




Creating Mouths

Animation Pro includes a 'Mouth Creator' that allows you to create the mouths that will work with its automatic lip-synching functionality. For more details on Animation Pro's lip-synching capabilities, please refer to the 'Audio' topic (left). To create a new mouth, press the  button at the top of the screen (you will find this button on most of the Animation Pro screens) and then select 'Create a Mouth'. **Topics:**

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Mouth Creator Options


Copying Mouth Shapes

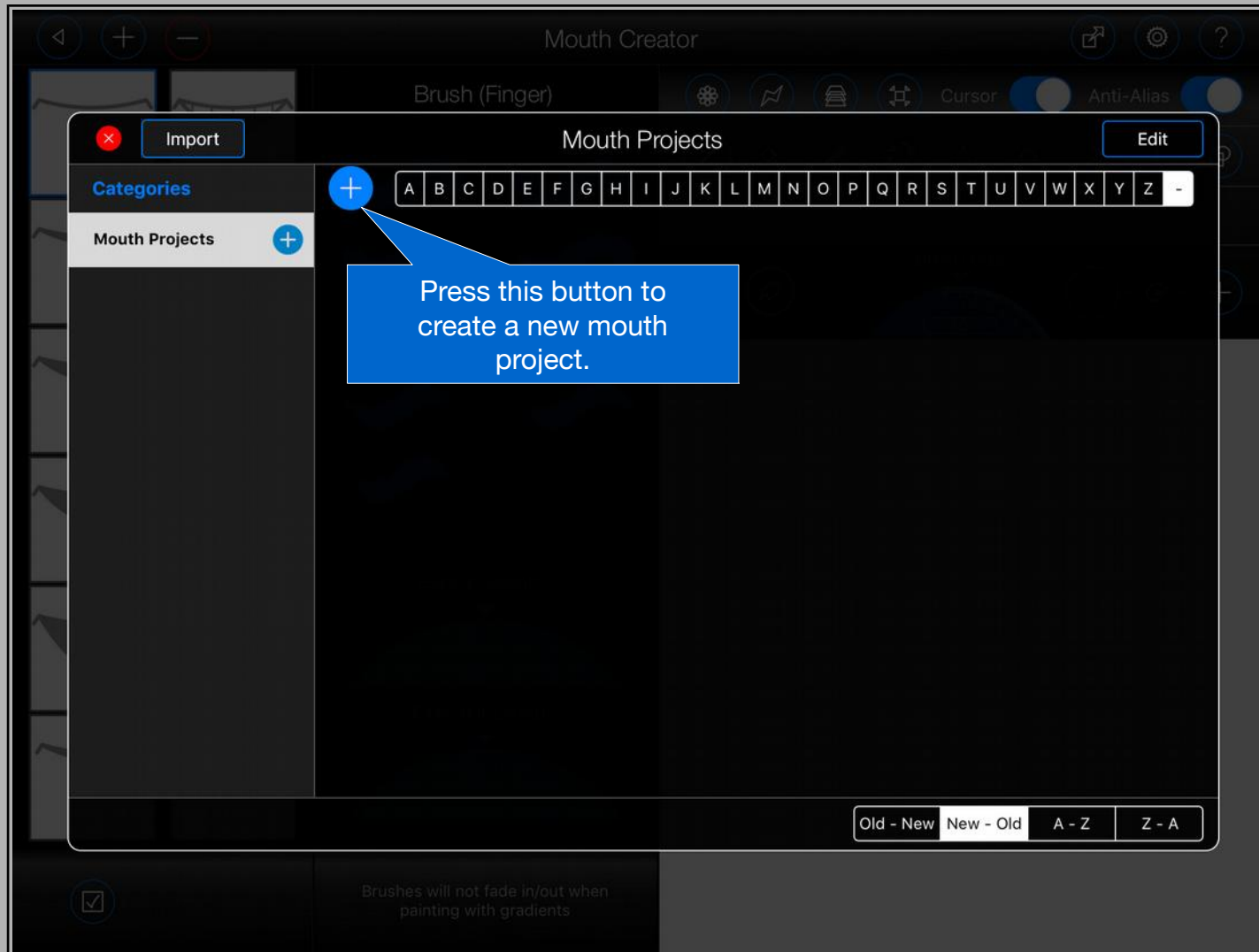
Setting an Onion Skin




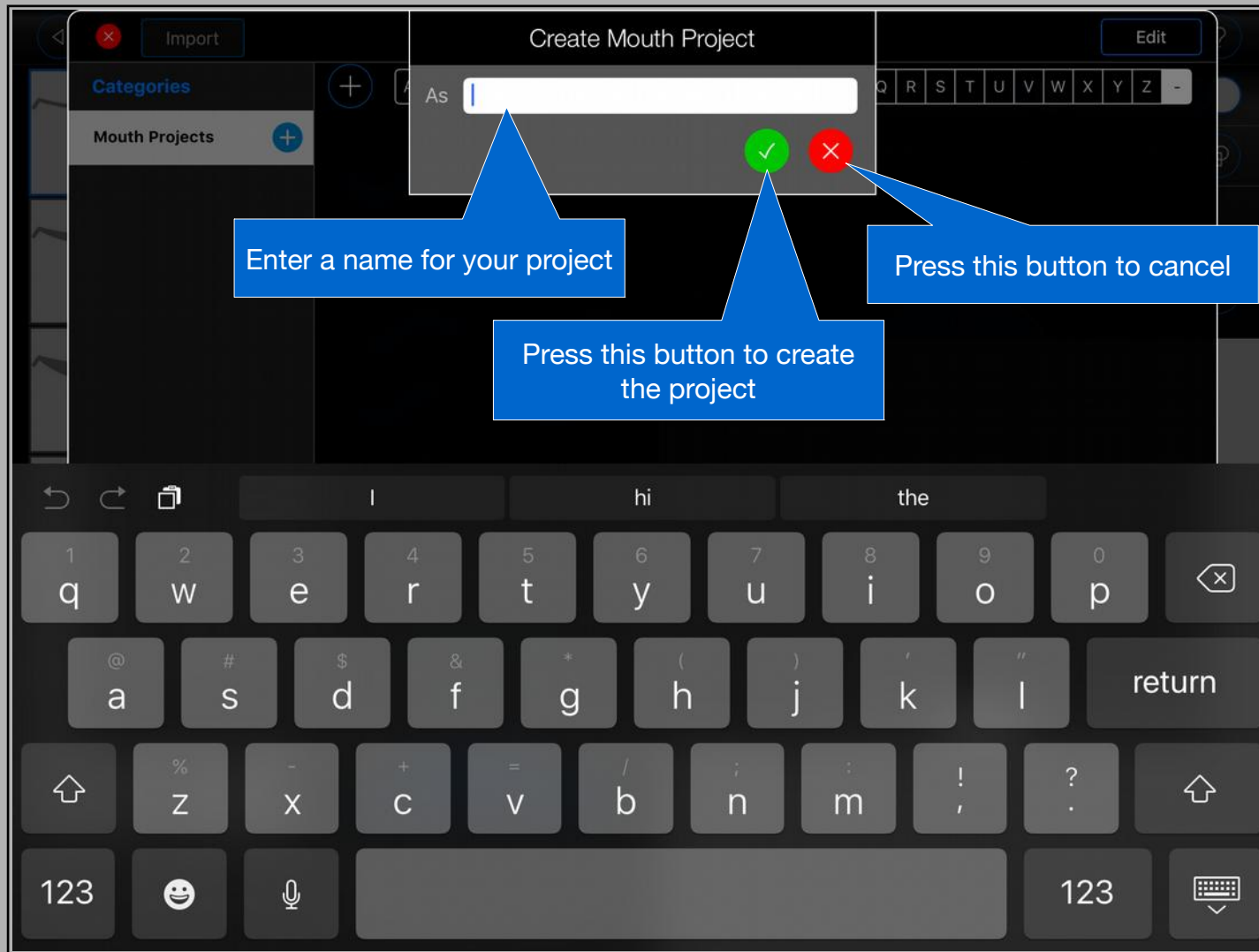
Mouth Projects

Creating a Mouth Project

Whenever you open the 'Mouth Creator', Animation Pro will display the 'Mouth Projects' file manager. If you haven't created a 'Mouth Project' before, the list of mouth projects will be empty and the  button will flash. Press the button to create a new mouth project:

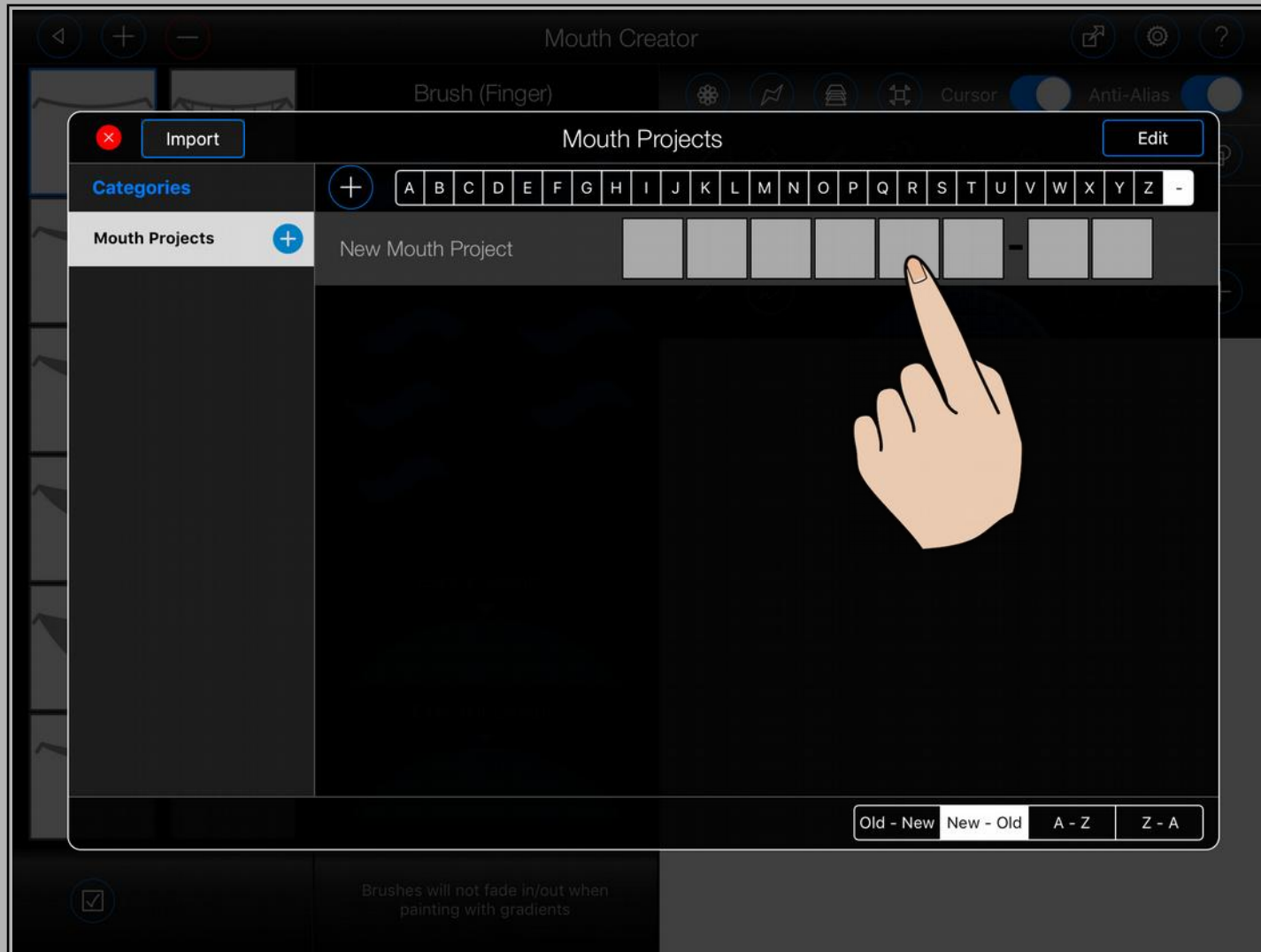


Animation Pro will prompt you to name your new mouth project. Enter a name and press the  button:



Opening a Mouth Project

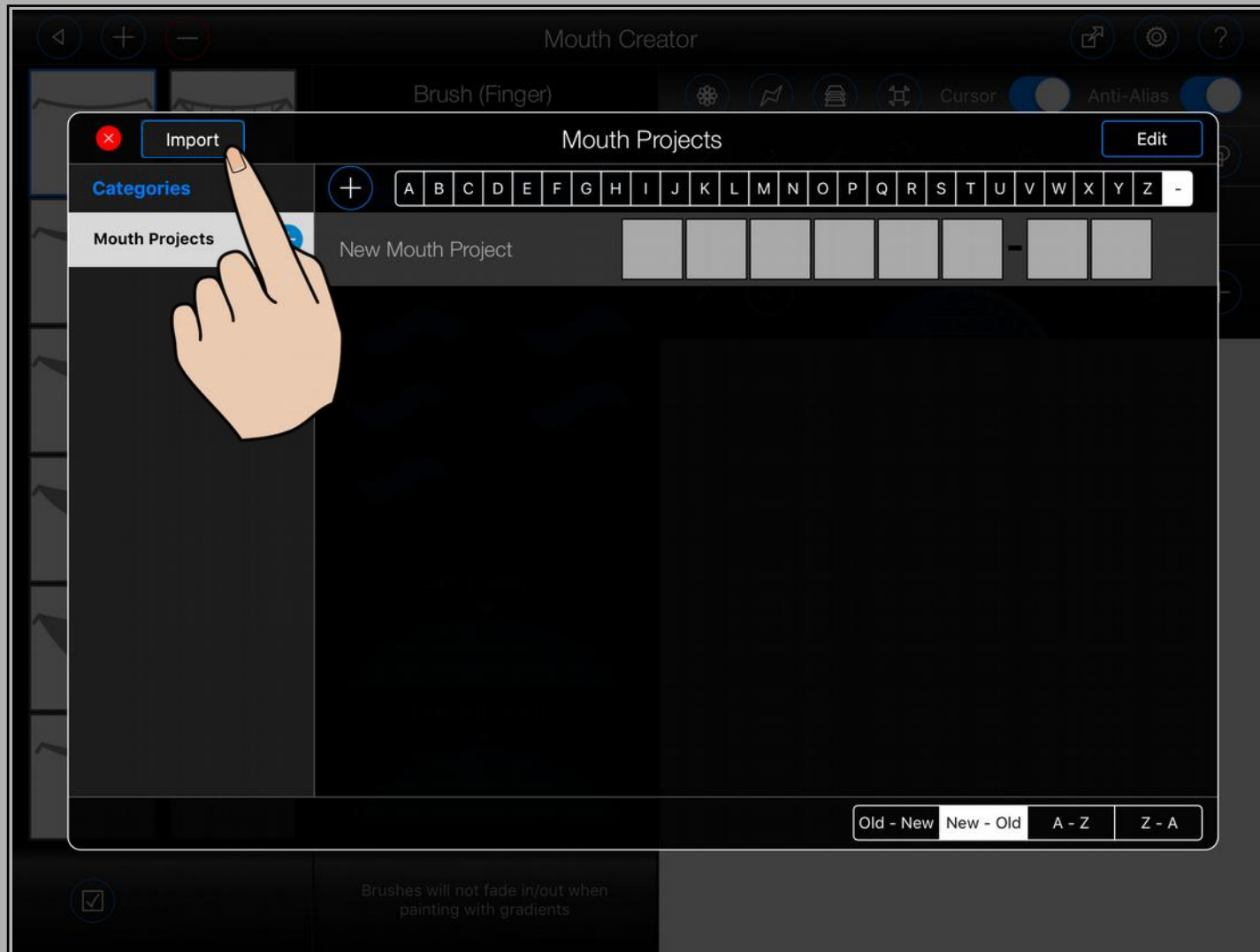
Tap on a mouth project to open it:



For more information about the Animation Pro file manager, please refer to the 'File Manager' topic (left).

Importing a Mouth Project

Mouth projects previously shared to Apple 'Files' may be imported by pressing the 'Import' button at the top of the file manager as shown below:



For more information about the Animation Pro file manager, please refer to the 'File Manager' topic (left).



Mouth Creator Screen Overview (1)

Open or create a new mouth project

'Remove' menu

Add an image

Apply effects

Manipulate the canvas layers

'Output' menu

'Options' menu

Go back to the previous screen

Help – this document

Mouths.

The currently selected mouth will have a blue border

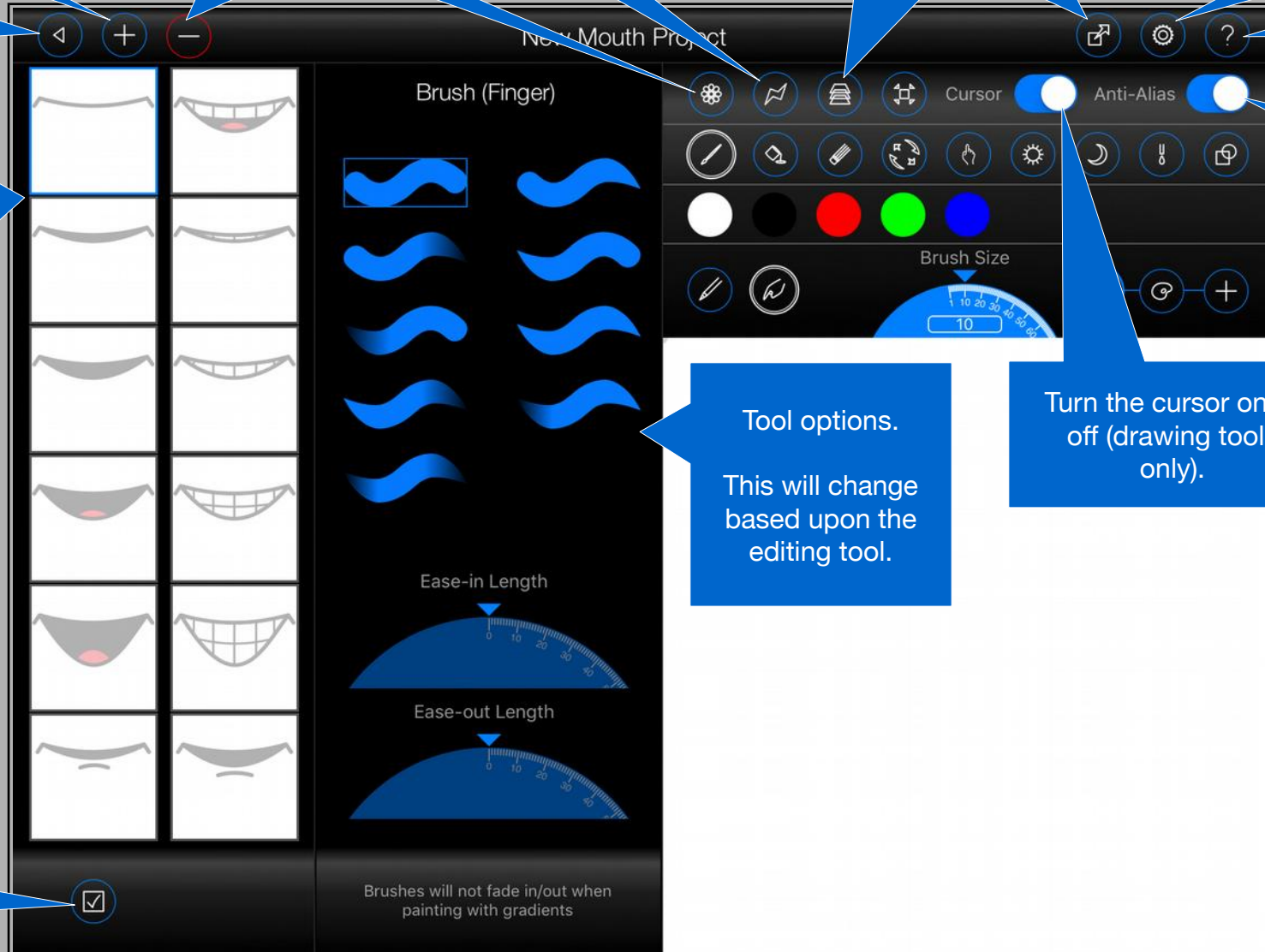
Turn anti-aliasing on or off.

Tool options.

This will change based upon the editing tool.

Turn the cursor on or off (drawing tools only).

Press to test your mouth





Mouth Creator Screen Overview (2)

New Mouth Project

Brush (Finger)

Reset pan/ zoom

The colour palette

Select to draw with an Apple Pencil

Select to draw with your finger

Rotate to select a brush size (drawing tools only)

Editing tools

Edit the colour palette

Add the currently selected colour to the colour palette

The currently selected colour for the current tool

Canvas.

Use two fingers to move the canvas.

Use pinch-to-zoom to zoom in and out.

Ease-in Length

Ease-out Length

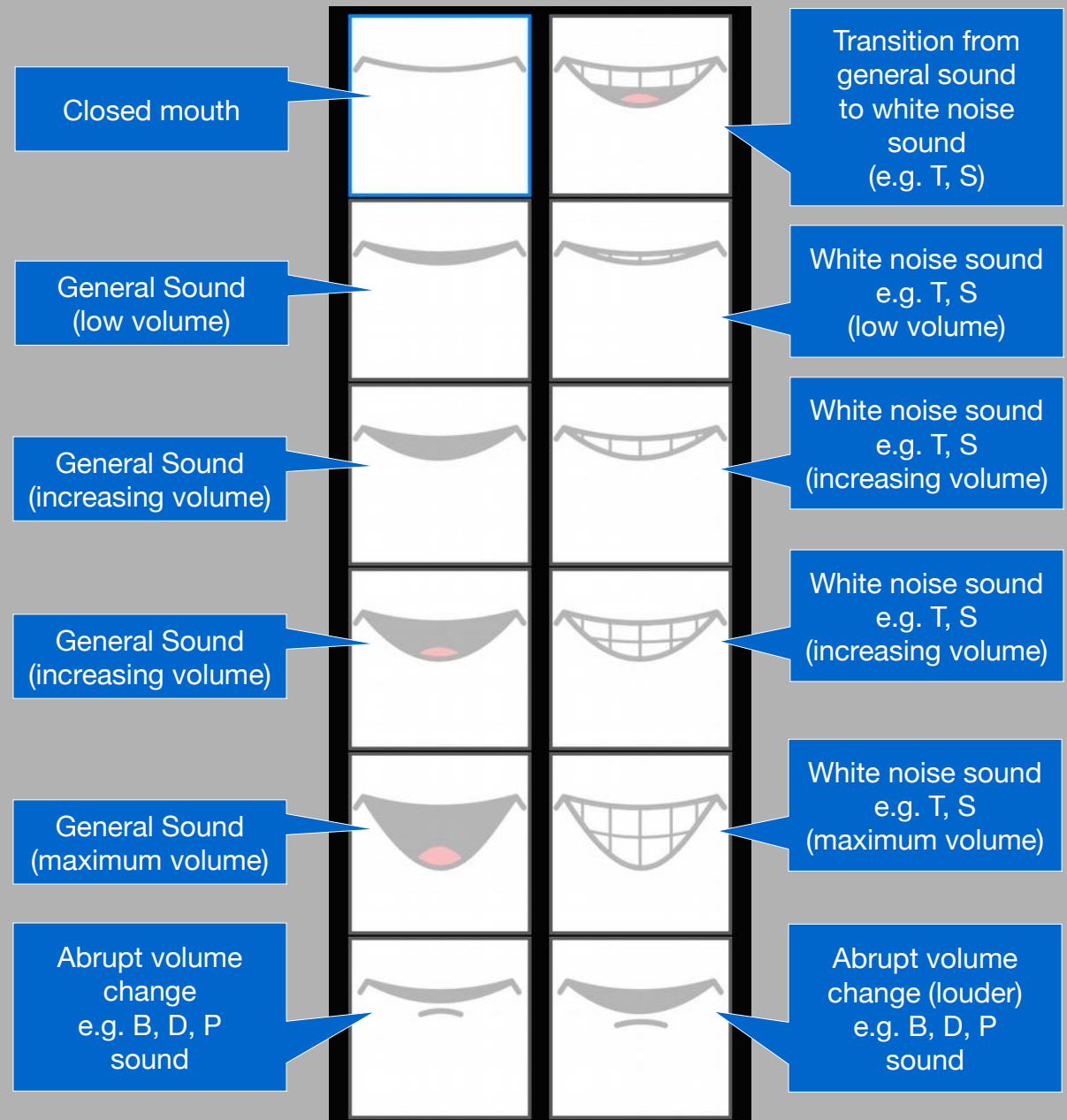
Brushes will not fade in/out when painting with gradients

Mouth Shapes

A mouth is essentially a collection of 12 different images representing different mouth 'shapes'. Animation Pro automatically chooses the most appropriate image (i.e. shape) based upon the sound, and the volume of the sound, being made when lip-synching is turned on.

Whenever a new mouth project is created, all twelve images will be blank. As shown right, however, Animation Pro will display a 'ghost image' for each mouth to give you an idea about the 'shape' required.

To start editing one of the mouth shapes, tap on one of the twelve thumbnail images. The selected mouth will be highlighted with a blue border.



Choosing a Colour

The first thing that you'll most likely want to do before you begin drawing is select a colour. All of the editing tools (at the top of the screen) can be assigned a different colour. So the 'brush' tool can have a different colour to the 'fill' tool and the mouth creator will remember the settings.

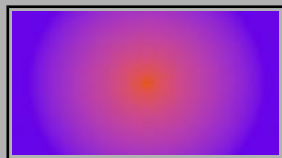
To select a colour for the currently selected tool, tap on the 'colour' button (as shown right). This button will change colour based upon your selection.

This will display the colour options (as shown right).

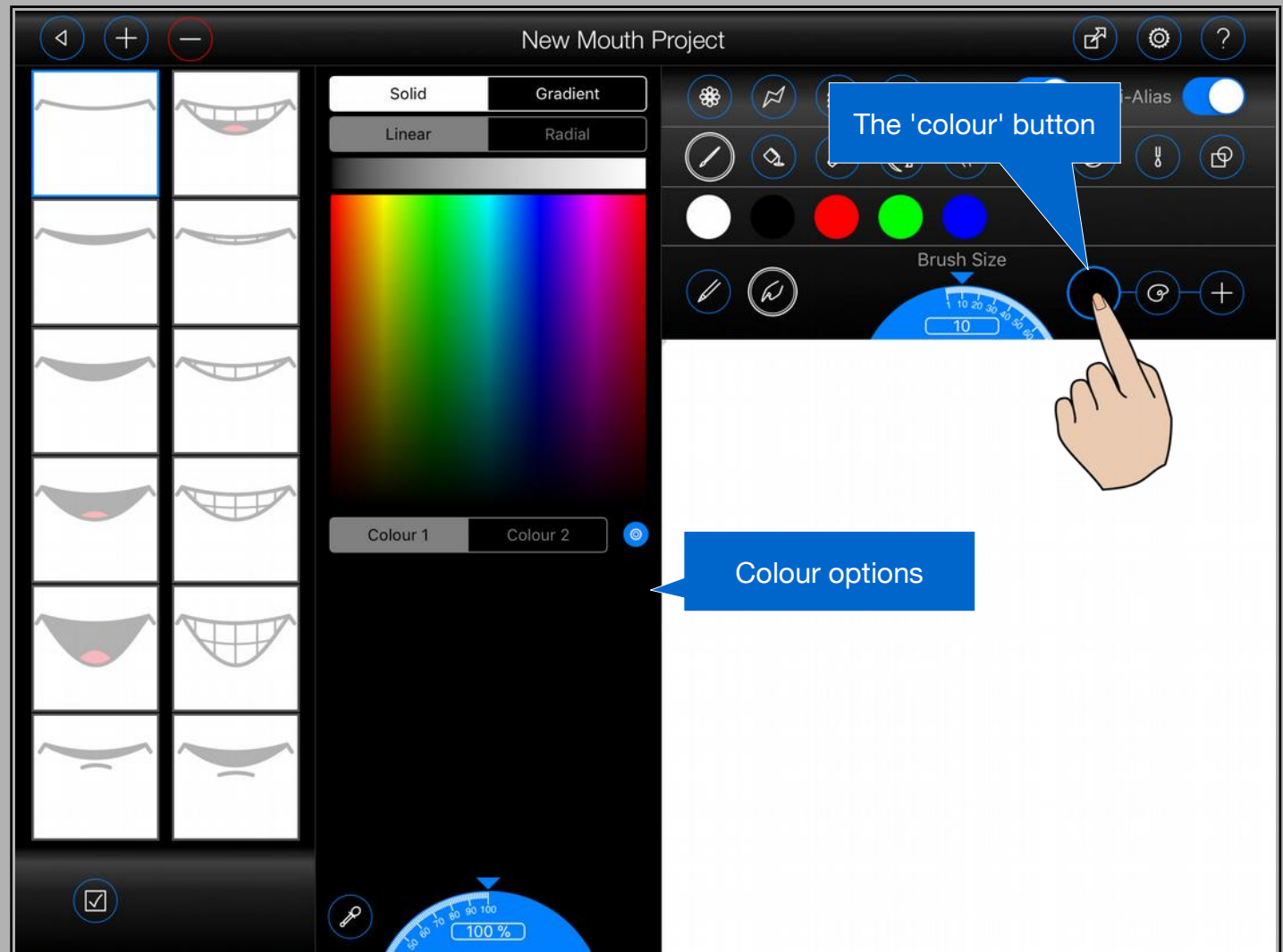
Colours may be solid (a single colour) or gradients (a transition between two different colours). Gradients can also be linear:



or radial:



Colours may also be assigned a level of opacity.



Selecting a Solid Colour

Press this button to select a solid colour

Tap anywhere on the colour gradient to select a lighter version of the current colour

Tap anywhere on the colour swatch to select the solid colour

Tap here to toggle between the colour swatch and RGB (red, green, and blue) colour selection dials:

A preview of the selected colour

Rotate the dial to set the opacity of the colour

Tap here to finely adjust the level of opacity

The interface shows a 'Solid' tab selected, a 'Linear' gradient selected, a color wheel with a finger pointing to a greenish-yellow color, a 'Colour 1' tab selected, a large green preview, and an opacity dial set to 100%.

The RGB selection dials show the following values:

- Red: 0
- Green: 222
- Blue: 20

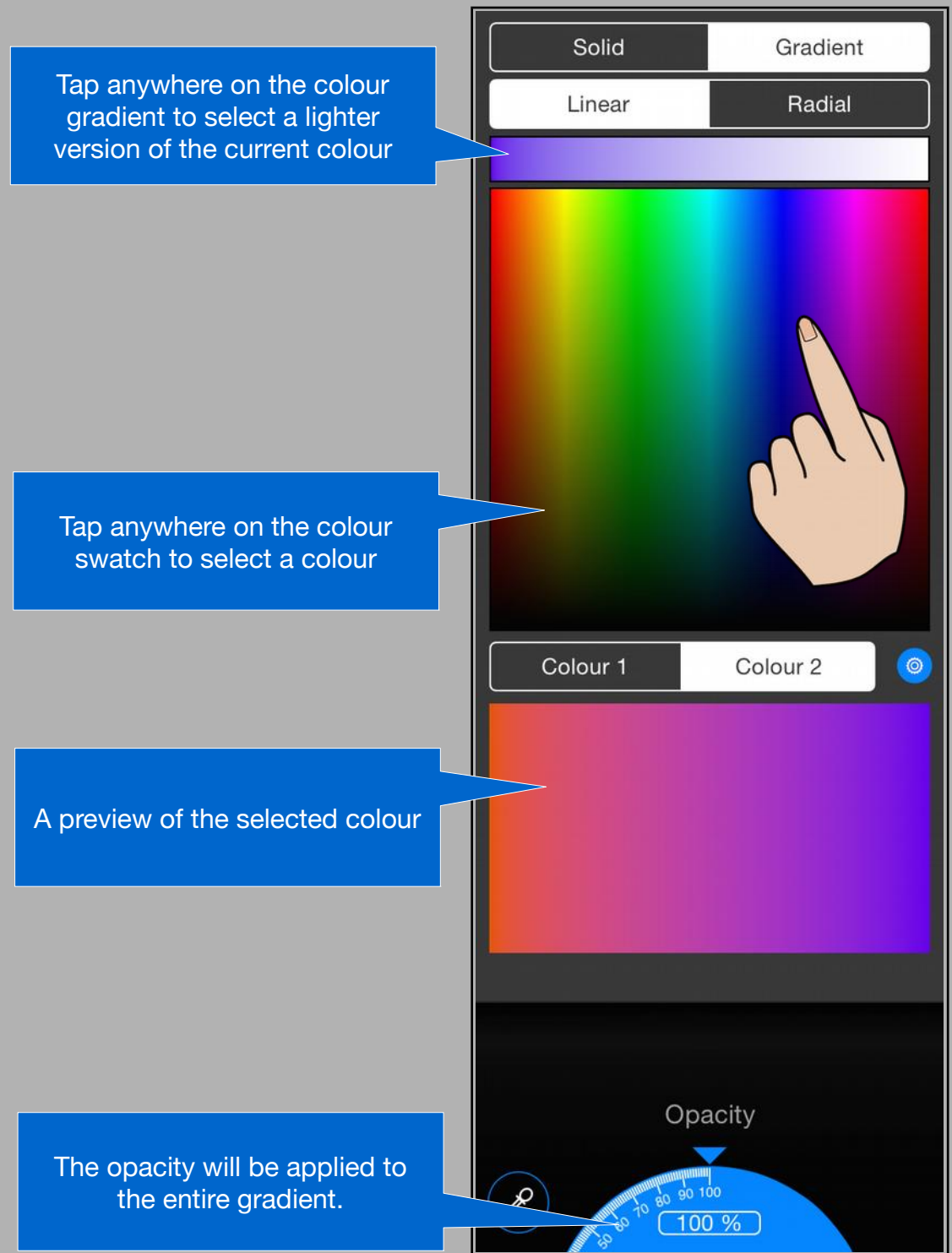
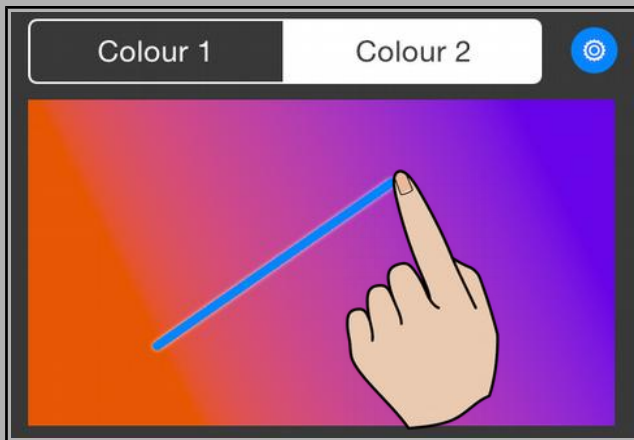
Selecting a Linear Gradient

Selecting a linear gradient requires two colours to be selected:

1. Press the 'Gradient' button
2. Press the 'Linear' button
3. Press the 'Colour 1' button and choose a colour
4. Press the 'Colour 2' button and choose a colour

Here, the 'preview' represents the drawing canvas. So, based upon the example (right), colour added to the extreme left of the canvas will be orange and colour added to the extreme right will be purple (with a smooth transition from orange to purple for any point in between).

You can change the size and angle of the gradient by dragging your finger across the preview:



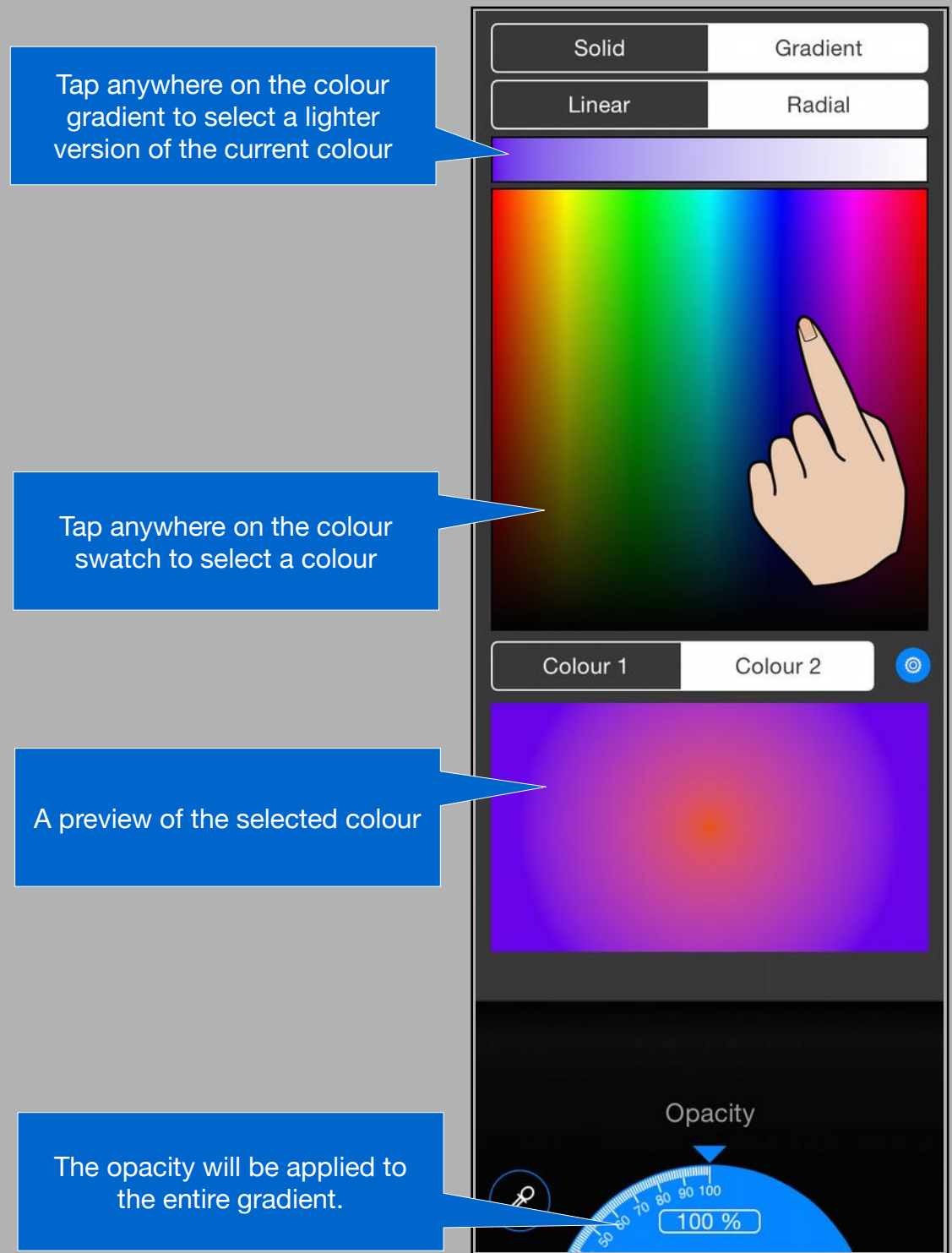
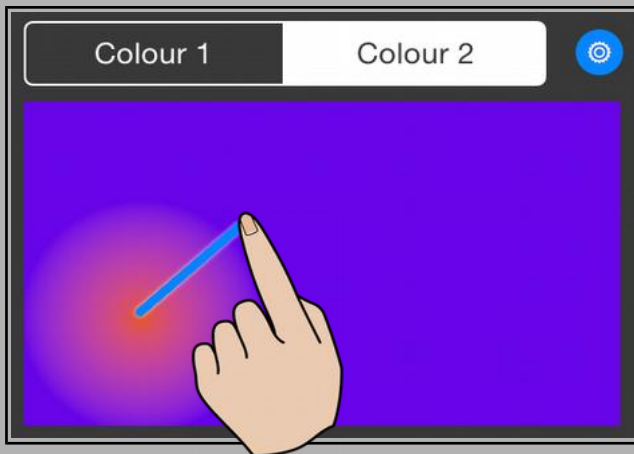
Selecting a Radial Gradient

Selecting a radial gradient requires two colours to be selected:

1. Press the 'Gradient' button
2. Press the 'Radial' button
3. Press the 'Colour 1' button and choose a colour
4. Press the 'Colour 2' button and choose a colour

Here, the 'preview' represents the drawing canvas. So, based upon the example (right), colour added to the middle of the canvas will be orange and colour added to the extreme right will be purple (with a smooth transition from orange to purple for any point in between).

You can change the position and radius of the gradient by dragging your finger across the preview:



The Colour Picker

Sometimes it can be useful to be able to select an existing colour from the canvas.

1. Press the  button

This will turn 'colour picking mode' on and the button will flash.

2. Touch anywhere on the canvas to pick the colour beneath your finger-tip.

3. Press the  button

This will turn 'colour picking mode' off and the button will stop flashing.

Useful Hints

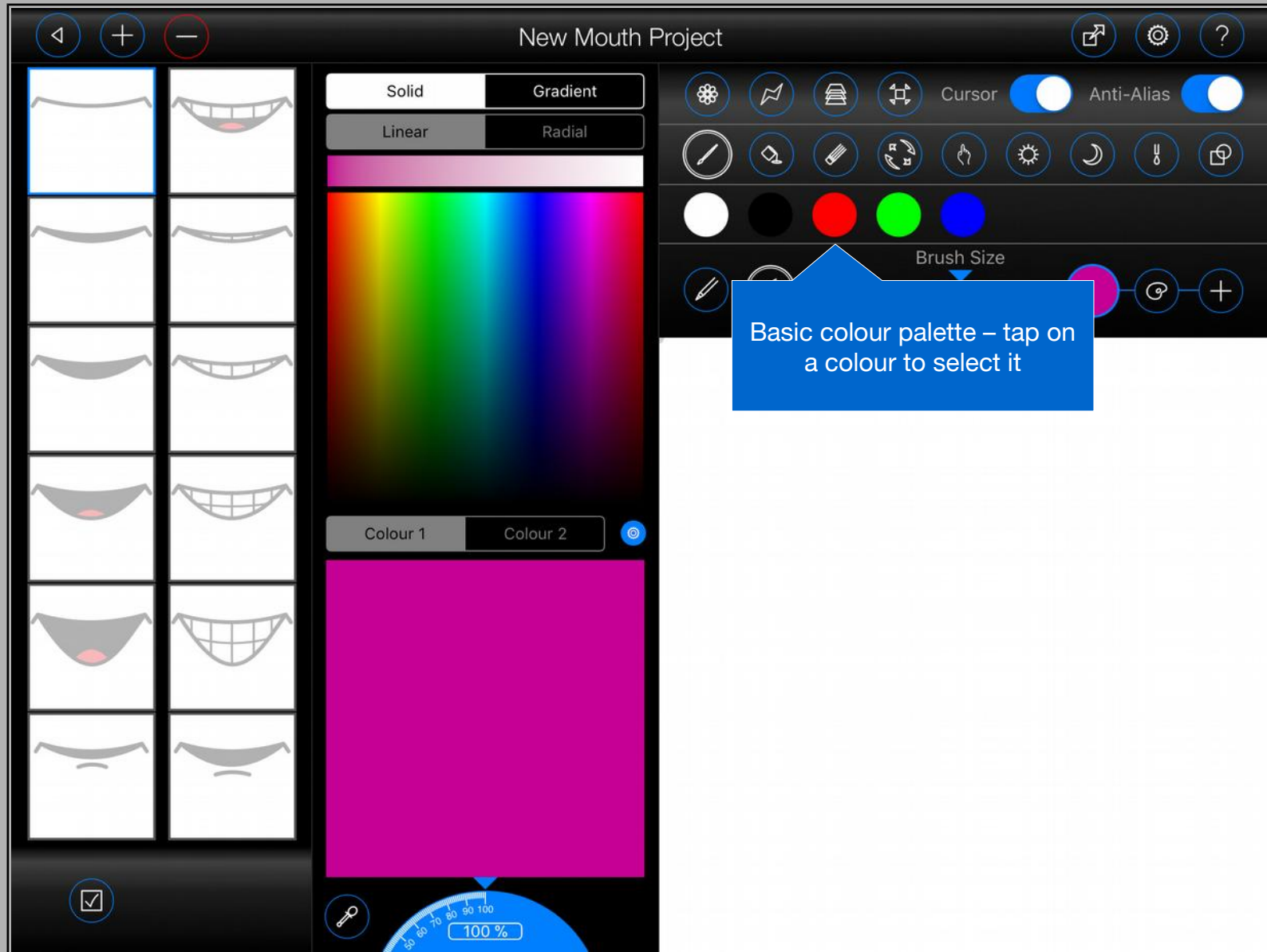
For precise colour selection, zoom in on the area of the canvas you are interested in before turning 'colour picking mode' on.

The colour will be selected from the active canvas layer. So please ensure that you've selected the correct layer prior to turning 'colour picking mode' on (see 'Layers', below, for more details on layer selection).



The Colour Palette

Whenever you create a new mouth project, Animation Pro will provide a basic 5 colour palette to get you started:

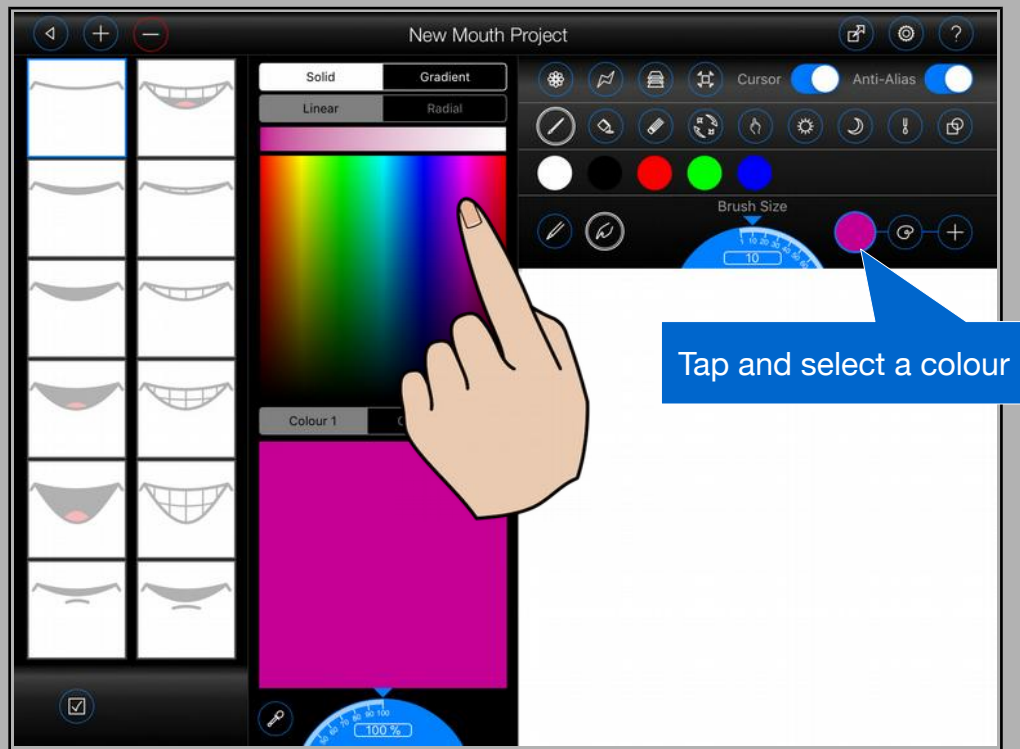


You can add as many colours as you like to the colour palette, please see below...

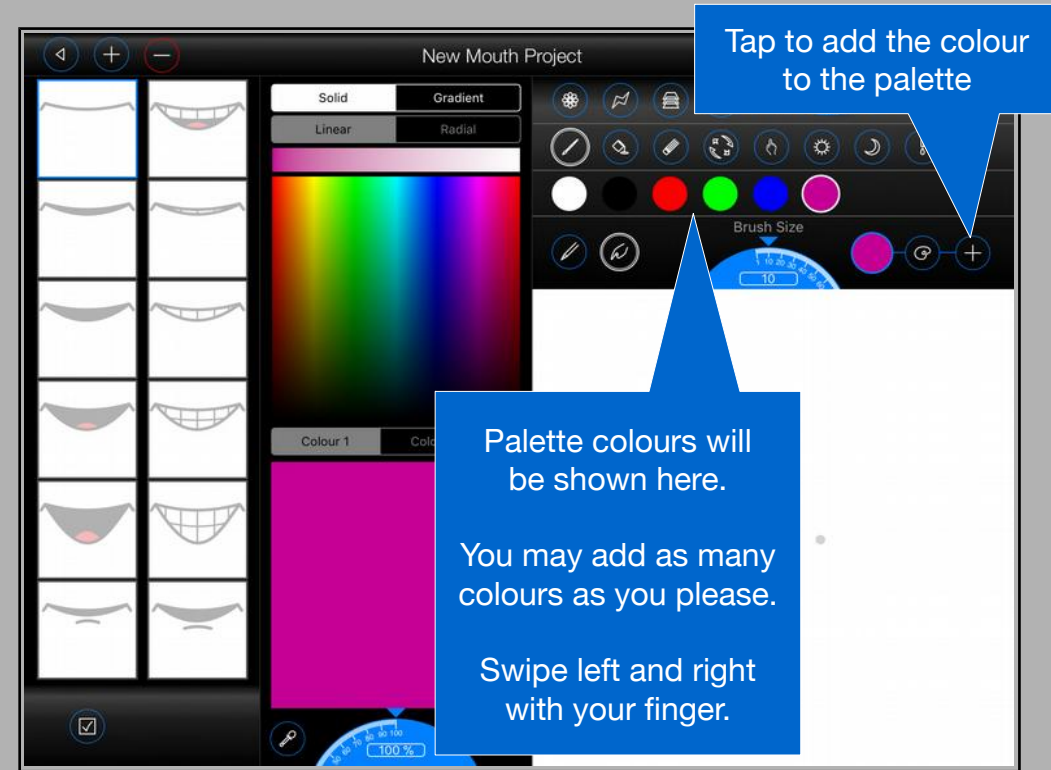
Adding a Colour to the Colour Palette

There are a couple of ways to add a colour to the colour palette:

1. Select a new colour:




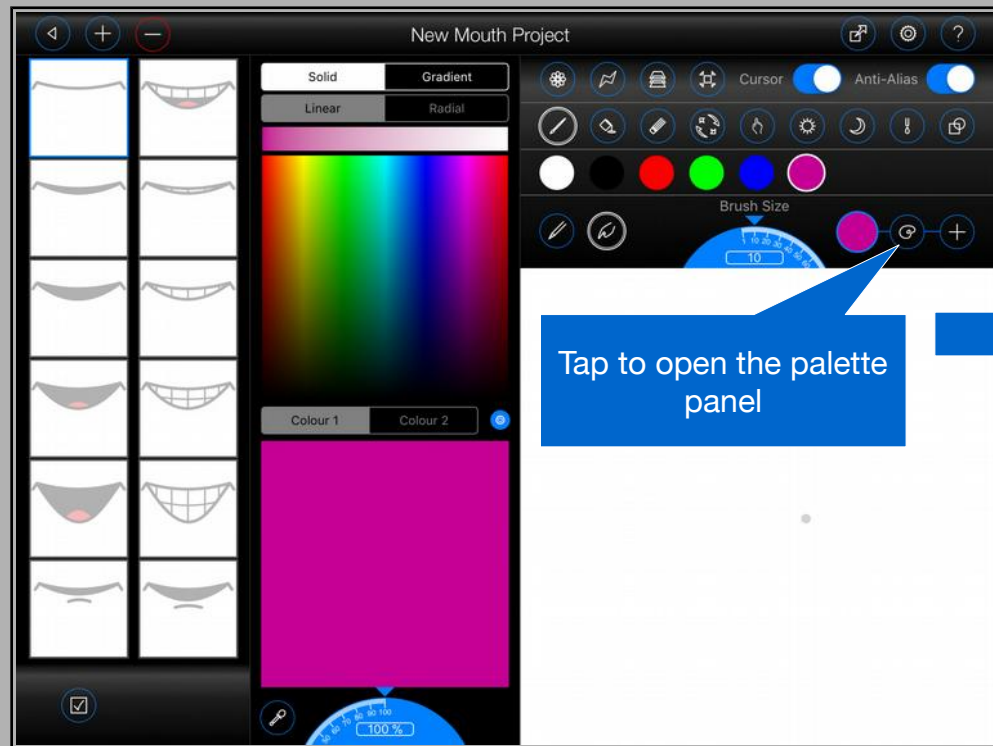
2. Press the  button (as shown below):




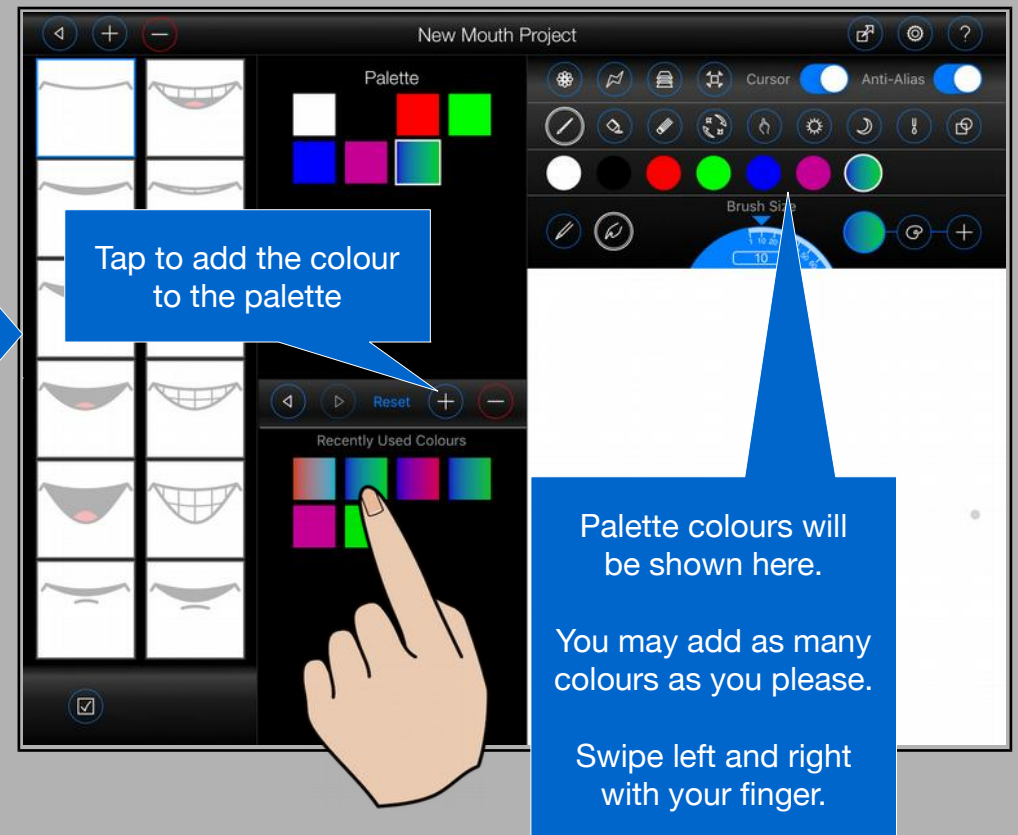
OR (see next page)

Adding a Recently Used Colour to the Colour Palette

1. Press the  button to open the palette panel:




2. Select one of the recently used colours and press the  button as shown below:

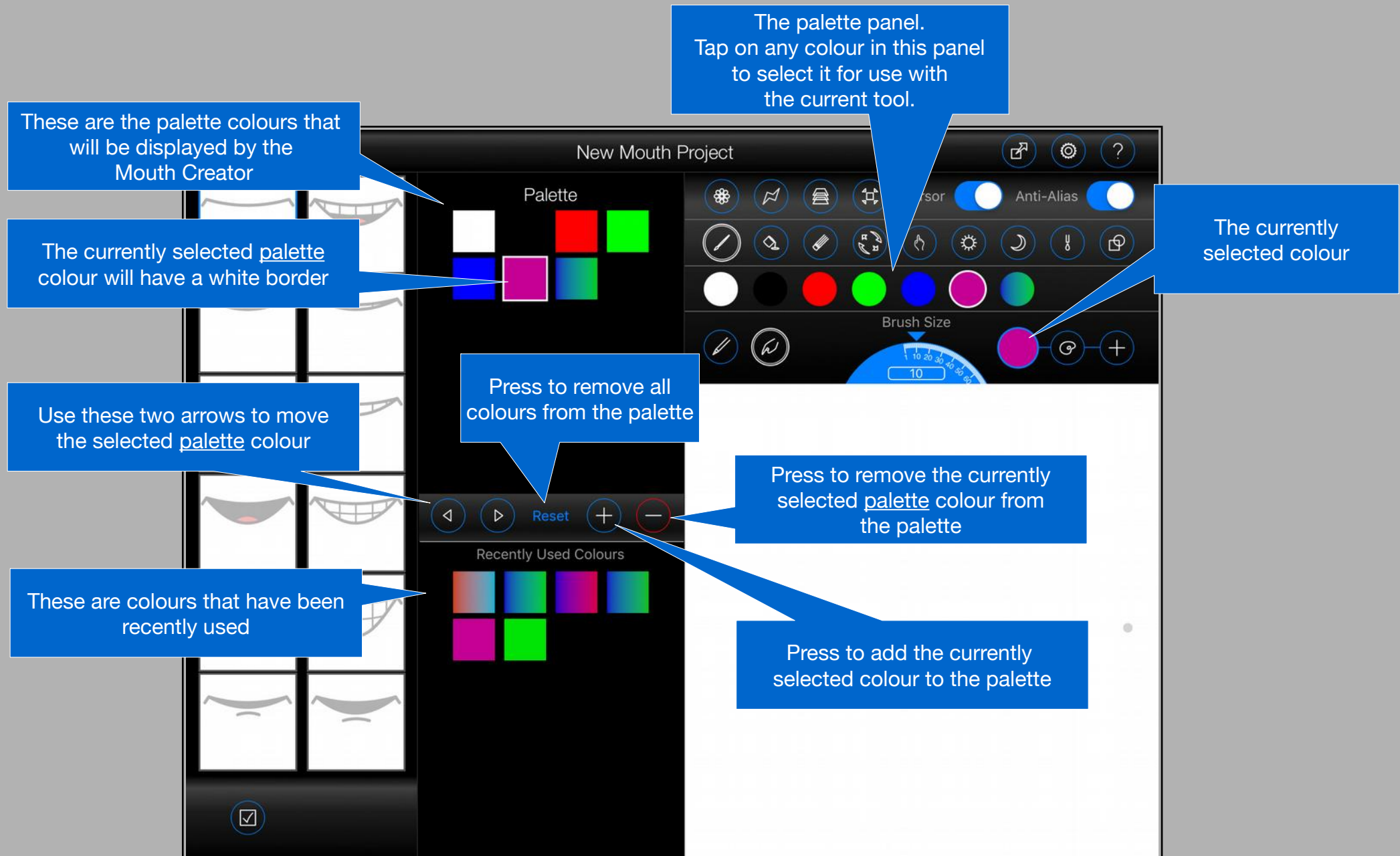


Please note:

Recently used colours will appear in the palette panel as colours are actually **used** in the Mouth Creator.

The Palette Panel


You can manage all of your palette colours via the palette panel. Press the  button at the top of the screen to open the palette panel:



Layers

The canvas is made up of 5 separate layers. Its kind of like having 5 transparent pieces of paper stacked on top of each other. You can draw on each of them independently to produce a single image i.e. the view of the stack from above. Furthermore, you can take those pieces of paper and rearrange them, remove one or more of them or even change their level of transparency/opacity.

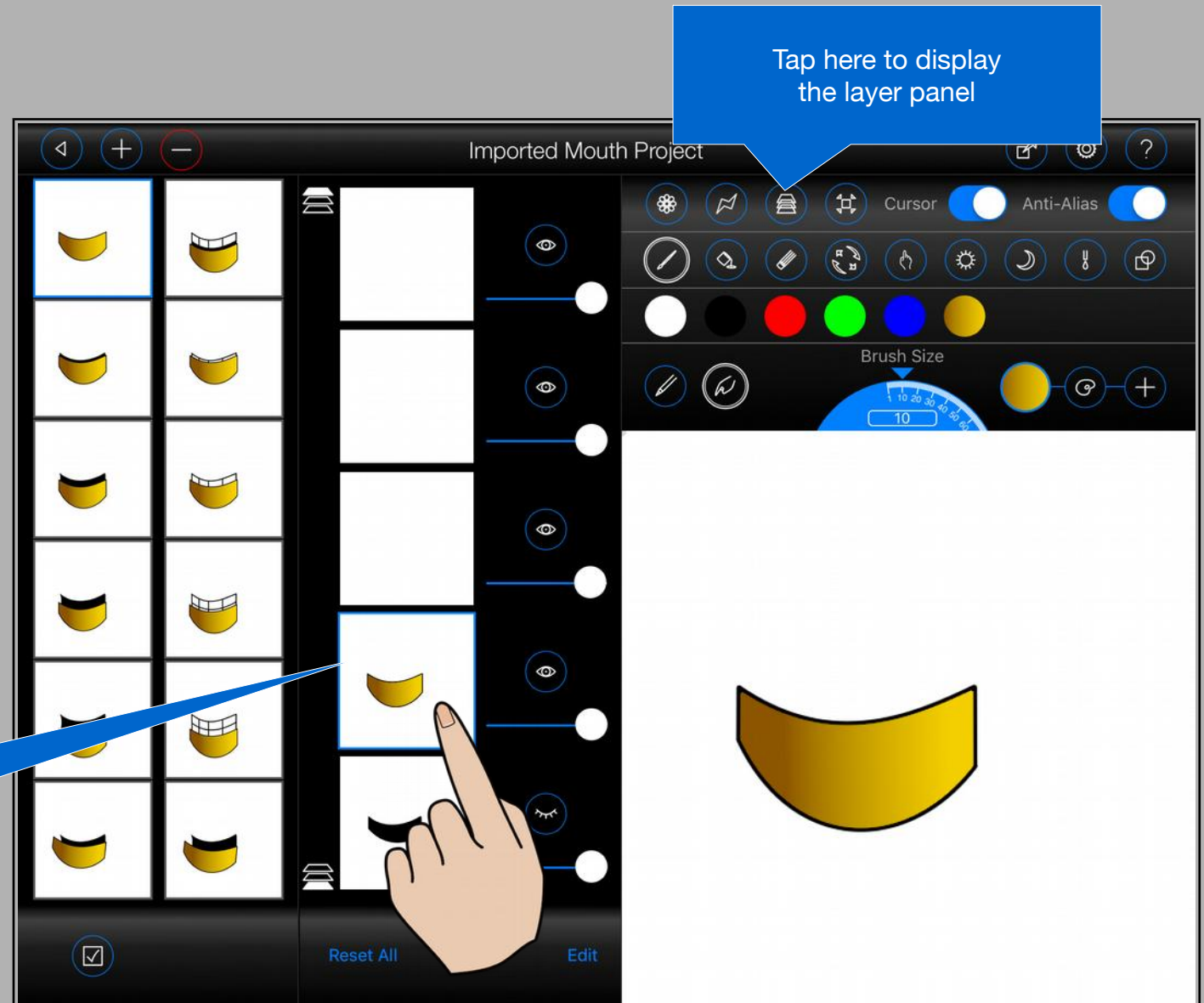
Selecting a Layer

1. Press the  button to display the layer panel (right).
2. Tap on a layer to select it.

The selected, or active layer, will be shown with a blue border.


The editing tools will target the selected layer only.

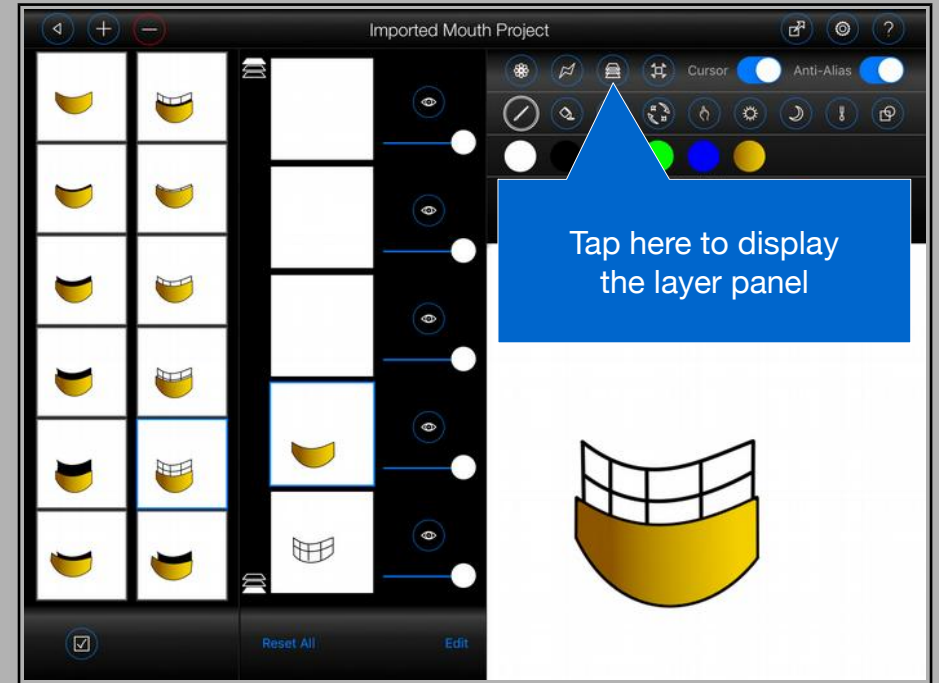
The currently selected layer



Hiding a Layer

Sometimes it can be useful to hide a layer so that you can see, and work on, another layer beneath.

1. Press the  button to display the layer panel (right).

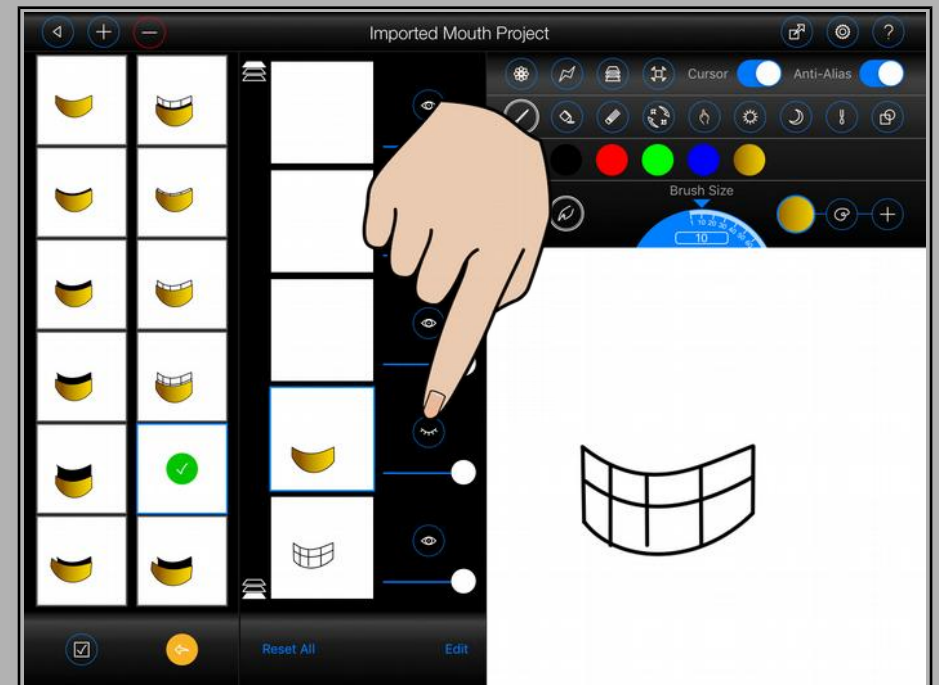


2. Press the  buttons to hide the desired layers.


When layers are hidden, the buttons will change to look like this:

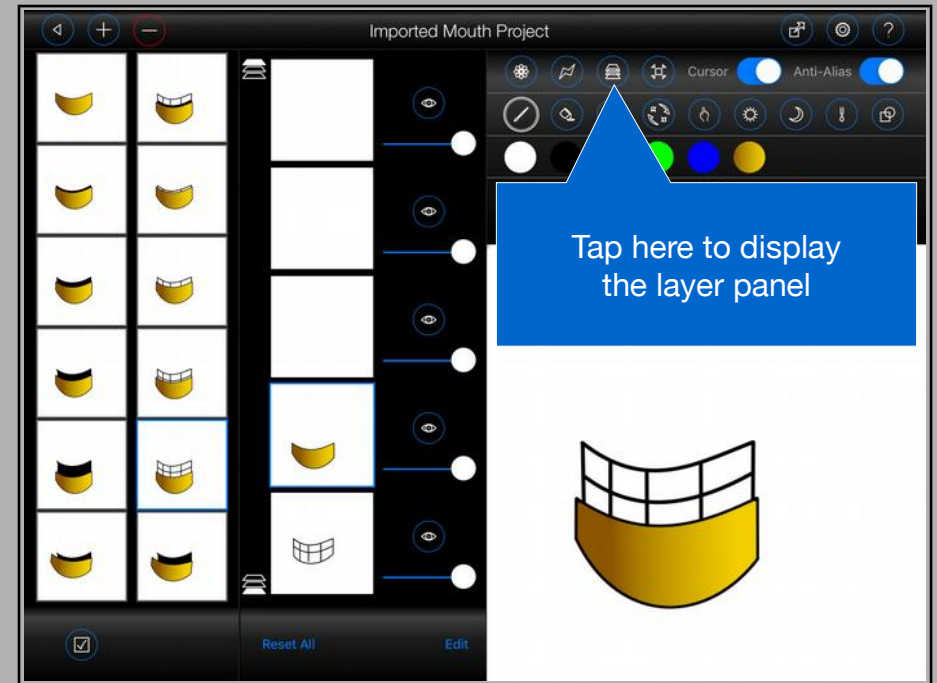


You can tap on these buttons to make the layers visible once again.

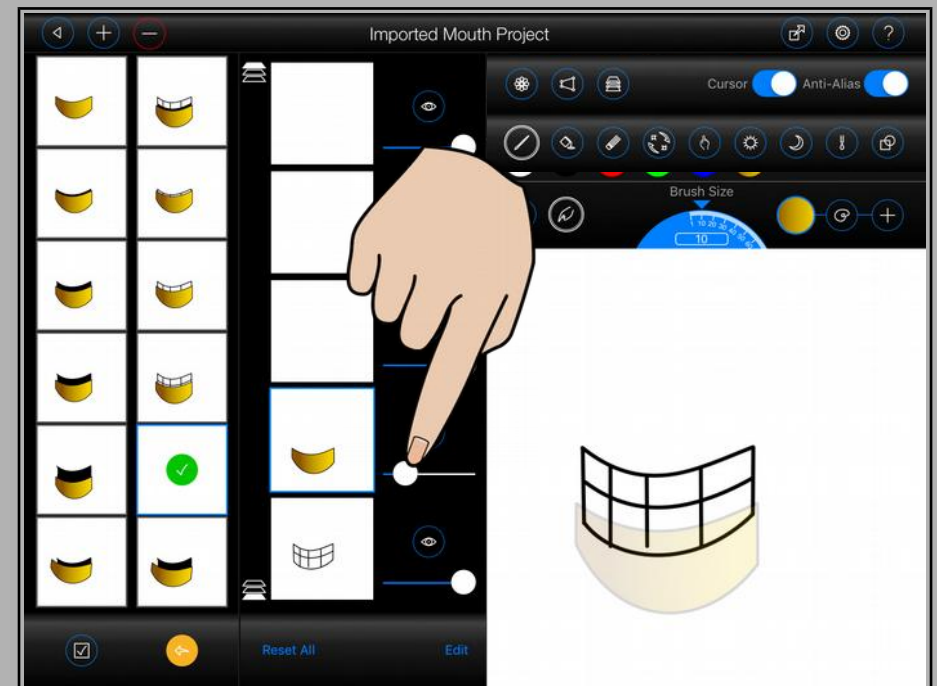


Changing the Opacity of a Layer


1. Press the  button to display the layer panel (right).

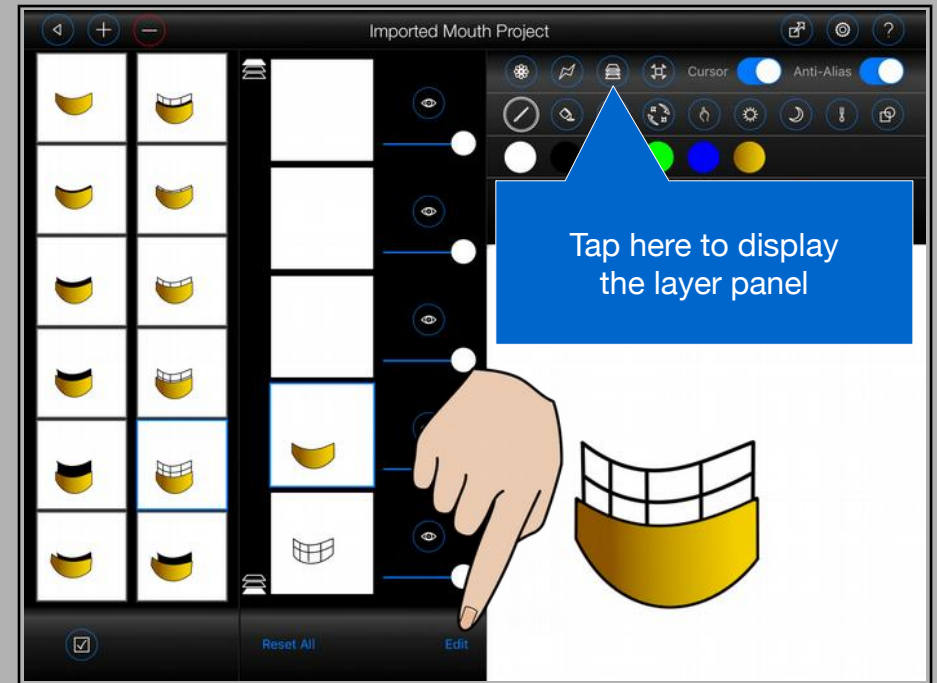



2. Drag the slider for a given layer to adjust its opacity.

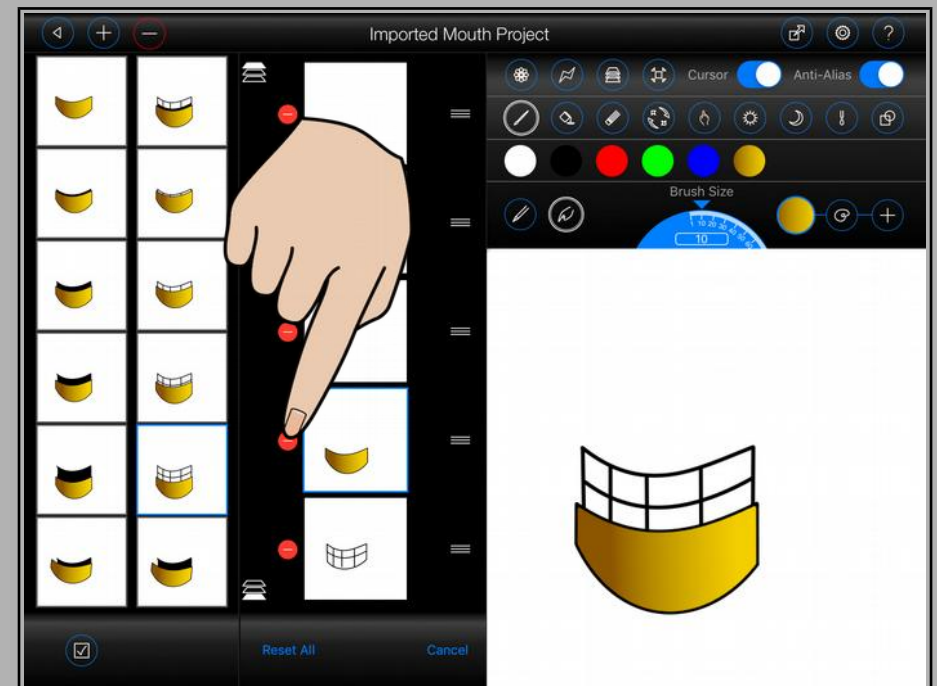


Removing the Content from a Layer

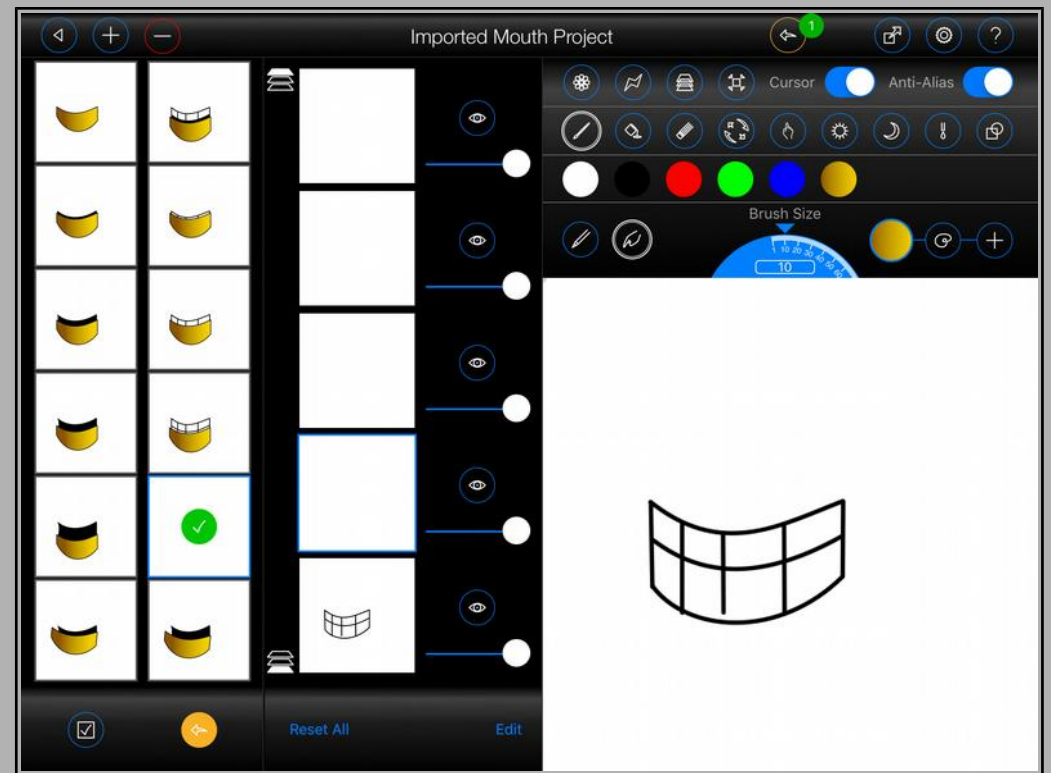
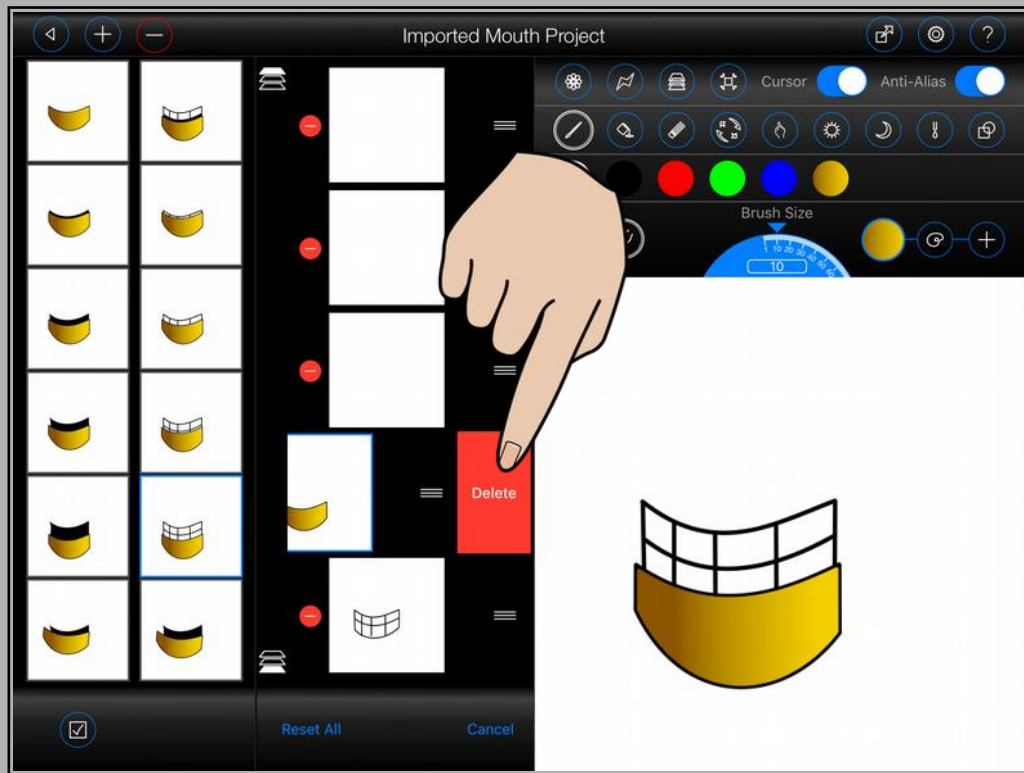
1. Press the  button to display the layer panel (right).
2. Press the 'Edit' button at the bottom of the layer panel.



3. Press the  button next to the layer that you wish to remove the content from.

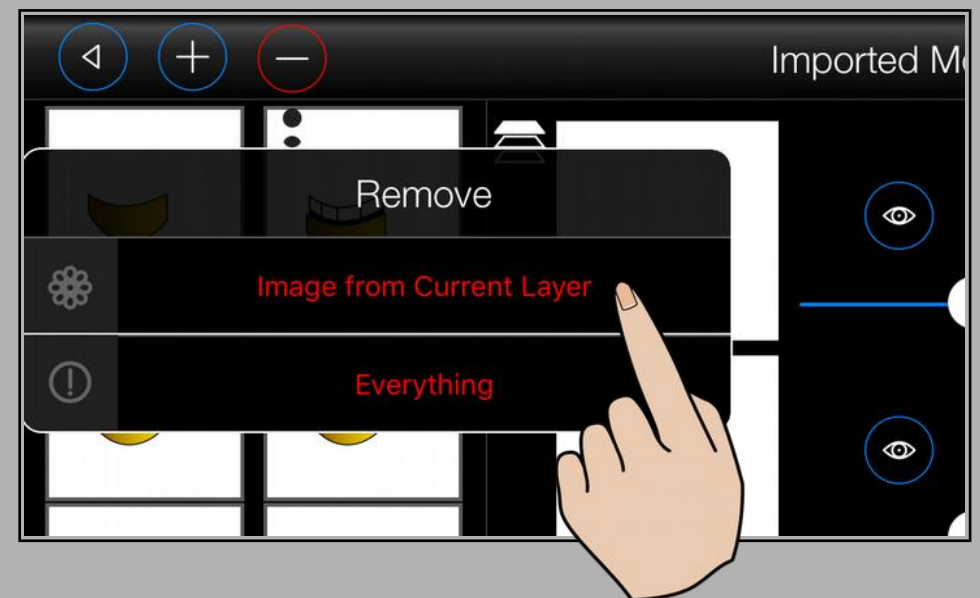


4. Confirm the removal by pressing the 'Delete' button:




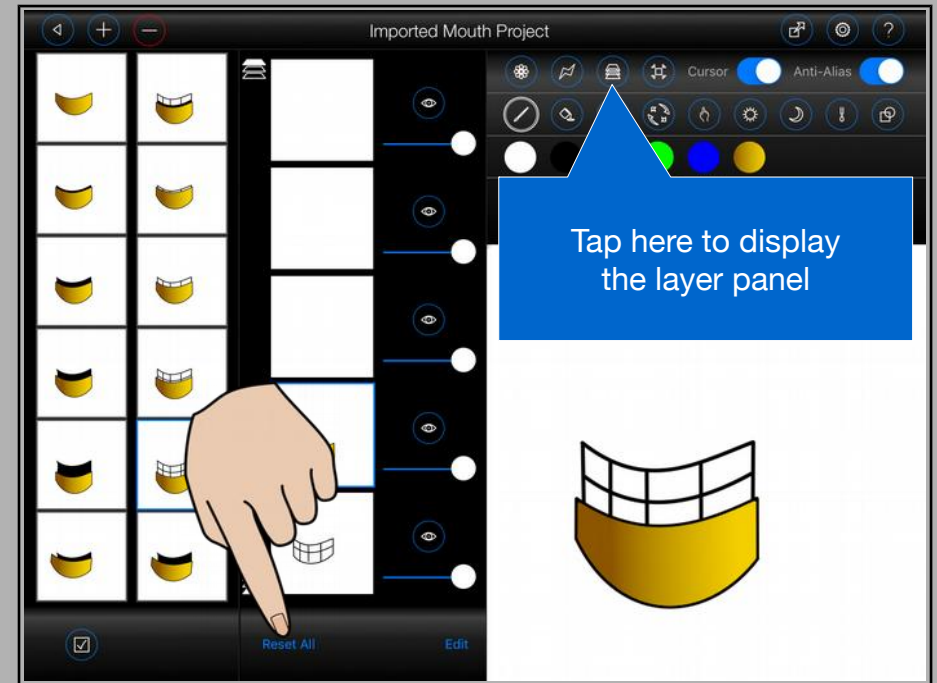
Removing the Content from the Selected Layer

A quick way to remove all of the content from the active layer is to select 'Image from Current Layer' from the 'Remove' menu:

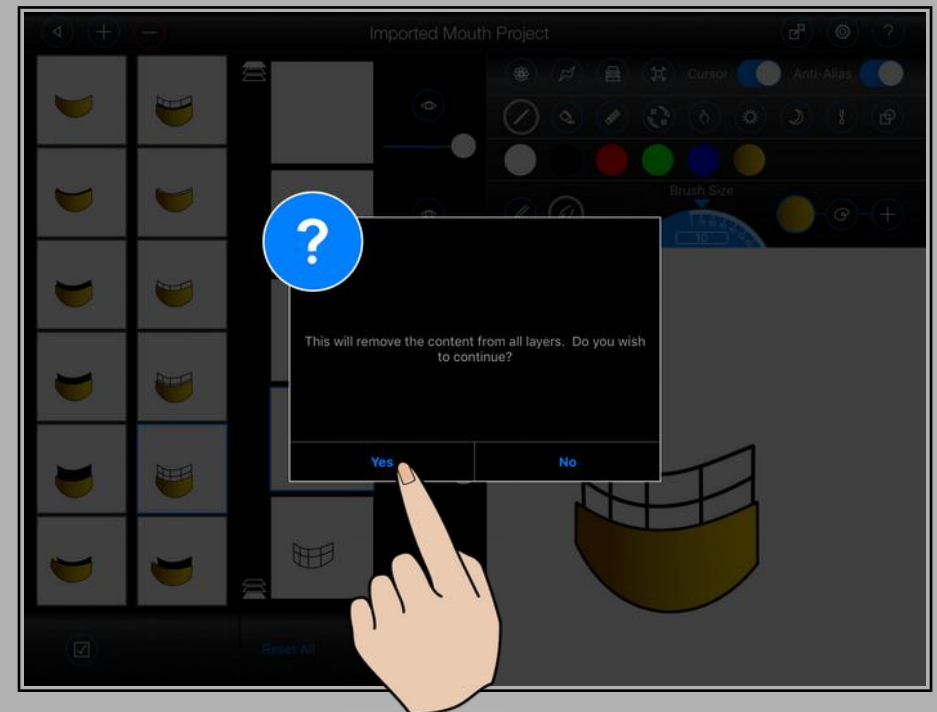


Removing the Content from All Layers


1. Press the  button to display the layer panel (right).
2. Press the 'Reset All' button at the bottom of the layer panel.

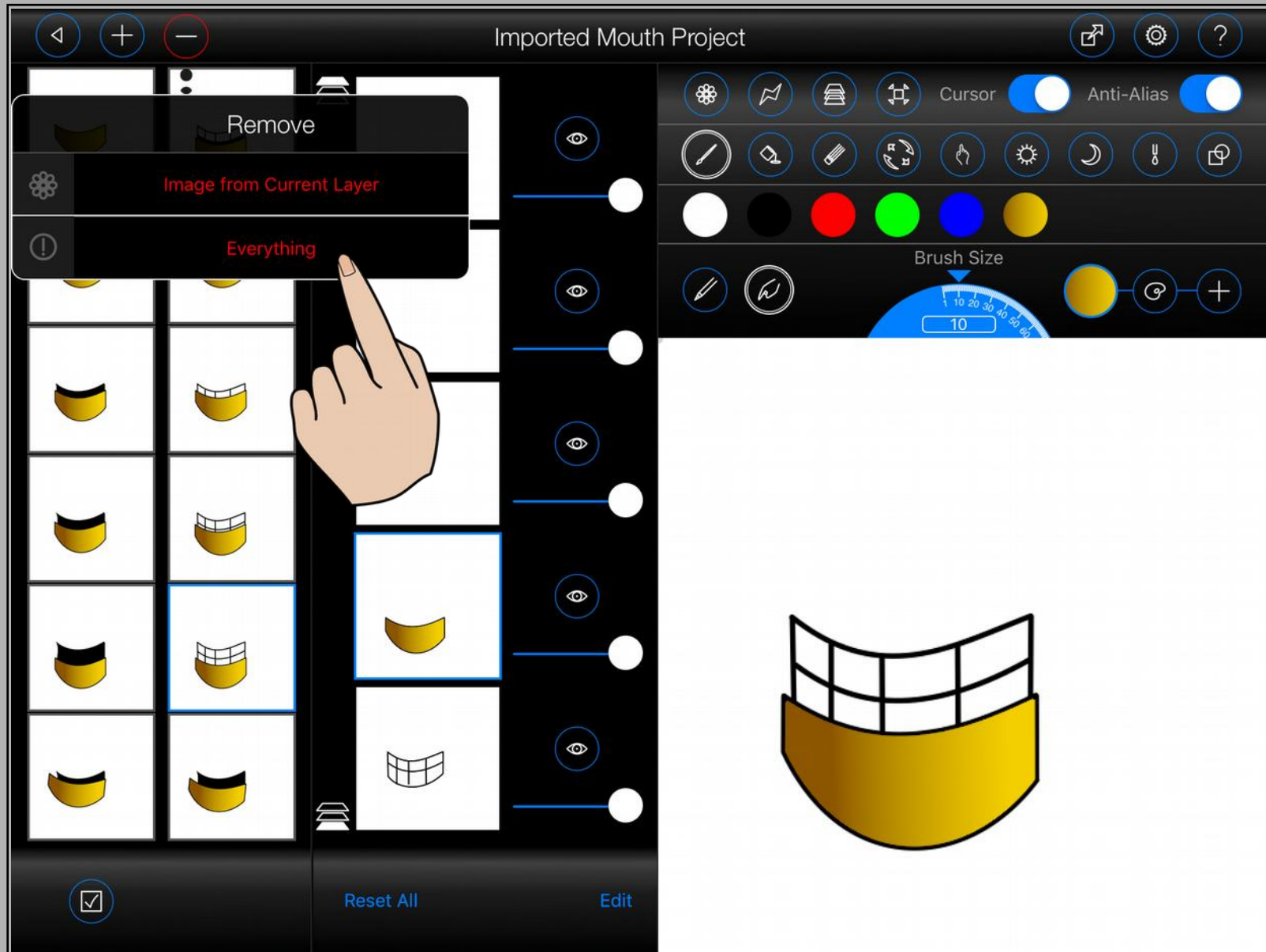


3. Select 'Yes' when prompted.




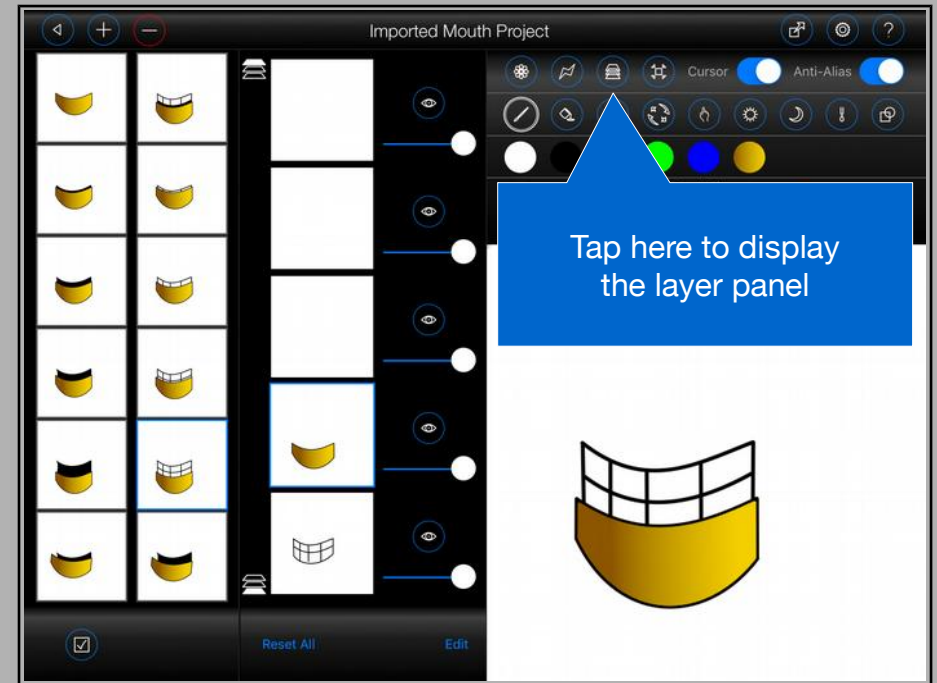
Alternatively, you can:


1. Press the  button at the top of the screen to open the 'Remove' menu
2. Press the 'Everything' button

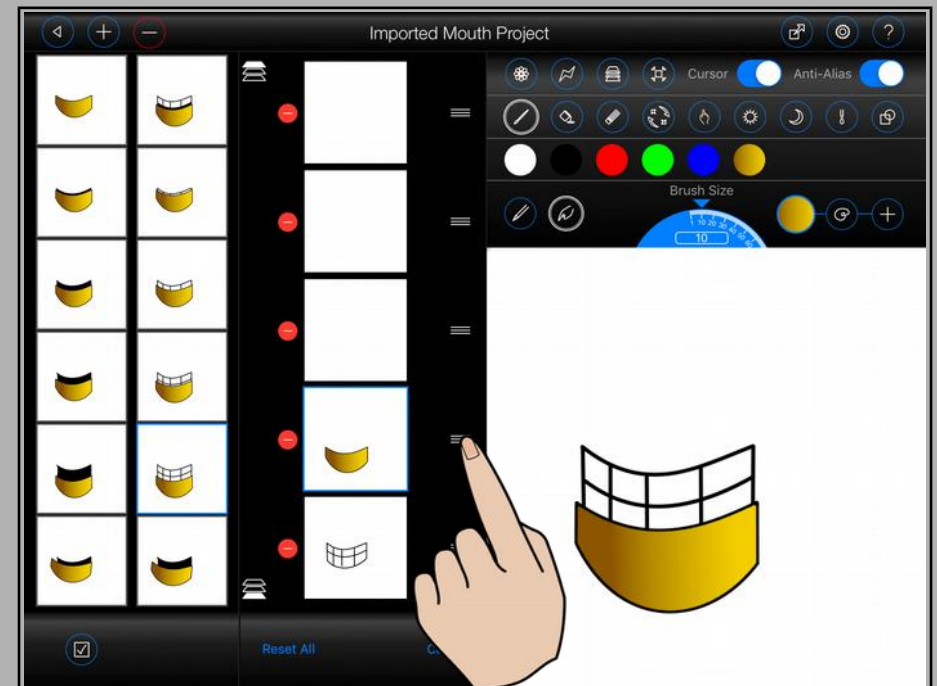


Rearranging Layers


1. Press the  button to display the layer panel (right).
2. Press the 'Edit' button at the bottom of the layer panel.



3. Drag layers up and down using the  handles:
4. Press the 'Cancel' button at the bottom of the layer panel when you're done.



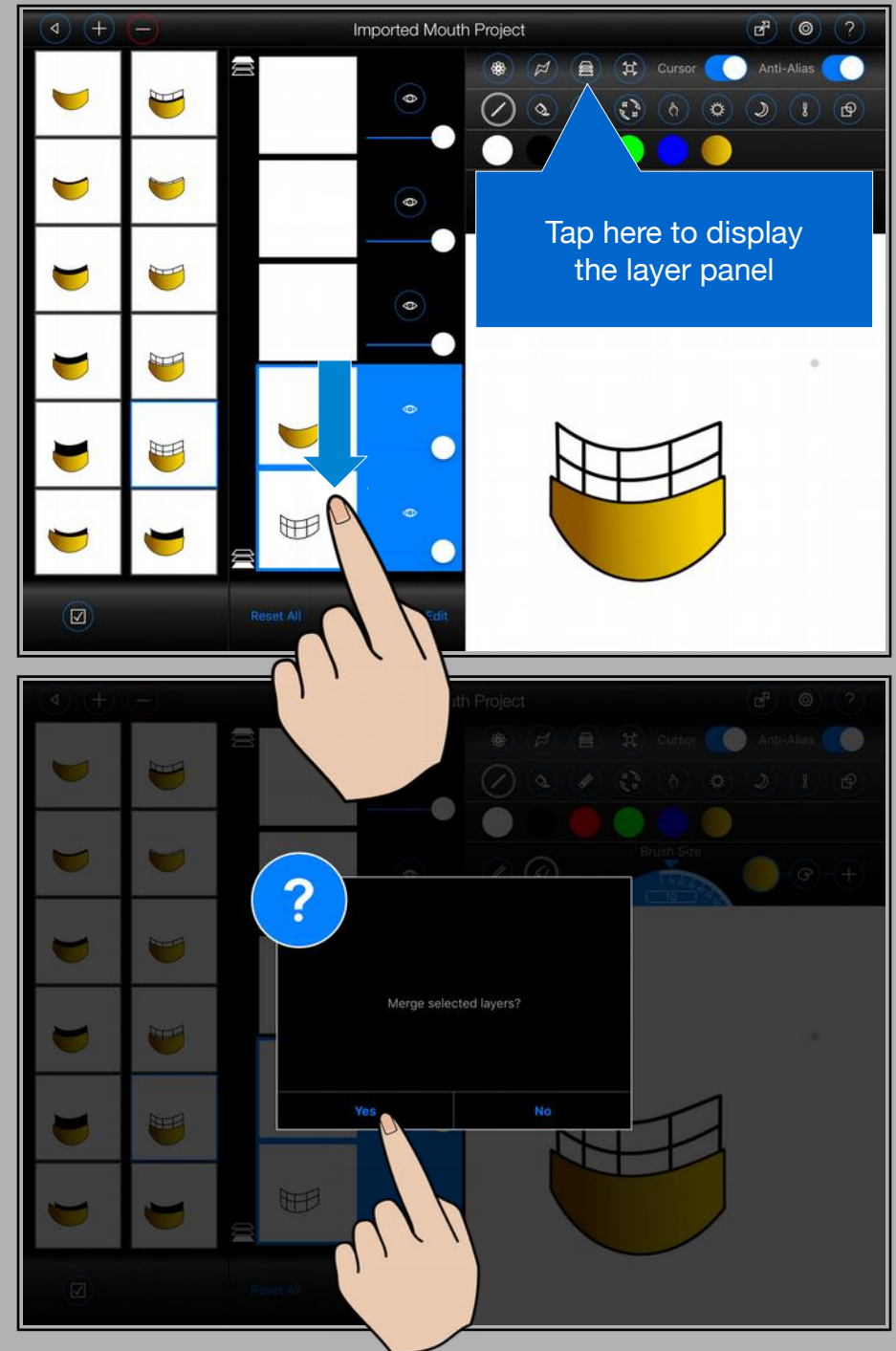
Merging Layers

1. Press the  button to display the layer panel (right).
2. Put your finger on a layer, drag over the layers that you'd like to merge it with and then release.


Please note:

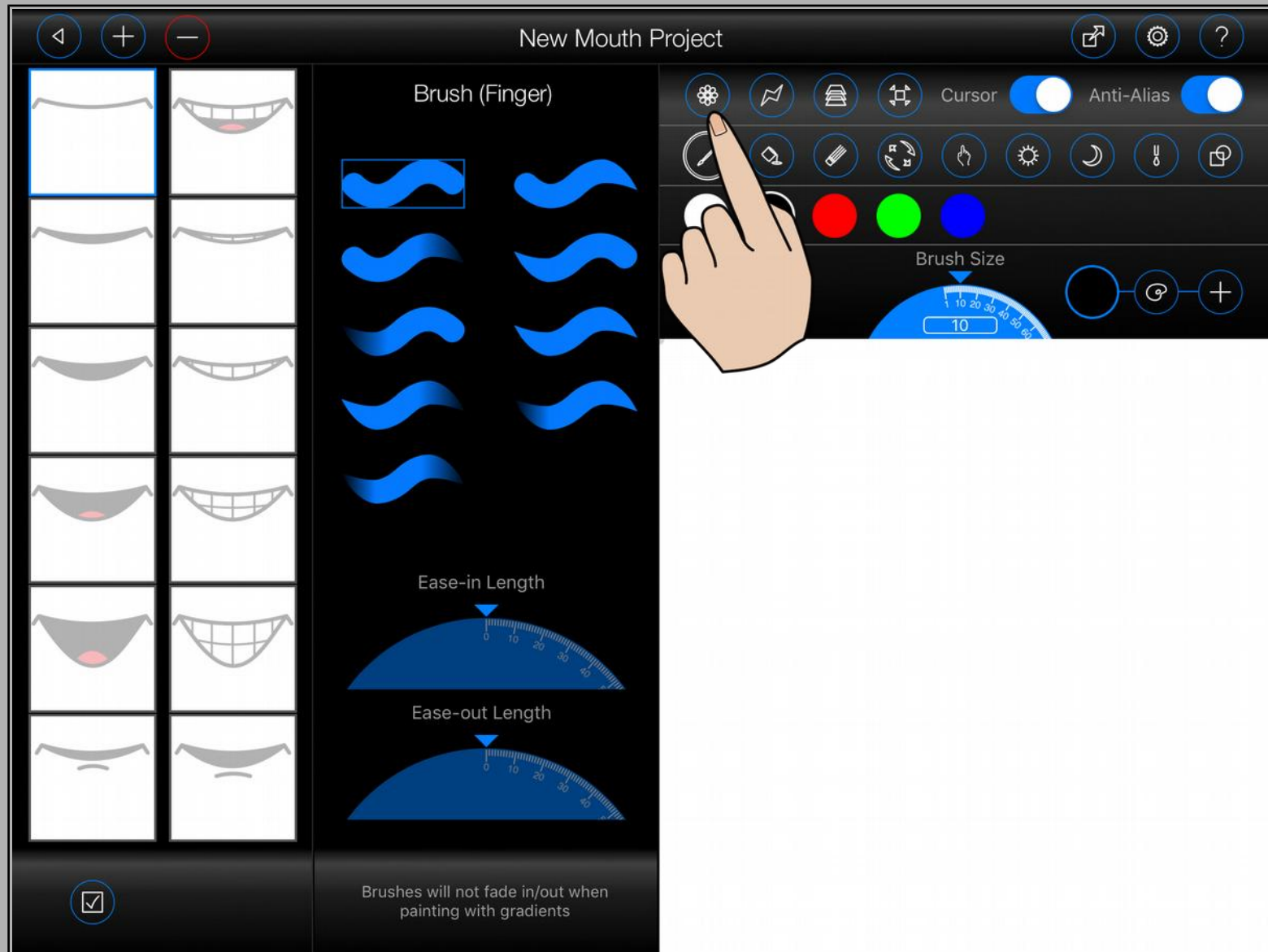
You can only merge layers with adjacent layers. If you wish to merge a layer with a non-adjacent layer, rearrange the layers first.

4. Select 'Yes' when prompted to complete the merge.

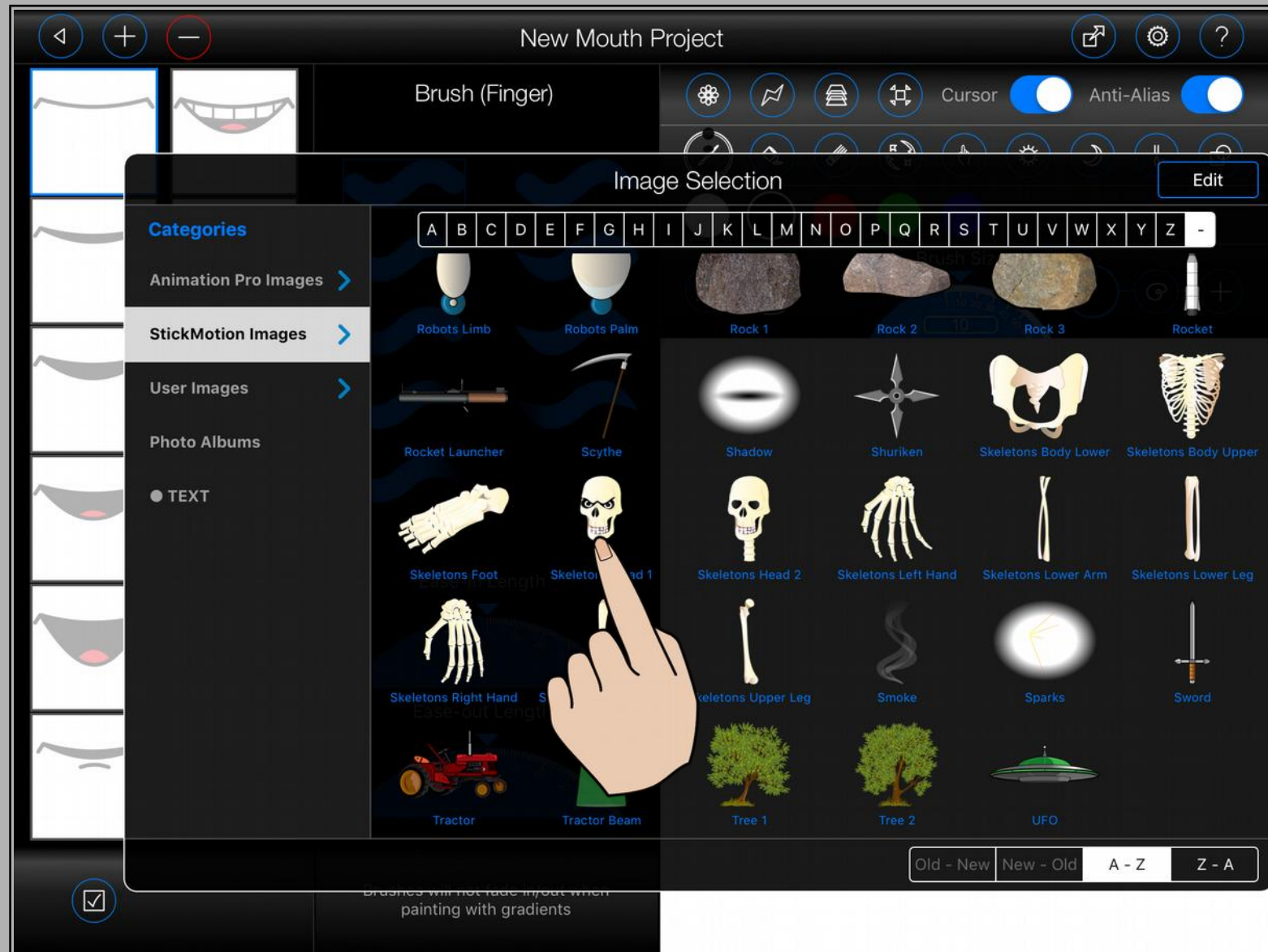


Adding Images

Press the  button to add an image to the active canvas layer:

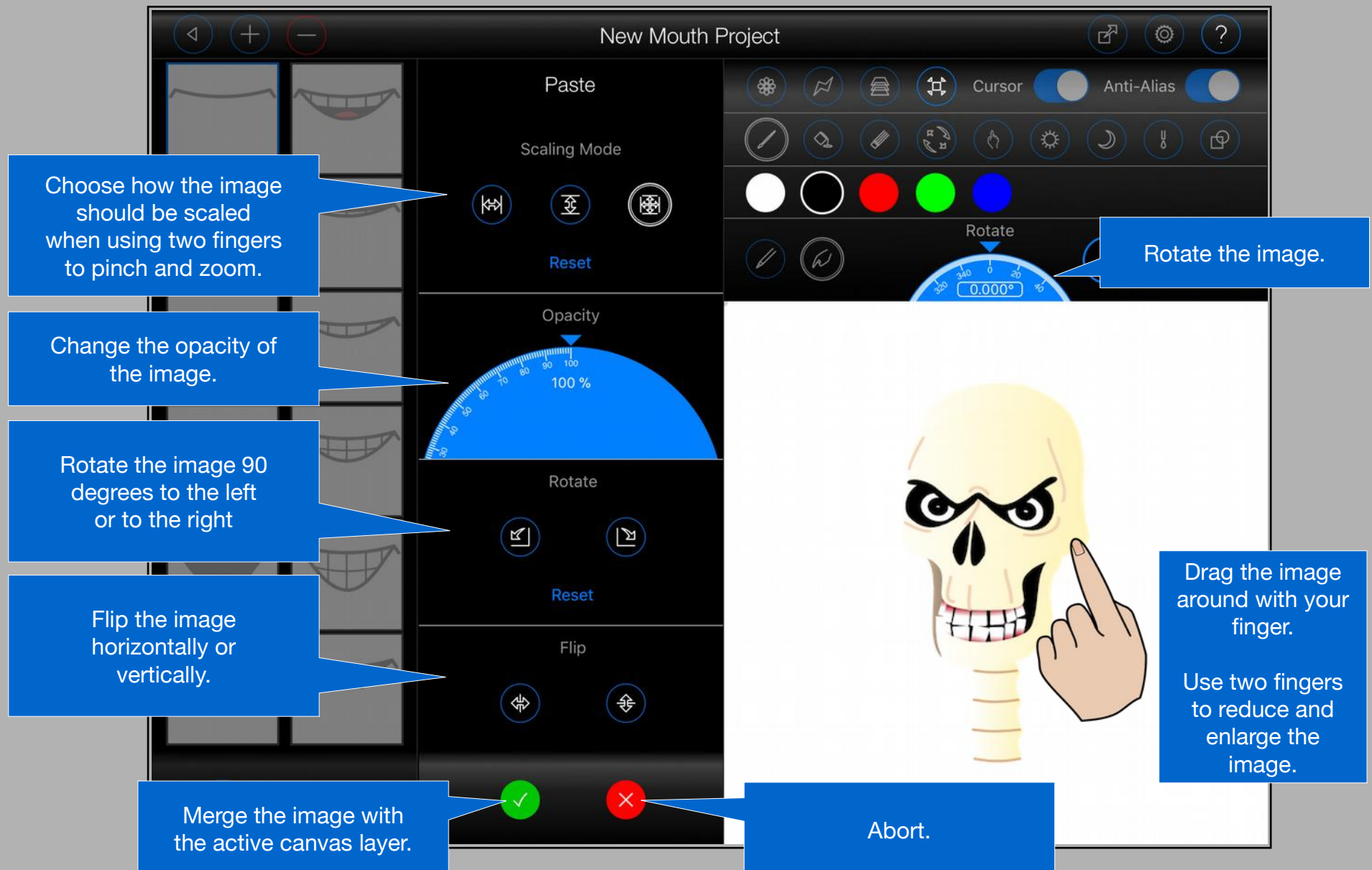


Animation Pro will display the 'Image Selection' file manager from which you can select the desired image:




For more information regarding the Animation Pro file manager, please refer to the 'File Manager' topic (left).

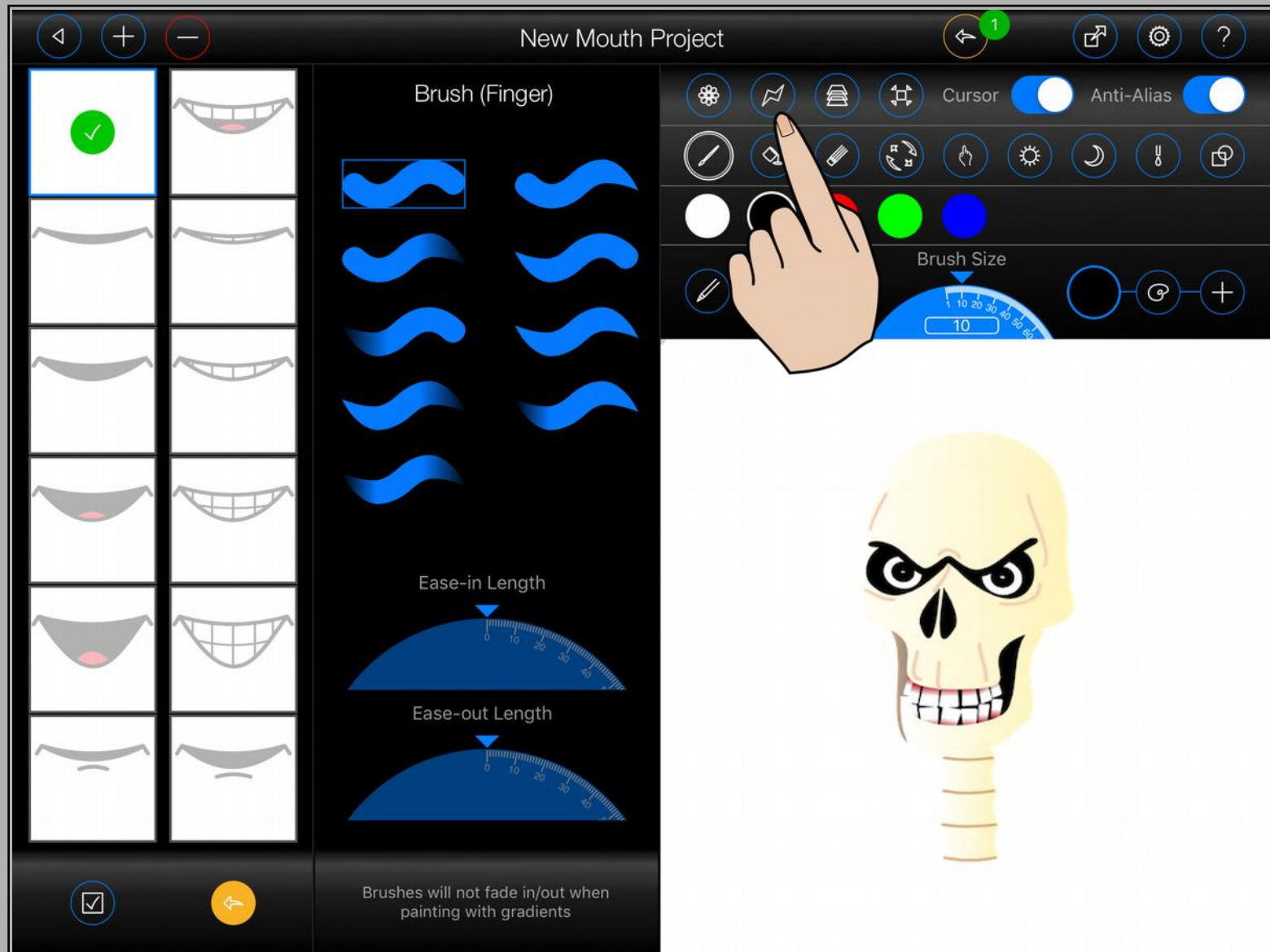
Images are not immediately inserted onto the active canvas layer. They may be moved, resized, rotated and flipped first using the controls on the 'Paste Options' panel or the 'Rotate' dial at the bottom of the screen:



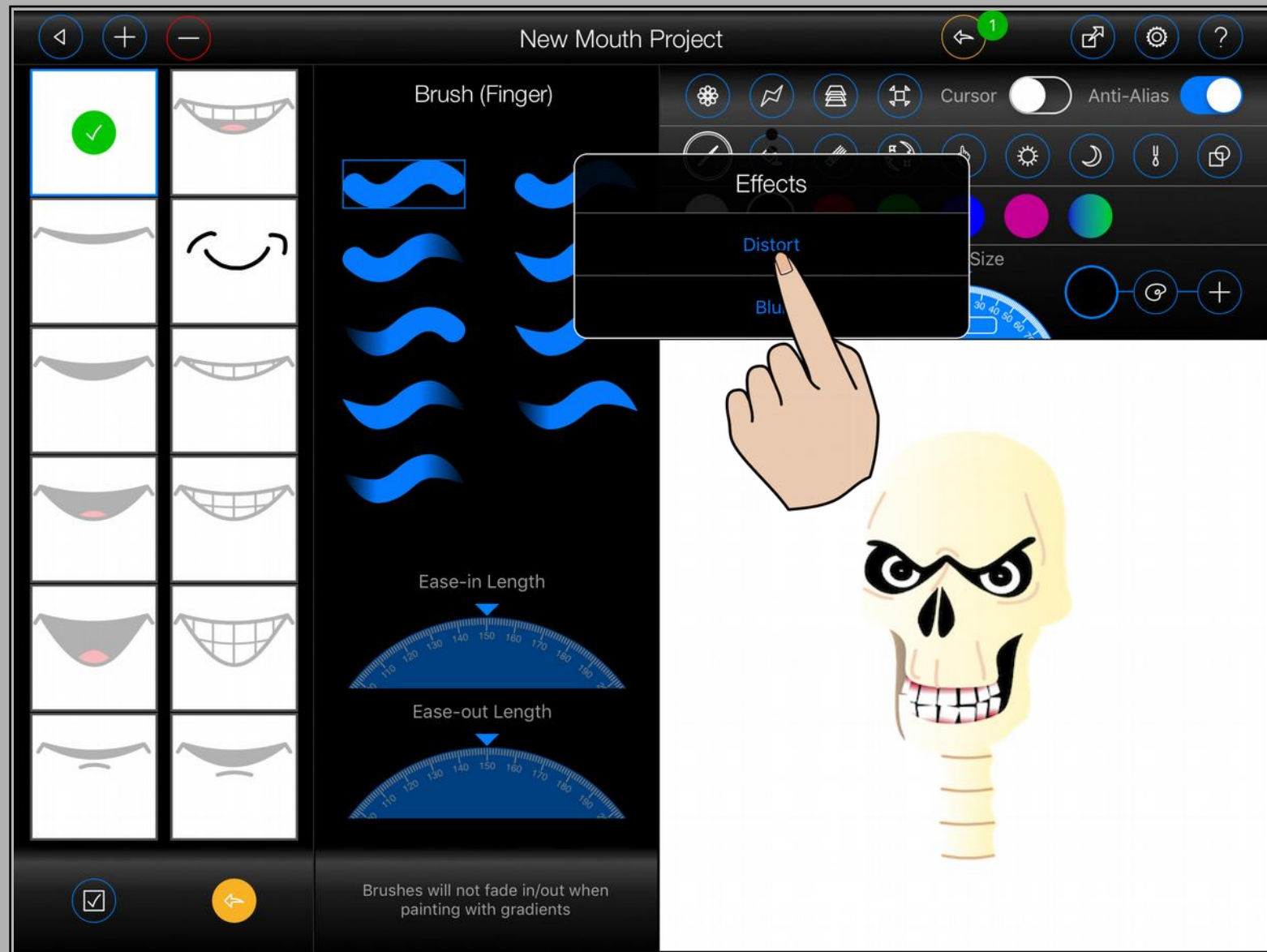
For more information regarding the 'Paste Options', tap [here](#).

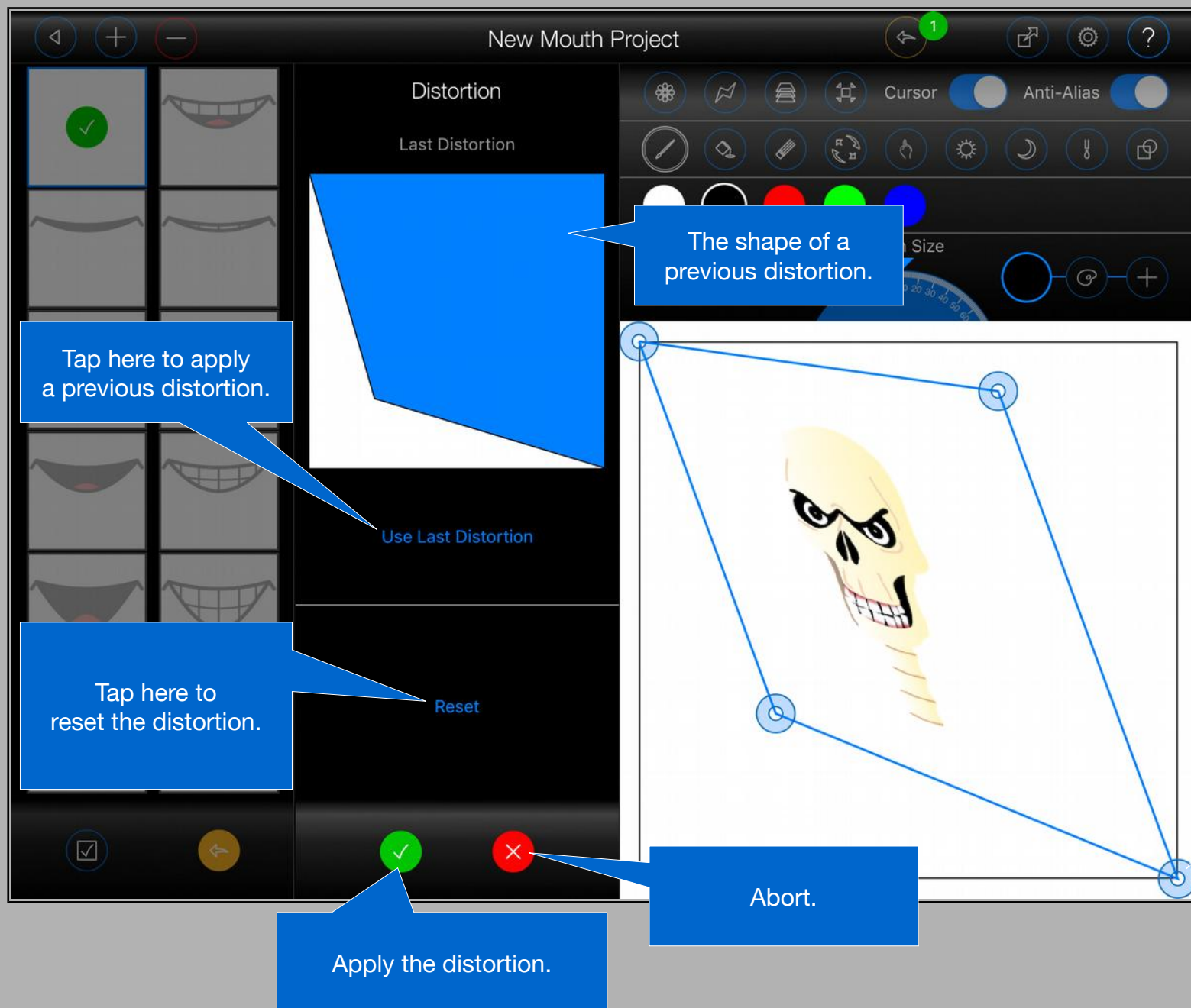
Distorting the Active Canvas Layer

Press the  button to open the 'Effects' menu:




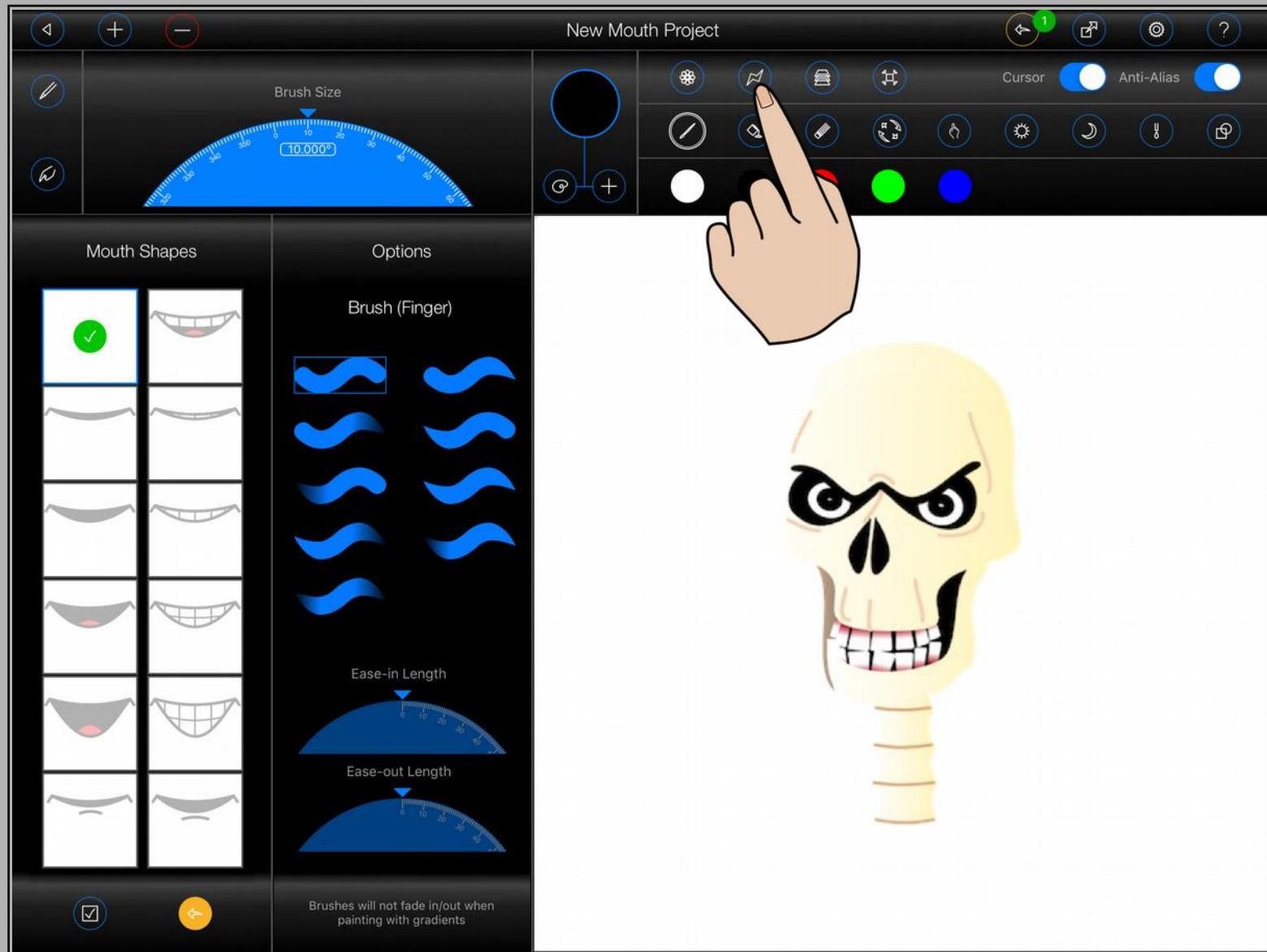
Select 'Distort' from the 'Effects' menu:



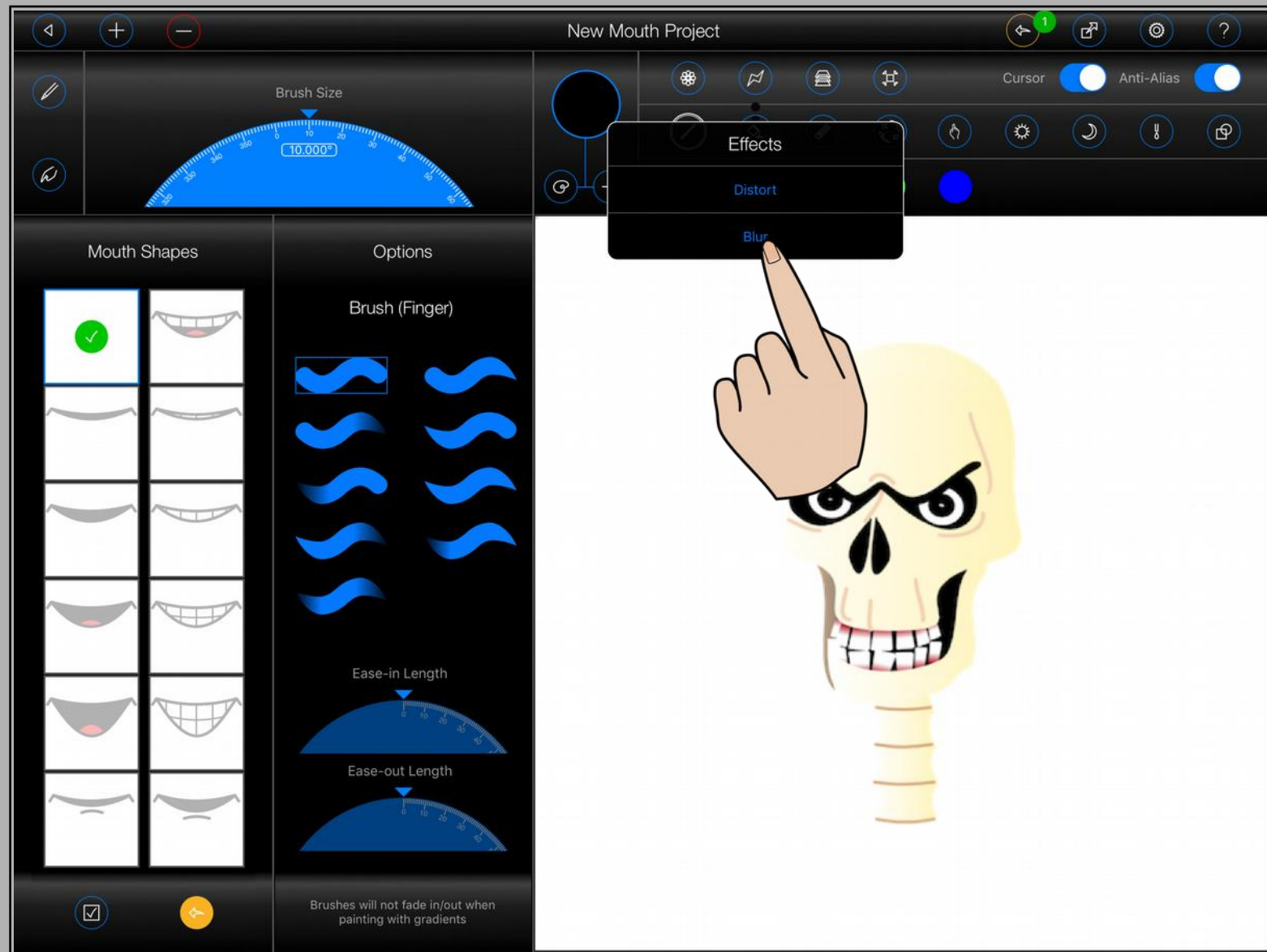


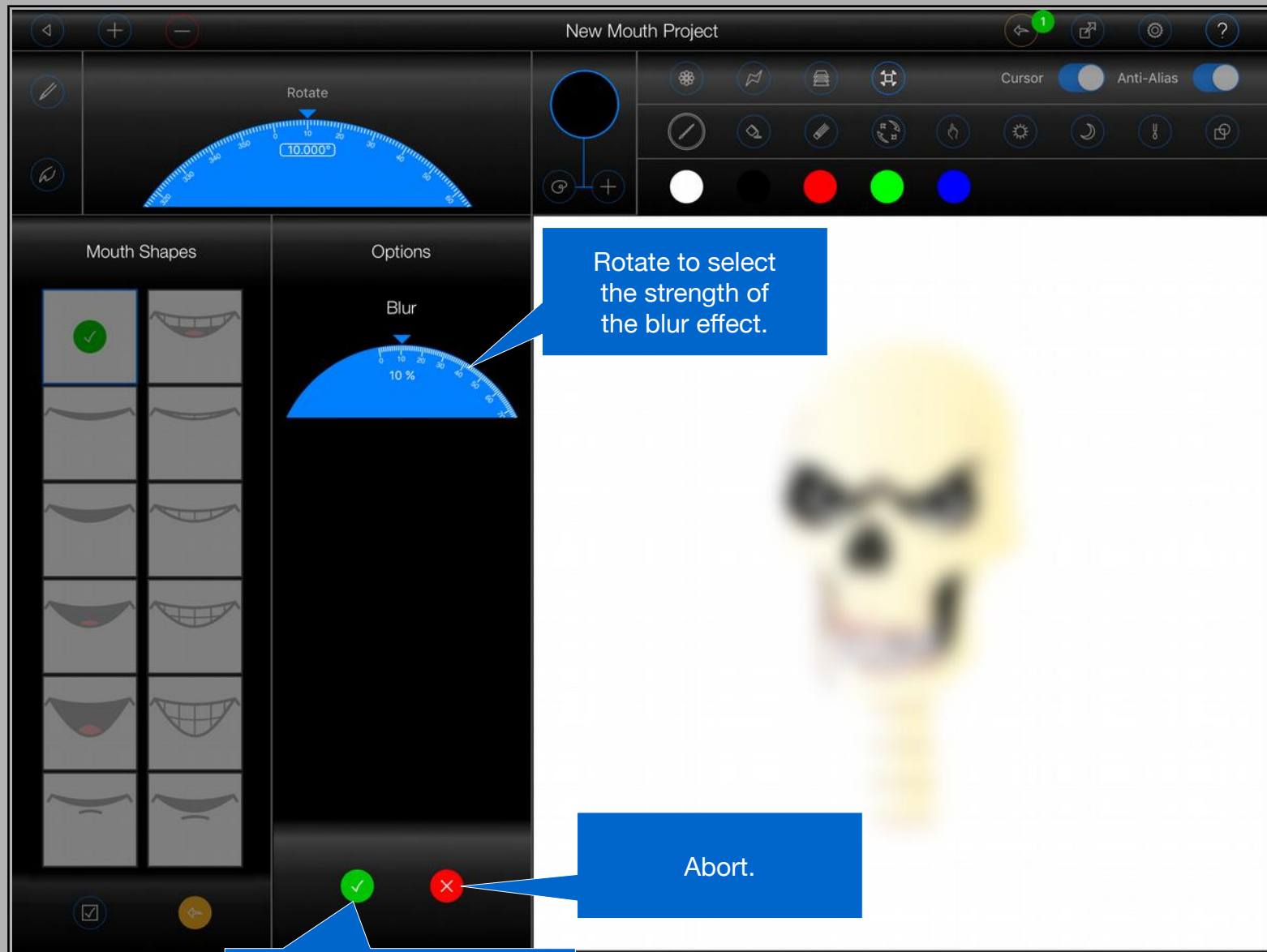
Blurring the Active Canvas Layer

Press the  button to open the 'Effects' menu:



Select 'Blur' from the 'Effects' menu:







Editing Tools Overview

The 'Mouth Creator' provides the following editing tools:

The transform tool

For transforming the content on the active canvas layer e.g. scaling, moving, rotating.

The selection tool

For selecting content from the active canvas layer for cut, paste and copy operations.

The lighten tool

For making parts of the active canvas layer lighter.



The brush tool

For painting/drawing on the active canvas layer.



The fill tool

For filling an area of the active canvas layer with a given colour.



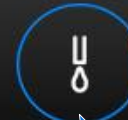
The eraser tool

For removing content from the active canvas layer.



The darken tool

For making parts of the active canvas layer darker.



The tint tool


For tinting parts of the active canvas layer with a given colour.

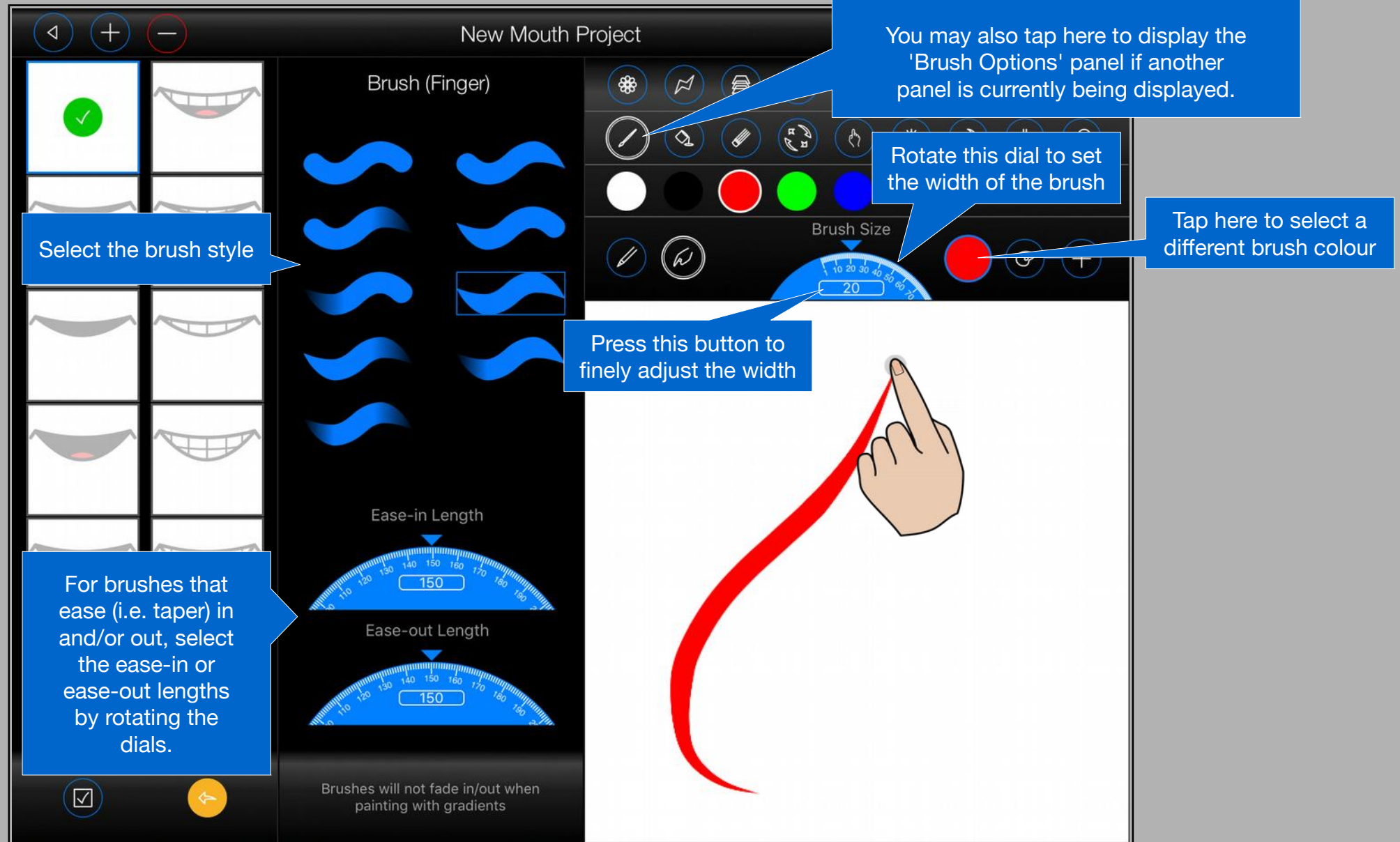


The shape tool

For adding shapes to the active canvas layer.

The Brush Tool

Select the brush tool, , to start 'painting' on the active canvas layer:



The screenshot shows the 'New Mouth Project' interface. On the left, there's a grid of brush styles. In the center, there's a 'Brush (Finger)' section with various blue wavy brush strokes. On the right, there's a 'Brush Options' panel with a 'Brush Size' dial, a color selection wheel, and two 'Ease' dials. A hand is shown painting a red line on the canvas.

Tap here to select the brush tool.

You may also tap here to display the 'Brush Options' panel if another panel is currently being displayed.

Select the brush style

Rotate this dial to set the width of the brush

Tap here to select a different brush colour

Press this button to finely adjust the width

For brushes that ease (i.e. taper) in and/or out, select the ease-in or ease-out lengths by rotating the dials.


Ease-in Length

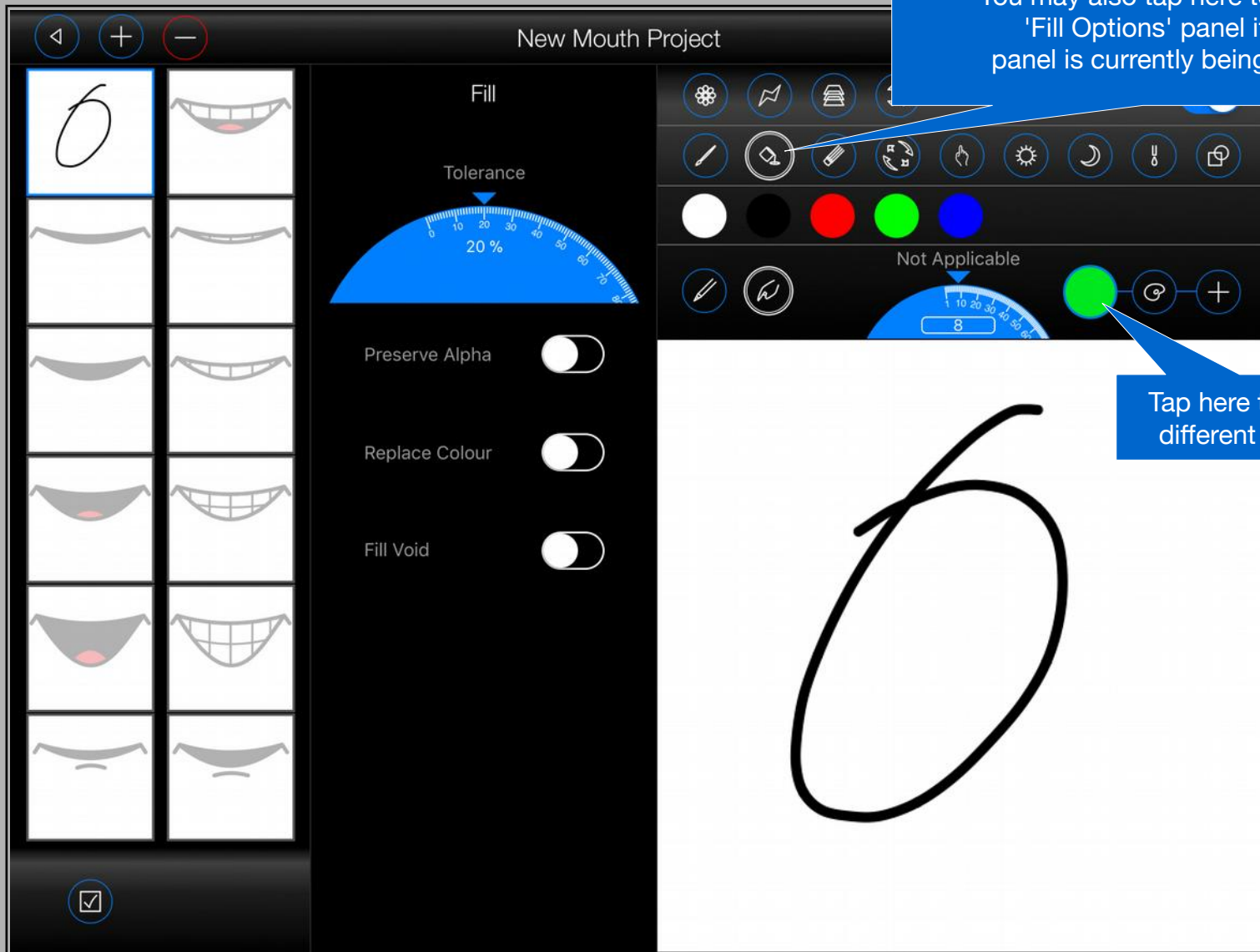
Ease-out Length

Brushes will not fade in/out when painting with gradients

Please note: The brush options will be different when using an Apple Pencil (please see the 'Apple Pencil' topic, left).

The Fill Tool

Select the fill tool, , to fill part of the active canvas layer with a given colour:



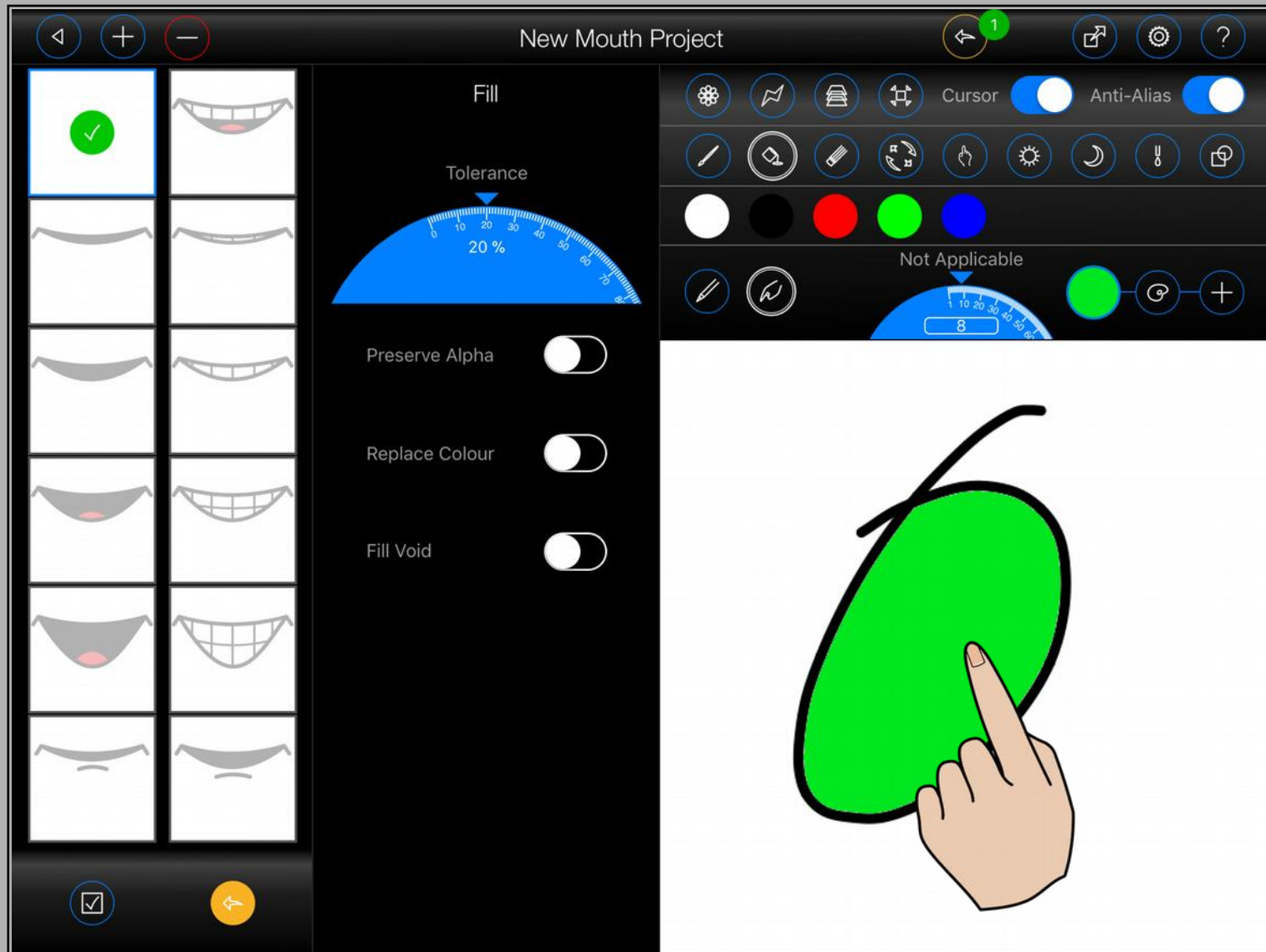
Tap here to select the fill tool.

You may also tap here to display the 'Fill Options' panel if another panel is currently being displayed.

Tap here to select a different fill colour

Filling with Solid Colours

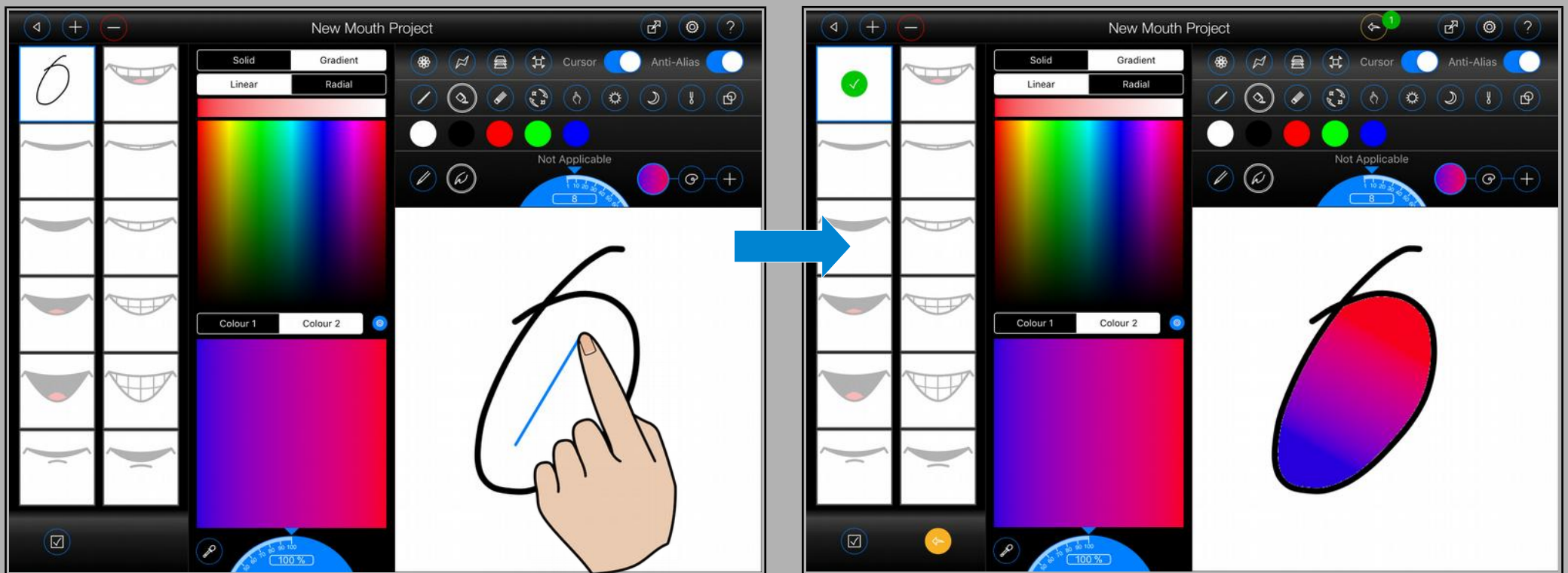
Tap anywhere on the active canvas layer to fill with a solid colour:



Filling with a Linear Gradient

Drag your finger across the active canvas layer to draw a blue line. When you release, the area will be filled with a [linear gradient](#), where:

- The start of the line will be colour 1
- The end of the line will be colour 2
- The angle and length of the line will determine the transition between colour 1 and colour 2 (see the example below)

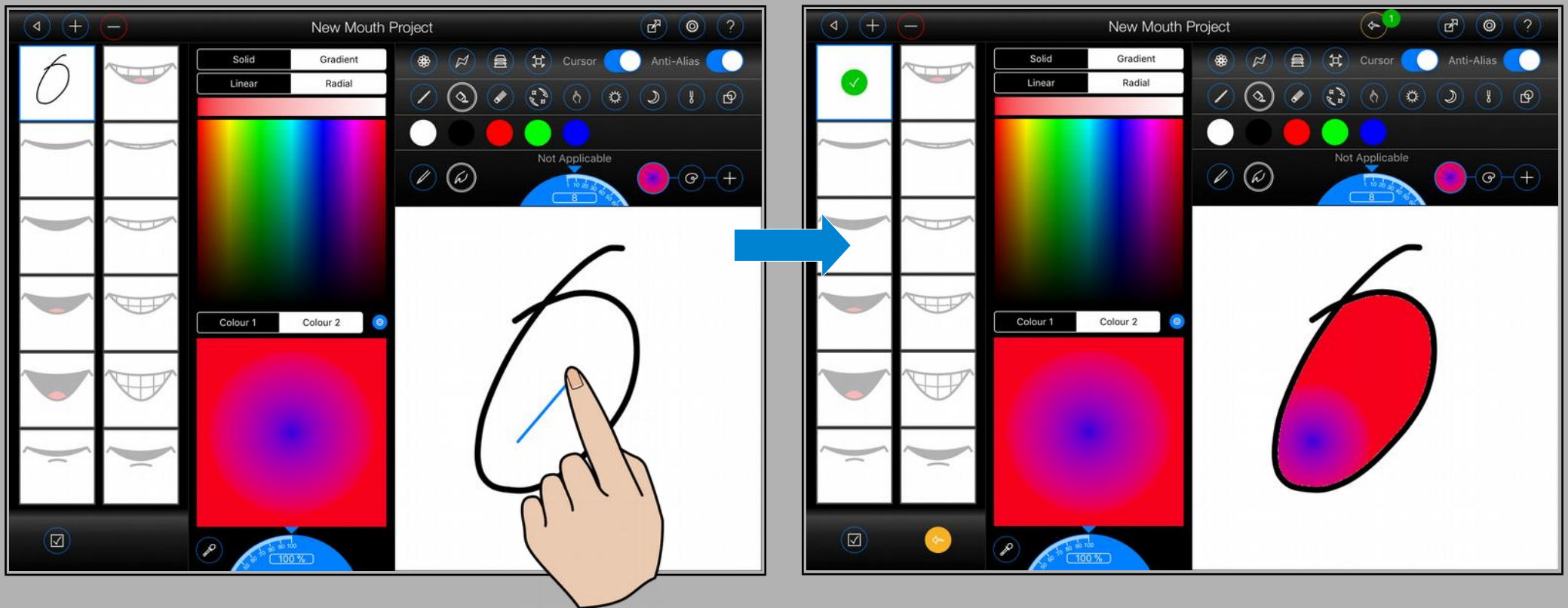


Please note: You can also tap on the active canvas layer to fill with a gradient. The gradient will be drawn according to the preview on the colour panel.

Filling with a Radial Gradient

Drag your finger across the active canvas layer to draw a blue line. When you release, the area will be filled with a [radial gradient](#), where:

- The start of the line will define the centre of a circle (colour 1)
- The end of the line will define the radius of the circle (colour 2)



Please note: You can also tap on the active canvas layer to fill with a gradient. The gradient will be drawn according to the preview on the colour panel.

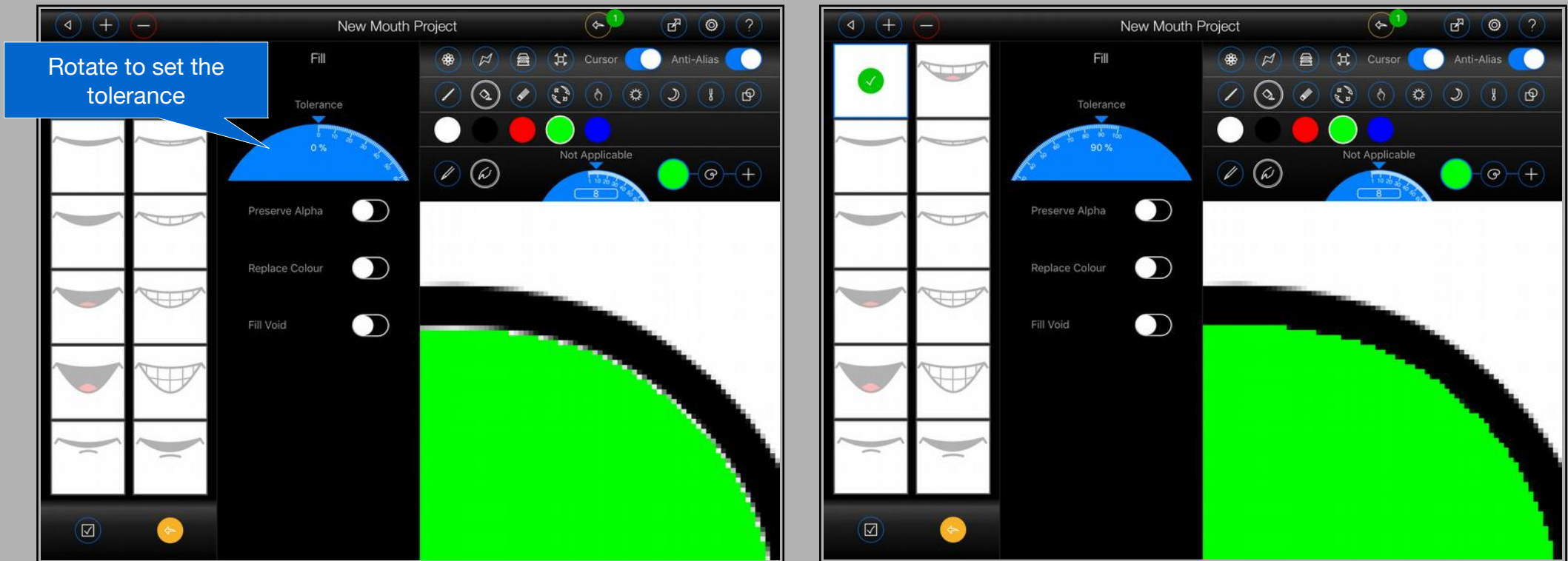
Fill Options

Tolerance

Animation Pro fills an area until it strikes a colour significantly different to the one that you tapped upon. Just how significantly different that colour needs to be is determined by the 'Tolerance':

- When the tolerance is set to 0%, Animation Pro will fill until it strikes any other colour
- When the tolerance is set to 100%, Animation Pro will fill the entire canvas, regardless of the existing colours found there

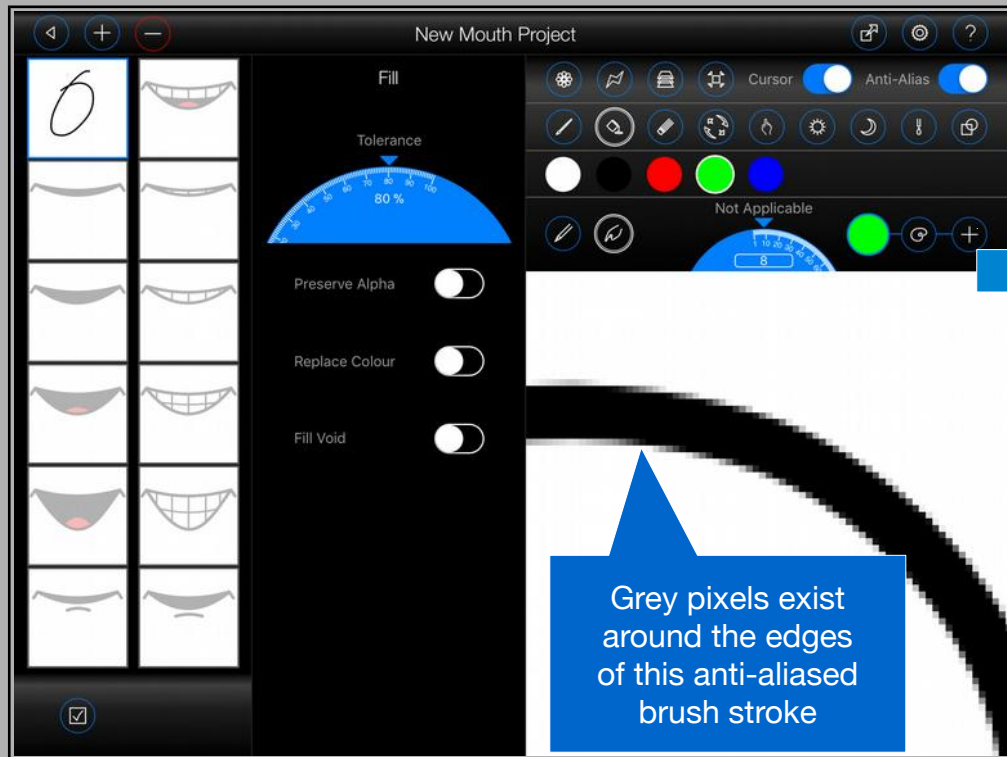
Here's an example of an area filled with the tolerance set to 0% and the tolerance set to 80%:



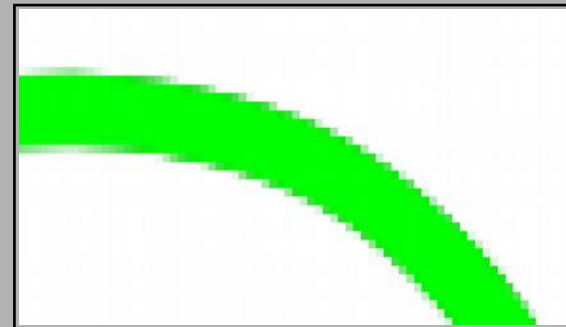
Notice that in the first image (above), there are 'white' pixels between the green fill and the bounding black line. This is because the black line was anti-aliased i.e. grey pixels (they're almost white) exist around the edges of the line to smooth it out. With the tolerance set to 0%, Animation Pro doesn't fill these pixels. At 80% however, it does.

Preserve Alpha

Sometimes you might wish to change the colour of, say, an existing brush stroke. This can be a problem if that brush stroke was anti-aliased, please see below:

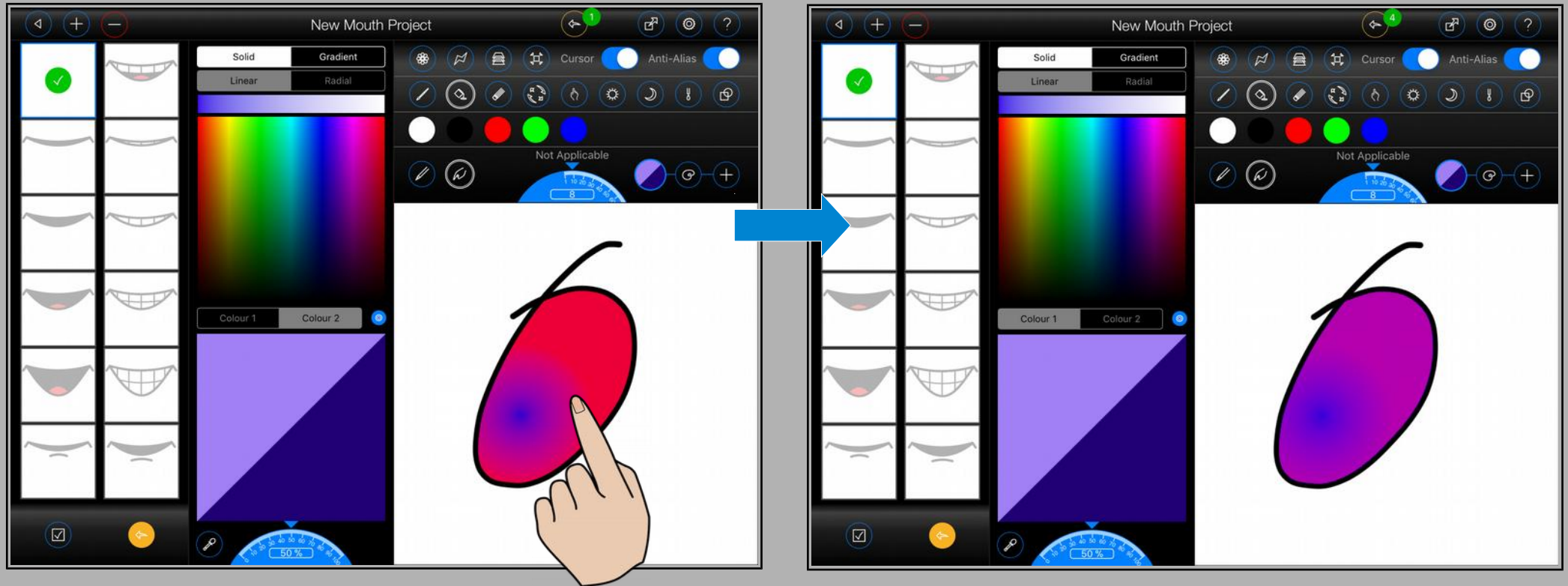


It is possible to produce a better result in this situation by turning the 'Preserve Alpha' switch on. Animation Pro will then fill the anti-aliasing pixels (the grey ones, above) with the fill colour whilst preserving their original opacity (alpha channel):

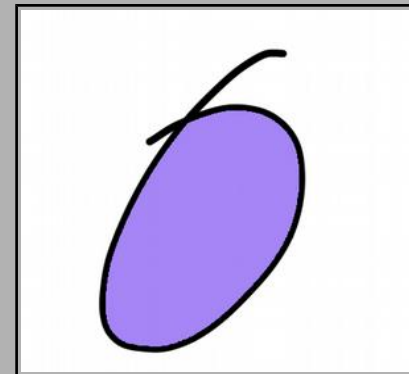


Replace Colour

When Animation Pro fills an area, it actually places the new colour 'over the top' of the colours already there (based upon the tolerance). So, if the new colour is semi-transparent, you'll actually be able to see the previous colour showing through from underneath:

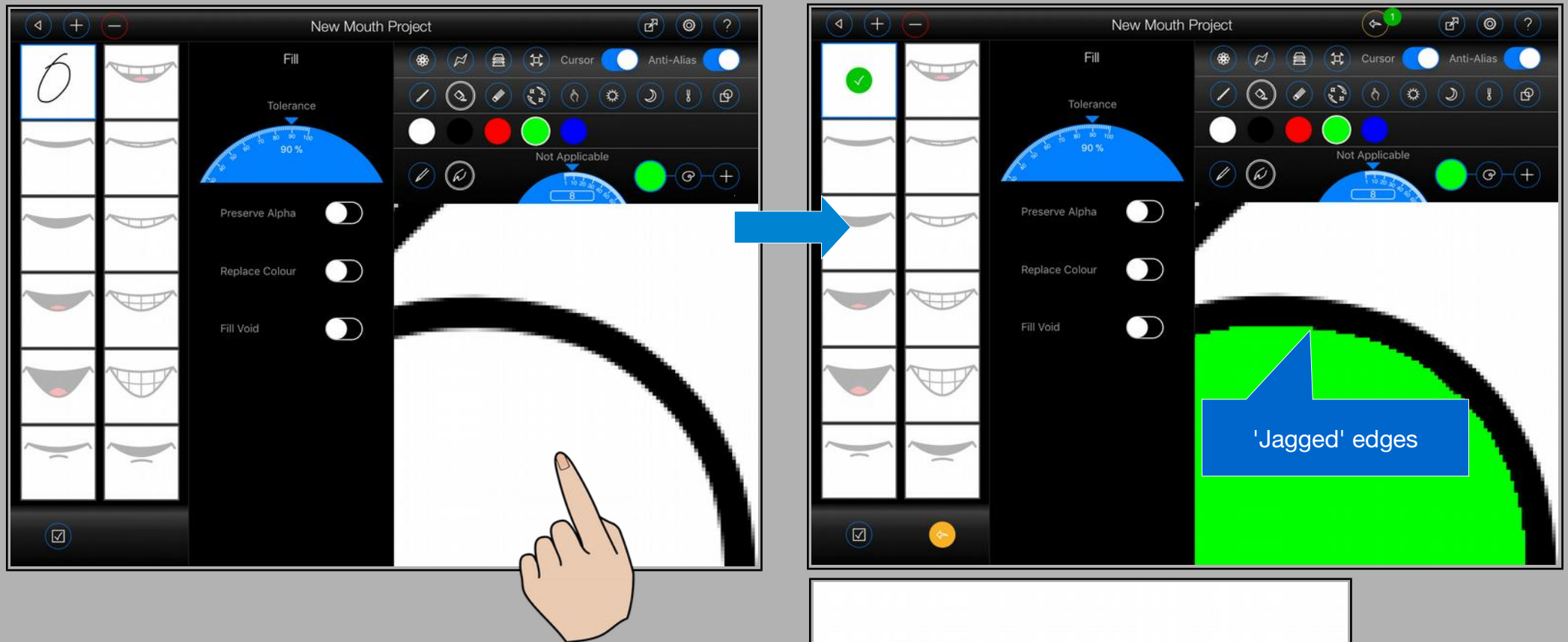


To replace the existing colours instead, turn the 'Replace Colour' switch on. Tapping on the image (shown above) will then yield the following result:



Fill Void

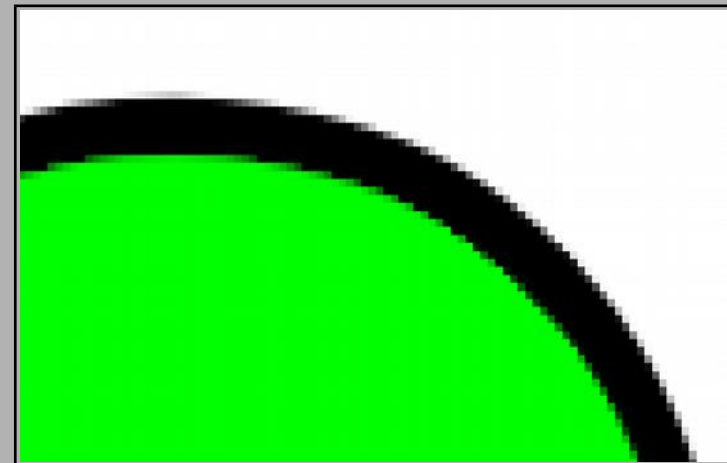
When setting the tolerance high enough to completely fill a void (an uncoloured part of the active canvas), you can end up with 'jagged' edges as shown below:




Turn on the 'Fill Void' switch to improve the end result:

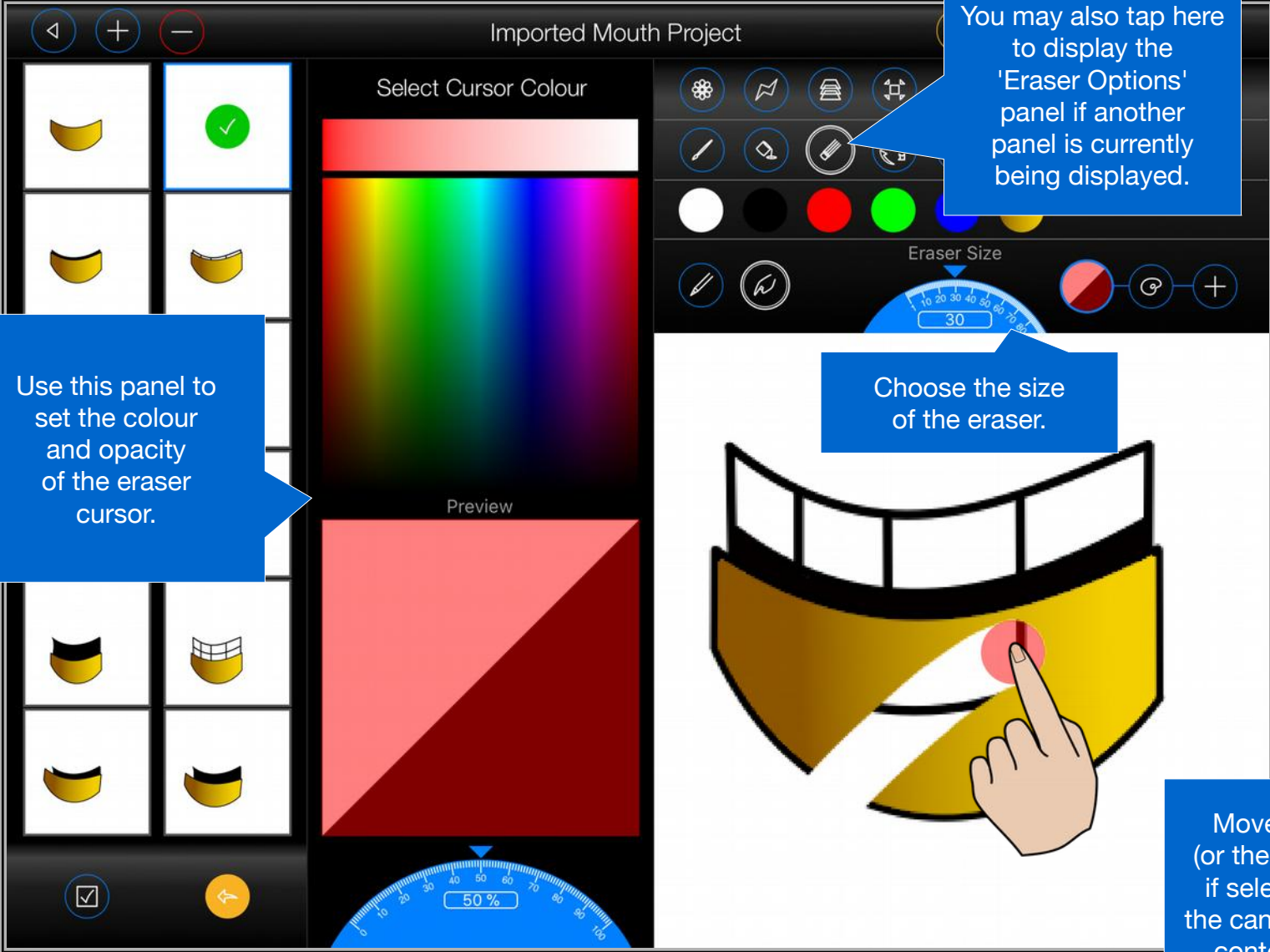
Please note:

This feature only works when filling voids (uncoloured parts of the active canvas).



The Eraser Tool

Tap on the eraser tool, , to remove content from the active canvas layer.



The screenshot shows a software interface for editing a character's mouth. The top bar displays 'Imported Mouth Project'. On the left, there's a grid of 12 icons representing different mouth shapes and colors. The center panel is titled 'Select Cursor Colour' and features a large color wheel with a 'Preview' section below it showing a red-to-white gradient. At the bottom of this panel is an 'Eraser Size' slider set to 50%. On the right, there's a toolbar with various tools, including the eraser tool (a circle with a diagonal line). Below the toolbar is a canvas showing a yellow mouth shape with a red eraser cursor. A hand icon indicates the user is interacting with the eraser. Several blue callout boxes provide instructions: one points to the eraser tool icon, another points to the 'Eraser Options' panel, a third points to the 'Eraser Size' slider, and a fourth points to the eraser cursor on the canvas.

Tap here to choose the eraser tool.


You may also tap here to display the 'Eraser Options' panel if another panel is currently being displayed.

Use this panel to set the colour and opacity of the eraser cursor.

Choose the size of the eraser.

Move your finger (or the Apple pencil, if selected) across the canvas to remove content from the active layer.


The Transform Tool

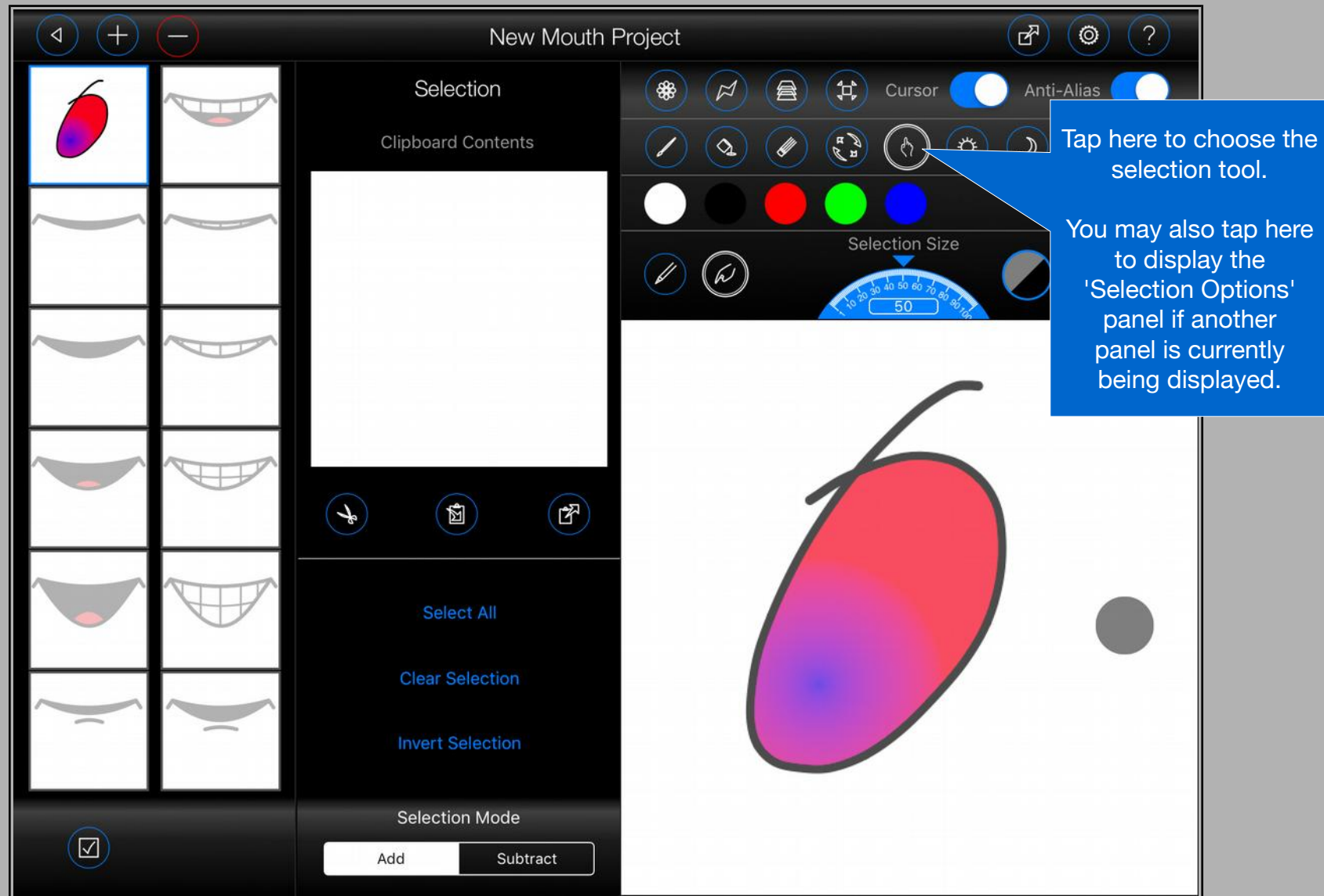
Tap on the transform tool, , to quickly move, rotate, scale, flip and set the opacity of the active canvas layer.



For more details on how to move, rotate, scale and flip the active canvas layer, please see '[Paste Options](#)' – it works the same way!

The Selection Tool

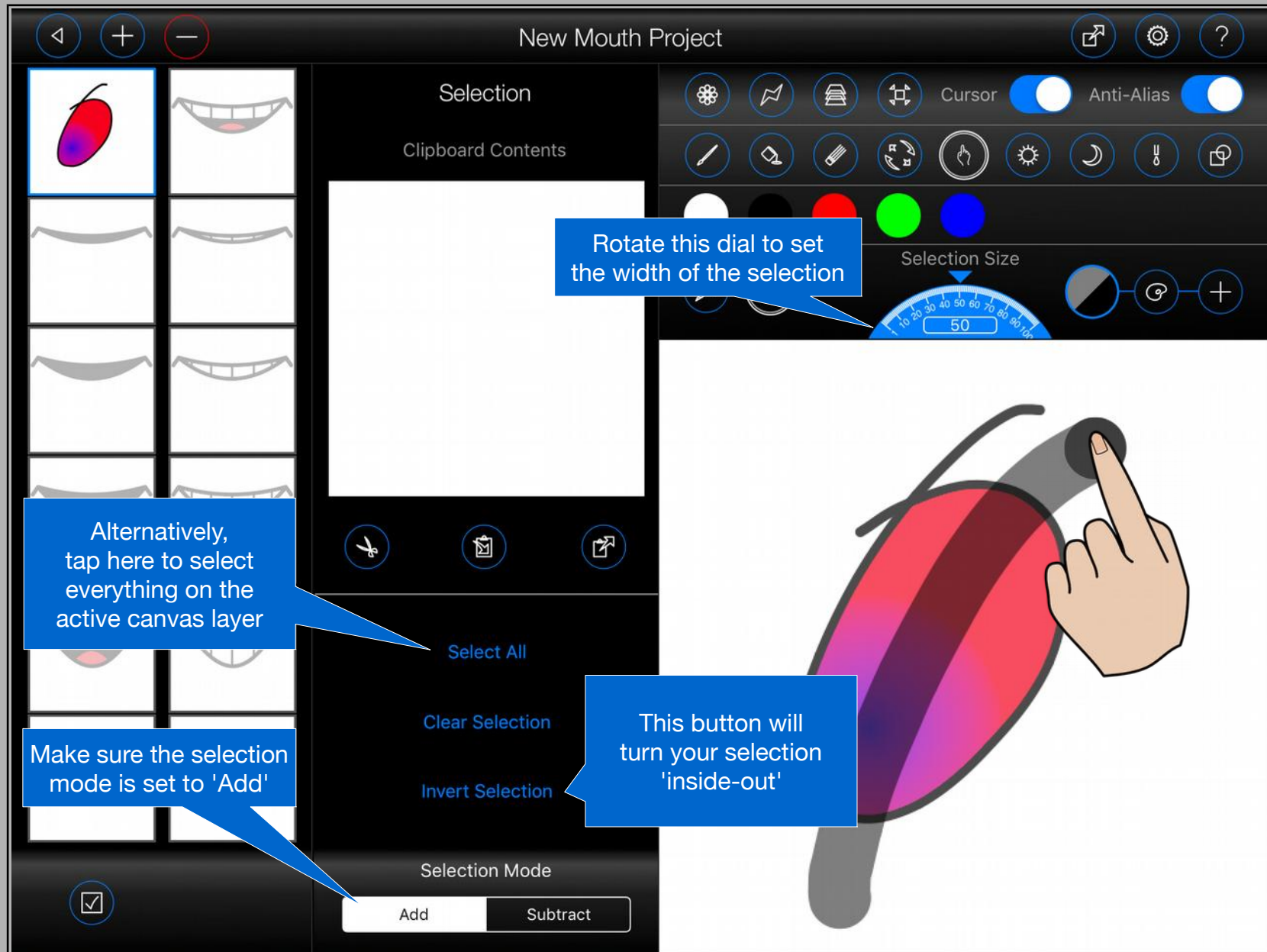
Tap on the selection tool, , to perform select, cut, copy and paste operations:



Please note: The canvas will appear slightly 'washed out' when this tool is chosen. This allows your selections to be seen.

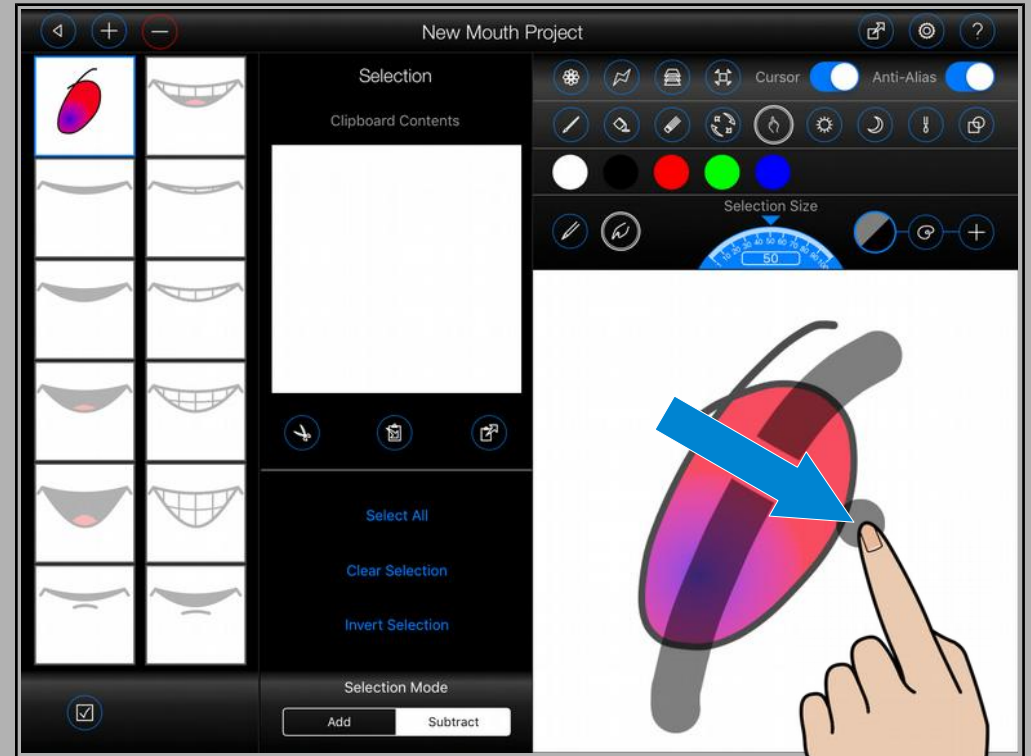
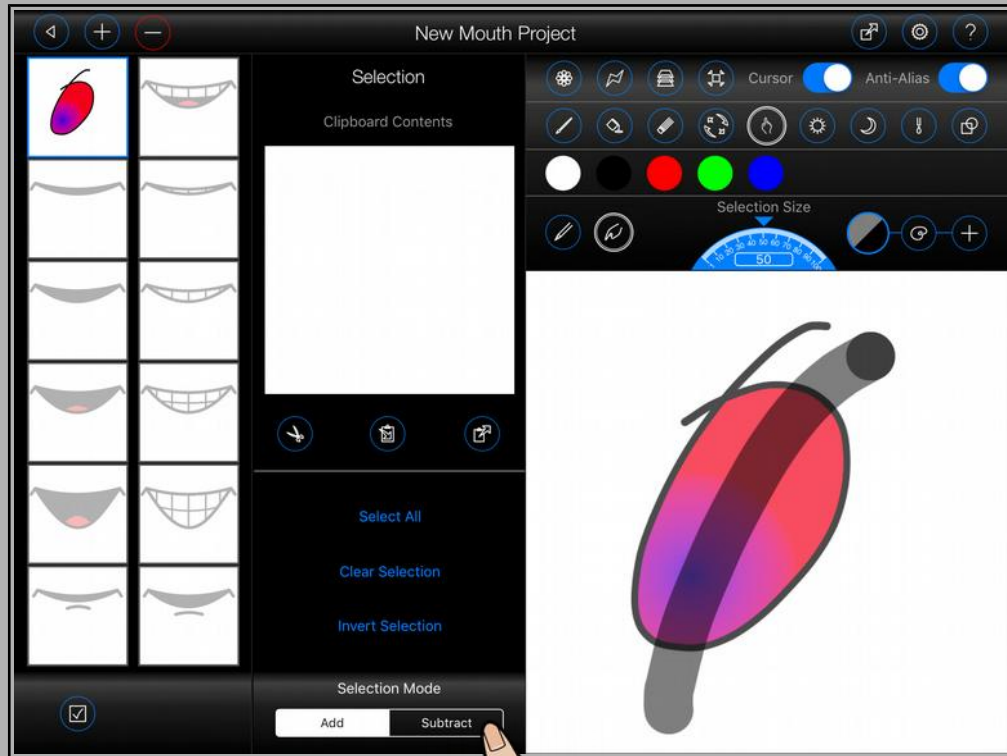
Selecting Content

Selecting content from the active canvas layer is easy. Choose a 'Selection Size' using the dial at the bottom of the screen and then drag your finger across the screen to select the desired content:



Deselecting Content

Perhaps you've selected a little bit too much? Change the 'Selection Mode' to 'Subtract' and paint over the part of the selection that you'd like to remove:



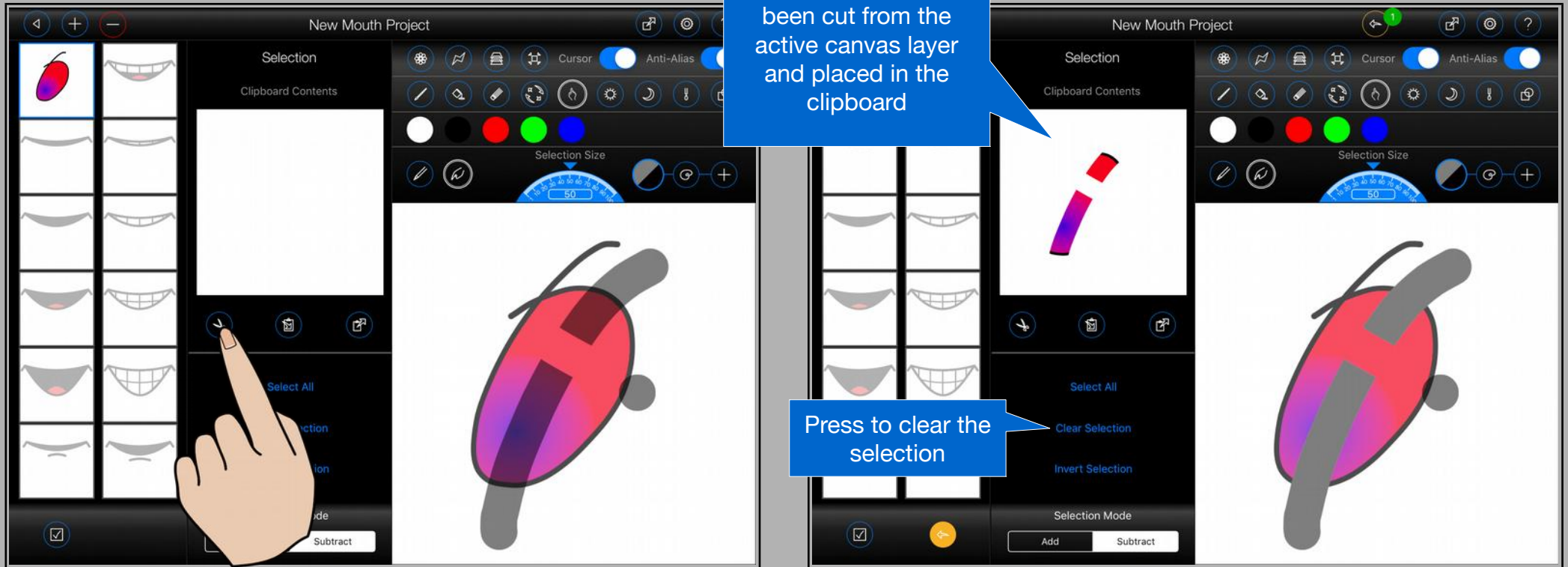
Please note: You can also press the 'Clear Selection' button on the 'Selection Options' panel to remove the entire selection.

Cut

Once you've selected part of the active canvas layer, you can press the

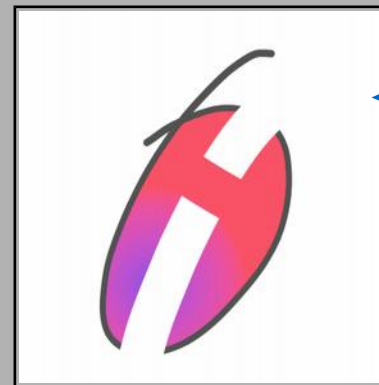


button to perform a 'Cut' operation. This will remove the selected content and place it in the 'Clipboard' for later use:



Please note:

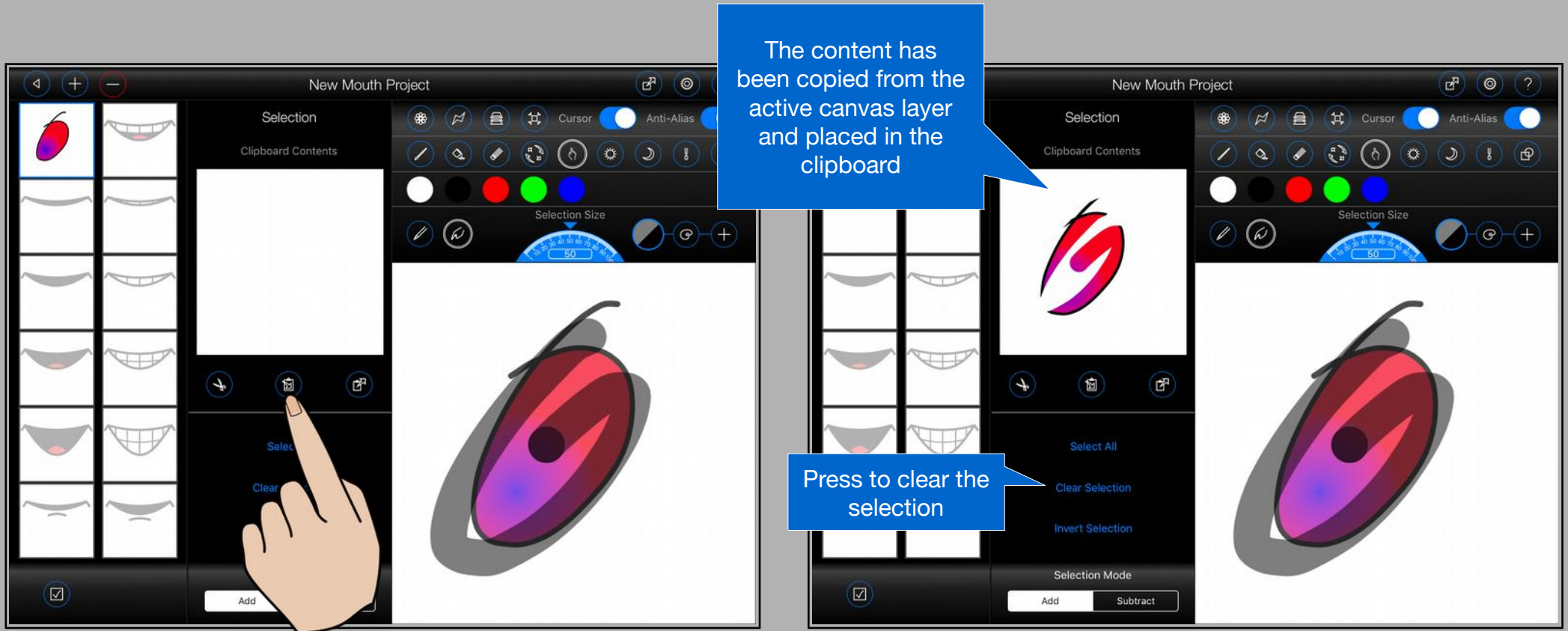
The selection will be retained until you press the 'Clear Selection' button at the bottom of the 'Selection Options' panel, even if you change tools.



The canvas will look like this after the selection has been removed

Copy

Once you've selected part of the active canvas layer, you can press the  button to perform a 'Copy' operation. This will copy the selected content and place it in the 'Clipboard' for later use:



Please note:

The selection will be retained until you press the 'Clear Selection' button at the bottom of the 'Selection Options' panel, even if you change tools.

Paste

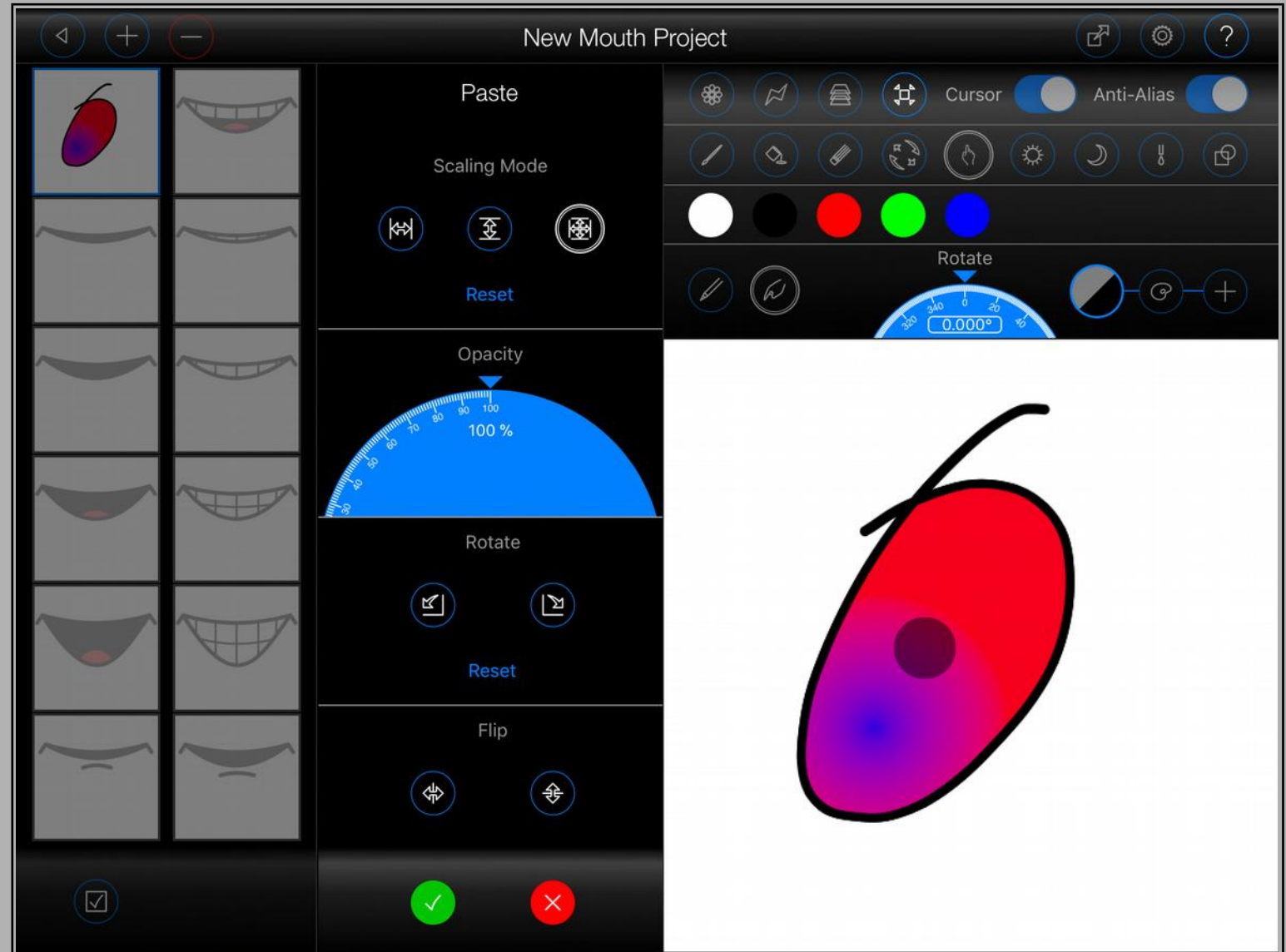
Once content has been cut or copied from the active canvas layer and placed into the Animation Pro clipboard it can be 'pasted' back onto the active canvas layer (which, of course, can be a totally different layer than the one you started with; in fact, given that the clipboard is shared across projects, it can be a totally different layer in a different project):

To paste content from the clipboard, press the  button:

A 'Paste Options' panel will be displayed. This allows the contents of the clipboard to be rotated, scaled, flipped etc. prior to being pasted onto the active canvas layer (see next pages).

Please note:

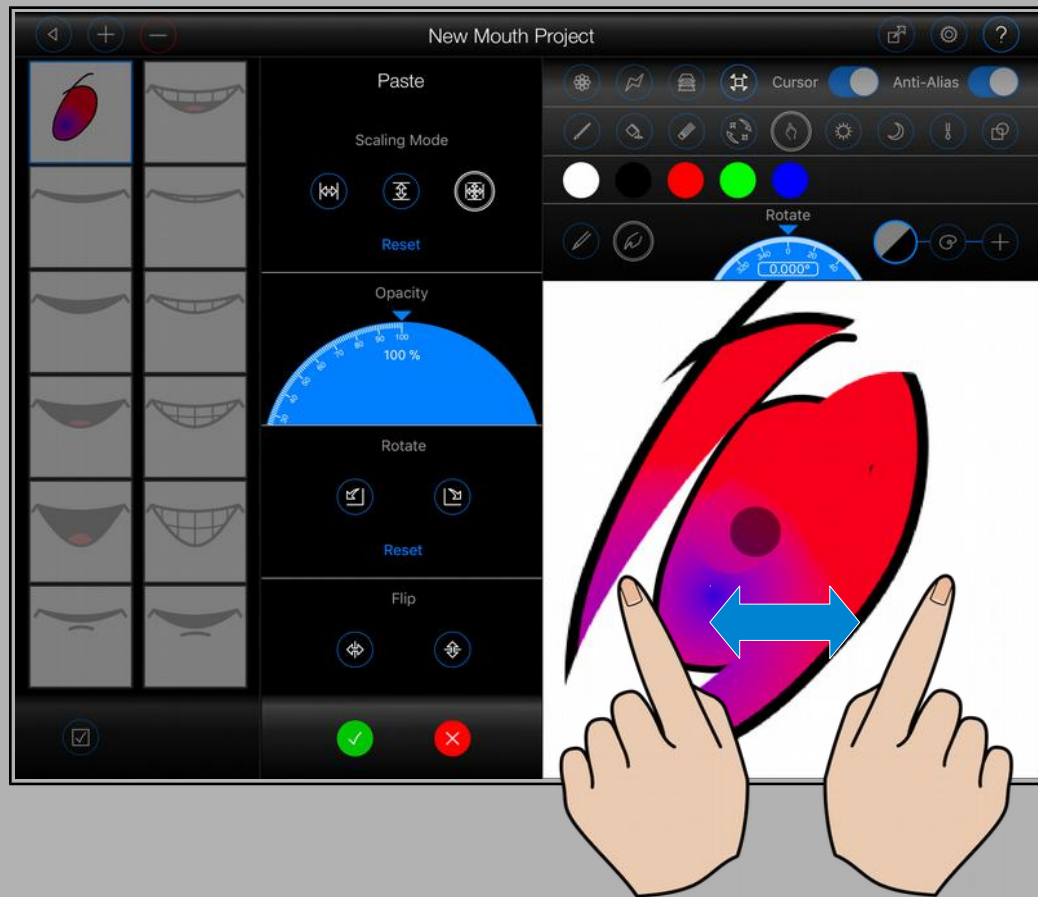
Many of the other functions within the mouth creator will be disabled until you dismiss the 'Paste Options' by pressing either the green tick or the red cross button at the bottom of the panel.



Paste Options

Scaling the Pasted Content

The scaling modes control what happens when you use pinch-to-zoom. They allow the pasted content to be scaled in three ways (see right):



Please note: You may press the 'Reset' button located under the scaling mode buttons to reset any scaling adjustments.

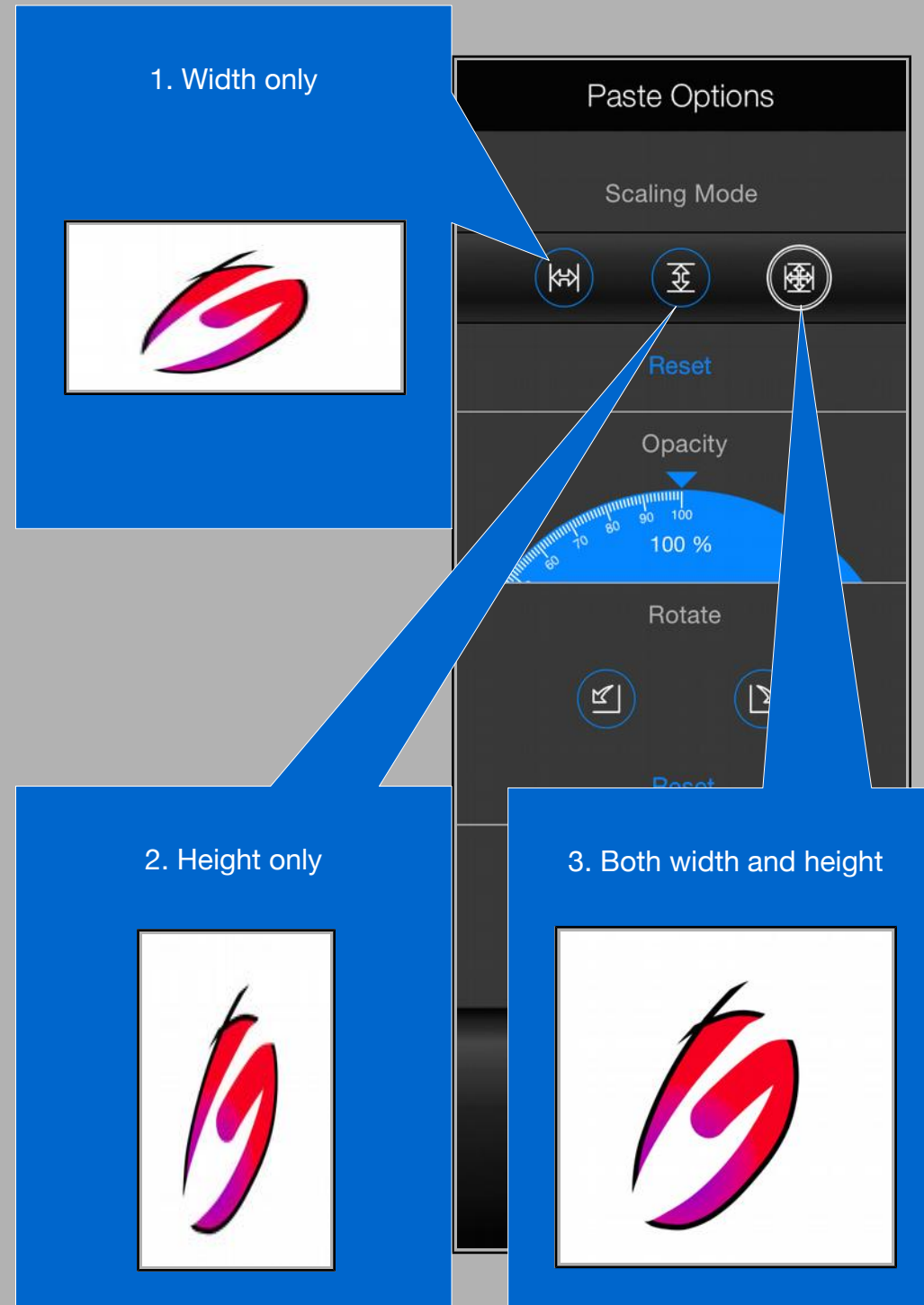
1. Width only



2. Height only

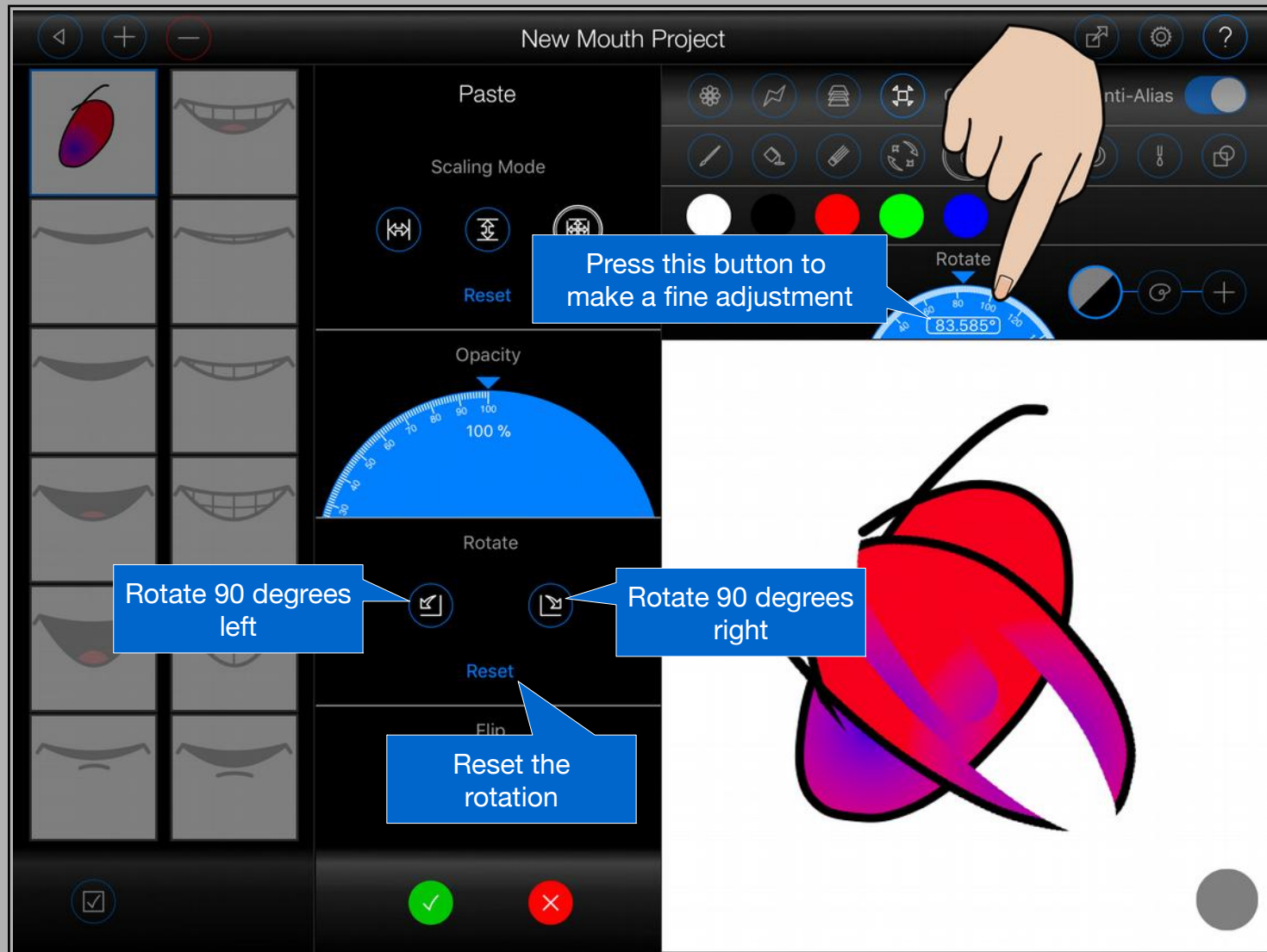


3. Both width and height



Rotating the Pasted Content

Use the  and  buttons to rotate the pasted contents 90 degrees to the left or 90 degrees to the right.



You may also use the 'Rotate' the pasted content using two fingers (or by using the dial at the top of the screen, as shown above).

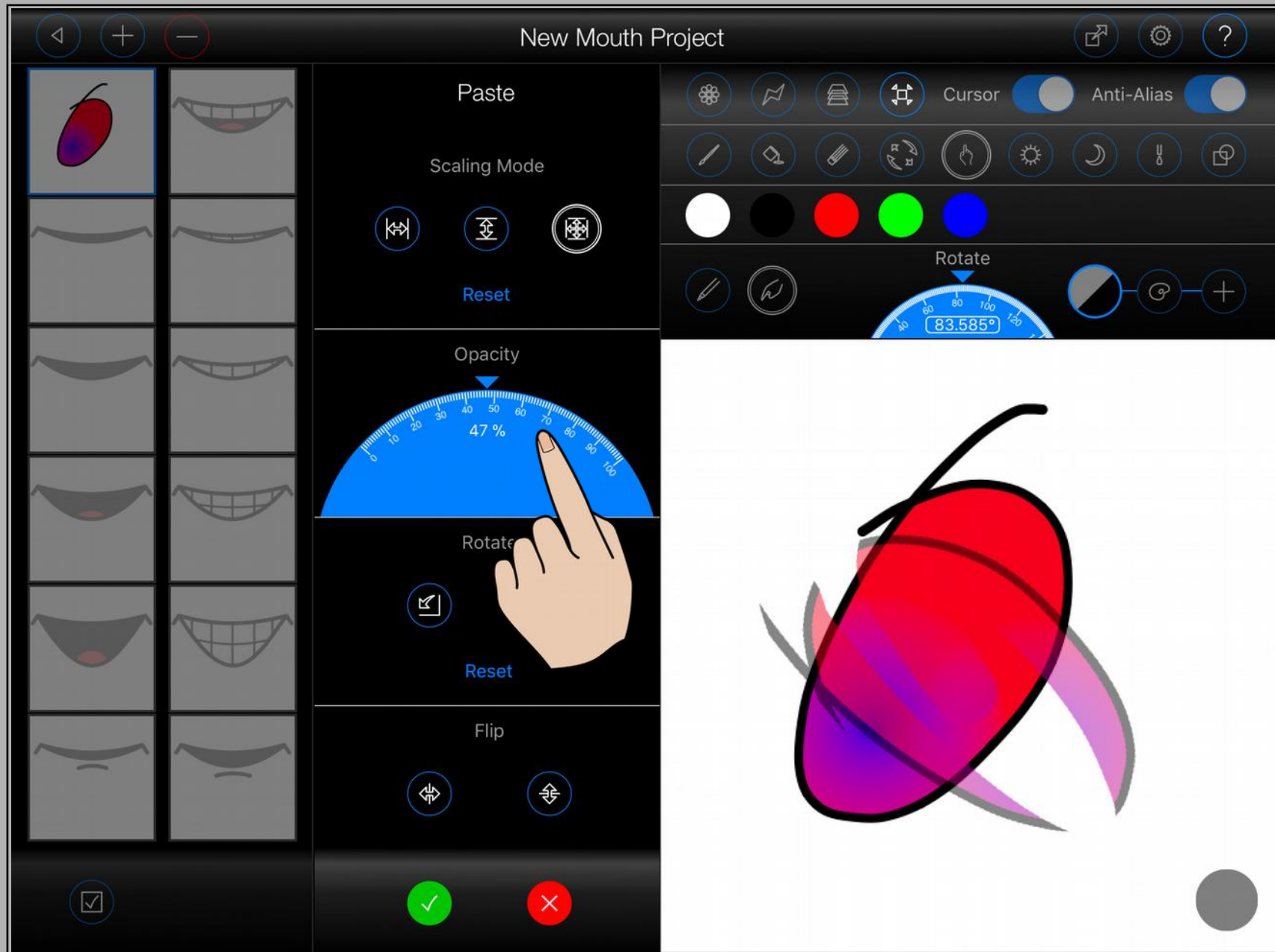
Flipping the Pasted Content

Use the  and  buttons to flip the pasted contents horizontally or vertically.



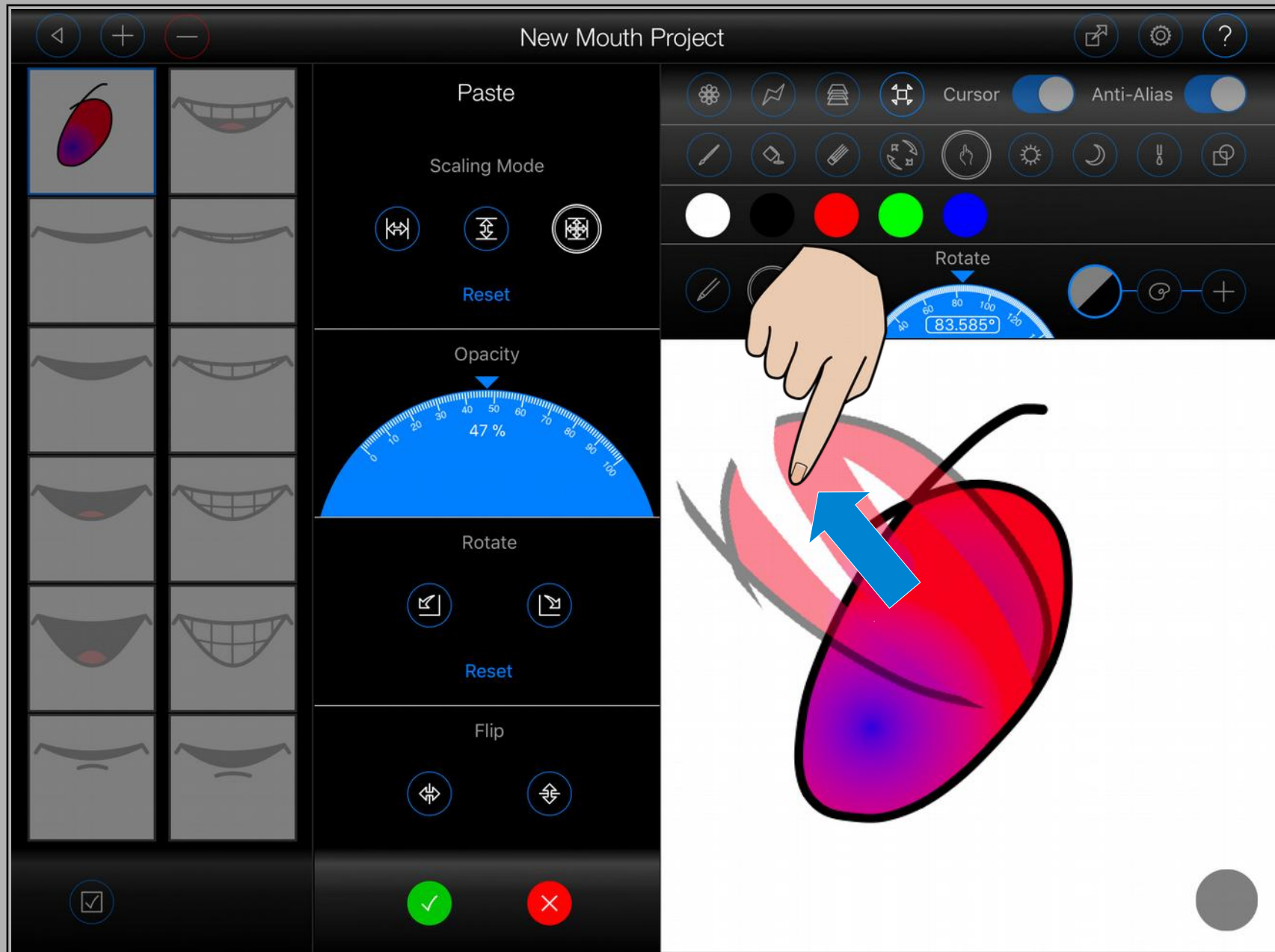
Setting the Opacity of the Pasted Content

Rotate the opacity dial (see below) to set the opacity of the pasted content:




Moving the Pasted Content

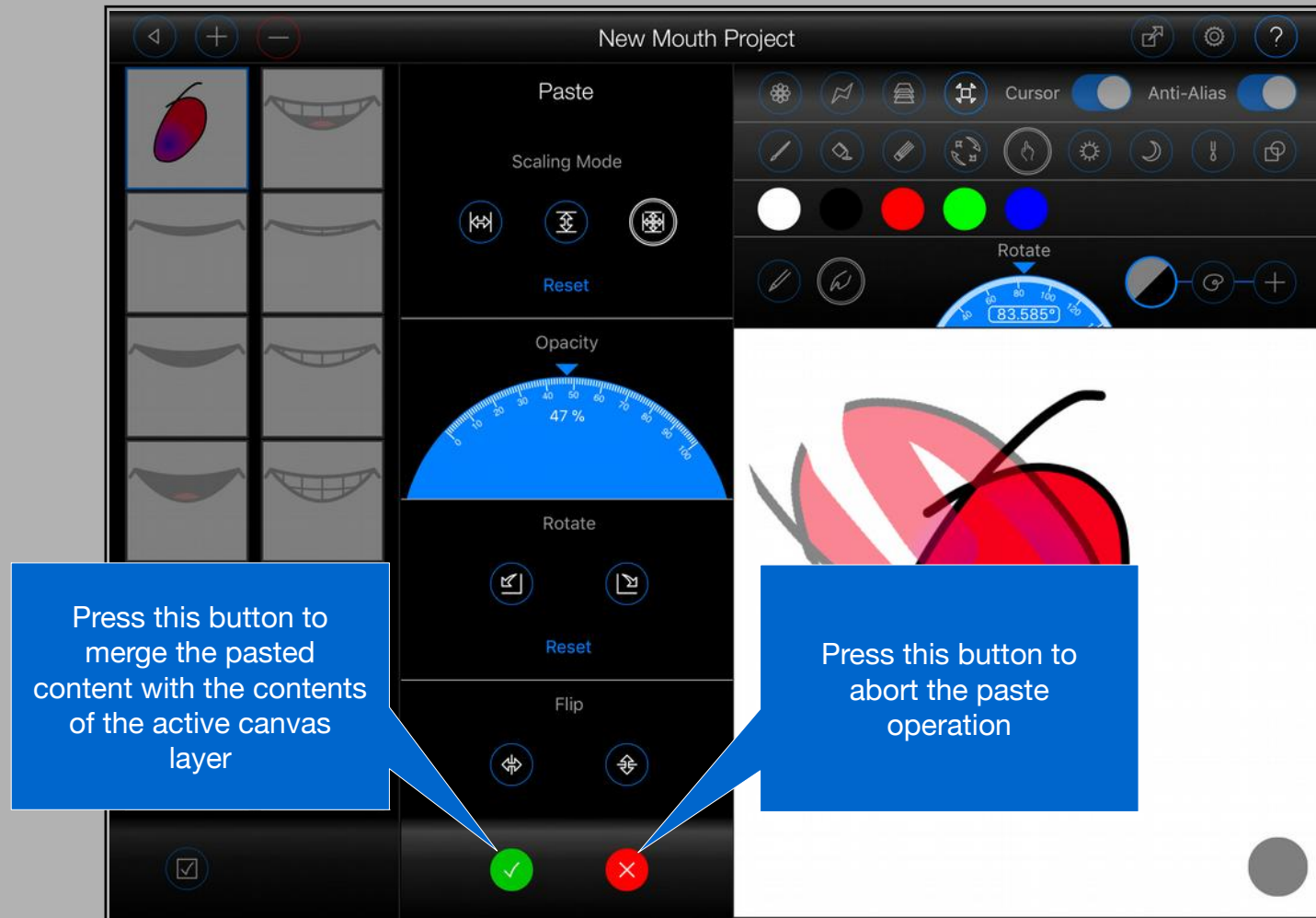
You may move the pasted content about by dragging it with your finger:



Committing a Paste Operation

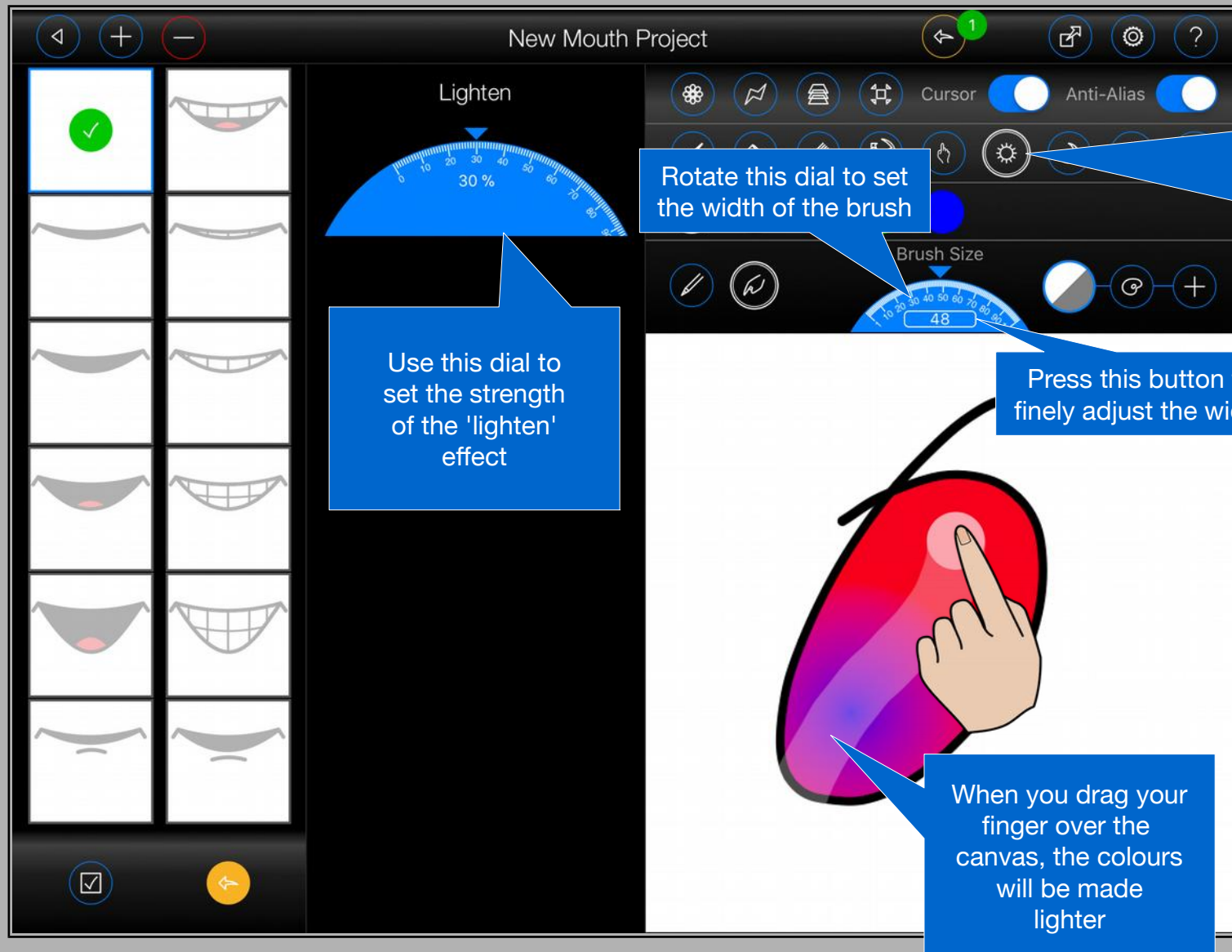
Once you've finished scaling, rotating and flipping etc. the pasted content, press the  button at the bottom of the 'Paste Options' panel to commit it to the active canvas layer.

This will merge the pasted contents with any content already on that layer.



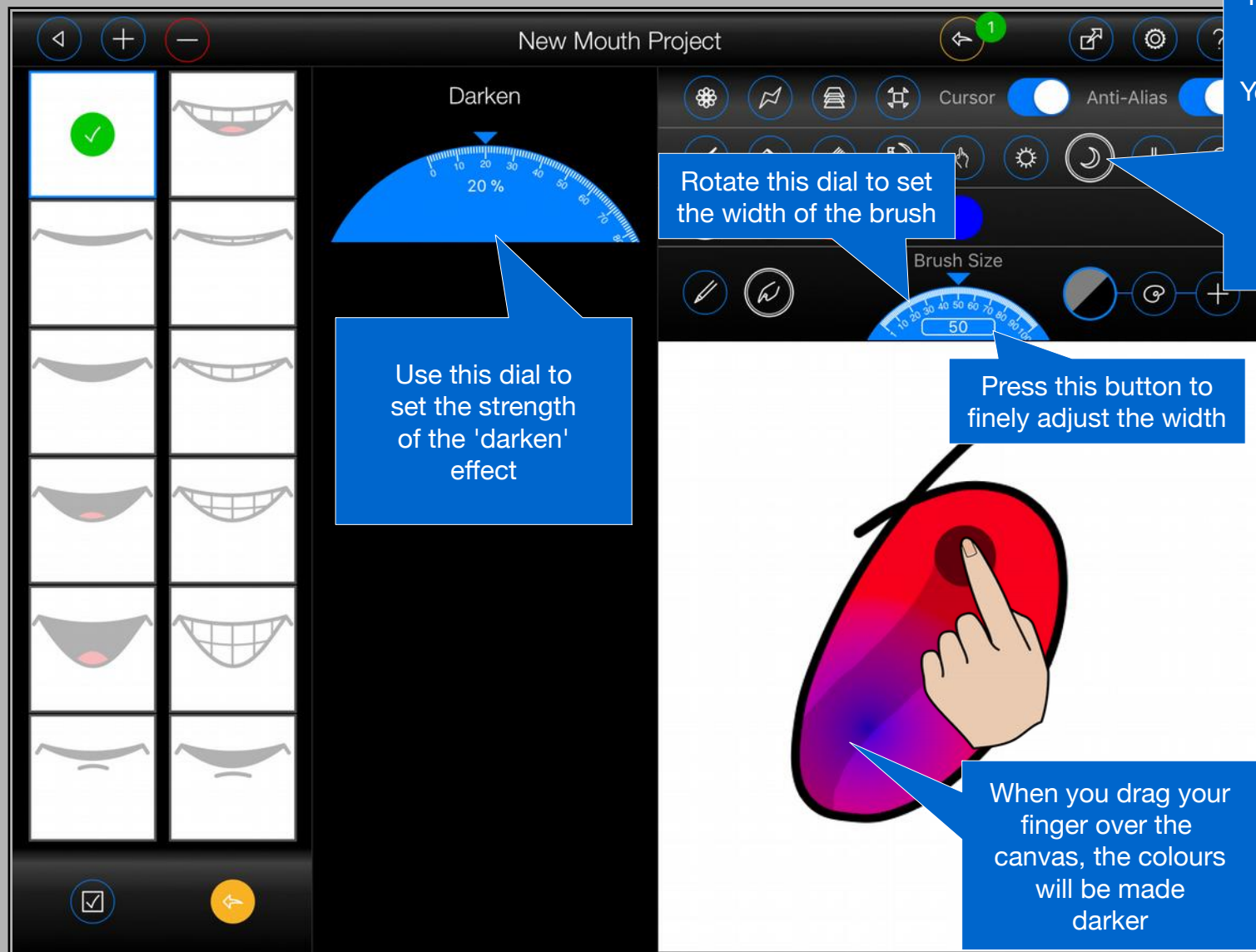
The Lighten Tool

Select the lighten tool, , to 'lighten' part of the active canvas layer:




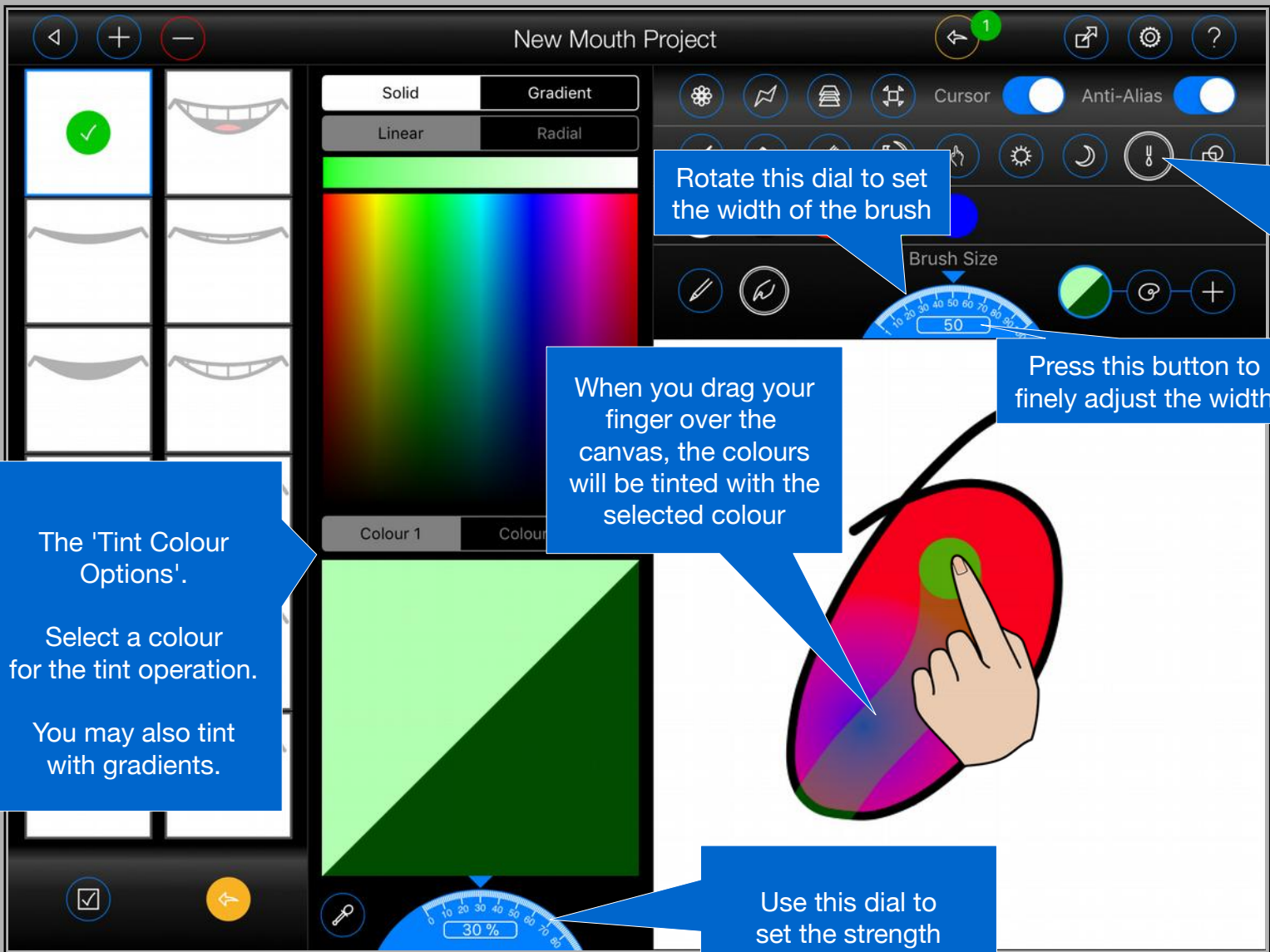
The Darken Tool

Select the darken tool, , to 'darken' part of the active canvas layer:



The Tint Tool


Select the tint tool, , to tint part of the active canvas layer with a given colour:



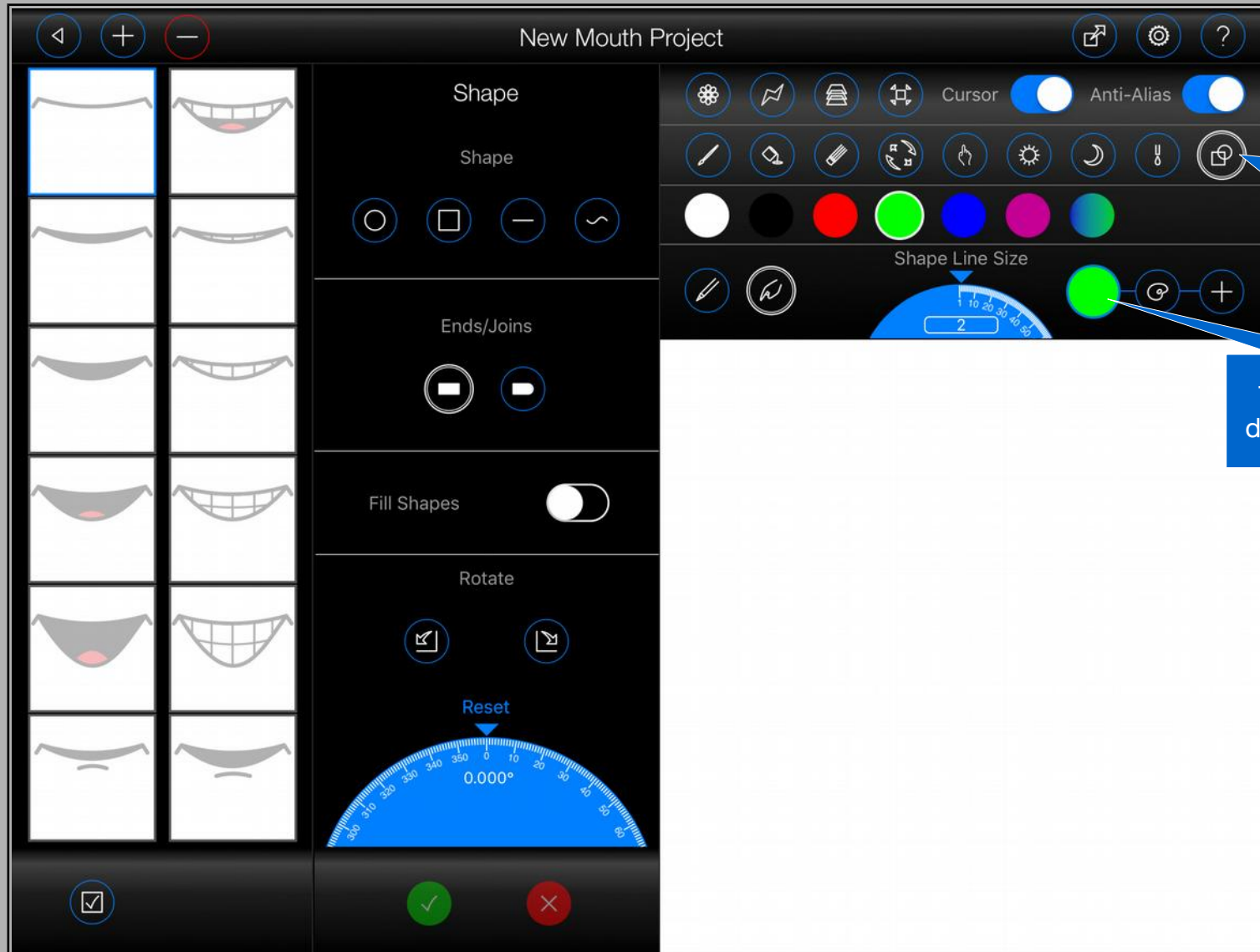
The screenshot shows the 'New Mouth Project' interface. On the left is a grid of mouth icons, with the first one highlighted with a green checkmark. The top bar contains navigation icons (back, home, forward) and a 'New Mouth Project' title. Below the title are tabs for 'Solid' and 'Gradient' (selected), and 'Linear' and 'Radial' (selected). A large color wheel is in the center. To the right of the color wheel are various tool icons, including the Tint tool (a circle with a vertical line and a horizontal line intersecting at the center). Below the color wheel are 'Colour 1' and 'Colour 2' tabs, and a 'Brush Size' dial. At the bottom is a 'Strength' dial. A hand is shown using the Tint tool on a red shape on the canvas, which is being tinted with a green color. Several blue callout boxes provide instructions:

- Tap here to select the tint tool.** (Points to the Tint tool icon in the top right toolbar.)
- You may also tap here to display the 'Tint Colour Options' panel if another panel is currently being displayed.** (Points to the Tint tool icon in the top right toolbar.)
- Rotate this dial to set the width of the brush** (Points to the Brush Size dial.)
- Press this button to finely adjust the width** (Points to the '+' button next to the Brush Size dial.)
- When you drag your finger over the canvas, the colours will be tinted with the selected colour** (Points to the hand using the Tint tool on the canvas.)
- Use this dial to set the strength of the tint operation** (Points to the Strength dial at the bottom.)
- The 'Tint Colour Options'.**
Select a colour for the tint operation.
You may also tint with gradients. (Points to the color wheel.)

The Shapes Tool

You can add shapes to the active canvas layer using by pressing the  button at the top of the screen.

This will display the 'Shape Options' panel:




Tap here to select the shapes tool.

You may also tap here to display the 'Shape Options' panel if another panel is currently being displayed.

Tap here to select a different shape colour

Adding Circles or Ovals

Press the  button on the 'Shape Options' panel to add a circle or oval to the active canvas layer:




Please note:

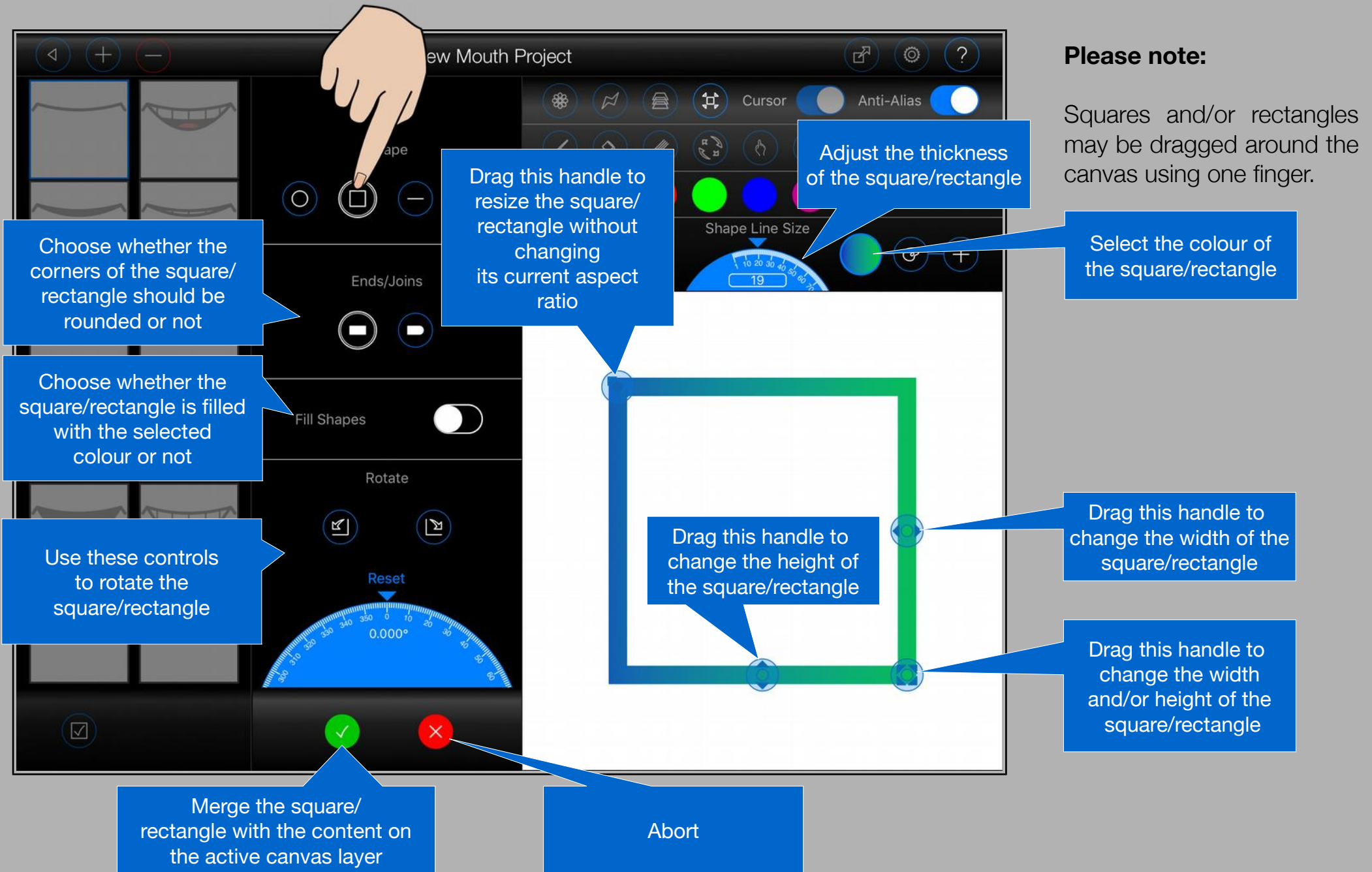
Circles and/or ovals may be dragged around the canvas using one finger.

Shape Options Panel:

- Shape:** Select the circle/oval shape.
- Shape Line Size:** Adjust the thickness of the circle/oval.
- Fill Shapes:** Choose whether the circle/oval is filled with the selected colour or not.
- Rotate:** Use these controls to rotate the circle/oval.
- Reset:** Reset the rotation to 0.000°.
- Drag handles:** Drag these handles to resize the circle/oval without changing its current aspect ratio, change the height, change the width, or change the width and/or height.
- Buttons:** Merge the circle/oval with the content on the active canvas layer (green checkmark) or Abort (red X).

Adding Squares or Rectangles

Press the  button on the 'Shape Options' panel to add a square or rectangle to the active canvas layer:



Please note:

Squares and/or rectangles may be dragged around the canvas using one finger.

Choose whether the corners of the square/rectangle should be rounded or not

Choose whether the square/rectangle is filled with the selected colour or not

Use these controls to rotate the square/rectangle

Drag this handle to resize the square/rectangle without changing its current aspect ratio

Adjust the thickness of the square/rectangle

Select the colour of the square/rectangle

Drag this handle to change the height of the square/rectangle


Drag this handle to change the width of the square/rectangle

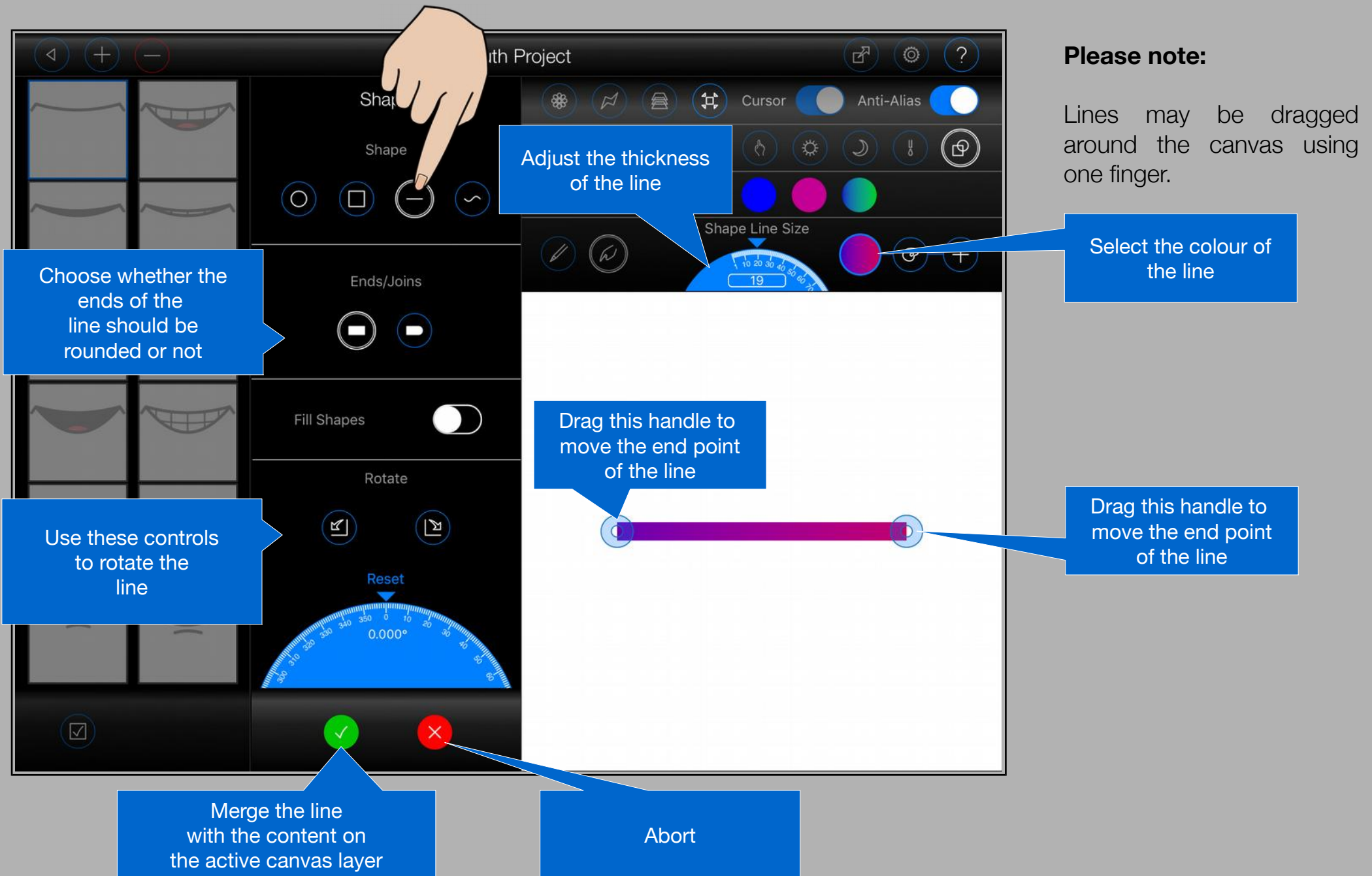
Drag this handle to change the width and/or height of the square/rectangle

Merge the square/rectangle with the content on the active canvas layer

Abort

Adding Lines

Press the  button on the 'Shape Options' panel to add a line to the active canvas layer:



The image shows the 'Shape Options' panel in a software application. A hand is pointing to the line button (a circle with a horizontal line) in the 'Shape' section. The panel includes various controls for line creation and editing, such as 'Ends/Joins', 'Fill Shapes', 'Rotate', and 'Shape Line Size'. Callouts provide detailed instructions for each major control.


Please note:

Lines may be dragged around the canvas using one finger.

Callouts:

- Adjust the thickness of the line
- Choose whether the ends of the line should be rounded or not
- Use these controls to rotate the line
- Drag this handle to move the end point of the line
- Select the colour of the line
- Drag this handle to move the end point of the line
- Merge the line with the content on the active canvas layer
- Abort

Adding Curves

Press the  button on the 'Shape Options' panel to add a curve to the active canvas layer:



Please note:


Lines may be dragged around the canvas using one finger.

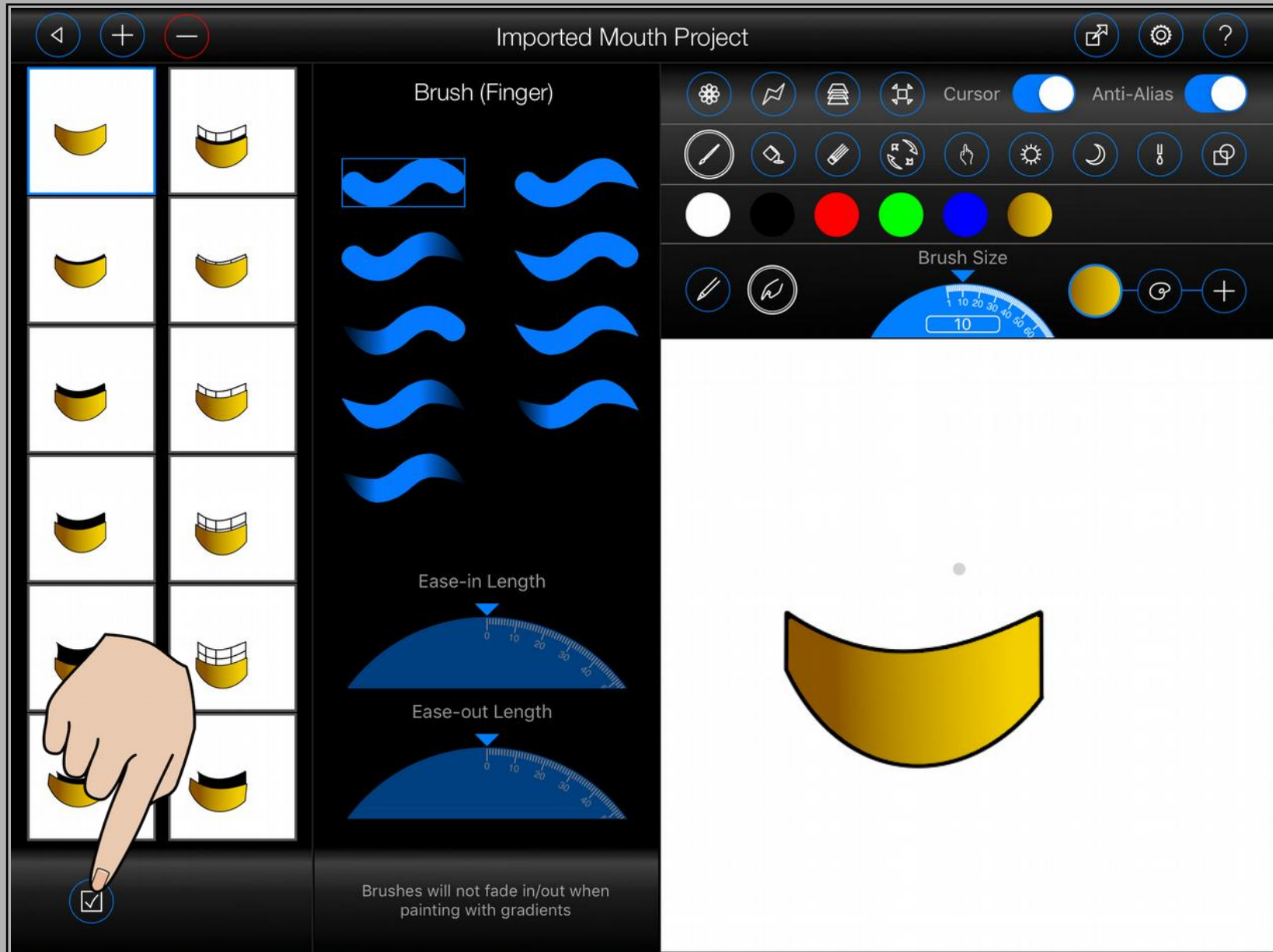
Undo


Invariably you are going to do something wrong – paint something you shouldn't have, erase something by mistake or tell someone that they actually do look fat. Well, with the exception of that last example, the 'Mouth Creator' does give you some scope for rectifying your mistakes:

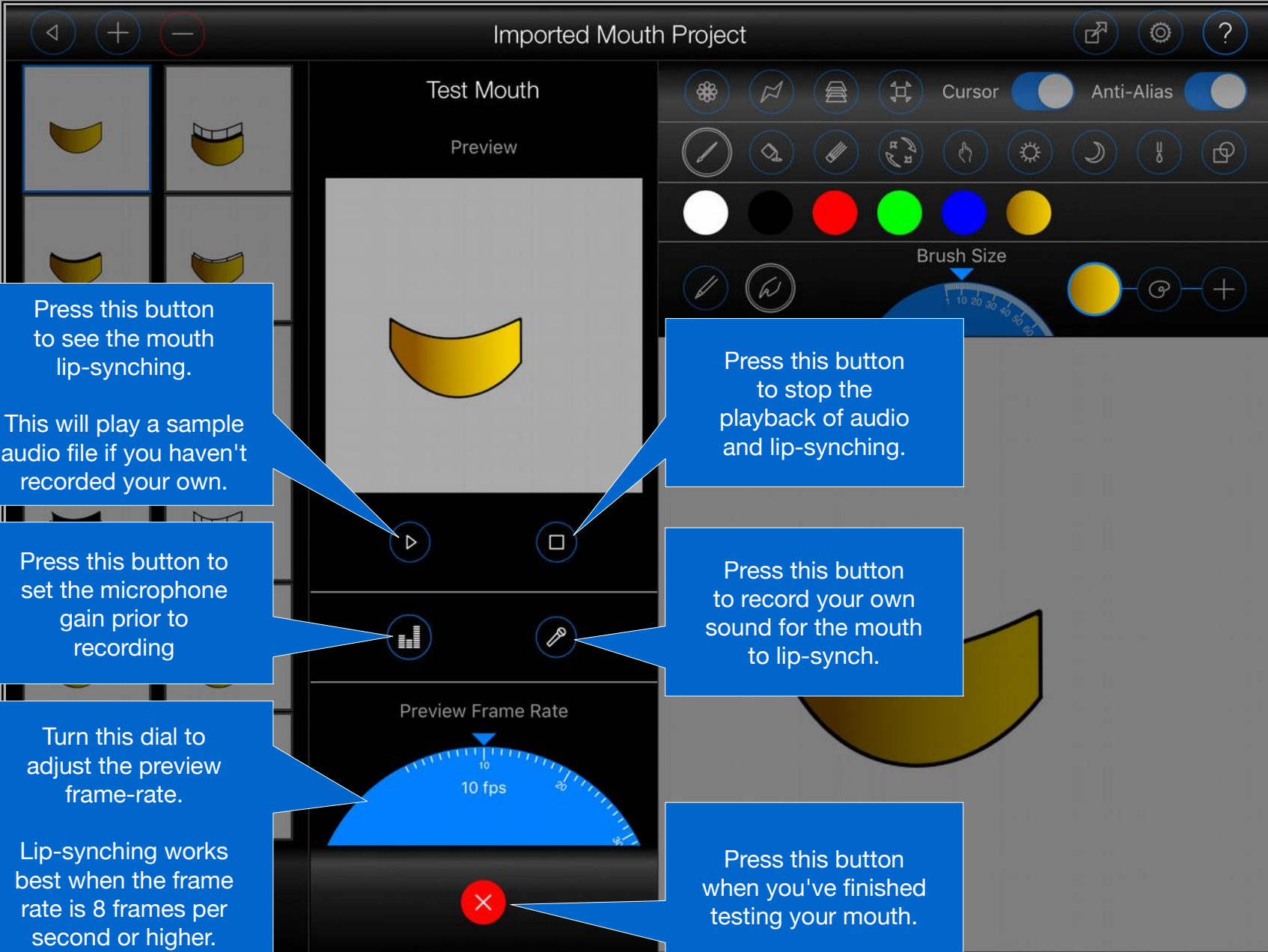


Testing a Mouth

So you've drawn your 12 mouth shapes and now you'd like to see your mouth in action. Press the  button at the bottom-left of the screen to test your mouth:



Animation Pro will open the 'Test Mouth' panel. Use the controls on this panel to test your mouth and then press the  button when you're done.



The screenshot shows the 'Imported Mouth Project' window. The 'Test Mouth' panel is active, featuring a 'Preview' window with a yellow mouth icon. Below the preview are several controls: a play button, a stop button, a microphone gain icon, a record button, a 'Preview Frame Rate' dial set to 10 fps, and a red 'X' button. Callouts provide instructions for each control.

Press this button to see the mouth lip-synching.
This will play a sample audio file if you haven't recorded your own.

Press this button to stop the playback of audio and lip-synching.


Press this button to set the microphone gain prior to recording

Press this button to record your own sound for the mouth to lip-synch.

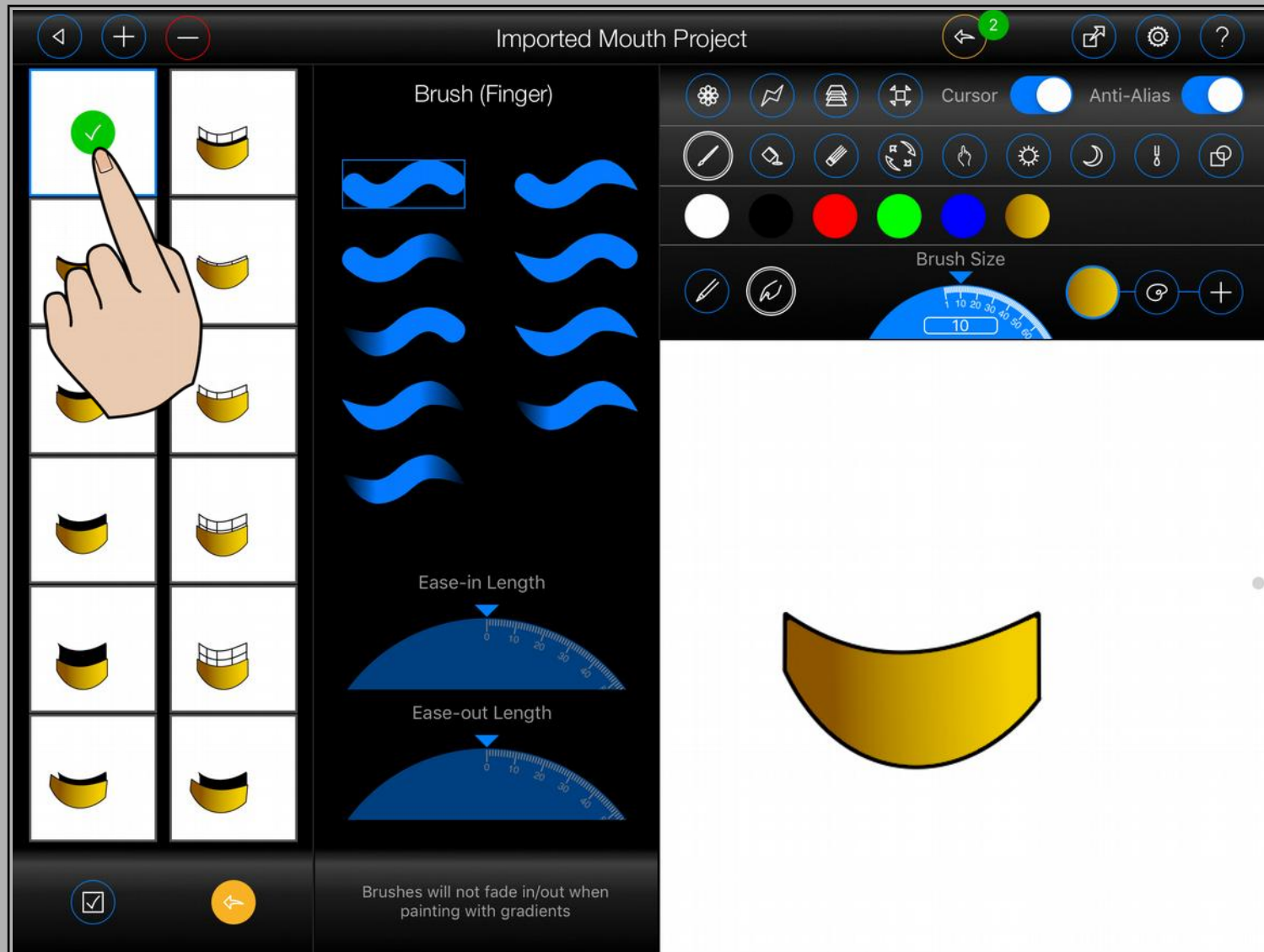
Turn this dial to adjust the preview frame-rate.
Lip-synching works best when the frame rate is 8 frames per second or higher.

Press this button when you've finished testing your mouth.

Saving the Currently Selected Mouth


A green tick,  , will appear over the currently selected mouth whenever changes have been made.

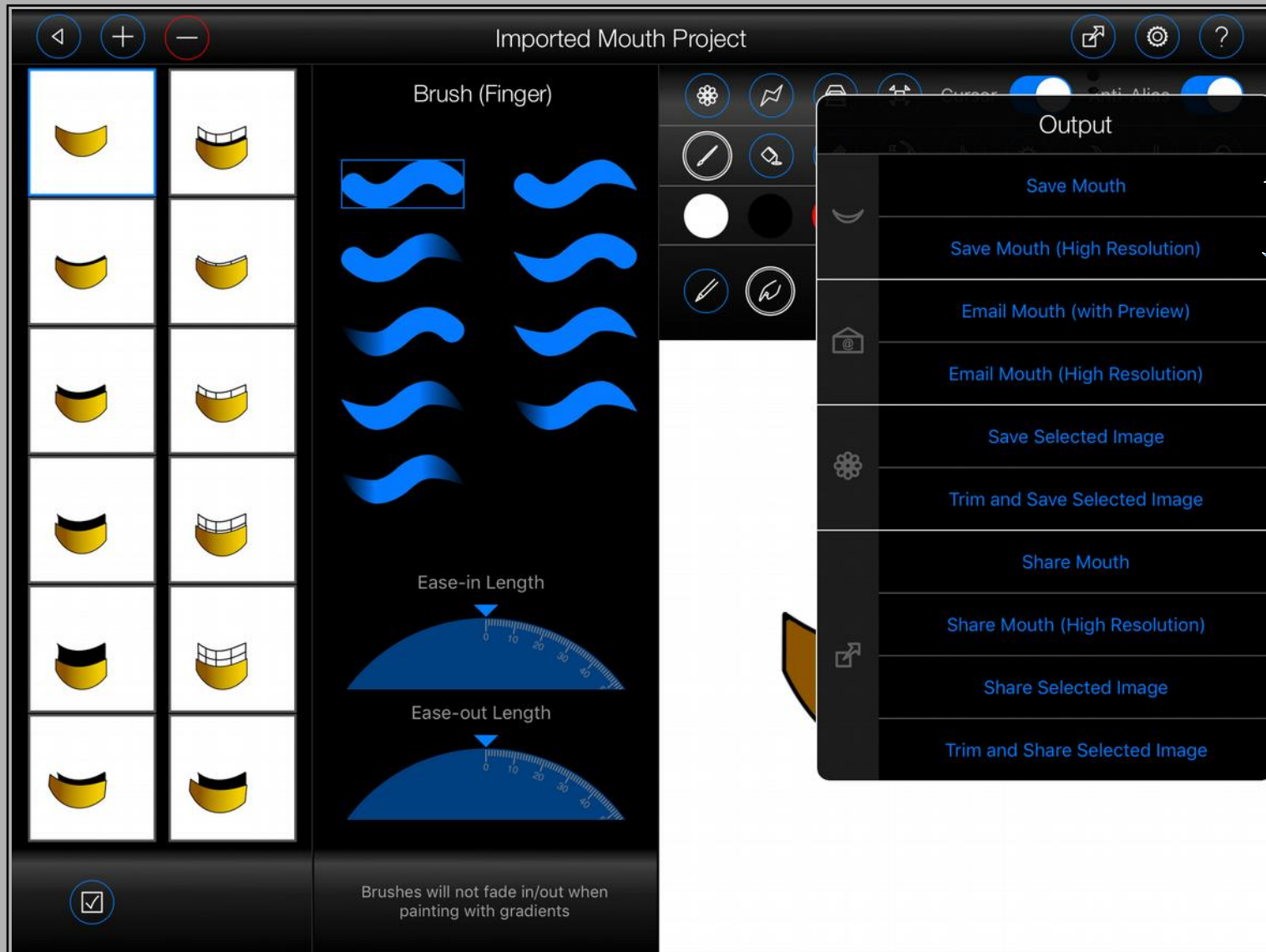
Press the green tick to save all of your changes to that mouth.



Exporting Mouths

Once you've created the individual mouth shapes, the next step is to save them as an 'Animation Pro Mouth' (.APM) file for use in your animations. The mouth creator can produce '.APM' files containing the 12 images at either 250x250 pixel (standard) or 500x500 pixel (high) resolutions (800 x 800 on the 12.9" iPad Pro).


Press the  button at the top of the screen to open the 'Output' menu:



Choose this option to save the mouth at a standard resolution of 250x250 pixels.

Choose this option to save the mouth at a resolution of 500x500 pixels (800 x 800 on the 12.9" iPad Pro).

Other Output Options

The 'Output' menu (press the  button at the top of the screen to open the 'Output' menu) contains a multitude of other options:

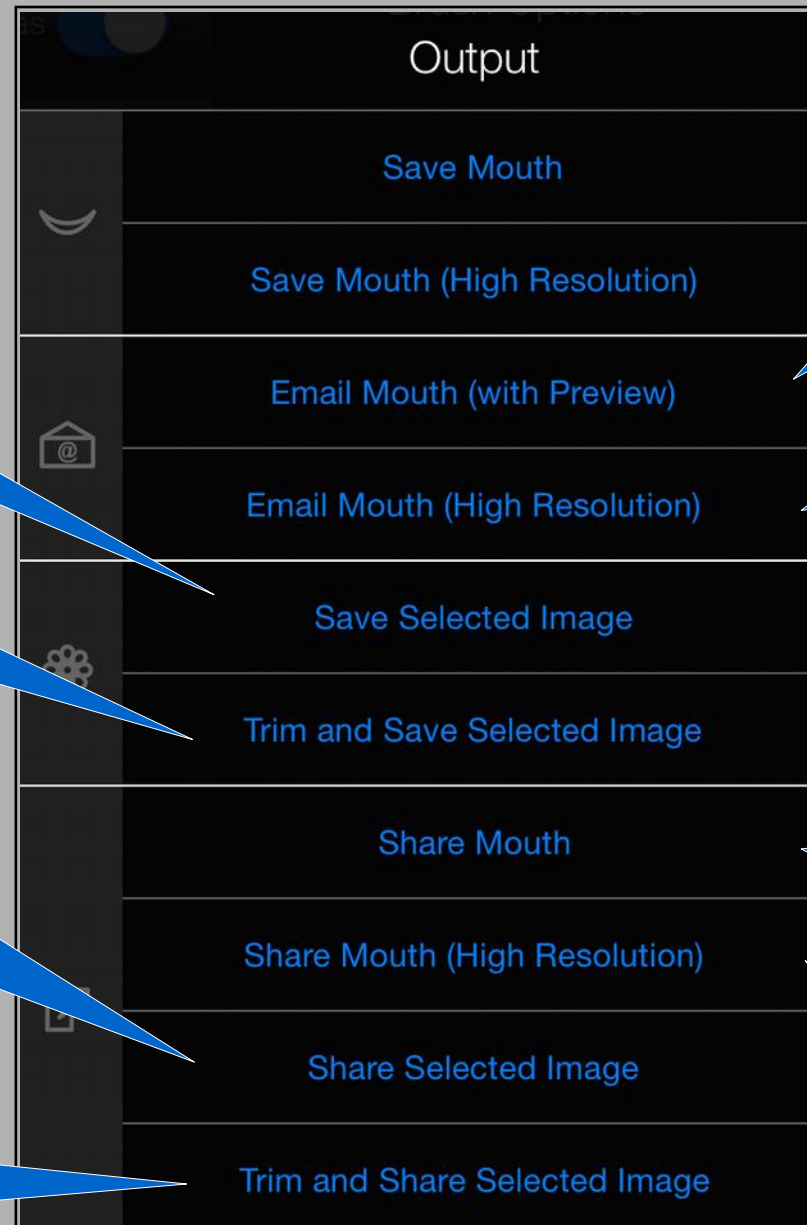
Choose this option to save the currently selected mouth as an image.

Please note: This will open the 'Adjust Size' popover (see next page).

Same as above. The mouth's canvas, however, will be trimmed to remove empty space around the image.

Choose this option to share the currently selected mouth as an image. Animation Pro will display the iOS sharing popover so that the image may be shared with other apps.

Same as above. The mouth's canvas, however, will be trimmed to remove empty space around the image.



Choose this option to generate a 250x250 pixel (.APM) mouth file, placing it in an email, together with a preview image for sharing with others.

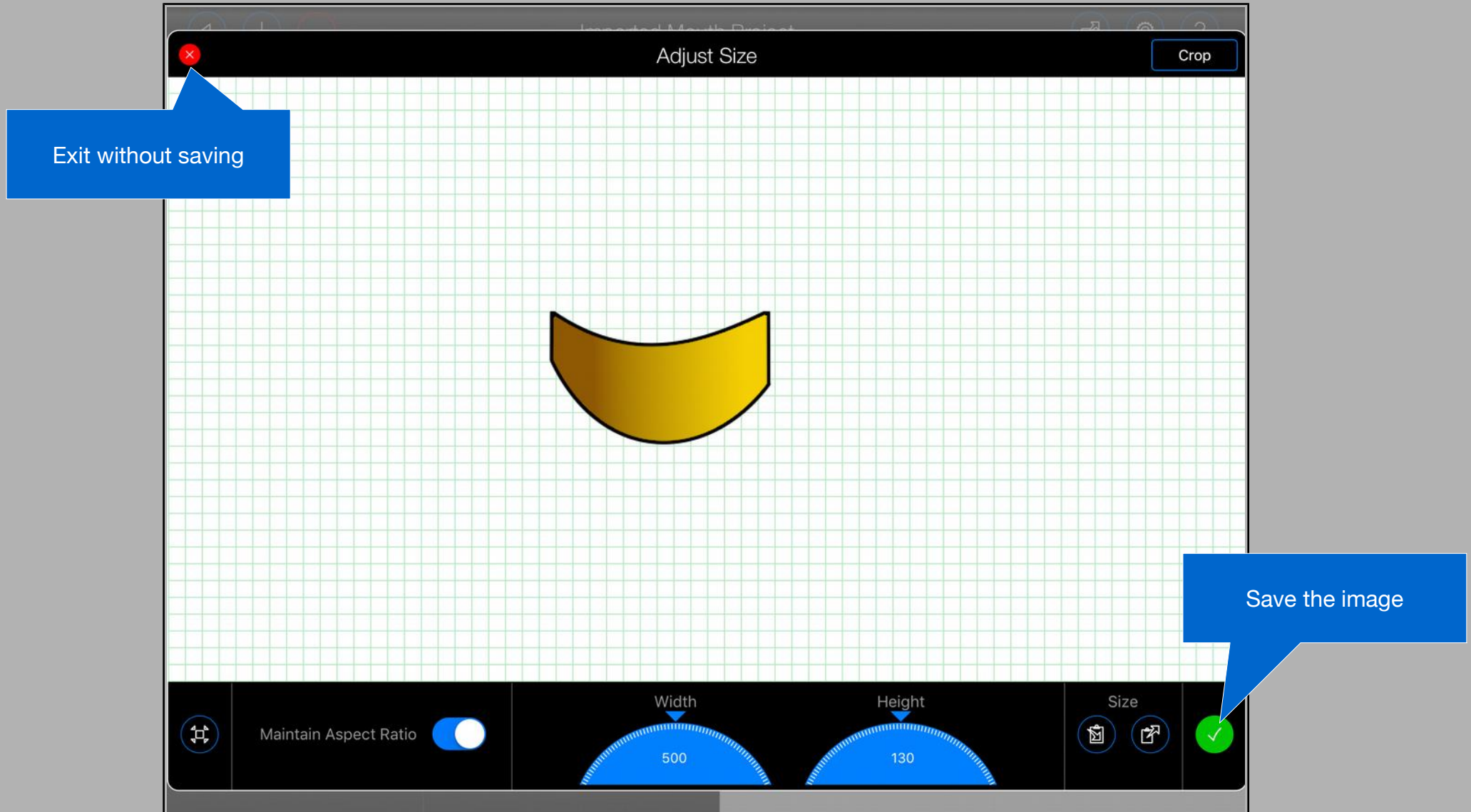
Choose this option to generate a 500x500 pixel (.APM) mouth file (800 x 800 on the 12.9" iPad Pro), placing it in an email, together with a preview image for sharing with others.

Choose this option to generate a 250x250 pixel (.APM) mouth file. Animation Pro will display the iOS sharing popover so that the mouth may be shared with other apps.

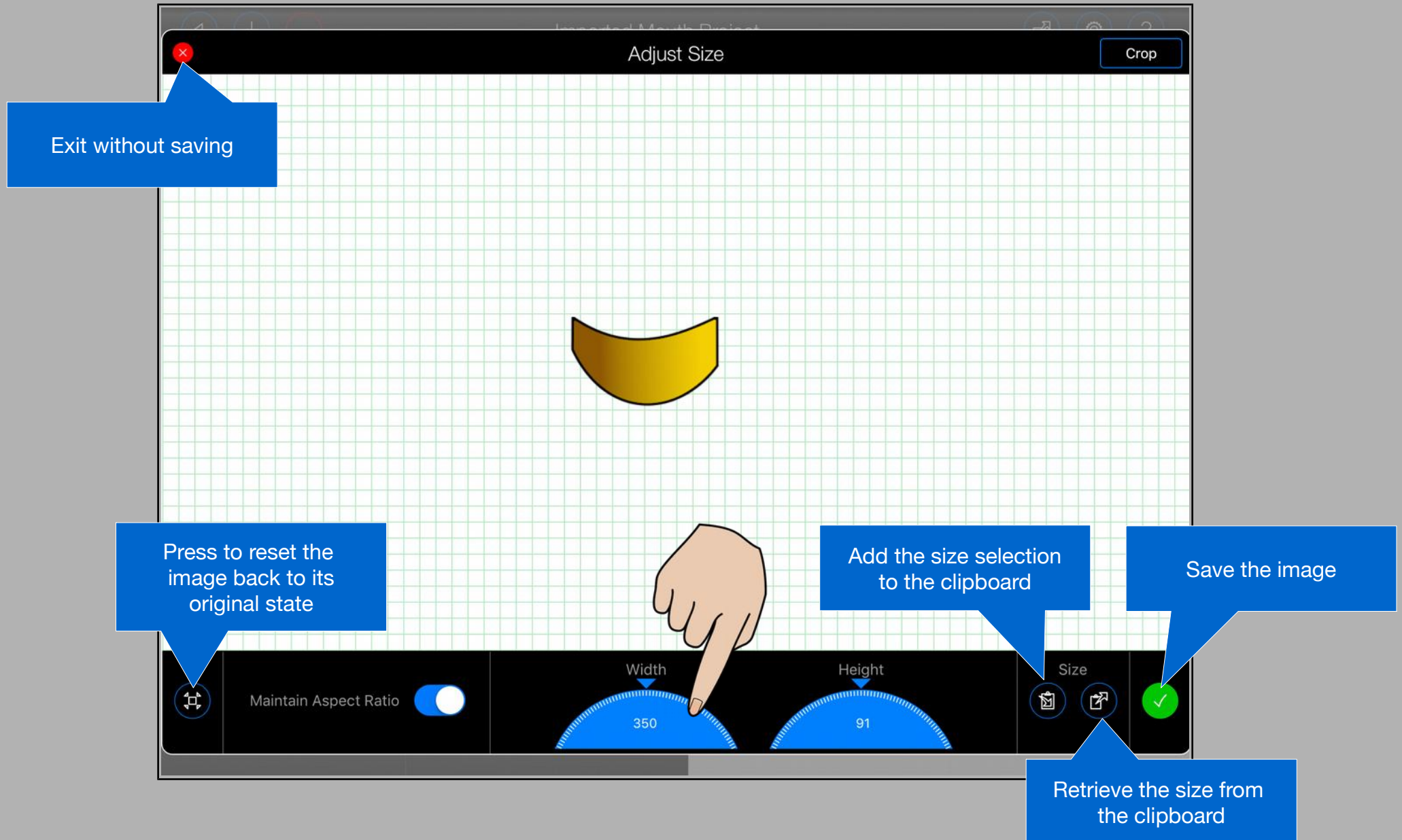
Choose this option to generate a 500x500 pixel (.APM) mouth file (800 x 800 on the 12.9" iPad Pro). Animation Pro will display the iOS sharing popover so that the mouth may be shared with other apps.

Cropping and Reducing the Image Size

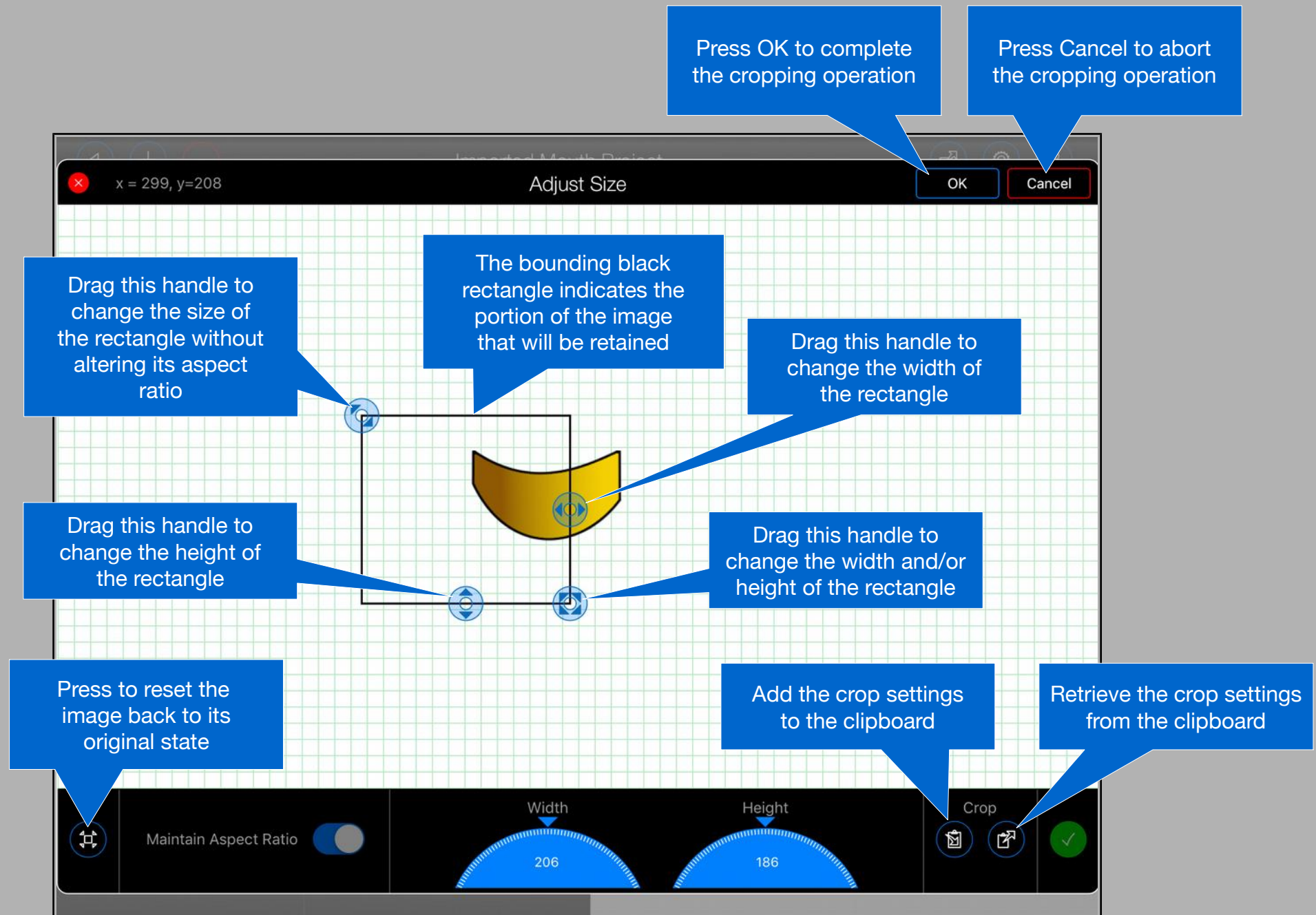
Whenever you save an image, Animation Pro will display the 'Adjust Size' popover. This allows the image to be cropped and/or resized prior to it being saved to your iPad's storage:



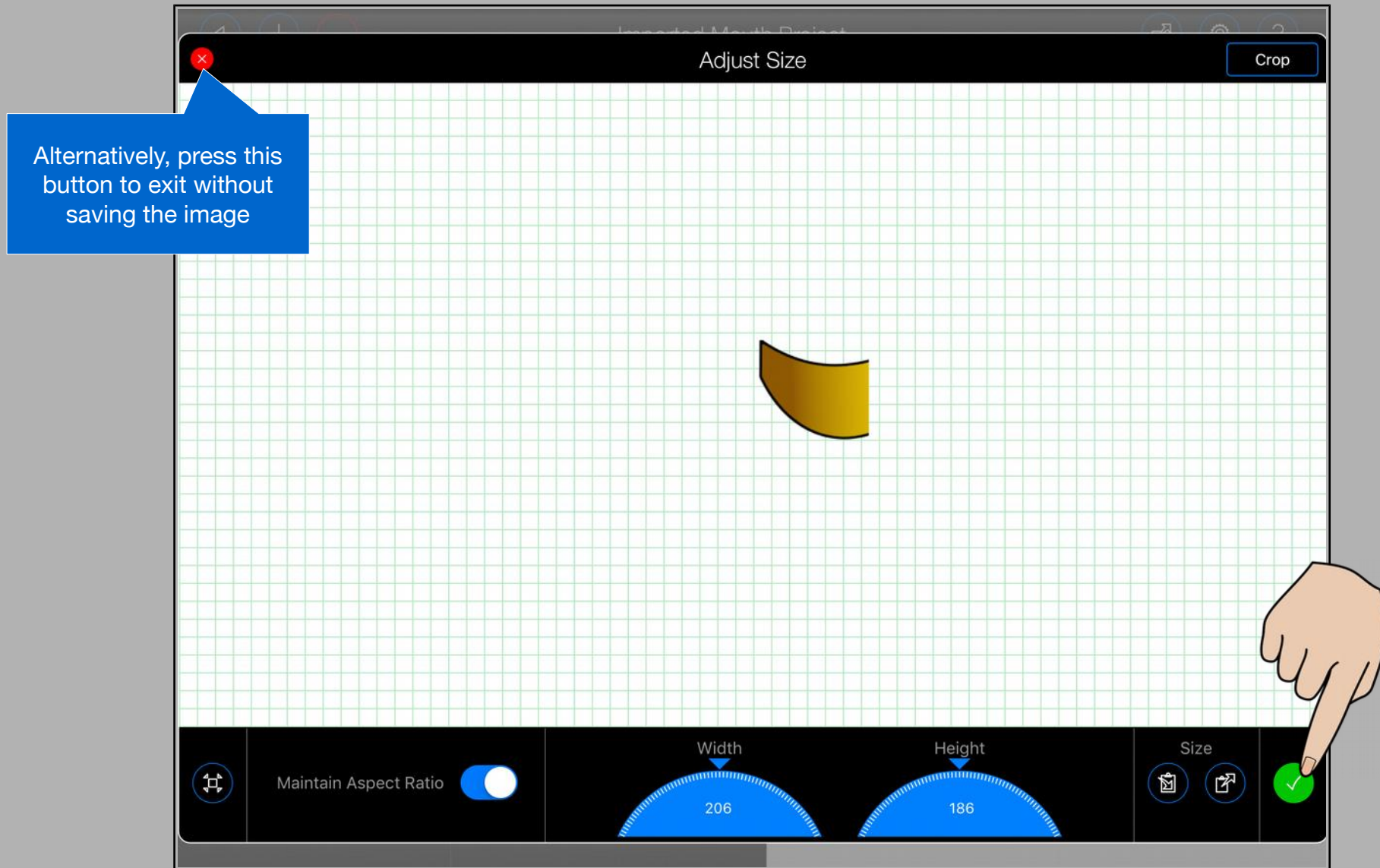
Reduce the size/resolution of your image by rotating the 'Width' and 'Height' dials at the bottom of the screen. Adjusting one dial will automatically adjust the other where the 'Maintain Aspect Ratio' switch is turned on. Turn off the 'Maintain Aspect Ratio' switch if you wish to adjust the width and height of the image independently.




Press the 'Crop' button at the top of the 'Adjust Size' popover to display the blue 'cropping' handles (please see below). Drag these handles around with your finger to select part of your image (as indicated by a black bounding rectangle). When you're finished, press the 'OK' button to crop the image to the black bounding rectangle or 'Cancel' to abort without making any changes.



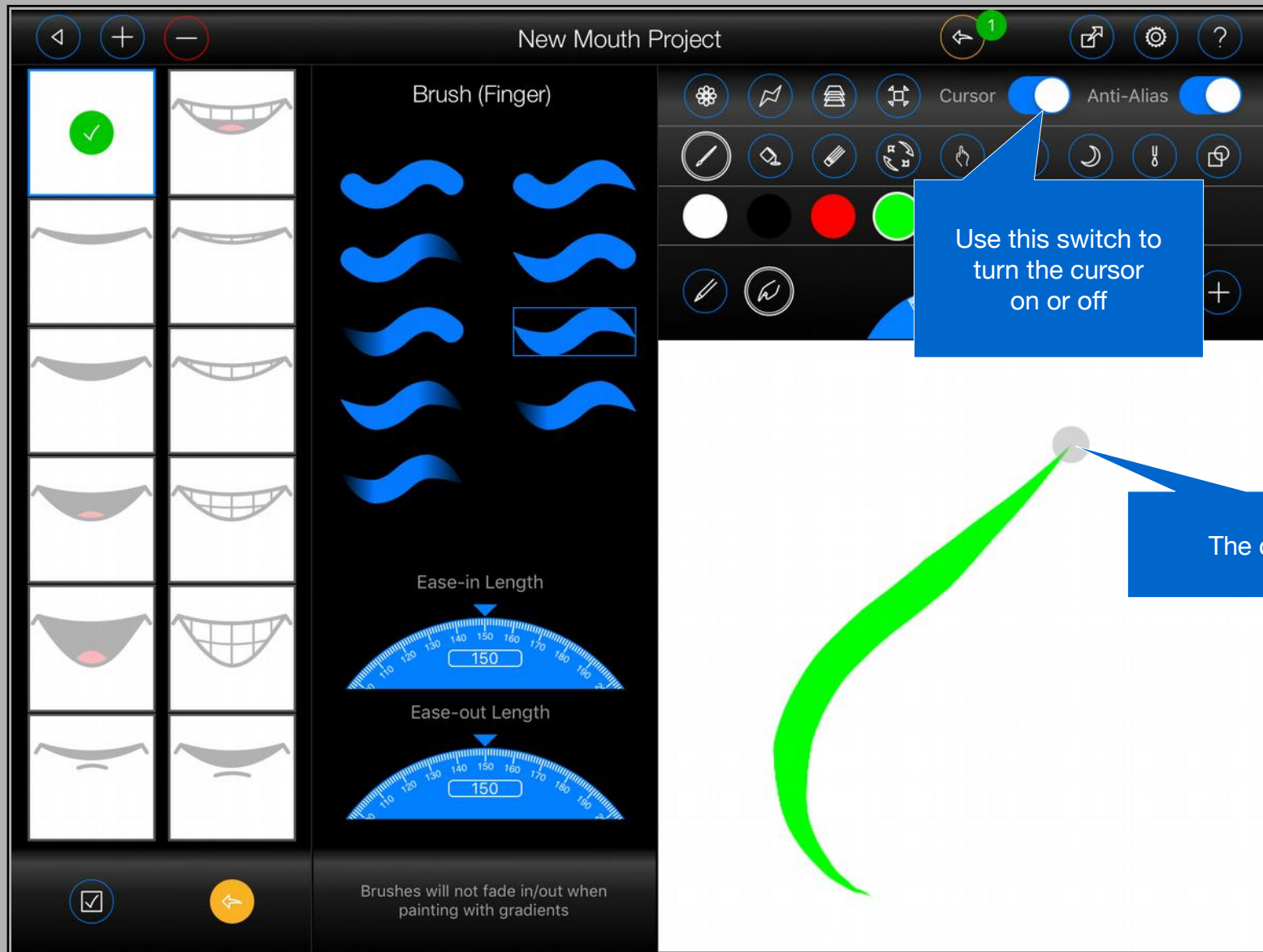
When you're done resizing and cropping the image, press the  button at the bottom of the 'Adjust Size' popover to save the image. The image will be saved under the 'User Images' category within the 'Image Selection' file manager.



Please note: The  button will be disabled whilst cropping your image.

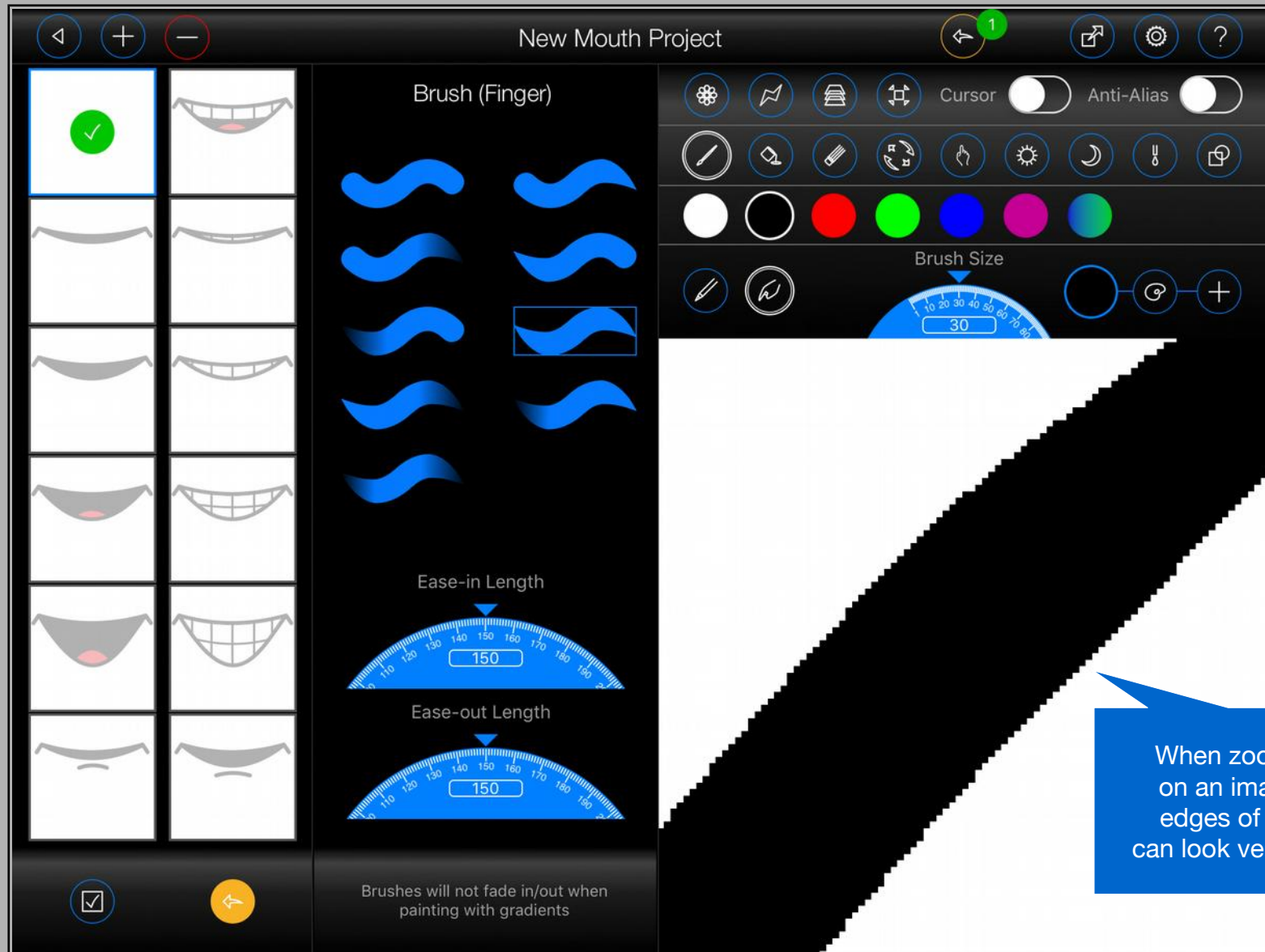
The Cursor

Animation Pro can display a cursor for any of its painting/selection tools. This will allow you to see where the painting/selection will occur as well as the size of the 'brush':

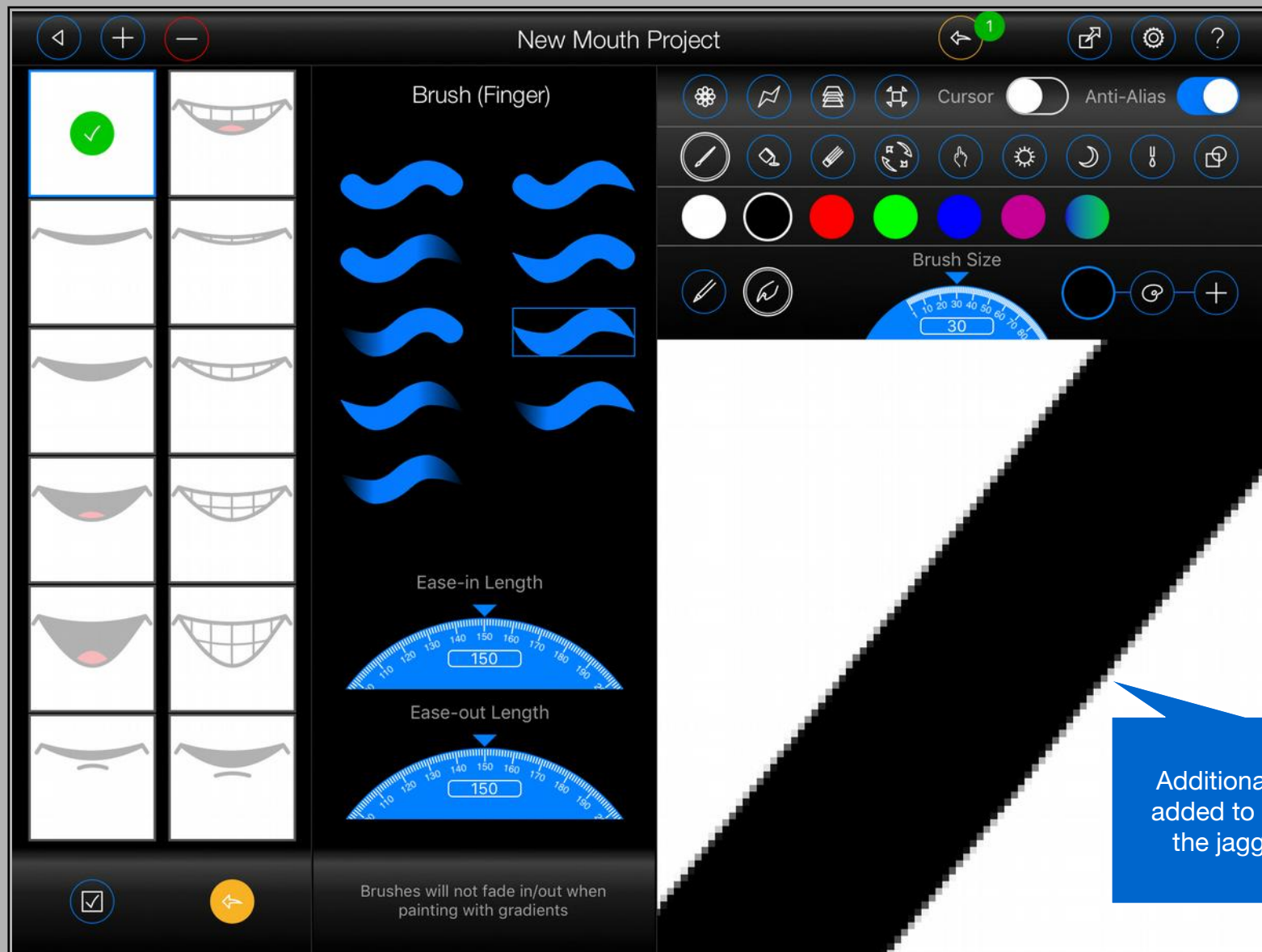


Antialiasing

iPad images are composed of a grid of pixels (picture elements). So drawing a line across an image can result in jagged edges as shown below:

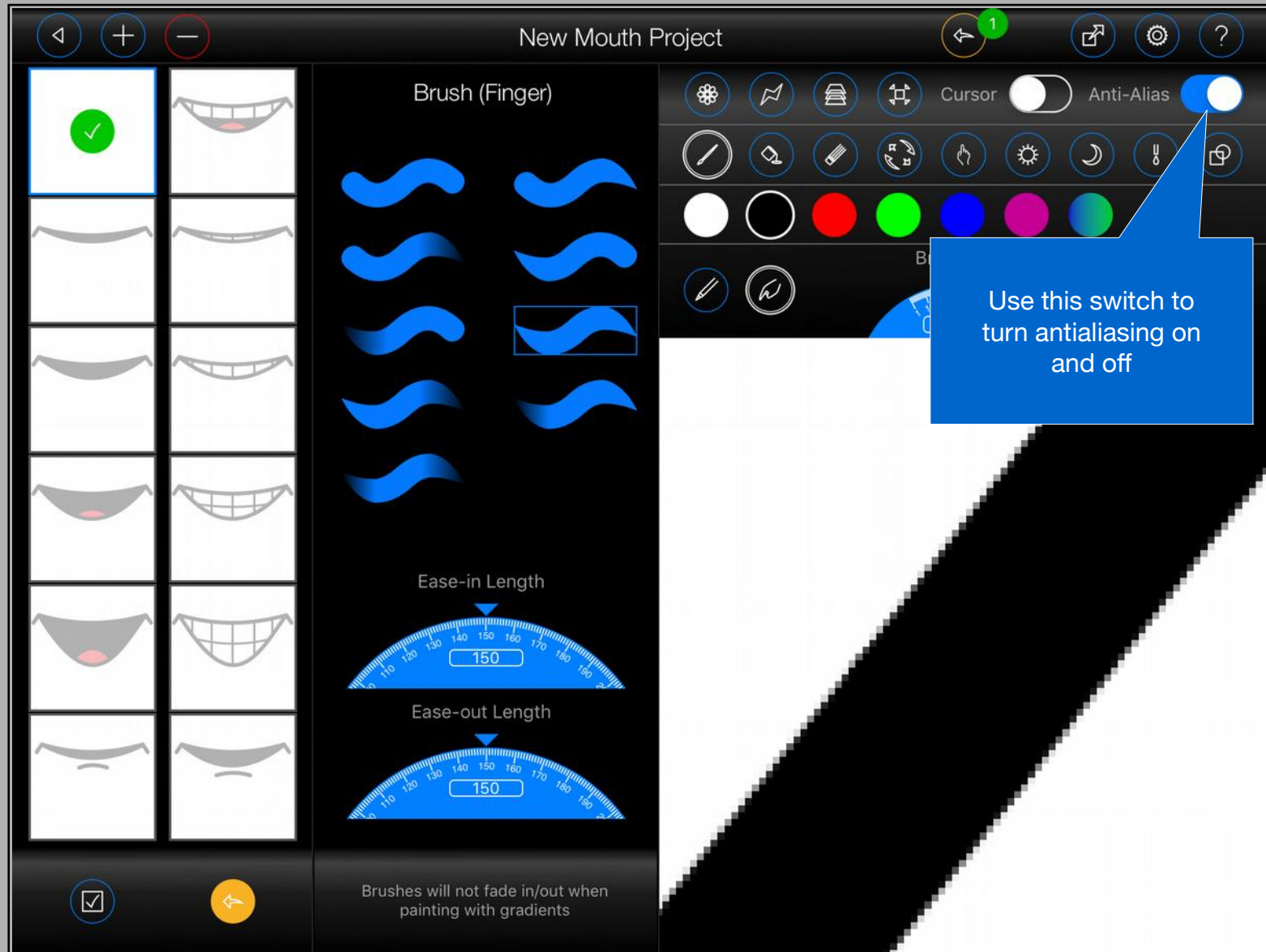


The process of antialiasing the line adds, in this case, additional grey pixels which have the effect of smoothing out the jagged edges:



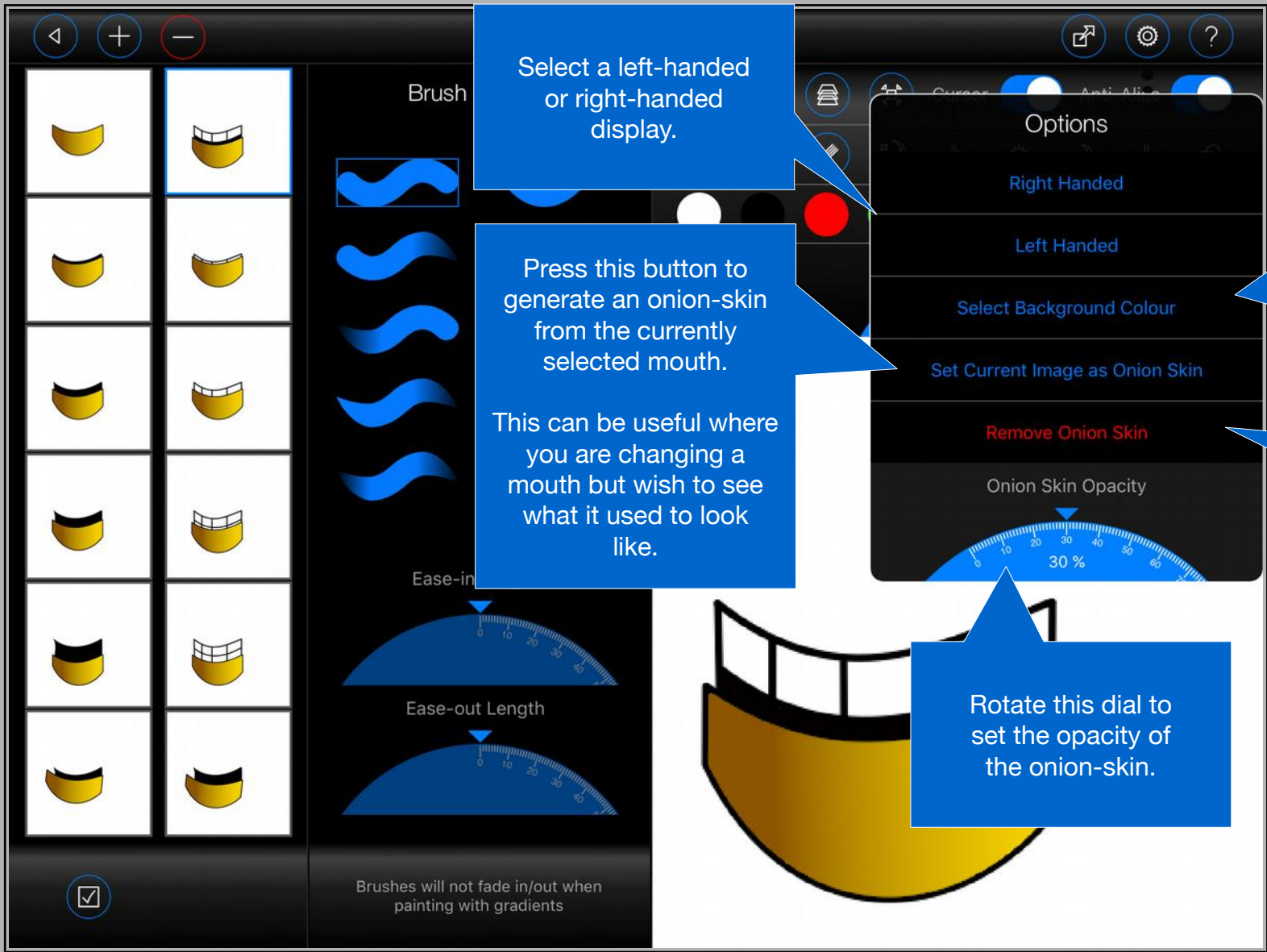
Turning Antialiasing On and Off

Whilst antialiasing produces much smoother lines, brush strokes, circles etc., sometimes it can be advantageous to turn it off. You may be, for example, wanting to paint individual pixels. Perhaps you're going for that retro 8-bit look! So Animation Pro allows antialiasing to be turned on or off at any point in time (changing the setting will not affect any content already on the canvas).



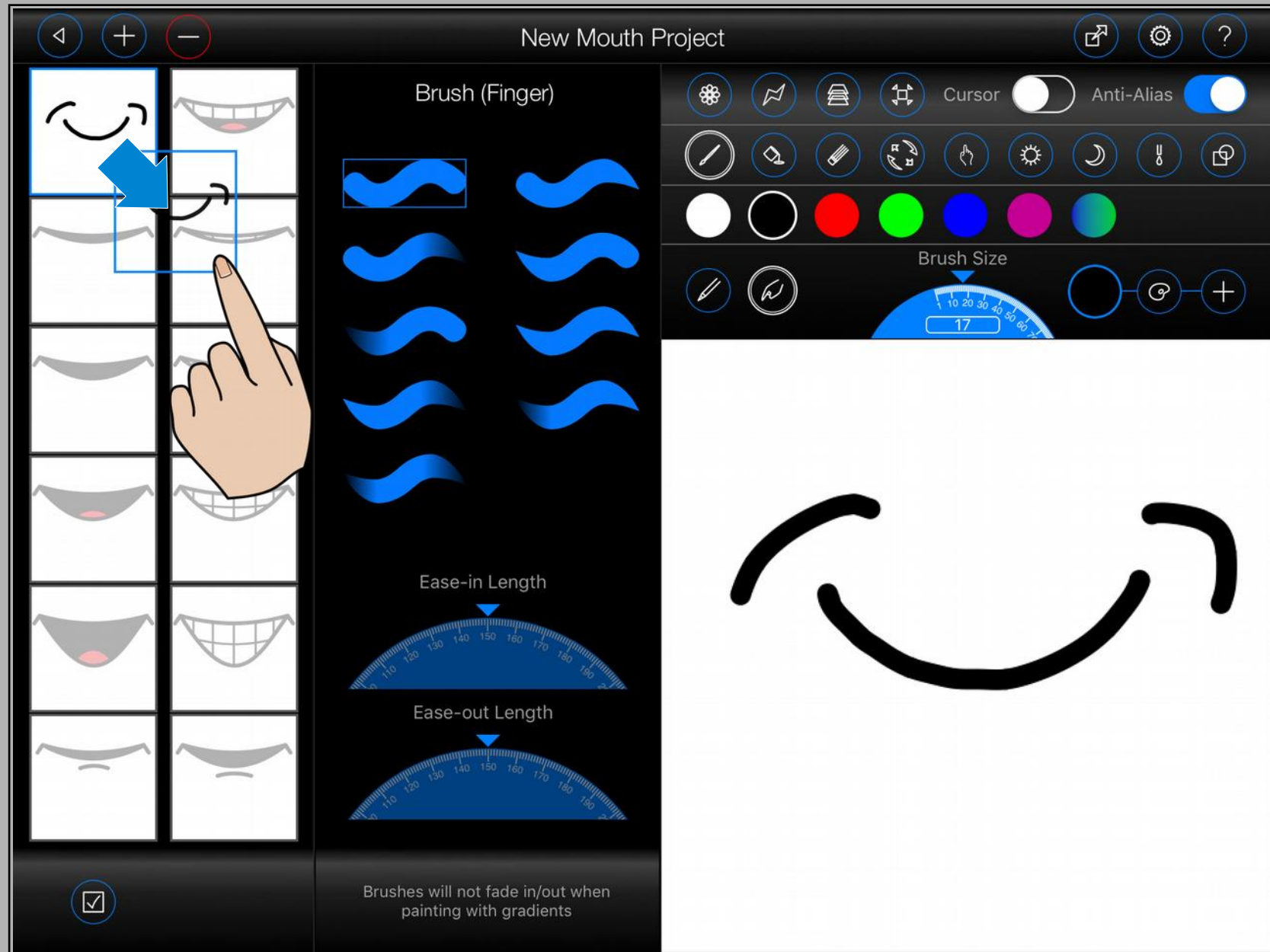
Mouth Creator Options

Press the  button at the top of the screen to open the 'Options' menu:



Copying Mouth Shapes

In a lot of cases, each mouth shape will be a simple variation of another. It would thus be very time consuming to draw each shape from scratch or copy the layers from one mouth shape to another one by one. Fortunately, copying a mouth shape is as simple as dragging it, and dropping it, over one of the other shapes:



Setting an Onion Skin

You can use the 'Options' menu to set the currently selected mouth as an onion skin. However, you can easily set any of the other mouth shapes as an onion skin by dragging them onto the canvas:

