



Item Adjustments

Do you want to make a figure's head a little bigger, maybe move it to one side or even change a character's facial expression in the middle of an animation? All of that, and much, much more can be done using 'Item Adjustments'. **TOPICS:**

[Accessing Item Adjustments](#)

[Item Popover Overview](#)

[Adjusting an Item](#)

[Rotating an Item](#)

[Moving an Item](#)

[Scaling an Item](#)

[Flipping an Item](#)

[Bending an Item](#)

[Changing the Opacity of an Item](#)

[Tinting an item](#)

[Blend Modes](#)

[Changing the Z-Order of an Item](#)

[Changing the Width of a Line or Circle Item](#)

[Changing the Colour of Line and Circle Items](#)

[Undoing Item Adjustments](#)

[Resetting Item Adjustments](#)

[Item Adjustment Tween Settings](#)

[Accepting, cancelling and previewing](#)

[Clearing an Item](#)

[Substituting an Item](#)

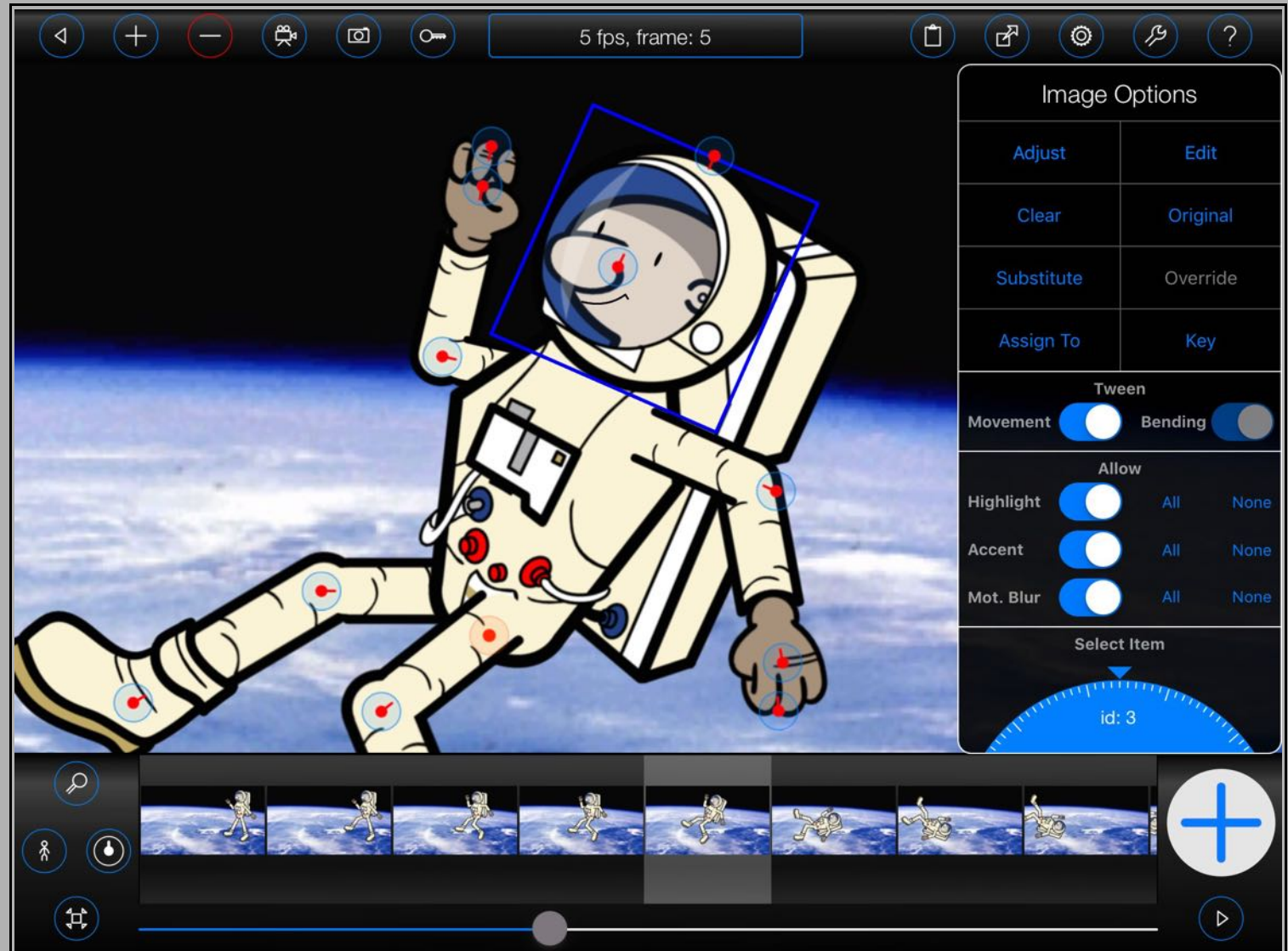
[Removing a Substitution](#)

[Editing an Image Item](#)

[Assign To](#)

[Key](#)

[Allow](#)



Accessing Item Adjustments


1.

Make sure that the figure or clone that you wish to modify has been selected by tapping on its anchor point:



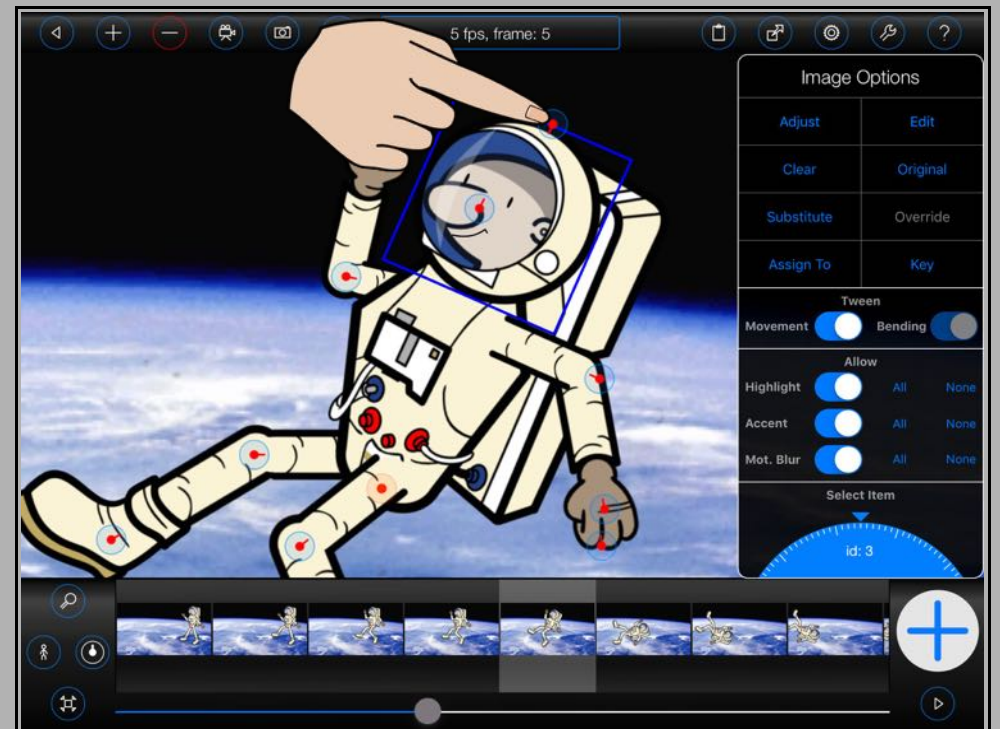
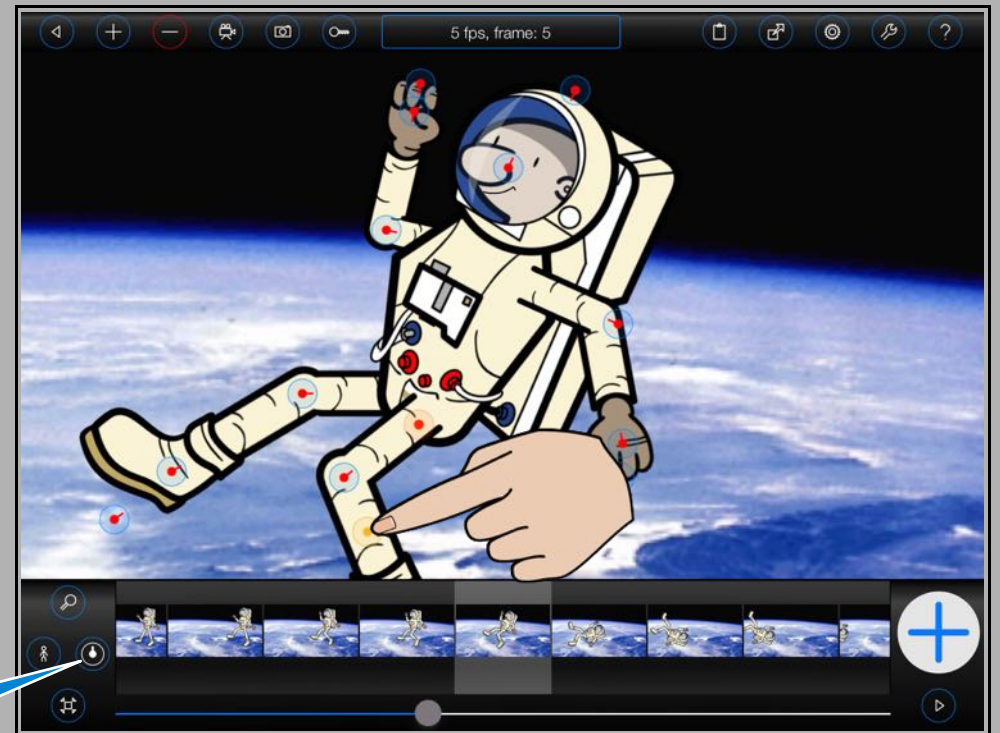
2.

Tap this button to display all of the figure's handles

Select the item (within the figure) that you wish to modify by tapping on its handle. If the handles are not currently visible, or if you'd like to modify a static item, press the  button first (please see above).

Please note: You may need to tap twice on bendable items to display the 'Item Options' popover.

Animation Pro will highlight the selected item and display the 'Item Options' popover (see next page for details).





Item Options Popover Overview

The 'Item Options' popover will show different options based upon the type of item you're adjusting. The example below represents the popover displayed for a bendable image item. All other 'Item Options' popovers will contain a subset of the controls shown on this popover.

Press this button to adjust the selected item.

This allows the item to be manipulated in a variety of ways e.g. moved, scaled, rotated or bent etc. etc.

Press this button to clear/hide the selected item.

Press this button to substitute the item's image, mouth or text with another image, mouth etc.

Assign the item's properties to multiple frames.

Specify whether the selected item should allow highlights, accents and/or motion blur

See the 'Figure Inspector' topic (left) for more details regarding highlights and accents.

See the 'Motion Blur' topic (left) for more details regarding motion blur.

Each item in your figure will have a unique id that will be displayed here.

Image Options

Adjust	Edit
Clear	Original
Substitute	Override
Assign To	Key

Tween

Movement ☒ Bending ☒

Allow

Highlight	<input checked="" type="checkbox"/>	All	None
Accent	<input checked="" type="checkbox"/>	All	None
Mot. Blur	<input checked="" type="checkbox"/>	All	None

Select Item

id: 3

The title and available options will change based upon the type of item selected.

Press this button to edit the item in the Animation Pro 'Image Creator'.

Press this button to reinstate the item's original image, mouth or text.

Override a lip-synching mouth with an image.

Key the item's properties across multiple frames (see the 'Keyframing' topic, left)

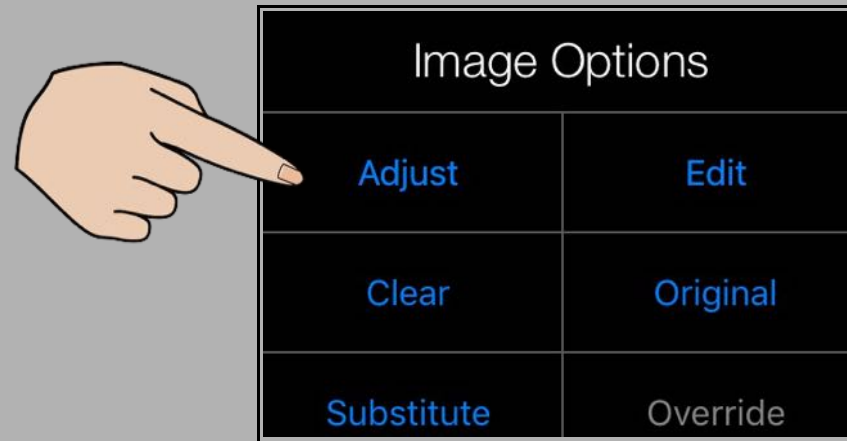
Toggle the tweening of the item's movement (and/or bending, where supported) on or off.

See the 'Tweening' topic (left) for more details.

Rotate to select a different item in the figure.

Adjusting an Item

Press the 'Adjust' button on the 'Item Options' popover:



This will open the 'Item Adjustment' screen. When the 'Item Adjustment' screen is displayed, all items within the figure that have a z-order higher than the selected item, i.e. that may appear in front of the selected item, will be displayed in a semi-transparent manner (see the arm and leg of the figure, right).

Please note:

This screen will differ slightly based upon the type of item being adjusted.

Some options may be disabled for clones – please see the 'Clones' topic (left) for more details.

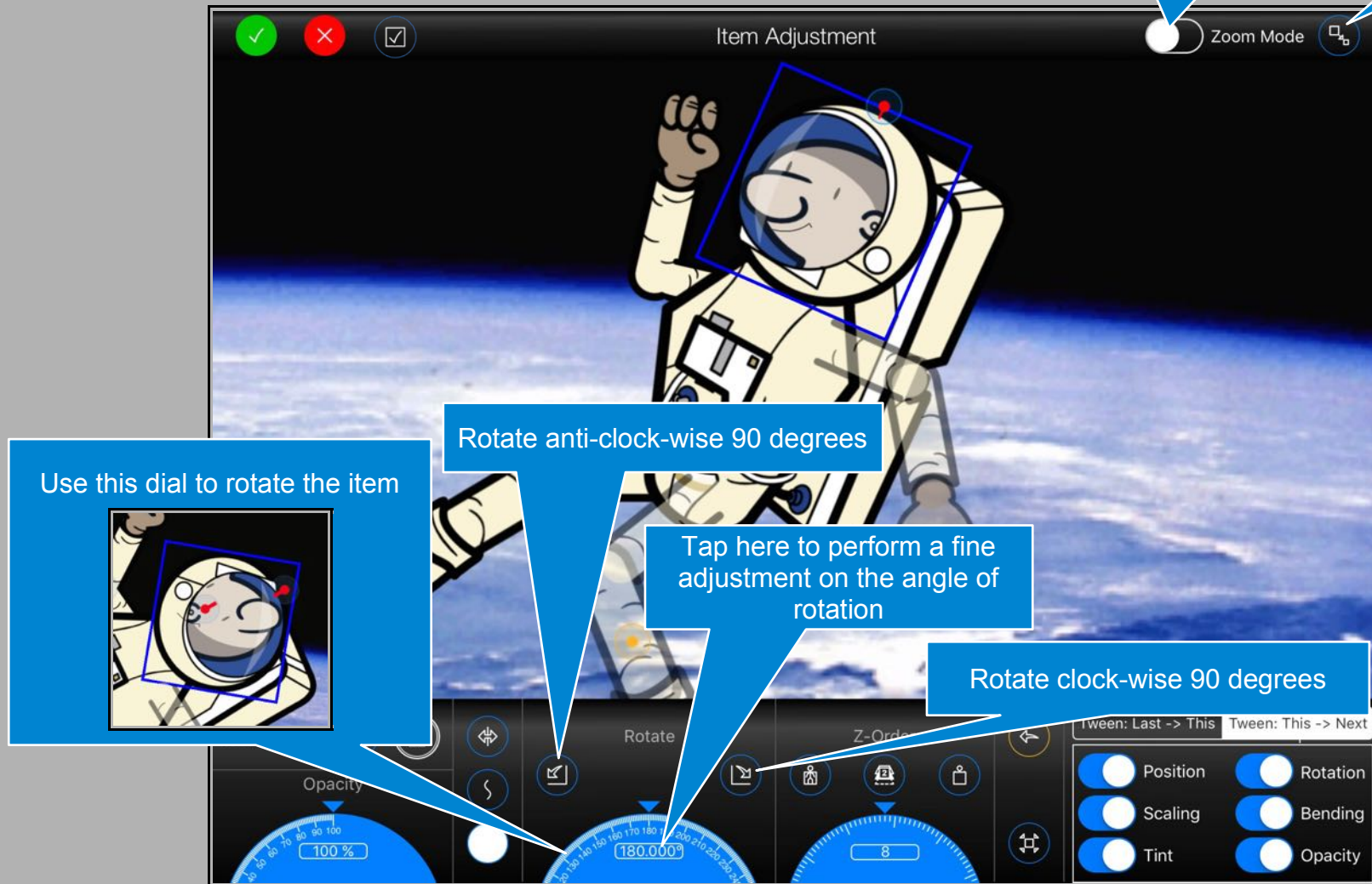


Rotating an Item

Rotate the item using the controls shown below:

By default, pinching will scale the selected item. Select 'Zoom Mode' to zoom in and out on the figure instead.

Open the image resampling tool. Please see the 'Memory' topic (left) for more details.



Please note: Line and circle items cannot be rotated.




Moving an Item

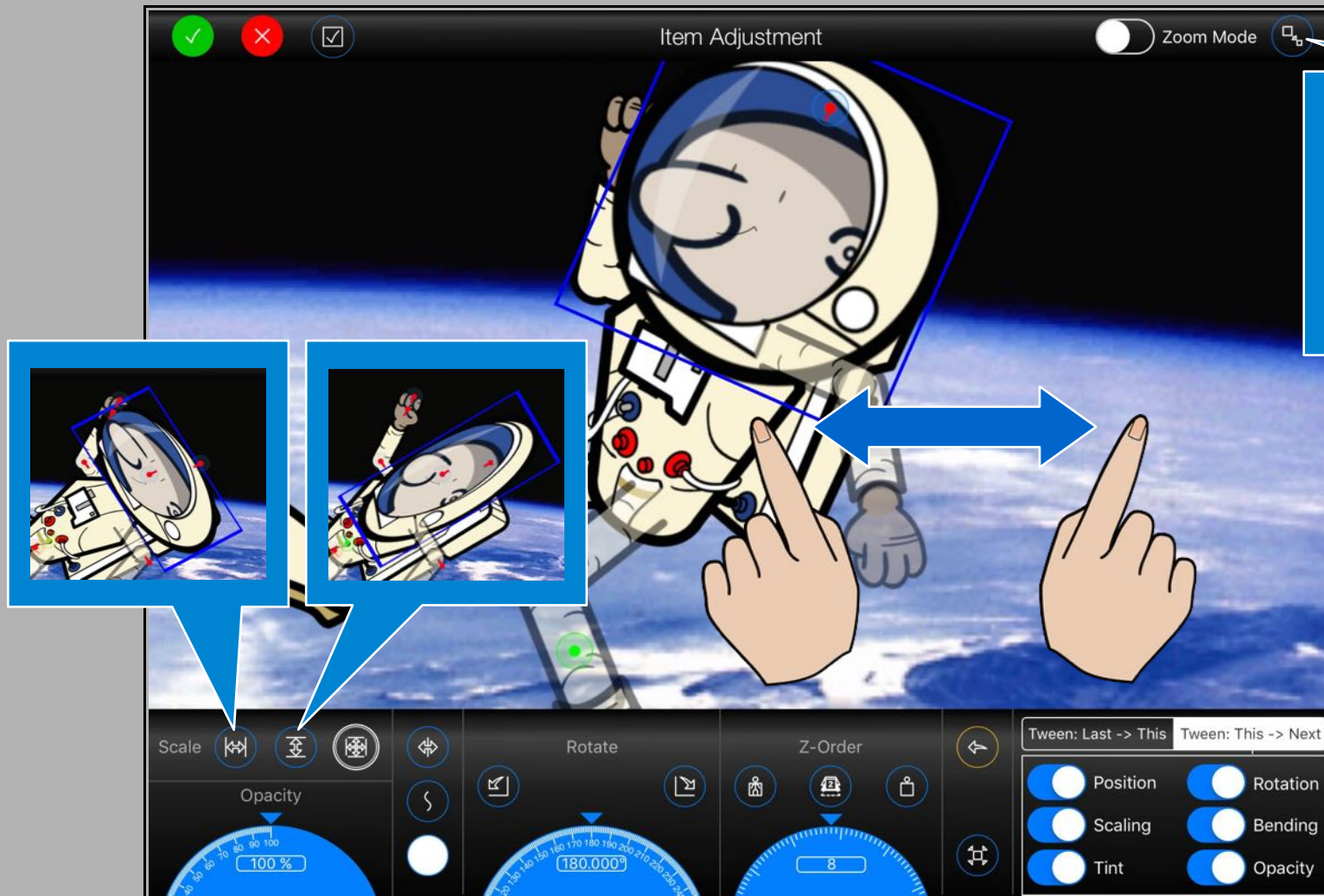
Use one finger to drag the selected item around:



Please note: Item handles will always remain in their original positions. Line and circle items may not be moved.

Scaling an Item

1. Select  to change the width,  to change the height or  to change both the width and height
2. Use two finger to resize the item:




This button can also be used to lower the resolution of the underlying image.

This can reduce memory utilisation and improve performance.

Please refer to the 'Memory' topic (left) for more information.

Please note: Item handles will always remain in their original positions. Line and circle items may not be scaled.




Flipping an Item

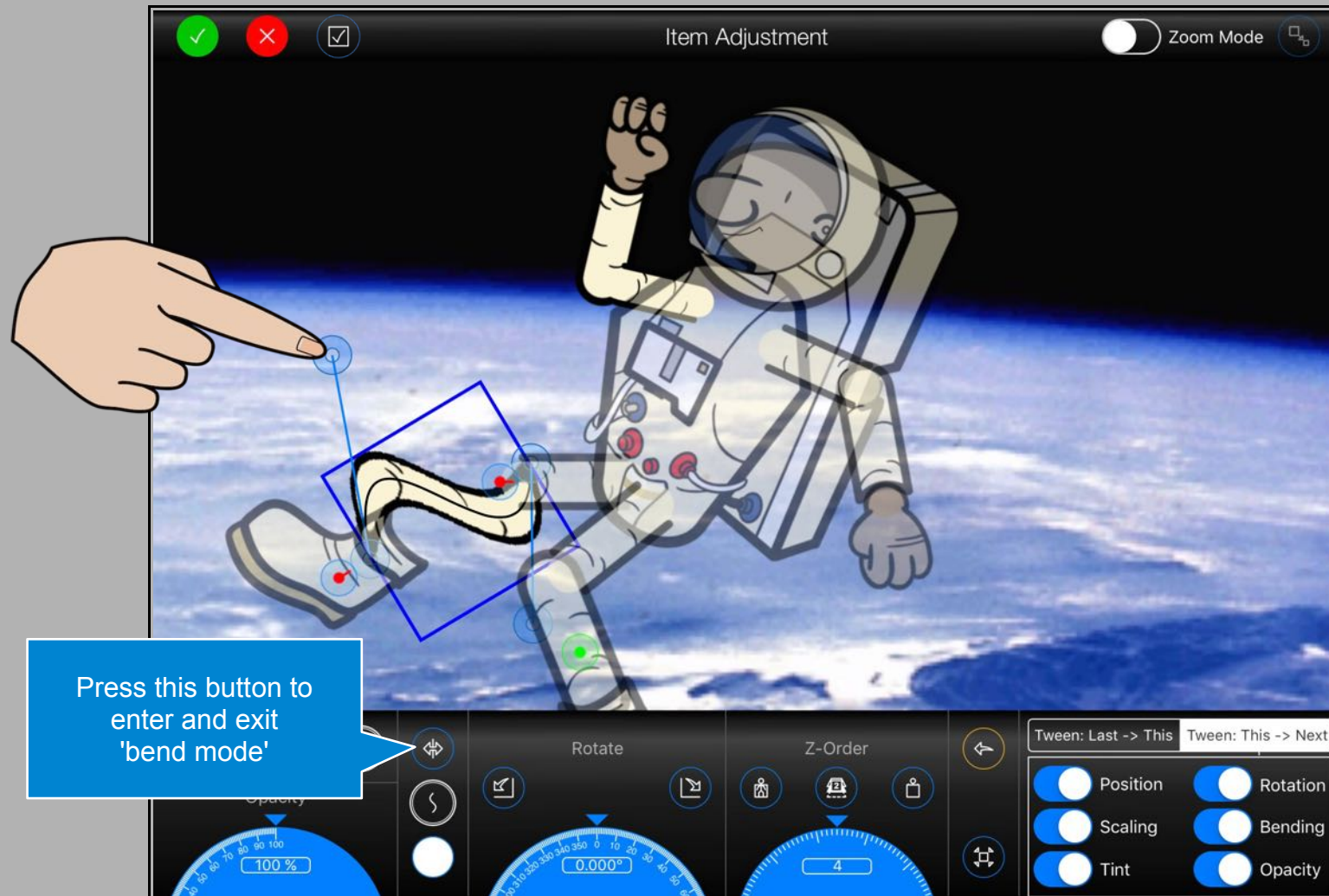
Press the  button to flip the item:



Please note: Line and circle items may not be flipped.

Bending an Item

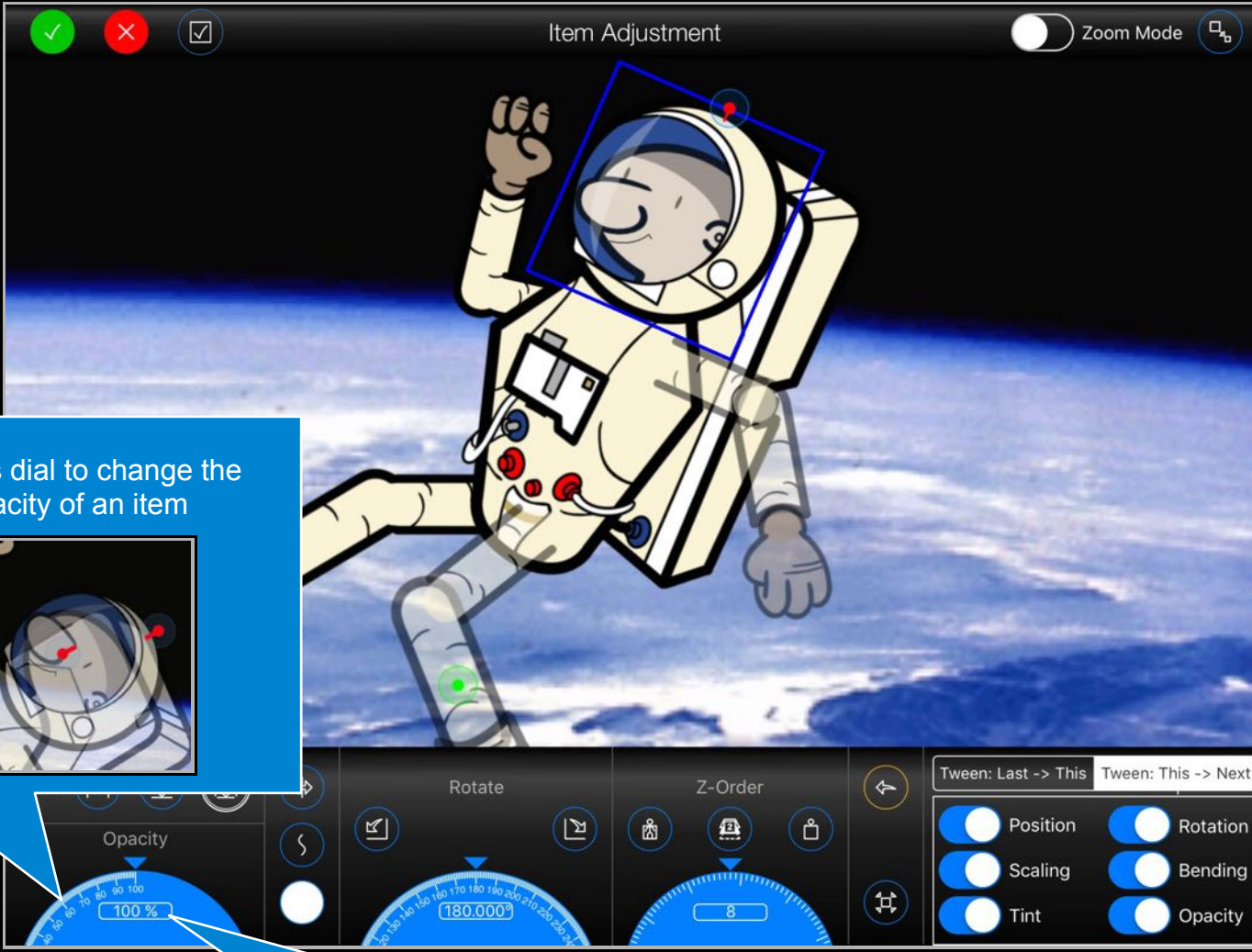
1. Press the  button to enter 'bend mode'. Blue bend handles, , will be displayed.
2. Drag the bend handles to bend the item.
3. Press the  button again to exit 'bend mode'.



Please note: Lines, circles and bendable items may not be bent via the 'Item Adjustment' screen.

Changing the Opacity of an Item

Use the 'Opacity' dial to change the opacity of an item:



The screenshot shows the 'Item Adjustment' window with a cartoon astronaut floating in space. The interface includes a top bar with a green checkmark, a red X, and a checkbox icon. The title 'Item Adjustment' is centered, and a 'Zoom Mode' toggle is on the right. The main area displays the astronaut with a blue selection box and red adjustment handles. The bottom panel contains several controls: a 'Rotate' dial set to 180.000°, a 'Z-Order' dial set to 8, and a 'Tween' section with two tabs: 'Last -> This' and 'This -> Next'. The 'This -> Next' tab is active, showing a list of properties: Position, Scaling, Tint, Rotation, Bending, and Opacity. The 'Opacity' property is highlighted with a blue circle. A blue callout box points to the 'Opacity' dial, which is a semi-circular slider with a red handle and a '100 %' label. Another blue callout box points to the 'Opacity' property in the 'Tween' list, with the text 'Tap here to perform a fine adjustment on the level of opacity'.

Use this dial to change the opacity of an item

Tap here to perform a fine adjustment on the level of opacity

Tinting an Item

Press the  button to tint an item:



Tap here to tint an item

Animation Pro will display an 'Item Tint' popover:

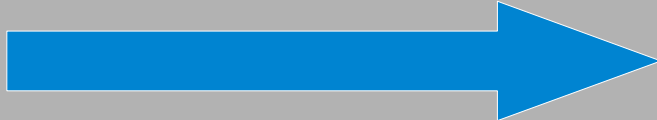


Blend Modes

When tinting an item, the selected tint colour is blended with the existing colours in the item. The way in which the tint colour is blended is based upon a 'Blend Mode'.

Here are few different blend mode examples (where red has been applied as a tint colour):

Original Image



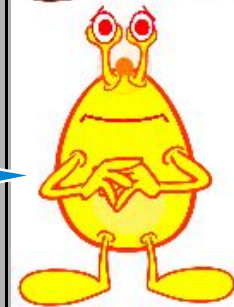
Multiply



Normal



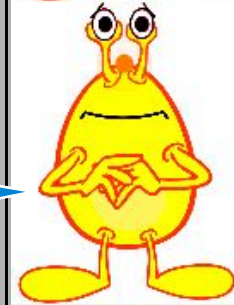
Screen



Overlay



Colour Dodge



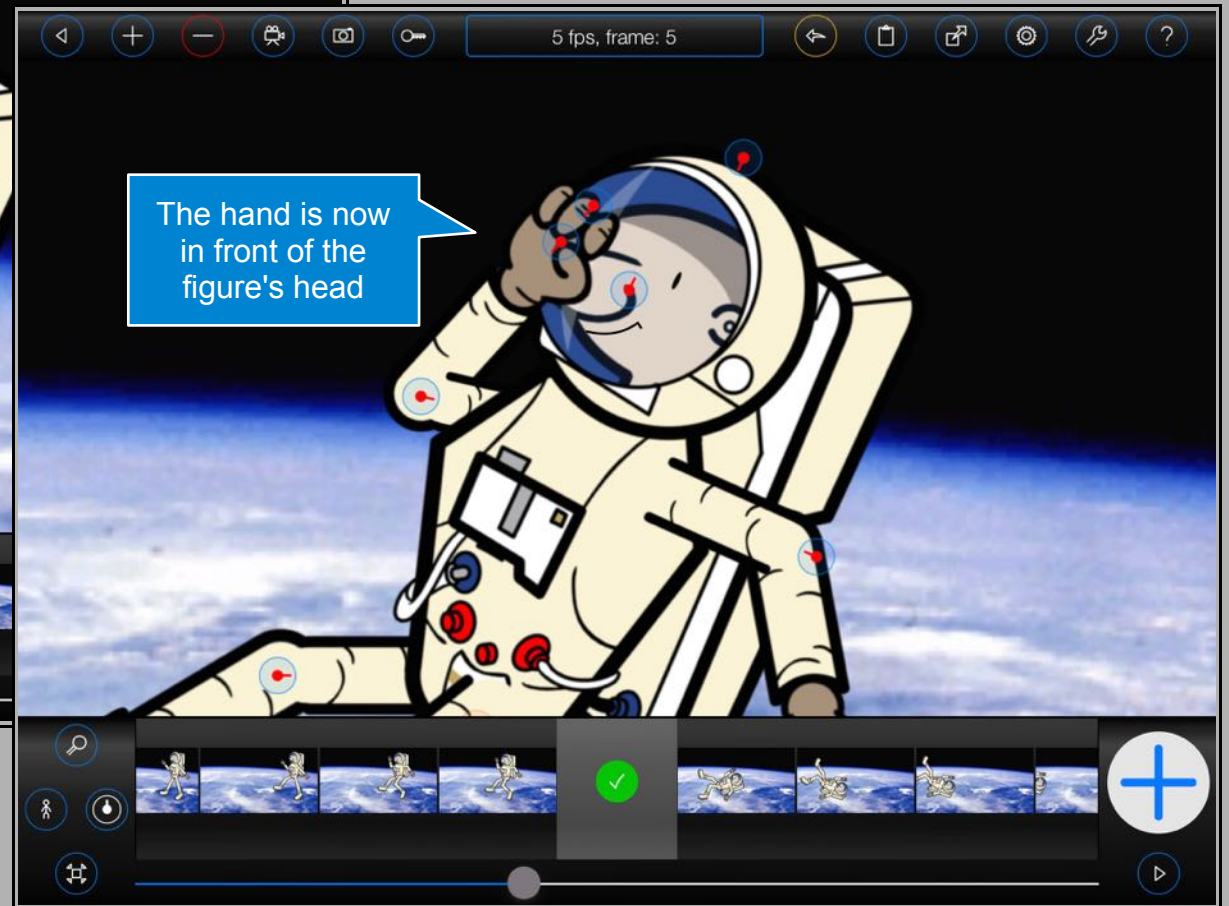
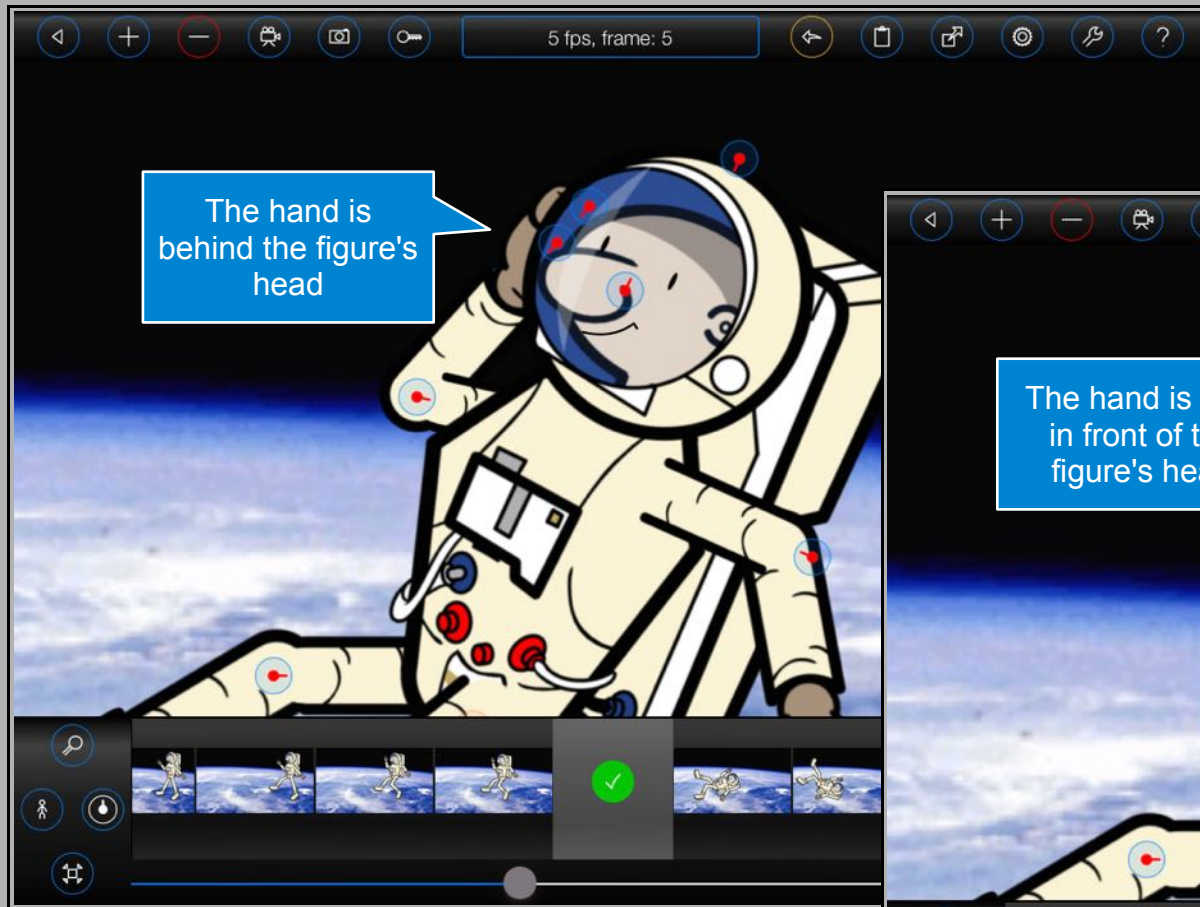
Difference



Changing the Z-Order of an Item

Each item in a figure has a z-order that defines its relative position (from back to front) within the figure. An item with a z-order of zero will be all the way to the back. The item with the largest z-order will be at the front.


Sometimes it can be useful to rearrange the z-orders of the items in a figure whilst animating; for example, to move a figure's hand from behind their head to in front of their head as shown below:

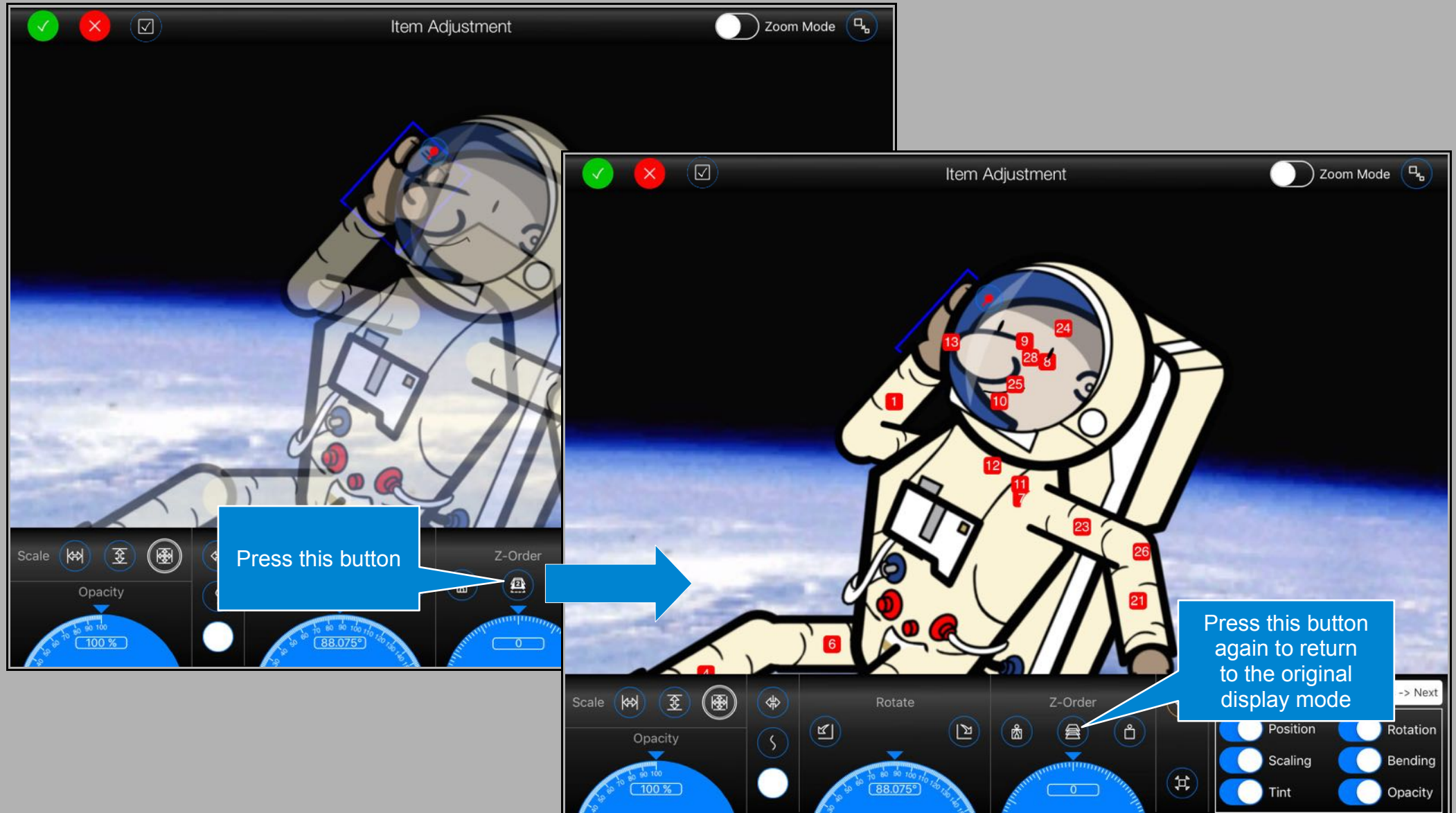


You can adjust the z-order of an item using the controls on the Item Adjustment screen as shown below:



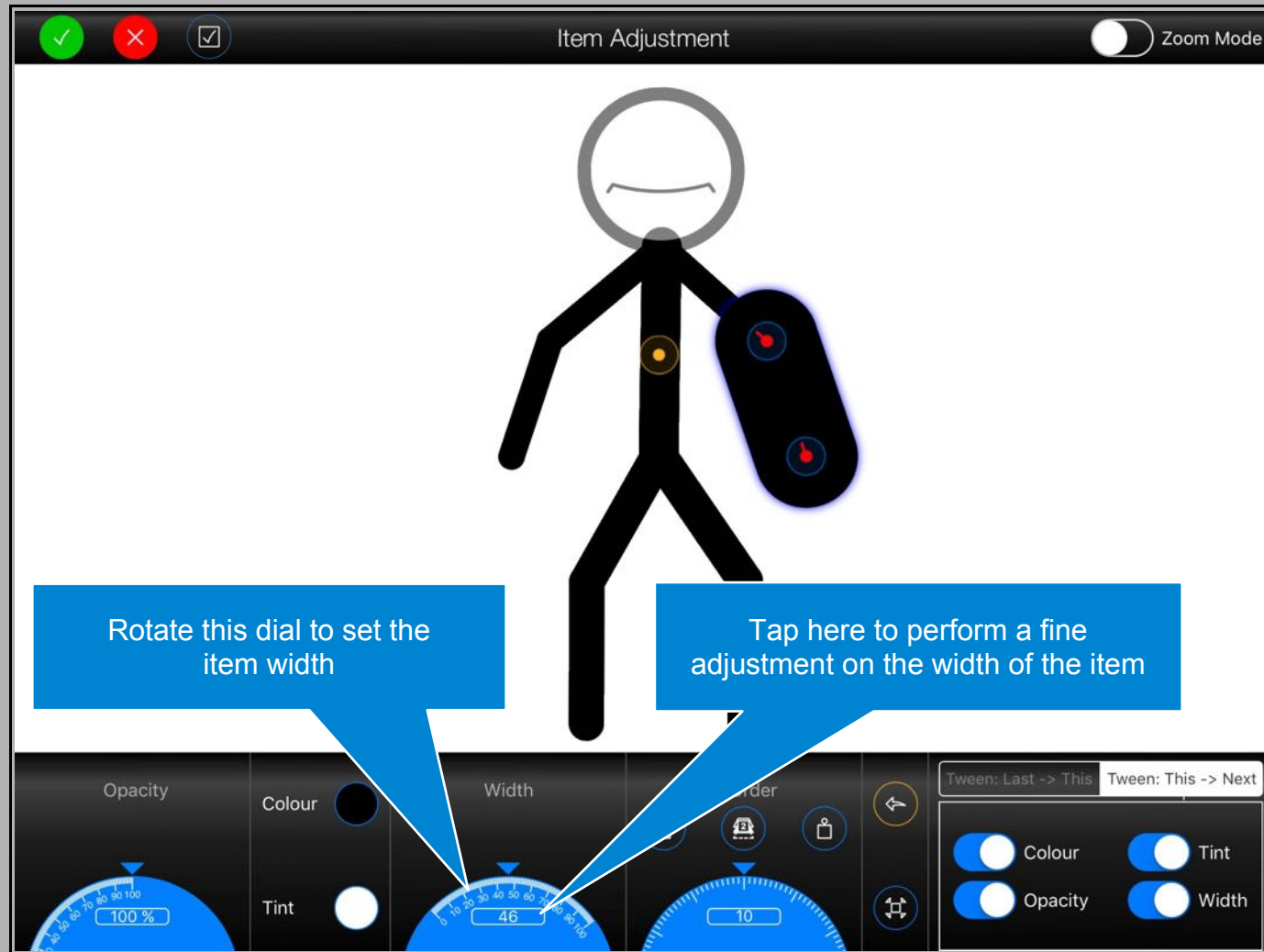
By default, the Item Adjustment screen makes all items in front of the selected item transparent. This is done so that you can see the changes that you're actually making to the item. It can however, make z-order adjustments a little tricky.

So Animation Pro provides a  button on the Item Adjustment screen that will display the items in the same manner as the Figure Editor, that is, items above the selected item will be opaque and those below will be transparent. The z-order of each item will also be displayed as shown below:



Changing the Width of a Line or Circle Item

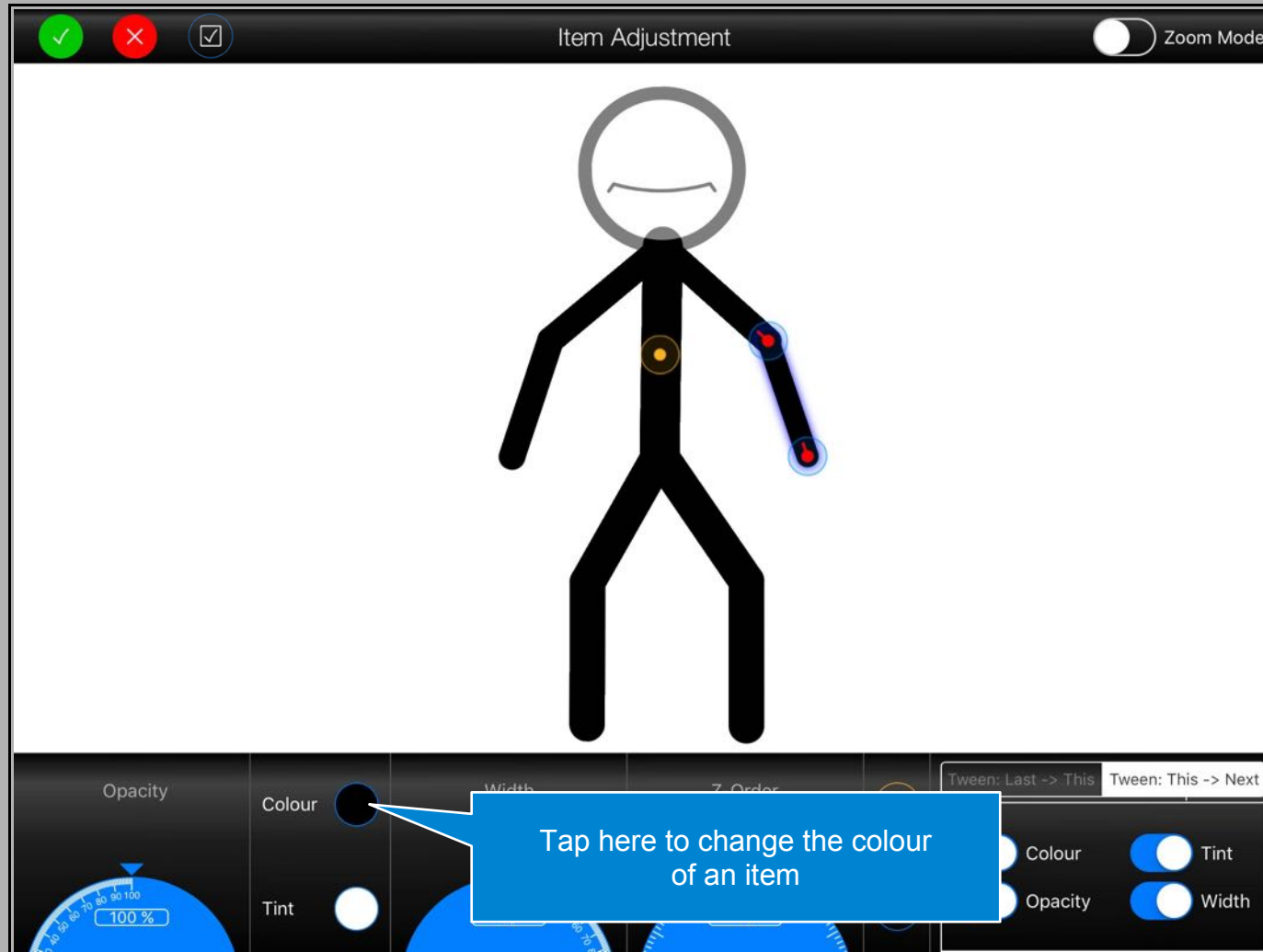
Change the width of a line or circle item using the controls shown below:



Please note: This adjustment applies to line and circle items only.

Changing the Colour of Line and Circle Items

Press the  button to change the colour of a line or a circle:



Please note: This adjustment applies to line and circle items only.

Animation Pro will display an 'Item Colour' popover:

The screenshot shows the 'Item Adjustment' window in Animation Pro. At the top, there are three status icons (a green checkmark, a red X, and a checked checkbox) and a 'Zoom Mode' toggle. The main area displays a stick figure with a yellow dot on its torso and a green bar on its right arm. A 'Item Colour' popover is open, showing a color gradient and a hand icon pointing to it. Below the gradient are 'Opacity' and 'Tint' dials, and a 'Width' dial. At the bottom, there are checkboxes for 'Colour', 'Opacity', 'Tint', and 'Width'. Four blue callout boxes provide instructions:

- Touch any point on the colour gradient to chose a lighter version of the currently selected colour
- Slide your finger around the colour switch to select the desired colour
- Tap here to toggle between the colour swatch and RGB (red, green and blue) dials
- Rotate the dial to set the opacity of the item. Press the button to perform a fine adjustment of the percentage.

Please note: The 'interior' colour of a circle may be adjusted using tints (see '[Tinting an Item](#)', above).

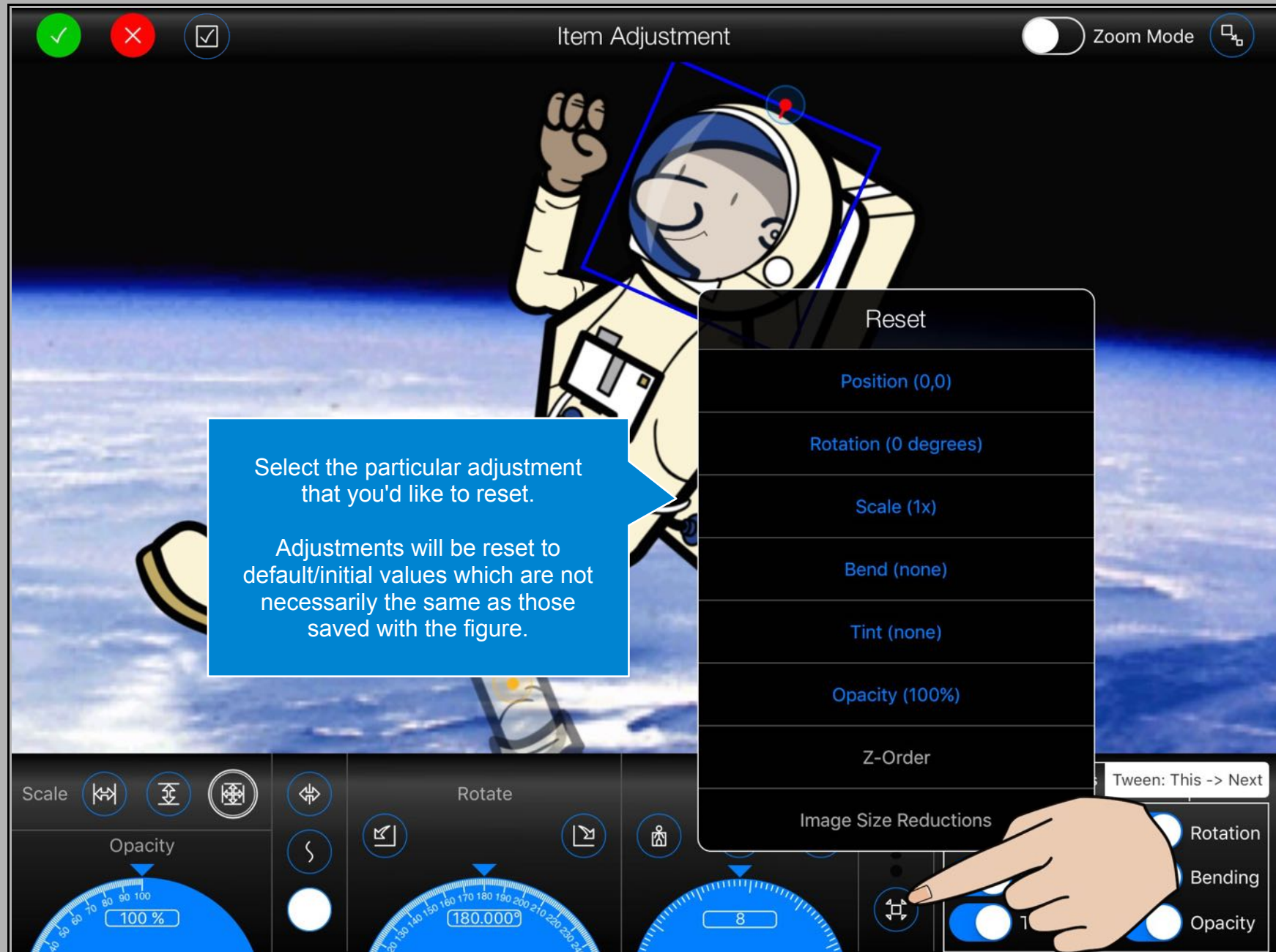
Undoing Item Adjustments

Press the  button to undo an item adjustment. Animation Pro will display an 'Undo' menu:



Resetting Item Adjustments

Press the  button to reset an item adjustment. Animation Pro will display an 'Reset' menu:



Item Adjustment Tween Settings

Tap the switches (bottom-right) to turn the various 'tween' settings on or off:

The screenshot displays the 'Item Adjustment' interface. At the top, there are three buttons: a green checkmark, a red 'X', and a checkmark in a circle. Below these are two blue callout boxes. The main area shows a character model with a blue rectangular selection box around its right arm. At the bottom, there are several control panels: 'Scale' with a slider set to 100%, 'Opacity' with a slider set to 100%, 'Rotate' with a circular dial set to 0.000°, and 'Z-Order' with a slider set to 7. On the right side of the bottom panel, there are two tabs: 'Tween: Last -> This' and 'Tween: This -> Next'. Below these tabs are six toggle switches for 'Position', 'Scaling', 'Tint', 'Rotation', 'Bending', and 'Opacity', all of which are currently turned on. A blue callout box points to these switches.

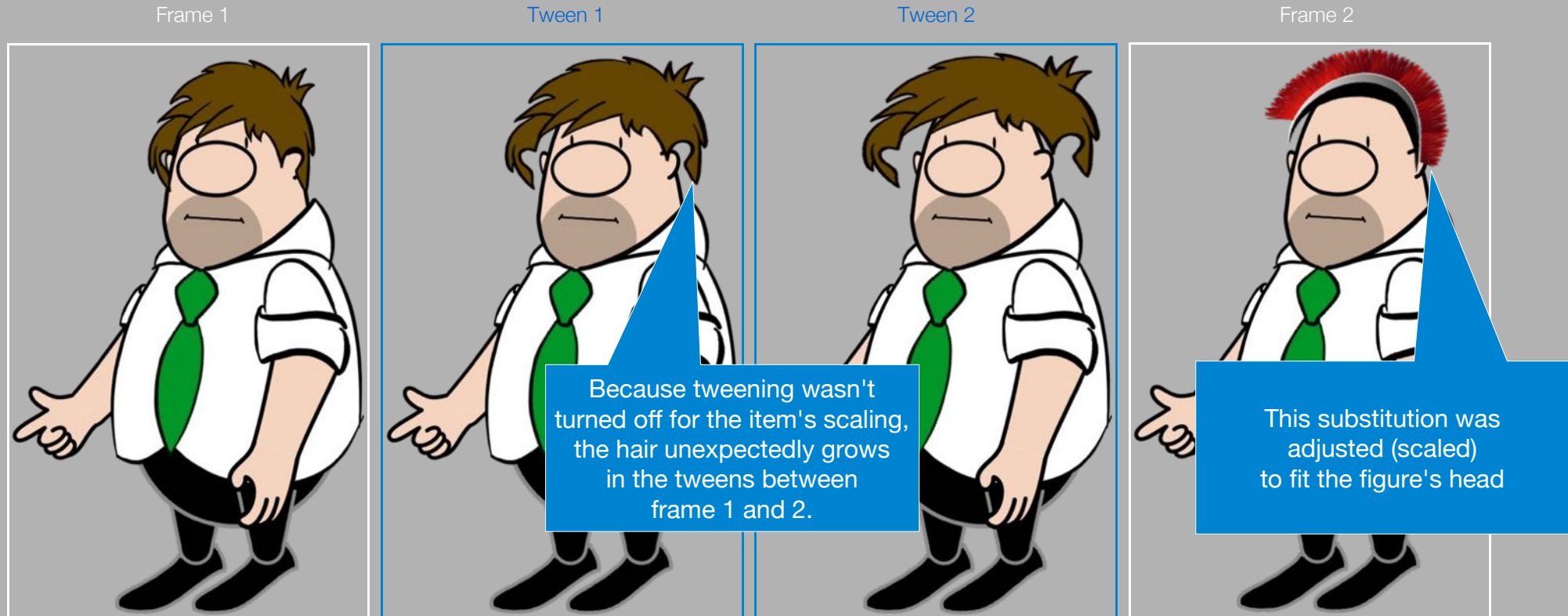
Press this button to accept your changes

Press this button to exit without making any changes

Select the 'tween' settings that you wish to adjust i.e. from the previous frame to the current frame or the current frame to the next frame.

Tap on these switches to turn the 'tween' settings on or off

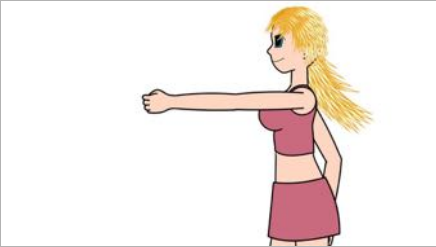
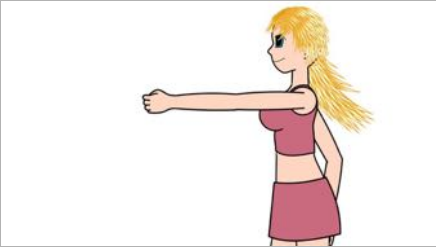
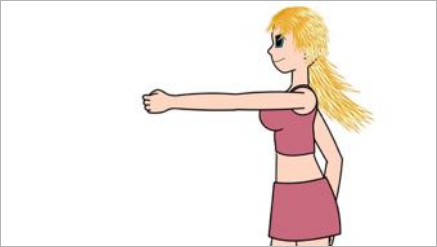
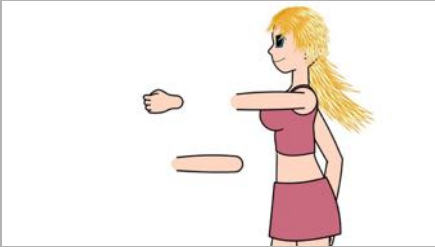
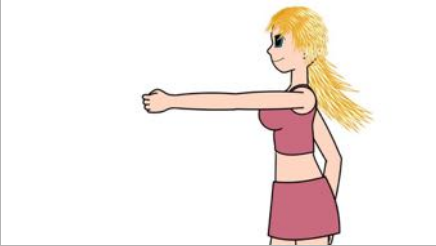
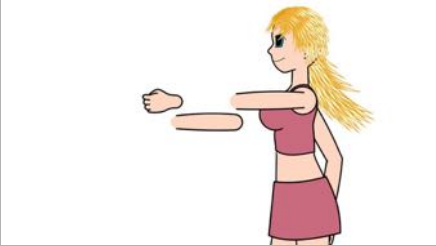
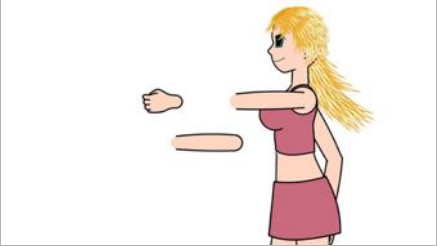
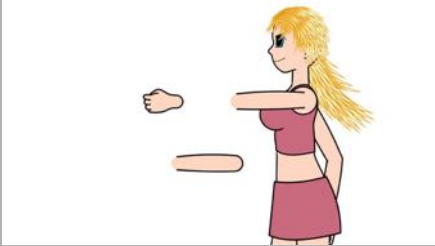
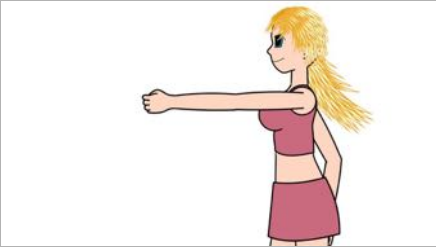
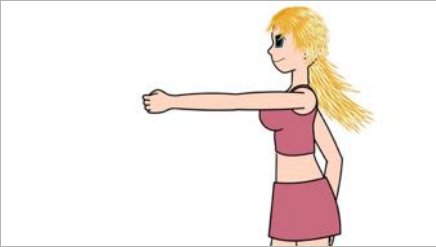
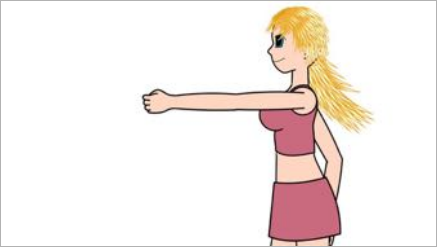
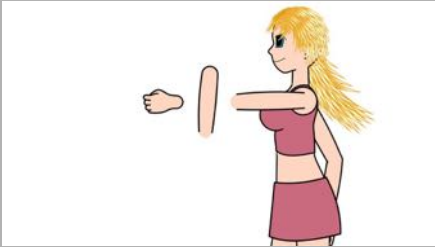
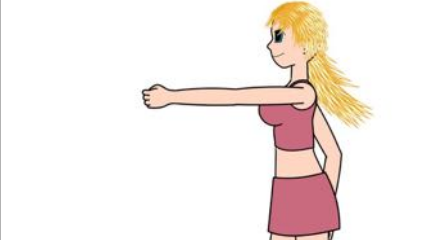
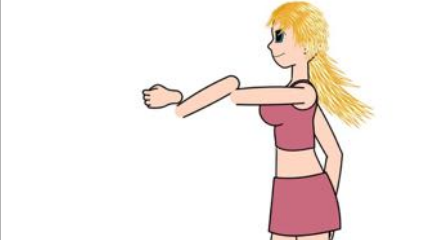
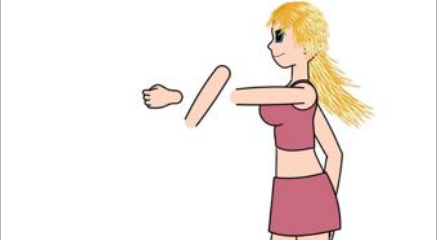
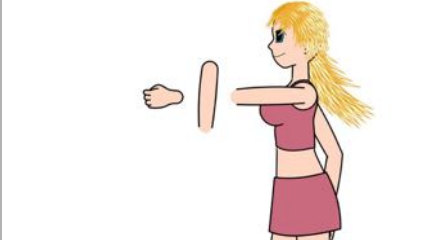
Generally speaking, Animation Pro's tween settings will apply to any tweens inserted between the currently selected frame and the next frame in your project. Often, however, item adjustments need to be made to address alignment etc. issues caused by item substitutions. In these cases, it is often necessary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



The tween settings (at the bottom-right corner of the Item Adjustment screen) thus allow you to specify which tween settings you wish to adjust i.e. 'Tween: Last -> This' (the previous to the current frame) and/or 'Tween: This -> Next' (the current frame to the next frame).

Furthermore, Animation Pro will automatically detect whether item adjustments are being made following a substitution and will display a prompt, asking if you would like the tween settings to be adjusted automatically.

The following table shows the effects of turning the various 'Item Adjustment Tween' switches off and on, for a figure's arm, in frame one of an animation with two 'twens':

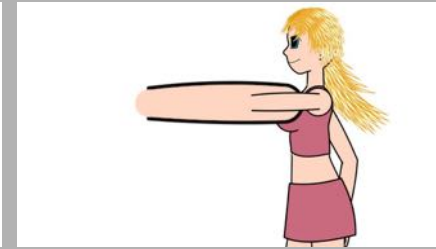
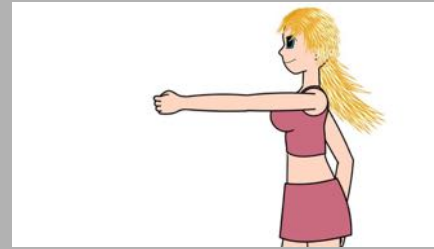
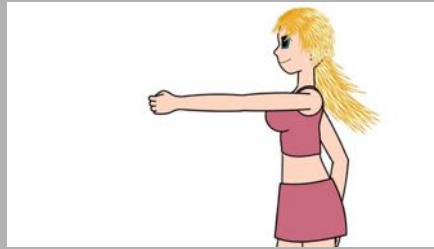
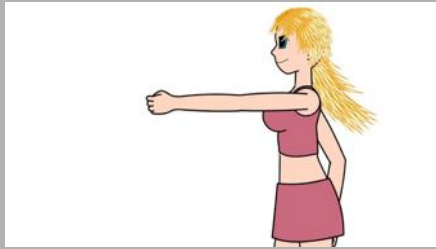
	Frame 1	TWEENS		Frame 2
Tween Offset OFF				
Tween Offset ON				
Tween Rotation OFF				
Tween Rotation ON				

Frame 1

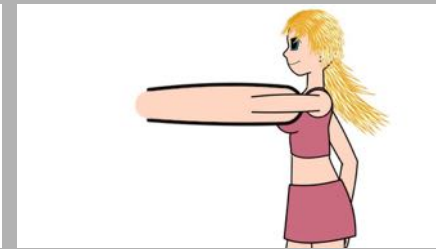
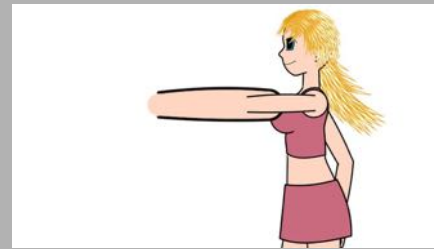
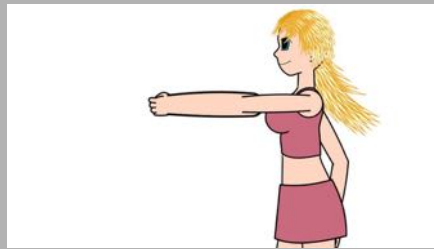
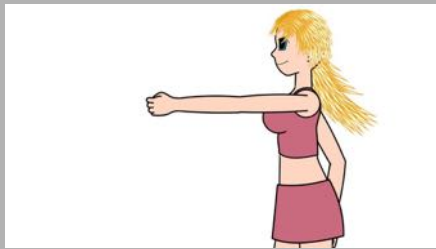
TWEENS

Frame 2

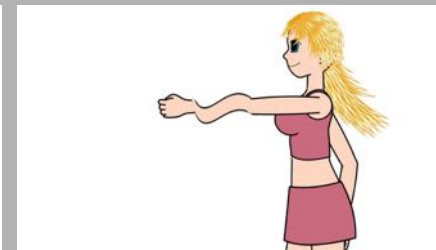
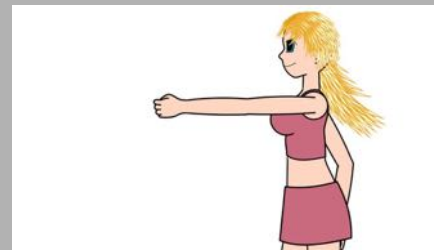
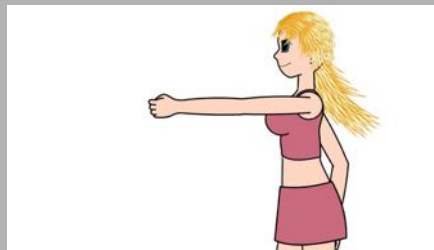
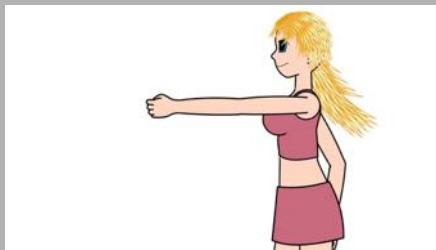
Tween Scaling OFF



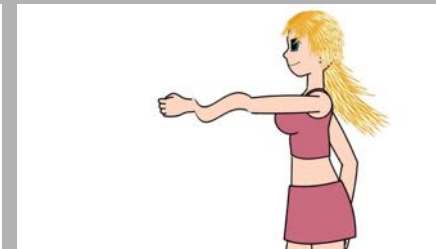
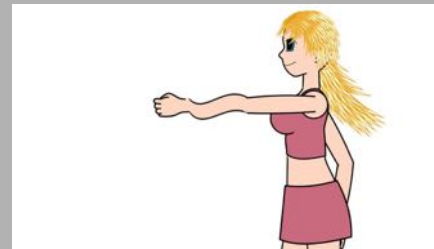
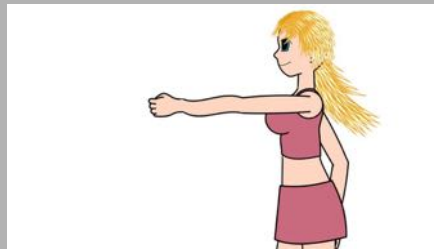
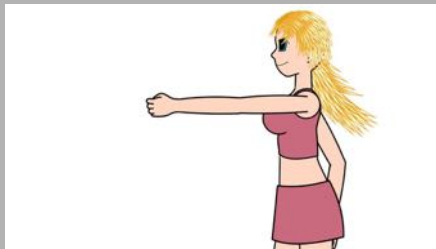
Tween Scaling ON



Tween Bending OFF



Tween Bending ON

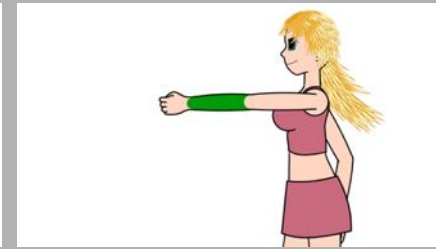
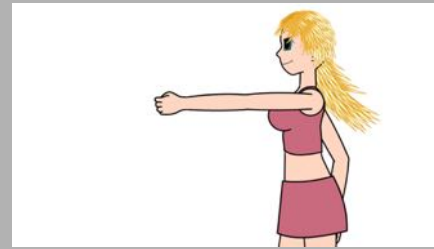
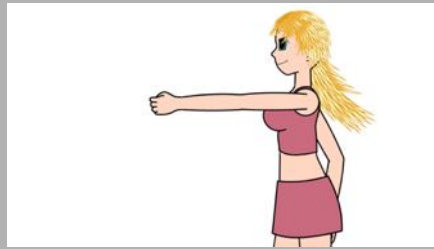
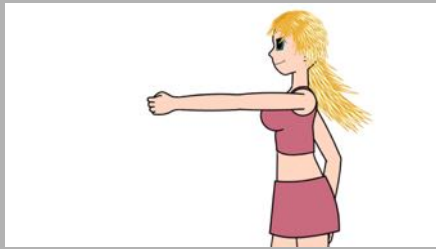


Frame 1

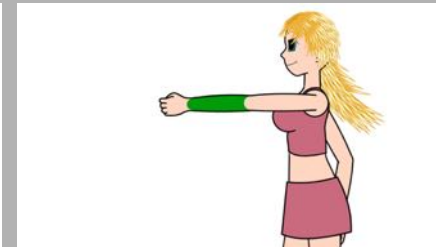
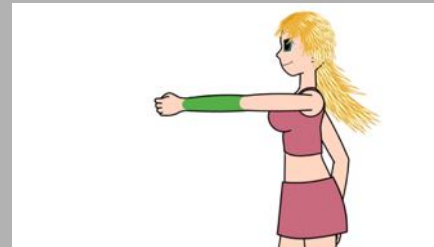
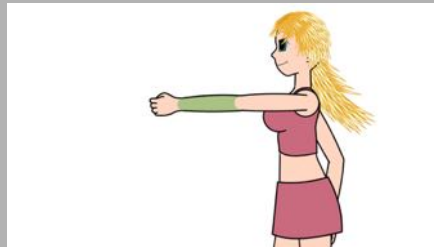
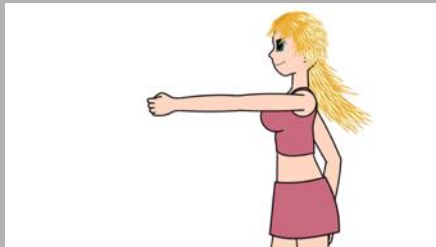
TWEENS

Frame 2

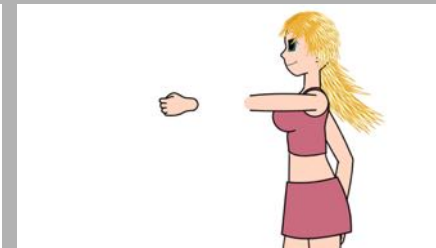
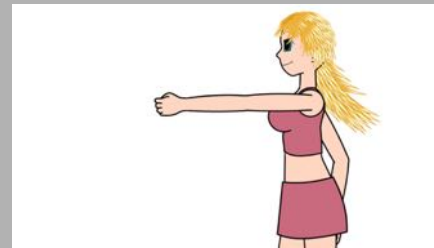
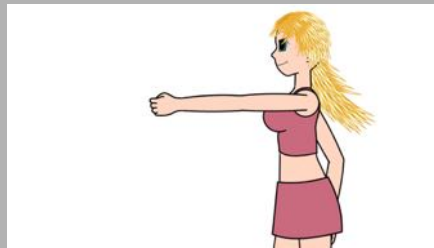
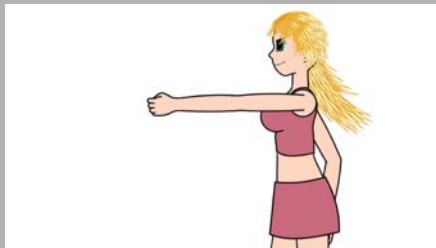
Tween Tint OFF



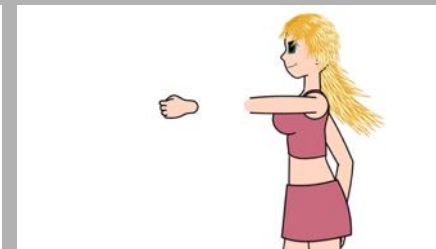
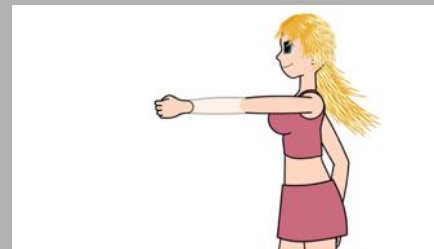
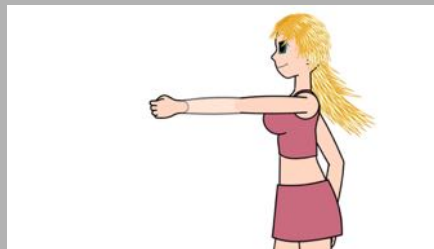
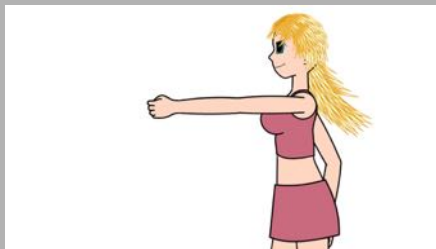
Tween Tint ON*



Tween Opacity OFF



Tween Opacity ON



For more information, please see the 'Tweening' topic (left).

Accepting, Cancelling and Previewing

The screenshot displays an animation software interface. At the top, a dark bar contains three buttons: a green checkmark (Accept), a red 'X' (Cancel), and a square with a checkmark (Preview). A blue callout box points to the Preview button with the text "Preview the current frame". Another blue callout box points to the green checkmark button with the text "Accept all of the changes and return to the animation screen." A third blue callout box points to the red 'X' button with the text "Cancel all of the changes and return to the animation screen." The main preview window shows a cartoon astronaut floating in space. The bottom control panel includes sections for Scale, Rotate, and Z-Order, each with a circular dial and a numerical value. The Scale section also includes an Opacity dial. The Rotate section has a dial showing 180.000°. The Z-Order section has a dial showing 8. On the right side of the bottom panel, there are two tabs: "Tween: Last -> This" and "Tween: This -> Next". Below these tabs are six toggle switches for Position, Rotation, Scaling, Bending, Tint, and Opacity, all of which are currently turned on.

Accept all of the changes and return to the animation screen.

Cancel all of the changes and return to the animation screen.

Preview the current frame

Zoom Mode

Scale

Rotate

Z-Order

Opacity

Tween: Last -> This

Tween: This -> Next

Position

Rotation

Scaling

Bending

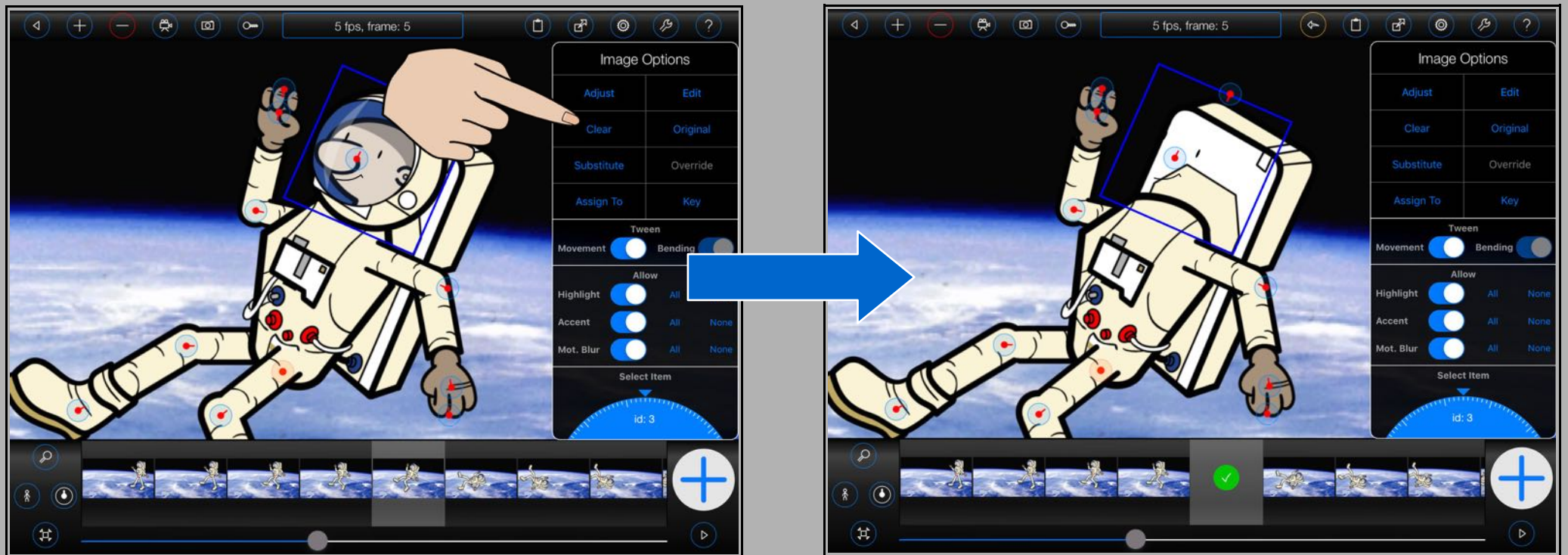
Tint

Opacity

Clearing an Item

Select the 'Clear' option on the 'Item Options' popover.

This will 'hide' the selected item. To show it again, open the 'Item Options' popover and select 'Original'.



Substituting an Item

Item images can be substituted with other images, mouths with other mouths. To perform a substitution:

1.

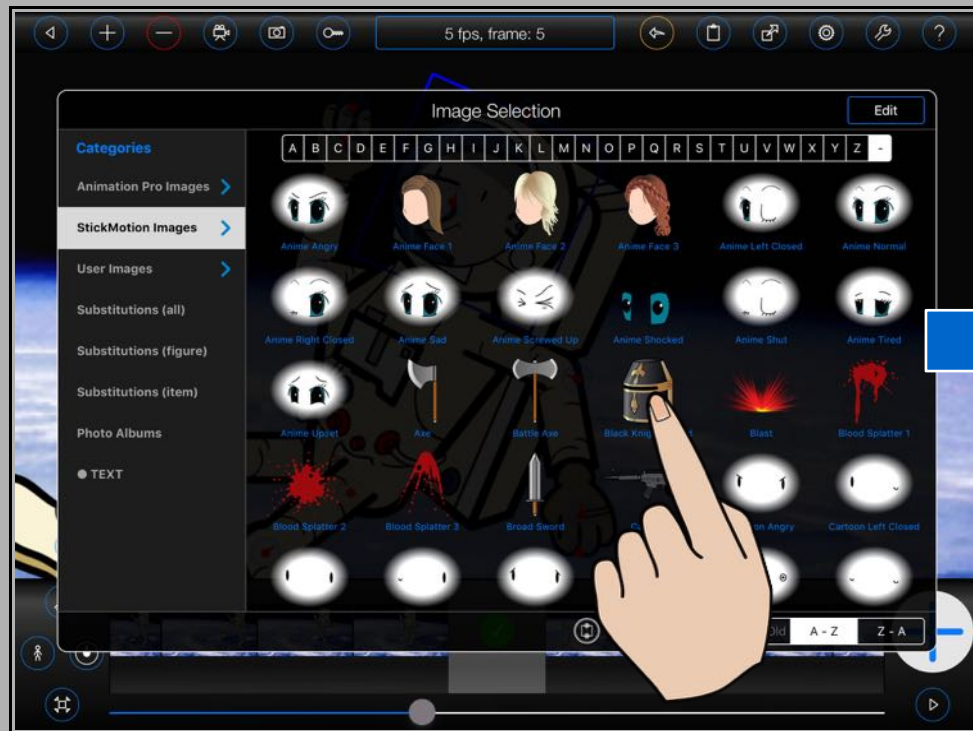
Select the 'Substitute' option on the 'Item Options' popover:

2.

Select a replacement image or mouth (image selection shown in example, below):



Image Options	
Adjust	Edit
Clear	Original
Substitute	Override

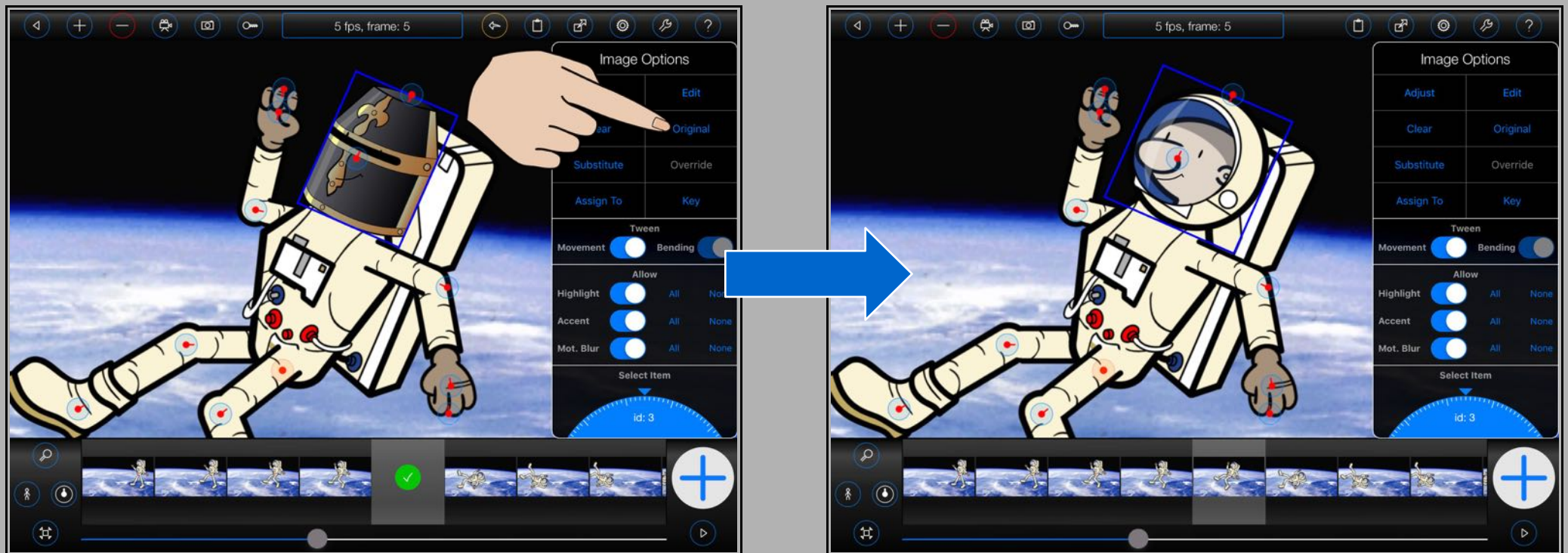


Please note:

When figures, containing substitutions, are saved from the Animation Pro animation screen, the original images will be replaced with the substitutions in the saved figures.

Removing a Substitution

To remove a substitution (i.e. reinstate the original item), select the 'Original' option from the 'Item Options' popover:

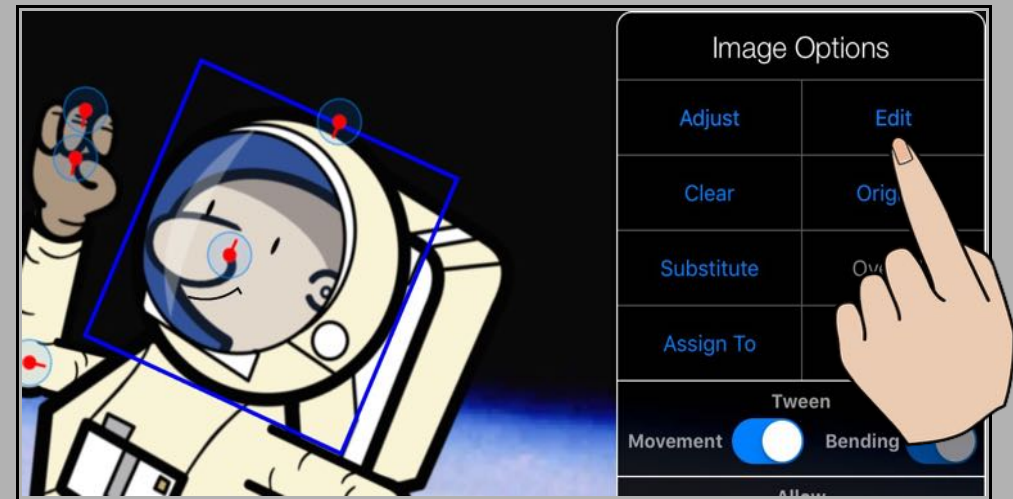



This option may also be used to reinstate an item that had previously been cleared.

Editing an Image Item

Select the 'Edit' option on the 'Item Options' popover:

This will open the image from the selected item in the Animation Pro 'Image Editor':



When the 'Image Editor' opens, you will be prompted to paste the item's image onto the canvas. It is thus possible to scale, rotate or flip the image before pressing the  button at the bottom of the 'Paste Options' panel.

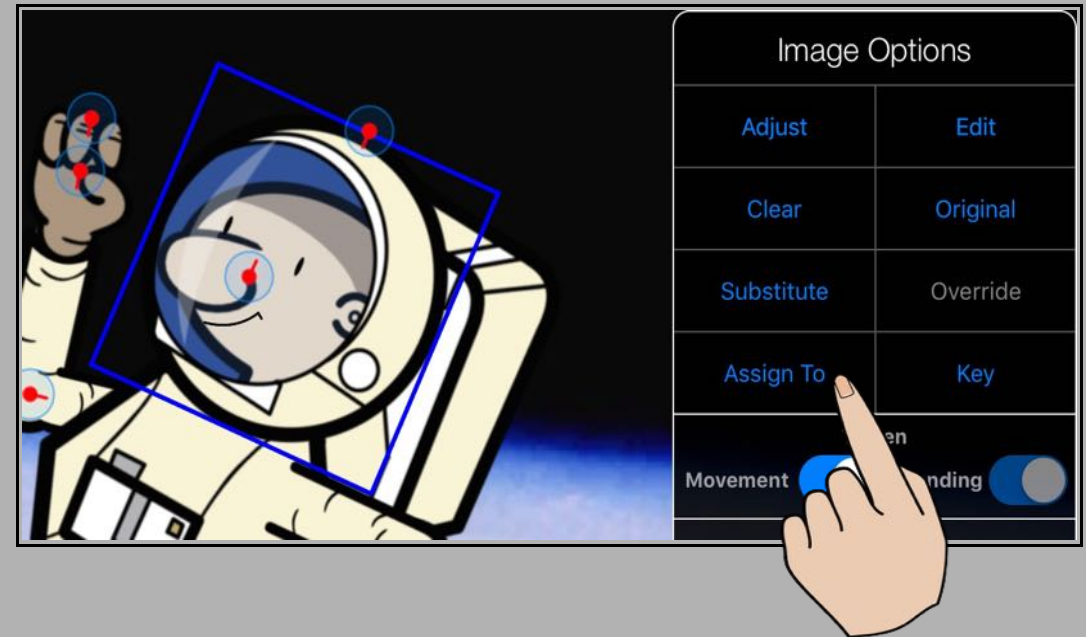
Alternatively, you can press the  button at the bottom of the 'Paste Options' panel to create a brand new image for substitution back into your figure.

For more information regarding the Animation Pro Image Editor/Image Creator, please refer to the 'Creating Images' topic (left).

Assign To

If you've adjusted the properties of an item and wish to replicate those properties across a number of frames then:

1. Press the 'Assign To' button

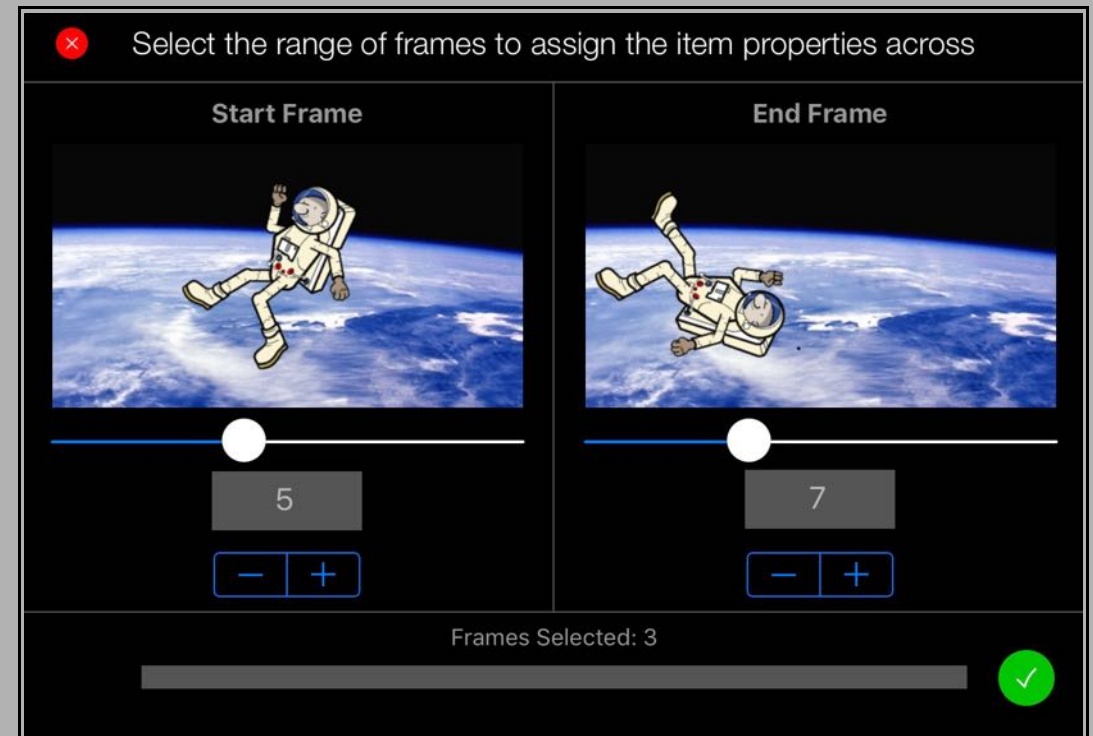


2. Use the sliders and steppers to select the start and end frame in your animation and then press the green tick button.

Animation Pro will modify all of the selected frames to make the item in the figure identical (to the currently selected item).

Please note:

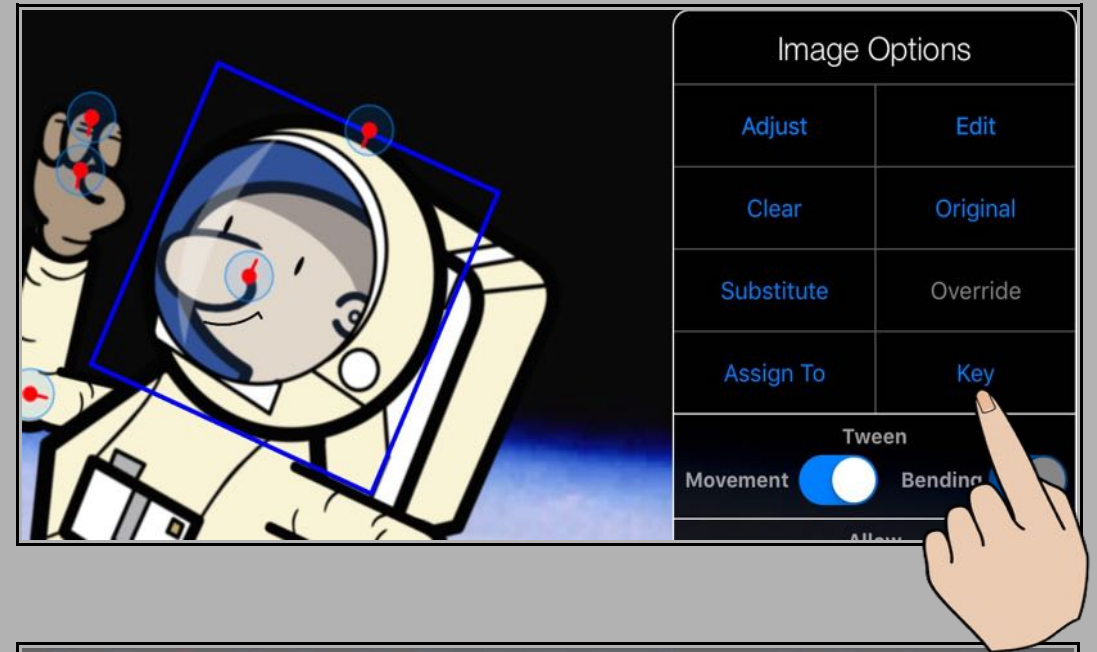
Any changes made to frames will not be reversed if this process is cancelled midway.



Key

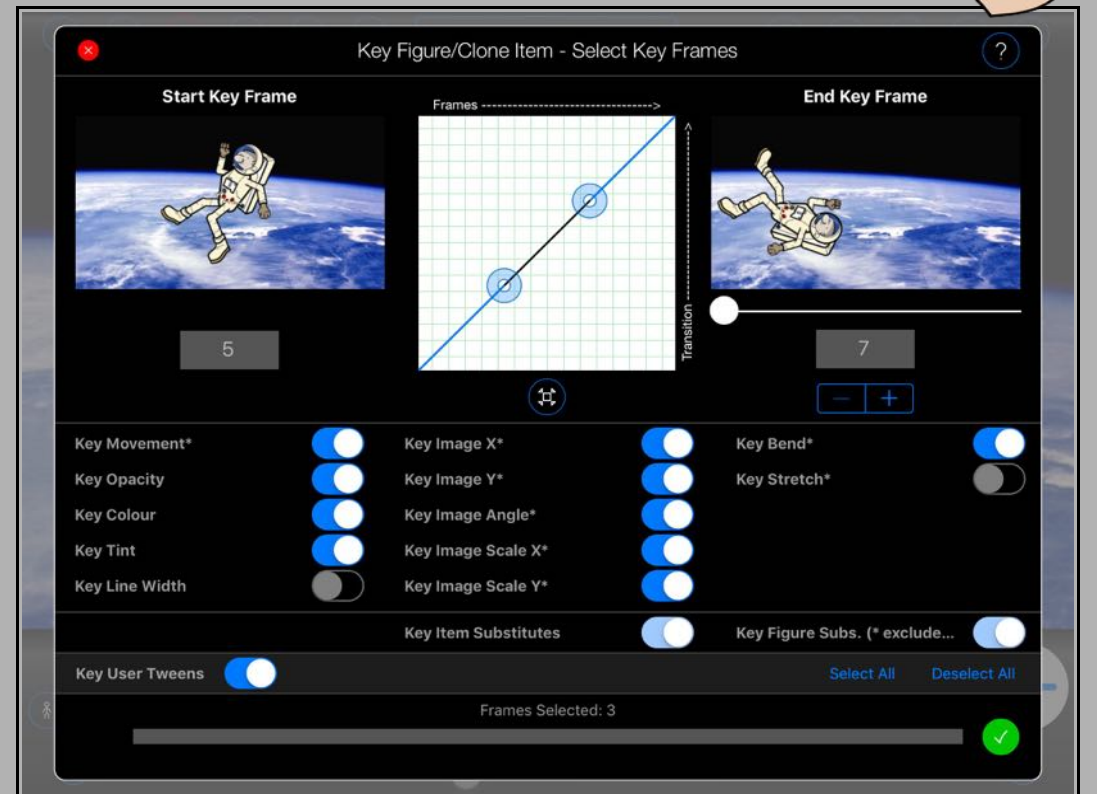
It is possible to 'key' the properties of an individual item in a figure across multiple frames to produce smooth transitions:

1. Press the 'Key' button



2. Select the end key frame and the properties that should be 'keyed' and then press the green tick button.

For more information, please refer to the 'Keyframing' topic, left.



Allow

The 'Item Options' popover may be used to control which items, in a figure, allow (i.e. accept or participate in) highlighting, accents and motion blur.

The 'Image Options' popover menu is shown with the following sections:

- Adjust** / **Edit**
- Clear** / **Original**
- Substitute** / **Override**
- Assign To** / **Key**
- Tween**
 - Movement** (switch on)
 - Bending** (switch on)
- Allow**
 - Highlight** (switch on) | **All** | **None**
 - Accent** (switch on) | **All** | **None**
 - Mot. Blur** (switch on) | **All** | **None**
- Select Item**
 - id: 3

Callouts explain the 'Allow' section:

- Use the 3 switches to specify whether the selected item (in the figure) should allow either highlights, accents or motion blur.
- Press the 'All' buttons to quickly turn on (i.e. allow) each effect for all items in the selected figure.
- Press the 'None' buttons to quickly turn off (i.e. disallow) each effect for all items in the selected figure.

Please see the next page for examples...

Examples:

