Plugin **Proper Animation** - for SketchUp 6/7 Free/Pro

Make SketchUp models live by adding object movements and animation to demonstrate real life states, from closed and opened doors \ windows, to a progress of a construction site or an assembly procedure... etc

This plugin tries to be intuitive and simple to use, to get you results quickly.

This plugin was developed in the days of Sketchup version 6 and can animate objects using the FREE version of Sketchup. its not restricted to the new Sketchup 7 "dynamic components" that can have "behaviors" of movement animation and can be designed only using the PRO version of Sketchup 7.

Installation

1)   Unzip the downloaded archive file into a temporary folder.

2)   copy file "**proper_animation.rbs**" into your "**Plugins**" folder under your SketchUp install folder
        Default install folder location is - "C:\Program Files\Google\Google SketchUp 7\Plugins"

3)   **Restart** SketchUp and note a new right_mouse_click context menu item named "Proper Animation",
        note new main menu item under "plugins" named "Proper Animation"

To begin animating
1) **select** desired group(s) and/or component(s) for animation
2) Set **first** position by - Right_mouse_click -> **Proper Animation** -> Set Position **1**
3) Move the **selected** object(s) to a new location using Sketchup's "**move**" tool
4) **Set** an additional position by - Right_mouse_click -> **Proper Animation** -> Set Position **X**
   *note - in picture below "Transformations" instead of "Proper Animation"*
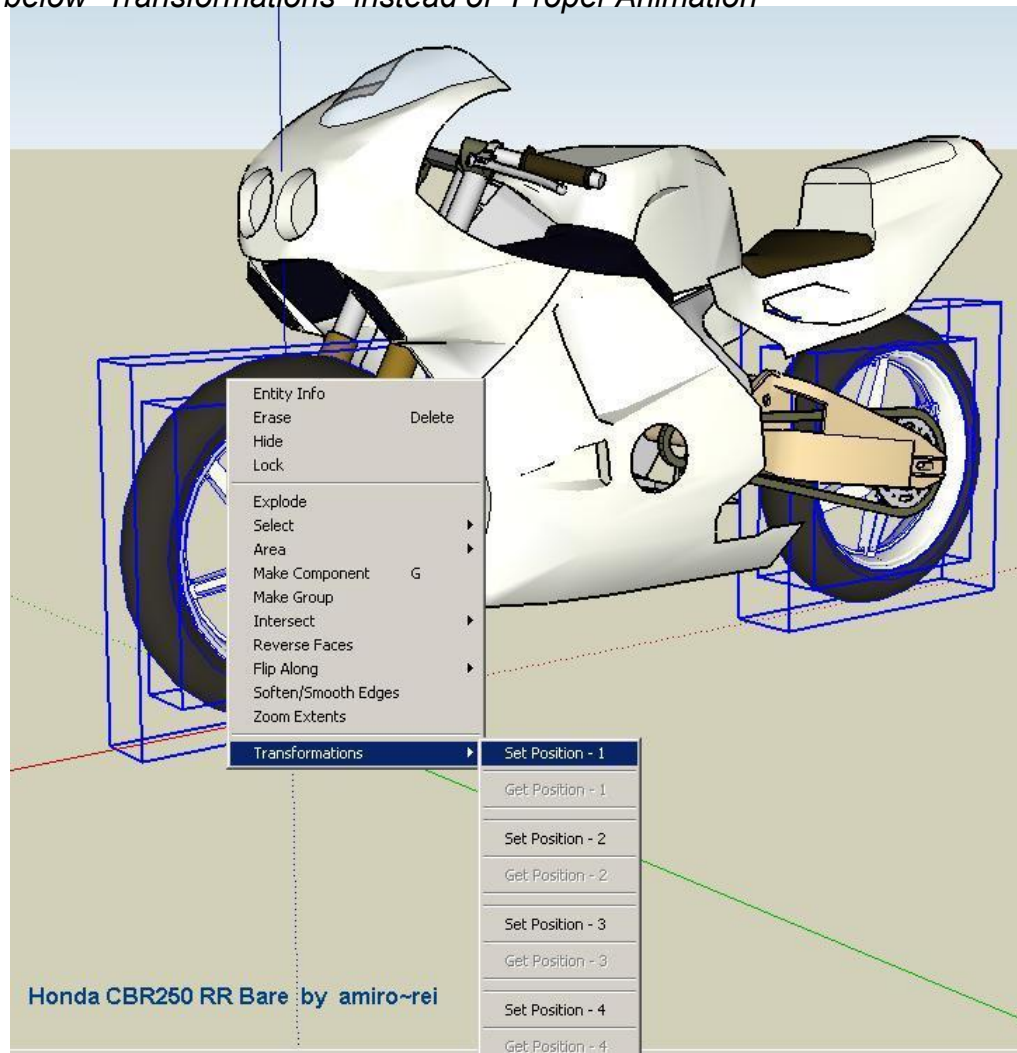
To manually preview animation position settings
1) **select** desired group(s) and/or component(s)
2) right_mouse_click -> Proper Animation -> **Get** Position X
3) If Get Position X - is grayed out (unavailable) - it means that not **all** currently selected objects have Position X set
4) Modify your objects **selection**, or select single objects to test

Honda CBR250 RR Bare by amiro~rei
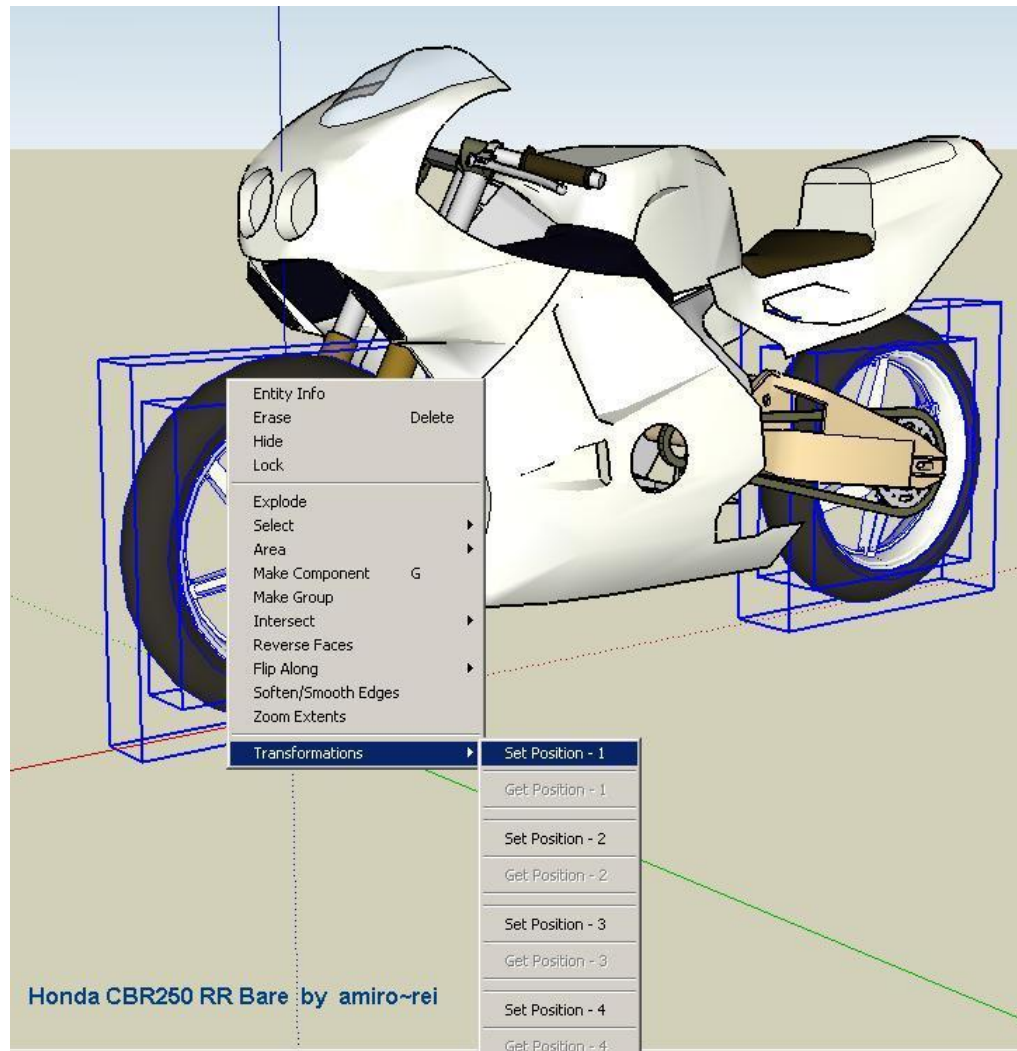
To **link** objects animation to trigger with "**scenes**" selection changes
1) **Add** scenes to your model
2) Menu -> Plugins -> Proper Animation -> **Start Scenes observer**
3) select the **first** scene tab to move objects to saved Position **1** ,
   select the **second** scene tab to move objects to saved Position **2** , etc
4) Menu -> Plugins -> Proper Animation -> Stop Scenes observer
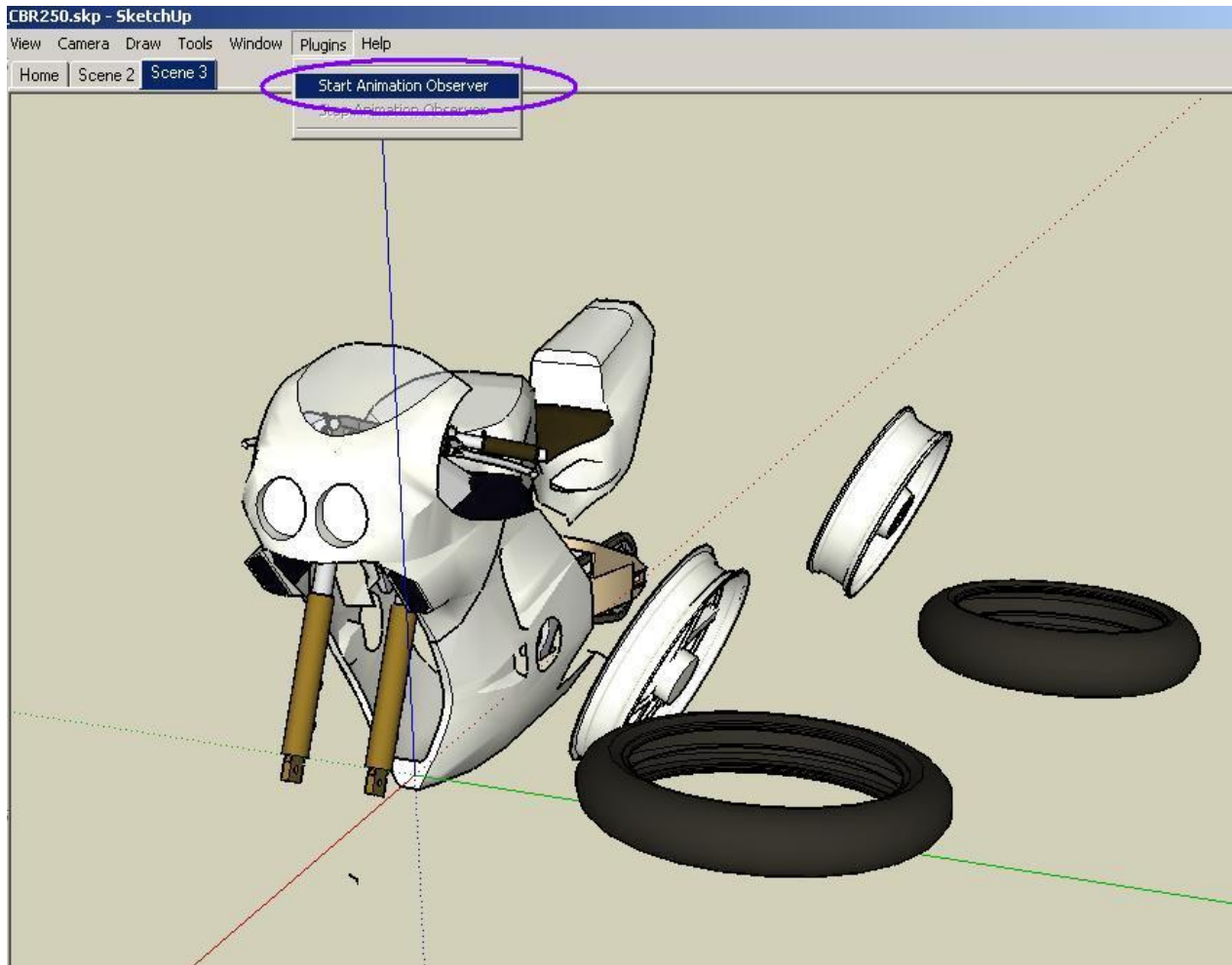
To **Unlink** objects animation with "**scene**" changes, in order to "set" new adjusted positions
1) Menu -> Plugins -> Proper Animation -> **Stop Scenes observer**
2) Stop and Start again Animation Observer to reflect **new** set positions
   if you have set new positions while the "Scenes observer" was still started
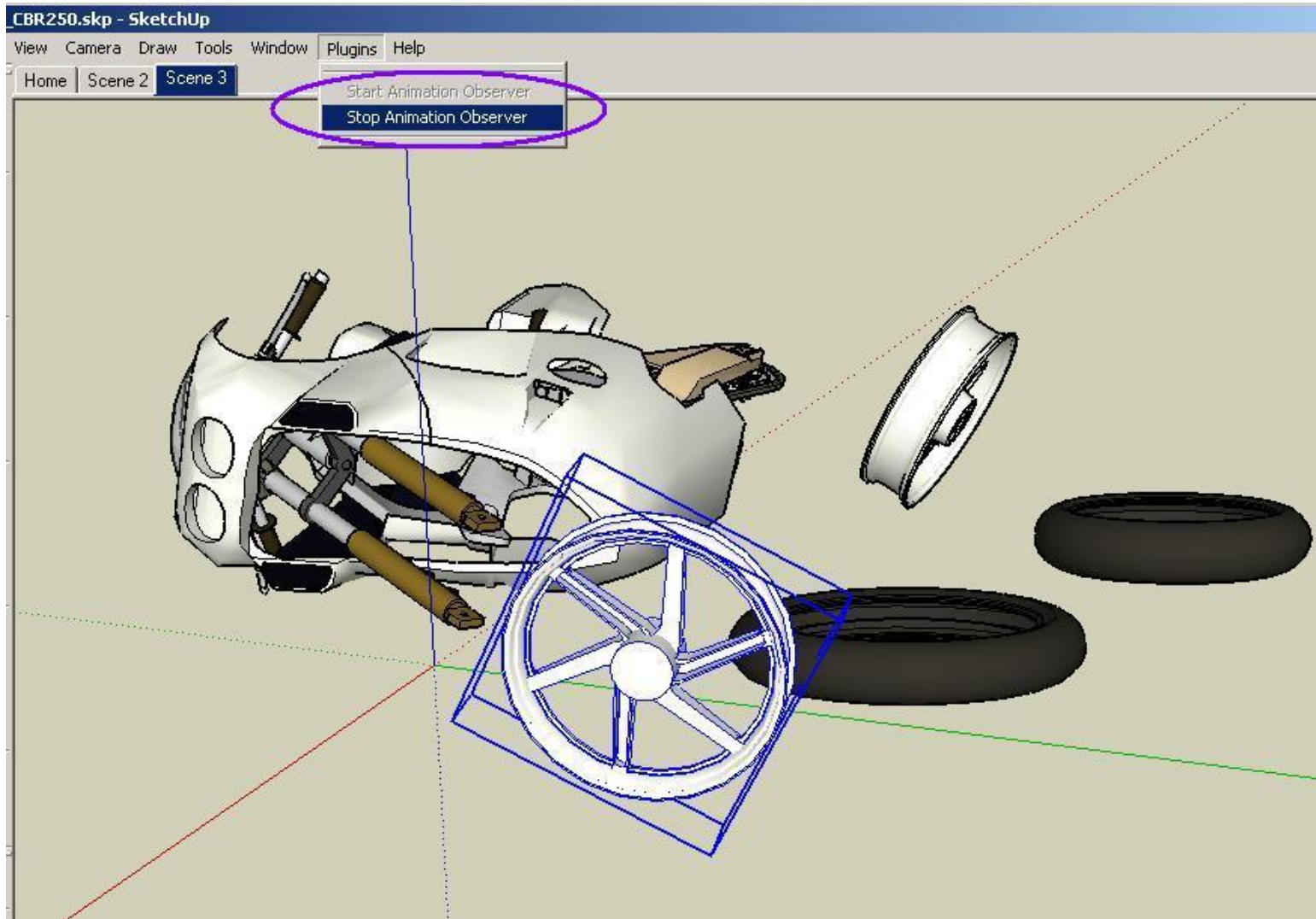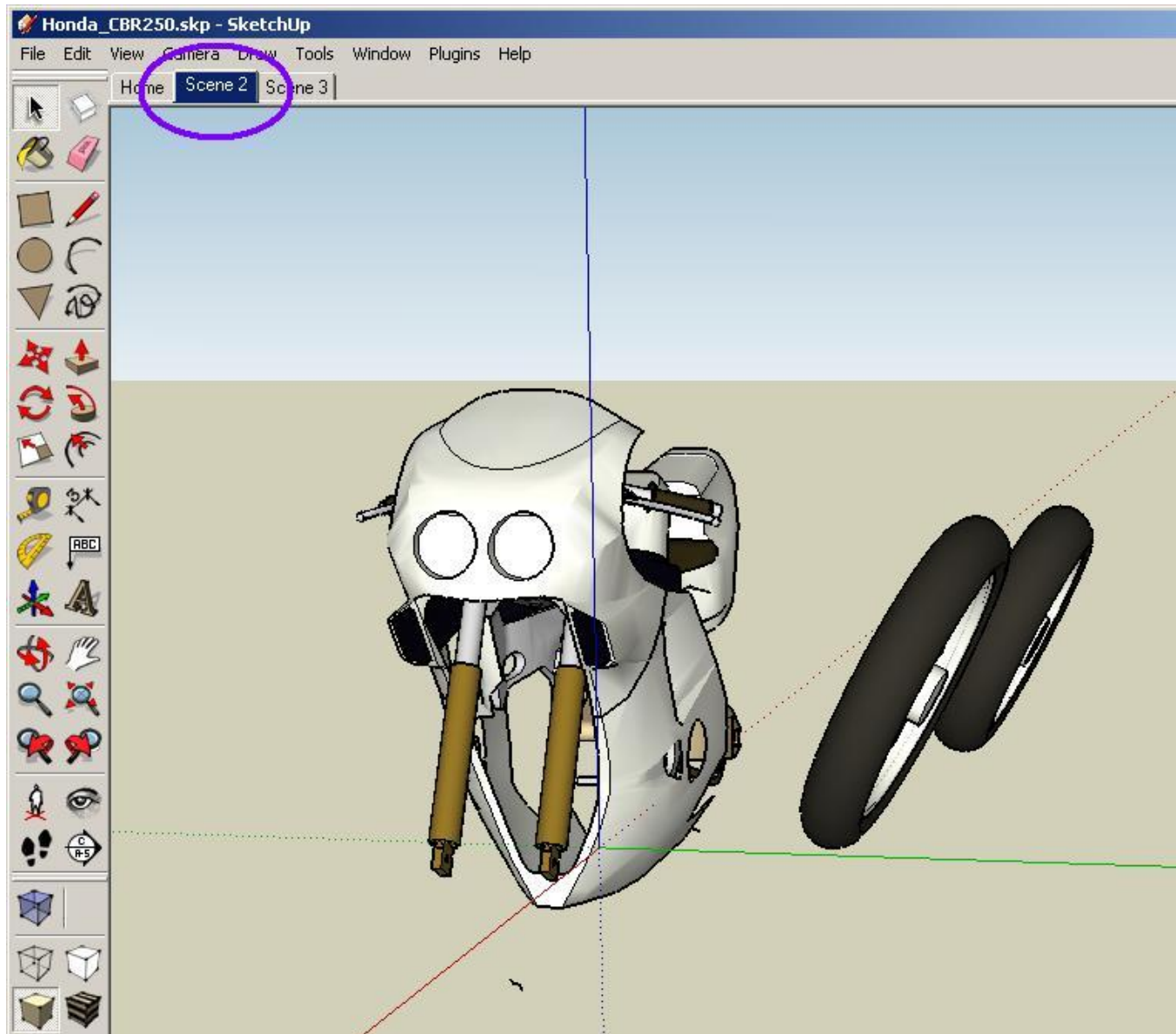
Test Proper Animation with "**scenes**" selection, after you are done Setting positions
1) Menu -> Plugins -> Proper Animation -> **Start Scenes observer**
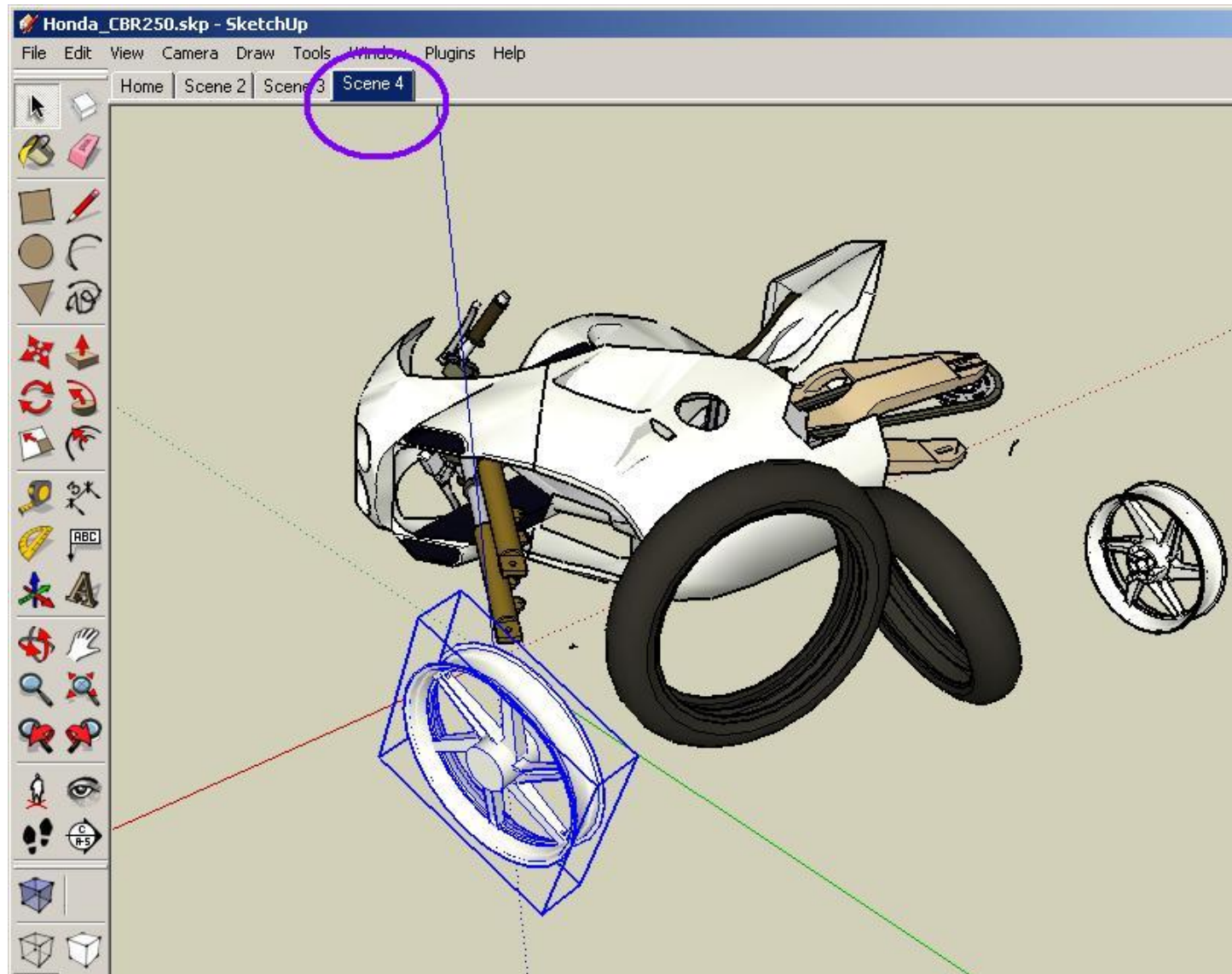2) Select desired scene
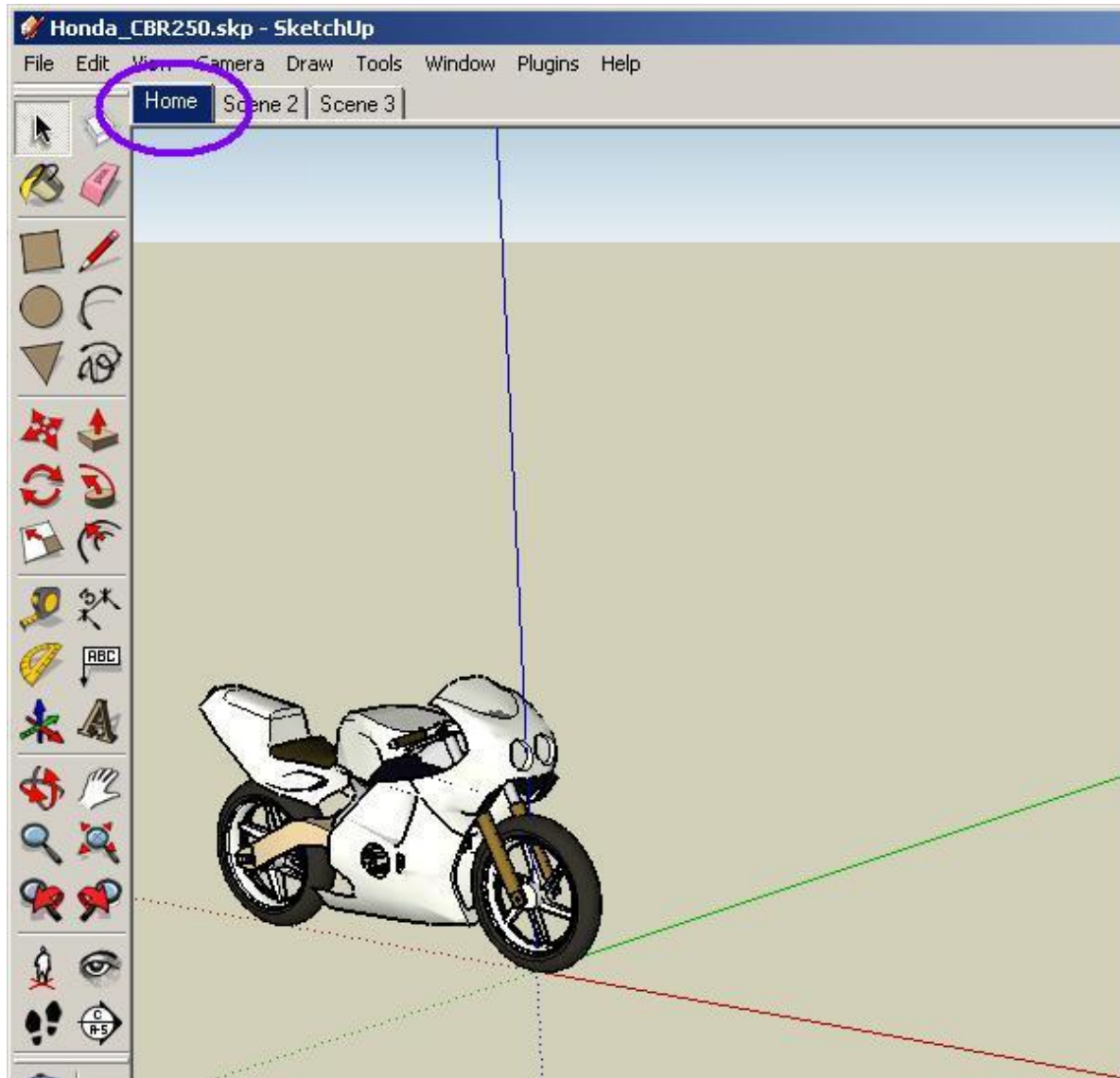
Test Proper Animation with "**scenes**" selection, after you are done Setting positions
1) Select another scene

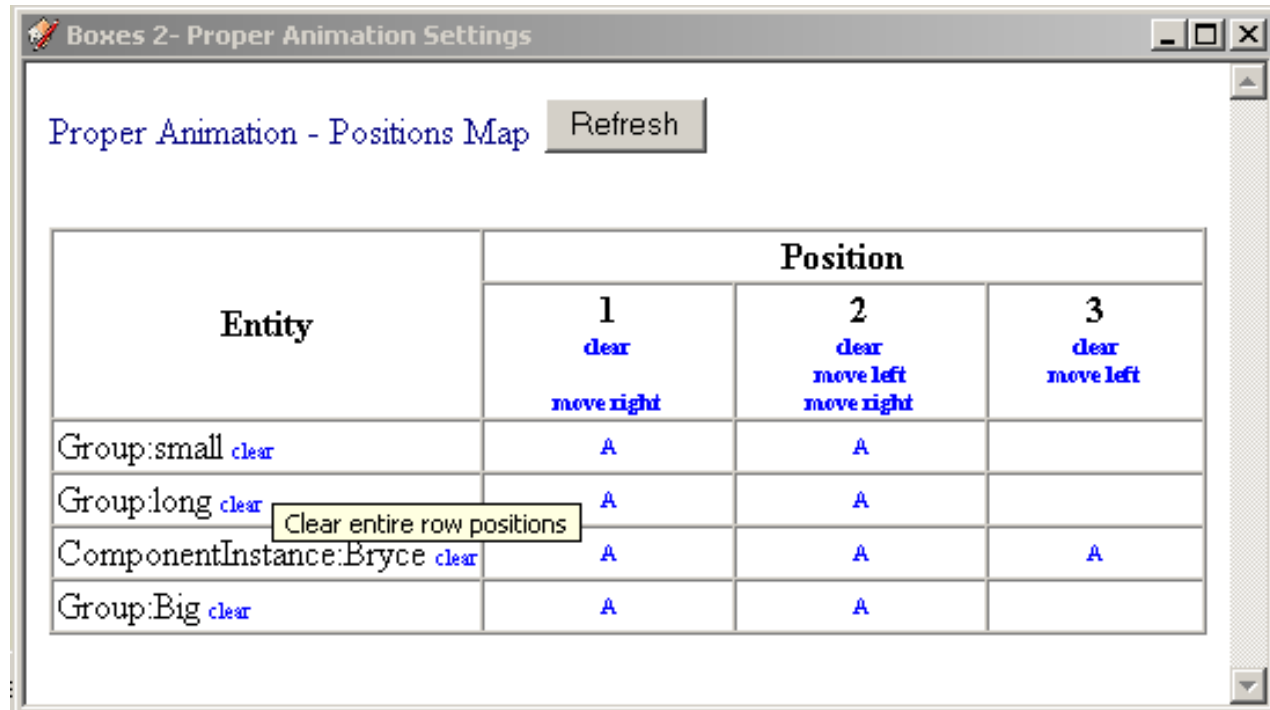Test Proper Animation with "**scenes**" selection, after you are done Setting positions
1) Select another scene
2) yet another scene

To **Clear, Move, Review** position settings use the Proper Animation "Attributes map"
1) Menu -> Plugins -> Proper Animation -> **Show Animation Attributes Map**
2) Click on desired links, and Confirm or Cancel

Boxes 2- Proper Animation Settings

Proper Animation - Positions Map   Refresh

Entity	Position		
	1 clear move right	2 clear move left move right	3 clear move left
Group:small clear	A	A	
Group:long clear	A	A	
ComponentInstance:Bryce clear	A	A	A
Group:Big clear	A	A	

Clear entire row positions

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Known Issues

1) Menu --> file --> export --> animation - the 'standard' export does not include object animations
   you should use third party rendering solutions that do support exporting rendered animated objects from Sketchup
   SU2KT, Twilight Render , probably more if not all ?

2) Strange "rotation" axis while animating, due to where the Component Axes is set
   Every component created in SketchUp has its own set of 3D axes associated.
   You can change a component's axes using the right-click 'Change Axes' menu.
    to animate a rotating wheel, create a wheel component and place the axes in the center of the wheel

   make sure your groups are closed, try exploding and closing
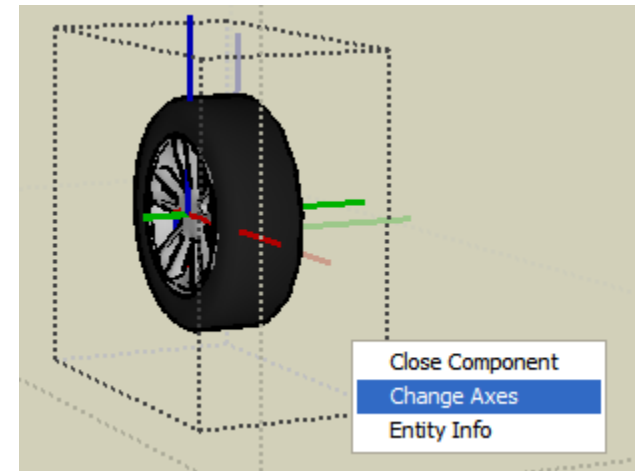
3) Turning "on" Sketchups shadows might also help

4) For more relevant information follow the Sketchuation forum
   http://forums.sketchucation.com/viewtopic.php?f=323&t=10946&st=0&sk=t&sd=a&start=120#p202306