

Animation

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Animate Order

Create animated SVG preview file and show it in browser. Helps to quickly evaluate line order for cutting processes. Only applies for the complete Inkscape document.

Tips

- Do **not** use "-inkscape-stroke:hairline" attribute for your paths. It will not render. Your page might be blank!
- If multiple paths are animated simultaneously, break apart paths into sub paths. **Each sub path will start a new animation in parallel.**
- **start your browser indepently from Inkscape before running this extension.** Each call we open a new browser tab then. If your browser is closed initially, the Inkscape extension will call a new process window, but Inkscape is blocked until browser is closed again.

Config / Troubleshooting

Browser in path

Select your desired browser (must be installed and must exist in %PATH% variable). If this is not the case, configure it:

Windows (Systemsteuerung\Alle Systemsteuerungselemente\System → Umgebungsvariablen)

Firefox adjustments

If SVG does not animate, check if file access is enabled

Visit **about:config** → set "**privacy.file_unique_origin**" to "**false**"

Still no animation?

- break apart paths to sub paths

- Raise duration time to larger value

More Info

- <https://github.com/maxwellito/vivus>
- <https://github.com/maxwellito/vivus-instant>
- <http://maxwellito.github.io/vivus>
- <https://maxwellito.github.io/vivus-instant>

See also [Line Animator](#)

```
C:\Program Files\Mozilla Firefox\
```

Convert animated SVG to Videos/GIFs

There are a lot of tools on the net but most do not work properly. Best is to use a screen capturing tool like <https://wiki.ubuntuusers.de/Kazam> to capture. This video can be converted to animated gif afterwards.

Install Kazam on Fedora:

```
sudo dnf install keybinder
sudo dnf install python3-xlib
wget https://raw.githubusercontent.com/rpmsphere/noarch/master/k/kazam-1.5.3-1.1.noarch.rpm
sudo rpm -Uvh kazam-1.5.3-1.1.noarch.rpm
```

Install Kazam on Ubuntu:

```
sudo apt install kazam
```

Frame Animation Sequence

Source: https://github.com/yttiktak/inkscape_extension_animate

Create svg path animation from frames: Place each frame of the animation in a layer named 'frame'. Each of these layers should have the same number of paths, and each path should have the same number of points as the corresponding path in other layers. The animation is applied to the paths in the first layer in the sequence, so the properties of that layer are used. Animations with different numbers of frames can be put into different sequences, named 'sequence', using sub-groups:

Layers structure example

```
not_animated_layer1
sequence
  frame
    path1a
    path2a
  frame
    path1b
    path2b
  frame
    path1c
    path2c
  frame
    path1d
    path2d
sequence
  frame
  frame
  frame
```

Use layer named exactly 'frame' and groups named exactly 'sequence', not, eg, frame1 frame2 frame3 !

SVG Example

The svg:animate elements were created using this extension

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!-- Created with Inkscape (http://www.inkscape.org/) -->

<svg
  sodipodi:docname="test.svg"
  inkscape:version="1.1 (c68e22c387, 2021-05-23)"
  id="svg5"
  version="1.1"
  viewBox="0 0 196.29599 203.26439"
  height="203.26439mm"
  width="196.29599mm"
  xmlns:inkscape="http://www.inkscape.org/namespaces/inkscape"
  xmlns:sodipodi="http://sodipodi.sourceforge.net/DTD/sodipodi-0.dtd"
  xmlns="http://www.w3.org/2000/svg"
  xmlns:svg="http://www.w3.org/2000/svg">
  <sodipodi:namedview
    id="namedview7"
    pagecolor="#ffffff"
    bordercolor="#666666"
    borderopacity="1.0"
    inkscape:pageshadow="2"
    inkscape:pageopacity="0.0"
    inkscape:pagecheckerboard="0"
    inkscape:document-units="mm"
    showgrid="false"
    inkscape:zoom="0.63250561"
    inkscape:cx="222.92292"
    inkscape:cy="560.46934"
    inkscape:window-width="1920"
    inkscape:window-height="1011"
    inkscape:window-x="0"
    inkscape:window-y="0"
    inkscape:window-maximized="1"
    inkscape:current-layer="3" />
  <defs
    id="defs2" />
  <g
    inkscape:label="sequence"
```

```
inkscape:groupmode="layer"
id="sequence"
transform="translate(-13.540733,-0.43540987)">
<g
  inkscape:groupmode="layer"
  id="1"
  inkscape:label="frame">
  <path
    style="fill:none;stroke:#000000;stroke-width:0.264583px;stroke-linecap:butt;stroke-
linejoin:miter;stroke-opacity:1"
    d="m 53.238722,112.56222 c -0.427144,2.82588 -39.597237,48.85805 -39.597237,48.85805"
    id="path1a">
    <animate
      attributeName="d"
      attributeType="XML"
      begin="0"
      dur="9.1"
      repeatCount="indefinite"
      values="m 53.238722,112.56222 c -0.427144,2.82588 -39.597237,48.85805 -
39.597237,48.85805;
M 90.991176,37.047614 C 90.564032,39.873491 51.393939,85.905662 51.393939,85.905662" />
    </path>
    <path
      style="fill:none;stroke:#000000;stroke-width:0.264583px;stroke-linecap:butt;stroke-
linejoin:miter;stroke-opacity:1"
      d="m 58.62681,152.54616 24.761296,51.09595"
      id="path2a">
      <animate
        attributeName="d"
        attributeType="XML"
        begin="0"
        dur="9.1"
        repeatCount="indefinite"
        values="m 58.62681,152.54616 24.761296,51.09595;
M 96.379264,77.031553 121.14056,128.1275" />
      </path>
    </g>
  <g
    inkscape:groupmode="layer"
    id="2"
```

```

    inkscape:label="frame">
  <path
    style="fill:none;stroke:#000000;stroke-width:0.264583px;stroke-linecap:butt;stroke-
linejoin:miter;stroke-opacity:1"
    d="M 90.991176,37.047614 C 90.564032,39.873491 51.393939,85.905662
51.393939,85.905662"
    id="path1b" />
  <path
    style="fill:none;stroke:#000000;stroke-width:0.264583px;stroke-linecap:butt;stroke-
linejoin:miter;stroke-opacity:1"
    d="M 96.379264,77.031553 121.14056,128.1275"
    id="path2b" />
<g
  id="3"
  inkscape:groupmode="layer"
  inkscape:label="frame">
  <path
    style="fill:none;stroke:#000000;stroke-width:0.264583px;stroke-linecap:butt;stroke-
linejoin:miter;stroke-opacity:1"
    d="M 179.5683,0.455182 C 179.14115,3.281059 139.97106,49.31323 139.97106,49.31323"
    id="path1c" />
  <path
    style="fill:none;stroke:#000000;stroke-width:0.264583px;stroke-linecap:butt;stroke-
linejoin:miter;stroke-opacity:1"
    d="m 184.95639,40.439121 24.76129,51.095947"
    id="path2c" />
</g>
</g>
</g>
</svg>

```

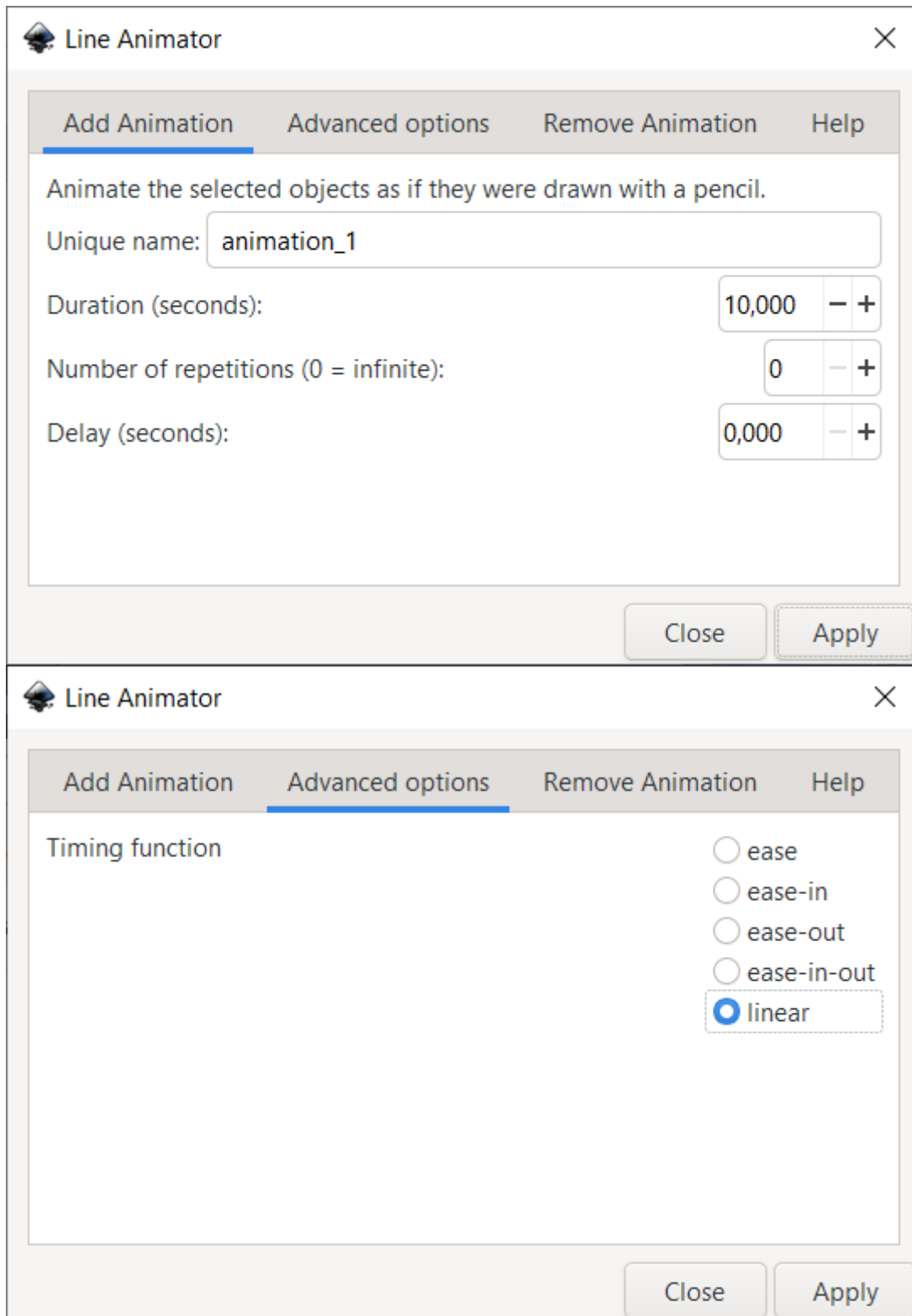
Visual Output:

<https://videos.stadtfabrikanten.org/videos/embed/wFrd9Hi1wDeW4GRDTXg2WC>

Line Animator

Inkscape extension for animating paths, so it looks as if they were being drawn by hand, using CSS3 animations.

Source: https://gitlab.com/Moini/ink_line_animator



Line Animator [Close]

Add Animation | **Advanced options** | **Remove Animation** | **Help**

Animate the selected objects as if they were drawn with a pencil.

Unique name:

Duration (seconds): - +

Number of repetitions (0 = infinite): - +

Delay (seconds): - +

Line Animator [Close]

Add Animation | **Advanced options** | **Remove Animation** | **Help**

Timing function

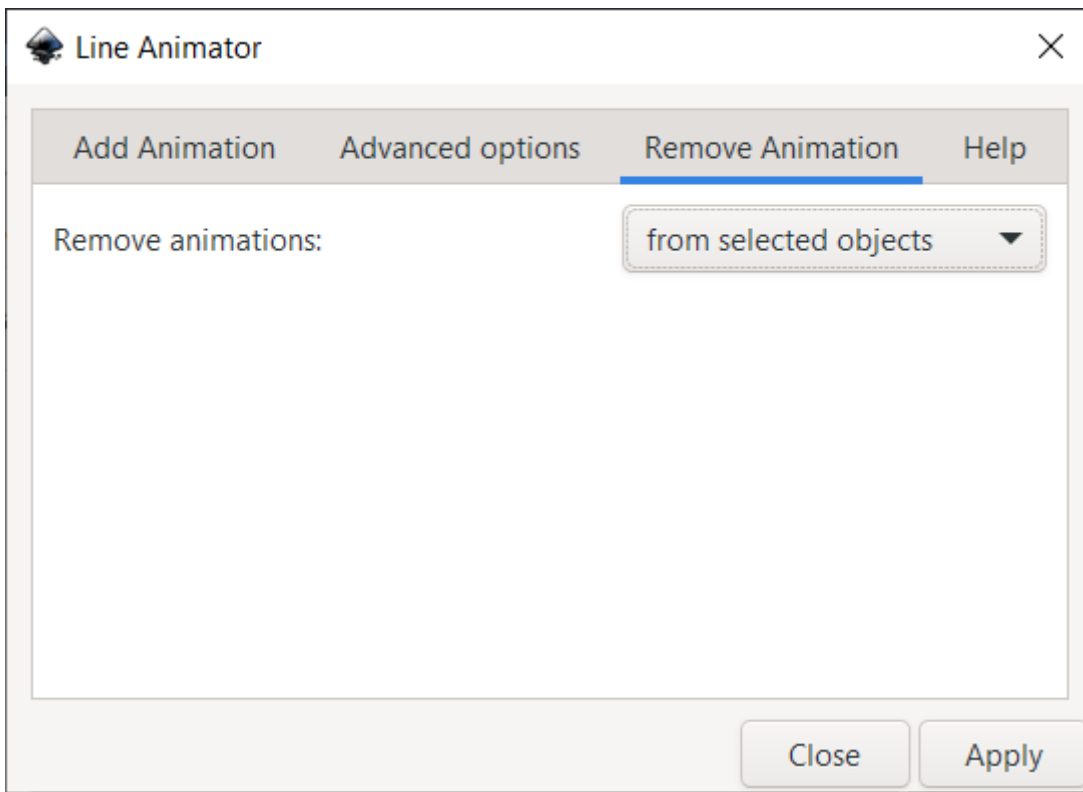
☐ ease

☐ ease-in

☐ ease-out

☐ ease-in-out

☒ linear



Example

<https://videos.stadtfabrikanten.org/videos/embed/iw1y84UtASaWkwjZG6p3cM>

See also [Animate Order](#)