

Visionaire Basics for beginners

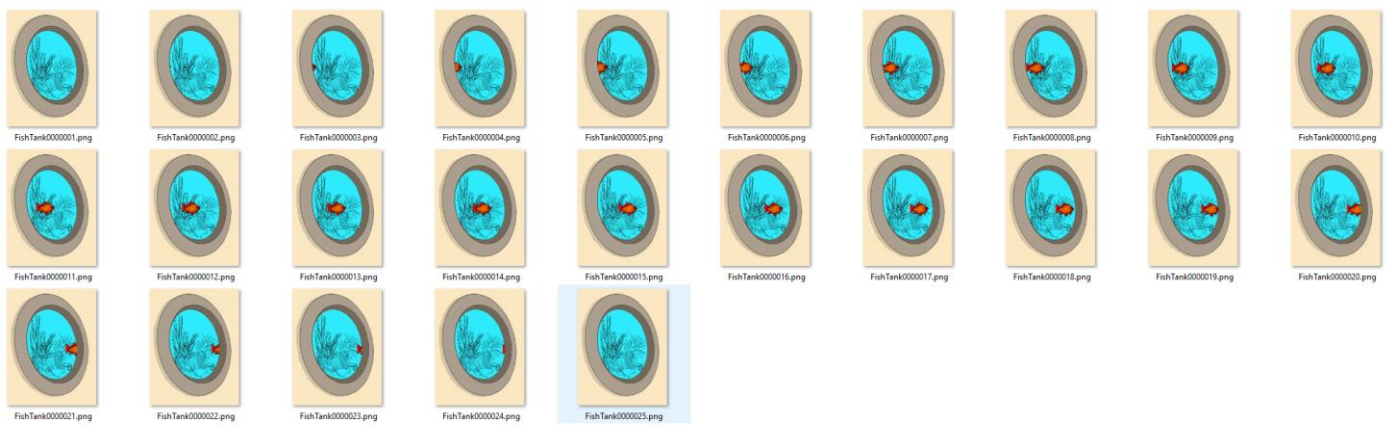
Video 2 – Background animations

Introduction

In this section we will demonstrate how to add animations to your background. Not only does this possible provide visual clues to your players on how to solve puzzles but it also livens up your backgrounds!

Requirements

To add a background image you need the actual individual animated key frames. Note my example below where I have an animation set of a fish swimming across a fish tank.



Remember to always name your animation sprites in a sequential order. This is important when it comes to importing your sequence of images. Below a quick example of the sequence numbering that would work well;

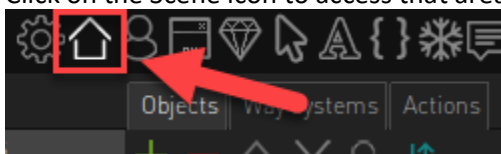
FishTank0000001.png
FishTank0000002.png
FishTank0000003.png

Once all has been prepared let's start!

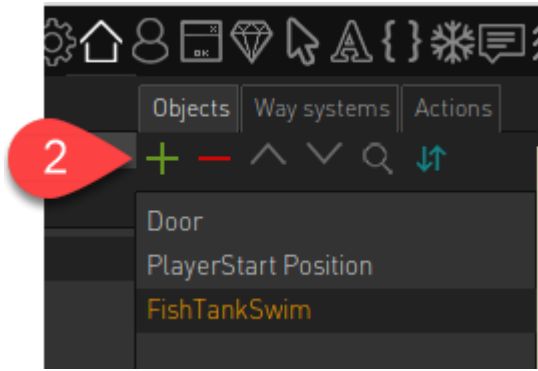
Creating your animated object

Each set of animation in your background will be it's own created object in your scene. To create this do the following;

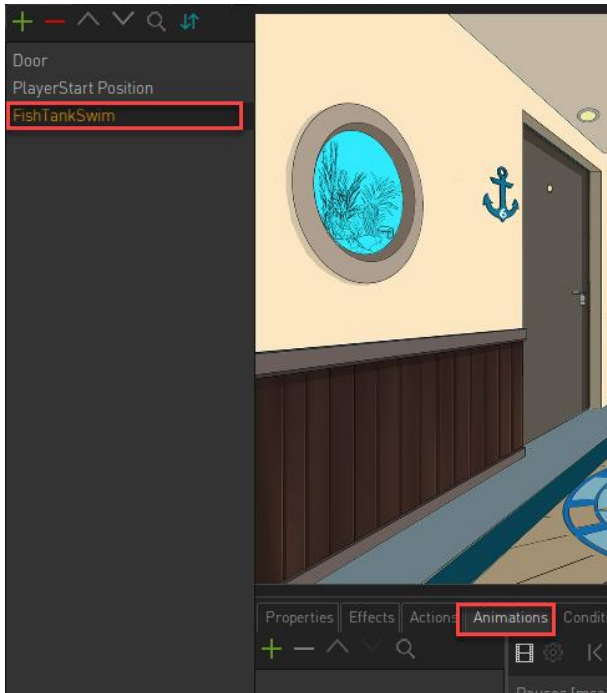
1. Click on the Scene icon to access that area. It is here where we will create our animated object.



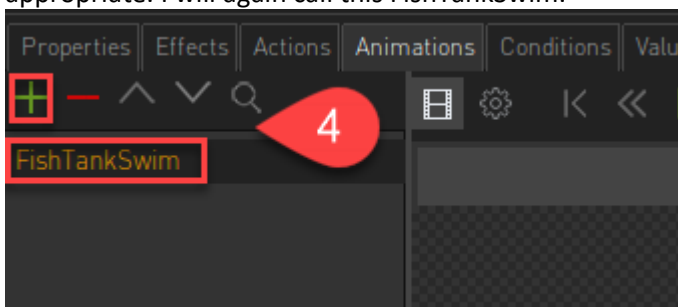
2. Create a new object by clicking the green plus icon. Rename this to something more appropriate. I will call this 'FishTankSwim'.



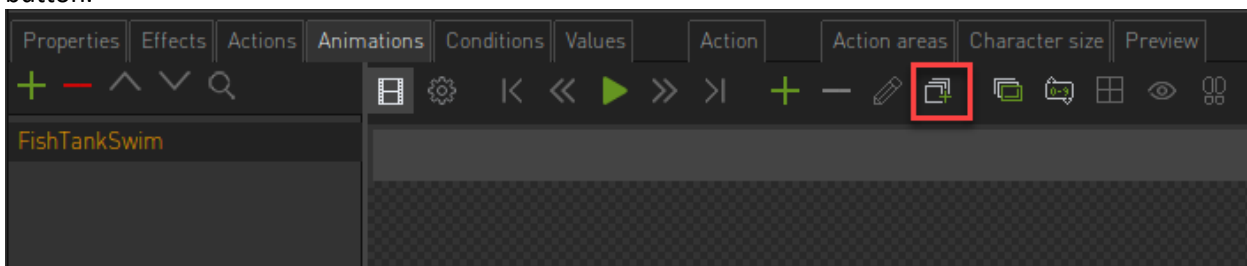
3. We will now add our animations. To do so ensure your FishTankSwim object is selected and then click on the Animations tab at the bottom.



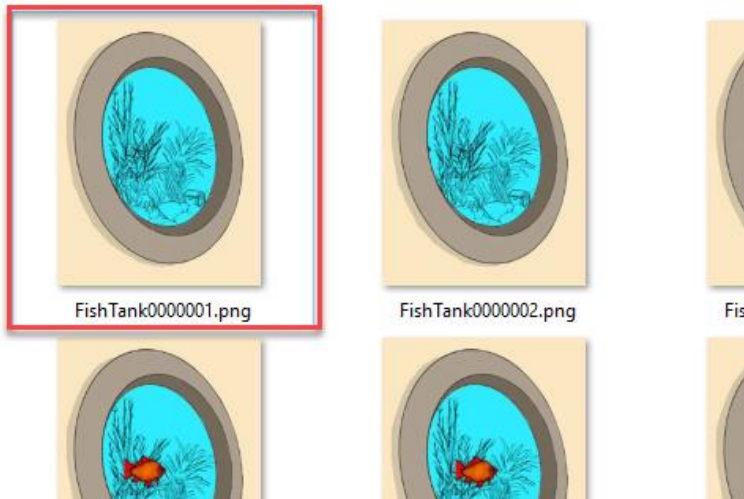
4. We will now add our animation. To do so click on the small green plus icon and name it something more appropriate. I will again call this FishTankSwim.



5. We will now load our animated frames into this animation. To do so click on the Load Frame Sequence button.



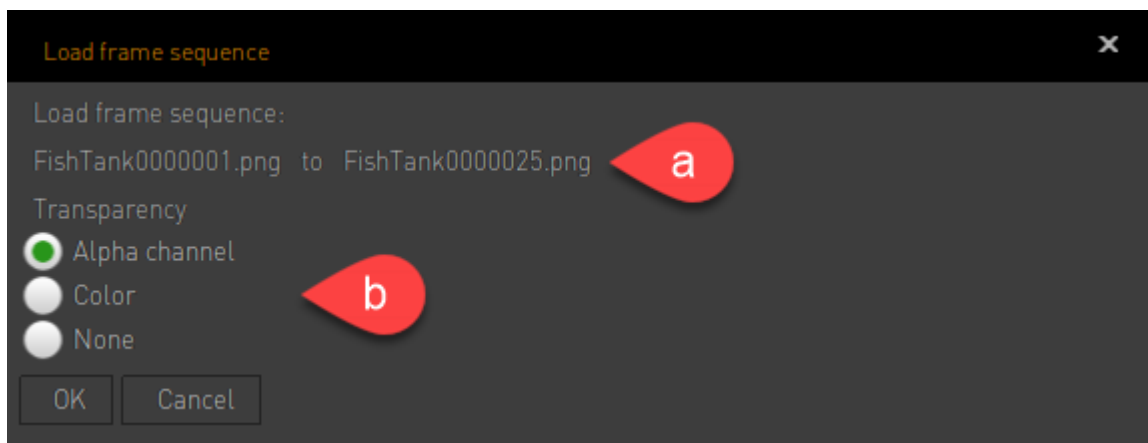
6. Navigate and find the frames you wish to load. Click on the first frame in the sequence.



7. This will then bring up an IMPORT WINDOW where you can set transparency parameters.

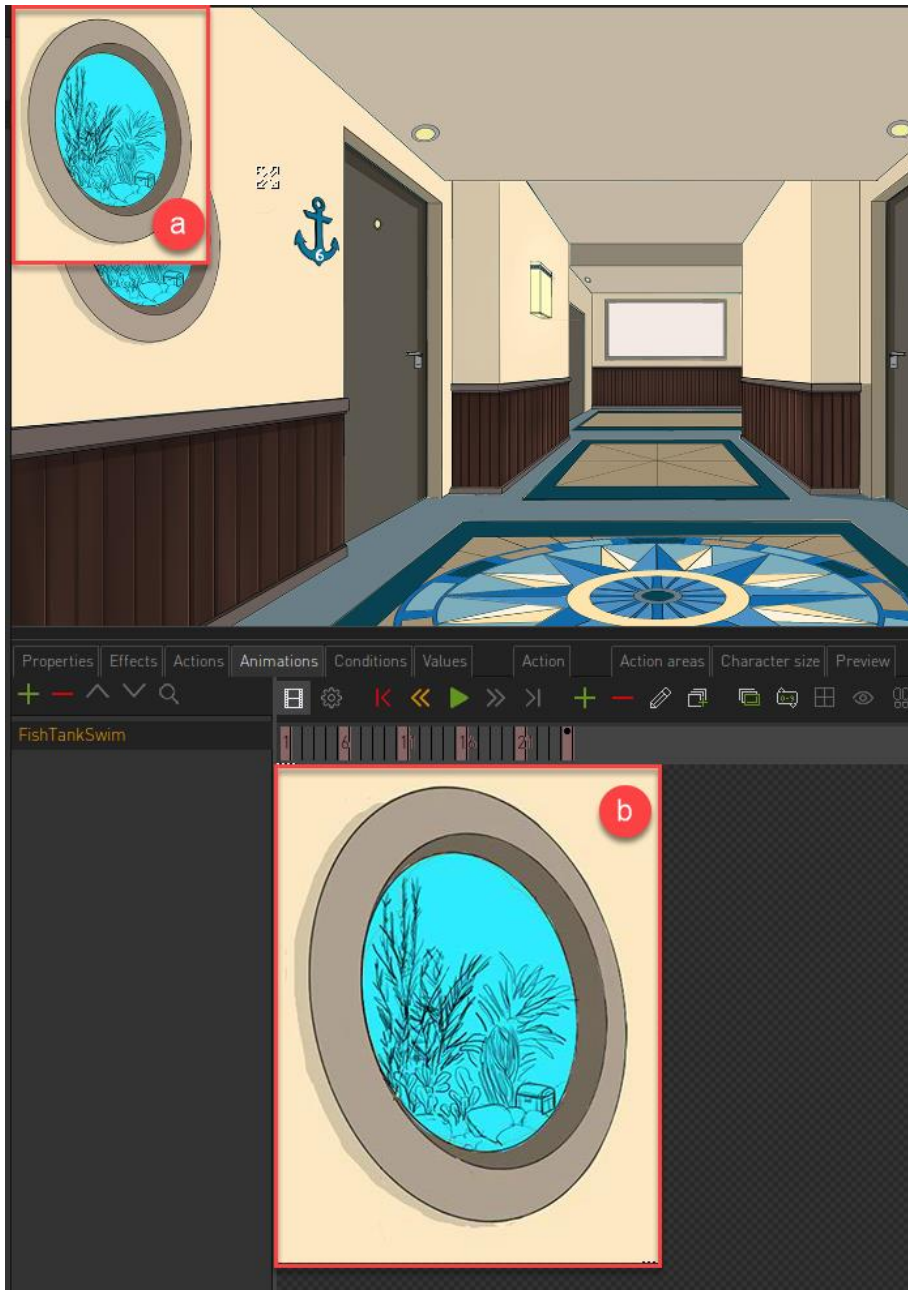
- a. First we have information on the amount of frames being imported.
- b. We also then have the option on how transparency is to be applied to these images.
 - i. Alpha Channel – transparency is defined by the Alpha Channel of the imported images
 - ii. Colour - transparency is defined by a specific colour that you pick
 - iii. None – no transparency is to be defined.

We will choose Alpha Channel for now.

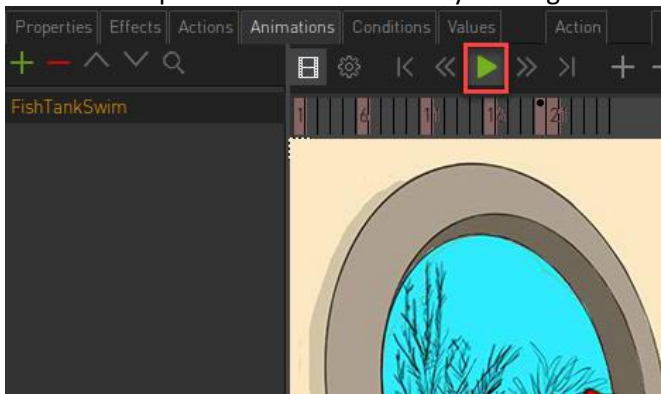


8. Several things has now occurred.

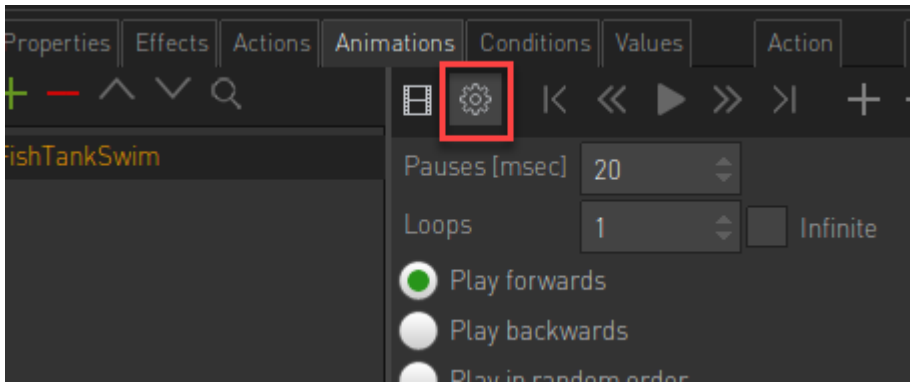
- a. Our animation frames are now displayed in a preview area.
- b. Our actual animation object has now appeared on our canvas area.



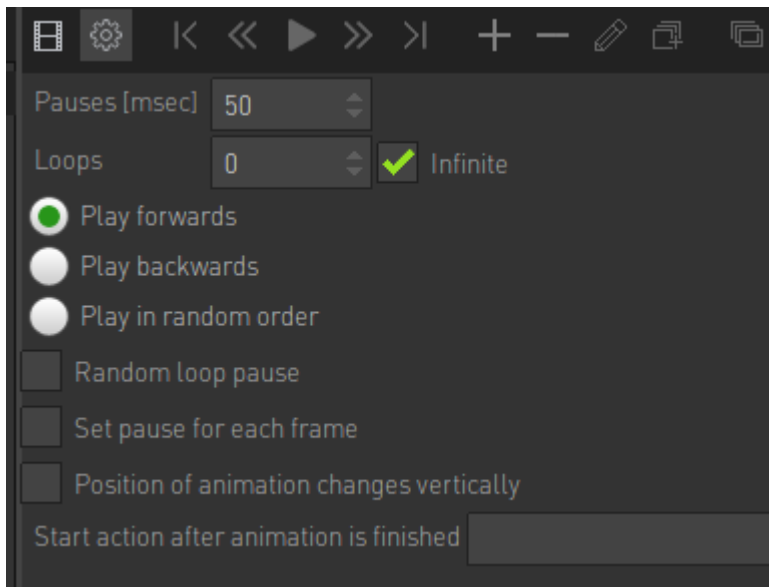
9. We can now preview our animation by clicking on the Play button shown below.



10. It might be that the animation is too fast. This can be adjusted by clicking on the properties button.



11. This will give you access to several animation related properties.



- a. Pauses [msec]
This defines the pause amount between each frame. We will set this to 50.
- b. Loops
This defines how many times the animation is replayed.
- c. Infinite.
This sets that the animation is infinite and will continually loop i.e. continually play. We will check this tick box. Also note that when this is ticked the Loops value is set to 0.
- d. Play forwards
This will play your animation forwards
- e. Play backwards
This will reverse the play order of your animation.
- f. Play in random order
This will play your keyframes in a random order.
- g. Random Loop Pause
This sets that there will be a pause between animations. So when an animation has stopped playing there will be a pause.
- h. Set Pause for each Frame
This enforces a pause for each frame.

i. Position of animation changes vertically

This is applicable when the order of the animations changes and how it should be drawn with the character on scene.

Usually the animation is drawn when the object it belongs to is drawn. The objects are drawn in the order they appear in the object list of the scene.

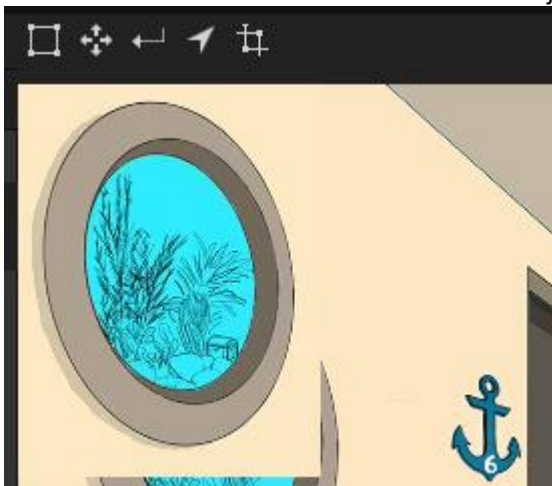
The object center (properties tab) defines if the character is behind this object and should be drawn before - this is the case if the character y-coordinate is less than the object center.

When the setting is ticked the draw order of the animation is not defined by its object. Instead it is handled similarly like characters (instead of character y-coordinate the bottom of the animation is used for comparison). This setting is only needed in very special cases when the animation moves vertically and can both be behind and in front of a character.

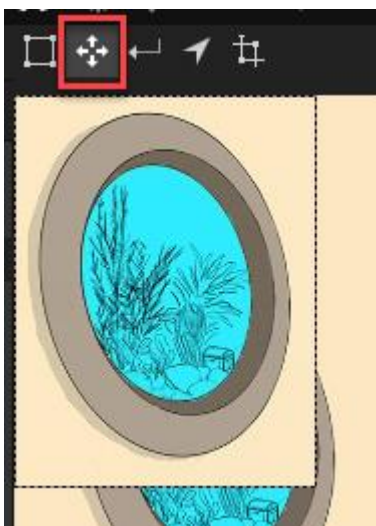
j. Start action after animation is finished.

This action is started when the last loop of the animation is finished. Note that if you have Infinite option ticked then this action will not be called for animations because the animation will never finish.

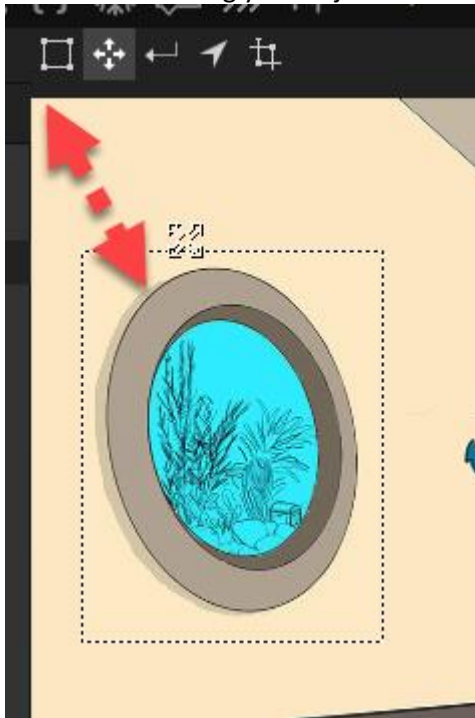
12. We will now move to our canvas area. Our object exists in this space but it is not yet correctly placed.



13. Let's fix this. Click on the Place tool.



14. Now click and drag your object over the correct spot in the background.

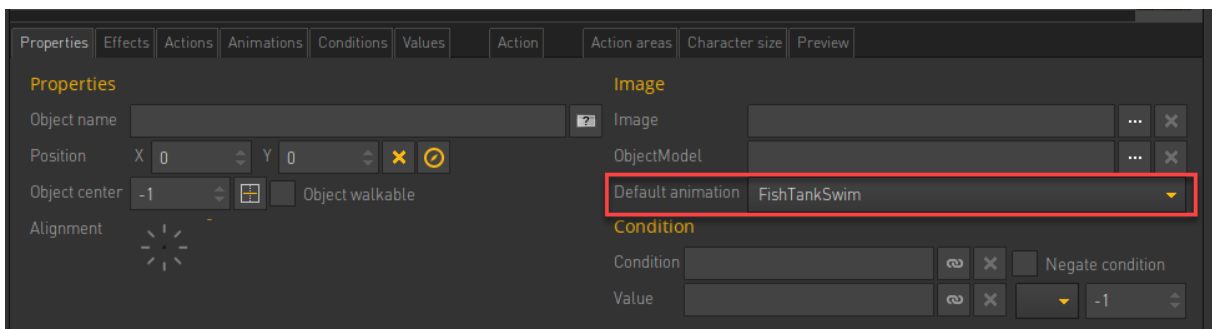


15. The animation will not yet show when you play your scene. The reason is that we have to tell Visionaire to start the animation. We have two options here;

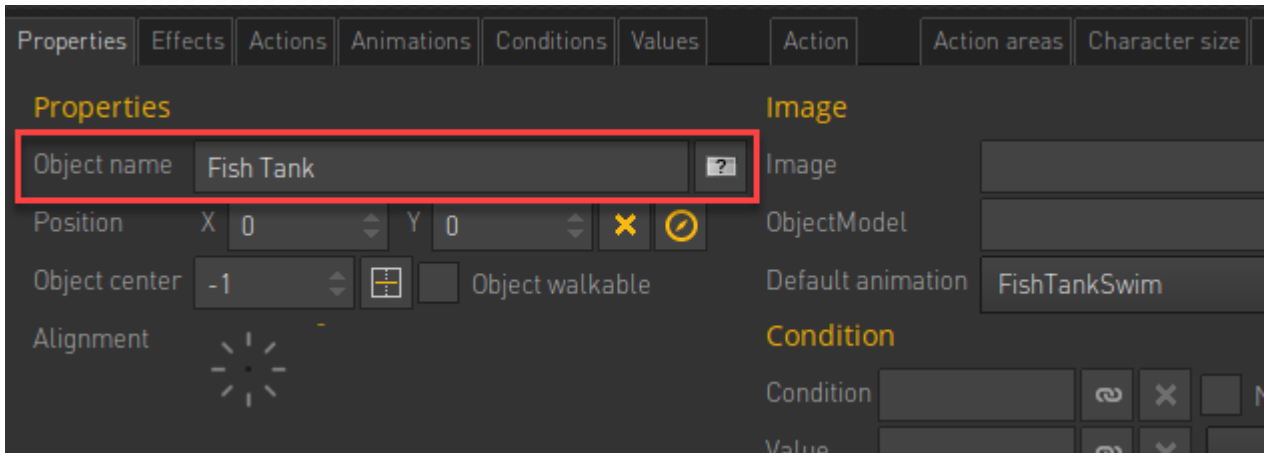
- a. We can create an Action Part that starts the animation when something occurs within a scene.
- b. We can also set the Default Animation value

16. To set the Default Animation click on the Properties tab and choose the animation from the dropdown next to the DEFAULT ANIMATION field.

This means that this animation will play as soon as the scene loads. There is no need to manually trigger the animation.



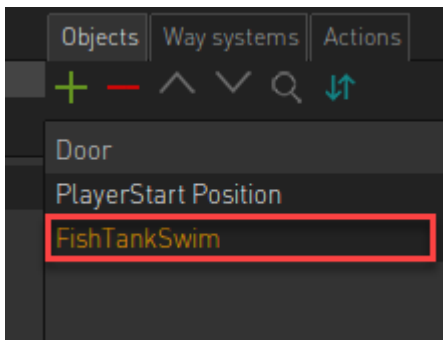
17. The last step is to give our Fish Tank object a name. Do this in the Object Name field.



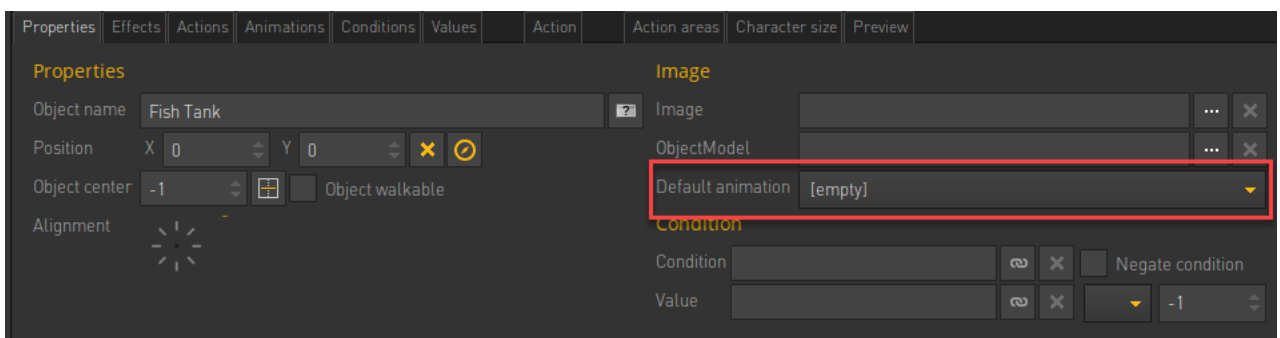
Creating an action part to trigger an animation.

We will now use the exact same animation, but we will trigger our animation when our user clicks on our Fish Tank Object.

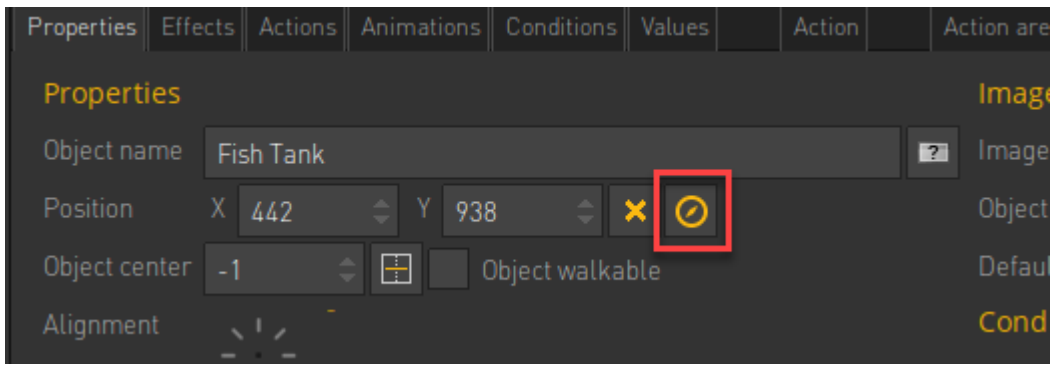
1. First step is to create your object and place the object in your scene, load the animation frames and set the properties of that animation accordingly. We have covered all of this in the above section.
2. Ensure that your Fish Tank object is selected.



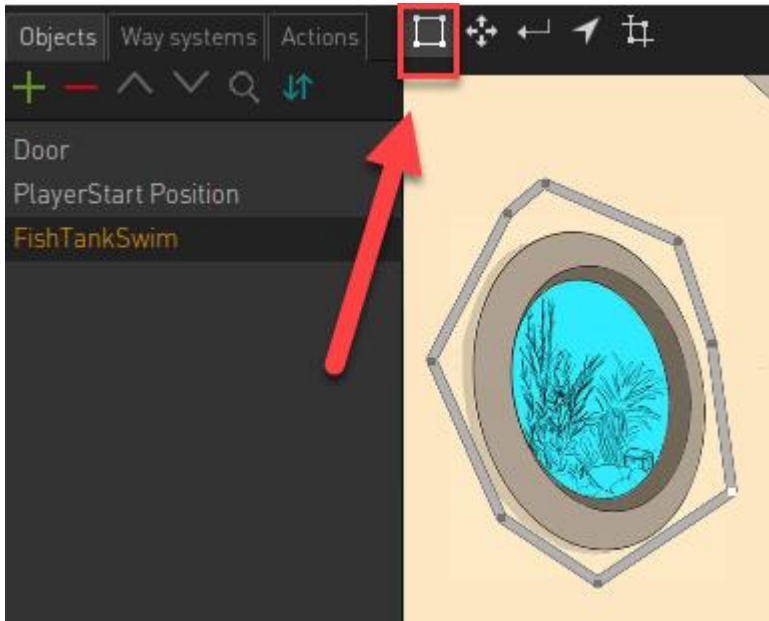
3. Then do ensure that the Default Animation field has no selection. We do this because we want to animation to trigger when we click on the object and not play by default when the scene loads.



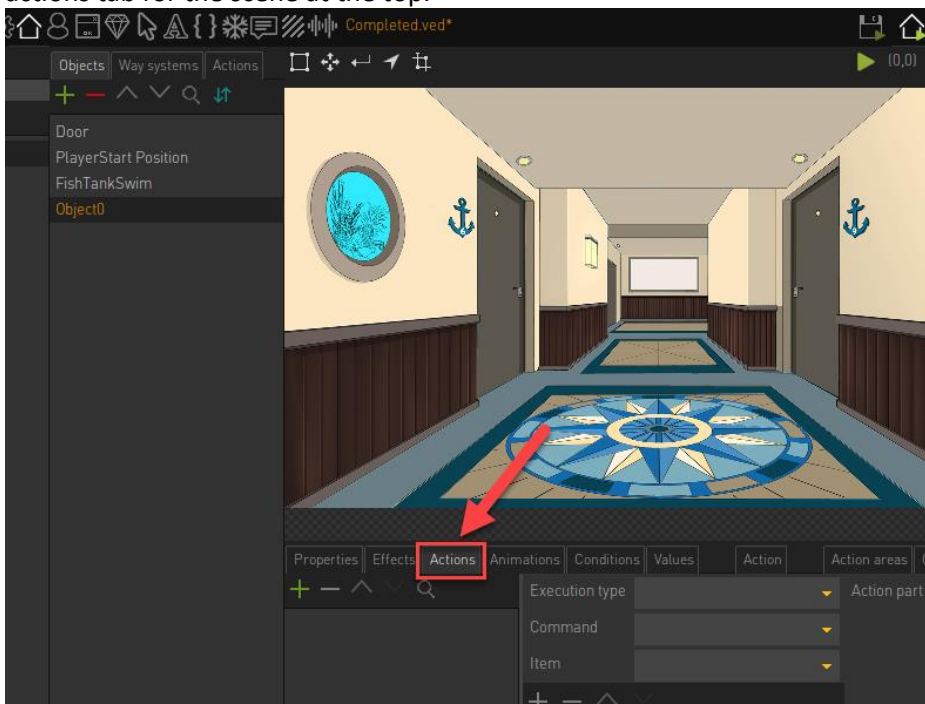
4. Also ensure to have set the Position of this object. This will define where the character will walk to when you click on this object.



We also need to set the object border for this as the player will interact with it.

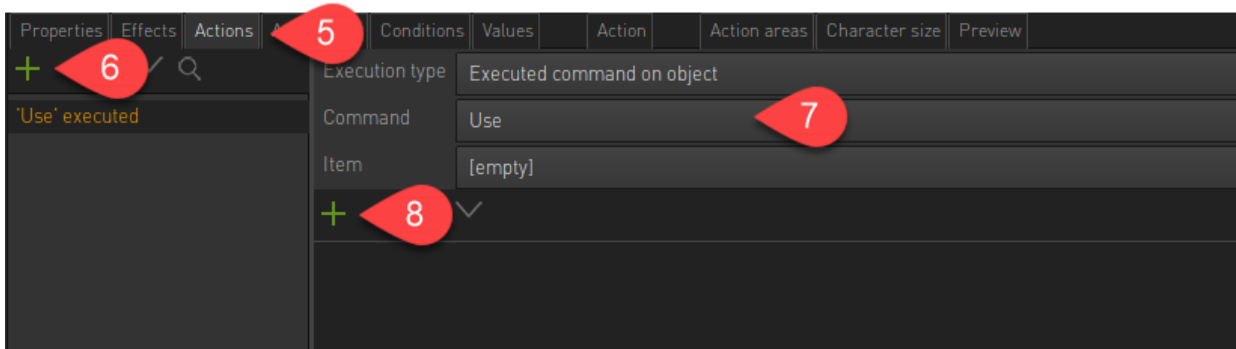


- Now click on the Actions tab. **Note!** Click on the actions tab for the object (at the bottom) and NOT the actions tab for the scene at the top.

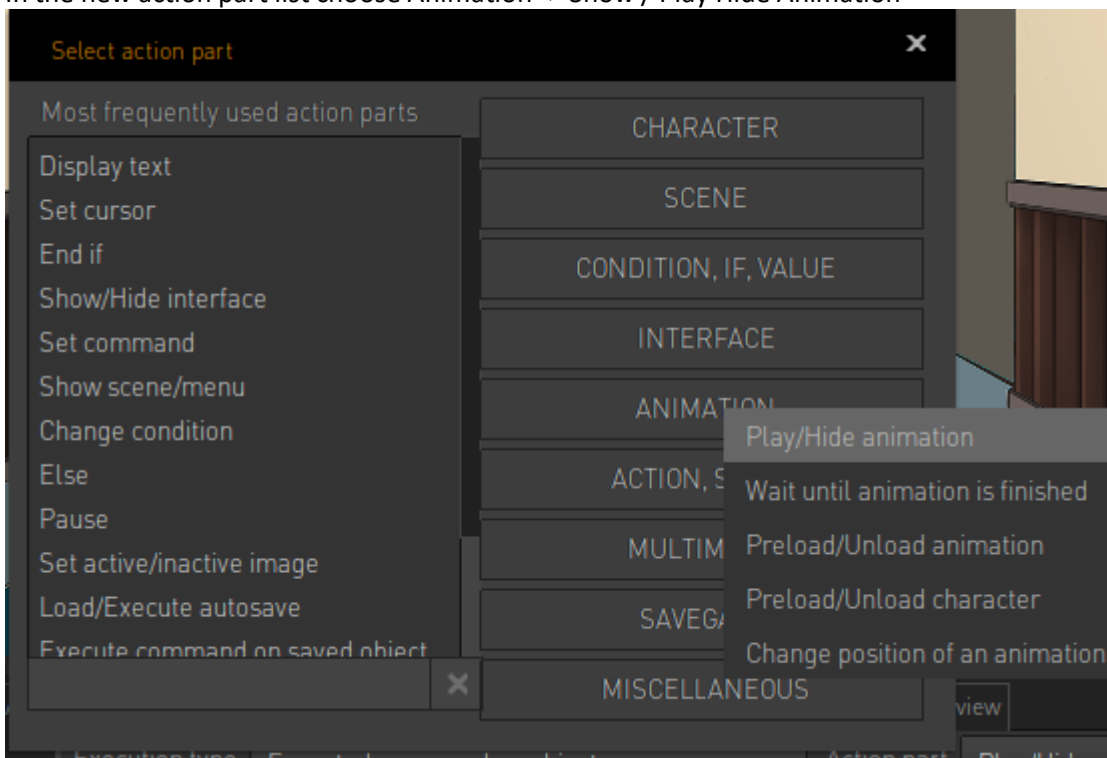


- Add a new action
- Set the Command dropdown to USE

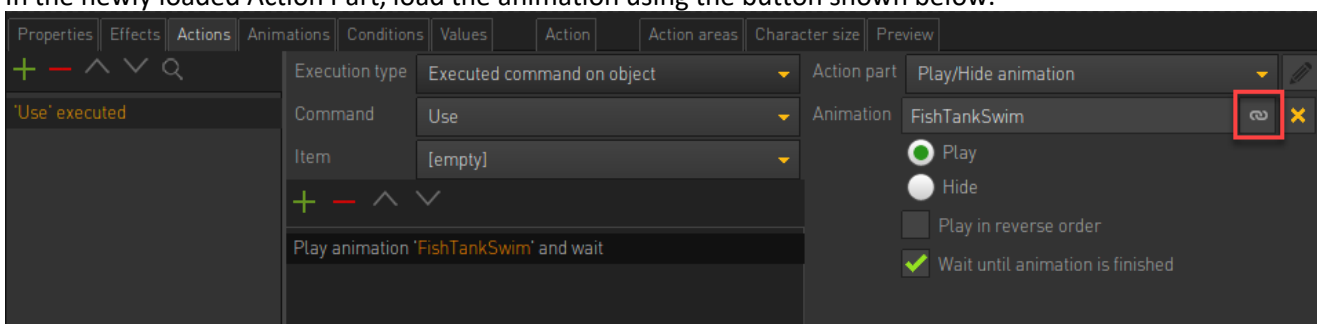
8. Add a new ACTION PART.



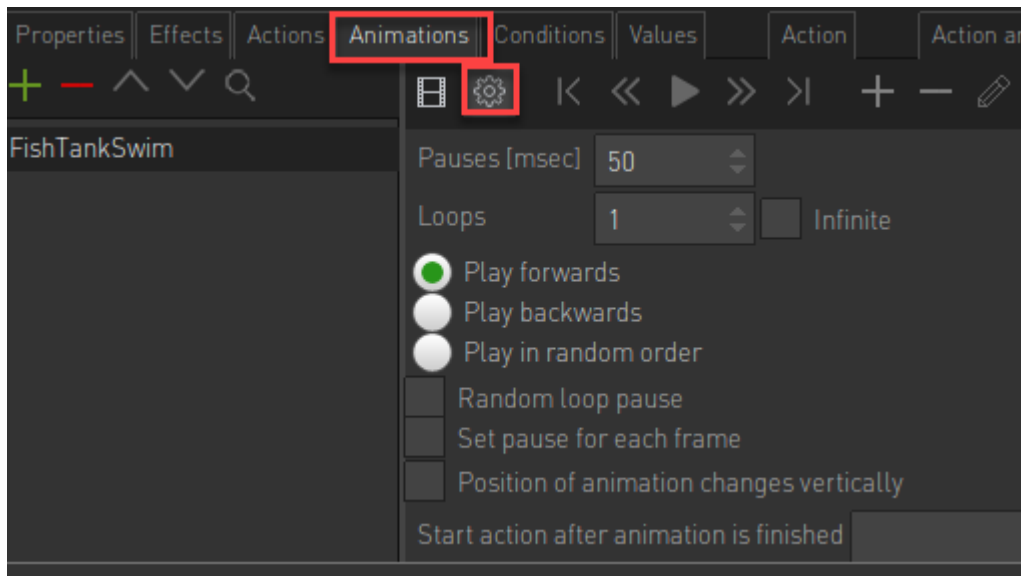
9. In the new action part list choose Animation -> Show / Play Hide Animation



10. In the newly loaded Action Part, load the animation using the button shown below.



11. Now click on the Animation page and then click on Properties. We need to ensure to set the properties as required.



12. I will ensure that infinite is not ticked as I want the animation to play once every time the user clicks on the object.

13. Now test your scene!