



# WPGraphicator WordPress plugin documentation

Updated on 21.02.2022.

Version: 1.5.0

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# Introduction

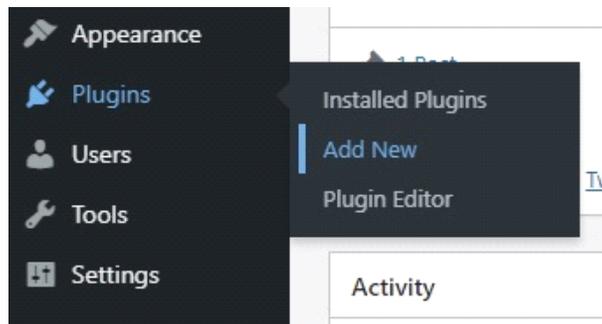
WPGraphicator is an intuitive and easy-to-use tool which allows you to create stunning SVG animations for your WordPress website.

Adding motion graphics to a website is a great idea if we want to get attention of our customers or visitors. SVG is one of the best solution to this, because this is an XML-based file format just like HTML, so you can embed this to websites as well as it can be animated well. But creating and animating SVG and then embedding it in a website is not always easy, you need to write a lot of code and spend a lot of time to build complex animation keyframes. WPGraphicator comes with an alternative solution that lets you make SVG animations from WordPress admin dashboard in minutes, and allows them to be easily managed, and published on your website.

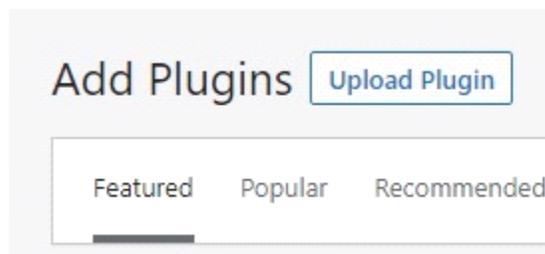
This plugin provides you a beautiful and advanced HTML5 canvas based editing interface with which you can implement any ideas, whether you want to design an animated logo or create eye-catching advertising banners.

# Installation

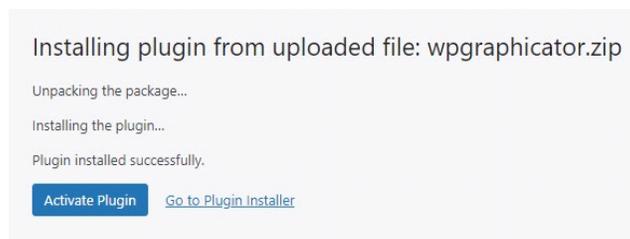
1. Navigate to the 'Plugins' item on the left sidebar, and select the 'Add New' option.



2. Click on the "Upload Plugin" button at the top of the page, next to the "Add Plugins" title. Look for the "wpgraphicator.zip" from your computer, and then click on the "Install Now" button.



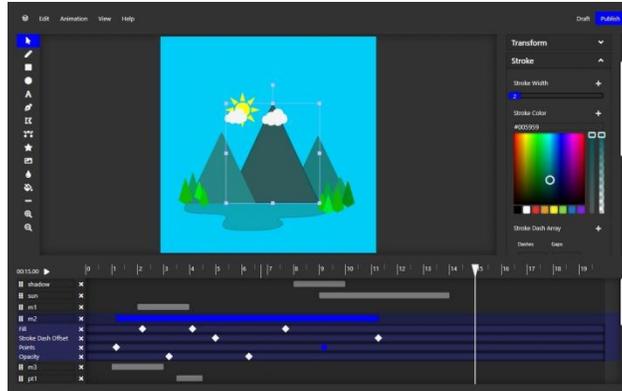
3. After the .zip file has uploaded successfully you will be redirected to a new page. You can see something like this:



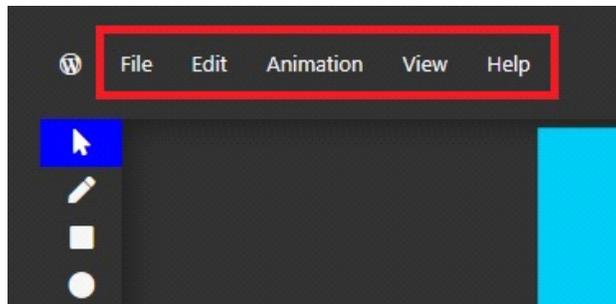
4. Finally click on the "Activate Plugin" button.

# Editor

In this chapter you can learn about the editor interface which you can find in your WordPress admin dashboard. Just navigate to the 'WPGraphicator' at the left side, and choose 'Add New'.



## Menu Bar



## File

**New** - Create a new empty project.

**Save as** - Create a copy of the project, and save it.

**Export as JSON** - Create a JSON file of this project, and save to your computer. You can use this file to move project to another WordPress website.

**Export SVG** – Create animated SVG file, and save to your computer. If you click this item, you will see a modal. Here you can configure the SVG file.

- **Animation Type** – You can choose how to animate SVG. Using [CSS](#), or [SMIL](#).
- **Repeat** – Select the number of iterations of animation.
- **Preserve Aspect Ratio** - Set preserveAspectRatio for the svg. The preserveAspectRatio attribute indicates how an element with a viewBox providing a given aspect ratio must fit into a viewport with a different aspect ratio. Learn more about [preserveAspectRatio](#).
- **File Name** – Enter a filename. By default file name is the project name.

**Import SVG** - You can import external SVG files to your project.

## **Edit**

**Undo** - If you have made any changes that you don't want to do, you can restore the previous state of your project with this option.

**Delete Selected Shape** - If you have selected a shape on the canvas you can remove that.

**Copy Selected Shape** - Make a copy of a selected shape.

**Paste Shape** - Paste the copied item using this option.

**Group/Ungroup Selected Shapes** – If you select multiple shapes, you can make a group of these, if you select a group you can separate it into single shapes.

**Clear Canvas** - Remove all shapes from the canvas.

## **Animation**

**Delete Selected Keyframe** - If you have selected a keyframe point on the timeline you can remove that with this option.

**Copy Selected Keyframe** - Make a copy of the selected keyframe point. Selected keyframes are highlighted in blue.

**Paste Keyframe** - Paste the copied keyframe point to the time where you moved the playhead.

**Default Easing** - Easing specify how an animation progresses from a keyframe to the next one. By default when you add a new keyframe to the timeline the easing will be 'linear', but if you change the default easing the keyframes you will add later will be set to it.

**Clear Animation** - Here you can remove all transitions from the selected shape.

## **View**

**Grid Size** - Grid helps you positioning objects, or points of paths.

**Snap to Grid** - When you turn it on the shape will snap to the closest intersection of the grid, when you moving that.

**Fit Canvas** - Zoom the canvas to fit to screen.

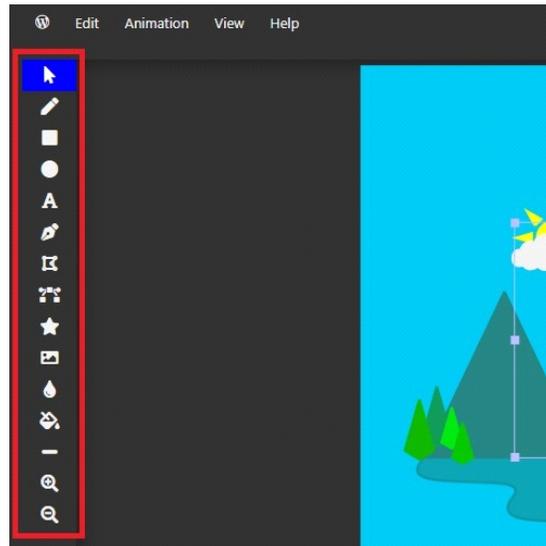
## **Help**

**Keyboard Shortcuts** - You can learn about various keyboard shortcuts that are supported by the editor.

**Shortcode Generator** - Shortcode is one of the methods you can publish your projects on front end. There are some additional shortcode parameters with which you can customize your project.

With shortcode generator you can easily generate shortcode, preview changes, and copy generated shortcode to clipboard. (Learn more about this in 'Publishing Project' chapter.)

## Toolbar



**Select Mode** - In select mode you can select any object by click on that, and move its position, or change its scale, or rotation.

**Free Draw** - This is actually a 'pencil' tool which allows you to draw anything freehand.

**Draw Square** - When you select this mode you can draw rectangles or squares on the canvas.

**Draw Ellipse** - Create an ellipse or a circle with this mode.

**Add Text** - You can add a textbox to your project and then write any text.

**Draw Path** - With this tool you can easily create quadratic bezier curves.

**Draw Polyline** - This tool allows you to draw continuous lines.

**Edit Path** - You can modify position of points of an existing path, or polyline. Note: to enable this tool you must select a path or polyline type object on the canvas.

**Draw Shape** - The editor provides you a lot of pre-drawn shapes to make your work easy. Just select a shape and drag the cursor on the canvas to draw that. Don't forget: if you want to keep the aspect ratio just press the 'Ctrl', or 'CMD' key while drawing the shape.

**Add Image** - You can select image from your WordPress media library and insert it to your project.

**Active Stroke Color** - Here you can set the default color of outline of the shapes you are drawing, or the color of pencil.

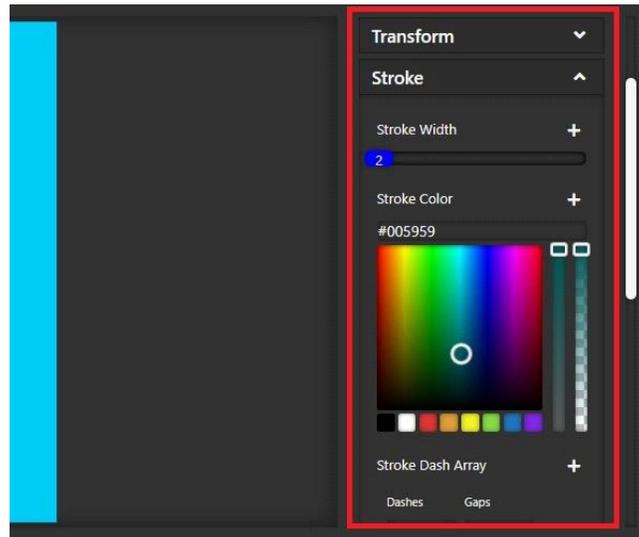
**Active Fill Color** - Here you can set the color in which the shapes are painted.

**Active Stroke Width** - Here you can set the width of the outline of the shape you are drawing.

**Zoom In** - When you choose this tool you can zoom to a point of the canvas where you click.

**Zoom Out** - With this tool you can zoom out the canvas.

## Settings Panel



### Project

In this section you can add name of your project, set width and height of canvas (actually this will be the svg [viewBox](#) attribute with value: "0 0 {width} {height}"), you can define the maximum duration, and set background color.

### Information

**Number of Layers** - Here you can see how many items are currently on the canvas.

**Total Duration** - The current duration of the entire animation.

**Pointer Position** - This shows you where the cursor is right now.

**Pointer Local Position** - The local position is the current position of the cursor relative to the selected shape.

**Stroke Length** - Here you can see how long the stroke of the selected shape. It is a useful information if you create self-drawing and self-erasing animations.

### Layers

In this section you can see each layers of the project. You can also select, move up and down, duplicate, rename, and remove any layers.

The following sections only appear if you have already selected a layer. There are three ways to select. Click on a shape on the canvas, or click a 'grip' icon in the layers section or on the left side of the timeline.

In these sections you can set properties of the selected shape. There are a lot of animatable and non-animatable properties here. You can find a '+' (plus) icon at each animatable properties. If you click on one you can add a keyframe point to the timeline. (Learn more about the keyframe points in the 'Timeline' chapter below.)

## **Transform**

Here you can scaling, skewing, rotating the shape, or change its position. In this section you can set transform origin for the shape as well.

## **Stroke**

The stroke is the outline or the contour of a shape. Learn more about [stroke width](#), [stroke color](#), [stroke dasharray](#), [stroke dashoffset](#), [stroke linecap](#), [stroke linejoin](#), and [vector effect](#).

## **Fill**

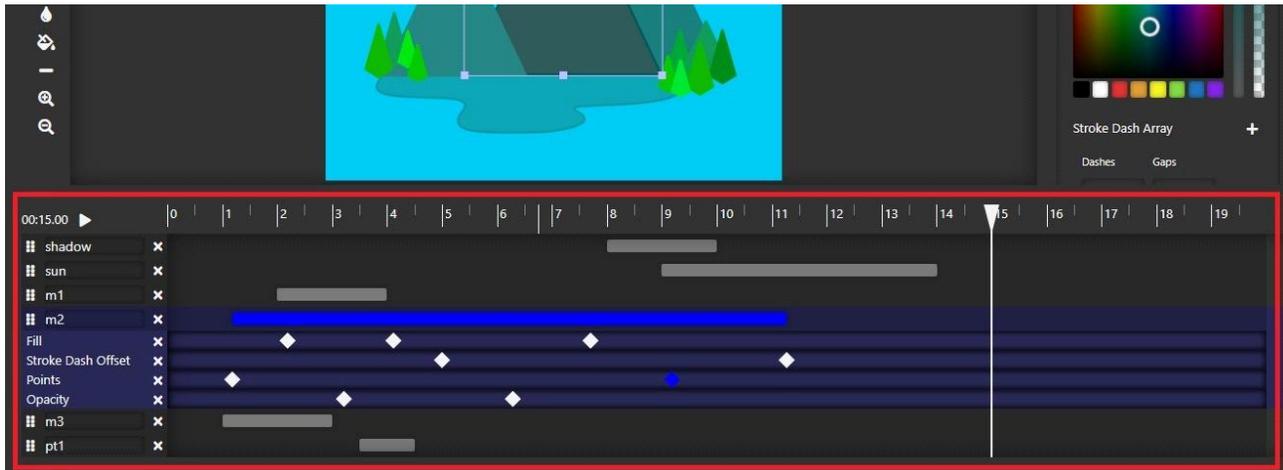
The fill defines the color used to paint the shape.

Learn more about [fill](#), and [fill rule](#).

## **Opacity**

The opacity defines the transparency of a shape. Learn more about [opacity](#).

# Timeline



Along the top of the timeline is the **time ruler**, representing the duration of your animation.

## Scaling and panning timeline

The longer your project becomes, the less likely it will all fit on the screen.

You can easily pan the timeline by dragging the time ruler left, and right, and zoom by dragging up, and down. On touch devices you can zoom the timeline by multitouch gestures: put two fingers on the time ruler and apart to zoom in, and pinch to zoom out.

The **left side** of the timeline shows the names of the layers, and animated properties. The **right side** shows the position of layers and keyframes in time.

**The process strips** represent the position and duration of animation of a particular layer. Drag and move it to change position of animation in time. You can also use arrow keys. (Get more info in Keyboard Shortcuts chapter.)



The little diamonds represents the **keyframes** of the animation.

Keyframes are define the starting and ending points of any smooth transitions.

For example: at the 1. second we set an object's X (left) position to 200, and then at the 2. second set to 400. This will be stored as two keyframes. Between seconds 1. and 2. the object will gradually moves from 200 to 400.

If you want to animate a property, click on a '+' (plus) icon at the settings panel to add the first keyframe to the timeline. When you change a property value which has at least one keyframe, the new keyframes will be added automatically to the time where you moved the playhead.

Move the playhead over an existing point to change the value of that keyframe.

Drag a keyframe point with the cursor to move it in time, or use arrow keys on your keyboard.

(Get more info in Keyboard Shortcuts chapter.)

You can also modify a keyframe by double clicking, or long pressing (on touch devices) on the diamond. Then the keyframe settings popup will appear. Here you can change the position of the keyframe in time, or change value. You can also set an easing for the transition. An easing specifies the speed of the transition between two keyframes. Learn more about [easing functions](#).

An easing associated with a keyframe refers to the speed from previous keyframe to this particular keyframe.

## Keyboard Shortcuts

Here you can learn about the keyboard shortcuts that the editor supports. There are some global keyboard shortcuts which you can use anywhere, the rest of the shortcuts only work when you focus (click) on a particular part of the editor.

### Global

Save project as published.	Ctrl + S
Save project as draft.	Ctrl + D
Undo	Ctrl + Z
Paste shape, or keyframe.	Ctrl + V
Fit canvas to screen.	Ctrl + F
Turn on/off snap to grid.	Ctrl + G
Play/pause animation.	Space
Clear selection.	Esc
Clear canvas.	Shift + Alt + C
Group/ungroup selected shapes.	Shift + Alt + G
Multiselection.	Ctrl
Choose 'Select Mode' on toolbar.	Enter
Choose 'Free Draw' on toolbar.	D
Choose 'Draw Square' on toolbar.	R
Choose 'Draw Ellipse' on toolbar.	C
Choose 'Add Text' on toolbar.	T
Choose 'Draw Path' on toolbar.	P
Choose 'Draw Polyline' on toolbar.	Q
Choose 'Edit Path' on toolbar.	E
Choose 'Add Image' on toolbar.	I
Choose 'Zoom In' on toolbar.	+
Choose 'Zoom Out' on toolbar.	-

### Focus on Canvas

Move selected shape up.	Arrow Up
Move selected shape down.	Arrow Down
Move selected shape left.	Arrow Left
Move selected shape right.	Arrow Right
Copy selected shape.	Ctrl + C
Delete selected shape.	Delete

## Focus on a Keyframe Point.

Move selected Keyframe forward per second.	Arrow Up
Move selected Keyframe backward per second.	Arrow Down
Move selected Keyframe backward per 10 milliseconds.	Arrow Left
Move selected Keyframe forward per 10 milliseconds.	Arrow Right
Jump selected Keyframe to the playhead.	J
Copy selected Keyframe.	Ctrl + C
Open keyframe settings popup.	Space
Delete selected keyframe.	Delete

## Focus on Playhead

Move playhead forward per second.	Arrow Up
Move playhead backward per second.	Arrow Down
Move playhead backward per 10 milliseconds.	Arrow Left
Move playhead forward per 10 milliseconds.	Arrow Right
Move playhead to 0 second.	Home
Move playhead to the end.	End

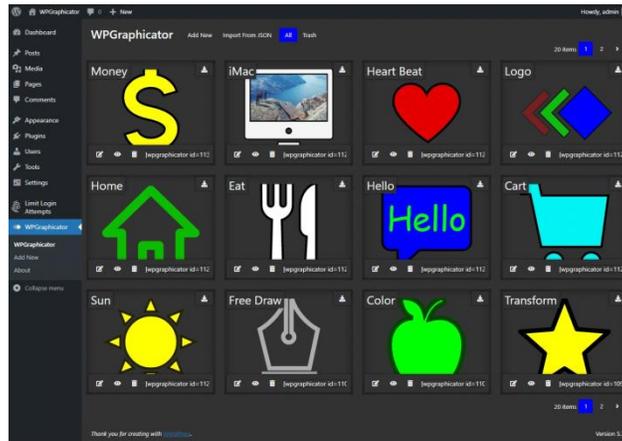
## Drawing Shape

Keep aspect ratio.	Ctrl
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## Editing Text

Move cursor.	Up/Down/Left/Right
Select character.	Shift + Left/Right
Select text vertically.	Shift + Up/Down
Move cursor by word.	Alt + Left/Right
Select words.	Shift + Alt + Left/Right
Move cursor to line start.	Home
Move cursor to line end.	End
Delete Character Backward.	Backspace
Delete Character Forward.	Delete
Cut selected text.	Ctrl + X
Copy selected text.	Ctrl + C
Paste selected text.	Ctrl + V
Select all.	Ctrl + A
Quit editing.	Tab/Esc

# Projects List



On the main admin page of this plugin you can see and manage your WPGraphicator projects. At the top-left side of this page, next to the 'WPGraphicator' title you can find four buttons.

**Add New** - Click on that to create a new project.

**Import From JSON** - If you have projects in another website, you can import those into this site. Note: for security reason you can import only valid WPGraphicator json files that you exported from another site. These json files will run through a validation process before save to the database.

**All** - See all published, and draft projects.

**Trash** - See removed projects.

In the projects list you can preview the first frame (the state of animation at 0 second) of your projects. At each item you can find a **download** icon. If you click on that, this plugin will create a json file and save to your computer. Once you have saved the file, you can import it to another WordPress website.

You can find the following options at the bottom of each item:

**Edit Project** - Click to edit that project.

**Switch to Draft/Publish** - Click to switch the status of the project.

**Move to Trash** - You can remove your item.

**Copy Shortcode to Clipboard** - If you click on the shortcode you can copy it to the clipboard and then easily paste it anywhere you want.

# Publishing Projects

There are three easy methods for publishing your animations on front-end.

## Shortcode



Shortcodes are little bits of code which you can paste almost anywhere you can enter text. These codes will be automatically replaced with the appropriate content on your website.

Each WPGraphicator project has a unique shortcode which you can find in the 'Project' tab at the settings bar in the editor after you have saved your project. For advanced customization, you can add some parameters to your shortcode for example how to start playing animation, or how many times it should be repeated.

By default the WPGraphicator shortcode looks like this: `[wpgraphicator id=1]`

The available shortcode parameters:

**id** - This is responsible for identifying the project. This is a recommended parameter. You can't display any project in frontend without this.

**repeat** - You can define the number of iterations of animation. The values can be positive integers, or string 'infinity'. Default: 1.

**play** - With this parameter you can define the action of how the animation begins to play. This parameter can access the following values:

- **onscreen** - Play animation always when svg appears on the viewport.
- **onscreenonce** - Play animation only once when svg is first time on the viewport.
- **hover** - Play animation on mouse hover.
- **hoveronce** - Play animation on mouse hover only once (and then destroy the effect).
- **hoverinout** - Play animation on mouse hover, and play reverse on hover out.
- **click** - Play animation when you click on the svg.

Default: 'onscreen'.

**direction** - Direction of the animation. Available values are 'normal', 'reverse', and 'alternate'.

Normal means that animation progress goes from 0% to 100%, reverse means that progress goes from 100% to 0%, and alternate means that the progress goes from 0% to 100% and then goes back to 0%. Default: 'normal'.

**offset** - Trigger animation when the top of the element hits x percentage of the window height. 0% means animation starts at the top of the window, 100% means it starts at the bottom. Note this only makes effect when you set play to 'onscreen', or 'onscreenonce'. Default: 50.

**width** - You can put same project into any different places on your website. So you can set different width, or height of these. If you set this, your rendered svg gets a 'width' attribute.

**height** - Just like above, but this will be the svg 'height' attribute.

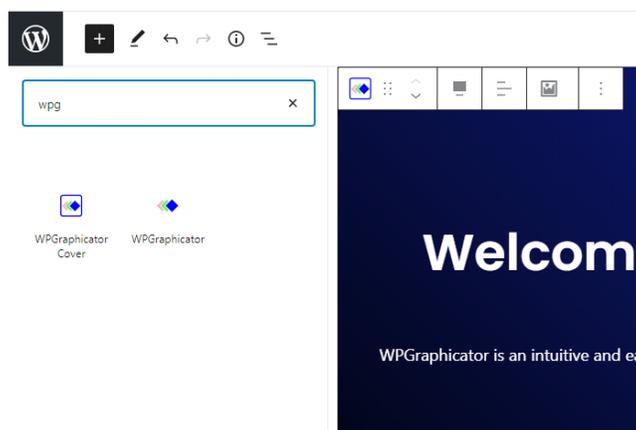
**preserveaspectratio** - Set preserveAspectRatio for the svg. The preserveAspectRatio attribute indicates how an element with a viewBox providing a given aspect ratio must fit into a viewport with a different aspect ratio. Learn more about [preserveAspectRatio](#).

**link** - you can add any url for svg. If you set this value the rendered svg will be wrapped around an html anchor tag.

**class** - You can add your own css classes to make ability to customize the style of your svg.

**Tip:** Did you know? You can easily generate shortcode in the editor, and copy it to the clipboard with *shortcode generator* which you can find at the help menu on the topbar, or in the projects tab at the settings bar by clicking the 'cog' icon next to the shortcode.

## Gutenberg blocks



This plugin comes with two WPGraphicator Gutenberg blocks:

### **WPGraphicator**

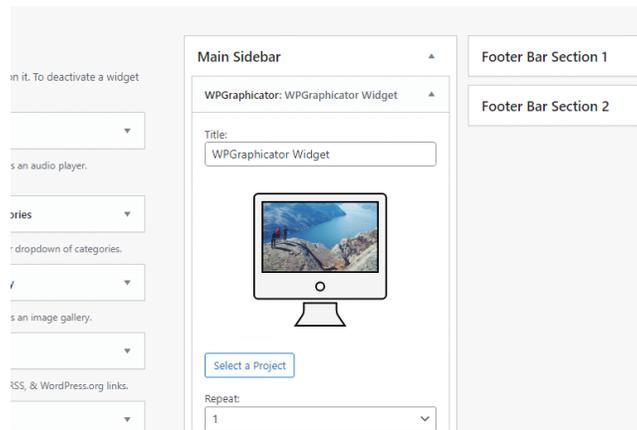
With this block you can easily insert projects into posts and pages.

### **WPGraphicator Cover**

This block allows you to create animated svg background for your content, or create eye-catching headers.

To insert these blocks, click on the '+' icon at the top-left corner of the Gutenberg editor, and select a WPGraphicator block. Then click on the 'Select a Project' button, or click on the image icon at the contextual toolbar in case of cover block to show modal window and select a project.

# WordPress Widget



WPGraphicator has its own WordPress widget, so if your theme supports widgets you can easily add your WPGraphicator projects to any widget areas, e.g.: sidebars, or footers. Navigate to the 'Appearance' menu and select 'Widgets'. Drag the 'WPGraphicator' widget and drop it into one of the widget areas. Click on the 'Select a Project' button to open the modal window where you can select a project. And finally save the widget.

## Third Party Credits

- [Fabric.js](#) – HTML5 canvas library, and SVG parser.
- [Anime.js](#) – JavaScript animation engine.
- [Waypoints.js](#) – Trigger a function when you scroll to an element.
- [Fontawesome 5 Free](#) – Icons.