

# Advanced Guide to Using Pivot Animator

To begin using the software, position the stick figure in a starting position. This could be left as it is, or edited by dragging any of the red pivot points.

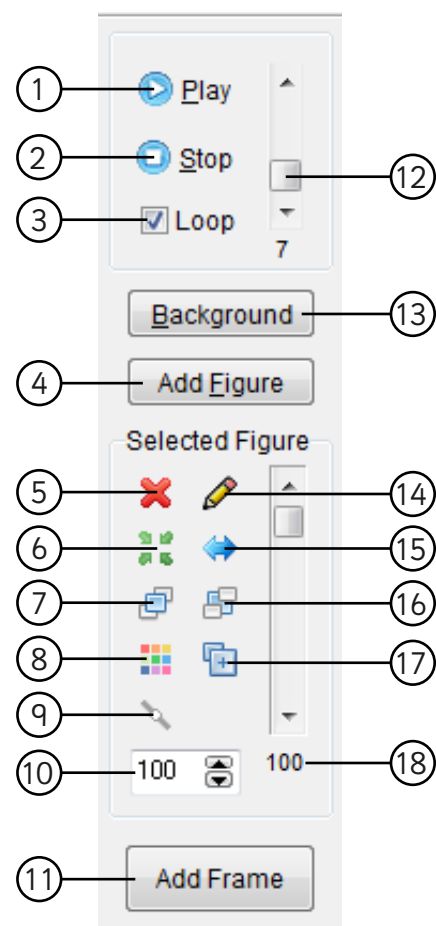
When a desired starting position has been chosen, click Add Frame. This will create a thumbnail of the first frame in the animation sequence at the top of the screen.

The stick figure can then be moved slightly. As this is being done, a shadow layer of the previous frame remains visible in order to see how much of a change is being made. This process is known as onion skinning. When the desired changes have been made, click Add Frame to add a second frame. Continue to repeat the process, making slight changes each time.



When the number of desired frames are complete, save the file.

1. Play the current frames.
2. Stop the animation.
3. Check or uncheck to loop or repeat.
4. Add another figure to the animation.
5. Delete selected figure.
6. Centre the figure.
7. Raise (bring forward one layer).
8. Change colour.
9. Join figures together.
10. Resize the figure.
11. Add a new frame.
12. Slide the scroll bar to change the speed (frame rate).
13. Select a background (must be pre-loaded first).
14. Edit the figure (add new joints or limbs).
15. Flip the figure.
16. Lower (send back one layer).
17. Duplicate the figure (make a copy).
18. Change the opacity. Make more transparent.



## Advanced Features

**Speed:** to change the speed of the animation, use the small scroll bar next to the Play/Stop/Loop options. This is the frame rate and refers to the number of frames shown per second.

**Background:** Before you can use a background, you need to load it using the File menu and selecting Load Background. Any standard image can be used or created. You can then select the Background button and choose the background you have loaded. This must be done at the start of the animation to take effect in any subsequent frames that are created.