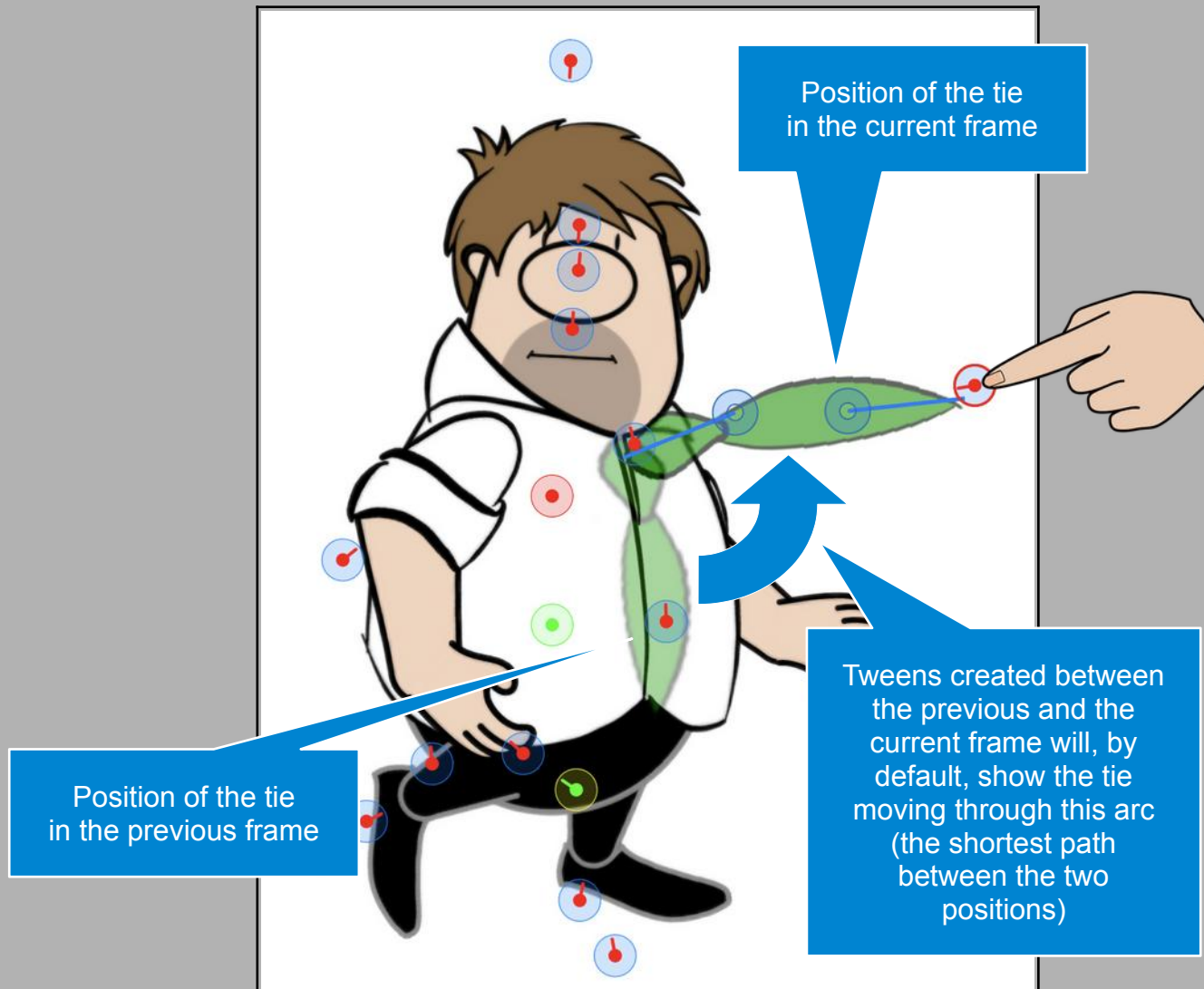




Item Movement

Animation Pro is pretty lazy. When it comes to tweening (or keying for that matter) an item in a figure from one position to another, Animation Pro will, by default, pivot that item by the smallest amount possible. But maybe that's not what you want. If that's the case then please read on...



Controlling Item Movement


1.

Make sure that the figure or clone that you wish to modify has been selected by tapping on its anchor point:



Tap this button to display all of the figure's handles

2.

Select the item (within the figure) that you wish to modify by tapping on its handle. If the handles are not currently visible, or if you'd like to modify a static item, press the  button first (please see above).

Please note: You may need to tap twice on bendable items to display the 'Item Options' popover.

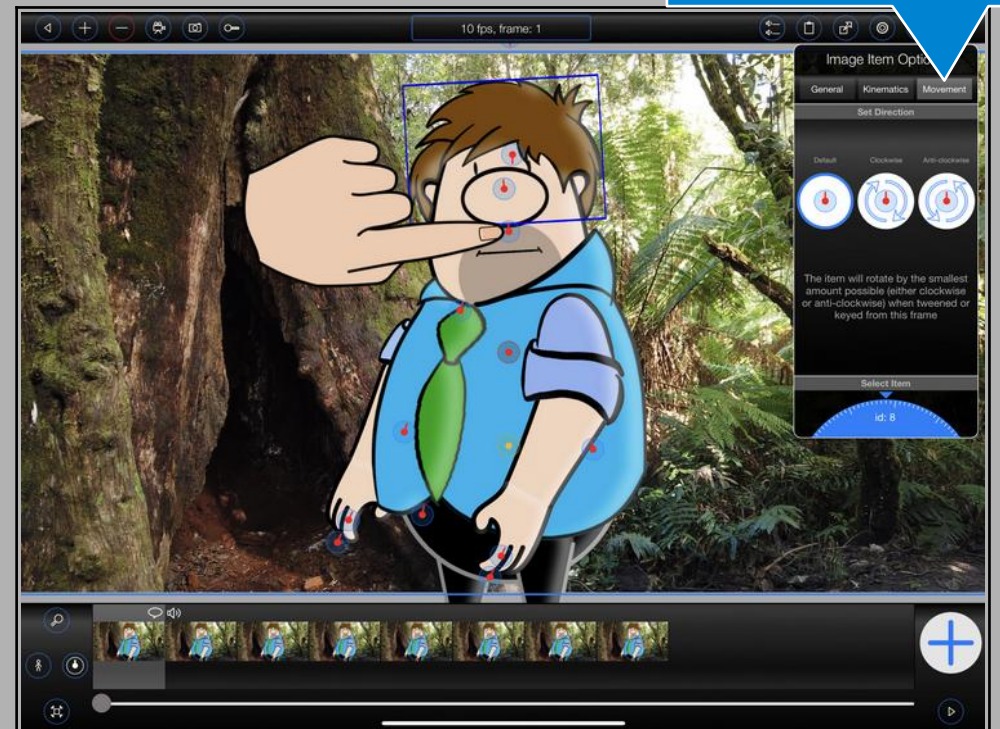
Animation Pro will highlight the selected item and display the 'Item Options' popover (see next page for details).

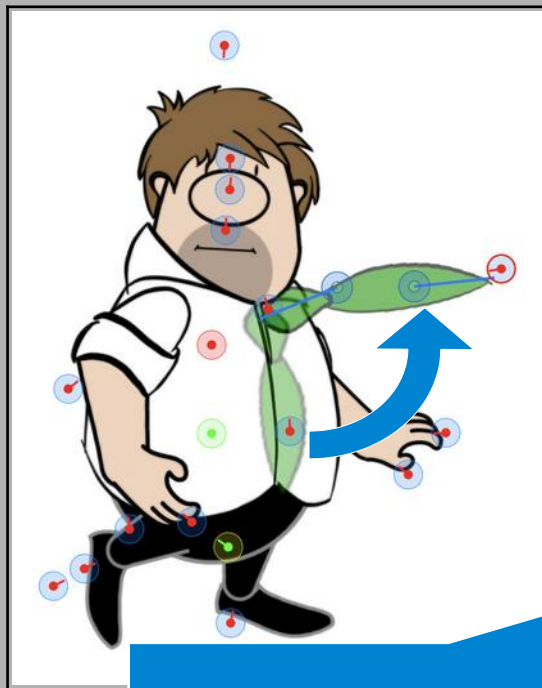
3.

Select 'Movement' at the top of the 'Item Options' popover



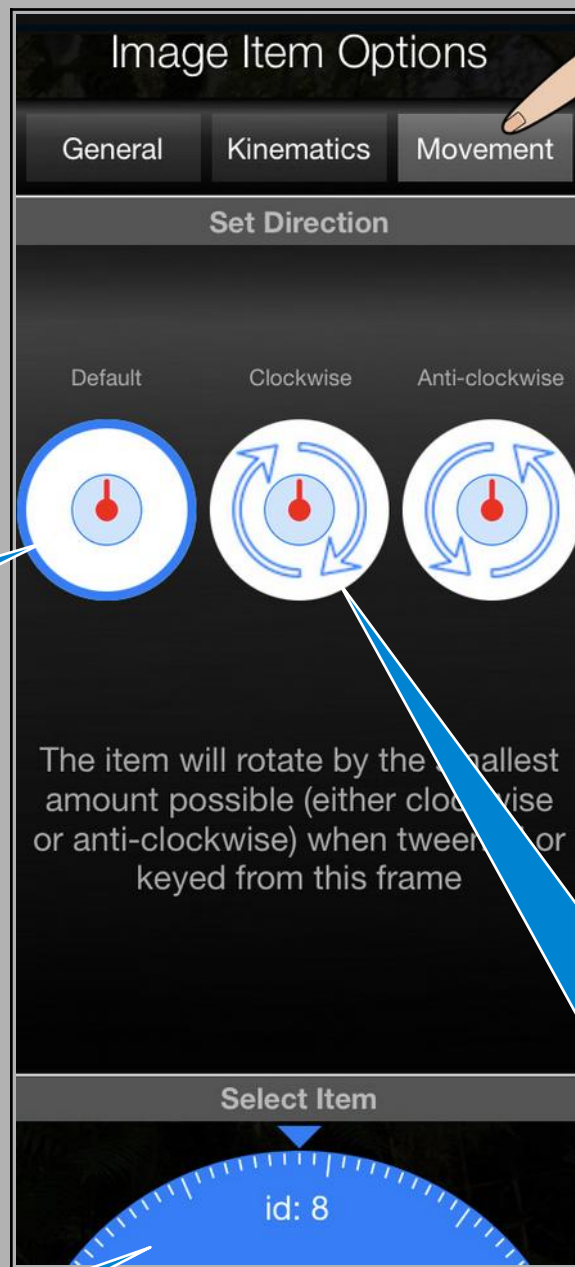
Select 'Movement'



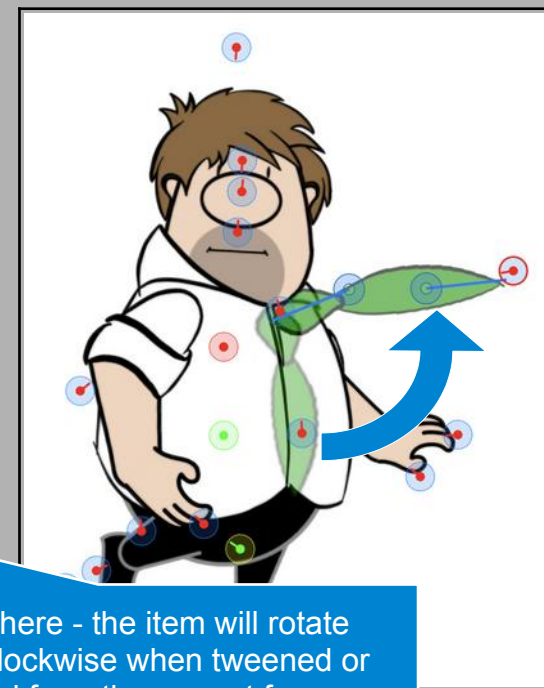


Tap here - the item will rotate by the smallest amount possible (either clockwise or anti-clockwise) when tweened or keyed from the current frame.

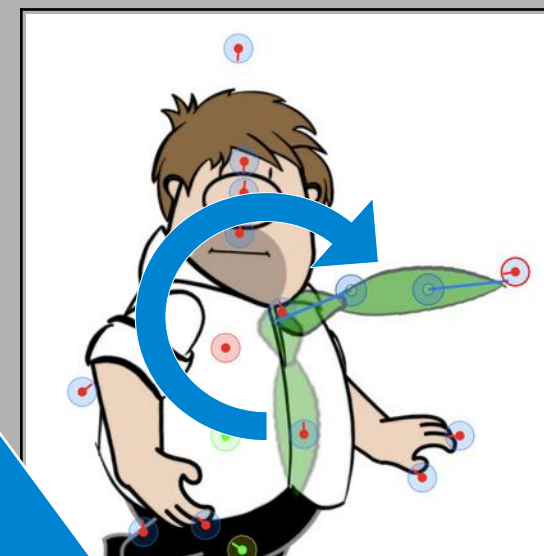
This is the default behaviour for items in Animation Pro.



Use this dial to select another item in the figure



Tap here - the item will rotate anti-clockwise when tweened or keyed from the current frame.



Tap here - the item will rotate clockwise when tweened or keyed from the current frame.