

QI was wondering how to copy and paste a segment of my project from one place to another in the Time Line. I've tried to do this but can't seem to figure out how.

A

The simplest way is to select the frames you want to copy (click and drag cursor under the frames to select them) ... when they are selected they will be highlighted. Now use the standard keyboard shortcut CTRL C to COPY ... advance to the point on the Timeline where you want to paste the frames and CTRL V to PASTE .

You can also COPY selected frames by Right-Clicking on the frames and from the pop-up menu select "Copy Selected Image" , then advance to where you want to paste them and Right-Click again and select "Paste Images" from the pop-up menu ... but I find it's faster to just use keyboard shortcuts CTRL C and CTRL V . (to *cut/delete* frames use keyboard shortcut CTRL X)

You can also select frames and drag them to MOVE the frames forward or back on the timeline by clicking and dragging on the selected frames (you will see the word "MOVE" appear at the head of the selected sequence of frames when you perform this action) ... drag them to where you want the frames to go and release.

[Copy Paste Move Frames in TVP.mov](#)

<http://youtu.be/phCsFAHKgQI>

IMPORTANT: Read [Lesson 6 Steps to Creating an Animated Image](#) of the [TVPaint 10/10.5 User Manual](#) for how to work with animated images on the timeline , especially pages 6-8 - through - 6-10 in Lesson 6. Also see [Lesson 4 Temporal Management of Layers](#) in the TVPaint 10.5 User Manual.

(if you updated to TVPaint 11 it's basically the same thing in TVPaint 11 as in TVPaint 10/10.5 . I am referring you to the TVPaint 10/10.5 user manual because currently the TVPaint 11 manual seems to still be a work-in-progress , so the TVPaint 10/10.5 manual is easier to navigate)

See the TVPaint.com [Tutorials Page](#), this tutorial :


[The Interface of TVPaint Animation](#)

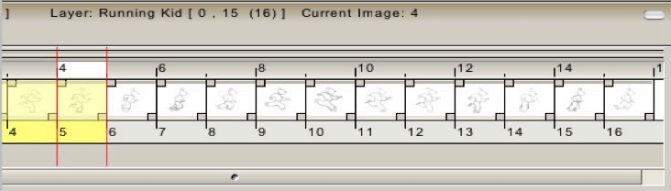
Pages 6-8 - 6-10 of the User Manual -

Managing the images of an animation layer

Move and duplicate one or several images

To move one or several images, select at first the images you want.

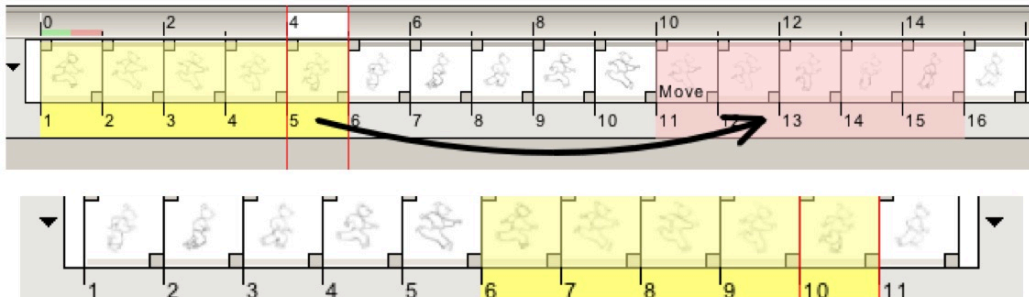
 It is possible to select several consecutive images of a layer with a simple click and slide of the left mouse button under the timeline icons. The selected images are then marked in yellow (see below).



It is therefore possible to duplicate or delete all selected images in the same way as described above.

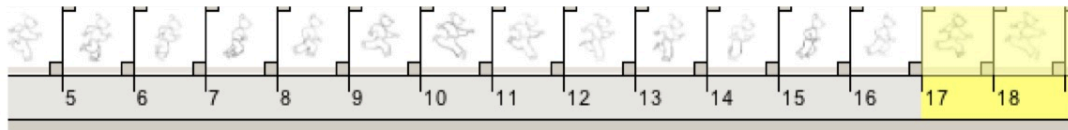
Then, click again on the selected images and hold the click : selected images will become pink and will indicate that you can move them in the timeline.

If you move your selection in an empty space : you will remove its presence from its original place, and move it somewhere else. If needed, the previous instance will be stretched automatically.

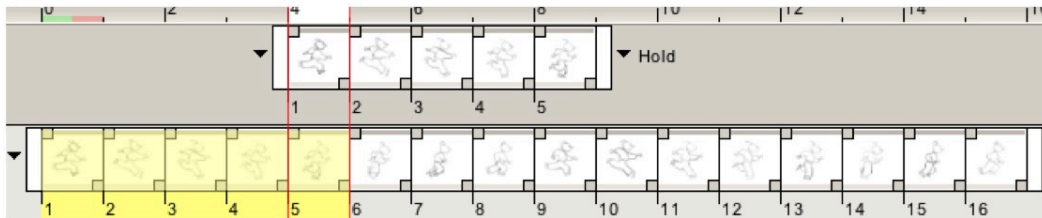


Managing the images of an animation layer

To duplicate your images selection into the same layer (in order to repeat it further in your animation, for example), you just have to hold your click **and** press [Ctrl].



You can also duplicate your selection to another layer by dropping it to the layer above or below (the layer has to be created before).



Be careful ! If you put your selection's **copy** above an image sequence, your selection will overwrite the images.




To avoid any incident, press [Shift] to insert your selection between two images, without overwriting them.

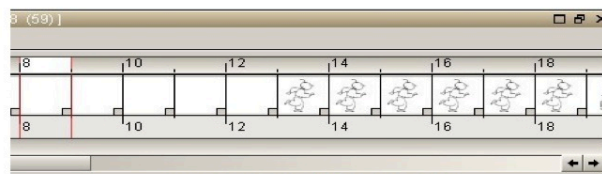
You can also **copy**, cut or **paste** an image selection, respectively with the shortcuts [Ctrl + C], [Ctrl + X] **and** [Ctrl + V] (use [Cmd] instead of [Ctrl] if you are a Mac user).

Insert or delete one or several instances

A right click on the timeline opens a contextual menu which allows you to insert instances (this function has been already explained in lesson 4), after the current image.



You can also use those buttons  from the *Animator Panel* to add instances (more information about that panel further).



images inserted from image 18

To delete several images, think at first in doing a selection, then press the key [Del] (be careful : [Bk Sp] does not delete the images but clear their contain). You can also delete them from the contextual timeline menu (do not forget to **confirm**)



The *Insert, Duplicate, Delete images* options are also available in the *Image* main menu **and** in the *Animator Panel*.

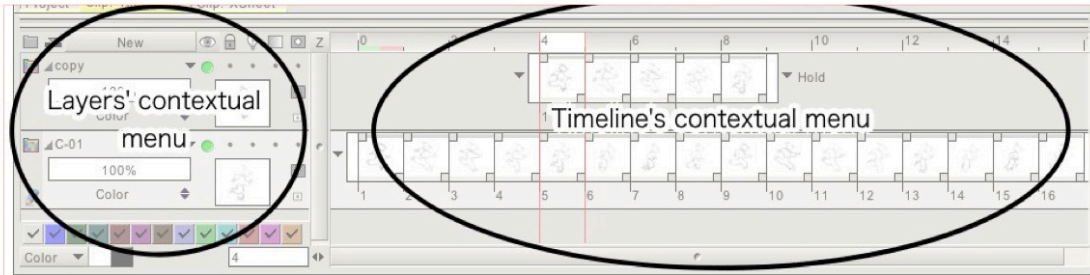
Managing the images of an animation layer

Cut, Copy, Paste layers

The method used to cut, copy and paste an image or animation layer from one project to another is the same as that used for images.

To select several layers, simply left click on these layers while pressing the [Ctrl] or [Shift] keys as explained in lesson 3. The layers selected then appear in yellow.

The layer's contextual menu is located in the left section of the timeline, the timeline's contextual menu is on the right side of the timeline (see below).



The *Cut, Copy, Paste layers* options are also available in the *Layers* main menu.



Before transferring the layers from one project to another, always ensure the resolution is correct, otherwise your images may be distorted.