

MotionGraphics

Gestures

MAIN VIEW

Single tap anywhere in the view to close element and adjust drawers at once.

VIEW PAN AND SCROLL

The main view has typical gestures pinch and pan for navigating the scroll view, and double tap to reset zoom. This action must be performed in “empty space” between elements. Pan and zoom with a finger over an element will effect the element.

PLAYER TWO FINGER SINGLE TAP

A two finger single tap will hide / show the play controls.

VIEW DOUBLE TAP

Double tap anywhere NOT on an element will zoom to fit the view.

TAP AND HOLD ON ELEMENT

Tap and hold with one or two fingers on an element to display the marker menu which contains fast access to delete element, layer order, element editors, nudge editor, and actions such as keyframe removal and element duplication. Once activated, tap on the desired button. The buttons with an asterisk will open a sub-menu.

DOUBLE TAP ELEMENT

Double tap on an element to go into focused editing mode. On the left are the editable channels. On the right are the controls for editing the selected channel. At the top are nudge tools for moving up, down, left, right, scaling up, down, and rotating left and right by very small increments. When you are done fine tuning, close the mode by pressing one of the close buttons at the bottom.

MOVE ELEMENT

To move an element tap on it and move it to the desired position. This is an undoable action

SCALE ELEMENT

To scale an element, two finger pinch with at least one finger on the element. This is an undoable action.

ROTATE ELEMENT

To rotate an element, perform a two finger rotation gesture with at least one finger on the element.

NON-PROPORTIONAL SCALE ELEMENT

Non-proportional scale is performed by long pressing on selection handles and then moving them. The pivot (center of rotation and scale) also can be changed with long press to select it and then moving it.

DIGITAL TRACKING

This feature allows you to animate the position of an element by moving your finger over the view, and recording positions which are then turned into an animation. To start digital tracking turn it on in the play control by tapping on the paw icon in the play controller. Then tap and hold until the player starts to play. Now move your finger over the view. When you lift your finger the recording is over and a new keyframe animation is added with a default element. The last thing to do is to switch the element out by selecting it, opening the adjust editor and going to the element tab and picking a new element for the motion.

ELEMENTS DRAWER

Tap on the 'Elements' button to open the element drawer. Tap on the button again to close it. Alternatively, you can tap anywhere in the view to close both the elements and the elements adjust drawer.

ELEMENT ADJUST DRAWER

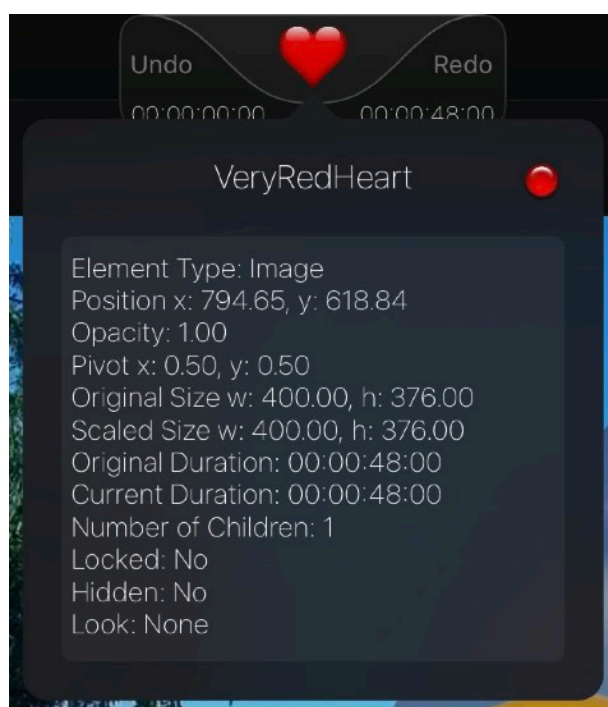
Tap on the 'Adjust' button to open the element adjust drawer. Tap on the button again to close it. Alternatively, you can tap anywhere in the view to close both the elements and the elements adjust drawer.

FILTER ADJUST DRAWER

Tap on the 'Filter' button to open the filter adjust drawer. Tap on the button again to close it. Alternatively, you can tap anywhere in the view to close both the elements and the elements adjust drawer.

ELEMENT INFORMATION

Tap on the stamp in the central control view, or the info button in the element drawer to display current element information.



PLAY CONTROLS NUDGE CONTROLS

All play, tool and nudge controls can be moved around the UI. Simply tap on a part of the control where no button is visible to move.

CUTOUT / SHAPE / PATH GESTURES

When a shape or cutout is being edited, and you have selected a contour, touch anywhere to start adding the contour. Touch and hold while adding a point allows you to break the tangents and pull them while adding. Double click on the last point added to close the shape. It is also possible to close the shape by clicking right next to the first point added. Once the shape is closed, double clicking on a point will break the tangents.

Touch and drag on a point to move it. When using the add point tool, long press on the edge of the contour, when you lift the new point will be added. You can then fine tune the tangents of the new point afterward. It is best to perform the long press on or just a bit inside the edge of the contour. To use the marquee tool, select the tool, touch down where you would like the selection to begin, and drag a rectangle until you have included all points you would like to select, then release. Zoom and pan in the view to manipulate the scroll view. You can pan the tool bar and the magnification box by touching down and panning them around the view.

TIMELINE EDITOR

The timeline editor is used to move elements temporally. You can change the start time and length of an element gesturally by tapping and dragging on the colored areas at the start/end to change start and end times. Tap on the center circular portion to move the whole element in time. Pinch to zoom the view and double tap to reset the zoom.

CAMERA EDITOR

The camera editor is used to position elements in z position. The closer to the bottom of the view, the closer the element is to the camera. Tap on an element and drag it up and down to change the Z position. Pinch to zoom the view and double tap to reset the zoom.

ELEMENT KEYFRAME EDITOR

There are 3 keyframe editors. All have the same gestures. Depending on the mode Tap on a keyframe or tap and move.

PARENTING EDITOR

To add an element into the parenting hierarchy, long press and drag/drop the element into the view as an atom. To parent one element to the other move the atom ports near to each other in a kiss. To delete an atom or link, long press on the atom to open a marker menu.

ELEMENT REORDER POPOVER

You can access this popover from the Marker Menu or from the Element List. Drag on the reorder icon at the right to change order. Elements at the top of the table are visually over other elements in the main view. If you are reordering a child view, only its siblings will be visible in the popover. The parent element will be displayed at the top of the view for reference.