

2Animate

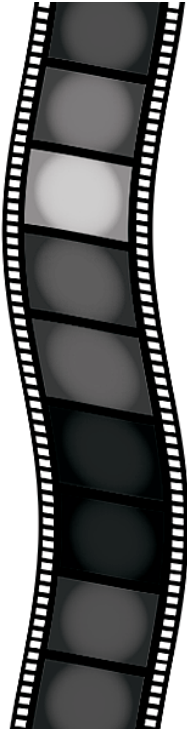
Version 2
User Guide

W
Windows®

98/98 SE
ME
2000
XP / Vista



www.2simple.com



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Welcome to 2Animate, a simple and powerful animation program from 2Simple Software. Please take some time to explore this manual; it contains information essential to getting the most out of 2Animate.

Take a few minutes to familiarize yourself with the program and user interface.

What is 2Animate ?

2Animate was designed to make animation simple. You can start creating a basic animation straight away.

Advanced users can access the options by pressing (CTRL+SHIFT+O [This is letter O not zero]).

As always we are very much open to comments and suggestions, so if you have any, please do not hesitate to forward them to us so that we can improve this product, (info@2simple.com)

Version 2 of this product has been the result of much useful feedback we have had from users and we have tried to apply and implement them where and when possible.

INSTALLATION

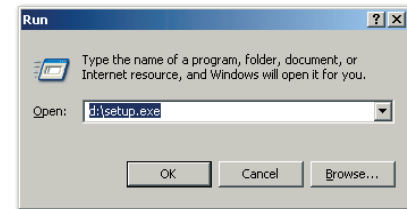
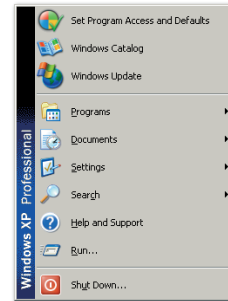
Installing 2Animate couldn't be easier. Simply insert the CD-ROM into your CD drive and if your computer's "Autorun" feature is enabled, the CD should auto start. Just follow the instructions on the screen.

If the CD menu does not automatically start, then:

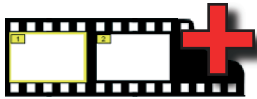
1. Place the CD-ROM into your CD drive.
2. Click on "Start" and then choose "Run"
3. Type **D:\Setup.exe** (If your CD drive is E then type **e:\setup.exe**)
4. Click on **OK**
5. Follow the on screen instructions to complete the installation.
This will install the software and add all the shortcuts to the Start menu.



*For help with network installations, please visit
www.2simple.com/support and select Networks*

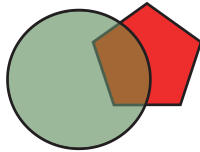


NEW FEATURES



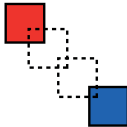
Unlimited Numbers of Frames

2Animate offers unlimited number of frames. You can produce an animation and define the number of frames.



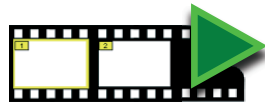
Transparency

2Animate now offers transparency within its drawing tools and enables you to create transparent animated GIF files. This means you can apply any background to your transparent GIF.



In-Betweening

With 2Animate you can move an object across a short animation and yet draw it only once. Select your object, select its position and size on the last frame and In-Betweening will fill in the frames in-between! (see page 15)



Instant Preview

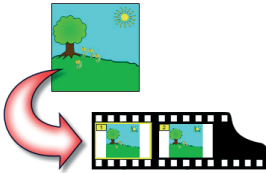
Animations created with 2Animate now can be previewed instantaneously by clicking on the “Play” button.

NEW FEATURES



Simple User Level

New to this version, 2Animate offers 2 distinct levels: “Simple” and “Advanced”. The “Simple” level has a very uncluttered screen with our classic felt tip pens to get the very young user started!



Preset Backgrounds

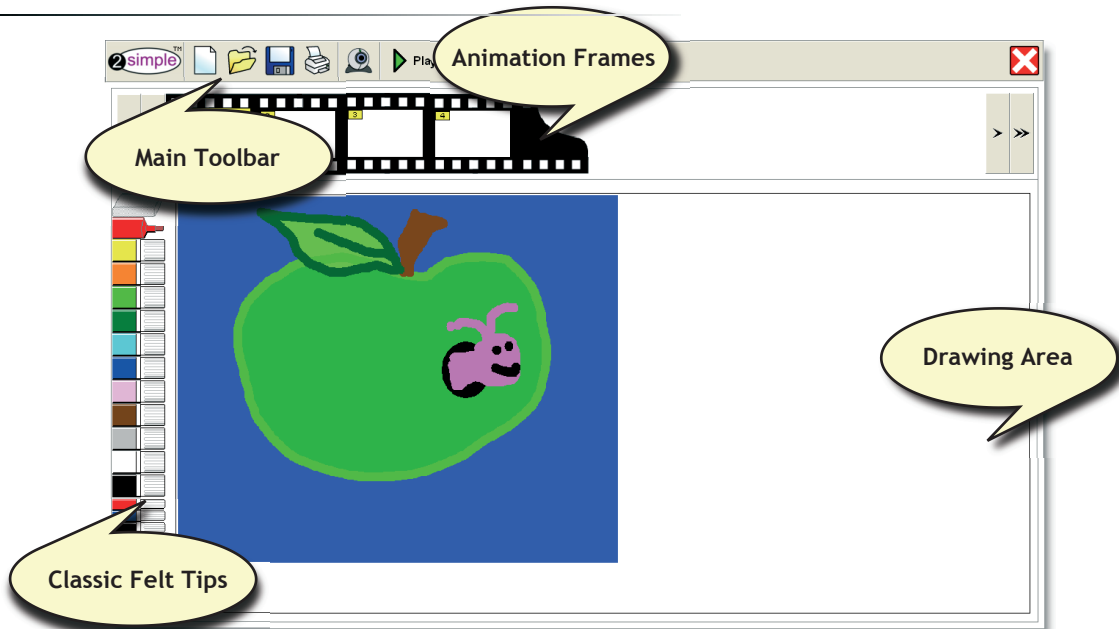
2Animate now offers 10 preset backgrounds with which you can build an animation within seconds. Objects placed/drawn on top of the backgrounds can be moved, re-sized or even erased without effecting the backgrounds. You can also import your own background images.



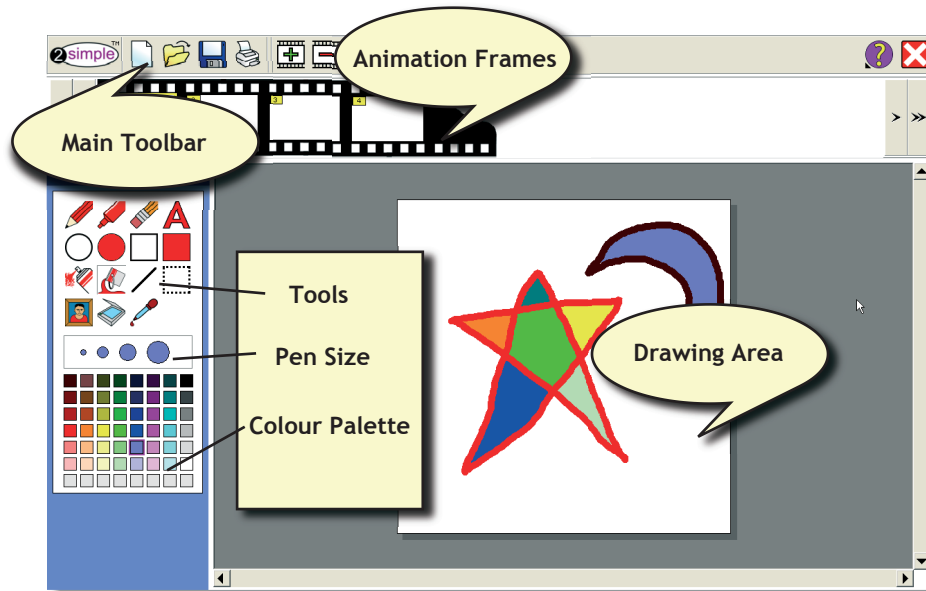
Custom Colours

You can now mix any colour that you cannot see in the colour palette and use it with the drawing tools.

WORKSPACE: SIMPLE MODE

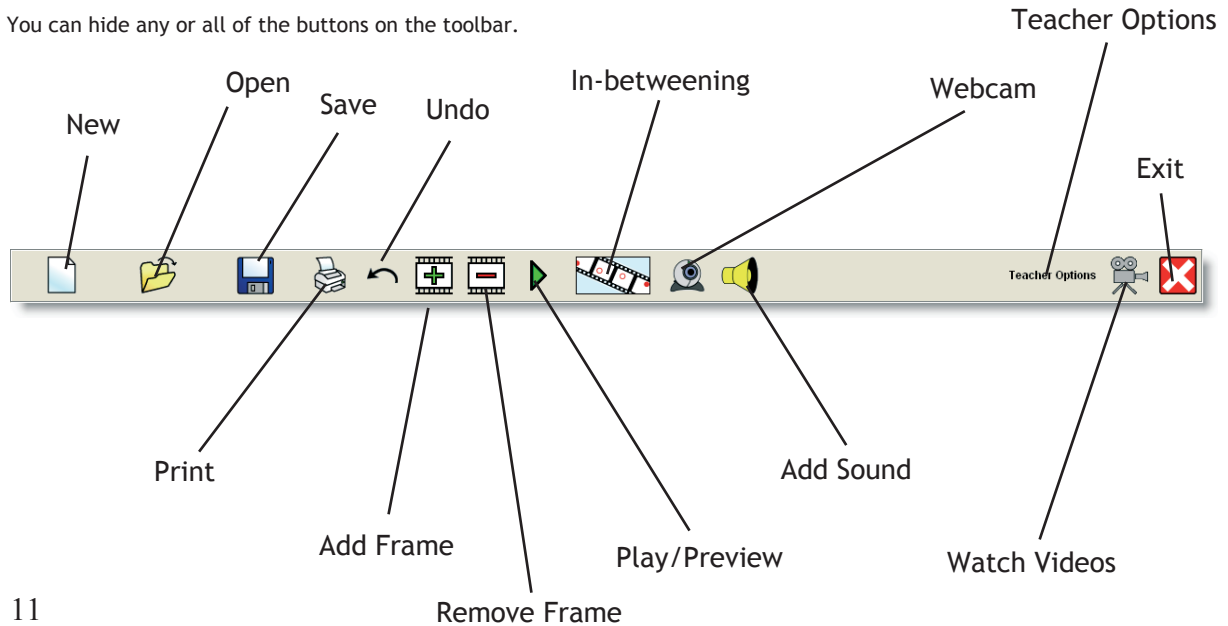


WORKSPACE: ADVANCED MODE




TOOLBAR

You can hide any or all of the buttons on the toolbar.

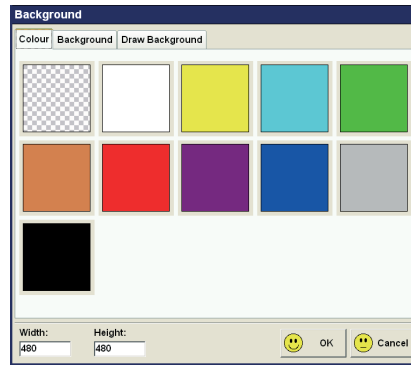


STARTING A NEW ANIMATION

Click on the  button or press Ctrl + Shift + N to start a new animation.

In **Simple Mode**, this will launch the workspace immediately.

In **Advanced Mode**, this will launch a menu giving you a choice of background colours. There is also a “Custom” button, which enables you to choose the size of your animation: Small, Medium, Large or you can enter specific numerical dimensions.



STARTING A NEW ANIMATION

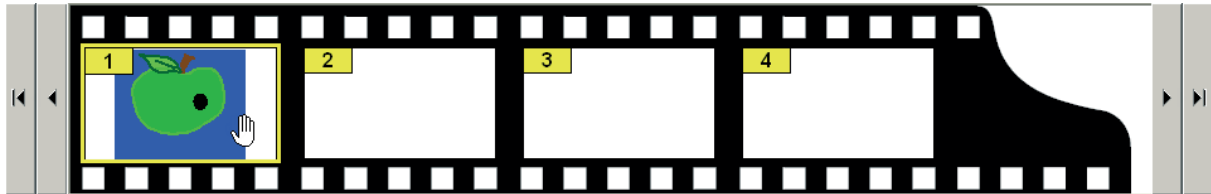
You can start a new animation in several ways:

- Use the built-in drawing tools
- Import images

When you decide on the method you want to build your animation, you may consider the following:

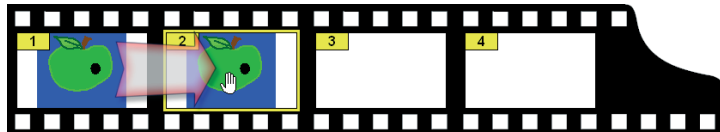
- The size of your animation
- The number of frames within your animation


Your animation consists of a series of frames which are placed in the frame holder shown below:

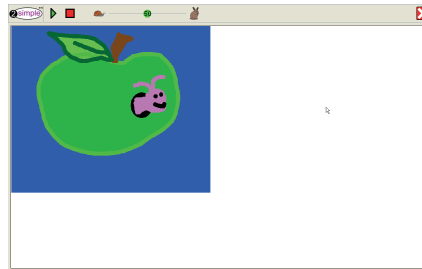


CREATING A NEW ANIMATION

You can navigate through your animation by using the buttons on either side of the frame holder (Filmstrip). Each frame has a number that indicates which frame you are currently working on. To duplicate a frame, simply drag and drop into another one!

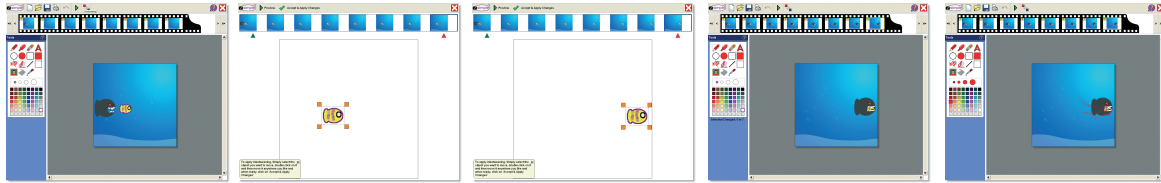




When you are ready and have drawn all your frames, simply click on  to play/preview your animation. This enables you to check your animation to see if you are happy with it before you save your work.



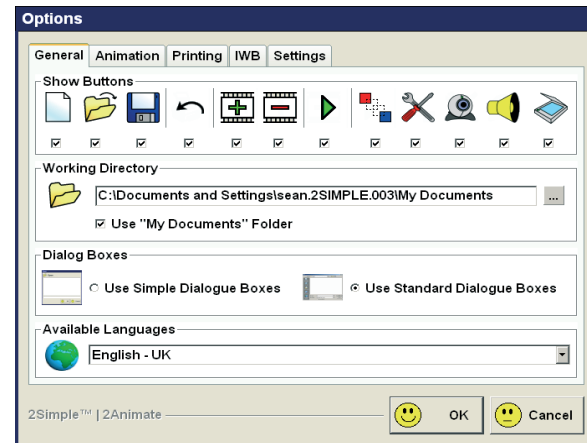
IN-BETWEENING

This is a great new feature that allows you to move an object across a short animation without having to draw every frame! Open a new animation, select your background and number of frames, and draw your object.



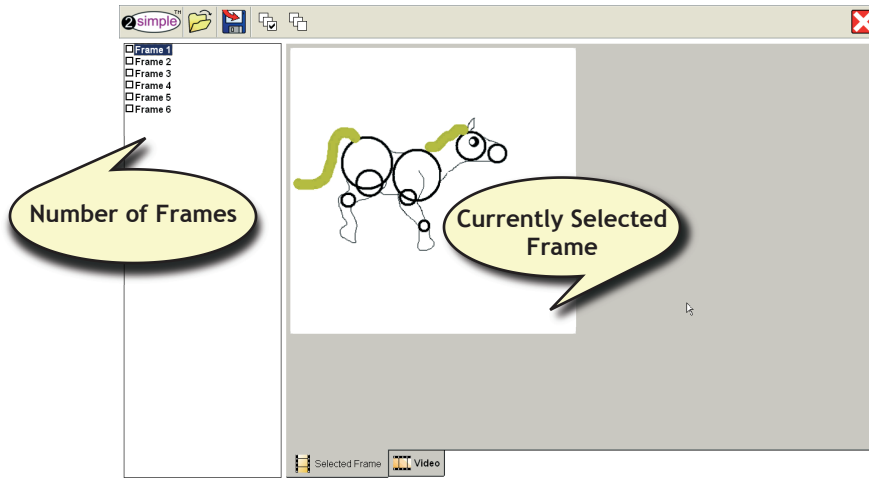
1. Click on the in-betweening icon
2. Select an area in the first frame, then double click on it and this will select the last frame.
3. Now make the changes you wish to make to your animation you can re-size or move it.
4. You can preview it by clicking on the  or click on the  to apply the changes.

You can click on CTRL + SHIFT together with O (Letter O) to access the Options.



FRAME EXTRACTOR

Since an animated GIF file can consists of many images (frames) we have created Frame Extractor which does exactly what it says. It takes out all the frames within an animated GIF. It even enables you to choose how many or which frames to extract. New in version 2 you can take out all the frames from an AVI file as well as extracting any sound it has.

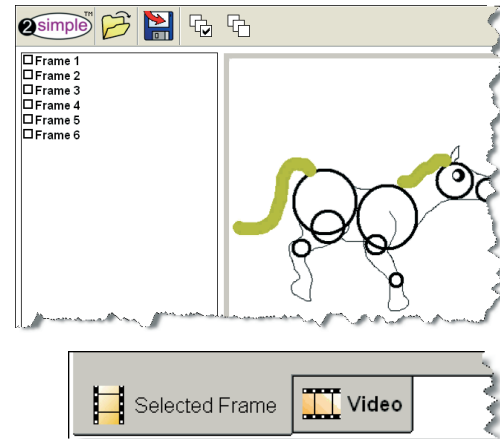


FRAME EXTRACTOR

To extract a frame(s), select the frame by clicking on



Depending on how many frames your animation/video has, they will be listed as frames in the left pane with tick boxes enabling you to select the frames you wish to extract.



There are two tabs at the bottom of the screen, one displays the currently selected frame and the other one shows the whole animation.

FRAME EXTRACTOR

To save the frames, you need to:

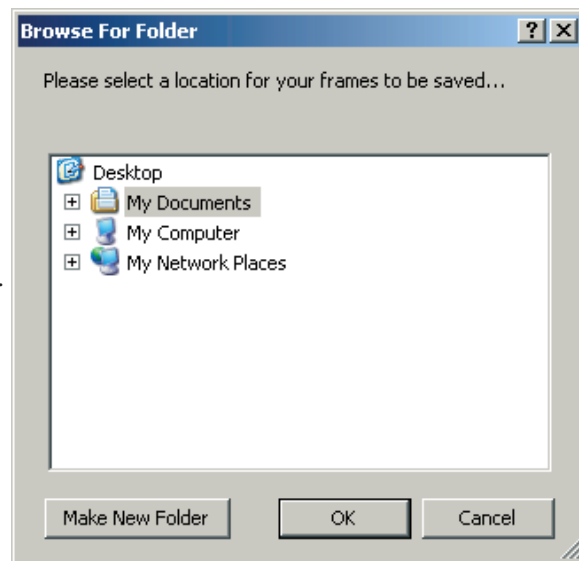
- Select at least 1 frame

- Click on



Now select the folder where you wish the frames to be saved. and when ready, click on “OK”.

The images will be saved in the selected folder in bmp format. You can use these images in just about any application that supports bitmaps.



SYSTEM REQUIREMENTS

To run 2Animate, the following are necessary:

- Microsoft® Windows® 98, ME, 2000, XP (We recommend Windows® XP PRO) Vista
- 233 Mhz Processor (400+ Mhz Recommended)
- 32 MB of RAM (256 or above is recommended for larger animations)
- 100 MB of free hard-disk space
- Minimum , 1024 x 768, 256 colours Screen
- Adobe® Reader - Supplied on the CD
- Macromedia® Flash™ Player - Installed by the software



2Animate does not run on Window® 95 or Windows® NT

The following are optional:

- Printer
- A Webcam
- A Scanner



2Animate is designed to work on ALL networks. You can find clear installation instructions on the CD and we provide full support on our

website: www.2simple.com/support

If you need help with a specific installation, please do not hesitate to contact us via our website or email us at support@2simple.com

2Simple will provide MSI installations free of charge.

As networks differ from one another, we can and will help you when needed. If any of our instructions do not work, please do contact us as we want to provide accurate information and we rely on your feedback to help us get it right."

You can contact us:

For general information: info@2Simple.com

For support issues: www.2Simple.com/support or support@2Simple.com

Tel: (+44) 020 8203 1781 Fax: (+44) 020 8202 6370

Faulty Media

Should the CD ROM develop a fault we will replace it free of charge.

All our software is designed on the following principles:

Simplicity of use

The software has evolved in the classroom to meet the needs of very young pupils. It is simple to learn and simple to use.

There are no 'wrong buttons' to press.

Transfer of skills

All our software has a common look and feel. It is designed to take pupils from what is familiar towards standard Windows interfaces.

Developed in the classroom for the UK curriculum

The software has been developed to meet the needs of the UK curriculum. It has been tested and refined in the classroom, and has evolved based on research and suggestions from teachers.

Video of ideas for activities

All our software comes with a large number of ideas for use and tutorials. These take the form of short videos which run on the computer and teach staff and pupils to use the software in an appropriate curriculum context.

Emphasis on creativity

Making the software simple allows pupils to focus on the content of their work. Whilst the software is powerful, it is the pupils who are creating, not the computer.

Reading age

Many pupils are held back by complex language in some software packages. Our software uses simple icons and appropriate text, ensuring reading age is not a barrier to ICT learning.

Independent use

The simplicity of the software, combined with the use of video, makes the software ideal for independent use.



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