



MUSE FOR YOU - SVG DRAW WIDGET USER GUIDE

The Muse For You SVG Draw Widget allows you to animate your SVG images by drawing them in real-time. The following user guide helps you get started with using the widget by going through the different options in detail.

Works on Desktop, Tablet, and Mobile.



WIDGET OPTIONS



SVG Draw (1.0) Options

Choose an SVG: [Add File](#)

Name this instance (examples - svg1, svg2, svg3)

Type:

Duration (in frames):

Delay (in frames - only for delayed option):

Start:

Animation Timing Function:

Path Timing Function:

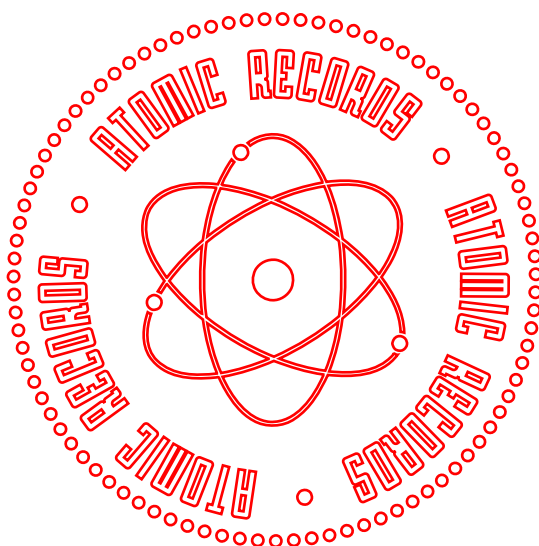
☐ Toggle Fade Out

Fade Out (in seconds):

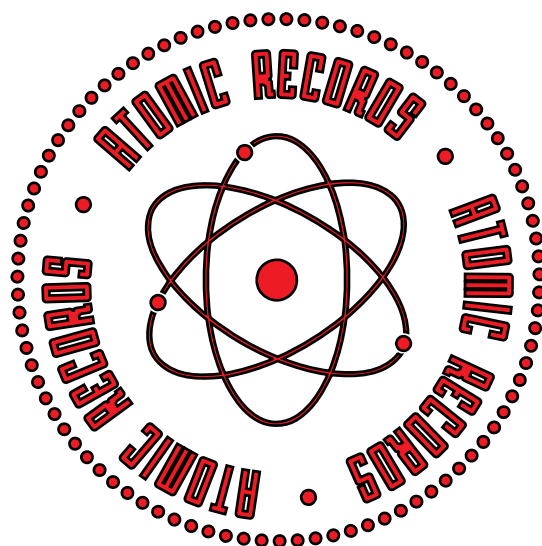
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Choose an SVG - Select an SVG file to draw using the widget. The SVG file cannot have any fill. It can only be strokes of an image. In Adobe Illustrator you can easily clear the fill by selecting none in the fill section.



YES



NO



Name this instance - Enter in a name for that specific instance of the SVG-Draw widget. By giving it a specific name it allows for multiple instances of the widget on one page of your website. If you have two different SVG images you can draw both of them by giving each SVG image a unique instance name.

Type - You can draw your SVG 3 different ways. They are:

Delayed - Give your SVG a specific delay in the way it draws.

Async - Draw all your SVG elements asynchronously. All your SVG elements will come in together.

OnebyOne - Draw each section of your SVG one at a time.

Note: Depending on how your SVG is grouped is how your SVG will draw. So if specific sections of your SVG are grouped the widget will know that and draw it accordingly.



Duration - How long you want the animation to last for. This option is in frames.

Note: 200 frames is about 3 seconds. Change to make your animation last longer or play quicker.

Delay - How much delay you want to add to the beginning of the animation. This will give all your SVG elements a delayed effect. This option only works on the Delayed type drawing. This option is also in frames.



Start - There are three options to you can set to start your SVG draw animation. They are:

autostart - Start your SVG draw animation immediately when the user goes to the page.

manual - Manually start the SVG draw animation. If you select manual you will have to input some code into Adobe Muse that looks something like this:

```
<script>  
svg1.play();  
</script>
```

inViewport - Start your SVG draw animation when the SVG is visible in the browser screen. Works great if you have different SVG images lower in the page and you want the user to see the SVG draw when they scroll to that part of the page.



Animation Timing Function - Animate your SVG with different timing functions. They allow for a smoother drawing of your SVG. You can choose from the following:

- Linear
- Ease
- Ease-in
- Ease-out
- Ease-out-bounce

Path Timing Function - Animate your SVG paths with different timing functions. They allow for a smoother drawing of your SVG paths. You can choose from the following:

- Linear
- Ease
- Ease-in
- Ease-out
- Ease-out-bounce



Toggle Fade Out - Select to make your SVG fade out after it draws. The fade out is in seconds. The fade out starts as soon as the SVG appears so you'll have to work with the animation duration to see what works best when fading out. Make sure this setting is at 0 if you do not want any fade out. Even if this option is checked off and there is a number greater than 0 in the box it will use the fade out.

Note: 1 second = 1000. So to fade out after 5 seconds you would enter in 5000, and so on for different time lengths.

Enjoy this widget! It works great in conjunction with an edge animate animation. You can make your SVG fade-in in edge animate and use this widget to create a really amazing intro for your website.

For any questions or inquiries send an e-mail to john@museforyoushop.com.

Awesome Websites + No Code = Muse For You