Managing Your Projects

In Animation Pro, you can create as many animations, otherwise known as 'Projects', as you like; well, until your iPad runs out of storage space that is.

TOPICS

Projects Screen Overview
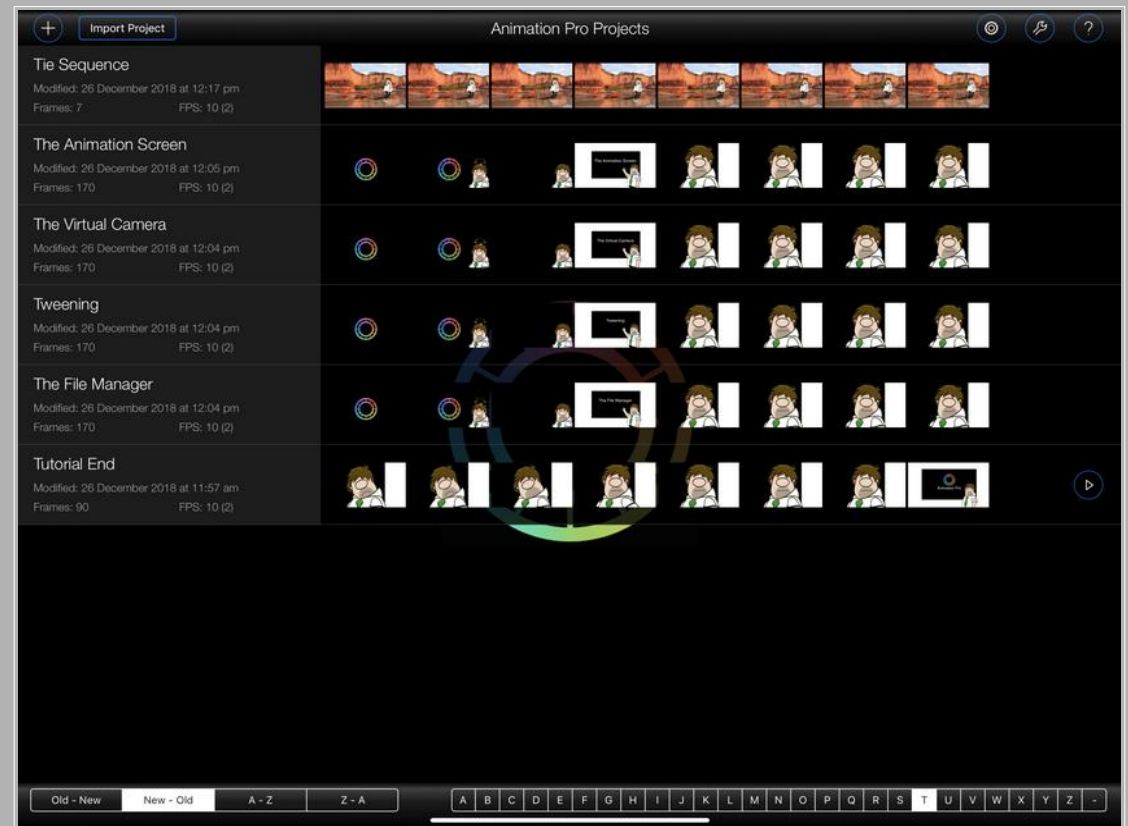
Creating and Opening a Project

Renaming a Project

Sharing, Duplicating, Cleaning and Deleting a Project

Importing a Project

Cleaning a Project

Project Details

App Preferences

Projects Screen Overview

Import a project

App Preferences

Add a new project

Open the 'Create/Crop' Menu.

From here you can:
Create a Figure
Create an Image
Create a Mouth
Or
Crop an Image

Help – This document

Filter your projects – only show the projects that start with the given letter.

Choose '-' to view all projects.

Sort your projects

Import Project

Animation Pro Projects

Ti... ...quence
Mo... ...cember 2018 at 12:17 pm
F... ...FPS: 10 (2)

...12:05 pm
Frames: 170   FPS: 10 (2)

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

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)

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 -

Creating and Opening a Project

Tap the (+) button at the top of the screen to create a new project:

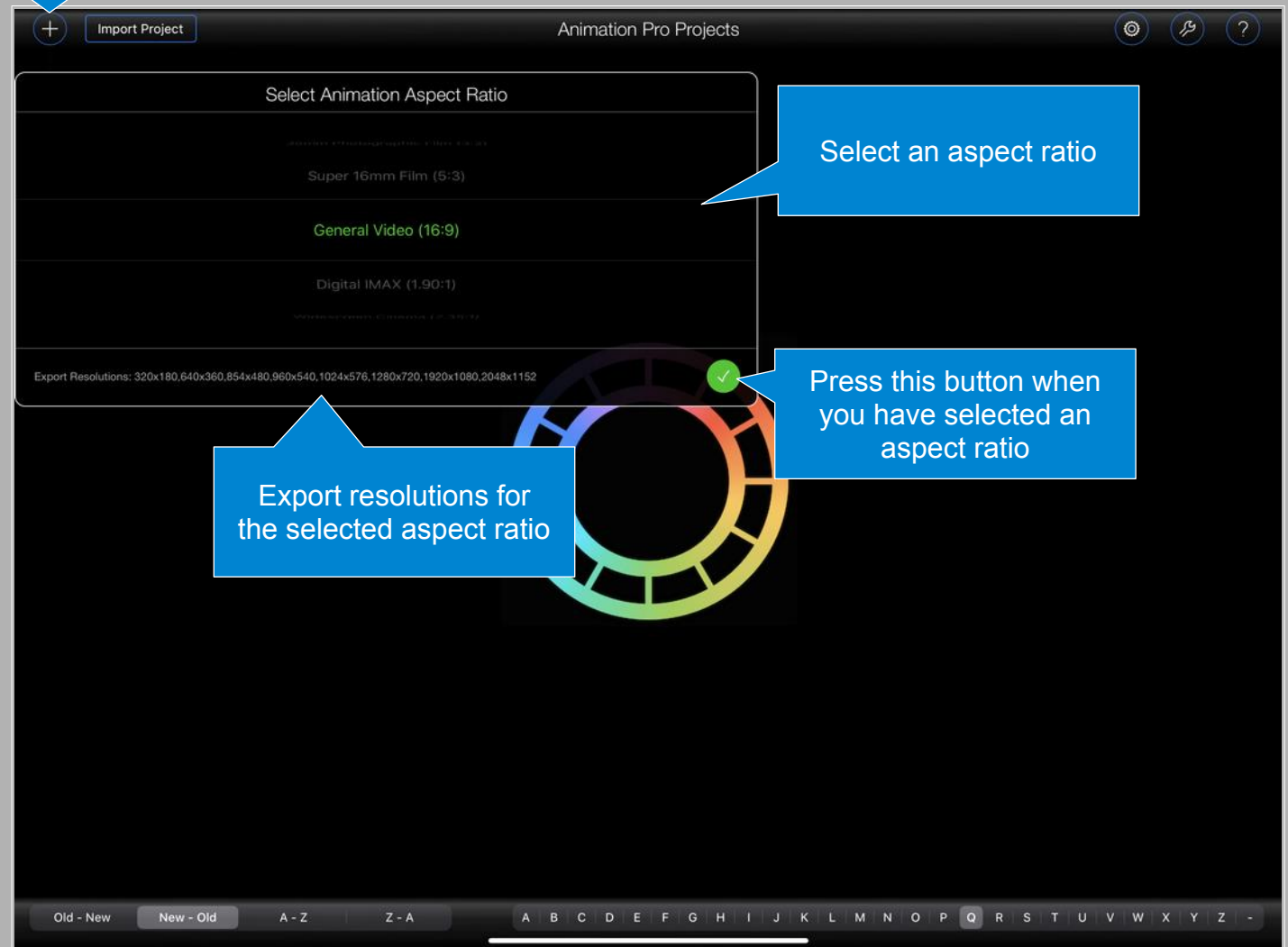Animation Pro will ask you to select an aspect ratio for your new project (see right).

The aspect ratio will define the 'shape' of your animation in terms of its width vs. its height:

width:height

Each aspect ratio may be ultimately exported in a number of different resolutions which are shown at the bottom of the selection popover.

Please note:

The aspect ratio of an existing project cannot be changed.

Tap here to add a new project

+ Import Project   Animation Pro Projects

Select Animation Aspect Ratio

Super 16mm Film (5:3)

General Video (16:9)

Digital IMAX (1.90:1)

Export Resolutions: 320x180,640x360,854x480,960x540,1024x576,1280x720,1920x1080,2048x1152

Select an aspect ratio

Press this button when you have selected an aspect ratio

Export resolutions for the selected aspect ratio

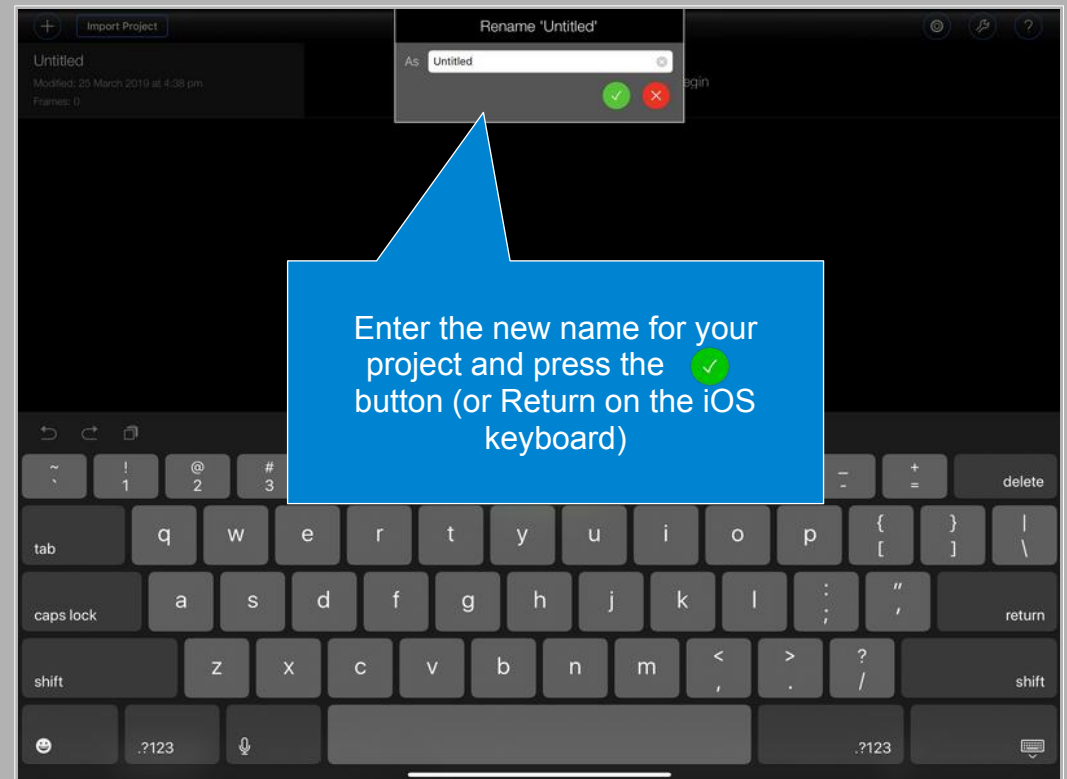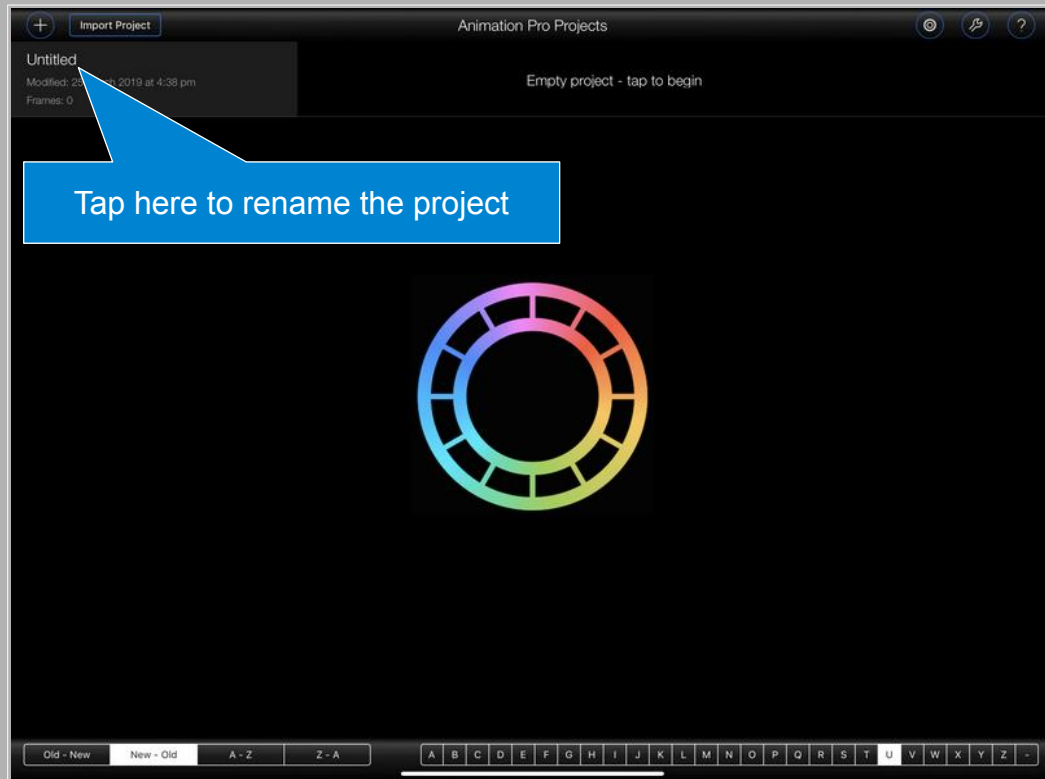Old - New   New - Old   A - Z   Z - A   A B C D E F G H I J K L M N O P Q R S T U V W X Y Z -

Once you have selected an aspect ratio a new (empty) project will appear. Tap on the project to open it.
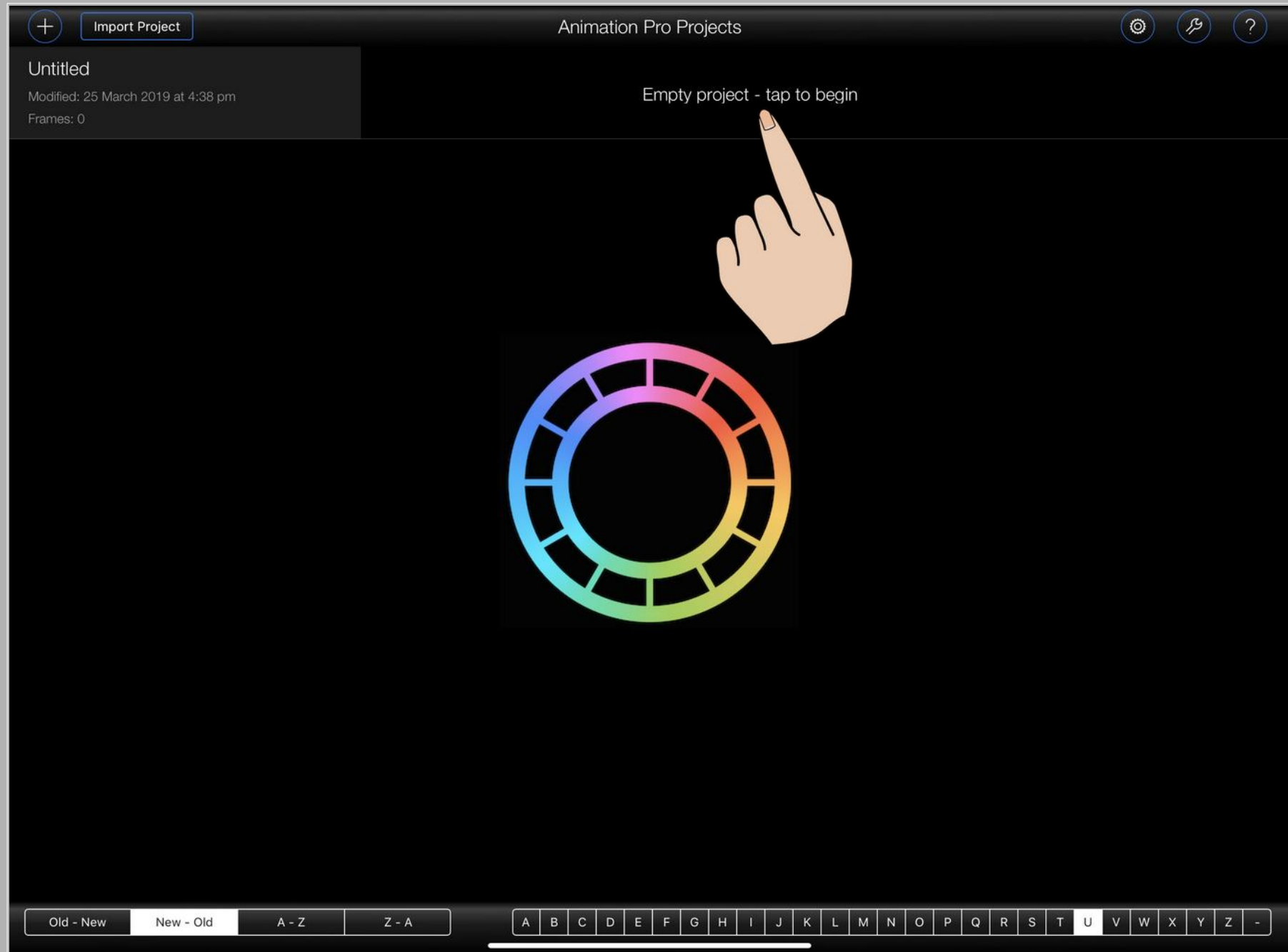
Renaming a Project

By default, Animation Pro is wonderfully creative when it comes to naming new projects. But if, for some strange reason, you don't like your projects being called 'Untitled', 'Untitled 002', 'Untitled 003' etc. then you can always rename them.

To rename a project, tap on its name:

Tap here to rename the project

Enter the new name for your project and press the ✓ button (or Return on the iOS keyboard)

Sharing, Duplicating, Cleaning and Deleting a Project

Swipe your finger from right to left across a project to reveal 'Share', 'Duplicate', 'Clean' and 'Delete' buttons.
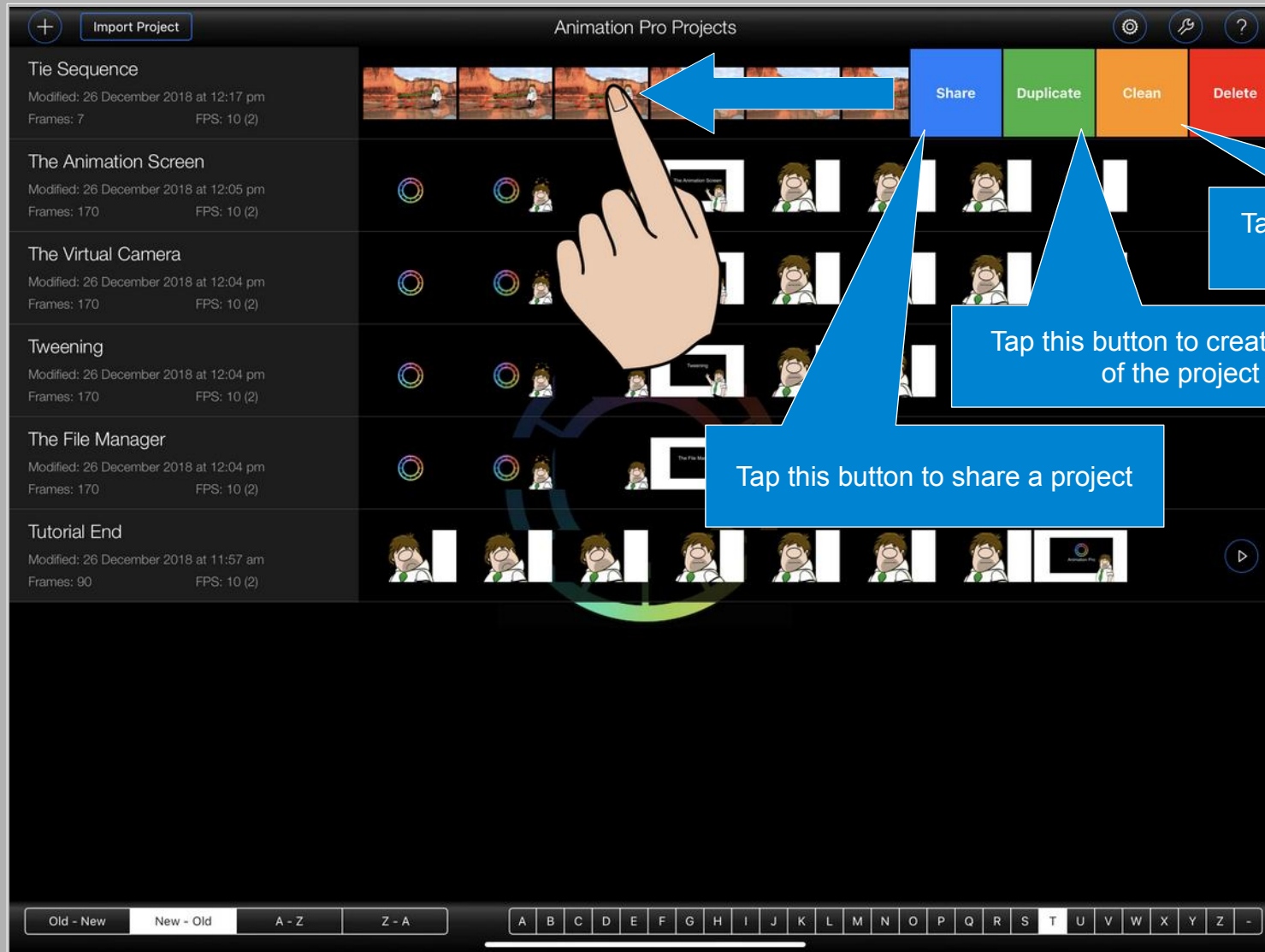
Tap this button to delete the project

Tap this button to clean a project (see page 7 for details)

Tap this button to create a copy of the project

Tap this button to share a project

Please note:

Animation Pro projects may contain a lot of figures, images and other assets. They may thus be considerable in size. Duplicating and sharing projects may thus take some time. Please also note that sharing projects via email may not be possible if your provider imposes email size restrictions.

Importing a Project

Animation Pro projects previously shared to Apple 'Files' may be imported back into Animation Pro by pressing the 'import' button at the top of the 'Projects' screen as shown below:
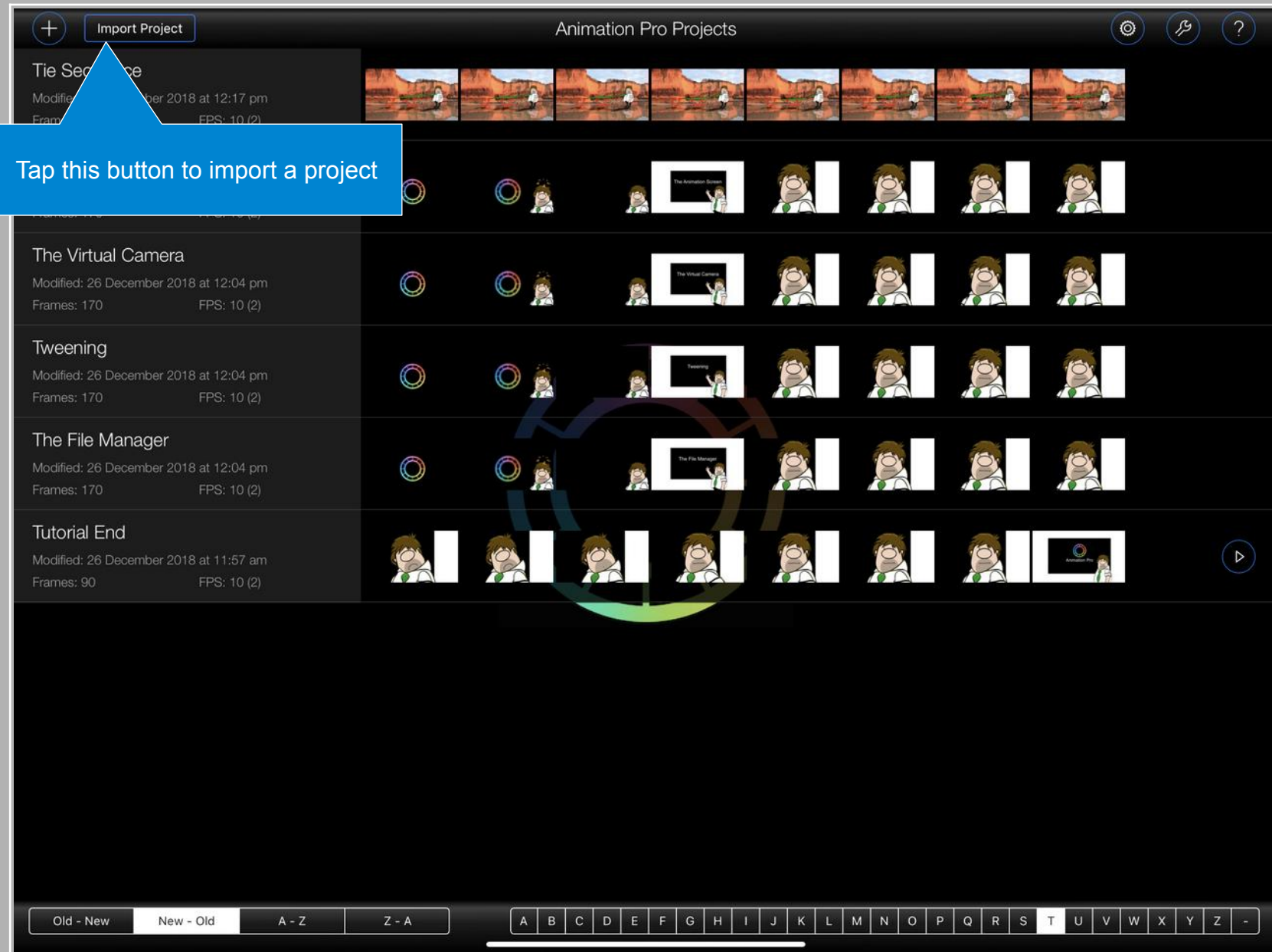
Cleaning a Project

Every time you add an item to a frame, such as a figure, an image or a substitution, a copy of that item is stored within your project. Animation Pro doesn't automatically remove these items when they are no longer being used. To do that, it would need to try and keep track of a them all, potentially across thousands of frames in large animations, which would likely impact memory and/or performance.

You can, however, easily 'clean' any unused items/files from your projects from the 'Projects' screen. Simply swipe to the left on a project and press the orange 'Clean' button:

Press to clean the project
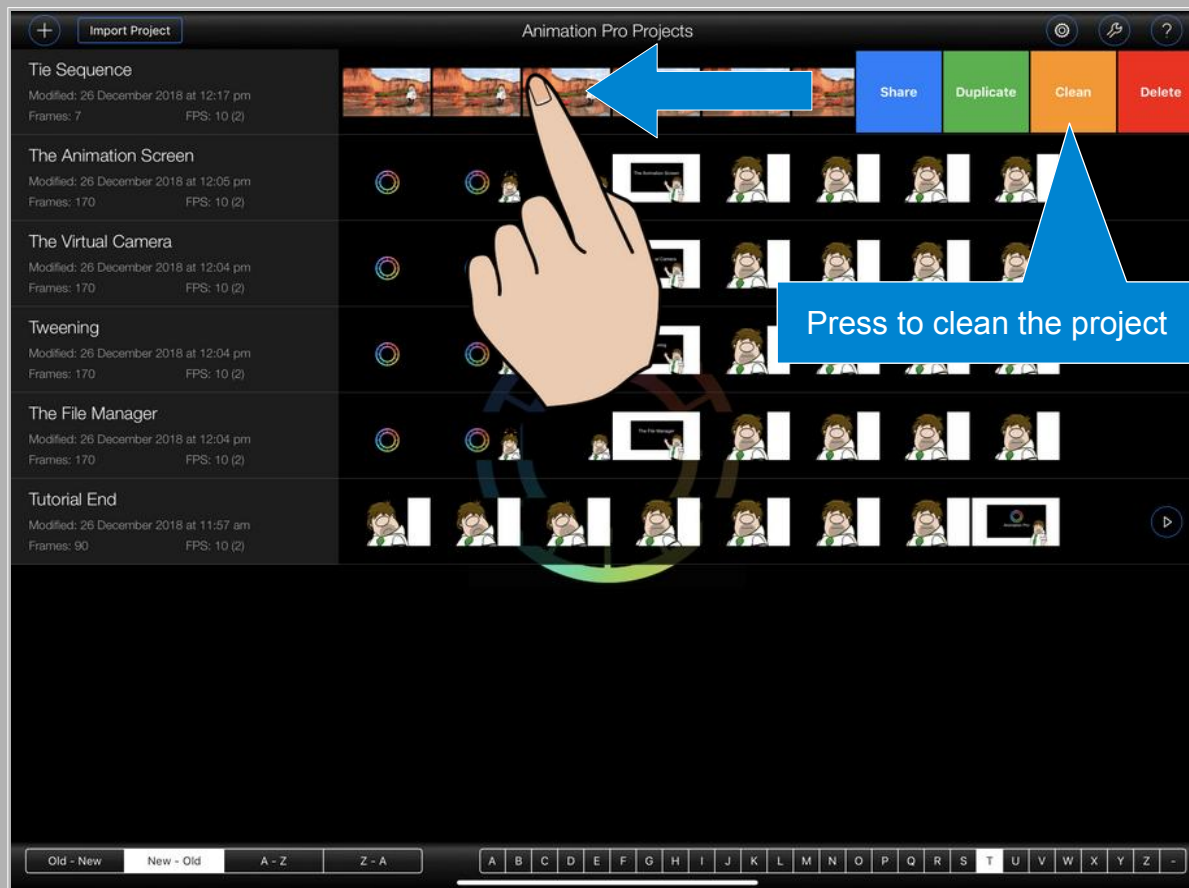
WARNING

This will permanently remove:

- Any figures or clones that are no longer being referenced in frames, including substitutes.

- Any item substitutes that are no longer being referenced in frames.

- Any background images that are no longer being referenced in the animation.

- Any audio files that are no longer being referenced in the animation.

- Any rendered video files.

Project Details

The name of the project

The last time the project was modified

The aspect ratio of the animation

Sample frames representing the animation

Chameleon
Modified: 5 May 2021 at 7:34 am
Frames: 340   FPS: 10 (2) 3D   AR: 16:9

3D will be displayed where anaglyph or side-by-side 3D has been selected

The number of frames in the project

The number of frames per second where the number in Brackets represents the number of tweens

This button will be displayed once an animation has been exported as a video.

Press the button to play the video.

App Preferences

Press the ⚙ button at the top of the screen to open the 'Preferences' popover:

The 'Preferences' popover contains global settings that affect the overall behaviour of Animation Pro.

Preferences are split into different categories that may be accessed using the buttons at the top of the popover (these buttons may be scrolled to the left to reveal more category selections).

Press this button

Select a category.

This list may be scrolled left and right.

Audio Preferences

Preferences

Audio	Animation	File M

Audio

Input

Device	Bluetooth

Audio will be recorded using the iPad's microphone

Audio will be recorded from the connected bluetooth device e.g. headset

Output

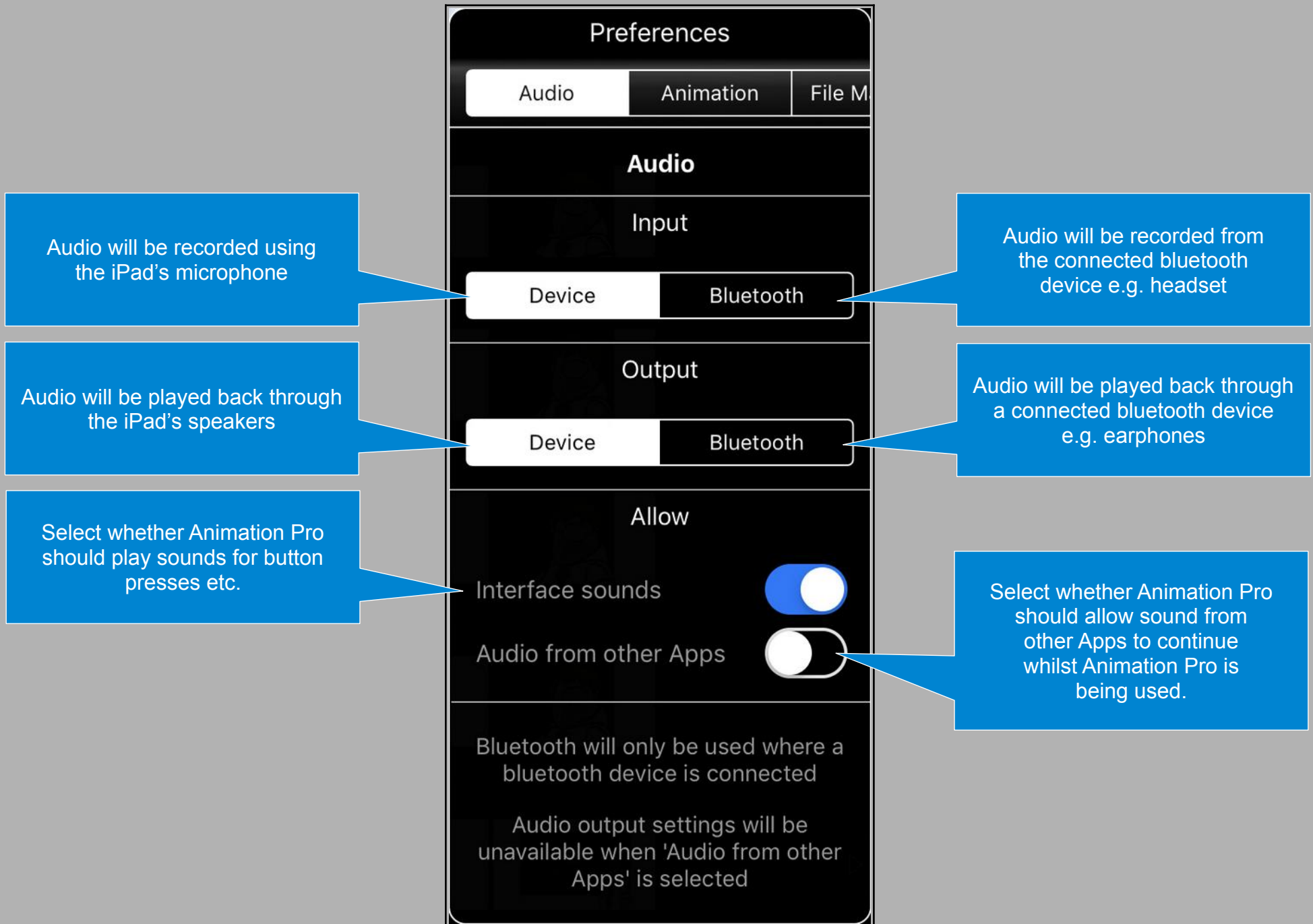| Device	Bluetooth

Audio will be played back through the iPad's speakers

Audio will be played back through a connected bluetooth device e.g. earphones

Allow

Interface sounds

Audio from other Apps

Select whether Animation Pro should play sounds for button presses etc.

Select whether Animation Pro should allow sound from other Apps to continue whilst Animation Pro is being used.

Bluetooth will only be used where a bluetooth device is connected

Audio output settings will be unavailable when 'Audio from other Apps' is selected

Animation Preferences

Preferences

Audio **Animation** File Manager

Animation

Frames

Auto save changes

Image Adjustment

Auto fix substitutions

Onion Skins

Maximum Quality

WARNING

Maximum quality onion skins:

- Will take longer to render
- Will consume more storage space
- May cause Animation Pro to run out of memory and close

When this option is turned on, Animation Pro will automatically save the current frame in your animations whenever you perform an action that requires the frame to be saved, such as selecting a different frame.

This prevents the 'Do you wish to save changes made to the current frame?' from being displayed by effectively answering 'Yes'.

Please use this setting with caution as it may prevent you from being able to undo mistakes.

Whenever adjustments are made to a substituted item in a figure, Animation Pro will ask if the tweening options should be automatically adjusted to compensate for the changes.

When this option is turned on, Animation Pro will apply the tweening options without asking.

For more information, please see the next page.

Select this option to have Animation Pro generate maximum quality onion skins.

Please see page 14 for more details.

Auto Fix Substitutions

Generally speaking, Animation Pro's tween settings will apply to any tweens inserted between the currently selected frame and the next frame in your project. Often, however, item adjustments need to be made to address alignment etc. issues caused by item substitutions. In these cases, it is often necessary to turn off tweening both <u>before</u> and <u>after</u> the current frame to prevent unexpected transitions, as shown below:
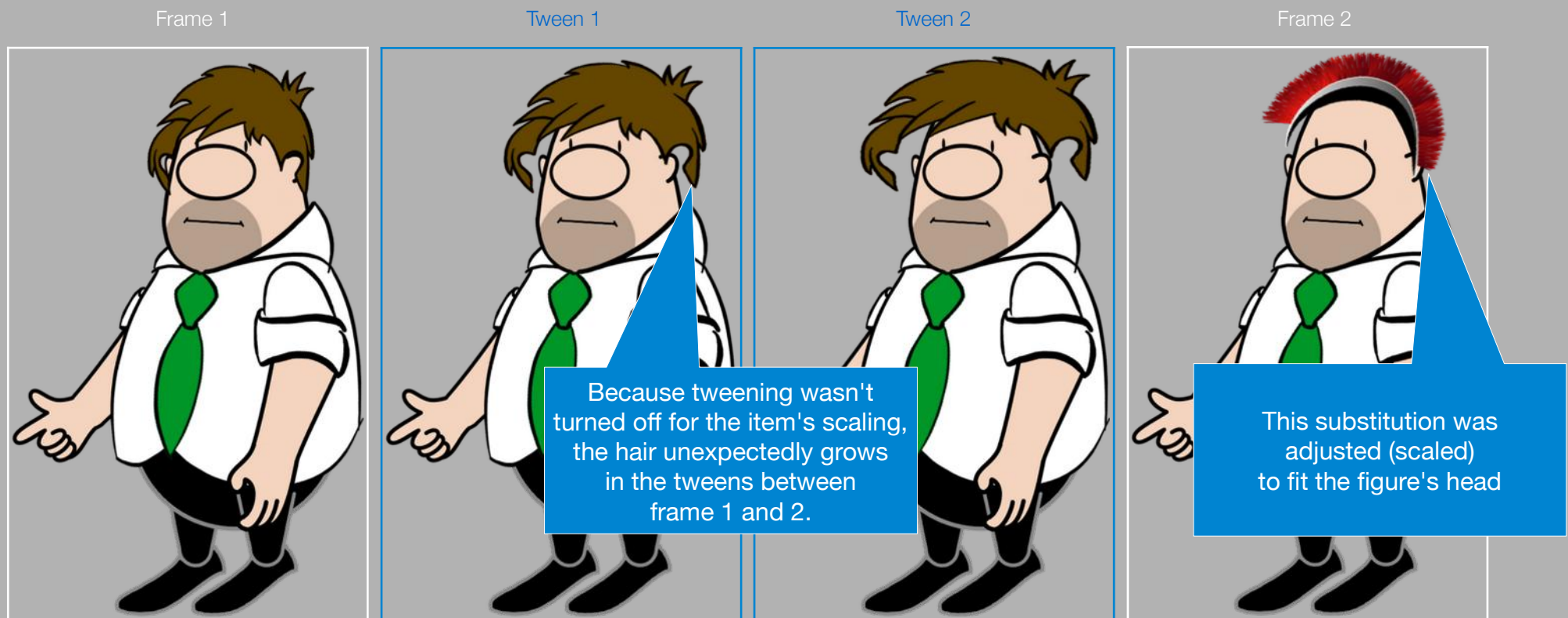

When 'Auto Fix Substitutions' is turned on, Animation Pro will automatically apply the correct tween settings to prevent the type of problem shown above from happening.

For more information regarding tweens, please refer to the 'Tweening' topic in the Animation Pro help (see left).

Onion Skins

By default, Animation Pro uses low quality images for onion skins to conserve memory and storage space. Low resolution onion skins can also be displayed much faster. It is possible, however, to configure Animation Pro to produce full resolution/maximum quality onion skins (subject to several warnings, see next page) via the main 'Projects' screen 'Preferences' popover:
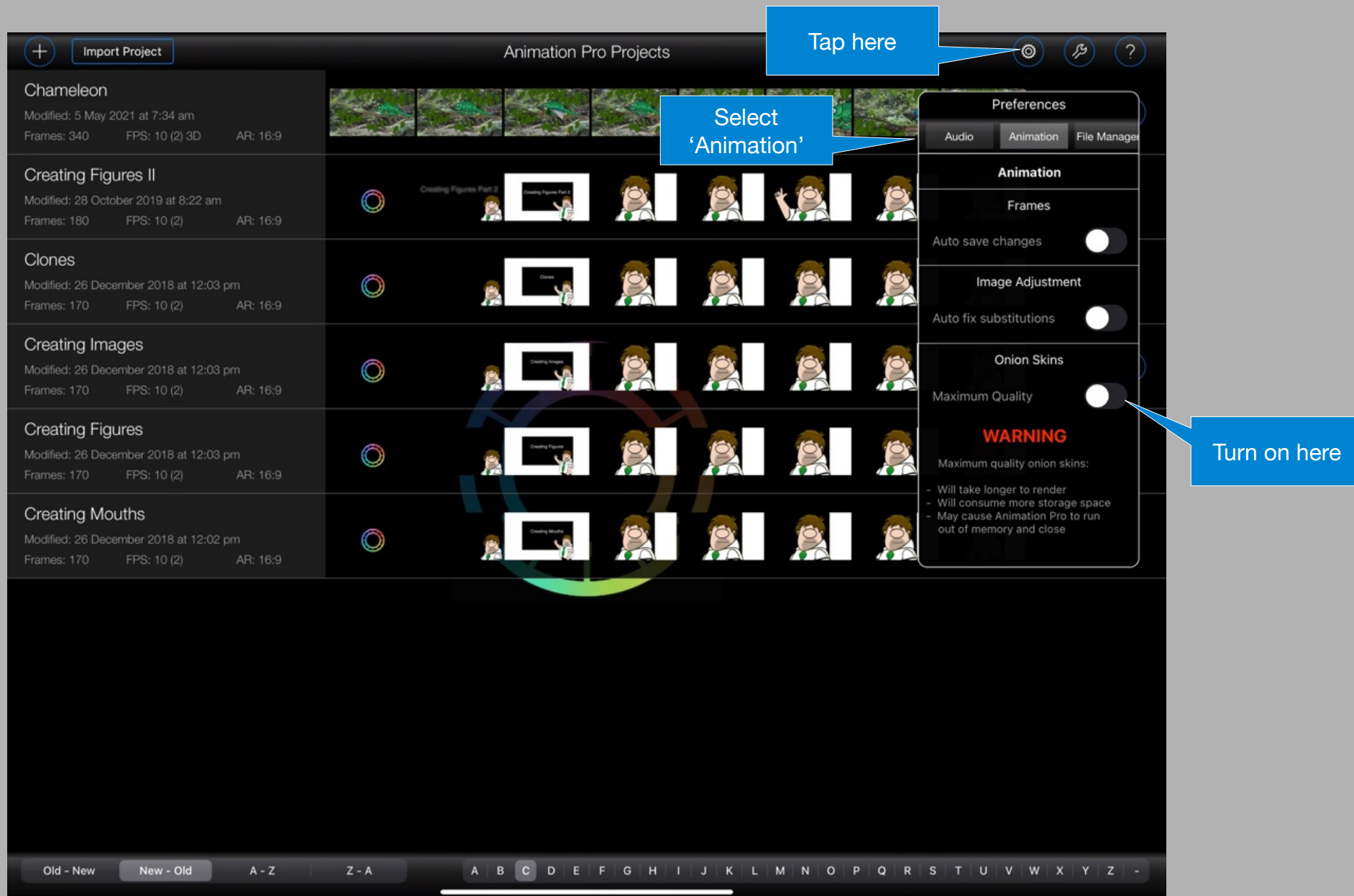
WARNING

- Maximum quality onion skins will take longer to render. This means that moving from frame to frame will be slower when onion skins are turned on. Because the onion skin images are also used to display 'Quick Previews', Animation Pro's ability to play 'Quick Previews' in real time may be compromised.

- Maximum quality onion skins will consume more storage space. The resolution of maximum quality onion skins is more than double that of standard onion skins. The files in which the onion skins are stored will thus be **much** larger.

- Maximum quality onion skins will consume a lot more memory when displayed. This may actually cause Animation Pro to run your device out of memory. When this occurs, iOS may forcibly close Animation Pro without warning.

After this option is turned on, Animation Pro will start producing maximum quality onion skins whenever frames are saved. Any existing low quality onion skins within your animations will thus remain until the frames, from which they were produced, are saved again. Similarly, if you choose to turn off maximum quality onion skins, the maximum quality onion skins will <u>remain</u> in your animations until the frames, from which they were produced, are saved again.

So please use maximum quality onion skins with caution. We recommend that you only use high quality onion skins when absolutely necessary on newer devices with more available memory

File Manager Preferences

Animation Pro comes with a whole bunch of sample figures, images, mouths and audio files for you to use in your own animations. These appear in the File Manager under various 'Animation Pro' and 'StickMotion' categories.

If you don't wish to see these categories in the File Manager, you can selectively turn them off here:

Turn the switches on or off to show or hide the various 'Animation Pro' and 'StickMotion' categories in the File Manager.

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

Drawing Preferences

Version 2.0 of Animation Pro allows you to draw directly onto the image items in figures whilst animating or creating figures. This process converts the images in those items to drawings that:

1. Maintain 5 separate layers.

2. Can be substituted with other drawings, for the same item, without the need for image adjustments to correct alignment etc. issues.

Drawings have a maximum resolution determined by the 'Normal' or 'Large' setting that may be globally selected here (where the 'Large' resolution has 4 times the number of pixels of the 'Normal' resolution).

Please note:

Changes to the drawing size will only be applied to drawings created **after** the change is made. **Existing drawings will retain their original size.**

WARNING

Editing 5 separate image layers on an animation screen that may already contain multiple figures containing multiple high-resolution images may run your device out of memory. When this occurs, iOS will shut down Animation Pro without warning. So please use the higher resolution setting on older devices with caution.

Preferences

| Animation | File Manager | Drawing |

Drawing

Drawing Size

Normal | Large

WARNING

The large drawing size may cause your device to run out of memory. When this occurs, iOS may terminate Animation Pro without warning.