

Animation Workshop

Using MultiMedia Lab V



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Making a Path Animation

MultiMedia Lab V Overview

Animate a graphics by giving it a path around the screen. This can be used for a photo montage where pictures fly around the screen. It can also be used to give a character a motion path.

Instructions

To create a path animation, there are 3 steps:

- 1) Insert an image.
- 2) Give it a path.
- 3) Run and tweak.

Let's look at each step carefully.

INSERTING AN IMAGE

- 1) Open MultiMedia Lab V.
- 2) Click "Start the Program Directly".
- 3) Click the "Gallery" icon in the top toolbar.
- 4) Click the "Standard" tab.
- 5) Select and animal.
- 6) Click "Insert".
- 7) X out of the Gallery.

You now have an animal on the empty page, so let's give it a path.

GIVE IT A PATH

- 1) Go to the object toolbar down the right side of the screen. Click on the third to bottom icon. It looks like a man running.
- 2) A submenu of icons appears. Click on the very last one on the left. It looks like a snake path. If you roll your mouse over it, the word "Path" appears.
- 3) Click on the page to drop it off. A window called "Select Object to Move" appears on the screen.
- 4) THIS IS THE STEP YOU WILL MISS! Click on "Picture 1" in the list of available objects. (Note- you have to assign your path to a specific object on the page. If we had entered 2 animal pictures you would see "Picture1" and "Picture2" in the Available Objects list. The program needs to know which object you want to assign the path to!)
- 5) Click OK.

Congratulations, you have assigned a path to your graphic. Now let's see it run.

RUN THE ANIMATION

- 1) Click on the run button in the top toolbar on the left side. A browser opens and your animal runs across the screen. Mine ran backwards, so let's tweak.
 - 2) Hit the "Esc" key to return to construction mode.
- Notice the path line has fat dots on the end and skinny dots in between. Each dot shows the next place your character will appear on the path.

CHANGING DIRECTION OF THE PATH

- 1) Roll your mouse over a fat dot. It turns into a hand. Fat dots are grab-able.
- 2) Click and hold down the mouse, over a fat dot. The hand grabs the character and you can now drag it to a new position on the screen.
- 3) Drag one end of the line to the opposite side of the screen.
- 4) Now grab and drag the other end, until you have reversed the path into the opposite direction.
- 5) Click the RUN icon in the top toolbar. Your character now runs in the opposite direction.

MAKE THE PATH LONGER

Now let's make the character run around the screen.

- 1) At the bottom of the screen you will see a little icon with a green plus on it. Click on it. (It's called "Add Control Point")

2) Click on the page (anywhere in the blank white area).

You will see your path grow.

3) Repeat. Click the green plus, click on the page. Click the green plus, click on the page. Click the green plus, click on the page.....Now your path is really long!

4) Click Run.

Your character runs around the screen!

5) Hit the "Esc" key to return to construction mode.

MOVE A PATH

1) Roll your mouse over a fat dot. It turns into a hand. Remember...fat dots are grab-able.

2) Click and hold down the mouse, over a fat dot. The hand grabs the character and you can now drag it to a new position on the screen.

A COOL TRICK

1) Hold the CTRL key down.

2) Click the green plus (to Add Control Point.)

3) Click on the page 5 times in a row.

That lets you add multiple points to your path quickly.

SPEEDING IT UP, SLOWING IT DOWN

1) There are slider bars to the right of the green plus icon (Add Control Point). Just drag them left or right.

2) Run.

Make a Sprite Animation (Disney-Style)

MultiMedia Lab V Overview

Draw three frames of animation, assemble them into a sprite, and play your Disney-style cartoon.

Instructions

A sprite animation is similar to a flip book. It is made up of individual drawings which are very similar to one another. They are played in quick succession and give the illusion that the character may actually be moving from one frame to the next. Your eye fills in the blanks between frames, and your brain is tricked into thinking a character is actually moving! We are going to create a sprite animation (also known as an animated GIF).

*** To Create a Claymation – take sequential photographs of your subject moving only slightly in each picture. Make sure your camera stays stationary and only the figures in your photo are changing. Pick up from “Assemble The Frames”.***

To create a sprite animation, there are 3 steps:

1) Draw your frames.

2) Assemble them in succession.

3) Run and tweak.

Let's look at each step carefully.

DRAWING FRAMES

You have to use a paint program to draw three frames. We'll use Tool Factory Painter.

1) Double click on the Painter icon on your desktop.

2) Draw a face using simple shapes. Draw both eyes opened.

3) Do a FILE>SAVE AS and call it "Frame 1"

4) Now we're going to make him wink and smile! Draw one eye half way closed.

5) Draw half of a smile.

6) Do a FILE>SAVE AS and call it "Frame 2"

7) Draw one eye all the way closed.

5) Draw a complete smile.

6) Do a FILE>SAVE AS and call it "Frame 3"

Be sure to take note of where you saved your frames, because we'll have to go get them in a minute. I saved mine in the "My Documents" folder.

ASSEMBLE THE FRAMES

- 1) Open MultiMedia Lab V.
- 2) Click "Start the Program Directly".
- 3) Go to the object toolbar down the right side of the screen. Click on the third to bottom icon. It looks like a man running.
- 2) A submenu of icons appears. Click on the second to last one on the left. It also looks like a man running and says "Sprite" if you hold your mouse over it.
- 3) Click on the page to drop it off. A window called "Sprite Editor" appears on the screen.
- 4) Click on the "Add To" button.
- 5) Select "Frame 1". (you may have to browse to "My Documents" to find your frames).
- 6) Select Open.
- 7) Repeat. "Add To", "Frame 2", "Open".
- 8) Repeat. "Add To", "Frame 3", "Open".
- 9) Click on the "Start Button to preview your sprite.
- 10) Select "OK" to close the sprite editor window.
- 11) Drag your artwork onto the white page (it may be falling off the edge!).
- 12) Now "Run"....Congratulations! Watch out Disney...here you come!
- 13) Select "Esc" to return to construction mode.

TWEAK

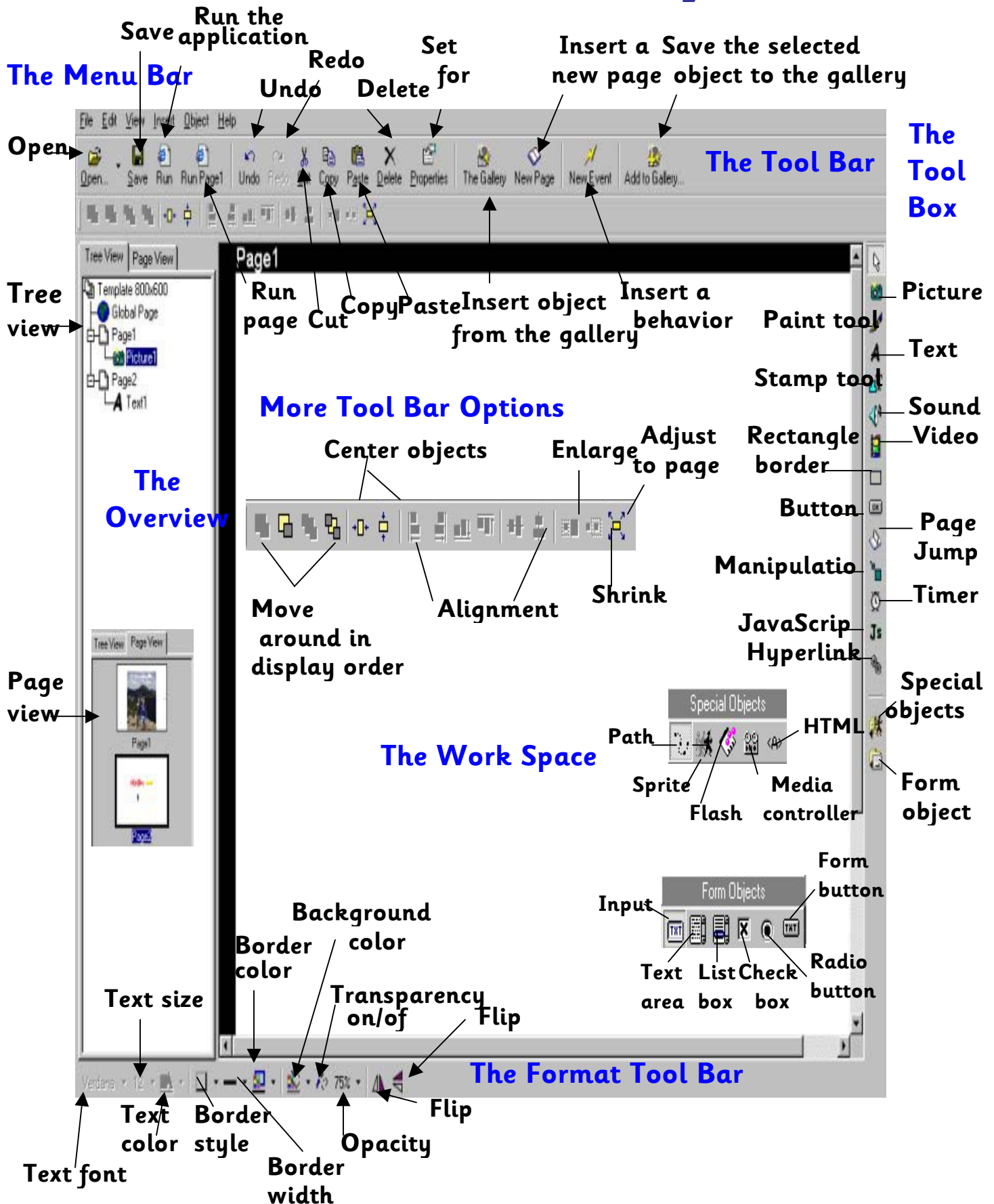
My animation was too fast, so I want to slow it down.

- 1) Click on your artwork. A box appears around it.
- 2) In the upper right hand corner is a tiny little icon. Click on the icon to open the sprite editor again.
- 3) Increase the interval to 300.
- 4) Select "OK" to close the sprite editor window.
- 5) Now "Run".


Have fun!!

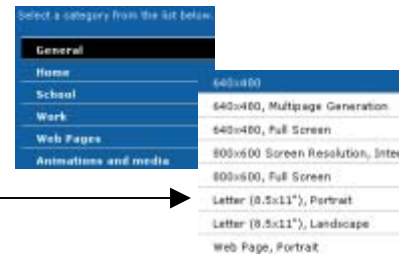
MultiMedia Lab V

Quick Reference

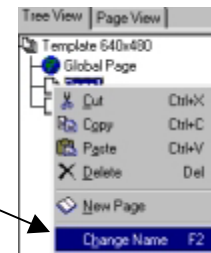


MultiMedia Lab V Quick Start Tips

In the start dialog box that appears when you begin the program, select a category, then click  [Create a new application](#)



Name pages in the tree view by right clicking on a page and selecting **Change Name**. Type in the new name and press enter.




Click on  in the Tool Bar to add a **New Page**.

The Tool Box

To **add any object** from the Tool Box **CLICK ON THE OBJECT, CLICK ON THE WORK SPACE**.

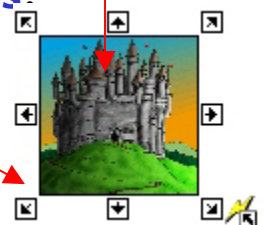
Get **clip art** from The Gallery. Click on  in the Tool Bar.

Set **properties for objects** (color, opacity, background, border width, transitions, etc.) by clicking on  in the Tool Bar or by right clicking on the object and selecting Properties from the drop down menu.



Highlight an object, then: Click on the pencil to **edit text**. Click on the flash to **set behaviors** for the object.

To **move an object** around the Work Space, **click and drag**. To **resize an object**, highlight it, then **drag the arrows**. Hold down the control key to maintain aspect ratio.



To **view your work**, click on  in the Tool Bar.