

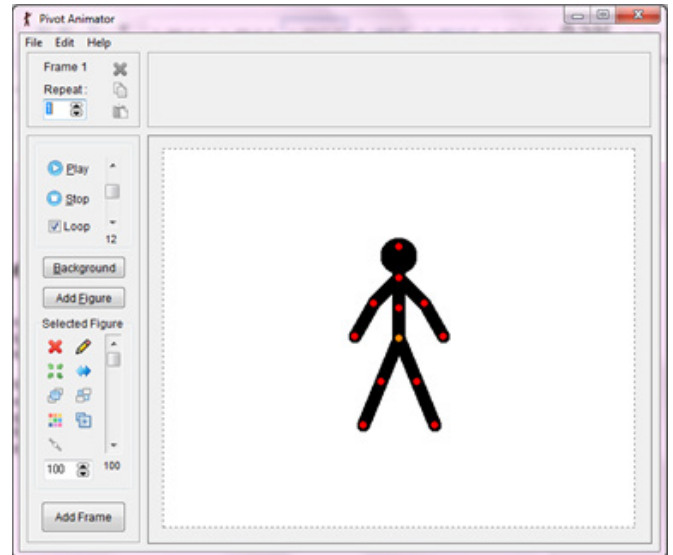
Beginner's Guide to Using Pivot Animator

Can you make the stick figure move?

Decide whether your animated stick figure is going to run, jump or even perform some gymnastics!

Step 1: Use the handles on the stick figure to move it into your choice of starting position (or just leave it where it is to start) then click the Add Frame button. This is the first frame of your animation.

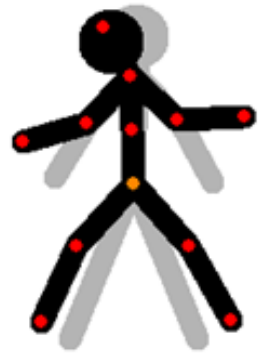
Step 2: Use the handles again to move the figure slightly. You will see a grey version of its previous position in the background, so you can see how much you've changed (onion skinning). If you can't see the onion skinning when moving the stick figure, go to Edit and select Options, then increase the setting for the number of Onion Skins.



Step 3: Keep making slight changes to make your stick figure appear to move and each time, adding a new frame.

Step 4: When all frames are complete, click on Play to test the animation. This will play all frames in sequence. Click on the File menu and save the animation with a suitable filename.

Step 5: Adjust the speed scroll bar to change how fast the frames are played.



More Options:

- To keep the animation playing on repeat, tick the Loop checkbox, or untick to play just once through.
- Click Add Figure to add another identical stick figure.
- Change the colour of your stick-figure(s) with this button.
- Use your new expertise to start a new animation – what else can you make the stick figure(s) do?
- Use Paint to create a background picture. Save it and then select File and Load Background.

Congratulations – you are now an animator!