

TinyAnim™ 2.0

Quick start guide

tinyanim.com



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OVERVIEW	03
GETTING STARTED	04
New Project	04
Download sample project	04
WORKING WITH ASSETS	05
Asset gallery	05
Start in HTML	05
ELEMENTS & CHANNELS	06
Adding channels to elements	06
Editing elements	06
Parent tool	07
Grids & guides	07
Property inspector	07
EXPORT PROJECT	08
Export as HTML5	08
Export as video	09

Parent tool
 Allowing elements to pair together so they will follow the same action. One element is the 'child' of a 'parent' element. Its position will be relevant to this 'parent' rather than the pasteboard

Isolate
 Hides all other elements except this specific one

Lock
 Stops the element being moved by the move tool

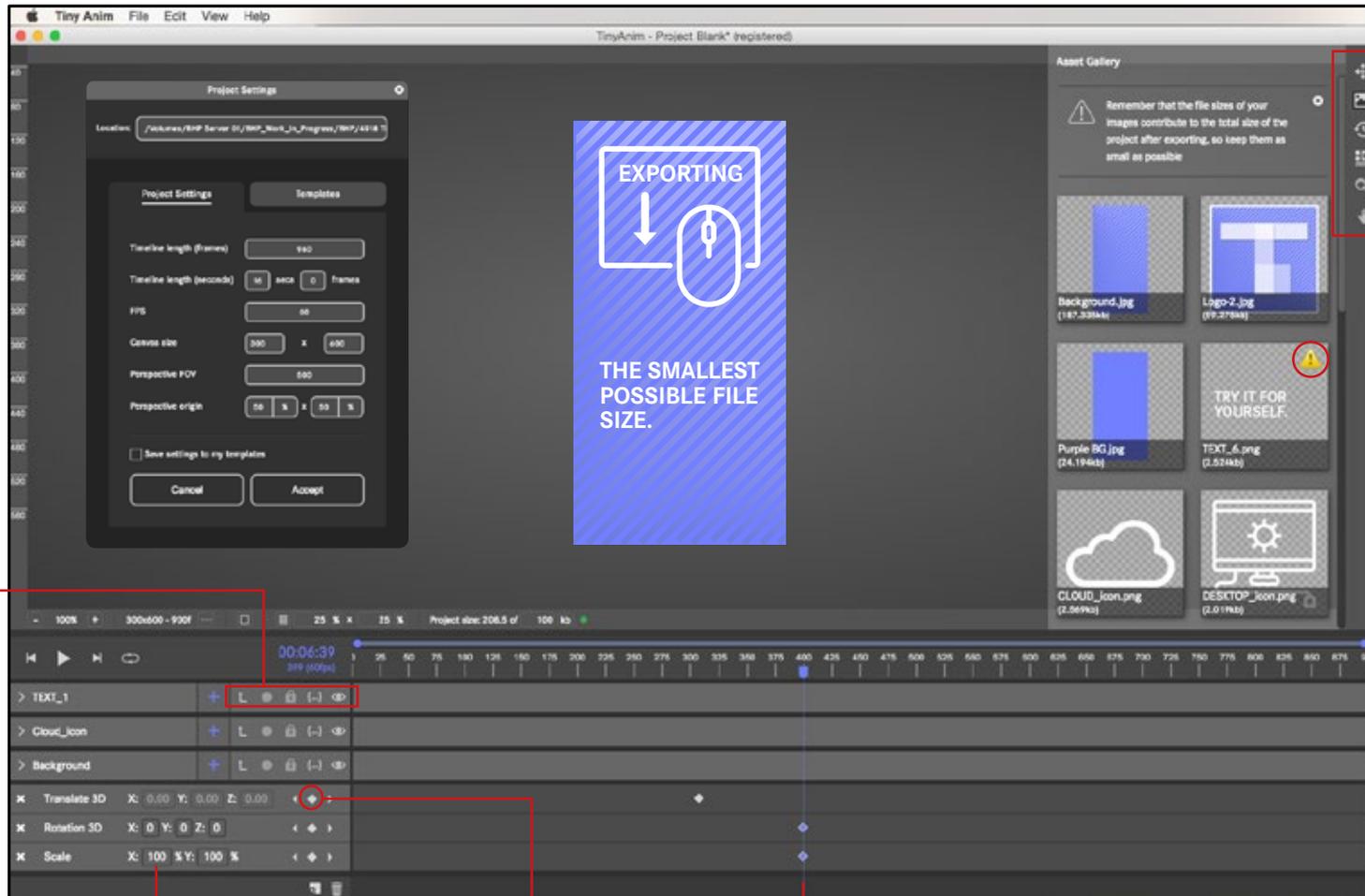
View HTML
 Opens an editor and exposes the elements as HTML, including inline CSS and Javascript

Visibility
 Show or hides the particular element

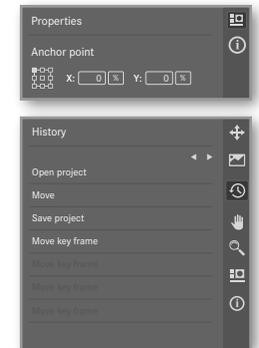
New Element
 Adds a new element to your artboard

Delete
 Removes the layer from the timeline

Project Settings
 Alter your setting at any point



- Move tool
- Asset gallery
- History
- Pan (move artboard)
- Zoom view
- Property inspector
- Warning (indicates which asset files are too large)



You can add any of the following channels to an element

- Opacity
- X position
- Y position
- Scale
- Rotation
- Rotation 3D
- Translation 3D

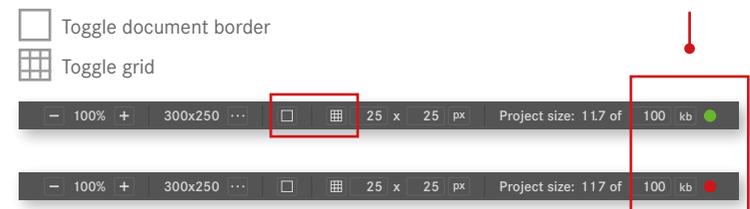
Drag each box right or left (or type in the exact value) to set each point exactly

To animate a channel on a newly selected element you must click icon to add it onto the timeline

Timeline

Drag the timeline ruler into position to help guide the keyframes, the exact time will appear in the reader

Monitor your file sizes in real time



NEW PROJECT

1. Select 'New Project'
2. Name your project and choose the folder location (the TinyAnim™ project will save as **project.tna**)
3. Fill in 'Project settings' now or later
4. Choose your banner ad size by clicking 'Templates' for the standard web sizes or customise your own.

Text and image assets can be created before or during the design process. We recommend using the indexed PNG8 format for JPG's that are opaque and PNG's for transparent ones. This will help your files to retain the smallest size.

DEALING WITH TEXT

You are free to include any external fonts but our recommendation is to prepare all text content as a pre-rendered PNG8 which can be animated in the same fashion as your image assets. Currently there is no font format that's consistently supported by all main browsers. This feature should become available soon.

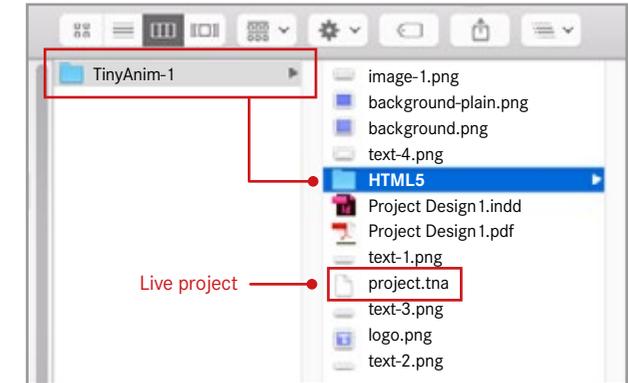
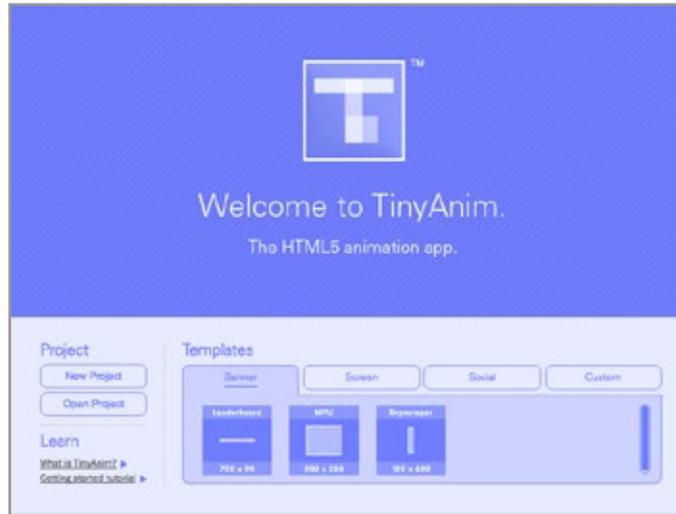
FPS: the field of view in pixels within the z-axis (distance moving back away from the user)

Canvas size: measurement in pixels

Perspective FOV: perspective field of view. The perspective property doesn't affect how the element is rendered; it simply enables a 3D transformation

Perspective origin: defines where an element is based in the x and y-axis.

 Download sample project

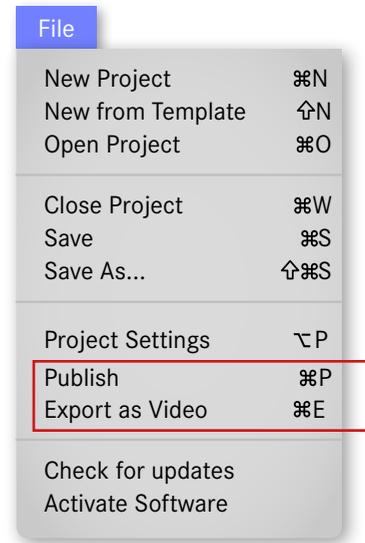
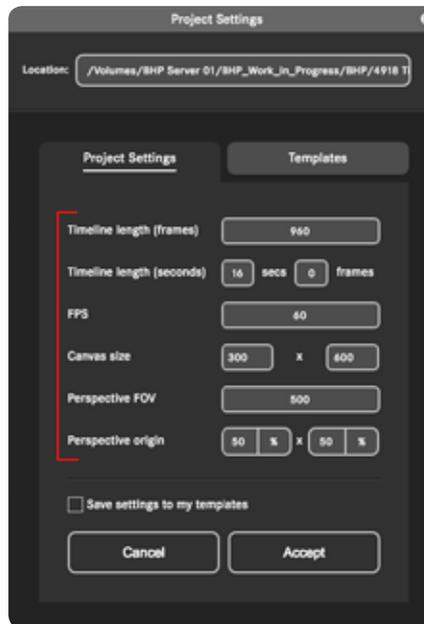


Note:
We recommend creating a second folder inside your main one (see above). Name this 'HTML5'. This is where your HTML5 will be exported, see page 8

1

2

3



ASSET GALLERY

To add images to the asset panel simply copy them into the projects folder or drag and drop an image onto the asset panel and it will be automatically copied into this folder. TinyAnim™ will scan the directory for applicable asset files.

Click:  to open asset gallery

Drag and drop the assets directly onto the pasteboard, this will create a new element on the timeline – it's useful to rename these. You can add assets to the project folder any time and they should appear when you refresh the asset gallery.

Monitor the file size using this tool for reference while you work

TIP**START IN HTML**

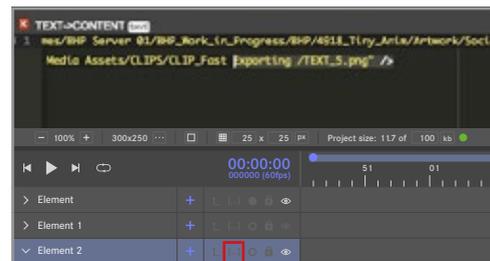
The asset gallery will automatically create appropriate HTML for an image. Your folder contains a JSON description which can be modified by hand. This generated HTML is hand editable by using the code editor and can be adjusted to your hearts content. This will then appear as a 'new element'.

You're not limited to using image assets. If your knowledge of HTML is sufficient, create an empty layer and start editing the HTML directly

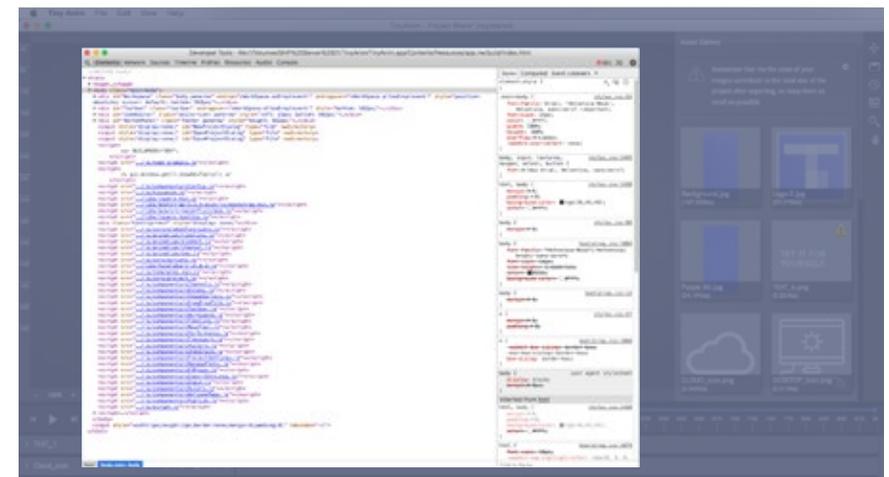
TIP

Click: `{...}` to open code editor

This allows you to display externally hosted images, include video, draw SVG's, create CSS gradients that you would normally create within HTML.



Remember that the file sizes of your images contribute to the total size of the project after exporting, so keep them as small as possible.



ADDING CHANNELS TO ELEMENTS

Elements are the fundamental unit of a TinyAnim™ animation.

1. Add an element  then click **+** to select from the CSS channels available
2. Place this onto the timeline by clicking  (this can be manually repositioned)
3. Edit its numerical values to suit

TinyAnim™ aims to expand its range of CSS channels exposed for animating. Currently you have access to Opacity/ X-position/ Y-position/ Rotation/ Rotation-3D and Translate-3D tool.

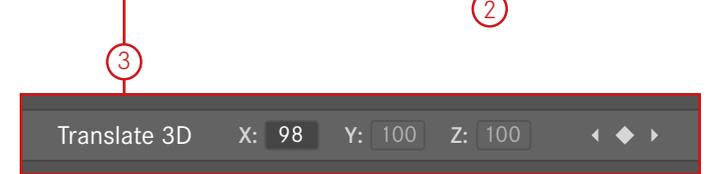
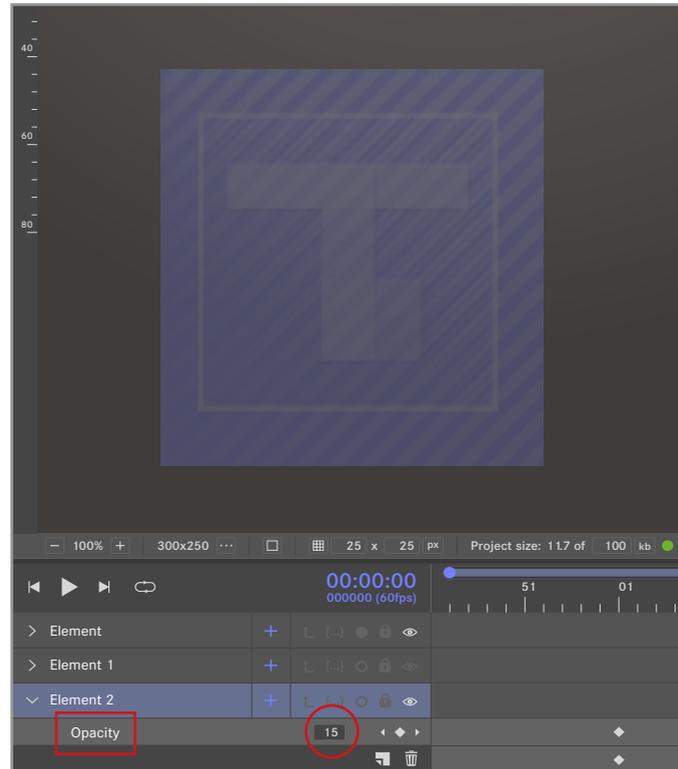
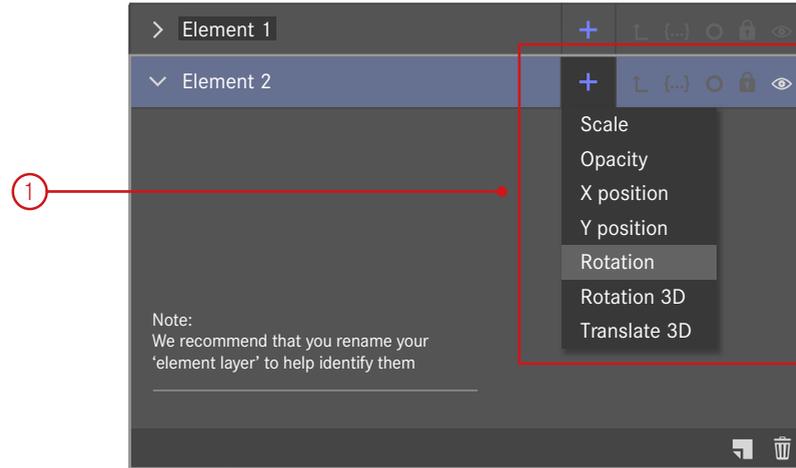
CSS3D transformations are supported in TinyAnim™ allowing you to animate objects in 3D space. The perspective CSS property gives an element a 3D space by affecting the distance between the Z plane and user. The strength of the effect is determined by the value. The smaller the value, the closer you get from the Z plane and the more impressive the visual effect. The greater the value, the more subtle the effect.

Make sure that your target browser supports this feature to function

TIP

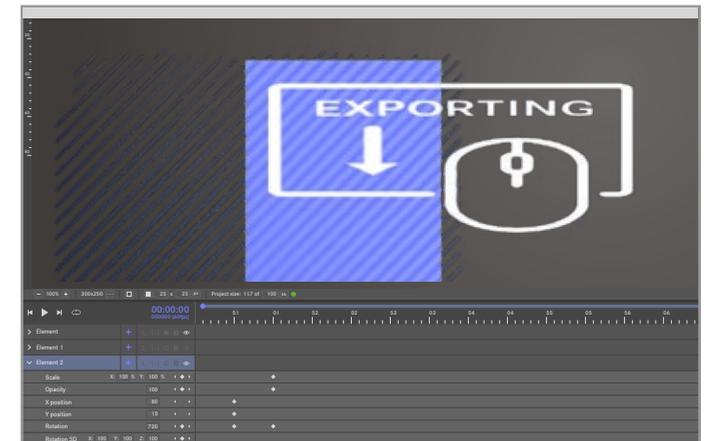
EDITING ELEMENTS

Elements exist on the timeline and can be edited in a number of ways. You can rearrange its value by moving the keyframe along the timeline. Elements also appear stacked (along the z-index) according to their timeline position, with the highest element on the top layer and the lowest on the bottom. The only exception in regards to this is with child elements that follow the stacking order of the parent rather than pasteboard.



Note:

Hold and slide the numeric scrubbers to change its value or type in the exact number



PARENT TOOL

This feature enables you to pair elements together so that they will follow the same action. One element is the 'child' of a 'parent' element. Meaning that its position will be relevant to that of the 'parent' rather than the main pasteboard.

GRIDS & GUIDES

Canvas border:  Guide: 

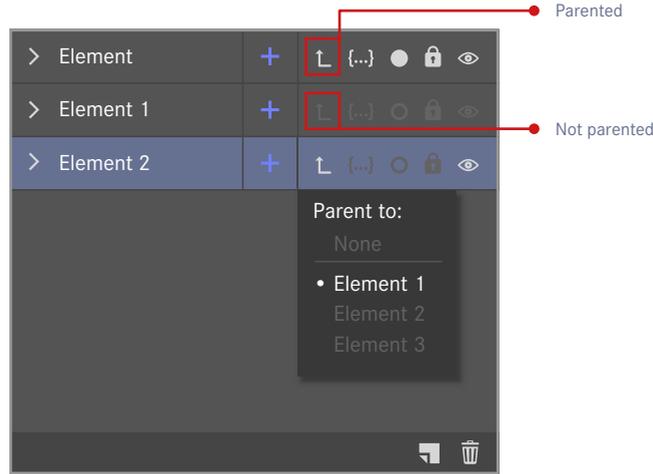
All guides, rulers and canvas border options are available and can be turned on and off whilst working. These features are found along on the bottom panel.

PROPERTY INSPECTOR

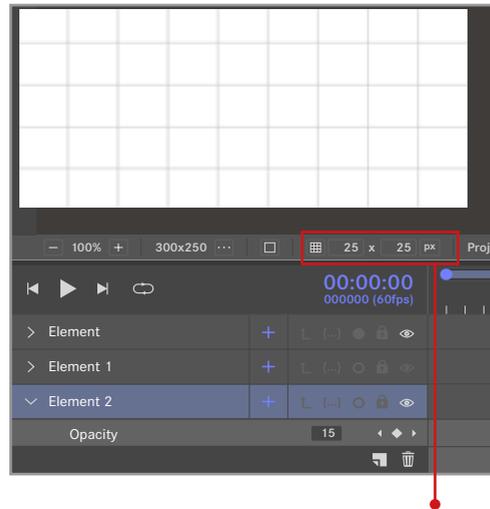
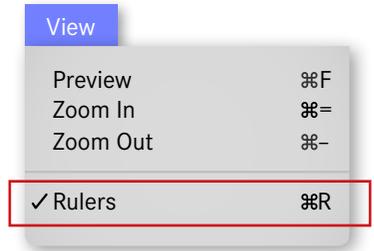
Click:  to open Property Inspector

Your elements are discrete containers that will hold arbitrary HTML that can be edited automatically or manually. The element inspector is designed to allow easy editing of various properties in an element, depending on the actual HTML content of the element. Currently it only lists the properties of images and provides a quick means of replacing an image in the composition with another one, eventually it will allow you to adjust the properties of elements interactively and without having to edit any code.

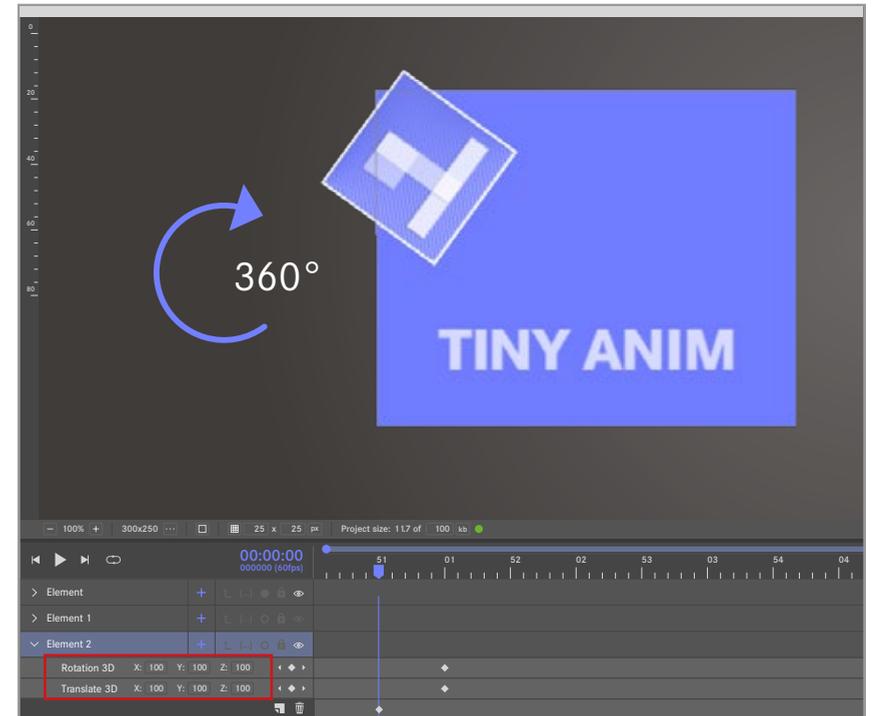
For more fine grained controls you can use the numeric scrubbers which appear alongside the channel name (see page 6 on how to use these).



Note:
TinyAnim™ has been set up with familiar keyboard shortcuts for Apple Mac users, to see the full selection go to [page 9](#)



Note:
Amend the grid size to suit and accurately align your elements (⌘¹)



PUBLISH YOUR ANIMATION

Once you are happy with your animation exporting is a fairly straightforward task.

1. File > Publish (⌘P)
2. Rename your project title
3. Choose playback option
4. Select your export location

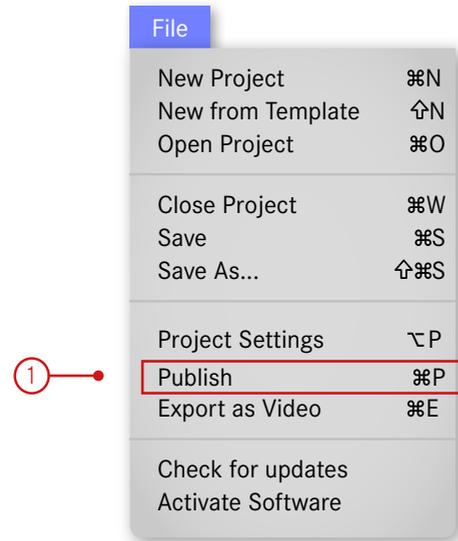
If you need to include any custom HTML or alter the template in any way then expand the template section to find the source code. This template can be updated as you see fit and will be exported along with the other project files.

There is a default template provided which should be suitable for most cases, just set how you would like looping to function and hit export. Making sure that the 'export location' links to the correct project folder which should be called 'HTML5' (see image). This is where you need to select the export location, otherwise TinyAnim™ could overwrite what is in your asset folder.

OPENING AN OLD PROJECT

If you need to go back and edit an old project (even it's already been exported before) then open TinyAnim™ and click 'Open project' and be sure to select the project folder that contains **project.tna** as this is your 'live project' programme.

We will endeavour to provide support with technical issues relating to our product. However, our responsibility for support ends at export. You will require some coding experience and/or technical knowledge to place an html5 animation, or video, within a web page.



Note:

We recommend creating a second folder within your main one. Name this 'HTML5' and this is where TinyAnim™ will place your exported files

⚠ What's exported?

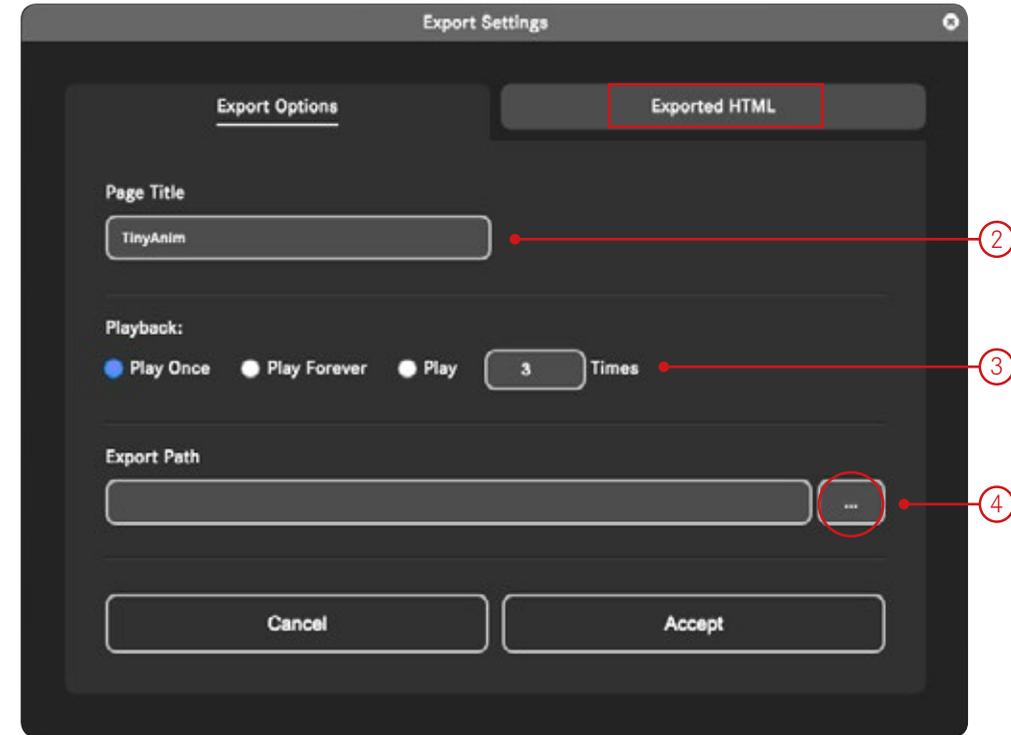
TinyAnim™ has an extremely small runtime and when exported it will generate two files:

1. tinyruntime.js

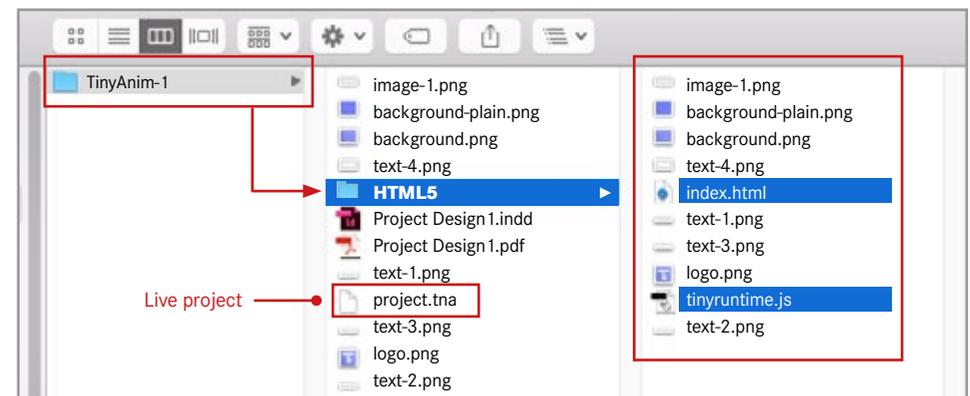
This will contain all the code to play the animation

2. index.html

The description of the animation and a wrapper to which extra code or styling may be applied



EXPORT PATH



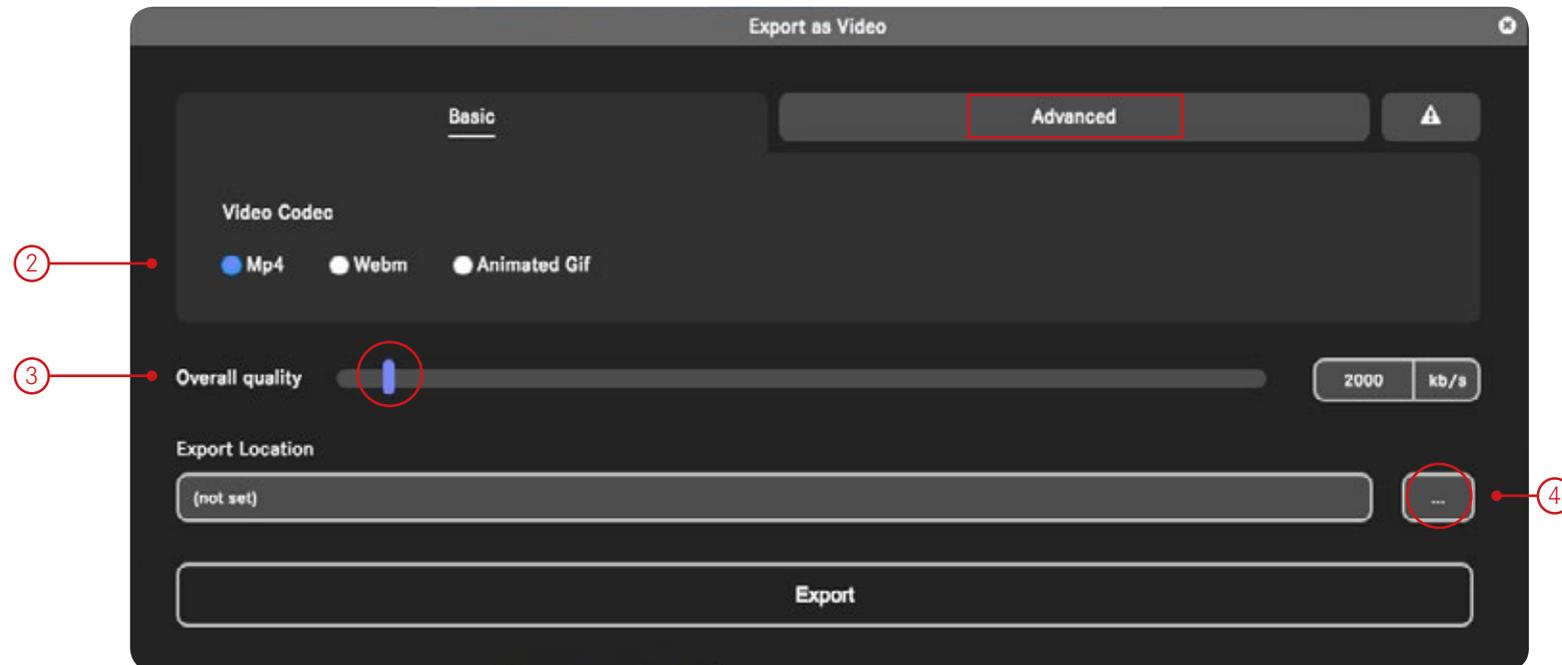
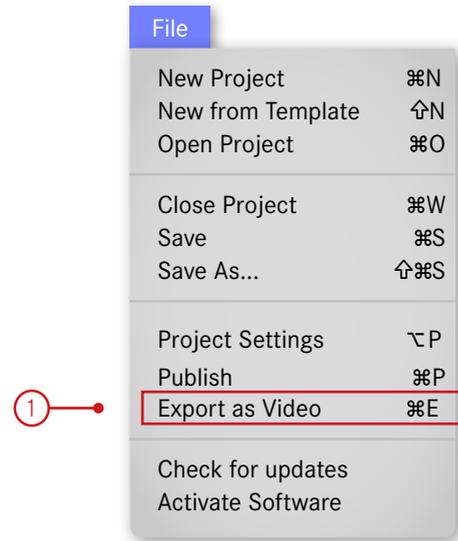
EXPORT YOUR ANIMATION

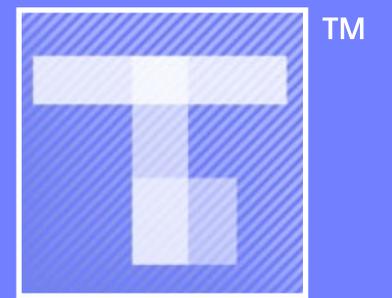
It's quick and easy to export your animation as a video.

1. File > Export as Video (⌘E)
2. Choose the video format
3. Set the overall quality
4. Select your export location

If you want to use specific video settings, there are presets in the advanced tab. The ffmpeg settings can also be updated as you see fit here and your video will be exported at the settings you've specified.

We will endeavour to provide support with technical issues relating to our product. However, our responsibility for support ends at export. You will require some coding experience and/or technical knowledge to place an html5 animation, or video, within a web page.





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