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Part 1: MotionArtist Introduction

Chapter 1: Welcome to MotionArtist!

MotionArtist is a new product with a new approach to animation. While developing MotionArtist, we are really creating an animation and interactivity product with comic creators in mind. We're not trying to reinvent the wheel.

You won't see any drawing, inking, or coloring tools here. What you will see is a powerful composition and presentation application that's very intuitive.

We're also trying to bridge a gap between comic creators and their readers. You can export your comics or presentations in common file formats without being locked into a specific format or have to use a service. You can export as a common video format or (more importantly) HTML5!

What is MotionArtist?

MotionArtist easily allows you to tell a story in motion, whether it be a motion comic, a business presentation, or an animated slide show of your latest family picnic. You can easily integrate static assets into a full-blown

presentation, and then share that presentation on FaceBook, YouTube, or to your own channel on Smith Micro's MotionArtist community.

MotionArtist can work with many different types of content, and can solve the needs of many different workflows. Here are some examples of how you can use MotionArtist to create engaging and interactive presentations:

Determine the type of content you want to use. For example:

- You've drawn a comic and want to add motion and interactivity to that comic. Scan each page of the comic to prepare it for import into MotionArtist.

- You might also have digital assets such as photos, videos, and audio clips that have already been created in other software and want to combine them in a unique way.

- Create new assets in other applications such as Manga Studio, Anime Studio, Poser, or Photoshop and import those assets into the MotionArtist project.

- You want to create a simple animated presentation for business or for a family event ... complete with pictures, movies, music, voice narration, and text.

After you gather your content, here are some things that you can do in MotionArtist to create an engaging presentation:

- Place your scanned or imported assets on the artboard in MotionArtist. You can place them in virtual panels that mask out the areas that lay outside the panel boundaries.

- Move the virtual camera above the artboard to change the reader's point of view and field of vision.

- Move the assets over time to create an animation.

- Overlay music, voice narration, and text.

- Render and export the project as a movie or other interactive digital format.

Key Features and Benefits

- MotionArtist is a composition and presentation tool that is primarily designed for comic artists. You can create typical panel-based comics and add animation to them.

- You can create presentations that are built around comic panels and comic layouts, but they don't have to be presented this way. The product is geared more toward creating HTML-based interactive digital comics and graphic novels. It is very versatile and the output is up to you!

- Your presentations can have animation, sound, and titling.

- You can export your projects as movies or in HTML format.

- Working modes and views are laid out with comic creators in mind.

- Comic style panel creation tools that allow you to create panels of just about any shape. You can go back and resize, duplicate, rotate, align, and cut the panels at any time.

- Word balloons and dynamic text are vector-based. You can easily add or edit thought bubbles, dialog boxes and text at any time.

- Photo shows are simple and easy to create, through automated object placement and camera movement.

- Import images, video, and audio of just about any size and type, including 1080p video and high-resolution

photographs and images. Layered Photoshop files and Anime Studio files are also supported.

- MotionArtist features a new approach to animation for non-animators. We've hidden the technical stuff, and brought the animation process forward in an intuitive visual manner.

- Export standard video files and share them on YouTube and FaceBook, or save them out as HTML5 with interactive animation.

- Offers 64-bit support on both Mac and Windows computers.

- Improved options for HTML5 export, vastly increasing the possiblilities within an interactive HTML5 environment.

- Supports Wacom touch tablets with multiple gesture support.

- Navigation of the art board and timeline has gone through major improvements to standardize navigation with trackpad and gesture support.

- Improved usabilty and function through multiple feature enhancements and bug fixes.

Chapter 1: Welcome to MotionArtist!

Included Documentation

MotionArtist includes the following documentation:

- **MotionArtist Reference Manual**: This Reference Manual is included in electronic PDF format on your MotionArtist DVD. Choose **Help > Help** from within MotionArtist to launch this manual.

System Requirements

System requirements for MotionArtist installation are as follows:

Cross Platform Requirements

- 1 Ghz (1.5Ghz recommended), SSE2 support

- 512MB Memory (1GB recommended)

- 250MB of available hard-disk space (cannot install on removable flash storage devices)

- OpenGL enabled graphics card recommended

- 1024x768 display (1280x800 recommended) with 256MB (512MB recommended of VRAM)

- DVD-ROM drive (for physical copies)

Windows-specific requirements

- Windows 7 or 8

- Windows Internet Explorer 9 or newer

Macintosh-specific requirements

- Mac OS X 10.6, 10.7 or 10.8

- Intel processor

When You Have Questions

As you begin using MotionArtist, you'll undoubtedly have questions or want to network with other MotionArtist artists. You're not alone! There are many resources available for you. Here are just a few:

Need Help?

MotionArtist includes the **Help** menu, which serves to answer most of your questions while using the application:

- **MotionArtist Help**: Choose **Help > Help** to open the **MotionArtist Reference Manual** in PDF format.

- **Video Tutorials:** Choose **Help > Video Tutorials** to open your browser to http://motionartist.smithmicro.com/motionartist-videos.HTML, where you can find a number of movies that will help you to learn the basics of MotionArtist.

- **MotionArtist Communities:** Choose **Help > Community** to open your web browser to http://motionartist.smithmicro.com/socialB.HTML.

- **About**: Windows users can select **Help > About MotionArtist** to display the MotionArtist version and copyright information. Macintosh users should look in the MotionArtist Application menu, and select **About MotionArtist**, to see this information. This option will be useful if you need to obtain technical support, since the Technical Support representative will need to know this information.

Smith Micro Software Resources

- **Online Support**: For technical support, customer service, downloads, and to visit the Smith Micro

MotionArtist community and gallery, visit us at https://support.smithmicro.com/.

- **Using MotionArtist:** For updates, tutorials, and MotionArtist user stories, visit http://MotionArtist.smithmicro.com/index.HTML.

- **To Learn More**: If you'd like to learn more about Smith Micro Software, visit us at http://my.smithmicro.com.

- **Contacting Technical Support**: If our Web Knowledge Base does not resolve your situation, please contact us through https://support.smithmicro.com/. Please refer to "Appendix A: Technical Support" on page 190 to view our technical support policy.

- **Sales**: You may reach our sales department via e-mail at: sales@smithmicro.com.

About Your Reference Manual

Smith Micro Software strives to provide documentation that is complete, accurate, informative, and friendly. Your feedback is always welcome. Please e-mail your comments to: techsupport@smithmicro.com.

The MotionArtist Reference Manual is for both Macintosh and Windows. By convention, Macintosh commands

precede Windows commands in the text. The MotionArtist interface for Macintosh and Windows platforms is identical, unless otherwise specified.

For clarity, this manual uses several notational conventions to present information of special importance. Lists of items, points to consider, or procedures that do not need to be performed in a specific order appear in bullet format:

- Item 1

- Item 2

Procedures that must be followed in a specific order appear in numbered steps:

1. Perform this step first

2. Perform this step second

Specific keyboard keys appear in bold capitalized letters. For example: **ESC**. If more than one key should be pressed simultaneously, the notation appears as **KEY1**+**KEY2**, for example **ALT+F4**. When a modifier key differs between the Macintosh and Windows platform, the Macintosh modifier is listed first followed by a slash and the Windows modifier key. For example, **COMMAND/CTRL+I** is equivalent to the Macintosh **COMMAND+I** and the Windows **CTRL+I**.

Screen prompts, menu and window names, fields, buttons, boxes, etc. appear in **bold** type. Where you need to

access a palette, command, or submenu, the syntax is
Menu > Submenu. For example **File > Save As** means you
should open the **File** pull-down menu and then select **Save
As** to open the **Save As** dialog box.

Program and script code appears in standard Courier font,
for example:

```
cd\letters\business\legal [ENTER]
```

*Notes detail tips, tricks, and other important
information.*

*Warnings alert you to potentially harmful
consequences such as data loss.*

Chapter 2: Installing MotionArtist

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Version: 20140110 MotionArtist (Ming)

Installing MotionArtist

Installing MotionArtist is a straightforward process. Before you begin, be sure to save any work in progress. Having this "clean" environment will help the installation process proceed smoothly and will prevent any loss of data in the highly unlikely event of a problem. To install MotionArtist, complete the following steps:

MotionArtist Installation (Windows)

1. Start the Installer.

2. The **Welcome** screen appears. Click **Next** to continue.

3. The **License Agreement** screen prompts you to accept the License Agreement. Click **I accept the agreement**, and then **Next** to continue the installation.

4. The **Select Destination Location** screen prompts you to choose an installation folder. If you want to use a different location other than the default installation location, click the **Browse** button to locate the folder you want to use. Then click **Next** to continue.

5. The **Select Start Menu Folder** prompts you to choose a location in your Start Menu where the shortcuts for the application will appear. If you want to use a location

other than the default, click the **Browse** button to locate or create a folder. After you choose your folder, click **Next** to continue.

6. The **Ready to Install** screen displays the choices you made during the installation process. Use the **Back** button to go back and change settings if you need to do so. To install to the locations specified, click **Install**.

A desktop icon will be created for Windows 8 installations.

A desktop icon will be created for Windows 8 installations.

MotionArtist 1.1 now has a unified 32-bit AND 64-bit installer on Windows. MotionArtist will automatically install 32-bit components on 32-bit operating systems and install both 32-bit and 64-bit components on 64-bit operating systems.

MotionArtist Installation (Mac)

1. Double-click on the Install icon.

2. The **Welcome** screen appears. Click **Continue**.

Chapter 2: Installing MotionArtist

3. The **ReadMe** screen displays important information relating to the release. After you read the information, click **Continue**.

4. The **License** screen displays the End User License Agreement (EULA). Press **Continue** after you read the agreement. A new dialog prompts you to agree to the license before you continue the installation. Click **Agree** to continue the installation. If you click **Disagree**, the program will not be installed.

5. The **Installation Type** screen appears, and displays the amount of space that the MotionArtist application will need on your hard drive. Click **Install** to continue with the installation.

As with most Mac software installations, you may be prompted to enter your Mac system administrator password to install the software.

6. If the installation is successful, the **Summary** screen appears after the software has been installed. Click **Close** to exit setup.

Creating a Content Folder

When you first start MotionArtist, you will be asked to create a folder to store your custom MotionArtist content. After the content folder is created, a hierarchy of folders appears beneath it. You can store user-created word balloons, brushes, and other custom items that you can use in MotionArtist.
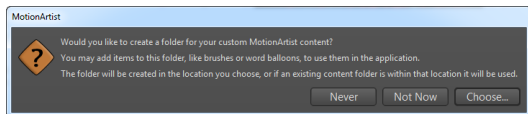
Choosing a content folder.

The choices are as follows:

- **Never:** Choose this option if you do not want to set up a folder, and no longer want to receive this prompt when you start MotionArtist.

  If you choose to never show the dialog that prompts you to create a content folder, you can choose the **Help > Set Custom Content Folder** *command at any time to specify a content folder location.*

- **Not Now:** Choose this option if you want to set up the folder at a later time. You will be prompted with this dialog the next time you start MotionArtist.

- **Create:** Choose this option to browse to the folder that you want to use for your MotionArtist content. After you select/create the folder, choose OK.

  Use the **Help > Open Custom Content Folder** *to navigate to your content folder at any time.*

Installing Extra Project Files

MotionArtist includes additional project files that you can learn from. You can copy these files to a location on your hard drive, or add them to your MotionArtist content folder for easy access later.

You will find the project files in the root folder of your CD, in a folder called **Sample Projects**.

The Welcome Screen

When MotionArtist opens, a welcome screen appears with the following options:

Chapter 2: Installing MotionArtist

- **Tell Your Friends**: Opens your web browser to http://
motionartist.smithmicro.com/socialB.HTML

- **Watch the Intro Tutorial**: Opens your browser to http://
motionartist.smithmicro.com/motionartist-videos.
HTML where you can view introductory tutorials about
MotionArtist.

- **Register Your Bestest App**: Opens your browser to
http://store.smithmicro.com/productregistration.aspx,
where you can register your application to qualify for
support, updates, and more.

- **Don't Show Again**: Choose this option to stop the
Welcome Screen from displaying each time you start
MotionArtist.

*You can manually display the screen at any
time by choosing* **Help > Welcome Screen**.
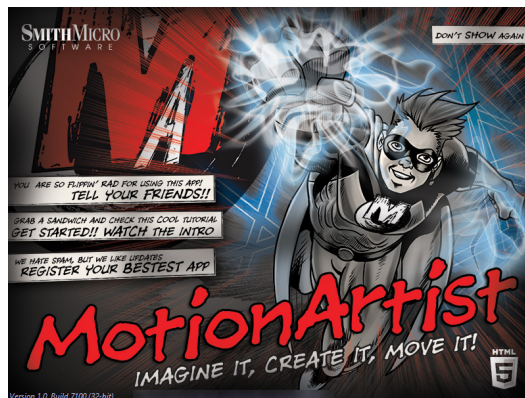
MotionArtist Welcome screen.

Registering MotionArtist

After installation, you can choose to register your copy
of MotionArtist via the Web. Choose **Help > Register** to
navigate to the registration page on smithmicro.com.

Checking for Updates

Smith Micro Software is committed to supporting all of our products by releasing Service Releases and other updaters that address issues present in earlier versions and/or enhance the product's usability or functionality.

You can check for updates easily by choosing **Help > Check for Updates** from the menu bar.

Part 2: MotionArtist Overview

Chapter 2: Installing MotionArtist

Chapter 3: The MotionArtist Workspace

The MotionArtist workspace is arranged in a simple layout that includes a few main areas: Menu Bar, artboard (project workspace), main toolbar, timeline with scene tabs, and library (shown undocked in the following figure).
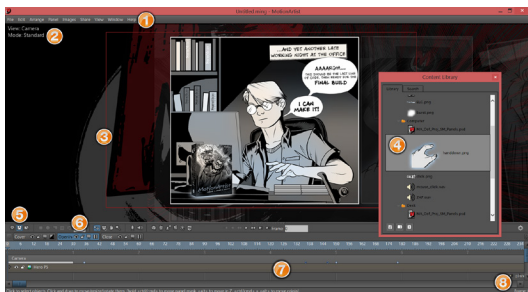
MotionArtist workspace.

1. **MotionArtist Menu Bar**: Displays most commands available in MotionArtist. See "MotionArtist Menu Bar" on page 26.

2. **View and Mode Indicators**: Displays your current view and mode. See "View and Mode Indicators" on page 26.

3. **The Artboard**: Displays the scenes, panels, and objects in your project. See "The Artboard" on page 27.

   Page guides around the artboard are turned off by default. Choose **View > Page Guides** *to display them.*

4. **The Library Window:** Provides quick access to ready-made content, as well as content in your own content folders. See "The Toolbars" on page 29 for an overview, and "Chapter 12: The Library Window" on page 123 for more detailed information.

5. **Toolbars**: Provides several tool sections that give quick access to the most frequently used MotionArtist features. See "The Toolbars" on page 29.

6. **Scene Tabs**: Allows you to switch between the scenes in your MotionArtist project. See "Scene Tabs" on page 30 for a quick overview, and "Chapter 9:

Working with Scenes" on page 87 for more detailed information.

7. **Timeline**: Displays an overview in time of when content will appear in your project,and the placement of other items such as Camera and Object stop points. See "The Timeline" on page 31 for an overview, and "Chapter 6: The Timeline Window" on page 60 for more detailed information.

8. **Status Bar and Current Frame indication**: Displays helpful tips relating to the usage of the MotionArtist interface. The right side of the status bar displays the current frame in both scene time, and panel time.

This chapter gives an overview of each of these areas, along with links to other sections in the manual where more information can be obtained.

MotionArtist Menu Bar

The MotionArtist Menu Bar displays menu commands in eight categories: **File**, **Edit**, **Arrange**, **Panel**, **Share**, **View**, **Window**, and **Help**. The use of these commands are covered throughout the manual. For specific locations, refer to the index at the end of this manual.
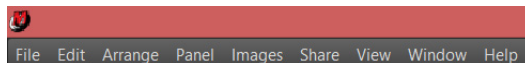
Menu Bar.

View and Mode Indicators

The View and Mode indication appears in the upper-left corner of the work area. These indicators inform you of the view and mode you are working in: You can show or hide these view indicators by toggling the **VIew > Show View/Mode** command. A checkbox appears beside the command when the indicators are displayed.

• **Director View**: See "Working in Director View" on page 37.

• **Camera View**: See "Camera View" on page 42.

• **Panel View**: See "Panel View" on page 43.

• **Standard Mode**: See "Standard Mode" on page 38.

• **Presentation Mode**: See "Presentation Mode" on page 40.

File Edit Arrange Pan

View: Director
Mode: Standard
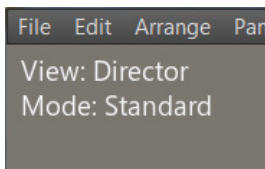
View and Mode indication.

The Artboard

The Artboard is used to arrange one or more scenes in your project, with each scene containing one or more panels or media items. You will learn throughout this manual how to add scenes, panels, and content to bring your project together on the artboard.

When you create a new MotionArtist project, the artboard appears in the center of the interface. The page guide around the artboard (off by default) defines an 11x17 area, which is sized the same as a traditional comic book. The **View > Page Guides** command turns the guidelines on and off.

The rectangle that surrounds the object in the center of the project is the camera. Anything within the red

rectangle will be rendered in the final output. A new project contains one panel in the view of the camera.
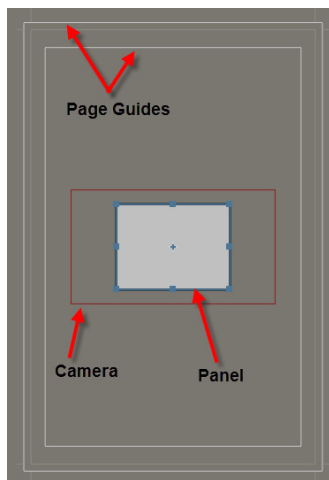
Artboard.

project or on your hard disk. The Library window is discussed in more detail in "Chapter 12: The Library Window" on page 123.
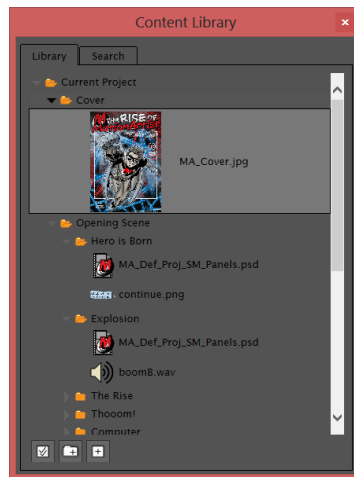
Library window.

The Library Window

The Library window appears when you choose the **Window > Library** command (or **COMMAND/CTRL+SHIFT+L**). It provides an easy way to access files that are in your

Chapter 3: The MotionArtist Workspace

The Toolbars

The MotionArtist toolbars appear in a bar directly above the timeline. There are several categories of tools arranged in five different categories.

- The View Selector Tools allow you to choose the view that you are working in. From left to right, the choices are **Director View**, **Camera View**, and **Panel View**. Refer to the following sections in this manual for more information about each of these views:

  - "Working in Director View" on page 37

  - "Camera View" on page 42

  - "Panel View" on page 43

View Selector tools

- The Panel Creation Tools allow you to create variously-shaped panels on the artboard. The content that you import into MotionArtist can then be placed within these panels to tell a story. From left to right these tools are **Rectangular Panel**, **Oval Panel**, **Polygon** **Panel**, **Insert Text.**, and **Split Panel** (with width setting). For more information, see "Chapter 10: Working with Panels" on page 93.

Panel Creation Tools

- The Selection and Workspace Tools allow you to move content within the artboard and pan or zoom within the workspace. From left to right, these tools are **Move**, **Camera**, **Pan**, and **Zoom**. For more information about these tools, see "Chapter 14: Working with Objects" on page 151.

Selection and Workspace Tools

- The Audio Tools allow you to record and edit audio directly in MotionArtist. From left to right, these icons are **Record Audio** and **Mute Audio**. These are discussed in more detail in "Working with Audio" on page 175.

Audio Tools

- There are five Project Tools that allow you to save or export your MotionArtist projects in various ways. A fifth tool allows you to generate text and word balloons inside your project. From left to right, these icons are:

    - **Insert Text:** Opens a dialog that helps you generate text and word balloons that can be edited at any time. See "Working with Text and Word Balloons" on page 170.

    - **Import**: Opens the Import dialog, which allows you to select supported file formats for import into the selected panel (or to the artboard if no panel is selected). Refer to "Chapter 13: Importing Content" on page 131 for more information.

    - **Share**: Opens the Select Movie dialog, where you can select a file to share on YouTube or FaceBook. See "Publishing to YouTube or FaceBook" on page 184.

- **Save**: Opens the Save As dialog, which allows you to save your project to a specified folder and filename. Files are saved with the .**ming** extension.

- **Export Movie**: Opens the **Export Animation** dialog, which allows you to render your project in various image and movie formats. See "Exporting Movies and Images" on page 182.

Project Tools

- **Preview HTML5**: Click this button to generate and open a preview of your project in HTML5 format. After MotionArtist generates the content, it will open in your default web browser. For more information about HTML5 output, see "Chapter 11: HTML5 Export and Interactivity" on page 108.

Scene Tabs

When you first start MotionArtist, or when you create a new MotionArtist project, there is only one scene in the project. You can create as many additional scenes as you need, using the **File > Add Scene** command.

Each scene in your project appears as a tab at the top of the timeline. Simply click one of the scene tabs to work on another scene. The timeline will then display the elements in that scene, arranged in time and space.

*Scene tabs, and the tools associated with them, are discussed in more detail in*
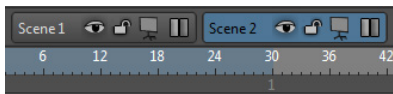
Scene Tab Tools

The Timeline

The **Timeline** appears at the bottom of the MotionArtist workspace. The **Timeline** displays the contents of one scene at a time. You switch from scene to scene by clicking on one of the scene tabs that appear just below the MotionArtist toolbar. discusses the arrangement of the **Timeline** in more detail.
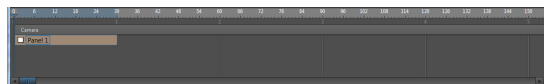
The Timeline

MotionArtist also has a standard set of transporter and current frame indicator controls that allow you to navigate through the contents in the scene.

Transporter and Current Frame Indicator

Setting Preferences

The **Preferences** dialog allows you to configure general options for MotionArtist. You can also specify login information for your YouTube account and change Editor and GUI colors.

To open the **Preferences** dialog, choose **Edit > Preferences** (Windows) or choose the **Preferences** command from the

Chapter 3: The MotionArtist Workspace

MotionArtist menu (Mac). The **Preferences** dialog consists of four tabs which are described in the sections that follow.

Options

The **Options** tab allows you to set various display and performance options for MotionArtist. The settings in this tab include the following:

Option preferences.

Chapter 3: The MotionArtist Workspace
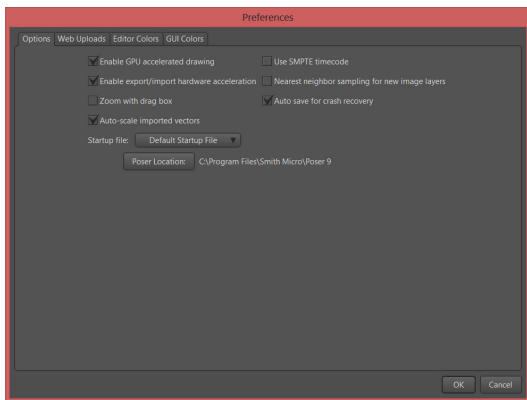
- **Enable GPU accelerated drawing**: Check this option to enable GPU acceleration in MotionArtist. Uncheck the option if you do not want to use GPU acceleration.

- **Enable export/import hardware acceleration:** Allows specialized hardware acceleration for import/export of specific video codecs.

  If there is instability with importing or exporting H.264 based video, the user should update their video card drivers and/or disable hardware acceleration. To disable hardware acceleration within the application, go to the MA preferences and uncheck the "Enable export/import hardware acceleration" check box.

- **Zoom with drag box**: When this option is on, allows you to draw a box around the area that you want to zoom into, rather than using a continuous zoom.

- **Auto-scale imported vectors**: Makes it easier to import multiple Illustrator files (for example, multiple body parts in a character). The imported files will all be in scale with each other when this option is checked. When this option is turned off, you may need to press the **Esc** key to automatically zoom in to the selected points after you import the files.

- **Use SMPTE timecode**: Shows time in the timeline using SMPTE timecode instead of frame numbers. SMPTE timecode looks like this: **00:02:34:07** That would be 0 hours, 2 minutes, 34 seconds, and 7 frames.

- **Nearest neighbor sampling for new image layers**: When an image is scaled up larger than its original size, MotionArtist will try to smooth out the areas in between pixels to create a smoother image. Turn this option off if you want the enlarged image to appear blocky.

- **Auto save for crash recovery**: When turned on, MotionArtist will automatically save your work every thirty seconds to a temporary file. If the application crashes, you can recover your work the next time you start the application. In the event that you are working on very large files and your workflow is slowed down by saving every thirty seconds, you can turn this option off to improve performance.

- **Startup File:** Use the dropdown list to select the default project that you want to load when MotionArtist starts up. The choices are:

  - **Default Startup File**: Uses the default file that is installed with MotionArtist

  - **Empty Document**: Starts with a blank document with no contents

  - **Last Saved Document:** Uses the document that was most recently saved.

  - **Other File**: Allows you to select a custom startup file that you create yourself and save to your hard disk.

- **Poser Location**: Click the **Poser Location** button to select the path to your Poser installation. Choose the folder in which the poser.exe file is located.

Web Uploads

The **Web Uploads** tab is used to enter your YouTube user account name and password. MotionArtist will log into this account to post YouTube videos when you select the **Share > YouTube** command to send a project file to another person
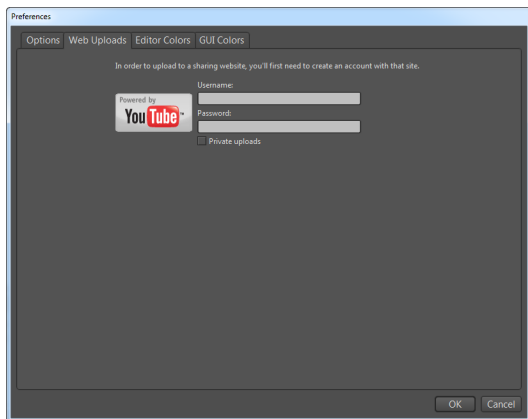
- **Username**: Enter your YouTube user name.

- **Password**: Enter your YouTube password.

- **Private uploads**: Check this option if you want your uploads to be private uploads rather than public uploads.

Editor Colors

The **Editor Colors** tab allows you to change the color scheme for the editor window, including various options for background and object colors.
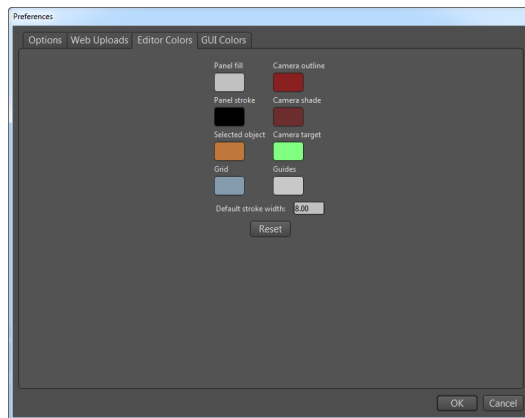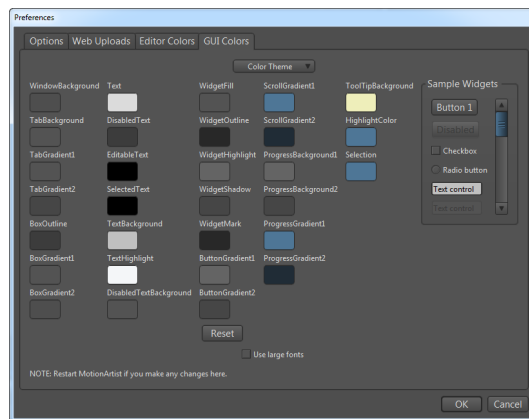

Editor Color preferences.

- **Panel Fill**: The default fill color of the panels in your project.

- **Camera Outline**: The color of the rectangle that shows the objects seen in the camera.

- **Panel Stroke:** The default outline color for the panels.

- **Camera Shade:** The color that is overlaid on the artboard and surrounding workspace which dims objects that are not in view of the camera.

- **Selected Object:** The color of the bounding box that surrounds the currently selected object or objects.

- **Camera Target**: The color that will overlay on top of the artboard when a camera target is drawn.

- **Grid:** The color of the grid when it is displayed.

- **Guides:** The color of the page guides when displayed.

- **Default stroke width**: Allows you to specify the default Stroke Width setting that appears in the document window.

- **Reset**: Press the Reset button to return to default application colors

GUI Colors

The **GUI Colors** tab allows you to change the color scheme for the application, including various options for background, text, and widget colors. A preview of your changes appears in the Sample Widget area as changes are made.

GUI Color preferences.

Chapter 3: The MotionArtist Workspace

If you make any changes to the GUI Colors, the changes will not appear until the next time you start MotionArtist.

- **Color Theme**: Click the **Color Theme** button at the top of the GUI Colors tab to choose from one of several different color schemes. You can then modify the color scheme further if desired.

- Press the **Reset** button to set the color scheme back to the default settings.

- Check the **Use Large Fonts** option to increase the size of the fonts used in the application.

Chapter 3: The MotionArtist Workspace

Chapter 4: MotionArtist Views and Modes

MotionArtist projects are hierarchical, with the elements of the project being as follows:

- The **Artboard** is at the top level. The artboard represents a traditional 11x17 comic artboard.

- **Scenes** are at the next level. Think of a scene as a page in a comic, or a chapter in a book. Each scene is shown in the timeline with a tab. The timeline displays the currently selected scene.

    By default, the first scene is named Scene 1. When you add another scene to your project, it will be named with the next subsequent number (Scene 2, Scene 3, and so on). Double-click the scene tab in the Timeline Window to change the name of the scene. For more information about scenes, see "Chapter 9: Working with Scenes" on page 87.

- **Panels** are the next level down from scenes. Each scene can contain one or more panels contained within it.

- **Floating objects** are at the most basic level ... these are free-floating elements that appear on the artboard, but are not placed in a panel.

Working in Director View

You can view your MotionArtist projects in one of three different views: **Director View**, **Panel View**, or **Camera View**. When you first start your project, you work in **Director View**.

    When you work in Director View, any tool that you choose from the toolbar will remain active until you select another tool.

In **Director View**, a large rectangle represents a 10,000 foot view of a traditional 11x17 comic artboard. There is one scene in the project (with the scene tab being displayed in the timeline), and one panel in the scene. The panel is designed to display graphics or movies, and can also have sound attached to it.

You'll do most of your assembling and editing work in **Director View**, and can switch to and from this view using one of the following methods at any time:

- Choose **View > Director View** (or **COMMAND/CTRL+1**).

- Click the **Director View** icon in the MotionArtist toolbar.

Director View.
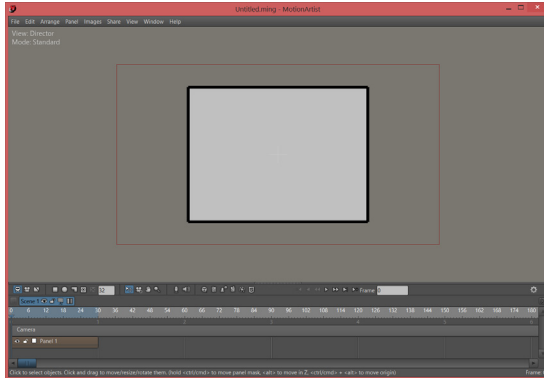
A new MotionArtist project.

Director View allows you to work in two modes. The mode that you are currently working in appears in the upper-left corner of the interface:

- **Standard Mode** allows more control over how the camera moves through your project. In **Standard Mode**, you can use the Camera tool (shortcut C) to control the motion path, stop points, and timing of the camera in greater detail. See "Standard Mode" on page 38.

- **Presentation Mode** allows you to add panels or floating objects (free-floating content) while automatically animating the camera. See "Presentation Mode" on page 40, which follows.

Standard Mode

When you create a new scene in MotionArtist, you start in Standard mode. To switch to **Standard Mode** at any time, click the **Presentation Mode** button in the Scene tab to deactivate it as shown in the figure below.

The Presentation Mode icon is deactivated when you are in Standard mode.

When you work in Standard Mode, the following conditions apply:

• When you design a scene entirely in **Standard Mode**, you'll need to use the **Camera tool (shortcut C)** or the **Auto Camera** command to add camera movement and timing.

> *For more information about using the Camera Tool, see* "The Camera Tool" on page 50.

> *For more information about using the Auto Camera command, see* "Using Auto Camera" on page 56.

• You will be able to enable or disable the **Camera tool** in Standard mode. When enabled, you can use it to control camera positions. This gives you more control over how the camera moves over the elements in your scene.

• When the **Camera tool** is activated you can see the motion path of the camera. Use the Camera tool to move the camera from panel to panel, or from object to object in your scene. You can change the motion path, add additional stop points to pause at several places in the same panel, and so on.

Presentation Mode

When you work in **Presentation Mode**, you can quickly assemble a scene by placing panels and content on the artboard. The camera will automatically move from one content item to another during playback, based on its placement in the timeline.

To switch to **Presentation Mode** at any time, use one of the following methods:

- Toggle the **Presentation Mode** icon in the Scene tab "on" as shown in the inset on the left in the figure below.

- Double-click the Scene tab in the timeline to open the dialog. Check the **Presentation Mode** option in the Scene section of the General tab.

When you work in Presentation mode, panels and floating objects will appear dimmed until you reach the frames at which they appear in the timeline.

Camera View in Standard Mode.

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The Project Settings dialog allows you to set the amount that panels are dimmed. Choose **File > Project Settings** *(or* **COMMAND/ CTRL+SHIFT+P**)*, and enter the desired setting in the* **Automatic Panel Opacity** *field. For more information about the Project Settings dialog, see* "Project Settings" on page 83.

When you switch to Presentation mode, you will receive notification that doing so will change camera movements and timing. Click **Continue** *to proceed, or* **Cancel** *to remain in Standard Mode.*

Presentation Mode allows you to quickly and easily add panels and floating objects to your project. For more information about working with content in **Presentation Mode**, see "Camera Targets (A)" on page 97, "Scattering Objects on the Artboard" on page 162 and "Scattering Objects in a Panel" on page 165.
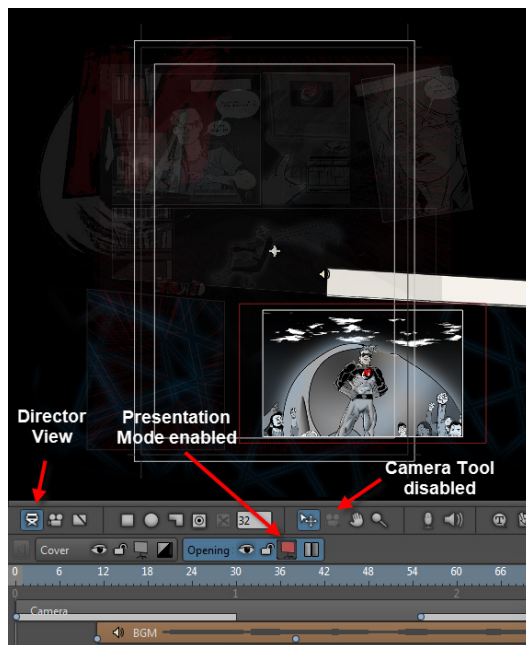
Director View in Presentation Mode.

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Because the camera is animated automatically in Presentation Mode, the Camera Tool is disabled.

Camera View

When you view your project in **Camera View**, it fits the currently selected panel and all of its contents within the view. **Camera View** is stationary and does not animate. You can switch to **Camera View** using one of the following methods:

When you work in Camera View, the Camera tool becomes active.

• Choose **View > Camera View** (or **COMMAND/CTRL+2**).

• Click the **Camera View** icon in the MotionArtist toolbar.

Camera View.

If you press the **Play** button while viewing your project in **Camera View**, you'll be able to see what your project will

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look like to the viewer, through the eye of the camera. You'll see the panels and floating objects in the scene move into view of the camera in sequence as the playhead moves through the timeline.

Camera View.

Camera view and Panel view can be used to display z-depth changes, and will display the effects of the **Arrange in 3D** *command (see* "Arranging Panels in 3D Space" on page 105)*, and the effects of moving objects closer or further to you in 3D space (Z depth).*

Camera view displays perspective changes. You may see objects in Camera view that you will not be able to see while playing your project in Director view or Panel view, which views your project only from the front perspective.

Panel View

Choose **View > Panel View** (or **COMMAND/CTRL+3**) or click the **Panel View** icon to switch to panel view. The view will fit the currently selected panel into view.

Panel View.

When you work in Panel View, the Move tool becomes active.

A panel displayed in Panel View.

If your scene contains only floating objects (items that are not placed within a panel), choosing Panel view will be ineffective.

MotionArtist panels are similar to panels on a comic book page. They can display images, movies, text with word balloons, and sound, and the content can be animated over time. A panel allows you to display your content in a defined area. In other words, if your content exceeds

the size of the panel, the areas outside the boundaries of the panel will be masked out. This allows you to scale the content inside the panel without obscuring the view of other areas on the artboard.

When you view your scene in **Panel View**, the contents of that panel appear in the timeline. You can select an object in the panel, or in the timeline, and then change the position, scale, or rotation of the selected item over time to add animation to the panel.
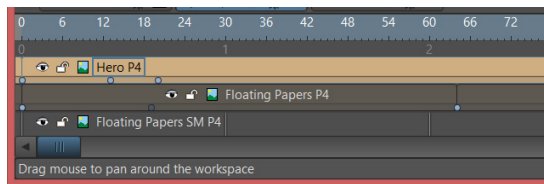
Panel contents displayed in the timeline.

View Helpers and Guides

While working in MotionArtist, there are a number of indicators that you can use to help lay out your content.

- Choose **View > Page Guides** to show or hide the artboard workspace guides that show the 11x17 workspace area. The outlines will display when the this option is checked, and will be hidden when the option is not checked.
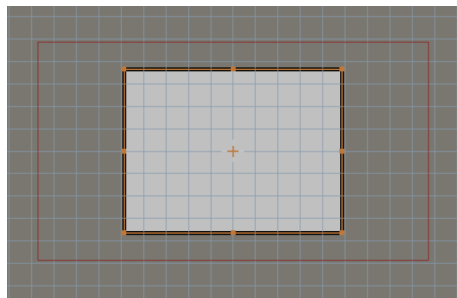
You can change the color of the page guides in the Editor Colors tab of the General Preferences dialog. See "Editor Colors" on page 34.
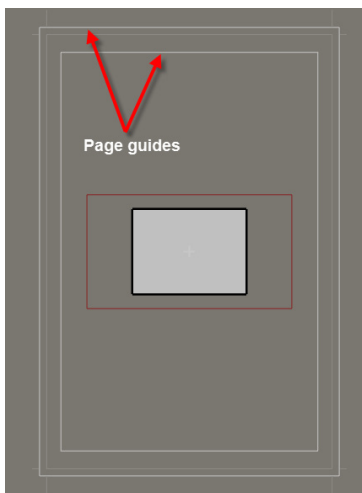
Page guides.
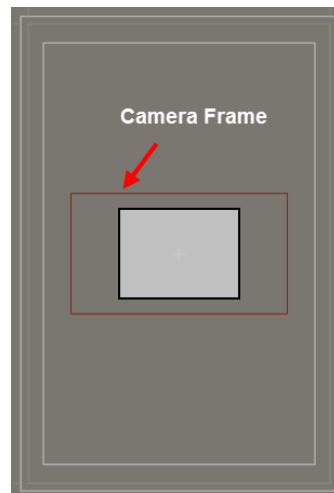
Camera Frame.

- Choose **View > Camera Frame** to toggle the display of the camera frame guide.

- Choose **View > Video Safe Zones** to show or hide the video safe zone rectangles. This option is enabled when you are viewing your project in **Camera View**. These rectangles represent the areas in your project that will be safe for title (inner rectangle) and content

Chapter 4: MotionArtist Views and Modes

(outer rectangle) placement when your project is
viewed in broadcast formats such as NTSC or PAL.
Areas outside the video safe zones may not be visible
due to overscanning. The rectangle is hidden when
this option is unchecked, and visible when the option
is checked.
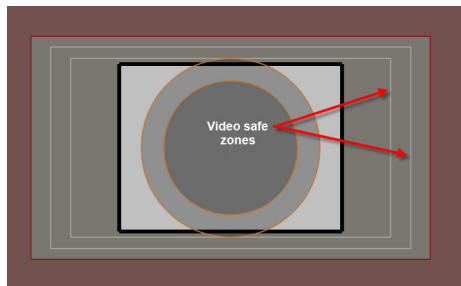
Video Safe Zones rectangle.

• Choose **View > Thirds Grid** to divide the view seen
  through the camera into three horizontal and vertical
  sections. This option is enabled when you are working
  in **Camera View**.
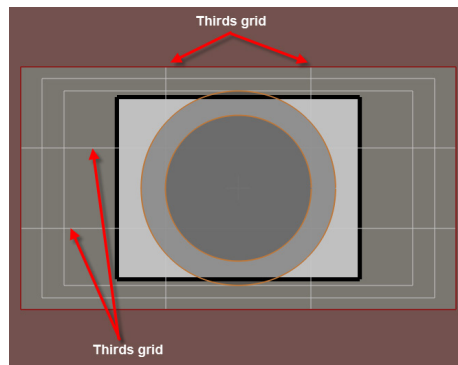
Thirds grid.

Displaying and Setting the Grid

MotionArtist also allows you to display a grid that you can
use as a placement guide.

> *You can change the color of the grid in the
> Editor Colors tab of the General Preferences
> dialog. See* "Editor Colors" on page 34.

1. To display the grid on the artboard, choose **View > Enable Grid** (or **COMMAND/CTRL+G**).

2. Choose **View > Grid Settings** (or **COMMAND/ CTRL+SHIFT+G**) to display the Grid Settings dialog.

Setting the grid.

3. Choose the type of grid you want to use from the **Grid Style** dropdown list:

   - **Square**: Displays a square grid, with equally measured horizontal and vertical lines
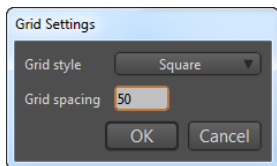
Part of a scene showing the Square Grid enabled.

   - **Polar**: Displays a circular grid that radiates from a center point.
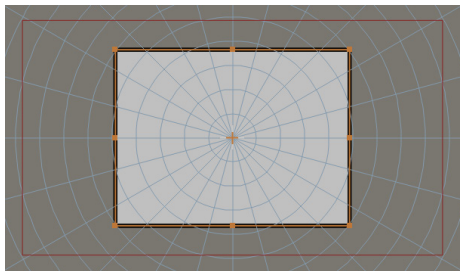
Part of a scene showing the Polar Grid enabled.
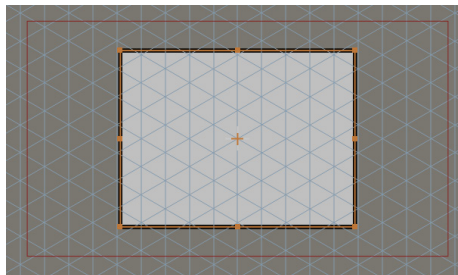
Part of a scene showing the Isometric Grid enabled.

- **Isometric**: Displays an isometric grid consisting of vertical and diagonal lines.

4. The default spacing of the grid is 50 pixels. Enter a new spacing amount in the **Grid Spacing** field.

5. Click **OK** to apply the new settings.

Resetting the View

To reset the view of your scene, choose **View > Reset**. The workspace view will be reset to the default settings in any of the views.

- In **Director View**, the view will adjust to center the entire artboard.

- In **Camera View**, the view will adjust to center and fit the view through the camera.

- In **Panel View**, the view will adjust to center and fit the selected panel.

Chapter 5: Cameras and Stop Points

The Camera Tool

The **Camera tool (shortcut C)** can be used in either **Director View** (while in **Standard Mode**) or **Camera View**. You use the camera tool to move, scale, or rotate the camera view while you assemble your scene. At the same time, you can also make changes to the motion path as described in the following section.

Camera Tool.

The Motion Path

When you have the **Camera tool** selected, you can see a spline-shaped motion path, with camera stop points represented as dots. The MotionArist camera moves along this spline-shaped motion path. When you switch to **Camera View**, you can rotate and zoom the camera as it travels along this path.

You can edit the motion path in the following ways:

• In **Director view**, drag and pull the path to change the shape of the curves. Doing so will add another stop point indicator that you can move to the desired location. The figure that follows shows a camera motion path in **Director View**. It begins at the first panel and successively moves over each additional panel in the scene. The dots on the motion path are stop points (areas where the camera pauses over the underlying area). This motion path and the position of the stop points are editable, using the **Camera tool**.

Editing Stop Points in Director View

Stop points are places along the path where the camera will pause to display content. You can think of a stop point as a key frame for camera movement. The camera moves between these stop points based on the settings that you specify in the Camera Stop Point dialog.

> *MotionArtist has two different types of stop points, which are distinct from each other but work in similar ways. Camera stop points define a point in time at which a specific point is paused over an object and viewed through the camera. Object stop points define a point in time at which an object is in a specific state (position, rotation, scale, visible, invisible, etc.) For more information about Object stop points, see* "Object Stop Points" on page 152.
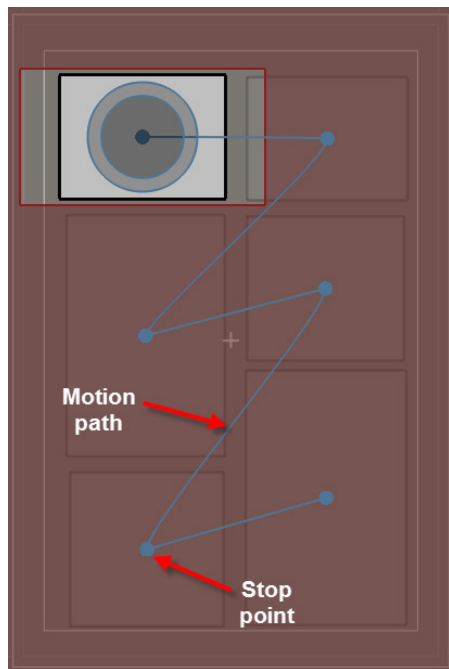
Motion path and stop points in Camera view.

When you have multiple Stop Points on the timeline that have the same translation(x,y) values but are occurring at different points in time, the Stop Point displayed on the work space will be a diamond. If you switch to Director's view and the double click with the camera selection tool on the displayed stop point, the scrubber will move to the first Stop Point on the timeline in that location.

Camera stop points are placed at the center of a panel or floating object by default when Presentation Mode or the Auto Camera command are used.

It is possible to have a stop point at which the camera does not stop. This type of stop point is also displayed dot on the motion path, but has a Hold Duration of 0 in the Camera Stop Point Dialog.

You can open the Edit Stop Point dialog with the **Arrange > Position Camera** *command, or by double-clicking a stop point in the timeline.*

To edit stop point settings in **Director View**, follow these steps:

1. Click the Director View icon in the MotionArtist toolbar, or choose **View > Director View** (or **COMMAND/ CTRL+1**).

2. For the scene that you want to work on, toggle Presentation Mode off by clicking the Presentation Mode icon in the Scene tab, as shown in "Standard Mode" on page 38.

3. Click the **Camera tool,** or use the keyboard shortcut **C** to select it. The Motion Path and stop points will appear.

4. Double-click the desired stop point with the Camera tool. The timeline will advance to the location of that stop point. In addition, the Camera Stop Point dialog appears.

Chapter 5: Cameras and Stop Points
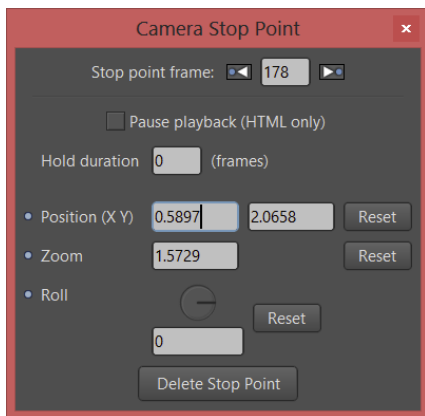
Camera Stop Point dialog.

5. Edit the following settings, as needed:

    ▪ **Stop Point Frame**: Displays the frame in the
      timeline that the Stop Point currently appears.
      You can enter a new frame number, if desired,
      to move the stop point to a different frame in the
      animation.

*You can drag a stop point left or right in the
timeline to visually change the frame at
which the stop point occurs. You can also **SHIFT-
click** to select multiple stop points.*

▪ **Pause Playback (HTML only):** Allows you to add a
  camera pause point for HTML 5 interaction. See
  "Pausing and Resuming Playback" on page 113
  for more information.

▪ **Hold Duration**: Displays the number of frames that
  the camera will pause over the stop point. By
  default, this is 30 frames. You may need to adjust
  this value to allow viewers sufficient time to read
  text on screen.

*When you increase the length of a hold
duration, you'll need to make sure that there
are enough frames in your animation to
accommodate the increased hold duration. For
example, if you are at frame 60 of a 100-frame
animation, but you want to hold the camera for 90
frames, you'll need at least 150 frames in your
animation to increase the hold duration to 90
frames.*

▪ **Position X, Y**: Displays the current X and Y
  coordinates of the stop point. By default, a stop

point appears at the center of a panel that you create in Presentation Mode. You can adjust the stop point by entering offset values in the X and Y fields. Press the **Reset** button to reset back to the default position.

You can also adjust the stop point in Director View by moving it with the Camera Tool after you exit the Camera Stop Point dialog. See *for further information.*

- **Zoom**: Displays the zoom (or magnification) level of the camera when it reaches the stop point. If the panels were created in Presentation Mode or with the Auto Camera command, the zoom level is automatically set so that entire width (for landscape panels) or height (for portrait panels) is framed within the camera view. Smaller values move the camera away from the artboard, making the panel seem smaller. Larger values move the camera closer to the artboard, making the panel seem larger. Press the **Reset** button to reset back to the default zoom level.

- **Roll**: Displays the angle or tilt of the camera. By default, the camera roll is set to zero. You can adjust the tilt of the camera by adjusting the Roll

indicator, or by entering a Roll setting (in degrees) in the text box. Press the **Reset** button to reset back to the default rotation angle.

You can visually adjust the camera angle in Camera View by rotating it with the Camera Tool. See *for further information.*

- **Delete Stop Point**: Click this button to delete the currently selected stop point.

Note that you will not be asked to confirm the deletion of the Camera Stop Point; however you can use the **Edit > Undo** *to reverse the deletion.*

6. Choose **OK** to apply the settings, or **Cancel** to exit without saving.

Transforming the Camera in Camera View

If you switch to **Camera View** while the Camera Tool is selected, you'll see a pair of concentric circles in addition to the motion path and stop points. The circles are filled

with a semi-transparent black so that you can view them more easily. These concentric circles allow you to control the position, rotation, and zoom level of the camera. In **Camera View**, use the Camera Tool to edit the path as follows:

- Drag up, down, left, or right inside the inner circle to move the selected stop point. A move cursor appears when you can move the camera.

- Drag up or down in the area between the two circles to rotate the camera. A rotate cursor appears when you can rotate the camera.

- Drag up, down, left, or right outside the outer circle to zoom the camera. A zoom cursor appears when you can zoom the camera.
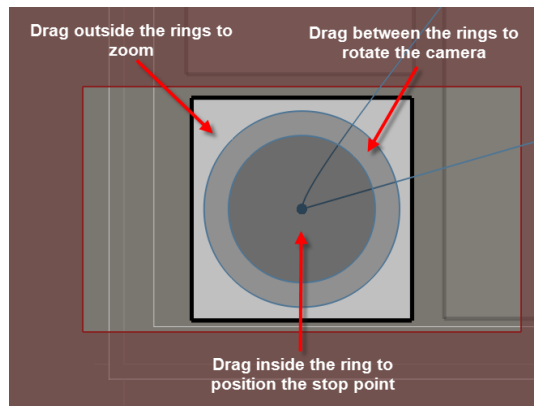
Motion path and stop points in Camera view.

Editing Stop Points in Camera View

When you are working in **Camera View**, you can click on an empty path segment with the **Camera tool** to add a new stop point. This will allow you to adjust the curve of the path.

Chapter 5: Cameras and Stop Points

In addition, you can move backward and forward in the timeline to add a stop point to move to a different part of an image or panel. For example, if you have a comic panel that has word bubbles over the illustration, you can bring that area into focus first. Edit the **Hold Duration** of that stop point to ensure that you have given the viewer enough time to read the text.
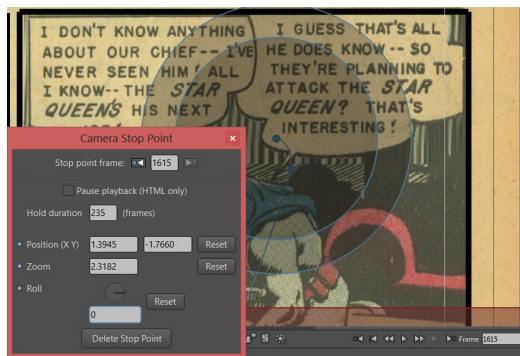
Word bubbles brought into the view of the camera.

After advancing the timeline after enough time to read the text in the word balloon, you can create a new stop point that pans the camera down to bring the characters

into focus. You can then edit the new stop point to pause the camera for a specified amount of frames.
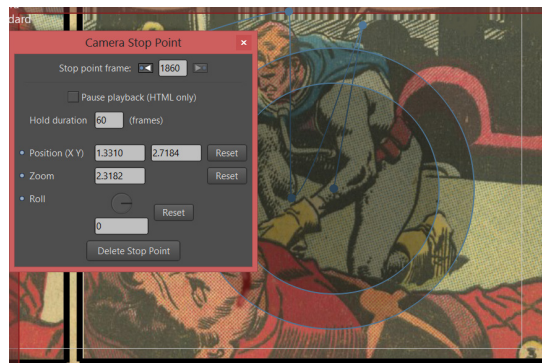
Characters brought into the view of the camera.

Using Auto Camera

You've already learned that the camera is animated for you automatically in **Presentation Mode**, and that you have to animate it manually if you build your scene in **Standard Mode**. You can use the **Auto Camera** command to animate the camera and build a motion path for you

automatically, based on the arrangement of items that you have in your timeline.

To demonstrate this, follow these steps:

1. Start a new MotionArtist project.

2. If necessary, switch to Standard Mode by toggling the Presentation Mode icon off.

3. When you create a new project, an empty panel appears at the center of the scene. Use the Move tool (keyboard shortcut V) to position it at the top-left corner of the current scene.

Move tool.

4. Use the Panel tools (described in more detail in "Chapter 10: Working with Panels" on page 93) to create additional panels on the artboard. An example is shown in the following figure.
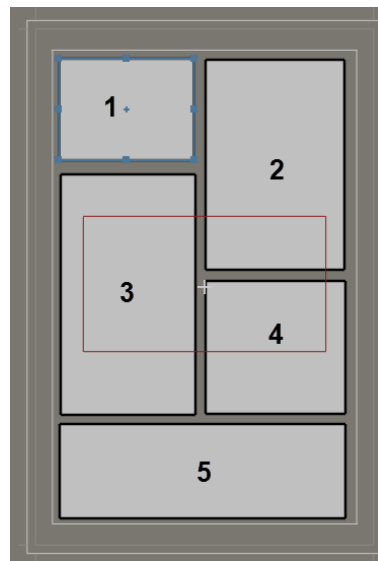
Five panels created in Standard Mode.

Chapter 5: Cameras and Stop Points
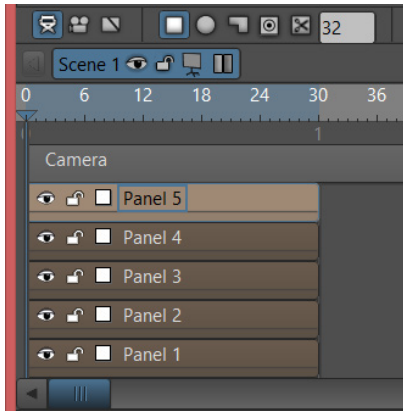
The same five panels shown in the timeline.

5. You will notice that the new panels appear one on top of the other in the timeline, playing them all in the same 30-frame segment of the timeline. To spread these panels out over time, choose **Arrange > Auto Camera** followed by one of the following options:

    - **Auto Camera All**: Runs auto camera on everything , and begins the Auto Camera movement at

the frame that the playhead is currently on. For example, if the playhead is currently on frame 60 and you choose the Auto Camera All command. the first object will first appear at frame 60 and each successive object will appear in the camera after that.

-   **Auto Camera Selected**: Runs auto camera only on the selected objects.

-   **Auto Camera Targets**: Runs auto camera only on designated camera targets. For more information about camera targets, see "Camera Targets (A)" on page 97.

-   **Auto Camera with Pause Points**: For projects that are exported to HTML5, or to published to MotionArtist.TV. Runs auto camera and places pause points at the end of the current panel duration. This causes the camera to pause at the end of each object that you apply the auto camera to. The user will have to click the scene or press the Enter key to continue the presentation. This adds automatic interactivity to your presentation so that the user can follow it at his or her own speed.

*If you need to rerun the Auto Camera with Pause Points command again on the same selected objects, it is recommended that you clear your animation before doing so to remove existing pause points that could affect the desired result. Select the layers that you want to change, then choose **Arrange > Animation > Clear Camera after Current Frame**, and then reapply the **Arrange > Animation > Auto Camera** command.*

6.   The panels will be spread out across the timeline in the order in which they were created. The amount of space between the panels represents the length of time that it will take to transition from one panel to another.
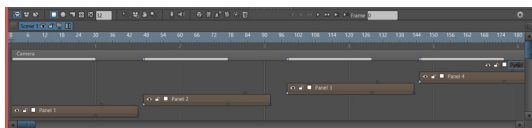
Panels spread over time after using Auto Camera.

7. Press the Play button to view the camera motion, and use the Camera View and the Camera Tool to make adjustments as needed.

Chapter 5: Cameras and Stop Points

Chapter 6: The Timeline Window

The Timeline window displays all of the elements in your scene. When you open MotionArtist you will initially see two things in the timeline: the camera, and the default panel.

The elements of the timeline are shown in the following figure. They are as follows:
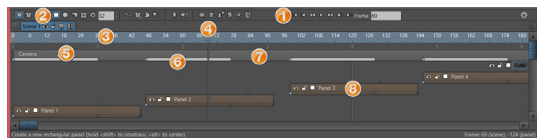
Timeline.

1. **Play controls**: See "Play Controls" on page 63.

2. **Scene Tab**: Select one of the scene tabs to display the content of that scene in the timeline. For more information about scenes, see "Chapter 9: Working with Scenes" on page 87.

3. **Frame Numbers**: Displays a numerical indication of the frame numbers in the timeline.

4. **Playhead**: The playhead moves across the timeline and serves as an indication of the current frame that is being played. You can drag the playhead left or right to scrub across the timeline.

5. **Camera Layer**: Displays content areas, transition areas, and stop points that exist in the current scene. For further information, see "Camera Layer" on page 64.

6. **Camera Stop Point**: Camera Stop Points are represented by small dots in the Camera Layer. You can select these dots to advance to that place in the timeline. You can also delete stop points by clicking on them in the timeline and pressing the Delete key.

7. **Transition area** (shown in Camera Layer): "Blank" areas in the timeline indicate places where the camera is transitioning from one content item to another. You can specify different styles for each transition. For more information, see "Using Transitions" on page 89.

8. **Scene Content**: The contents in your scene appear as bars of different lengths in the timeline. The size of the bars determines the length at which they play. The default length of a panel or floating object is

30 frames. This is adjustable in the dialog. For more information about scene content, see "Chapter 13: Importing Content" on page 131.

> *The Timeline will display keyframes for translation, rotation, scale, opacity, blur, and visibility.*

Items are displayed in the Timeline in two ways:

- Items are layered such that the panels or floating objects that appear at the bottom of the timeline are in the back (or farther away from you), and the items at the top of the timeline are in the front (closer to you). This is similar to the way that layers work in a layered image editor such as Photoshop.

- The content in your scene is also displayed in time, with items that play first at the left side of the timeline, and items that play later toward the right.

> *The camera appears at the bottom of the MotionArtist workspace by default. You can show or hide the timeline if desired. To display or hide the Timeline window, choose **Window > Timeline**, or use the keyboard shortcut **COMMAND/ CTRL+SHIFT+T**.*

Zooming In and Out of the Timeline

Use the **View > Timeline Zoom In** command (or **OPTION/ ALT+Mousewheel Scroll Up** to zoom in closer to the timeline (displaying half as many frames in the timeline window).

Use the **View > Timeline Zoom Out** command (or **OPTION/ ALT+Mousewheel Scroll Down** to zoom out from the timeline (displaying twice as many frames in the timeline window).

Use **COMMAND/CTRL+Mousewheel Scroll Up** to scroll left (earlier) in the timeline.

Use **COMMAND/CTRL+Mousewheen Scroll Down** to scroll right (later) in the timeline.

Viewing Objects in the Timeline

When viewing content in the timeline, you'll notice the following states:

- Normal coloring during the content's duration (as interpreted by the Auto Camera feature)

- Faded coloring when the image is visible but not being tracked by the Auto Camera

• Blank when the image has been made invisible by the user.

If a layer appears before or after the visible section of the timeline, the name of the layer will still be visible at the left or right edge of the timeline. You will be able to click on the layer name and open the dialog to edit the properties of the content.
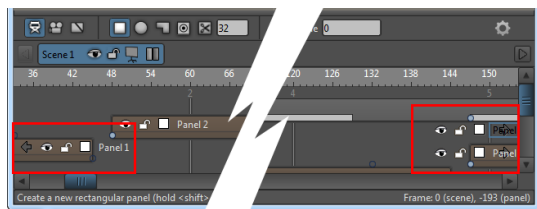
The names of layers that extend beyond the visible areas in the timeline are listed at the left and right edges of the timeline.

In cases where you have more layers in the timeline than can be displayed vertically, you will see a vertical scrollbar at the right edge of the timeline. The scrollbar allows you to move up or down to view the layers, allowing you to select the layers that you want to work with. Alternately, you can click an item on the artboard, and the timeline will automatically scroll to show the newly selected layer.

Chapter 6: The Timeline Window

In addition to displaying the name and type of layer, the timeline now shows whether or not the layer is visible. Press the ▢ *icon to turn the visibility on or off. for that layer*

A padlock icon in the timeline provides an indication of whether a layer is locked or not. You can click the padlock to toggle between locked and unlocked.
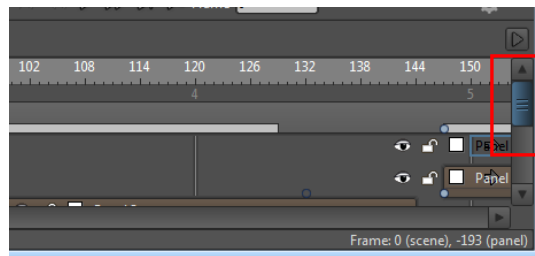
Vertical scrollbar.

Camera Targets will appear in the timeline, and will be named **Camera Target**. *For more information about Camera Targets, see* "Camera Targets (A)" on page 97.

Minimized Timeline View

A resize handle appears in the center top of the timeline. Drag the handle to reduce the timeline to its minimum height, so that you can see more of the artboard. At minimum height, the layers in the timeline will not be visible, but a slider will be available to move through the timeline. The toolbars will also remain visible.

Resize handle
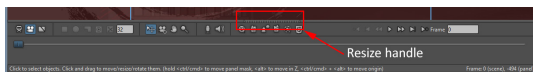
When the height of the timeline is reduced, a slider remains available so that you can navigate through the timeline.

Play Controls

The Play controls are standard controls that are used in many animation programs. They help you move backward and forward in the timeline and play or pause the project while you work on the animation.

Play controls.

From left to right, the controls are as follows (keyboard shortcuts shown in parentheses):

- **Previous Stop Point ([)**: Click to move to the previous keyframe for the selected item.

- **Rewind (SHIFT+ALT+Left Arrow)**: Rewinds to the first frame in the scene.

- **Step Back (Left Arrow)**: Goes backward one frame at a time in the scene, each time you click.

- **Play/Stop (Spacebar)**: Toggles between play and pause.

    - When **Play** is pressed in **Director View** or **Camera View**, the scene plays in real time until it reaches the end of the document. Then it will stop and jump back to the frame that you were on when the Play button was pressed.

- When **Play** is pressed in **Panel view**, the scene will play in real time and continue looping until you press Pause.

- **Step Forward (Right Arrow)**: Goes forward one frame at a time in the scene, each time you click.

- **Jump to End (SHIFT+ALT+Right Arrow)**: Advances to the last frame in the scene.

- **Next Stop Point (])**: Click to advance to the next keyframe for the selected item.

- **Frame**: Displays the frame number where the playhead currently appears, or allows you to enter a frame number to advance or rewind to.

Camera Layer

The Camera layer appears at the top of the timeline. This layer provides a visual indication of where the panels, transitions, and camera stop points appear in the scene.
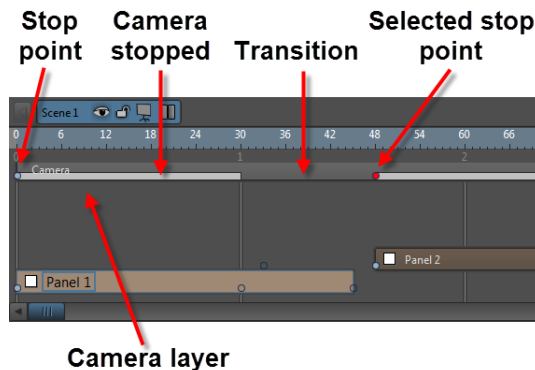
The Camera layer is the topmost layer in the Timeline.

- A stop point appears as a small dot (usually at the end of a space in the timeline that designates a transition). You can delete a stop point by clicking on it with the Move tool (keyboard shortcut V), after which the stop point turns red. Then press the Delete key.

- The white bars in the camera layer designate areas where the camera is paused over content.

Chapter 6: The Timeline Window

• The spaces in between the bars indicate transition areas, where the camera is moving from one panel or floating object to another.

Using Motion Assist

Choose **Arrange > Motion Assist** to place MotionArtist in a mode where it synchronizes changes across different types of keyframes. This mode is on by default, and is designed to make the process of animation easier for those who are new to keyframe animation.

As you become more comfortable with keyframe animation, and which properties are being keyframed at what time, you can turn the Motion Assist feature off. Select the **Arrange > Motion Assist** command to toggle the feature off.

Using Motion Assist with Cameras

Motion Assist is a per-object setting (not global). It also works with the camera, but the object in that case is the scene.

You will need to make sure that there are no other items selected before you turn MotionAssist on for the camera. One way to do this is to click an empty space with the Move tool.

You can also turn Motion Assist off to key camera position, zoom, or roll individually. An example is as follows:

1. Switch to Camera View (or, make sure that nothing is selected in the scene) and choose **Arrange > Motion Assist** to uncheck it.

2. Click and drag outside the double-circle camera controls in Camera View to adjust your camera zoom manually. Motion Artist will create a stop point. The only value that is keyed here is the scale.

3. You can see the indicator with a blue stop point next to Scale in the Camera Stop Point window. To access this window choose **Arrange > Position Camera**.
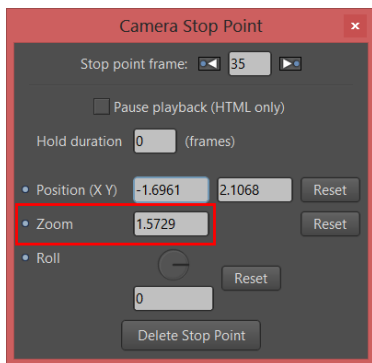
Camera zoom stop point.

Using Motion Assist with Objects

Motion Assist can be turned on or off for a single selected object. When you make a change in your scene (such as rotating an object at frame 10), all of the other parameters of the object (translation, scale, etc.) will also get a keyframe at the same frame, thereby ensuring the object will be exactly at the desired position, rotation, and scale at that frame. This helps to prevent keyframes from earlier

Chapter 6: The Timeline Window

in the animation to affect the properties that you want at that current frame.

A good way to use Motion Assist is to choose where you want your object to start, and where you want it to end, including rotation or opacity settings that you want to include. Then you can change the path in any manner you choose or go back to each stop point to make adjustments.

When you turn Motion Assist off, you can move an object over time to multiple locations. For example, let's say you start with an object that is on the left side of the scene. At frame 150, you move it to the center of the scene. Then at frame 225, it moves off the right side of the scene, making a total of three translation keyframes. Finally, you rotate the object at frame 300. When you play back the animation you will notice that the rotation slowly adjusts between frame 1 and frame 300, where you adjusted the rotation.

If you had created a similar example with Motion Assist on, the rotation would only occur between frame 225 (the third translation stop point) and frame 300 (where you rotated the object).

Part 3: Creating with MotionArtist

Chapter 7: The Object Settings Window

In the chapters that follow, you'll learn how to work with Scenes, Panels, and imported content (referred to as **objects**). As you add these items to your project, there will be times that you will want to change the default settings. The Object Settings window allows you to customize the settings for the content in your project.

The options you see in the Object Settings window will change, depending on how you open it:

- **To apply settings for a scene:** Switch to Director View if necessary. Click the Scene Tab for the scene that you want to edit, then double-click on the name of the scene.

- **To apply settings for a panel:** Switch to Director View if necessary. Then do one of the following to open the Object Settings dialog:

  - Double-click the desired panel on the artboard with the Move tool (keyboard shortcut V).

  - Click the desired panel with the Move tool and choose **Window > Layer Settings** (or **COMMAND/ CTRL+SHIFT+I**).

- **To apply settings for an image or movie:** Select the panel that contains the image or movie that you want to edit. Then switch to Panel view, and do one of the following to open the Object Settings dialog:

  - Double-click the desired image or movie that you want to edit.

  - Click the desired image or movie with the Move tool and choose **Window > Layer Settings** (or **COMMAND/CTRL+SHIFT+I**).

The Object Settings dialog contains three buttons at the bottom, which are used as follows:

- **OK**: Click this button to apply any changes that you have made. The Object Settings dialog will close and you will return to the main editing window.

- **Apply**: Click this button to apply any changes that you have made. The Object Settings dialog will remain open so that you can make changes in another tab.

- **Cancel**: Click this button to exit the Object Settings dialog without applying changes.

If the Object Settings dialog has the current focus, you can also press the ESC key to close it.

The General Tab

The General tab of the Object Settings window displays different options, depending on whether you want to apply settings to a Scene, a Panel, or an Image. Open the Object Settings window as described in the previous section to view the settings that you want to change:
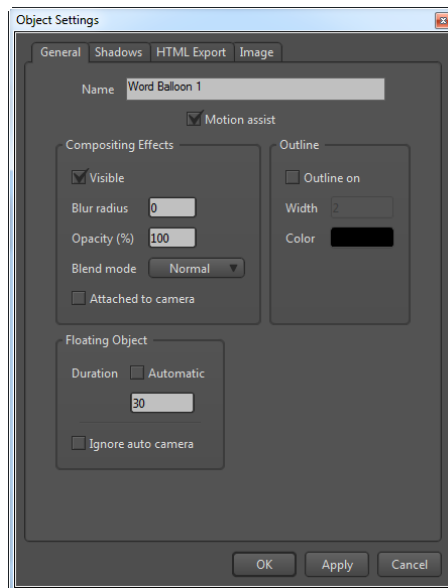
General Tab options (Floating Object options shown)

Chapter 7: The Object Settings Window

Name

The Name field in the Object Settings window allows you to enter a more descriptive name for your Scene, Panel, or Image:

• By default, a scene is named **Scene x** when created, where x is a numerical value based on the existing scenes in your project.

• By default, a panel is named **Panel x** when created, where x is a numerical value based on the existing panels in your scene.

• By default, the original filename for the image appears here.
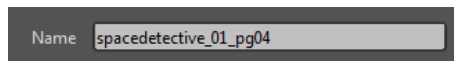
Name field

Motion Assist

Check this option to turn Motion Assist on for the selected panel or object. For more information about Motion Assist, see "Using Motion Assist" on page 65.

Chapter 7: The Object Settings Window

Compositing Effects

There are several settings in the Compositing Effects section of the General Tab that are common to Scenes, Panels, and Images. These options are as follows:
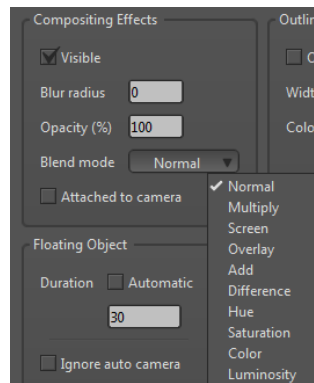
Compositing Effects

• **Visible**: When checked, the Scene, Panel, or Image is visible on the timeline and will be rendered in your final output. When unchecked, the item will not be visible

on the timeline or in the render. You can turn visibility on or off at any frame.

- **Blur Radius**: Lets you apply a blur (in pixels) to the scene to simulate such effects as camera focus. The blur can be animated over time to make the scene look like its coming in and out of focus

- **Opacity**: Allows you to modify the transparency of the scene, panel, or image. An opacity value of 100 will not affect the item at all, while a value of 0 will make it totally transparent. By changing the value from 0 at frame 1 to 100 at frame 10, the scene will seem to gradually appear out of nowhere, which in some cases is more desirable than the type of on/off visibility provided by the Visible checkbox

- **Blend Mode**: Identifies how the scene or object will blend with underlying content. These are similar to blend modes used in Photoshop. Choices are Normal, Multiply, Screen, Overlay, Add, Difference, Hue, Saturation. Color, and Luminosity.

- **Attached to Camera**: When checked, this option aligns the selected object's animation to the center of the camera as it moves through the art board. This is a global parameter, and the animation will return to its original orientation when unchecked.

Scene-Specific General Settings

The General tab in the Object Settings dialog displays the following unique options when you are applying settings to a selected scene:
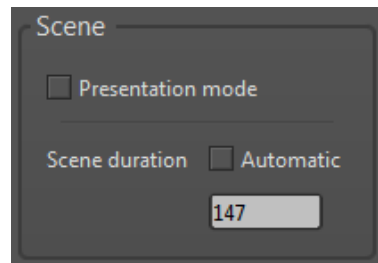
Additional HTML Export options for Scenes

- **Inherits default styles from scene:** Checking this box gives all new panels default settings, whcih can be set in the scene settings dialgue.

With Motion Artist 1.1, you can speed up workflow by setting a default panel style in the "scene settings" window. This way, every new panel will have the same stroke and fill settings. Unchecking this feature allows for specific tailoring of panel styles.

- **Presentation Mode**: Check this option to place the scene in **Presentation Mode**. Uncheck this option to place the scene in **Standard Mode**. These modes are discussed in and .

- **Scene Duration**: Enter the number of frames for the amount of time that the scene will appear in the timeline.

- **Automatic**: When this option is checked, the scene duration will be set automatically by MotionArtist. Uncheck this option if you want to extend panel duration beyond the last stop point in the scene, and enter the desired length in the **Scene Duration** field.

Panel-Specific General Settings

The General tab in the Object Settings window displays the following unique options in the Panel section when you are applying settings to a panel:

Chapter 7: The Object Settings Window
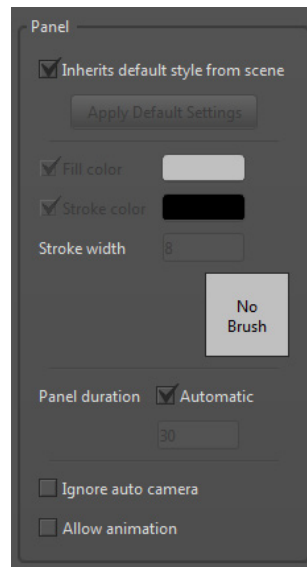
General Tab options for Panels

- **Inherits default style from scene**: When checked (by default) the selected panel will retain the fill and stroke

options set in the scene settings. Uncheck this box to apply unique settings to the currently selected panel.

The default panel style setting allows you to create all your panels with the same styles of fill and stroke. Simply set the general style parameters in the current scene settings and every new panel will be created using that style.

- **Apply default settings**: Applies the default panel fill and stroke to the selected panel, as defined in the scene settings.

- **Fill Color**: Click to select a fill color for the panel. Uncheck the option to create a panel that has no fill.

- **Stroke Color**: Click to select a color for the panel outline. Uncheck the option to create a panel that has no outline.

- **Stroke Width**: Sets the width of the stroke in pixels.

The Stroke Width setting for panels displays the width of the stroke as it relates to the scale of the panel at Frame 0. While you cannot animate the stroke width, MotionArtist will automatically increase stroke width when you scale a panel. If you animate a panel size in later frames, the width of the stroke will increase or decrease proportionally. If you want the stroke widths of all panels to match, you should create them all together at the desired size.

- **Brush**: This box displays a preview of the brush used to draw the stroke around the panel. Click the box to select a brush from the Brush Settings window. Brush settings are discussed in more detail in .

- **Panel Duration**: Enter the number of frames for the amount of time that the panel will appear in the timeline. The panel duration is important for the Auto Camera feature in MotionArtist, and when importing files from Anime Studio.

- **Automatic**: When this option is checked, the panel duration will be set to the number of frames as set in the Preferences dialog. Uncheck this option if you

Chapter 7: The Object Settings Window

want to add a custom panel duration in the **Panel Duration** field.

> *Custom panel durations will not be automatically extended if you change the duration of events in the panel. You will need to extend the panel duration manually in the Object Settings dialog if you turn **Automatic** off.*

- **Ignore Auto Camera**: Check this option if you do not want to change settings for the panel when the Auto Camera command is applied to the scene.

- **Allow Animation**: When checked, panels can have keyframed translation, scale, and rotation. When unchecked (default), you can only edit the initial placement of the panel and it will not move.

Image-Specific General Settings

The General tab in the Object Settings window displays the following unique options in the Outline section when you are applying settings to an image. These settings pertain to the outline or border that surrounds an imported image or movie:
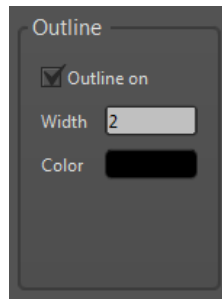
General Tab options for Images and Movies

- **Outline On**: Check this option if you want to put an outline around the image.

- **Width**: Specify the width of the outline, in pixels.

- **Color**: Click the Color swatch to select a color for the outline.

Floating object-Specific General Settings

There are cases when you do not want your content to be masked within a panel. For example, you might want to import a background image that covers the entire

artboard or scene, instead of only being displayed in one panel. In cases such as that, you make sure that there is no panel selected when you import your image or movie, and then it is placed on the artboard as a floating object.

When you double-click a floating object on the artboard, the General tab displays the following settings:
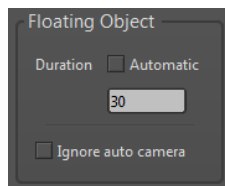
General Tab options for Floating Objects

- **Duration**: Automatic duration defaults to the duration setting that is specified in the Project Settings dialog (see "Project Settings" on page 83). To specify the amount of time that the camera pauses on the floating object, uncheck the **Automatic** option and enter the desired duration in number of frames.

- **Ignore auto camera**: When you use the Auto Camera feature it automatically animates the contents in your scene so that the camera moves over the content

over time. For background images and similar content, you can check the Ignore Auto Camera option so that the background image remains unaffected and always remains in view of the camera.

The Shadows Tab

The Object Settings window provides the following options in the Shadows tab, whether you have a Scene, Panel, or Image selected.
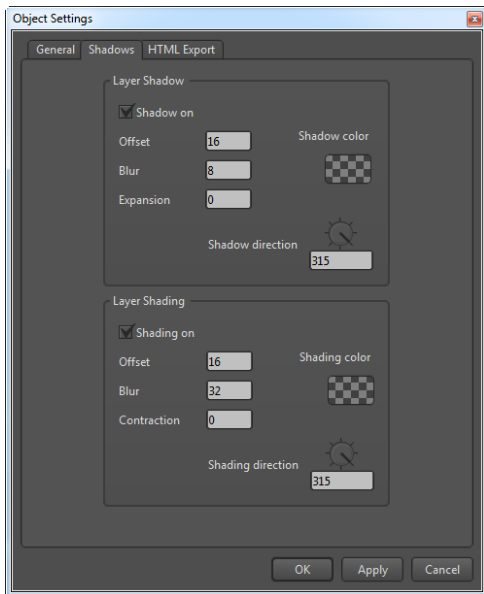
Shadows panel options

- **Layer Shadow**: This section lets you apply a drop-shadow effect to a scene.

  - **Shadow On**: Checking the Shadow on checkbox will make all objects in the layer cast shadows on the layers underneath.

  - **Offset**: Controls how far the shadow appears from the actual objects. A larger offset makes objects appear higher up above the layers below them.

  - **Blur**: Determines how hard or soft the edges of the shadow appear.

  - **Expansion**: Allows you to expand the reach of the shadow. This can be useful for halo-type effects. Try an Offset of 0, Blur of 8, and Expansion of 8.

  - **Shadow Color**: Clicking on the "Shadow color" swatch lets you change the color of the shadow that is being cast. You can also modify the transparency of the shadow with this control.

  - **Shadow Direction**: Controls the direction the shadow is cast. Just drag the knob in circles to change the direction of the shadow.

- **Layer Shading**: This section is similar to the "Layer Shadow" section above. However, instead of producing a shadow effect behind the layer, these

Chapter 7: The Object Settings Window

controls let you apply a shading effect on top of the layer.

- **Shading On**: Checking the "Shading on" checkbox will make all objects in the layer appear shaded, giving them a rounded edges effect.

- **Offset**: Controls how far inside the layer the shading appears. A larger offset makes objects appear to have more "rounded" edges.

- **Blur**: Determines how hard or soft the edges of the shading appear.

- **Contraction**: Allows you to pull the shading further into the center of the layer.

- **Shading Color**: Clicking on the "Shading color" swatch lets you change the color of the shading that is applied. You can also modify the transparency of the shading with this control.

- **Shading Direction**: Controls the direction the shading appears. Just drag the knob in circles to change the direction of the shading.

Brush Settings

Access to the Brush Settings dialog only occurs when you are applying settings to a Panel. This allows you to apply
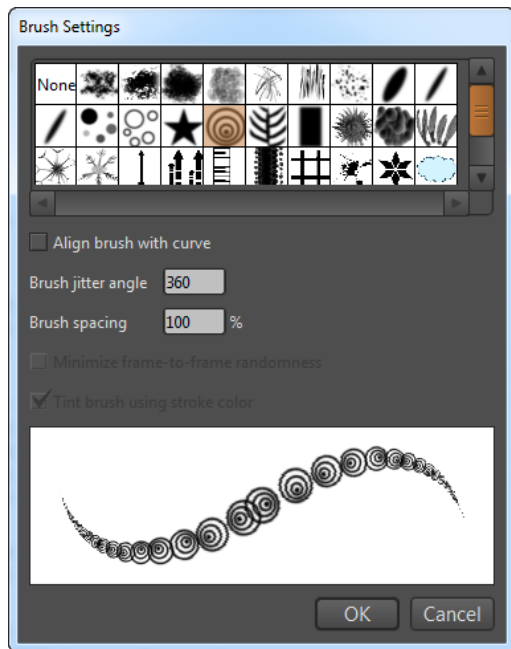
a decorative outline to a panel, rather than using a solid border line.

To open the Brush Settings dialog, click the Brush icon in the General tab The following options will appear.

> *You will need to uncheck the* **Inherits default style from Scene** *option to assign a custom brush style. See* *for a description of this option.*

Chapter 7: The Object Settings Window

You can set the following options for brushes:

- **Brush Style**: Click one of the thumbnails to use an image for a brush. If you want a standard brush, choose None.

- **Align Brush with Curve**: When this option is checked, the image that you use for the brush style will align with the curve of the panel outline. When the option is unchecked, the image will follow the stroke, but the angle of the image will not align to curves.

- **Brush Jitter Angle**: Causes the brush to rotate random amounts along the stroke. A value of zero lines up all the brush patterns, while a value of 360 causes each stamp of the brush to be rotated at a totally random angle. A small angle value like 60 causes the brush stamps to be mostly aligned, but with a little bit of randomness.

- **Brush Spacing**: Allows you to increase or decrease the amount of space between the image used for the brush style. Lower the percentage to decrease the amount of space, and raise the percentage to increase the amount of space between them.

- **Minimize Frame to Frame Randomness**: During the course of an animation, the randomness factor (jitter angle) of a brush can cause it to jump around to a

different position at each frame. You can intentionally use this to make an animation look hand drawn, but too much randomness can make the animation look jittery and wild. Check this box to instruct MotionArtist to make an attempt to minimize the randomness and jitter between frames of the animation.

• **Tint Brush Using Stroke Color**: Brushes that appear black in the Brush Settings dialog always take on the stroke color of the object. This checkbox controls the color of the brush when colored brushes (like the radiation symbol brush) are used. If unchecked, the stroke uses the colors of the brush (such as black and yellow for the radiation symbol). If checked, the colored brush will get tinted by the object's stroke color; for example, if the stroke color is green you will get a green-tinted radiation symbol.

The HTML Export Tab

The HTML Export tab includes settings that add interactivity to your MotionArtist projects, for publication to the Web. This tab is discussed further in

The Image Tab

When you are applying settings to an image or movie, an Image tab allows you to set specific options for the selected image or movie. The options are as follows:

Image options

Chapter 7: The Object Settings Window
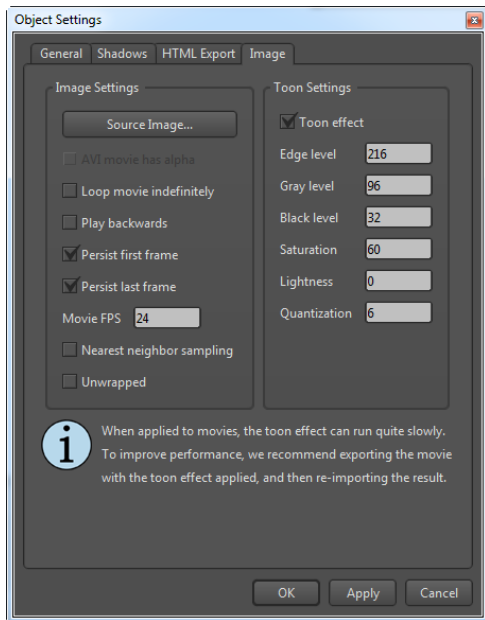
- **Image Settings**: Use this section to specify various image display and performance settings for your image or movie file:

  ▪ **Source Image**: Click this button to replace the existing image with another file on your computer. After you choose a new image or movie, the filename in the timeline will not change. You will need to change the filename in the General tab.

  ▪ **AVI Movie has alpha**: This option is enabled only when you import an AVI movie. Check this option if your AVI file has an alpha channel and you want underlying content to appear behind the movie.

  ▪ **Loop movie indefinitely**: Check this option to play a movie file in a continuous loop.

  ▪ **Play backwards**: Check this option if you want the movie to play in reverse order (from last frame to first)

  ▪ **Persist first frame**: Check this option to pause the movie at its first frame until the current panel is in focus. When unchecked, the movie will animate whether or not the panel is in the view of the camera.

  ▪ **Persist last frame**: Check this option to pause the movie at its last frame after the movie has played

once. When unchecked, the movie will animate whether or not the panel is in view of the camera.

To play a movie once, and only when the associated panel is in view of the camera, check both the **Persist First Frame** *and* **Persist Last Frame** *options, and make sure that the* **Loop Movie Indefinitely** *option is off. The first frame will be held until the camera reaches the panel in which the movie is displayed. Then the movie will play until it reaches the end, after which the last frame of the movie will remain displayed in the panel.*

- **Movie FPS**: Enter the frames per second for your original movie. MotionArtist will adjust the playback of the movie accordingly. In other words, you can take a 30FPS video and set the Movie FPS to 120FPS to play back the movie at 4 times its original speed.

- **Nearest neighbor sampling**: When an image is scaled up larger than its original size, MotionArtist will try to smooth out the areas in between pixels to create a smoother image. Turn this option off if you want the enlarged image to appear blocky.

- **Unwrapped**: Check this option to extend the outer edges of the movie outward. This is accomplished

by flipping each edge of the movie and placing a flipped copy at each side (top, bottom, right, left, and corners). By doing so, you won't see any white space when the camera displays the panel at an angle, such as when you use the Arrange in 3D command (discussed in "Arranging Panels in 3D Space" on page 105).

- **Toon Settings**: Use this section to apply toon effects and shading to the selected image or movie:

  - **Toon Effect**: Check this option if you want to add cartoon effects to the content in your scenes. MotionArtist will perform color reductions that give photographs a cartoon appearance, based on the other settings that you enter.

  - **Edge Level**: Controls the width of the edges in the toon effect. Increase the setting to make the edges wider, and decrease to make the edges thinner.

  - **Gray Level**: Darkens the middle areas of the toon effect.

  - **Black Level**: Darkens the dark areas of the toon effect.

- **Saturation**: Increases or decreases the amount of color. Negative values make the toon more black and white.

- **Lightness**: Increase the setting to make the image appear more faded.

- **Quantization**: Sets the number of colors in the image. When set to a value greater than 1, the value you enter is the number of colors in the image.

Chapter 7: The Object Settings Window

Chapter 8: Working with Projects

If you open a project file and MotionArtist cannot find some scene elements, you will be prompted to locate them manually.

Creating and Opening Projects

MotionArtist allows you to easily create a new project, or to open existing projects that are installed or saved to your hard disk:

- To create a new MotionArtist project, choose **File > New**, or use the keyboard shortcut **COMMAND/CTRL+N**. A new project will appear in the project window, and it will be opened to **Director View**.

- Use the **File > Open Recent** command to select one of the five most recent projects that you recently worked on.

- To open a previously saved or installed project, choose **File > Open**, or use the keyboard shortcut **COMMAND/CTRL+O**. Use the **Open** dialog to locate the folder that contains the file you want to open. Then click **Open**.

Project Settings

To specify dimensions, frame rate, and background color for your project, choose **File > Project Settings**, or use the keyboard shortcut **COMMAND/CTRL+SHIFT+P**. The Project Settings dialog displays the following options:
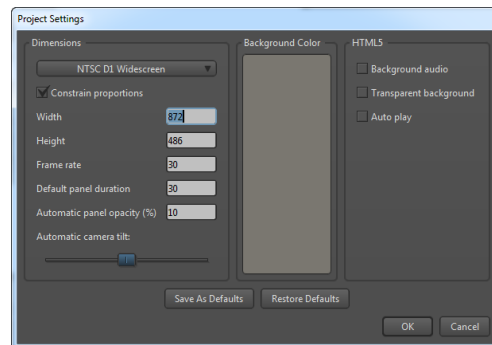
Project Settings Dialog

- **Dimensions**: Use the drop-down selector to choose from a variety of preset project dimensions.

  - **Custom**: Allows you to specify a custom width, height, and frame rate for your project.

  - **NTSC D1**: Creates a 720 x 534 project.

  - **NTSC D1 Widescreen**: NTSC D1: Creates a 872 x 486 project.

  - **PAL D1/DV**: Creates a 788 x 576 project.

  - **PAL D1/DV Widescreen**: Creates a 1050 x 576 project.

  - **HDV/HDTV 720p**: Creates a 1440 x 1080 project.

  - **HDV 1080p**: Creates a 1920 x 1080 project.

  - **HDTV 1080p**: Creates a 1920 x 1080 project.

  - **VGA**: Creates a 640 x 480 project.

  - **Web**: Creates a 320 x 240 project.

  - **Web Widescreen**: Creates a 426 x 240 project.

  - **YouTube**: Creates a 640 x 480 project.

  - **YouTube HD**: Creates a 1280 x 720 project.

  - **iPhone**: Creates a 480 x 320 project.

  - **iPhone 4**: Creates a 960 x 640 project.

  - **iPhone 5**: Creates a 1136 x 640 project.

  - **iPad**: Creates a 1024 x 768 project.

  - **iPad HD**: Creates a 1280 x 1024 project.

  - **Android**: Creates a 480 x 360 project.

  - **Android HD**: Creates a 1280 x 1024 project.

- **Constrain Proportions**: Check this option if you want to resize the figure proportionally if you change either the **Width** or **Height** field.

- **Width**: Enter the desired width for your project.

- **Height**: Enter the desired height for your project.

- **Frame rate**: Enter the desired frame rate for your project. The default is 30 frames per second.

- **Default Panel Duration**: Enter the default panel duration in number of frames. Each time you create a new panel, the length will default to this duration.

  You can set the panel duration of each panel in your project individually, in the General tab of the dialog. For more information, see

Chapter 8: Working with Projects

- **Automatic Panel Opacity**: Panels appear dimmed until the playhead appears over a panel in the timeline. The default opacity setting is 10%. Increase the setting to make the panels appear brighter.

- **Automatic Camera Tilt**: Move the slider toward the left to reduce the amount that the camera tilts when in motion. Move the slider toward the right to increase the tilt amount.

- **Background Color**: Click the color square to select a background color from your system color palette.

- **HTML5**: Specifies background and playback options for HTML5 output.

  - **Background Audio**: When checked, background audio will play continuously during a presentation, regardless of what scene is playing or if you add interactive elements for HTML output.

  - **Transparent background:** When checked, an exported HTML5 project will disregard the background color or image of the project.

  - **Auto play:** When checked, your exported HTML5 project will bypass the play button and automatically play when the web page loads.

If you plan to export your MotionArtist project to HTML5, be aware that iOS devices (iPhone, iPad, etc) cannot play more than one HTML audio element at a time. iOS devices will not play back the background audio track.

- **Save as Defaults**: Click this button to save your project settings as the new default.

- **Restore Defaults**: Click this button to retrieve the original MotionArtist default settings.

Both of these new features are especially helpful when designing web content for HTML5. A transparent background is often necessary to overlay on existing HTML content, and auto play ensures your content starts as soon as a user arrives at the web page.

Saving a Project

To save your project, choose **File > Save**, or use the keyboard shortcut **COMMAND/CTRL+S**.

The file will be saved with the .ming file extension.

Saving to a New File or Folder

To save your project to a different folder or file name, choose **File > Save As**. A dialog will prompt you to choose the folder to which you want to save the project, and to enter a file name.

Closing Your Project

To close your current project, choose **File > Close**, or use the keyboard shortcut **COMMAND/CTRL+W**. MotionArtist will remain open.

Quitting MotionArtist

To quit MotionArtist and close all documents, choose **File > Quit**, or use the keyboard shortcut **COMMAND/CTRL+Q**. You will be prompted to save changes that have not yet been saved before MotionArtist closes.

Chapter 9: Working with Scenes

All MotionArtist projects must include at least one scene. When you create a new MotionArtist project, it contains one scene by default.

MotionArtist scenes are based on the Anime Studio file format. Anime Studio files cannot be opened as a MotionArtist project, but they can be imported as a content object or floated in a scene.

One way to think of a scene is as a representation of one page in a comic book; or one chapter in a book. Therefore, if you want to create the MotionArtist equivalent of a 24-page comic book, your MotionArtist project would contain 24 scenes.

Adding Scenes

To add a scene, choose **File > Add Scene**. When you choose this command, a new scene tab appears above the timeline.

Each scene tab has its own set of controls, as shown in the following figure.

Scene tab.

From left to right, these controls are as follows:

- **Scene Name**: Double-click the scene name to open the Object Settings window, described in "Chapter 7: The Object Settings Window" on page 68.

- **Scene Visibility**: When toggled on, the scene will be played back in the timeline, and will be rendered in the final output. When toggled off, the scene will not play back in the timeline or be rendered in the final output.

- **Scene Lock**: Toggle the lock on to prevent accidental changes to the scene. Toggle the lock off to allow scene editing.

- **Presentation Mode**: Toggles **Presentation Mode** on or off, as discussed in "Presentation Mode" on page 40 and "Standard Mode" on page 38.

- **Transitions**: Opens the Transitions menu, as discussed in "Using Transitions" on page 89.

Changing Scenes

To change from one scene to another in your MotionArtist project, simply click the Scene Tab for the scene you want to edit. When you change from one scene to another, the document will go to frame 0 in that scene.

Deleting Scenes

To delete a scene, choose **File > Delete Scene**. This command will be disabled when there is only one scene in the project. The scene and all its contents will be deleted from your project.

> *The Delete Scene command will not ask for confirmation before the scene is deleted. You can use the* **Edit > Undo** *command* (or **COMMAND/CTRL+Z**) *to undelete the scene immediately.*

Duplicating Scenes

To duplicate a scene, choose **File > Duplicate Scene**. The new scene will appear immediately after the scene you duplicated. All of the content from the original scene will be duplicated in the new scene.

Reordering Scenes

You can easily change the order of your scenes by simply dragging one of the scene tabs, and dropping it into a new location. For example, if your project has three scenes named First Scene, Second Scene, and Third Scene, you can reposition the scene named First Scene after the Third Scene, as shown in the following figure.

Reordering Scenes.
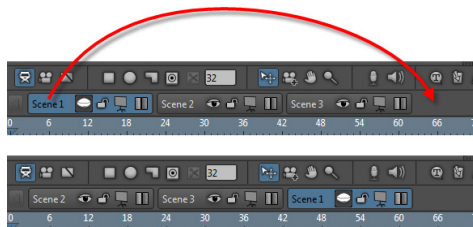
Chapter 9: Working with Scenes

Using Transitions

You can use scene transitions when the timeline moves from one scene to the next. The default transition is a "cut", which simply moves to the next scene without any sort of transitional effect. There are seven additional transition effects that you can choose from the Transition popup menu.

The last item in the Transition selector is Duration, which allows you to specify the length, in frames, for the transition of the current scene to the next. The default duration is 12 frames; to adjust the setting, click Duration in the flyout menu. The Duration is disabled only when the Cut transition is selected as shown in the above figure.

To create a scene transition, follow these steps:

1. Click the scene tab associated with the scene after which you want to add the transition.

2. Click the Transition button (the last button in the scene tab) to open the Transition menu.

   ![M icon] *Transitions that have an asterisk (*) after their name are supported in HTML5.*
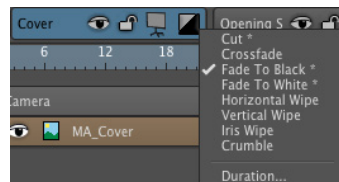
Click the Transition button to display the Transition list.

3. The **Cut** transition is selected by default. When the **Cut** transition is selected, the **Duration** command is disabled. This option plays the next scene immediately after the currently selected scene, with no transitional effect.

4. If you choose any other transition type, the **Duration** command will enable, allowing you to set the number of frames for the transition. The default setting is 12 frames. You can enter a different value in the **Transition Duration** dialog.

Chapter 9: Working with Scenes
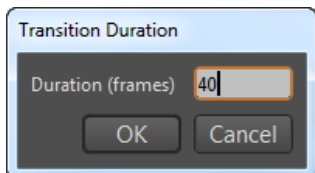
Transition duration.

5. Choose the transition effect that you want to add:

- **Crossfade**: The current scene will fade out as the next scene fades in.

- **Fade to Black**: The current scene fades to a black background, after which the next scene fades in from black.

- **Fade to White**: The current scene fades to a white background, after which the next scene fades in from white.

- **Horizontal Wipe**: The next scene wipes in from right to left, covering over the previous scene.
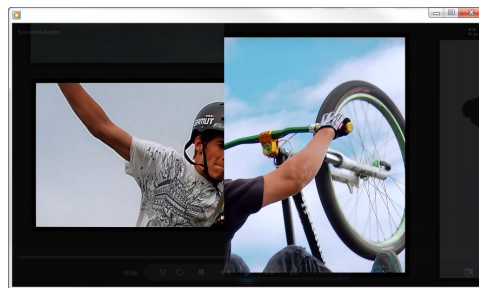
Horizontal wipe.

- **Vertical Wipe**: The next scene wipes in from bottom to top, covering over the previous scene.

Chapter 9: Working with Scenes
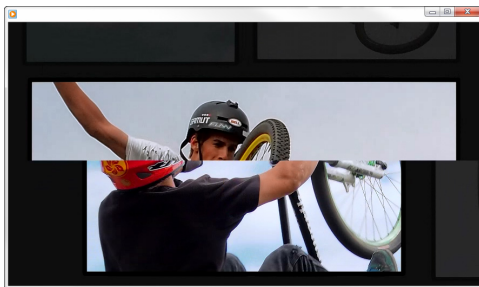
Vertical wipe.

Iris wipe.

- **Iris Wipe**: The current scene is wiped out by a circle that decreases in size; the next scene is wiped in by a circle that increases in size.
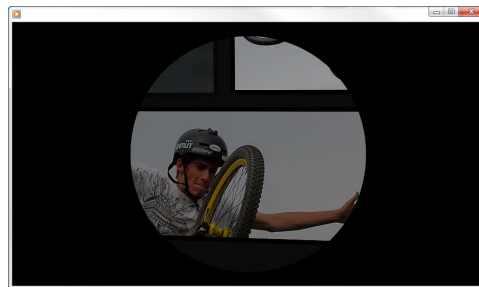
- **Crumble**: The current scene will reveal the next scene based on lightness and darkness values. It starts by turning the current scene into black and white, and then reveals the next scene in color gradually until the earlier scene is completely gone.

Crumble.

Chapter 9: Working with Scenes
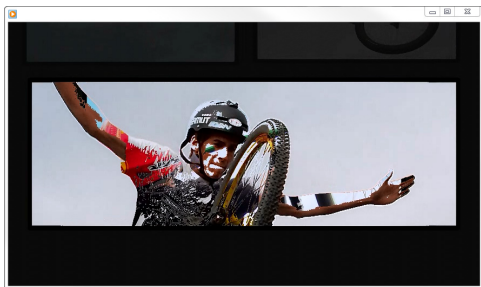
Chapter 10: Working with Panels

Panels display the content that you import into MotionArtist in predefined areas. Each MotionArtist project begins with one rectangular panel. However, you can add several panels to one scene.

Panels can be rectangular, oval, or irregularly shaped. The Panel tools, which appear above the Timeline, allow you to create panels quickly and easily.

Creating New Panels

New panels have a 30-frame duration by default. New panels will always appear directly above a selected panel when you create them. For example, consider this example:

- There are five panels, numbered Panel 1 through Panel 5.

- Panel 1 appears at the bottom of the timeline, and plays first. Each subsequently numbered panel appears in the layer above, and appear in numerical sequence in the timeline.

- To place a new panel as the third panel in the sequence, select Panel 2. Then create your new panel(s).

- The original panels 3, 4, and 5 will move toward the right in the timeline (playing after the new panels), and will move upward in the layer order (being closer to you than the new panels).

    Note that the width of the stroke around the panel will change if you rescale the panel with the Move tool. If you want to create panels of different sizes but which have the same stroke width, you will need to create them at the same time and size them as you want to be sized when you create them. Alternatively, you can rescale the panel, but then manually enter the desired Stroke Width in the General tab of the panel's Object Settings dialog, as described in "Panel-Specific General Settings" on page 72.

There are a couple of different ways that you can create a new panel on the artboard:

- Choose **Panel > New Panel**, or use the keyboard shortcut **COMMAND/CTRL+SHIFT+N** to add a new panel to your project. This creates a rectangular panel.

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- Use one of the panel tools that appear above the timeline. From left to right these tools are: **Rectangular Panel** (shortcut **R**); **Oval Panel** (shortcut **O**); **Polygonal Panel (**shortcut **M), Camera Target (**shortcut **A)** and **Split Panels** (shortcut **S**).

Panel tools

 *Use the keyboard shortcut **P** repeatedly to cycle forward through the panel tools. **SHIFT+P** will cycle backward.*

 *You can use the **TAB** key to cycle to the next panel on the artboard, or **SHIFT+TAB** to cycle to the previous panel.*

Rectangular Panels (R)

To create a **Rectangular Panel**, follow these steps:
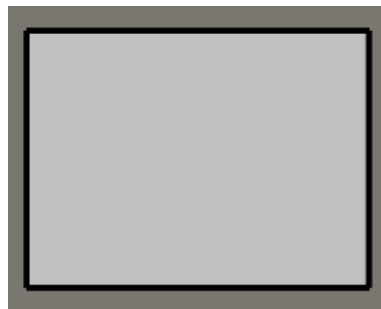
Rectangle Panel

1. Click the **Rectangular Panel** tool above the timeline, or use the keyboard shortcut **R**.

Rectangle Panel tool

2. Draw your panel on the artboard as follows:

- To create a rectangular panel, click to create the first corner, and then drag in the diagonally opposite direction. Release the mouse button to set the shape.

- To create a square panel, hold the **SHIFT** key down while you click and drag to draw the shape.

- To create a rectangular or square panel from its center point, hold the **ALT** key while you click (rectangle) or **SHIFT-click** (square) and drag.

Oval Panels (O)

To create an **Oval Panel**, follow these steps:
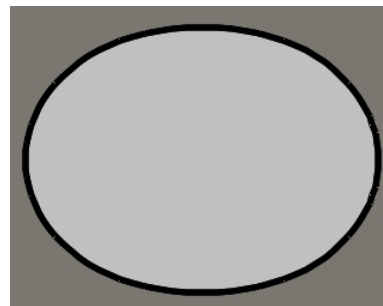
Oval Panel

1. Click the **Oval Panel** tool above the timeline, or use the keyboard shortcut **O**.

Oval Panel tool

2. Draw your panel on the artboard as follows:

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- To create an oval panel, click to create the first corner, and then drag in the diagonally opposite direction. Release the mouse button to set the oval shape.

- To create a circle panel, hold the **SHIFT** key down while you click and drag to draw the shape.

- To create an oval or circle panel from its center point, hold the **ALT** key while you click (oval) or **SHIFT-click** (circle) and drag.

Polygon Panels (M)

To create a **Polygon Panel**, follow these steps:
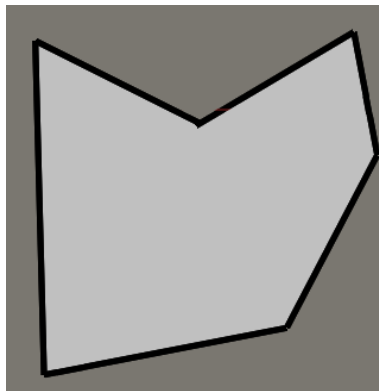
Polygon Panel

1. Click the **Polygon Panel** tool above the timeline, or use the keyboard shortcut **M**.

Polygon Panel tool

2. Click to set the first point in the polygonal shape.

3. Click again to set the next point.

4. To set the last point, double click to both add the point and then complete the polygon panel.

Camera Targets (A)

The Camera Target tool is used to define focus points for the auto camera. These panels never show up in final output.

Camera Target tool

To explain how the Camera Target works, assume that you have scanned a page from a comic and want to create a quick movie presentation that goes from one panel to the next. The quickest way to accomplish this is to import your scanned comic book page as a background image, and then create one or more Camera Targets that move the camera across the page.

1. Choose **File > Import Background**. Locate the scanned comic page that you want to import. The page appears as a background image that will not be affected by the Auto Camera command.

2. Choose the Camera Target tool or use the keyboard shortcut **A**, and draw a rectangle around the first panel in the scanned comic. The camera target will shade the area within it, and an object named **Camera Target x** (where **x** is a sequential number) appears in the Timeline.

A camera target is drawn over the first panel in an imported background image.

All panels on the scanned comic page have been covered with Camera Targets.

3.   Draw Camera Targets over the remaining panels on the scanned comic page.

4.   Switch to **Standard** Mode, if necessary, to adjust the timing of each of the camera targets to give viewers a sufficient amount of time to read the text in each comic panel. Double-click each camera target to open the Object Settings window, and set the Panel

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duration to the number of frames that are necessary to read the text comfortably.
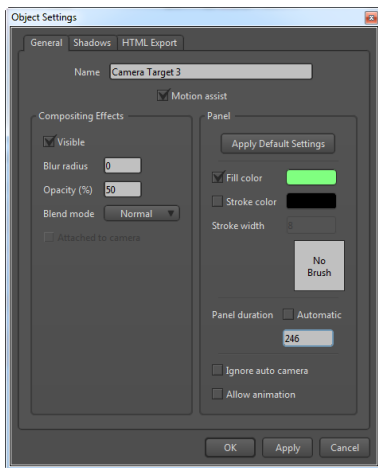
In Standard Mode, adjust panel durations to allow sufficient time to read the text in each Camera Target.

5. Choose **Arrange > Auto Camera** to automatically animate the camera from the first to last panel in the order that you created them.

You can rearrange the order of the camera targets in the timeline. Presentation mode will automatically adjust and update the timeline as needed when you make changes. However, if you rearrange the order of the camera targets in Standard mode you'll need to re-run the Auto Camera command to pick up the changes. You will need to re-run the Auto Camera command after you clear the camera movement from the appropriate frames.

6. Switch to Camera view to preview the project before you render your movie.

Preview your project in Camera view before you render it.

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Adding Panels in Presentation Mode

As mentioned in "Presentation Mode" on page 40, **Presentation Mode** allows you to quickly add content to your scene, and will animate the camera for you automatically.

To demonstrate this, try this to start:

1. Choose **File > New** (or **COMMAND/CTRL+N**) to create a new project.

2. Use the Panel tools (described in "Creating New Panels" on page 93) to create several new panels and add them to the workspace.

3. Notice that when you add a panel, it also appears in the timeline. Each additional panel appears in the timeline with some space in between the two.

4. Now press the Play button. Notice the following:

   ▪ When the playhead appears over a panel in the timeline, the camera is stationary. The panel is displayed in full opacity, while the other panels in the artboard are displayed with less opacity.

Panels have a default duration of 30 frames, unless set otherwise in the Preferences dialog. If you double-click the panel in the timeline you can open the Object Settings window to specify a different panel duration. Simply uncheck the Automatic option and enter the desired duration in the Panel Duration field. When you change the duration of a panel, the panels that appear afterward will shift to accommodate the new length.

▪ When the playhead moves over an empty space in the timeline, the camera transitions from the current panel to the next panel.

▪ The gaps between the panels in the timeline vary in size. This is because the camera moves at a constant speed, and the transition between two panels will take less time when panels are closer together, and more time when they are farther apart.

When you are working in Presentation Mode, dragging a panel left or right will not increase or decrease the speed of the camera or the amount of time it takes to transition from one panel to the next.

5. If you want to change the order of your panels, select a panel and move it up or down in the timeline. For example, if you want Panel 2 to play last instead of second, drag it to the top of the stack in the timeline. Panels that once followed Panel 2 will shift backward in the timeline, and Panel 2 will appear last.

Splitting Panels (S)

The **Split Panel** tool allows you to split a panel into two or more sections. To split a panel, follow these steps:

1. Use the Move tool (keyboard shortcut V) to select the panel that you want to split. You can select the panel by clicking in the artboard, or in the timeline.
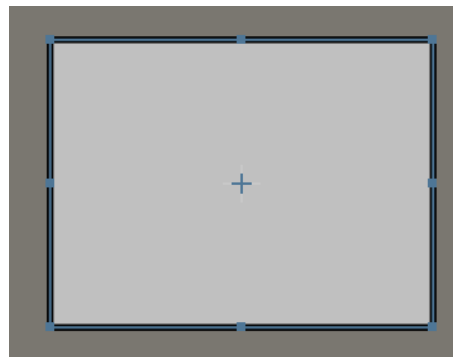
Use the Move tool to select the panel you want to split.

2. Select the **Split Panel** tool, or use the keyboard shortcut **S**.

Split Panel *tool*

Chapter 10: Working with Panels

The Width field that appears to the right of the Split Panel tool allows you to enter a gutter setting between 1 and 256 pixels.

3. Enter the pixel width of the gap that you want to appear in between the panels after they split. The default is 32 pixels.

4. Draw a line over the panel with the **Split Panel** tool, in the area where you want the panel to split. Click to start the line, and then release the mouse when you drag the tool to the other end of the split.
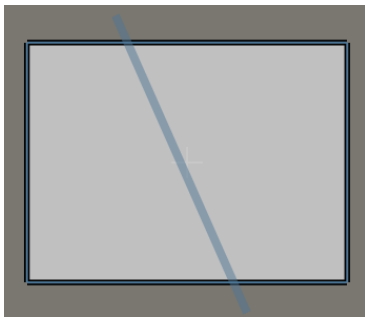
*Draw a line over the panel with the **Split Panel** tool, where you want the panel to split.*

*You can quickly create a vertical split that divides a panel into right and left sections by simply clicking the panel with the **Split Panel** tool in the area that you want the split to appear.*
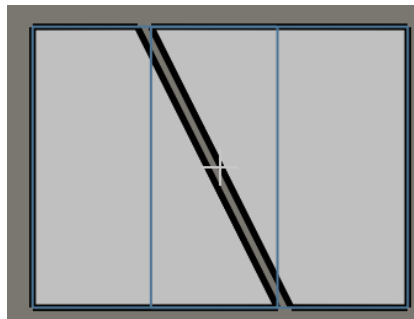
The panel will split into two pieces after you release the mouse button.

Panels can be split in **Presentation Mode**, or in **Standard Mode**. The main difference is as follows:

• When you split a panel in **Presentation Mode**, the new panel section will appear in the layer immediately above the panel that you split. Subsequent panels will

be moved toward the right in the timeline to make room for the new panel section so that it plays in the correct sequence.

- When you split a panel in **Standard Mode**, the new panel section will appear in the layer immediately above the panel that you split, but it will not shift in time. You will need to reposition the timing of the new panel section and all subsequent panels manually.

- If the panel that you split uses a default panel name (such as Panel 2), the new panel section will use the next consecutive number (such as Panel 3). If your project already has a panel named as such, this will result in duplicate panel names in the project.

- If the panel that you split uses a custom panel name (such as "My First Panel"), the new panel section will be named the same but with a number appended to it (such as "My First Panel 2").

Duplicating Panels

If you have a panel that contains a lot of content that you want to reuse in the scene, you can duplicate the panel. Follow these steps:

1. Select the panel that you want to duplicate, using one of the following methods:

   - Select the Move tool above the timeline, then click to select a panel from the artboard in Director view,

   - Click to select a panel in the timeline. Use the **SHIFT** key to select a contiguous range of panels, or the **CTRL** key to add additional panels by clicking on them.

2. Choose **Panel > Duplicate Panel** to duplicate the selected panel.

If your panels are named numerically (such as Panel 1, Panel 2, Panel 3, and so on), the duplicated panel will use the next number in sequence to the panel that you duplicated. For example, if you duplicate Panel 2, the new panel will be named Panel 3. The new panel will appear in the layer directly above Panel 2 (therefore being closer), and immediately after Panel 2 in the timeline (therefore playing after Panel 2).

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Double-click on a panel in the artboard or in the timeline to open the Object Settings window. You can assign a new name for your panel in the General tab. For more information about panel settings, see "Chapter 13: Importing Content" on page 131.

When you duplicate a panel in Presentation Mode, the duplicated panel will appear in the layer above the panel you selected for duplication, and will also appear immediately after the original panel in the timeline. The other objects on the timeline will shift forward in time to accommodate the duplicated panel.
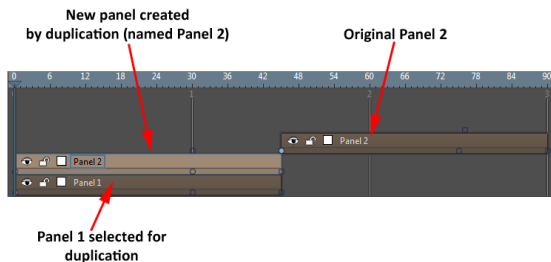
Duplicated panel

Deleting Panels

To delete a panel, follow these steps:

1. Select the panel that you want to delete, using one of the following methods:

   - Use the Move tool above the timeline to select a panel from the artboard in Director view,

   - Click to select a panel in the timeline. Use the **SHIFT** key to select a contiguous range of panels, or the

CTRL key to add additional panels by clicking on them.

2. Do one of the following:

▪ Choose **Panel > Delete Panel** to delete the selected panel(s).

▪ Press the **Delete** key to delete the selected panel(s).

🤚 *MotionArtist will not ask to confirm the deletion of panels. However, you can choose* **Edit > Undo** *(or* **COMMAND/CTRL+Z**) *to undo the deletion.*

Arranging Panels in 3D Space

The **Panel > Arrange in 3D** command allows you to arrange selected panels in three-dimensional space. When you apply this command, the effect will not be obvious in **Director View**. However, when you switch to **Camera View** and play the animation, you will see the panels increase and decrease in size, depending on the position of the camera.

When you look at the 3D-arranged panels in **Camera View**, you see the panels in a parallax. The appearance of the panels changes depending on your line of sight. A good analogy is to think of the appearance as though you are standing in front of a house. The panel immediately in front of you is the front door. Panels that are to the left or right of the panel are first-floor windows. Panels that are above the door are upper-level windows, and panels that are below the door are basement windows. When you look at the windows at the sides, above and below the door, they are angled based on your view.

🤚 *The* **Arrange > Arrange in 3D** *command allows you to perform a similar function on other objects besides panels.*

Panels arranged in 3D (shown during a transition in Camera view)

Flattening Panels

The **Panel > Flatten Panel** command removes the 3D effect on a panel. For example, if you had previously run

the Arrange In 3Dcommand, you can choose the Panel > Flatten Panel command to reverse the effect. It will rearrange all the objects inside the panel to be at the same Z depth.

Fitting Panels to Selections

The **Panel > Fit Panel to Selection** command allows you to resize a panel so that it fits to the items that are currently selected. In Panel view, select an item in the panel, and then choose the **Panel > Fit Panel to Selection** command to resize the panel to fit around it.

Animating Panels

You can animate a panel in much the same way that you can animate any other MotionArtist object. To make a panel animatable, select the panel that you want to animate, and open the Object Settings dialog. Then check the **Allow Animation** option discussed in "Panel-Specific General Settings" on page 72.

> *When you set the **Allow Animation** option, MotionArtist will add a stop point at the frame at which the option was set.*

*If you uncheck the **Allow Animation** option on a panel that has previously been animated, it will clear the animation on that panel.*

Animated panels allow you to accomplish some unique effects. For example, you can place a movie in a panel, and then "shatter" the panel as follows:

1. Select the panel that you want to shatter.

2. Move the timeline to the point at which you want the panel to shatter.

3. Open the Object Settings dialog for that panel, and enable the **Allow Animation** option. (See "Panel-Specific General Settings" on page 72.)

4. Use the Split Panel tool to cut the panel up into smaller sections. (See "Splitting Panels (S)" on page 101).

5. Select all individual parts that were once a single panel, and transform them as a group.

6. Select all of the pieces and then run the Scatter command to define where the pieces will shatter to.

Chapter 11: HTML5 Export and Interactivity

Creating interactive presentations of your comics is one of the most powerful and useful features of Motion Artist. HTML5 Export options allow you to upload your comics to a web page that will display your project in the viewer's default browser. You can also give your objects interactive scene directions and make your presentation come alive on tablets and computers. This section will explain in detail exactly how to give your MotionArtist project that extra interactive element to entertain your readers!

The HTML Export Tab

The HTML Export tab in the Object Settings dialog is the main go-to for adding interactivity to your presentation. This tab appears in the Object Settings dialogs relating to scenes, panels, and objects.

Panel and Object Behaviors

Nearly every object or animated panel you create in MotionArtist can have interactive actions applied to them,

which allows for engaging presentations. You can assign a multitude of actions that will trigger when the user clicks or taps a panel or object in the presentation in their web browser or tablet.

The Object Settings window provides the following options in the HTML Export tab when you have a panel or object selected:
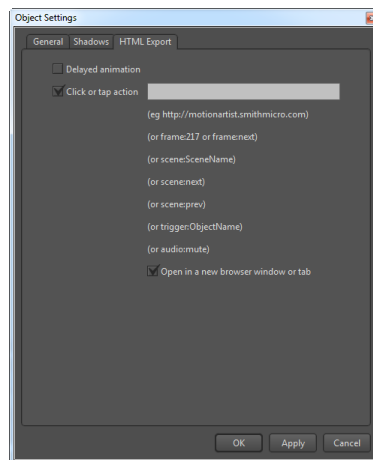
HTML Export options for panels and objects

- **Delayed animation:** Delays the selected object's animation indefinately, or untiled triggered by another HTML5 action. (Often used in conjunction with the "trigger:[object name]" command.)

- **Click or Tap Action**: Check this option to enable HTML5 interactivity for the selected object. Then enter the desired instruction in the neighboring text box. For example, you can enter a target URL if you want the web browser to navigate to a web address when the panel is clicked. Or, to jump to another scene, simply enter the command Scene:Scene 4 to jump to the beginning of Scene 4. The dialog presents several examples for information that can be entered in this field, and will be used to create navigation elements and menu systems in your HTML output:

  Interactivity directions are case-sensitive and space-sensitive; entering an incorrect command will result in no action.

  - **To navigate to a web page when a panel or object is clicked or tapped**, enter the URL for the web page you want to open. Then check or uncheck the **Open in a New Browser Window or Tab** option, depending on whether you want the web page to open in the same window as your presentation, or to open the URL in a new page.

- **To navigate to a specific frame in your presentation**, enter frame, followed by the frame number that you want to jump to (example: **frame:217**).

- **To navigate to a specific scene in your presentation**, enter **scene:** followed by the exact scene name you want to jump to (example: **scene:Cliffhanger**).

- **To navigate to the next scene in your presentation**, enter **scene:next.**

- **To navigate to the previous scene in your presentation**, enter **scene:prev**.

- **To trigger a specific object animation,** enter **tigger: f**ollowed by the name of the object whose animation you wish to start.

  By combining "Delayed animation" and the "trigger:[object name]" command offered in MotionArtist 1.1, you can greatly increase the possibilities of interactive elements in your HTML5 web project. Try to play and get familiar with this behavior, as it can be very effective, and isn't limited by the number of simultaneous triggers.

Chapter 11: HTML5 Export and Interactivity

Please note employing auto play on iOS devices with prevent audio from playing. This is a restriction of mobile Safari.

End of Scene Behaviors

When you are using the Object Settings dialog to apply settings to a scene, the HTML export tab displays options that occur when the end of the scene is reached. While the End of Scene directions are not exclusively necessary for interactive projects, they are extremely helpful.

When no end of scene directions are specified for a scene, the default behavior is to continue with the next scene, until the end of the project is reached. The project will stop and the viewer cannot access click or tap scene directions unless the viewer chooses **Replay**. *To get around this, you can add one of the end of scene directions as described below. These options will pause or loop the project, and allow the viewer the opportunity to advance or navigate the project as he or she chooses.*

The end of scene behavior options are as follows:
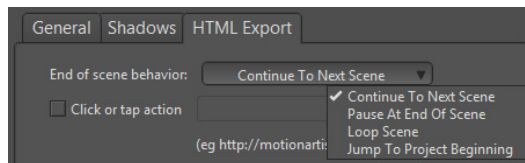
HTML Export options for Scenes

- **End of scene behavior**: This drop-down list allows you to choose one of four options that will happen when the end of the scene is reached:

  - **Continue to Next Scene**: This is the default choice. When the end of a scene is reached, MotionArtist will continue to the next scene automatically, if one exists. Playback will stop at the end of the last scene.

  - **Pause at End of Scene**: When the end of a scene is reached, playback will pause until an element on that scene is clicked. For example, you can use the Object Settings dialog to configure an image as a button that takes the user to another scene in your movie.

*When you choose **Pause at End of Scene**, be sure to also include an element on the page that advances to the next scene (such as a button or something else to click or tap). Otherwise, there will be no way for the user to advance any further in your presentation.*

▪ **Loop Scene**: When the end of a scene is reached, playback will return to the first frame in the scene and replay continually.

▪ **Jump to Project Beginning**: When the end of a scene is reached, playback will return to the beginning of the project.

Exporting to HTML5

The **File > Export HTML5** command will export your project in HTML5 format, ready to be viewed directly on the web. A dialog appears with a few options to choose from.

When you publish your projects to the MotionArtist.TV portal, they are exported in HTML5 format before they are published online. For more information about MotionArtist.TV, see "Publishing to MotionArtistTV" on page 185.

When you export your project to HTML5, MotionArtist creates a folder that contains one or more HTML files. The folder will use a name that is similar to the project that you are exporting. The main file in that folder will be named index.html. If you have multiple scenes in your MotionArtist project, Scene 2 will be exported as index2.html, Scene 3 will be exported as index3.html, and so on. Exported images and text balloons will be placed within an images folder, and style sheets (if used) will be placed in a CSS folder.

To export your comic to the web, follow these steps:

1. With your completed project open in MotionArtist, choose **File > Export HTML5**. The Export HTML 5 dialog appears.
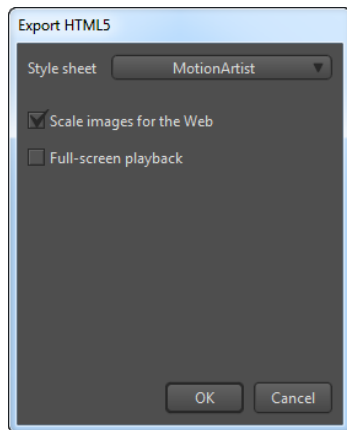
2. Choose one or more of the following options:

- **Style Sheet:** Allows you to choose a CSS style sheet that will format the appearance of the HTML pages.

MotionArtist provides two basic style sheets for your web pages, in colored or black and white versions. You may also choose no style sheet at all, which will simply load your project to a blank page.

You can also create your own custom style sheet, and save it to your MotionArtist content folder, in a subfolder named **HTML Export Styles***. For more information about creating a content folder, see* "Creating a Content Folder" on page 21.

- **Scale images for the Web**: When checked, large images (such as those used for print) will be downsized appropriately for display in web browsers. This will speed up the loading process and frame rate of your exported presentation.

- **Full-screen playback:** When checked, the exported project will fill the whole screen of the viewing device or window.

3. Click **OK** to export the comic. The Browser for Folder dialog will prompt you to choose or create a folder for exporting. MotionArtist will export to this folder any audio, images, and movies that your project contains in addition to HTML and CSS files.

Chapter 11: HTML5 Export and Interactivity

4. After exporting, the web page will open in your default browser where you can test it.

The window displays each panel in your scene within a canvas on the HTML page. A button beneath the canvas allows you to play or pause playback. If a scene contains multiple panels, PREV and NEXT buttons allow you to move forward or backward between those panels.
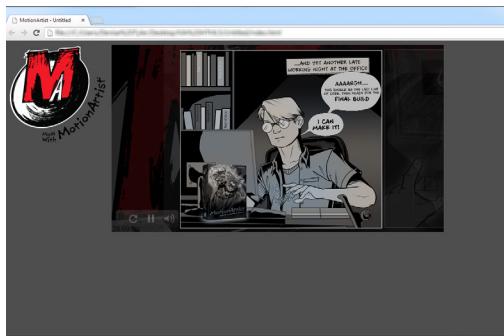
A project as viewed in a web browser.

Pausing and Resuming Playback

Camera pause points can be used to add another level of user interactivity, and allow a user to interact with your presentation from panel to panel with clicks or taps.

> *Camera pause points must be configured in Standard Mode. Be sure that Presentation Mode is turned off to configure these options.*

Pausing Playback

You can pause the camera at any camera stop point in your project and turn this feature on or off for any camera stop point at any time in your project.

To configure a camera pause, double-click the camera stop point that you want to pause to open the Camera Stop Point dialog. Then check the **Pause Playback** option. When checked, playback will stop at the desired stop point until the user responds with a click or tap action.

> *Camera pauses will not affect the background soundtrack.*

You can also use the **Arrange > Animation > Add Camera Pause Point** command to add a camera pause point anywhere in the camera track.
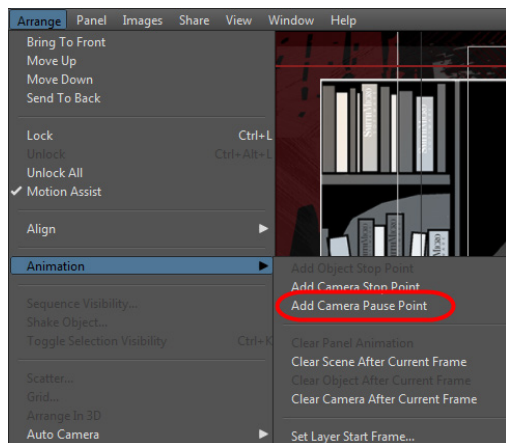
Add Camera Pause Point.
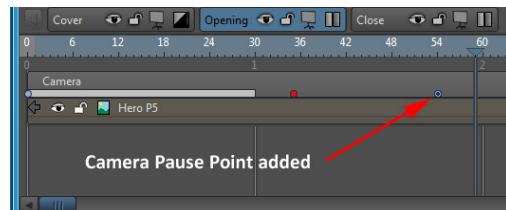
Camera Pause Point on Timeline.

Resuming Playback

To resume playback after a camera is paused, the reader of the comic or presentation can click or tap anywhere. However, if they click an object that has a different HTML interactivity assigned to it, that object's configuration will take precedence over the camera pause.

For example, if the user is on a screen that contains a button that says "Jump to Chapter 5", the presentation will jump to Chapter 5 if he or she clicks that button; but if the user clicks on the background in that screen, playback will continue from the current screen.

If an interactive element is assigned to the scene itself (a click or tap action such as scene:next, or frame:23, as discussed in "Panel and Object Behaviors" on page 108) *then the scene is considered to be an interactive element. The user will be unable to continue from the pause point, as the scene action will take precedence.*

Suggested Uses

Following are some suggested uses of camera pause points.

Example 1

You want playback to pause when the reader gets to a certain panel, until the reader clicks on something to continue the animation. You can accomplish this as follows:

1. Verify that Presentation Mode is turned off.

2. Move the playback head to the first frame of that panel.

3. Choose **Arrange > Animation > Add Camera Pause Point**.

4. Playback will resume anywhere the user clicks or taps, unless the clicked object has another HTML tag applied to it.
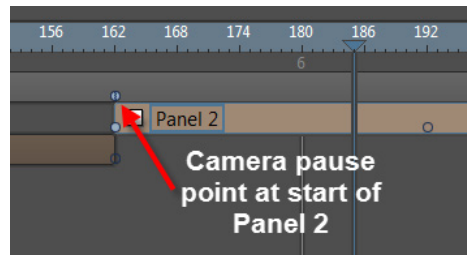
Camera Pause Point on Timeline.

Example 2

You want playback to pause when the animation in a panel finishes playing, at which point the user needs to click a button or tap to move to the next panel. Follow these steps:

1. Verify that Presentation Mode is turned off.

2. Move the timeline playback head to the last frame in the panel.

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3. Choose **Arrange > Animation > Add Camera Pause Point**.

4. Playback will proceed with the next panel anywhere the user clicks or taps, unless the clicked object has another HTML tag applied to it.
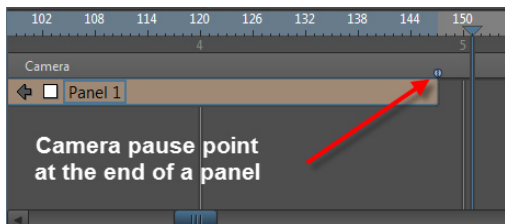
Camera Pause Point at the end of a panel.

Example 3

You want to create an interactive slideshow of images.

1. Verify that Presentation Mode is turned off.

2. Import your images and select them all.

3. Choose **Arrange > Scatter** to scatter the images on the artboard.

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4. Choose **Arrange > Auto Camera**. A camera stop point will automatically be created for each image.

5. In Director's view, choose the Camera tool (shortcut **C**).

6. Double click on any Camera Stop Point to open the Camera Stop Point dialog.

7. Check the Pause Playback option.

8. Repeat steps 6-7 for each stop point at which you want the presentation to stop until the viewer clicks or taps.

Adding a Pause Point in the Camera Stop Point dialog.

Embedding a MotionArtist Project

Advanced web users can embed the MotionArtist HTML scripts into their own HTML files and embed the MotionArtist presentation directly into their web pages A small amount of web design knowledge is required, but the basic steps are described here.

1. Using a text editor that allows you to ignore rich text commands when you save a file (such as TextEditor or Notepad), open the index.html file that was saved with MotionArtist. The HTML code will look similar to the following:

```
<!DOCTYPE HTML>
<!-- This document was generated using MotionArtist 1.0 -->
<HTML lang="en">
<head>
    <meta charset="utf-8">
    <title>MotionArtist -
_974ad49b16f9468aaa34258596f972dd</title>
    <link rel="stylesheet" type="text/css" href="css/
MA_style.css">
    <script src="http://motionartist.smithmicro.com/
public/motionartist_1.0.js"></script>
    <script src="scripts/_974ad49b16f9468aaa34258596f972
dd.js"></script>
</head>
<body>

<div class="MADoc">
    <canvas id="_974ad49b16f9468aaa34258596f972dd_canvas"
width="780" height="440"></canvas>
</div>
<div class="MAButtons">
    <ul class="MAButtonSet">
        <li><button class="MAButton" id="_974ad49b16f9468a
aa34258596f972dd_pauseButton">Play</button></li>
    </ul>
</div>

</body>
</HTML>
```

2. Copy the CSS and script section from your MotionArtist index.html page (example shown below) between the <head> .... </head> tags of your custom web page:

```
 <meta charset="utf-8">
 <title>MotionArtist -
_974ad49b16f9468aaa34258596f972dd</title>
 <link rel="stylesheet" type="text/css" href="css/
MA_style.css">
 <script src="http://motionartist.smithmicro.com/
public/motionartist_1.0.js"></script>
 <script src="scripts/_974ad49b16f9468aaa34258596f972
dd.js"></script>
```

3. Copy the embedded content section (the section between the <div class ... > and </div> tags) from the MotionArtist index.html page into your own web page. This section will look similar to the following. You can place this section anywhere on your web page:

```
<div class="MADoc">
 <canvas id="_974ad49b16f9468aaa34258596f972dd_canvas"
width="780" height="440"></canvas>
</div>
<div class="MAButtons">
 <ul class="MAButtonSet">
    <li><button class="MAButton" id="_974ad49b16f9468a
aa34258596f972dd_pauseButton">Play</button></li>
 </ul>
</div>
```

4. Copy the multimedia resource folders that were exported from MotionArtist (the **audio**, **css**, **images**, and **scripts** folders) into the same relative folders as your HTML file.

Embedding Multiple MotionArtist Projects

If you want to place multiple MotionArtist projects onto a single web page on your site, you will need to modify the previous instructions described in "Embedding a MotionArtist Project" on page 117 as follows:

• In Step 2, examine the code for each of the MotionArtist projects that you want to embed on your web page. You only need to copy the following line into the <head> ... </head> section of your web page once:

```
 <meta charset="utf-8">
```

• Continuing with Step 2, each MotionArtist project has a unique ID, so you will need to copy the following lines into the <head> ... </head> section of your web page for each MotionArtist project that you want to embed. The following example shows two projects that are embedded within the head section. They are separated here by a space for clarity:

```
 <title>MotionArtist -
_974ad49b16f9468aaa34258596f972dd</title>
 <link rel="stylesheet" type="text/css" href="css/
MA_style.css">
 <script src="http://motionartist.smithmicro.com/
public/motionartist_1.0.js"></script>
 <script src="scripts/_974ad49b16f9468aaa34258596f972
```

```
dd.js"></script>

    <title>MotionArtist -
f2dc8479c90b4769a3b8bf4c8c8c5ed5</title>
    <link rel="stylesheet" type="text/css" href="css/
MA_style.css">
    <script src="http://motionartist.smithmicro.com/
public/motionartist_1.0.js"></script>
    <script src="scripts/f2dc8479c90b4769a3b8bf4c8c8c5ed5.
js"></script>
```

• In Step 3, you will need to copy the <div> section for each project into your web page, as shown in the following example (again, separated by a space for clarity):

```
<div class="MADoc">
    <canvas id="_974ad49b16f9468aaa34258596f972dd_canvas"
width="780" height="440"></canvas>
</div>
<div class="MAButtons">
    <ul class="MAButtonSet">
        <li><button class="MAButton" id="_974ad49b16f9468a
aa34258596f972dd_pauseButton">Play</button></li>
    </ul>
</div>

<div class="MADoc">
    <canvas id="f2dc8479c90b4769a3b8bf4c8c8c5ed5_canvas"
width="872" height="486"></canvas>
</div>
<div class="MAButtons">
    <ul class="MAButtonSet">
        <li><button class="MAButton" id="f2dc8479c90b4769a
3b8bf4c8c8c5ed5_pauseButton">Play</button></li>
    </ul>
</div>
```

• Finally, in Step 4, you will need to copy the multimedia resources from the **audio**, **css**, **images**, and **scripts** folders into the same relative folders as your HTML file.

Interactivity Techniques and Notes

MotionArtist allows you to publish your comics to the Internet, so that they can be viewed in web browsers that support HTML5. Your MotionArtist projects will be placed within a canvas on the HTML5 web page.

• The elements of your MotionArtist scene are placed in a CANVAS element inside the HTML5 web page. The CANVAS element is supported by Internet Explorer 9 (and later), Firefox, Opera, Chrome, and Safari browsers. Detailed information on the CANVAS tag can be found at http://www.w3schools.com/html5/html5_ref_canvas.asp.

• JavaScript is used to draw the graphics on the HTML page, and is contained in the file named `motionartist_1.0.js`. The HTML page references an external version of this file by default, located on a remote Smith Micro Software Inc. server. This makes loading images and audio easier and faster for the majority of users. If you would like to download the

motionartist_1.0.js file to use on your own personal server, simply reference the new path in the HTML directions (example: `<script src="scripts/motionartist_1.0.js"></script>`

Creating a Home Scene

By creating a home scene (such as a table of contents scene or menu page), you enable your viewers to branch out to different scenes, and the return to the home scene with just a click.

• Create a home scene that includes interactive objects that navigate to other scenes in your project.

• Be sure to include interactive objects in each of the other scenes that return the viewer back to the home scene at anytime.

• You can also duplicate your home scene, then animate the objects to create an interactive page!

Supported Features in HTML5

Basic HTML5 features that are supported by MotionArtist are as follows:

• Supported image layer parameters that get baked for output on their first frame:

  ▪ Opacity

  ▪ Unwrapping image

  ▪ Outline

  ▪ Toon Effect

  ▪ Shadow

  ▪ Shading effects

  ▪ Blur

• **Interactive elements:** Use the HTML Export tab in the layer settings dialog to configure the functionality of clickable objects, looping scenes, and so on. (See "The HTML Export Tab" on page 108). You can also add interactivity with camera pause points (choose **Arrange > Position Camera** and set the camera pause points in the Camera Stop Point window).

• **Scene Transitions:** Cut, Fade to Black, and Fade to White are supported in HTML5.

  Crossfade, Horizontal Wipe, Vertical Wipe, Iris Wipe, and Crumble are not supported in HTML5.

- Panel shapes, objects (images), and camera movement are supported.

- Setting the background color of the scene.

- Optimizing the size of the exported image for the web.

- The ability to place a clickable hotspot in your scene as a floating object, or attached to an object. This can be triggered by a single tap or mouse click.

> *To assign a hotspot to a floating object, image, or panel, open the Object Settings window to the HTML Export tab, and enter the hotspot destination in the Click or Tap Action field. For an example of this tab see* "The HTML Export Tab" on page 108.

Unsupported Features in HTML5

Due to the challenges of supporting multiple browsers in HTML5, some effects that would normally work when exported from MotionArtist to video don't function ideally in HTML export. Here's a list of instances that won't export with HTML5:

- **Video**: Currently for version 1.x, video cannot be exported to HTML5 due to the variety of video support among web browsers.

- **Blur, Outline, Shadow, and Shading effects**: There is currently no way to support the "blur" effect in HTML5. Any object with animated blur will export with the blur value that is set at frame 0. The same goes for Outline, Shadow and shading effects.

- **Brushes on Panel Strokes**. If you choose to outline your panel with a brush, it will not export correctly to HTML5. The stroke on the panel will be the same thickness, but just be the basic stroke.

- **Camera Tilt** is not used in HTML-exported projects.

- **Layer blend modes** are not supported in HTML output.

- **Imported Anime Studio file features that are not supported** in HTML5 include:
  - Bending vectors or images with bones
  - Particle layers
  - 3D rotations
  - 3D camera movements
  - Actions

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- Smart bones

- 3D layers (including imported Poser layers)

- Animated point movement.

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Chapter 12: The Library Window

The MotionArtist Library window provides access to all of the content that ships with MotionArtist such as characters, props, images, audio, etc.

By default, the Library appears undocked. You can dock or undock the Library window as follows:

- To undock a docked Library window, choose **Window > Library**, or use the keyboard shortcut **COMMAND/ CTRL+SHIFT+L**.

- Choose the command again to redock the Library window.

The Library window consists of two tabs: The Library tab and the Search tab. Within the Library tab are two main folders:

- The first folder is called **Current Project**, and displays the contents that are in use in your currently opened project.

- The second folder is called **My Library**. These are virtual folders, or shortcuts that allow you to point to content

from anywhere on your system, allowing you to easily access files from multiple locations in a centralized location.

You can drag items from Finder or from Windows Explorer to place them in your library.
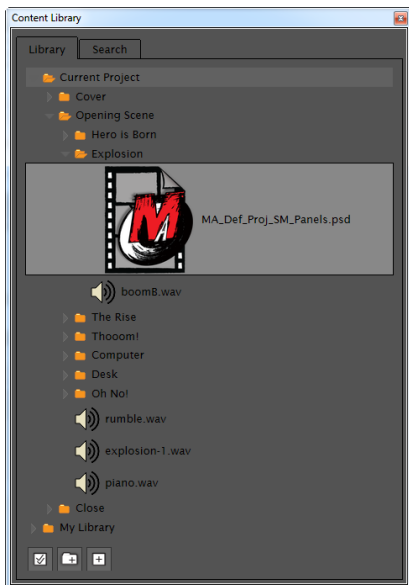
The Library Window.

Current Project Folder

As you create scenes and add content to your opened project, the Current Project folder in the Library will display the content in each of the scenes in a Scene subfolder. The following image shows an expanded view of the Current Project folder as an example.

When you first start MotionArtist, the default project consists of one scene, with one panel in the scene. The following screen shot shows the scene and panel expanded so that you can see the objects that appear within the panel. The currently selected item appears with a larger thumbnail.

Chapter 12: The Library Window

Current Project folder.

My Library Folder

The My Library folder is a virtual folder hierarchy that provides easy, organized, and centralized access to files that you have stored in different locations on your system. You can create your own folders and add links to images, movies, sounds, and other content that is compatible with MotionArtist. The files that you link to can exist in any location that you can browse to in Finder (Mac) or Windows Explorer (Windows).

Four buttons appear at the bottom of the Library window to assist in creating folders and subfolders in which to store the content, and to add these items to your project. From left to right, these buttons are:

Library buttons.

Chapter 12: The Library Window
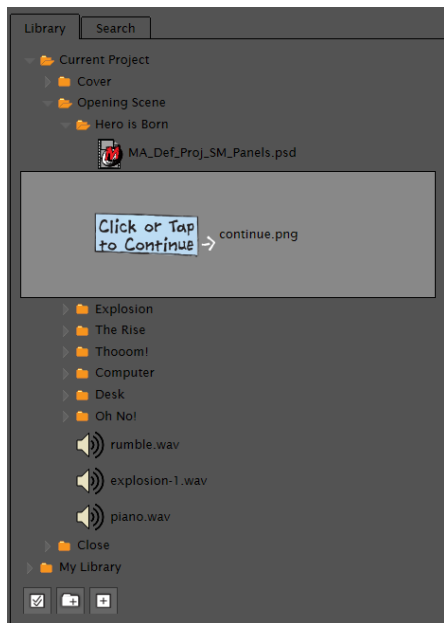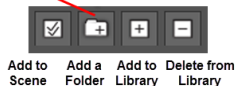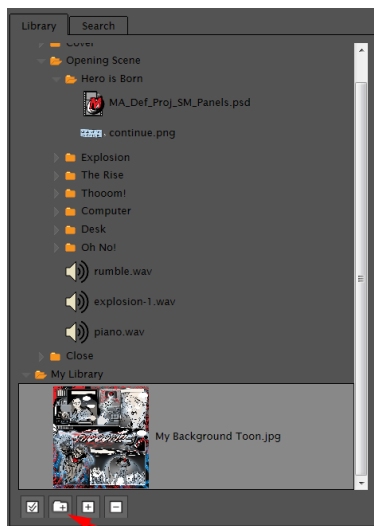
- **Add to Scene:** After you select an item from your My Library folder, click this button to add the item to your project.

- **Add a Folder**: Click this button to create a new folder beneath the folder that you currently have selected.

- **Add to Library**: Click this button to add objects to the currently selected My Library folder.

   The Add to Library button only allows you to add content to folders that appear beneath the My Library folder. In order for content to appear in the Current Project folder you'll have to add the content to the scenes in your currently opened project.

- **Delete from Library**: This button appears only when you have selected a folder or content item that you created yourself. It will not appear when you select content and folders that were furnished with MotionArtist.

Creating New My Library Folders

To create a new folder beneath the My Library folder, follow these steps:

1. Select the "parent" folder beneath which you want to create the new folder. For example, if you want to create a new folder beneath the **My Library** folder, highlight the **My Library** folder to begin.

2. Click the **Add a Folder** button at the bottom of the Library window.

3. A dialog prompts you to enter a name for the new folder.
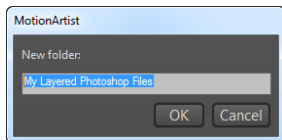
Creating a new Library folder.

4. Choose OK to create the new folder. The new folder appears in the Library window.
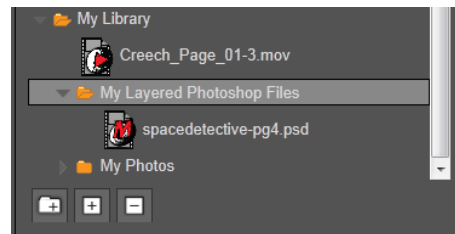
The new folder in the Library window.

Adding Content to the My Library Folder

After you create folders in the My Library folder, you can add content to these folders. This helps you organize your content in easy to find categories.

To add content to the My Library folder, proceed as follows:

1. Select the **My Library** folder that will store the content you want to add.

2. Click the **Add to Library** button at the bottom of the Library window. The **Add to Library** dialog prompts you to locate the files that you want to upload.

Chapter 12: The Library Window

3. Navigate to the location that stores the files that you want to add. Select one or more files from the folder and click **Open**.
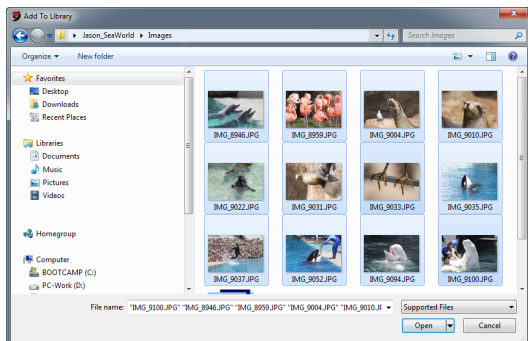
Use the Add to Library dialog to select one or more files to add to the selected folder.

4. The items that you selected will appear in the selected My Library folder when you return to the library. A thumbnail will appear for each content item, and the name of the file will appear at the right of the thumbnail.
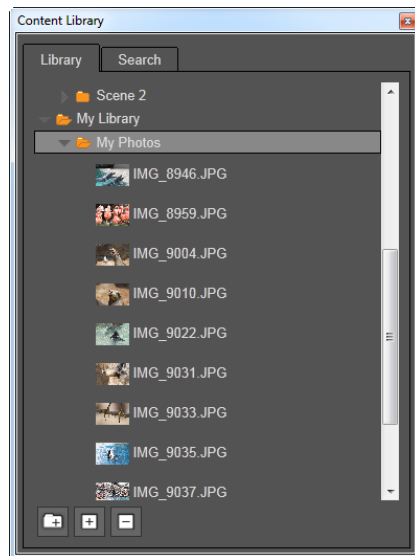
Content added to the My Library subfolder.

Chapter 12: The Library Window

Deleting My Library Content and Folders

When you delete files and folders from your My Library folder, it will not delete the original content that is stored on your hard drive. Rather, it deletes the My Library reference links to those files.

To delete file or folder references that you created or added to the My Library folder, follow these steps:

1. From the My Library folder or subfolders, select the file or folder that you want to delete.

2. Click the **Delete from Library** button at the bottom of the Library window.

3. A dialog informs you that the reference for the selected entry will be deleted from the Library. Answer **No** to cancel the operation, or **Yes** to delete the selected file reference.

Selecting a single file will only delete the reference to that file. Selecting a folder will delete the reference to the folder and all file references contained within that folder.

An option in the confirmation dialog will also allow you to automatically delete items in the future, without confirmation. Check the **Always delete without confirming** *option before you choose* **Yes** *to delete the selected file if you no longer want to receive a confirmation to delete the files.*

Searching the Library

The Search tab in the library allows you to perform a search through the contents of the Library. It is particularly useful when you have a lot of content in your library folders and want to find content with a specific theme.

Library Search tab.

Chapter 12: The Library Window
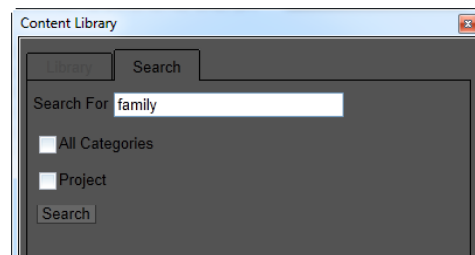
To search the contents of the library, follow these steps:

1. Enter a search term in the **Search For** field.

2. Click **Search**. MotionArtist will display the results, after which you can add the items to your current project.

Chapter 12: The Library Window

Chapter 13: Importing Content

When you import objects into your MotionArtist project, you can place them on the artboard in one of two ways:

- To place an object inside a panel, first click the panel that you want to place the object into. Then choose the F**ile > Import** command (or **COMMAND/CTRL+I**), or use the Import button in the Project tools to select the file you want to import.

- To place an object directly on the artboard as a floating object, click somewhere on an empty space on the artboard to deselect any panels. Then choose the **File > Import** command (or **COMMAND/CTRL+I**), or use the Import button in the Project toolbar to select the file you want to import.

Importing Images

MotionArtist allows you to import many standard image formats, including layered Photoshop files.

The steps to import an image are as follows:

1. Click the Scene tab to choose the scene into which you want to import the images.

2. Determine whether you want your image(s) to appear on the artboard as floating objects, or within one of the panels.

   - If you want the images to appear on the artboard as floating objects, make sure that there are no panels selected before you proceed.

   - If you want the images to appear within a panel, select the desired panel.

    If any of the images that you import exceed the size of the selected panel, those areas will be masked out.

3. Move the timeline indicator to the frame at which you want your image to start.

4. Use one of the following methods to import images:

   - Select one or more images from Finder (Mac) or Windows Explorer (Windows). Then drag and drop them into the project.

- Select one or more images from Finder (Mac) or Windows Explorer (Windows). Then choose **File > Import** (or **COMMAND/CTRL+I**).

- Select an image that is saved to your My Library folder.

After you import your images, they will appear on the artboard or in the selected panel.

Using Layered Photoshop Files

Layered Photoshop files serve as a powerful tool. When you import a Photoshop file as layers, the layer names are retained in MotionArtist. This feature is especially useful for cases where you have existing artwork (a comic, for example) and want to use MotionArtist to convert it to a motion comic.

Preparing Your Layers

You can arrange the content in a Photoshop file into layers that will be reproduced, if desired, when you import the files into MotionArtist.

- If you group items in Photoshop, the top-level groups will be imported as a panel in MotionArtist. This allows you to arrange the contents of a panel into layers so that they can be animated in Panel view.

- If the Photoshop file contains any layers that have masks, you will receive a warning that the file will not import unless you turn it into a composite image. If you want to retain the layers, apply the masks in Photoshop before you import them into MotionArtist.

- Arrange your layers so that the layer that you want to display first appears at the bottom of the layer stack. Each successive layer should appear in the layer above it. This arrangement will be duplicated when you bring the Photoshop file into MotionArtist.

- For each panel, determine how you would like to layer the content. For example, you can place background elements on one layer, characters in the scene on one or more additional layers, text effects such as bangs, pows, and pops on another layer, and word balloons on another layer. You can also use a Photoshop image that has a transparent background layer, or no background layer at all.
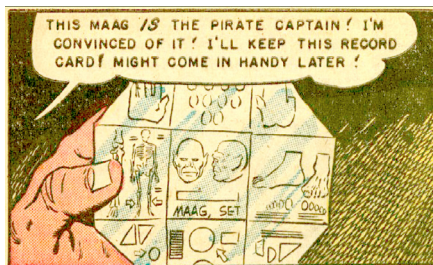
A complete panel, before layering.
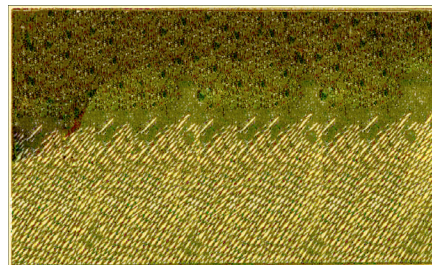
Background (with cutout areas filled).

- As you cut out your layers from the original comic page, you'll need to keep in mind that during animation, the camera might display your comic pages at an angle. As a result, when you cut your comic panel into layers, you'll need to fill in the cutout areas on the layer below - at least enough to prevent holes from appearing when the camera tilts the view.
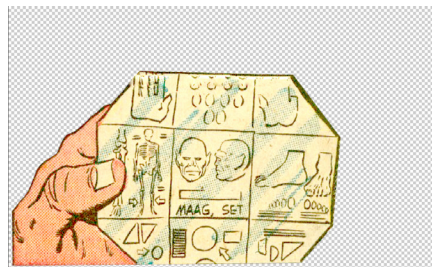
Character/foreground elements separated into another layer.

Chapter 13: Importing Content
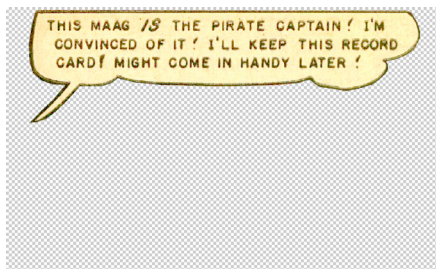
Word balloons in the top layer.

- Name the layers in a way that makes sense to you, while also considering the order in which you want the panels to be read. For example, for the first panel on the page, you can name the layers Background, Hand and Card (or a description of the elements in the foreground), and Bubble.
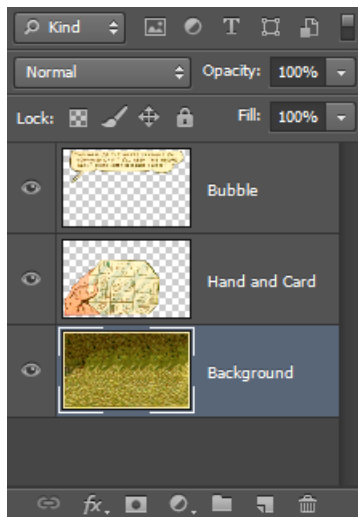
Panel 1 layers shown in Photoshop.

- After all the layers have been broken out, save the Photoshop file.

Chapter 13: Importing Content

Importing a Photoshop File

You can import a Photoshop file either as a composite image, or as a layered image. MotionArtist will create a link to the file that you import.

When you update the original Photoshop file, the updates will also appear in MotionArtist automatically. This allows you to make changes to the layer or content in your Photoshop file at any time.

> *Certain types of changes will cause the layer orders and associations to be incompatible with the Photoshop file that you initially imported. If you change the ordering, visibility, or naming of the layers in your Photoshop file, these changes will not update properly in MotionArtist.*

> *Do not change the size of the canvas in your Photoshop file. This can potentially affect existing animation and scaling in your MotionArtist project.*

Photoshop images are imported as described in "Importing Images" on page 131. If you choose one or more Photoshop files, MotionArtist will display a dialog that asks if you want to import layers individually or as a composite. If multiple Photoshop images are selected, you will be asked to confirm this choice for each file. After you make this selection, the image(s) will appear in the scene.

- Choose **Cancel** to exit the dialog without importing the file.

- Choose **Composite** to merge all of the layers into a single layer.

- Choose **Individually** to retain the layers as they exist in Photoshop.
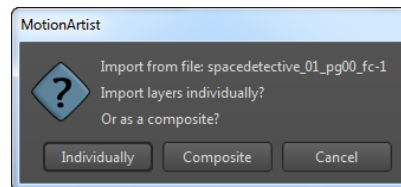
Photoshop Import Options

After you import your Photoshop file into MotionArtist, click to select the file on the artboard, or switch to Panel view if you imported the file into a panel. You should see the layer names appear in the timeline, as they were arranged in the original Photoshop file.

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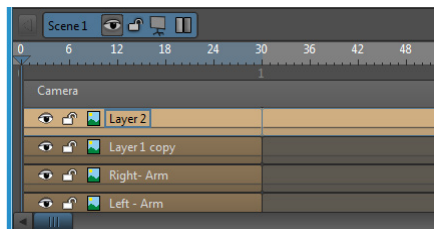
Layers shown in MotionArtist timeline.

Importing Movies

To import a movie into MotionArtist:

1. Do one of the following:

   - To import a movie on to the artboard, click in an empty space on the artboard to deselect any panels.

   - To import a movie into a panel, click the desired panel with the Move tool. Then switch to Panel view.

2. Choose **File > Import** (or **COMMAND/CTRL+I**) and choose the desired movie file. After selecting the

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movie, it will appear on the artboard or inside the panel.

MotionArtist allows you to import several movie formats, including AVI, MOV, M4V and MP4.

AVI support on Mac will be dependent upon the codec used to create the AVI file. Basic codecs such as Motion JPEG are supported, but not all codecs are automatically supported by QuickTime without installing special plugins.

QuickTime installation will be required in order to import MOV format in Windows.

3. After you import your movie file, you can open the Object Settings dialog to change properties. See "The HTML Export Tab" on page 79 for more information.
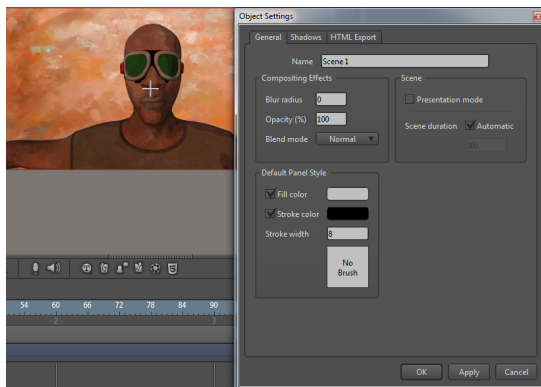
An imported movie with available Object Settings for images and movies.

Importing Audio

MotionArtist allows you to import many common audio file formats, including AIFF, MP3, and WAV format. To import audio into MotionArtist, follow these steps:

MotionArtist also allows you to record audio from within the application. See "Recording Audio" on page 175.

1. You can import an audio file to the artboard (without a panel selected), or into a selected panel.

If a panel is selected while importing the audio file in **Presentation Mode***, the length of the panel will increase as necessary to accommodate the longer duration of the audio file.*

2. Do one of the following:

   - Choose **File > Import** (or **COMMAND/CTRL+I**) and select an audio file from the Import window.

   - Drag and drop an audio file from Finder (Mac) or Windows Explorer (Windows) into your MotionArtist project.

3. The audio file will appear in the timeline.

Importing OBJ Files

MotionArtist also provides a way to import a 3D object and create one or more snapshots (or images) that are imported into the project and its timeline.

MotionArtist allows you to import 3D objects using the Wavefront OBJ file format. You can use any 3D application that exports in this file format.

After you export an OBJ file from your 3D application, you can use the **Make Snapshots from Scene** dialog to rotate, scale, and shade the object and then output an image directly into your scene and into the timeline.

To import an OBJ file into MotionArtist, follow these steps:

1. Do one of the following:

   ▪ To import a movie on to the artboard, click in an empty space on the artboard to deselect any panels.

   ▪ To import a movie into a panel, click the desired panel with the Movie tool. Then switch to Panel view.

2. Choose **File > Import** (or **COMMAND/CTRL+I**).

3. Select the OBJ file that you exported from your 3D application.

4. The **Make Snapshots from Scene** dialog appears, with several settings. See "Making Snapshots" on page 146 for more information about this dialog box.

> *If your OBJ included textures in your 3D software and they do not appear in the* **Make Snapshots from Scene** *dialog, check the paths in the MTL file that was saved with the object to see if absolute or relative paths were written. If relative paths are used in the MTL file, you will need to locate a copy of the images in paths that are relative to the folder into which you saved the OBJ file.*
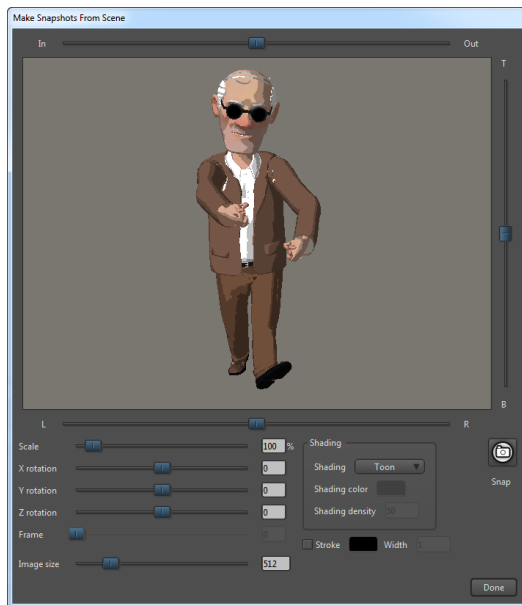
Importing Poser Files

MotionArtist allows you to directly import a Poser scene (.PZ3 file). Before you import Poser scenes, make sure that you have the path to your Poser application set in the Options tab of the Preferences dialog. This tab is described in "Options" on page 32.

When you choose to import a Poser file into your MotionArtist project, you are not actually importing the contents of the Poser scene. Instead, you are taking "snapshots" of the content in that Poser scene, which will be imported into your MotionArtist project as still images. The preview window in the Make Snapshots dialog displays the area of the snapshot that will be imported into the scene.

> *The camera that is used in the Make Snapshots from Scene dialog is not the Poser camera; rather, it is pointed to the center of your Poser scene. If your Poser scene contains many large objects (buildings, landscapes, and so on), you may find it difficult to navigate the Make Snapshots from Scene camera through it. In cases such as these, we recommend that you simplify your Poser scene before you try to import it, or break it up into pieces so that your snapshots can be more targeted.*

When you import a Poser scene into the Make Snapshots from Scene dialog, the Frame slider becomes active. This allows you to move forward or backward through the timeline in your Poser project, so that you can select a specific frame in your animation for import. This slider is disabled when you choose to make snapshots from an imported OBJ file.

The Make Snapshots from Scene dialog generates images that are more stylized than a render that you produce in Poser's Firefly renderer. You can change the styling by choosing one of the shading options available in the Make Snapshots from Scene dialog. These options are described in more detail in "Making Snapshots" on page 146.

To import a Poser file, follow these steps:

1. Do one of the following:

   ▪ To import a Poser file on to the artboard, click in an empty space on the artboard to deselect any panels.

   ▪ To import a Poser file into a panel, click the desired panel with the Move tool. Then switch to Panel view.

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2. Choose **File > Import** (or **COMMAND/CTRL+I**) and choose a Poser file (.pz3), or choose **File > Make Snapshots**.

3. Highlight the file you want to use, and click **Open**.

4. Advance the frame slider in the **Make Snapshots from Scene** dialog until you reach the frame that you want to use to generate your snapshots.

5. Set your other import options as described in "Making Snapshots" on page 146.

Importing a PZ3 File

Importing Anime Studio Files

MotionArtist allows you to import Anime Studio files directly into your project.

> *When you export your MotionArtist project to HTML5, keep in mind that patch layers, particle layers, stroke exposure, bone deformations, and animated points/shapes will not be supported in HTML5 output.*

To import an Anime Studio file, follow these steps:

1. Do one of the following:

   - To import an Anime Studio file on to the artboard, click in an empty space on the artboard to deselect any panels.

   - To import an Anime Studio file into a panel, click the desired panel with the Move tool.

2. Choose **File > Import** (or **COMMAND/CTRL+I**).

3. Locate the folder on your hard disk that contains the Anime Studio file (.anme).

4. Highlight the file you want to use, and click **Open**.

You will notice the following after you import your Anime
Studio project:

> *To see the contents of the Anime Studio file
> after it is imported into a panel, switch to
> Panel view.*

• Content that was arranged in Group Layers in Anime
  Studio will appear as a single group layer in the
  MotionArtist timeline. If you switch to Panel view, you
  will have access to the individual objects in that group
  layer.

> *If you need individual access for one or more
> layers in your Anime Studio project, you will
> need to place them outside the group in your
> Anime Studio project before importing into
> MotionArtist.*
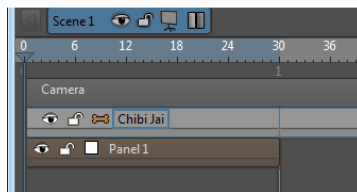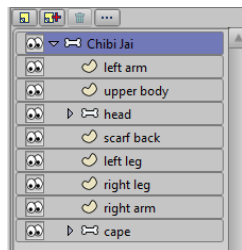
*Contents of Anime Studio project (top); as imported into a
MotionArtist panel (bottom).*

• You may need to use the Object Settings dialog to
  extend the length of the panel to include the portions
  of the Anime Studio file that extend beyond the last
  stop point in your MotionArtist timeline.

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Importing Manga Studio Files

You can use Manga Studio to assemble images and 3D content into panels, and then export that panel as an image. For complete instructions on how to use Manga Studio, refer to the Users Manual that is furnished with the software.

After you assemble your project in Manga Studio, you can use it within MotionArtist as follows:

1. With your completed project opened in Manga Studio, click the **Visibility** icon in the Guide Layer panel to hide it.
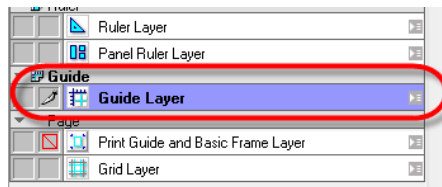
Turn off the Guide layer in your Manga Studio project.

2. Turn on only the layers that you want to appear in your MotionArtist project.
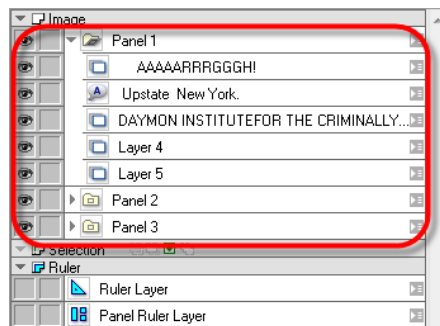
All layers that you want to export from Manga Studio are turned on.

3. Choose **File > Export > Image File (in Pixels)**. The Export Image dialog appears.
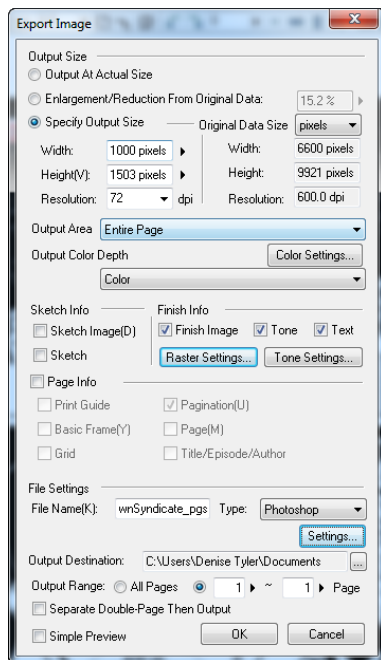
Export Image dialog

4. In the Output Size area, select **Specify Output Size**. Enter the width, height, and resolution of the image that you want to export.

5. Use the **Output Area** selector to choose **Entire Page**.

6. Use the **Output Color Depth** section to choose **Color**. Then click the **Color Settings** button to specify color options.

If you are outputting your project to a layered PSD file, you should choose Color output if your project contains any 8-bit grayscale layers. Otherwise, these grayscale layers will not show up in MotionArtist.

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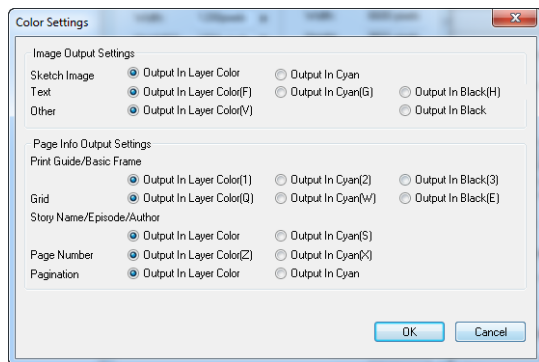
Color Settings.

7. Click OK to return to the Export Image dialog. Next, click the **Raster Settings** button to specify color settings. The default option is **Conform to the Layer Settings**. Click **OK** to return to the Export Image dialog.
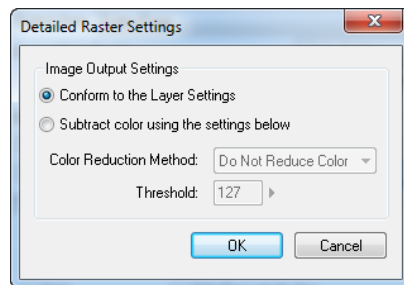
Raster Settings.

8. In the **File Settings** section, enter a name for the file, and choose **Photoshop** from the **Type** dropdown.
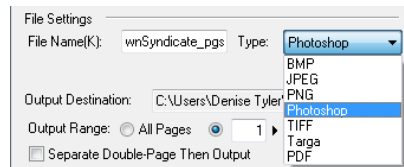
Select Photoshop file format.

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9. Click the **Settings** button to open the **Photoshop Settings** dialog. If you want to retain the layers in the Photoshop file, make sure that **Keep Layer Structure for Output** is selected. Also check **Keep Layer Structure for Output**, check **Output Layer Set (Photoshop 6 or later)**, and **Up to 5 Layers (Photoshop CS or later)**.
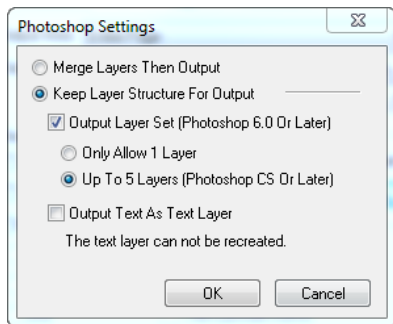
Make Snapshots from Scene dialog.

10. Use the Output Destination area to select the folder and assign a file name for your Photoshop file.

11. Click **OK** to export the image. The file will be rendered and saved to the location you specified.

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12. In MotionArtist, choose **File > Import** (or **COMMAND/CTRL+I**) and locate the Photoshop file that you exported from Manga Studio. MotionArtist will ask if you want to import layers individually or as a composite image. For more information on importing Photoshop files, see "Using Layered Photoshop Files" on page 132.

Making Snapshots

The Make Snapshots dialog appears whenever you try to import a file format that has to be converted to an image before using it in MotionArtist. The **Make Snapshots from Scene** dialog allows you to scale and rotate 3D objects, or scale and position 2D content, so that you can quickly create static image files that you can add to your MotionArtist projects.

*The Make Snapshots from Scene dialog includes a Snap button that you need to press at least once to import a snapshot into your MotionArtist project. Be sure to create at least one snapshot before you click the **Done** button. Otherwise no snapshots will be imported into your project.*

Make Snapshots from Scene dialog.

You can also use the **File > Make Snapshots** *command to open the* **Make Snapshots from Scene** *dialog at any time, and then select the content that you want to import and make snapshots from.*

The following options appear in the Make Snapshots from Scene dialog:

- **Preview window**: Displays a preview of the snapshot image that will be imported into your MotionArtist project.

- **In/Out Slider**: Appears above the preview window. Move the slider to the left (In) to move the object closer, and toward the right (Out) to move the object farther away.

- **Top/Bottom Slider**: Appears to the right of the preview window. Move the slider up (T) to pan toward the top of the OBJ file, and down (B) to pan toward the bottom of the OBJ file.

- **Left/Right Slider**: Appears just below the preview window. Move the slider toward the left to pan the scene toward your left, and toward the right to pan the scene toward your right.

- **Scale**: Move the slider toward the left to make the object smaller, and toward the right to make it larger.

- **X rotation**: Move the slider toward the left to tilt the object backward (toward -180 degrees), and toward the right to tilt it forward (toward 180 degrees).

- **Y rotation**: Move the slider toward the left to turn the object toward your left (toward -180 degrees) and toward the right to turn the object toward your right (toward 180 degrees)

- **Z rotation**: Move the slider toward the left to tilt the object toward your right (toward -180 degrees), or toward the right to tilt the object toward your left (toward 180 degrees).

*Pressing the **Enter** key after entering a numerical value in the **X, Y, and Z Rotation** fields will close the **Make Snapshots from Scene** dialog. If you enter a numerical value manually, click outside the entry field to apply the setting.*

- **Frame**: Allows you to scroll through the timeline of an animated Poser (pz3) file to select the frames that you want to take snapshots of.

- **Image Size**: Allows you to set the width of the image that will be added to your project. Width ranges from 128 pixels to 2048 pixels.

- **Shading selector**: Allows you to choose from None (no shading), Smooth (for 3D effect), Toon (solid colored), or Hatched (sketch effect) shading.

- **Shading Color**: When Hatched shading type is selected, click the color swatch to select the color of the hatch strokes.

- **Shading Density**: When Hatched shading type is selected, allows you to set the density of the hatched effect.

- **Stroke**: Toggles the outline of the OBJ file on or off, and allows you to choose a color for the outline.

*If the outline of the object appears too thick, you can use the **Scale** slider to increase the size of the object to compensate for the outline thickness.*

- **Snap**: Click the **Snap** button to add a snapshot to the scene, using the current settings. You can change the settings and press the Snap button again to create a snapshot from a different angle.

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13. After you make your selections and snapshots, choose Done to exit the dialog. You will see the images in the workspace and in the timeline as image files.

The Make Snapshots from Scene dialog also allows you to take snapshots of vector art in AI8, EPS and SVG format. They will show up as vector layers in your project.

> *The quality of snapshots made from a vector format are better than raster formats when exported to HTML.*

> *When you import a very large vector file, MotionArtist may appear unresponsive for a while as it loads the vector file.*

> *When you use the File > Import command to import a vector file, you may receive a warning that says that there are too many curves and points in the vector file. This warning dialog does not appear when you use the Make Snapshots feature.*

To import one of these vector art formats, choose **File > Make Snapshots**, and choose an AI8, EPS or SVG format image. You can then take snapshots which appear as images in your project.

Make Snapshots from Scene dialog.

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Selecting All Content

To select all content, choose **Edit > Select All**, or use the keyboard shortcut **COMMAND/CTRL+A**.

Clearing Content

Choose **Edit > Clear** to clear the contents of the currently selected scene and remove it from the timeline. Note that MotionArtist must contain at least one scene, so if there is only one scene in the project, the Clear command will not apply.

Undo and Redo

To undo an operation, choose **Edit > Undo**, or use the keyboard shortcut **COMMAND/CTRL+Z**.

To reapply a previous Undo operation, choose **Edit > Redo**, or use the keyboard shortcut **COMMAND/CTRL+SHIFT+Z**.

Cutting, Copying, and Pasting Content

To cut (remove) a selection from your scene and place it in the clipboard, choose **Edit > Cut**, or use the keyboard shortcut **COMMAND/CTRL+X**.

To copy a selection from your scene and place it in the clipboard, choose **Edit > Copy**, or use the keyboard shortcut **COMMAND/CTRL+C**.

To paste a selection from your clipboard and place it into the scene, choose **Edit > Paste**, or use the keyboard shortcut **COMMAND/CTRL+V**.

Chapter 14: Working with Objects

The Selection and Workspace tools allow you to select specific panels or content and move them to a different location. These tools also allow you to pan and zoom to view items that you work on.

MotionArtist allows you to select one or more items from the artboard, or from the timeline.

Selection and Workspace Tools

From left to right, these tools are as follows:

• **Move (V)**: Use the Move tool , or keyboard shortcut **V**, to select and manipulate the panels and objects in your scene. When working in **Director View**, you can select panels and floating objects with this tool. However, if you want to scale, move, or rotate the content that appears within a panel, you'll need to first click to select the panel that you want to edit. Then switch to **Panel View** to edit the contents within that panel.

• **Camera (C)**: Click this icon or use keyboard shortcut **C** to switch to **Camera View**, which is discussed in "Camera View" on page 42.

• **Pan (N)**: Use the Pan tool, or keyboard shortcut **N**, to pan the view of the workspace so that you can bring desired content into view. Drag up, down, left or right with the Pan tool to adjust the view.

• **Zoom (Z)**: Use the Zoom tool, or keyboard shortcut **Z**, to zoom into and out from the current view. Drag the zoom tool left to zoom outward, and right to zoom inward.

Floating Objects

Floating objects are items that are not attached to a panel. They can be displayed anywhere on a page, and can also be scattered in random positions and rotations on the artboard. Adding and scattering floating objects in a scene allows you to very quickly create a unique animated presentation. See "Scattering Objects on the Artboard" on page 162 and "Scattering Objects in a

for examples of using and scattering floating objects in your project.

Animating Objects

Objects can be animated by making changes to translation, rotation, or scale over time. You can animate floating objects in Director view or Camera view. To animate objects in a panel, you'll need to select the panel that contains the object you want to edit, and then switch to Panel view.

> *shows a brief overview of a project that uses several different object and text layers to create an animation.*

Object Stop Points

When you make a change to the rotation, scale, or position of a selected object, a stop point appears on the timeline for that object. Double-click the object stop point in the timeline to open the Object Stop Point dialog.
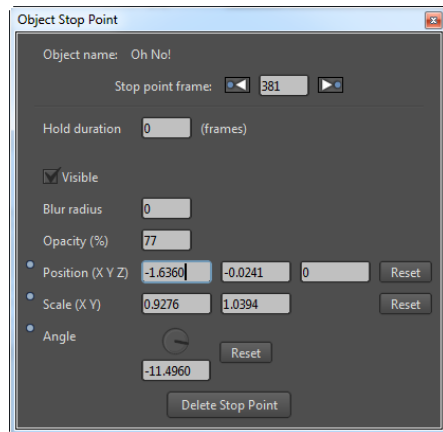
Object Stop Point dialog.

The settings in the Object Stop Point dialog are as follows:

- **Stop Point Frame**: Displays the frame in the timeline that the Stop Point currently appears. You can enter a new frame number, if desired, to move the stop point to a different frame in the animation.

- **Visible:** When unchecked, object is not visible in the curent frame, and will not be seen in final render.

- **Prev** and **Next** buttons: Use the Left or Right arrow buttons to move to the Previous or Next stop point for the selected object.

You can drag a stop point left or right in the timeline to visually change the frame at which the stop point occurs. You can also **SHIFT-click** *to select multiple stop points.*

- **Hold Duration**: Displays the number of frames that the object will pause over the stop point. By default, this is 30 frames. You may need to adjust this value to allow viewers sufficient time to read text on screen.

- **Blur radius:** This is the same blur funciton as in the layer settings dialogue. It is also placed here for convenience.

- **Opacity:** This is the same opacity function as in the layer settings dialogue. It is also placed here for convenience.

- **Position X, Y, Z**: Displays the current X, Y, and Z coordinates of the stop point. You can adjust the stop point by entering offset values in the fields.

- **Scale**: Displays the scale of the object, relative to its original size.

- **Angle**: Displays the amount of rotation applied to the object. Default rotation is zero degrees. To adjust the rotation, enter a new value in the Angle field, or use the Angle rotator to rotate the object clockwise or counter-clockwise.

You can also visually adjust the angle in Panel View by rotating the selected object with the Move tool (keyboard shortcut V).

- **Delete Stop Point**: Press this button to delete the currently selected stop point..

Animation Commands

The Arrange menu contains several commands that will allow you to clear multiple stop points under certain conditions. These commands are as follows:

- Choose **Arrange > Animation > Add Object Stop Point** or use the keyboard shortcut **COMMAND/CTRL+0**

Chapter 14: Working with Objects

(zero) to add a stop point for the selected object at the current frame.

- Choose **Arrange > Animation > Add Camera Stop Point** or use the keyboard shortcut **COMMAND/CTRL+9** to add a stop point for the camera at the current frame.

- Choose **Arrange > Animation > Clear Panel Animation** to remove all object and camera stop points for the current panel.

- Choose **Arrange > Animation > Clear Scene After Current Frame** to remove all object and camera stop points for the current scene, starting at the current frame and continuing to the end of the animation. All stop points before the current frame will be retained.

- Choose **Arrange > Animation > Clear Object After Current Frame** to remove all stop points for the currently selected object, starting at the current frame and continuing to the end of the animation. All object stop points before the current frame will be retained.

- Choose **Arrange > Animation > Clear Camera After Current Frame** to remove all camera stop points, starting at the current frame and continuing to the end of the animation. All camera stop points before the current frame will be retained.

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- Choose **Arrange > Animation > Set Layer Start Frame** command or use the keyboard shortcut **COMMAND/CTRL+B** to move the selected layer to a specific frame.

Moving Objects

When you are working in **Director View**, the Move tool (keyboard shortcut V) allows you to select one or more panels, objects, or floating objects on the artboard and reposition the selection to another location. When you are in **Panel View**, the Move tool allows you to select objects within that panel.

- To move a panel or floating object in Director view, use the Move tool to click the inside of the panel or floating object and drag to another location. Release the mouse where you want to place the object.

- If you need to move an object within a panel, switch to **Panel View**, and click the object you want to move.

Click and drag an object from within the bounding box to move it with the Move tool.

Scaling Objects

To scale an object, use the Move tool (keyboard shortcut V) to select the object(s) that you want to scale. In **Director View**, you can select the object from either the artboard or from the timeline.

A rectangular bounding box appears around the selected object(s):

- Click and drag from one of the corners to scale the object(s) uniformly.

- Click and drag from any side (top, bottom, left, or right) to scale the object(s) non-uniformly. The scale of the object(s) will adjust from the center point. In other words, if you drag the left side, the right side will adjust by the same amount. If you drag from the top, the bottom will adjust by the same amount.

- Click and drag any side while pressing the **OPTION/ ALT** key to retain the volume of the object(s) while you scale the selection. In other words, if you **OPTION/ ALT-click** with the Move tool to scale the selection, the height will increase as the width decreases; or the width will increase as the height decreases.
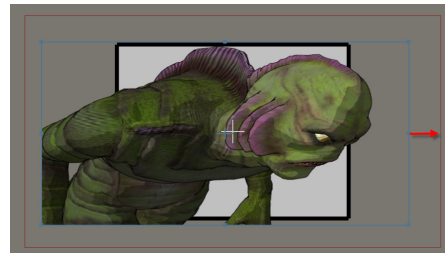
Click and drag one of the square handles at the sides or corners of the object bounding box to scale the object.

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Rotating Objects

To rotate an object, use the Move tool (keyboard shortcut V) to select the object that you want to rotate. In **Director View**, you can select the object from either the artboard or from the timeline.

A rectangular bounding box appears around the selected object:

- Drag upward or leftward, outside the selection rectangle, to rotate the object clockwise. Drag downward or rightward to rotate the object counter-clockwise.

- Press the **SHIFT** key while rotating to constrain the angles at 45 degree steps.
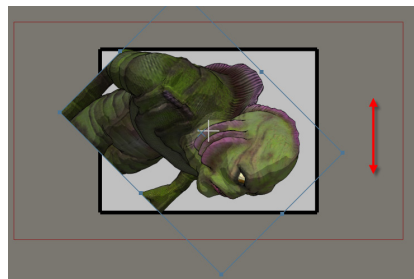
Click and drag outside the object bounding box to rotate the object.

Arranging Objects

Use the commands in the Arrange menu to change the stacking order of your items, or to align them horizontally or vertically. The commands are as follows:
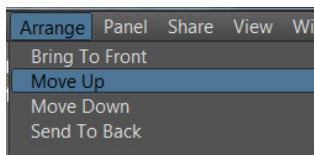
Arranging objects.

- Choose **Arrange > Bring To Front** to bring the selected panel or floating object to the top of the layer stack. If you are working in **Presentation Mode**, this will also place the selected panel or floating object at the end of the timeline.

- Choose **Arrange > Move Up** to move the selected panel or floating object up one level, moving it closer toward the camera. This will also move the selected panel or floating object one step toward the end in the timeline.

- Choose **Arrange > Move Down** to move the selected panel or floating object down one level, moving it farther from the camera. This will also move the selected panel or floating object one step toward the beginning in the timeline.

- Choose **Arrange > Send To Back** to move the selected panel or floating object to the bottom of the layer stack. This will also place the selected panel or floating object at the beginning of the timeline.

Aligning Objects

Use the commands in the Arrange menu to change the stacking order of your items, or to align them horizontally or vertically. The Align commands use the first object that you click to determine the alignment. You can **SHIFT-click** or **COMMAND/CTRL click** to select additional objects. Then choose the Align command that you want to apply.
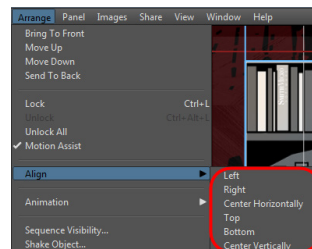
Align Object commands.

The commands are as follows:

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- Choose **Arrange > Align > Left** to align selected panels or objects at their left sides.

- Choose **Arrange > Align > Right** to align selected panels or objects at their right sides.

- Choose **Arrange > Align > Center Horizontally** to align selected panels or objects at their horizontal centers.

Align Left, Align Right, Center Horizontally.

- Choose **Arrange > Align > Top** to align selected objects at their top edges.

- Choose **Arrange > Align > Bottom** to align selected objects at their bottom edges.

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- Choose **Arrange > Align > Center Vertically** to align selected panels or objects at their vertical centers.
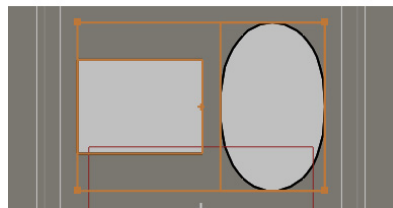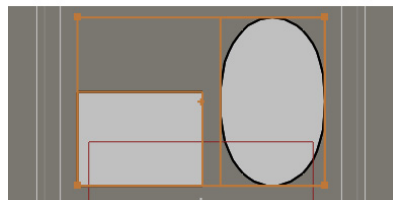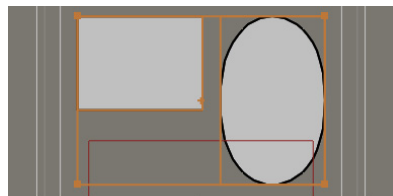
Align Top, Align Bottom, Center Vertically.

Locking and Unlocking Objects

You can lock objects to prevent them from being accidently repositioned or changed; or unlock them to allow changes to be made. Use the Move tool (keyboard shortcut V) to select the object or objects that you want to lock, and then choose one of the following commands:

- Choose **Arrange > Lock**, or use the keyboard shortcut **COMMAND/CTRL+L**, to lock selected objects.

- Choose **Arrange > Unlock** or use the keyboard shortcut **COMMAND+OPT+L or CTRL+SHIFT+L**, to unlock selected objects.

- Choose **Arrange > Unlock All** to unlock all objects and panels in the current scene that have previously been locked.

> *Camera and pause points can be moved even if selected layers are locked. The selected layers will be ignored.*

Setting Sequence Visibility

Use the **Arrange > Sequence Visibility** command to stagger the visibility of selected objects so that they disappear from the scene in a sequence. For example, you can select ten images that all appear on the screen at the same time, but then use the Sequence Visibility command to make them disappear one at a time.

After you select your objects, choose **Arrange > Sequence Visibility** to open the dialog shown in the following figure. Then set the options as follows:
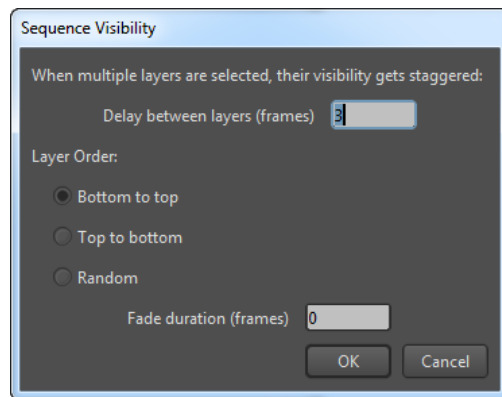
Sequence Visibility dialog.

- **Delay between layers (frames)**: Enter the number of frames that you want to occur between the time the previous layer has faded out to when the next image begins to fade out.

- **Layer Order:** Choose one of the following options to determine when the selected items will be invisible:

  - **Bottom to top**: The bottom-most layer will be the first one to become invisible. Layers above will become inviisible in sequence until the top-most layer is reached.

  - **Top to bottom**: The top-most layer will be the first one to become invisible. Layers below will become invisible in sequence until the bottom-most layer is reached.

  - **Random**: Layers will become invisible in a random order.

- **Fade Duration**: Enter the number of frames that you want to apply to the end of each image for a fade-out.

After you apply the command, the visibility of the selected objects will be sequenced according to your settings.
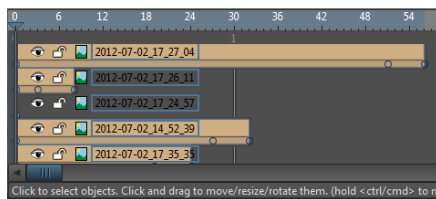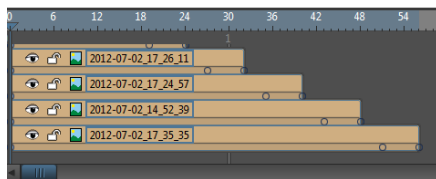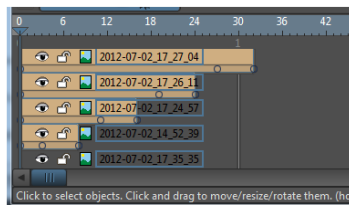
Sequence Visibility options are Bottom to Top (top example), Top to Bottom (middle example), and Random (bottom example).

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Toggling Selection Visibility

You can use the **Arrange > Toggle Selection Visibility** command or use the keyboard shortcut **COMMAND/CTRL+K** to toggle the visibility of selected items. Items that were invisible before choosing the command will become visible, and objects that were visible will become invisible.

Shaking Objects

Choose **Arrange > Shake Object** to create animated keyframes that make the selected object appear to shake. For example, you can select text that says BOOM and make it shake as though something exploded.

To shake an object, follow these steps:

1. Select the panel that contains the object that you want to shake.

2. Switch to Panel view, and use the Move tool (keyboard shortcut V) to select the object that you want to shake.

3. Choose **Arrange > Shake Object**. The Shake Object dialog appears.
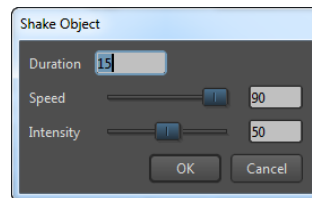
Shake Object dialog.

4. Set the controls as desired:

   - **Duration**: Enter the number of frames in which the shake will occur.

   - **Speed**: Adjust the slider to the desired shake duration, or enter a new value in the Speed field. Move it toward the right to shake the object faster, and toward the left to shake the object more slowly.

   - **Intensity**: Controls the amount of shake. Move the slider toward the left to shake the object more slightly, and toward the right to shake the object more dramatically. You can also enter a numerical value in the Intensity field.

5. Choose **OK** to apply the shake to the object.

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Scattering Objects on the Artboard

The Scatter command is only available in Director's view. You can use the Scatter command to arrange multiple selected objects in a random pattern on the artboard. The scatter can also be animated from a start frame to an end frame.

For example, you can drag several photographs into the scene and choose **Arrange > Scatter** to spread them out in a random order and at random angles over time.

The example that follows shows how you can add several free-floating images to a new scene in your project, to create a quick and attractive presentation.

1. Use the **File > New** command (or **COMMAND/CTRL+N**) to create a new scene.

2. Delete the default panel that appears in the scene window when you first create your new project; or, if your project contains panels, make sure there is no panel selected before you add your images to the project.

3. Locate a folder on your hard disk that contains several image files.

4. Select several images and drag and drop them from **Finder/Windows Explorer** onto the artboard or into your selected panel.

5. Use the **Edit > Select All** command (or **COMMAND/CTRL+A**) to select the objects that you want to scatter (images, movies, or panels). You can also **SHIFT+Click** or **COMMAND/CTRL+Click** with the Move tool to select objects.

The Scatter command will only scatter selected objects. Any unselected items will be left as is. The Arrange > Scatter command will be disabled unless three or more objects are selected.

6. Choose **Arrange > Scatter**. The Scatter dialog appears.
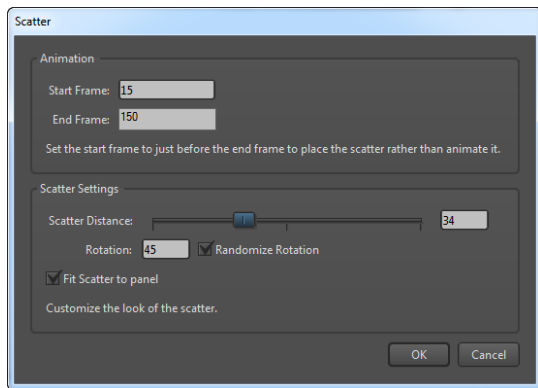
Scatter dialog.

7. Set the following options in the Scatter dialog as desired:

- **Start Frame**: Enter the frame number on which you want the scatter to start. If the frame number is later than the current frame, the images will remain in their original positions until this frame number.

The start frame box is empty by default. If you leave this field empty, the scatter will start at the object's previous stop point.

- **End Frame**: Enter the frame number at which you want the scattered images to reach their final scattered positions.

When the playhead lies between the start and end frames that you enter, the scatter will animate from the start position to the final end position.

If you don't want the scatter to animate, perform the scatter operation on frame 0 and accept the default values that appear in the dialog when you choose the Arrange > Scatter command.

- **Scatter Distance**: Controls the amount of distance between the scattered objects. You can move the slider to the left to decrease the amount of space between the scattered objects, or move it to the right to increase the distance. You can also enter a numerical value in the **Scatter Distance** field.

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- ▪ **Rotation**: Enter the maximum number of degrees that you want the objjects to rotate. Higher values will cause the objects to spin while they animate to their final positions.

- ▪ **Randomize Rotation**: Check this option to rotate each image by a random number of degrees. Uncheck this option to rotate all images by the amount entered in the Rotation field.

- ▪ **Fit Scatter to Panel**: Check this option to resize the scattered objects so that they fit within the selected panel.

8. The images are scattered around the scene in random order.

9. After you scatter the images, you can use the **Arrange > Auto Camera** command to animate the camera so that it moves from image to image. For more information about the Auto Camera command, see

Photographs arranged on the artboard with the Scatter command.

10. After applying the Auto Camera command, press the **Play** button, and you can see the outline of the camera move from picture to picture. The camera

follows a path from the first image that was loaded, to the last image that was loaded.

11. Switch to Camera view by clicking the Camera View icon above the timeline. Press the Play button again to preview the animation.
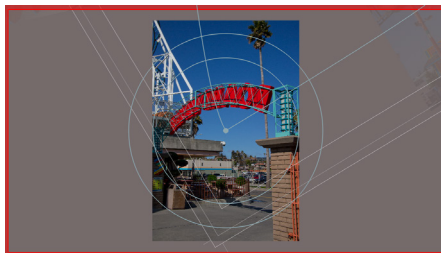
Scattering Objects in a Panel

The Scatter command can also be applied to objects in a panel. The steps to accomplish this are similar to those mentioned in . For an example of how to scatter objects in a panel, proceed as follows:

1. Use the **File > New** command (or **COMMAND/CTRL+N**) to create a new scene.

2. Click the desired panel with the Move tool, or select it in the timeline.

3. Locate a folder on your hard disk that contains several image files. Select several images and drag and drop them from **Finder/Windows Explorer** into the selected panel.

4. Switch to Panel view to display the panel objects on the timeline. Then select the images as described previously in .

Switch to Panel view to view and select the panel objects in the timeline.

Scatter dialog.

5. Select three or more objects for the scatter operation.

> *The Scatter command will only scatter selected objects. Any unselected items will be left as is. The* **Arrange > Scatter** *command will be disabled unless three or more objects are selected.*

6. Choose **Arrange > Scatter**. The Scatter dialog appears.

7. Set the following options in the Scatter dialog as desired:

-   **Start Frame**: Enter the frame number on which you want the scatter to start. If the frame number is later than the current frame, the images will remain in their original positions until this frame number.

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- **End Frame**: Enter the frame number at which you want the scattered images to reach their final scattered positions.

  *If you don't want the scatter to animate, move the playhead to frame 0 in the panel, or to the layer start frame. Accept the default values that appear in the dialogue when you choose the **Arrange > Scatter** command.*

  When the playhead lies between the start and end frames that you enter, the scatter will animate from the start position to the final end position.

- **Scatter Distance**: Controls the amount of distance between the scattered objects. You can move the slider to the left to decrease the amount of space between the scattered objects, or move it to the right to increase the distance. You can also enter a numerical value in the **Scatter Distance** field.

- **Rotation**: Enter the maximum number of degrees that you want the objjects to rotate. Higher values will cause the objects to spin while they animate to their final positions.

- **Randomize Rotation**: Check this option to rotate each image by a random number of degrees. Uncheck this option to rotate all images by the amount entered in the Rotation field.

- **Fit Scatter to Panel**: Check this option to resize the scattered objects so that they fit within the selected panel.
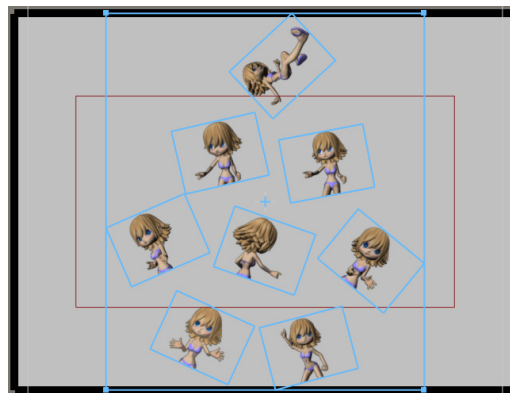
Scattered objects fit inside a panel.

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Arranging Objects in a Grid

You can use the **Arrange > Grid** command to arrange your objects in a grid pattern, either on the artboard or within a selected panel. For example, you can select a series of twelve photos, and use the **Arrange > Grid** command to arrange them in a grid pattern that is four photos wide and three photos high.

> The **Arrange > Grid** *command works best when the selected items are all approximately the same size (such as a group of photographs that are the same resolution and dimensions).*

If you choose this command while working in **Presentation mode**, or afterward use the Auto Camera command to arrange the objects in your scene, the camera will start at the first photo in the top row. When it reaches the last photo in the top row, it will then move to the first photo in the second row, and play through that row of photos. Each successive row will play in a similar manner.
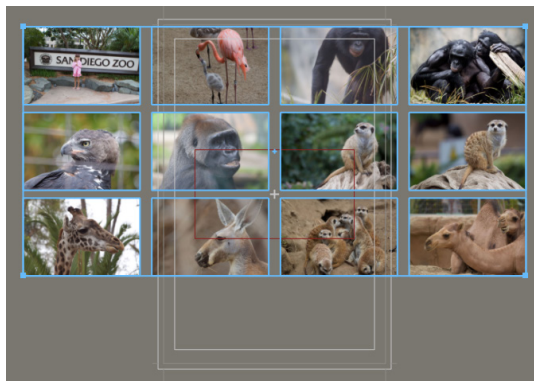
Photographs arranged in a Grid.

After you select your content, choose the **Arrange > Grid** command. The Grid dialog presents the following options:
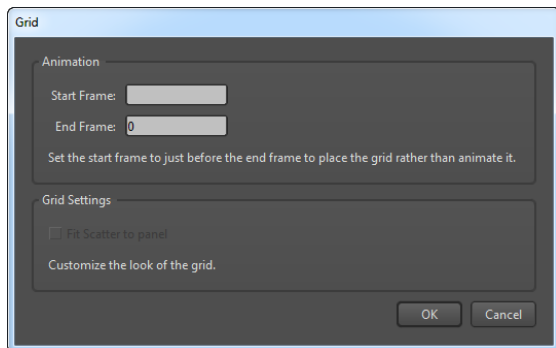
- **Start Frame**: Enter the frame number on which you want the scatter to start. If the frame number is later than the current frame, the images will remain in their original positions until this frame number.

- **End Frame**: Enter the frame number at which you want the scattered images to reach their final scattered positions.

When the playhead lies between the start and end frames that you enter, the grid will animate from the start position to the final end position.

*If you don't want the grid to animate, set the playhead to frame 0 or at the layer start frame before choosing the **Arrange > Grid** command, and then accept the default values that appear in the **Grid** dialog.*

- **Fit Scatter to Panel**: Check this option to resize the scattered objects so that they fit within the selected panel.

Positioning Objects

After selecting an object with the Move tool while in **Standard Mode**, you can choose **Arrange > Position Object** to open the Object Stop Point dialog. This dialog allows you to enter X, Y, and Z coordinates for the stop point associated with the object. For more information, see "Editing Stop Points in Director View" on page 51 and "Editing Stop Points in Camera View" on page 55.

You can reposition the origin point of any object by pressing the CMD/Ctrl+Alt keys and selecting the origin point. You can change the origin point at any time, even after you have animated it.

Working with Text and Word Balloons

MotionArtist allows you to enter text in your projects. While doing so, you have the option to automatically create a word balloon that encloses the text.

The following example explains how you can add text and a word balloon inside a panel:

1. Select the panel into which you want to add the text.

2. Switch to Panel View and position the content in the scene as desired.

3. Choose **Panel > Insert Text** or use the keyboard shortcut **COMMAND/CTRL+T** to add text to the current panel. The **Insert Text** dialog appears.
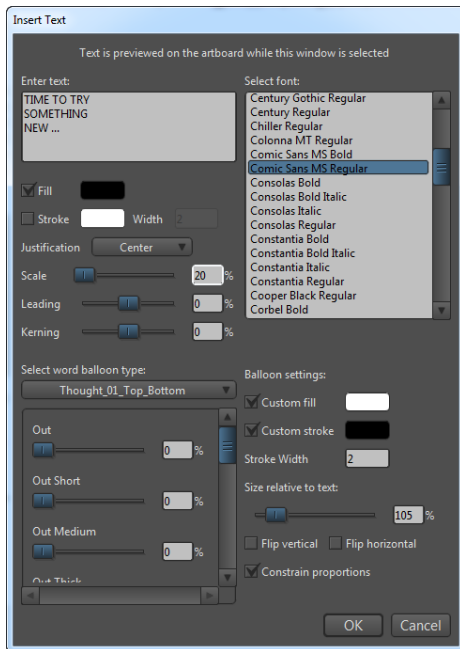
Insert Text *dialog.*

4. The Select Font list displays all of the fonts on your system. Select the font that you want to use from the list.

> *When entering text in MotionArtist, text created with the Insert Text panel will be drawn with characters in the selected font. If a desired Unicode character does not exist in the selected font, a box will be displayed when you type. To use Unicode characters that do not appear in the selected font, you must choose a font that includes the characters you need.*

5. Enter the text in the **Text** field. The artboard shows the text as you type.

> *Word balloons will automatically resize to accommodate the text. If you want to break the text into multiple lines, you will need to press the Enter key where you want a line break to occur.*

6. Use the remaining settings to set additional text properties as follows:

   - **Fill**: Check this option if you want your text to be filled with a solid color. Uncheck the option if you want your text to only use an outline stroke (described next). For filled text, click the color swatch to select the fill color.

   - **Stroke**: Check this option if you want your text to have an outline. You can set the width of the outline (in pixels) in the Width field. Click the Color swatch to select the outline color.

   - **Justification**: Click the justification type that you want to apply to the text. Choices are Left, Center (the default), or Right.

   - **Scale**: Use the Scale slider to increase or decrease the text size, or enter a scale value in the Scale field.

   - **Leading**: Use the Leading slider to adjust the spacing that appears between multiple lines of text. Move toward the left to decrease space, and toward the right to increase space. Negative values are also valid.

   - **Kerning**: Use the Kerning slider to adjust the amount of space between letters. Move toward the left to decrease space, and toward the right to increase space. Negative values are also valid.

7. If you want to use a word balloon to enclose your text, select one of the word balloons from the list. Otherwise, choose **None** if you do not want to use a word balloon.

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Text preview (with word balloon) that appears on the artboard while you type.

8. Use the following settings to determine the color and size of the word balloon:

- **Custom Fill**: Check this option if you want to select a fill color for the word balloon. Click the color swatch to choose the desired fill color.

- **Custom Stroke**: Check this option if you want to select a stroke (outline) color for the balloon. Click the color swatch to choose the desired stroke color.

- **Stroke Width**: Enter the width of the stroke used for the word balloon in pixels.

- **Size Relative to Text**: Use this slider to increase or decrease the amount of white space that appears between the text and the outer edges of the balloon. Move the slider toward the left to decrease the amount of space, and toward the right to increase the amount of space.

- **Flip Vertical**: Check this option to flip the object vertically. For example, if the tail is on the bottom of the balloon by default, it will place the tail on the top.

- **Flip Horizontal**: Check this option to flip the object horizontally. For example, if the tail is on the left side of the balloon by default, it will flip the balloon so that the tail is on the right side.

- **Constrain Proportions**: Check this option if you want to keep an equal amount of white space around the width and height of the balloon. When unchecked, the height of the balloon will be closer to the text, and the width of the balloon will have more white space.

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9. When you select a word balloon, additional options (custom for each word balloon) appear beneath the selection. These options allow you to change the appearance of the word balloon. For example, you might find options that affect the appearance and placement of the balloon tail, or whether the outer edges of the balloon are smooth or cloud-like. Each of these balloon morphs are set to zero, initially. You can move the dials in any combination to change the appearance of the balloon. The preview window updates as you make your changes.
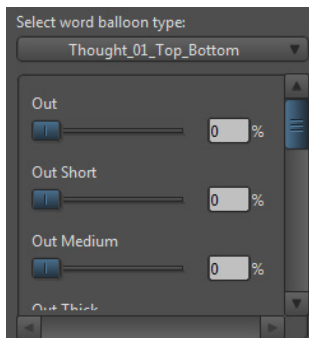
Balloon morphs.

Creating Word Balloons

You can use Anime Studio to create word balloons for MotionArtist. Briefly, the following conditions should be met when creating word balloons:

• The Anime Studio files must contain a rectangular point group named Text Region. If this point group is missing, the balloon will be considered invalid.
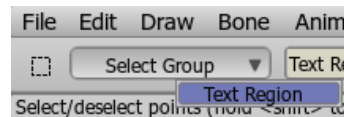
When creating word balloons in Anime Studio, the project must contain a rectangular point group named Text Region.

• If you want to add morph targets to your word balloon, you will need to use the **Window > Actions** command to open the Actions window. Use the New Action button in the Actions toolbar to design single-frame animations that you can use for your morph targets. For further information on this process, see the **Creating Morphs** topic in your Anime Studio Pro users manual (in the Character Wizard chapter).

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- When you install MotionArtist, default word balloons appear in the Resources > Support > Word Balloons installation folder. It is not recommended to put your custom word balloons in this same folder. Instead, create a content folder as recommended in "Creating a Content Folder" on page 21, and place your custom word balloons in its Word Balloons subfolder. Your user-created word balloons will show up in the list the next time you choose the Text tool.

Working with Images

Reverting Images to their Original Size

If an image has been resized manually or by other MotionArtist commands (such as Images > Fit Image to Panel), you can easily revert them back to their original size. After you select the image(s) you want to change, choose the **Images > Revert to Original Size** command. The image will stay in its current position, but will be reset to its original size.

Fitting Images to Panels

If an image is too large to be fully displayed within a panel, you can use the Images > Fit Image to Panel command to resize it. After you select the panel, switch to Panel view. Then click to select the image that you want to resize. Choose the **Images > Fit Image to Panel** command to resize the image appropriately for the panel.

*Resizing the image will not automatically center the image in the panel. If you want to center the image, use the **Images > Center in Panel** command, described next.*

Centering Images in Panels

You can use the **Images > Center in Panel** command to center one or more images in a selected panel.

After you select the panel, switch to Panel view. Then select the images that you want to center, and choose the **Images > Center in Panel** command. The selected image(s) will move to the center of the panel.

Working with Audio

You can record and edit audio in MotionArtist, and perform simple edits such as volume adjustment, length, and simple cuts.

Recording Audio

To record audio, choose **File > Record Audio**, or use the keyboard shortcut **COMMAND/CTRL+U**. The Audio Recording dialog appears.
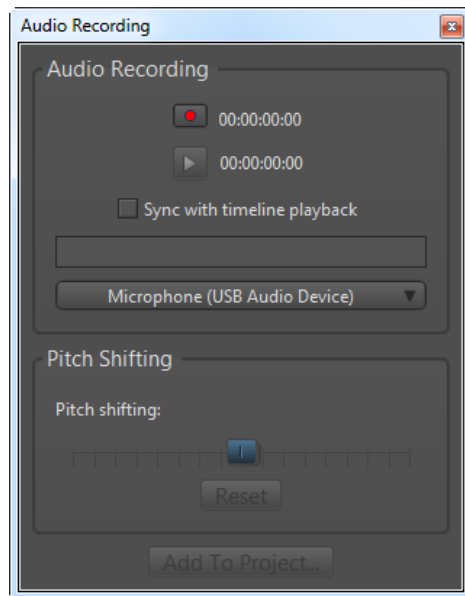
Audio Recording dialog.

You can display or hide the Audio Recording window using the **Window > Audio Recording** *command.*

1. If you have multiple recording devices on your system, use the dropdown list in the middle of the dialog to select the microphone that you want to use.

2. To begin recording, click the top icon with the red dot. When the recording is complete, click the button again to stop recording.

3. To play the recording back, click the Play icon to listen to the recording.

4. Check the **Sync with Timeline Playback** option to record the audio at the same frame rate as that which is set in the Project Settings dialog.

5. You can use the Pitch Shifting section to raise or lower the pitch of the speaker. Move the slider toward the left to lower the pitch, and toward the right to raise it. The Reset button will set the Pitch back to the original level.

6. After you have completed your recording, click the Add to Project button. The audio file will be added to the project. The length of the project will be lengthened if necessary to include the entire length of the audio file.

Putting it All Together

In this section, you'll get a brief overview of how objects and sound can come together to create a MotionArtist project. The Area 52 project contains only one panel. There are several objects in that panel, including sound. The following visual elements appear in the timeline, with the total project length being 2281 frames.

- A panel

- Background layer

- Three text layers that appear at the introduction.

- Three cloud layers.

- A helicopter.

- Seven dialog layers (word balloons)

The following audio elements are also included:

- A music track

- Spoken dialog

• Helicopter sound (used twice)

When the project first starts, the panel background is black. The music track is at full volume. This continues until frame 60, when the panel begins fading in from black. The background becomes fully visible at frame 120.

Begin fade in
from black

End fade in
from black
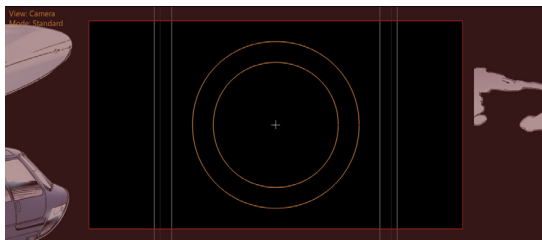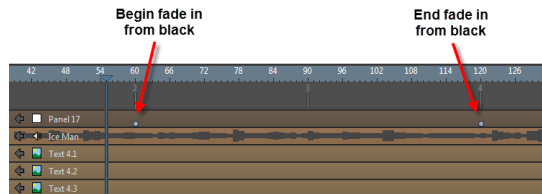
Fade to black keyframes for Panel 1.

Frame 57.

Then, beginning at frame 150, the three introductory text layers come on in sequence, with all three of them finally appearing in full opacity at frame 264. They remain on screen until they all fade out at frame 418. The following screen shot shows the scene with all three text elements displayed. One cloud layer (Cloud 1) is slowly moving from the right side of the screen.

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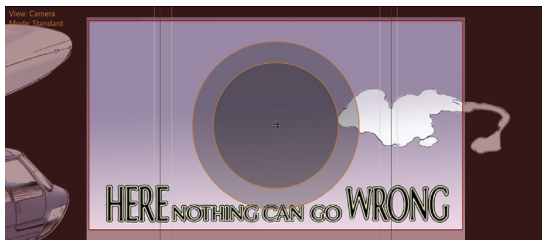
Frame 320.
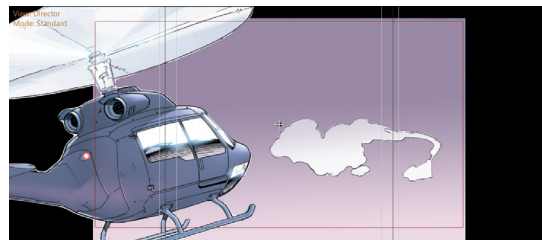
Frame 555.
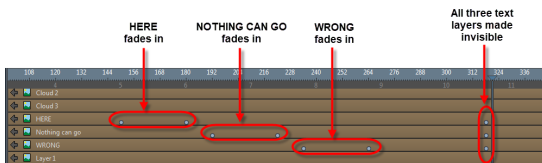
Keyframes for introductory text layers.
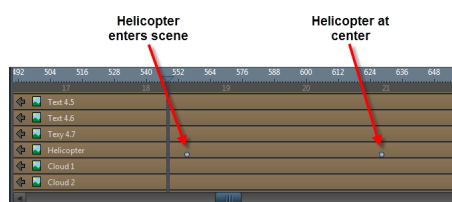
Helicopter keyframes.

The helicopter sound begins to play just before the introductory text fades out. The helicopter starts to move into the scene at frame 480, and the front half appears at the left of the scene in frame 555. The helicopter reaches the middle of the scene at frame 628.

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After the helicopter moves to the center, it moves around in circular motion as though it is bouncing due to air currents. This circular bouncing movement continues

through frame 1980. At frame 721, the volume of the music track is reduced so that the dialog is heard more easily. The first word balloon appears at frame 780.
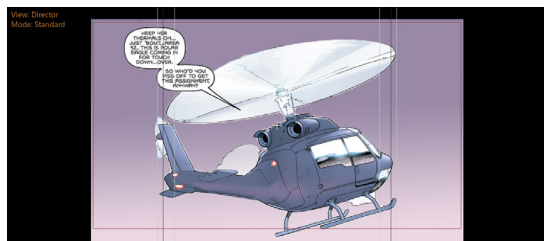
Frame 780.
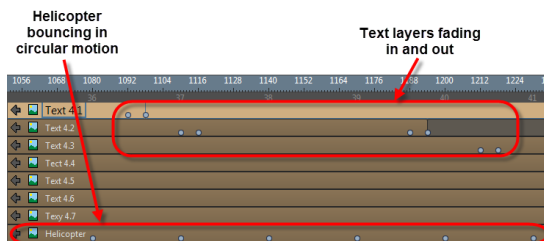
Helicopter and word balloon keyframes.

The helicopter bounces in circular motion while several text balloons are synchronized with the dialog in the audio track. The background layer is translated to move the background toward the ground, while additional cloud layers move through the view of the camera. The last word balloon stops at frame 1914, as the helicopter nears the ground.

Frame 1914.

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Text 4.6
fades out

Text 4.7 fades
in and out

Helicopter bounces
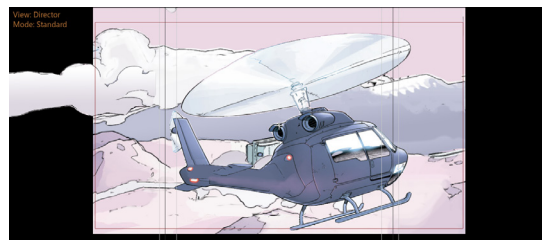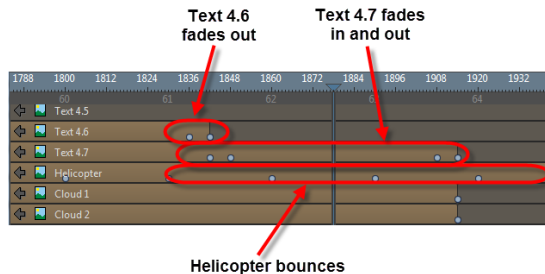
Word balloon and helicopter keyframes.

Frame 2100.

After the dialog stops, the volume of the music track is increased, and the helicopter moves off the screen to the right as it is deceased in size. Finally, the scene fades to black beginning at frame 2100 and ending at frame 2160.

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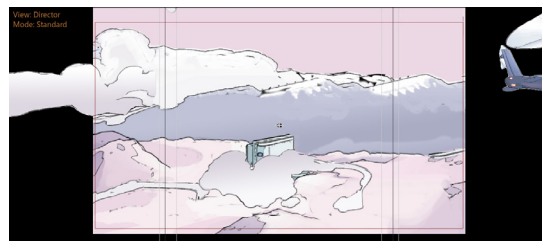
Chapter 15: Distributing Your Comics

Previewing Your Work

To preview your work while you are designing your project, or before you publish your final product, choose **File > Render Frame**, or use the keyboard shortcut **COMMAND/ CTRL+R**. MotionArtist will render a quick JPG render of the current point in time, through the current view.

After you render the frame, click the **Save As** button at the bottom left corner of the Render window to save the render as a JPG, BMP, Targa, or PNG file. You can also copy the image to the clipboard by choosing **Copy to Clipboard**.

A rendered frame.

Gathering Content

The **File > Gather Media** command allows you to easily collect all of the media that is contained in a project, and save it to a single folder.

To create a gathered media folder, follow these steps:

1. Choose **File > Gather Media**. The Save As dialog appears.

2. Locate the folder beneath which you want to create the gathered media folder, and enter a file name. The file will be saved with the .ming file extension.

3. Click Save. MotionArtist will save the project file in the selected folder. The associated media will be collected and saved in subfolders. For example, images associated with a project will be stored in a subfolder named images.

> *The **ming** file that is saved into the Gathered Media folder will reference the media files stored within that gathered media folder. The gathered project will no longer link to the original file locations that were brought into the project. Therefore, if you open the **ming** file in the gathered media folder and need to make changes to the media, you should edit the media stored in the gathered media folder.*

> *Imported Anime Studio files are combined with the .ming file on import. You will not see a link to the original .anme file in your gathered project, or references its associated media (images, brushes, etc.)*

Exporting Movies and Images

To export your comic to a format that you can distribute, choose **File > Export Movie**, or use the keyboard shortcut **COMMAND/CTRL+E**. You can also click the Export button on the MotionArtist toolbar.

The Export Animation dialog allows you to export your MotionArtist project in several different file formats, including JPEG, BMP, Targa, PNG, PSD, AVI Movie, and QuickTime movie.
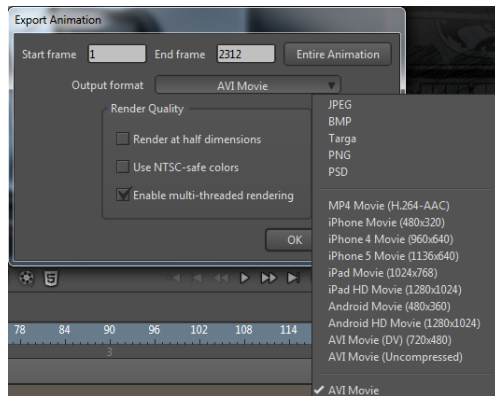
Export Animation dialog.

The options in the Export Animation dialog are as follows:

- **Start Frame**: By default, the first frame in the animation is entered here. Enter a new value if you want to start the export later in the timeline.

- **End Frame**: By default, the End Frame value is the last frame in the project. If your project has multiple scenes, the value entered in this box will represent the total number of frames in all scenes in your project.

  You can toggle the scene's Visible icon off to prevent a scene from being viewed or rendered. See "Adding Scenes" on page 87 *for further information about this icon.*

- **Entire Animation**: Click this button to reset the start and end frames to the length required to export the entire animation (all frames from all scenes in the project).

- **Image Formats**: If you choose **JPEG**, **BMP**, **Targa**, **PNG**, or **PSD**, each frame of your MotionArtist project will be exported as a series of sequentially-numbered images that you can assemble and edit in your video editing software.

- **Movie Formats**: Several movie format options are available to output video in various different frame

sizes: The size you select here should generally correspond to the project size that you set in your project settings. For more information about project settings, see "Project Settings" on page 83.

- **MP4 Movie:** Exports a H.264-AAC movie.

- **iPhone Movie:** Exports a 480 x 320 movie.

- **iPhone 4 Movie:** Exports 1 960 x 640 movie.

- **iPhone 5 Movie:** Exports a 1136 x 640 movie.

- **iPad Movie:** Exports a 1024 x 768 movie.

- **iPad HD Movie:** Exports a 1280 x 1024 movie.

- **Android Movie:** Exports a 480 x 360 movie.

- **Android HD Movie:** Exports a 1280 x 1024 movie.

- **AVI Movie (DV):** Exports a 720 x 480 movie.

- **AVI Movie (Uncompressed):** Exports an uncompressed movie. This option is generally used when the exported movie is edited in a third party movie editor.

- **AVI Movie:** Exports an AVI movie using the current project dimensions.

When choosing an AVI or MOV compression format or codec for export, keep in mind that viewers must also have the same codec available to view the file. We recommend that you select a basic compression format/codec that is installed with Windows or Mac OS X.

QuickTime for Windows is required to export and view MOV format on the Windows operating system.

When you export in the MOV or AVI format, a dialog will display a progress bar as the movie is exported. After the export is finished you will be able to view your movie in any media player that supports the MOV or AVI format.

Publishing to YouTube or FaceBook

MotionArtist allows you to publish and share your creations on YouTube and FaceBook.

On YouTube

Before you upload a video to YouTube, make sure that your YouTube account information is entered in the Preferences dialog, as mentioned in . If this information is not entered, the Preferences dialog will open to the Web Uploads tab the first time you try to upload to YouTube.

To share a movie file on YouTube, proceed as follows:

1. Choose **Share > YouTube**. MotionArtist will prompt you to locate a movie file to share.

2. After you select your movie file, the Video Upload dialog displays the name of the movie you are uploading. Choose Cancel to return to MotionArtist, or Change Movie to select another movie. If you want to upload the movie, choose OK to proceed.

3. MotionArtist will upload the video to your YouTube account. Depending on the preference you set, the videos can be uploaded publicly or privately.

You can use the Web Uploads tab in the Preferences dialog to configure your YouTube user name and password, and set a privacy option if you want your movies to be shared privately. For more information on the Web Upload preferences, see "Web Uploads" on page 33.

On FaceBook

To share your content on FaceBook, follow these steps:

1. Choose **Share > FaceBook**.

2. MotionArtist will open a dialog that prompts you to select the movie that you want to upload. Use the dialog to locate the movie you want to upload.

3. After making the selection, MotionArtist displays the Video Upload dialog. The name of the movie that you are uploading appears in the upper section of the dialog. Beneath that, a preview window displays a preview of the first frame of the movie.

   ▪ Choose **OK** to continue with the upload.

   ▪ Choose **Cancel** to return to MotionArtist.

   ▪ Choose **Change Movie** to select another movie from your hard disk.

4. If you have not yet authorized FaceBook to use the video uploader app, your default browser will open to your FaceBook account. You will be asked if you want to allow video uploads from the Smith Micro Video Uploader. After you authorize the application, close your browser window and return to MotionArtist.

5. When you return to MotionArtist, a dialog asks you to confirm that you want to upload the file. Click OK to complete the upload to your FaceBook account.

You will need to agree to all the authentication requests before posting. If you deny the request, MotionArtist will not upload the video and will give you an error message as such.

Publishing to MotionArtistTV

The **File > Publish to MotionArtistTV** command allows you to publish your MotionArtist projects to the MotionArtistTV portal, where others can view them.

MotionArtistTV is a public publishing portal for MotionArtist users. Movies are displayed in a gallery type format which

displays the movie name, the name of the user that uploaded the movie, and a record of how many times the movie has been viewed.
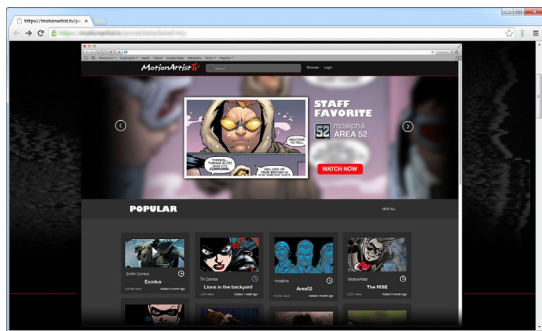
The MotionArtistTV Home Page.

If you have not yet signed up for a MotionArtistTV account, you will be prompted to do so before you publish your first movie. You will be directed to the MotionArtistTV site where you can set up your account. You will be required to enter first and last name, a username, a valid email address, and a password.

Chapter 15: Distributing Your Comics

After you have completed your project, choose **FIle > Publish to MotionArtist TV**. MotionArtist will display a progress dialog while it prepares your project for publication,

Next, you will be prompted to log in to your MotionArtistTV account.

If you have not already created an account the MotionArtistTV Login dialog includes a Create Account button. Click this button to open your web browser to the MotionArtistTV web site, where you can set up your new account.

The MotionArtist TV dialog appears.
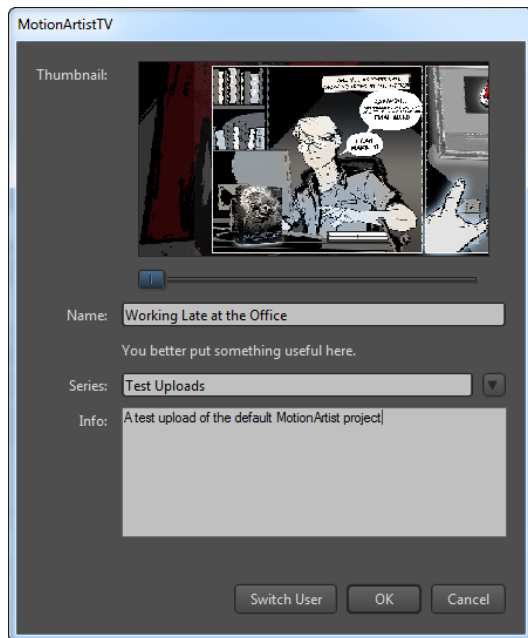
Publish to MotionArtistTV dialog.

Complete the following options:

- **Thumbnail**: Use the slider to select the frame that you want to use for a movie thumbnail.

- **Name**: Assign a name to the movie. This is the name that will appear beside the thumbnail. Try to select a name that is descriptive of the movie.

- **Series**: Enter a series name, which you can use to categories movies that have a common theme or purpose. Existing series names can be selected by clicking the down arrow that appears at the right of the **Series** field. You can also remove a movie from a series by selecting **None** from the dropdown list.

- **Info**: In this field, you can enter descriptive informaiton about the movie, such as a storyline, production credits, and other information that might be useful for the readers.

- **Switch User**: Click this button if you want to log in under a different MotionArtistTV user name.

- **Cancel**: Click this button to cancel the upload process.

- **OK**: Click this button to complete the publishing process.

Chapter 15: Distributing Your Comics

After you press OK, a progress bar will display as your project is uploaded to MotionArtistTV.
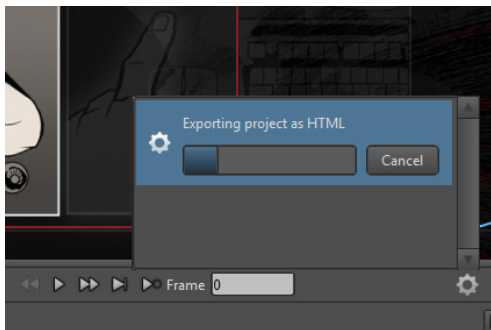
A progress bar appears while your project is being uploaded.

To view the published movie, open your web browser and navigate to motionartist.tv. Log in to your account if necessary. Your new MotionArtist project will appear in the **New** uploads section.

You can make changes to uploaded videos at any time. To do so, click on your account name which is located in the top right section of your browser window, then choose Profile. You will be able to view the episodes and series that you have uploaded. Simply select the video that you want to edit or delete, and make the desired changes.

Chapter 15: Distributing Your Comics

Part 4:
Appendices

Appendix A: Technical Support

We've worked hard to ensure that MotionArtist's powerful features are both easy to use and available to users running a wide variety of computers. However, there may be times when you need technical support. Smith Micro Software is pleased to offer free technical support to registered users of our products. To receive technical support, please visit our Web site at https://support.smithmicro.com/ and browse through our extensive product FAQs.

Please use the following checklist before contacting Technical Support:

- **MotionArtist Reference Manual**: This Reference Manual answers most MotionArtist questions. Before contacting Technical Support, please read the pertinent section(s) of this manual thoroughly.

- **FAQ**: Please visit the product FAQs at the above-listed URL.

Still don't see your question answered? Please contact Technical Support by clicking the link to http://support.smithmicro.com and completing our online support form. When contacting Technical Support, please fill out the form as completely as possible and include as much information as possible. This will help us resolve your issue faster. Once the form is complete, a Technical Support representative will contact you directly as soon as possible. Support requests are answered via e-mail in the order they are received. Online support is free to all registered MotionArtist users. MotionArtist users are strongly encouraged to register after installing the application on http://store.smithmicro.com/productregistration.aspx.

In order to receive support, we require the following information:

- Your name

- E-mail address

- Telephone number (including international dialing information, if applicable)

- Your current operating system

- Your computer specifications (CPU, RAM, hard drive, video card, etc.)

- MotionArtist serial number

- Detailed description of the problem

Appendix A: Technical Support

This information will help us isolate and resolve your issue. We require this information in order to provide support services and are unable to respond to incomplete requests in a timely fashion.

For international support, please contact your local distributor. Smith Micro Software maintains a list of our international distributors at http://my.smithmicro.com/store/intlpartners.HTML.

Smith Micro Software reserves the right to alter our technical support policies at any time without advance notice.

Appendix B: Keyboard Shortcuts

Keyboard shortcuts are available for many menu commands found in MotionArtist. The following tables summarize the available keyboard shortcuts for each menu.

File Menu

Command	Windows	Mac
File > New	CTRL+N	COMMAND+N
File > Open	CTRL+O	COMMAND+O
File > Close	CTRL+W	COMMAND+W
File > Save	CTRL+S	COMMAND+S
File > Project Settings	CTRL+SHIFT+P	COMMAND+SHIFT+P
File > Render Frame	CTRL+R	COMMAND+R
File > Export Movie	CTRL+E	COMMAND+E
File > Import	CTRL+I	COMMAND+I
File > Record Audio	CTRL+U	COMMAND+U

File > Quit	CTRL+Q	COMMAND+Q

Edit Menu

Command	Windows	Mac
Edit > Undo	CTRL+Z	COMMAND+Z
Edit > Redo	CTRL+SHIFT+Z	COMMAND+SHIFT+Z
Edit > Cut	CTRL+X	COMMAND+X
Edit > Copy	CTRL+C	COMMAND+C
Edit > Paste	CTRL+V	COMMAND+V
Edit > Select All	CTRL+A	COMMAND+A

* Preferences command is found in the MotionArtist application menu in Mac systems

Arrange Menu

Command	Windows	Mac
Arrange > Lock	CTRL+L	COMMAND+L
Arrange > Unlock	CTRL+ALT+L	COMMAND+OPT+L
Arrange > Animation > Add Object Stop Point	CTRL+0 (zero)	COMMAND+0 (zero)
Arrange > Animation > Add Camera Stop Point	CTRL+9	COMMAND+9
Arrange > Animation > Set Layer Start Frame	CTRL+B	COMMAND+B
Arrange > Toggle Selection Visibility	CTRL+K	COMMAND+K
Arrange > Position Object	CTRL+M	COMMAND+M
Arrange > Position Camera	CTRL+SHIFT+M	COMMAND+SHIFT+M

Panel Menu

Command	Windows	Mac
Panel > New Panel	CTRL+SHIFT+N	COMMAND+SHIFT+N
Panel > Insert Text	CTRL+T	COMMAND+T

View Menu

Command	Windows	Mac
View > Director View	CTRL+1	COMMAND+1
View > Camera View	CTRL+2	COMMAND+2
View > Panel View	CTRL+3	COMMAND+3
View > Timeline Zoom In	ALT+Mousewheel Scroll Up	OPT+Mousewheel Scroll Up
View > Timeline Zoom Out	ALT+Mousewheel Scroll Down	OPT+Mousewheel Scroll Down
View > Enable Grid	CTRL+G	COMMAND+G
View > Grid Settings	CTRL+SHIFT+G	COMMAND+SHIFT+G

Window Menu

Command	Windows	Mac
Window > Timeline	CTRL+SHIFT+T	COMMAND+SHIFT+T
Window > Library	CTRL+SHIFT+L	COMMAND+SHIFT+L
Window > Audio Recording	CTRL+SHIFT+A	COMMAND+SHIFT+A
Window > Layer Settings	CTRL+SHIFT+I	COMMAND+SHIFT+I

Other Hot Keys

Tools

Command	Key
Rectangular Panel	R
Oval Panel	O
Polygon Panel	M
Camera Target	A
Split Panels	S
Pan	N

Zoom	Z
Add Text	T or CTRL/COMMAND+T
Move Tool	V
Camera Tool	C

Views

Command	Key
Director View	CTRL/COMMAND+1
Camera View	CTRL/COMMAND+2
Panel View	CTRL/COMMAND+3

Scenes and Panels

Command	Key
Cycle Panel Tools	P (repeat until desired tool is selected)
Cycle Panel Tools Backwards	SHIFT+P
Next Panel	TAB
Previous Panel	SHIFT+TAB
Go to Frame 1 of Scene or Panel	SHIFT+ALT+Left Arrow
Go to Last Frame of Scene or Panel	SHIFT+ALT+Right Arrow

Next Scene	> or . (Period)
Previous Scene	< or , (Comma)

Step backward/forward 1 frame	Left/Right Arrow Keys
Move Object Priority on Timeline	ALT+Up/Down Arrow Keys
Move Object Position on Timeline	ALT+Left/Right Arrow Keys
Zoom in Timeline	CTRL/COMMAND + Mouse Wheel Scroll Up
Zoom Out Timeline	CTRL/COMMAND + Mouse Wheel Scroll Down

Stop Points

Command	Key
Previous Object Stop Point	[
Next Object Stop Point	]
Previous Camera Stop Point	SHIFT+[
Next Camera Stop Point	SHIFT+]
Previous Stop Point (Camera or Object)	CTRL/COMMAND+[
Next Stop Point (Camera or Object)	CTRL/COMMAND+]
Create Object Stop Point	CTRL/COMMAND+0 (zero)
Create Camera Stop Point	CTRL/COMMAND+9

Objects

Command	Key
Nudge Left/Right	SHIFT+CTRL/COMMAND+Left/Right Arrow Keys
Nudge Up/Down	SHIFT+CTRL/COMMAND+Up/Down Arrow Keys
Micro-Nudge	COMMAND/CTRL+Left, Right, Up, or Down Arrow Keys

Timeline

Command	Key
Navigate Timeline (Select objects)	Up/Down Arrow Keys
Left/Right (Jump to frame + or - 1 second))	SHIFT+Left/Right Arrow Keys

Other

Command	Key
Center Camera	ESC
Minimize All Palettes	~
Zoom In	=/+ (Equal or Plus Key)
Zoom Out	- (Minus Key)

Appendix B: Keyboard Shortcuts

Index