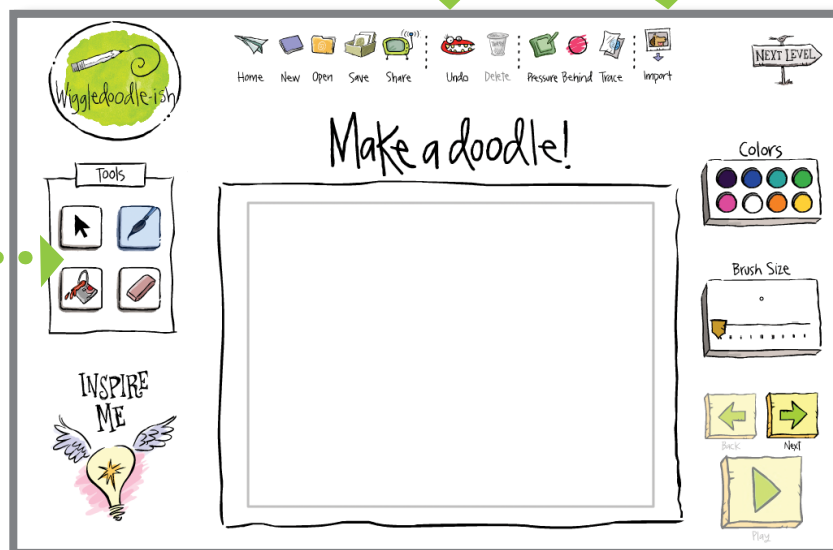


Peter H. Reynolds' Animation-ish™

* Quick Start Guide!



Download the trial version here:
www.FableVisionLearning.com/Animationish



Choose your colors here. Double-click a color in the **Paintbox** for even more colors.

Use the **Brush Size scale** to increase the size of your mark.

Click the **Next** and **Back** buttons to move through your frames.

Click the **Play** button to watch your doodle wiggle!

Level One: Wiggledoodle-ish

Tools:



The **Brush** is your main drawing tool.



Use the **Select Tool** to select part or all of your drawing. With this tool, you can grow, shrink, or rotate your marks.



Use the **Eraser** to rub out unwanted marks.



Use the **Paint Bucket** to change the color of your lines or fill in shapes.

Commands:



Click **Undo** to undo your last action.



Click **Delete** to erase a selected mark.



Click **Pressure** to change the pressure sensitivity of your brush stroke if you're using a pen input device.



Click **Behind** to draw behind marks you have already drawn.



Click **Trace** to see an outline of the previous frame's drawing.



Click **Import** to insert one of your own images to trace over.



If you're ever stuck for a creative idea, just click on the **Inspire Me** icon, and Peter H. Reynolds will appear with a video tip.

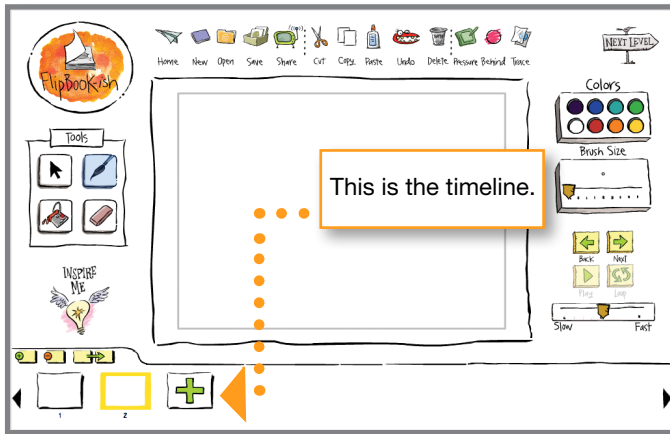


Share

Click **Share** to export your animation as a viewable file that can be sent to a friend or posted online. File formats include Flash Movie, QuickTime, AVI, DV Stream, and Image Sequence.



Level Two: FlipBook-ish



Copy, Paste, Cut:



Click **Copy** to copy lines or entire frames.



Click **Paste** to paste lines or frames. You can paste frames anywhere on the timeline.



Click **Cut** to delete lines or frames.

Using the Timeline:



Click the **Next Frame** button to add a new blank frame at the end of the timeline. It will not appear until you make your first mark.



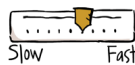
Click the **Insert Frame** button to insert a new blank frame in front of your current active frame.



Click the **Delete Frame** button to remove a frame.



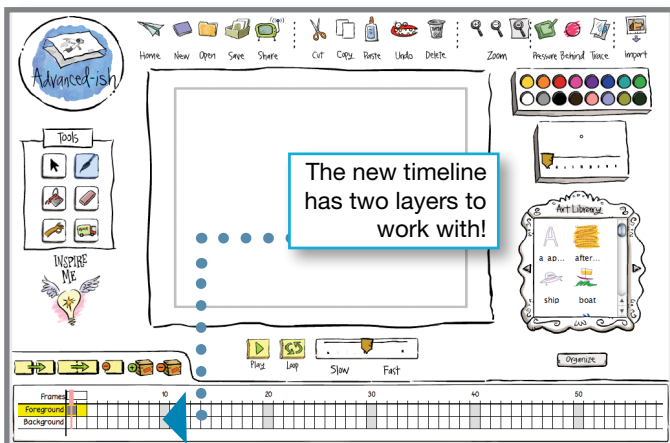
Click the **Duplicate Frame** button to copy a frame with all artwork. It's a shortcut for **Copy & Paste**. You can then edit each frame separately.



Use the **Speed Bar** to play your animation slower or faster.

Level Three: Advanced-ish

✧ For more information on *Animation-ish*, visit the **User's Guide** under the Help menu.



Copying & Duplicating:



Click the **Exposure** button to extend a frame along the timeline. Exposure frames act as a group. Editing one exposure frame impacts all frames in the group.



In *Advanced-ish*, the **Copy & Paste** commands allow you to edit frames as a group. Editing a pasted frame will impact the original frame and all copies.



Click the **Duplicate Frame** button to copy the frame with all artwork. You can edit each frame individually without impacting the original frame. You can drag and drop a duplicate frame anywhere on the timeline.

Adding Motion:

Create a sequence of frames on the timeline. (Tip: if you want to move an unchanging drawing, you can use **Exposure**.)



To "box up" the drawing you plan to move, select the first frame and click the **Add Keyframe** button. Next, select the last frame, and click **Add Keyframe**.



Click the **Transform** tool, and select the first keyframe. Click and drag the drawing to your desired start point. (Tip: grab the drawing by its lines, not the circles.) Next, select the last keyframe, and click and drag the drawing to your desired end point.

To curve the motion track, click on a frame between keyframes. Click and drag the drawing away from the motion track. A keyframe will be added and the path will change. You can also shrink or grow your drawings by scaling them at keyframes. (Note: the motion track is only visible when the **Transform** tool is selected.)



To delete a point on your path, select the keyframe and click **Delete Keyframe**.



Use the **Grabber** tool to "pick up and move" the **Stage**. Note: art outside the grey box will not be visible when exported.



Use **Import** to embed images and photos in your animation.