

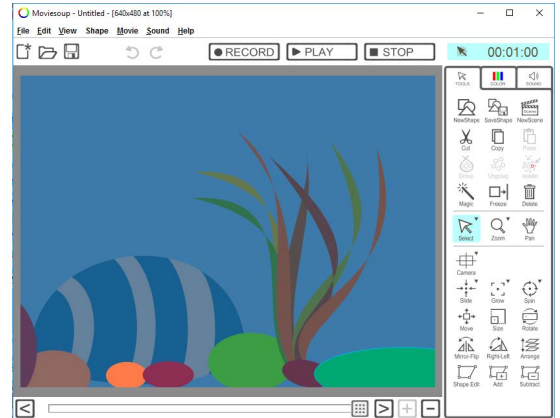
Animation: Lesson 3

Introduction to Moviesoup

A free version of Moviesoup (replacing the formerly used FluxTime Studio) can be downloaded and used by children. It is possible to upgrade and pay for a membership, which enables additional features such as being able to save and manage work. Moviesoup can be downloaded [here](#).

New Scenes

The first stage is to choose a new scene by clicking on the button in the right-hand menu bar. Choose the Libraries tab and the drop-down menu offers 'Day in the Park' and 'Underwater World' categories. be selected from.



Adding shapes (characters)



The next stage is to add what is referred to as a shape (e.g. a character) using the 'New Shape' button on the right-hand toolbar. This allows choice from the library of images to match the underwater theme, as well as shapes, text and more. Once selected, the object can be clicked and dragged onto the background, to the desired size.

Changing Colours

To change the colour of an object, ensure it is selected, then click on the colour (COLOR) tab on the toolbar. Adjust the sliders to the desired positions.

Animating (Recording)

When ready to animate, click the RECORD button. Notice that the record time does not start or continue unless something is being moved on the backdrop. The animation recording remains 'paused' until detecting any movement.

With the RECORD option still selected, the shape (character) added to the background can be moved by dragging. As it is done so, the software records the changes. A timer on the top of the screen records the length of clip.

When finished recording, click the STOP button. The animation can then be played back or any point in the recording selected by using the slider that appears at the bottom.