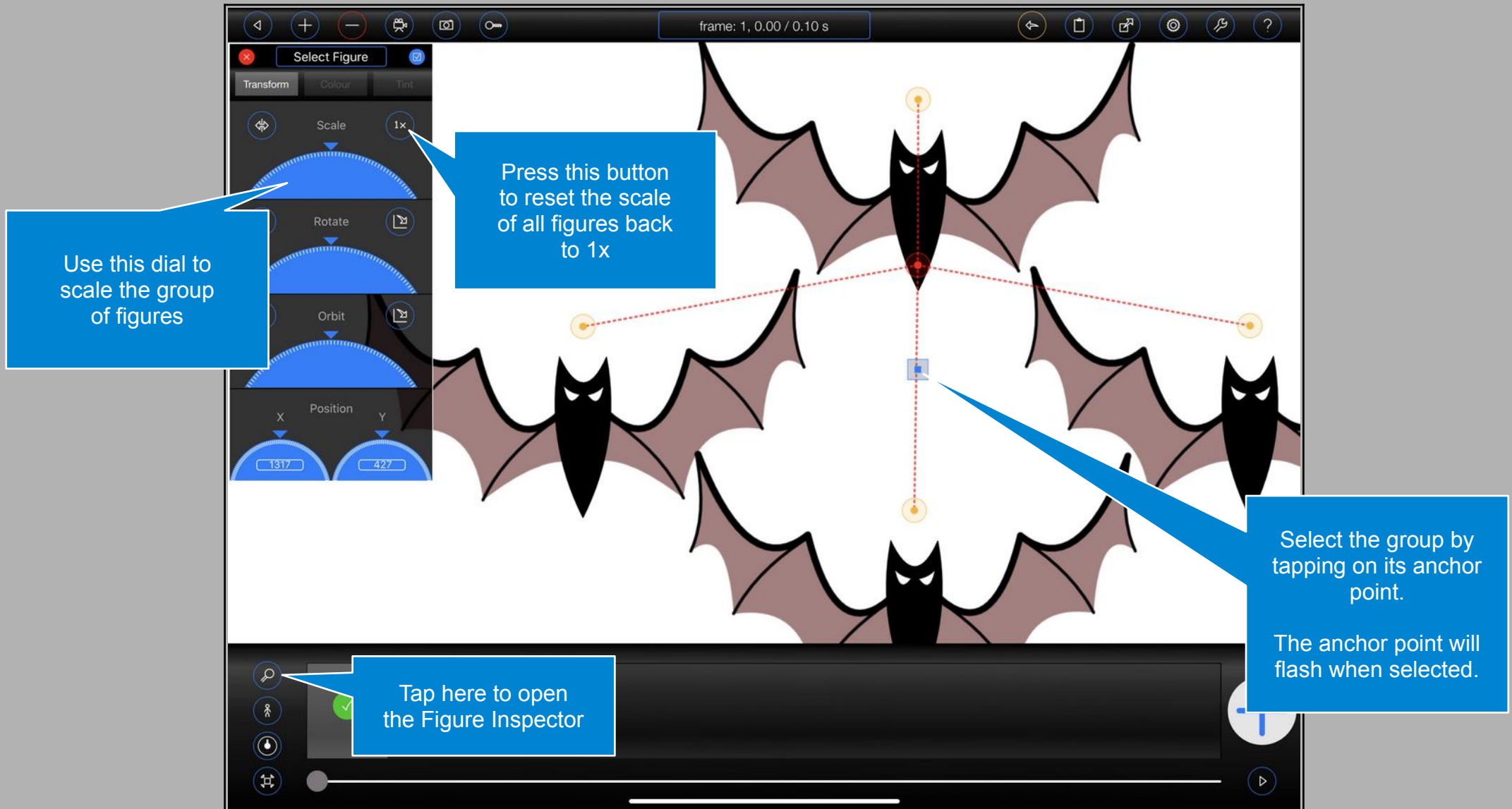
Select the group by tapping on its anchor point.

The anchor point will flash when selected.

Tap here to open the Figure Inspector
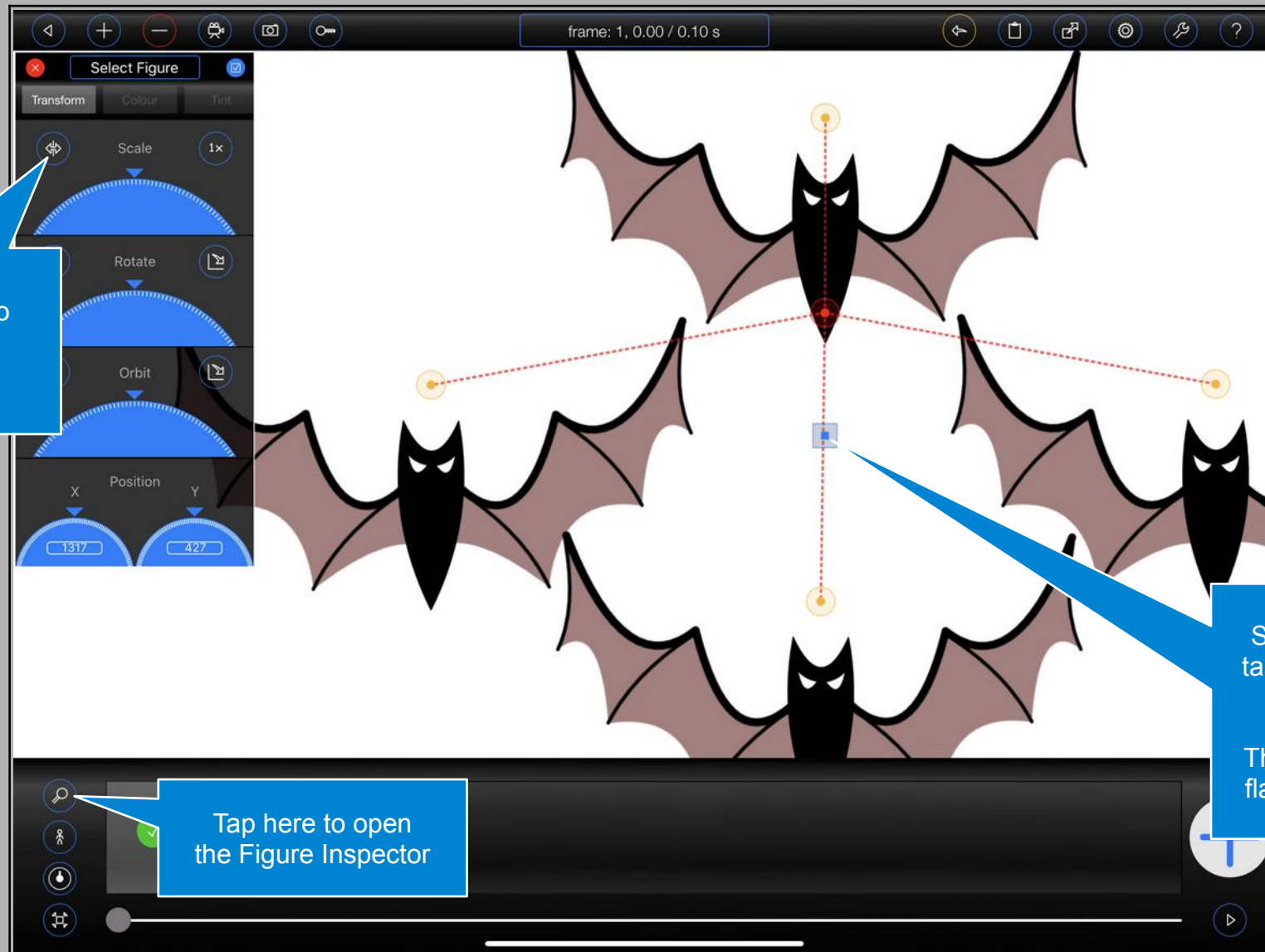
Rotating a Group of Figures

1. Tap on the group's anchor to select it (if it has not already been selected)

2. Press the 🔍 button to open the Figure Inspector

3. Use the 'Rotate' dial in the Figure Inspector to rotate all of the figures in the group

Each figure will be rotated around its own anchor point

Press to rotate the figures 90 degrees to the left

Press to rotate the figures 90 degrees to the right

Use this button to rotate the group of figures

Select the group by tapping on its anchor point.

The anchor point will flash when selected.

Tap here to open the Figure Inspector
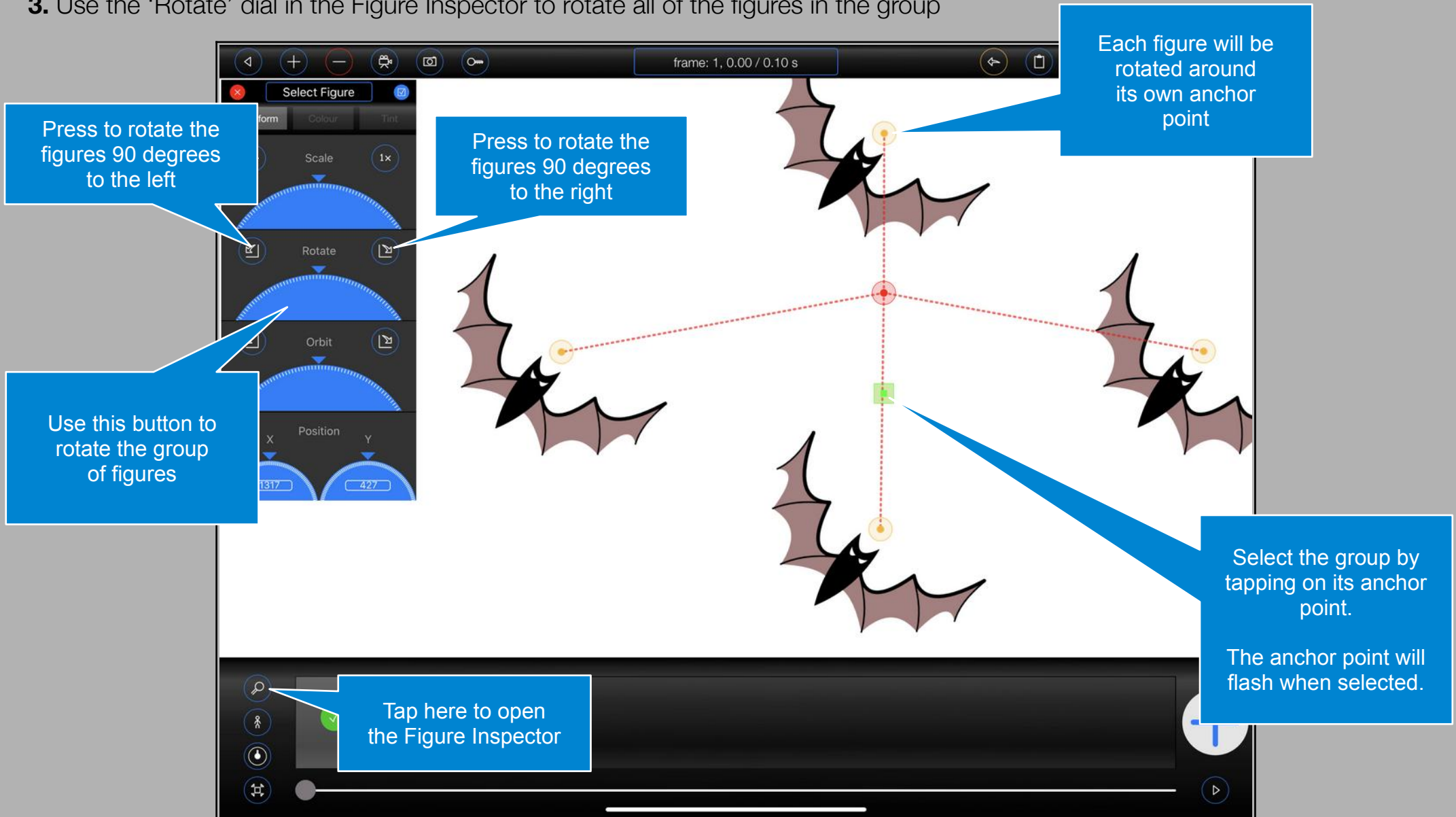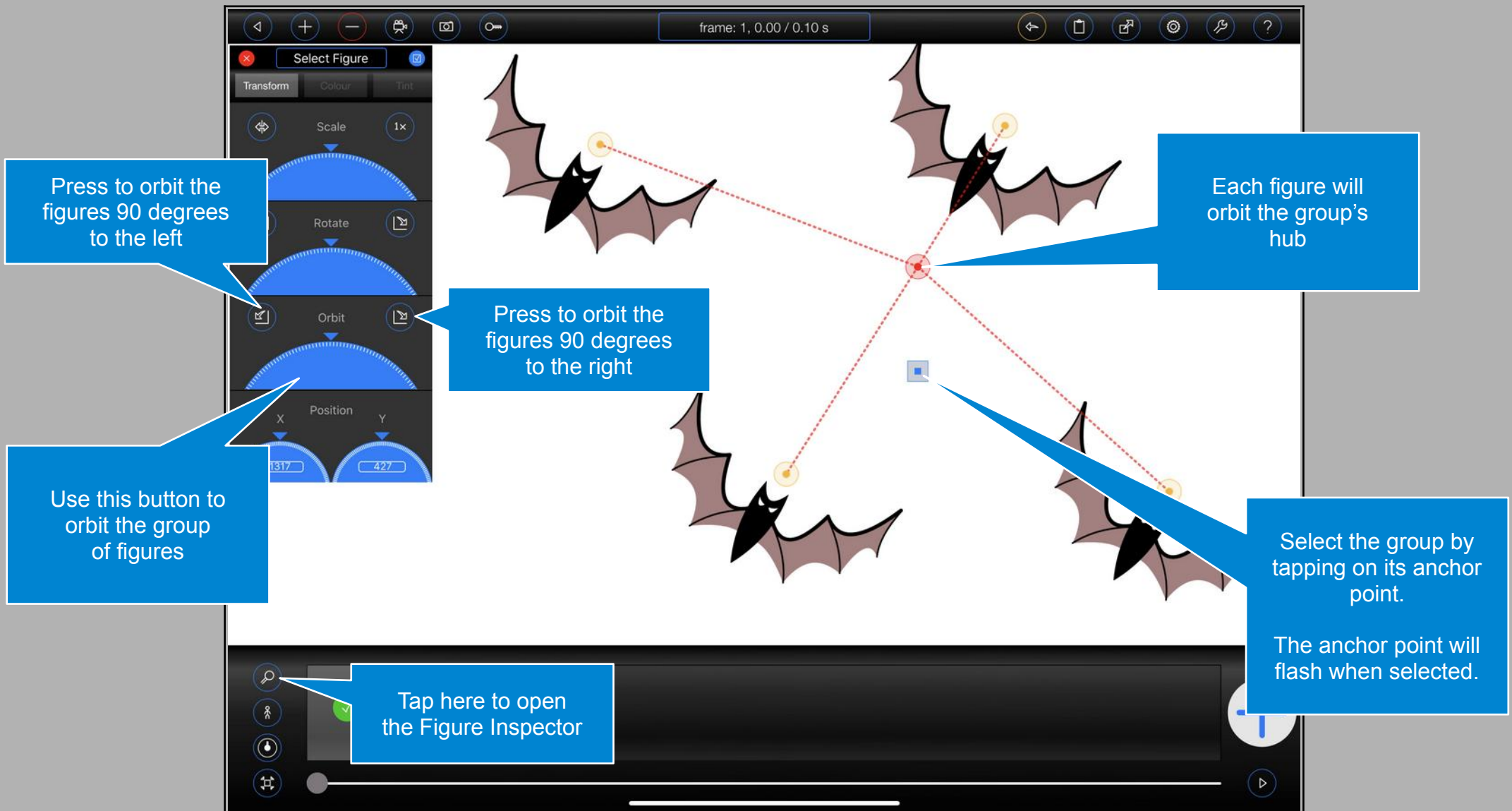
Orbit (Rotating a Group of Figure's Around the Group's Hub)

1. Tap on the group's anchor to select it (if it has not already been selected)

2. Press the (🔍) button to open the Figure Inspector

3. Use the 'Orbit' dial in the Figure Inspector to make all of the figure's rotate around the group's hub

Press to orbit the figures 90 degrees to the left

Press to orbit the figures 90 degrees to the right

Each figure will orbit the group's hub

Use this button to orbit the group of figures

Select the group by tapping on its anchor point.

The anchor point will flash when selected.

Tap here to open the Figure Inspector

Adjusting the Position of a Group

The position of the group may be changed without altering the position of any of the figures within it.

1. Tap on the group's anchor point – four arrows will appear within it

2. Drag the group (or use the Figure Inspector) to change its position

Tap on the group's anchor point to toggle in and out of this 'Adjustment' mode
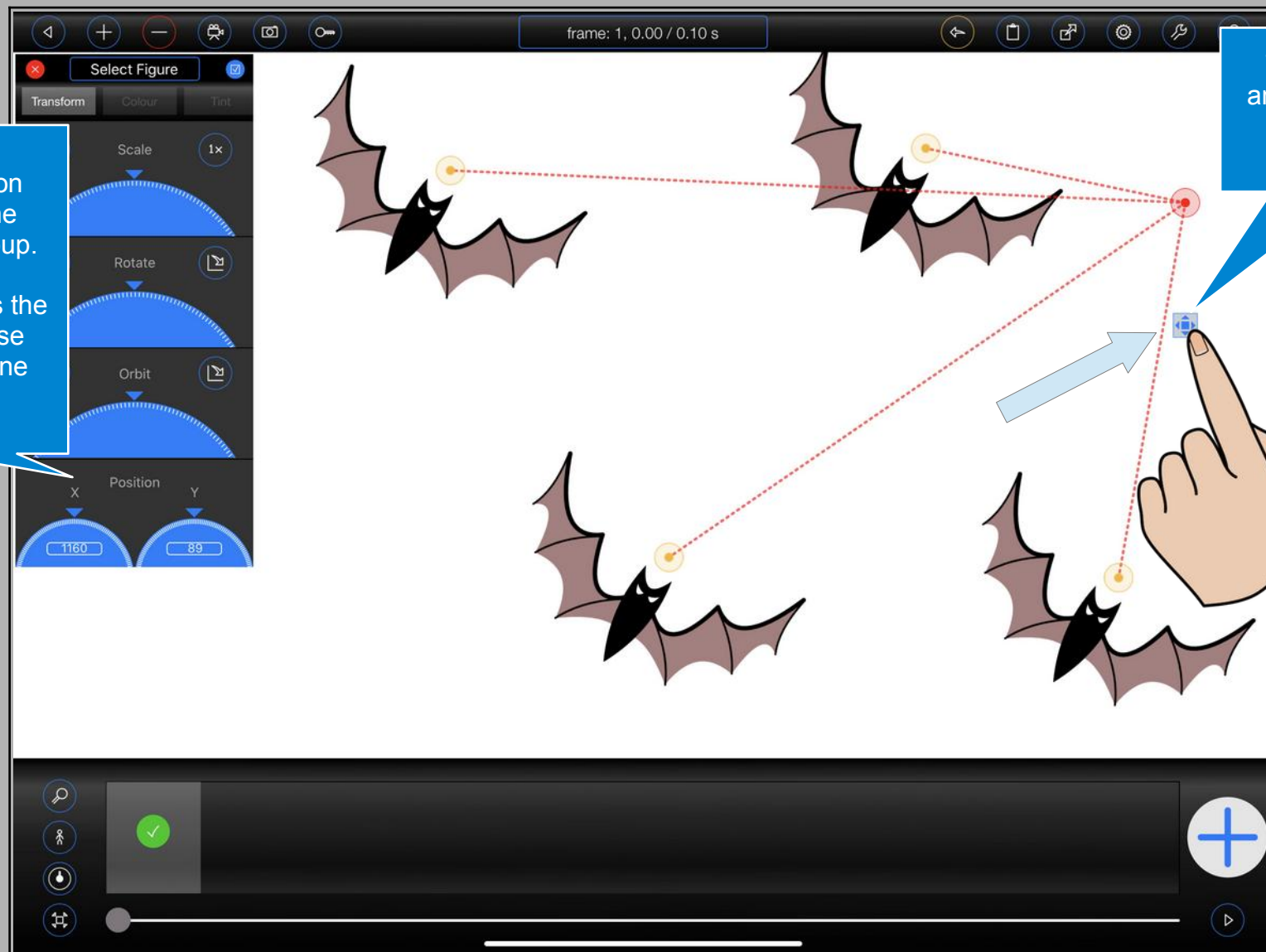
Use these position dials to adjust the position of the group.

You can also press the button within these dials to make a fine adjustment.

Removing Figures from a Group

To remove a figure from a group, drag your finger from the hub of the group to the anchor point of the figure and release:

Dragging to the anchor point of a previously added figure will remove it from the group
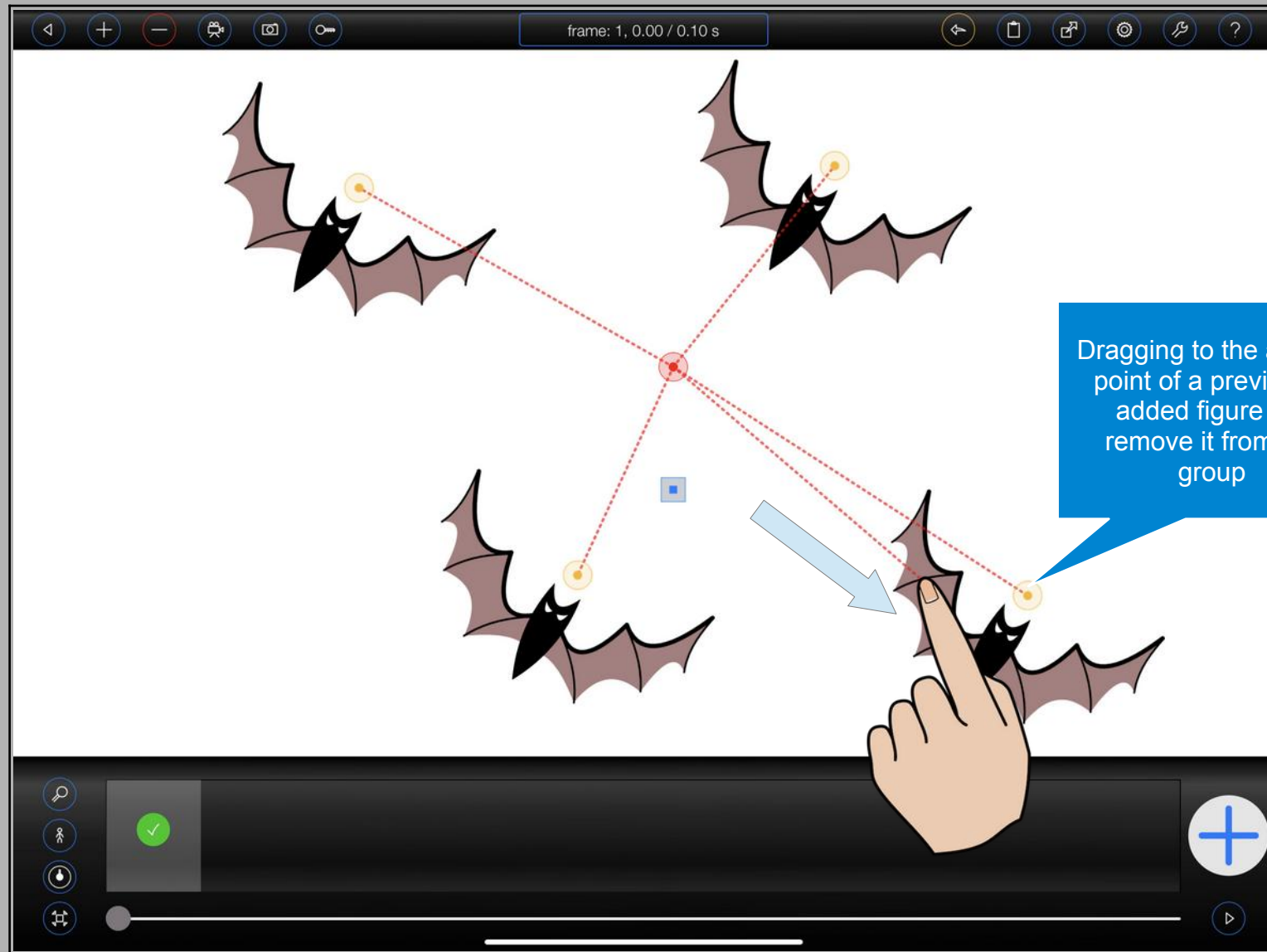
Naming and Locking Groups

Groups can be locked (to prevent accidental movement) and named just like other figures via the Figure Inspector. For more information, please consult the 'Figure Inspector' topic in the Animation Pro help (see left).

Removing a Group

To remove a group from your project, select the group and then choose 'Group (Figures Will Remain)' from the 'Remove' menu. Please note that this will not remove any figures that belong to the group.

Tap here to open the 'Remove' menu

Remove

Background
Background from Multiple Frames
Figure/Clone
All Figures/Clones
Figure/Clone from Multiple Frames
Group (Figures Will Remain)
Audio from Frame
Audio from Figure/Clone
All Content from Frame
Current Frame
Multiple Frames
User Tweens

Tap on the group's anchor point to select it (if it hasn't already been selected).