MotionGraphix

Tips and Tricks

Single Element keyframe editor

1. When you open the single element keyframe editor, the elements drawer and adjustment drawers will be hidden. They will remain hidden until you close the single element keyframe editor by tapping anywhere in the view.

Multiple Element Keyframe Editor

1. The Keyframe editor can be panned and zoomed. When you are moving keyframes, a soft tap and move will pan the view. In order to gesturally move a keyframe it helps to touch a bit harder and it also helps to zoom the view in.

2. If you have one element selected in the editor (tap anywhere on an element rectangle), jumping to previous/next keyframes will evaluate only the selected element animation keys. If you have nothing selected, all element animations will be evaluated.

Memory

1. Be careful how many 4K depth or segmented images you add to your projects. They are memory intensive. Depending on the age of your device, they can slow the system down. Very complex SVG elements tend also to be memory intensive.

Files

1. **Very Important**: Please don't change the name of the project zip file when you export, it will make the file unusable, since important project name information is stored in the zip file.

2. MotionGraphix can import SVG files. SVG files with gradients aren't supported yet. The gradients will come in as flat monochrome areas. You can add some color back by increasing the line width and changing the color of the lines.

PARENTING

1. Parenting Rules:
   * Parent scale, rotation, position and zPosition **affect** all children
   * Parent opacity **does not** affect children
   * Parent background color **does not** affect children
   * Parent border color **does not** affect children
   * Parent border width **does not** affect children
   * Parent corner radius **does not** affect children
   * Parent locked state **does not** affect children
   * Parent hidden state **does** affect children
   * Parent shadow settings **do not** affect children
   * Parent pivot **does not** affect children
   * Parent look does not affect children

2. When you add parent / child relations between elements, please be aware that the order that you parent elements will not always be the order that you will have them visually arranged in the view. For instance, if you have a head, torso and arms you may want to have the torso be the parent and the head and arms be children. So the torso would be the top of the parent child lattice, and the head and arms would be beneath it.

3. When creating parent child relationships, it can be very useful to use a no-op element as the top parent. It looks like an axis, but will not be visible up when rendering.

4. It is possible to create a parent element with an arrangement of children and then hide or make transparent the parent element. Since parent transparency doesn't affect children, this allows you to move, rotate or scale all children in unison around an invisible hub.

5. Position, zPosition, scale and rotation of a parent element affect all children. When you make parent/child relationships between your elements, it is best to perform your parenting before you have rotated and scaled them. Position is handled automatically, but parent scale and rotation can move your child elements from their current position when you connect them. If you do add a child to an element that has been rotated or scaled, you will simply have to move the child back into the correct position afterward. No big deal really, but it is an extra step.

6. There is perspective in the scene, to help simulate a 2.5 D environment. When you change the z of a child, it will also move in x and y along the planes of perspective.

7. Negative scale and parenting can produce unexpected results. It is best when doing parenting to avoid negative scale in your parents. Negative scale can cause gestural positioning to behave strangely, so the element doesn't move with your finger. If this happens, you can use the position X and Y sliders to position the element correctly.

ELEMENTS

1. When your project gets populated with a lot of elements, it can help immensely to lock elements so they can't be moved gesturally anymore. This is especially true if you have full screen elements. Be careful if you hide an element. The only way to know it still exists, is in the elements list. It won't be selectable or visible in the main view.

2. Another thing that can help when you have lots of elements in your scene is to use the elements list for selecting elements. Hidden and locked elements can still be selected from the elements list. Locked elements can still be edited from the adjust drawer. Be aware that a hidden element will not have a selection graphic, but its position path will be visible, if it has any position animations. You can also perform a long press on the elements list to open the marker menu for that element.

3. When adding a text element, it is best to add the text with a small font so you can see what you are typing. The keyboard takes up an enormous amount of space. When the font is large it may be obscured by the keyboard. Another option is to add text in portrait mode. A keyboard attached to your iPad is the easiest solution, since the graphic keyboard is not displayed at all.

4. As you create Cutout, ChromaKey and DepthKey elements, the final result will be added to "My Sprites". They will be accessible from Photos section of the "Add Image Element" picker. Additionally, all images you select from file pickers will also be added to "My Sprites". If your Photos sections of the "Add Image Element" picker starts to get too full, you can press the Edit button and delete the ones you no longer want. Be careful that you aren't using them in any project though! You can also disable this feature in the ellipsis menu/Settings popover.

5. There is a perspective transform in the scene which enables 2.5 D animation. It is particularly visible when moving an element in Z. It will also move in x and y along perspective planes. Be careful with very high Z values, the element may move completely off the scene. If this happens you can zoom way out to look for it outside the borders of the image. If it has moved so far off screen that you can't find it, it will

still be visible in the element's list. Select it in the element's list and change the X, Y and Z with sliders until it becomes visible again.

PARAMETERS AND KEYFRAMES

1. In any parameter drawer, if the keyframe button is red it means there is a keyframe on that frame. If you press the keyframe button when it is red it will remove the keyframe and vise versa.

2. Position parameters have additional buttons for path and motion. A path is a curve you draw for the element to follow. A motion is a procedural animation which affects the position, scale or opacity channels. If you press on one of the buttons it will open the corresponding editor. If either button is red it means the element has either a path or a motion associated with it.

3. A step keyframe is where a value changes drastically from one frame to the next. An example of a step keyframe is animating opacity from 1.0 to opacity 0.0 to make an element suddenly disappear. To create a step keyframe, navigate the player to the correct frame. Set the parameter to the desired value. This will add a keyframe and the keyframe button in the parameter drawer will turn red. Move ahead one frame in the player and change the parameter value. The system will once again automatically add a keyframe. Because the change happens in one frame it will appear that the element simply disappears.

4. If you change the background of your project, the overall project length can change. The elements in the project will **not** automatically change. For instance, if you have made your project longer, your elements will only be visible for the length of the old background (depending on what you had the "End Behavior" set to. To lengthen the elements, open the Timeline and drag the end point of the elements to the maximum scene length.

MARKER MENU

1. You can access the marker menu in the main view with both one or two finger long press.

PROCEDURAL ELEMENT EDITOR

Procedural elements are particle systems. A particle system is an inherently animated element. When you change parameters in a particle system element, it can take some

time for the change to take effect. It can help to set the player to the first frame when changing parameters.

Undo/Redo

Most editors in MotionGraphix, such as the element creation editors have an independent undo/redo manager. You can tell if an editor has its own undo manager, if there are both cancel and accept buttons. This means that any changes you make in the editor are undoable only while the editor is open. When you accept, the changes will be added to the main undo/manager as one change. If you press cancel, all changes are lost.   In editors such as the focused element editor, timeline and camera editors, where there is only a close button, all edits are added immediately to main undo manager. This means that when you close the editor, all the edits are still available for undo.