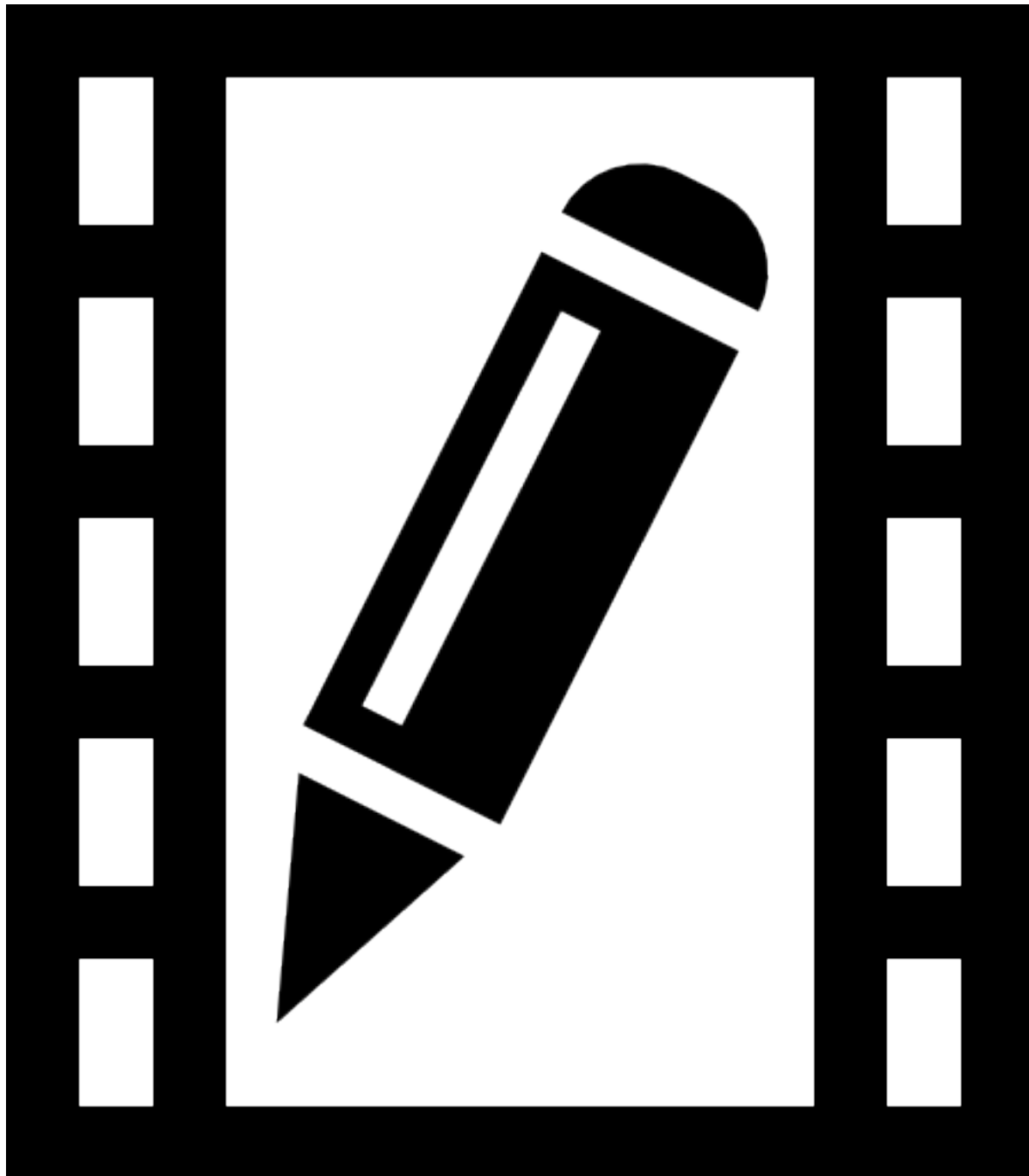Deliverance Software Ltd

MovieMarkup

This is a comprehensive guide to MovieMarkup. It will quickly help you learn how to use the app, and inform you about its advanced features. There are also instructional videos on the MovieMarkup website – www.moviemarkup.com/help
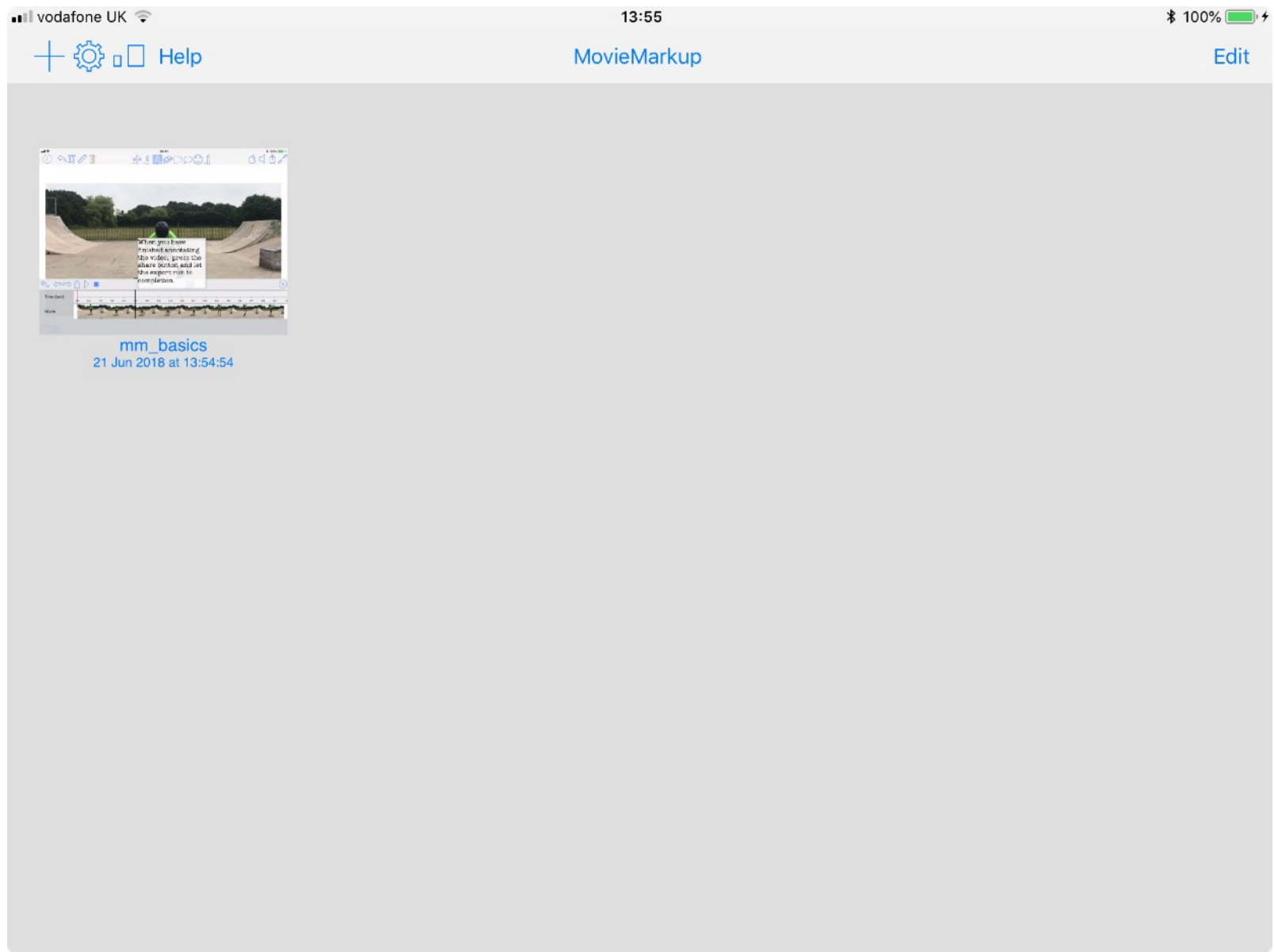
Introduction

MovieMarkup is a is an advanced yet easy to use movie/video annotation app for iOS. This document will help guide you through its features and should be a good point of reference when working with MovieMarkup.

Folders and Documents

The first screen you see after starting MovieMarkup shows all the documents and folders you have saved. Each is represented by a preview image with its name and modification date shown beneath it.

Creating Folders

When you are in edit mode you can also 'drag', (tap and hold on a document, then after a short delay move your finger whilst still holding down on the screen), selected documents on to

- *An existing folder*; this will either move the selected documents into the folder.

- *Another document*; this will create a new folder containing the selected documents and the document onto which you dragged the documents.

If the selected documents are in a folder – you can drag them outside of the containing folder, which will close automatically. You can then drop them at the top level or on another folder or document. If you drag all the documents out of a folder, then the folder will be deleted automatically. (You can override this behaviour and keep empty folders by going to the main app setting, 'General' section and turn off 'Remove empty folders').

Opening documents and folders

You can open a document by tapping on the preview image. You can rename a document or folder by tapping on the name shown beneath the preview image.

Folders have rounded corners and can be opened by tapping on them. The folder will resize to the full screen and display the contained documents (and sub-folders).

Drag the view down to reveal the buttons which dictate how the documents are ordered – either by 'Name' or by 'Date'.
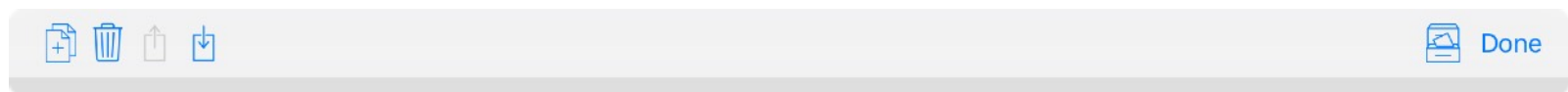
This also reveals the search bar which used to search for documents with a particular name.

Managing Documents

Find the Edit button on the toolbar:
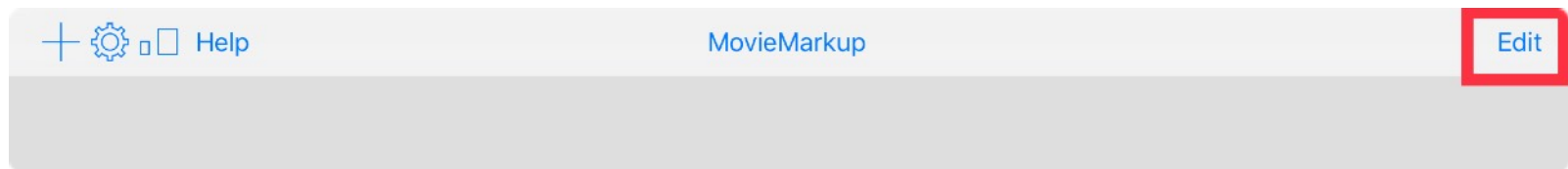
Pressing it will enter the edit mode for documents – notice that the icons on the toolbar change:

Now when you tap on a document a yellow border will appear around its preview image– this shows you have selected it. You can de-select by tapping again.

The icons, in order, (from the left), are:

Duplicate – all the selected documents are duplicated into the same folder.

Delete – all selected documents are deleted. This operation is not undoable, but you are prompted before they are deleted. Deleted documents are placed in a 'recycle bin'. You can examine the documents in the recycle bin by pressing the delete button when no documents are selected.

Export – The selected documents will be exported by
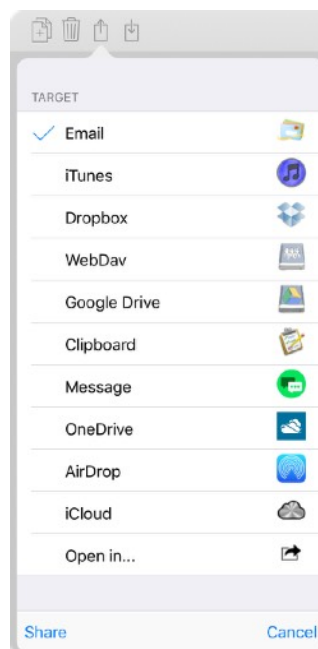
- *Email* – the MovieMarkup documents will be attached to an email

- *iTunes* – the MovieMarkup documents will be copied to the iTunes directory (and will appear in iTunes when you plug in your iPad/iPhone to iTunes).

- *Dropbox* – the MovieMarkup documents will be uploaded to Dropbox, (you will need to sign up for Dropbox first).

- *WebDav* - MovieMarkup documents will be uploaded to your WebDav server.

- *GoogleDrive* - MovieMarkup documents will be uploaded to Google Drive.

- Message - MovieMarkup documents will be sent to the Message app.

- *One Drive* – MovieMarkup documents will be uploaded to Microsoft's OneDrive.

- *AirDrop* - MovieMarkup documents will be shared via AirDrop. If another device is found then you will be propted to accept that device and the documents will be shared to it.

- *iCloud Drive* - a single MovieMarkup document can be uploaded to iCloud Drive.

- *Open in…* - send the selected files to another app of your choosing.

Import – This will let you import files from:

- *iTunes* –finds all MovieMarkup document files in the iTunes directory and import them.

- *Dropbox* – this lets you choose MovieMarkup documents or PDF files to import from one of your Dropbox folders.

- *WebDav* – this lets you choose MovieMarkup documents or PDF files to import from one of your WebDav folders.

- *GoogleDrive* – this lets you choose MovieMarkup documents or PDF files, or Microsoft Office files (Word, Excel or Powerpoint), to import from one of your GoogleDrive folders.

- *OneDrive*– this lets you choose MovieMarkup documents or PDF files to import from one of your OneDrive folders.

- From Clipboard - this will create a document from the contents of the clipboard.

- *iCloud Drive*– this lets you choose MovieMarkup documents or PDF files to import from one of your iCloud Drive folders.

New Documents

When you choose the '+' button you can choose to either create a new document or to import a document
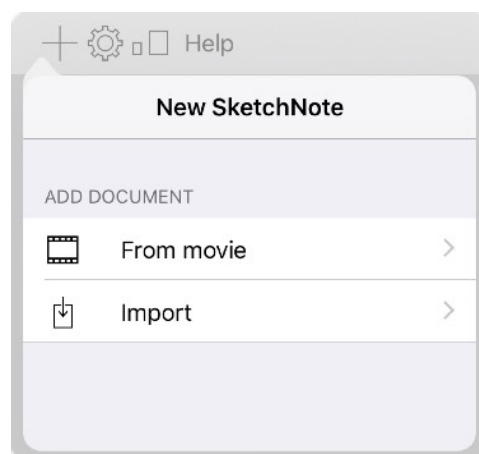
Create Document

When you choose the 'From movie' button you will be presented with a screen which lets you choose from the photo albums on your device. Here you can choose a video you want to add annotation to.

Import

When you choose 'Import ' you are first asked where you want to import from. You can import images from either the Photo Album or directly from the camera. Alternatively you can choose one of the supported cloud services like Dropbox or GoogleDrive.
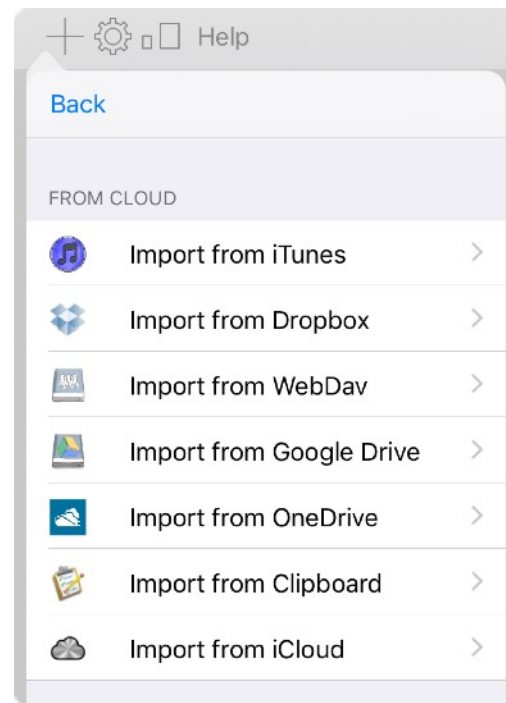
Document Properties

You can tap on the document's name to edit its properties.
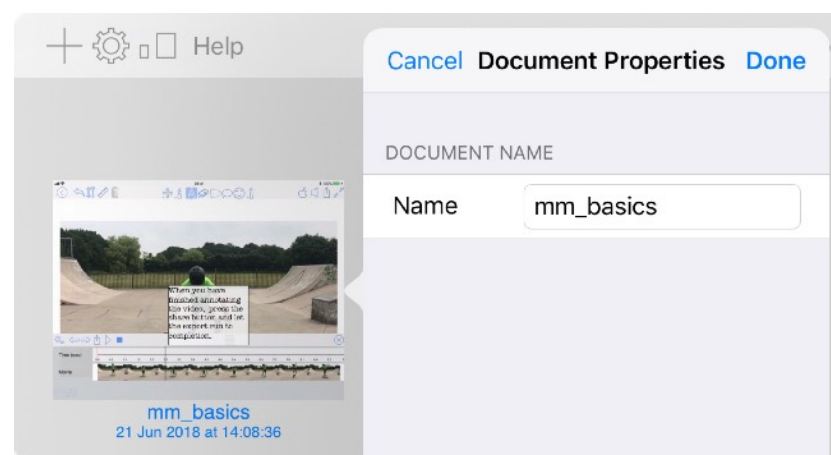
Document Name: the name of the document – you can change this to a name of your choice

Document Structure

MovieMarkup' documents are made up of a the movie you have selected, which can be 'edited' using a variety of drawing and editing tools. Editing is done by adding/moving/removing drawing objects to the movie. Annotations are grouped into 'Annotation tracks' which have various properties including a 'start time' which dictates when the annotation becomes visible in the movie.

Drawing objects

Drawing objects can be

- Hand writing

- Sketches

- Highlighter lines and shapes

- Typed text

- Geometric shapes

- Groups

- Images

- Symbols

- Sound inserts

- Other videos including GIF files

All these drawing objects can be selected and moved, rotated and scaled.

Cloud Services

MovieMarkup supports many of the top cloud service providers so that you can import and export to the cloud. It also supports iCloud.

Drag and Drop (new in iOS 11)

New to iOS 11 you can now drag and drop files into MovieMarkup. You can drag into MovieMarkup from another app either at the documents view or when editing a document.

You can drag a movie file into the documents view, and MovieMarkup will convert it to a new document. Dragging and dropping when editing a document is covered below.

Viewing/Editing Documents

When you tap on a document preview (or choose to create a new document) the document will open in the editing window:

Editor user interface

The window is made up of a central area in which the current page of the document is displayed. Around the side of the screen are buttons which you can press to access the various viewing/editing functions.

In the middle of the top bar, you will see the MovieMarkup tool buttons which give access to the editing tools in the app. If you tap and hold on one of these then a grid of tool buttons will pop out and you can choose a new tool from this grid.

Tool settings popover

Each tool has a set of related settings. These can be easily accessed by pressing the currently active tool button. So for example if the pen tool is active you can press the pen icon and the settings which relate the pens will be shown in a popover view.
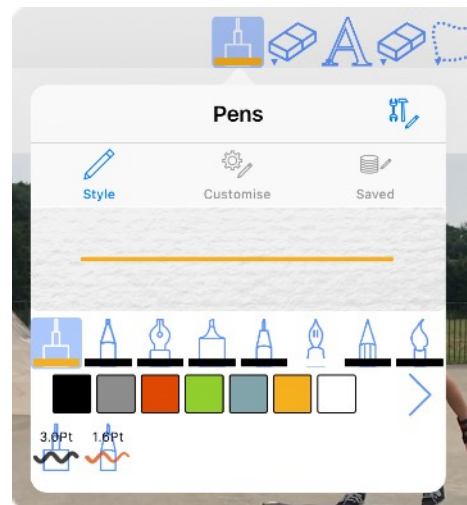
Bottom bar

Contains a button to show the time-line view.

Time-line view

This is how you control which frame of the movie is showing, and consequently where any annotations you add will be placed. The top bar shows the time in seconds, the vertical black line indicates the current time in the movie. You can tap on the top bar to set the time to the point where you tap, or you can drag the current time marker left and right to adjust the time. Frames from the movie are shown under the time line and these can help navigate to the correct position in the movie. If you pinch in the view then the time scale will be altered giving you more accuracy in positioning the time. If you pinch in, then the range of the time bar may well be wider than the screen so you can scroll left and right to navigate to the time you require.

Once you have adjusted the time to the point you wish to annotate, you can start using any of the annotation tools to add the annotation. Annotations are grouped according to when they are added into the movie, and each group or 'track' is shown as a vertical red line on the time line. If you tap and hold on a red line marker then the properties of that annotation 'track' will be shown. You can also drag the annotation marker left and right to fine-tune when it will be shown in the movie.

There are two arrow buttons which help skip the time between annotation tracks - a left and right arrow. These tend to be very useful when annotation a video and accessing an annotation track's properties.

Time-line properties

If you press the first button on the right, the time line properties will be shown.
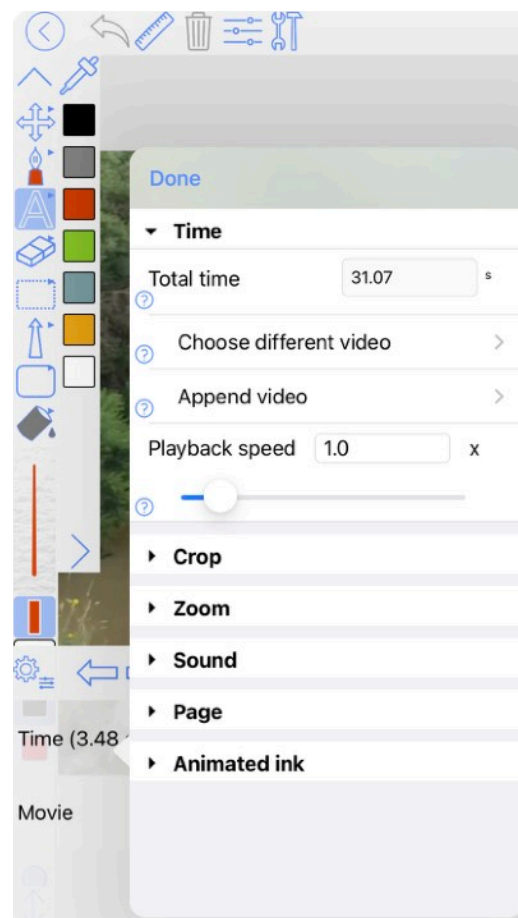
Time

Total time: this is the duration of the movie you are annotating

Choose a different video: You can change to a different video - this leaves the annotations unchanged.

Append video: This lets you choose another video to append onto the end of the video you are annotating.

Playback speed: This controls how fast the playback should be.

Crop

Crop start: Crops from the start of the video to the current time.

Crop end: Crops from the current start to the end of the video.

Crop section: Crops from the current time, the length of the crop section is defined by "section length".

Zoom

Zoom track: Whether you want to control zoom in/out. When it is disabled the whole video will be shown when shared. When enabled you will be able to record camera keys which define the zoom scale and the centre of the zoom (which area of the video frame the camera is focused on).

Camera interpolation: This controls how the app moves the camera between each recorded camera key.

> Free flow: This will smoothly interpolated from each key to the next.

> Timed transition: This will use each camera key's 'transition time' to make the camera transition.

Show zoom frames: When enabled this will draw the current camera frame on the screen which in turn helps you add camera keys.

Sound

Sound track: whether you want to add your own sound track or not. If you enable this then you can play your own sound recordings back in the generated movie.

Main volume: How loud the original sound track in the movie should be played.

Record commentary: Start recording your own commentary over the movie.

Page

**Page colour**: what the area surrounding the movie should be

Animated Ink

Animated ink: This is the default settings for whether you want 'animated ink' for your annotation. You can over-ride this setting for each annotation track, but it is convenient to be able to set up default values here.

Tools

The tools function will be described next. Each tool can be accessed from the tools menu-
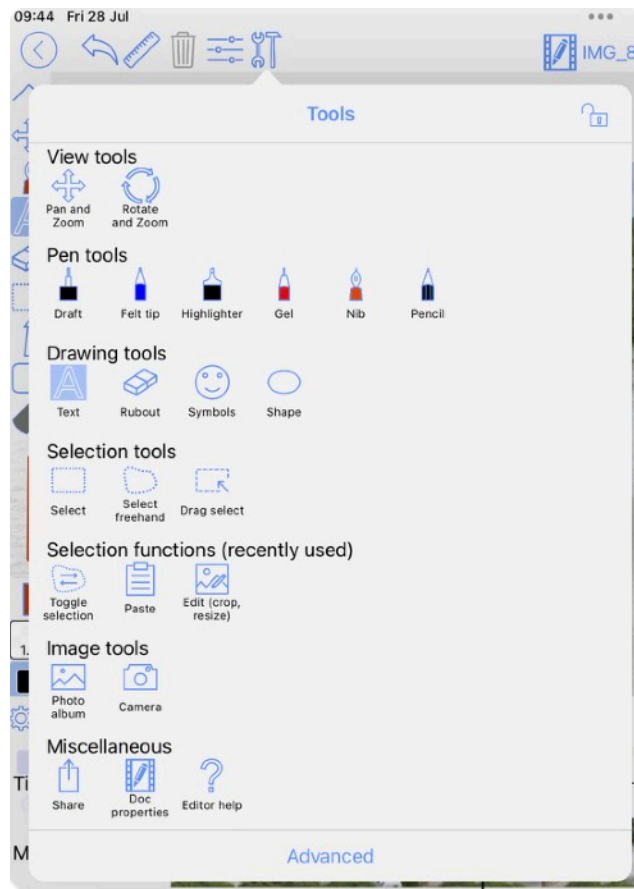
Or from the sidebar which shows a number of (configurable) tool buttons. Tapping in a tool button will start the associated too. A long press on a tool button will reveal the tools menu which allows you to choose another tool to associate with the tool button.
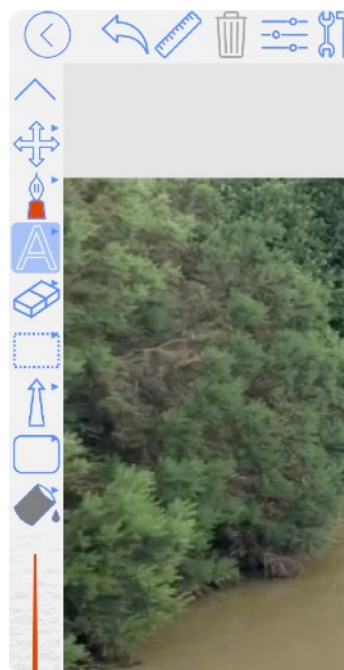
Pan and Zoom Tool

Find the Pan and Zoom Button on the toolbar:

Pan: Touch the screen (one finger) and move or 'pan' the view in all directions – this will pan only (not zoom in and out).

Zoom: Use two fingers to 'pinch' (zoom in). Pinching 'out' will zoom out.

Pressing two fingers on the screen and dragging them in the same direction is another way of 'panning' the view.

Double tapping the screen in this mode will reset the view to the page size, (if you have selected objects, then it will zoom into these objects).

Rotate and Zoom

The Rotate View Button allows you to rotate and zoom the view.

Choose the Rotate View Button and touch and drag on the screen; the view will be rotated about its centre point. If you select a rotated object, then double tapping the screen will rotate the view to align with the rotate object, (this is true for the Pan and Zoom tool too). Pinching will have the same action as the Pan and Zoom tool, but also rotating the pinch will rotate the view too.
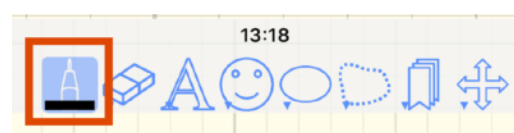
View rewind

When the view has changed, either by using the zoom tools or by changing pages/sub-pages or by choosing a bookmark, the previous view is 'logged' and can be re-wound using the view rewind button:
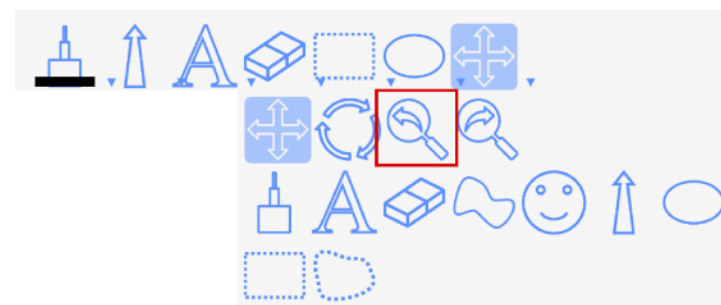
If you rewind too far then the view forward button can be used.

Pen

Find the pen tool on the toolbar:

Touch and drag on the screen to draw a line, or write a word.

All tools are 'undoable' – there are two buttons always at the top of the screen – 'undo' undoes the last mark and 'redo' reinserts the last mark.

You can now use the line drawing tool to select with – simply draw a loop around existing lines (or objects), and the existing objects will be selected. You can turn this feature on and off in the App Settings (Drawing section).

You can also draw approximate shapes and MovieMarkup will convert them into the exact shapes (see the section on Polygon drawing).

When either of these operations occurs, (loop selection or shape detection), a disclosure button (blue circle with an 'i' inside) will appear which when pressed lets you choose between the selection, the shape, or the lines (stroke) you drew:
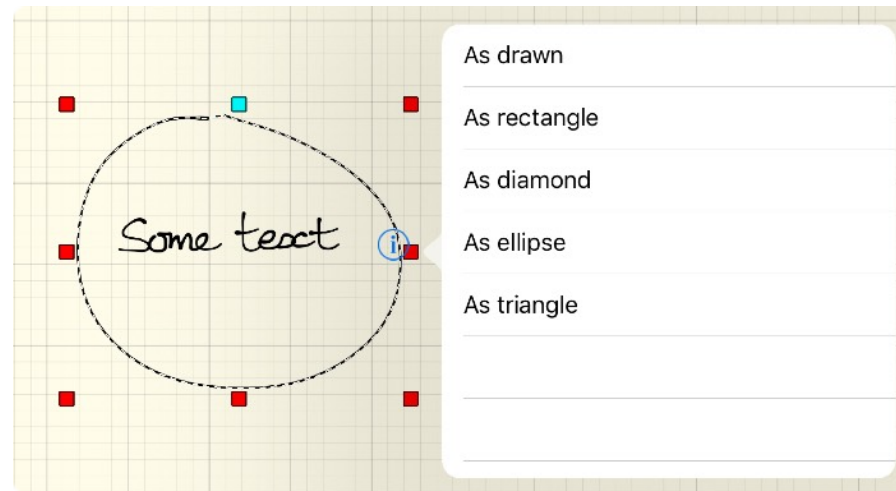
If you did not want to use the stroke as selection then just continue writing and the selected items will automatically become deselected.

Also if you double-tap on a drawing object then the text tool will start and the text will be aligned to the tapped on object.

There are 8 pen types in MovieMarkup:
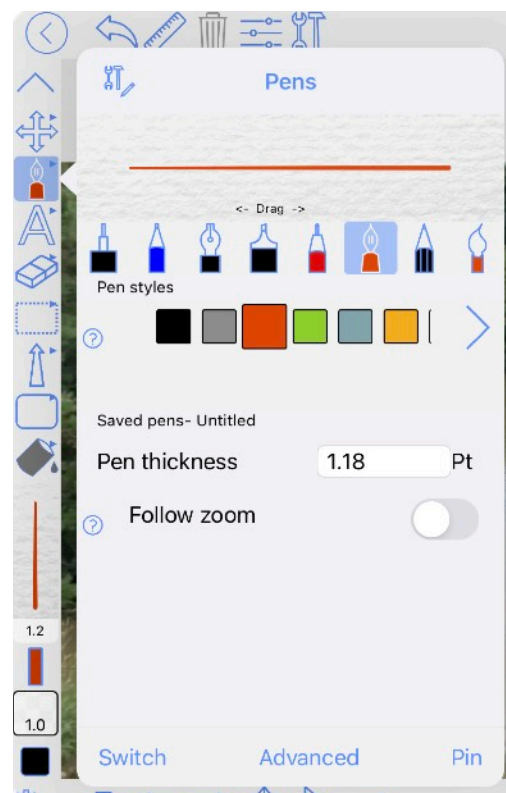
In the order shown they are: 'Draft', 'Felt tip', 'Italic', 'Highlighter', 'Gel', 'Nib', 'Pencil' and 'Watercolour'. You can quickly change between pens by tapping and holding on the pen button on the side bar, then choosing the pen style you require.

Pen settings can be adjusted from the 'tool settings popover', which will be shown if you press the pen button whilst the pen tool is active.

Tapping on the pen icons will change to that pen type, and the preview line will be updated to the new pen's ink style. Any lines you now draw will use this type of pen. Drag left and right on the preview to quickly change the line thickness.

Colour Detail View

In MovieMarkup there are a variety of ways of setting the colour of an object and these are always presented to the user via the colour detail view. It has four different ways of representing a colour along with a selection of colour palettes to choose from. The vertical list of coloured squares is the current palette and you can tap on one of the squares to choose that colour. Alternatively you can create your own colours with the following panels:

RGB: Edit the colour's red, green and blue parameters. If the current palette is showing you can drag and drop from the preview panel into the palette list on the left.
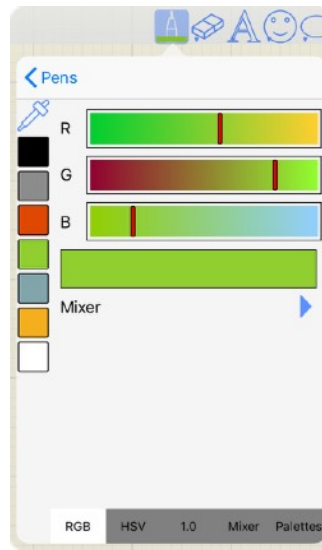
HSV: Edit the colour's hue, saturation and value parameters. The hue is shown in the outer ring, and you can tap and drag on this outer ring to change the hue. The saturation and value are represented in the inner circle and again you can tap and drag in this circle to change these values. If the current palette is showing you can drag and drop from the preview panel into the palette list on the left.

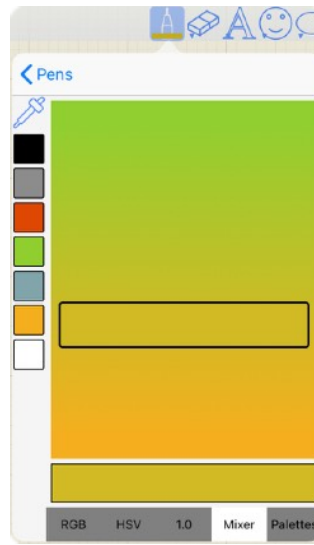**1.0:** This lets you type in either RGB or HSV values.
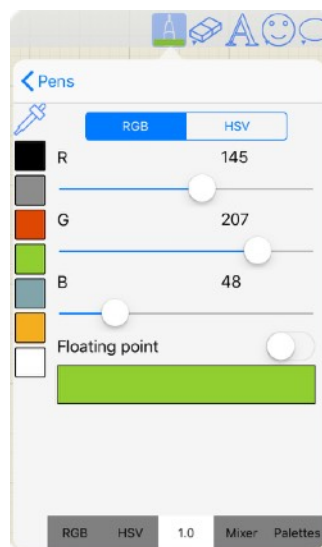
Mixer: This lets you mix between two colours by dragging vertically on the large gradient area. Again you can drag and drop into the palette list.

Palettes: This shows you all the available palettes. It lets you choose one as the current palette (tap on one). It also lets you configure them by pressing the edit button. The '+' button will take a copy of the current palette, which you can edit through the drag and drop mechanisms. Note that in the main app settings (Interface section) you can configure the palettes including import new ones from 'colourlovers.com'.
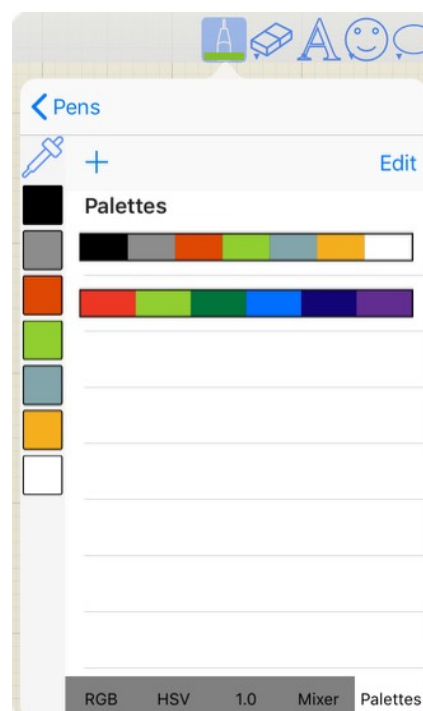
Colour Dropper

By pressing the colour dropper tool you can tap on the main document view to enquire the colour at the tapped position. This colour will become the current colour when you are using the handwriting tool.
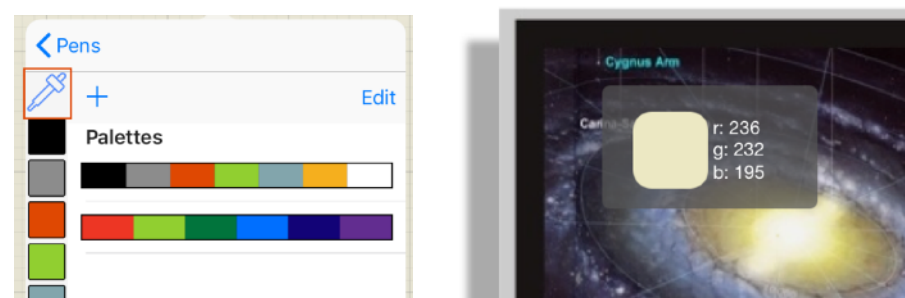
Saved Pens and Text Styles

You can save your favourite pen and text styles, and then easily switch to a saved one by pressing the Saved settings button:

You can move the pop-out view to another position on the screen by tapping and holding on the end button and dragging to another position. This position will be remembered and will be the place where the pop-out appears in the future.

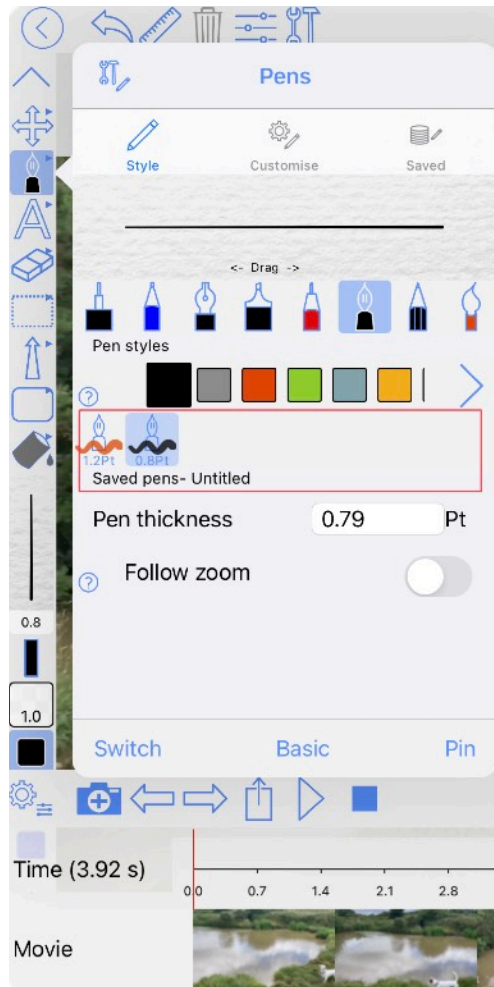Tapping on one of the saved settings buttons will change the current settings to the saved ones. This is obviously a very quick and easy way to switch between favourite pens.

To configure the saved settings, press the (end) settings button; this will show the details of the current group of settings. You can add the current settings by pressing the '+' button.
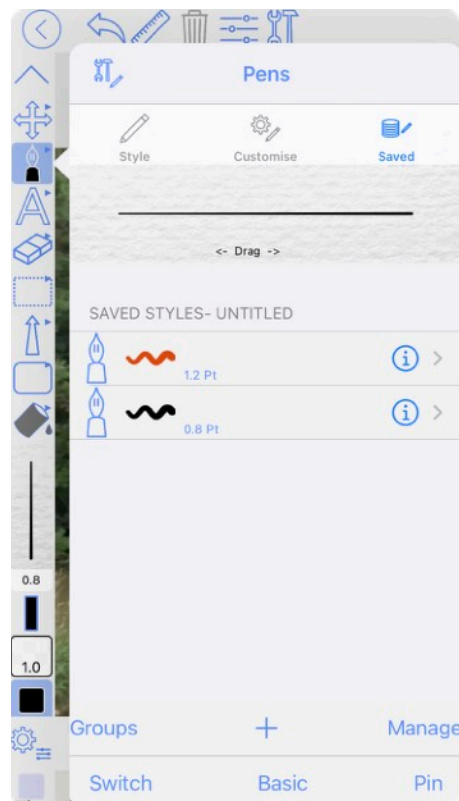
The 'Edit' button allows you to reorder and delete settings in the current group.

The 'Groups' button will change the view to show all the different groups of settings you have set up.
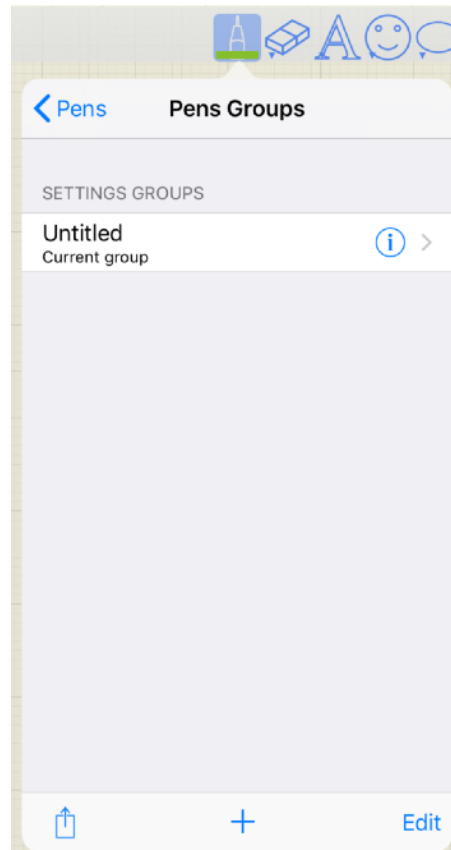
Here you can create a new group by pressing the '+' button. The 'edit' button lets you reorder and delete existing groups. You can rename a group by pressing the 'disclosure' button (i). To select a group just tap on its name and it will be marked as the 'Current Group'. The settings in that group will then be shown in the pop-out toolbar.

Which settings are shown will depend on which tool you are using. The following tools have saved settings:

- Pen
- Text
- Arrowed lines
- Polygon and Shape

Quick zoom feature

Whilst drawing lines you can quickly zoom by placing two fingers on the screen and pinching in or out.

Rubout

Find the Rubout Button on the toolbar:
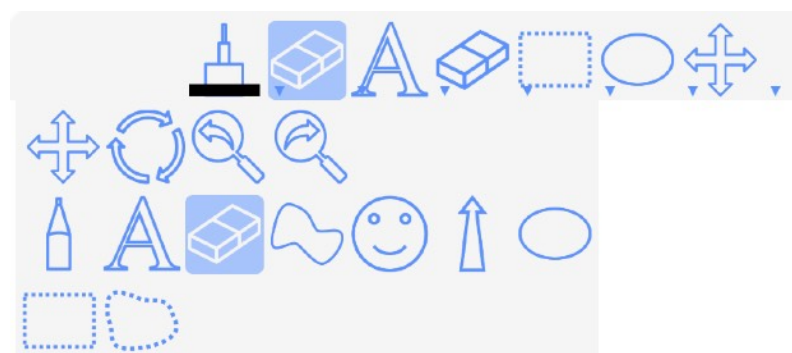
Now when you drag your finger over the screen any lines under your finger will be rubbed out. Try drawing some lines and then rubbing them out. A circle is drawn on the screen to denote the region which is affected by the eraser. If you want more accuracy, remember you can zoom in as much as you like. The faster you move your finger the larger the eraser area will become.

Select

Find the Select Button on the toolbar:
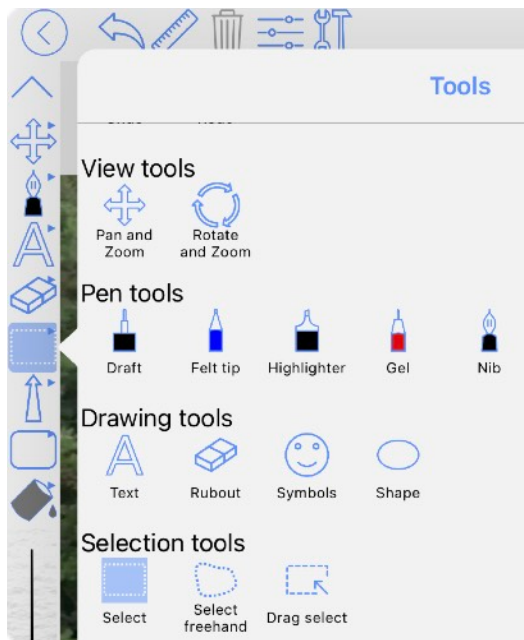
This tool allows you to touch the screen and drag a rectangle around a selection of drawing objects, (handwriting, text, images etc.). When selected, control points will be drawn around the selected lines/writing. Red control points allow you to scale the selection; whilst the blue button lets you rotate the selection. Touching and dragging within the control points, but not on them, lets you move the selection.

Pressing the 'Trash' button on the top bar will delete the selected objects. You will see the selected objects disappear into the trash button.

New to iOS 11 is the ability to drag and drop selected objects. To do this tap and hold on one of the selection markers – this will start the drag operation. If you drop the selected items back in MovieMarkup then they will be duplicated at the dropped position. If you drop them into another app then an image will be generated of the selected items and this will be transferred to the other app.

NOTE: You can only select objects in an annotation track if the current time exactly matches the the start time of the annotation track. Use the the skip left and right buttons (no the time-line bar) to 'skip' the current time between annotation tracks.

Select tool options
Both tools require you to draw a shape around the objects you want to select. You can choose in the setting if this shape needs to 'Enclose' or just 'Overlap' the object to be selected.

Edit Menu
Touching and holding within the selection region will display the 'Edit' menu. The primary entries are 'Cut', 'Copy' and 'Paste'; other entries can be added depending on what is selected. Choosing Cut or Copy, will transfer the selection into the clipboard. Now if you touch and hold again, the Edit Menu will pop up again, this time with 'Paste' showing. If you choose paste the selected objects will be placed at the position you touched on, and will be left selected so that they can easily be positioned as necessary. You can paste onto the same page, a different page or even a different document. You can even paste into other apps, assuming that they have been written in the standard way. The selected entities will be converted into a transparent image, and this image will be available to the external app. Similarly, if you cut or copy an image from another app, you will be able to paste it into MovieMarkup in the same way.

If you copy text from another app, you can paste it into MovieMarkup and a new text object will be created which contains the copied text.

In either of the view tools, if you double tap the screen when you have selected objects the view will zoom into the selected objects. If the selected objects have been rotated, the view will be rotated to align with the objects.

If you select some objects, then choose to 'Share' as an image, the image will just contain the selected objects on a transparent background.

If you have inserted images, text, polygons or straight lines into your document, you can select these too. Either just tap on them or draw a selection rectangle around them. If you tap on a single object then tap the select button you can change the properties of the selected item.

The Freehand Selection tool works in the same way, but you can drag a freehand shape around the things you want to select.
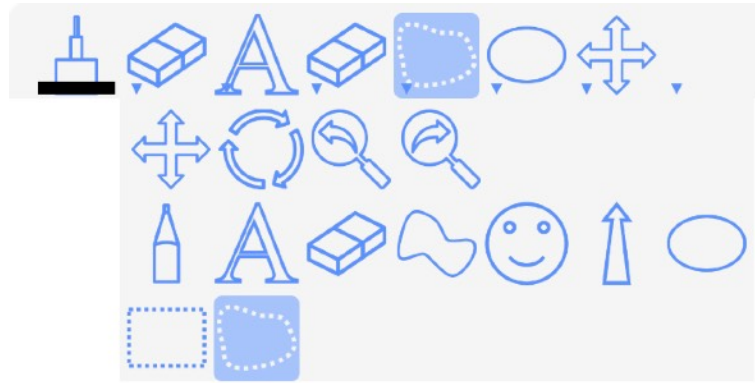
Selection options

If you tap the select button when the select tool is active then the select tool options will be displayed. What is shown is dependent on what you have selected. When there is nothing select the options will appear as follows-
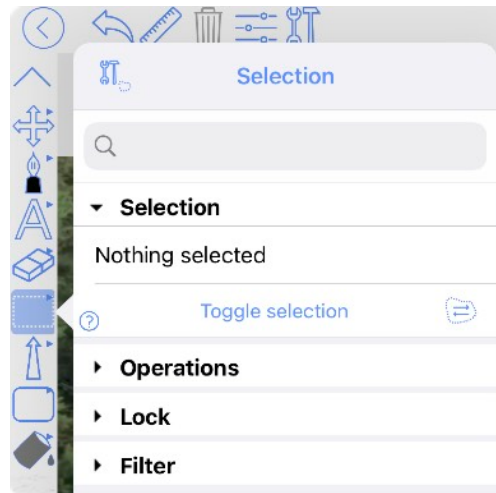
Once you have selected some objects then more options will appear-
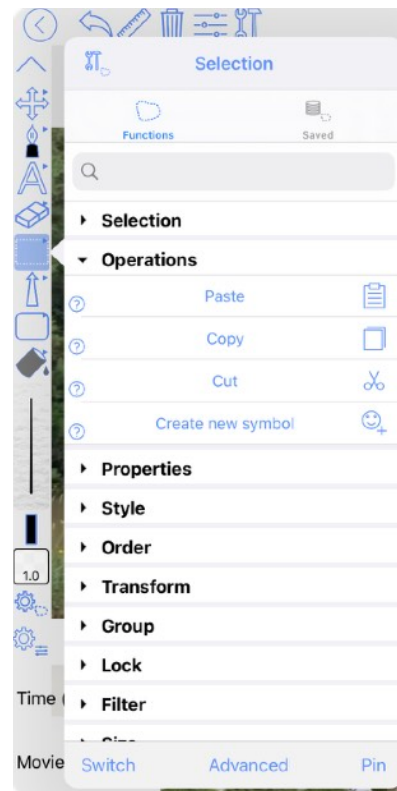
Properties: Here you can change the properties of all the selected objects - simply configure the settings and then press the Apply button. Here is an example for handwriting-
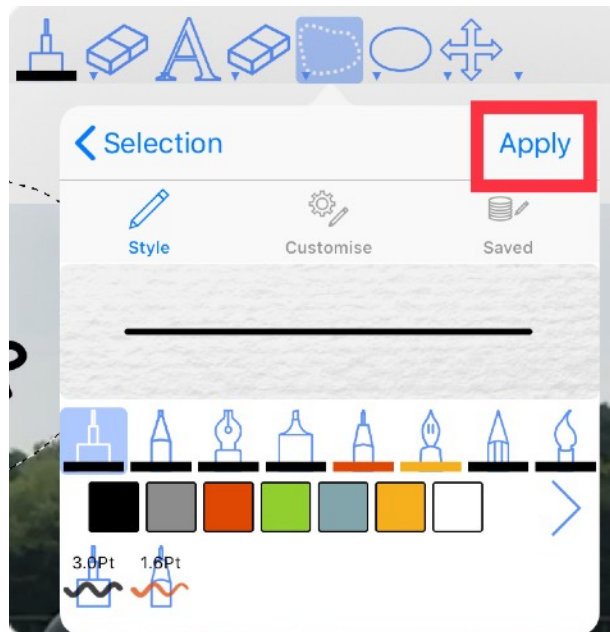
Operations: A list of operations available for the selected objects.

Size: Here you can explicitly set the width and height of the selected items. It will scale the selected items so that the rectangular area of the selected items matches the width and height fields shown.

Align: Here you can align selected objects with vertically or horizontally.

Images and videos

Find the Tools Button on the toolbar; here you can choose whether you want to get an image from the camera, photo library, from Dropbox, from WebDav, from GoogleDrive, from Box, a Web Image, a Map Image or an image from your desktop computer over WiFi. Choose the one you want and the image will be inserted in the centre of the page you are currently viewing. When inserted, it will be automatically 'selected' so that it can be scaled and moved immediately (see the previous section).

Import pictures. You can now download images from Dropbox, a WebDav server, from GoogleDrive, OneDrive and iCloud Drive.

If you import a video then it will be displayed in the same way as an image but will have a 'Play' button in the bottom left corner - this will only be 'active' when the time is

Image Editing

You can select an image, touch and hold on it to get the Edit Menu and choose 'Edit Image'.

Crop: You 'crop' the image – two blue squares are drawn on top of the image – touch and drag these to change the region the image will be cropped to. There are 2 ways to do this - 'Rectangle' and 'Freehand'.

In 'Rectangle' mode you can drag the corner markers to define the area to be left after the crop:

In 'Freehand' mode you simply draw around the area you want to crop:
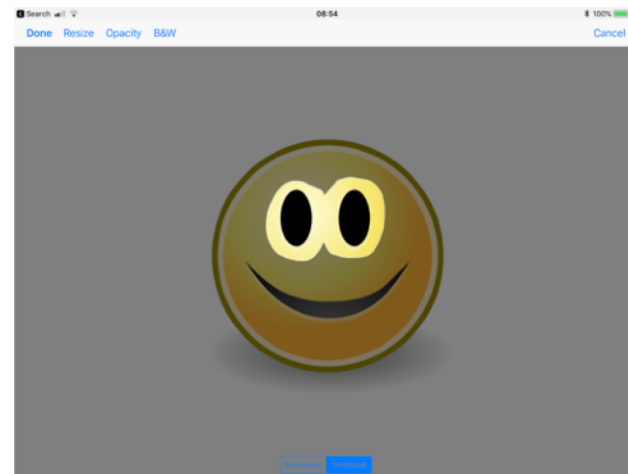
Resize: You can also 'Resize' an image – this will change the pixel resolution of the image.

The current resolution is displayed; you can enter a new width or height value, and the other value will be calculated to maintain the image proportions.

Opacity: You can adjust the images opacity. This will change how transparent the image is.

Transparency

This lets you 'paint' out the areas you want to be transparent. The top bar lets you choose whether you are adding or subtracting transparency (shown in the solid colour), and also the pen width.
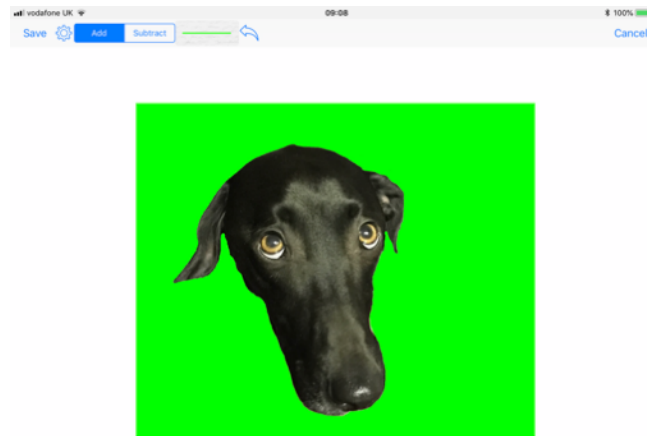
The settings button lets you choose the pen width, and pen mode – whether to add transparency or subtract it. It also lets you choose which colour to use to display the transparency whilst editing.
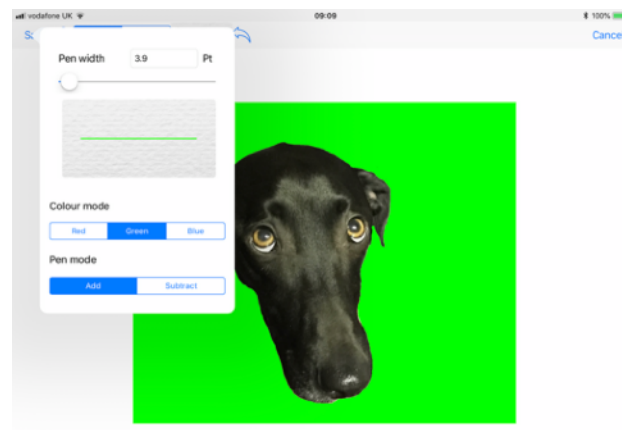
Text

You can insert text objects into your MovieMarkup documents. Choose the Text tool:

Tap on the page at the position where you want the text to be positioned, and you will be able to start typing. If you tap the tool settings button, you will be able to change the font and other properties of the text:
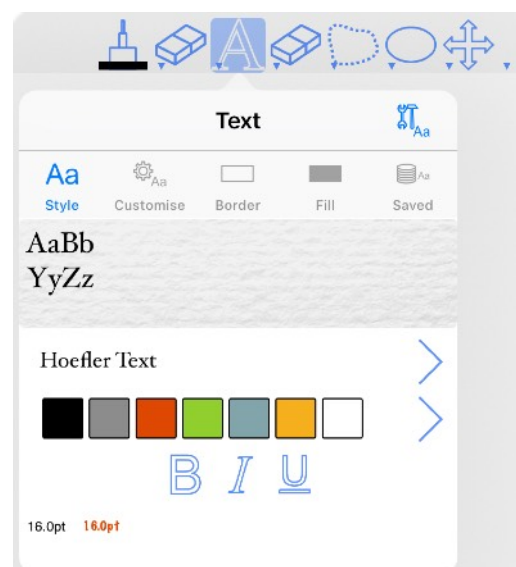
Whilst editing text a toolbar is added to the top of the keyboard to let you quickly change the text properties for the current text cursor position or for a selected section of the text.

If you tap on an existing piece of text then you will be able to edit that piece of text in the same way. Red markers are drawn in the four corners of the text area; you can touch and drag these points to change the shape of the text area.

You can use the select tools to select a piece of text and move, rotate and scale it in the same way as other drawing objects. This is slightly different to changing the text area when editing the text as it will scale all aspects of the text, including the font size.
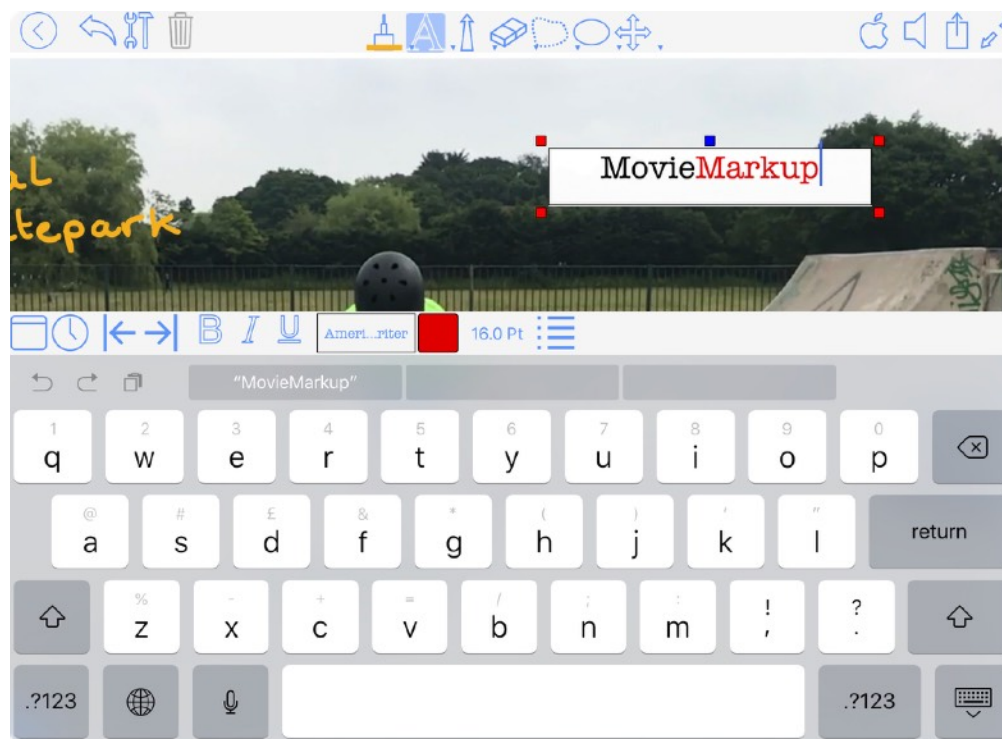
Box Mode Off: The text will be drawn on top of the page, without any background filling or border around it, and will be 'left justified'.

Box Mode On: This is a more sophisticated mode in which you have a lot more control over the text parameters. You can also add a border around the text, and also fill the text area with an opaque or translucent colour.

Double tapping on an object like an image or a polygon will create a new piece of text which has the same size as the object you clicked on. Double tapping on the page, (i.e. away from any drawing objects), will create a text object which covers the whole page.

Also a double tapping with 2 fingers will also add a new piece of text irrespective of which drawing tool you are using.

Tap on an existing text object to edit it. Sometimes this may not be what you want, for instance when you want to place a new text object on top of an existing one. If you tap and hold for 1 second, then a new text object will be created.

Adjust for Overlaps
For each piece of text you can set whether it should adjust for overlapping objects. This property makes it much easier to arrange images within a big block of text. If you select the text then press the settings button which will display the text properties, you will be able to enable/disable this property.

Straight lines

Choose the straight line tool from the toolbar:

By touching and dragging on the screen you can add a straight line between 2 points. Choosing the tool setting button lets you change parameters of the line like arrow positions, line thickness, dashes, tapering, and ink style:
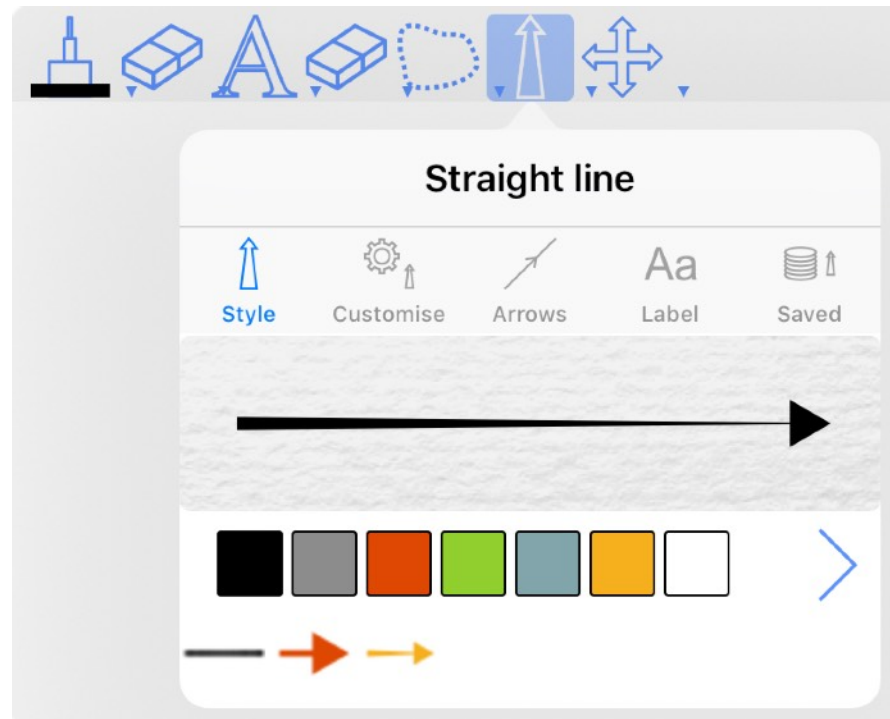
Drawing a line between two shapes (make sure the ends of the line are within the shape boundaries) will 'connect' the line to the two shapes. Moving the shapes will automatically update the line between them. You can turn off this option in the settings with the 'Connect start' and 'Connect end' options.

If you tap on an existing line, markers (yellow squares with a blue outline), will appear at its end points and you will be able to tap and drag on these markers to move them. Also if you tap and drag at a point along the line, you will be able to bend the line into a smooth curve and a marker will be added to the position you dragged:
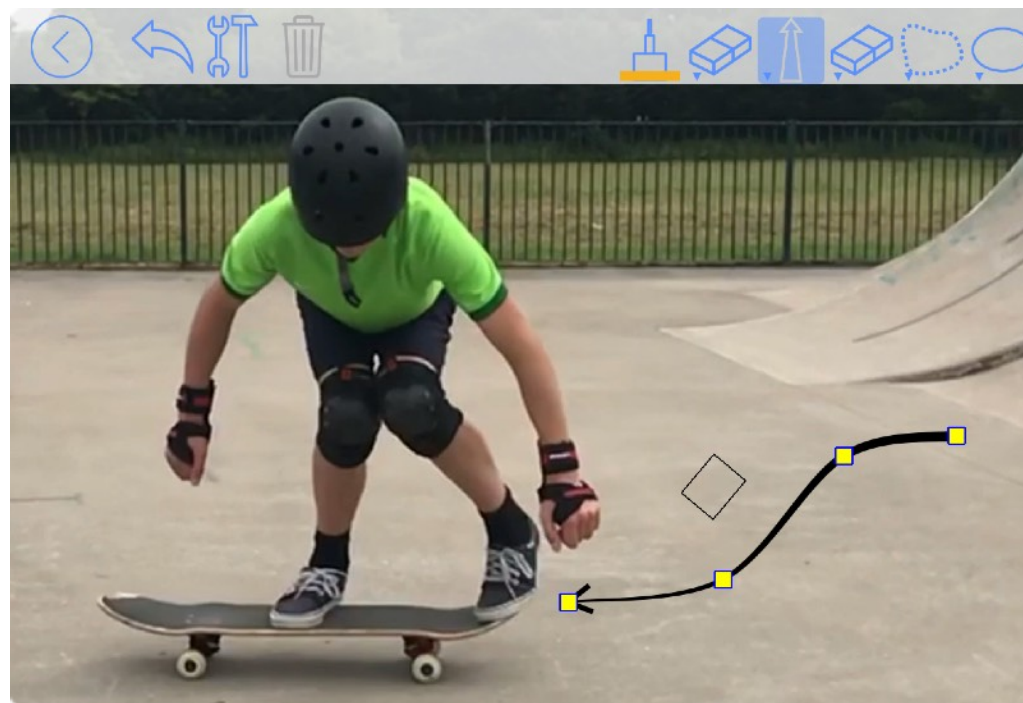
To remove a marker – just move it to be in-line with the markers on either side of it.

Symbols

Choose the symbols button on the toolbar:
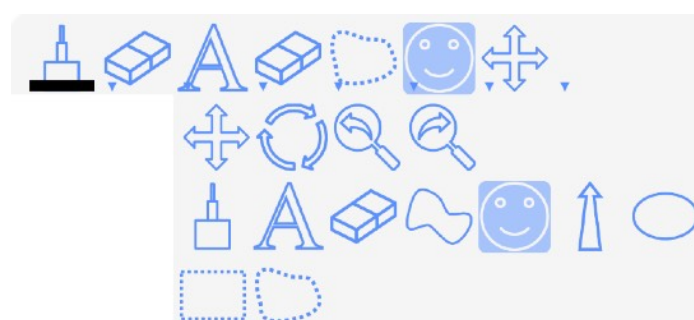
If you have not used the symbol tool before MovieMarkup will open the symbol settings window in the sidebar, otherwise it will automatically use the last symbol you used. If you want to change the symbol press the symbol button again.

Choose which symbol you want to insert by tapping on its preview image. This view is organised just like the view of the documents in MovieMarkup so you can group related symbols into folders if required. Tapping on a symbol preview will select that symbol for insertion.

Now by tapping on the document, the symbol will be added at that position and also selected so that it can be resized, rotated or moved as required.

The 'Edit' button will allow the 'Delete', 'Export' and 'Archive' operations.

Adding a new symbol
Simply select some things on the document page, then open the symbol settings and then press the '+' button. This will add the selected objects as a new symbol.

Symbols are a great way of saving parts of your drawings for re-use at a later time. When used in conjunction with groups they can be particularly powerful.
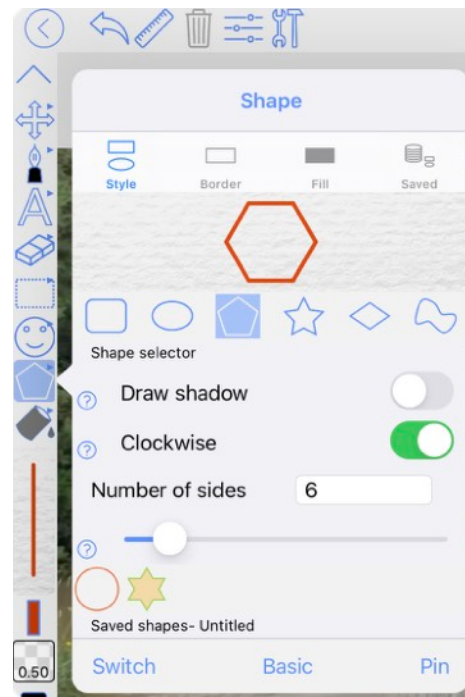
You can select sub-pages and add these as symbols

Shapes

Choose the shape button on the toolbar:

You can now touch where you want the centre of the polygon to be, and drag to adjust the size. If you press the Tool Settings Button, then you can adjust the parameters associated with the polygon:

Polygons can be 'exploded' so that you can erase part of them, for instance to get an arc segment from a circle. Select the polygon, then touch and hold within the selected polygon until the Edit Menu appears. Choose 'Explode' from the menu. Now you will be able to use the erase tool to remove the unwanted lines.

You can now add shapes using the hand-writing tool. Draw the shape you want:

- Ellipse

- Rectangle

- Diamond

- Triangle

- Straight line between shapes

MovieMarkup will automatically detect the shape you have drawn and replace the lines drawn with the geometric shape (using the current settings for colours, filling and line thickness). You can turn this feature on and off in the App Settings screen.

Groups

You can group things together now by selecting them and touching and holding within the selection area until the Edit Menu appears. Choose the 'Group' item on the menu. Conversely if you select a group you can then choose 'Un-group' from the menu.

Guidelines

When you select some things and move, rotate or scale them, MovieMarkup will help you align the selection with other elements on the page. When it detects alignment it will draw a blue dotted line to indicate the alignment. You can turn guidelines off in 'App Settings', with the 'Selection guidelines' switch.

Annotation Tracks

The annotations are grouped into tracks based on the time showing in the video. So before adding any annotation you must first move the time in the video to the correct point - using the time line view. When you start adding annotations the annotations are automatically added to an annotation track associated with the current time; a red vertical line will be shown on the time-line to indicate the start of an annotation track at that point. If you want to add to an existing annotation track you must first move the time line to the time corresponding to the track - there are 2 buttons to help you jump the time between tracks:
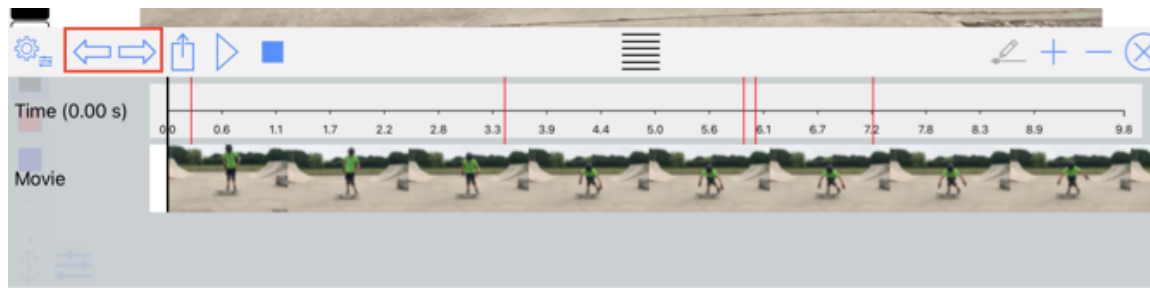
There are 2 buttons which let you scale the time line - these are the '+' and the '-' buttons on the right hand side. You can also pinch on the time line to adjust this time scale. Scaling the time line allows for greater accuracy when positioning annotations to a precise time in the video.

When the time is exactly aligned with the time of a particular track the the 'Show track properties button' will be enabled - pressing it will show the track properties (see next section).

Track Properties

Each track has its own set of properties which can be accessed by tapping and holding on a red vertical annotation marker
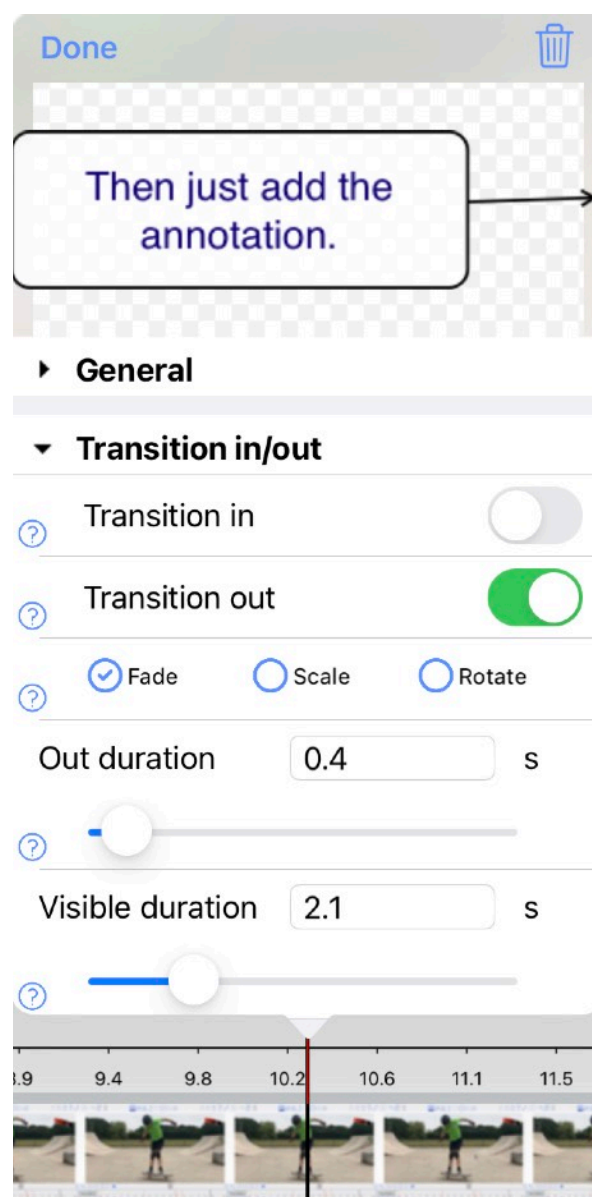
General

Start time: this shows the time when the annotation will start to be displayed

Ink animation time: this is the time which will be spent drawing the annotation into the video and is affected by the 'animated ink' settings for the track.

Edit Track: Press this button if you want to transform the annotation. What this means is you can move, rotate and scale an annotation whilst it is visible. This feature has its own section below.

Reset edit track: This will remove all the keys you have added/changed to the annotation track.

Move to end: Press this button if you want this annotation to appear at the end of the video. It will take into account the track's 'visible duration' to position the track in the video appropriately.

Transition in/out

This section controls the visibility of the track; whether it should gradually appear - 'fade in', whether it should disappear and how it should disappear - 'fade out', and if it is fading out its 'visible duration'. You can also have it 'scale' and/or 'rotate'. Scale will scale the annotation from 0 to its actual size (or vice versa for out transition). Rotate will rotate the annotation by 360°. You can any combination of fade, scale and rotate.

Animated Ink

When an annotation track becomes visible it can either just appear or if can appear gradually - 'animated', with handwriting appearing as if its is being written in real-time, and text appearing letter by letter as if it is being typed in real-time. This section is where you control this feature.

Ink speed: How fas you want handwriting to appear

Typing speed: How fast you want text to appear

Show pen: If you want a pen image to be shown drawing in the handwriting

Pen image size: How big the pen image should be relative to the video size

Pen image: The image to be used for the pen

Show pen moves: Whether you want gaps between writing to be shown with the pen image moving.

**Move speed scale:** how much faster the pen moves over the gaps relative to the writing speed.

Edit Annotation Track

If you choose 'Edit track' then MovieMarkup will enter a special mode which lets you move, scale and rotate the annotation. The annotation will be shown with the selection markers around it and the annotation track will be shown in the time line view.

The track is shown with red markers which denote 'key-frames' in the track - a key-frame is added when you move, rotate or scale the annotation. So the workflow is to advance the time using the black vertical marker on the time line, then to adjust the annotation using the selection markers; as you do this you define how the annotation should change as the video plays. MovieMarkup will interpolate between the key-frames to give a smooth transformation to the annotation as the video plays. This is perfect for highlighting features in the video or for masking features in the video (like faces, number plates, advertisements etc.). Again you can drag the key-frame markers to adjust their time, and if you tap and hold on one you will be shown its properties which include a button to delete the key frame. Fades are also shown in the track as triangles, the length of which denotes the fade time. If

animated ink is turned on for the track then the time at the start of the track for which the ink is animating is shown as a horizontal line:
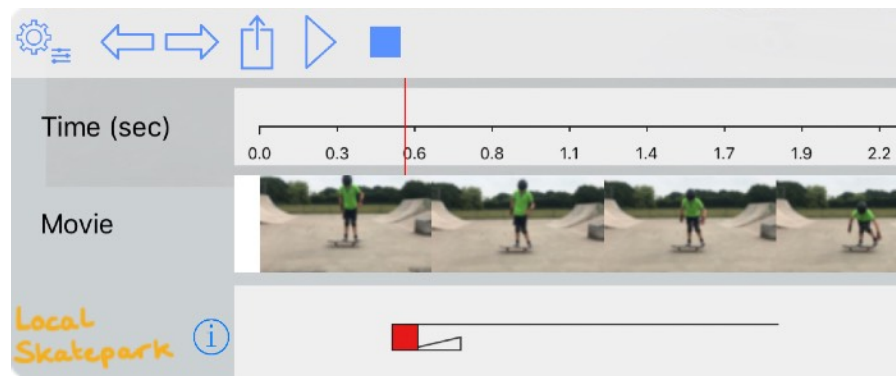
You can long press on a key to reveal its properties.
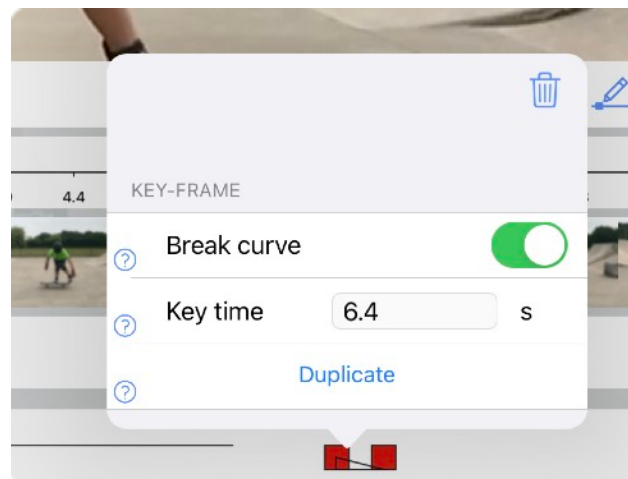
Break curve: This stops smooth Interpolation through this key

Key time: This is the time at which this key occurs.

Duplicate key: This makes a duplicate of this key and positions it slightly after the original key on the time line. You can then drag it to another position in the time line.

Sound Recording

Find the Sound Button on the top toolbar; pressing it will reveal (or hide) the Sound Bar:

This is used to start and stop recording, playback sounds, and to delete sounds which are no longer required.

Press the Microphone Button to start recording. It will change to show the stop recording picture, and a level indicator will be displayed next to the Sound Button on the top toolbar. Whilst recording, you can hide the Sound Bar by pressing the Sound Button. You can switch apps whilst recording, but pressing the Back Button will stop the recording.


When you have recorded enough, press the 'Stop recording' button. To play the sound back you can press the 'Play' button:

The grey bar on the right hand side of the Sound Bar is the 'time-line' of all the recorded sounds with the positions where one sound recording ends and another begins shown by a red line. The current play position is shown by the white vertical line. You can touch on the grey time-line bar to re-position the current play position. Pressing the 'Pause' button will stop the play back of the sound.

To delete recorded sounds, press the Edit Sounds button:
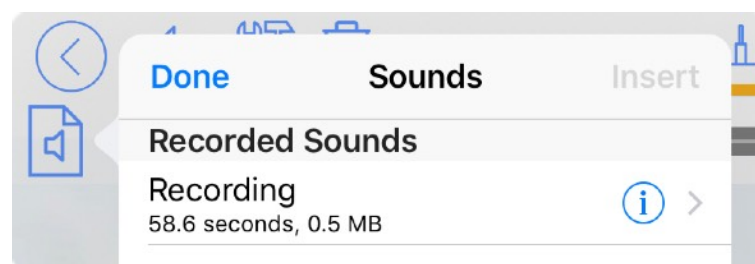
If you swipe from left to right on a sound name in the list, a delete button will be revealed for that sound. If the sound is inserted in the document somewhere you will be warned that it is in use, and that deleting it will also delete all of its inserts too.

If you press a disclosure button, (the blue circle with a white arrow), you will be able to rename the sound.

If you tap on a sound's name then it will be highlighted in blue. You will be able to play the sound with the play button at the bottom of the list. Also a button on the top right of the list will become enabled, titled 'Insert'. If you press this then the sound will be inserted in the centre of the screen.

Zoom Track

If you have enabled the zoom track then you will be able to record camera keys - simply adjust the zoom with the zoom tools (or just pinch on the screen), then press the camera button on the time line bar
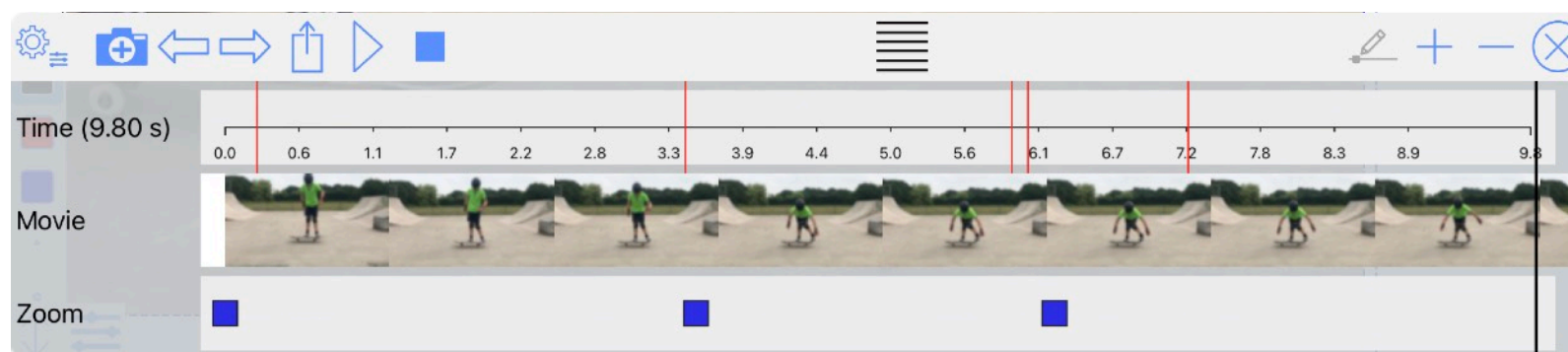
You'll also see the Zoom track with blue camera key markers. You can edit the key properties by long pressing on the one you want to edit.

Sharing

Once you have added your annotations and finished 'marking-up' the movie, you can choose the 'Share' button which will start the export process. There are some settings which you will need to consider before the final render of the exported movie commences. These will be shown in a pop-up view.

Find the Tools Button on the top toolbar, and choose 'Share'.
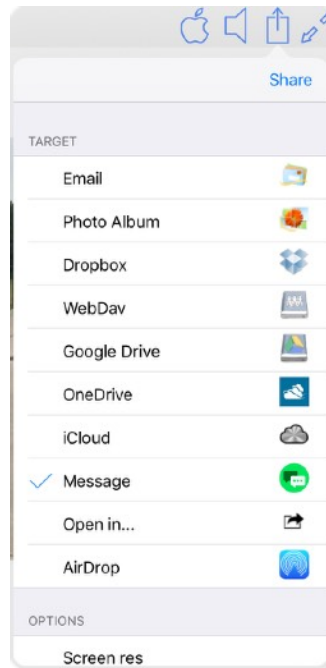
Targets:

Email: Send the media, (in a chosen format), via email.

Photo Album: Send an image or video to a Photo Album

Message: Send the file via the Messages app.

Dropbox: Sends the file in the selected format to your Dropbox account.

WebDav: Sends the file in the selected format to your WebDav server.

GoogleDrive: Sends the file in the selected format to your GoogleDrive account.

OneDrive: Shares to your OneDrive account.

iCloud Drive: Shares to your iCloud Drive.

Open in…: This will present a list of other apps which are capable of opening the shared file.

AirDrop: Send to another iDevice or Mac OS computer.

Export mode:

Movie: The movie will be exported as a movie file

Pdf file: Each annotation track will be exported into a separate page in a pdf file.

Options:

Choose the video resolution:

Screen res: Match the screen resolution (again if you want a portrait sized video make sure you have Inkfinity in portrait mode before Sharing).

Half screen res: 1/2x current screen resolution.

VGA: 640x480 pixels

HD720: 1280x720 pixels

HD1080: 1920x1080 pixels

Custom: Enter your own width and height values for the video resolution. 'As original' button will use the width and height of the original video. And the Half and Double buttons will half and double the resolution shown in the custom width and height text boxes.

MOV/GIF: Choose between a MOV file format (includes sounds) or an animated GIF file.

Frames per second: Choose how many frames (images) per second you want in the exported movie.

Stitch where possible: Choose this if you have annotation tracks which are lightly dispersed over a video so that only the annotate sections need to be rendered out to the exported video file whilst the sections which are not annotated can be 'stitched' in from the original video file.

Clip edges when mis-matched: If the output video resolution has a different aspect from the original video aspect then you can either clip the edges of the original video or you can show the whole of the original video frame - this will add some padding strips to fill the uncovered output video frame.
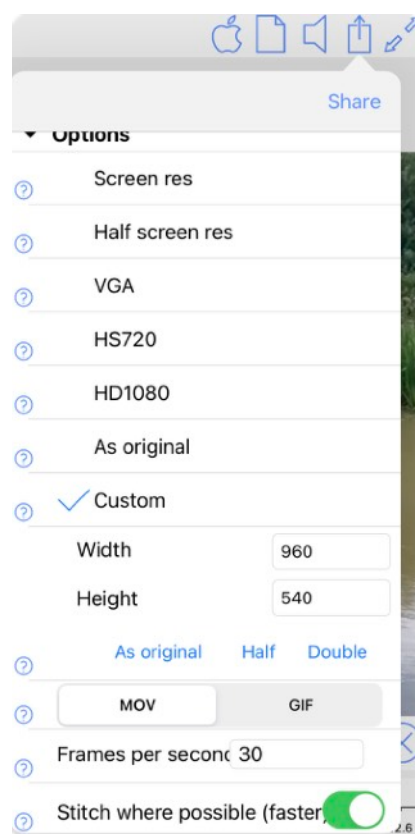

When you have chosen the target and set the output resolution the press the 'Share' button at the top right of the pop-over window.

Embedded movies

Movies inserted as annotations will be exported in the resultant movie file. These movies will be 'played' in the output movie when the annotation track begins; they will stop playing and be hidden when the annotation track 'transitions-out'. GIF files will loop until the annotation track transitions-out.

Electronic Stylus Support

We currently support several different types of electronic pressure sensitive stylus brands. You configure these styluses from the global app settings:
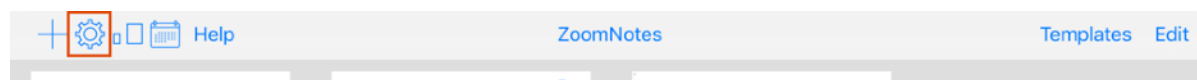
Pressure effects

The pen pressure is translated into different effects for the different pen types:

Draft: Increased pressure produces a thicker ink.

Felt tip: Increased pressure produces a thicker ink.
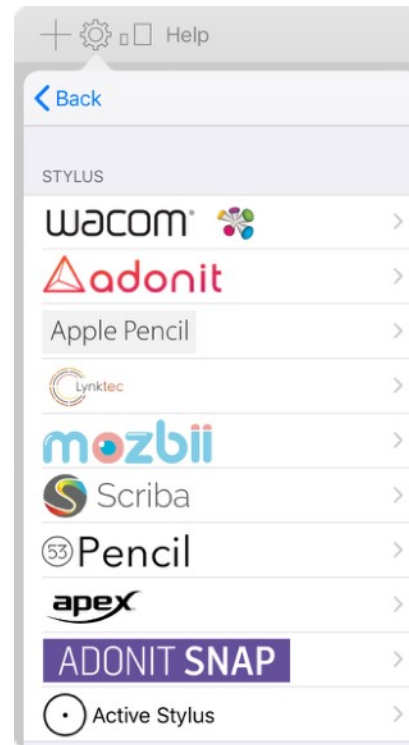
Highlighter: No effect.

Gel: No effect.

Nib: No effect.

Pencil: Increased pressure produces a stronger ink effect.

Watercolour: Increased pressure produces a thicker ink.

Setup

Choose Stylus in the main app setting:

Then tap on the stylus you want to use.

Apple Pencil

Currently this will only function with the iPad pro and the latest iPad 2018.

Simply enable the pen after tapping 'Apple Pencil' in the list of pens.

Now when you open a document you will see an apple logo button on the top toolbar. You can tap on this to directly access the Apple Pencil settings.

Active – whether or not you want to use the pencil features. It is sometimes useful to turn the pencil off so you can use your fingers too.

Capture pen pressure – whether or not you want the inks to be affected by the pen pressure.

Pressure strength – The degree to which the pen pressure affects the ink.

Single Finger: Turn this option on if you want your finger to be assigned a function. With this turned on your finger will perform:

- Pan – move the screen position horizontally or vertically.

- Rubout – operate the eraser tool.

- Select – operate the freehand select tool.

Wacom Intuos & Bamboo Fineline

Make sure the stylus is turned on and then press the on switch at the top. When MovieMarkup finds the stylus it will show the name of the stylus beneath the on switch. Tap on the name of the stylus to finish connecting the pen.

Once connected the Status section shows some of the stylus's properties and allow you to change them.

Battery – Percentage power left in the battery.

Wacom palm protection – Use the pen's built in palm protection (as opposed to MovieMarkup's palm protection).

Button 1 – lights up when button 1 is pressed. The row beneath this is the function to execute when this button is pressed

No effect: Pressing the button has no effect.

Undo: Pressing the button undoes the last action.

Show/Hide sidebar: Pressing the button either shows or hides the side settings panel.
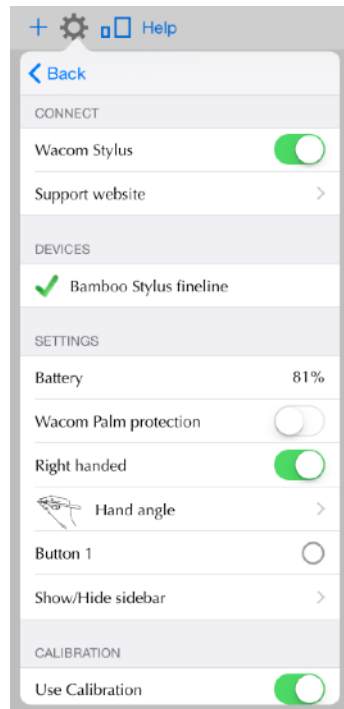
Next Bookmark: Pressing the button move to the next bookmark.

Previous Bookmark: Pressing the button move to the previous bookmark.

Toggle Zoom Tool: Switch between zoom tool and pen tool

Undo zoom: Rewind to the previous view.

Similar functions can be set for button 2.

If the Wacom pen is enabled then whilst editing a document a 'Wacom' button will be added to the top toolbar. If a pen is connected then the button will be enabled. If you tap on the button then you can quickly change some of the pens settings.

Adonit Jot Touch and Script

Make sure the stylus is turned on and then press the on switch at the top. You may need to touch the screen with the tip of the stylus to complete the connection; this can be necessary when there are more than one Adonit pens in range – the touch on the screen tells MovieMarkup which one you want to use.

A message is shown at the top of the screen when a pen is connected.

Once connected the Status section shows some of the stylus's properties and allow you to change them.

Status – whether connected or not

Battery – how much battery power is remaining

Fine tip mode: The touch position will be exactly centred on the stylus tip.

Palm protection: When turned on the only touches to the screen, (when handwriting), which will be recognised as from the Jot Touch.

Right handed: Used to tell the stylus which hand you write with.

Hand angle: Used by the stylus to work out which screen touches are you palm during palm protection.

For pens with configurable button a section will be shown to allow their configuration-

Button 1– lights up when button is pressed. The row beneath this is the function to execute when the button is pressed

No effect: Pressing the button has no effect.

Undo: Pressing the button undoes the last action.

Show/Hide sidebar: Pressing the button either shows or hides the side settings panel.

Next Bookmark: Pressing the button move to the next bookmark.

Previous Bookmark: Pressing the button move to the previous bookmark.

Toggle Zoom Tool: Switch between zoom tool and pen tool

Undo zoom: Rewind to the previous view.

Button 2 – lights up when button 2 is pressed. The row beneath this is the function to execute when this button is pressed:

No effect: Pressing the button has no effect.

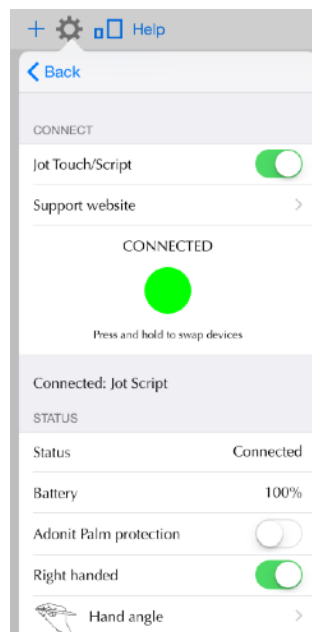**Undo**: Pressing the button undoes the last action.

Show/Hide sidebar: Pressing the button either shows or hides the side settings panel.

Next Bookmark: Pressing the button move to the next bookmark.

Previous Bookmark: Pressing the button move to the previous bookmark.

Toggle Zoom Tool: Switch between zoom tool and pen tool

Undo zoom: Rewind to the previous view.

If the Adonit pen is enabled then whilst editing a document a 'Adonit' button will be added to the top toolbar. If a pen is connected then the button will be enabled. If you tap on the button then you can quickly change some of the pens settings.

Jot Script Calibration

For the Jot Script, the next section will show the calibration controls.

Calibration allows you to accurately calibrate your Jot Script to your device. Whilst Adonit are improving their Pixel-point technology it was clear that a simple calibration would be beneficial.

Use calibration- Switch calibration mode on and off here

Calibrate- Press this to start the calibration process. You will be asked to touch the tip of the stylus to the centres of 4 circles at the top, bottom, left and right of the screen. When the tip has been recorded at a centre the centre will be marked with a green spot. When you have successfully calibrated the 4 points you will be asked to rotate the device and do the same again.

It is important that when touching the tip to the calibration points that you hold the stylus as you do when you are writing, and that you have set the hand-angle, and Right-handed settings prior to calibration.

After the calibration process, the ink will be more accurately aligned to the tip of the stylus.

Pencil by 53
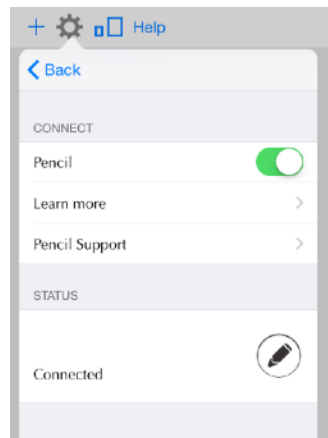
If the Pencil by 53 is enabled then whilst editing a document a '53' button will be added to the top toolbar. If a pen is connected then the button will be enabled. If you tap on the button then you can quickly change some of the pens settings.

Active Stylus (and other non- Bluetooth pens)

There are several 'active styluses' becoming available, which have electronic fine tips, but do not connect to the iPad via Bluetooth, you just turn them on and start writing. For some users, who tend to write with a pen held not perpendicular to the screen then the ink can appear to come from some point slightly away from the tip of the stylus.

You can counteract this effect with the Active stylus calibration.