



Working With Audio

What would a video be without audio? A silent movie, but that's not the point. Animations are a whole lot better with sound.

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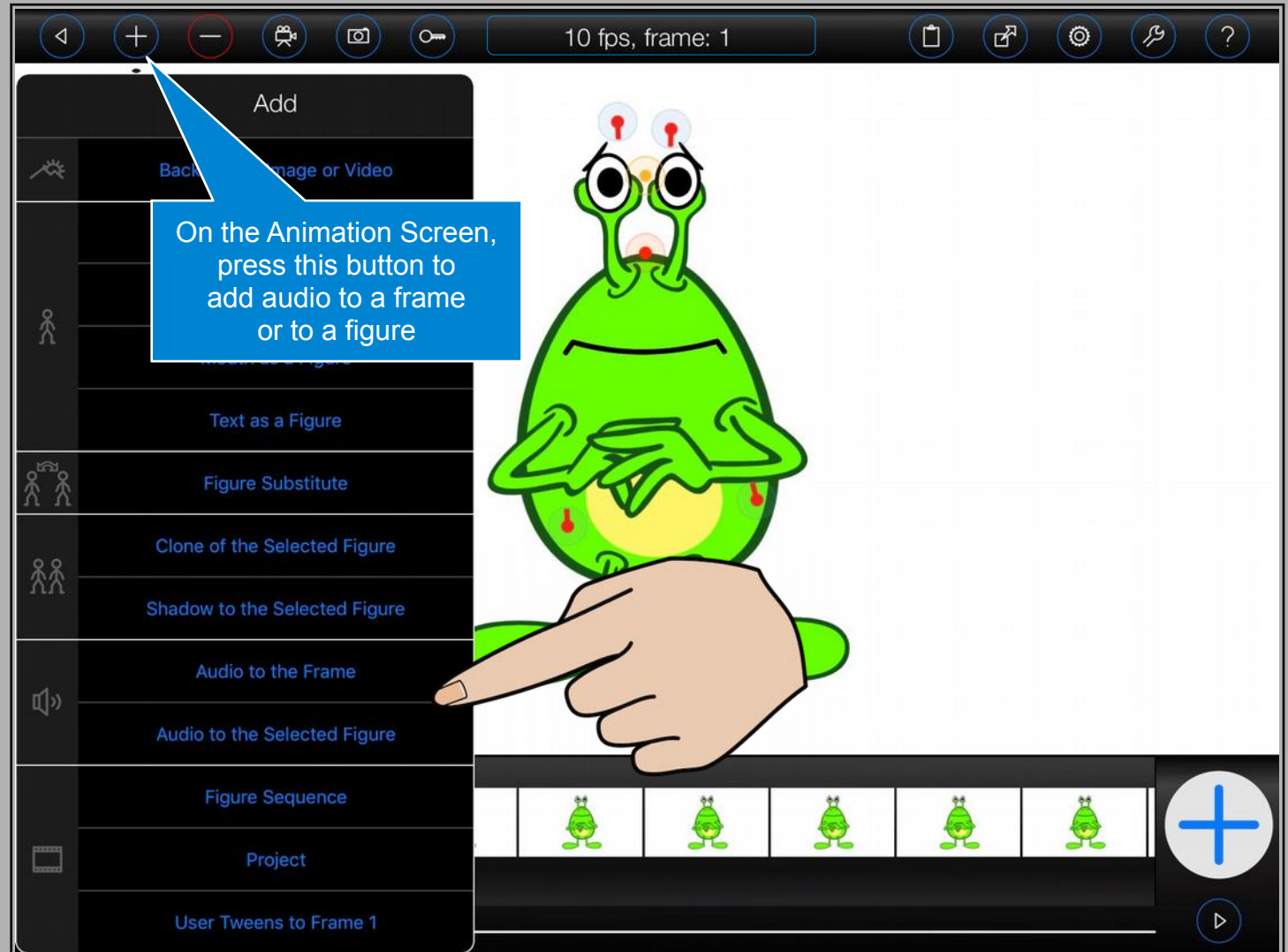
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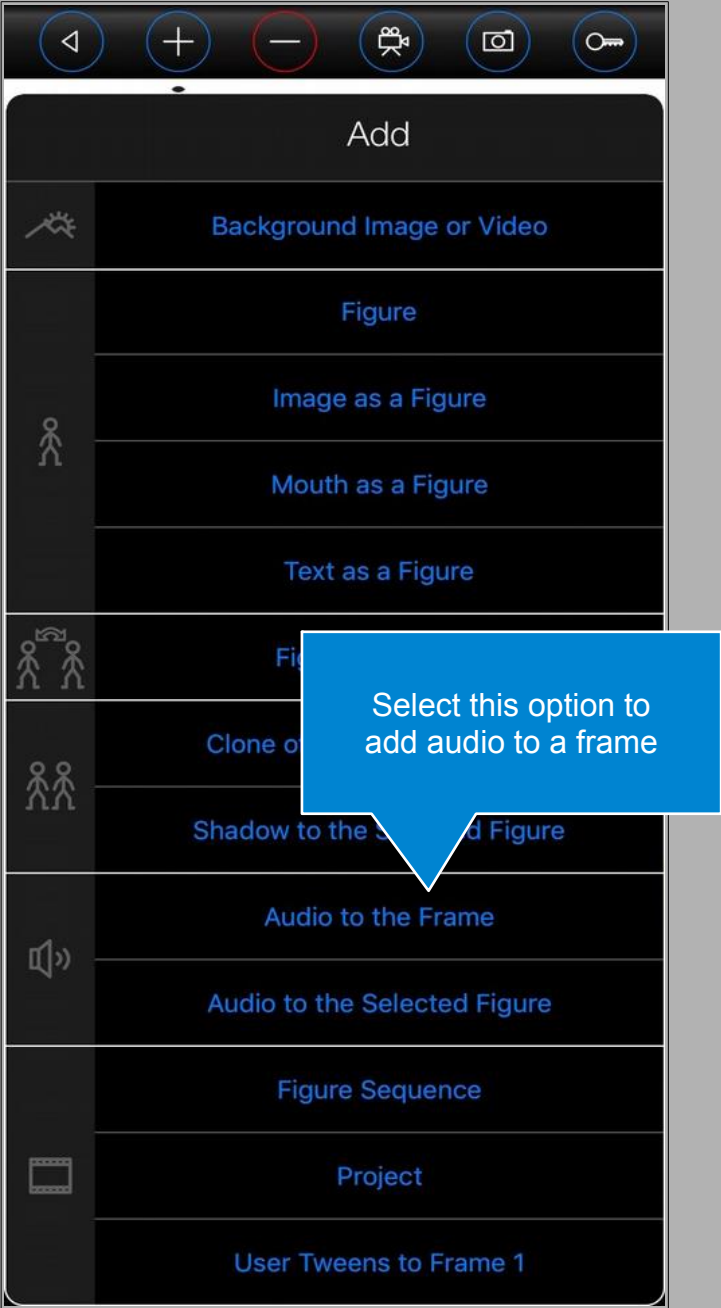
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Adding Audio to a Frame

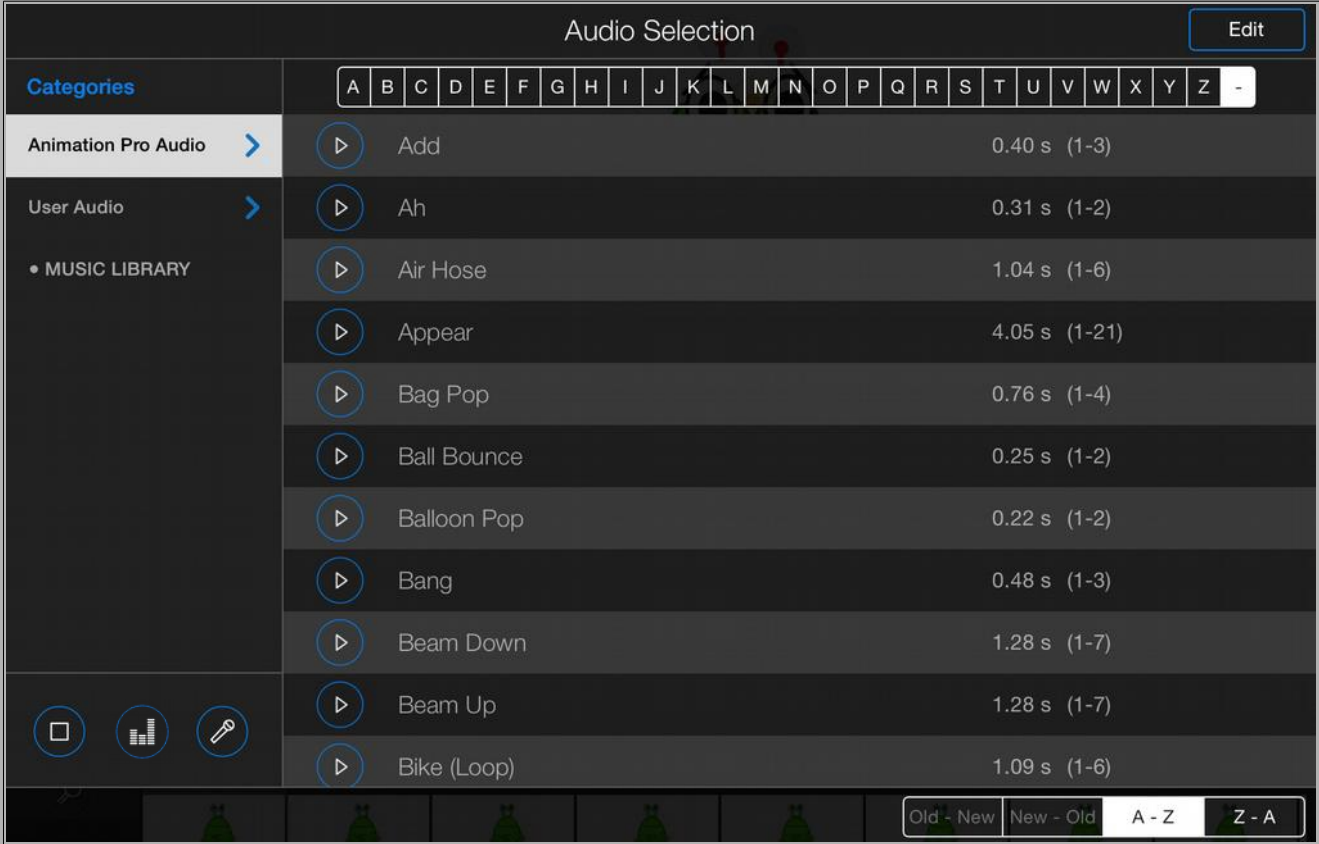
Press the  button to open the 'Audio Options' menu (as shown on the last page)



Each frame in a Animation Pro animation can have a sound associated with it. When an animation is exported to video, the sound will begin playback at the given frame.

Additional sounds can be played at the same time by [adding audio to figures](#).

When 'Audio to the Frame' is selected, the 'Audio Selection' file manager will be displayed:



Audio Selection

Animation Pro comes with a large range of sound effects, arranged into various categories under 'Animation Pro Audio'.

The screenshot shows the 'Audio Selection' interface. On the left, a 'Categories' sidebar lists 'Animation Pro Audio', 'User Audio', and 'MUSIC LIBRARY'. The main area displays a list of sound effects with columns for a play button, the sound name, duration, and frame range. A top bar includes an alphabet index and an 'Edit' button. A bottom bar contains playback controls and sorting options.


Callouts:

- Select a category to view the sounds that it contains
- Tap on a letter to see all of the sounds that start with that letter
- Select '-' to see all of the sounds in a given category regardless of which letter they start with
- The duration of the sound (in seconds) and the frames that the sound will span (based upon the current frame rate)
- Press these buttons to listen to the sounds
- Press to halt the playback of a given sound
- Tap on a sound to select it
- Tap on these buttons to sort the lists

Category	Sound Name	Duration	Frame Range
Animation Pro Audio	Add	0.40 s	(1-3)
User Audio	Ah	0.31 s	(1-2)
MUSIC LIBRARY	Air Hose	1.04 s	(1-6)
	Appear	4.05 s	(1-21)
	Bag Pop	0.76 s	(1-4)
	Ball Bounce	0.25 s	(1-2)
	Balloon Pop	0.22 s	(1-2)
	Bang	0.48 s	(1-3)
	Beam Down	1.28 s	(1-7)
	Beam Up	1.28 s	(1-7)
	Bike (Loop)	1.09 s	(1-6)

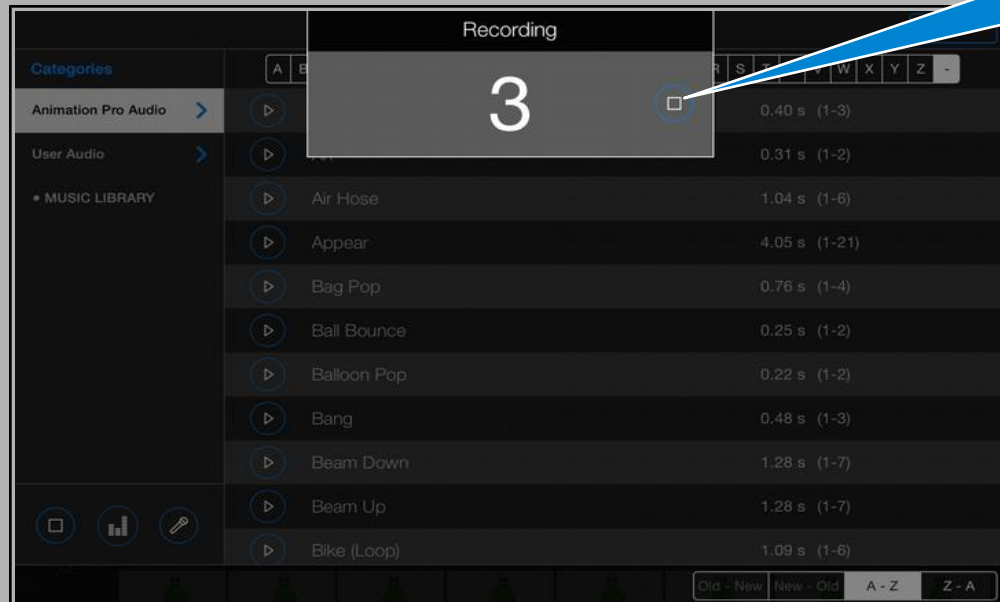
Tap on a sound to add it to your frame. If the frame previously contained a sound, it will be replaced by the new selection.

Recording Audio


Press the  button to record your own audio:



Recording will commence following a 3-2-1 countdown:

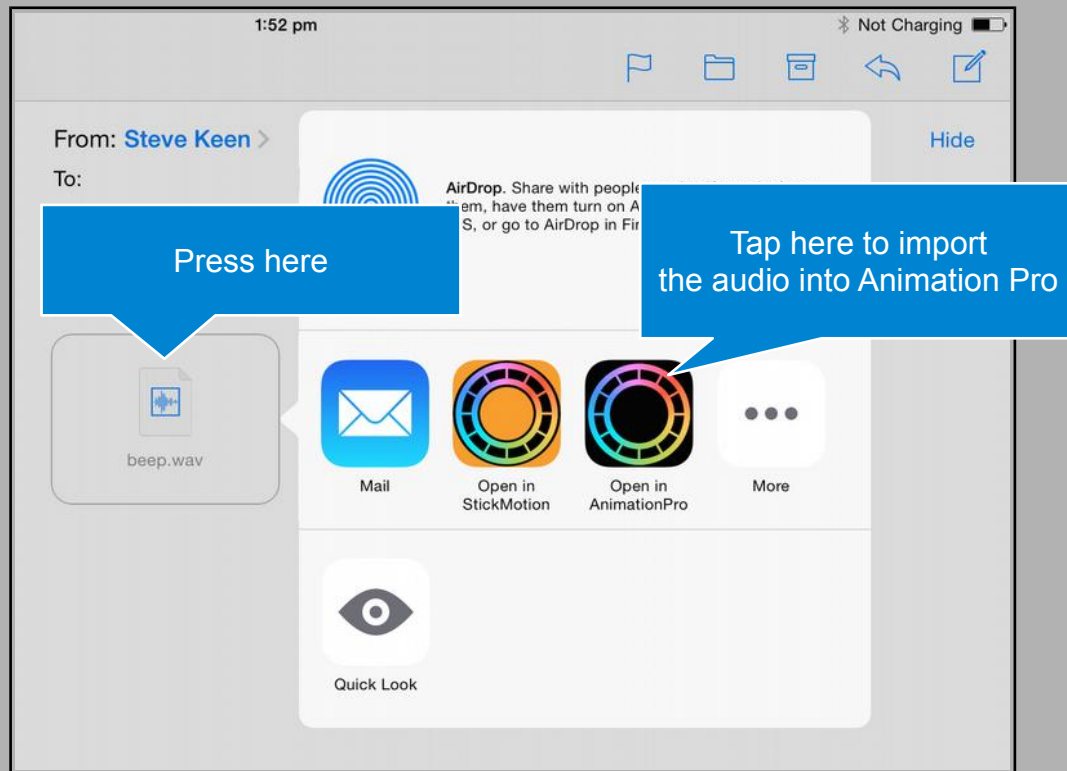


An audio 'wave-form' will be displayed whilst recording.

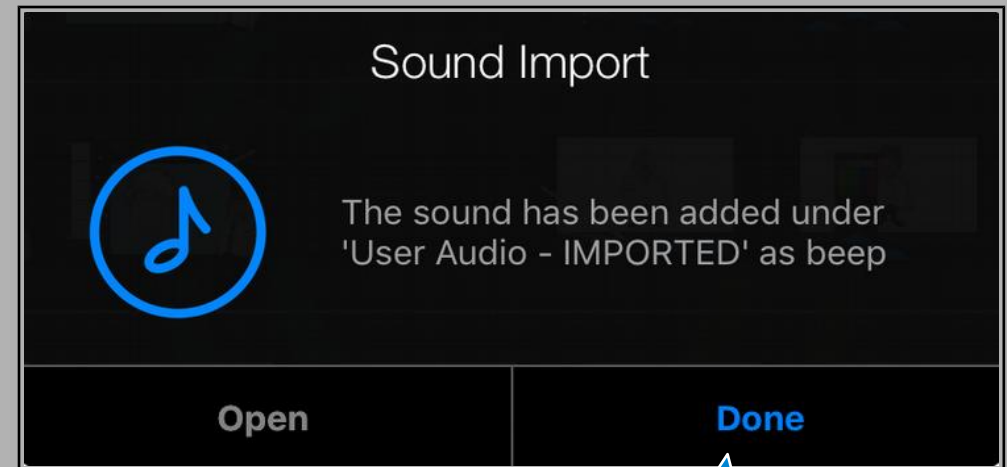
Press the  button when you're done. The audio will be added under the 'User Audio \ RECORDED' category with a time-stamp for its name.

Importing Audio

Audio may be imported into Animation Pro from any iOS App that supports 'Open in...', such as Mail:

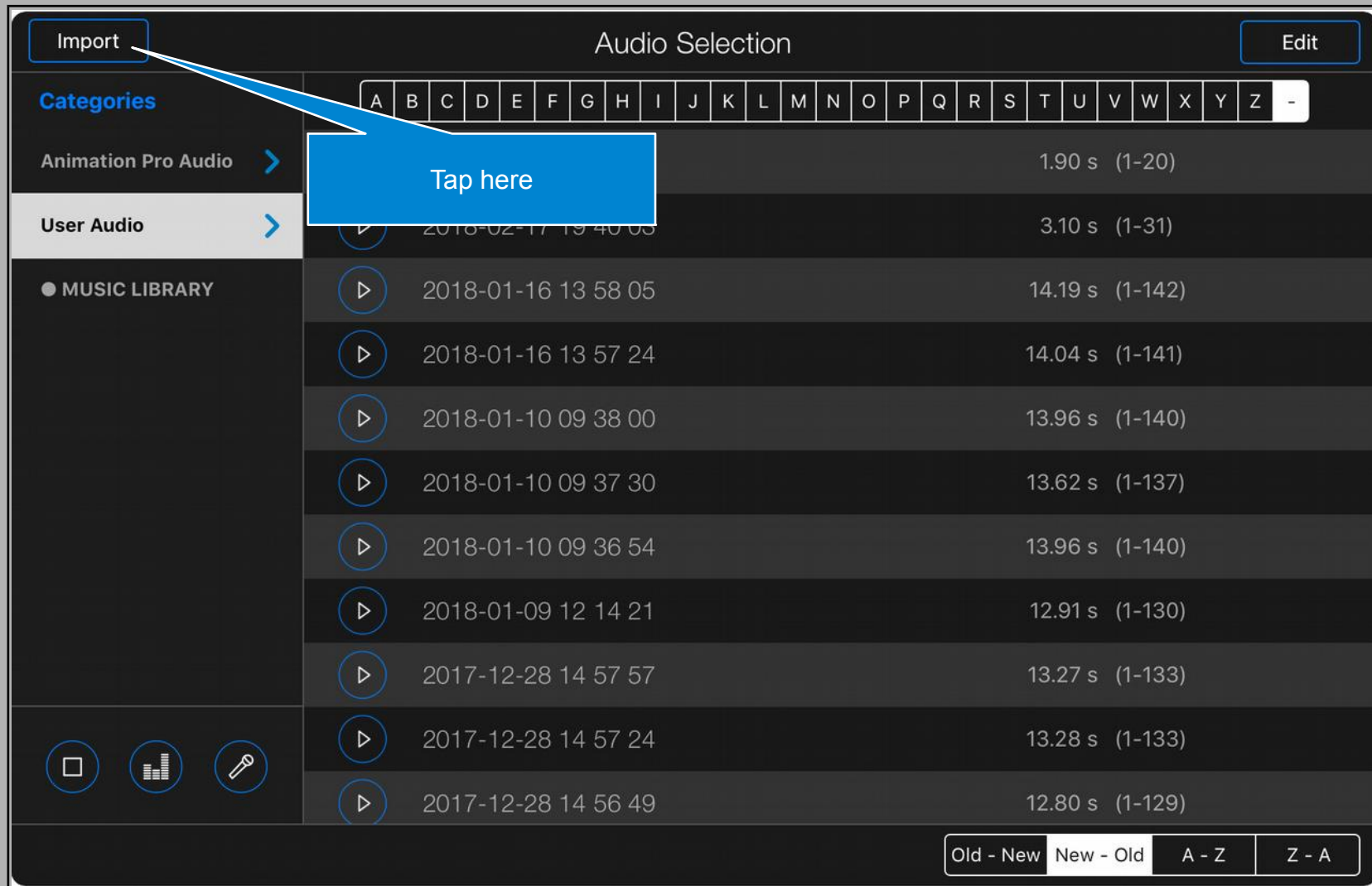


Animation Pro will launch and then display the following message:



Imported audio will appear under the 'User Audio \ IMPORTED' category in the 'Audio Selection' file manager popover.

Audio may also be imported from Apple 'Files'. When viewing a 'User' category within the Animation Pro file manager an 'Import' button will appear (see below). Press the 'Import' button to import audio from Apple 'Files' into the selected 'User' category.

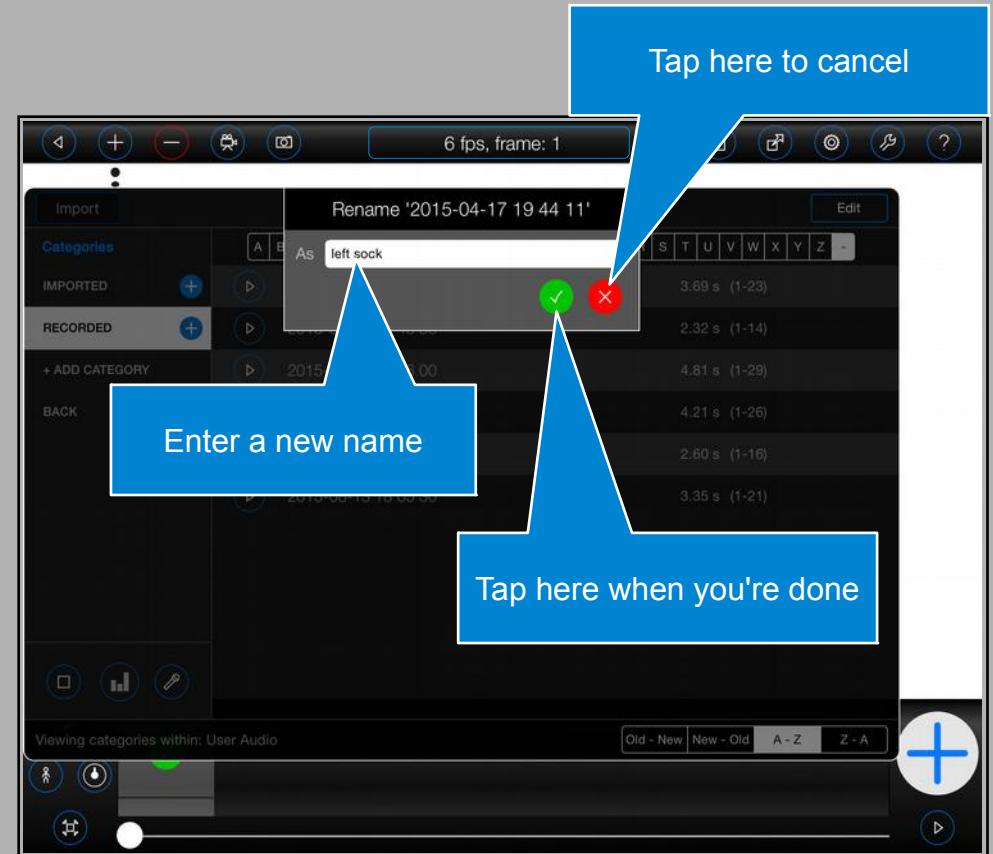
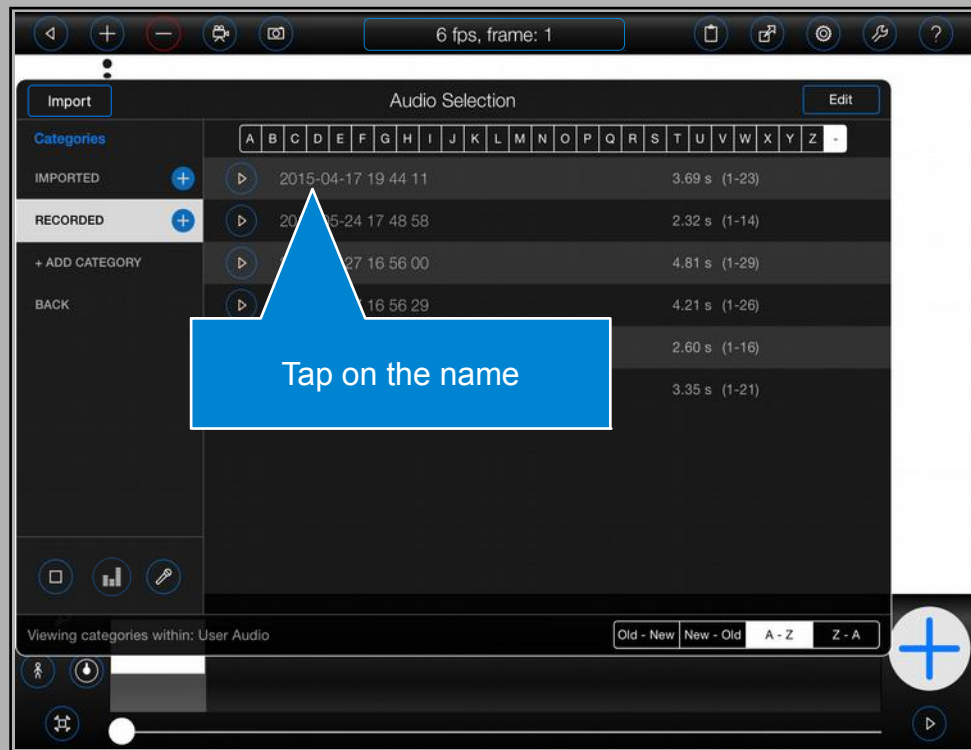


For more information please refer to the 'Importing' topic in the Animation Pro help, see left.

Managing Your Audio

It's good practise to arrange your audio files into the right categories and give them meaningful names. It's like keeping your room clean – it will ultimately make your audio files much easier to find. Of course, you could just name them all 'left sock' and then nobody would be at all surprised if they went missing.

To rename an audio file:



Please note:

- Audio files that come with Animation Pro cannot be renamed
- You can give all of your audio files the same name if you really want to call them something like 'left sock'

3. Choose the destination category (this is where you would like to move the audio files to).

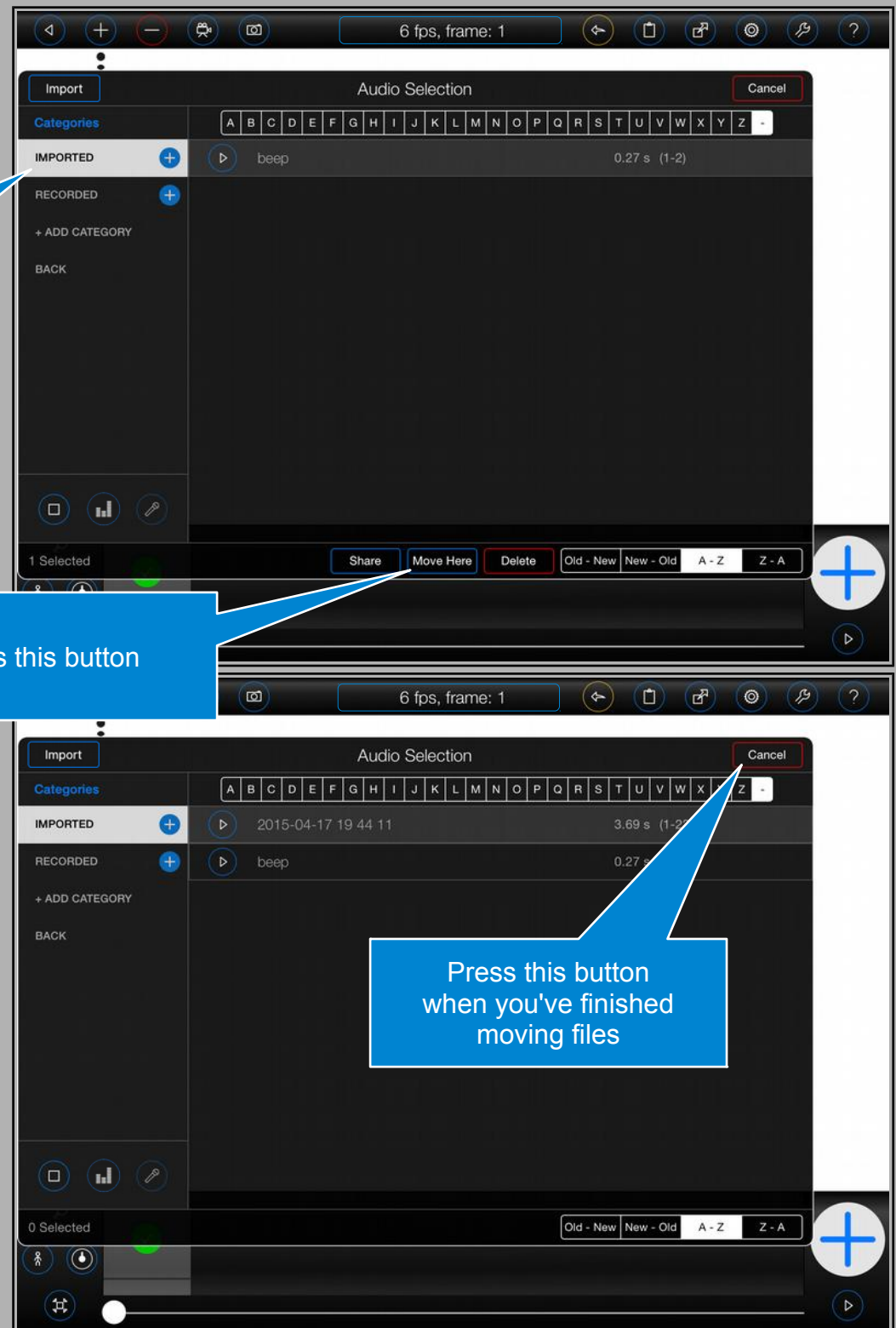
Tap on a destination category

4. Press the 'Move Here' button.

Press this button

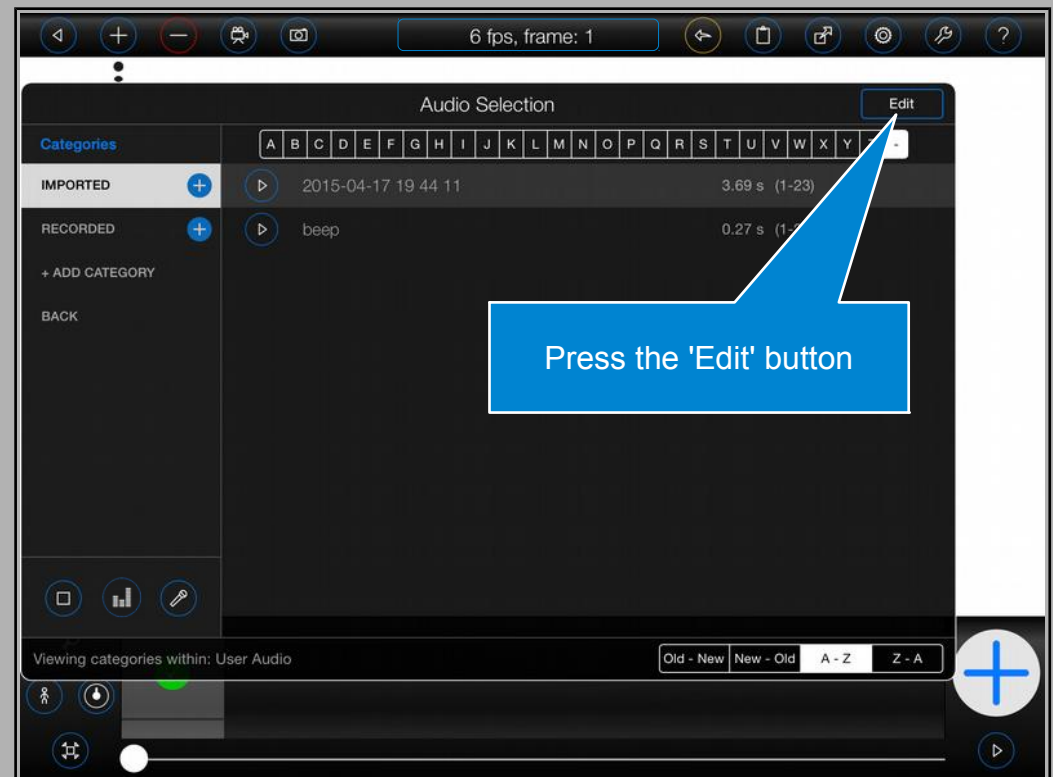
Animation Pro will move all of the selected audio files into the destination category.

5. Press the 'Cancel' button to exit 'Edit Mode'



To delete one of more audio files:

1. Press the 'Edit' button at the top-right corner of the 'Audio Selection' file manager popover to enable 'Edit Mode'.

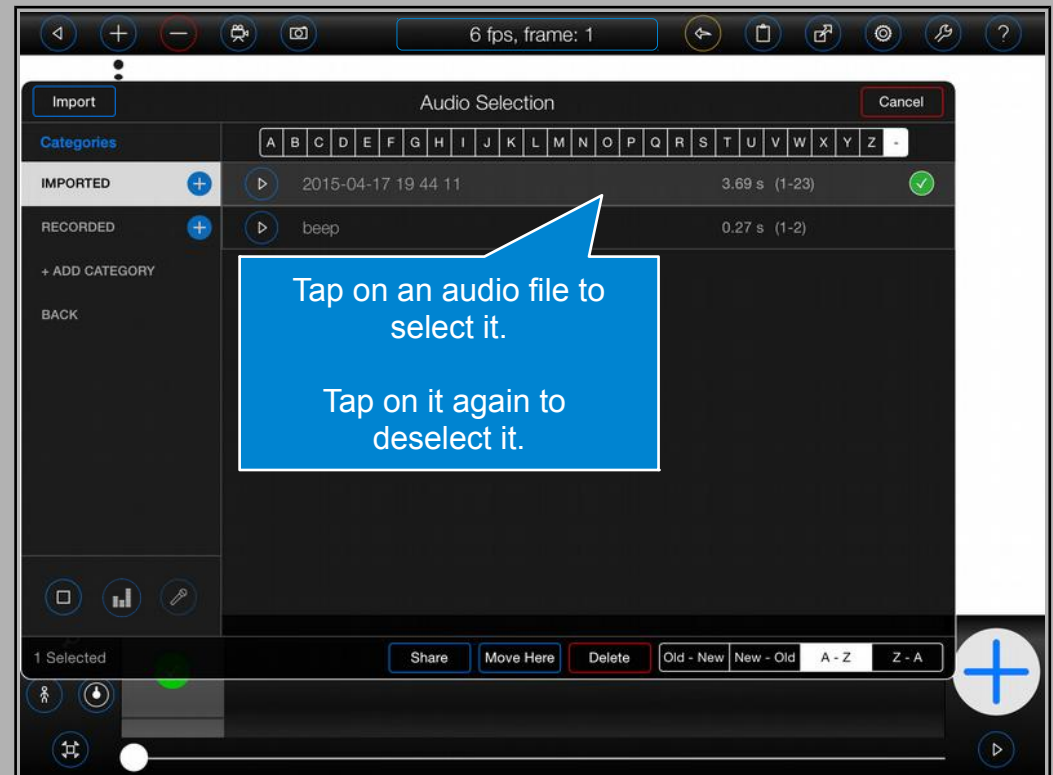


2. Select audio files by tapping on them.

Selected audio files will display a green tick.



Please note that the audio files that come with Animation Pro cannot be selected.

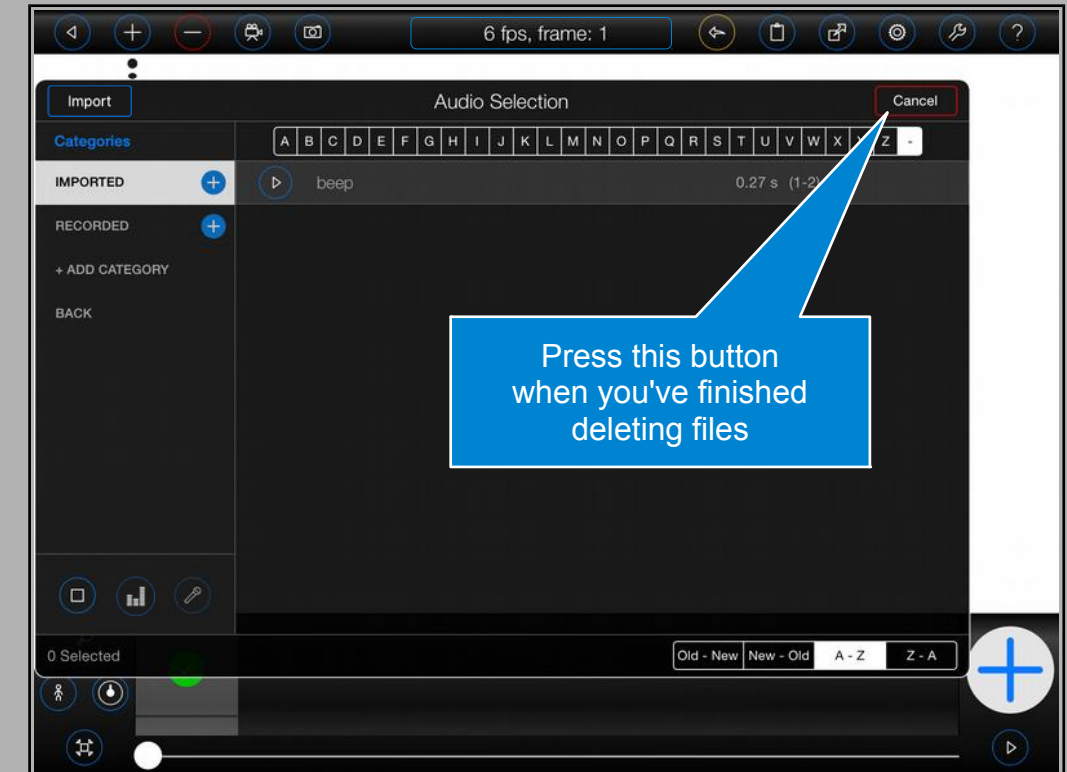
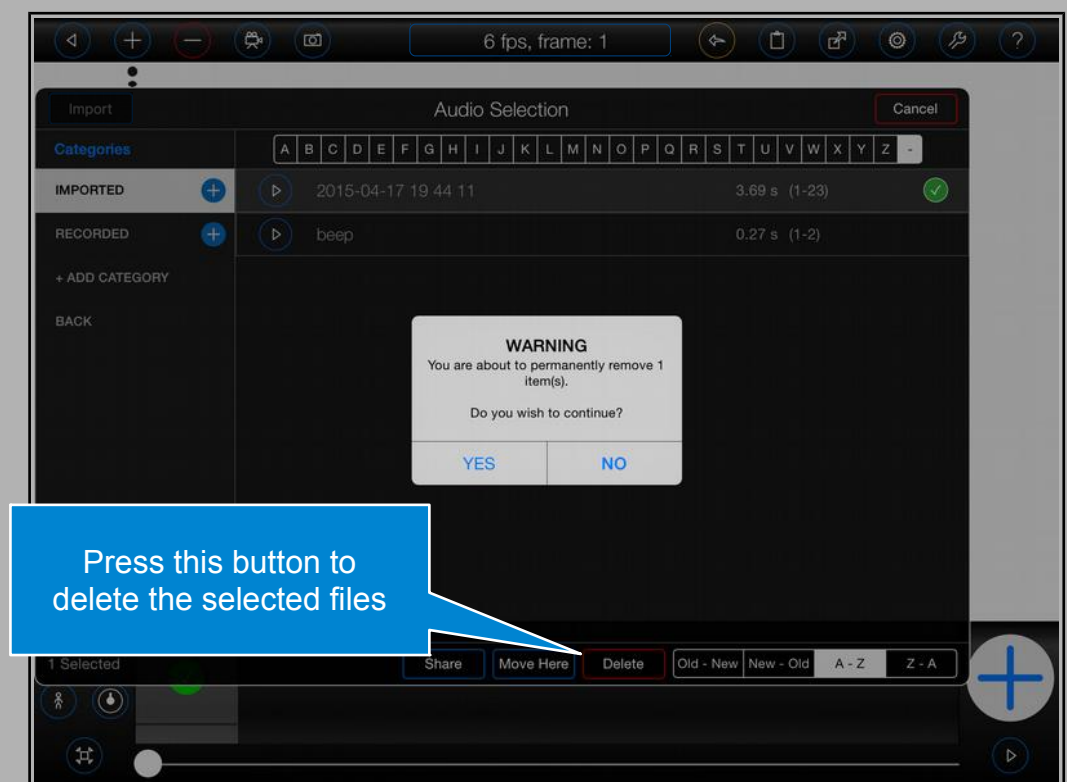


3. Press the 'Delete' button.

Animation Pro will display a warning to indicate that all of the selected files are about to be permanently removed.

4. Tap the 'YES' button to remove the files.


5. Press the 'Cancel' button to exit 'Edit Mode'.

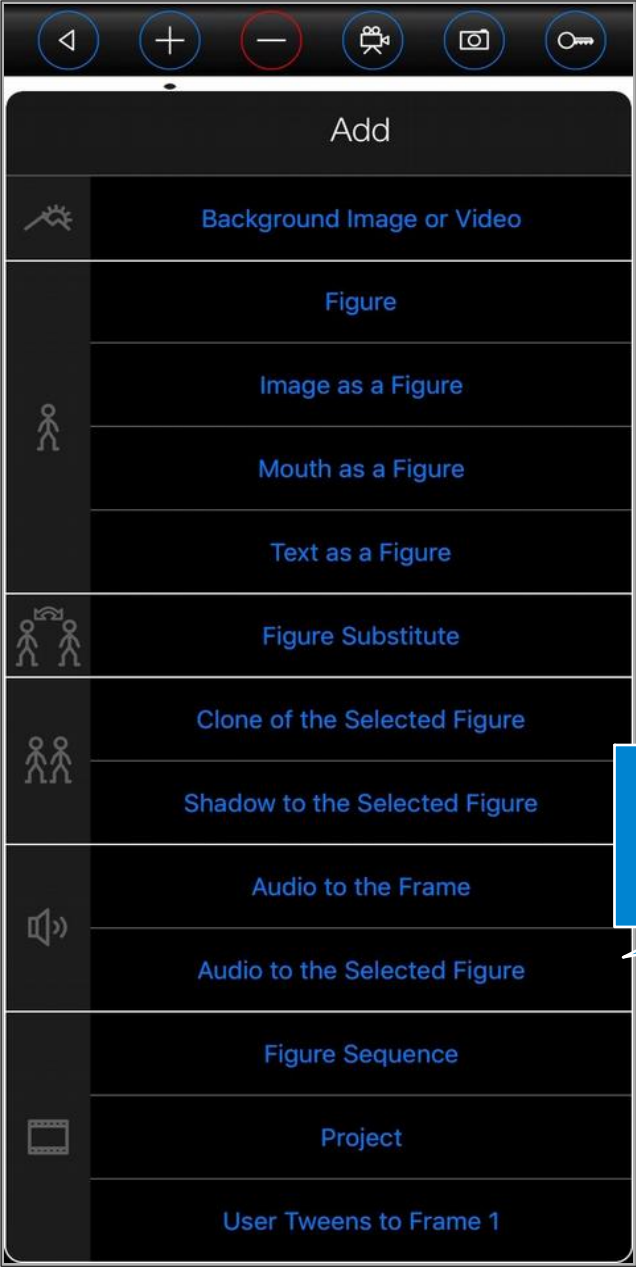


Adding Audio to a Figure

Select a figure by tapping on its anchor point

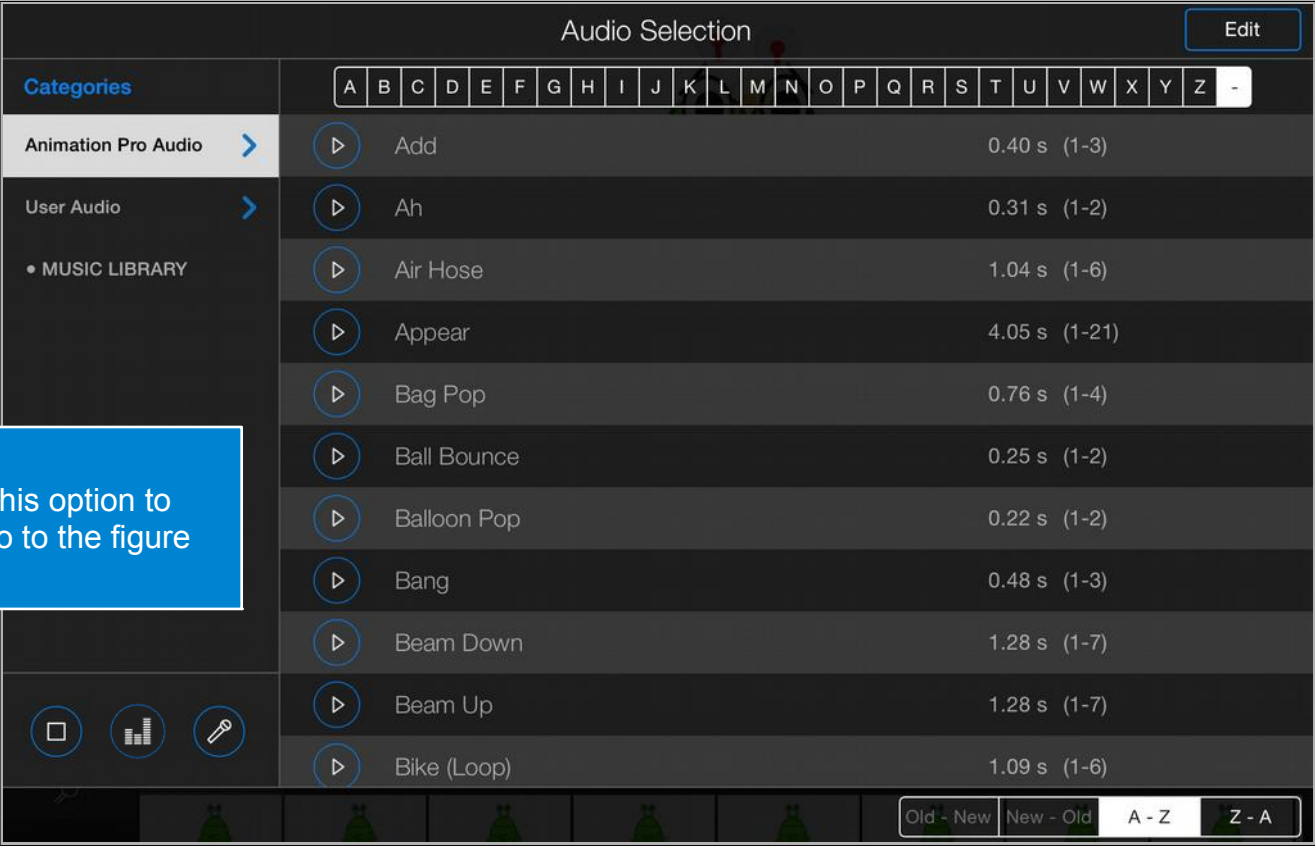


Press the  button to open the 'Add' menu:



Each figure in a Animation Pro animation can be assigned one audio file per frame.

When 'Audio to the Selected Figure' is chosen, the following 'Audio Selection' file manager popover will be displayed:



Audio Selection

Animation Pro comes with a large range of sound effects, arranged into various categories under 'Animation Pro Audio'.

The screenshot shows the 'Audio Selection' interface. At the top, there's a header 'Audio Selection' and an 'Edit' button. Below the header is a row of letters from A to Z, with a '-' button at the end. A list of sound categories is on the left, including 'Animation Pro Audio', 'User Audio', and 'MUSIC LIBRARY'. The main area displays a list of sound effects with their durations and frame spans. At the bottom, there are buttons for playback control (stop, play, volume) and sorting options (Old - New, New - Old, A - Z, Z - A).

Select a category to view the sounds that it contains

Tap on a letter to see all of the sounds that start with that letter

Select '-' to see all of the sounds in a given category regardless of which letter they start with

The duration of the sound (in seconds) and the frames that the sound will span (based upon the current frame rate)

Press these buttons to listen to the sounds

Press to halt the playback of a given sound


Tap on a sound to select it

Tap on these buttons to sort the lists

Category	Sound Name	Duration (s)	Frame Span
Animation Pro Audio	Add	0.40 s	(1-3)
User Audio	Ah	0.31 s	(1-2)
MUSIC LIBRARY	Air Hose	1.04 s	(1-6)
	Appear	4.05 s	(1-21)
	Bag Pop	0.76 s	(1-4)
	Ball Bounce	0.25 s	(1-2)
	Balloon Pop	0.22 s	(1-2)
	Bang	0.48 s	(1-3)
	Beam Down	1.28 s	(1-7)
	Beam Up	1.28 s	(1-7)
	Bike (Loop)	1.09 s	(1-6)

Tap on a sound to add it to your figure. If the figure previously contained a sound, it will be replaced by the new selection.

Frame Audio Options

The film-strip, at the bottom of the animation screen, will display a  icon for each frame that has audio associated with it.




The screenshot shows an animation software interface. At the top, a toolbar contains icons for navigation, zoom, and settings, along with a status bar displaying "5 fps, frame: 1". The central canvas features a green alien character with large eyes and a yellow belly. To the right, the "Audio on Frame 1" inspector is open, showing tabs for "General" and "Fade In/Out". The "General" tab displays the audio name "Boing", a duration of "0.34 s (1-2)", a volume slider set to "50%", and a "Repeats" counter set to "0". Below these, there is a "Stop Audio at Frame" section with a waveform display and a "None" button. At the bottom, a filmstrip shows a sequence of frames, each with a small green alien icon. A blue waveform is visible under the first frame, which is highlighted with a blue bar. A blue callout box points to the speaker icon in the filmstrip, and another blue callout box points to the waveform.

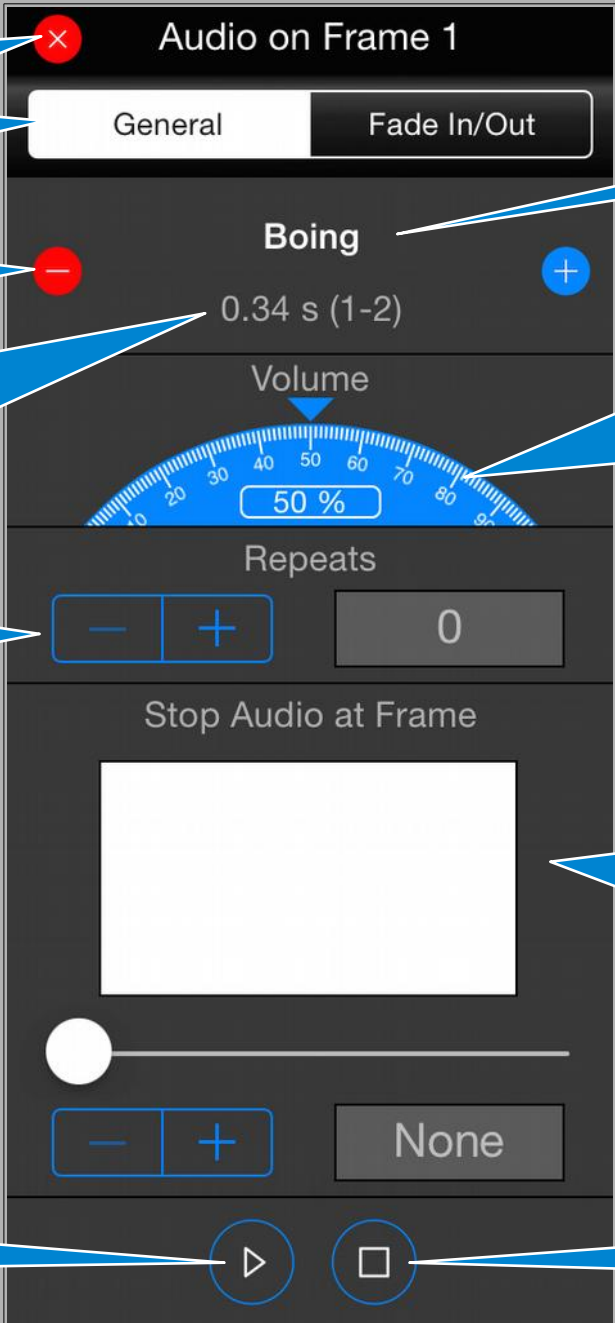
This icon indicates that the frame has audio

Tap on the icon once to display its waveform

Tap on the icon again to open the 'Audio Inspector' (see right)

Audio waveform. Tap anywhere on the waveform to hear the audio play from that point.

Tap on the  icon to display the audio waveform under the film-strip. Tap on it again to open the 'Audio Inspector':



The screenshot shows the 'Audio Inspector' interface for 'Audio on Frame 1'. It includes tabs for 'General' and 'Fade In/Out', a red minus button to remove audio, the audio name 'Boing', duration '0.34 s (1-2)', a volume slider set to 50%, a 'Repeats' section with minus/plus buttons and a value of 0, a 'Stop Audio at Frame' section with a video frame preview, a playback progress slider, and play/pause buttons at the bottom.

Tap to close the 'Audio Inspector'

Tap to select the 'General' or 'Fade In/Out' settings

Press this button to remove the audio from the frame

The duration of the audio in seconds (and the frames that it spans based upon the current frame rate)

Set the number of times the audio file should repeat

The name of the audio file

Select the volume of the audio.

Tap where the percentage is displayed to perform a fine adjustment of the volume.

Select an end frame.

Playback of the audio will stop at the selected frame.

Press to play the audio

Press to stop play-back of the audio

Fade In and Fade Out Settings

The image shows a mobile application interface for audio settings. At the top, a title bar reads "Audio on Frame 1" with a red close button (an 'x' in a circle) to its left. Below the title bar are two tabs: "General" and "Fade In/Out". The "Fade In/Out" tab is currently selected. The interface is divided into three main sections. The first section, "Total Duration", shows "0.34 seconds (frames 1-2)". The second section, "Fade In", shows "0.20 seconds" above a blue semi-circular dial with tick marks. Below the dial is an "Adjust" button. The third section, "Fade Out", shows "0.10 seconds" above a similar blue semi-circular dial with an "Adjust" button below it. Five blue callout boxes with white text provide instructions: 1. Top left: "Tap to close the 'Audio Inspector'" pointing to the close button. 2. Top right: "Tap to select the 'General' or 'Fade In/Out' settings" pointing to the "Fade In/Out" tab. 3. Middle left: "The duration of the audio in seconds (and the frames that it spans based upon the current frame rate)" pointing to the "Total Duration" text. 4. Middle right: "Rotate the dial to set the audio fade-in duration. Press the 'Adjust' button to perform a fine adjustment of the audio fade-in duration." pointing to the "Fade In" dial and button. 5. Bottom right: "Rotate the dial to set the audio fade-out duration. Press the 'Adjust' button to perform a fine adjustment of the audio fade-out duration." pointing to the "Fade Out" dial and button.

Tap to close the 'Audio Inspector'

Tap to select the 'General' or 'Fade In/Out' settings

Total Duration

0.34 seconds (frames 1-2)

Fade In

0.20 seconds

Adjust

Fade Out

0.10 seconds

Adjust

Rotate the dial to set the audio fade-in duration. Press the 'Adjust' button to perform a fine adjustment of the audio fade-in duration.

Rotate the dial to set the audio fade-out duration. Press the 'Adjust' button to perform a fine adjustment of the audio fade-out duration.

The duration of the audio in seconds (and the frames that it spans based upon the current frame rate)

Fade In

This setting affects the way a sound file begins. It defines the length of time over which the volume will ramp up from zero (silence) to the selected playback volume.


Fade Out

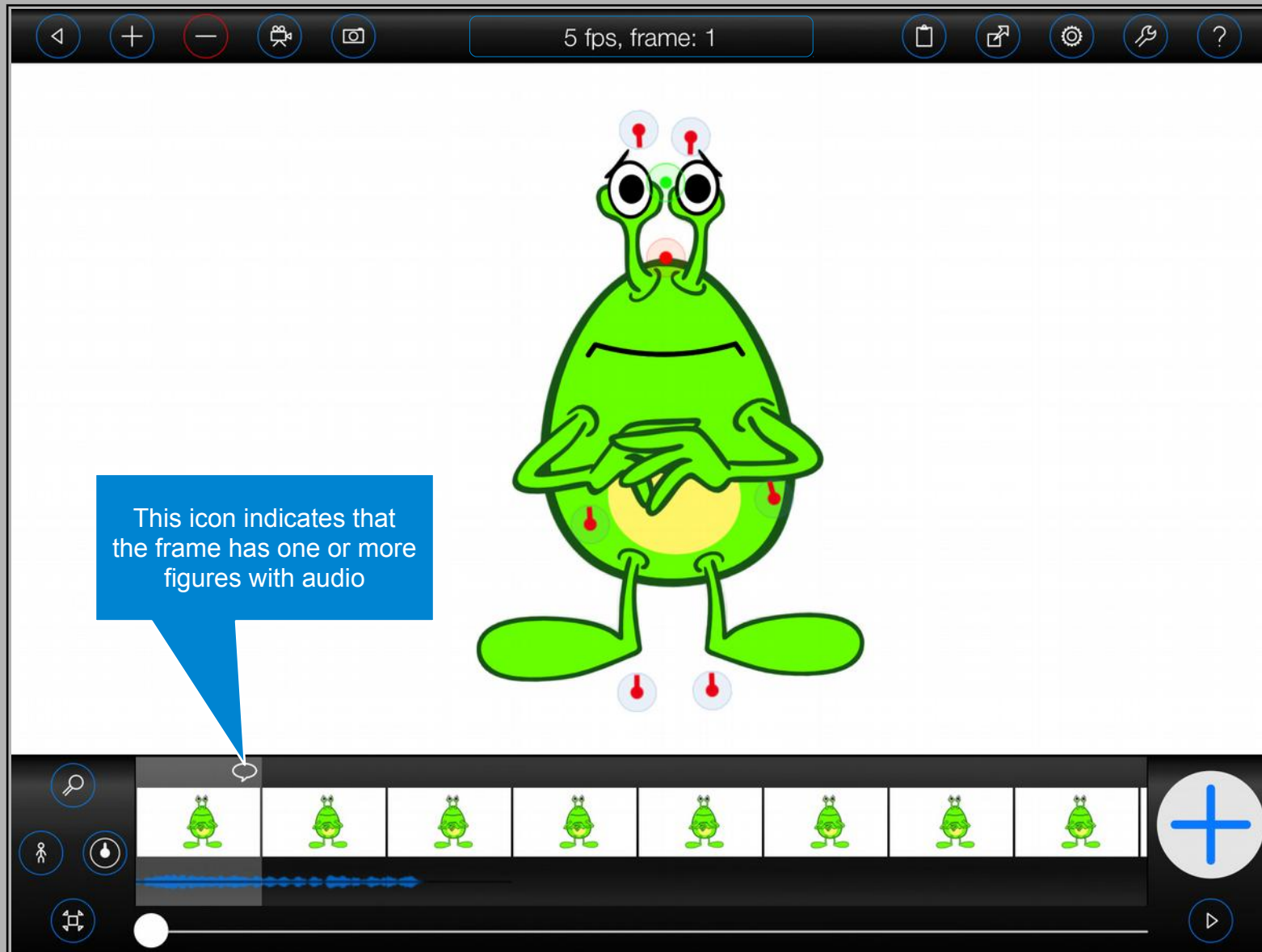
This setting affects the way a sound file finishes (at the end of any repeats, where repeats have been selected). It defines the length of time over which the volume will ramp down from the selected playback volume to zero (silence).


Please note:

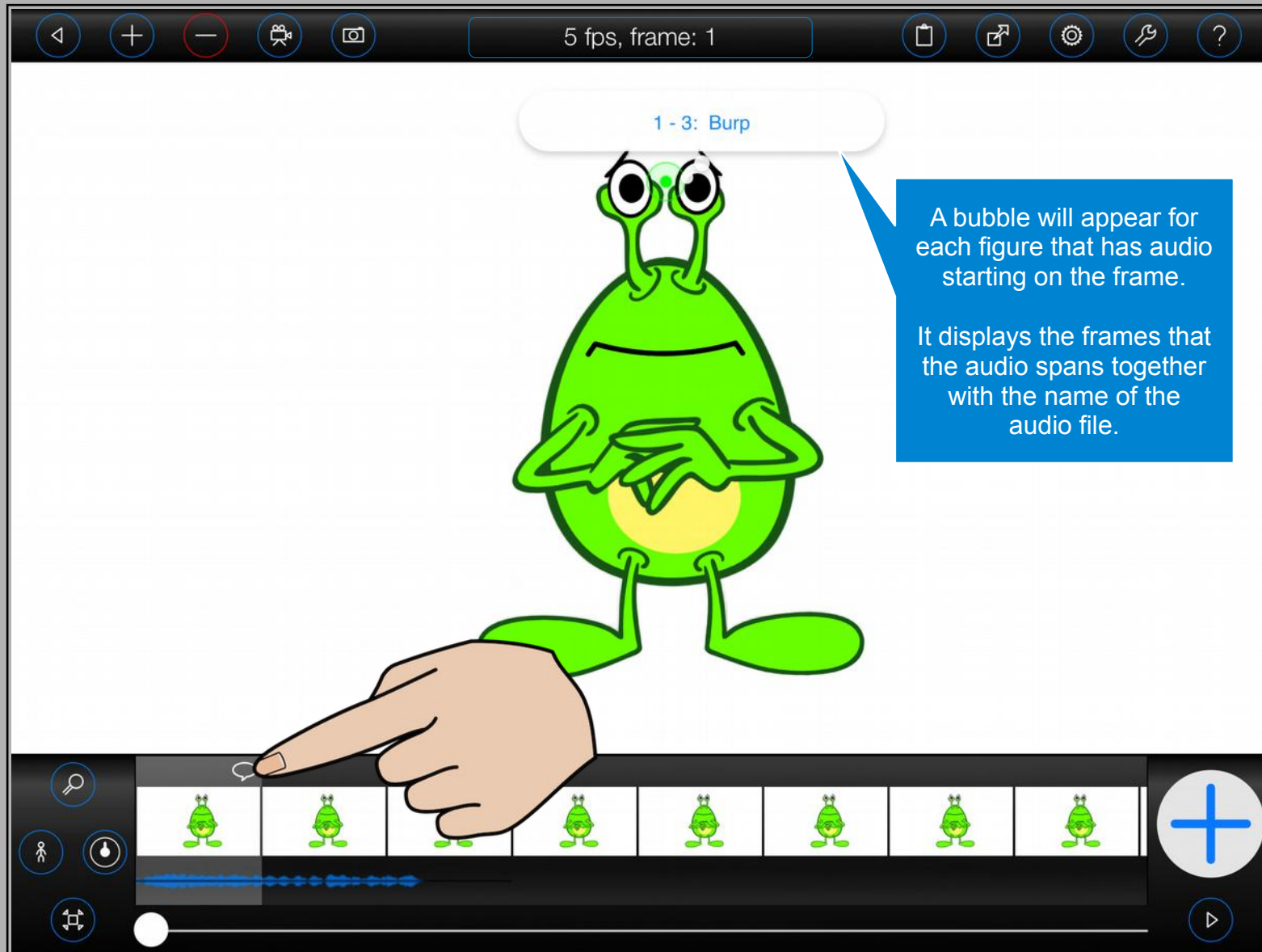
- Audio will not fade in and out during previews.
- The sum of the fade in and fade out durations cannot exceed the duration of the audio (as shown at the top of the 'Audio Inspector')
- The fade in duration takes precedence over the fade out duration i.e. the fade out duration will be decreased automatically where:
 - The fade in duration is increased and the sum of the fade in and fade out durations exceeds the audio duration
 - The sum of the fade in and fade out durations exceeds the length of the video (when exporting)

Figure Audio Options

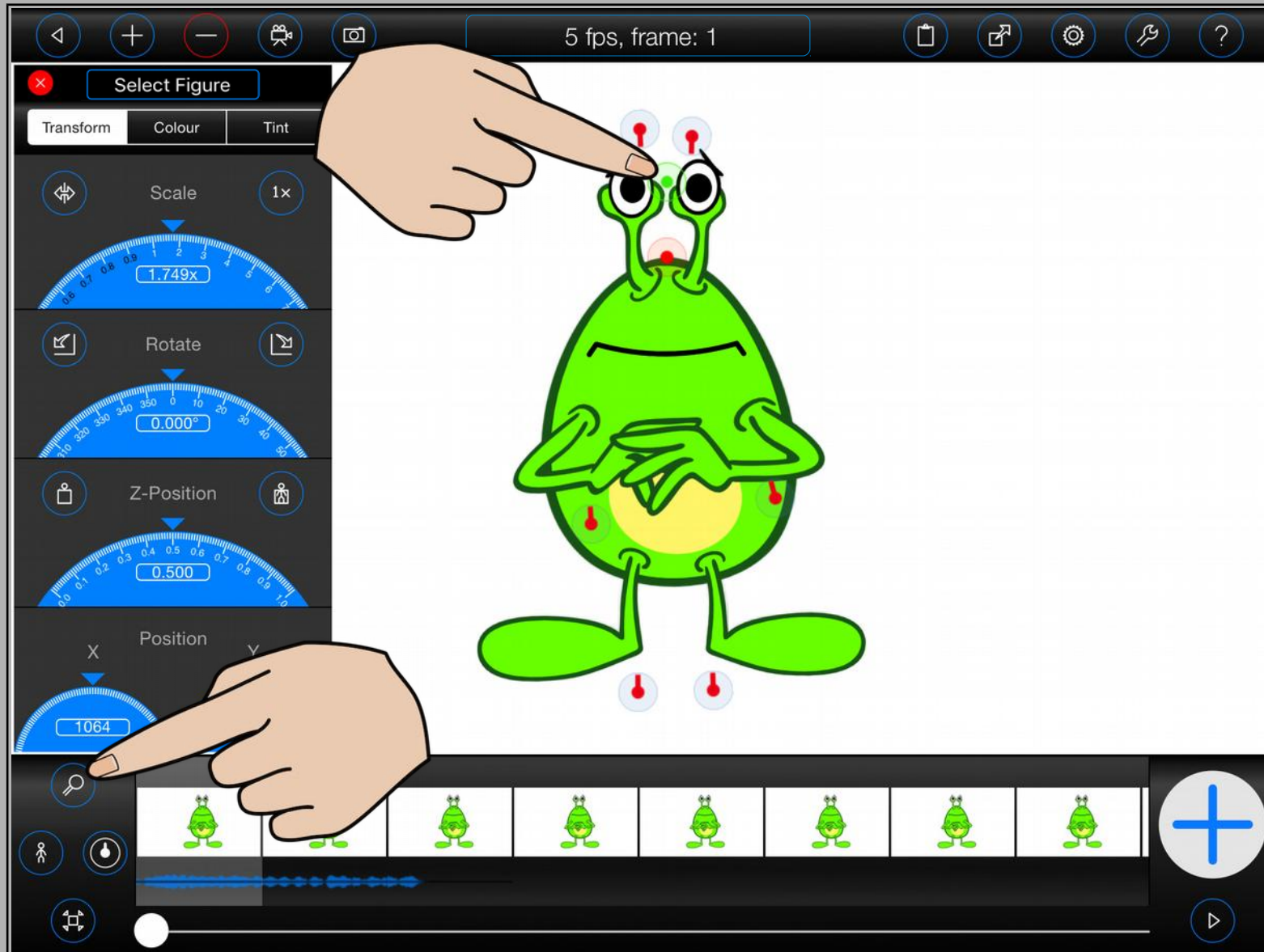
The film-strip, at the bottom of the animation screen, will display a  icon for each frame that contains one or more figures with audio.



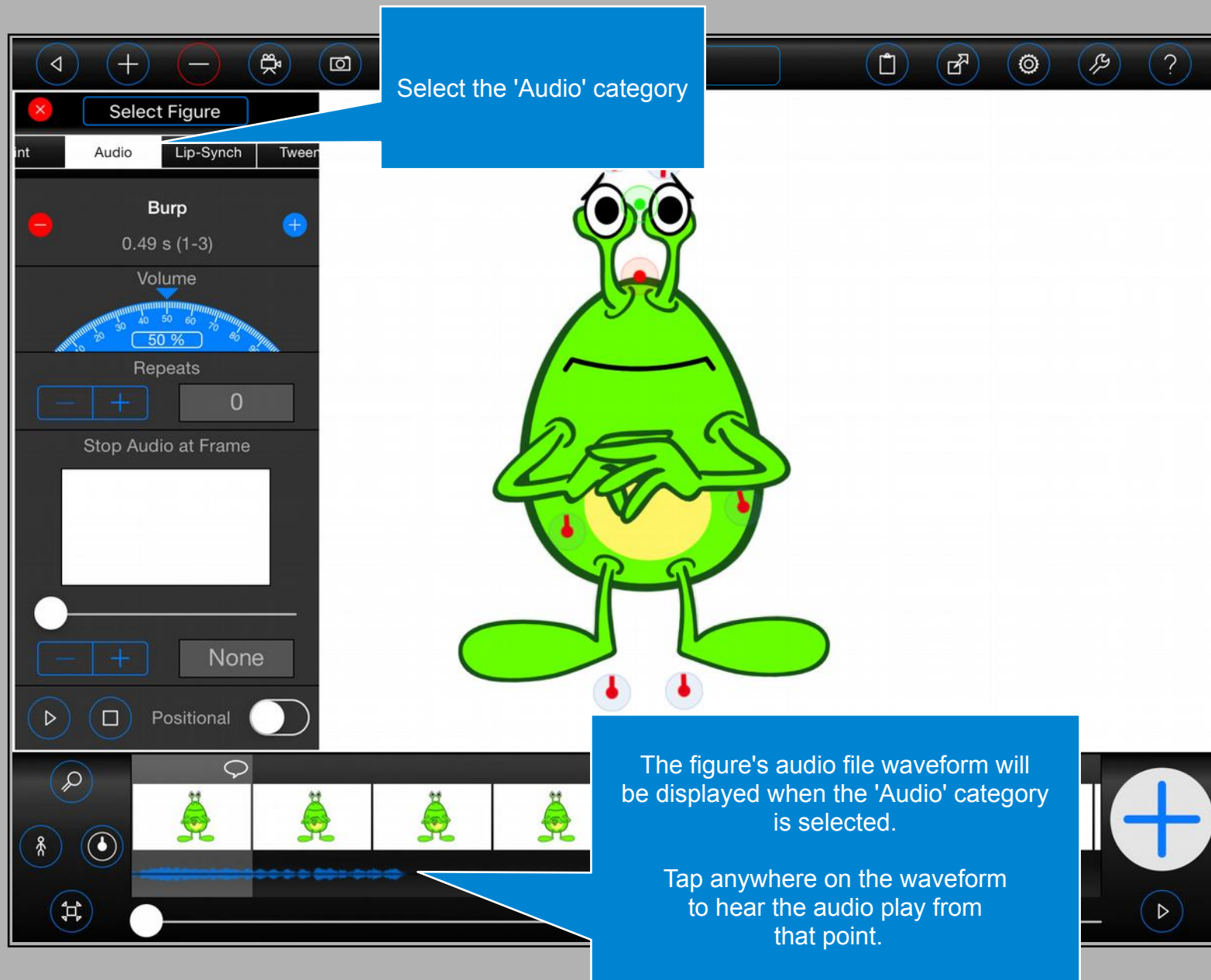
Hold your finger down on the  icon to see which figures have audio starting on the given frame. If the only one figure has audio, you can tap on the icon to see the audio waveform on the film-strip.

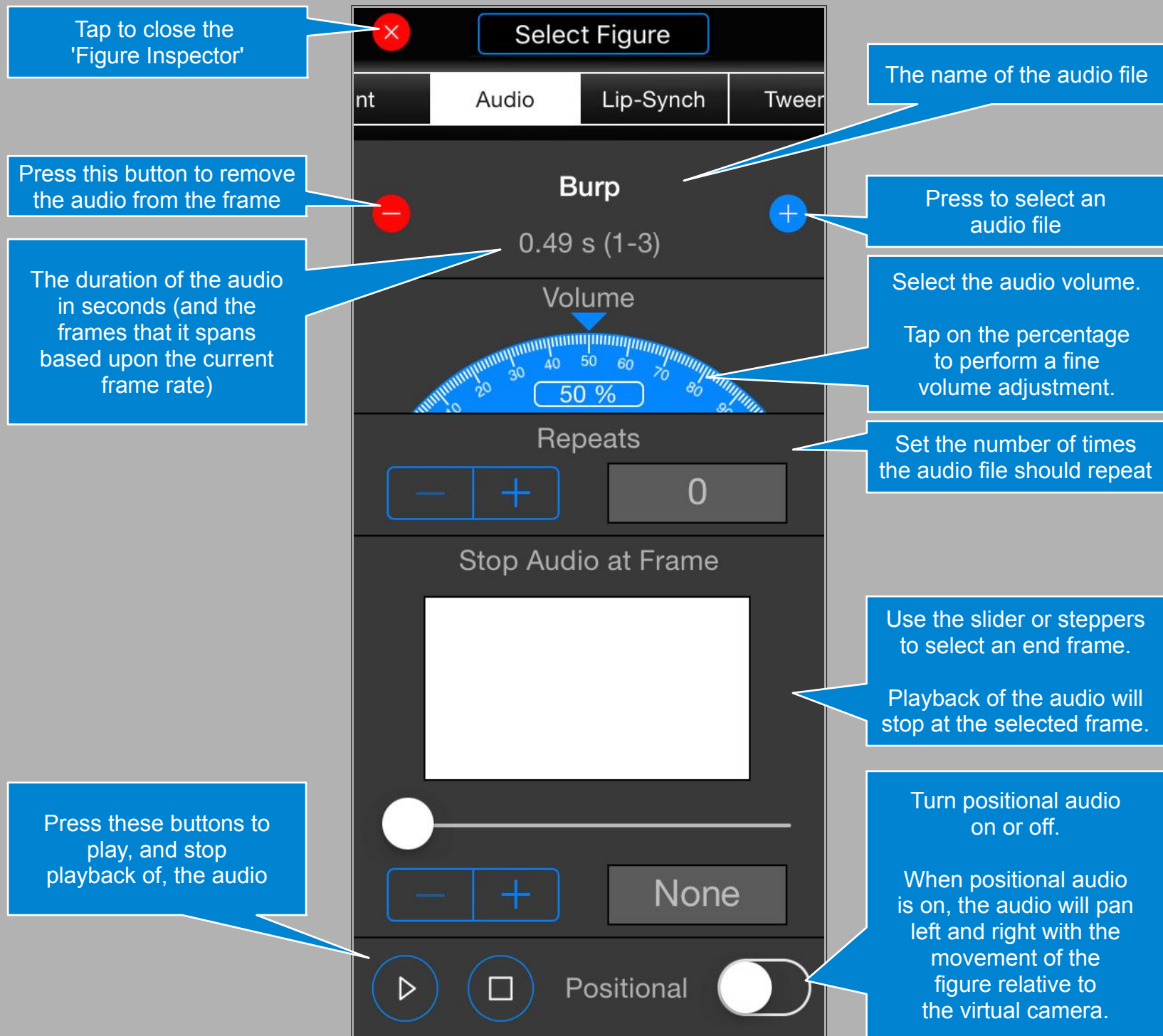


Tap on a figure's anchor point  and then press the  button to open the 'Figure Inspector':



Select the 'Audio' category at the top of the 'Figure Inspector' (you may need to swipe the categories left or right to reveal it):





Lip-Synching

Animating speech, or lip-synching, has traditionally been a difficult and time consuming task, requiring a lot of different mouth shapes to be drawn and precisely timed with audio. Animation Pro makes this process much easier by providing a large collection of pre-drawn mouths that may be added to any figure. It's also possible to create your own mouths using the Animation Pro 'Mouth Creator' (see the 'Mouth Creator' topic, left). Animation Pro mouths contain a series of images, representing a variety of different mouth shapes. During the export process, Animation Pro will precisely match these images with your audio to give the illusion of speech. This is much more than mouths simply opening and closing with volume changes. Believe me, I had to write the code!

For lip-synching to work, you will need to have a figure with at least one mouth. Then it is just a matter of adding audio to that figure and turning lip-synching on. Please see the '[Adding Audio to a Figure](#)' section of this document for details on 'adding audio to a figure'. To turn lip-synching on, either:

1.

Click this switch on when selecting the figure audio

Audio Selection

Edit

Categories

Animation Pro Audio

User Audio

MUSIC LIBRARY

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 -

▶ Add0.40 s (1-3)

▶ Ah0.31 s (1-2)

▶ Air Hose1.04 s (1-6)

▶ Appear4.05 s (1-21)

▶ Bag Pop0.76 s (1-4)

▶ Ball Bounce0.25 s (1-2)

▶ Balloon Pop0.22 s (1-2)

▶ Bang0.48 s (1-3)

▶ Beam Down1.28 s (1-7)

▶ Beam Up1.28 s (1-7)

▶ Bike (Loop)1.09 s (1-6)

Lip-synch

Old - New

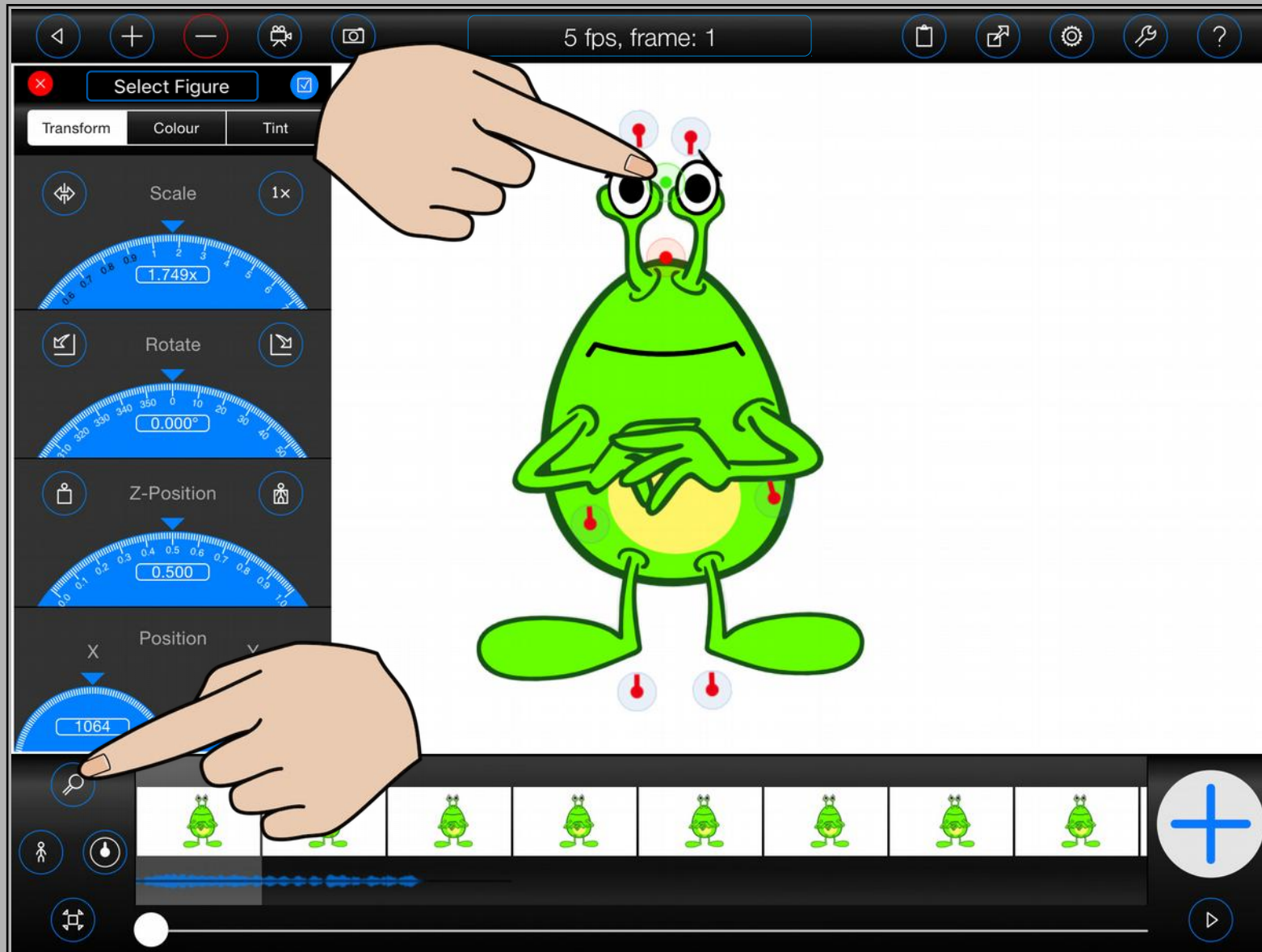
New - Old

A - Z

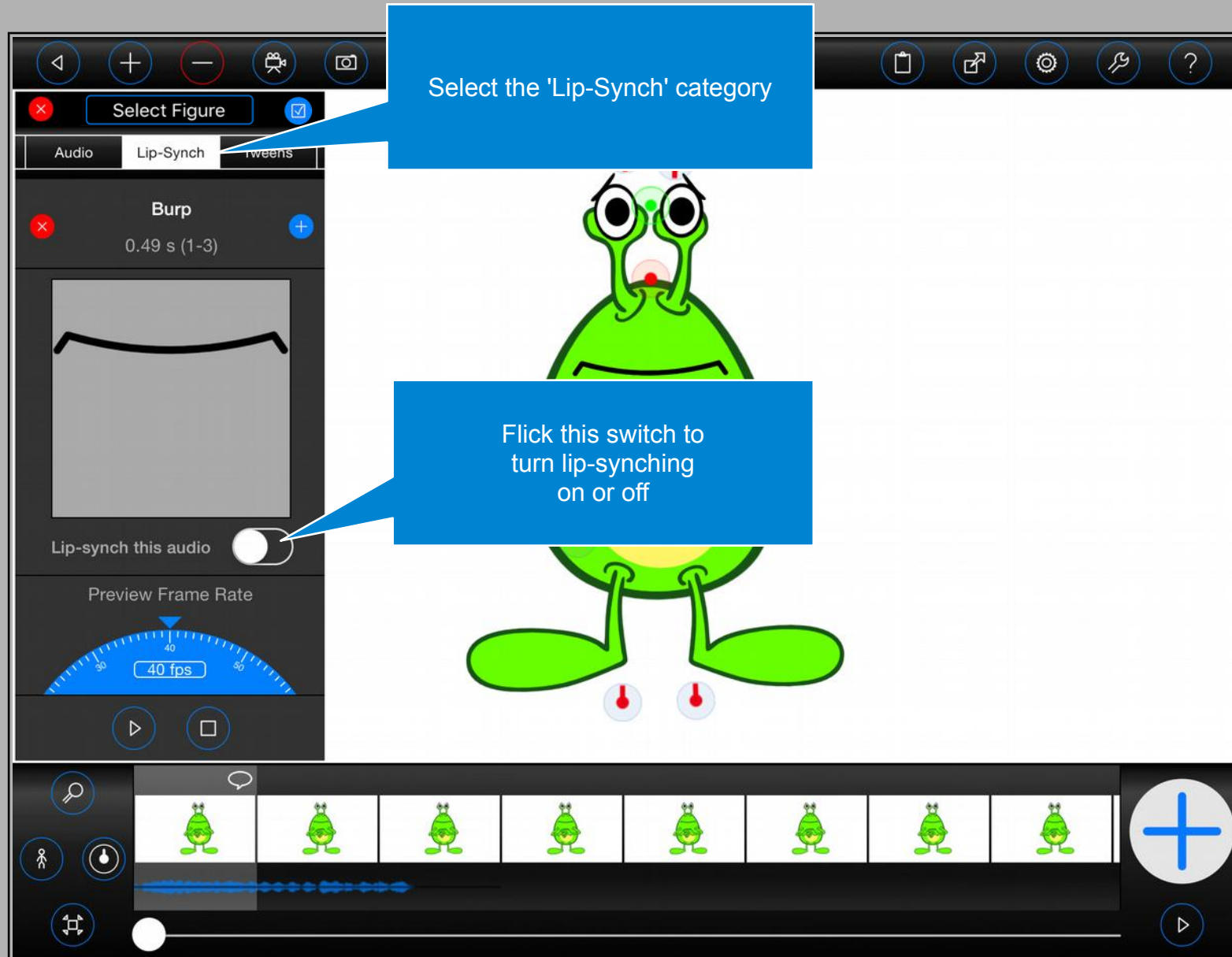
Z - A

OR 2.

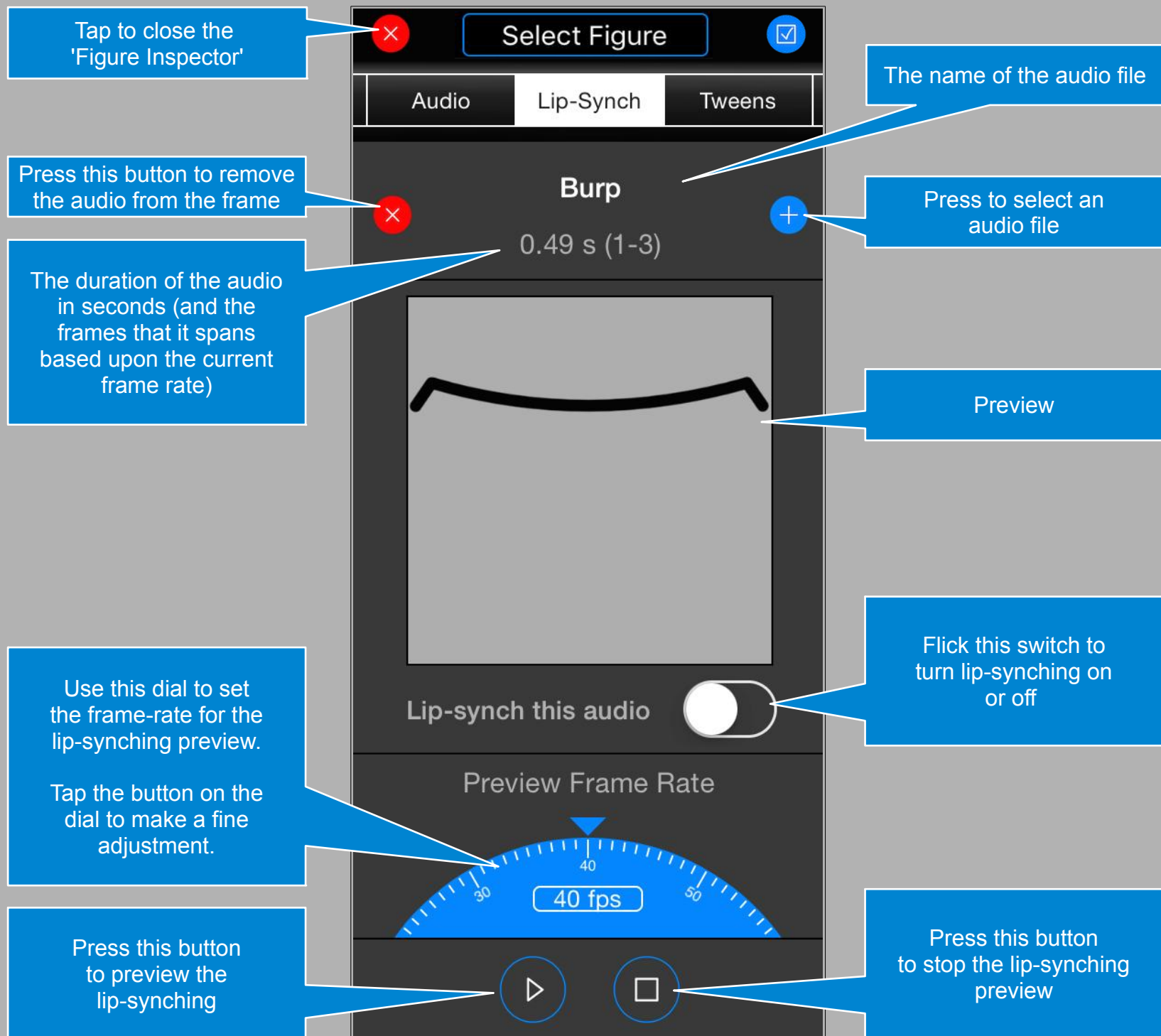
Tap on a figure's anchor point  and then press the  button to open the 'Figure Inspector':




Select the 'Audio' category at the top of the 'Figure Inspector' (you may need to swipe the categories left or right to reveal it):

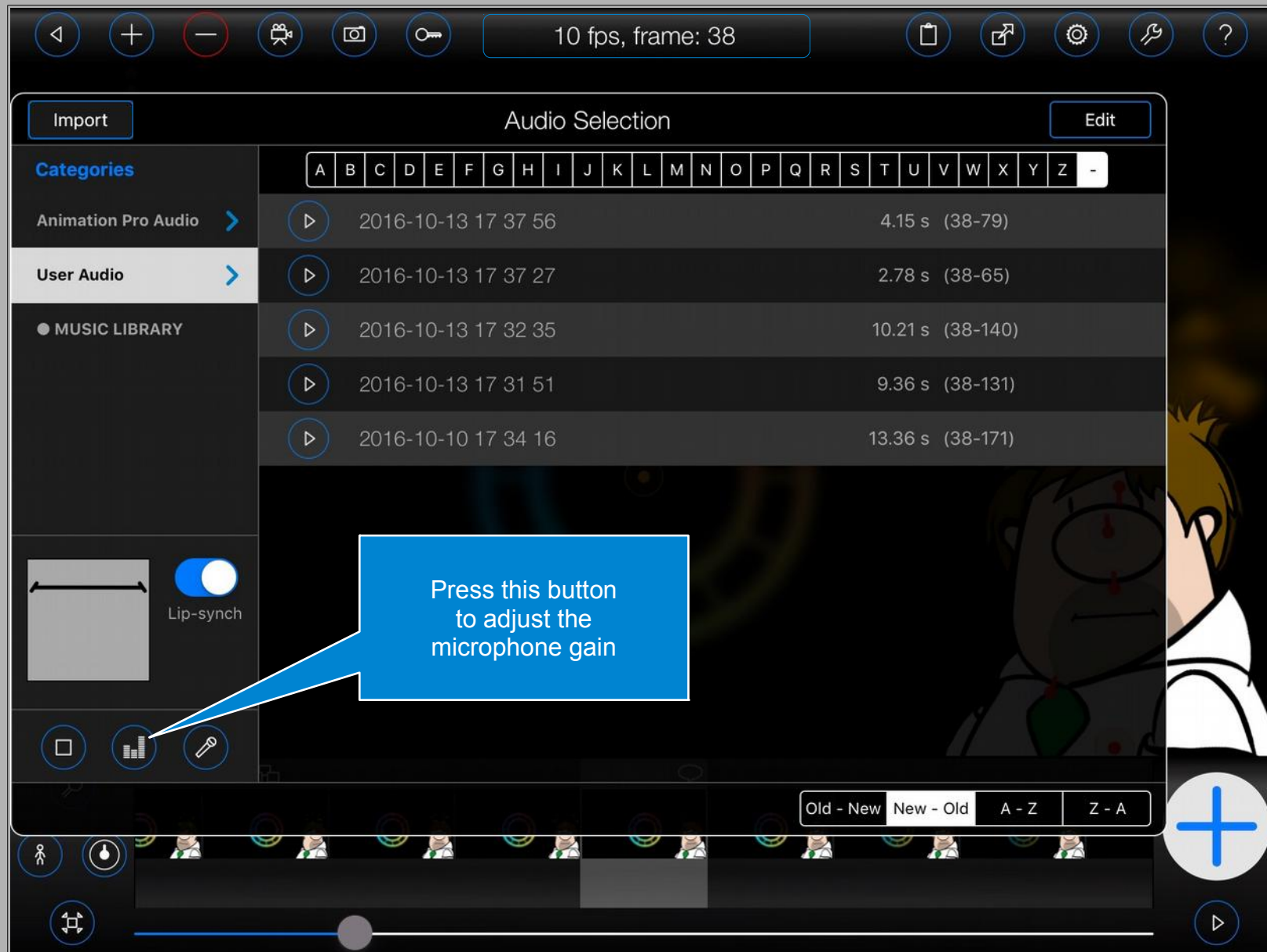


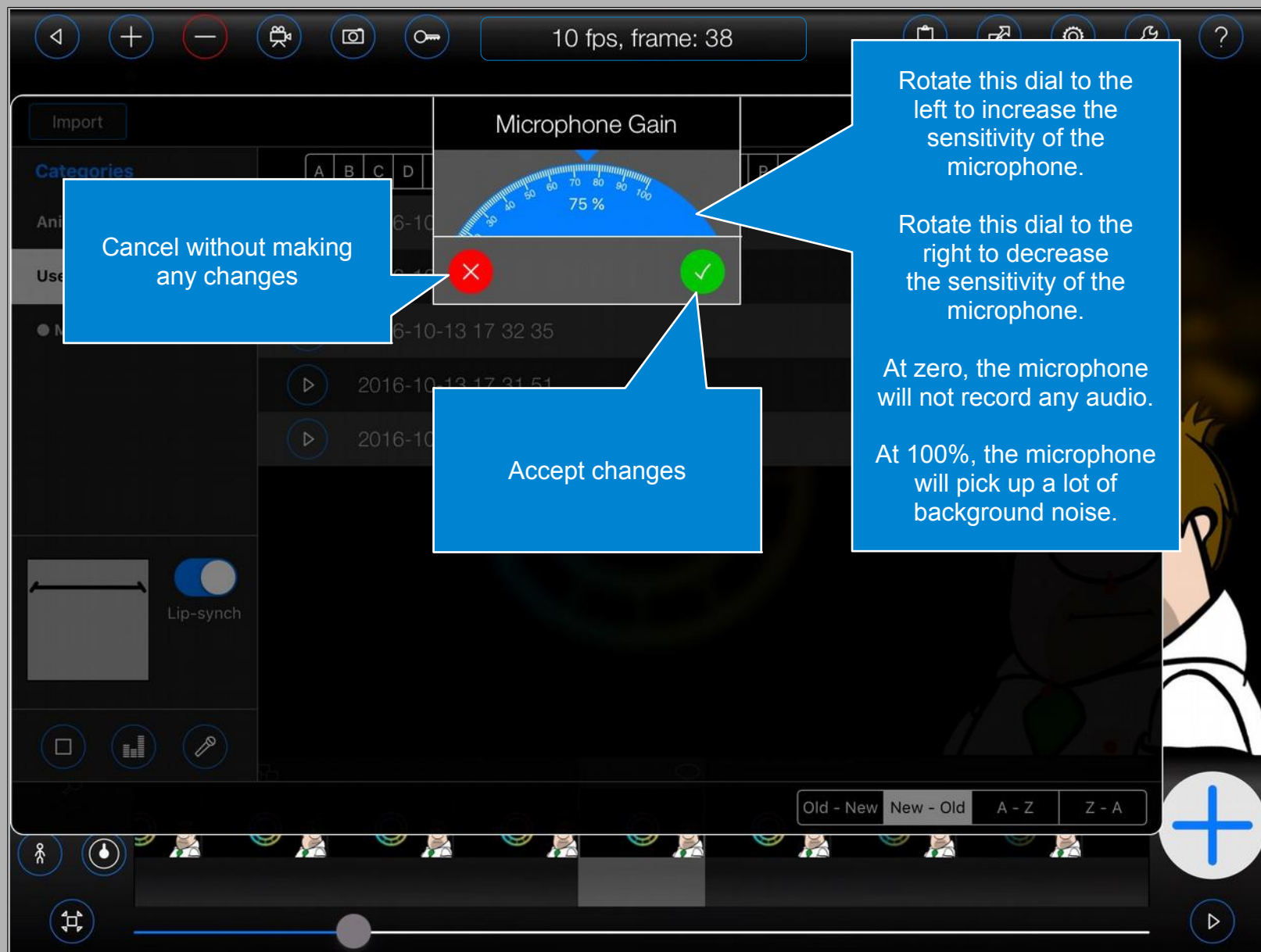
Please note: Mouth movements will not be shown during previews.



Microphone Gain

The sensitivity of the microphone (gain) may be adjusted on some devices. Where available, a  button will be displayed on all screens where audio may be recorded:





If you find that a mouth stays in its most open position when lip-synching recorded audio, or your recorded audio contains a lot of background noise, then your microphone gain may be set too high. If that is the case, try using this feature to lower the gain.