




Exporting

Now that you've created the best animation ever, the next step is to export it for all of your friends to see. From the animation screen, press the  button at the top of the screen and then select 'Export Animation'. Animation Pro will then display its export options.

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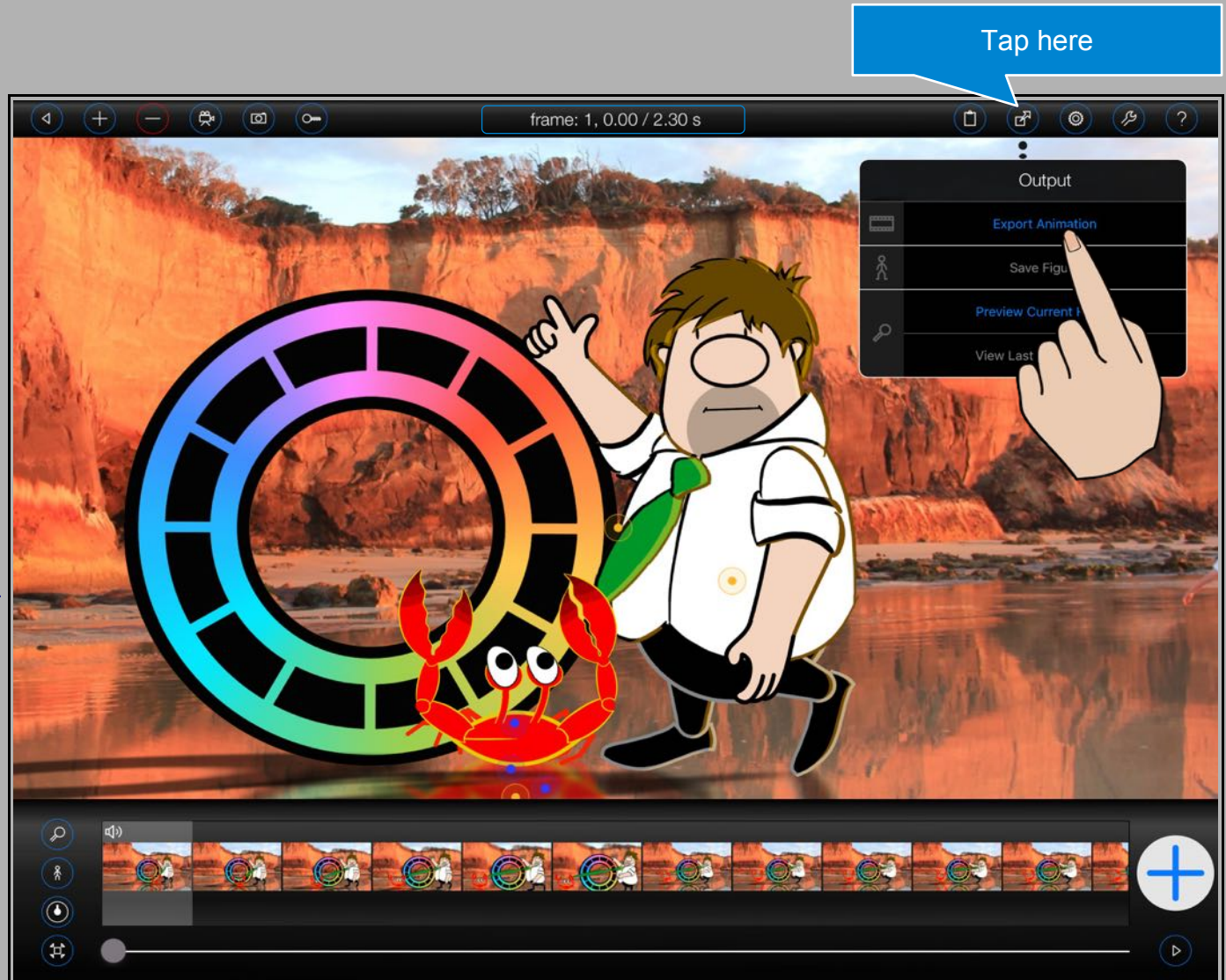
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Export Options Overview

Press to close the popover. This will terminate any active exports

Total duration being exported.

Choose the output resolution for your video or images.

The last two (HD) options will only be available on Retina devices.

Select the 3D output format

Use the 'Depth' dial to set the strength of the 3D effect.

Select the output frame rate and the number of tweens per frame (tweens will be unavailable where 'user tweens' have been used).

Select the range of frames to be exported

Specify which effects should be included in the export

Have Animation Pro produce a video or image sequences

Press to start exporting

Resolution: 320 x 180 640 x 360 854 x 480 960 x 540 1024 x 576 1280 x 720 1920 x 1080

3D: Depth

Frame Rate: Frames per second 10 fps 20 Tweens 2 Total = 30 fps

Range: Export frame 1 to 300

Include:

Format: Video - mov Video - m4v Video - mp4 Images Images - alpha

Do not trim Trim individually Trim to common size

Resolution

Animation Pro has been designed to produce animations in a 16:9 aspect ratio. This is a wide-screen format whereby the width of the animations are 1.777 times the height of the animations. When exporting your animations, you may choose between a range of 16:9 output resolutions:

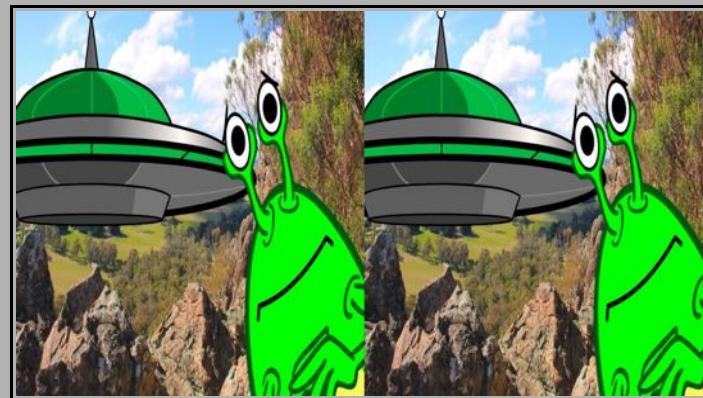
320 x 180	640 x 360	854 x 480	960 x 540	1024 x 576	1280 x 720	1920 x 1080
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Generally speaking, the larger the resolution, the greater the files sizes (video or images) will be. So, if you need to send someone a video over a mobile/cellular connection, or via email, then a lower resolution may be more appropriate. Of course, lower resolution animations will look pretty ordinary when viewed on large screens.

Please note: The last two HD resolutions, 1280 x 720 and 1920 x 1080, are only available on Retina devices.

3D

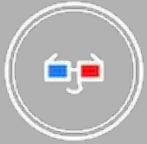
Animation Pro can export animations in both anaglyph and side-by-side 3D formats:



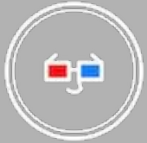
Select:



To export images or video in 2D only.



To export images in the 3D anaglyph format – to view these videos correctly, the left lens of the 3D glasses should be blue and the right should be red (when looking at the front of the glasses).

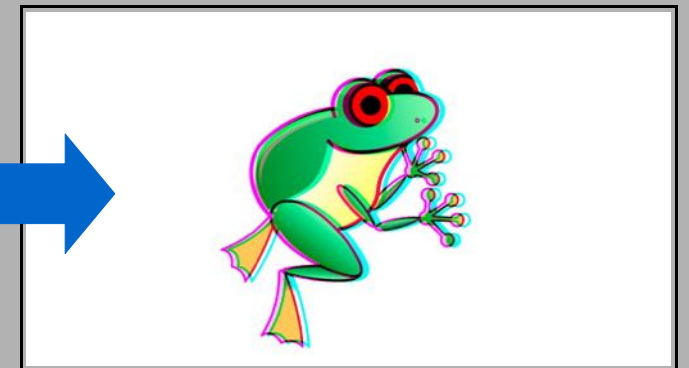


To export images in the 3D anaglyph format – to view these videos correctly, the left lens of the 3D glasses should be red and the right should be blue (when looking at the front of the glasses).



Select one of these options to produce 3D images or video in the side-by-side format. L/R vs R/L is largely dependant upon the device you intend to display the images or video on.

Depth: Rotate the Depth dial to the left to increase the 3D effect.



Frame Rate

Animation Pro can produce video up to 60 frames per second. The chances are, however, that you won't want to animate at such a high frame rate as 5 seconds of footage would require you to create 300 frames on the animation screen!

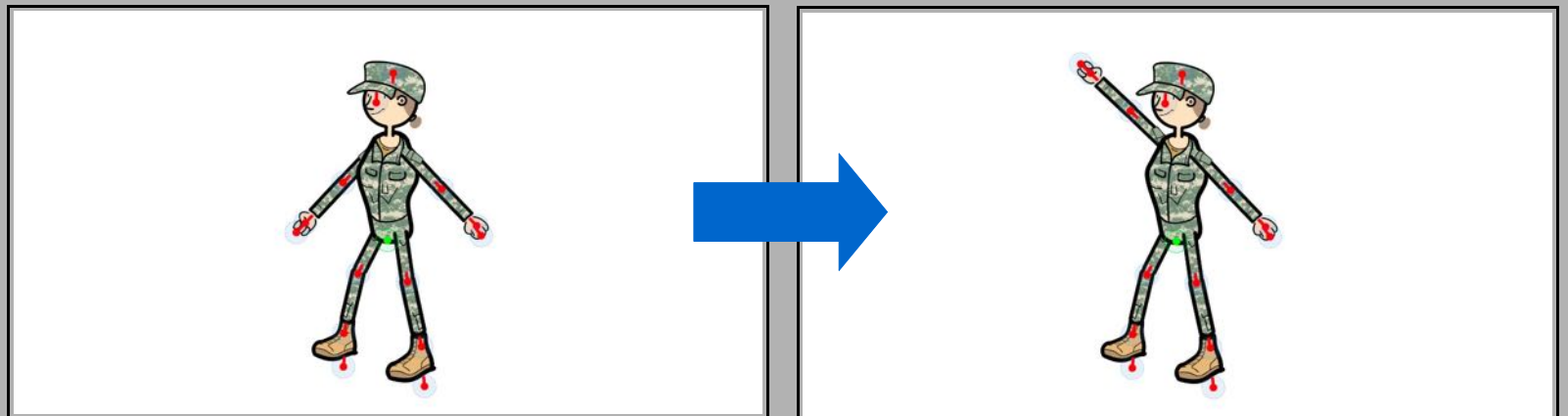
Rotate to set the output frame rate



Tweens

I generally create my animations with a frame rate between 10 to 15 frames per second. Of course, the lower the frame rate, the more 'jerky' my animations become. But that's where 'tweens' come in. Animation Pro can automatically insert additional frames, known as 'tweens', between each of my frames to effectively increase the frame rate and thus produce a much smoother result.

Consider the following two frames:

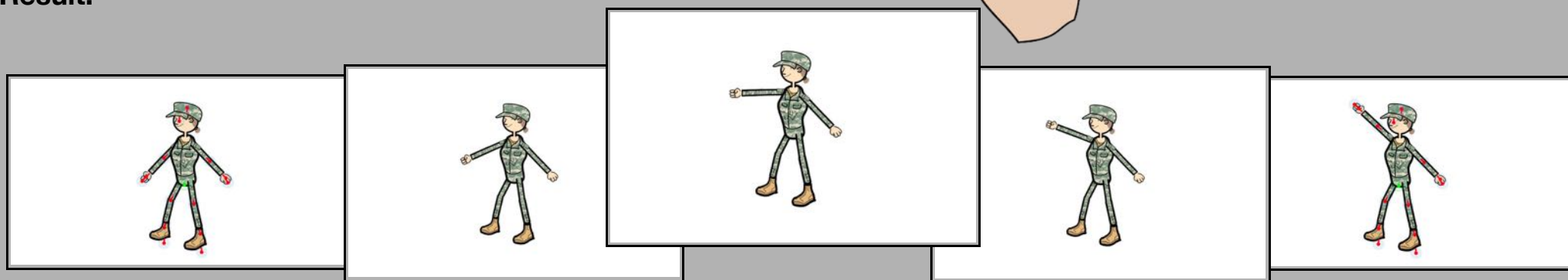


The figure's arm will move abruptly from the first position to the next.

By setting the number of tweens to 3, Animation Pro will automatically create 3 intermediate frames to smooth out the movement of the figure's arm:



Result:



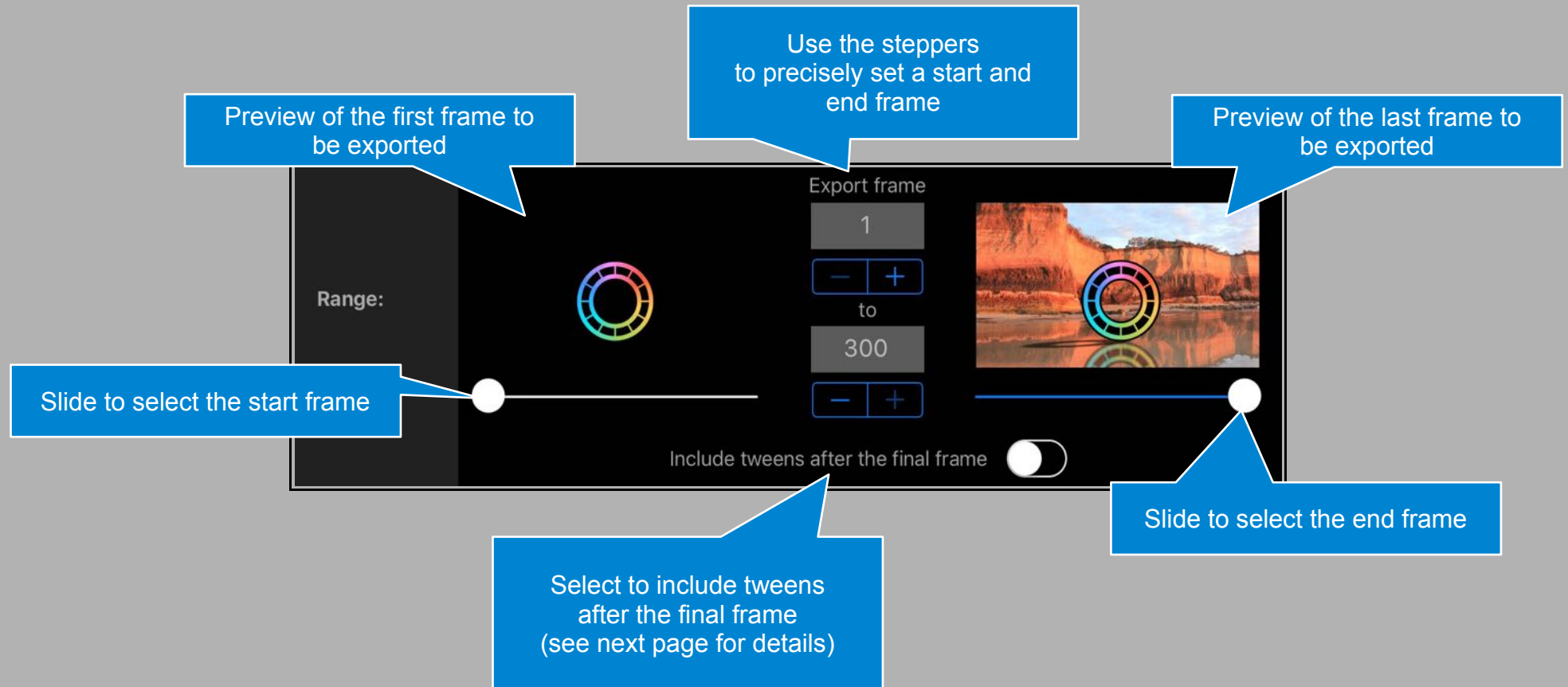
In this example, the frame rate is effectively increased from 15 to 60 frames per second. The speed of the characters movements, however, will remain unchanged – they'll just look a whole lot smoother!

PLEASE NOTE:

- If you move a figure's limb, for example, more that 180 degrees in a clockwise direction, Animation Pro will assume that the limb actually moved in a counter-clockwise direction when creating the tweens i.e. it will base its calculations on the smallest possible movement.
- The 'Tweens' dial will be unavailable where 'user tweens' exist in your animation. Please see the 'Tweening' topic (left) for more information.

Range

Exporting an animation can take a while depending upon its complexity. 3D animations for example, take 3 times longer to produce as both a left and right image need to be created and then combined to produce the anaglyph or side-by-side result. So it can be useful to export part of an animation, especially where you need to quickly review changes to only a handful of frames within a large and complex animation.



Including Tweens After the Final Frame

Please consider the following animation consisting of 3 frames with 2 tweens between each frame:

frame 1



frame 2



frame 3



If our requirement is to ultimately display a looping video such that the figure's arms keep moving up and down (i.e. without any pauses), then we really don't want frame 3. Under normal circumstances, however, this would still produce the following undesirable result:

frame 1

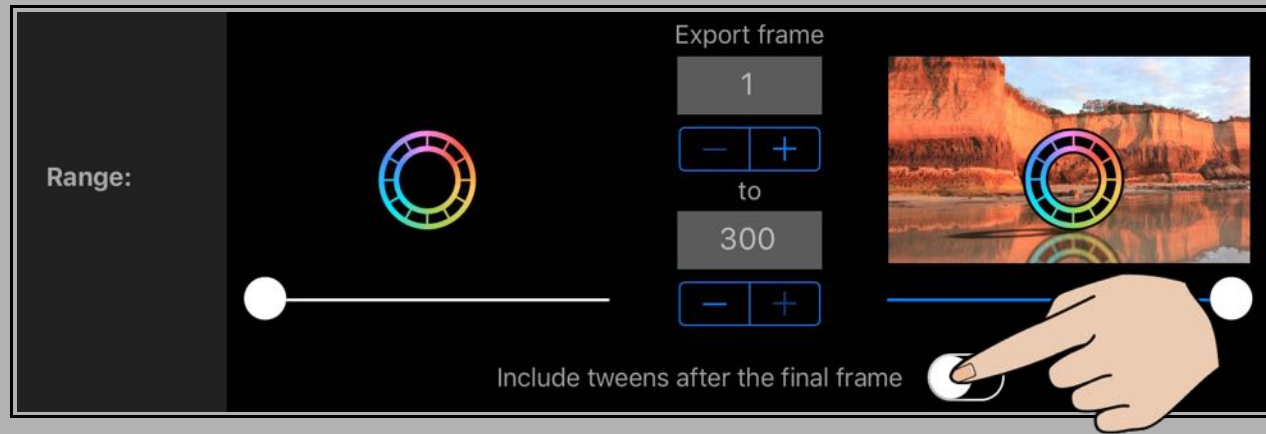


frame 2



That is, if this video were made to loop, there'd now be an abrupt transition between frame 2 and frame 1!

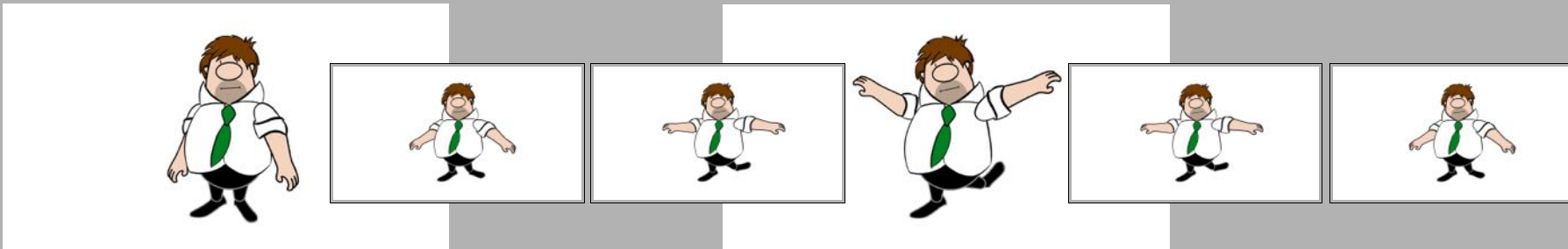
So Animation Pro includes the switch (as shown below) in the export options:



With this switch turned on, Animation Pro will produce the following results when frames 1 through 2 are exported:

frame 1

frame 2



And the results will look a lot better when looped!

Please note:

If you leave this switch on and export to the very last frame in your animation, there won't actually be any tweens to include. Under these circumstances, Animation Pro will simply repeat the last frame in the output (once for each missing tween).

Include

The export process can take some time if you've included a lot of effects, such as tints, blurs or camera depth-of-field etc., in your animations. Sometimes that can really test your patience when you'd just trying to do a quick export to see how the timing of your figure movements, for example, are progressing. So Animation Pro allows various effects to be turned off when exporting to speed things up.

EXPORT (30.00 s)

Resolution:

320 x 180640 x 360854 x 480960 x 5401024 x 5761280 x 7201920 x 1080

3D:

Depth

010203040506070

Frame Rate:

Frames per second

Tweens

Total

10 fps

+

2

= 30 fps

Range:

Export frame

1

to

300

Include:

images

Trim

Turn figure accents on/off

Turn figure glows/ outlines on/off

Turn motion blur on/off

Turn figure tints on/off

Turn figure highlights on/off

Turn figure blurs on/off

Turn camera depth-of-field on/off

Format

Animation Pro can produce either a video (.mov, .m4v or .mp4), a sequence of images (Images) or a sequence of images with transparency (Images - alpha). Images will be written straight to the iOS photo album/camera roll.

Video - mov	Video - m4v	Video - mp4	Images	Images - alpha
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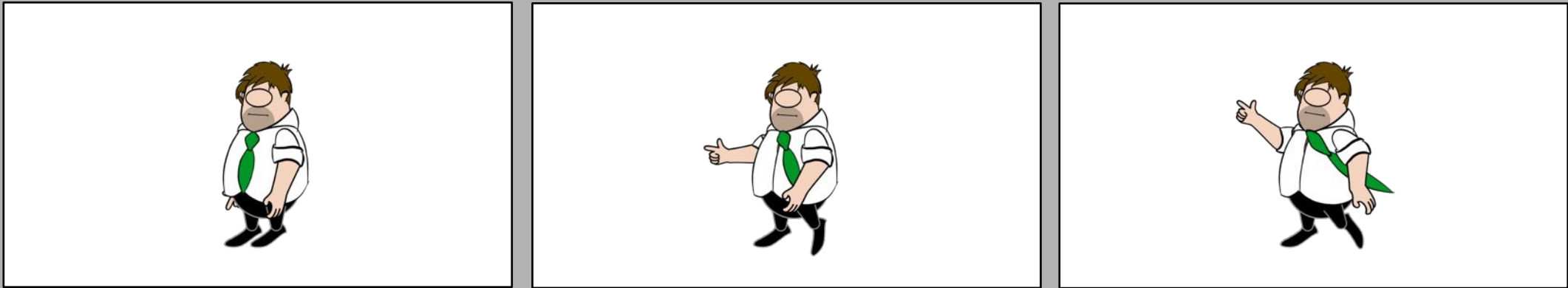
Alpha Image Trimming

When exporting images with an alpha channel (transparency), it is possible to specify how those images should be cropped:

1. Do not trim

Do not trim	Trim individually	Trim to common size
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When this option is selected, Animation Pro will export images at the resolution specified (no trimming will occur):



1. Trim individually

Do not trim	Trim individually	Trim to common size
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When this option is selected, Animation Pro will trim the blank pixels from around the figures in each image which may produce images of varying sizes:



1. Trim to common size

Do not trim	Trim individually	Trim to common size
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When this option is selected, Animation Pro will determine the minimum trimmed size that satisfies all of the images:




Please note:

- All video formats utilise H.264 compression/encoding within different 'containers' (mov vs. m4v vs. mp4).
- mov files contain 2 stereo channels at 44100 Hz (AAC)
- m4v and mp4 files contain 2 stereo channels at 48000 Hz (AAC)
- mov is the default format
- m4v and mp4 files may work better with other devices
- **Some Apps may automatically transcode videos i.e. the video formats described above may be modified by other Apps when sharing**

Starting and Stopping an Export

Once you've made all of your selections, press the  button to begin the export process.



The  button may be pressed to cancel an export. Please note that it may take Animation Pro a little time to finish what it is doing when the button is pressed.

Export Time

The length of time taken to complete an export will be based upon a number of factors, including:

- The number of frames in your animation
- The number of tweens selected
- The number and complexity of the figures in each frame
- The number of sound effects in the animation and the amount of lip-synching
- The use of background images
- The use of colours/tints, highlights/accents or glows/outlines
- The use of motion blur
- The use of effects such as distortions, blurs or camera depth-of-field
- Whether the animation is exported in 2D or 3D (3D animations will take nearly 3 times longer to export)
- Whether the animation is exported as a video or a sequence of images
- The resolution of the exported animation

So if your animation is long and complex, and your battery is low, you may wish to put your iPad on the charger whilst exporting.

PLEASE NOTE:

- The iPad's screen will remain on during exports.
- If the iPad is put to sleep or another App is launched, Animation Pro will terminate any active exports.