# Importing Assets

A lot of animators use other Apps to produce the basic assets (images and audio) for their animations. So I'm frequently asked how to import those assets into Animation Pro. Well, that's a pretty hard question for me to answer because iOS Apps, such as Animation Pro, can't really 'import' content directly from other Apps. In fact, given the security risk, iOS sandboxes Apps to prevent that from happening. So it is really a question of how those Apps make their content available to other Apps, such as Animation Pro.

Now, there's a fazillion (that's just a tad more than a bazillion) different Apps out there for creating images and audio. So it is pretty much impossible for me to provide exact details on how they go about making their content available. That would really be a question for the specific App developers! What I can say, however, is this:

Animation Pro registers itself to iOS as an 'Open in' destination for images (public.image) and audio (public.audio) files.

So if your favourite App includes **'Open in'** functionality for sharing its content, then Animation Pro will be displayed as a destination for that content. Now Apps may not necessarily refer to that functionality as **'Open in'.** So please also look for **'Share', 'Save'** or **'Export'** options on-screen or in your specific App's help. You might also look for a button like this:
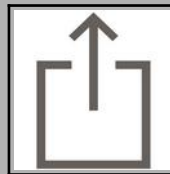
TOPICS:

Open In

Sharing content via Apple 'Files'

Example: Importing an Image

Important Notes Regarding Images

Importing Images from your Photo Library

Important Note Regarding Audio Files

Open In

In some Apps, such as the 'Mail' App, you can press your finger down on an image or and audio attachment to reveal a 'Share' option. Upon selecting 'Share', iOS will display all of the Apps, including Animation Pro, that can receive the content:
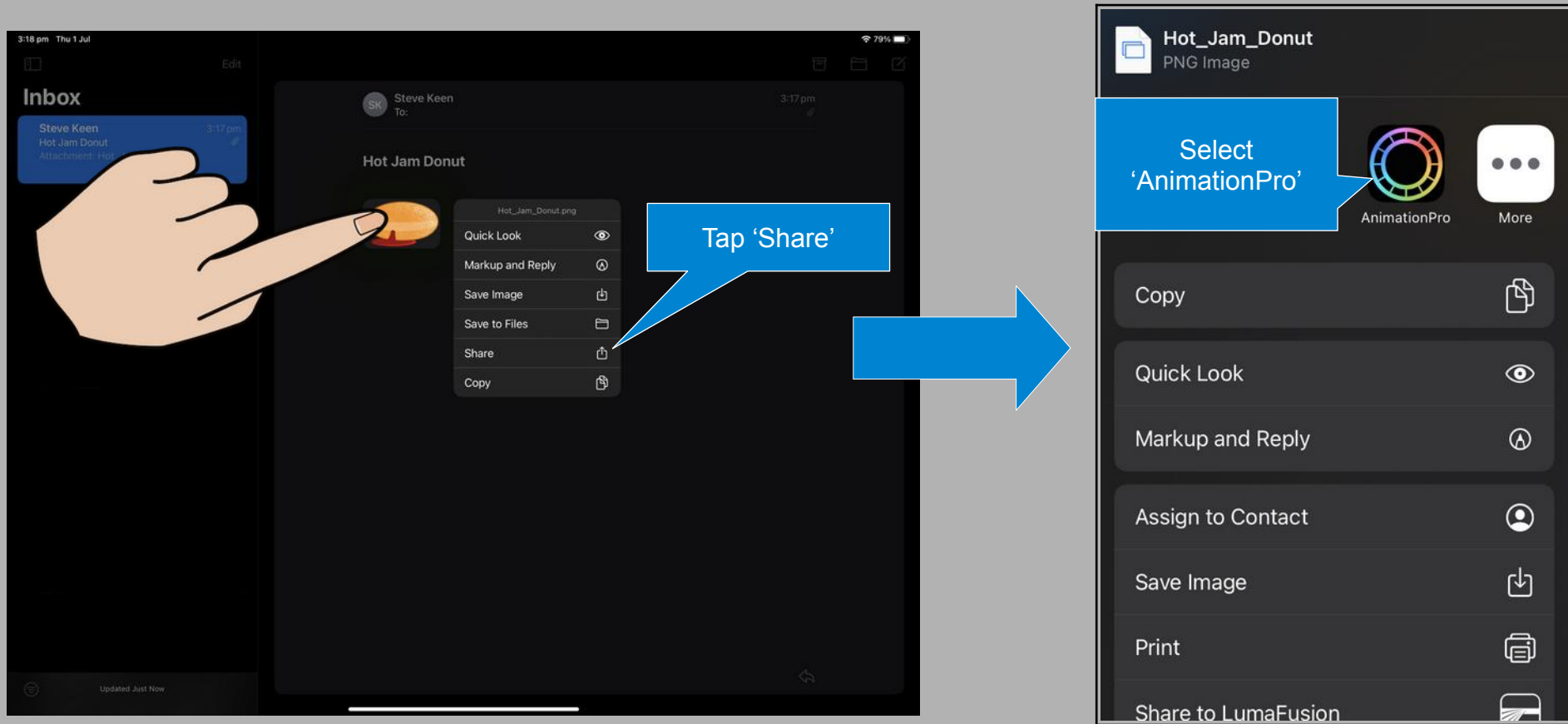
Upon selecting Animation Pro, Animation Pro will open and automatically import the content into its **'File Manager'**:

- Imported audio will appear within the **'User Audio > IMPORTED'** category of the **'File Manager'**

- Imported images will appear within the **'User Images > IMPORTED'** category of the **'File Manager'**

For more information regarding the **'File Manager'**, please refer to the **'File Manager'** topic in the Animation Pro help (left).

Some Apps, however, may not actually implement 'Open in'. Instead, they may choose to display a 'share' popover that doesn't actually list all of the Apps capable of dealing with the specific content in question and, if that is the case, you may find that Animation Pro isn't listed (SIGH)

SIGH

But, other than politely asking the App developer to implement **'Open in'** in their App, there may still be an alternative, please see below:

Sharing content via Apple 'Files'

As of iOS 11, Apple introduced **'Save to Files'** functionality (along with a 'Files' App) that can make it a lot easier for Apps to share content with each other. If you don't have the **'Files'** App already installed, please download it from the App store – it is free.

The **'Save to Files'** functionality allows Apps to save their content to:

• Shared directories on the iPad (found within **'Files'** under **'On My iPad'**)

• The **iCloud Drive**

• Specific Apps that act as a location for **'Save to Files'**

So, again, please look for a **'Share'**, **'Export', 'Save'** or **'Open in'** option in the App you are using to create your content and invoke it.

Ultimately, where supported by your particular App, you should end up seeing something that looks like this:
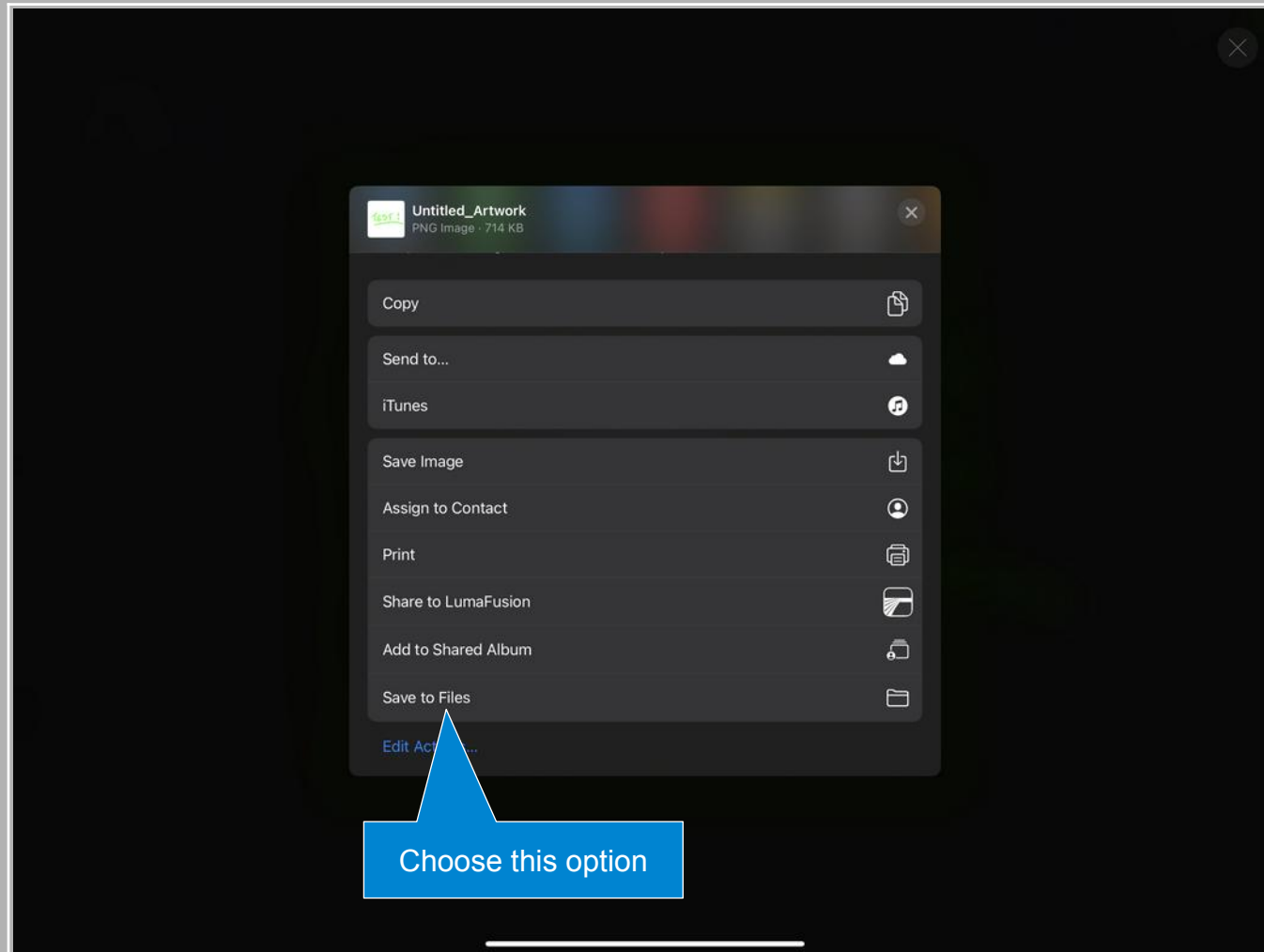
Choose the **'Save to Files'** option (as shown above) and then **'Add'** your asset (your image or audio file) to one of the listed locations, see next page...

Cancel   Save

Item will be saved to "StickMotion" on On My iPad.

Untitled_Artwork

iCloud Drive   >

On My iPad   >
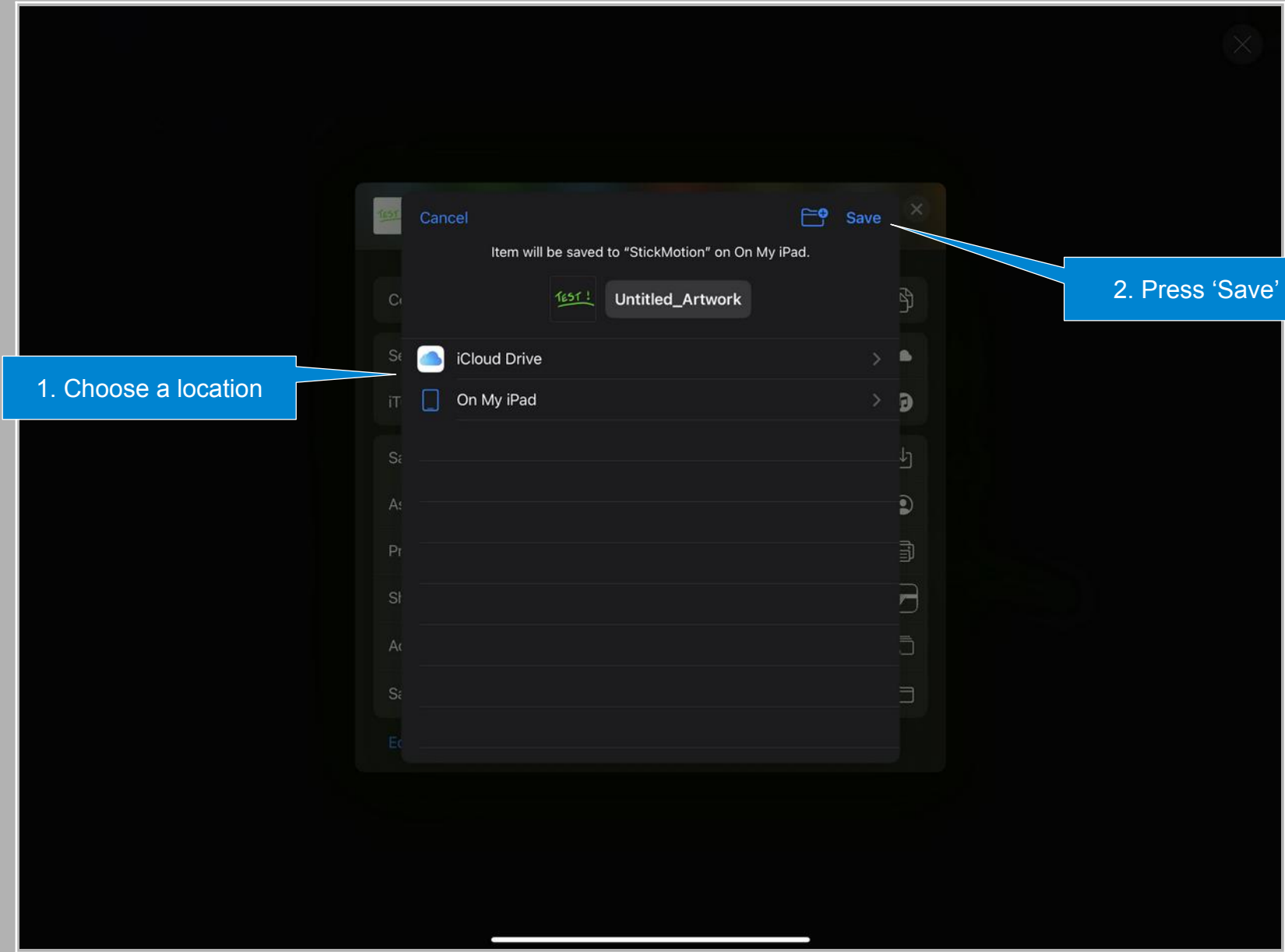
2. Press 'Save'

1. Choose a location

Now, as of version 1.7 of Animation Pro, an **'Import'** option has been included on the main **'Projects'** screen and the '**File Manager'**:

Import Project

Press to import an Animation Pro project

Tie Sequer...
Modified: 26 ...er 2018 at 12:17 pm
Frames: 7...   FPS: 10 (2)

The ...creen

Tweening
Modified: 26 December 2018 at 12:04 pm
Frames: 170   FPS: 10 (2)

The File Manager
Modified: 26 December 2018 at 12:04 pm
Frames: 170   FPS: 10 (2)

Tutorial End
Modified: 26 December 2018 at 11:57 am
Frames: 90   FPS: 10 (2)

Import   Image Selection   Edit

| 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 | - |

Categories

Animation Pro Image

StickMotion Images >

User Images >

Substitutions (all)

Photo Albums

● **TEXT**

Press to import files that are compatible with those currently displayed by the 'File Manager'.

Please note that this button will only be available when viewing the 'User' categories.

imported   imported   imported

Imported Image Project   imported   New Figure Image Pro...

Image   Image   Image

Image   Image   Image   Image   Image   Image

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

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

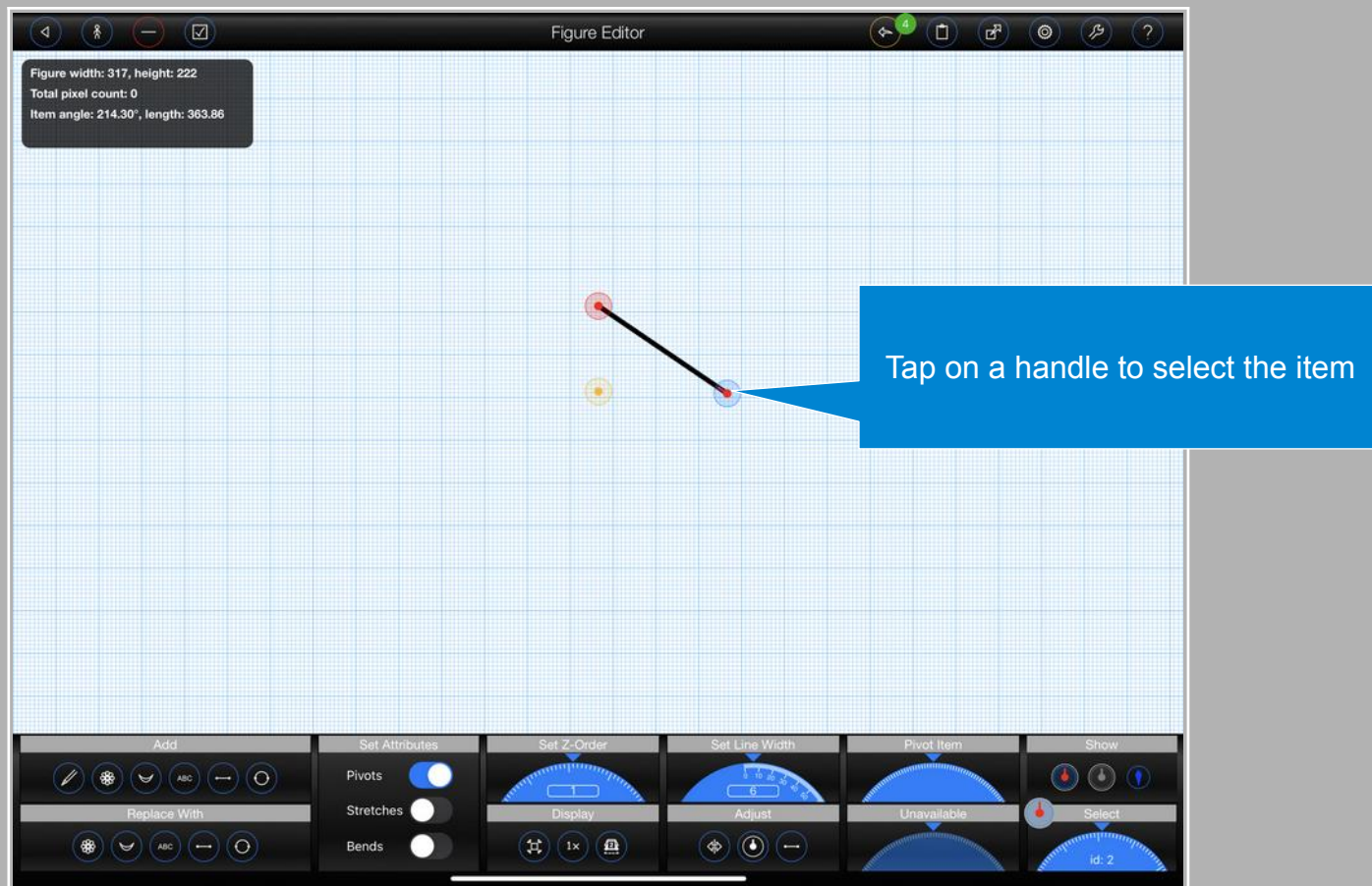| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z | - |

Let's take a look at an example of how this new functionality may be used:
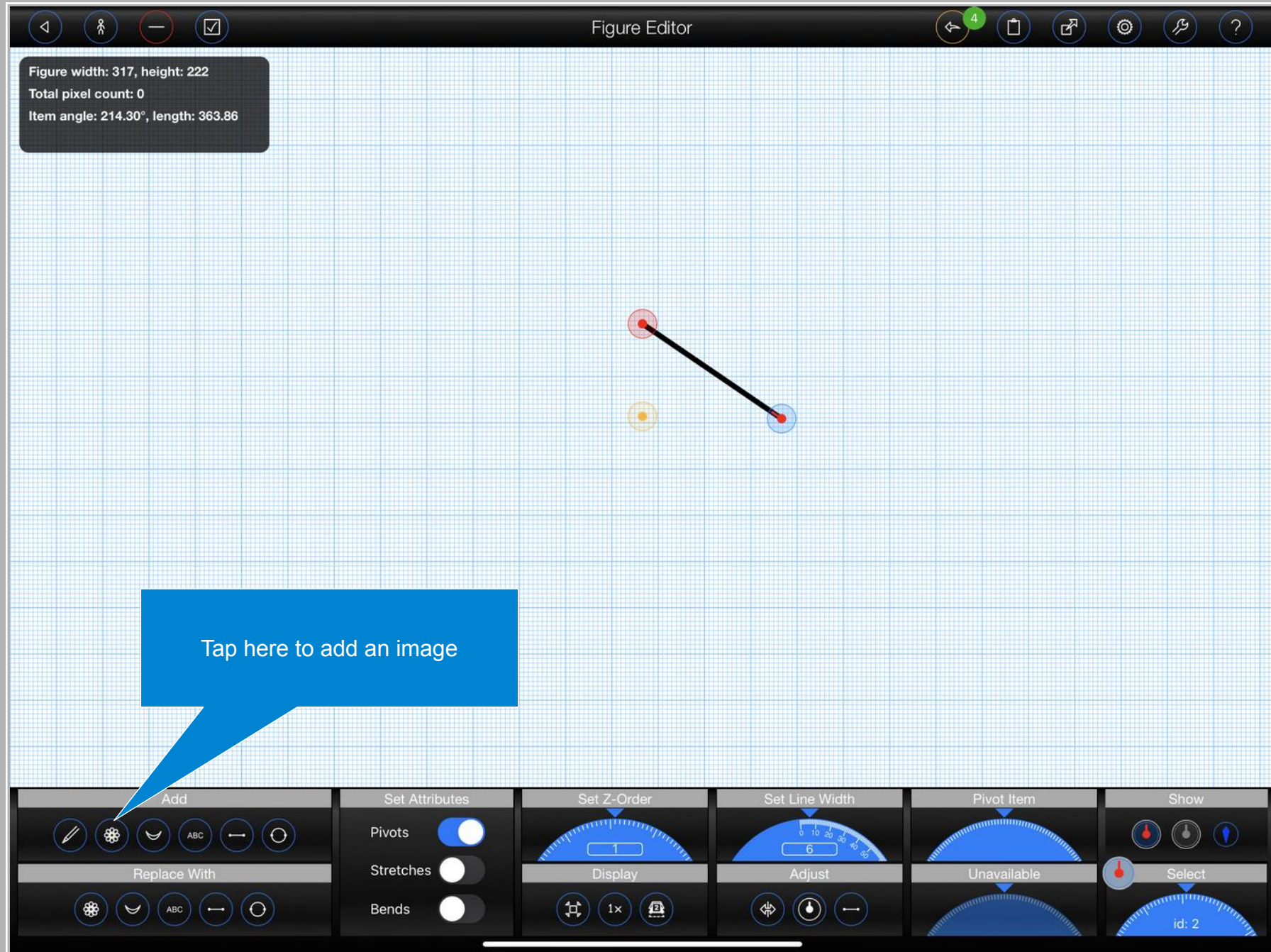
Example: Importing an Image

Let's assume that you've created an image in your favourite drawing App and have saved (i.e. shared) that image to your **'iCloud Drive'** (for more information on that process, please see [Sharing content via Apple 'Files'](), above, and/or refer to the help in your particular drawing App).

Let's also assume that you wish to use that image as a body part in one of your figures.
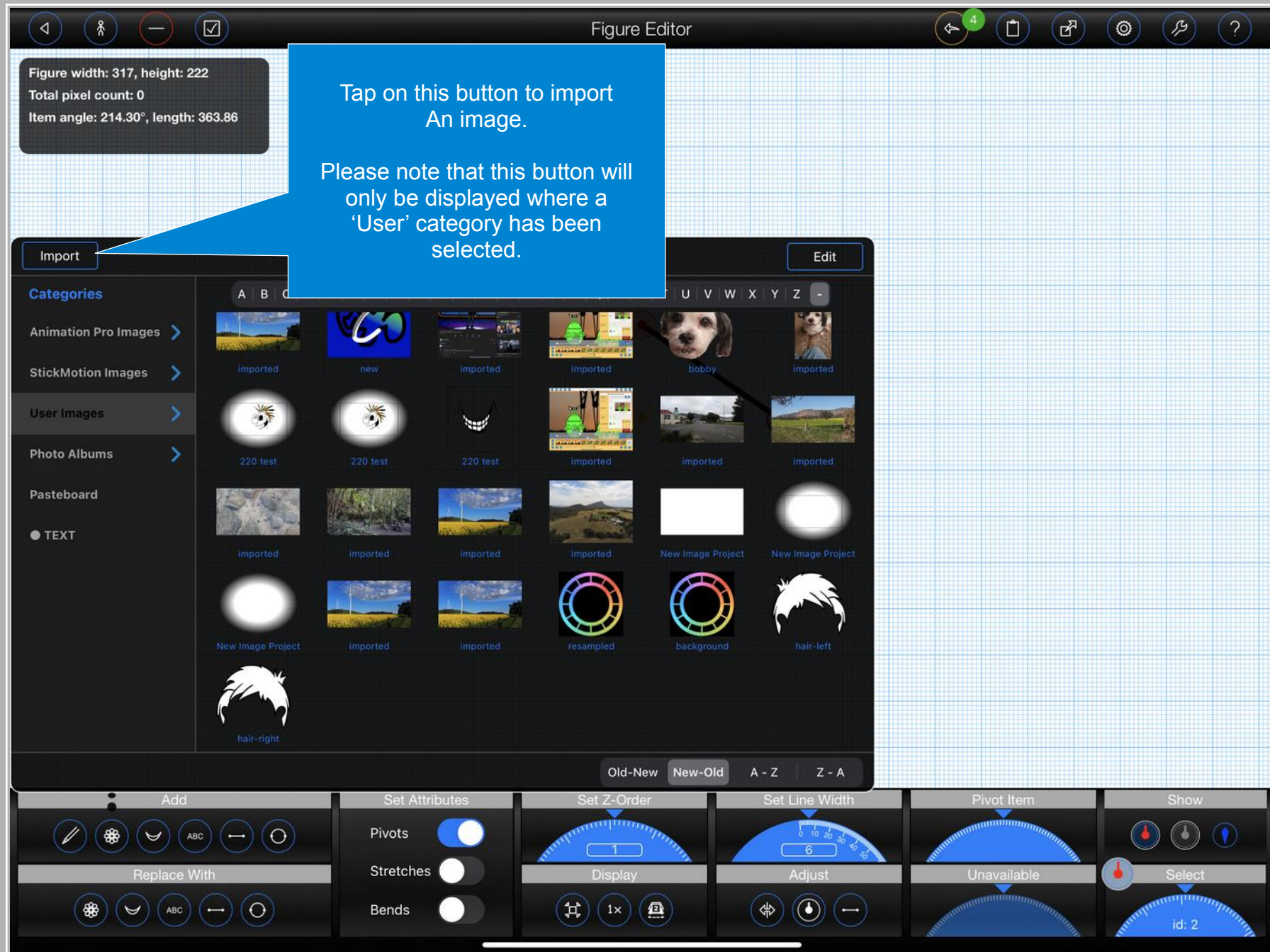
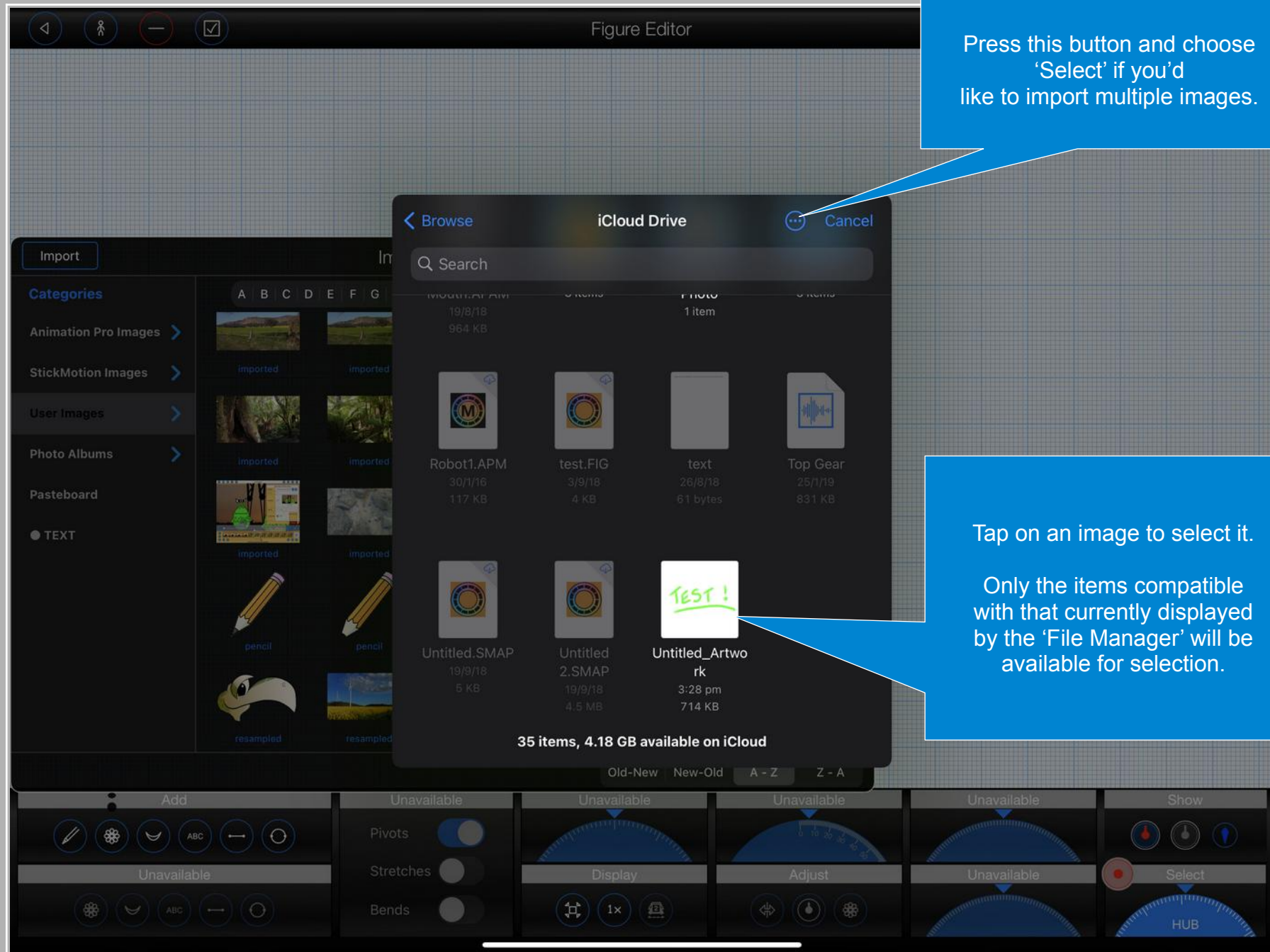**1.** Select the handle of the item that you wish to add the image to:

**2.** Press the ⚜ button to add an image using the **'File Manager'**:

Figure Editor

Figure width: 317, height: 222
Total pixel count: 0
Item angle: 214.30°, length: 363.86

Tap here to add an image

Add

Replace With

Set Attributes
Pivots
Stretches
Bends

Set Z-Order
1
Display
1×

Set Line Width
0 10 20 30 40 50
6
Adjust

Pivot Item
Unavailable

Show
Select
id: 2

3. Make sure that a **'User'** category is selected and then press the **'Import'** button:

Tap on this button to import
An image.

Please note that this button will
only be displayed where a
'User' category has been
selected.

4. Select **'iCloud Drive'** (if it is not already selected) and choose your image file(s):

Press this button and choose 'Select' if you'd like to import multiple images.

Tap on an image to select it.

Only the items compatible with that currently displayed by the 'File Manager' will be available for selection.

Animation Pro will import all of the selected images into the currently selected **'Category'** of the **'File Manager'**:

This image has been imported.

You may now tap on it to add it to your figure.
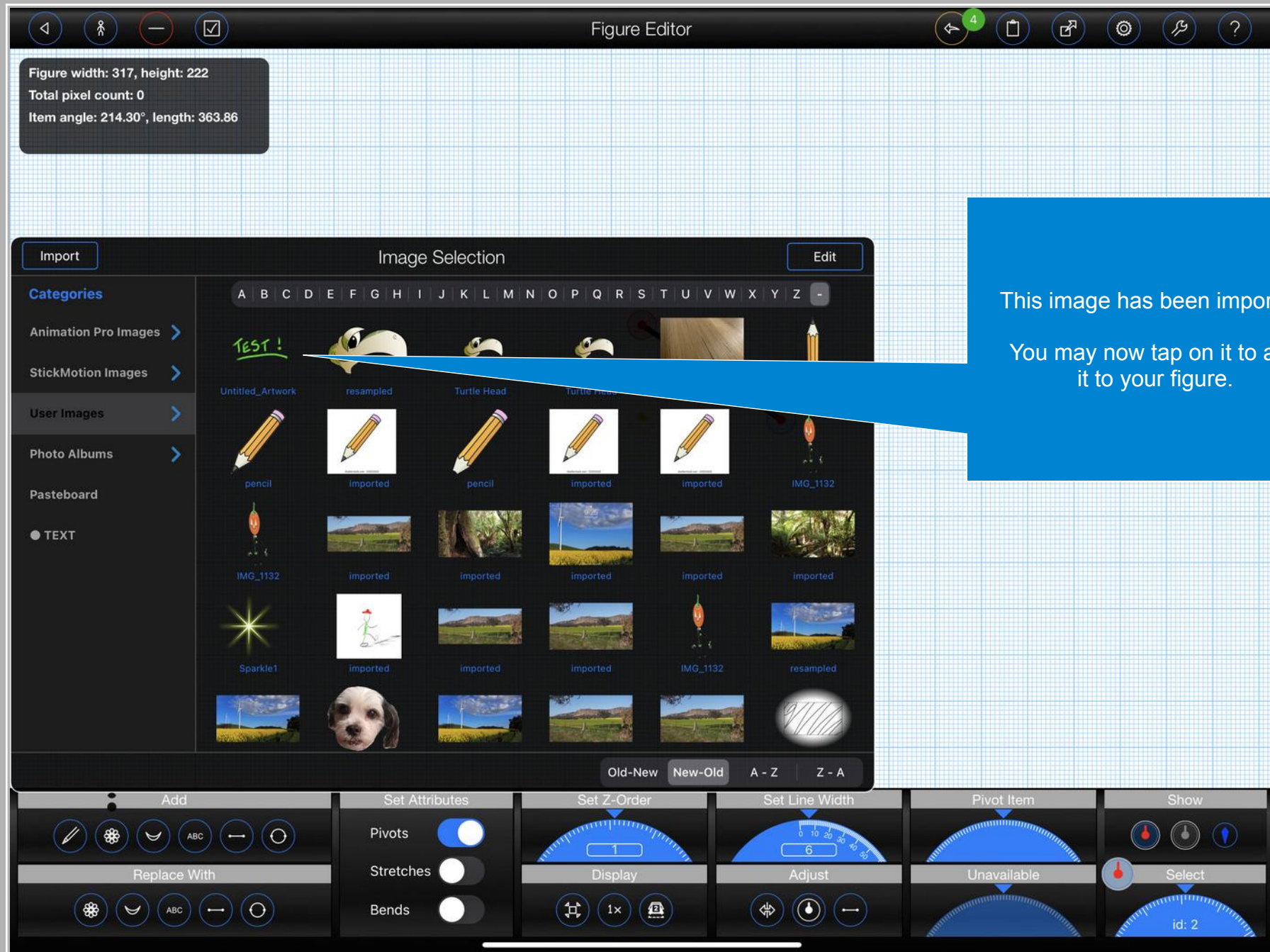
5. The image is now available for selection and, in this case, may be added to the figure:
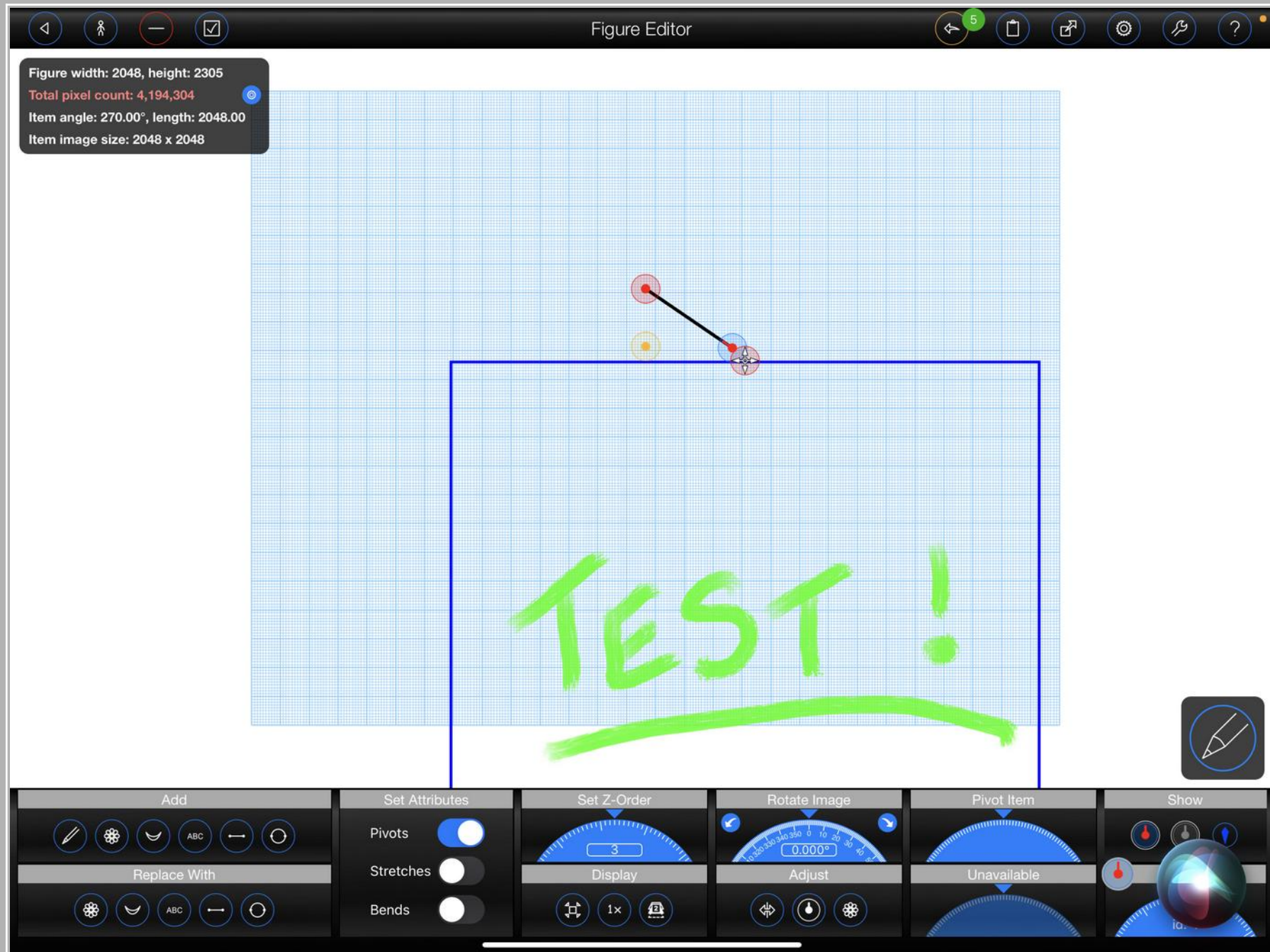
Please note:

- The **'Import'** button will be available in the **'File Manager'** whenever you view a **'User'** category. So you may use it at any time to import one or more images, audio files, mouth projects or image projects, into Animation Pro.

- Only one project may be imported at a time, however, from the main **'Projects'** screen (as these can be extremely large files).

Important Notes Regarding Images

- Animation Pro can only use raster-based images native to iOS. Animation Pro cannot, for example, utilise vector-based images such as SVG.

- For the best results, please share **PNG** images with Animation Pro. **PNG images will retain transparency.**

- If you are using a drawing App that supports multiple layers, please ensure that the background layer is turned off (or made transparent); otherwise, the images produced may include a white background when shared (even when shared as PNG images). **For more information, please refer to the help within your drawing App (or contact the developer of the particular App).**

Importing Images from your Photo Library

The 'Photo Albums' category in the Animation Pro File Manager will provide direct access to the contents of your device's photo library (for more information, please refer to the File Manager topic, left).

BUT PLEASE NOTE:

The images in your device's photo library may be modified using various tools found in Apple's Photos App. **Furthermore, iOS may choose to automatically modify images to conserve storage space (such as when they are saved to iCloud).**

So please beware!

If you have previously saved images to your photo library with transparency, that transparency may have been <u>lost</u> as a result of such modifications!

Now, by default, the Animation Pro File Manager will retrieve the **current** version of images from your photo library. This means that it may retrieve modified versions of those images that may no longer contain transparency.

So if you find that transparency is being lost when opening images from your photo library, you might try selecting the **Original** option at the bottom of the File Manager. When selected, Animation Pro will <u>attempt</u> to retrieve the original/unmodified version of the image from your photo library. This of course will mean that any modifications made using the Photos App will not be present.
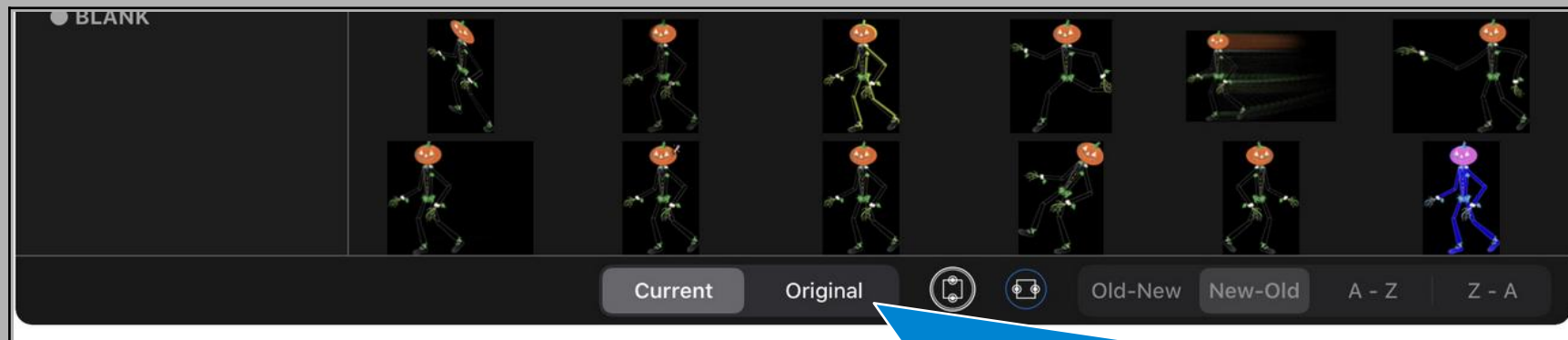
Choosing 'Original' <u>may</u> help to preserve transparency when opening images from your photo library

Important Note Regarding Audio Files

Animation Pro needs to be able to mix audio files together and multiplex the result with the video stream of the animation. Some audio files formats may not be compatible with this process. Whilst Animation Pro may allow these incompatible audio files to be imported into the **'File Manager'**, it may display an error when you attempt to use them in an animation.