



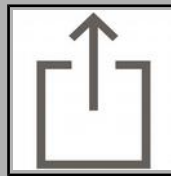
Importing Assets

A lot of animators use other Apps to produce the basic assets (images and audio) for their animations. So I'm frequently asked how to import those assets into Animation Pro. Well, that's a pretty hard question for me to answer because iOS Apps, such as Animation Pro, can't really 'import' content directly from other Apps. In fact, given the security risk, iOS sandboxes Apps to prevent that from happening. So it is really a question of how those Apps make their content available to other Apps, such as Animation Pro.

Now, there's a fazillion (that's just a tad more than a bazillion) different Apps out there for creating images and audio. So it is pretty much impossible for me to provide exact details on how they go about making their content available. That would really be a question for the specific App developers! What I can say, however, is this:

Animation Pro registers itself to iOS as an 'Open in' destination for images (public.image) and audio (public.audio) files.

So if your favourite App includes '**Open in**' functionality for sharing its content, then Animation Pro will be displayed as a destination for that content. Now Apps may not necessarily refer to that functionality as '**Open in**'. So please also look for '**Share**', '**Save**' or '**Export**' options on-screen or in your specific App's help. You might also look for a button like this:



TOPICS:

[Open In](#)

[Sharing content via Apple 'Files'](#)

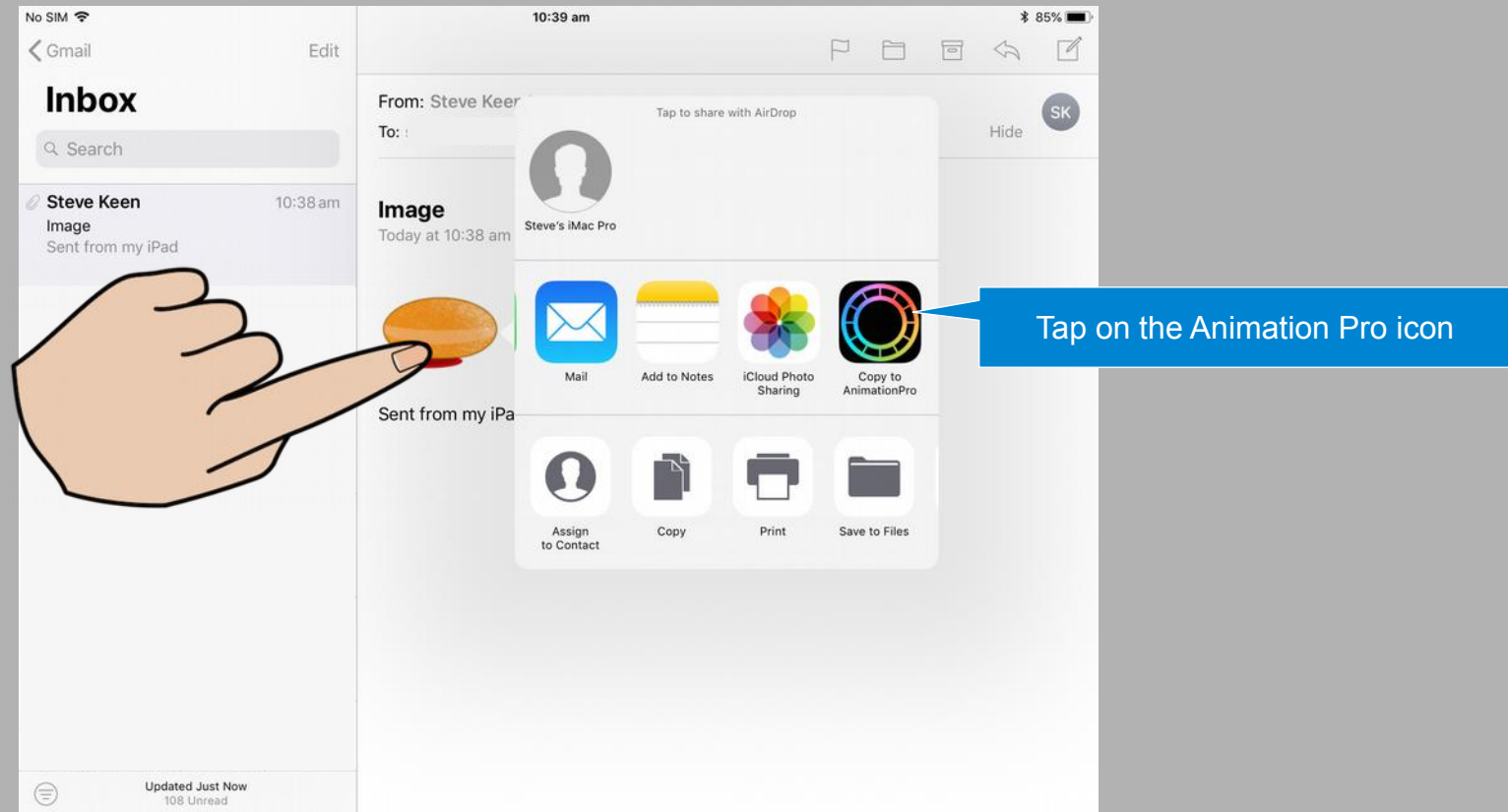
[Example: Importing an Image](#)

[Important Notes Regarding Images](#)

[Important Note Regarding Audio Files](#)

Open In

In some Apps, such as the 'Mail' App, you can press your finger down on an image or audio attachment to reveal all of the Apps, including Animation Pro, that can receive the content:



Upon selecting Animation Pro, Animation Pro will open and automatically import the content into its **'File Manager'**:

- Imported audio will appear within the **'User Audio > IMPORTED'** category of the **'File Manager'**
- Imported images will appear within the **'User Images > IMPORTED'** category of the **'File Manager'**

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

Some Apps, however, may not actually implement ‘Open in’. Instead, they may choose to display a ‘share’ popover that doesn’t actually list all of the Apps capable of dealing with the specific content in question and, if that is the case, you may find that Animation Pro isn’t listed (SIGH)

But, other than politely asking the App developer to implement ‘Open in’ in their App, there may still be an alternative, please see below:

Sharing content via Apple ‘Files’

As of iOS 11, Apple introduced ‘Save to Files’ functionality (along with a ‘Files’ App) that can make it a lot easier for Apps to share content with each other. If you don’t have the ‘Files’ App already installed, please download it from the App store – it is free.

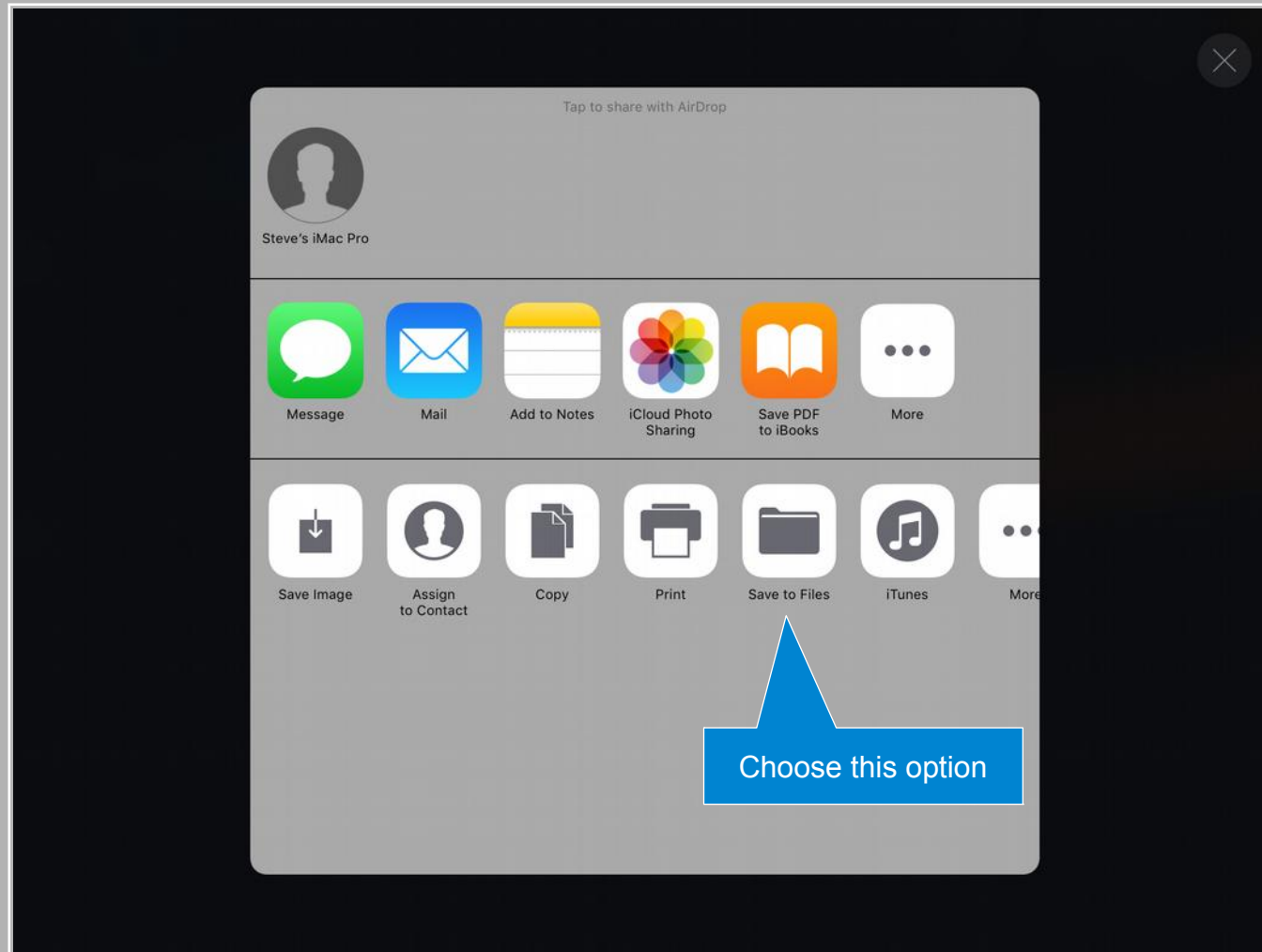
The ‘Save to Files’ functionality allows Apps to save their content to:

- Shared directories on the iPad (found within ‘Files’ under ‘On My iPad’)
- The iCloud Drive
- Specific Apps that act as a location for ‘Save to Files’

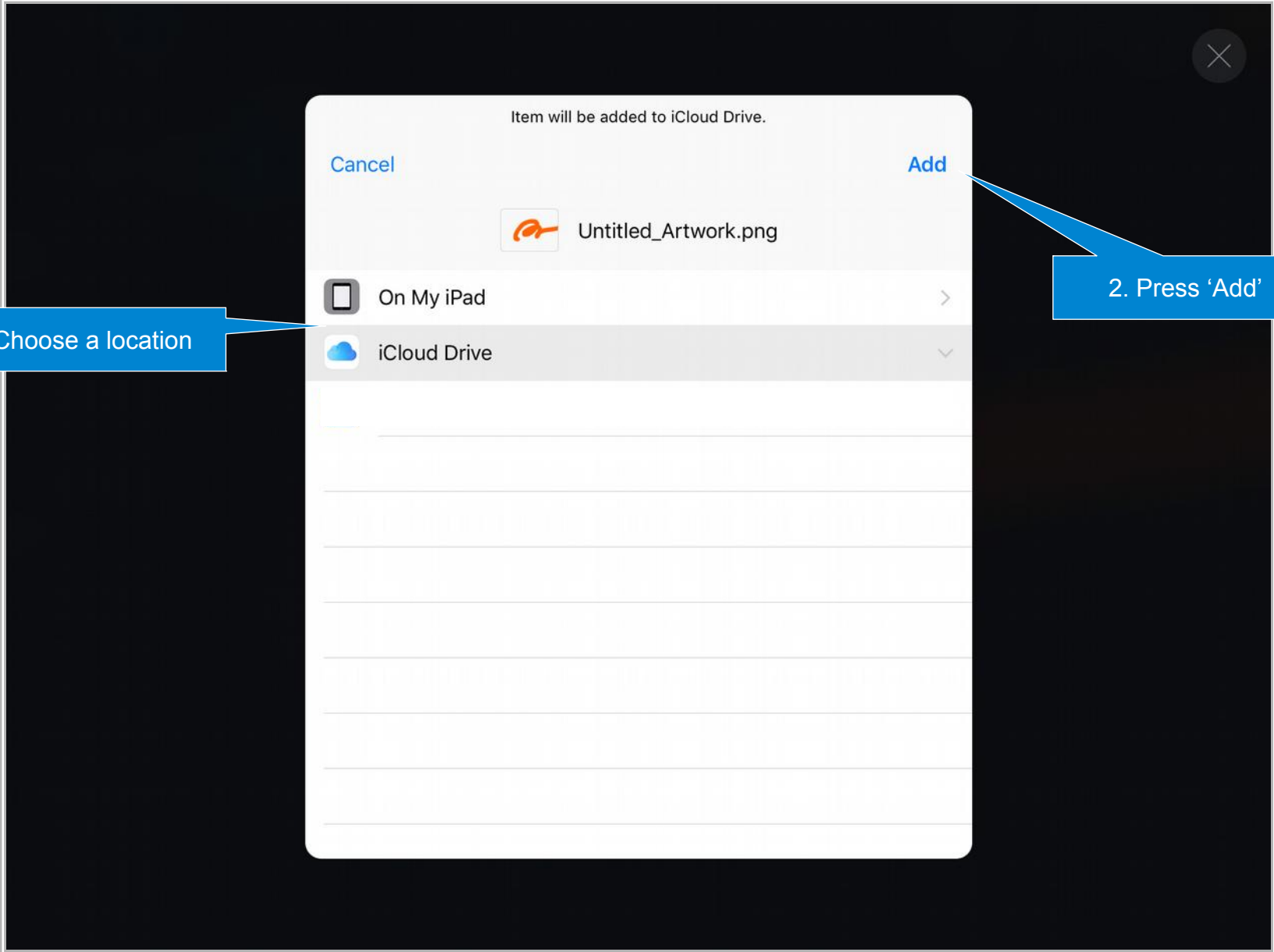
So, again, please look for a ‘Share’, ‘Export’, ‘Save’ or ‘Open in’ option in the App you are using to create your content and invoke it.



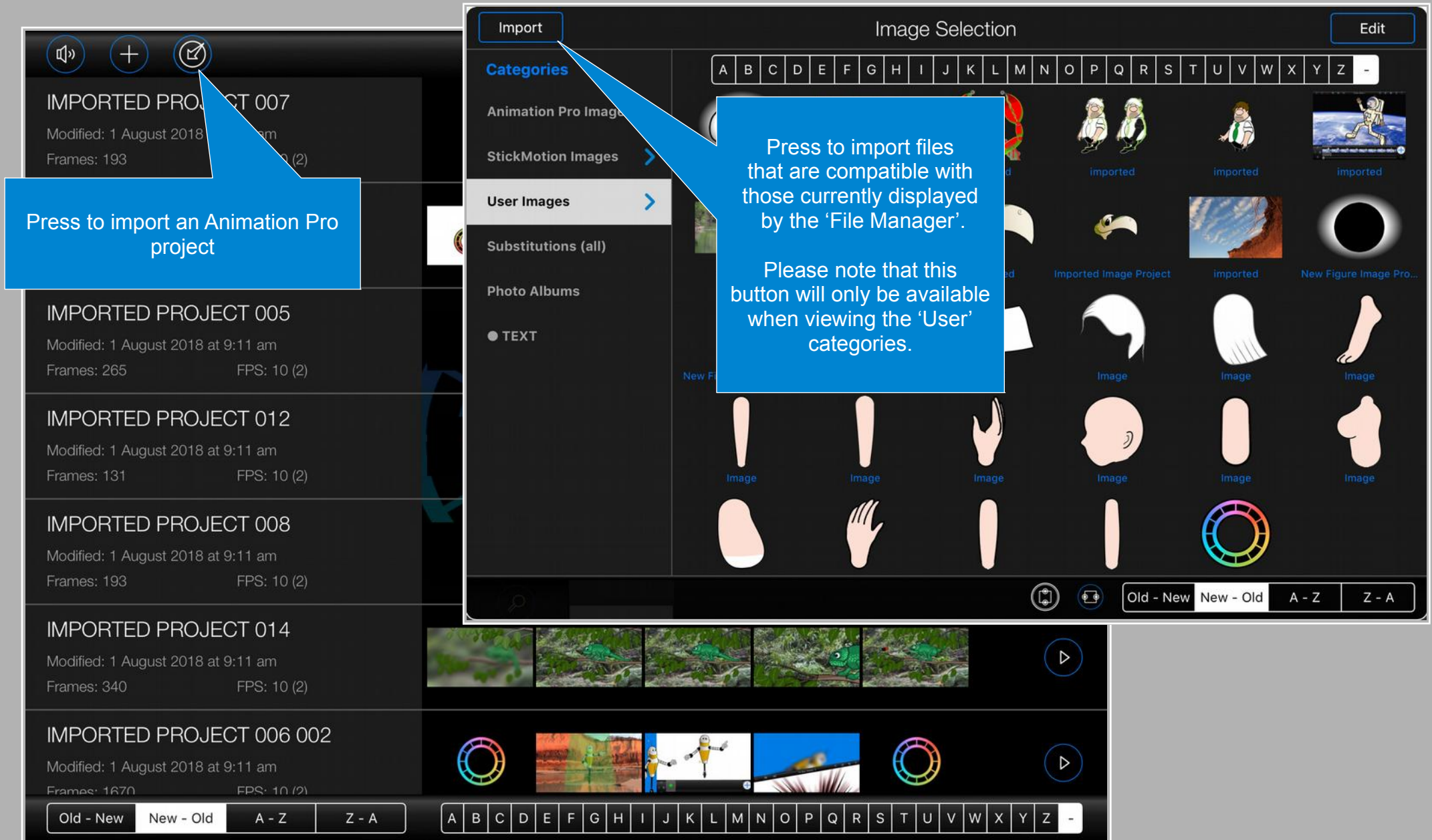
Ultimately, where supported by your particular App, you should end up seeing something that looks like this:



Choose the **'Save to Files'** option (as shown above) and then **'Add'** your asset (your image or audio file) to one of the listed locations, see next page...



Now, as of version 1.7 of Animation Pro, an **'Import'** option has been included on the main **'Projects'** screen and the **'File Manager'**:



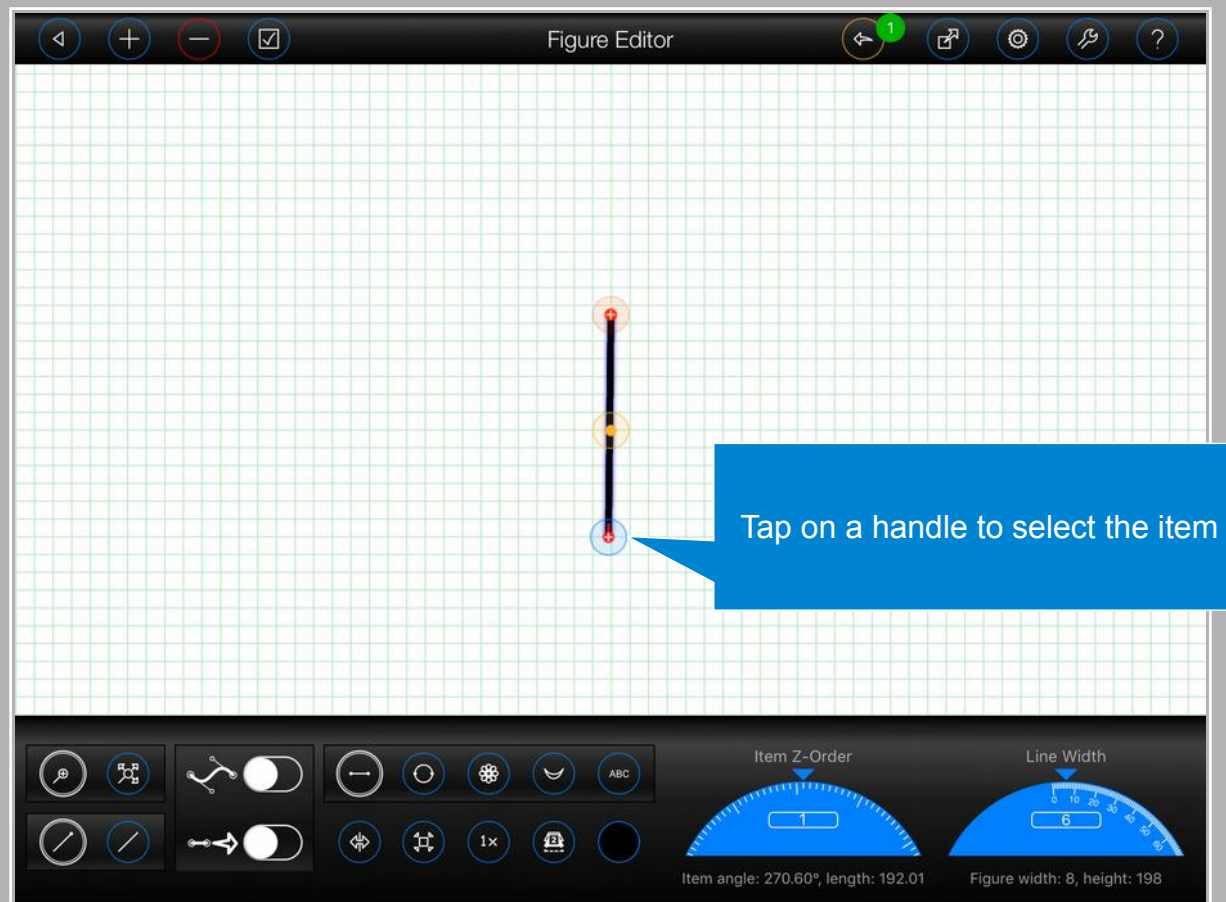
Let's take a look at an example of how this new functionality may be used:


Example: Importing an Image

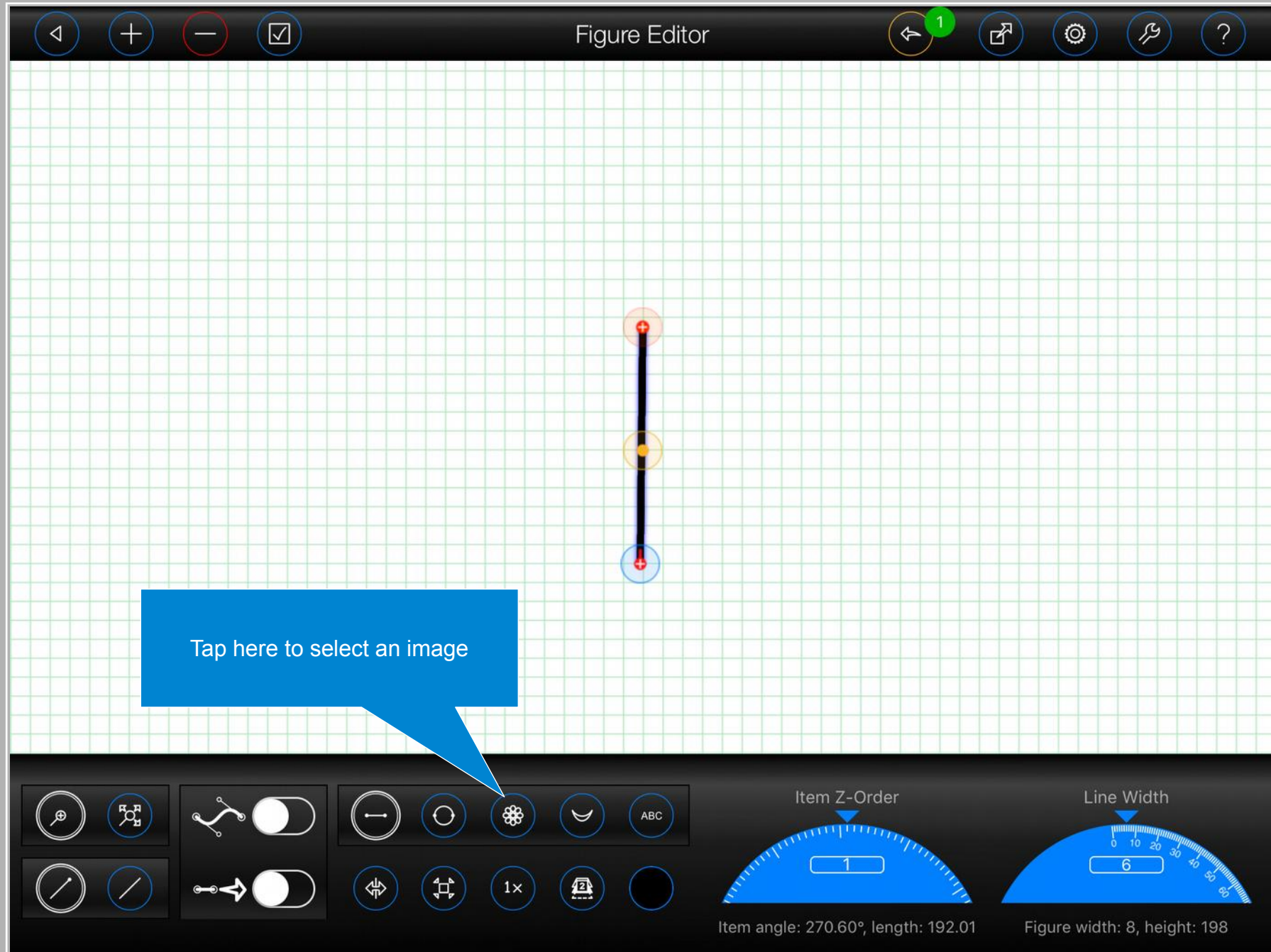
Let's assume that you've created an image in your favourite drawing App and have saved (i.e. shared) that image to your **'iCloud Drive'** (for more information on that process, please see [Sharing content via Apple 'Files'](#), above, and/or refer to the help in your particular drawing App).

Let's also assume that you wish to use that image as a body part in one of your figures.

1. Select the handle of the item that is to be replaced with an image:



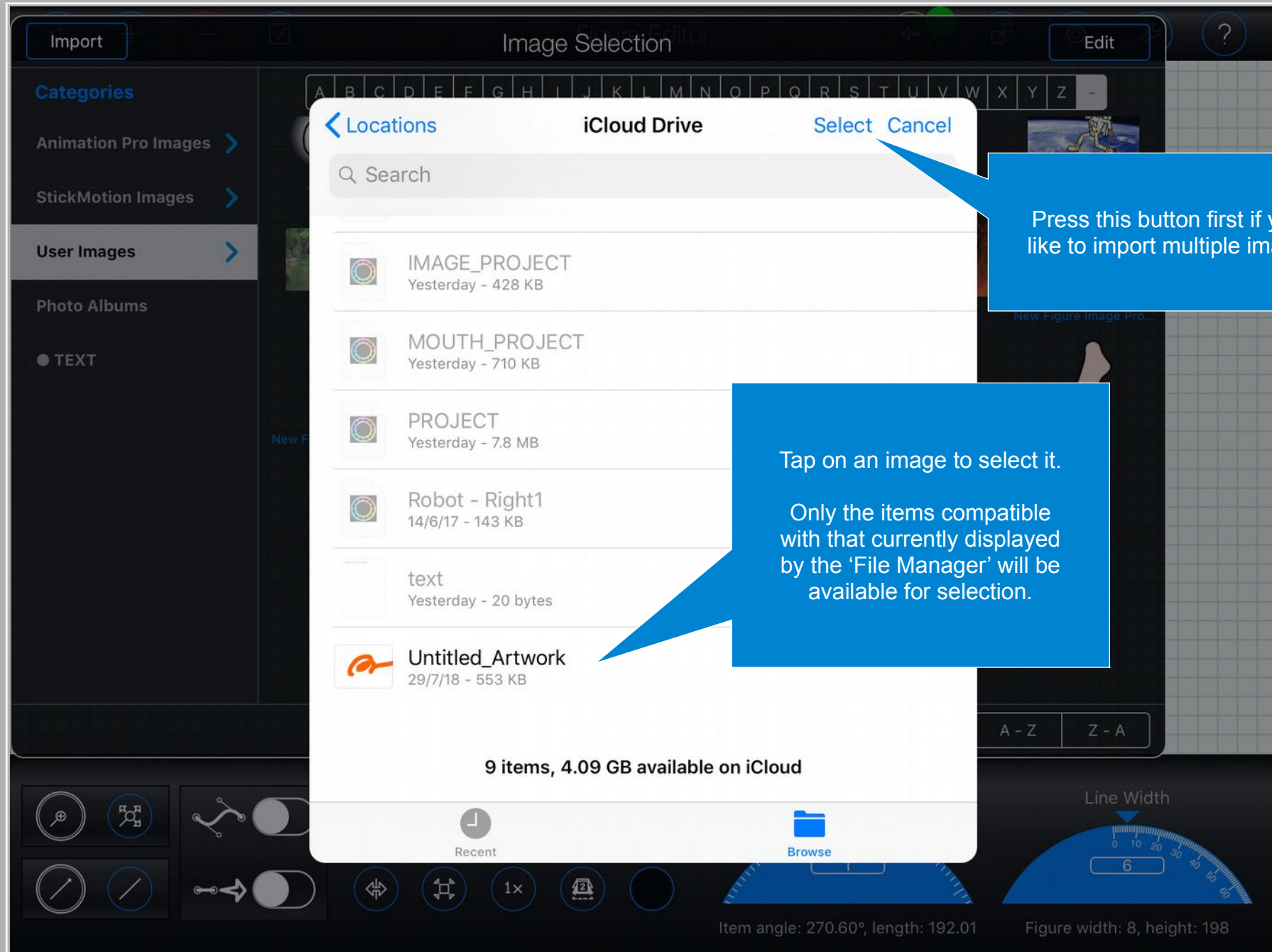
2. Press the  button to select an image using the **'File Manager'**:



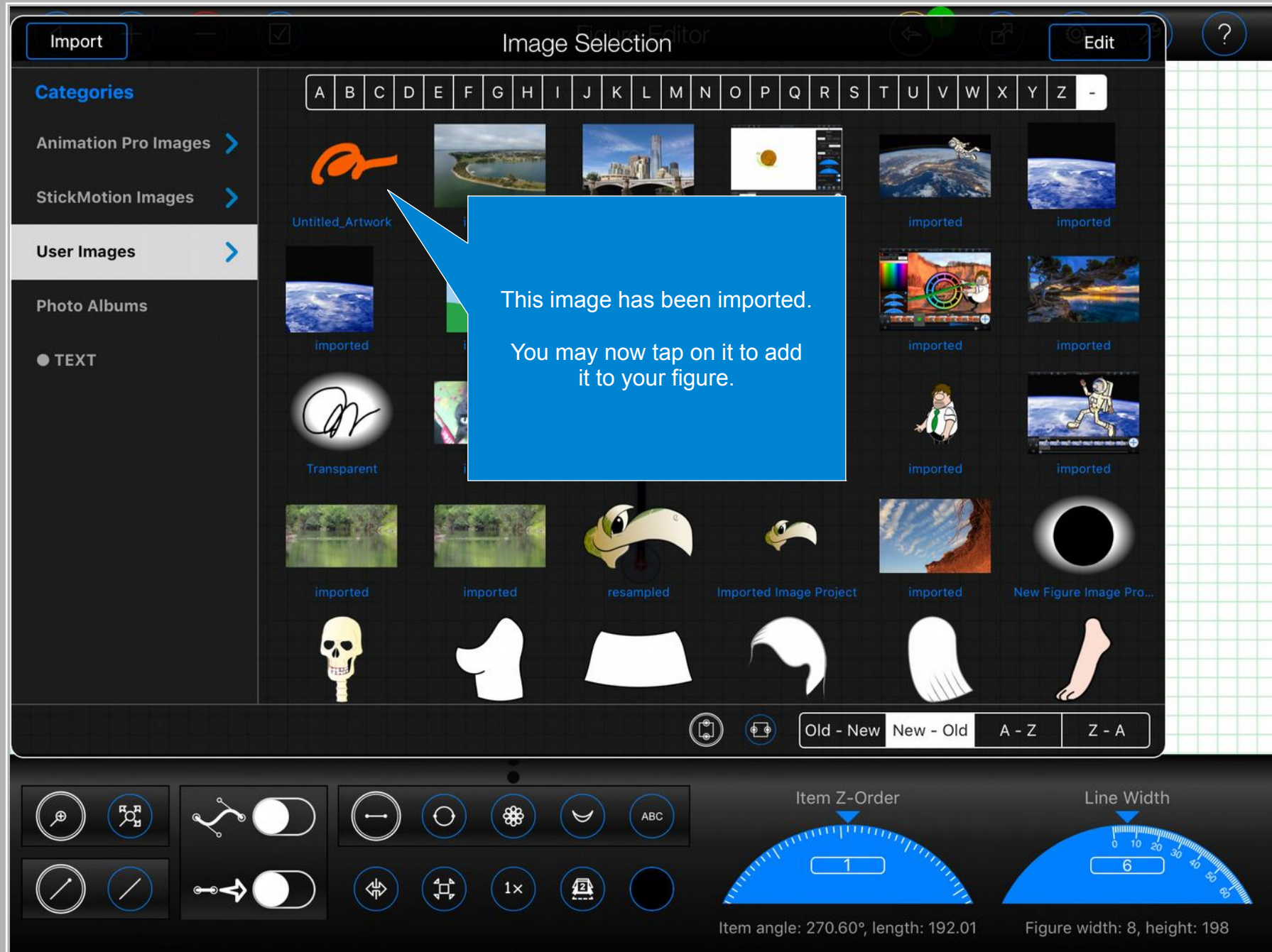
3. Make sure that a **'User'** category is selected and then press the **'Import'** button:



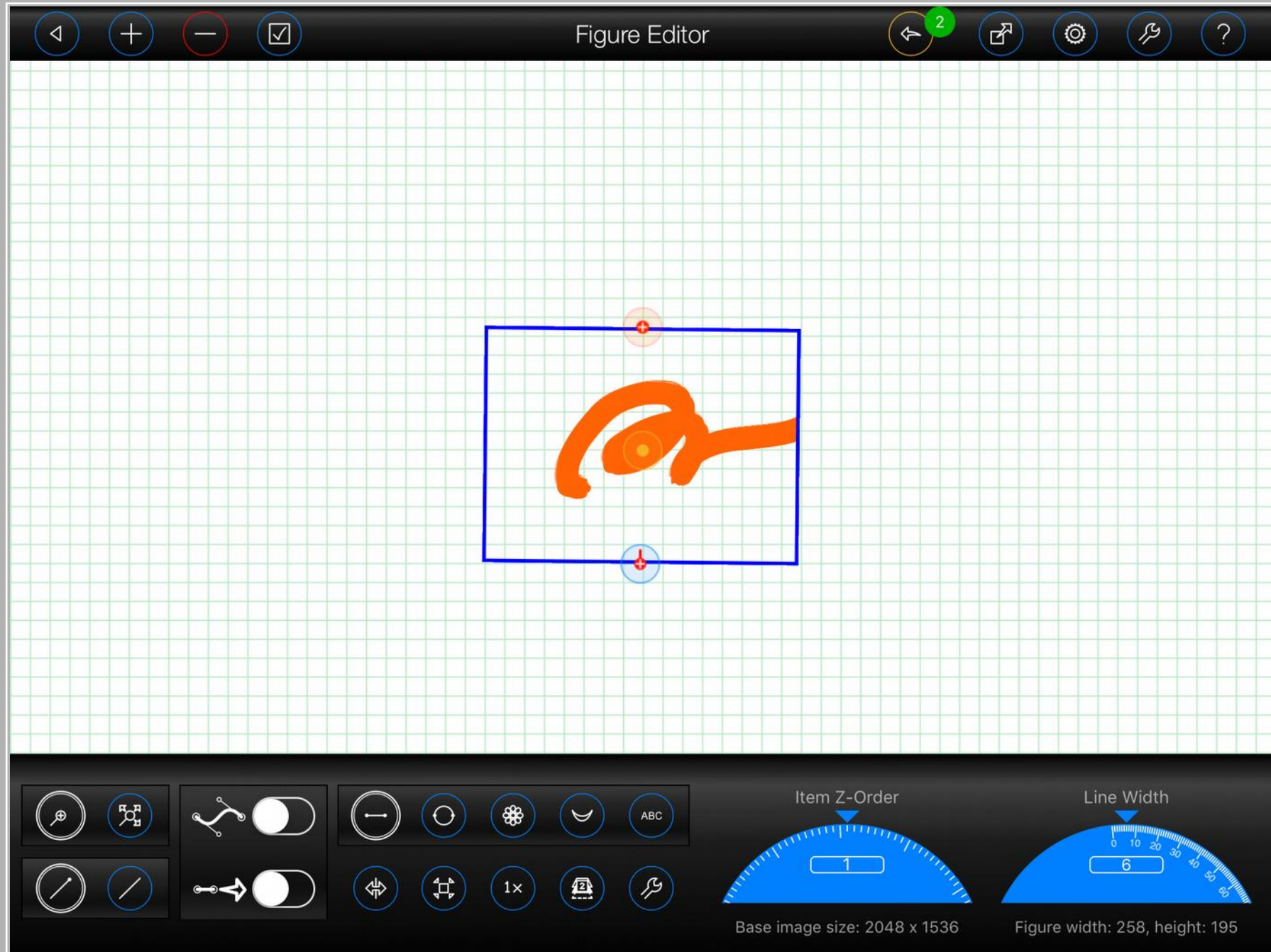
4. Select **'iCloud Drive'** (if it is not already selected) and choose your image file(s):



Animation Pro will import all of the selected images into the currently selected **'Category'** of the **'File Manager'**:



5. The image is now available for selection and, in this case, may be added to the figure:



Please note:

- The **'Import'** button will be available in the **'File Manager'** whenever you view a **'User'** category. So you may use it at any time to import one or more images, audio files, movie projects or image projects, into Animation Pro.
- Only one project may be imported at a time, however, from the main **'Projects'** screen (as these can be extremely large files).

Important Notes Regarding Images

- Animation Pro can only use raster-based images native to iOS. Animation Pro cannot, for example, utilise vector-based images such as SVG.
- For the best results, please share **PNG** images with Animation Pro. **PNG images will retain transparency.**
- If you are using a drawing App that supports multiple layers, please ensure that the background layer is turned off (or made transparent); otherwise, the images produced may include a white background when shared (even when shared as PNG images). **For more information, please refer to the help within your drawing App (or contact the developer of the particular App).**
- Images may also be shared via your device's Photo Library/Camera Roll. **If you are using iCloud, however, these images may be converted when stored in iCloud and this may result in any transparency within the images being lost!**

Important Note Regarding Audio Files

Animation Pro needs to be able to mix audio files together and multiplex the result with the video stream of the animation. Some audio files formats may not be compatible with this process. Whilst Animation Pro may allow these incompatible audio files to be imported into the **'File Manager'**, it may display an error when you attempt to use them in an animation.