# How to animate a BPMN process diagram

By animating a [business process diagram](#), you can see the flow of tasks within a process, from the beginning until the end. This does not only help to understand a process but also trace the bottleneck and look for improvements.

Creating an animation

1. Select **Modeling > Animation** from the toolbar.
2. Click **Create New Animation** at the top left of the **Animation Panel**.
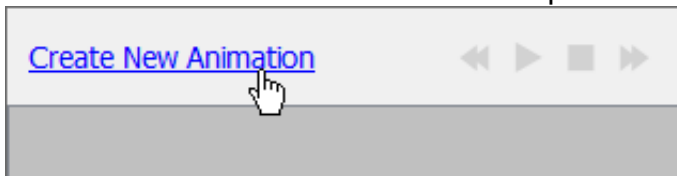
3. Give a meaningful name to the animation based on the flow you want to animate. Press **Enter** to confirm.
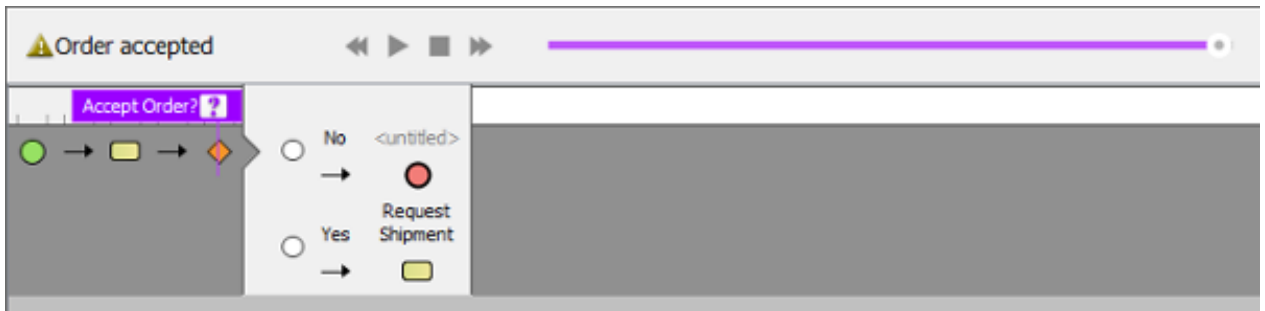
4. When you add an animation for a process that involves gateway, you need to select the outgoing flows for gateway(s) in order to complete the path. To resolve an exclusive gateway requires the selection of the outgoing path. To resolve an inclusive gateway requires the selection of zero to multiple outgoint paths. Make your selection and click the green arrow button to confirm.
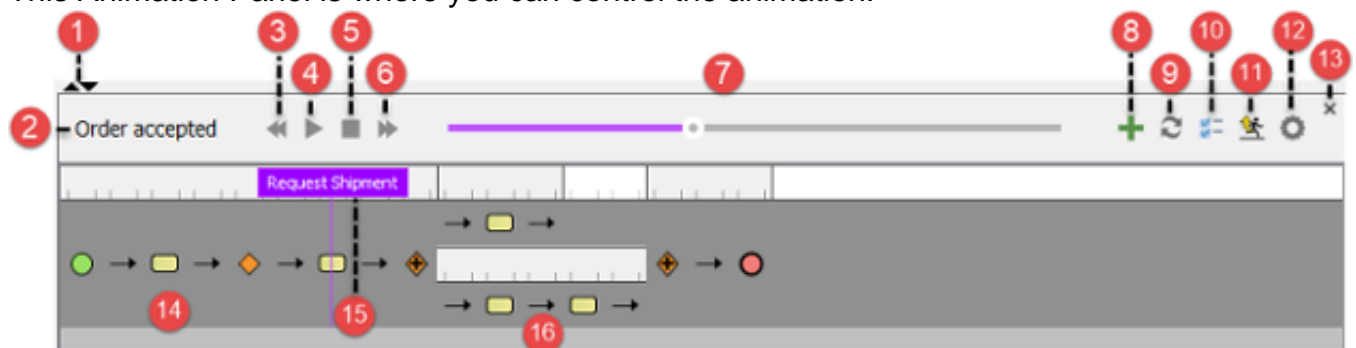
The path of the animation is determined automatically by evaluating the flow modeled in the diagram. Shapes that form the path are shown in the **Animation Panel** as icons. If you click on any of them, it will jump right to the corresponding model element in the diagram.
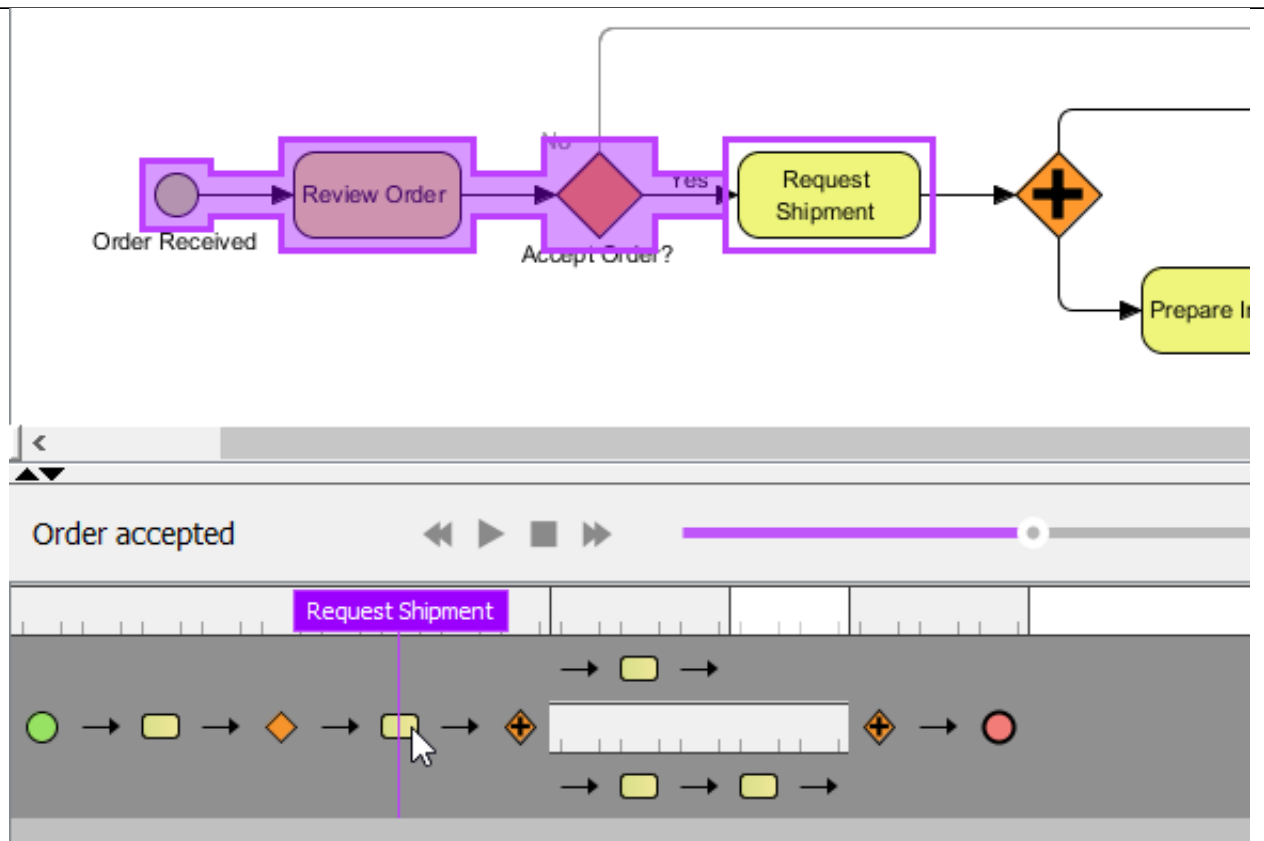
Overview of Animation Panel

This Animation Panel is where you can control the animation.

No.	Name	Description
1	Expand/Collapse	Expand or collapse Animation Panel
2	Name	The name of the current flow.
3	Backward	Move one shape backward in the flow.
4	Play	Play or continue to play the animation with Animation minimized.
5	Stop	Terminate the animation.
6	Forward	Advance to the next shape in the flow.
7	Slider	It is used for controlling the flow of animation.
8	Add Animation	Create a new animation.

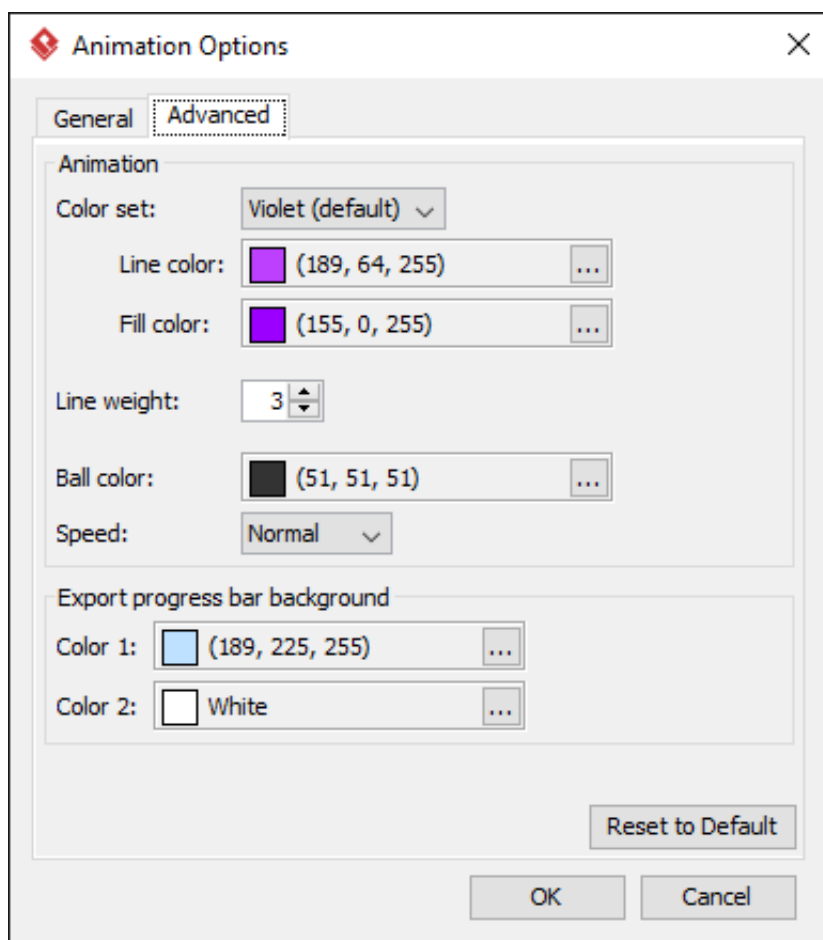| No.	Name	Description
9	Refresh	It is used for re-identifying the flow of animations base on the diagram content.
10	Options	Click to configure Animation.
11	Export	Export animation to HTML5.
12	Settings	Click to rename or delete the flow.
13	Close	Click to close the **Animation Panel**.
14	Flow of shapes	It displays all shapes of the current animation. Pressing on a shape here will highlight the corresponding shape in diagram.
15	Shape name	The name of the selected or animating shape. A question mark indicates that the shape is a decision shape. You can click on the question mark to re-select its outgoing flow.
16	Parallel flow	Parallel flow is presented as a branch.

Animation Options - General
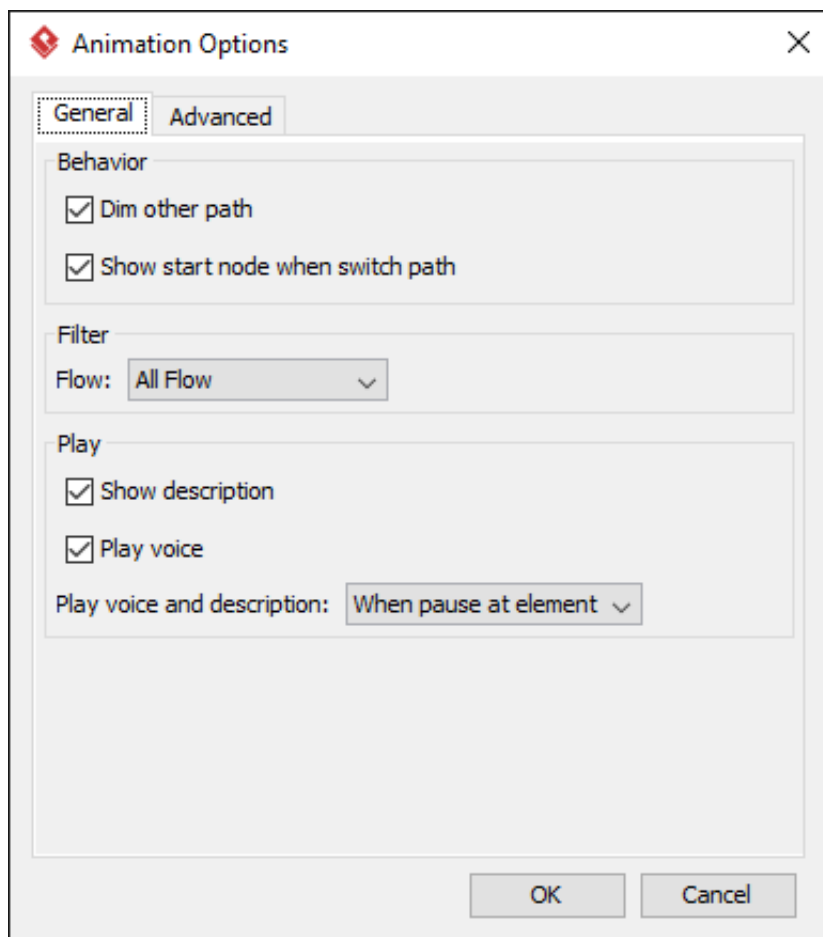
Name	Description
Dim other path	It dims the components that are not a part of the selected path.
Show start node when switch path	Jump to the first node of the selected path, or keep staying at the current viewing field.
Flow	All Flow: Re-evaluate added animations to accept all available paths.
	Sequence Flow: Re-evaluate added animations to accept only paths that are joined by sequence flows.
	Message Flow: Re-evaluate added animations to accept only paths that are joined by message flows.
Show description	It shows description of shape when playing the animation in exported HTML.
Play voice	Voice can be recorded as description of model element. Check this if you want to play recorded voice when playing the animation in exported HTML.

Animation Options - Advanced

Name	Description
Color set	Select a color set to controls the line and fill color of visited shape.
Line color	The line color of visited shapes.

Name	Description
Fill color	The fill color of visited shapes.
Line weight	The thickness of rectangle that surround the visited shapes'.
Ball color	The color of ball that goes through a path during animation for indicating the progress of flow.
Speed	The pace of animation.
Export progress bar background - Color 1	The background color for the top of progress bar in exported HTML.
Export progress bar background - Color 2	The background color for the bottom of progress bar in exported HTML.

Exporting animation

You can export the animation to Web contents so that you can play it externally in another computer just by playing in a Web browser. To export animation, click on **Export** on the right of the Animation Panel. Then, fill in the file path and click **OK** in the **Export Animation**. You can add paths to be exported by clicking the plus button.