

MotionGraphix

Gestures

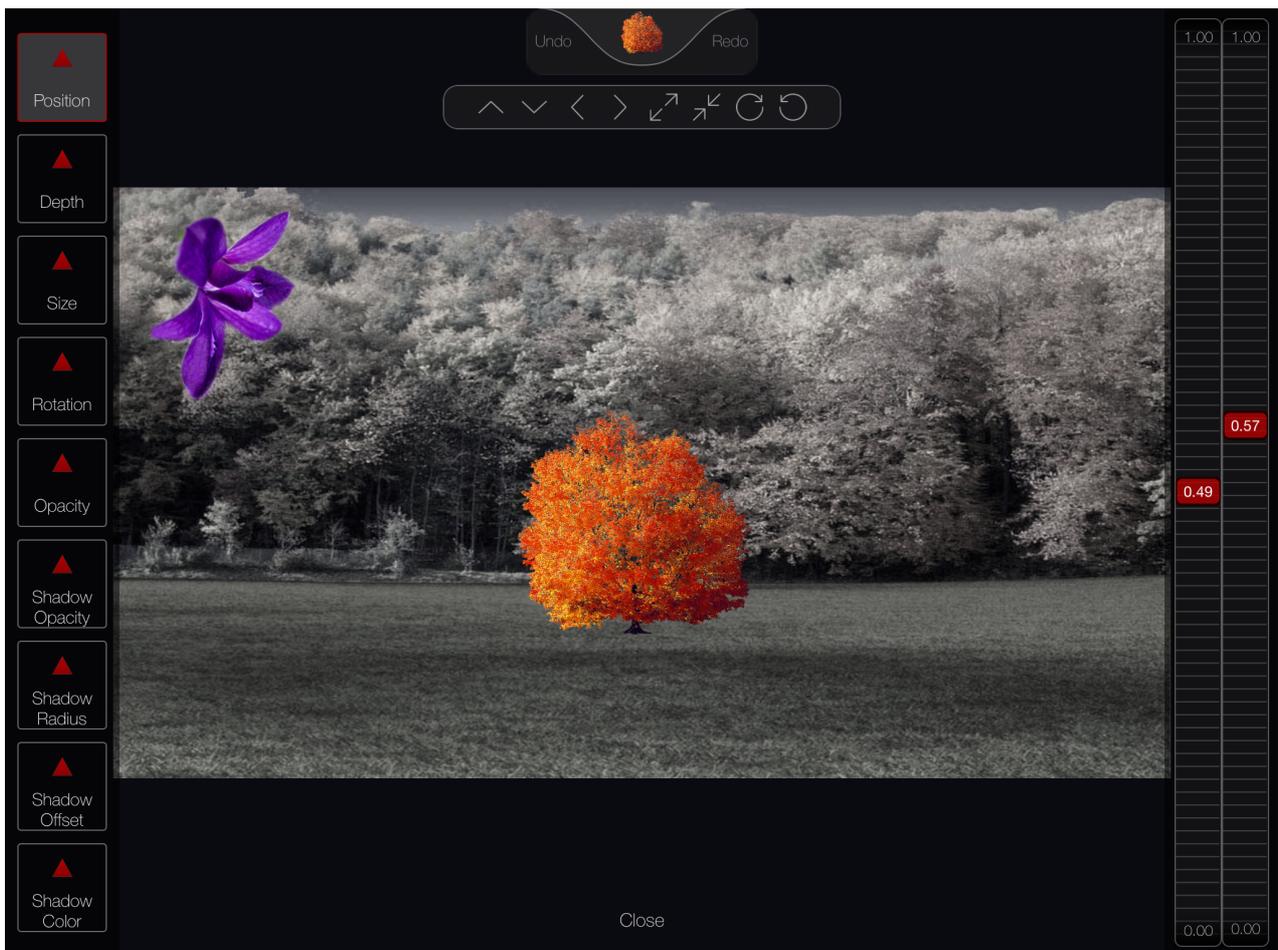
Tap and Hold on Element

Tap and hold on an element to display a contextual menu which contains fast access to duplicate, delete, keyframe removal and motion adding or motion moving for the selected element



Double Tap Element

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



Move Element

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

Scale Element

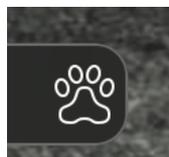
To scale an element, two finger pinch with at least one finger on the element. This is an undoable action.

Rotate Element

To rotate an element, two finger rotation gesture with at least one finger on the element. This is an undoable action.

Digital Tracking

This feature allows you to animate the position of an element by moving your finger over the view, and recording positions which are then turned into an animation. To start digital tracking turn it on in the play control.



Then tap and hold until the player starts to play. Now move your finger over the view. When you lift your finger the recording is over and a new keyframe animation is added with a default element. The last thing to do is to switch the element out by selecting it, opening the adjust editor and going to the element tab and picking a new element for the motion.



Element List and Element Adjustment Controls

Tapping on the red elements or adjust buttons will display /hide the elements list or the parameters for an element. Tapping anywhere on the interface NOT on an element will close both drawers.



View Pan and Scroll

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

Player Single Tap

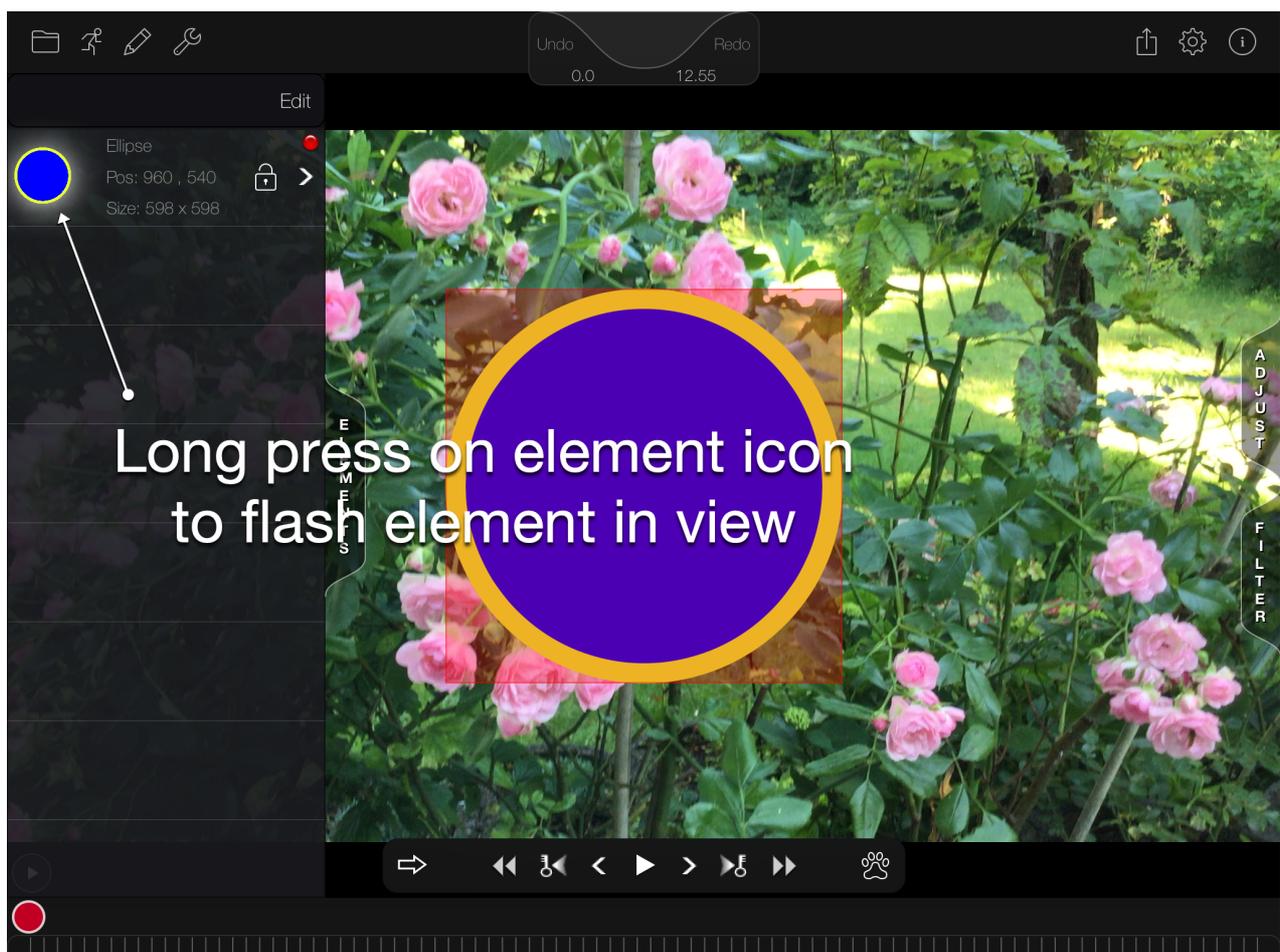
A single tap in the player will hide/show the UI. This can be helpful when viewing on a smaller device, or for playing the movie without distracting interface elements. To stop play, or to finish this state, simply tap anywhere on the main view.

Player Two Finger Single Tap

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

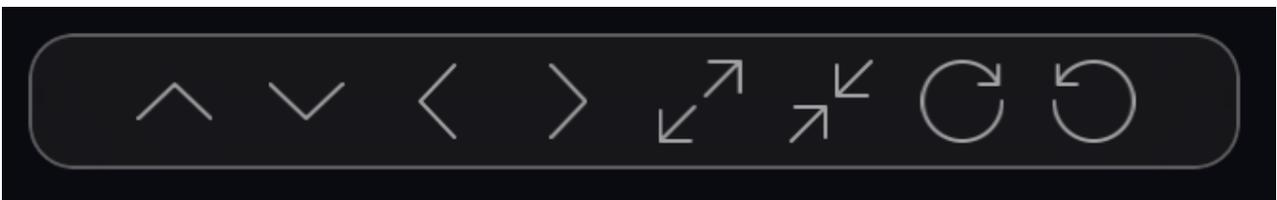
Element Find

Sometimes, when there are a lot of elements in the project, or an element is currently transparent, it is useful to be able to find it in the view. Tapping on the control view in the center of the ui will cause the element to flash shortly.



Play Controls Nudge Controls

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



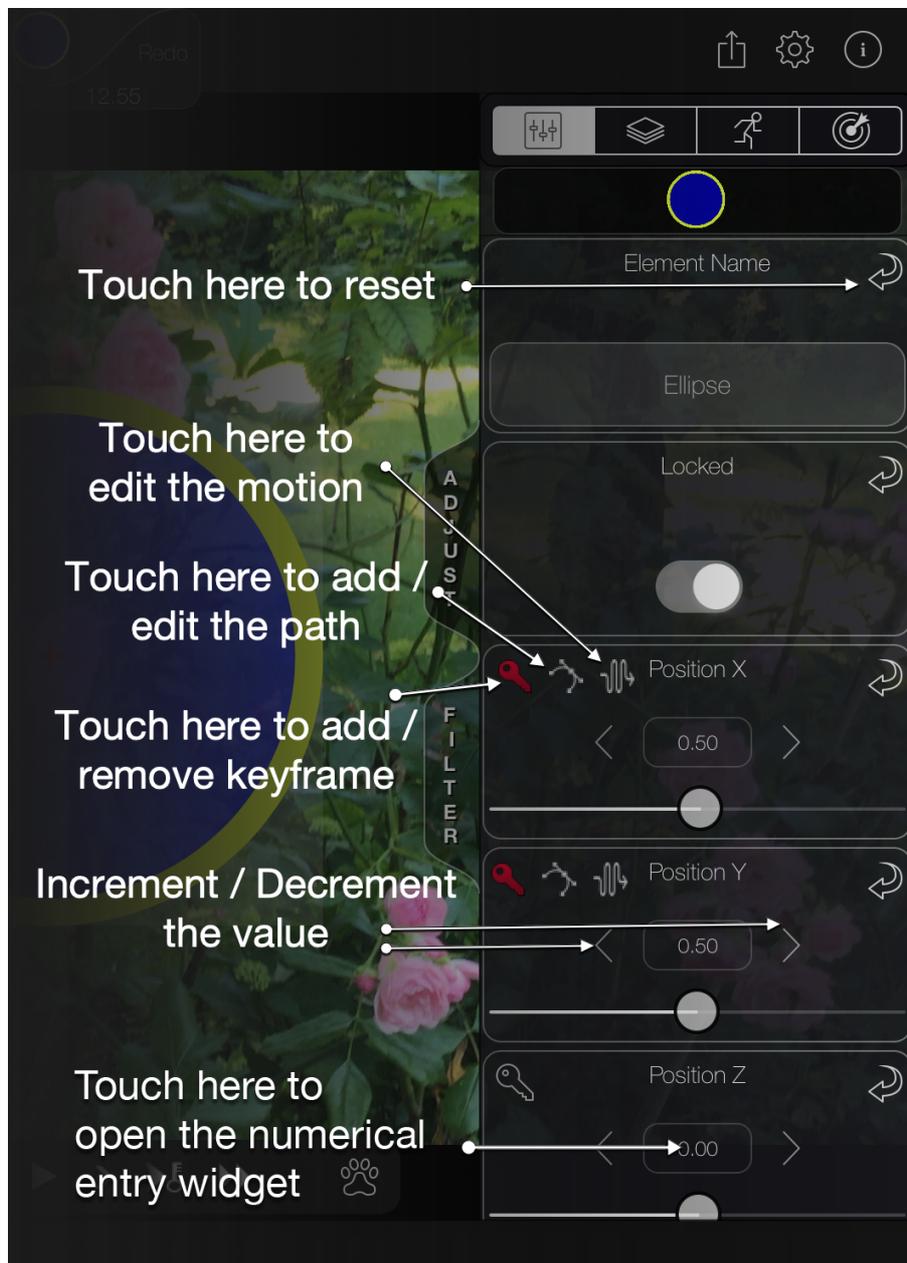
Cutout Node Gestures

When a cutout element is being edited, touch anywhere to start adding a contour. Every touch adds a new point to the contour. Touch and hold while adding a point allows you to break the tangents and pull them while adding. Double click on the last point added to close the shape. It is also possible to close the shape by clicking right next to the first point added. Once the shape is closed, double clicking on a point will break the tangents. Touch and drag on a point to move it. Zoom and pan in the view to manipulate the scroll view.

Shape Node Gestures

When a shape element is being edited, and you have selected contour, touch anywhere to start adding the contour. Touch and hold while adding a point allows you to break the tangents and pull them while adding. Double click on the last point added to close the shape. It is also possible to close the shape by clicking right next to the first point added. Once the shape is closed, double clicking on a point will break the tangents. Touch and drag on a point to move it. Zoom and pan in the view to manipulate the scroll view.

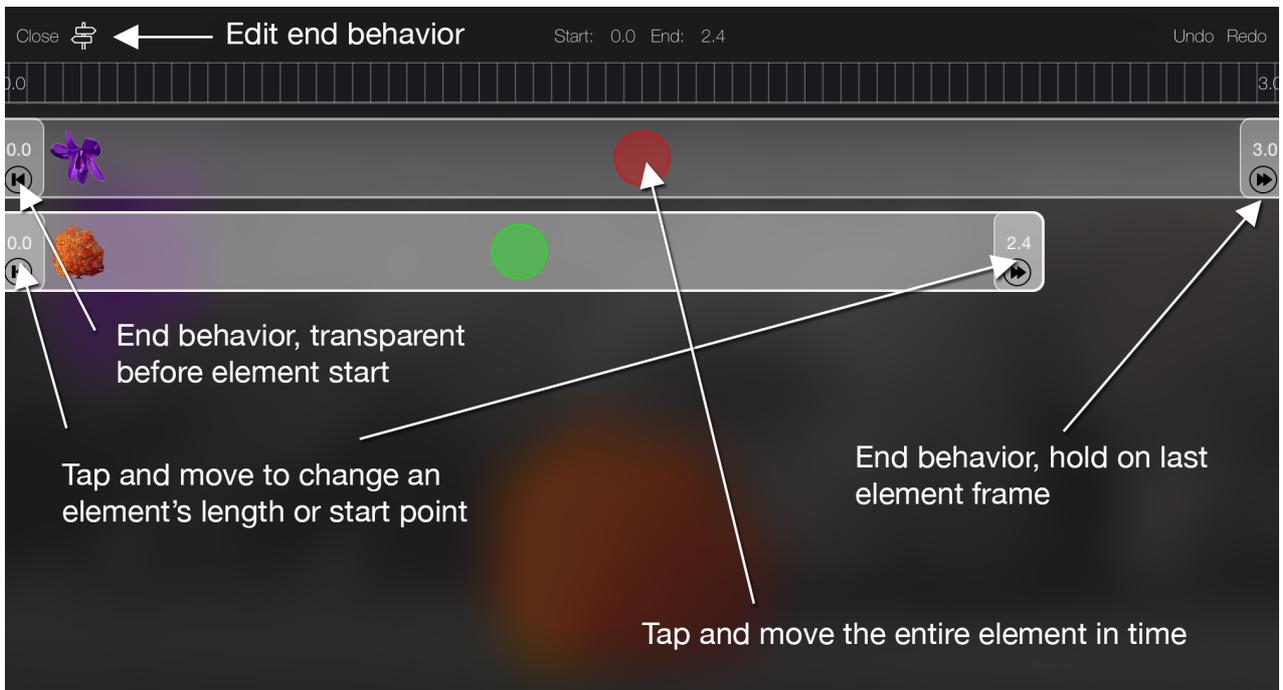
Parameter Controls



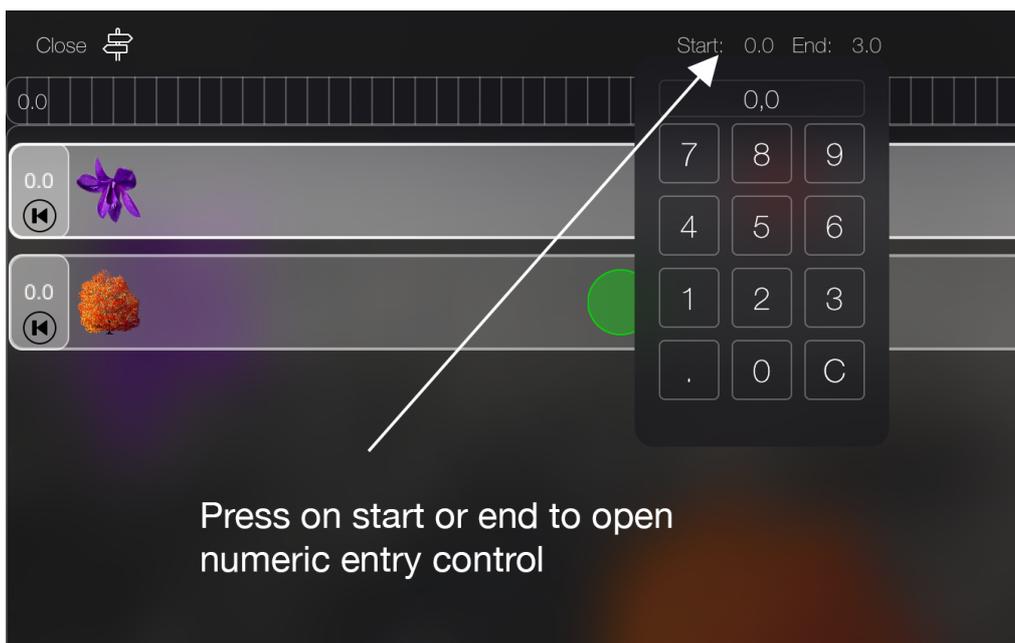
Timeline Editor

The timeline editor is used to move elements temporally.

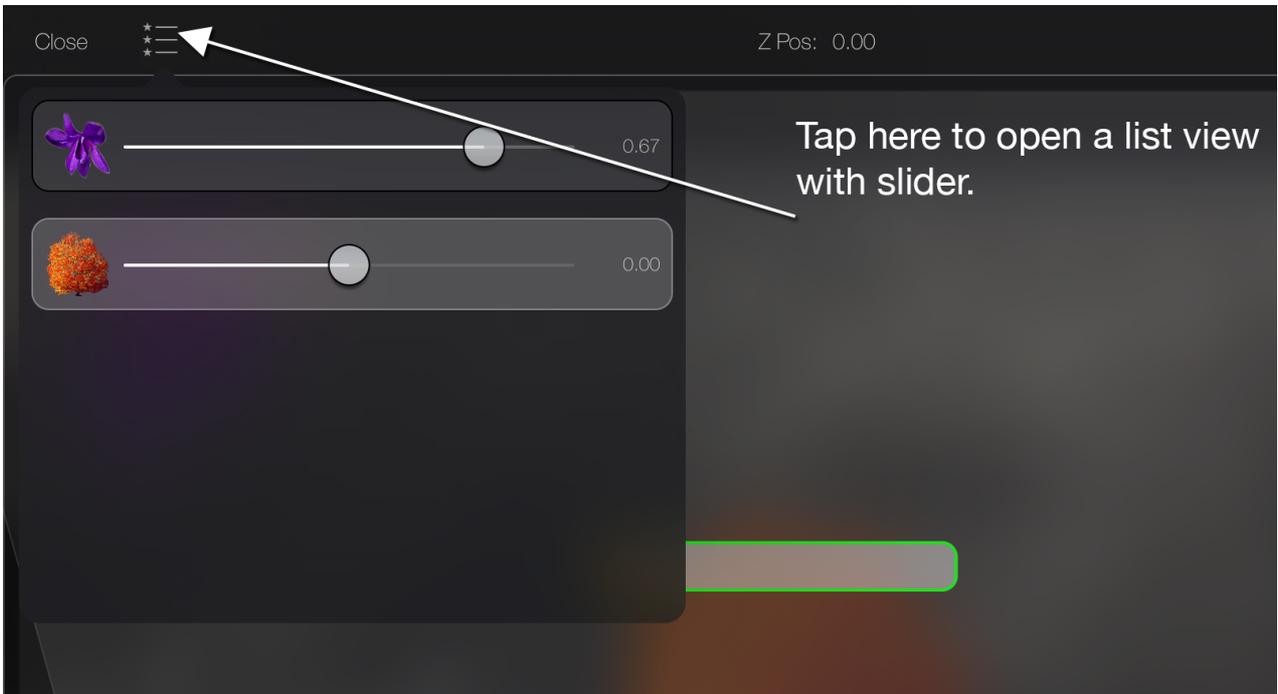
To open the numeric entry keypad, simply press on one of the start or end items.



Camera Editor



The camera editor is used to position elements in z position. The closer to the bottom of



the view, the closer the element is to the camera.

