

Peter H. Reynolds' Animation-ish™



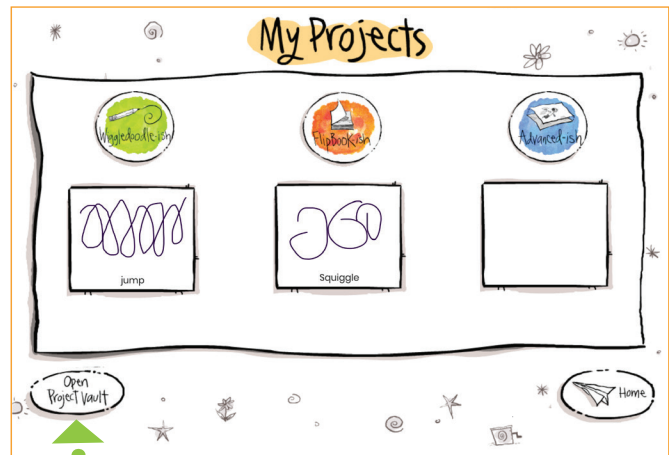
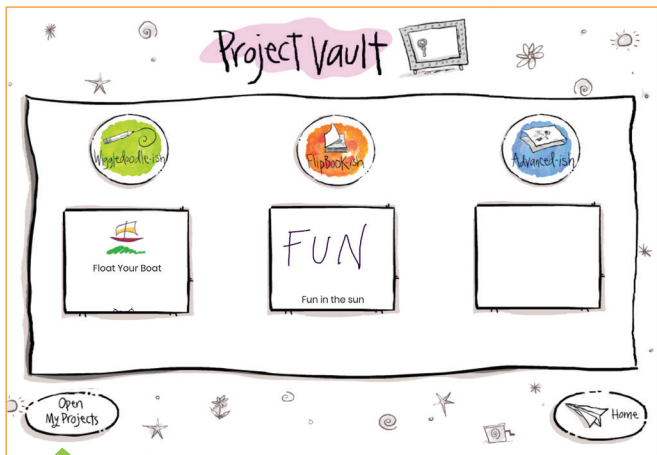
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PETER H. REYNOLDS FOUNDER

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Using the Project Vault



From the main menu select **Project Vault** to view starter animations and your saved projects.

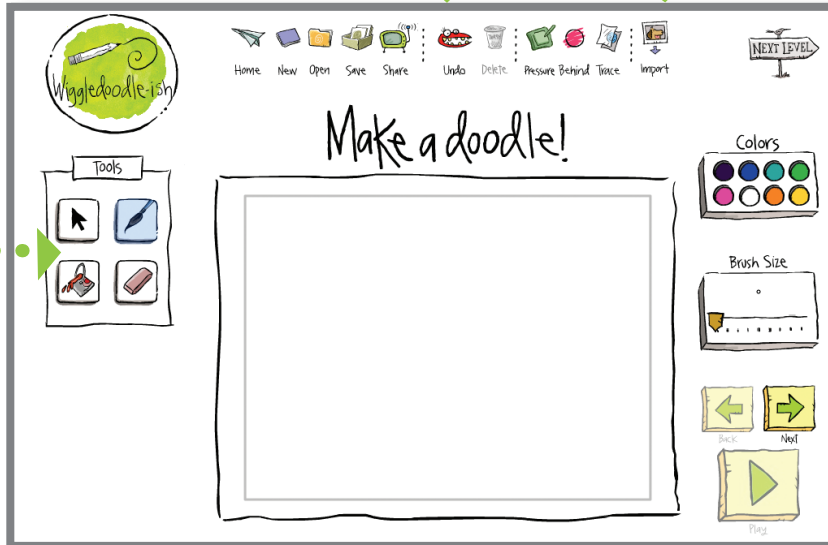


The first page of the **Project Vault** contains starter animations. Click on the file to open. To view your saved projects, select **My Projects**. From the **My Projects** page, you can return to the starter animations by selecting **Open Project Vault**.



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Quick Start Guide!



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 shapes.

Commands:



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



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



Click **Pressure** to change the opaqueness of your brush stroke.



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.



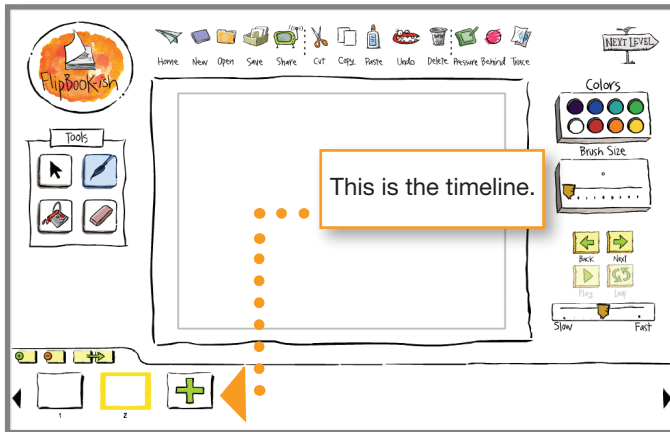
Share

Click **Share** to export your animation to share online or e-mail to your teachers and friends. File formats include QuickTime, MPEG, MP4, GIF*, and Image Sequence (PNG).

You can also share .ish files through this menu. Export your working .ish file for others to complete, edit, or add to the animation.



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.



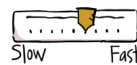
Click the **Insert Frame** button to insert a new blank frame in front of your current active frame.



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

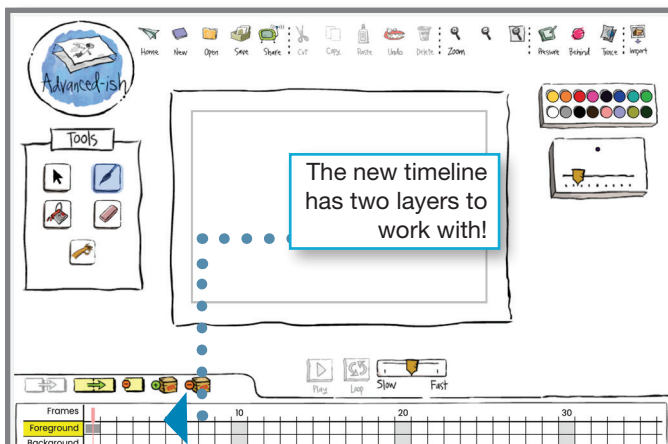


Click the **Duplicate Frame** button to copy a frame with all artwork. It's a shortcut for **Copy & Paste**. You can then edit each frame separately.



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

Level Three: Advanced-ish



Tools:



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

Using the Timeline:



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



Use this tool to add a frame.



Use this tool to delete a frame.

In **Advanced-ish** there are two layers to the timeline. Try creating an animated character in the **Foreground** and an animated landscape in the **Background**. When the **Background** is selected, objects in the **Background** will move to the front for easy editing. This layer will go behind when the **Foreground** layer is selected.