

Procreate Animation Reference Sheet

Build a short loop. Study the motion. Change one thing at a time.

For regular Procreate on iPad with Animation Assist - not Procreate Dreams.

1 Start the timeline



Open Actions > Canvas and turn on Animation Assist. Keep the first test simple: one subject and a short loop.

2 Organize your frames



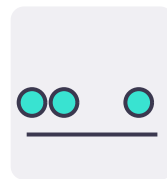
Each layer or layer group becomes a frame. Use a Background frame for artwork that should stay visible.

3 Find the key poses



Draw the moments where direction or shape changes most. Add in-betweens only after the main action reads clearly.

4 Control the spacing



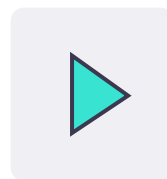
At a steady frame rate, close positions read slower; larger gaps read faster. Compare the gaps, not just the poses.

5 Refine the timing

12
FPS

Use onion skins to compare nearby drawings. Try 12 fps as a starting point; adjust FPS or add holds where a pose needs time.

6 Preview, then export



Use Play to check the loop. Export via Actions > Share > Animated MP4 or GIF. Check export FPS and replay the saved file.

START WITH A SIMPLE BOUNCE ANIMATION



This Iceberg animation is a fun spin I made on the traditional bouncing-ball exercise. Yours doesn't need ripples or any other extra effects. Start with something simple, like a ball or a square moving and bouncing, to get a feel for spacing and timing.

Once you get the hang of it, you can add your own twist.

KEEP LEARNING PROCREATE

Tap a guide to continue learning

FRAME-BY-FRAME GUIDE

ANIMATION GUIDE

ANIMATE WATER

GESTURE GUIDE