

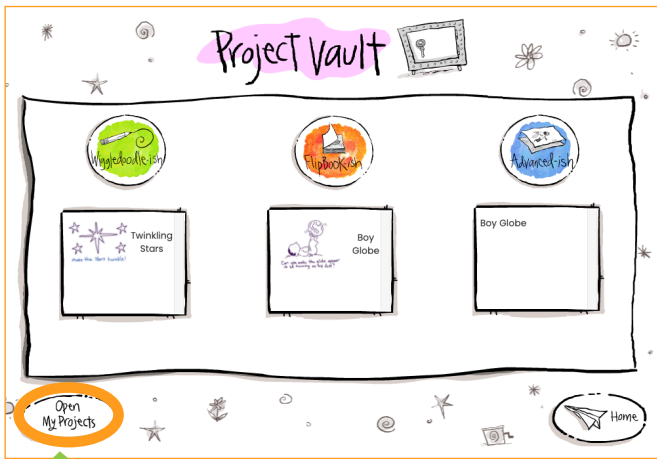


Animation-ish

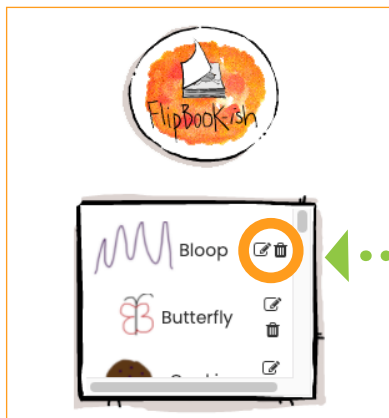
Quick Start Guide: Using the Project Vault



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



Rename or delete a project in the vault

Select the **Pencil Icon** to edit the name.

Select the **Trash Icon** to delete the project. This step can't be undone.



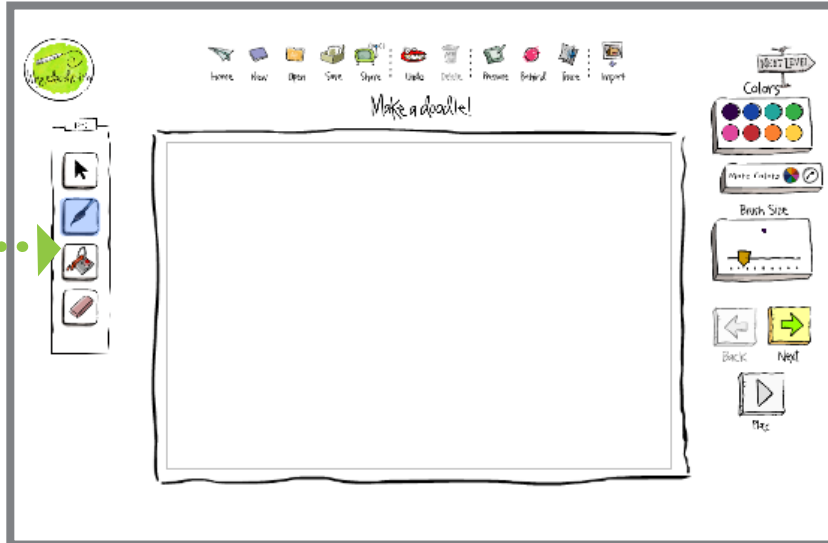
Peter H. Reynolds' Animation-ish™

* Quick Start Guide!

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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 opacity of your brush stroke.



Click **Behind** to draw behind lines 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.



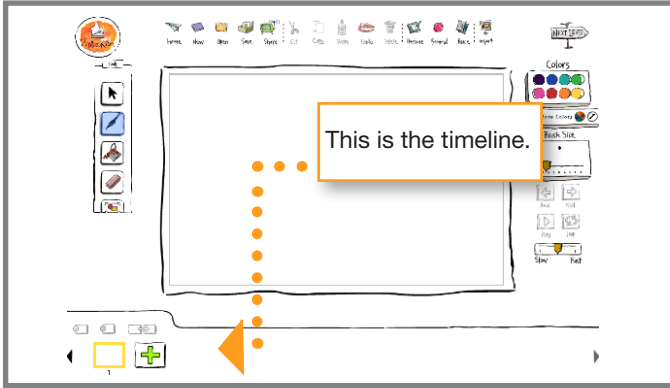
Share

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.

Peter H. Reynolds

Level Two: FlipBook-ish



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 and drag a **Frame** to move it to a different part of the timeline.



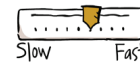
Click the **Insert Frame** button to insert a new blank frame in front of your current active frame.



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.

Copy, Paste, Cut:



Click **Copy** to copy selected lines or objects



Click **Paste** to paste copied lines or objects into the same frame or a different frame.



Click **Cut** to remove lines or objects to paste later.

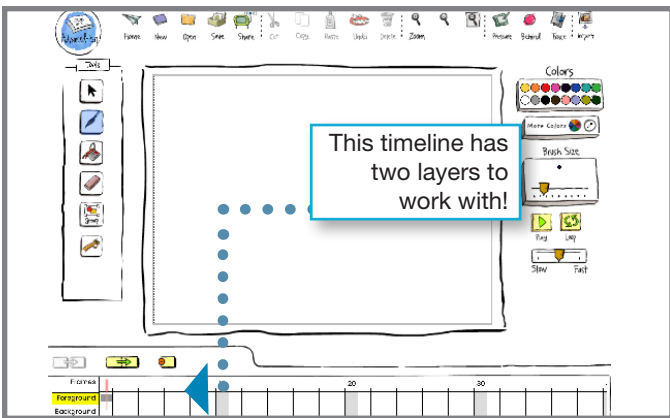
Use keyboard shortcuts like ctrl+c for faster editing.

Tools:



Use the **Group Tool** to combine several lines into a group so that they are treated as a single unit. Click **Ungroup** to separate the lines again.

Level Three: Advanced-ish



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.

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.

Click and drag a frame to move it to a different part of the timeline. **Foreground** and **Background** frames move independently.

Tools:



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



Zoom

Use the **Zoom** feature to zoom in or out temporarily or permanently. Your animation will export at the zoom level that is set.