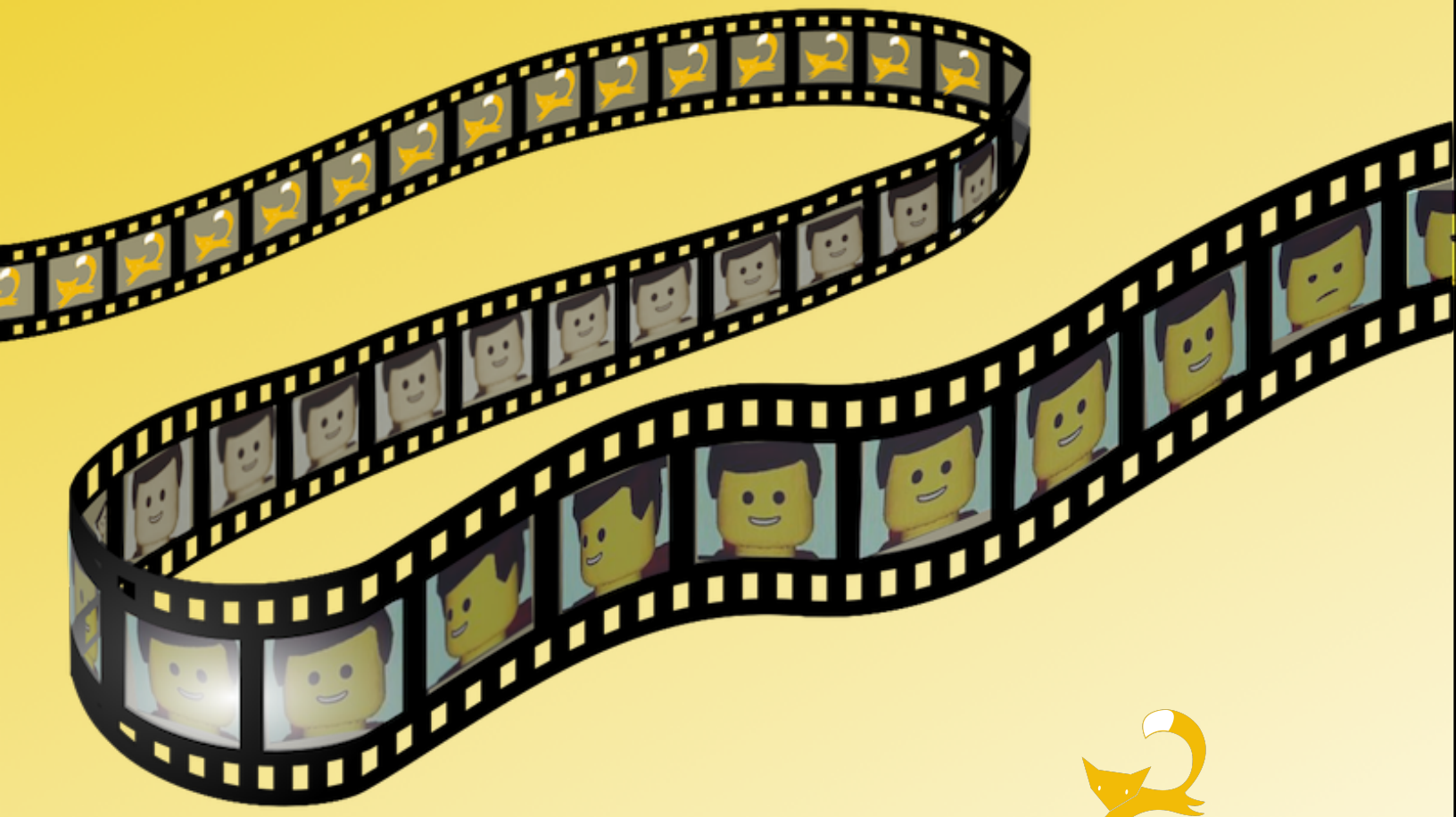
I CAN ANIMATE for iOS

STOP MOTION ANIMATION



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What do I need?

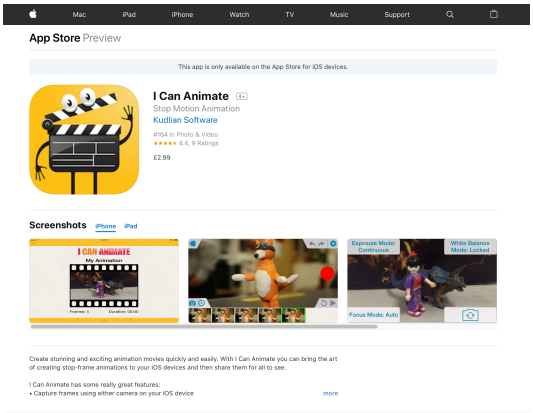
A suitable device, either an iPhone or iPad, you'll find details of the models and versions of iOS supported, on the App Store.

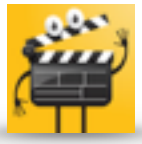
How do I Install?

That's an easy one…

Just go to the App Store on your mobile device, and search for I Can Animate. You'll find there are two options to install;

- the Lite version is free and allows you to try out some of the great features and discover just how easy I Can Animate is to use,
- and the Full version that has all the features activated straight away and no restrictions. There is a small charge for this application.

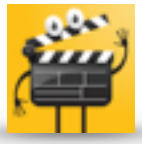




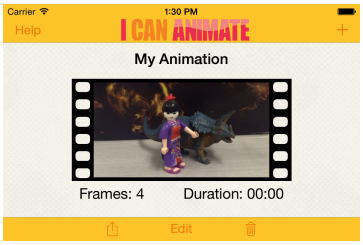
I Can Animate will automatically download and install to your device.

Once the app has been installed you will see the app icon appear on your devices screen.

Using I Can Animate

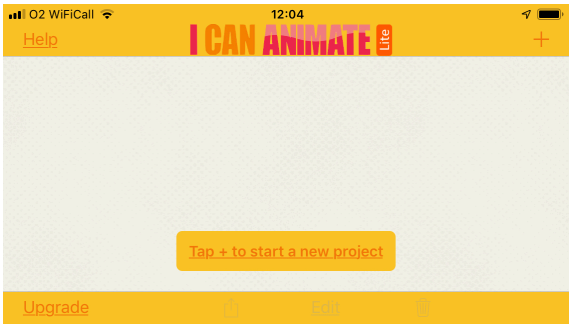


Locate the I Can Animate app icon on your device, and tap it once. I Can Animate will load.



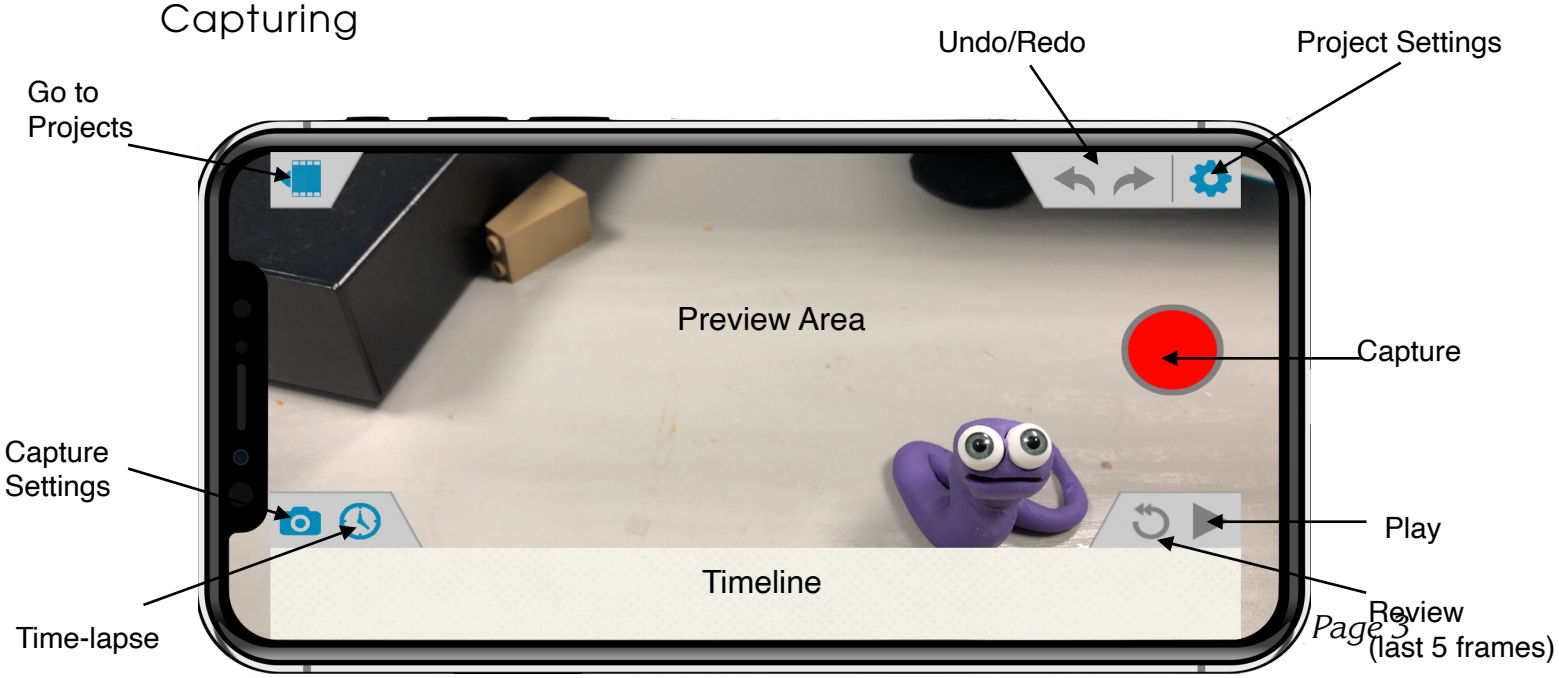
If this is the first time you have used the I Can Animate App, you will be required to create a new project.

Just tap the Start New Project button in the lower part of the screen or the + button in the top right hand corner of the screen.



This will take you to the capture screen.

Capturing



The preview screen will display whatever your camera is pointing at.

If your device supports it, you can change camera settings and preferences.

Tapping on the screen removes all the buttons and displays the complete frame that will be taken, tap the screen again to make the buttons reappear.

Quick Start

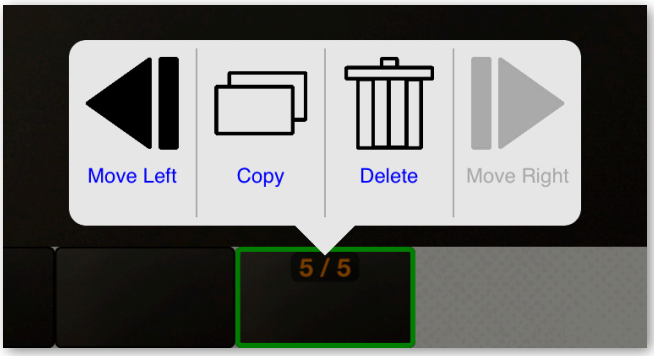
Try to keep the device still during capture, a stand or tripod can be used.

Frame your first shot and tap the capture button gently.

Your captured frames will appear in the timeline at the bottom of the screen.

To delete a frame;

- simply tap on the thumbnail to be deleted in the timeline so that it is selected
- then tap a second time to display the editing panel
- Tap Delete, the frame is removed (you can use Undo to reinstate the frame straight away if a mistake has been made).



Onion Skinning

"Aargh, there's two images in my preview, I'm seeing double!"

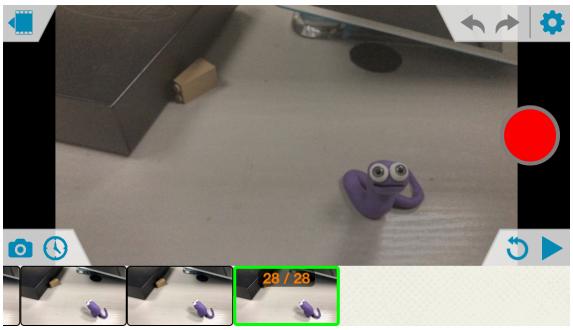
Don't panic this is normal. I Can Animate supports Onion Skinning and this is a great feature that helps you with your animations.

The view is displaying the last frame that you captured, and the picture feed from the camera. Onion skinning is a really useful feature as it allows you to see how much movement you are putting into your characters and to reposition them, or the device, if you inadvertently move them.

Each time you capture a frame, I Can Animate will select it and display the new frame and the feed from the camera.

PRESS THE CAPTURE BUTTON - GET ANIMATING

Each time you capture a frame it will appear in the timeline at the bottom of the screen and each frame displays the frame number at the top. You'll also hear the camera shutter sound. You can mute this using the Ring/Silent switch on the iPhone or Screen Rotation/Mute lock on the iPad.



If you make a mistake or want to step back, then tap the UNDO button at the top of the screen, there is also a REDO option.

Playing Back

Once you have captured some frames, you just might want to see what your animation is starting to look like. You can playback at anytime just by tapping the playback button.

You might think that nothing is happening when you do this.

Have you captured enough frames to see anything?

Remember, the default settings in I Can Animate mean that you have to capture 12 frames just to get 1 second of playback.

It also might be that last frame in the timeline is the currently selected frame when you tap playback. If this is the case, then the animation plays from the currently selected frame to the end.

Tapping Play again will then play the whole sequence.

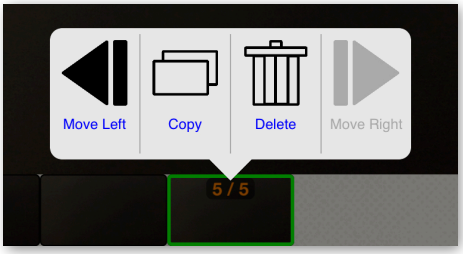
There's also a Review button which plays the last five frames captured so you can keep checking your progress.

"Can I add more frames to my animation once I have captured my scene?"

Yes, just tap the capture button again and I Can Animate will continue to capture frames form where you left off.

What does the Copy button do?

Once you have captured some frames and played the animation back, you might decide that you want to create a pause or slow one section of your animation down a little bit. You don't have to try to reshoot anything, as I Can Animate can do it all for you by either copying selected frames or altering the overall playback speed.



Copying

- Tap the frame in the timeline you wish to duplicate, you will see a green highlight around it once it's selected
- Tap the frame a second time to show the Copy option.
- Tap the Copy option.

The frame will be inserted directly after the one you selected. If you add in too many frames, use Undo or delete the frame.

Moving a Frame to the Left or Right

Whilst you are in this editing mode, you can quickly move a frame left or right in the timeline by tapping the appropriate button. This in effect reorders the frames.

Camera/Capture Settings - Exposure, White Balance, Focus

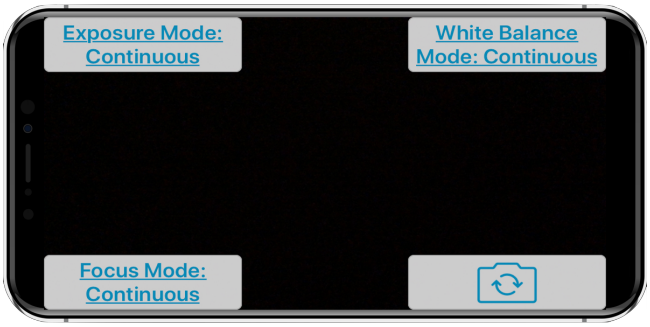
The settings screen allows you to review your animation without the timeline and also gives access to the settings that allow you to lock the Exposure, White Balance, Focus and switch camera view, if your device supports it.

- Tap the camera settings button, bottom left on the main capture screen.

The Settings controls screen will now display.

Tapping the buttons will change the setting from Continuous to Lock. When capturing your animation, locking the White Balance and Exposure can reduce flicker.

Locking focus can also be beneficial.



If you tap the camera icon, this switches the currently selected camera and this will become the default camera used by I Can Animate next time you use it. Switching the camera may also change the project's aspect ratio, depending on the cameras present in your device.

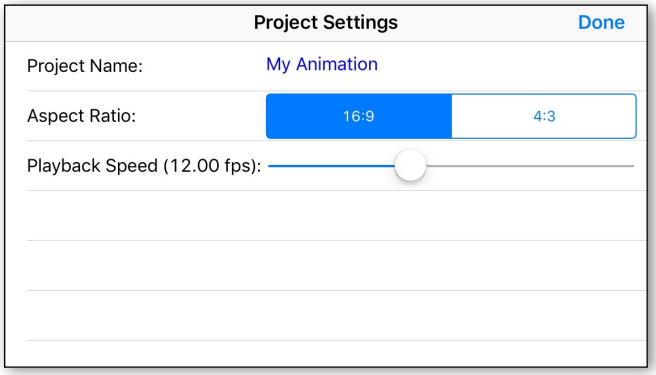
Once you have have made your setting changes, tapping the screen will return you to the previous screen.

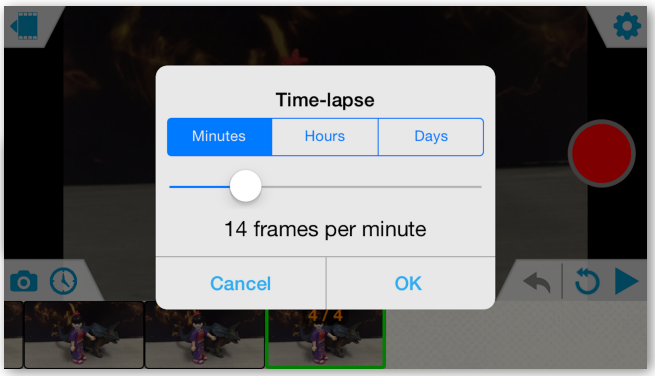
Project Settings

Tapping this icon opens the Project Settings

In this panel, you can;

- change the name of your project, just tap and type.
- Modify the Aspect Ratio
- Alter the Playback Speed. By default this will be 12 frames per second (fps). If you wish to slow down the playback use a lower setting.





Time-lapse

Want to capture the sun setting or moon rising, clouds floating across the sky, traffic, food rotting.....?

You can, with the Time Lapse feature in I Can Animate.

The Time-lapse panel enables the settings for time-lapse capture to be changed.

- Tap the Time-lapse icon at the bottom of the screen.

Using the panel you can set the duration/frequency of capture for your frames. Choose from Minutes, Hours or Days and then use the slider to set the precise time interval.

The screen will now show a message informing you it is ready to begin your time-late capture session.

You are now ready to start…

Position your device securely and tap the Capture button. I Can Animate will do the rest, displaying the period left until the next frame is captured on the Start button and the number of frames captured.

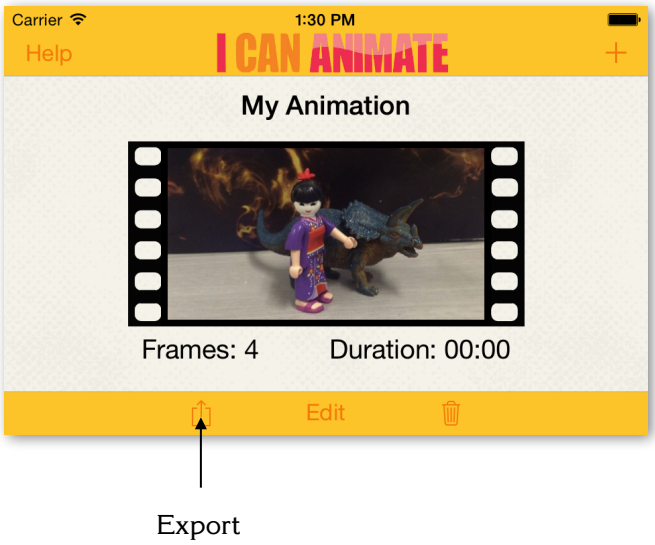
If you wish to stop the time lapse at any time, just tap the Stop button.

Each time a frame is captured, you will hear a shutter sound. This can be muted, using the devices mute switch.

Note: you may need to disable any 'sleep' settings you have enabled on your device for the duration of the capture and have the device plugged into a power supply during longer capture periods.

Exporting

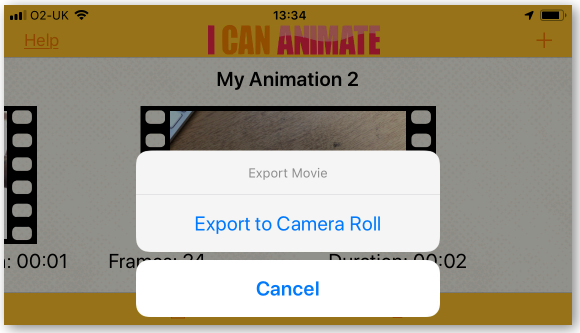
"I've finished my first project, what next?"



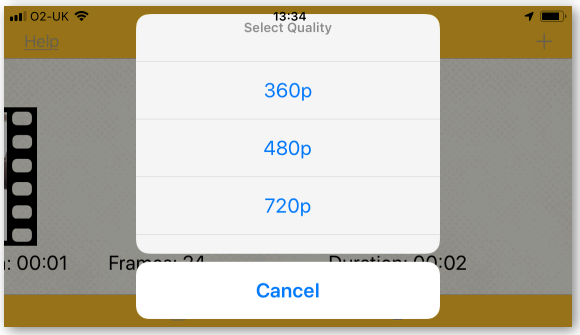
I Can Animate automatically saves your projects as you are creating them and lists them in the Projects window.

You can choose to export a project to your Camera Roll to use it in iMovie, to add sound and effects for example, or to upload to the internet.

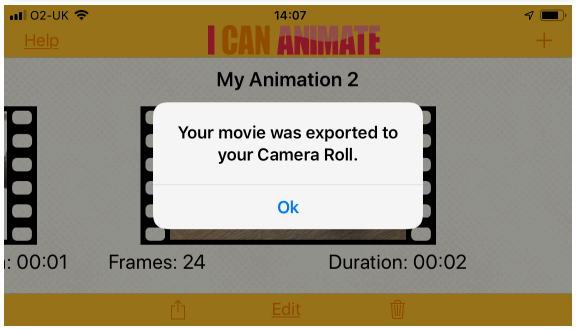
Tap the Export button



Tap the Export to Camera Roll.



Choose the size of file you want to export export

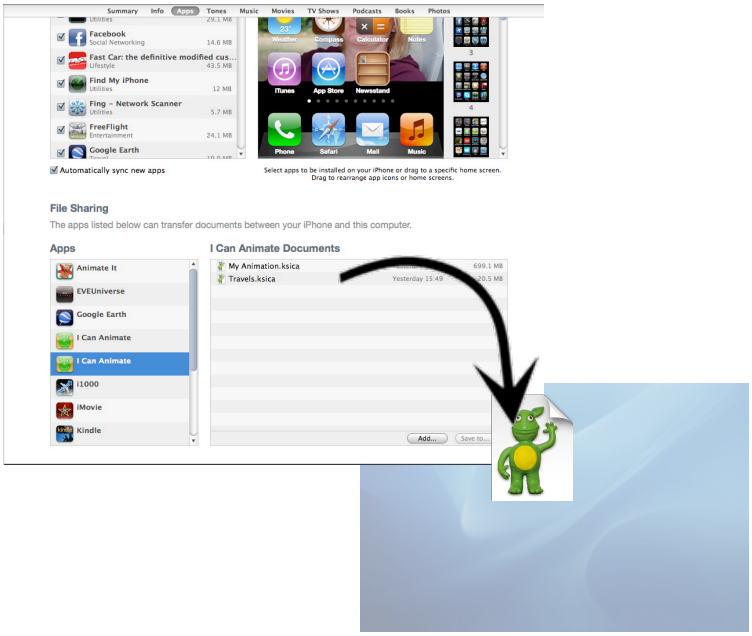


Once the 'movie' has been exported, you can import it into iMovie, then add sound and special effects, before publishing it to YouTube, FaceBook, Vimeo, iTunes, etc, or through the export options directly from your Camera Roll.

Sharing an I Can Animate file through iTunes

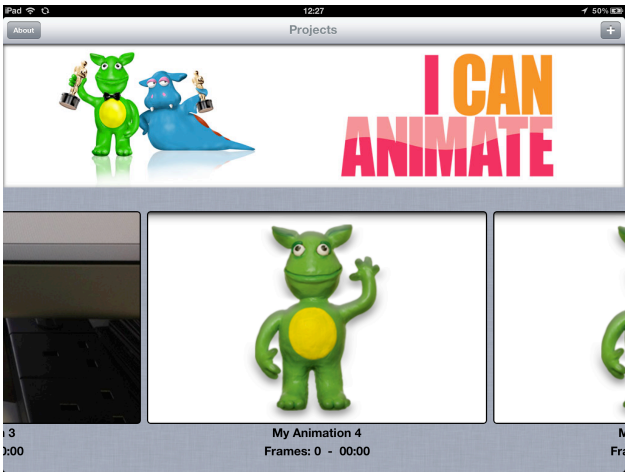
The desktop version of I Can Animate for Mac OS X can also edit projects created on your iOS device. When you plug your device into your desktop or laptop computer, iTunes will load.

I Can Animate supports file sharing. When you select the Apps button for your device in iTunes, any projects on the device will appear in the File Sharing display in iTunes.



Drag the project onto your desktop, and then double click it. If you already have the desktop version of either I Can Animate, I Can Animate Express or I Can Animate 2 installed, the project will load into this.

Projects



The projects view shows all the projects that you have created. You can scroll from left to right to see the projects.

Each project displays a key frame, or if the project is empty the I Can Animate file icon, the project name, the number of frames captured and the duration that the animation lasts.

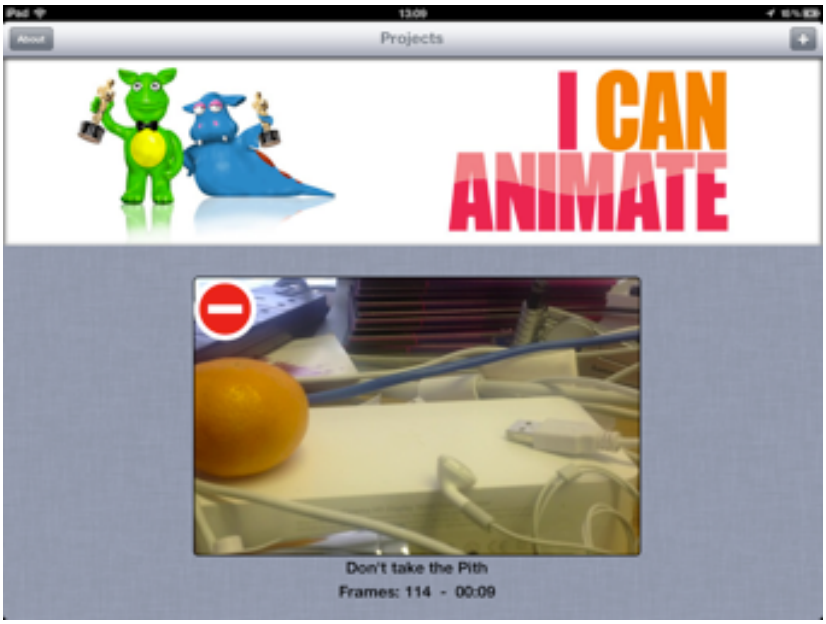
Loading a Project

To load a project;

- Tap on it.

You'll go straight to the capture screen.

Deleting a Project



- Tap and hold on the project you want to delete.

A delete button will appear in the top left hand corner of the project.

- Tap the delete button.

You will be asked to confirm the delete as this action cannot be undone.

Help

I Can Animate has its own help files that are there to remind you of some of the applications features. If you need help at any time, just tap the *About* button accessible from the top left of the screen in the projects view.

You can also access the I Can Animate website directly from here, check which version of the App you are running, and even download this eBook, but then you've already done that!

Have fun and lets see some great animations.

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