

2Animate User Guide





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1. Introduction

2Animate is a program that lets children make short animations using their own drawings.

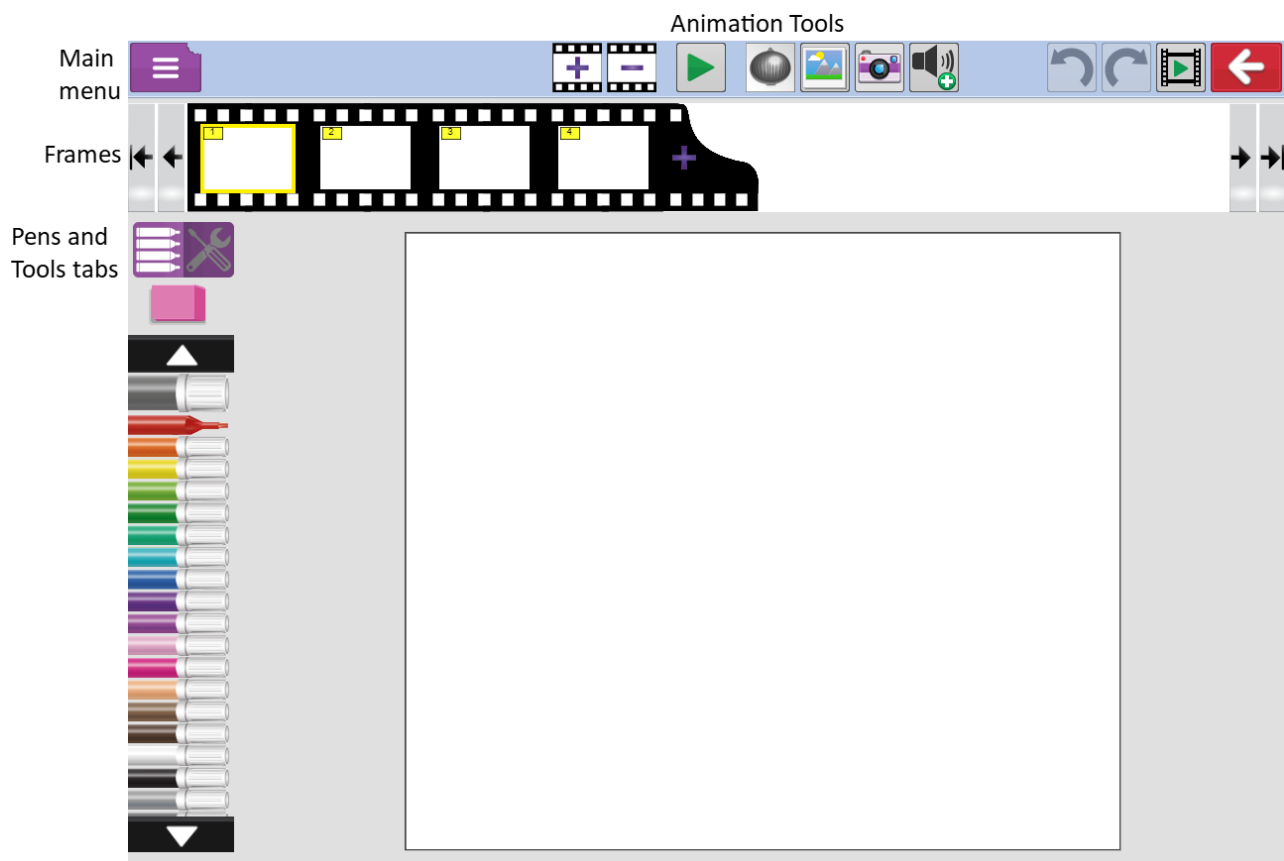
The video guide within 2Animate gives some further ideas about how to use the tools, including a



demonstration of what can be achieved. Click on the Video Guide button at the top right to access it.

1.1 2Animate screen layout

When a new project is opened, the screen looks like this. The various tools are described in more details in this guide. Use the menus to find the information that you require.





2. Main menu

The Main menu is the same for all Purple Mash tools.



New

Open a new blank file.



Open

Open 2Animate documents from saved work, shared folders or device.



Save

Save the 2Animate file to Purple Mash online folders or device.



Export

Clicking the Download button on the export screen will save an animated GIF file of your 2Animate file in your device's downloads folder.



Print

This will generate a PDF file with all of the images from your animation for saving or printing.



Share

This will give you various options for sharing the file. See the manual;

[Sharing Purple Mash](#) for further details.



3. Pens and Tools tab

On the left-hand side are the pens and tools. There are two tabs; Colours and Painting Tools.

Colours



The arrows at the top and bottom can be used to locate different colours and thicknesses of pens. Click on a pen to use it.

Thickness can also be altered in the painting tools tab.



Painting tools

Eraser to remove unwanted drawing.		
		Pen or pencil; the pen draws thicker lines than the pencil.
		Square; either filled or outline.
Straight line tool; press the mouse button down at the start of the line, stretch the line out and release the mouse button at the end of the line.		Fill; this will fill the area with the selected colour.
		Paint effects; these change the way that the draw line displays to make effects such as zigs zags or bubbles.
Text; click here and then anywhere on the screen to insert text.		Select tool; use this to select an area of your picture and move it.
		Colours can also be selected here.
		The thickness of lines can also be altered by sliding the slider.





4. Frames

Frames show the different still images that make up the whole animation, like a film strip.



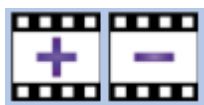
Use the arrows at either end to move forwards or backwards through the animation or to jump to the beginning or end.

Use the buttons in the Animation Control tools to add or remove frames.

Click on a frame to edit it.

You can drag to reorder your frames. A green line will appear to indicate where the dragged frame will be dropped. Dragging a frame right on top of another frame will copy the image to the second frame.

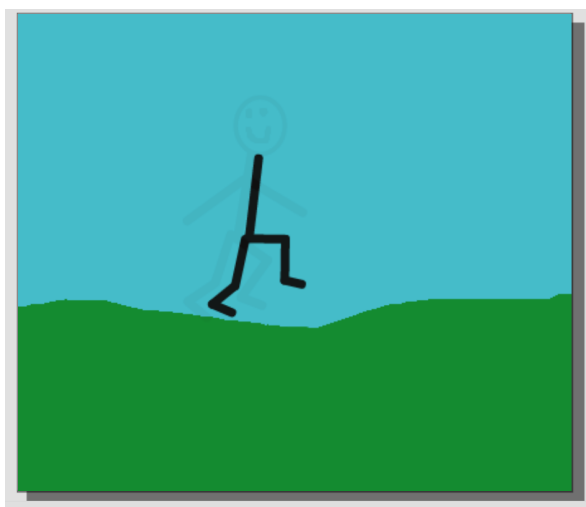
5. Animation tools



Use these buttons to add additional frames. The + button will add a frame after the frame that is currently selected. The - button will remove the current frame.



Onion skinning: this is a very useful tool when animating. It shows the previous frame as a transparent picture on the current frame so that you can draw a slightly different version of the previous slide. For example, here it is being used to help animate a walking stick figure:



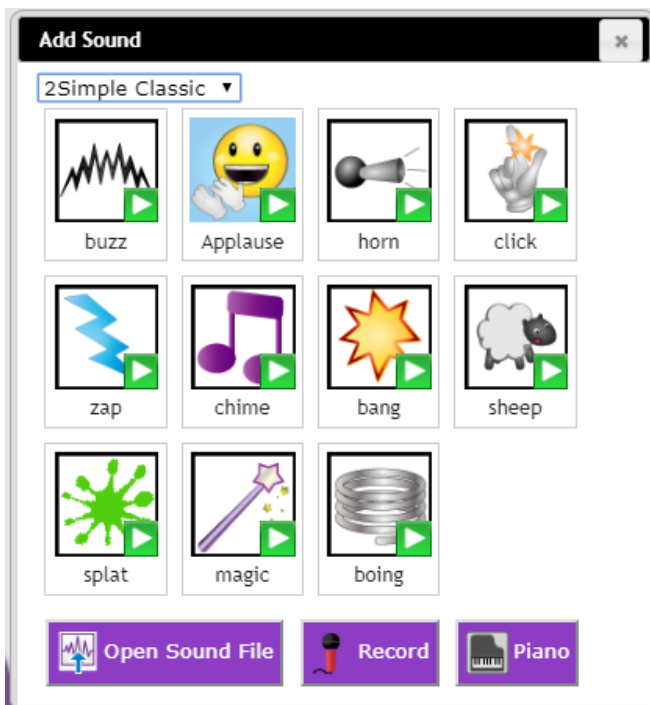
Background button: use this to add a background. You can choose to add the background to



just the selected frame or to all frames. There are a selection of pre-made backgrounds to use or you have the option of uploading a picture (or a series of pictures, one for each frame) from your computer or painting an image using the Drawing tools. You can also use the device camera to make a background. This is useful when teaching children to make a distinction between the background, which doesn't change or move, and the foreground, which is what will be animated.



Sounds button: you can add sounds to individual slides. Click on the button and there is a choice of sound effects; use the drop-down list for more sounds. Alternatively you can upload a sound from your computer, compose using the piano button or record one using a microphone. The sound will continue to play until it is finished rather than ending when the animation moves to the next frame.



Play Animation button: this will play the animation. The speed can be altered using the speed slider. The animation can be paused or stopped using the buttons at the top.



Web-cam button – if your computer has a web-cam attached you can create a stop-frame animation by taking a series of photographs. You can move objects or people incrementally frame by



frame to create the illusion of movement. **Note** that for security and privacy reasons, this can be turned off for an individual school.



The Undo and Redo buttons will appear once you have started drawing. They allow you to undo the last action or redo a previously undone action.



6. Example animations

2Animate makes it easy to create animations for a wide variety of uses, from science to storytelling.

Try animating a smiley face to open and close their eyes or frown. Make an animation of the water cycle or the changing states of water.

An example using 2Animate to animate the growth of a plant is demonstrated on the video guide.



Press the button when in 2Animate to see the video.

Once children are familiar with animating, they can enhance their animations by adding text to make their own animated eBooks using the Purple Mash tool, 2 Create a Story.