

Introduction to Web Animation in HTML5 for Non-Programmer



Hosting a Website for Free on the Internet



Overview Release Notes Help

The new native

Extend your GitHub workflow beyond your browser with GitHub Desktop, completely redesigned with Electron. Get a unified cross-platform experience that's completely open source and ready to customize.



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The screenshot shows the GitHub Desktop application window. At the top, there are three tabs: 'Current Repository' (set to 'desktop'), 'Current Branch' (set to 'esc-pr'), and 'Fetch origin' (last fetched 3 minutes ago). Below the tabs, there are two tabs: 'Changes' (selected) and 'History'. A commit message 'Add event handler to dropdown component' is displayed, showing it was committed by 'IAmWillShepherd and Markus Olsson' a day ago. The commit hash is 'c79e71c'. The commit message also includes 'Co-Authored-By: Markus Olsson <nilk@users.noreply.github.com>'. The code editor shows the file 'app/src/ui/t.../dropdown.tsx' with the following code snippet:

```
@@ -145,6 +145,10 @@ export class ToolbarDropdown extends React.Component<
    this.state = { clientRect: null }
  }
}
```

Setup a Github Account



Built for developers

GitHub is a development platform inspired by the way you work. From **open source** to **business**, you can host and review code, manage projects, and build software alongside 40 million developers.

Username

Email

Password

Make sure it's **at least 15 characters** OR **at least 8 characters** including a number and a lowercase letter. [Learn more](#).

Sign up for GitHub

By clicking "Sign up for GitHub", you agree to our [Terms of Service](#) and [Privacy Statement](#). We'll occasionally send you account related emails.

- **Sign-up for a Github account (the free account)**
- **Install Github Desktop and create a new repository (You can treat the repository as a folder) by creating a new folder associated with it.**

GitHub Desktop

File Edit View Repository Branch Window Help

New Repository... ⌘N

Add Local Repository... ⌘O

Clone Repository... ⌘O

Current Repository com5961

Branch master

Fetch origin
Last fetched 7 minutes ago

Changes History

0 changed files



No local changes

Would you like to open this repository in Finder?

SL Summary (required)

Description

+ Add file

Commit to master

Current Repository com5961

Current Branch master

Fetch origin Last fetched 9 minutes ago

Changes History

0 changed files

Create a New Repository

Name examples

Description examples

Local Path /Users/yssuen/examples Choose...

Initialize this repository with a README

Git Ignore None

License None

SL Summary (required)

Description

Cancel Create Repository

Commit to master

Where is “Flash” now?

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Thoughts on Flash

Apple has a long relationship with Adobe. In fact, we met Adobe's founders when they were in their proverbial garage. Apple was their first big customer, adopting their Postscript language for our new Laserwriter printer. Apple invested in Adobe and owned around 20% of the company for many years. The two companies worked closely together to pioneer desktop publishing and there were many good times. Since that golden era, the companies have grown apart. Apple went through its near death experience, and Adobe was drawn to the corporate market with their Acrobat products. Today the two companies still work together to serve their joint creative customers – Mac users buy around half of Adobe's Creative Suite products – but beyond that there are few joint interests.

I wanted to jot down some of our thoughts on Adobe's Flash products so that customers and critics may better understand why we do not allow Flash on iPhones, iPods and iPads. Adobe has characterized our decision as being primarily business driven – they say we want to protect our App Store – but in reality it is based on technology issues. Adobe claims that we are a closed system, and that Flash is open, but in fact the opposite is true. Let me explain.

First, there's "Open".

Adobe's Flash products are 100% proprietary. They are only available from Adobe, and Adobe has sole authority as to their future enhancement, pricing, etc. While Adobe's Flash products are widely available, this does not mean they are open, since they are controlled entirely by Adobe and available only from Adobe. By almost any definition, Flash is a closed system.

<https://www.apple.com/hotnews/thoughts-on-flash/>

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Apple has many proprietary products too. Though the operating system for the iPhone, iPod and iPad is proprietary, we strongly believe that all standards pertaining to the web should be open. Rather than use Flash, Apple has adopted HTML5, CSS and JavaScript – all open standards. Apple's mobile devices all ship with high performance, low power implementations of these open standards. HTML5, the new web standard that has been adopted by Apple, Google and many others, lets web developers create advanced graphics, typography, animations and transitions without relying on third party browser plug-ins (like Flash). HTML5 is completely open and controlled by a standards committee, of which Apple is a member.

Apple even creates open standards for the web. For example, Apple began with a small open source project and created WebKit, a complete open-source HTML5 rendering engine that is the heart of the Safari web browser used in all our products. WebKit has been widely adopted. Google uses it for Android's browser, Palm uses it, Nokia uses it, and RIM (Blackberry) has announced they will use it too. Almost every smartphone web browser other than Microsoft's uses WebKit. By making its WebKit technology open, Apple has set the standard for mobile web browsers.

Second, there's the "full web".

Adobe has repeatedly said that Apple mobile devices cannot access "the full web" because 75% of video on the web is in Flash. What they don't say is that almost all this video is also available in a more modern format, H.264, and viewable on iPhones, iPods and iPads. YouTube, with an estimated 40% of the web's video, shines in an app bundled on all Apple mobile devices, with the iPad offering perhaps the best YouTube discovery and viewing experience ever. Add to this video from Vimeo, Netflix, Facebook, ABC, CBS, CNN, MSNBC, Fox News, ESPN, NPR, Time, The New York Times, The Wall Street Journal, Sports Illustrated, People, National Geographic, and many, many others. iPhone, iPod and iPad users aren't missing much video.

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Another Adobe claim is that Apple devices cannot play Flash games. This is true. Fortunately, there are over 50,000 games and entertainment titles on the App Store, and many of them are free. There are more games and entertainment titles available for iPhone, iPod and iPad than for any other platform in the world.

Third, there's reliability, security and performance.

Symantec recently highlighted Flash for having one of the worst security records in 2009. We also know first hand that Flash is the number one reason Macs crash. We have been working with Adobe to fix these problems, but they have persisted for several years now. We don't want to reduce the reliability and security of our iPhones, iPods and iPads by adding Flash.

In addition, Flash has not performed well on mobile devices. We have routinely asked Adobe to show us Flash performing well on a mobile device, any mobile device, for a few years now. We have never seen it. Adobe publicly said that Flash would ship on a smartphone in early 2009, then the second half of 2009, then the first half of 2010, and now they say the second half of 2010. We think it will eventually ship, but we're glad we didn't hold our breath. Who knows how it will perform?

Fourth, there's battery life.

To achieve long battery life when playing video, mobile devices must decode the video in hardware; decoding it in software uses too much power. Many of the chips used in modern mobile devices contain a decoder called H.264 – an industry standard that is used in every Blu-ray DVD player and has been adopted by Apple, Google (YouTube), Vimeo, Netflix and many other companies.

Although Flash has recently added support for H.264, the video on almost all Flash websites currently requires an older generation decoder that is not implemented in mobile chips and must be run in software. The difference is striking: on an iPhone, for example, H.264 videos play for up to 10 hours, while videos decoded in software play for

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When websites re-encode their videos using H.264, they can offer them without using Flash at all. They play perfectly in browsers like Apple's Safari and Google's Chrome without any plugins whatsoever, and look great on iPhones, iPods and iPads.

Fifth, there's Touch.

Flash was designed for PCs using mice, not for touch screens using fingers. For example, many Flash websites rely on "rollovers", which pop up menus or other elements when the mouse arrow hovers over a specific spot. Apple's revolutionary multi-touch interface doesn't use a mouse, and there is no concept of a rollover. Most Flash websites will need to be rewritten to support touch-based devices. If developers need to rewrite their Flash websites, why not use modern technologies like HTML5, CSS and JavaScript?

Even if iPhones, iPods and iPads ran Flash, it would not solve the problem that most Flash websites need to be rewritten to support touch-based devices.

Sixth, the most important reason.

Besides the fact that Flash is closed and proprietary, has major technical drawbacks, and doesn't support touch based devices, there is an even more important reason we do not allow Flash on iPhones, iPods and iPads. We have discussed the downsides of using Flash to play video and interactive content from websites, but Adobe also wants developers to adopt Flash to create apps that run on our mobile devices.

We know from painful experience that letting a third party layer of software come between the platform and the developer ultimately results in sub-standard apps and hinders the enhancement and progress of the platform. If developers grow dependent on third party development libraries and tools, they can only take advantage of platform enhancements if and when the third party chooses to adopt the new features. We cannot be at the mercy of a third party deciding if and when they will make our enhancements available to our developers.

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This becomes even worse if the third party is supplying a cross platform development tool. The third party may not adopt enhancements from one platform unless they are available on all of their supported platforms. Hence developers only have access to the lowest common denominator set of features. Again, we cannot accept an outcome where developers are blocked from using our innovations and enhancements because they are not available on our competitor's platforms.

Flash is a cross platform development tool. It is not Adobe's goal to help developers write the best iPhone, iPod and iPad apps. It is their goal to help developers write cross platform apps. And Adobe has been painfully slow to adopt enhancements to Apple's platforms. For example, although Mac OS X has been shipping for almost 10 years now, Adobe just adopted it fully (Cocoa) two weeks ago when they shipped CS5. Adobe was the last major third party developer to fully adopt Mac OS X.

Our motivation is simple – we want to provide the most advanced and innovative platform to our developers, and we want them to stand directly on the shoulders of this platform and create the best apps the world has ever seen. We want to continually enhance the platform so developers can create even more amazing, powerful, fun and useful applications. Everyone wins – we sell more devices because we have the best apps, developers reach a wider and wider audience and customer base, and users are continually delighted by the best and broadest selection of apps on any platform.

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Conclusions.

Flash was created during the PC era – for PCs and mice. Flash is a successful business for Adobe, and we can understand why they want to push it beyond PCs. But the mobile era is about low power devices, touch interfaces and open web standards – all areas where Flash falls short.

The avalanche of media outlets offering their content for Apple's mobile devices demonstrates that Flash is no longer necessary to watch video or consume any kind of web content. And the 250,000 apps on Apple's App Store proves that Flash isn't necessary for tens of thousands of developers to create graphically rich applications, including games.

New open standards created in the mobile era, such as HTML5, will win on mobile devices (and PCs too). Perhaps Adobe should focus more on creating great HTML5 tools for the future, and less on criticizing Apple for leaving the past behind.

Steve Jobs
April, 2010

Adobe and Browser Makers Announce the End of Flash

By Kurt Mackie | 07/25/2017

Adobe will stop supporting its Flash Player browser plug-in by the end of 2020, the company announced today.

Browser makers Apple, Google, Microsoft and Mozilla today also offered their own comments about how Flash will get phased out of their products. Additionally, Facebook described its transition plans for developers who have created Facebook apps based on Flash.



Flash is dead!



by [Adobe Corporate Communications](#)

POSTED ON 11-30-2015

Adobe Products in this article



Adobe has a history of pioneering and advancing industry standards. We embrace standards and, where none exist, we create them.

Flash has played a leading role in bringing new capabilities to the web. From audio and animation, to interactivity and video, Flash has helped push the web forward.

Today, open standards like HTML5 have matured and provide many of the capabilities that Flash ushered in. Our customers have clearly communicated that they would like our creative applications to evolve to support multiple standards and we are committed to doing that. So today we are announcing Animate CC, previously Flash Professional CC, which will be Adobe's premier web animation tool for developing HTML5 content while continuing to support the creation of Flash content. Adobe Animate CC will be available in early 2016. In addition, Adobe will release an HTML5 video player for desktop browsers, which will complement Adobe's support for HTML5 on mobile. [Visit the Primetime blog for more information].



by [Adobe Corporate Communications](#)

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Free Substitutes



Free Substitutes

1. Hippani Animator
2. TupiTube Desk
3. Google Web Designer
4. Radi App
5. Wick Editor
6. Synfig Studio

Why Hippani Animator?

1. Easy to learn with almost no coding required.
2. Good documentation and samples for reference.
3. With a Flash look-alike timeline, classic tween and symbol library support.
4. Finished works can be exported in HTML5 format with JavaScript and event control support.
5. Adv. users can use it to create games and apps.

[Animator](#)[Features](#)[Download](#)[Showcase](#)[Price](#)[Learn](#)

Create HTML Animation, Games, Apps & Videos

Hippani Animator is a popular HTML animation studio. It's easy to make scalable interactive animation, complex games, videos, presentations, apps and multimedia websites. Publish on more web browsers and more devices than any other HTML5 animator.

Starter Edition : **Free** Professional Edition : **£31** (GBP)

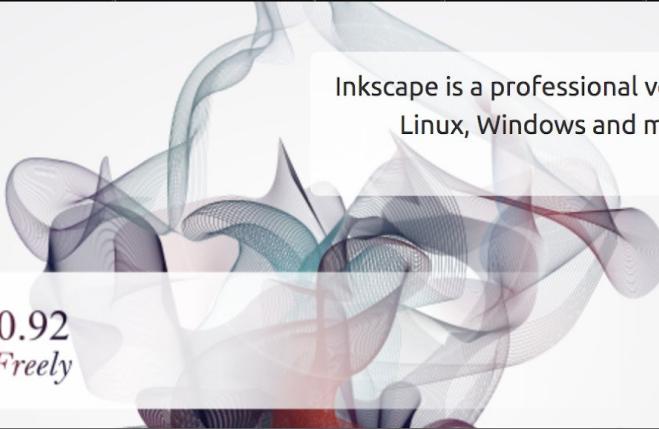
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Making Vector Graphics

To produce the graphics needed for animation, it is advised to use a vector based graphics editor. Vector based graphics has small file size and can provide more flexibility for modification.

Inkscape: Open-source Vector Graphics Editor)

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Inkscape is a professional vector graphics editor for Linux, Windows and macOS. It's free and open source.

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Current stable version: 0.92.4



INKSCAPE 0.92

Draw Freely

Inkdrop Diffusion in Water by artelnjeru01

Overview



What is Inkscape and how can I get it?

Features



Find out what Inkscape is capable of

Gallery



Showcase of creations from the community

Learning Resources



Resources to help you get the most out of Inkscape

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A powerful, free design tool

Google Summer of Code 2019

Inkscape 1.0 beta1 available for testing



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INKSCAPE

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INKSCAPE 0.92

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Resources to help you get the most out of Inkscape

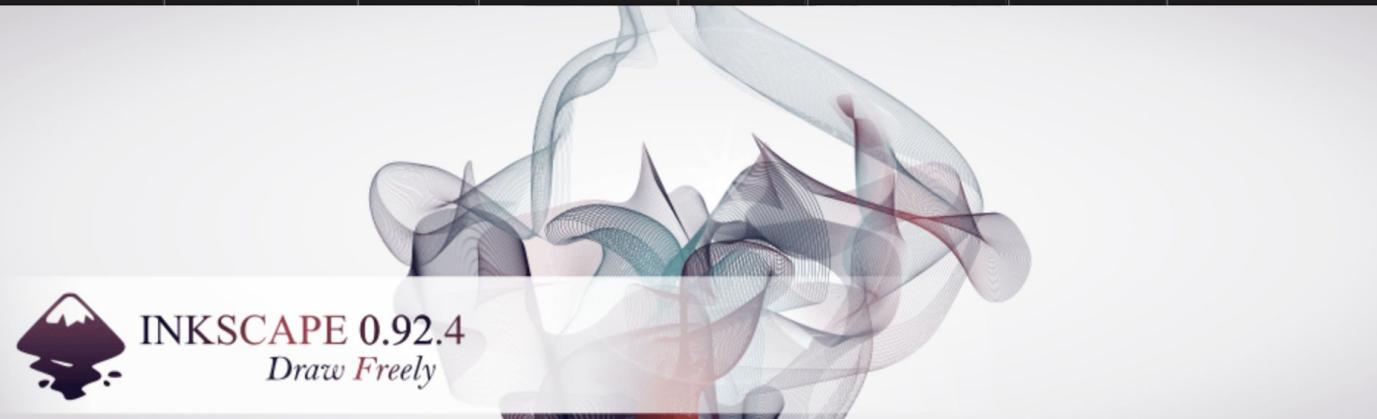
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INKSCAPE 0.92.4

Draw Freely

[Gnu/Linux](#)

Linux based Free Desktop Systems

[Windows](#)

Microsoft's Windows Desktop

[Mac-OS-X](#)

Apple's Mac OS X Desktop

The raw code ready to
compile



Source

[Release Notes](#)

Inkscape
0.92.4

0

Use Inkscape to Create SVG Graphics

Import creative common vector graphics or create from scratch:

- Make modifications and combine with other objects in Inkscape
- Change colors and scale
- Save in SVG format

Import SVG graphcs into Hippani Animator :

- Import SVG file into Hippani Animator as vector drawing
- Make modifications
- Convert vector drawing into pixel image

<https://www.goodfreephotos.com/vector-images>

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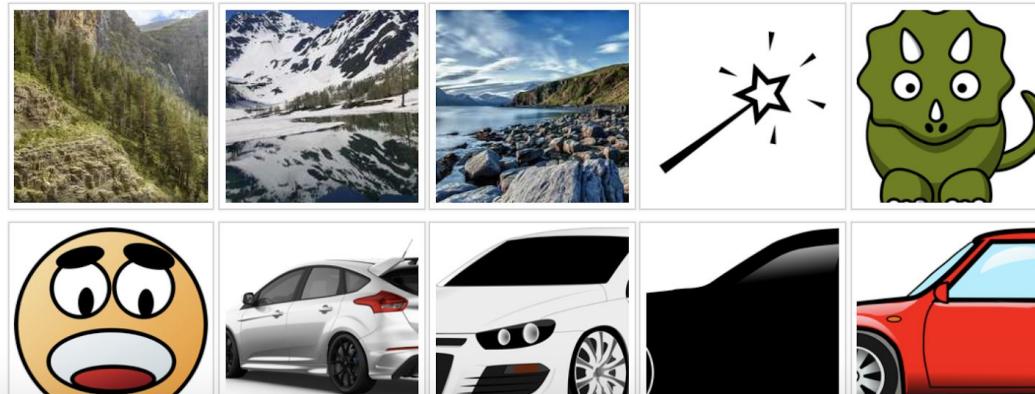
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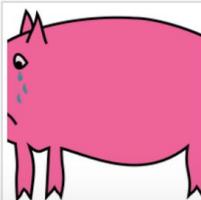
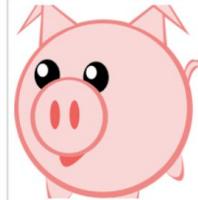
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Pig Vector Art (8/19)

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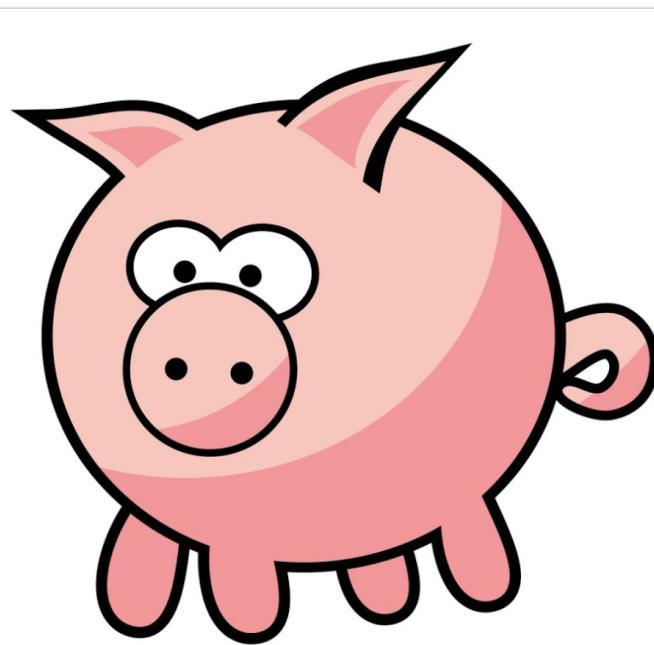
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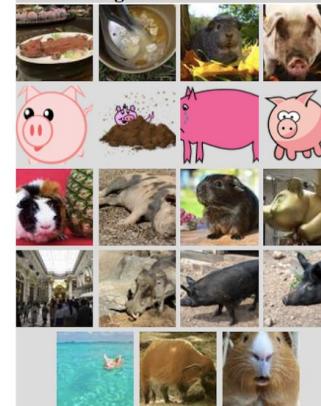
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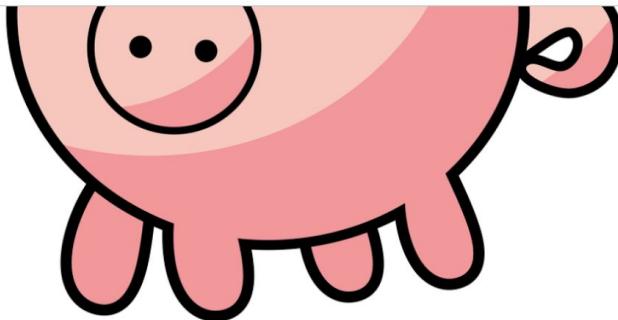
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Download vector file [here](#). A vector art of a pig.Graphic by [qubodup](#).

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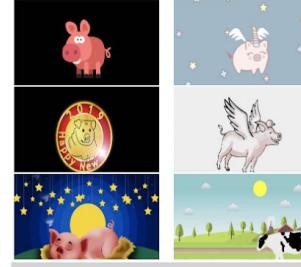


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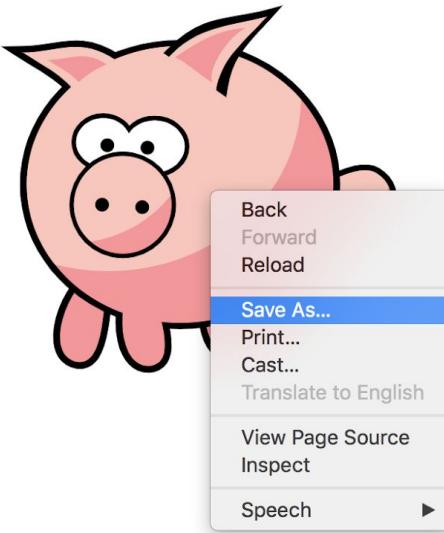
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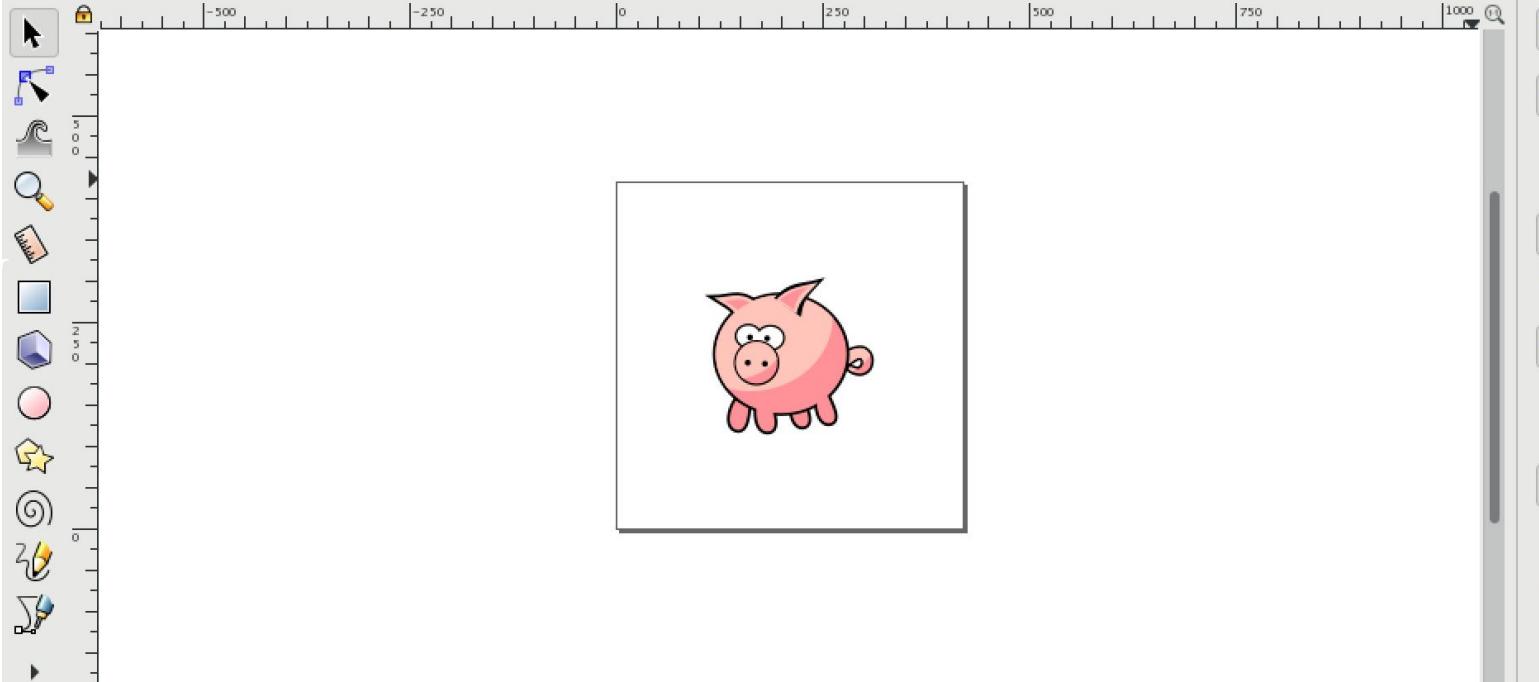
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File Edit View Layer Object Path Text Filters Extensions Help

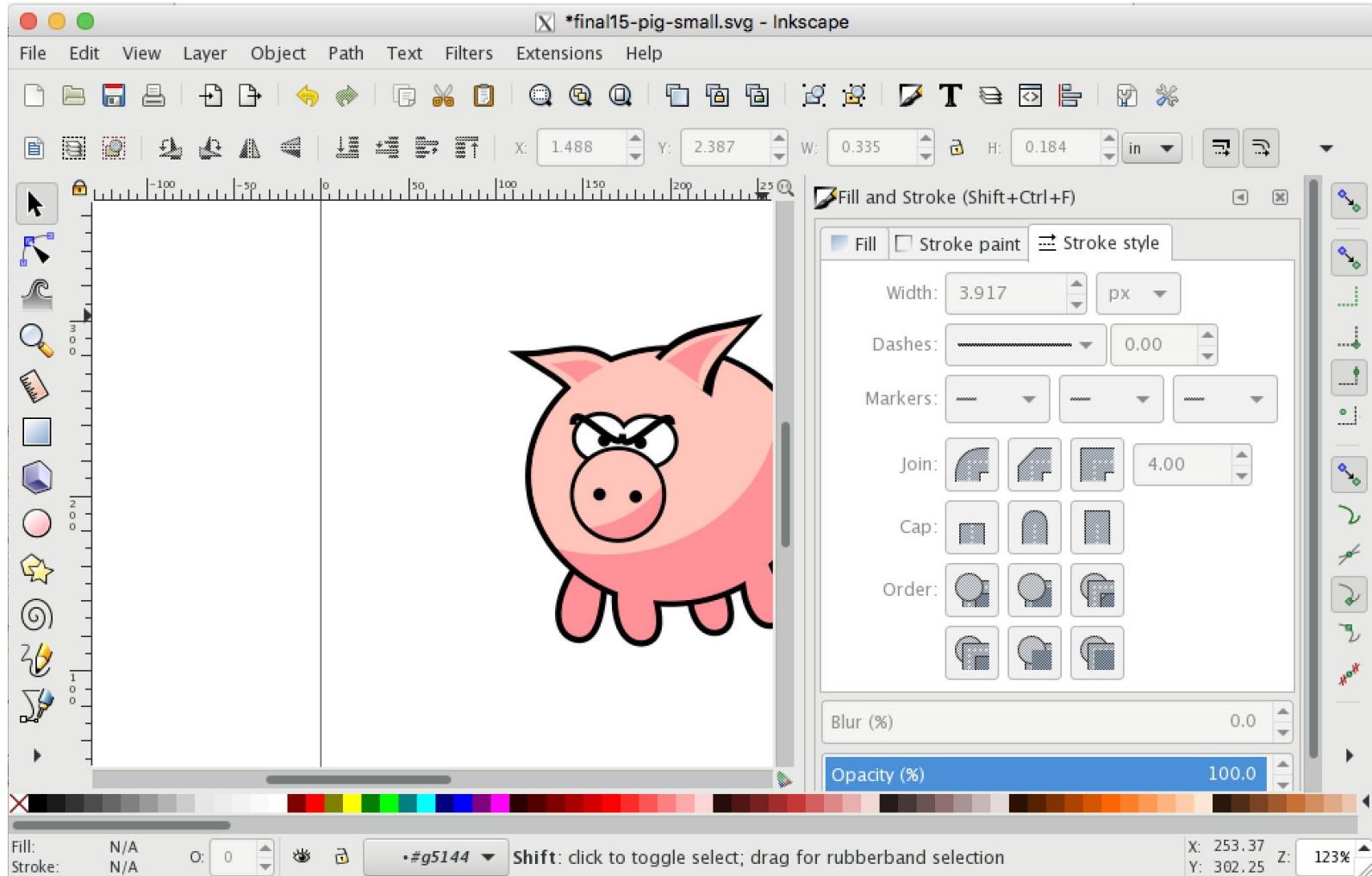


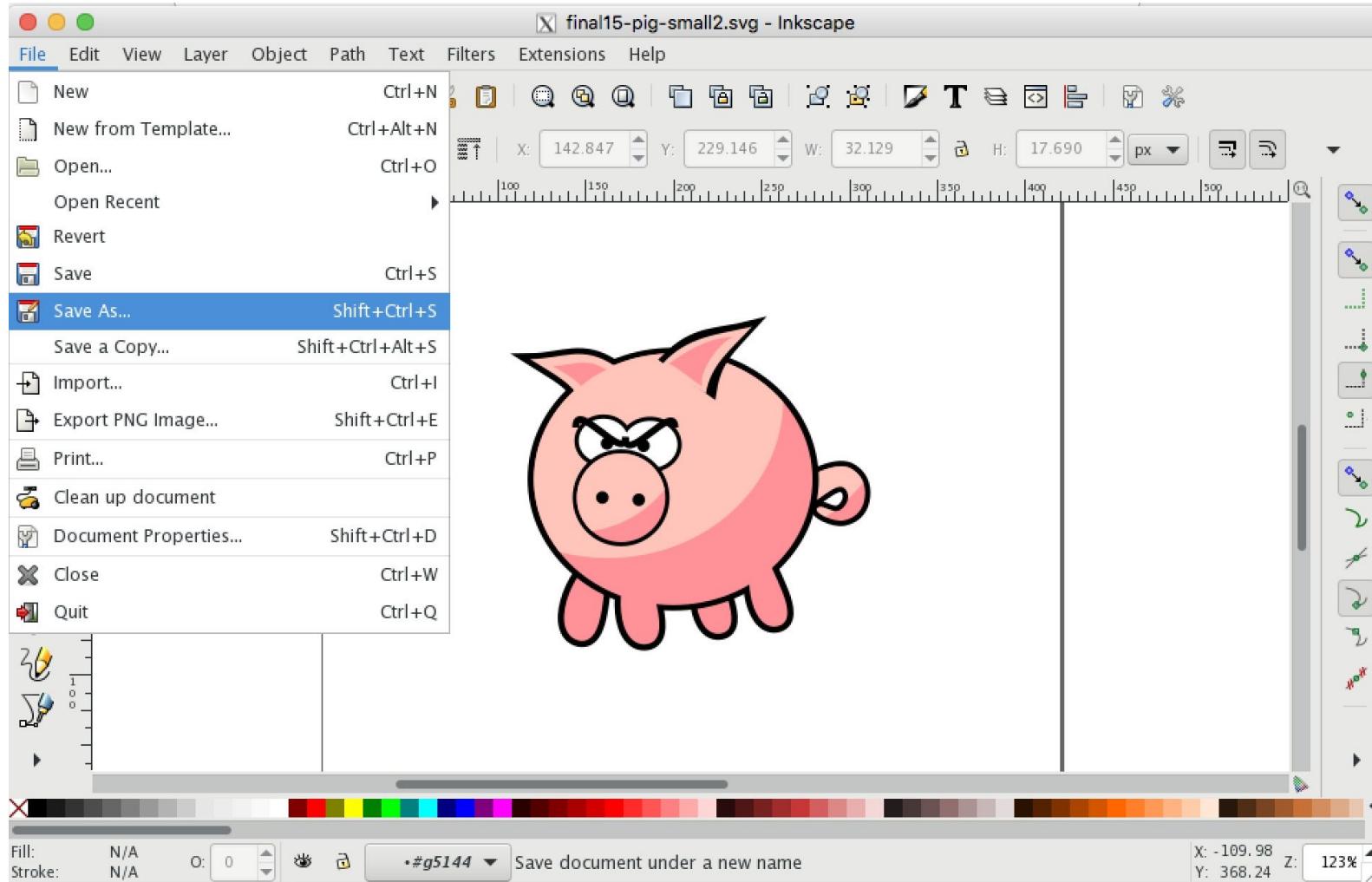
X
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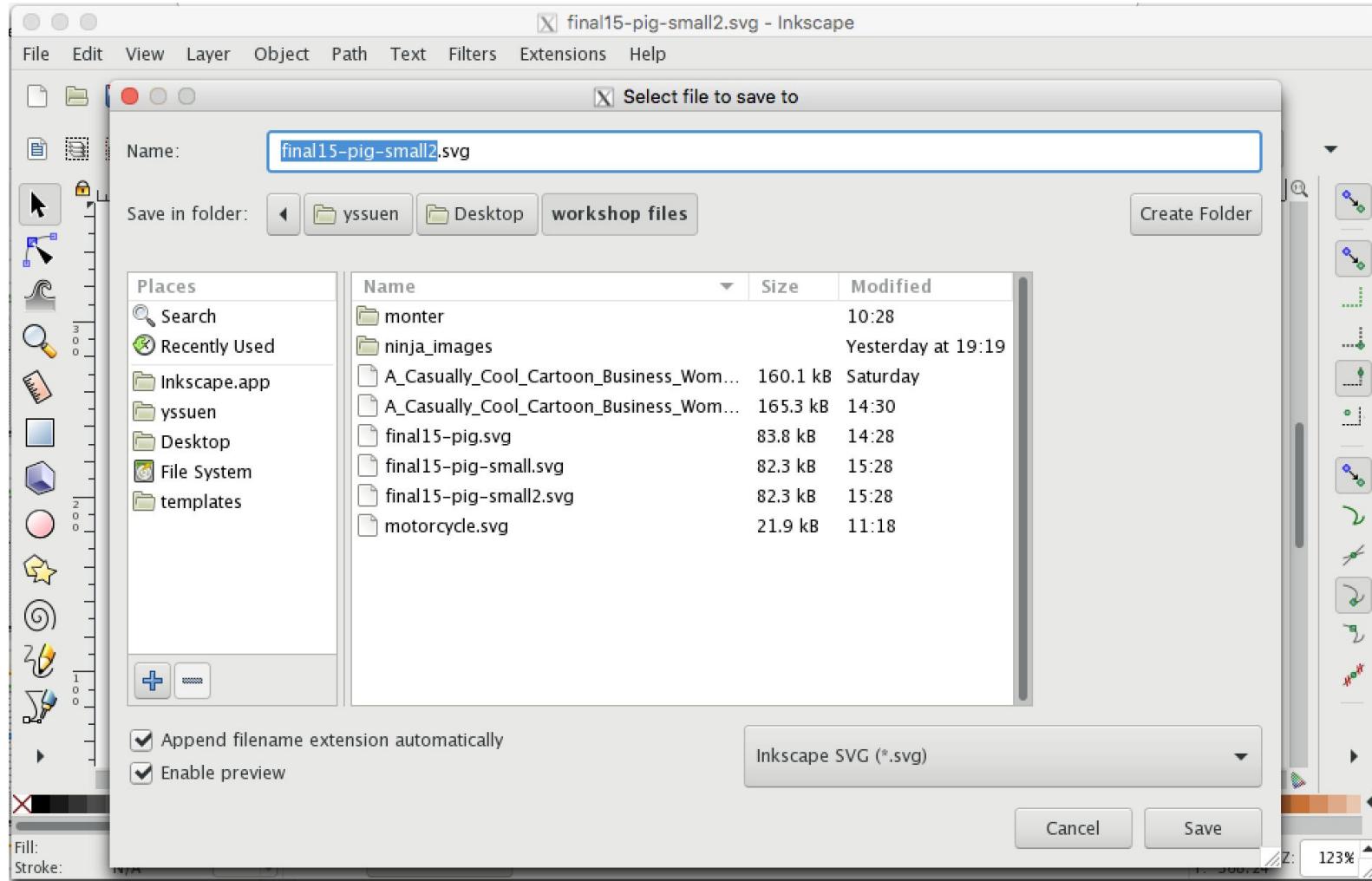
#g5144

Shift: click to toggle select; drag for rubberband selection; Alt: click to select... X: 1038.00
Y: 422.00 Z:

50% ▲







*New document 2 - Inkscape

File Edit View Layer Object Path Text Filters Extensions Help



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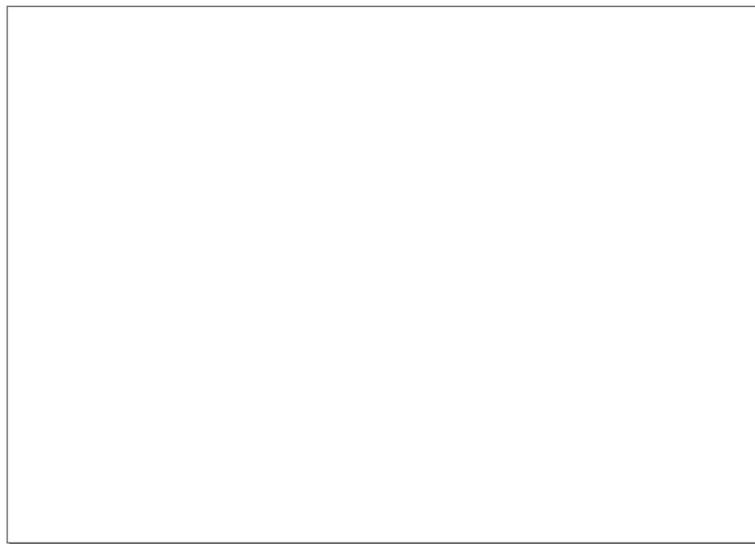
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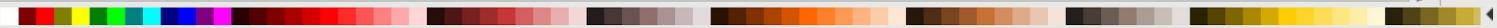
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X



Fill: N/A

O: 0



Layer 1

Click to select or create text, drag to create flowed text; then type.

X: -138.45
Y: 2.67

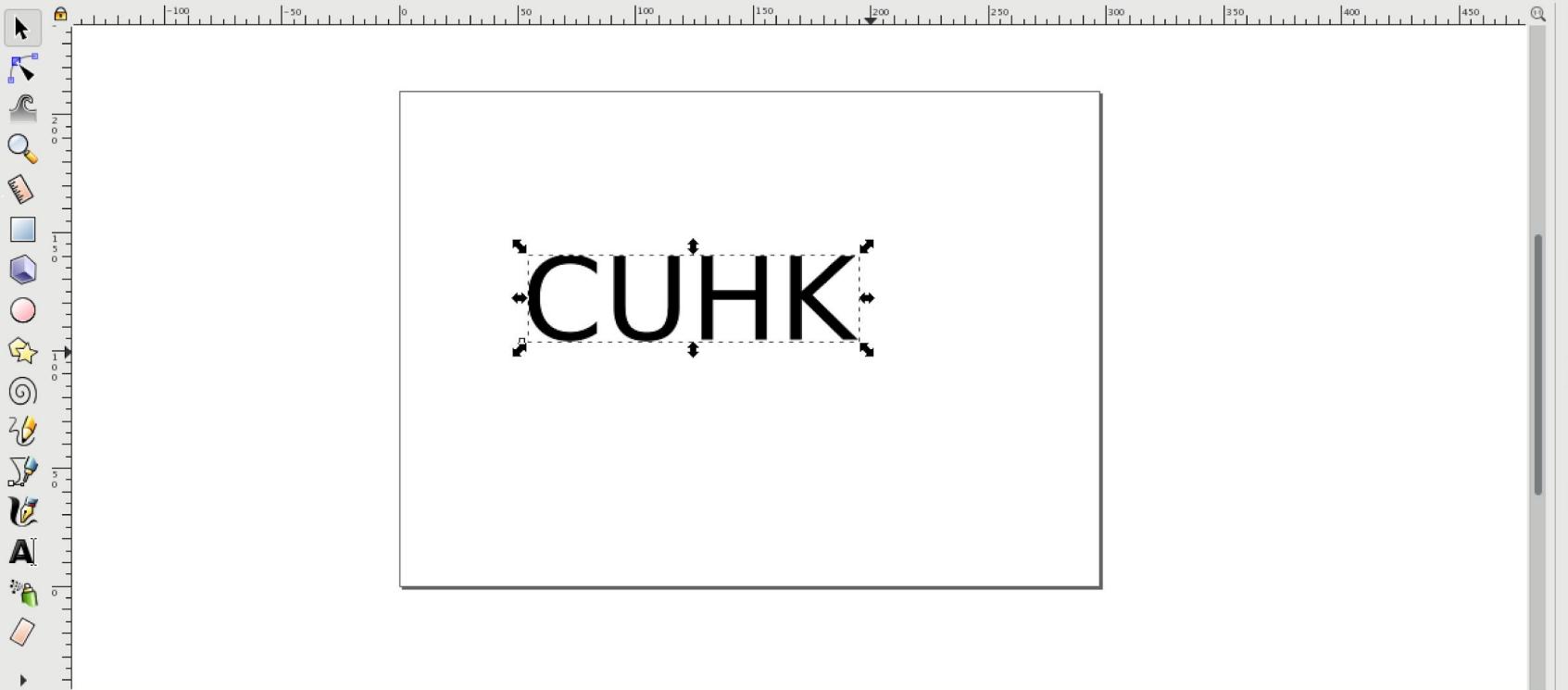
Z: 50%

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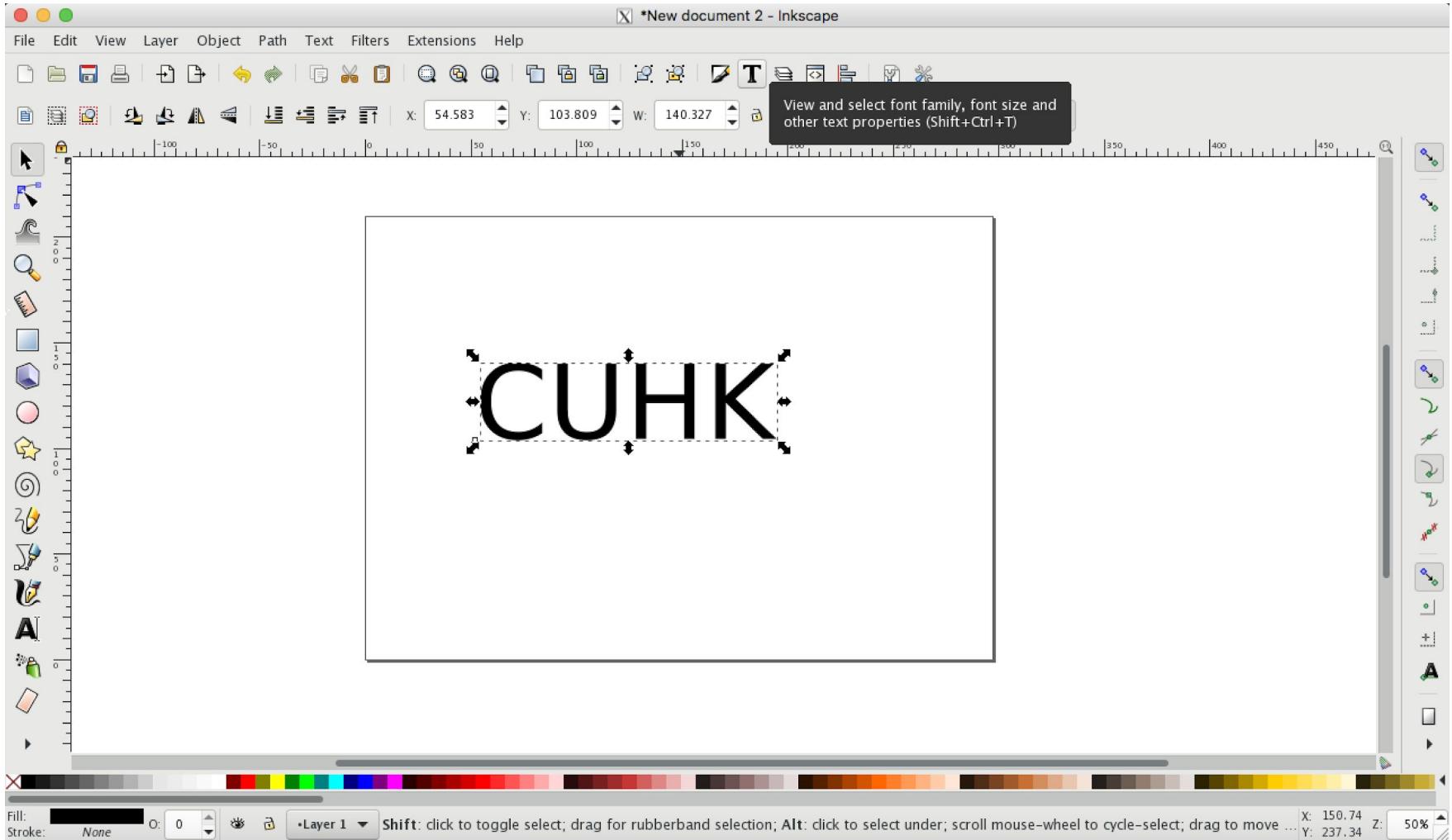
File Edit View Layer Object Path Text Filters Extensions Help



X: 54.583 Y: 103.809 W: 140.327 H: 36.870 mm



Fill: None O: 0 Shift: click to toggle select; drag for rubberband selection; Alt: click to select under; scroll mouse-wheel to cycle-select; drag to move ... X: 194.91
Stroke: None Z: 50% Y: 103.81





X: 54.583 Y: 103.809 W: 140.327 H: 36.870 mm

Text and Font (Shift+Ctrl+T)

Font Text Variants

Font family

sans-serif	AaBbCcIpU
.Al Bayan PUA	AaBbCcIpP
.Al Nile PUA	AaBbCcIpP
.Al Tarikh PUA	AaBbCcIp
.Apple Color Emoji UI	AaBbCcIp

Style

CSS	Face
Normal	Regular
Italic	Italic
Bold	Bold

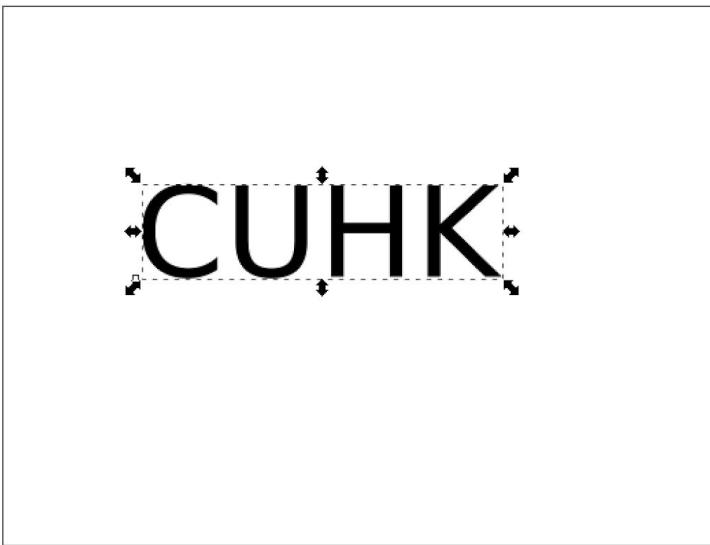
Font size: 140

C.

Set as default

Apply

Close



Fill: Stroke: None

O: 0

%

Layer 1

Flowed Text (4 characters) in layer Layer 1. Click selection to toggle scale/rotation handles.

X: 282.77 Y: 193.50 Z: 50%

Object to Path Shift+Ctrl+C

Stroke to Path Ctrl+Alt+C

Trace Bitmap...

Trace Pixel Art...

Union Ctrl++

Difference Ctrl+-

Intersection Ctrl+*

Exclusion Ctrl+^

Division Ctrl+/_

Cut Path Ctrl+Alt+/_

Combine Ctrl+K

Break Apart Shift+Ctrl+K

Inset Ctrl+()

Outset Ctrl+)

Dynamic Offset Ctrl+J

Linked Offset

Simplify Ctrl+L

Reverse

Path Effects ... Shift+Ctrl+7

Paste Path Effect Ctrl+7

Remove Path Effect

46.885 W: 86.211 H: 22.727 mm

100 150 200 250

100 150 200 250

Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

Set as default

Apply

Close

CUHK



X: 86.002 Y: 46.885 W: 86.211 H: 22.727 mm

-100 -50 0 50 100 150 200 250

100 150 200 250

200 250 300

300 350 400

400 450 500

500 550 600

600 650 700

700 750 800

800 850 900

900 950 1000

1000 1050 1100

1100 1150 1200

1200 1250 1300

1300 1350 1400

1400 1450 1500

1500 1550 1600

1600 1650 1700

1700 1750 1800

1800 1850 1900

1900 1950 2000

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2900 2950 3000

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3600 3650 3700

3700 3750 3800

3800 3850 3900

3900 3950 4000

4000 4050 4100

4100 4150 4200

4200 4250 4300

4300 4350 4400

4400 4450 4500

4500 4550 4600

4600 4650 4700

4700 4750 4800

4800 4850 4900

4900 4950 5000

5000 5050 5100

5100 5150 5200

5200 5250 5300

5300 5350 5400

5400 5450 5500

5500 5550 5600

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5800 5850 5900

5900 5950 6000

6000 6050 6100

6100 6150 6200

6200 6250 6300

6300 6350 6400

6400 6450 6500

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6600 6650 6700

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6800 6850 6900

6900 6950 7000

7000 7050 7100

7100 7150 7200

7200 7250 7300

7300 7350 7400

7400 7450 7500

7500 7550 7600

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7800 7850 7900

7900 7950 8000

8000 8050 8100

8100 8150 8200

8200 8250 8300

8300 8350 8400

8400 8450 8500

8500 8550 8600

8600 8650 8700

8700 8750 8800

8800 8850 8900

8900 8950 9000

9000 9050 9100

9100 9150 9200

9200 9250 9300

9300 9350 9400

9400 9450 9500

9500 9550 9600

9600 9650 9700

9700 9750 9800

9800 9850 9900

9900 9950 10000

CUHK

Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

Set as default

Apply

Close

Fill: None

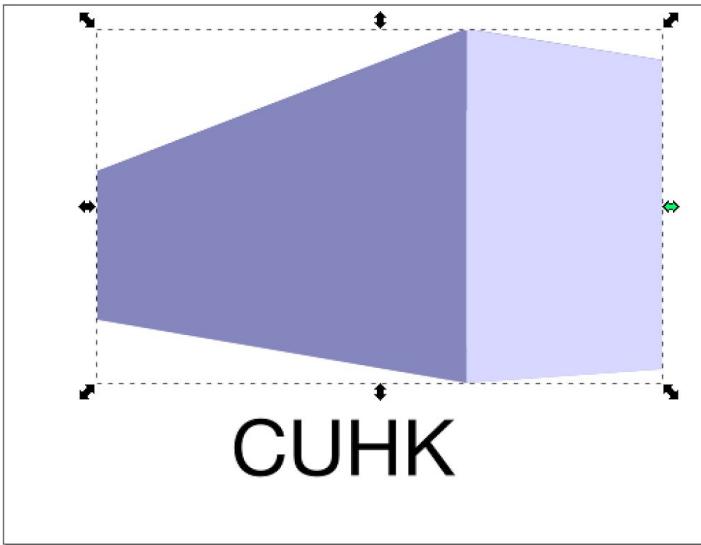
O: 0

Shift:

click to toggle select; drag for rubberband selection; Alt: click to select under; scroll mouse-wheel to cycle-select; drag to move

X: -138.45
Y: 138.98

Z: 50% ▲



Text and Font (Shift+Ctrl+T)

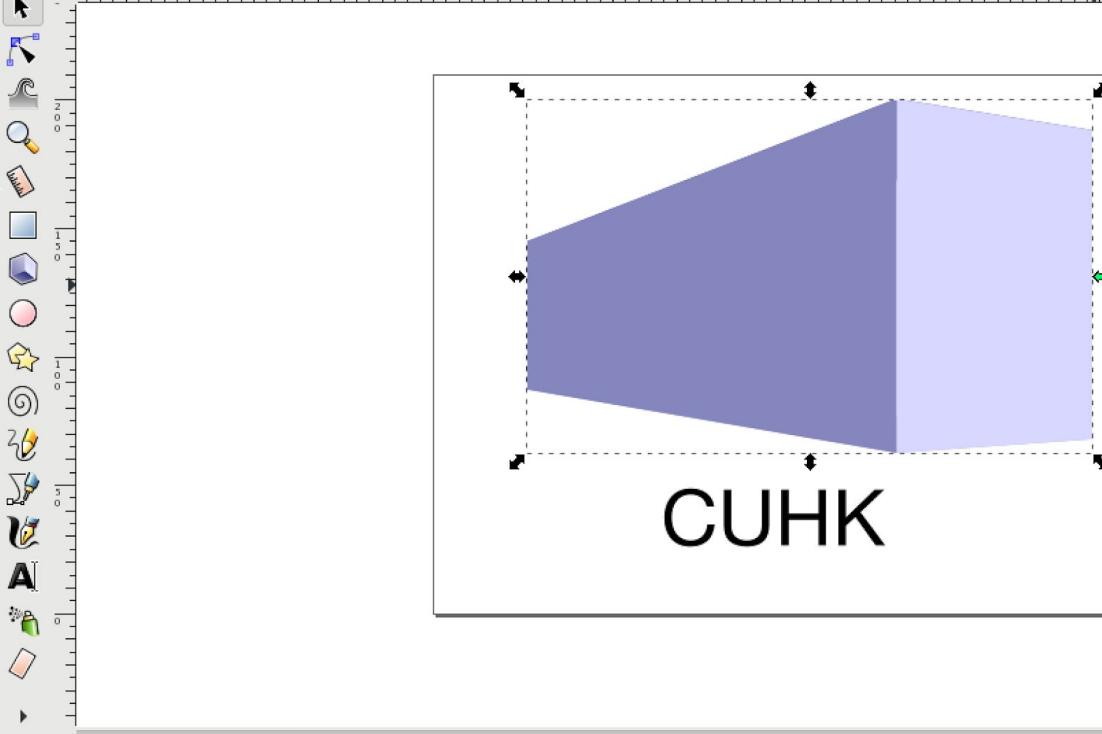
Font Text Variants

CUHK

Set as default

Apply

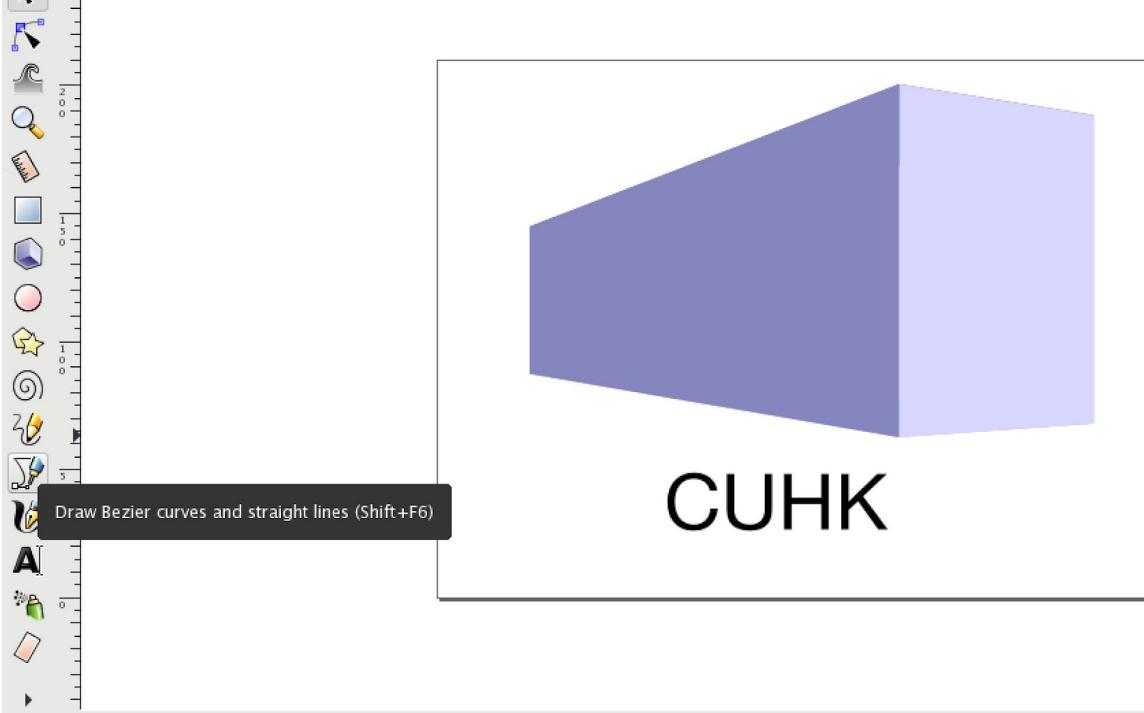
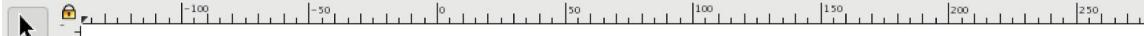
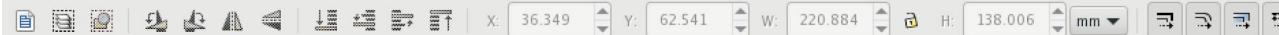
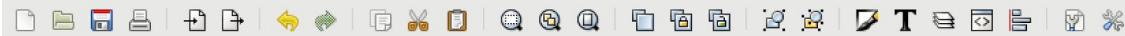
Close

Fill: Unset
Stroke: Unset

O: 0

Layer 1

Shift: click to toggle select; drag for rubberband selection; Alt: click to select under; scroll mouse-wheel to cycle-select; drag to move ... X: 258.18 Y: 127.75 Z: 50%



Draw Bezier curves and straight lines (Shift+F6)

Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

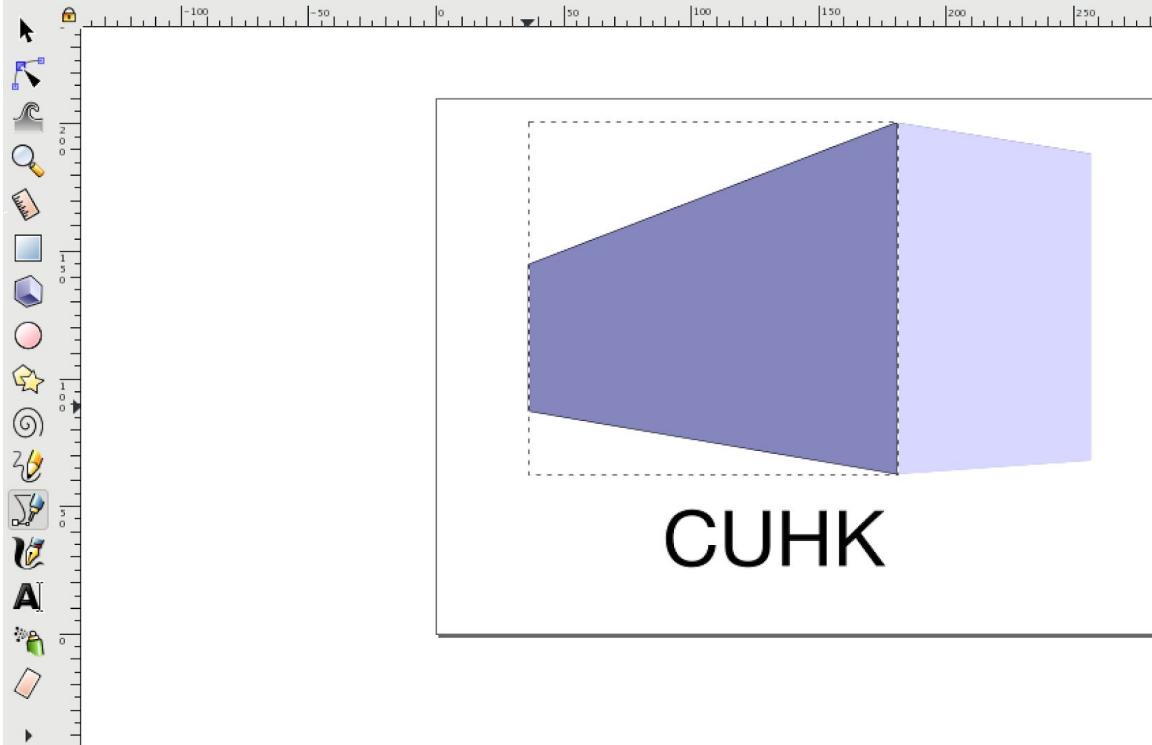
Set as default

Apply

Close



Mode: Shape: None

Fill: None
Stroke: black 1

Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

Set as default

Apply

Close



Click or click and drag to start a path; with Shift to append to selected path. Ctrl+click to create single dots (straight line modes only).

X: 36.35 Y: 88.73 Z: 50%

Fill: None

Stroke: black

0

255

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255

255

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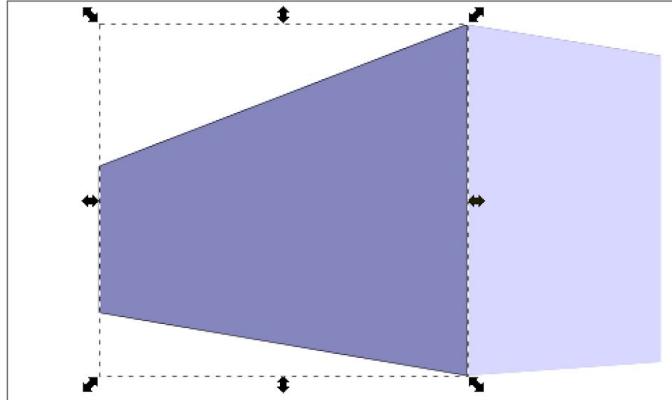
X: 36.216 Y: 62.384 W: 144.759 H: 138.356 mm

-100 -50 0 50 100 150 200 250

100 150 200 250

200 250

250



Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

Set as default

Apply

Close



X: 218.63 Y: 129.89 Z: 50%

Fill: None

O:

0.265

Stroke:

0.265

mm

Angle:

0

Size:

100%

Color:

Black

Color:

White

Color:

Red

Color:

Green

Color:

Blue

Color:

Magenta

Color:

Cyan

Color:

Yellow

Color:

Black

Color:

White

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Red

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Green

Color:

Blue

Color:

Magenta

Color:

Cyan

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Yellow

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Black

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White

Color:

Red

Color:

Green

Color:

Blue

Color:

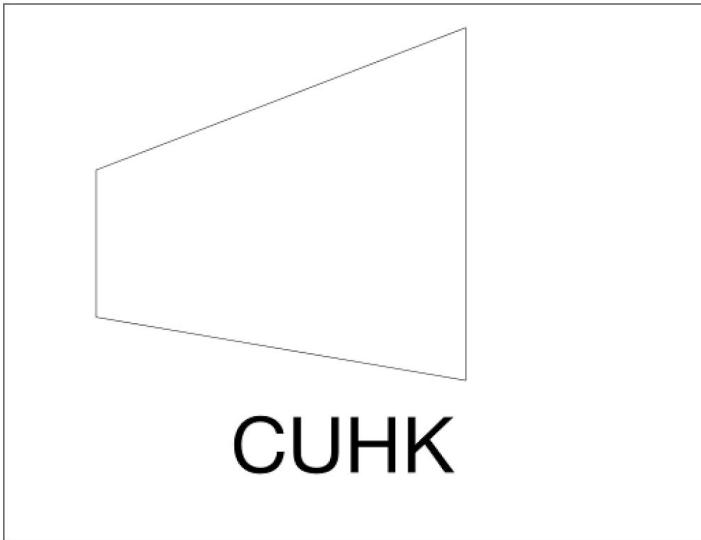
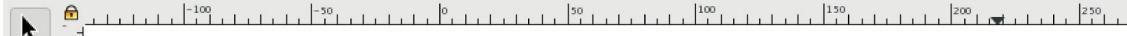
Magenta

Color:

Cyan

Color:

Yellow



Text and Font (Shift+Ctrl+T)

 Font Text Variants

CUHK

 Set as default Apply Close

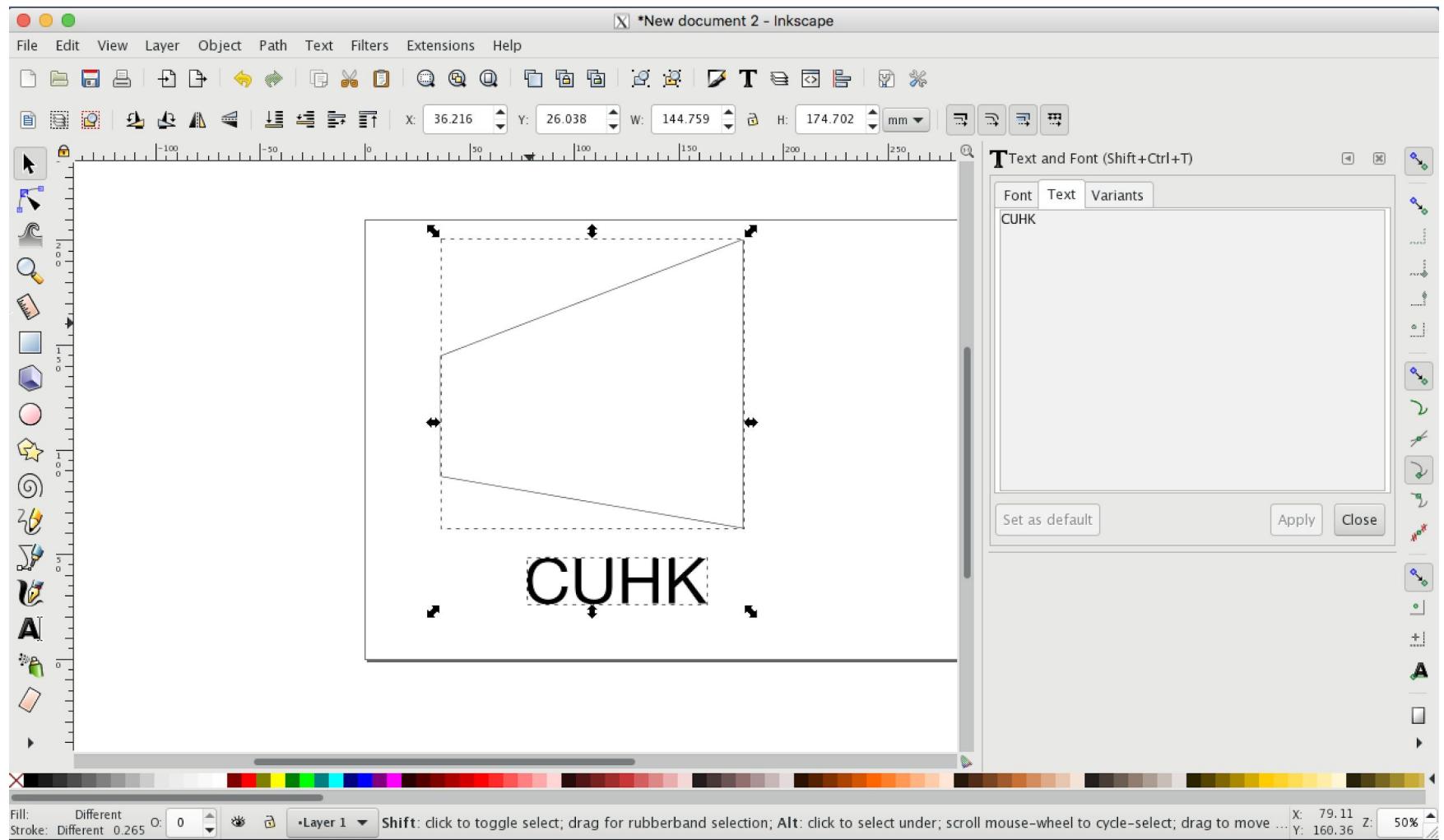
Fill: N/A
Stroke: N/A

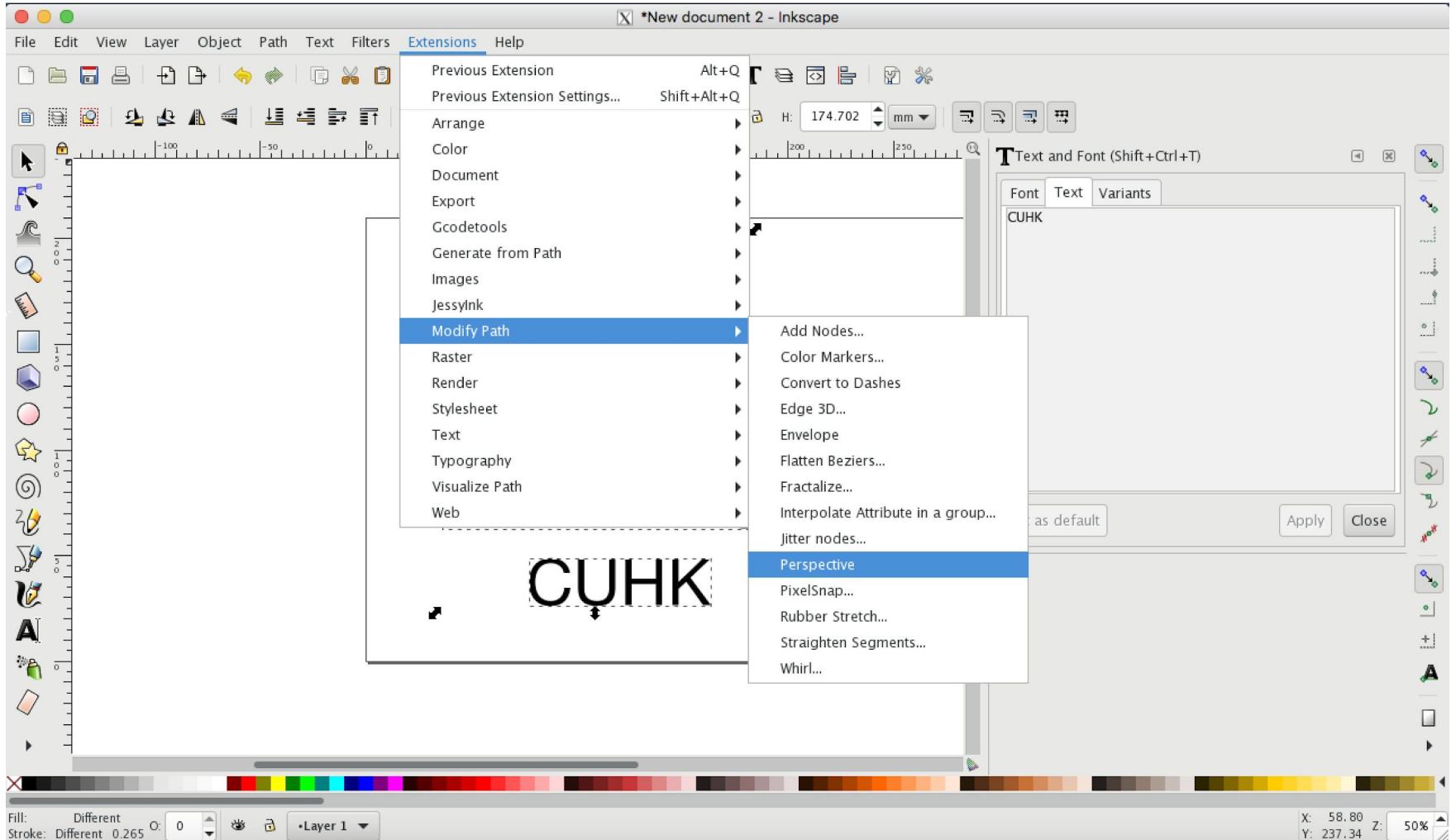
O: 0

Layer 1

Shift: click to toggle select; drag for rubberband selection

X: 218.63 Y: 129.89 Z: 50%



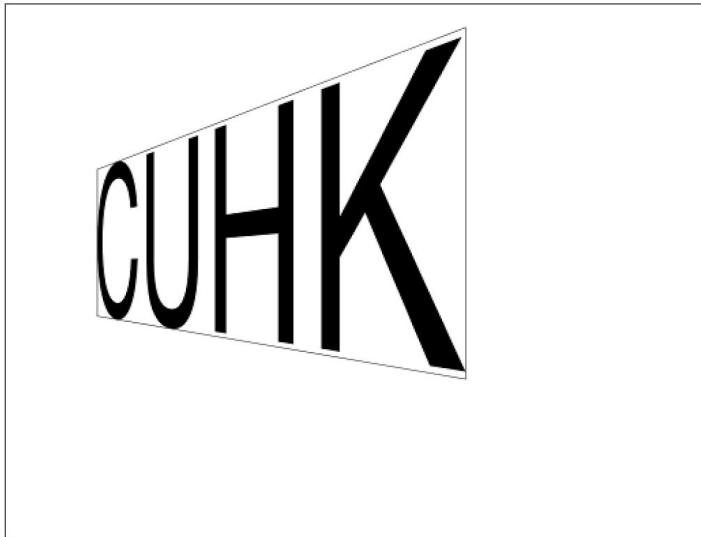




X: 36.216 Y: 26.038 W: 144.759 H: 174.702 mm



-100 -50 0 50 100 150 200 250



Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

Set as default

Apply

Close



Fill: N/A
Stroke: N/A

O: 0



X: 58.80 Y: 237.34 Z: 50%

File Edit View Layer Object Path Text Filters Extensions Help

Undo: Perspective

Ctrl+Z



Redo

Shift+Ctrl+Z

Undo History...

Shift+Ctrl+H

Cut

Ctrl+X

Copy

Ctrl+C

Paste

Ctrl+V

Paste In Place

Ctrl+Alt+V

Paste Style

Shift+Ctrl+V

Paste Size

>

Find/Replace...

Ctrl+F

Duplicate

Ctrl+D

Clone

>

Make a Bitmap Copy

Alt+B

Delete

Delete

Select All

Ctrl+A

Select All in All Layers

Ctrl+Alt+A

Select Same

>

Invert Selection

!

Deselect

Resize Page to Selection

Shift+Ctrl+R

Create Guides Around the Page

Lock All Guides

Delete All Guides

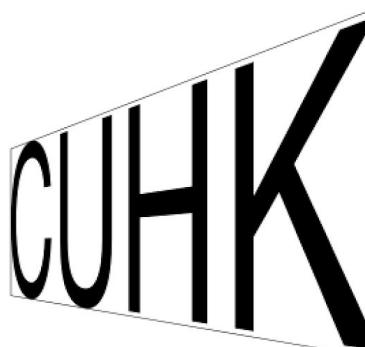
XML Editor...

Shift+Ctrl+X

Input Devices...

Preferences...

Shift+Ctrl+P



36.216 Y: 26.038 W: 144.759 H: 174.702 mm

Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

Set as default

Apply

Close

Fill:

N/A

O:

0



Layer 1 Duplicate selected objects

X: 10.16
Y: 237.34

Z: 50%

Undo: Set fill color from swatch Ctrl+Z



Redo Shift+Ctrl+Z

Undo History... Shift+Ctrl+H

Cut Ctrl+X

Copy Ctrl+C

Paste Ctrl+V

Paste In Place Ctrl+Alt+V

Paste Style Shift+Ctrl+V

Paste Size >

Find/Replace... Ctrl+F

Duplicate Ctrl+D

Clone >

Make a Bitmap Copy Alt+B

Delete Delete

Select All Ctrl+A

Select All in All Layers Ctrl+Alt+A

Select Same >

Invert Selection !

Deselect

Resize Page to Selection Shift+Ctrl+R

Create Guides Around the Page

Lock All Guides

Delete All Guides

XML Editor... Shift+Ctrl+X

Input Devices...

Preferences... Shift+Ctrl+P

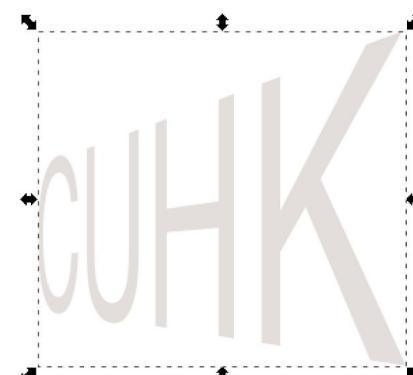
62.033 Y: 33.786 W: 144.494 H: 131.358 mm

50 100 150 200 250

Q T E R M F

U V C S

W X Z



Text and Font (Shift+Ctrl+T)

Font Text Variants

CUHK

Set as default

Apply

Close

Fill:

Stroke:

None

O:

0

Layer 1

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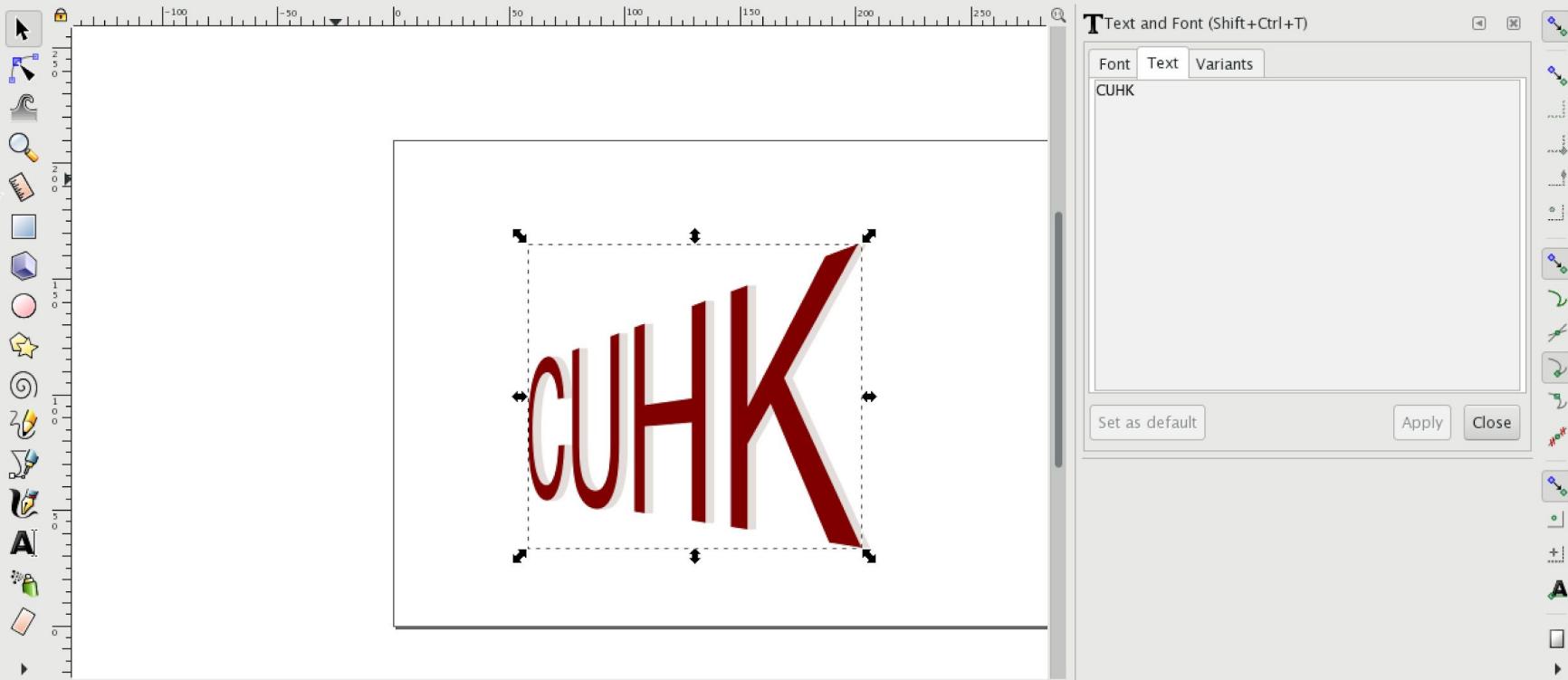
–

+

X: -99.96 Y: 271.01 Z: 50%

*New document 2 - Inkscape

File Edit View Layer Object Path Text Filters Extensions Help



Fill:
Stroke:

None

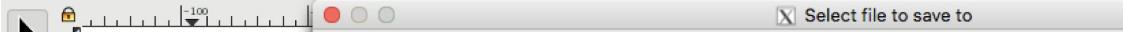
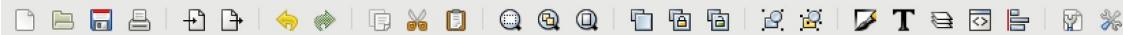
0:

Layer 1

▼

Shift: click to toggle select; drag for rubberband selection

X: -24.59
Y: 192.97
Z: 50%
▲



Name:

Save in folder:

Places



Append filename extension automatically

Enable preview

Name	Size	Modified
monter		Monday
ninja_images		Sunday
3D_OBJECT.svg	32.0 kB	16:41
A_Casually_Cool_Cartoon_Business_Woman.svg	160.1 kB	Saturday
A_Casually_Cool_Cartoon_Business_Woman_small...	165.3 kB	Monday
angry_pig.svg	76.6 kB	Monday
final15-pig.svg	83.8 kB	Monday
final15-pig-original.svg	83.6 kB	Monday
final15-pig-small.svg	82.3 kB	Monday
final15-pig-small2.svg	82.3 kB	Monday
kind_pig.svg	76.0 kB	Monday
motorcycle.svg	21.9 kB	Monday

Plain SVG (*.svg)

Cancel

Save

Fill:
Stroke:

None

O: 0

Layer 1

Group of 4 objects in layer Layer 1. Click selection to toggle scale/rotation handles.

X: -95.15
Y: 258.72
Z: 50%
mm

Hippani Animator



Create a new movie.

Open a movie.

Recent

Ninja.hani

tutorial_1.hani

Pet.hani

Getting Started

Tutorials and documentation.

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Popular Tutorials

- Getting Started
- Creating Phone Apps
- Adding More Scenes
- Adding Buttons
- Play in Reverse
- Opening Web Pages
- Creating Masks
- Using Timelines
- Responsive Layouts
- Joining Two Movies
- Script in the Timeline
- Creating a Game Loop

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Animation by PixelLink.media 23 May 2017

Thanks to www.pixelink.media for this fun animation made with the free version of Hippani Animator.

Free licence key for their efforts. To be honest, we're not sure what this one is about, take a look and see if you can work it out.



Hippani Hills by Yan at 5 March 2017 PetitGrandMonde.com

Thanks to talented animator Yan Paquin at petitgrandmonde.com for this fun logo animation.

Made with Hippani Animator 5. Yan has won a free licence key for his efforts.



Peppermint Crush by Genetipetz.com

24 November 2016

Thanks to Chris Meade at www.genetipetz.com for this amazing and addictive HTML5 game.

Drag the candy to get 3 or more in a row.

Hippani Animator 5.1 [Starter Edition]

New Open Help Demos

Start New

Movie Type

- Universal
 - Blank
 - Web Page
- HTML5
 - Blank**
 - Web Page
- Mobile App / Widget
- Animation / Video

Template

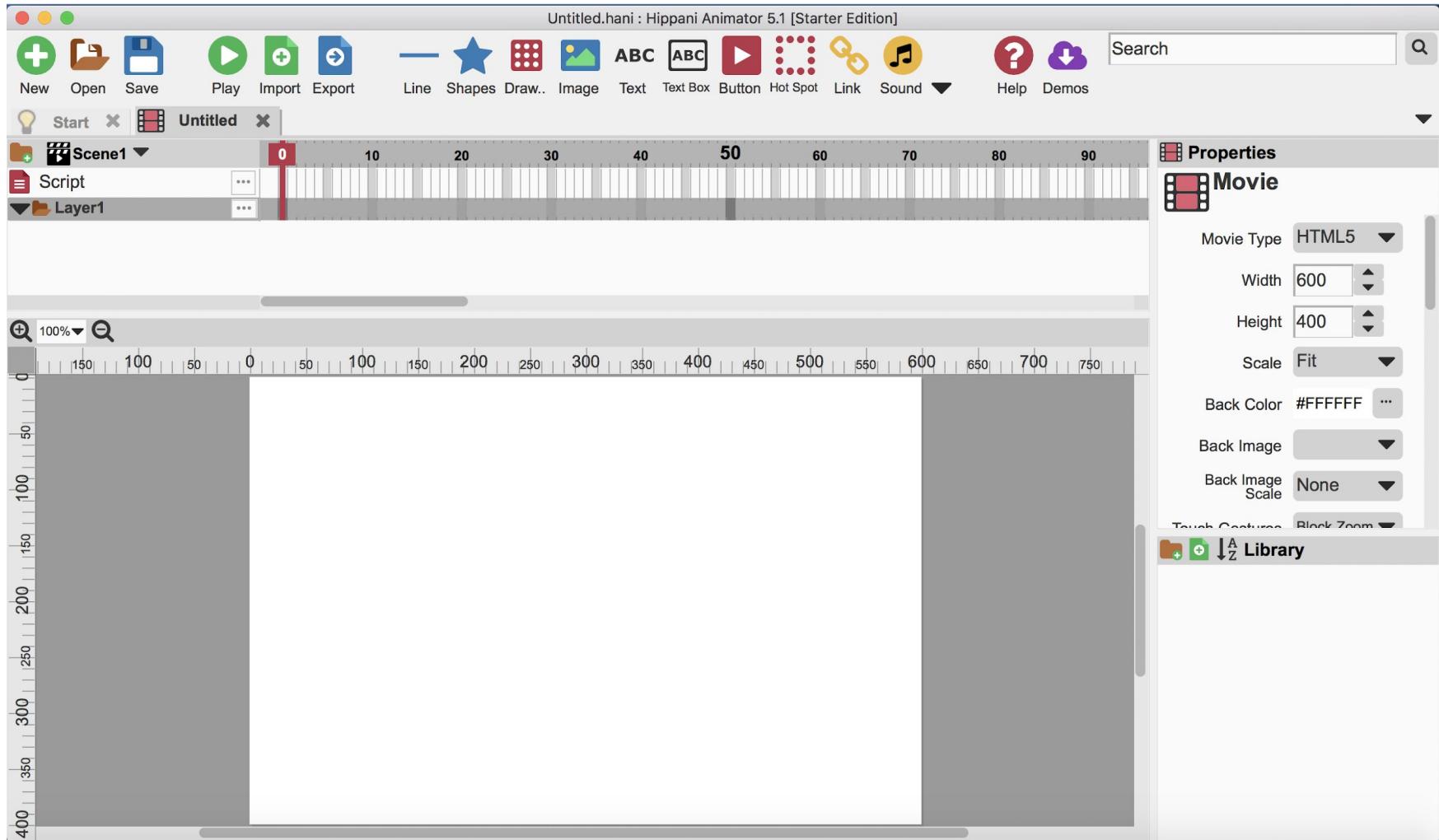
5 Blank

Movie Type HTML5
Size 600 x 400



Create a blank movie.
HTML5 movies can be exported to HTML5, mobile apps, animation or video. HTML5 only works in modern web browsers. However, HTML5 includes features not available in old HTML.

+ Create



Tutorials

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Help Demos Help Tutorials and documentation.

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Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Print Play Import Export Help Demos

Start Untitled Help

Contents

- Hippani Animator
- A Quick Tour
- Tutorials
- Interface
- Animation
- Objects
- JavaScript
- Translation Editor
- Licence
- Compare Versions
- What's New

Hippani Animator

Create animation, games, apps, banners, websites, logos, presentations, eCards and more...

Export HTML, phone apps, video, images and GIF.

HTML works on computer, tablet and phone web browsers. Hippani Animator exports HTML5 with a HTML4 backup so it even works in old web browsers, like Internet Explorer 6, 7 and 8, where HTML5 is not available. Add HTML animation to your website with one line of code. No plugins, downloads or scripting knowledge is required.

Phone apps run on iOS, iPhone, iPad, Android and Windows Phone. Hippani Animator exports W3C widgets which can be converted to phone apps using services like build.PhoneGap.com or Cordova.Apache.org.

- Getting Started
- Creating Phone Apps
- Using JavaScript
- Video Tutorials
- Compare Versions

2015 Showreel [2:12]

2012 Showreel [2:59]

2011 Showreel [3:08]

Getting Started [2:51]



Untitled.hani : Hippani Animator 5.1 [Starter Edition]

Search



Start | Untitled | Help

Contents

Hippani Animator

A Quick Tour

Tutorials

- Getting Started
- Flashing Triangle
- Using Timelines
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- Script in the Timeline
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- Adding More Scenes
- Opening Web Pages
- Joining Two Movies
- Text Shadows
- Image Shadows
- Blur Transitions
- Cutting out Images
- Making Waves
- Creating Masks
- Loop the Loop
- Using Pivot Points
- Working with Layers

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- Getting Started
- Creating Phone Apps
- Using JavaScript
- Video Tutorials
- Compare Versions



2015 Showreel [2:12]



2012 Showreel [2:59]



2011 Showreel [3:08]



Getting Started [2:51]

Sample Projects

pig_walk.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Help Demos

Start pig_walk Help

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- Adding Buttons

Show Start Page at Startup

Play in Reverse

Opening Web Pages

Creating Masks

Using Timelines

Responsive Layouts

Joining Two Movies

Script in the Timeline

Creating a Game Loop

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23 May 2017
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 **Hippani Hills** by Yan at PetitGrandMonde.com
5 March 2017
Thanks to talented animator Yan Daquin

 **Peppermint Crush** by Genetipetz.com
24 November 2016
Thanks to Chris Meade at www.genetipetz.com

 **New Video Export Options**
18 October 2016
Fantastic new video export options are now available in



Start x pig_walk x ? Help x Demos x



Animation by
PixelInk.media



Hippanni Hills by Yan at
PetitGrandMonde.com



Air Plain by Mauro Zerboni



Combustion Engine by
Science Teacher Rod Burrows



Educational Measuring
Animation by MyWorkshop.us



Interactive Italian Artist
Timeline by Tom St.Clair



HTML Animation vs GIF
vs Video



Xmas Gifts by Hristina
Dacheva



Virtual Pet Game by
Hristina Dacheva



Orange Juice Animation
by Hervé Piton



Gold Text Effect by David
Knight



Awesome Ninja HTML
Animation



Sheep Shearing HTML
Animation

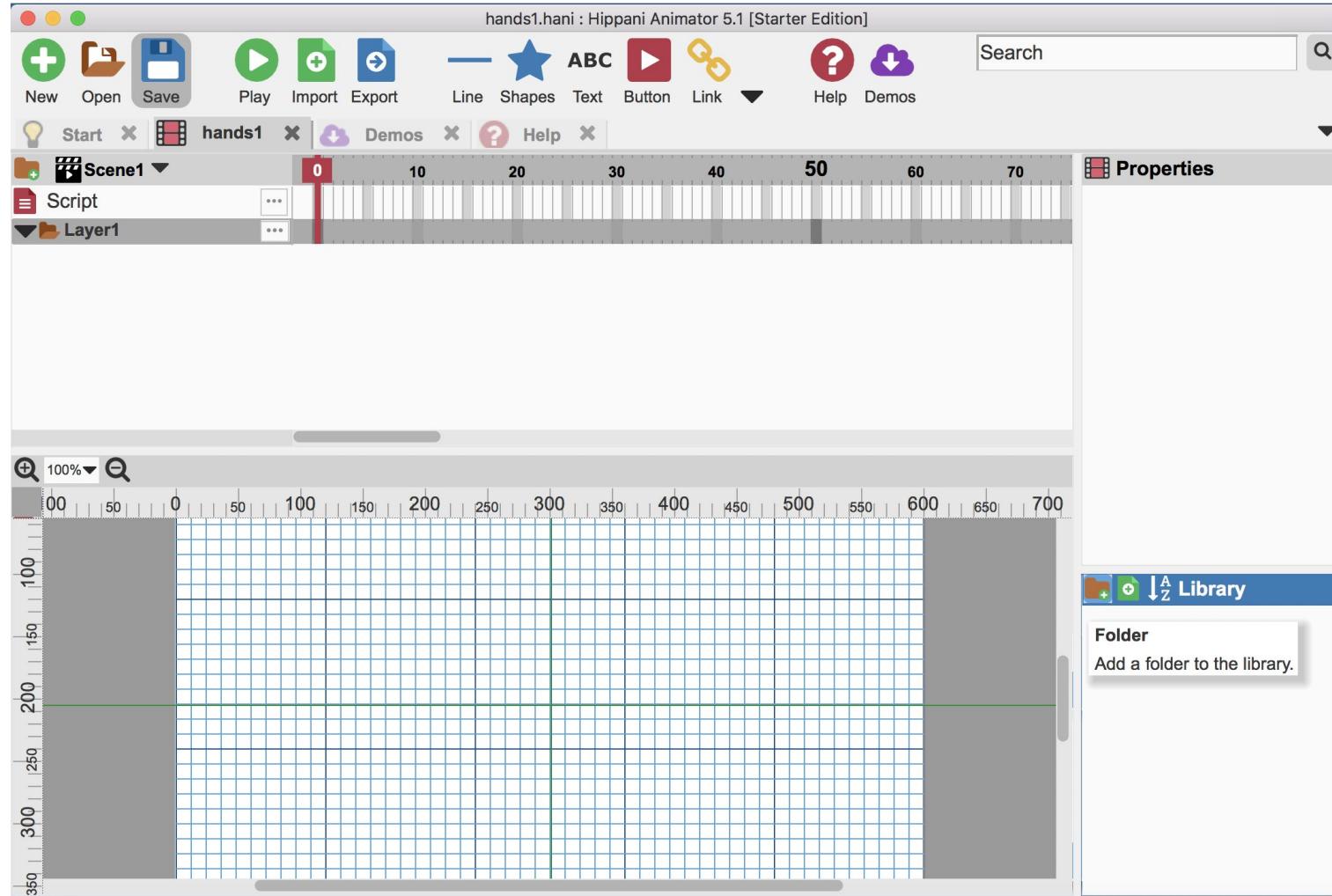


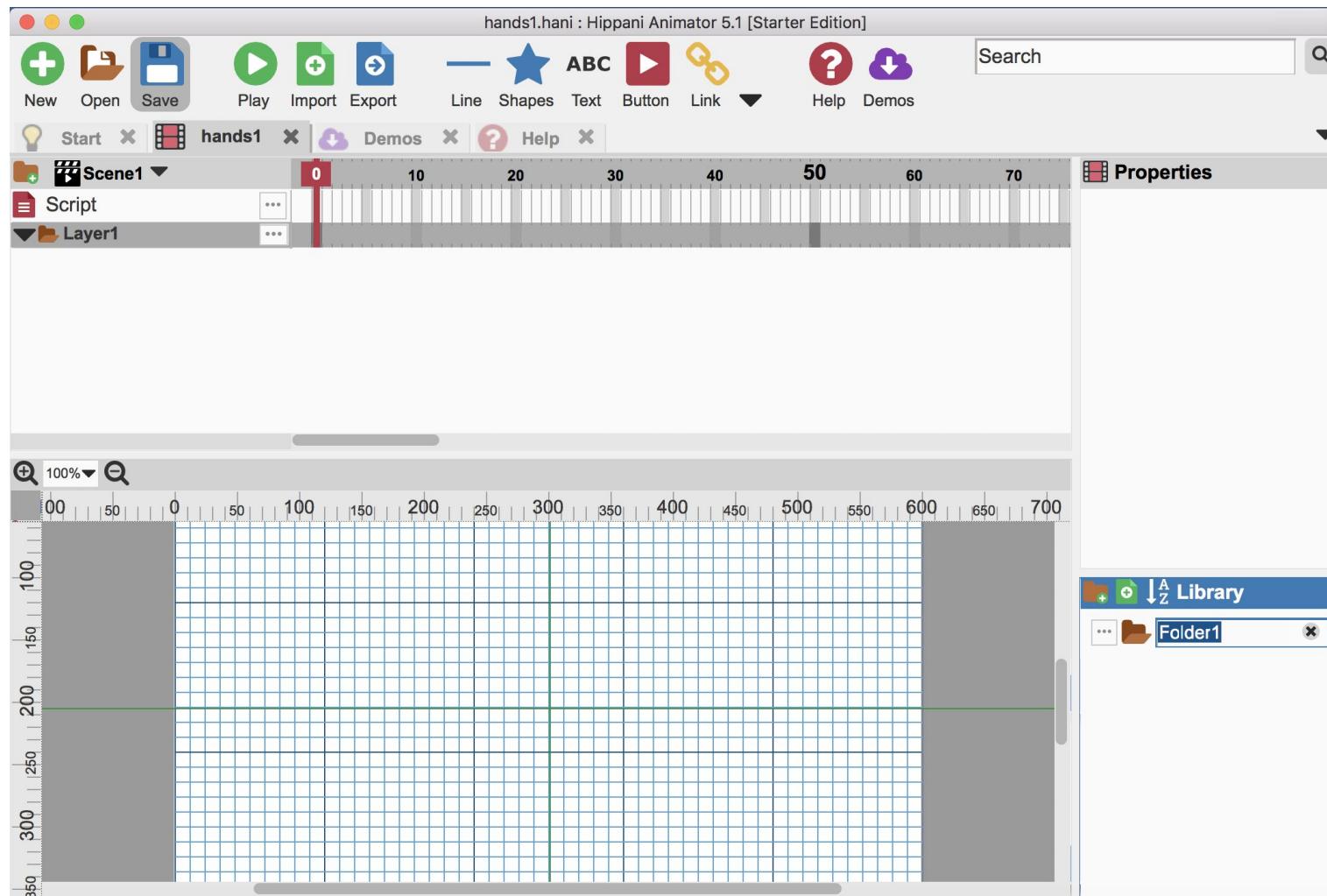
Example Button Styles,
Shapes & Effects

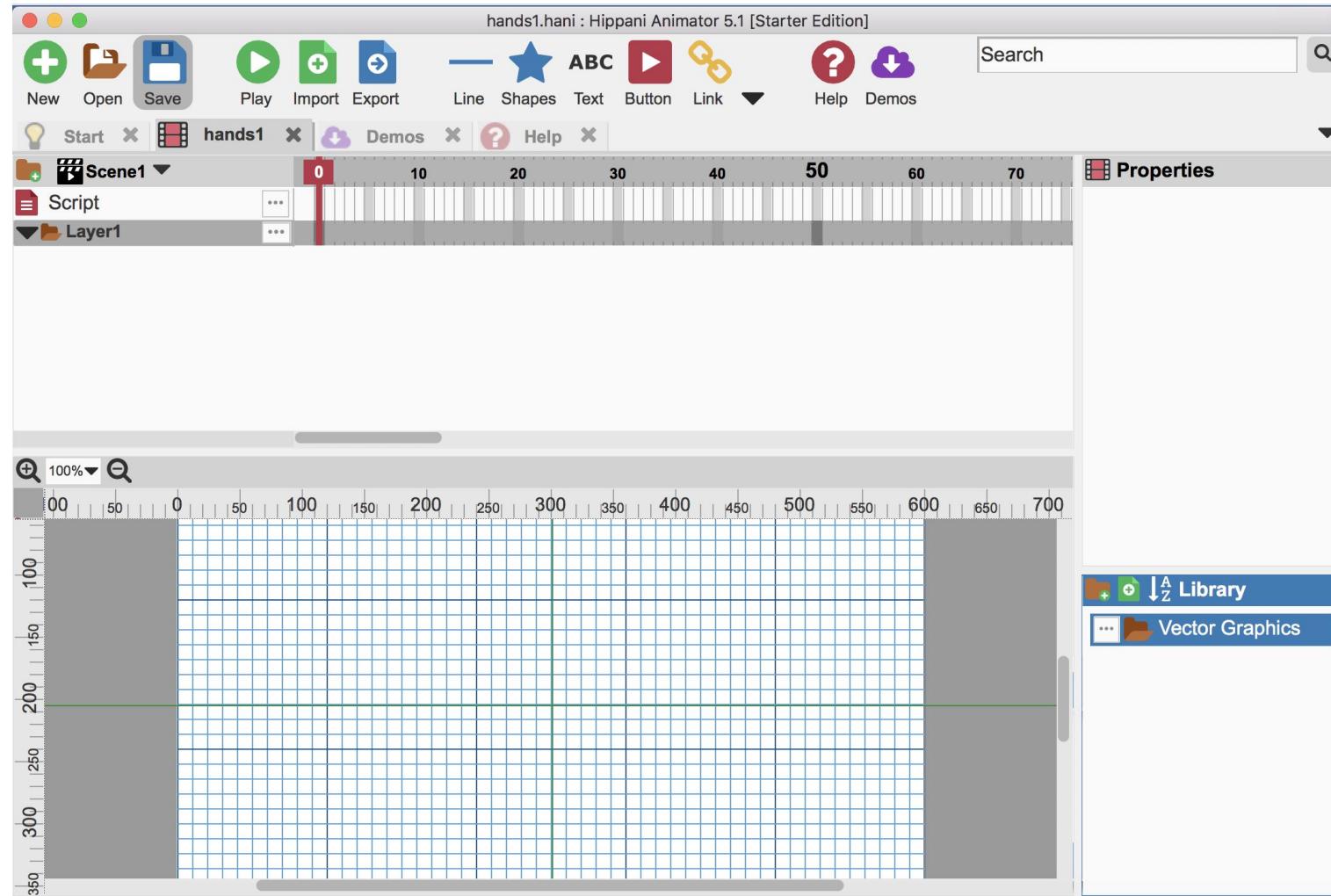


Monster

Creating Your First Hippani Animation Project







hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes ABC Text Button Link Help Demos

Start hands1 Demos Help

Scene1 Layer1

Properties Shape Shape1

Fill Type Solid

Color #337AB7

Border Type None

CSS Class

Library Vector Graphics Shape1

The screenshot shows the Hippani Animator 5.1 interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, Shapes, ABC, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with Start, hands1, Demos, and Help. The main workspace features a grid background with a blue hand icon centered. The Properties panel on the right shows settings for a selected "Shape" named "Shape1", including a solid blue fill color (#337AB7) and no border. The Library panel at the bottom contains a "Vector Graphics" folder with "Shape1" listed. The timeline at the top shows keyframes for the "Scene1" layer, with frame 0 highlighted in red.

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line ABC Text Button Link Help Demos

Start x hands1 x Demos x Help x

Scene1 ▾ 0 10 20 30 40 50 60 70

Script

Layer1

100% Q 00 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Properties

Shape Shape4



Fill Type Solid ▾

Color #337AB7 ▾

Border Type None ▾

CSS Class

Library

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes ABC Text Button Link Help Demos

Start hands1 Demos Help

Scene1 Layer1

0 10 20 30 40 50 60 70

Properties Shape Shape1
Fill Type Solid
Color #337AB7
Border Type None
CSS Class

Library Vector Graphics
Add To Timeline D
Duplicate R
Rename S
Save
Convert To Image
Move To...
Delete

100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

The screenshot shows the Hippani Animator 5.1 interface. At the top, there's a menu bar with file options like New, Open, Save, and various tools like Line, Shapes, Text, and Button. Below the menu is a toolbar with icons for Start, Stop, Play, Import, Export, and others. A search bar is also present. The main workspace is divided into a timeline at the top and a canvas below. The timeline has frames numbered from 0 to 70. The canvas features a grid background with axes labeled from 0 to 350. A blue hand icon is selected in the workspace. On the right side, there's a Properties panel for the selected shape, showing settings for fill type (Solid), color (#337AB7), border type (None), and CSS class. A context menu is open over the selected shape, listing options like Add To Timeline, Duplicate, Rename, Save, Convert To Image, Move To..., and Delete. The overall layout is clean and organized, typical of a professional animation software.

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start Scene1 Script Layer1

0 10 20 30 40 50 60 70

Properties

Shape Shape1



Fill Type Solid

Color #337AB7

Border Type None

CSS Class

Convert To Image

Width 100 Height 100

Cancel OK

100% 00 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes ABC Text Button Link Help Demos

Start hands1 Demos Help

Scene1 0 10 20 30 40 50 60 70

Script Layer1

Properties

Image Image1 [Click To Edit]

Size 0 , 0

Export Automatic

Preload

100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Library

Hand Vector Graphics

- Image1
- Shape4
- Shape3
- Shape2
- Shape1

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes ABC Text Button Link Help Demos

Start X hands1 X Demos X Help X

Scene1 ▾ Script Layer1

0 10 20 30 40 50 60 70

Properties

Image hand1
[Click To Edit]
Size 0 , 0
Export Automatic
Preload

100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Library

Hand
Vector Graphics
hand1
Shape4
Shape3
Shape2
Shape1

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start hands1 Demos Help

Scene1 0 10 20 30 40 50 60 70

Script Layer1

Properties

Image Image1 [Click To Edit]

Size 0 , 0

Export Automatic

Preload

100% 00 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Library

- Hand
 - hand1
- Vector Graphics
 - Shape4
 - Shape3
 - Shape2
 - Shape1

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line ABC Shapes Text Button Link Help Demos

Start hands1 Demos Help

Scene1 0 10 20 30 40 50 60 70

Script Layer1

Properties

Image hand4
[Click To Edit]
Size 0 , 0
Export Automatic
Preload

Library

- Hand
 - hand4
 - hand3
 - hand2
 - hand1
- Vector Graphics
 - Shape4
 - Shape3
 - Shape2
 - Shape1

100% 100 50 0 100 150 200 250 300 350 400 450 500 550 600 650 700

100 150 200 250 300 350 400 450 500 550 600 650 700

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line ABC Shapes Text Button Link Help Demos

Start X Scene1 X Demos X Help X

Scene1

Script

Layer1

hand1

0 10 20 30 40 50 60 70

Properties

Frame 0

Script ID

Label

Visible

Location 6, 7

Center (X,Y) 296, 207

Size 0, 0

100% 100% 100%

100 0 50 100 150 200 246 300 346 400 450 500 550 600 650 700

50 100 150 200 250 300 350

500 550 600 650 700

157 201 257

Hand

- hand4
- hand3
- hand2
- hand1

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

The screenshot shows the Hippani Animator 5.1 software interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, ABC Shapes, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with Start, Scene1, Demos, and Help. The main workspace is a 700x700 grid with a central hand icon. The timeline at the top has frames numbered from 0 to 70. To the left of the grid is a vertical scale from 50 to 350. On the right side, there's a Properties panel for the current frame, a Library panel containing various hand and shape assets, and a search bar.

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes ABC Text Button Link Help Demos

Start X | hands1 X | Demos X | Help X

Scene1 ▾ | hand1

Frame 0

Visible

Location 6, 7

Center (X,Y) 296, 207

Size 0, 0

Opacity 50%

Angle 0°

100% 100% ▾

100 50 0 100 150 200 246 300 346 400 450 500 550 600 650 700

50 100 150 200 250 300 350 400 450 500 550 600 650 700

Hand

- hand4
- hand3
- hand2
- hand1

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

The screenshot displays the Hippani Animator 5.1 interface. At the top, there are standard file operations (New, Open, Save, Play, Import, Export) and tool icons for Line, Shapes, Text, Button, and Link. A search bar and help links are also present. Below the menu is a toolbar with tabs for Start, Scene1, Demos, and Help. The main workspace shows a hand icon on a grid. The timeline at the top has frames numbered from 0 to 70. The Properties panel on the right shows settings for the selected frame, including visibility, location (6, 7), center point (296, 207), size (0, 0), opacity (50%), and angle (0°). The Library panel on the bottom right lists assets under Hand and Vector Graphics categories, such as hand4, hand3, hand2, hand1, Shape4, Shape3, Shape2, and Shape1.

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start hands1 Demos Help

Scene1

Script

Layer1

hand4 hand3 hand2 hand1

Properties

Frame 0

Visible

Location 1, 7

Center (X,Y) 301, 207

Size 0, 0

Opacity 100%

Angle 0°

Library

Hand

- hand4
- hand3
- hand2
- hand1

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

100% 100 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start hands1 Demos Help

Scene1

Script

Layer1

hand4 hand3 hand2 hand1

0 10 20 30 40 50 60 70

Add Frame

Movie Type: HTML5

Width: 600

Height: 400

Scale: Fit

Back Color: #FFFFFF

Back Image:

100% 100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

100 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Hand

hand4 hand3 hand2 hand1

Vector Graphics

Shape4 Shape3 Shape2 Shape1

The screenshot shows the Hippani Animator 5.1 interface. The top menu bar includes New, Open, Save, Play, Import, Export, Line, Shapes, Text, Button, Link, Help, and Demos. The title bar indicates the file is 'hands1.hani'. The toolbar below the menu has icons for New, Open, Save, Play, Import, Export, Line, Shapes, Text, Button, Link, Help, and Demos. The main workspace shows a timeline from frame 0 to 70. A red vertical bar highlights frame 40. Below the timeline, four layers are listed: hand4, hand3, hand2, and hand1. The hand1 layer contains a blue hand icon. The Properties panel on the right shows settings for a movie: Movie Type (HTML5), Width (600), Height (400), Scale (Fit), Back Color (#FFFFFF), and Back Image. The Library panel on the far right lists assets under Hand and Vector Graphics, including hand4, hand3, hand2, hand1, Shape4, Shape3, Shape2, and Shape1.

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes ABC Text Button Link Help Demos

Start hands1 Demos Help

Scene1

Script

Layer1

hand4

hand3

hand2

hand1

0 10 20 30 40 50 60 70

Properties

Frame 0

Visible

Location 0, 4

Center (X,Y) 300, 204

Size 0, 0

Opacity 100%

Angle 0°

Library

Hand

- hand4
- hand3
- hand2
- hand1

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

100% 100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

100 50 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

154 254 112 300 350

154 254 112 300 350

The screenshot displays the Hippani Animator 5.1 interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, Shapes, ABC, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with Start, hands1, Demos, and Help. The main workspace is divided into two sections: a timeline on the left and a canvas on the right. The timeline shows frames from 0 to 70. The canvas features a grid and a central point with handles, currently displaying a blue hand icon. On the left side of the workspace, there's a list of layers: Script, Layer1, hand4, hand3, hand2 (which is selected), and hand1. The properties panel on the right shows settings for the selected frame, including visibility, location, center, size, opacity, and angle. The library panel on the bottom right contains a folder named Hand with sub-items hand4, hand3, hand2, and hand1, and a folder named Vector Graphics with sub-items Shape4, Shape3, Shape2, and Shape1.

hands1.hani : Hippanni Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line ABC Shapes Text Button Link Help Demos

Start hands1 Demos Help

Scene1

Script

Layer1

hand4
hand3
hand2
hand1

Properties

Movie

Movie Type: HTML5

Width: 600

Height: 400

Scale: Fit

Back Color: #FFFFFF

Back Image:

100% 100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

100 150 200 250 300 350 400 450 500 550 600 650 700

5 100 150 200 250 300 350

100 150 200 250 300 350 400 450 500 550 600 650 700

5 100 150 200 250 300 350

Hand

hand4
hand3
hand2
hand1

Vector Graphics

Shape4
Shape3
Shape2
Shape1

The screenshot displays the Hippanni Animator 5.1 software interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, ABC, Shapes, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with Start, hands1, Demos, and Help. On the left, a scene tree shows a Scene1 node with a Script and Layer1 containing four hand objects: hand4, hand3, hand2, and hand1. The main workspace is a 600x400 grid where a blue hand icon is positioned. To the right is the Properties panel, which is currently set to 'Movie' mode for an HTML5 output. It includes fields for Movie Type (HTML5), Width (600), Height (400), Scale (Fit), Back Color (#FFFFFF), and Back Image. The bottom right is the Library panel, which contains a Hand folder with four shape files: hand4, hand3, hand2, and hand1, and a Vector Graphics folder with three shape files: Shape4, Shape3, Shape2, and Shape1.

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start hands1 Demos Help

Scene1 ▾

Script

Layer1

hand4

hand3

hand2

hand1

Frame 0

Visible

Location 1, 7

Center (X,Y) 301, 207

Size 0, 0

Opacity 100%

Angle 0°

100% 100% 100%

100 50 100 150 200 250 300 350 400 450 500 550 600 650 700

10 77 157 200 257 300 350

100 150 200 250 300 350 400 450 500 550 600 650 700

Hand

hand4

hand3

hand2

hand1

Vector Graphics

Shape4

Shape3

Shape2

Shape1

The screenshot shows the Hippani Animator 5.1 interface. The top menu bar includes New, Open, Save, Play, Import, Export, Line, Shapes, Text, Button, Link, Help, and Demos. The title bar indicates the file is 'hands1.hani'. The main workspace features a timeline at the top with frame numbers from 0 to 70. Below the timeline is a layer list containing 'Scene1' (selected), 'Script', and 'Layer1'. Under 'Layer1', there are four layers named 'hand4', 'hand3', 'hand2', and 'hand1'. The bottom half of the screen is the canvas, which is a grid-based workspace. A blue hand icon is centered on the canvas. To the left of the canvas are vertical coordinate scales for both X and Y axes, ranging from 0 to 700. To the right of the canvas is the 'Properties' panel, which displays settings for the selected 'Frame 0'. The 'Frame 0' properties include Visible (unchecked), Location (1, 7), Center (X,Y) (301, 207), Size (0, 0), Opacity (100%), and Angle (0°). At the bottom right is the 'Library' panel, which lists the objects in the project: 'Hand' (containing 'hand4', 'hand3', 'hand2', 'hand1') and 'Vector Graphics' (containing 'Shape4', 'Shape3', 'Shape2', 'Shape1').

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start hands1 Demos Help

Scene1

Script

Layer1

hand4 hand3 hand2 hand1

Properties

Frame 15

Visible

Location 1, 7

Center (X,Y) 301, 207

Size 0, 0

Opacity 100%

Angle 0°

Library

Hand

- hand4
- hand3
- hand2
- hand1

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

100% 100% 251 351

100 50 0 100 200 300 400 500 600 700

100 200 300 400 500 600 700

157 257

350

The screenshot displays the Hippani Animator 5.1 interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, Shapes, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with Start, hands1, Demos, and Help. The main area is divided into several panels: a timeline on the left with frames numbered 0 to 70; a layer list below it; a workspace in the center showing a hand icon on a grid; and a properties panel and library panel on the right. The properties panel shows settings for frame 15, including visibility, location (1, 7), center point (301, 207), size (0, 0), opacity (100%), and angle (0°). The library panel lists various objects: Hand (hand4, hand3, hand2, hand1) and Vector Graphics (Shape4, Shape3, Shape2, Shape1). The workspace shows a hand icon centered at approximately (301, 207) with a bounding box spanning from approximately (157, 157) to (443, 257).

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start X Scene1 X Demos X Help X

Properties Movie

Movie Type HTML5

Width 600

Height 400

Scale Fit

Back Color #FFFFFF

Back Image

Library

Hand

- hand4
- hand3
- hand2
- hand1

Vector Graphics

- Shape4
- Shape3
- Shape2
- Shape1

Search

Scene1

Script

Layer1

hand4

hand3

hand2

hand1

0 10 20 30 40 50 60 70

100% 100 50 0 100 150 200 250 300 350 400 450 500 550 600 650 700

100 150 200 250 300 350 300 250 200 150 100 50 0 100 150 200 250 300 350 400 450 500 550 600 650 700

The screenshot displays the Hippani Animator 5.1 interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, Shapes, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with tabs like Start, Scene1, Demos, Help, and a search bar. The main workspace is divided into two sections: a timeline on the left and a canvas on the right. The timeline shows frames from 0 to 70. The canvas features a grid system with axes. A hand icon is selected and highlighted with a yellow dashed border. The library panel on the right lists several assets under Hand and Vector Graphics categories, including hand4, hand3, hand2, hand1, Shape4, Shape3, Shape2, and Shape1.

hands1.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes ABC Text Button Link Help Demos

Start hands1 Demos Help

Scene1 Player

Script Layer1 hand4 hand3 hand2 hand1

100% 0 50 100 150 200 250 300 350

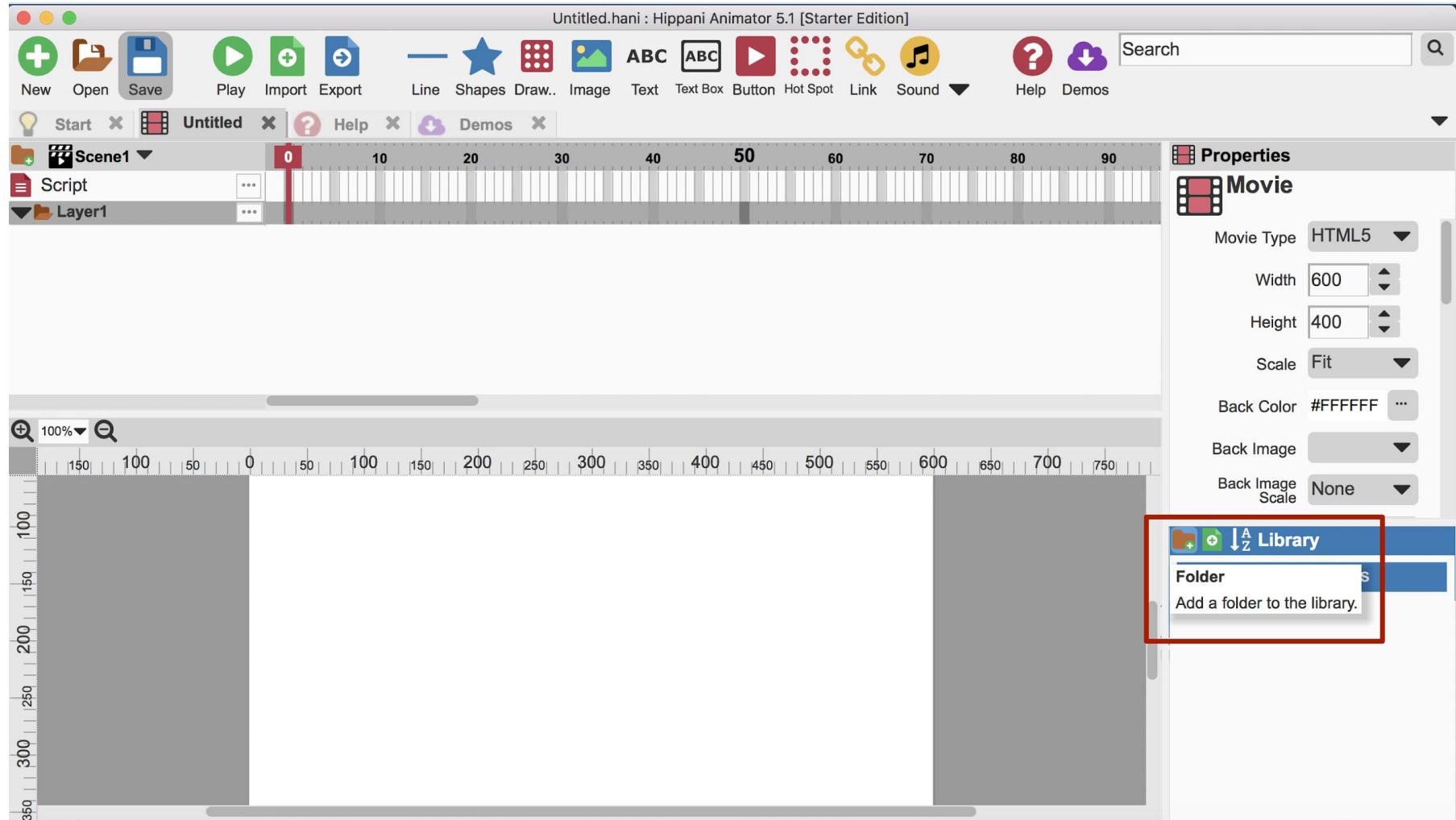
Back Color #FFFFFF Back Image

Movie Type HTML5 Width 600 Height 400 Scale Fit

Library Hand hand4 hand3 hand2 hand1 Vector Graphics Shape4 Shape3 Shape2 Shape1

The screenshot shows the Hippani Animator 5.1 software interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, Shapes, ABC, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with Start, hands1, Demos, and Help. The main workspace is titled "Scene1" and contains a "Player" view showing a blue hand icon on a grid. To the left of the workspace is a layer list with "Layer1" expanded, showing four instances of "hand1" through "hand4". Below the layer list is a zoom control (100%) and a timeline with frame numbers 0, 50, 100, 150, 200, 250, 300, 350. At the bottom of the workspace is a playback control bar with arrows, play/pause, and a current frame indicator set to 45. To the right of the workspace is a "Properties" panel with settings for "Movie" type (HTML5), width (600), height (400), scale (Fit), back color (#FFFFFF), and back image. Below the properties panel is a "Library" panel containing a folder "Hand" with four items: hand4, hand3, hand2, hand1, and a folder "Vector Graphics" with three items: Shape4, Shape3, Shape2, and Shape1.

Creating Another Hippo Animation Project



Untitled.hani : Hippo Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Help Demos

Scene1 ▾ Script Layer1

Properties Movie

Movie Type HTML5

Width 600

Height 400

Scale Fit

Back Color #FFFFFF

Back Image

Back Image Scale None

Library

Vector Graphics

The screenshot shows the Hippo Animator 5.1 software interface. At the top is a menu bar with standard Mac OS X icons (red, yellow, green circles) and the title "Untitled.hani : Hippo Animator 5.1 [Starter Edition]". Below the menu is a toolbar with icons for New, Open, Save, Play, Import, Export, Line, Shapes, Draw.., Image, Text, Text Box, Button, Hot Spot, Link, Sound, Help, and Demos. The main workspace is divided into two main sections: a timeline at the top and a stage at the bottom. The timeline has frames numbered from 0 to 90. The stage area has a ruler at the top and left sides, both ranging from 0 to 750 pixels. A red box highlights the "Vector Graphics" item in the Library panel on the right side of the interface.



Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound

Help Demos



Start Untitled Help Demos

Scene1

Script

Layer1

0 10 20 30 40 50 60 70 80 90

100% Q



Properties

Movie

Movie Type HTML5

Width 600

Height 400

Scale Fit

Back Color #FFFFFF

Back Image

Back Image Scale None

Library

Import
Import libraries, images, vector drawings, JavaScript, CSS and XML to the library.

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Help kind_pig

Scene1 Script Layer1

0 10 20 30 40 50 60 70 80 90

Properties Drawing kind_pig Click To Edit Size 190 , 183 CSS Class

100% Q 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

150 100 50 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

Pig Vector Graphics angry_pig kind_pig

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled ? Help

Scene1 ▾ Script Layer1

0 10 20 30 40 50 60 70 80 90

Drawing kind_pig_right

[Click To Edit]

Size 190 , 183

CSS Class

100% ▾

150 100 50 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

Add To Timeline

Edit

Duplicate ⌘ D

Rename ⌘ R

Save

Convert To Image

Move To... ⌘ M

Delete ⌘ D

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled ? Help

Scene1 ▾ 0 10 20 30 40 50 60 70 80 90

Script

Layer1

Properties

Drawing kind_pig

[Click To Edit]



Size 190 , 183

CSS Class

100% Q

150 100 50 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

Add To Timeline

Duplicate ⌘ D

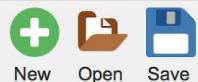
Rename ⌘ R

Save

Convert To Image

Move To...

Delete ⌘ L



Search



Start X Untitled X Help X

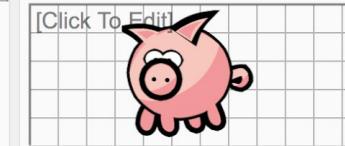
Scene1 ▾

Script

Scene1

0 10 20 30 40 50 60 70 80 90

Properties

 Image
pig_right_img

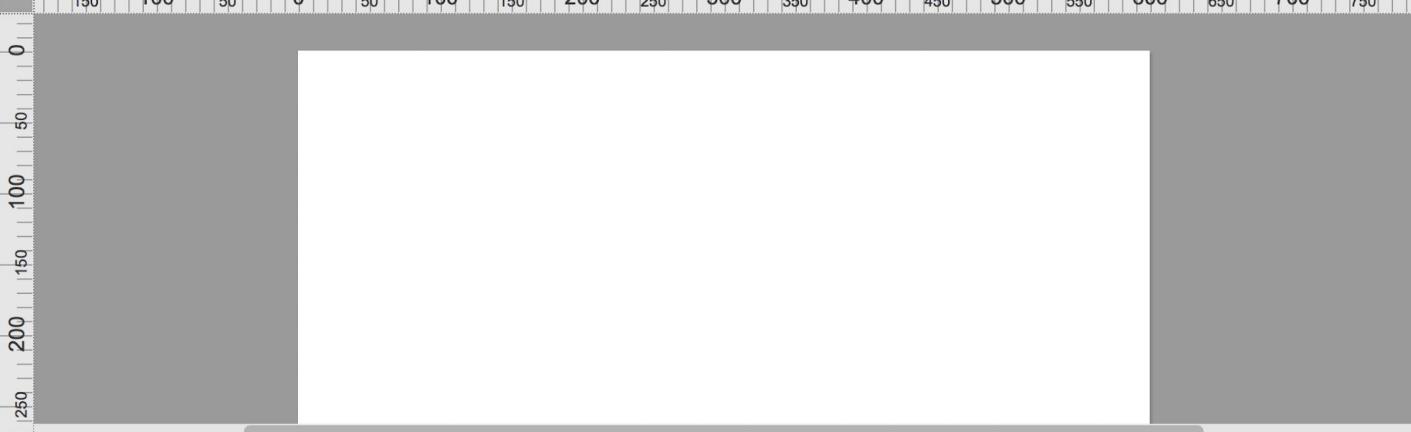
Size 191 , 184

Export Automatic ▾

Preload

100% ▾

150 100 50 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750



Library

- ... Add To Timeline
- Edit
- Duplicate
- Rename**
- Save
- Move To...
- Delete

Rename



Save

Move To...

Delete

Untitled.hani : Hippanni Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled ? Help

Scene1 ▾ 0 10 20 30 40 50 60 70 80 90

Script Scene1

Properties Drawing kind_pig_right Click To Edit! [Click To Edit!] Size 190 , 183 CSS Class

100% Q 100% 100 50 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750 250

Library A Z

Pig

- ... pig_right_img
- ... pig_left_img

Vector Graphics

- ... kind_pig_left
- ... angry_pig
- ... kind_pig_right

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Help

Scene1

Script

Layer1

0 10 20 30 40 50 60 70 80 90

Properties

Image pig_right_img

[Click To Edit!]



Size 191 , 184

Export Automatic

Preload

100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

Library

Pig

pig_right_img

pig_left_img

Vector Graphics

kind_pig_left

angry_pig

kind_pig_right

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Help

Scene1

Script

Layer1

0 10 20 30 40 50 60 70 80 90

Properties

Image pig_right_img

[Click To Edit]

Size 191 , 184

Export Automatic

Preload

100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

Add To Timeline

Edit

Duplicate ⌘ D

Rename ⌘ R

Save

Move To...

Delete ⌘ D

Untitled.hani : Hippo Animator 5.1 [Starter Edition]

New Open Save Play Import Grid **⌘G** Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Guides Clear Guides Show Rulers

Scene1 Script Scene1 pig_right_img

Properties Frame

Location 165, 0.6
Center (X,Y) 521.3, 164.8
Size 2.5, 8.4
Opacity 100%
Angle 0°
Rotate Direction Shortest
Rotations 0
Transition ✓

100% 150 100 50 0 100 150 200 250 300 350 400 450 500 550 577 600 650 700 750

110 0 50 0 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

219 0 0 50 100 150 200 250

Image showing a pink pig character on a stage. The pig is selected, indicated by a dashed blue selection box with corner handles. The stage has a grid overlay. The Properties panel shows the frame's location at 165, 0.6 and size at 2.5, 8.4.

Library

- Pig
 - pig_right_img
 - pig_left_img
- Vector Graphics
 - kind_pig_left
 - angry_pig
 - kind_pig_right

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Line Add a line to the library Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Help

Scene1

Script

Scene1

pig_right_img

Grid

Show Grid

Snap To Grid

Grid Size

Grid Color

OK

100%

150 100 50 0 50 100 150 200 250

0 50 100 150 200 250

700 650 600 550 500 450 400

219 200 180 150 120 90 60

250 219 200 180 150 120 90 60

Properties

Frame 0

Location 165 , 0.6

Center (X,Y) 521.3 , 164.8

Size 2.5 , 8.4

Opacity 100%

Angle 0°

Rotate Direction Shortest

Rotations 0

Transition

Library

Pig

pig_right_img

pig_left_img

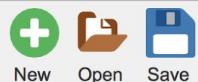
Vector Graphics

kind_pig_left

angry_pig

kind_pig_right

The screenshot shows the Hippani Animator 5.1 interface. The main workspace displays a pink pig character on a blue grid. A 'Grid' settings dialog is open in the center, containing options for Show Grid (checked), Snap To Grid (unchecked), Grid Size (set to 12), and Grid Color (#5BA2DF). The right side of the screen features the Properties panel for the selected frame, showing location (165, 0.6), center (521.3, 164.8), size (2.5, 8.4), opacity (100%), angle (0°), rotate direction (Shortest), rotations (0), and transition (checked). The bottom right corner shows the Library panel with categories for Pig and Vector Graphics, listing various assets like 'pig_right_img', 'pig_left_img', 'kind_pig_left', 'angry_pig', and 'kind_pig_right'. The top menu bar includes New, Open, Save, Play, Import, and various drawing tools like Line, Text, Text Box, etc. The title bar indicates the file is 'Untitled.hani'.



Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound

Help Demos



Start Untitled Help

Scene1

Script

Scene1

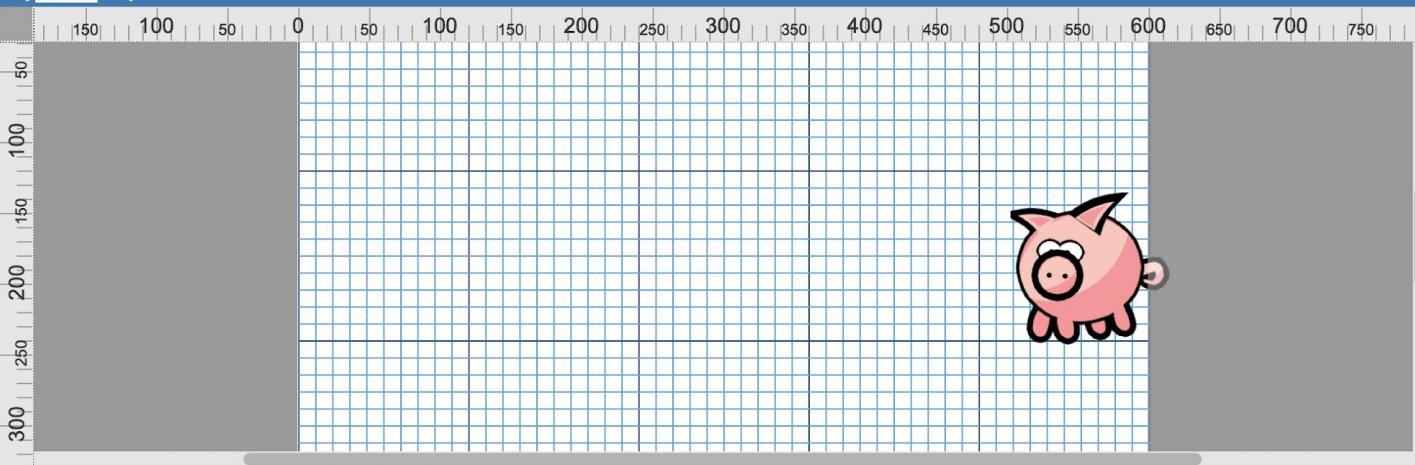
pig_right_img

0 10 20 30 40 50 60 70 80 90

30

Add Frame

100%



Properties

Movie

Movie Type HTML5

Width 600

Height 400

Scale Fit

Back Color #FFFFFF

Back Image

Back Image Scale None

Library

Pig

pig_right_img

pig_left_img

Vector Graphics

kind_pig_left

angry_pig

kind_pig_right

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Help

Scene1

Script

Scene1

pig_right_img

Properties

Frame 30

Location -6, 7.6

Center (X,Y) 50.3, 191.8

Size 2.5, 8.4

Opacity 100%

Angle 0°

Rotate Direction Shortest

Rotations 0

Transition ✓

Library

Pig

- pig_right_img
- pig_left_img

Vector Graphics

- kind_pig_left
- angry_pig
- kind_pig_right

100% Q

150 100 50 106 150 200 250 300 350 400 450 500 550 600 650 700 750

137 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

246 200 150 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

300

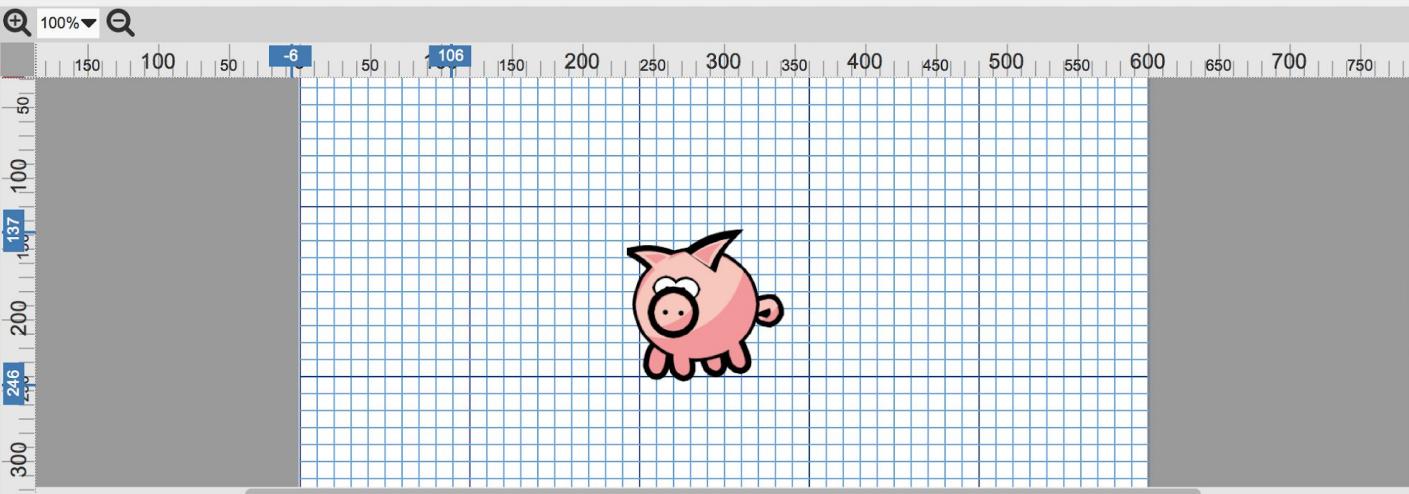
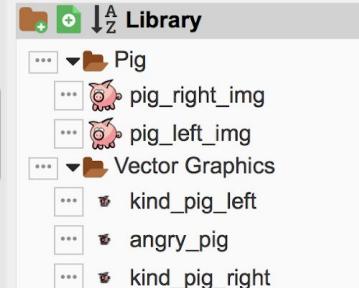
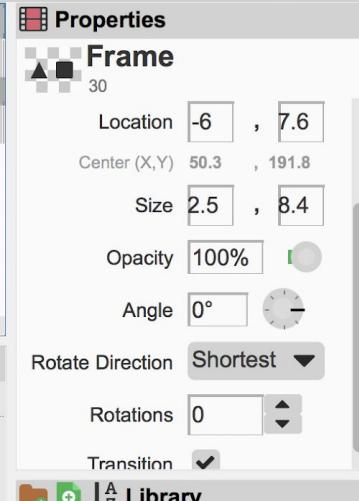
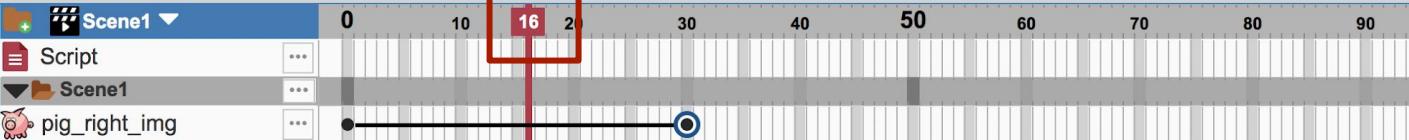
The screenshot shows the Hippani Animator 5.1 interface. The top menu bar includes New, Open, Save, Play, Import, Export, Line, Shapes, Draw.., Image, Text, Text Box, Button, Hot Spot, Link, Sound, Help, and Demos. The main workspace features a timeline at the top with frame numbers from 0 to 90. A red box highlights the first frame (0). Below the timeline is a scene list with 'Scene1' selected, containing a script and a single image layer named 'pig_right_img'. The canvas area shows a pink pig character on a grid background. The Properties panel on the right displays settings for the selected frame, including location (-6, 7.6), center (50.3, 191.8), size (2.5, 8.4), opacity (100%), angle (0°), rotate direction (Shortest), rotations (0), and a transition checkbox. The Library panel on the far right lists assets under 'Pig' and 'Vector Graphics' categories. The bottom of the screen shows coordinate scales for both horizontal and vertical axes.



Search



Start Untitled Help



Untitled.hani : Hippo Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Untitled Help

Scene1

Script

Scene1

pig_right_img

Frame 30

Location -6, 7.6

Center (X,Y) 50.3, 191.8

Size 2.5, 8.4

Opacity 100%

Angle 0°

Rotate Direction Shortest

Rotations 0

Transition ✓

100% Q

150 100 50 106 150 200 250 300 350 400 450 500 550 600 650 700 750

137 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

246 200 150 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

137 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

137 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

Pig

- pig_right_img
- pig_left_img
- Vector Graphics

 - kind_pig_left
 - angry_pig
 - kind_pig_right

The screenshot shows the Hippo Animator 5.1 software interface. The top menu bar includes options like New, Open, Save, Play, Import, Export, and various drawing tools. The main workspace is divided into a timeline at the top and a canvas below. The timeline shows a single frame labeled '30' highlighted with a red box. The canvas displays a pink pig character on a grid background. The properties panel on the right shows settings for the selected frame, including location (-6, 7.6), center (50.3, 191.8), size (2.5, 8.4), and opacity (100%). The library panel on the far right lists assets under categories like Pig and Vector Graphics.

pig_walk.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Button Help Demos

Start pig_walk Help

Scene1

Script

Scene1

pig_right_img

pig_left_img

Properties

Image pig_right_img

[Click To Edit]

Size 1 , 4

Export Automatic

Preload Edit

100% 100% Q

100 50 100 150 200 250 300 350 400 450 500 550 600 650 700

100 150 200 250 300 350

150

200

250

300

350

400

450

500

550

600

650

700

Pig

pig_right_img

pig_left_img

Vector Graphics

kind_pig_left

angry_pig

kind_pig_right

pig_walk.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Button Help Demos

Start x pig_walk x ? Help x

Scene1

Script

Scene1

pig_right_img

pig_left_img

Frame 30

Script ID

Label

Visible

Location 4 , 4

Center (X,Y) 26.1 , 192.9

Size 5 , 1

Angle 0°

Copy Frames

Increase Time ⌘←

Decrease Time ⌘→

Visible

Transition

Delete

100 50 -26 0 50 78 00 150 200 250 300 350 600 650 700

142

243

350

100 200 300 350

Pig

pig_right_img

pig_left_img

Vector Graphics

kind_pig_left

angry_pig

kind_pig_right

Search

Properties

Library

pig_walk.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start X pig_walk X Demos X ? Help X

Scene1 ▾

Script

Scene1

pig_right_img

pig_left_img

100% 0 50 100 150 200 250 300 350

Player

Properties

Movie

Movie Type: HTML5

Width: 600

Height: 400

Scale: Fit

Back Color: #FFFFFF

Back Image:

Library

Pig

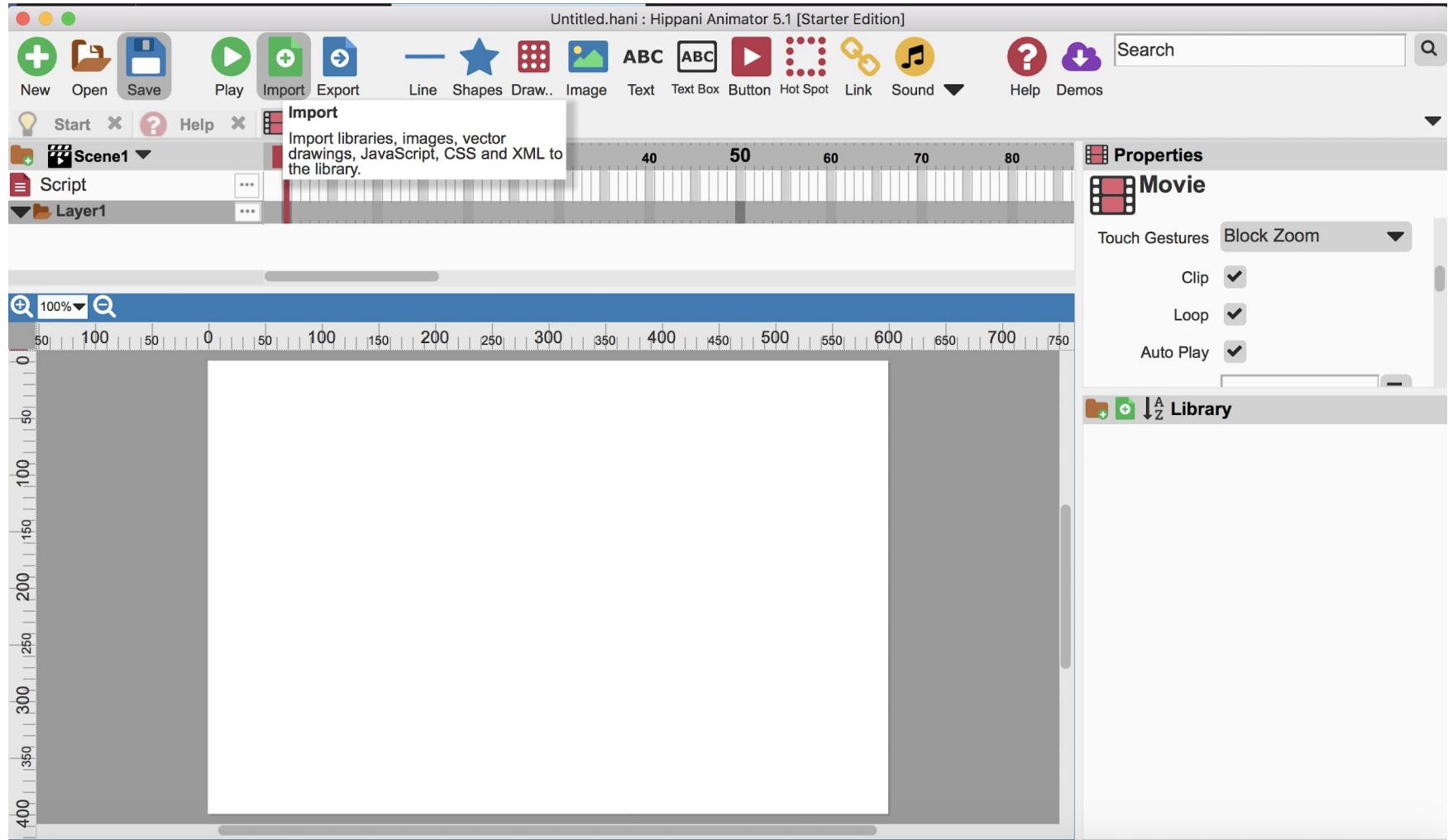
- pig_right_img
- pig_left_img

Vector Graphics

- kind_pig_left
- angry_pig
- kind_pig_right

The screenshot shows a digital animation workspace for a pig character named 'pig_walk'. The main canvas displays the pig walking towards the right. The timeline at the bottom indicates frame 8. The left sidebar lists the scene structure: 'Scene1' containing 'pig_right_img' and 'pig_left_img'. The properties panel on the right specifies the movie type as 'HTML5' with dimensions of 600x400 pixels and a white background color. The library panel contains a folder 'Pig' with 'pig_right_img' and 'pig_left_img', and a folder 'Vector Graphics' with 'kind_pig_left', 'angry_pig', and 'kind_pig_right'.

Animating with Text in Hippangi



New Open Save Play Import

Start ? Help Scene1 Script Layer1

100% 50 100 0 50 100 150 200 250 300 350 400

workshop files

Favorites

- Recents
- iCloud Drive
- Applications
- Documents
- Pictures
- Movies
- git_home
- pyprojects
- Downloads
- Desktop
- htdocs
- dt_class
- yssuen

3D_OBJECT.svg

- A_Casually...an_small.svg
- A_Casually....Woman.svg
- angry_pig.svg
- bicycle1.jpeg
- bicycle2.jpg
- car.png
- final15-pig-original.svg
- final15-pig-small.svg
- final15-pig-small2.svg
- final15-pig.svg
- Hill1.hdrw
- images.jpg
- kind_pig.svg
- monter
- motorcycle.svg
- ninja_images
- person1.jpg
- person2.jpg
- person3.png
- nexels-phot_01926_inex

CUHK

3D_OBJECT.svg

32 KB

Created 10 October 2019 at 4:30 PM
Modified 10 October 2019 at 4:41 PM
Last opened --

Add Tags...

Cancel Open

Properties

Movie

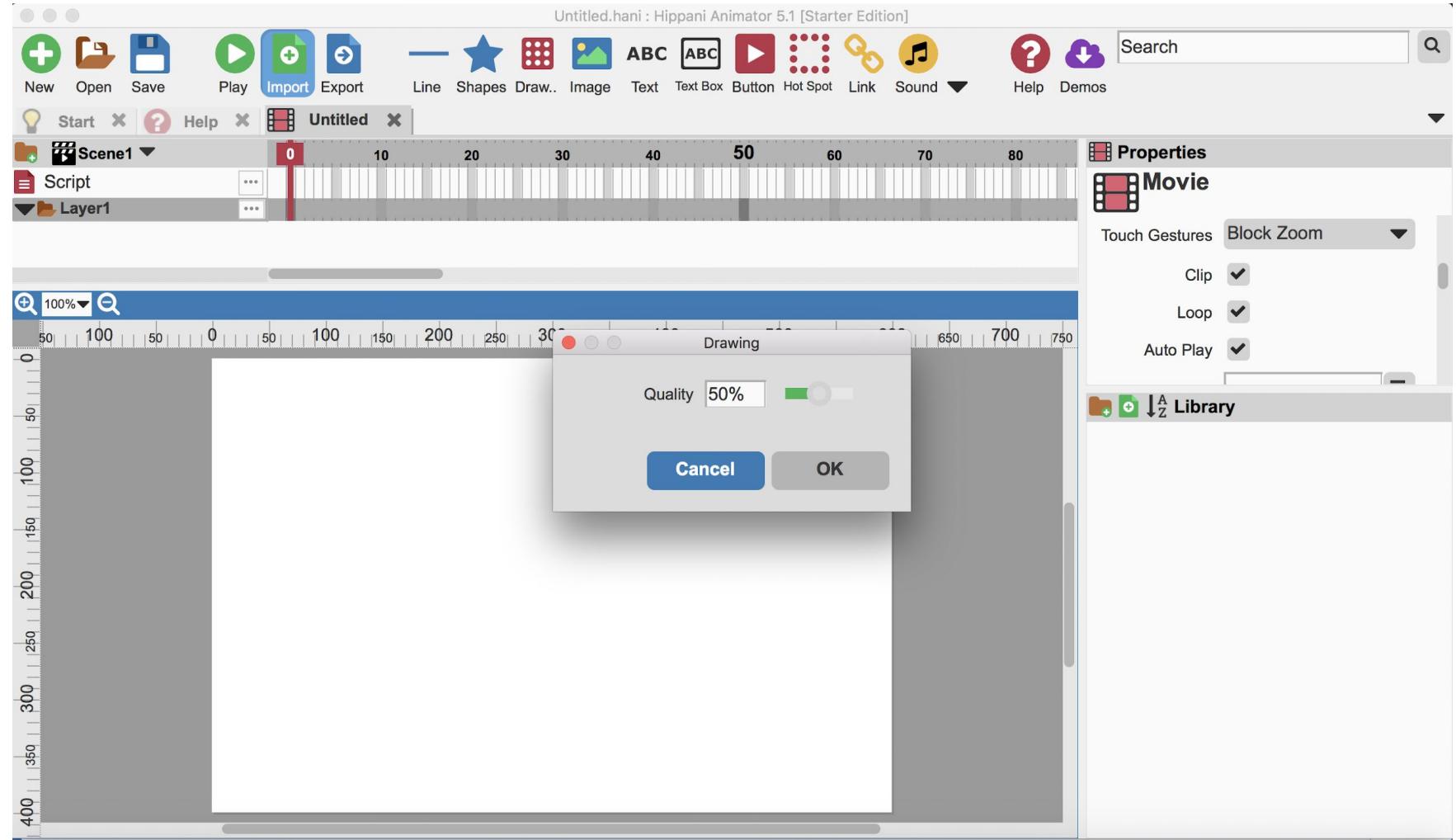
Gestures Block Zoom

Clip

Loop

Auto Play

Library



New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled

Scene1 Script Layer1 3D_OBJECT

Frame 0

Size 157, 100

Opacity 100%

Angle 0°

Rotate Direction Shortest

Library 3D_OBJECT

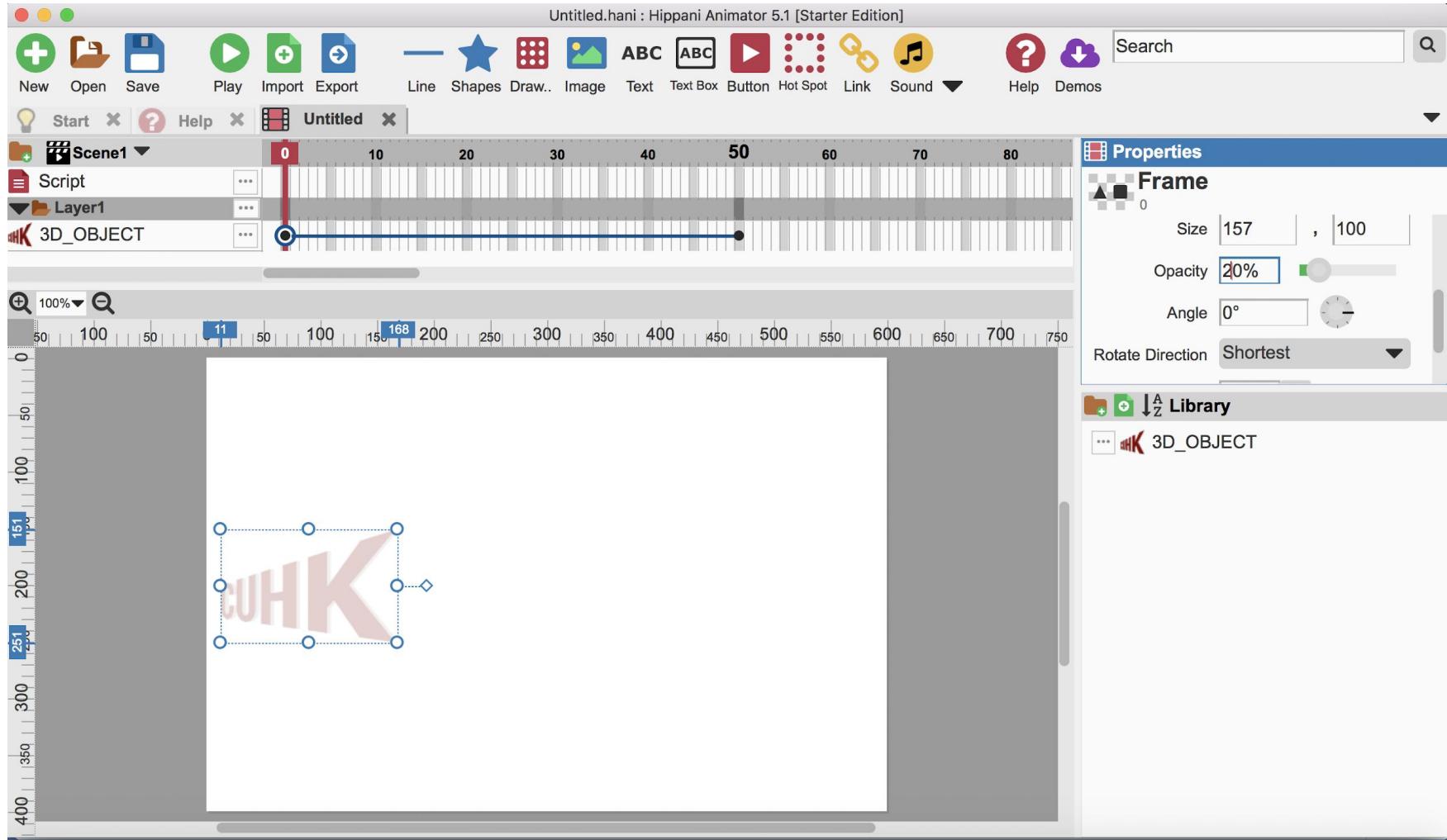
100% 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

11 50 93 168 200 250 300 350 400 450 500 550 600 650 700 750

151 203 251 253 300 350 400

CUHK



New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled

Scene1 Script Layer1 3D_OBJECT

Frame 50

Size 324, 271.8

Opacity 100% 100%

Angle 0° 0°

Rotate Direction Shortest

Library 3D_OBJECT

The screenshot shows the Hippani Animator 5.1 software interface. At the top, there's a toolbar with various icons for file operations (New, Open, Save, Play, Import, Export), drawing tools (Line, Shapes, Draw.., Image), text elements (Text, Text Box, Button, Hot Spot), links (Link), sounds (Sound), and help/demos. Below the toolbar is a timeline with frames numbered from 0 to 80. A red marker is positioned at frame 50. On the left, a project tree shows 'Scene1' containing a 'Script' and 'Layer1', which contains a '3D_OBJECT'. The main workspace displays a 3D model of the letters 'CUHK' in a dark red color. The model is oriented diagonally, with its bounding box outlined in blue. The 'Properties' panel on the right shows settings for the selected frame, including size (324x271.8), opacity (100%), angle (0°), and rotate direction (Shortest). The 'Library' panel on the far right lists the '3D_OBJECT'. The entire interface has a clean, modern design with a light gray background.

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start X Help X Untitled X

Scene1 ▾ Script Layer1 3D_OBJECT

0 10 20 30 40 50 60 70 80

100% Q 100% Q

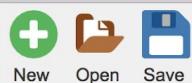
0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

CUHK

Properties Drawing Drawing1 Size 1 , 1 CSS Class Library Drawing1 3D_OBJECT

A screenshot of the Hippani Animator 5.1 software interface. The main workspace shows a 3D rendering of the CUHK logo in red. The logo consists of the letters 'C', 'U', 'H', and 'K' stacked vertically. The 'C' and 'U' are smaller and positioned at the bottom, while the 'H' and 'K' are larger and stacked above them. The entire logo is rendered with a perspective effect, appearing to float in space. The background of the workspace is a light gray. On the left side of the workspace, there are vertical coordinate axes labeled from 0 to 350. On the right side, there are horizontal coordinate axes labeled from 0 to 750. The top menu bar includes options like New, Open, Save, Play, Import, Export, Line, Shapes, Draw.., Image, Text, Text Box, Button, Hot Spot, Link, Sound, Help, and Demos. A toolbar below the menu contains icons for these functions. The timeline at the top has frames numbered from 0 to 80. A layer panel on the left lists 'Scene1', 'Script', 'Layer1', and '3D_OBJECT'. A properties panel on the right shows 'Drawing Drawing1' with a size of 1x1. A library panel at the bottom right contains 'Drawing1' and '3D_OBJECT'. The title bar indicates the file is 'Untitled.hani' and the version is 'Hippani Animator 5.1 [Starter Edition]'.



Search



Start X Help X Untitled X

Scene1 ▾

Script

Layer1

3D_OBJECT

0 10 20 30 40 50 60 70 80

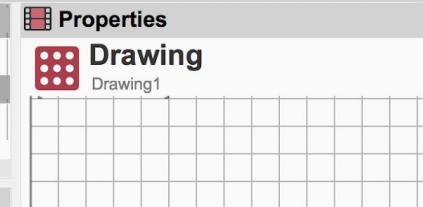
50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

100% Q

50 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

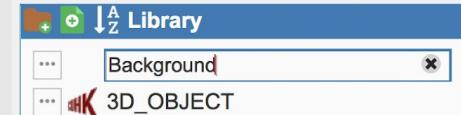
0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750



Size 1 , 1

CSS Class



Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled

Scene1 Script Layer1 3D_OBJECT

0 10 20 30 40 50 60 70 80

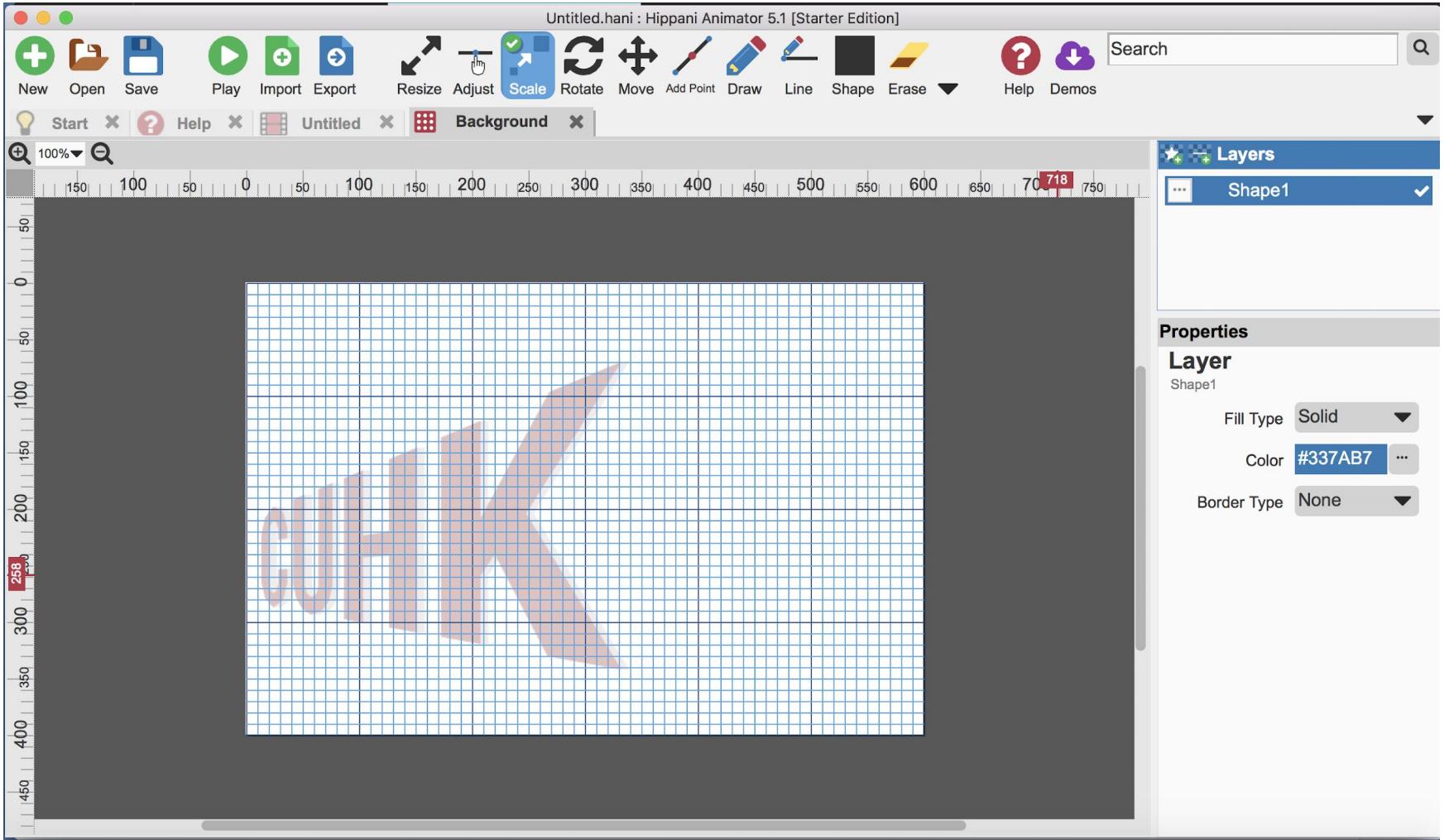
Properties Drawing Background Size 1 , 1

100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

CUHK

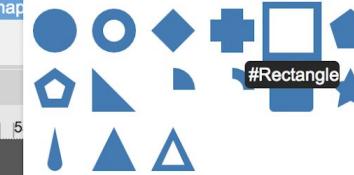
Library

- Background
- Add To Timeline
- Edit
- Duplicate ⌘ D
- Rename ⌘ R
- Save
- Convert To Image
- Move To...
- Delete





Primitive



#Rectangle

Directions



100%

Layers

Shape1

Properties

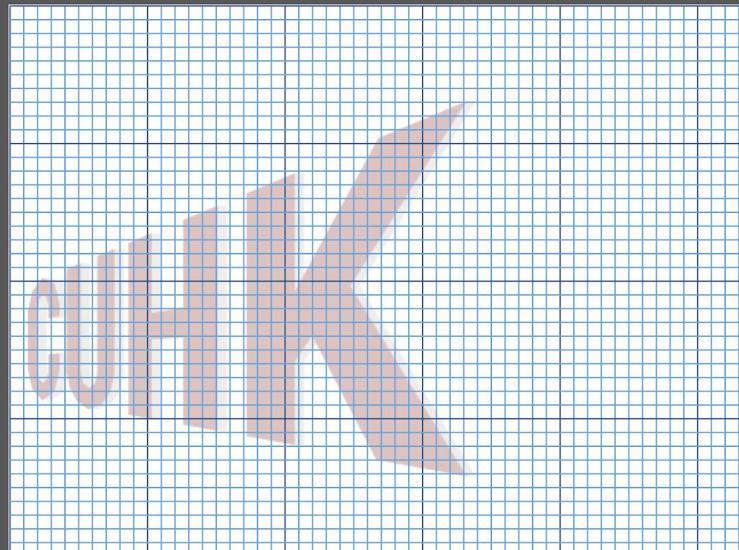
Layer

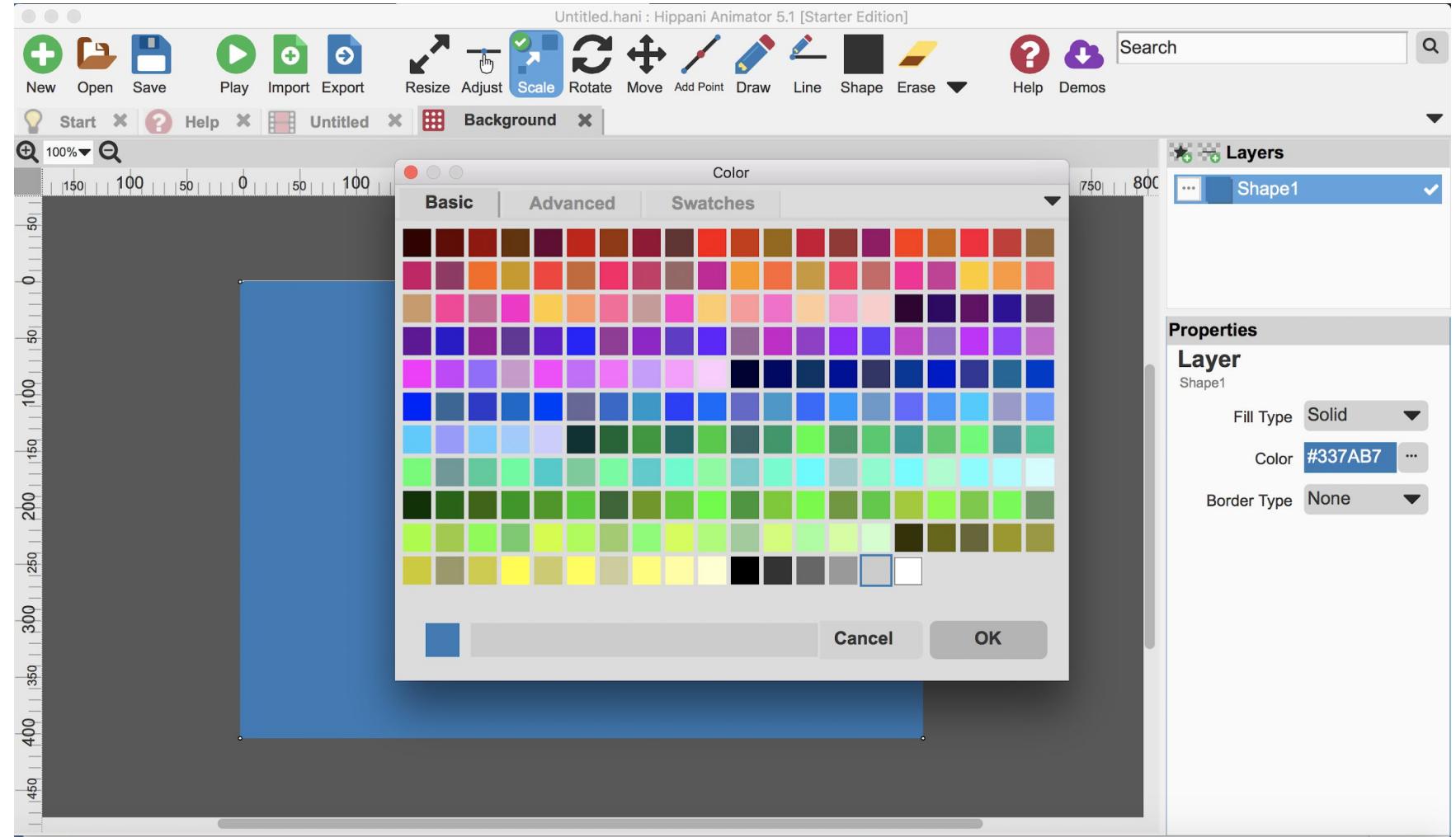
shape1

Fill Type Solid

Color #337AB7

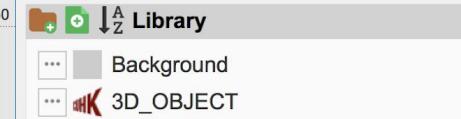
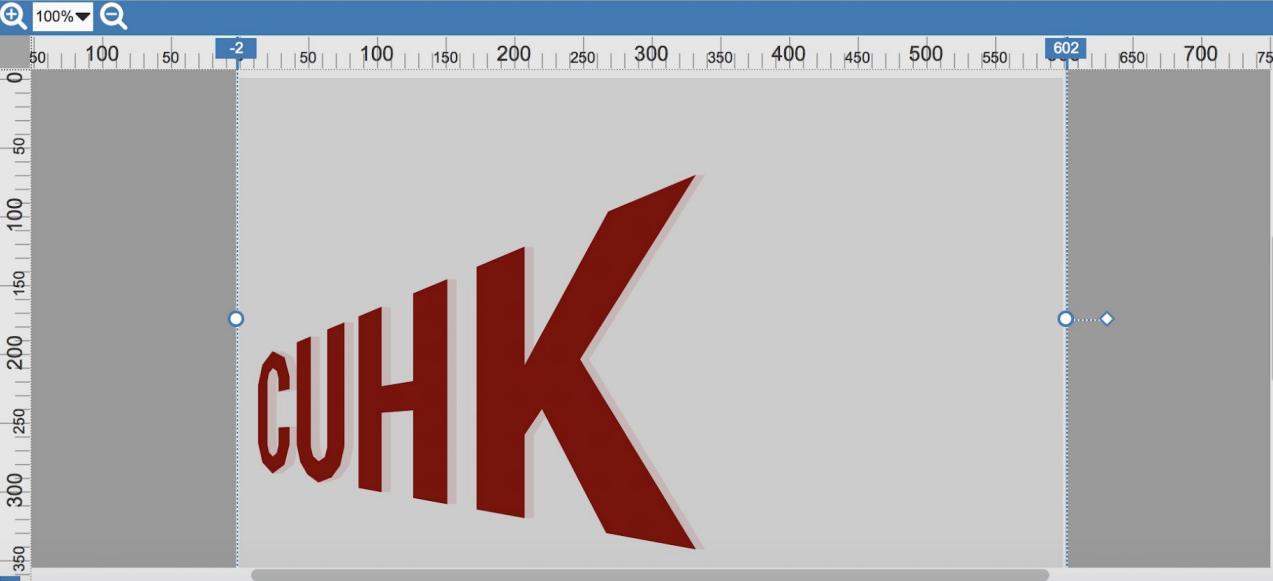
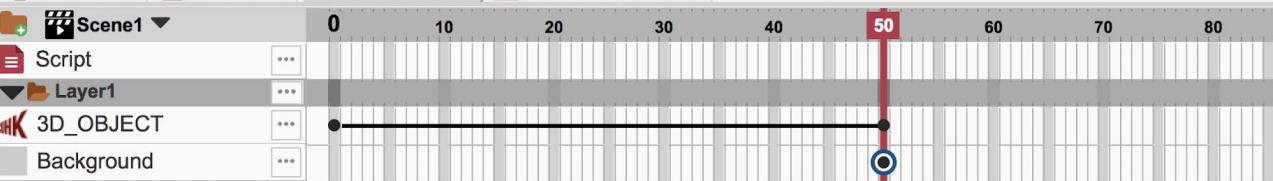
Border Type None







Start X ? Help X Untitled X Background X



Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled Background

Scene1

Script

Layer1

3D_OBJECT

Background

Frame 50

Size 604, 403

Opacity 100% The size of the item in the editor.

Angle 0°

Rotate Direction Shortest

100% 100 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

-2 602

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

CUHK

Background

3D_OBJECT

The screenshot shows the Hippani Animator 5.1 software interface. At the top, there's a toolbar with various icons for file operations (New, Open, Save, Play, Import, Export), drawing tools (Line, Shapes, Draw.., Image), text elements (Text, Text Box, Button, Hot Spot), links (Link), sounds (Sound), help (Help), and demos (Demos). Below the toolbar is a menu bar with 'Start', 'Help', 'Untitled', and 'Background'. The main workspace displays a 3D model of the CUHK logo, which consists of the letters 'CUHK' in a stylized red font. The logo is positioned between two vertical grey planes. The left plane has a blue circular handle at approximately y=220 and a blue diamond handle at approximately y=225. The right plane has a blue circular handle at approximately y=220 and a blue diamond handle at approximately y=230. The background of the workspace is white. To the left of the workspace is a timeline with frames numbered from 0 to 80. A red vertical line is drawn across the timeline at frame 50. On the right side of the interface, there are several panels: 'Properties' (showing 'Frame 50', 'Size 604, 403', 'Opacity 100%', 'Angle 0°', and 'Rotate Direction Shortest'), 'Library' (listing 'Background' and '3D_OBJECT'), and a zoom control panel with a magnifying glass icon and a percentage value of 100%.

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled Background

Scene1

Script

Layer1

3D_OBJECT

Background

0 10 20 30 40 50 60 70 80

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

100% 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

CUHK

Properties

Movie

Touch Gestures Block Zoom

Clip

Loop

Auto Play

Library

Background

3D_OBJECT

Untitled.hani : Hippo Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text ABC Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled Background

Scene1

Script

Layer1

3D_OBJECT

Background

Properties

Movie

Touch Gestures Block Zoom

Clip

Loop

Auto Play

Library

Background

3D_OBJECT

The screenshot shows the Hippo Animator 5.1 software interface. At the top, there's a toolbar with various icons for file operations (New, Open, Save, Play, Import, Export) and drawing tools (Line, Shapes, Draw.., Image, Text, ABC Text Box, Button, Hot Spot, Link, Sound). Below the toolbar is a menu bar with 'Start', 'Help', and tabs for 'Untitled' and 'Background'. The main workspace is a timeline with a horizontal ruler from 0 to 80 on top and a vertical ruler from 50 to 250 on the left. A grey rectangle labeled 'Background' spans from frame 0 to 80 across the entire height. A black rectangle labeled '3D_OBJECT' is positioned from frame 50 to 500 at a height of approximately 150. In the preview window below, the 'CUHK' logo is visible. On the right side, there are panels for 'Properties' (set to 'Movie') and 'Library', which lists 'Background' and '3D_OBJECT'.

Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled Background

Scene1 Script Layer1 3D_OBJECT Background

Properties

Text ABC Text1

Convert To Image

Color #000000

Font Arial

Scale Font Size With Movie

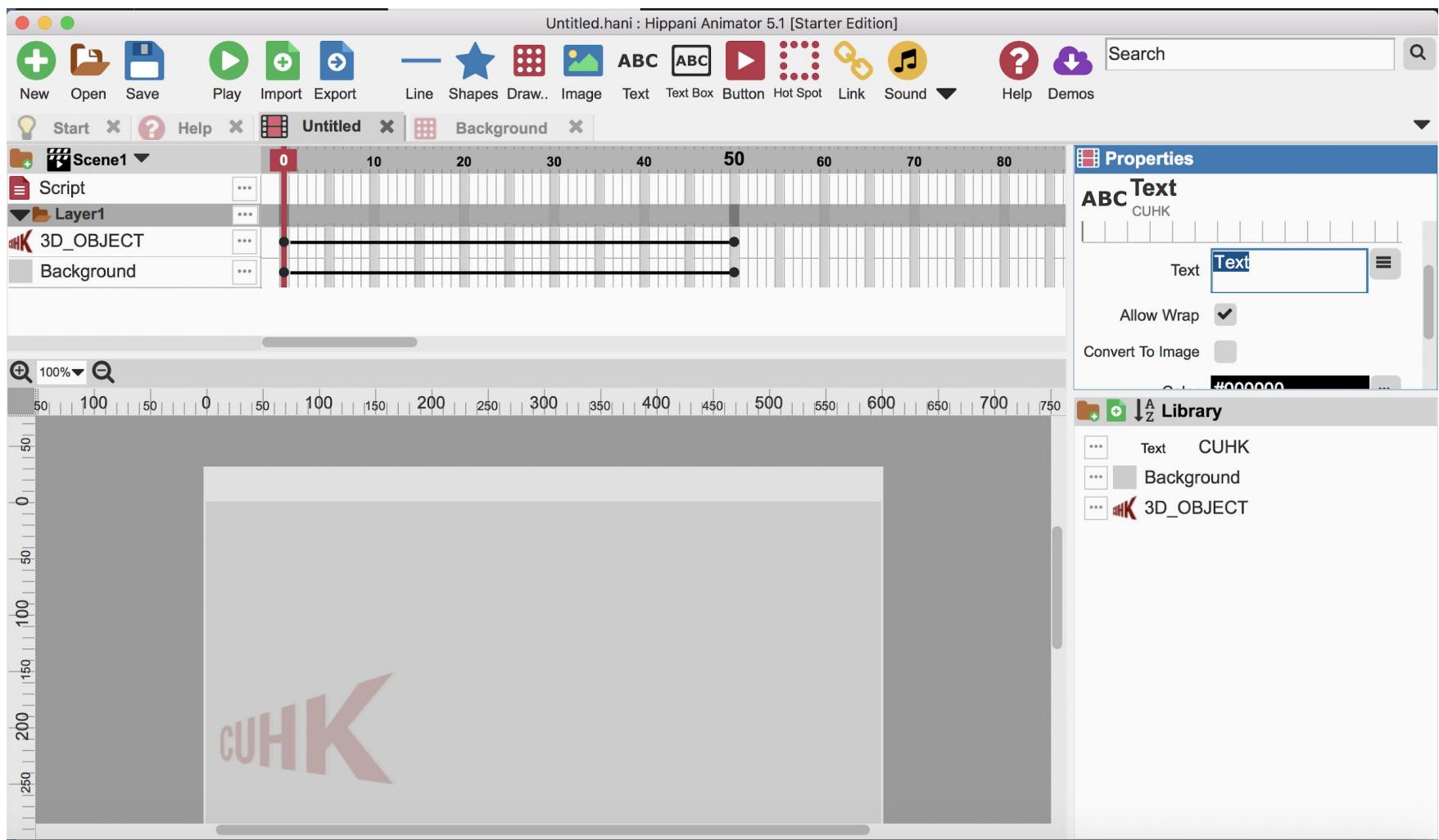
Library

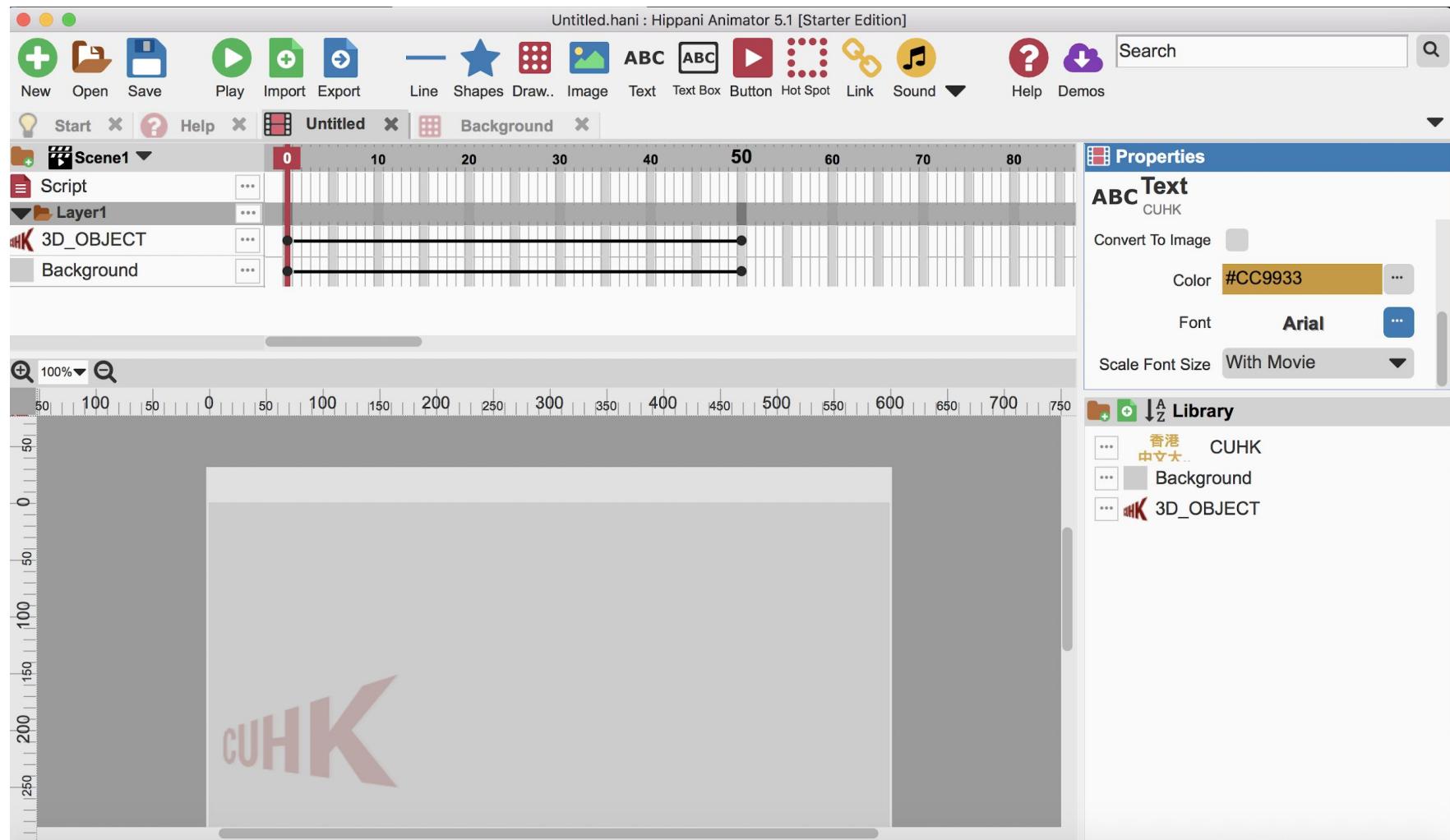
Text CUHK

Background

3D_OBJECT

The screenshot shows the Hippani Animator 5.1 interface. The top menu bar includes options like New, Open, Save, Play, Import, Export, and various drawing tools. The main workspace features a timeline with frames from 0 to 80. A layer named 'Layer1' contains a 3D object and a background layer. The properties panel on the right shows settings for a selected text element labeled 'Text1' with the text 'ABC'. The library panel on the bottom right lists 'Text', 'Background', and '3D_OBJECT' items.





Untitled.hani : Hippo Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled Background

Scene1

Script

Layer1

CUHK 香港 中文大學 3D_OBJECT Background

Properties

Text ABC CUHK

Convert To Image

Color #CC9933

Font Arial

Text Effect None

None Shadow Cut Out Background 3D_OBJECT

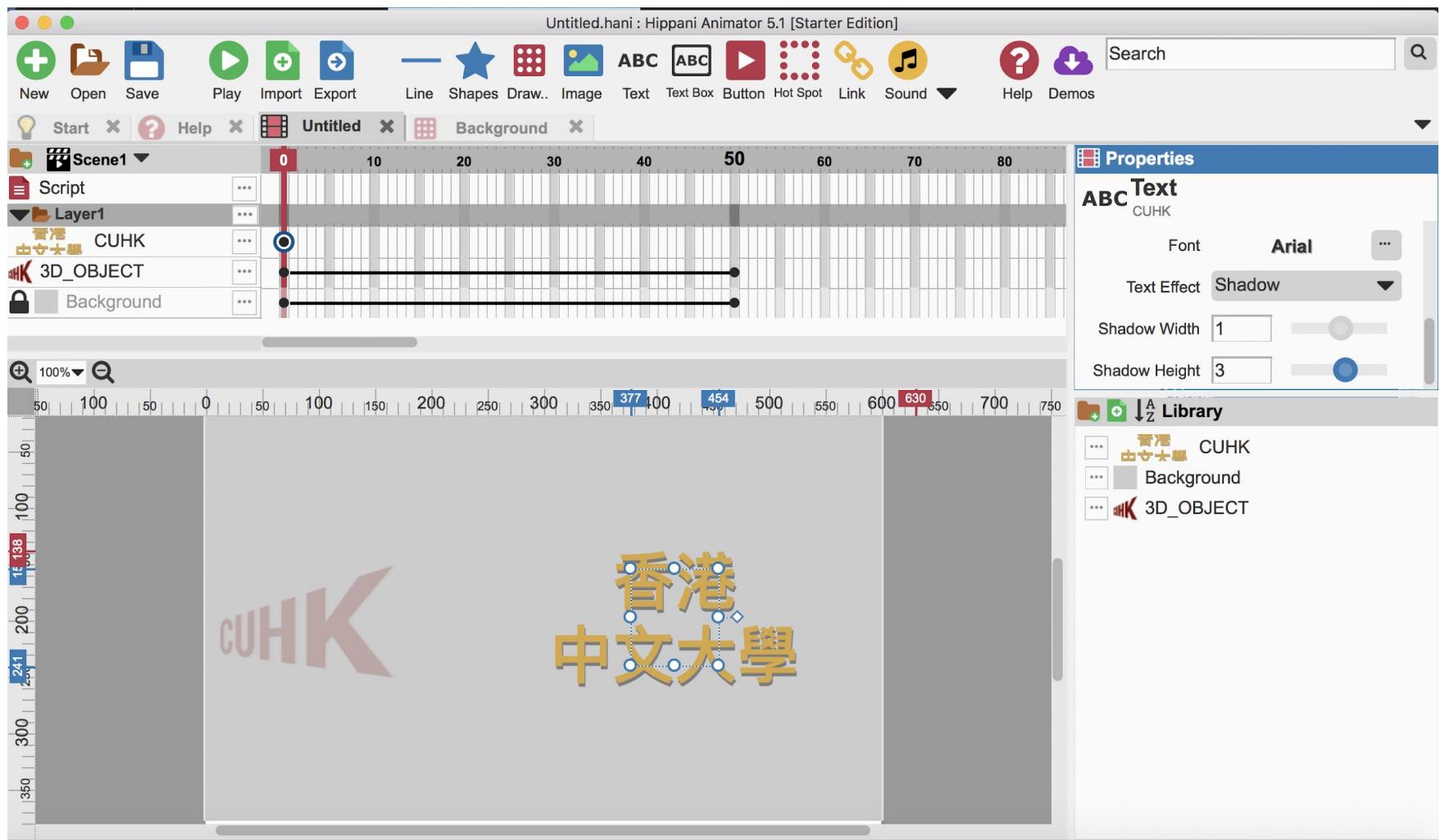
100% Q

50 100 150 200 250 300 350 400 450 500 550 600 650 700 750

154 200 241 283 321 350

CUHK 香港 中文大學

The screenshot displays the Hippo Animator 5.1 software interface. The top menu bar includes New, Open, Save, Play, Import, Export, Line, Shapes, Draw.., Image, Text, Text Box, Button, Hot Spot, Link, Sound, Help, and Demos. Below the menu is a toolbar with icons for Start, Help, Untitled, and Background. The main workspace shows a timeline from 0 to 80 frames. Layer 1 contains three text elements: 'CUHK' in red, '香港' in yellow, and '中文大學' in yellow. The Properties panel on the right shows 'Text ABC CUHK' with 'Convert To Image' checked, 'Color' set to #CC9933, 'Font' set to Arial, and 'Text Effect' set to 'None'. A context menu for 'Text Effect' is open, listing 'None', 'Shadow', 'Cut Out', 'Background', and '3D_OBJECT'. The canvas area has a 100% zoom level and shows coordinate axes from 50 to 750.



Untitled.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Draw.. Image Text Text Box Button Hot Spot Link Sound Help Demos

Start Help Untitled Background

Scene1

Script

Layer1

CUHK
香港中文大學

3D_OBJECT

Background

Player

Properties

Movie

Touch Gestures: Block Zoom

Clip:

Loop:

Auto Play:

Library

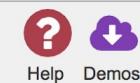
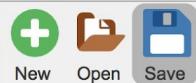
CUHK
香港中文大學

Background

3D_OBJECT

The screenshot shows a 3D logo for CUHK (The Chinese University of Hong Kong) in the center of the workspace. The logo consists of the letters 'CUHK' in a large, dark red font, with '香港中文大學' in gold text to its right. The background is white. On the left, there is a preview window showing a gray gradient background with a faint red watermark of the CUHK logo. The top menu bar includes options like New, Open, Save, Play, Import, Export, Line, Shapes, Draw.., Image, Text, Text Box, Button, Hot Spot, Link, Sound, Help, and Demos. The Properties panel on the right shows settings for the selected movie, including touch gestures (set to Block Zoom), clip status (checked), loop status (unchecked), and auto play (checked). The Library panel on the far right lists the assets used in the project: CUHK (with a red icon), Background (gray square), and 3D_OBJECT (red icon).

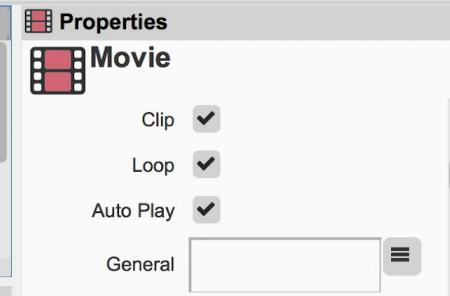
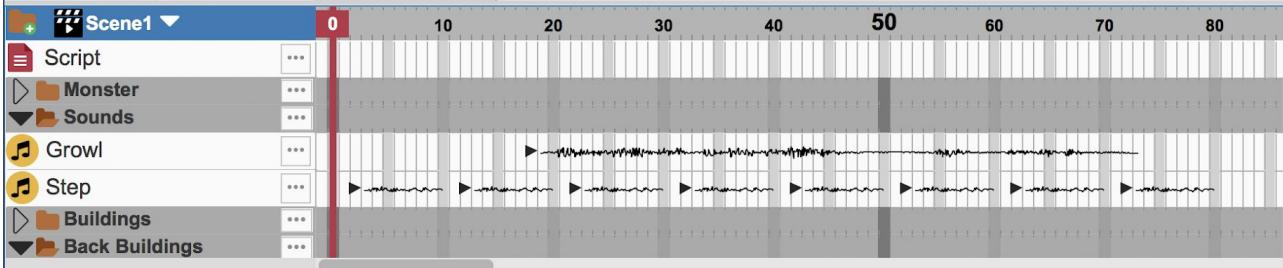
Who is “moving”?

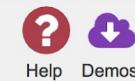


Search



Start X Help X Monster X



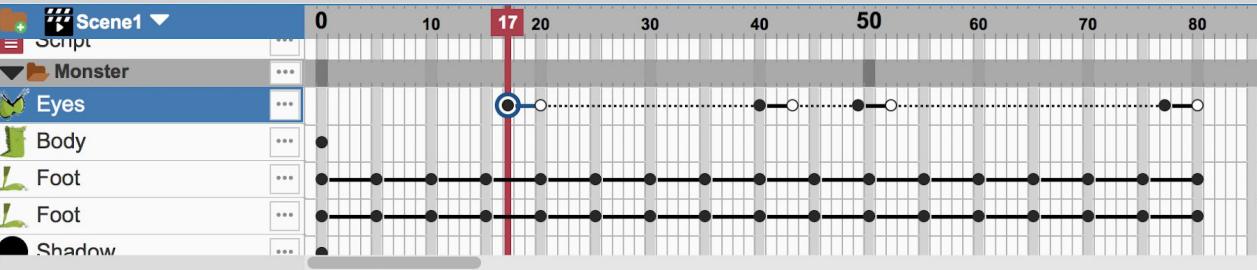


Search

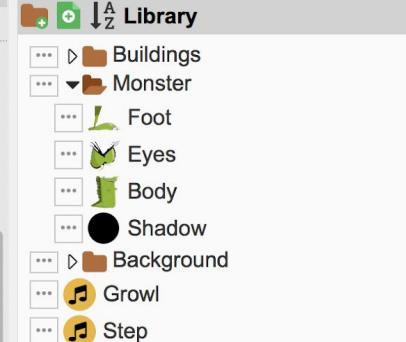
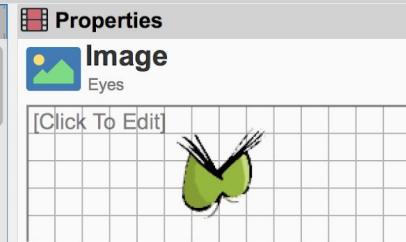


Start X ? Help X

Scene1 ▾ Monster X



100% Q



Toolbar:

- New
- Open
- Save
- Play
- Import
- Export
- Line
- Shapes
- Draw..
- Image
- Text
- Text Box
- Button
- Hot Spot
- Link
- Sound
- Help
- Demos

Scene Timeline: Monster.hani

The timeline shows a sequence of frames from 0 to 80. A red vertical line highlights frame 0, where the "Body" layer has a keyframe with a blue circle. Other layers like "Eyes", "Foot", and "Shadow" also have keyframes at frame 0.

Properties Panel:

Image Body: Click To Edit

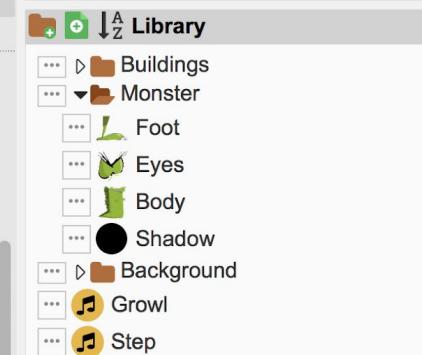
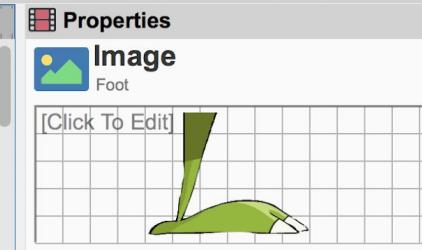
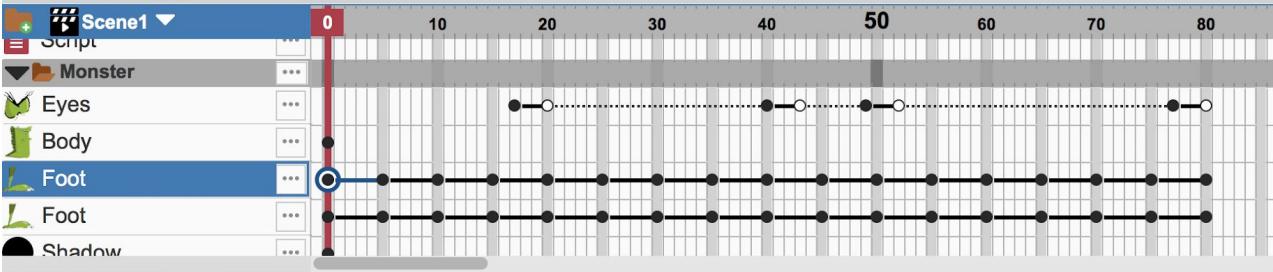
Size: 577, 679

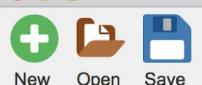
Library:

- Buildings
- Monster
 - Foot
 - Eyes
 - Body** (selected)
 - Shadow
- Background
- Growl
- Step



Start X Help X Monster X





Search



Start X Help X Monster X

Scene1 ▾

Script

Monster

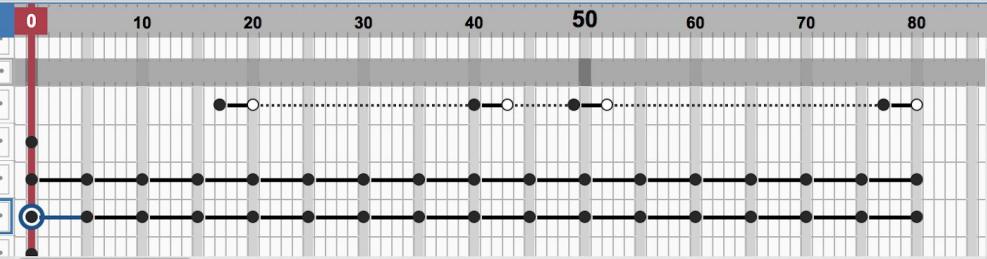
Eyes

Body

Foot

Foot

Shadow



100% ▾

Q

100%

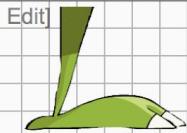


Properties

Image

Foot

[Click To Edit]



Size 225

, 172

Library

Buildings

Monster

Foot

Eyes

Body

Shadow

Background

Growl

Step

Moving the Background

Toolbar:

- New
- Open
- Save
- Play
- Import
- Export
- Line
- Shapes
- Draw..
- Image
- Text
- Text Box
- Button
- Hot Spot
- Link
- Sound
- Help
- Demos

Scene View:

The scene shows a cityscape with buildings, trees, and a road. A large green monster is walking across the road from left to right. The timeline at the top shows keyframes at frame 0 and frame 50. The frame number 600 is also visible on the timeline.

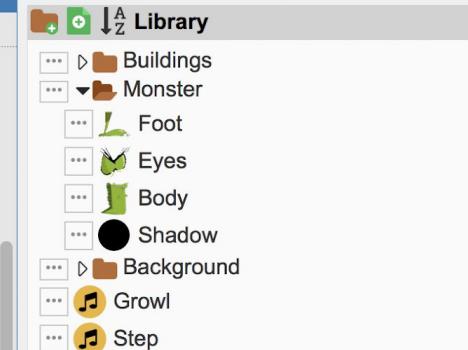
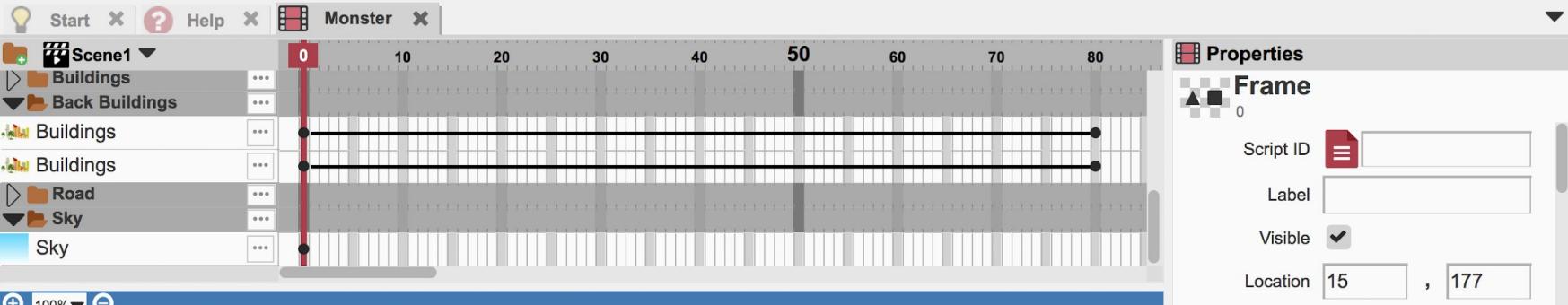
Properties Panel:

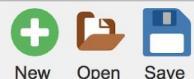
Frame 0:

- Script ID:
- Label:
- Visible:
- Location: ,

Library:

- Buildings
 - Buildings
 - Buildings
- Road
- Sky
 - Sky
- Monster
 - Foot
 - Eyes
 - Body
 - Shadow
- Background
- Growl
- Step





Search



Start X Help X Monster X

Scene1 ▾
Buildings
Back Buildings

Buildings

Buildings

Road

Sky

Sky

0 10 20 30 40 50 60 70 80

Properties

Frame

0

Script ID Label Visible Location ,

200.1 320.5

100% Q



Library

Buildings
Monster

Foot

Eyes

Body

Shadow

Background

Growl

Step



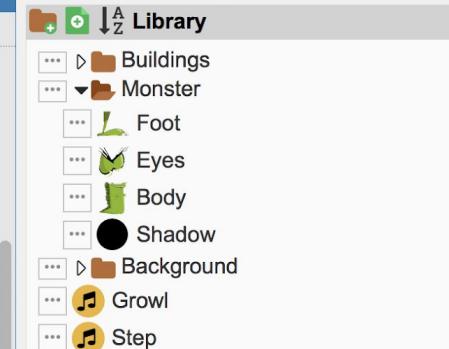
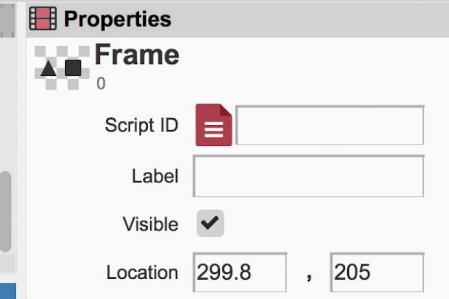
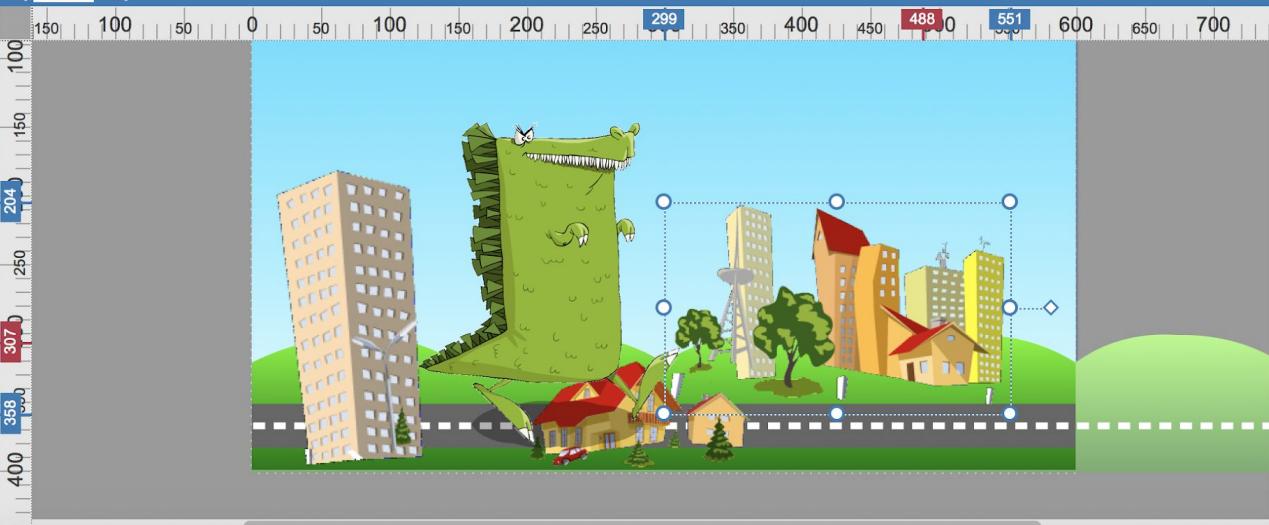
Search 🔍

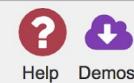
Start ? Help × Monster ×

Scene1
Buildings
Back Buildings

Buildings
Buildings
Road
Sky

100% Q





Search



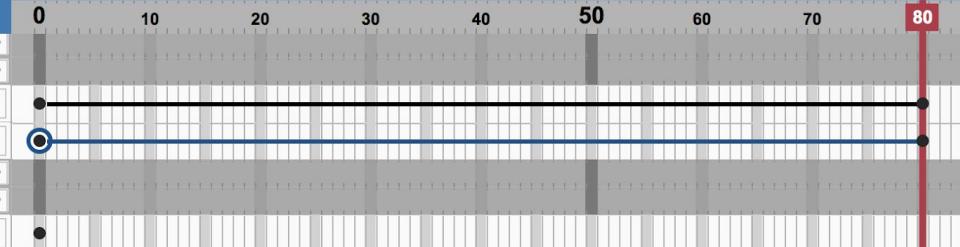
Start X Help X Monster X

Scene1 ▾
Buildings
Back Buildings

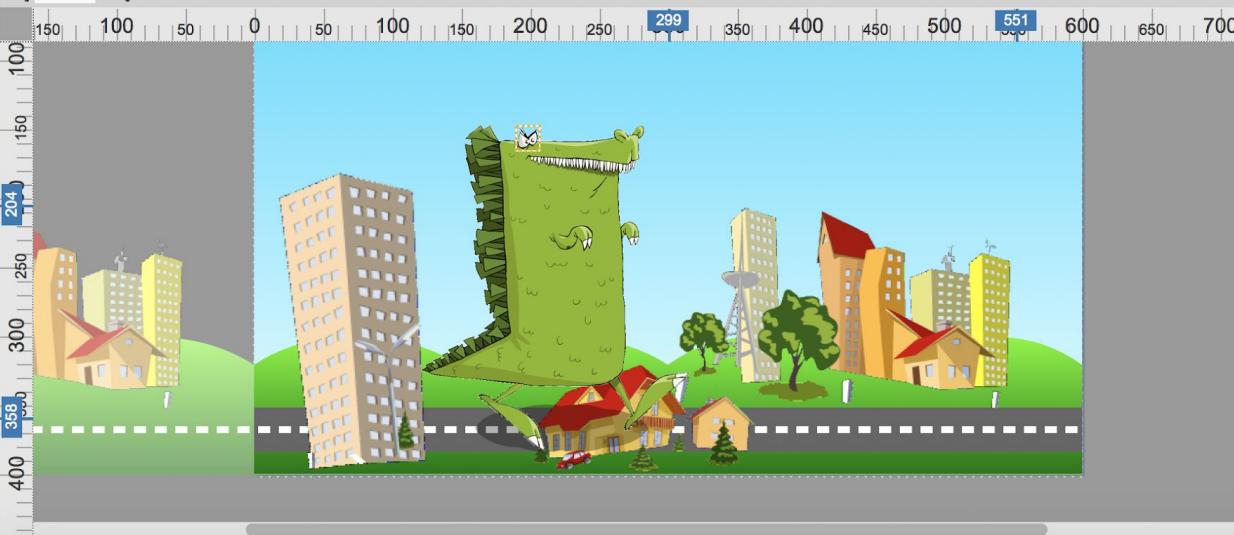
Buildings
Buildings

Road
Sky

Sky



100% ▾



Properties

Frame

Script ID:
Label:
Visible:
Location: 299.8, 205

Library

Buildings
Monster
Foot
Eyes
Body
Shadow
Background
Growl
Step

Using Button to Control Playback on Timeline

tutorial2.hani : Hippanni Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Demos

Start tutorial2 Demos Help Add a button to the library.

Scene1

Script

Layer1

Open Button2

Drawing1

A_Casually_Cool_Cartoon_Business_Wom...

bicycle

Star Button1

Properties

Button

Button1

Start

Text Start

On Click PlayC

Library

Open Button2

Star Button1

bicycle

Search

0 10 20 30 40 50 60 70

100% 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Start

Open

bicycle

PlayC

tutorial2.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line ABC Shapes Text Button Link Help Demos

Start tutorial2 Demos Help

Scene1

Script

Layer1

Open Button2

Drawing1

A_Casually_Cool_Cartoon_Business_Wom

bicycle

Start Button1

Properties

Button

Button1

Start

Text Start

On Click PlayC

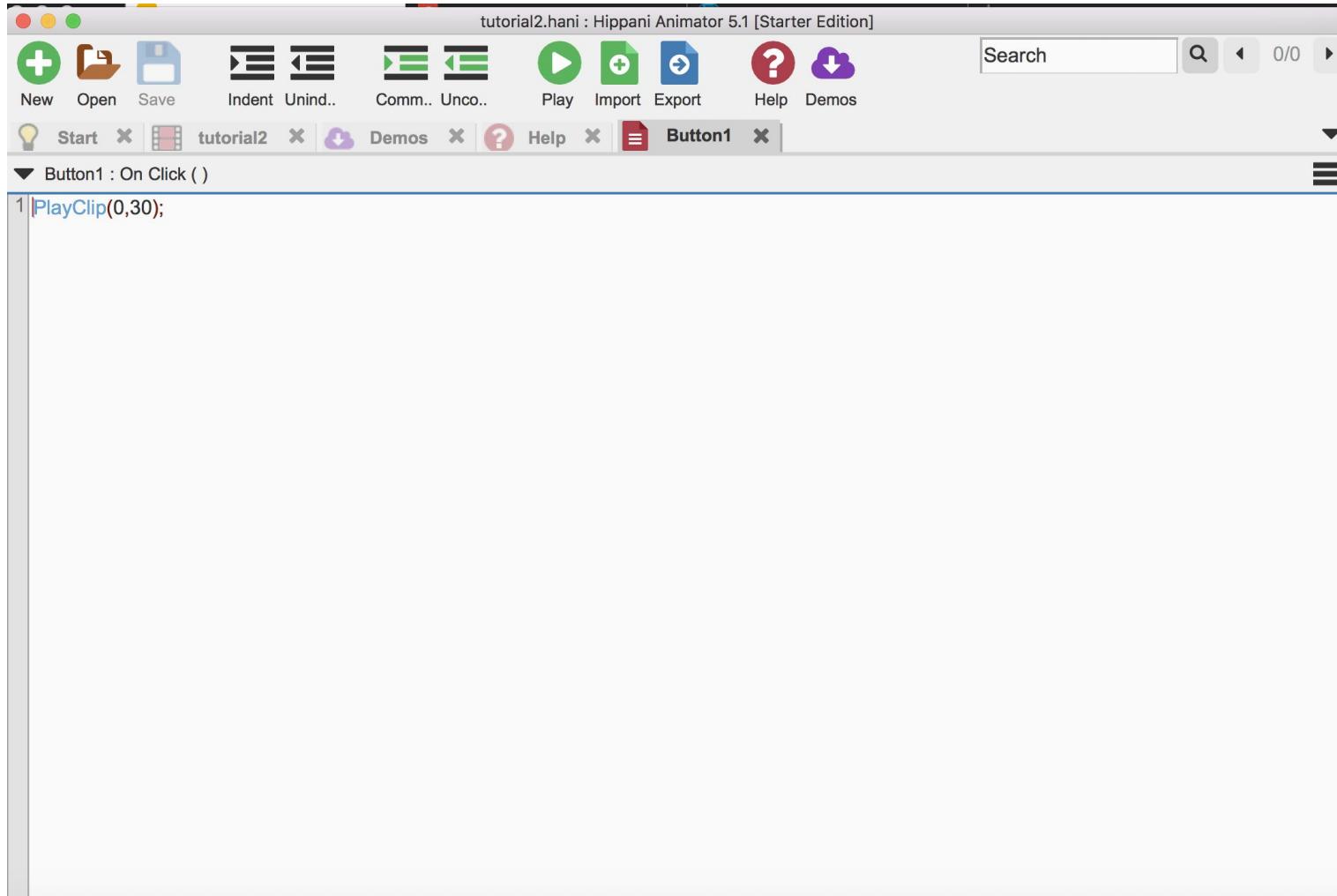
Library

Open Button2

Start Button1

bicycle

The screenshot displays the Hippani Animator 5.1 interface with the project titled "tutorial2.hani". The top menu bar includes options like New, Open, Save, Play, Import, Export, Line, ABC, Shapes, Text, Button, Link, Help, and Demos. The toolbar below the menu features icons for creating new files, opening existing ones, saving, playing, importing, exporting, drawing lines, adding shapes, text, buttons, and links. A search bar is also present. The main workspace is divided into a timeline at the top and a stage area below. The timeline shows frames from 0 to 70. The stage area contains two red rectangular buttons labeled "Start" and "Open", and a small orange scooter icon. To the left of the stage is a layer panel listing "Scene1", "Script", "Layer1", "Open Button2", "Drawing1", "A_Casually_Cool_Cartoon_Business_Wom", "bicycle", and "Start Button1". The "Properties" panel on the right shows details for the selected "Button1" object, which is a red rectangle labeled "Start". It includes fields for "Text" (set to "Start") and "On Click" (set to "PlayC"). The "Library" panel at the bottom lists "Open Button2", "Start Button1", and "bicycle". The overall interface is clean and organized, providing a comprehensive tool for 2D animation creation.



tutorial2.hani : Hippini Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line ABC Shapes Text Button Link Help Demos

Start tutorial2 Demos Help

Scene1

Script

Layer1

Button2

Drawing1

A_Casually_Cool_Cartoon_Business_Wom

bicycle

Star Button1

0 10 20 30 40 50 60 70

100% 100 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

Properties

Button

Button2

Open

Text

On Click

Library

Open Button2

Star Button1

bicycle

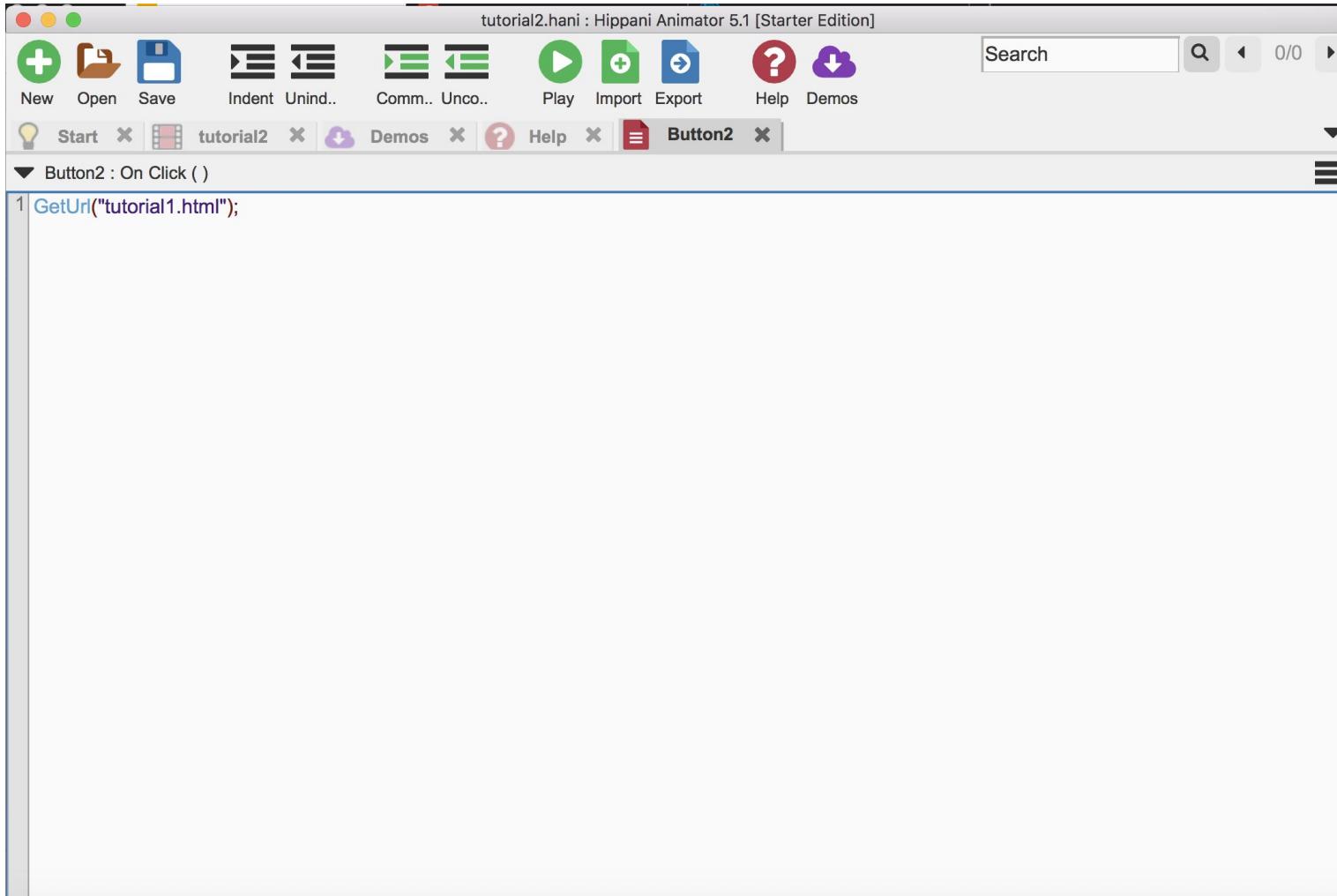
0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700



tutorial2.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start tutorial2 Demos Help

Scene1

Script

Layer1

Open Button2

Drawing1

A_Casually_Cool_Cartoon_Business_Wom...

bicycle

Star Button1

100% 0 50 50 1

0 50 100 150 200 250

Start

Open

Player

Pause

16

Properties

Button

Button2

Open

Text

On Click

GetU

Library

Open Button2

Star Button1

bicycle

The screenshot displays a digital animation software interface. At the top, there's a toolbar with icons for New, Open, Save, Play, Import, Export, Line, Shapes, Text, Button, Link, Help, and Demos. Below the toolbar is a menu bar with tabs like Start, tutorial2, Demos, Help, and a search bar. The main workspace is titled 'Player' and shows a scene with two red rectangular buttons labeled 'Start' and 'Open'. Between these buttons is a small orange and black scooter. On the left side, there's a 'Scene1' panel containing a script and a layer named 'Layer1' which holds the 'Open' button, a drawing, and a bicycle asset. A zoom tool and a ruler are also visible in this panel. The right side features a 'Properties' panel for the selected 'Open' button, showing its text and an 'On Click' event set to 'GetU'. Below it is a 'Library' panel listing the objects used in the scene. The bottom of the screen shows a timeline with frame 16 highlighted.

Export to HTML Page

tutorial2.hani : Hippani Animator 5.1 [Starter Edition]

New Open Save Play Import Export Export Link Help Demos

Start tutorial2

Scene1

Script

Layer1

Open Button2

Drawing1

A_Casually_Cool_Cartoon_Business_Wom...

bicycle

Star Button1

Export
Export the movie to HTML, GIF, Image or Video

Properties

Button

Button2

Open

Text

Open

On Click

GetU

Library

Open Button2

Star Button1

bicycle

The screenshot shows the Hippani Animator 5.1 interface with the project file "tutorial2.hani". The main workspace is divided into a timeline at the top and a stage at the bottom. The timeline has frames from 0 to 70. Layer1 contains two buttons: "Start" at frame 0 and "Open" at frame 350. A "bicycle" sprite is positioned on the stage at frame 0. The Properties panel on the right shows the "Open" button's properties, including its text ("Open") and an "On Click" event with a "GetU" action. The Library panel at the bottom lists the objects used in the project: "Open Button2", "Star Button1", and "bicycle". The stage area includes coordinate axes (0-250) and a zoom level of 100%.

tutorial2.hani : Hippini Animator 5.1 [Starter Edition]

New Open Save Play Import Export Line Shapes Text Button Link Help Demos

Start tutorial2 Demos Help

Scene1

Script

Layer1

Open Button2

Drawing1

A_Casually_Cool_Cartoon_Business...

bicycle

Star Button1

100% 0 100 0 100 150 200 250

Output Folder /Users/yssuen/Hippini Animator Export/ ...

Export

HTML HTML5 Image GIF Audio/Video

Export: HTML & Media

Frame Rate: Dynamic

Media Folder: {Name}_Media

Use Plugins:

Web App:

Offline Cache:

Show Errors:

Play After Export:

Properties

Button

Button2

Open

Text: Open

On Click: GetU

Library

Open Button2

Star Button1

bicycle

Shapes

ABC

Line

Link

Help Demos

Search

Export

Open Output Folder

Export

Safari window showing three tabs: 'Inbox (39) - support@intechinc.com', 'Intro to Web Animation for Non...', and 'Test Page : tutorial2'. The 'Test Page : tutorial2' tab is active. The address bar shows 'file:///Users/yssuen/Hippani Animator Export/TestPage.html'. Below the address bar are several browser icons and links to 'Most Visited' sites like 'Getting Started' and 'Create Interactive c...'. The main content area displays a red 'Start' button and a red 'Open' button side-by-side, followed by a small orange scooter icon.

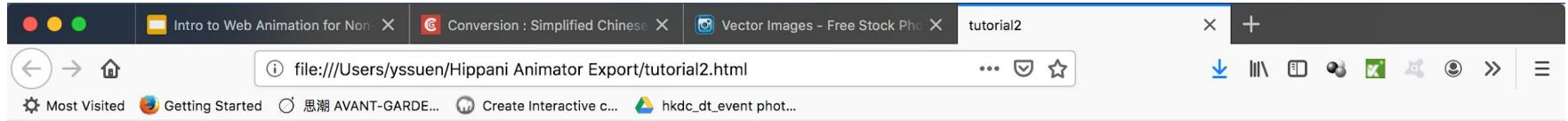
[tutorial2.html](#)

This is a test page.

- Some web browsers may temporarily block the JavaScript in this movie. This won't be a problem when the page is hosted on the internet.
- The movie 'tutorial2.html' is displayed in a HTML iframe above.
- The movie requires 'tutorial2_Media' to be in the same folder as the file 'tutorial2.html'.
- The width and height parameters of the movie can be changed to pixels or percentages.

Add the movie to a html page using the following code:

```
<iframe src="tutorial2.html" style="width:600px;height:400px !important;" frameborder="0" scrolling="no"></ifra
```



Hippani Animator Export

Search

Name Date Modified Size Kind

Hippani.code-workspace 5 Oct 2019 at 4:48 PM 60 bytes Visual...ument

Krita_demo1 Yesterday at 7:22 PM -- Folder

Monster_Media Yesterday at 12:14 AM -- Folder

Monster.html Yesterday at 12:14 AM 30 KB HTML

Pet_Media 5 Oct 2019 at 4:47 PM -- Folder

Pet.html 5 Oct 2019 at 4:47 PM 208 KB HTML

simple_html_Media Today at 7:31 PM -- Folder

simple_html.html Today at 8:26 PM 16 KB HTML

TestPage.html Today at 7:31 PM 2 KB HTML

tutorial1_Media Yesterday at 8:18 AM -- Folder

tutorial1.html Yesterday at 8:20 AM 14 KB HTML

tutorial2_Media Yesterday at 8:19 AM -- Folder

tutorial2.html Today at 9:30 PM 18 KB HTML

1 of 13 selected, 148.03 GB available

Back/Forward

View

Arrange

Action

Share

Add Tags

Pyprojects

Download...

Desktop

htdocs

dt_class

yssuen

repo

Creative...

Macintosh...

Devices

YS's Ma...

Remote...

Shared

Tags

divergen...

demo_fo...

Cleaning Up the Codes

Inbox (10,796) - bsyin@gmail.com | Mail - Bernard Suen (MGT) - | Online JavaScript beautifier | advanced users - Google Search | +

beautifier.io

Online JavaScript Beautifier (v1.10.2)

Beautify, unpack or deobfuscate JavaScript and HTML, make JSON/JSONP readable, etc.

All of the source code is completely free and open, available on [GitHub](#) under MIT licence, and we have a command-line version, python library and a [node package](#) as well.

Beautify HTML

<https://beautifier.io>

Indent with 4 spaces End script and style with newline?

Allow 5 newlines between tokens Support e4x/jsx syntax

Do not wrap lines Use comma-first list style?

Braces with control statement Detect packers and obfuscators?

HTML <style>, <script> formatting: Preserve inline braces/code blocks?

Add one indent level Keep array indentation?

Additional Settings (JSON):
{}

Space before conditional: "if(x)" / "if (x)"
 Unescape printable chars encoded as \xNN or \uNNNN?
 Use JSLint-happy formatting tweaks?
 Indent <head> and <body> sections?
 Keep indentation on empty lines?

[Use a simple textarea for code input?](#)

Beautify Code (ctrl-enter)

```
239
240     document.body.innerHTML = <iframe id='MOBIE' style='width:100%,height:100%,border:none,frameborder:0, border:0;'>
241     var IFrame = document.body.firstChild;
242     var Doc = IFrame.contentDocument || IFrame.contentWindow.document;
243     Doc.open();
244     Doc.write(B);
245     Doc.close();
246     window.onresize = function() { if (Mob) { if (window == window.top) { window.scrollTo(0, 0); } } else { document.getElementById('MOBIE').contentWindow.scrollTo(0, 0); } }
247     //]]>
248
249 </script>
250 <head>
251
```

Thank you for spending the time with me!