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# MotionArtist

Reference Manual

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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. When you update the assets in the creation application, they will automatically update in Motion Artist. For example, if you create a walk cycle in Anime Studio and learn that the character walks too fast, you can return to Anime Studio and slow it down. After you resave the ANME file from Anime Studio, the walk cycle will update in MotionArtist.

- 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.

## 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 > MotionArtist Reference Manual** from within MotionArtist to launch this manual.

## System Requirements

System requirements for MotionArtist installation are as follows:

### Windows 7, XP, Vista

- 500 MHz Intel Pentium or equivalent
- 100 MB free hard drive space
- 256 MB RAM; 1024x768 resolution; 16-bit color display
- CD-ROM drive (for physical version of application)
- Windows® Internet Explorer® 7 or newer
- Poser 7 or later needed to import Poser scenes.

### Macintosh

- OS X 10.6 or higher (Universal Binary)
- Intel Processor, 500 MHz or above
- 100 MB free hard drive space
- 256 MB RAM; 1024x768 resolution; 16-bit color display

- CD-ROM drive (for physical version of application)

## 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/motionartist-hang-out.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 <http://my.smithmicro.com/support>.
- **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 <http://support.smithmicro.com>. Please refer to

“Appendix A: Technical Support” on page 131 to view our technical support policy.

- **Sales:** You may reach our sales department via e-mail at: [sales@smithmicro.com](mailto:sales@smithmicro.com).
- **Other Links:** Selecting **Help > Smith Micro Web Links** or **Help > Other Web Links** within MotionArtist lists other valuable online resources.

## 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](mailto: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

### Chapter 1: Welcome to MotionArtist!

- 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: PRIVATE BETA-Motion Artist (Ming)

## Installing MotionArtist

Installing MotionArtist is a straightforward process. Before inserting your DVD, 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**.

### MotionArtist Installation (Mac)

1. Double-click on the Install icon.
2. The Welcome screen appears. Click **Continue**.
3. The ReadMe screen displays important information relating to the release. After you read the information, click Continue.

- 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.
- 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.*

- 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 if you want 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 > Create 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.

## The Welcome Screen

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

- **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.
- **Never 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**.*

### Chapter 2: Installing MotionArtist



*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

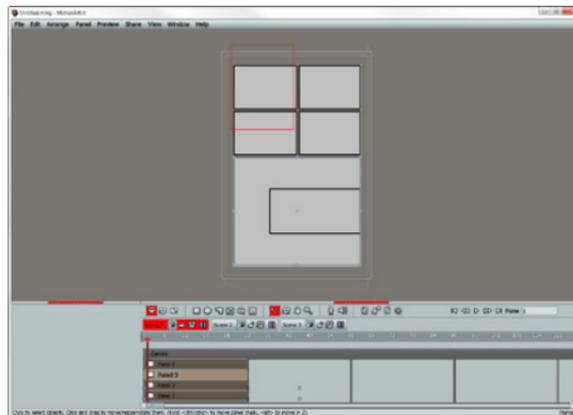
Smith Micro Software is committed to supporting all of our products by releasing Service Releases and other updaters that address issues present in earlier versions and/or enhance the product's usability or functionality.

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

# Part 2: MotionArtist Overview

## Chapter 3: The MotionArtist Workspace

The MotionArtist workspace is arranged in a simple workspace 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). 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 for each of these areas.



*MotionArtist workspace.*

### MotionArtist Menu Bar

The MotionArtist Menu Bar displays menu commands in nine categories: File, Edit, Arrange, Panel, Preview, 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.

File Edit Arrange Panel Preview Share View Window Help

*Menu Bar.*

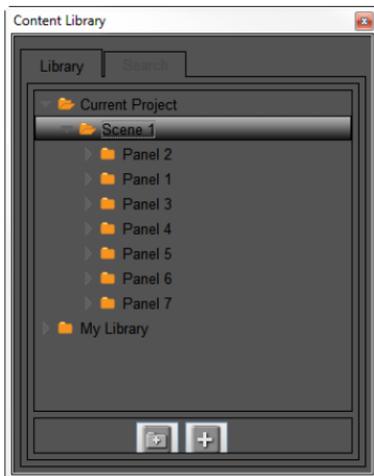
## The Artboard

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


*Artboard.*

## The Library Window

The Library window appears on the left side of the interface. It provides an easy way to access files that are in your project or on your hard disk. The Library window is discussed in more detail in “[Chapter 6: The Library Window](#)” on page 55.



*Library window.*

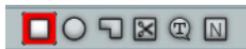
## The Toolbars

- 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:
  - “[Director View](#)” on page 35
  - “[Camera View](#)” on page 40
  - “[Panel View](#)” on page 47



*View Selector tools*

- The Panel 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**, **Split Panel**, and **Insert Text**. For more information, see “[Chapter 9: Working with Panels](#)” on page 76.



*Panel 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 View**, **Pan**, and **Zoom**. For more information about these tools, see [“Chapter 11: Working with Objects”](#) on page 113.



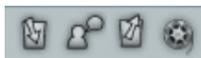
*Selection and Workspace Tools*

- 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 [“Creating Word Balloons”](#) on page 121.



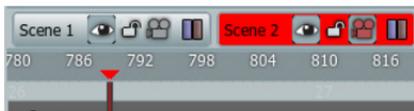
*Audio Tools*

- There are four Project Tools that allow you to save or export your MotionArtist projects in various ways. From left to right, these icons are:
  - **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 10: Working with Content”](#) on page 93 for more information.
  - **Share:** Opens the Select Movie dialog, where you can select a file to share on YouTube or FaceBook. See [“Sharing Your Work”](#) on page 128.
  - **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:** Opens the Export Animation dialog, which allows you to render your project in various image and movie formats. See [“Exporting Your Comics”](#) on page 124.

*Project Tools*

## Scene Tabs

Each scene in your project appears as a tab at the top of the timeline. When you select one of the scenes, the timeline displays the elements in that scene, arranged in time and space. Scene tabs, and the tools associated with them, are discussed in more detail in “[Chapter 8: Working with Scenes](#)” on page 67.

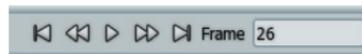
*Scene Tab Tools*

## 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. “[Chapter 5: The Timeline Window](#)” on page 50 discusses the arrangement of the **Timeline** in more detail.

*The Timeline*

MotionArtist also has a standard set of playback controls that allow you to navigate through the contents in the scene.

*Playback Controls*

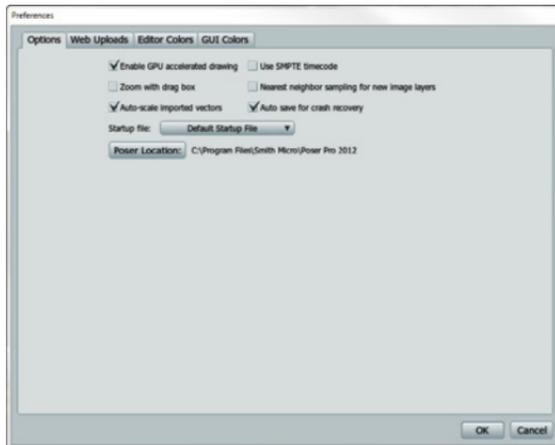
## Setting Preferences

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 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:



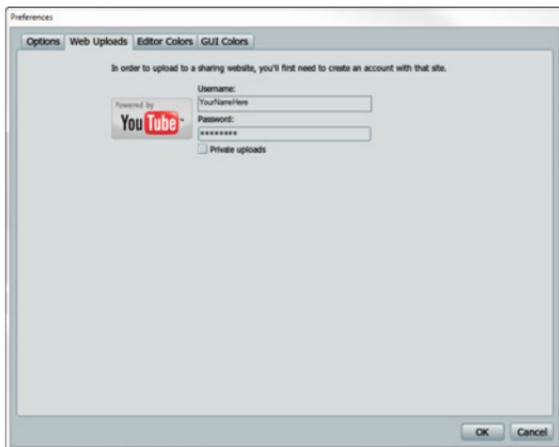
*Option preferences.*

- **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.
- **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, Anime Studio 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, Anime Studio 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 passwords. 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

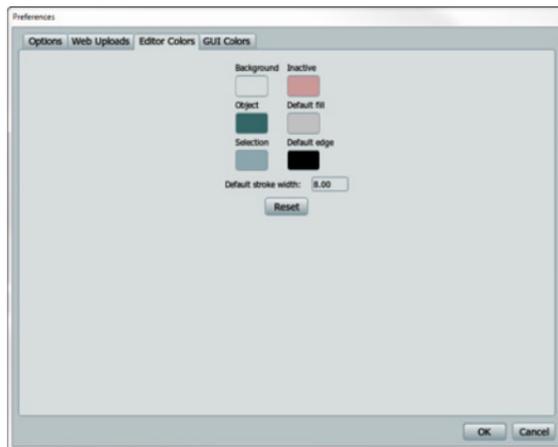


Web Upload preferences.

- **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

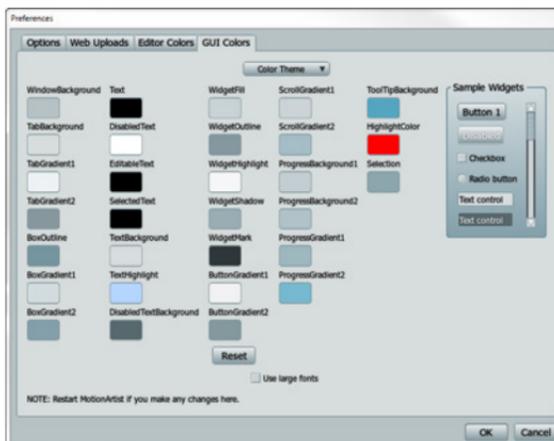
The **Editor Colors** tab allows you to change the color scheme for the editor window, including various options for background and object colors.



*Editor Color preferences.*

## 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.*



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 4: MotionArtist Views

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 8: Working with Scenes” on page 67.*

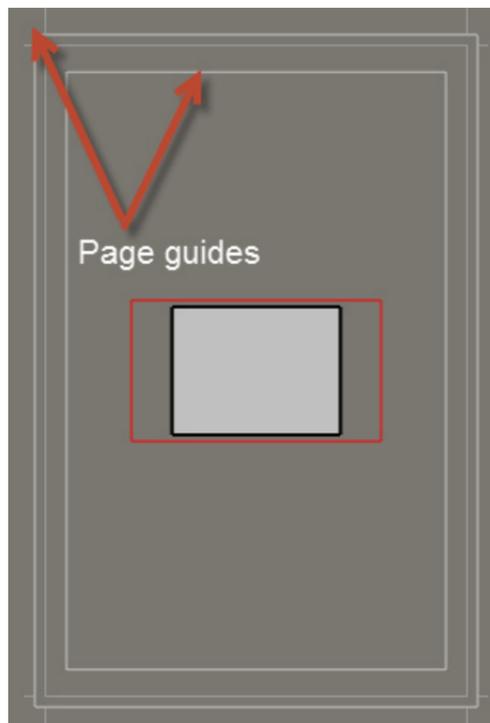
- **Panels** are the next level down from scenes. Each scene can contain one or more panels contained within it.

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

## View Helpers and Guides

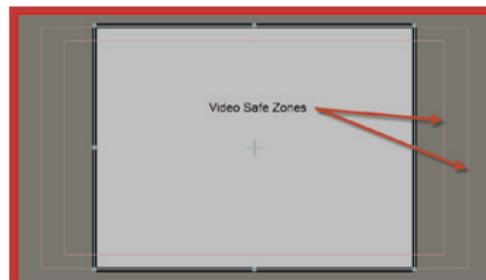
While working in MotionArtist, there are a number of indicators that you can use to help lay out your content.

- 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.



*Page guides.*

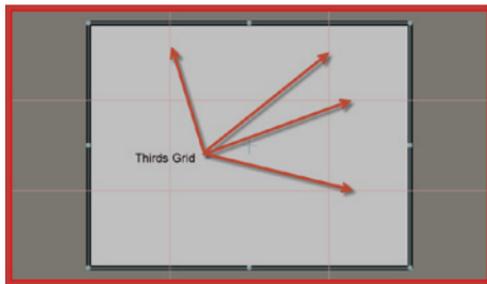
- Choose **View > Video Safe Zones** to show or hide the video safe zone rectangles. This option is enabled when you are viewing your project in **Camera View**. These rectangles represent the areas in your project that will be safe for title (inner rectangle) and content (outer rectangle) placement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



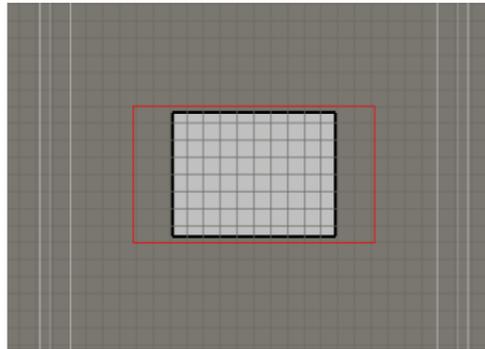
*Video Safe Zones rectangle.*

- 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.*



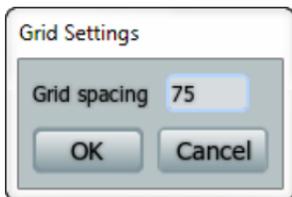
*Part of a scene showing the Grid enabled.*

## Displaying and Setting the Grid

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

- To display the grid, choose **View > Enable Grid**.

- The default spacing of the grid is 50 pixels. To increase or decrease the grid size, choose **View > Grid Settings**, and enter a new spacing amount in the Grid Spacing field in the Grid Settings dialog.



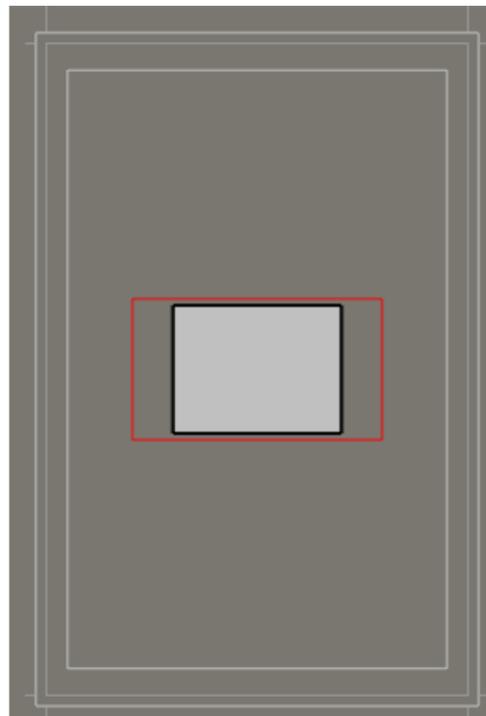
*Setting the grid.*

## Director View

When you create a new MotionArtist document or add a new scene to your current project, your project is placed 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.*



*A new MotionArtist project.*

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



*Director View.*

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.

**Director View** allows you to work in two modes:

- **Presentation Mode** allows you to add panels or floaters (free-floating content) while automatically animating the camera. See “[Presentation Mode](#)” on page 36, which follows.
- **Advanced Mode** allows more control over how the camera moves through your project. In **Advanced**

**Mode**, you can use the Camera Tool to control the motion path, stop points, and timing of the camera in greater detail. See “[Advanced Mode](#)” on page 38.

## 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.

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



*The Project Settings dialog allows you to set the amount that panels are dimmed. Choose **File > Project Settings**, and enter the desired setting in the **Automatic Panel Opacity** field. For more information about the Project Settings dialog, see “[Project Settings](#)” on page 63.*

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 Layer Settings dialog. Check the **Presentation Mode** option in the Scene section of the General tab.



*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 Advanced mode.*

**Presentation Mode** allows you to quickly and easily add panels and floaters to your project. For more information about working with content in **Presentation Mode**, see “Null Panels” on page 78 and “Scattering Objects” on page 116.



*Director View in Presentation Mode.*



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

## Advanced Mode

To switch to **Advanced Mode** in **Director View**, click the **Presentation Mode** button in the Scene tab to deactivate it as shown in the figure below. You'll notice that the **Camera tool** will become enabled as shown in the inset on the right.

In **Advanced Mode**, the **Camera tool** allows you to have more control over how the camera moves over the elements in your scene. When the **Camera tool** is selected you can see the motion path of the camera. You can change the motion path, add additional stop points to pause at several places in the same panel, and so on.

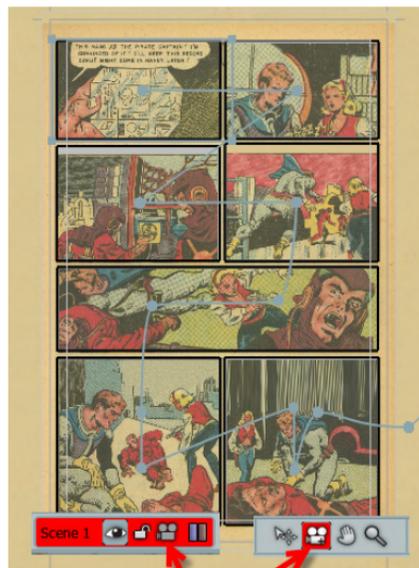


*For more information about using the Camera Tool, see “The Camera Tool” on page 41.*

When you design a scene entirely in **Advanced Mode**, you'll need to use the **Camera tool** or the **Auto Camera** command to add camera movement and timing. You can use a combination of **Presentation Mode** and **Advanced Mode** to build your projects; for example you can assemble a scene in **Presentation Mode**, and then fine-tune it in **Advanced**

### Chapter 4: MotionArtist Views

**Mode**, or create one scene in **Presentation Mode** and another in **Advanced Mode**.



**Advanced Mode**

*Director View in Advanced Mode.*

## 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 **Advanced 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:

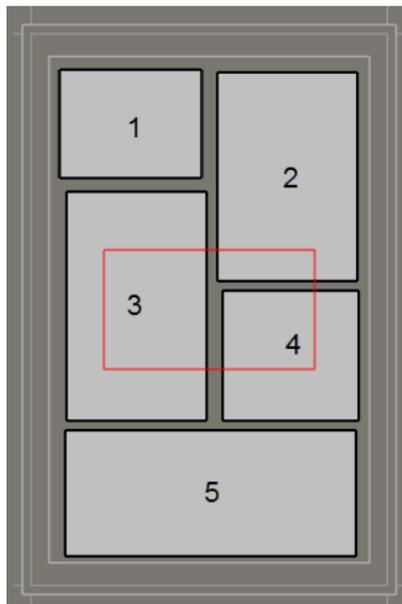
1. Start a new MotionArtist project.
2. If necessary, switch to Advanced mode by toggling the Presentation Mode icon off.
3. Use the Move tool to position the first panel at the top-left corner of the current scene.



*Move tool.*

4. Use the Panel tools (described in more detail in [“Chapter 9: Working with Panels”](#) on page 76) to create additional panels on the artboard. An example

is shown in the following figure. 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.



*Five panels created in Advanced mode.*



*The same five panels shown in the timeline.*

- To spread these panels out over time, choose **Arrange > Auto Camera**. The panels will be spread out across the timeline in the order in which they were created. Each panel will still have the same 30-frame duration. 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.*

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

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



*Camera View.*

## The Camera Tool

The **Camera tool** can be used in either **Director View** (while in **Advanced 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 MotionArtist 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**.



*Motion path and stop points in Director 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.

Drag outside the rings to zoom

Drag inside the rings to move the stop point



Drag between the rings to rotate the camera

*Motion path and stop points in Camera view.*

## 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.



*Stop points are placed at the center of a panel or floater by default when Presentation Mode or the Auto Camera command are used.*



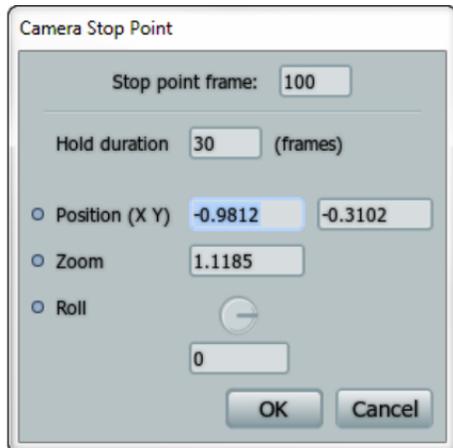
*It is possible to have a stop point at which the camera does not stop. This type of stop point is also displayed dot on the motion path, but has a Hold Duration of 0 in the Camera Stop Point Dialog.*



*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**.
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 “[Advanced 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.
5. Edit the following settings, as needed:



*Camera Stop Point dialog.*

- **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.*

- **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.



*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 “Camera View” on page 40 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.
- **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.



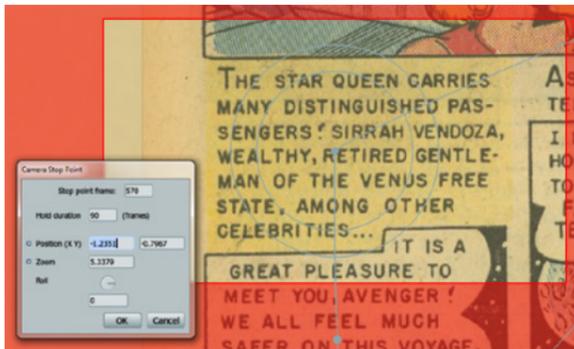
You can visually adjust the camera angle in **Camera View** by rotating it with the **Camera Tool**. See “**Camera View**” on page 40 for further information.

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

## 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.

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 storyline text above the illustration, you can bring that area into focus first. You can then edit the **Hold Duration** of that stop point to ensure that you have given the viewer enough time to read the text.



*Storyline text brought into the view of the camera.*

After allowing the viewer enough time to read the storyline text, you can pan the camera down to a word balloon, and set the duration of the new stop point to allow for reading the text within it.



*Storyline text brought into the view of the camera.*

Finally, after giving enough time to read the text in the word balloon, you can pan the camera down to bring the characters into focus.



*Storyline text brought into the view of the camera.*

## Panel View

Choose **View > Panel View** or click the **Panel View** icon to switch to panel view. The view will fit the currently selected panel into view.



*Panel View.*

**Chapter 4: MotionArtist Views**



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



*A panel displayed in Panel View.*



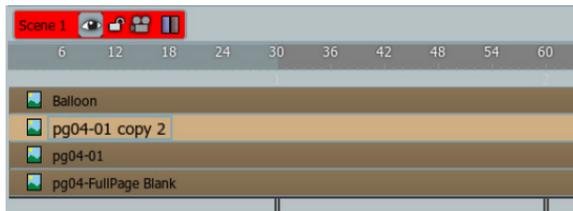
*If your scene contains only floaters (items that are not placed within a panel), choosing Panel view will be ineffective.*

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

#### Chapter 4: MotionArtist Views

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.*

## Floaters

Floaters 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 floaters in a scene allows you to very quickly create a unique animated presentation. See “[Scattering Objects](#)” on page 116 for an example of using and scattering floaters in your project.

## 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: The Timeline Window

The Timeline window displays all of the elements in your scene in two ways:

- Items are layered such that the panels or floaters 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+[**.*

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



*Timeline.*

1. **Play controls:** See “Play Controls” on page 53.
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 8: Working with Scenes” on page 67.
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 54.

- 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.
- 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 72](#).
- 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 floater is 30 frames. This is adjustable in the Layer Settings dialog. For more information about scene content, see [“Chapter 10: Working with Content” on page 93](#).



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

## Zooming In and Out of the Timeline

Use the **Timeline > Zoom In** command to zoom in closer to the timeline (displaying half as many frames in the timeline window).

Use the **Timeline > Zoom Out** command to zoom out from the timeline (displaying twice as many frames in the timeline window).

## 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.

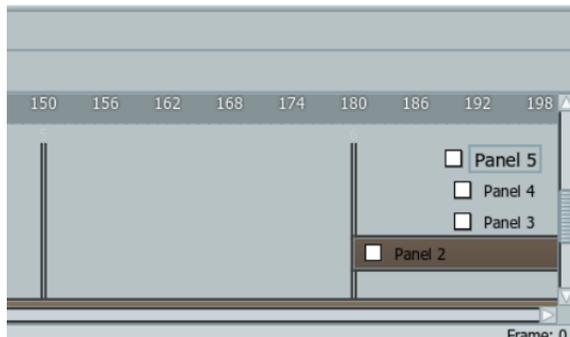
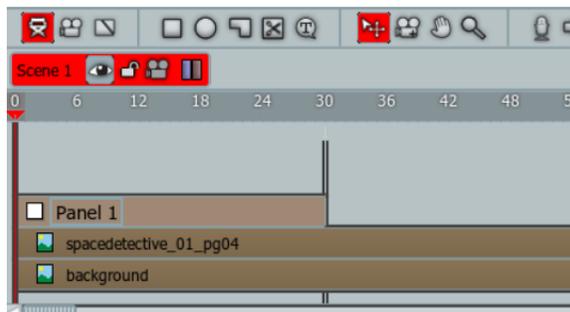
If a layer appears before or after the visible section of the timeline, the name of the layer will still be visible at the left or right edge of the timeline. You will be able to click on the

layer name and open the Layer Settings 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.



*Vertical scrolling with Panel 1 selected (top) and Panel 5 selected (bottom).*



*Null panels will appear in the timeline, and will be named **Camera Target**. For more information about Null panels, see “Null Panels” on page 78.*

## Minimized Timeline View

When you reduce the height of the timeline so that you have more room to view the artboard, you will see a minimized view of the timeline. 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.



*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.*

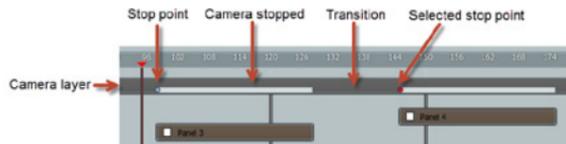
From left to right, the controls are:

- **Rewind:** Rewinds to the first frame in the scene.
- **Step Back:** Goes backward one frame at a time in the scene, each time you click.
- **Play/Stop:** 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:** Goes forward one frame at a time in the scene, each time you click.
- **Jump to End:** Advances to the last frame in the scene.

- **Frame:** Displays the frame number where the playhead currently appears, or allows you to enter a frame number to advance or rewind to.
- The spaces in between the bars indicate transition areas, where the camera is moving from one panel or floater to another.

## 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, 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 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 docked on the left side of the Timeline window.

- 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. The project consists of one scene, with seven panels in the scene. Panel 1 and Panel 2 are expanded to display the content used in those two panels. Panels 3 through 7 are collapsed.

## My Library Folder

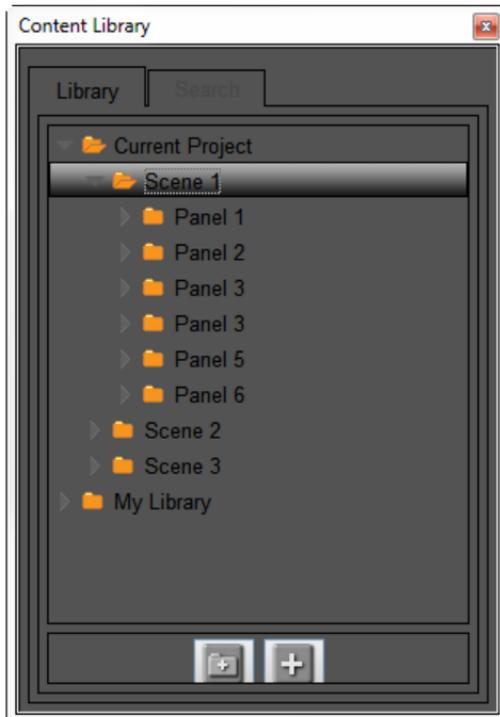
The My Library folder is a virtual folder hierarchy that provides easy, organized, and centralized access to files that you have stored in different locations on your system. You can create your own folders and add links to images, movies, sounds, and other content that is compatible with MotionArtist.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

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



*Library buttons.*

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



*Current Project folder.*

- **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.

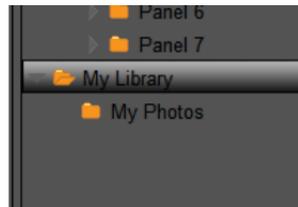
### Chapter 6: The Library Window

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.



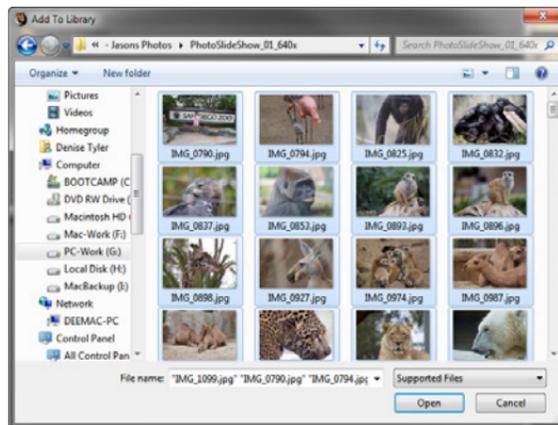
*The new folder in the Library window.*

## 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.

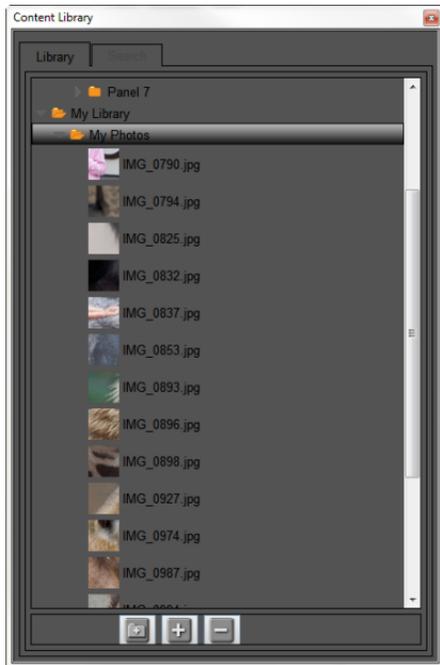
To add content to the My Library folder, proceed as follows:

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.
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.*

## 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.



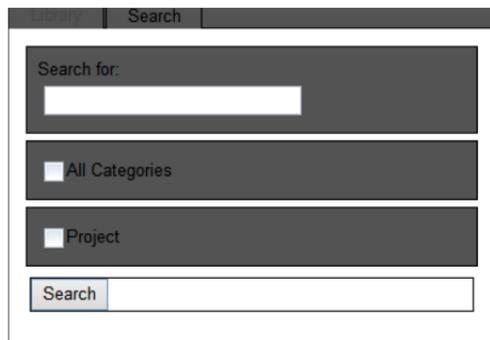
*Selecting a single file will only delete the reference to that file. Selecting a folder will delete the reference to the folder and all file references contained within that folder.*



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.*

To search the contents of the library, follow these steps:

1. Enter a search term in the Search For field.
2. Check the All Categories option if you want to search all of the folders in your library; if you want to include the items in your current project in the search, check the Project option.
3. Click Search. MotionArtist will display the results, after which you can add the items to your current project.

# Part 3: Creating with MotionArtist

# Chapter 7: Working with Projects

## 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:

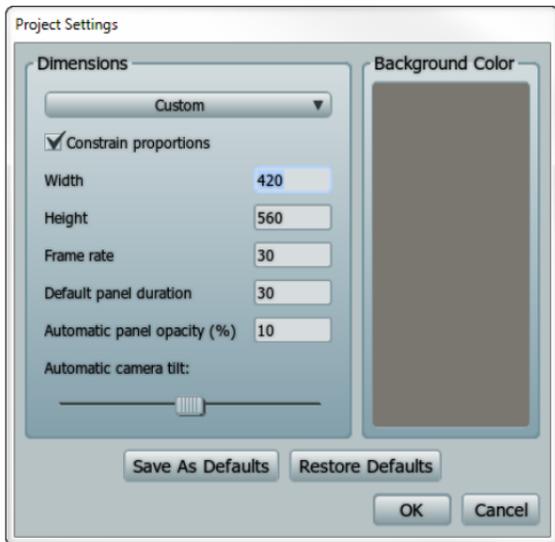
- To create a new MotionArtist project, choose **File > New**, or use the keyboard shortcut **COMMAND/CTRL+N**. A new project will appear in the project window, and it will be opened to **Director View**.
- Use the **File > Open Recent** command to select one of the five most recent projects that you 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**.



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

## 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.

## Chapter 7: Working with Projects

- **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.
- **iPad:** Creates a 1024 x 768 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 24 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 Layer Settings dialog. For more information, see “Panel Settings” on page 86.*

- **Automatic Panel Opacity:** When you are viewing your project in Presentation mode, 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.

- **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.

## 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 8: Working with Scenes



*Scene tab.*

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.

From left to right, these controls are as follows:

- **Scene Name:** Double-click the scene name to open the Layer Settings dialog, described in “[Scene Settings](#)” 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.
- **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 36](#) and “[Advanced Mode](#)” on [page 38](#).
- **Transitions:** Opens the Transitions menu, as discussed in “[Using Transitions](#)” on [page 72](#).

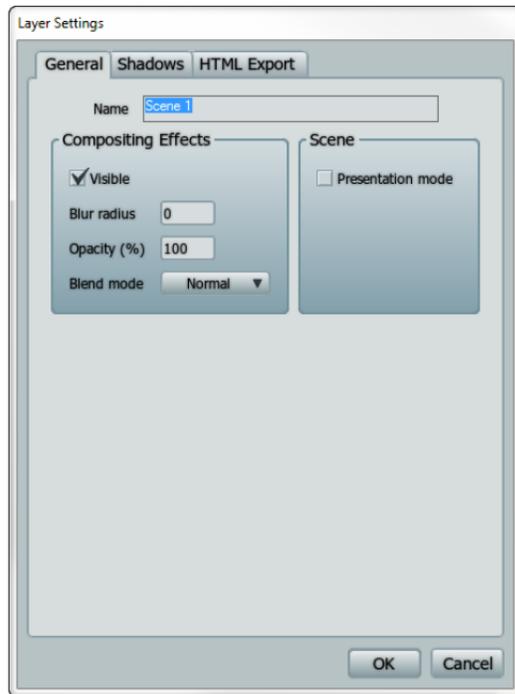
## Scene Settings

When you double-click the name of the scene in the Scene tab, the Layer Settings dialog allows you to change the name and set other properties for the scene. There are two tabs in the Layer Settings dialog: The General tab, and the Shadows tab.

Many of the settings in these tabs are very similar to those found in the Panel Settings dialog (see “[Panel Settings](#)” on page 86).

### General Tab

When you double-click a scene tab to edit settings for a scene, the Layer Settings dialog provides the following options in the General tab:



*General panel options*

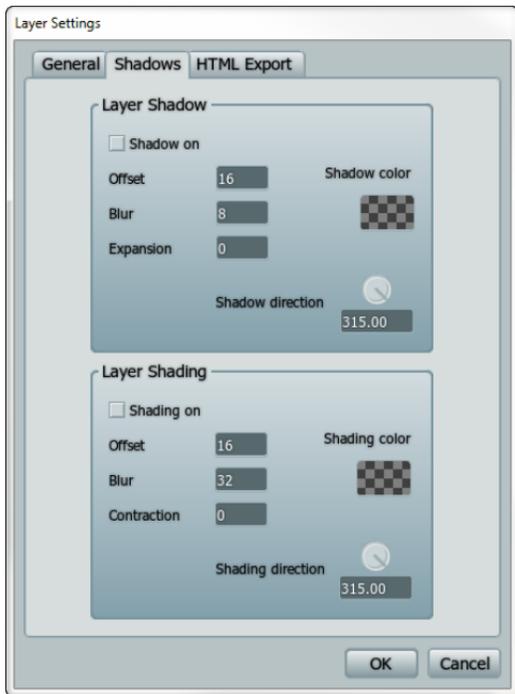
- **Name:** Enter a name for the scene. By default, a scene is named **Scene x** when created, where x is a numerical value based on the existing scenes in your project.
- **Compositing Effects:** This section controls how the scene blends with other layers beneath it (if any).
  - **Visible:** When checked, the scene is visible on the timeline and will be rendered in your final output. When unchecked, the scene 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. An opacity value of 100 will not affect the scene 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 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.

- **Mode:**
- **Presentation Mode:** Check this option to place the scene in **Presentation Mode**. Uncheck this option to place the scene in **Advanced Mode**. These modes are discussed in “Presentation Mode” on page 36 and “Advanced Mode” on page 38.

## Shadows Tab

The Layer Settings dialog provides the following options in the Shadows tab for scenes:



*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 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.

## HTML Export Tab

The Layer Settings dialog provides the following options in the HTML Export tab:



*HTML Export panel options*

- **Click or Tap Action:** Check this option and enter a target URL if you want the web browser to navigate to a web address when the panel is clicked.
- **Open in a New Browser Window or Tab:** If you want the target link to open in a new browser window or tab, check this option. Leave the option unchecked to open the target link in the same browser window in which the link is clicked.

## 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 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

duplicate. All of the content from the original scene will be duplicated in the new scene.

## 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.

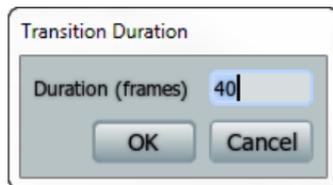
To create a scene transition, follow these steps:

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.



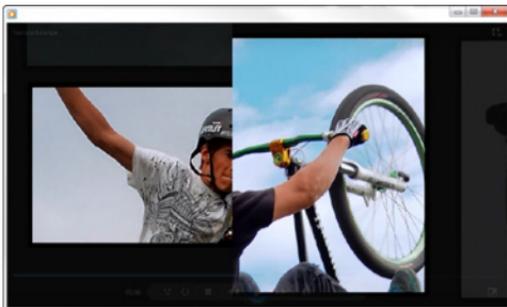
Click the Transition button to display the Transition list.

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.

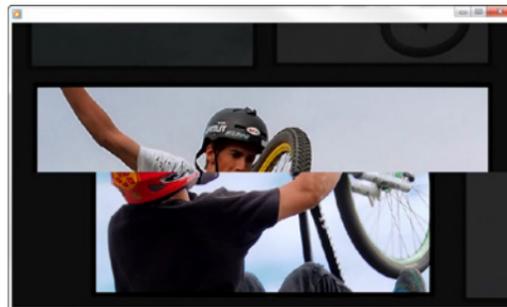


*Transition duration.*

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.

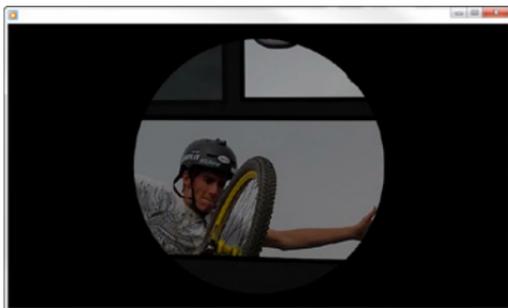


*Horizontal wipe.*

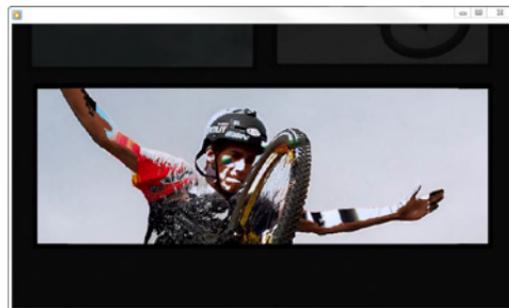


*Vertical wipe.*

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



*Iris wipe.*



*Crumble.*

- **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.
6. Choose **File > Export Comic**. The Export Comic window appears. The options in this dialog are discussed in [“Exporting Your Comics” on page 124](#).

## Chapter 9: 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).

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.
- Use one of the panel tools that appear above the timeline. From left to right these tools are: **Rectangular Panel** (shortcut **P**); **Oval Panel** (shortcut **O**); **Polygonal Panel** and **Split Panels**. The fifth tool in this area is the **Text Tool**, which is discussed in more detail in [“Working with Text and Word Balloons”](#) on page 119.



*Panel tools*

## Rectangular Panels

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

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



*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

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

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:
  - 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.

## Polygonal Panels

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

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



*Polygon Panel tool*

2. Click to set the first point in the polygonal shape.
3. Click again to set the next shape.
4. To set the last point, double click to both add the point and then complete the polygonal panel.

## Null Panels

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

To explain how the Null panel 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 Null panels 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 Null Panel tool, and draw a panel around the first panel in the scanned comic. The null panel will shade the area within it, and an object named **Camera Target x** (where **x** is a sequential number) appears in the Timeline.

3. Draw Null Panels over the remaining panels on the scanned comic page.

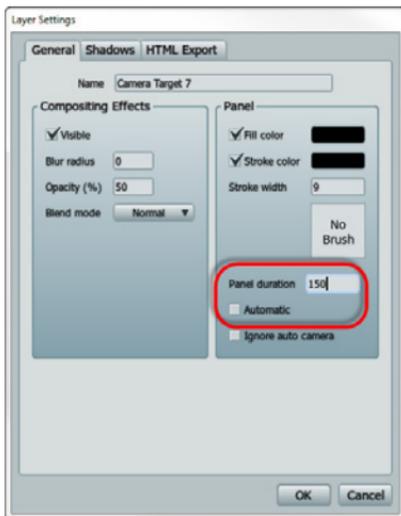


*A null panel is drawn over the first panel in an imported background image.*



*All panels on the scanned comic page have been covered with Null panels.*

- Switch to **Advanced** mode, if necessary, to adjust the timing of each of the panels to give viewers a sufficient amount of time to read the text in each comic panel. Double-click each panel to open the Layer Settings dialog, and set the Panel duration to the number of frames that are necessary to read the text comfortably.
- Choose **Arrange > Auto Camera** to automatically animate the camera from the first to last panel in the order that you drew them.
- Switch to Camera view to preview the project before you render your movie.



*In Advanced mode, adjust panel durations to allow sufficient time to read the text in each Null panel.*

## Chapter 9: Working with Panels



*Preview your project in Camera view before you render it.*

## Adding Panels in Presentation Mode

As mentioned in “[Presentation Mode](#)” on page 36, **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** to create a new project.
2. Use the Panel tools (described in “[Creating New Panels](#)” on page 76) 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.
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



*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 Layer Settings dialog 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.*



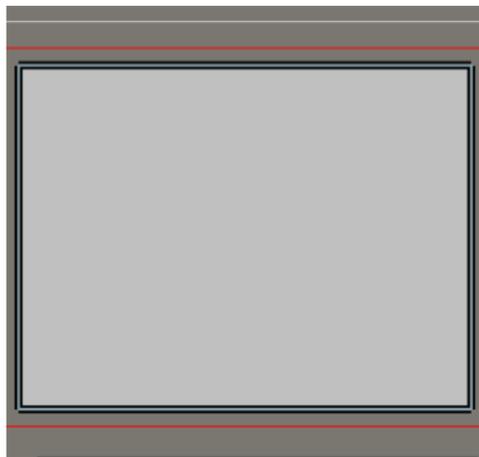
*When you are working in Presentation Mode, dragging a panel left or right will not increase or decrease the speed of the camera or the amount of time it takes to transition from one panel to the next.*

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

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 to select the panel that you want to split. You can select the panel by clicking in the artboard, or in the timeline.



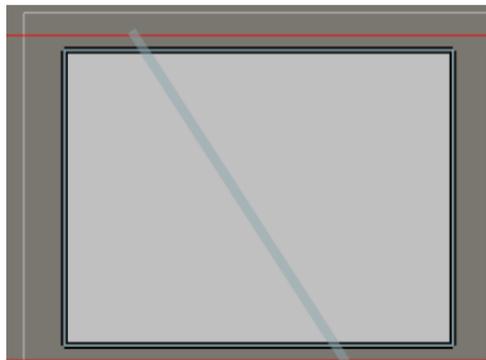
*Use the Move tool to select the panel you want to split.*

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



**Split Panel** tool

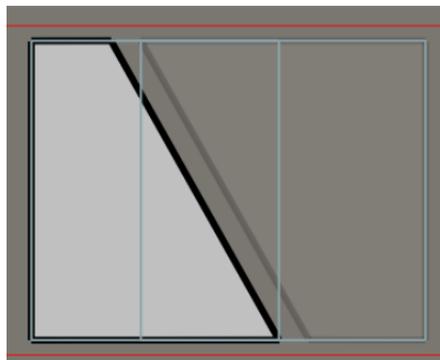
3. Draw a line over the panel with the **Split Panel** tool, in the area where you want the panel to split. Click to start the line, and then release the mouse when you drag the tool to the other end of the split.



*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 **Advanced 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 **Advanced 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”).
    - 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).

The original Panel 3 will retain its name; however it will move up one layer and will shift in the timeline to accommodate the new panel.

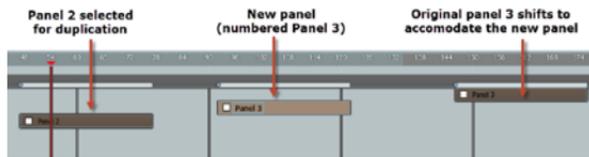
## Duplicating Panels

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,



*Double-click on a panel in the artboard or in the timeline to open the Layer Settings dialog. You can assign a new name for your panel in the General tab. For more information about panel settings, see “Panel Settings” on page 86.*



Panel tools

## 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** 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

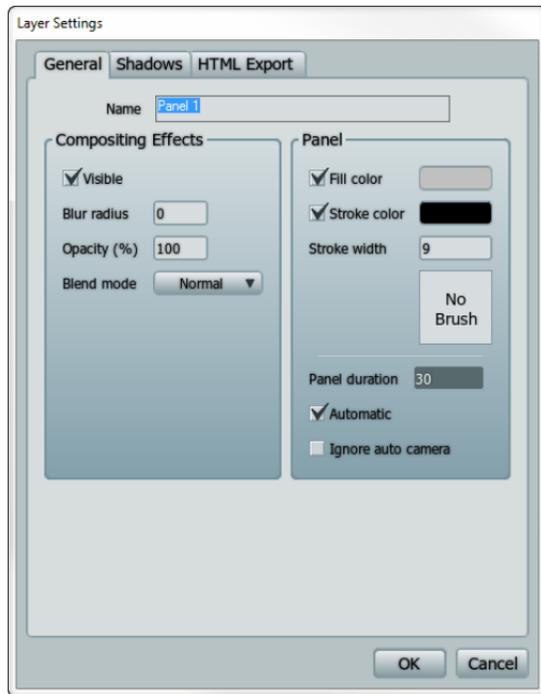
at the sides, above and below the door, they are angled based on your view.

## Panel Settings

Double-click on a panel in the scene with the Move tool, or in the timeline to open the Layer Settings dialog. There are two tabs in this window which allow you to rename or alter the appearance of the panel. You can control how the panel is composited with underlying items, or choose layer shadow and shading options to enhance the display of the selected panel.

### General Tab

The Layer Settings dialog provides the following options in the General tab:



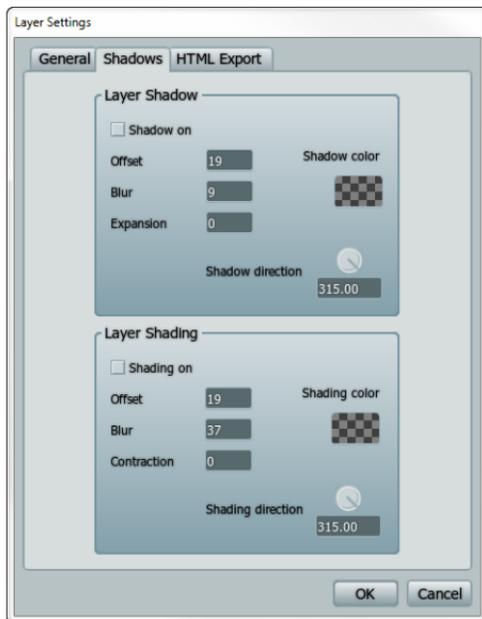
*General panel options*

- **Name:** Enter a name for the panel. By default, a panel is named **Panel x** when created, where x is a numerical value based on the existing panels in your scene.
- **Compositing Effects:** This section controls how the panel blends with other layers beneath it (if any).
  - **Visible:** When checked, the panel is visible on the artboard and will be rendered in your final output. When unchecked, the panel will not be visible on the artboard or in the render.
  - **Blur Radius:** Lets you apply a blur (in pixels) to the panel to simulate such effects as camera focus. The blur can be animated over time to make a layer look like its coming in and out of focus
  - **Opacity:** Allows you to modify the transparency of the panel. An opacity value of 100 will not affect the panel 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 layer 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 panel 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.
- Panel:
  - **Fill Color:** Click to select a fill color for the panel.
  - **Stroke Color:** Click to select a color for the panel outline.
  - **Stroke Width:** Sets the width of the stroke in pixels.
  - **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.
- **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.
- **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 want to add a custom panel duration in the **Panel Duration** field.

- **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.

## Shadows Tab

The Layer Settings dialog provides the following options in the Shadows tab:



*Shadows panel options*

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

- **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 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.

## HTML Export Tab

The Layer Settings dialog provides the following options in the HTML Export tab:

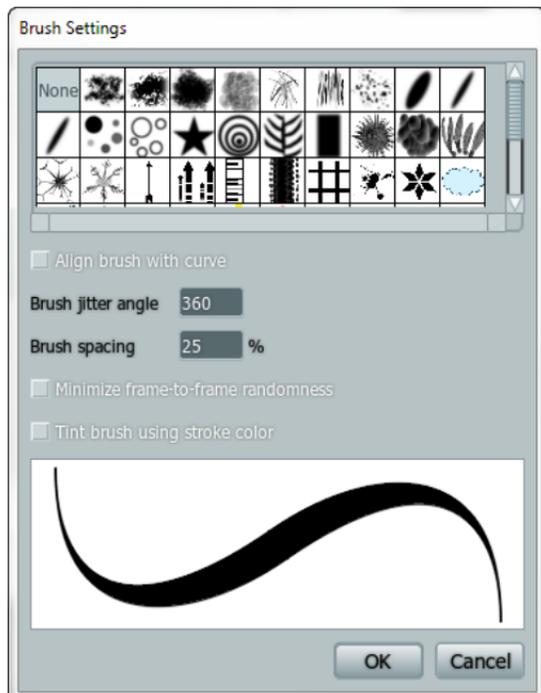
- **Click or Tap Action:** Check this option and enter a target URL if you want the web browser to navigate to a web address when the panel is clicked.
- **Open in a New Browser Window or Tab:** If you want the target link to open in a new browser window or tab, check this option. Leave the option unchecked to open the target link in the same browser window in which the link is clicked.



*HTML Export panel options*

## Brush Settings

To access the Brush Settings dialog, double-click on a panel in the scene, or in the timeline, to open the Layer Settings dialog. Then click the Brush button in the General tab.



*Brush settings dialog (accessed from the General Panel Options dialog)*

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.

# Chapter 10: Working with Content

## Importing Movies

To import a movie into MotionArtist, choose **File > Import**. Then choose one of the following movie formats from your hard disk:

## Importing Images

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

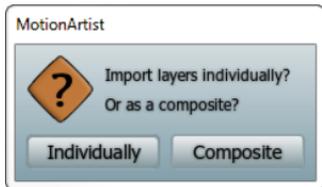
The steps to import an image are as follows:

1. 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 floaters, or within one of the panels.
  - If you want the images to appear on the artboard as floaters, make sure that there are no panels selected before you proceed.
3. 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**.
  - Select an image that is saved to your library.
4. 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 one. After you make this selection, the image(s) will appear in the scene.
  - Choose **Individually** to retain the layers as they exist in Photoshop.



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

- Choose **Composite** to merge all of the layers into a single layer.



*Photoshop Import Options*

## Image and Movie Settings

When you import images or movies into your projects, they appear in the timeline as a solid bar. The name of the image or movie appears within the bar.

You can double-click an image on the workspace or the timeline to open the Layer Settings dialog. There are three tabs in this dialog: General, Shadows, and Image.

### General Tab

The Layer Settings dialog provides the following options in the General tab, for images or movies:

#### **Chapter 9: Working with Panels**



*General image options*

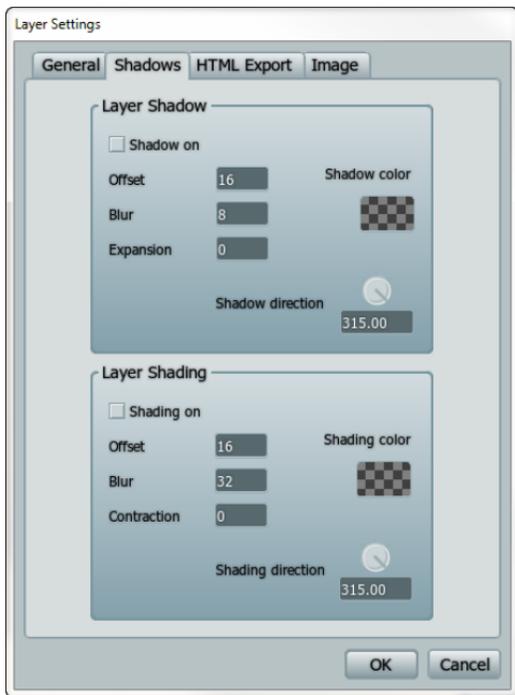
- **Name:** Displays the name of the image. By default, the original filename for the image appears here.
- **Compositing Effects:** This section controls how the image blends with other layers beneath it (if any).
  - **Visible:** When checked, the image is visible on the artboard and will be rendered in your final output. When unchecked, the image will not be visible on the artboard 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 image to simulate such effects as camera focus. The blur can be animated over time to make the image look like its coming in and out of focus
  - **Opacity:** Allows you to modify the transparency of the image. An opacity value of 100 will not affect the image 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 image 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 image 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.**

- **Mask This Layer:** Check this option if you want to use a mask on the selected image.
- **Outline:** This section controls the outline (or border) that surrounds the imported image.
  - **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.

## Shadows Tab

The Layer Settings dialog provides the following options in the Shadows tab for imported images and movies:



*Shadows image options*

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

## HTML Export Tab

The Layer Settings dialog provides the following options in the HTML Export tab:

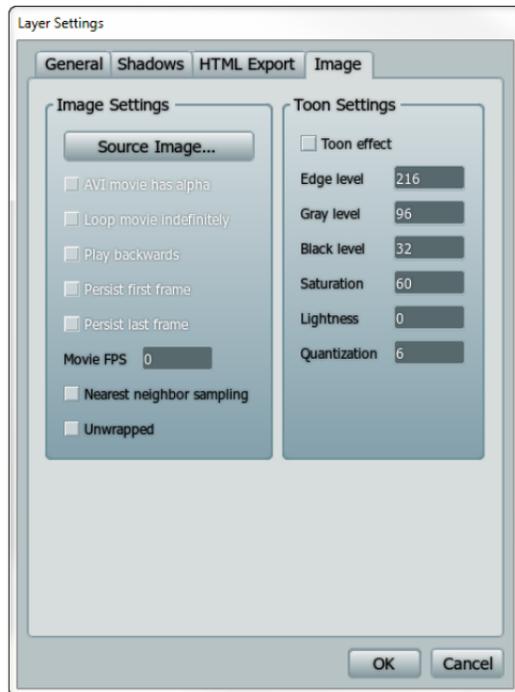


*HTML Export panel options*

- **Click or Tap Action:** Check this option and enter a target URL if you want the web browser to navigate to a web address when the panel is clicked.
- **Open in a New Browser Window or Tab:** If you want the target link to open in a new browser window or tab, check this option. Leave the option unchecked to open the target link in the same browser window in which the link is clicked.

## Image Tab

The Layer Settings dialog includes an Image tab for imported images. The settings in this tab are as follows:



*Image options*

- **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 timing of the movie to sync with the frames per second as set in your project.
- **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 tiles the image or movie so that you won't see any white space when the camera displays the panel at an angle.

- **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.

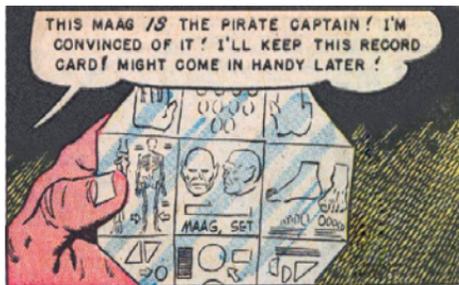
## Using Layered Photoshop Files

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. The basic steps would be as follows:

- Scan your existing comic page using your scanning or image editing software.
- Open the scanned image in Photoshop.
- One way to approach this is to create a separate Photoshop image for each panel on the page. In other words, if the comic page has seven panels in it, you can create seven separate images.
- Open each of the panel images in Photoshop or another layered image editor. 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. The following images show a simple example.

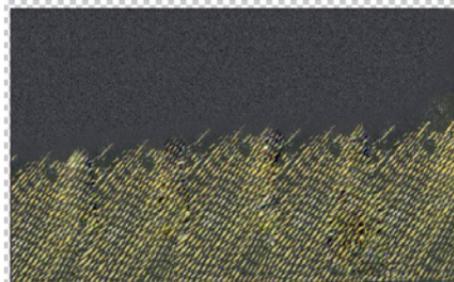


Arrange your layers so that the layer that you want to display first appears at the bottom of the layer stack. Each successive layer should appear in the layer above it. This arrangement will be duplicated when you bring the Photoshop file into MotionArtist.



*A complete panel, before layering.*

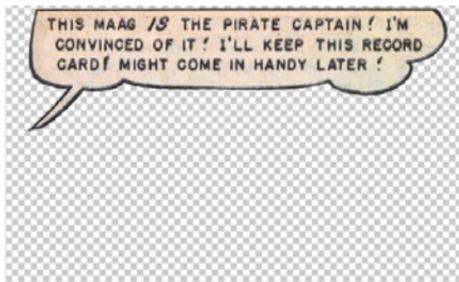
- As you cut out your layers from the original comic page, you'll need to keep in mind that during animation, the camera might display your comic pages at an angle. As a result, when you cut your comic panel into layers, you'll need to fill in the cutout areas on the layer below - at least enough to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



*Background (with cutout areas filled).*

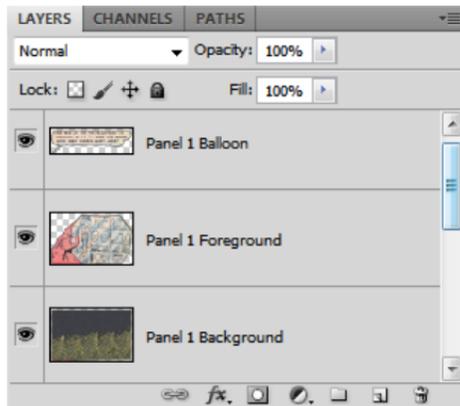


*Character/foreground elements separated into another layer.*



*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 Panel 1 Background, Panel 1 Foreground, and Panel 1 Balloon.



*Panel 1 layers shown in Photoshop.*

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



*MotionArtist creates a link to the files that you import. If you import your Photoshop images into MotionArtist and then later make changes in Photoshop, save over the previous version. MotionArtist will update the file automatically. This allows you to make changes to layering or content in your Photoshop file at any time.*

- In MotionArtist, create a new document and delete the default panel. You want to import the scanned and layered image in as a floater on the artboard.
- Import the layered Photoshop file into MotionArtist, using one of the methods discussed in “[Importing Images](#)” on page 93. Make sure you select to import layers Individually. After import, you should see the Photoshop layers in the timeline, named exactly as they were named in Photoshop.



*Panel 1 layers shown in MotionArtist timeline.*

- In your MotionArtist project, first load the full comic page into your project as a floater (not into a panel). This background layer will serve as a guide for you to draw your panels.
- Use the Panel tool to trace over the panels in the background layer, sizing them similarly to the scanned comic. Create the panels in the order in which you want the page to be read.



*Use the Panel tools in MotionArtist to trace over each comic panel in the order you want them read.*

## Chapter 9: Working with Panels

- When drawing your panels, make sure to account for areas that extend outside the illustration area (such as word balloons, storyline text, or other content).

**MotionArtist panels should include areas that extend outside the main story panel.**



*Account for areas that extend beyond the boundaries of your illustration when you create your MotionArtist panels.*

- Select each panel one at a time, and then drag your layered Photoshop files into their respective MotionArtist panel.

## Importing Audio

Use the File > Import command to select an audio file on your computer; or drag and drop an audio file from Finder (Mac) or Windows Explorer (Windows) into your MotionArtist project.

The audio file will appear in the timeline. If a panel is selected while importing the audio file in **Presentation Mode**, the length of the time that the panel is displayed on the timeline will increase as necessary to accommodate the longer duration of the audio file.

## Importing OBJ Files

You can use any 3D program to render a scene and then import the rendered image into MotionArtist. 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. For example, you can pose a character in Poser 9 or Poser Pro 2012 and export the posed character as an OBJ file. After you export your OBJ file 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.

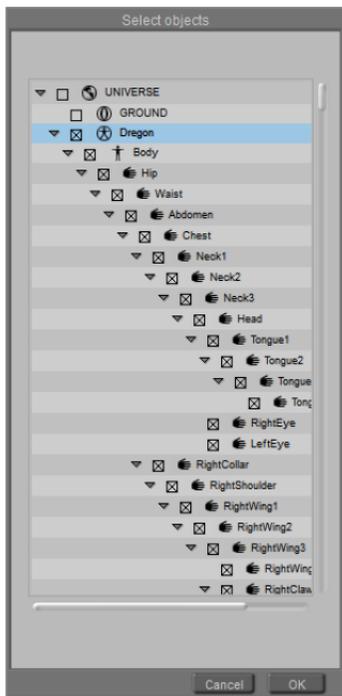
The steps to export an object from Poser are as follows:

1. Create a scene in Poser and add a character to the scene.
2. Pose the character in the pose that you want to export to Motion Artist.



*A posed character in Poser.*

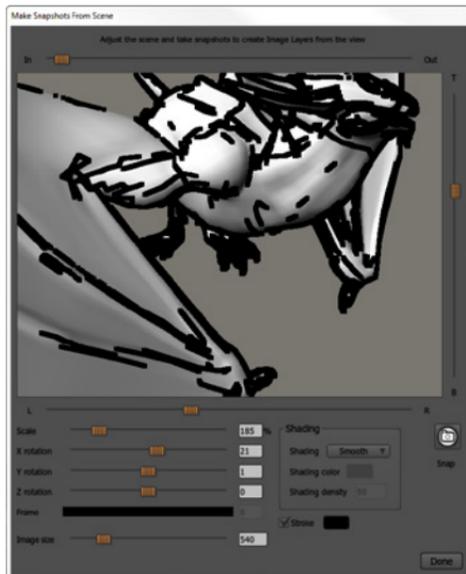
3. Choose **File > Export > Wavefront OBJ**. Export the OBJ as a single frame. If you only want to export one object, make sure that all other objects in the scene are deselected in the hierarchy window.



Use the *Export Objects* dialog to select the objects that you want to include in the *OBJ* file export.

## Chapter 9: Working with Panels

- Open Motion Artist, and choose **File > Import**. Select the *OBJ* file that you exported from Poser. The **Make Snapshots from Scene** dialog appears, with several settings. See “[Making Snapshots](#)” on page 109 for more information about this dialog box.



*Image options*

## Importing Poser Files

As mentioned in “[Importing OBJ Files](#)” on page 105, you can import 3D objects created in any modeling application, and have MotionArtist generate one or more snapshots for your project. MotionArtist also 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 28.

To import a Poser file, choose **File > Import** and locate a Poser file (.pz3) on your hard disk. Highlight the file you want to use, and click **Open**. The **Make Snapshots from Scene** dialog opens. Set your import objects as described in “[Making Snapshots](#)” on page 109.

## Importing Anime Studio Files

MotionArtist allows you to import Anime Studio files.

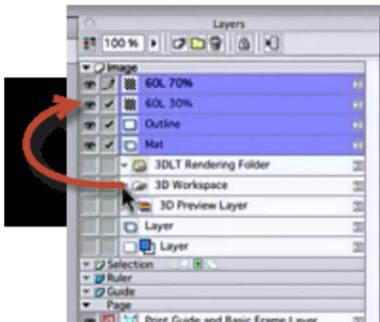
## Importing Manga Studio Files

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.

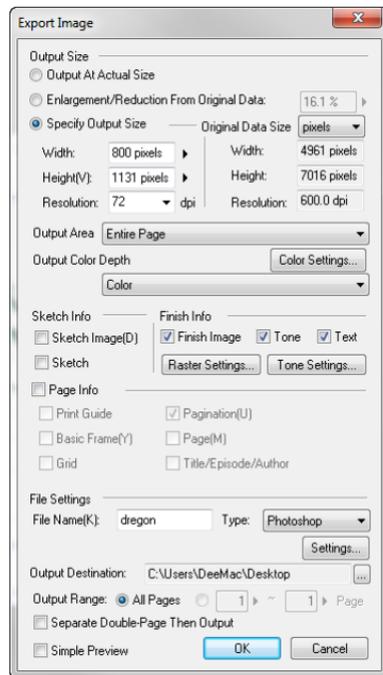
After you assemble your project in Manga Studio, you can use it within MotionArtist as follows:

1. With your completed project opened in Manga Studio, click the **Visibility** icon in the Layers panel to hide any layers in the project that you do not want to use in your MotionArtist project.
2. Before you export your project, make sure that none of the layers that you want to import are contained in group folders. The reason for this is because MotionArtist will place all items in a single folder in the timeline and you will not be able to edit them individually without returning to the Manga Studio file.



*Move grouped items outside the group folder before exporting to a PSD file.*

3. Choose **File > Export > Image File (in Pixels)**. The Export Image dialog appears.



*Image options*

4. With **Specify Output Size** checked, 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 depth (monochrome, grayscale, or color). When exporting a Color image, click the Color Settings button to set specific color output options.



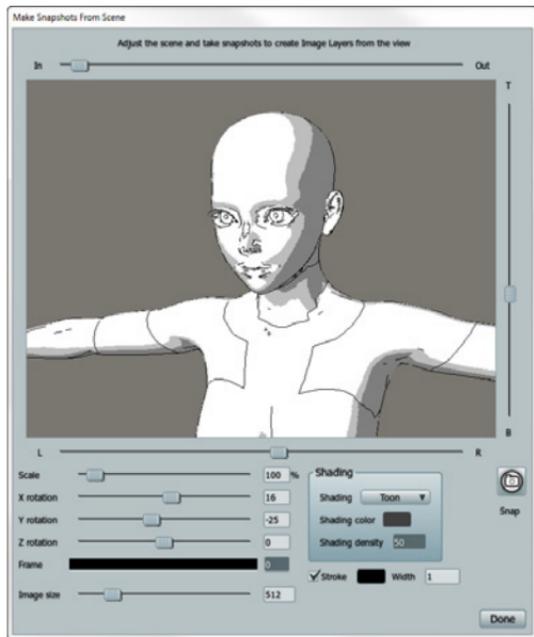
*If you are outputting your project to a layered PSD file, you should choose Color output if your project contains any 8-bit grayscale layers. Otherwise, these grayscale layers will not show up in MotionArtist.*

7. In the **File Settings** section, enter a name for the file, and choose **Photoshop** from the **Type** dropdown.
8. 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. Set other Photoshop options as desired, per your preferences and recommendations in the Manga Studio user's manual.
9. In MotionArtist, choose **File > Import**, 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 100](#).

## 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.



*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:**
- **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.



You must click the Snap button 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, described next.

10. 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.

## 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 11: 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:** Use the Move tool to select and manipulate the panels and objects in your scene. When working in **Director View**, you can select panels and floaters 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 View:** Click this icon to switch to **Camera View**, which is discussed in “[Camera View](#)” on page 40.
- **Pan:** Use the Pan tool 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:** Use the Zoom tool to zoom into and out from the current view. Drag the zoom tool left to zoom outward, and right to zoom inward.

## Moving Objects

When you are working in **Director View**, the Move tool allows you to select a panel or floater on the artboard and reposition it 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 floater in Director view, use the Move tool to click the inside of the panel or floater 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.

## Scaling Objects

To scale an object, use the Move tool to select the object 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:

- Click and drag from one of the corners to scale the object uniformly.
- Click and drag from any side (top, bottom, left, or right) to scale the object non-uniformly. The scale of the object 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 while you scale it. In other words, if you ALT/OPTION-click with the Move tool to scale an object, the height of the object will increase as the width decreases; or the width of the object will increase as the height decreases.

## Rotating Objects

To rotate an object, use the Move tool 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.

## 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:

- Choose **Arrange > Bring to Front** to bring the selected panel or floater to the top of the layer stack. If you are working in **Presentation Mode**, this will also place the selected panel or floater at the end of the timeline.

- Choose **Arrange > Move Up** to move the selected panel or floater up one level, moving it closer toward the camera. This will also move the selected panel or floater one step toward the end in the timeline.
- Choose **Arrange > Move Down** to move the selected panel or floater down one level, moving it farther from the camera. This will also move the selected panel or floater one step toward the beginning in the timeline.
- Choose **Arrange > Send to Back** to move the selected panel or floater to the bottom of the layer stack. This will also place the selected panel or floater at the beginning of the timeline.
- 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.
- Choose **Arrange > Align > Top** to align selected objects at their top edges.
- Choose **Arrange > Align > Bottom** to align selected objects at their bottom edges.
- Choose **Arrange > Align > Center Vertically** to align selected panels or objects at their vertical centers.

## 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.

The commands are as follows:

- Choose **Arrange > Align > Left** to align selected panels or objects at their left sides.
- Choose **Arrange > Lock**, or use the keyboard shortcut **COMMAND/CTRL+L**, to lock selected objects.
- Choose **Arrange > Unlock** to unlock selected objects.

## Locking and Unlocking Objects

You can lock objects to prevent them from being accidentally repositioned or changed; or unlock them to allow changes to be made. Use the Move tool to select the object or objects that you want to lock, and then choose one of the following commands:

- Choose **Arrange > Unlock All** to unlock all objects that have previously been locked.

## 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 to select the object that you want to shake.
3. Choose **Arrange > Shake Object**. The Shake Object panel appears.
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. Move it toward the right to shake the object faster, and toward the left to shake the object more slowly.
5. Choose OK to apply the shake to the object.

## Scattering Objects

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. 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.

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 to create a new scene.
2. Delete the panel that appears in the scene window.
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** into the scene.
5. If your images are very large, you will need to select each image (one at a time, in Advanced mode) in the timeline, and then drag the image from one of the corner handles to scale it down. As you resize the images, keep in mind that the goal is to randomly scatter all of the images within the artboard, so you should try to size them accordingly.
6. Select all of the images in the timeline. You can use the **Edit > Select All** command, or click to select the top image, and then **SHIFT-Click** to select the bottom image to highlight all of the timeline entries.



*The Scatter command will only scatter selected objects. Any unselected items will be left as is.*

7. Choose **Arrange > Scatter**. The images are scattered around the scene in random order. The bottom-most layer in the timeline will play first, and the top-most layer in the timeline will play last.



*Photographs arranged on the artboard with the Scatter command.*

8. 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.

- Switch to Camera view by clicking the Camera View icon above the timeline. Press the Play button again to preview the animation.



*One of the photographs as viewed through Camera view during playback.*

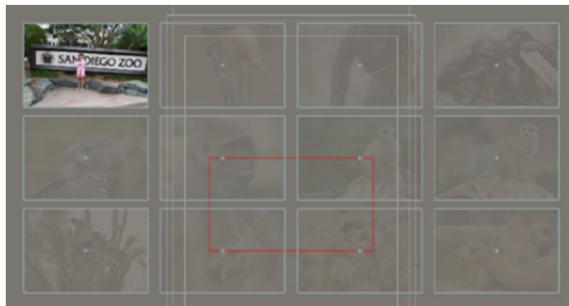
## Arranging Objects in a Grid

You can use the **Arrange > Grid** command to arrange your objects in a grid pattern. 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.*

## Positioning Objects

After selecting an object with the Move tool while in **Advanced 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 43 and “Editing Stop Points in Camera View” on page 46.

## 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.
5. Enter the text in the **Text** field. The Preview window shows the text as you type.

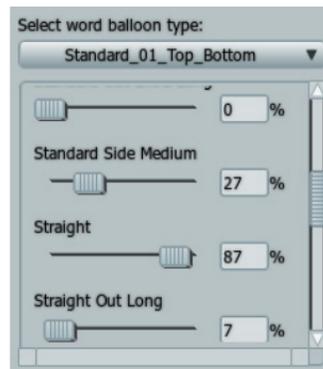


*Word balloons will automatically resize to accommodate the text. If you want to break the text into multiple lines, you will need to press the Enter key where you want a line break to occur.*

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.
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.
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.

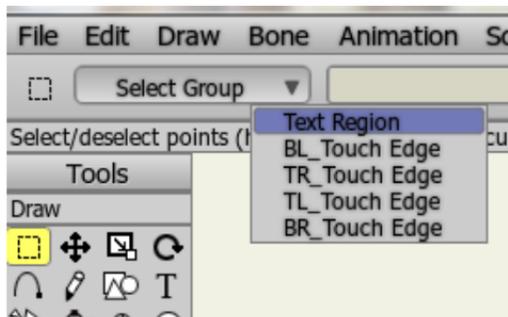


*Balloon morphs.*

## 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).
- When you install MotionArtist, default word balloons appear in the Resources > Support > Word Balloons

## Chapter 11: Working with Objects

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 19, and place your custom word balloons in its Word Balloons subfolder.

## 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.

# Chapter 12: Distributing Your Comics

## Previewing Your Work

To preview your work while you are designing your project, or before you publish your final product, choose **Preview > Preview**, 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.

Use the **Preview > Preview Settings** command, or the shortcut **COMMAND/CTRL+SHIFT+R**, to configure settings for the preview window.

## 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.

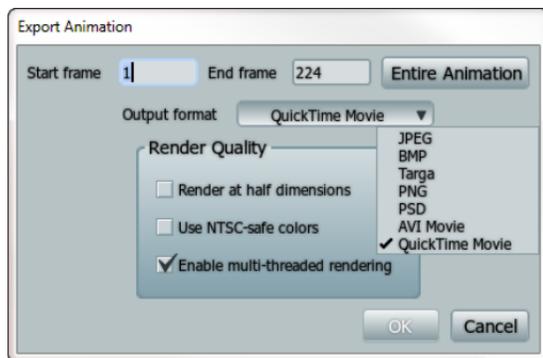


*The **ming** file that is saved into the Gathered Media folder will reference the media files stored within that gathered media folder. The gathered project will no longer link to the original file locations that were brought into the project. Therefore, if you open the **ming** file in the gathered media folder and need to make changes to the media, you should edit the media stored in the gathered media folder.*

## Exporting Your Comics

To export your comic to a format that you can distribute, choose **File > Export Comic**, 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 67](#) 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).
  - **Output Format:**
    - **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.
    - **AVI Movie:** Will output an AVI movie (Windows). After entering a filename and location, the Video Compression dialog will allow you to select a compression format and quality, using one of the video codecs available on your system.
    - **QuickTime Movie:** Will output a MOV file. After entering a filename and location, the Compression

Settings dialog opens, allowing you to choose from the MOV compression types available on your system. You'll also be able to specify additional settings such as frames per second, keyframe frequency, data rates, and compression quality.

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.

## Exporting for the Web

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.

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

- 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](http://www.w3schools.com/html5/html5_ref_canvas.asp).

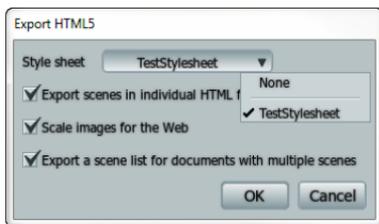
- JavaScript is used to draw the graphics on the HTML page.
- You can click or tap on the animation surface (canvas) to pause or play the scene. This will require an event such as a mouse-click or a swipe to resume playback.
- Panel shapes, panel clipping, and camera movement are supported.
- Setting the background color of the scene.
- Optimizing the size of the exported image for the web.
- The ability to place a clickable hotspot on the canvas as a floater, or attached to an object. This can be triggered by a single tap or mouse click.



*To assign a hotspot to a floater, image, or panel, open the Layer Settings dialog to the HTML Export tab, and enter the hotspot destination in the Click or Tap Action field. For an example of this tab see “HTML Export Tab” on page 97.*

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.



*Export HTML5.*

2. Choose one or more of the following options:

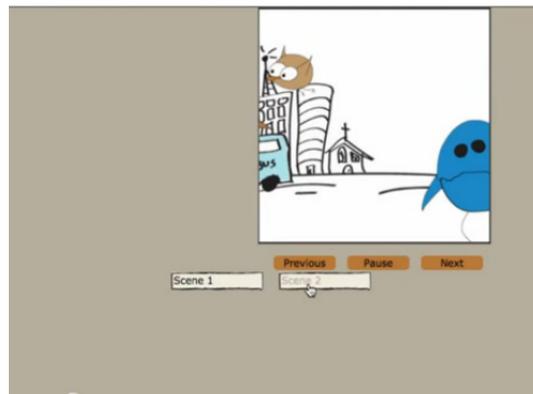
- **Style Sheet:** Allows you to choose a CSS style sheet that will format the appearance of the HTML pages.



*Style sheets are found in your installation directory, and are located in the MotionArtist > Resources > HTMLExportCSS folders and subfolders. You can create your own custom style sheets and place them in this folder.*

- **Export scenes in individual HTML files:** Check this option to create a page for each of the scenes in your project. When unchecked, the entire project will appear in one HTML file.

- **Scale images for the Web:** When checked, large images (such as those used for print) will be downsized appropriately for display in web browsers.
  - **Export a scene list for documents with multiple scenes:** Check this option to add a table of contents that allows you to navigate from scene to scene.
3. Click **OK** to export the comic. After exporting, the web page will open in your default browser.



*A project as viewed in a web browser.*

The window displays each panel in your scene within a canvas on the HTML page. There are three buttons that appear beneath the canvas: **Previous** and **Next** allow you to move backward or forward to the previous or next panel in the scene. The **Pause** button allows you to stop playback at the current panel. If your panel contains multiple scenes, there will also be Scene buttons on the page that will let you view a specific scene.

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.

## Sharing Your Work

MotionArtist allows you to publish and share your creations on YouTube and Facebook. You can also export your creations to HTML5 format and share them on the web.

## 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 “Web Uploads” on page 29. 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 29.

## 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.
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.

# 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 <http://my.smithmicro.com/support> 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://my.smithmicro.com/register>.

Telephone support is also free to registered users. Before using telephone support, please check the resources listed above. Phone support is intended to solve critical technical issues. We are unable to answer project-based questions. Our Technical Support phone number is listed on our website at <http://smithmicro.com/contact>. Telephone support hours are 10 am to 4 PM (U.S. Pacific time). If you call during other hours, or if a representative is not able to answer your call immediately, you will be asked to leave a message, and we will return your call as soon as possible (generally within two business days). When calling, please be in front of your computer with MotionArtist running.

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

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 > Open Recent		
File > Close	CTRL+W	COMMAND+W
File > Save	CTRL+S	COMMAND+S
File > Save As		
File > Gather Media		
File > Project Settings	CTRL+SHIFT+P	COMMAND+SHIFT+P
File > Export Comic	CTRL+E	COMMAND+E
File > Export HTML5		
File > Add Scene		

File > Duplicate Scene		
File > Delete Scene		
File > Import	CTRL+I	COMMAND+I
File > Import Background		
File > Make Snapshots		
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 > Clear		
Edit > Select All	CTRL+A	COMMAND+A
Edit > Preferences		

\* Preferences command is found in the MotionArtist application menu in Mac systems

## Arrange Menu

<b>Command</b>	<b>Windows</b>	<b>Mac</b>
Arrange > Bring to Front		
Arrange > Move Up		
Arrange > Move Down		
Arrange > Send to Back		
Arrange > Lock	CTRL+L	COMMAND+L
Arrange > Unlock		
Arrange > Unlock All		
Arrange > Align > Left		
Arrange > Align > Right		
Arrange > Align > Center Horizontally		
Arrange > Align > Top		
Arrange > Align > Bottom		
Arrange > Align > Center Vertically		
Arrange > Shake Object		
Arrange > Scatter		

Arrange > Grid		
Arrange > Auto Camera		
Arrange > Position Object		
Arrange > Position Camera		

## Panel Menu

<b>Command</b>	<b>Windows</b>	<b>Mac</b>
Panel > New Panel	CTRL+SHIFT+N	COMMAND+SHIFT+N
Panel > Delete Panel		
Panel > Duplicate Panel		
Panel > Arrange in 3D		
Panel > <b>Insert Text</b>	CTRL+T	COMMAND+T

## Preview Menu

<b>Command</b>	<b>Windows</b>	<b>Mac</b>
----------------	----------------	------------

Preview > Preview	CTRL+R	
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## Share Menu

Command	Windows	Mac
Share > YouTube		
Share > FaceBook		

## 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 > Reset		
View > Timeline Zoom In		
View > Timeline Zoom Out		
View > Enable Grid	CTRL+G	COMMAND+G
View > Grid Settings	CTRL+SHIFT+G	COMMAND+SHIFT+G

View > Page Guides		
View > Video Safe Zones		
View > Thirds Grid		

## Window Menu

Command	Windows	Mac
Window > Timeline	CTRL+[	COMMAND+[
Window > Library	CTRL+SHIFT+L	COMMAND+SHIFT+L
Window > Audio Recording		

## Help Menu

Command	Windows	Mac
Help > Help		
Help > Video Tutorials		
Help > Community		
Help > Welcome Screen		

Help > Register		
Help > Check for Updates		
Help > About MotionArtist		
Help > Create Content Folder		

## Other Hot Keys

### Objects

- Hold the **SHIFT** key down while rotating a selected object to snap the rotation at 45 degree increments.
- Hold the **Option** key down while grabbing a side handle to scale the opposite two handles in reverse. For example, if you drag the right side handle inward while pressing the Option key, the left side handle will move inward toward the center at the same rate. The top and bottom handles will move away from the center at the same rate.
- To synchronize scaling of multiple objects at the same time, press the **Option** key while scaling. The center

point will not be displayed, but will be based on a mutual center.

- To snap movement to a horizontal or vertical axis, hold the **SHIFT** key down while dragging one or more objects left/right, or up/down.

*If the selected objects are arranged in 3D, you will see them shift slightly when traveling along the line. They will not travel “locked” together.*

### Timeline

Arrows change selection or frame in timeline

COMMAND Arrows nudge selection

COMMAND Click and COMMAND Right click to select an area to loop for playback.

### Panel View

Key command to select next / last Panel. This cycles through the selected panels allowing you to use key commands to select next panel to edit ( )

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