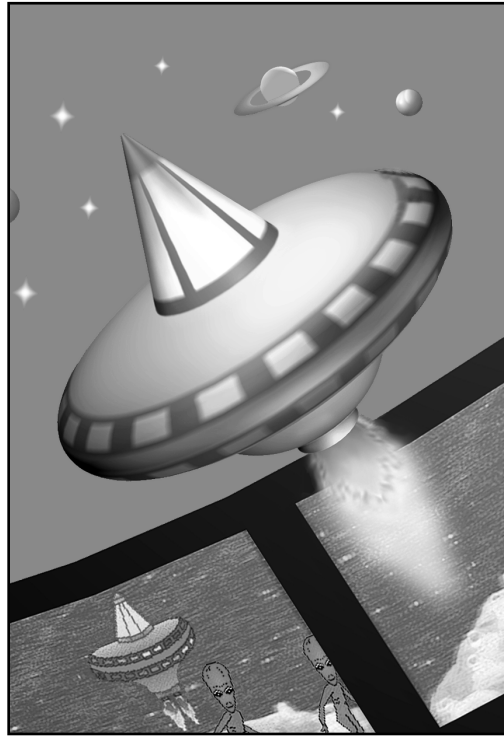




F O R M A C I N T O S H



AMAZING ANIMATIONTM

User's Guide

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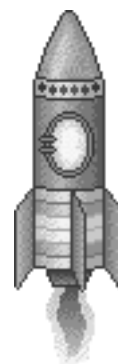
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Creative ideas

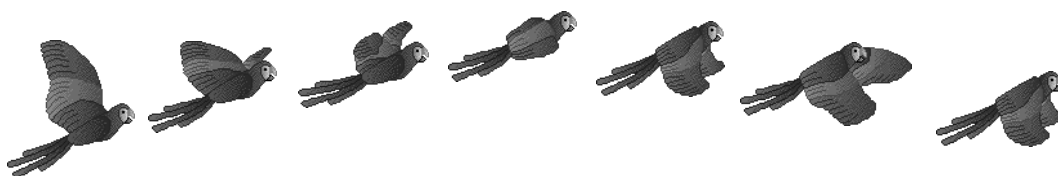
- ◆ Make a movie about current events, for example, the disappearing rain forests or a sports team.
- ◆ Illustrate a poem or historical event.
- ◆ Show how to take care of a pet (feeding, playing, washing).
- ◆ Show what you did on your summer vacation.
- ◆ Illustrate and narrate a book report.
- ◆ Make a movie about your best friend or pet.
- ◆ Give a tour of your room, house, or school.
- ◆ Make a birthday card and sing in your own voice.
- ◆ Create a story with several endings (each ending represented as a button).
- ◆ Make a family album: include scanned photos, recorded voices, or family sketches.
- ◆ Do a school report and create a menu of choices to go to different sections of your report.
- ◆ Make a treasure hunt game using buttons to take the player down a different path.



Chapter 1: Getting started



This chapter provides instructions for installing the Amazing Animation™ software from Claris Corporation. It also includes requirements for running Amazing Animation on your computer.



About Amazing Animation



Amazing Animation introduces children to the fun of making animated stories with sounds. With Amazing Animation, children five to fourteen years old can create movies, animated school projects, and interactive games and cartoons.

Younger children enjoy Amazing Animation using the ready-made animated stamps, scenes, and sounds. Amazing Animation automatically records where the stamps go as children move them around on the screen.

Older children create their own stamps, scenes, and sounds. They can also animate clip art from other computer programs. Each frame of the movie can be edited, adding transitions and dramatic pauses. They can add buttons that play another movie to create interactive games or movies with several possible endings.



Installing Amazing Animation

This section describes the system requirements and gives step-by-step instructions for installing Amazing Animation.

What's in this package

Here's what you'll find in the Amazing Animation package:

- ◆ Four program disks (or one CD-ROM disc)
- ◆ User's guide
- ◆ Claris® registration card



System requirements

To run Amazing Animation, you need:

- ◆ Apple Macintosh Classic or later model, including the Macintosh LC, Apple Macintosh II, Apple PowerBook, Performa, Macintosh Quadra, Power Macintosh
- ◆ High density disk drive
- ◆ 4 MB of available random access memory (RAM) for color, or 2 MB of RAM for black-and-white monitors
- ◆ Apple System 6.0.7 or later, or Apple System 7
- ◆ 8 MB minimum of hard disk space
- ◆ Apple QuickTime™, if you want to work with QuickTime movies



Putting Amazing Animation on your computer

There are two options for installing Amazing Animation.

- ◆ Easy (complete) installation installs the entire Amazing Animation package, including the application, color artwork, and black-and-white artwork.
- ◆ Custom installation installs the Amazing Animation application and either the color artwork or the black-and-white artwork.

! Important Some system extensions (like virus protection extensions) might interfere with the operation of the Amazing Animation Installer. If you have trouble completing the installation, turn off system extensions and try reinstalling. Under System 7, you can turn off system extensions by restarting your Macintosh while holding down the Shift key. Wait until you see the message “Welcome to Macintosh, Extensions Off” before releasing the Shift key.

Easy installation

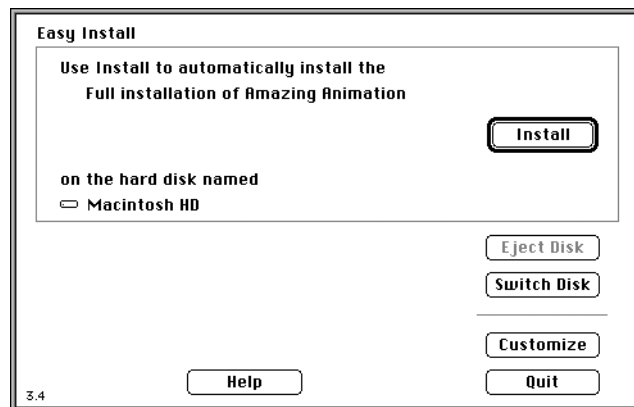
Follow these steps to install the complete Amazing Animation package on your hard disk.

- 1. Insert Disk 1 and, if necessary, double-click the disk icon to display the contents.**



- 2. Double-click the Installer icon to start the Amazing Animation Installer.**

You see the Amazing Animation Installer startup screen.



3. Click Install.

The Installer moves files and a dialog box gives you a progress report.

After all the files are installed, a final dialog box tells you the installation on your hard disk was successful.

Custom installation

Follow these steps to install the black-and-white versions of artwork. Use the custom install if you have a black-and-white monitor or if your computer has a limited amount of space on its hard disk.

1. Insert the Disk 1 and, if necessary, double-click the disk icon to display the contents.

2. Double-click the Installer icon to start the Amazing Animation Installer.

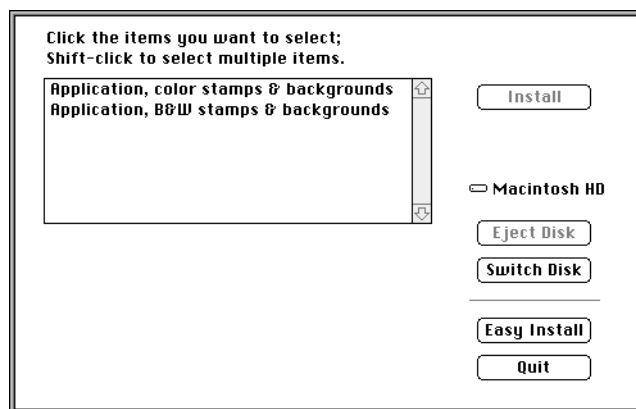


Installer icon

You see the Amazing Animation Installer startup screen.

3. Click Customize.

You see a dialog box.



4. Select the items you want to install.

Shift-click to select more than one item.

5. Click Install.

The Installer begins moving files. A dialog box stays on the screen, telling you what the Installer is doing.

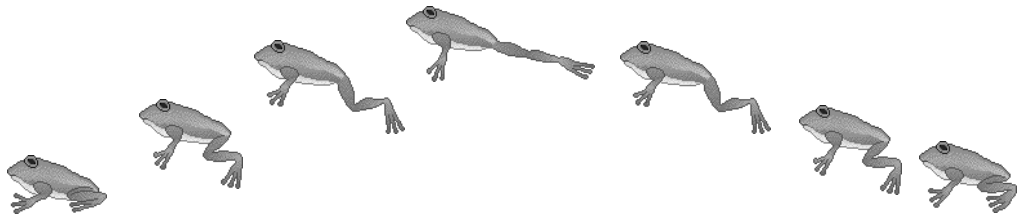
After the files are installed, a final dialog box tells you the installation on your hard disk was successful.

Chapter 2: Basic Animation



This chapter provides instructions for starting Amazing Animation on your computer. It also shows you how to use the features at the basic level of Amazing Animation, aimed at children ages five to eight.

At this level, children can easily create their own movies using the ready-made stamps, scenes, and sounds. Most children will plunge right in and create movies, without following any set sequence of steps.



Starting Amazing Animation



You can start Amazing Animation from the desktop and create a movie, or open an existing movie. The first time you start the application, Amazing Animation asks you to personalize your copy.

To start Amazing Animation:

- 1. If necessary, double-click the hard disk icon to display the contents of the hard disk.**
- 2. Double-click the Amazing Animation folder to display its contents.**
- 3. Double-click the Amazing Animation icon.**

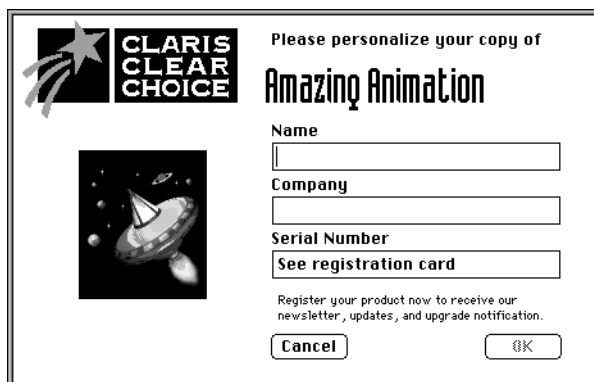


Amazing Animation

When you double-click the application icon, a new movie is created.



If this is the first time you've started Amazing Animation, you see the Personalize dialog box.



The dialog box is titled "Please personalize your copy of Amazing Animation". It features the Claris Clear Choice logo in the top left, which includes a stylized star and the text "CLARIS CLEAR CHOICE". Below the logo is a small image of a satellite dish. The form contains three input fields: "Name", "Company", and "Serial Number". Below the "Serial Number" field is a button labeled "See registration card". At the bottom of the dialog are two buttons: "Cancel" and "OK". A small note at the bottom of the form reads: "Register your product now to receive our newsletter, updates, and upgrade notification."

- 4. In the Name box, type your name and press the Tab key.**
- 5. Type the serial number from your Claris registration card.**

The serial number is optional, but Claris recommends typing it here in case you lose your registration card. You need the serial number if you call Claris Technical Support.

- 6. Click OK.**

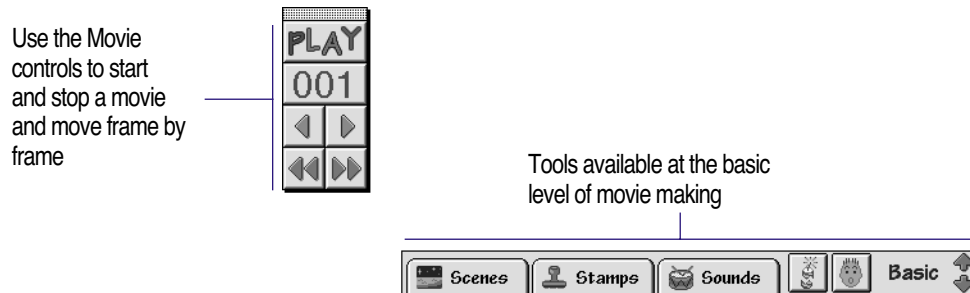
To quit Amazing Animation, select Quit from the File menu.

Amazing Animation levels

Easy and intuitive tools and progressive sophistication make Amazing Animation fun for children of all ages. Children explore the features and tools freely and discover the many options on their own. The program enhances learning and motivates children to explore on their own.

The movie-making area

Each time you start Amazing Animation, you see a blank movie-making area (called a *frame*), Movie controls, and the Basic level tools.



Beginners can use the Basic level, with ready-made scenes, stamps, and sounds to create a movie. As their skill level progresses, they can express their own ideas by creating original scenes and stamps in the Tools level. Using the Effects level, children use transitions, pauses, and buttons to make more sophisticated movies.

Movie-making levels

By changing the movie-making level, you choose which features and tools are available.



- ◆ **Basic level.** At this level, create stories by using scenes, stamps, and sounds. This chapter explores this level.



- ◆ **Tools level.** This level is for older children or experienced animators ready for more challenge. This opens up the tools for drawing and painting, adding text, and rotating, resizing, and moving objects. Chapter 3 covers this level in detail.



- ◆ **Effects level.** This level is more advanced, providing tools for adding transitions (called *wipes*) between frames, pauses in animation, and buttons to open and play other movies. Chapter 4 covers this level.



Little Kids level

For very young children, you can set the level of movie-making so that only the basic tools are available. Use Little Kids for young children—this hides some of the more advanced tools to avoid accidental selections and confusion.

1. To set this level, choose Little Kids from the Edit menu.



A checkmark appears by the menu item. As long as this item is selected, only the Basic level tools can be seen on the screen. The level changer does not appear and you can't move to the other levels until Little Kids is deselected.



You can't change levels when Little Kids is selected

Changing your mind

At all levels, you can change your mind, fix mistakes, and delete things.



Clicking Uh-oh reverses the last thing you did

! **Undo** Clicking Uh-oh is the same as selecting Undo from the Edit menu. The first item in the Edit menu changes depending on your previous action.

You can use the Firecracker to remove something in the movie-making area. First select what you want to remove by clicking it, and then click the Firecracker.



Clicking the Firecracker deletes things

If nothing is selected, clicking the Firecracker removes the last thing you put in a frame and continues removing things in reverse order, including previous frames. Clicking the Firecracker repeatedly erases the entire movie.

! **Deleting frames** If the Frame gallery is open (see “Deleting a frame” on page 56), clicking the Firecracker removes the selected frame.

Getting started

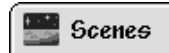
Use the ready-made scenes, stamps, and sounds to create a movie from scratch. These tools are available at the Basic level and at Little Kids level.



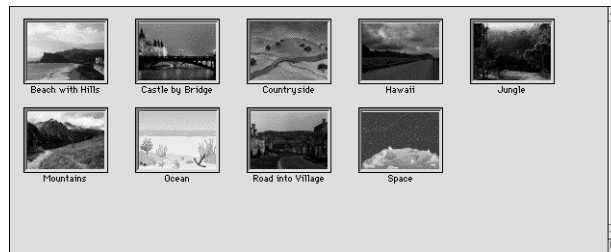
Choosing a scene

Scenes are backgrounds or settings you can use in your movies. You can choose settings such as space, mountains, country-side, ocean, jungle, and others.

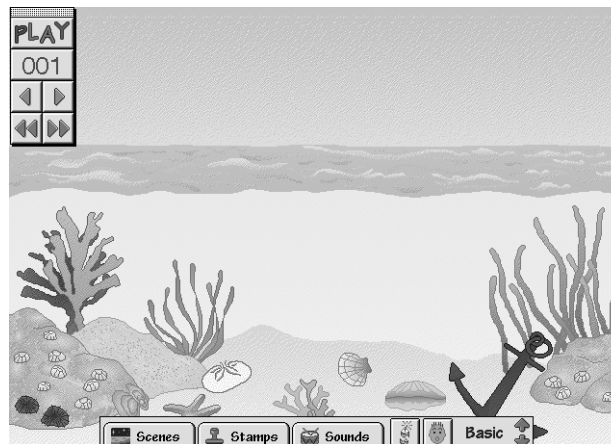
1. Click the **Scenes** tab at the bottom of the screen.



2. Click the scene you want to use.



The scene appears as the background on the screen.



! Tip Scenes can change in a movie. For example, you can start with an ocean scene and then switch to a space scene on frame 20 of your movie.

Choosing stamps

The ready-made stamps have built-in animation. For example, the goose waddles, the monkey swings from arm to arm, and the beaver juggles.

! Note Each of these animated stamps is a multiple-frame movie kept in the Stamps folder. Placing a stamp in a movie automatically increases the number of frames by the number of frames used for the animation of the stamp. For example, the beaver adds 37 frames of animation to your movie.

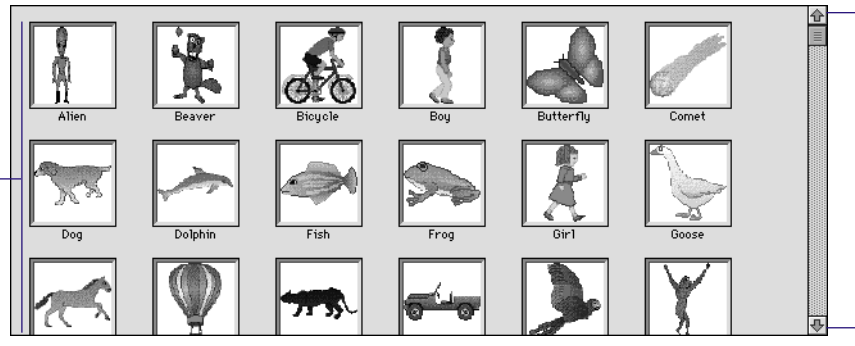
To choose a stamp:

1. Click the Stamps tab at the bottom of the screen.



2. Click the stamp you want to use.

Click the stamp
you want to place
in the scene

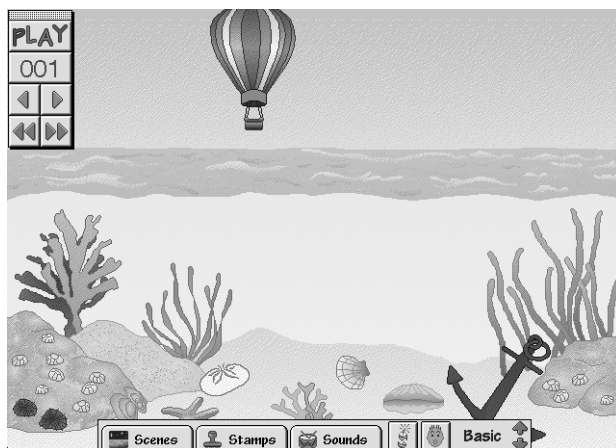


Use the scroll arrows
to see more stamps

3. Click the rubber stamp in the movie-making area where you want the stamp to go.



The stamp appears in the scene.



The ready-made stamps are animated—if you press the Play button, they move automatically. For example, the monkey swings from arm to arm.

1. Click the Play button to watch a stamp move.



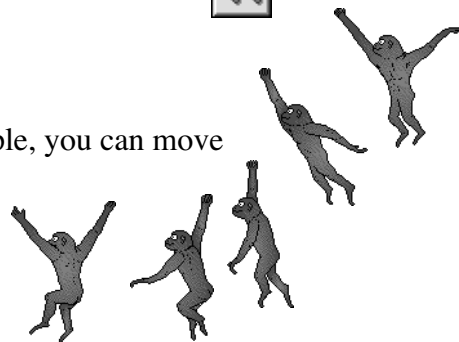
2. Click the Rewind button to return to the beginning of your movie.



Moving a stamp across the scene

You can have the stamp move along a pathway. For example, you can move the monkey from a high tree in the jungle to a lower tree.

1. Click a stamp, and holding the mouse button down, move the stamp where you want it to go.
2. Release the mouse button when you've put the stamp where you want it.



Notice that as you move the stamp, the Play button becomes a Record button and the numbers in the Numbers box increase. This is because Amazing Animation is recording your movements and automatically creating the frames of your movie.

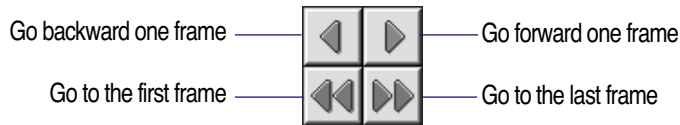
3. Click Play to see the motion you have recorded.



Adding sounds

Sounds make movies more realistic and many ready-made sounds are available to add to your movie. You can also record your own sounds.

1. Go to the frame in your movie where you want to play the sound.

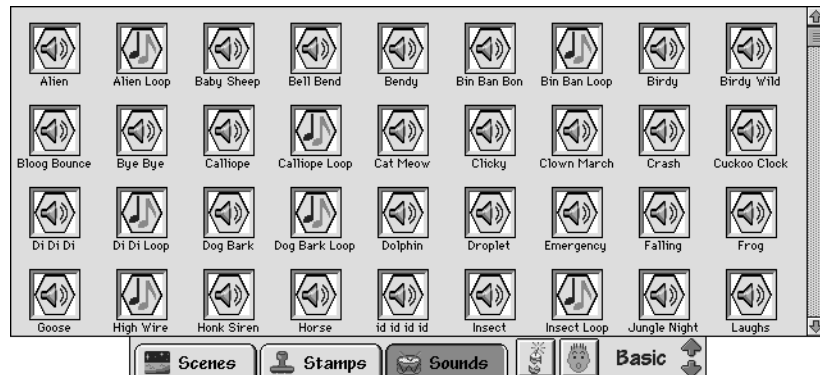


2. Click the Sounds tab at the bottom of the screen.

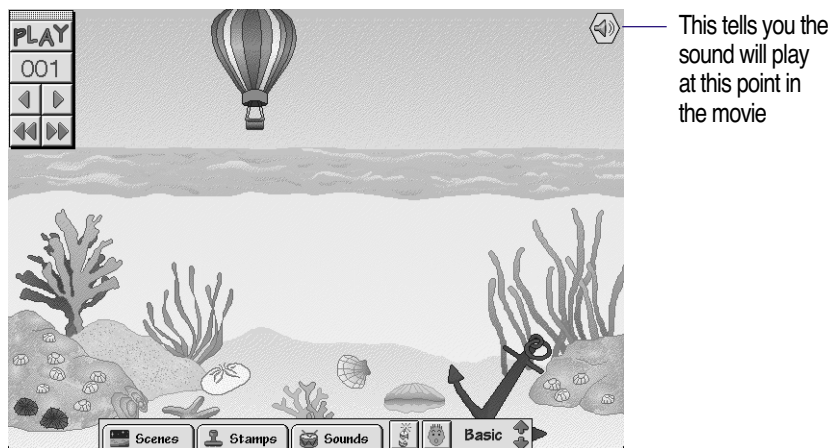


3. Click the sound you want to use.

Click the sound you want to place in the scene



The sound plays at that point in the movie.



! Tip If you want to add a sound on a particular frame of the movie, click Play to start the movie, and then click Stop at the point in the movie where you want to add a sound.

Some of the sounds play over and over and other sounds play once. For example, the Rap sound repeats the tune and the Cat Meow sound plays once.

Sound icons that look like this play over and over



Sound icons that look like this play once

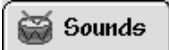
Recording your own sound

In addition to the many ready-made sounds, Make A Sound lets you record your own voice, favorite songs, and other noises you may need for your movie.

! Note Your Macintosh must have a microphone (either built-in or attached) to record sounds.

1. Make sure your Macintosh has a microphone.

2. Go to the scene where you want the sound to begin.

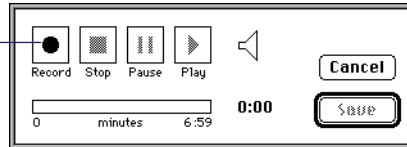
3. Click the Sounds tab. 

4. Click the button that has the microphone on it.



You see the Record dialog box.

Click Record and
then speak into
the microphone



5. Turn on your microphone, if necessary.

6. Click Record and then speak into the microphone.

Click Stop to
stop recording



Click Pause to stop
recording temporarily.
Click Pause again to
start recording

7. Click Stop when you've finished recording.

8. Click Play to hear what you've just recorded.

9. Click Save to place the sound in the scene.



This appears in the
upper right corner of
the scene

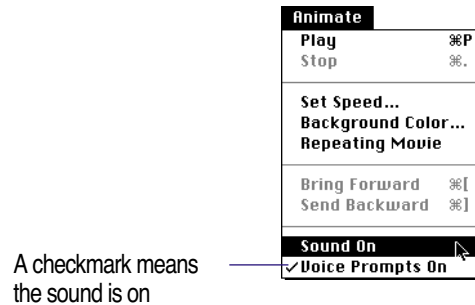
! Tip To delete a sound in a movie, go to the first frame where the sound starts. Click the sound icon in the upper right corner, and then click the Firecracker.

Turning the sound off

You can turn off the sound so you won't disturb anyone else.

1. Select Sound On from the Animate menu.

- ◆ To turn the sound back on, select Sound On.

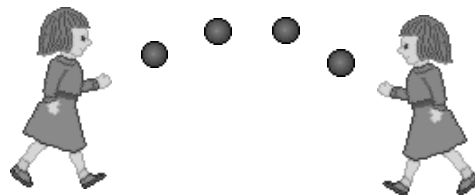


Amazing Animation includes voice prompts that remind you of what to do next. If you don't want the voice prompts to play, you can turn them off.

1. Select Voice Prompts On from the Animate menu.

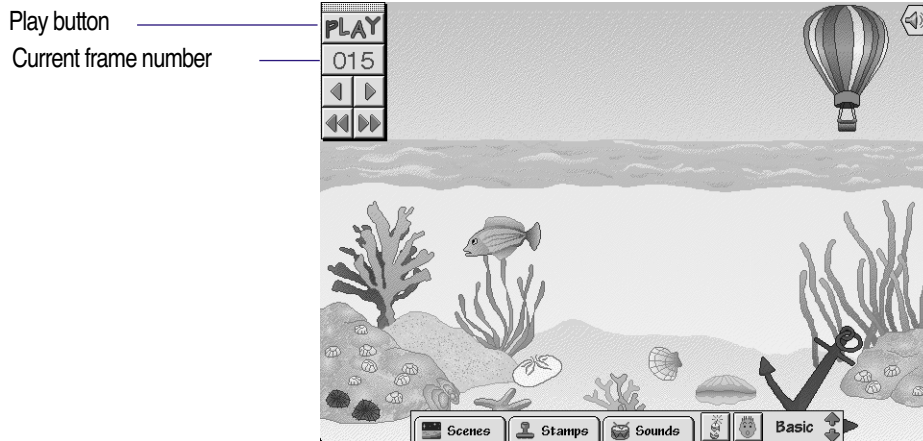
The checkmark disappears.

- ◆ To turn the prompts back on, select Voice Prompts On.



Watching your movie

To play the movie, click the Play button at the upper left corner of the screen. The movie plays starting with the current frame to the end and stops. If the current frame is the last frame, the movie rewinds to the beginning and plays to the end.



To play a movie:

1. Click Play.

The movie plays to the end. The Play button now says Stop.

- ◆ To stop a movie, click Stop.

Chapter 3: Creative tools



This chapter describes using the Tools level for making your own scenes and stamps. These tools include painting, adding text to a movie, and moving and changing stamps.

! **Changing levels** Use the up and down arrows at the bottom of the movie-making area to change levels. If you don't see the level changer, select Little Kids from the Edit menu.



Painting and drawing



Amazing Animation includes several painting and drawing tools to let you create your own scenes and stamps.

To use the tools:

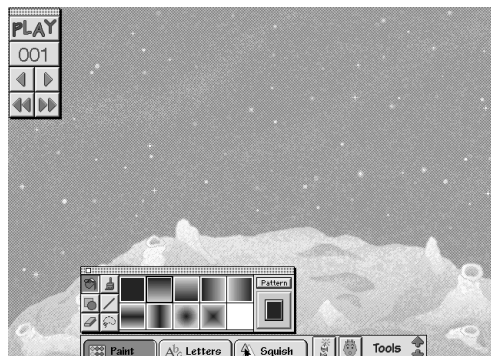
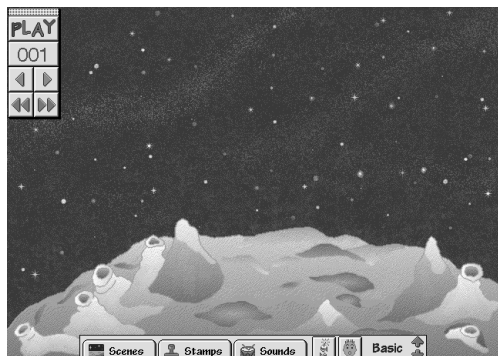
1. Click the up or down arrow to go to the Tools level.



2. Click the Paint tab.

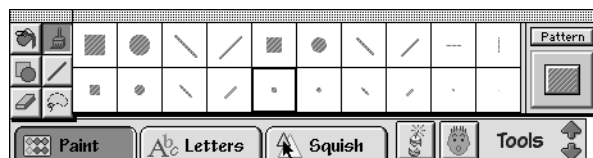


The movie-making area becomes a painting canvas and appears milky-white.



What you paint or draw on this canvas is a single object that can be moved, resized, and turned.

The tools appear, which include a bucket, brush, shapes tool, line tool, eraser, and lasso.

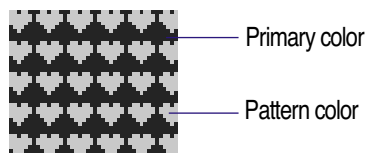


! Note To hide the tools, click the Paint tab again or click another tab.

Setting colors and patterns

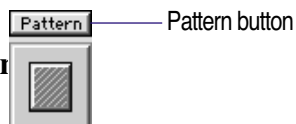
Several tools at this level let you change colors and patterns: bucket, brush, shapes, and line. You can also set colors and patterns for the letters and numbers you type using the Letters tool.

A pattern consists of a primary color and a pattern color.



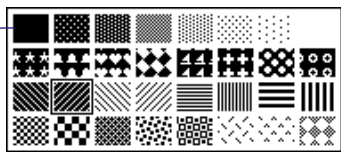
To select a pattern:

1. Click and hold down the Pattern button



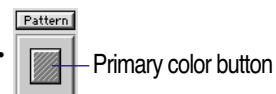
2. Drag and select the pattern you want.

Select this for a
solid color

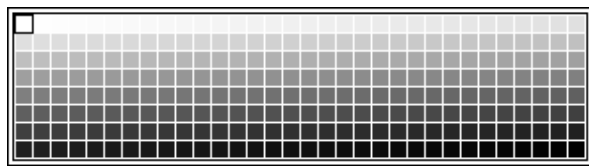


The choices change and show the pattern you've selected.

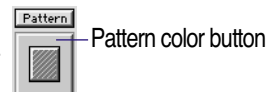
3. To change the primary color, click the Primary color button.



4. In the Color palette that appears, click the color you want.



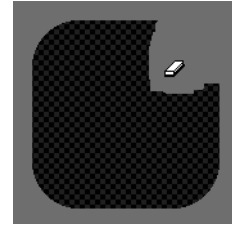
5. To change the pattern color, click the Pattern color button.



6. In the Color palette that appears, click the color you want.

Setting the background color

Normally, when you first start a new movie, you see a white background. You can change the color of the background by selecting Background Color from the Animate menu. (The paint tools must be closed.) When you use the eraser, the background color shows through, instead of white.

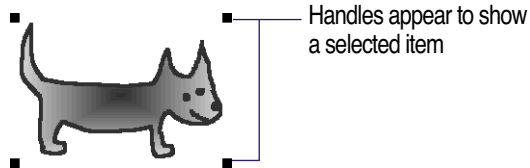


Fixing mistakes

When you're working with the paint tools, use the eraser to fix small mistakes. (See "Erasing" on page 27.) Or, you can click Uh-oh to undo what you last did.

Use the Firecracker to delete an entire object. You must close the paint tools before you can use the Firecracker. When you close the tools, what you just drew is selected. You can tell it's selected by the four handles that appear. Clicking the Firecracker deletes the item that's selected.

! Note You can also use the handles to change the size of the object or you can move the object around.



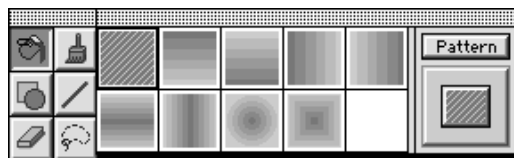
Using the bucket

The bucket lets you pour a color or pattern into an enclosed area, such as the whole background or a shape.

1. Click the bucket.

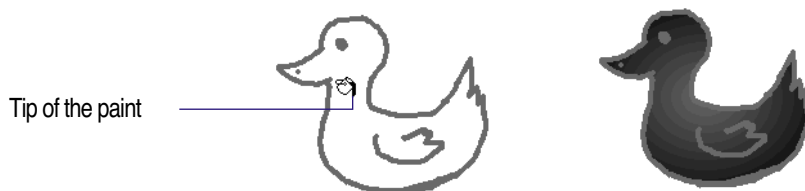


2. Select a color or pattern to use.



Click a bucket pattern or color

3. To pour the paint, put the tip of the paint in the enclosed area you want to fill and then click.



If you make a mistake, click Uh-oh.

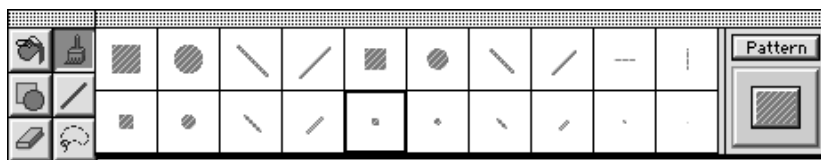
Using the brush

Use the brush to draw freehand strokes to create shapes and figures.

1. Click the brush.



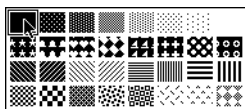
2. Click a brush shape to use.



3. Change the color or pattern, if you want.
4. To paint, click in the movie-making area and drag the brush to paint the strokes.



! Tip To draw brushstrokes or lines in a solid color (without a pattern), select the solid box in the Pattern



! Straight lines To draw straight horizontal or vertical lines, press the Shift key while painting

Drawing shapes



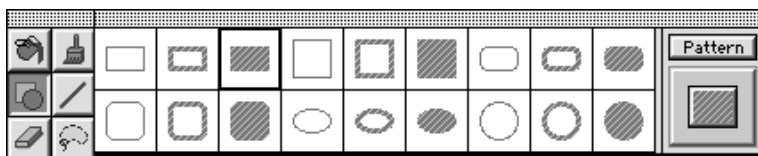
The shapes tool lets you draw circles, rectangles, and squares.

1. Click the shapes tool.



2. Click the shape you want to draw.

Click a shape that's filled to draw a shape with the currently selected color and pattern



You can draw a hollow shape or a filled shape. If you select a filled shape, you can select a different color from the Color palette or a different pattern from the Pattern palette.

3. To draw a shape, press the mouse button to start the shape and drag the pointer diagonally in any direction.

If you make a mistake, click Uh-oh.



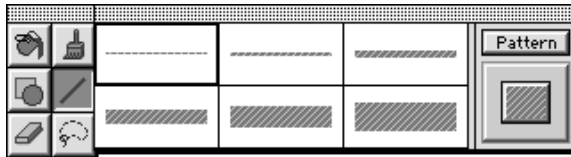
Drawing lines

The line tool lets you draw straight or diagonal lines of varying thicknesses.

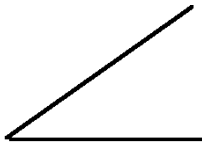
1. Click the line tool.



2. Click the thickness you want to draw.



3. To draw a line, drag the pointer in any direction.



! **Straight lines** To draw perfectly straight horizontal or vertical lines, press the Shift key while painting with the line tool.

If you make a mistake, click Uh-oh.

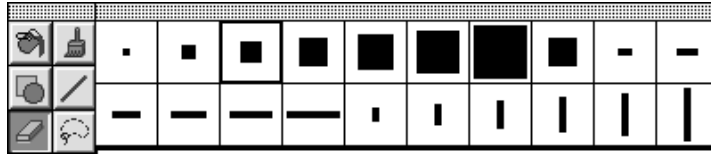
Erasing

Use the eraser to erase mistakes or clean up drawings, such as erasing the ends of lines that were drawn too long.

1. Click the eraser.

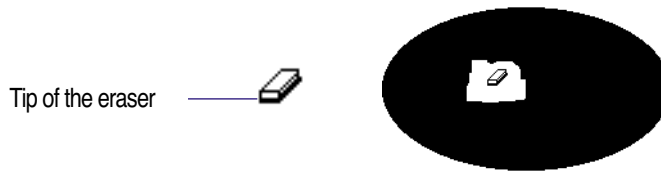


2. Select the thickness you want for the eraser.



3. To erase, put the eraser over what you want to erase.

Click once to erase just what's under the eraser, or drag the eraser over an area. Hold down the Shift key as you erase to erase in a straight line.



If you erase too much, click Uh-oh.

Selecting things

The lasso tool lets you select an area or shape. Once you select something, you can copy it and paste it in another frame or in another movie, move it, or remove it. There are four kinds of lassos: marquee, freehand, freehand-shrink, and select painting.

1. To select something, click the lasso.



You see the lasso tools.



2. Click the lasso you want to use.

Use this lasso type	To do this
Freehand 	Draw around the object. This selects both the object and any surrounding area.
Marquee 	Select a rectangular area around the object. This selects both the object and any surrounding area within the marquee.
Freehand-shrink 	Select an irregular area around an object. This selects the object and shrinks tightly around it, so that no surrounding area is included.
Select Painting 	Select the entire painting.

3. Drag around what you want to select.

Like the lights on a movie marquee, flashing dotted lines show you the area you’ve selected. The boundaries of the selected area “shimmer.”

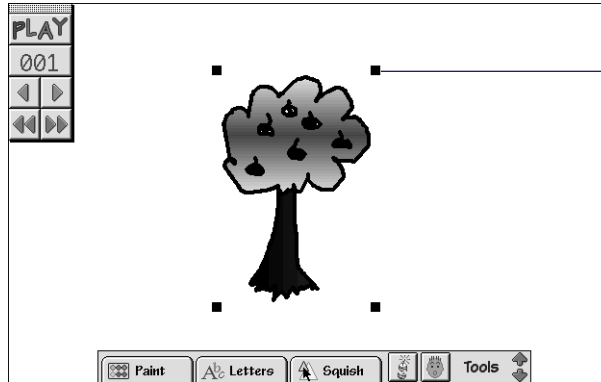
If you make a mistake, click and start again.



Closing the paint tools

When you've finished painting, close the paint tools by clicking the Paint tab again. The milky-white canvas closes and the picture you just drew becomes an object in your scene.

What you drew with the paint tools becomes a single object



Handles show the object is selected

Click anywhere except the object to remove the handles

Creating your own scenes and stamps

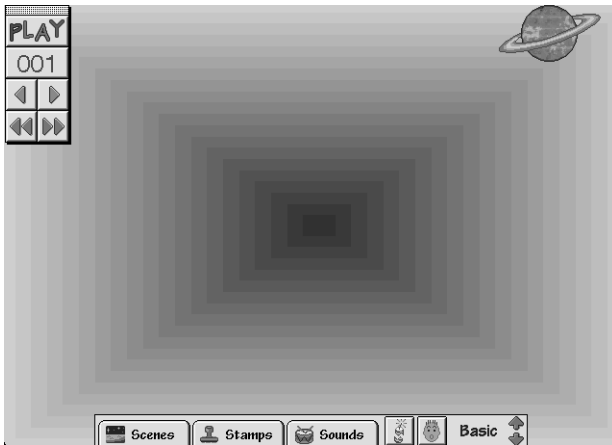
Now that you know the paint tools, you can use them in combination to make your own scenes and stamps to put in movies.

Creating your own scene

Use the paint tools to create your own scene. For example, draw your backyard, your home, or school.

1. Choose **New** from the **File** menu to start on a new background.
2. Use the paint tools. (See the previous sections in this chapter for details.)

For example, use the bucket to paint the whole background, and then use the brush to draw on top of that background.



! Tip Whatever you draw appears on every frame of the movie that will use the scene. So, don't add anything unless you want it to appear on every frame.

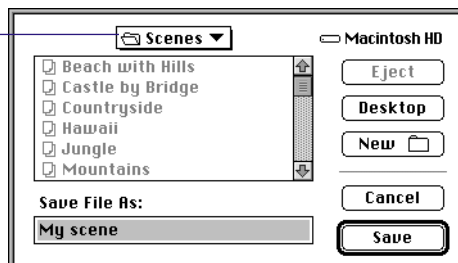
3. If your scene contains animations you want to repeat, select Repeating Movie from the Animate menu before saving.



Repeating Movie
replays the animation

4. When you are happy with the scene, choose Save As from the File menu.

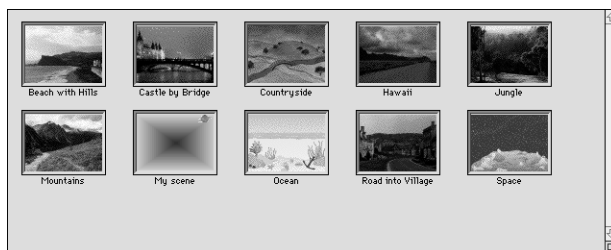
Find the Scenes folder



5. Give the scene a name and save it in the Scenes folder.

The next time you open the Scenes gallery, you can use your new scene in a movie.

Your new scene appears in the Scenes gallery in alphabetical order



Creating your own stamp

Use the paint tools to create your own stamps. For example, draw your pet or your friends.

1. Choose **New** from the **File** menu to start on a blank background.

2. Use the **paint tools**.

For example, use the brush or shapes tool to draw a person or animal. Use the bucket to fill the shape.



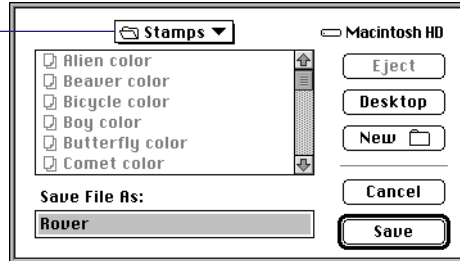
3. Click the **Paint** tab to hide the tools.

What you just drew is now selected.



4. When you are happy with the stamp, choose **Save As** from the **File** menu.

Find the Stamps folder



5. Give the stamp a name and save it in the Stamps folder.

The next time you show the Stamps gallery, you see your stamp.

Your new stamp appears
in the Stamps gallery in
alphabetical order

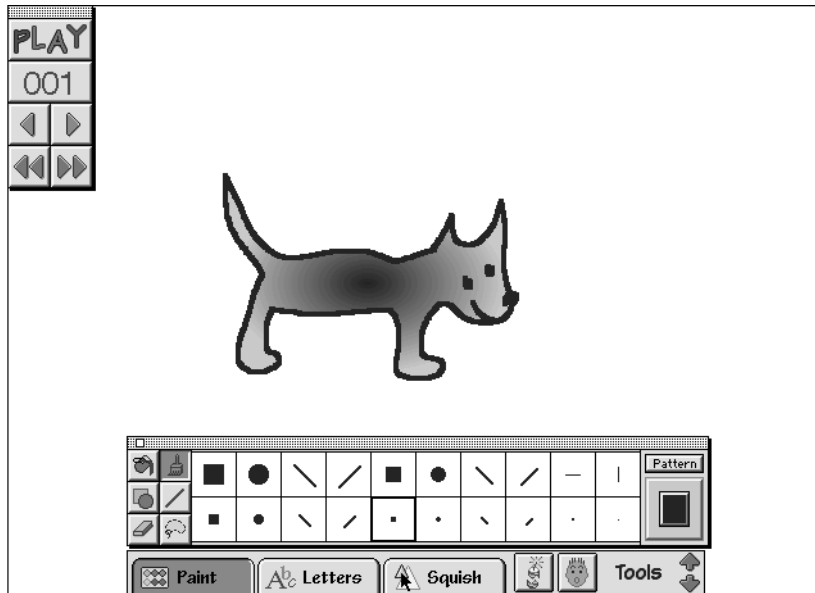


Creating your own animated stamp

Animated stamps are actually movies stored in the Stamps folder. For example, you can make a dog's tail wag by changing the position of the dog's tail on a frame-by-frame basis.

1. Choose **New** from the **File** menu to start on a new, blank scene.

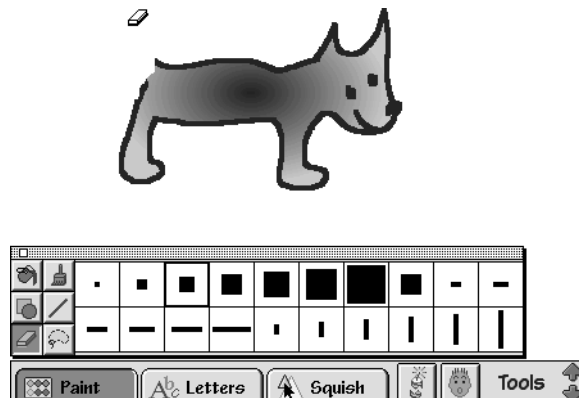
2. Use the paint tools to create a character in its first action (or starting position).



3. With the paint tools still showing, click the right arrow in the Movie controls to advance one frame.

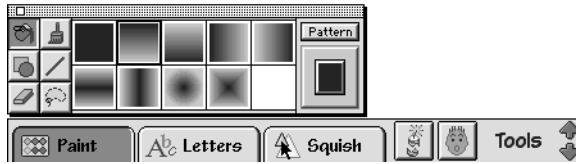
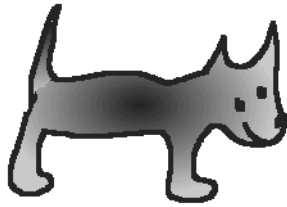
You see your character in the next frame.

4. Use the eraser to change one part of the character.



5. Use the brush or line tool and draw the part in a different position.

Paint tools must be showing to advance to the next frame



6. Click the right arrow to advance one frame.
7. Change your character slightly.



8. Repeat the above steps for as many frames as you want until the action is complete.

Keep in mind that many frames make a bigger file.

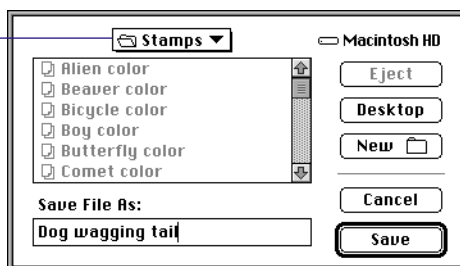


9. If you want the stamp to repeat the action for an entire movie (instead of the few frames you painted), select Repeating Movie from the Animate menu before saving.
10. Choose Save As from the File menu and give your stamp a name.



11. Save the movie in the Stamps folder.

Find the Stamps folder



The next time you open the Stamps gallery, you see your stamp and can use it in a scene. You can move your stamp along a pathway, resize it, turn it, or move it, just like any other stamp.

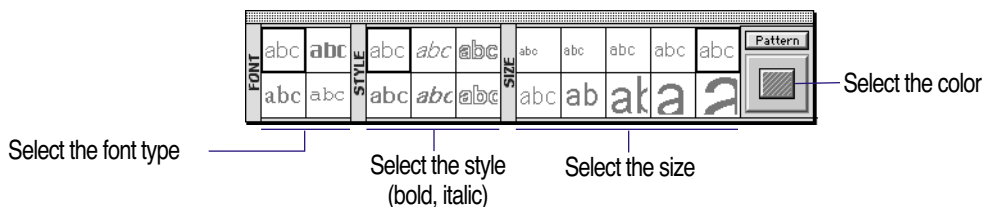
- ◆ To see the animation you created, add your stamp to a movie and click Play.

Adding letters

You can add letters or numbers to your movie to give instructions, use as a decoration, or narrate your movie frame by frame. You also decide what the letters look like: the font, style, size, pattern, and color.

To add letters or numbers:

1. Click the up or down arrow to go to the Tools level, and then click the Letters tab.



2. Select the letter choices you want: the font, style, size, and color.

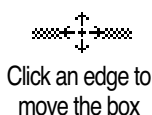
Notice the other choices change depending on what you select.

3. Click the movie-making area where you want to type.

A box appears with handles on each corner.



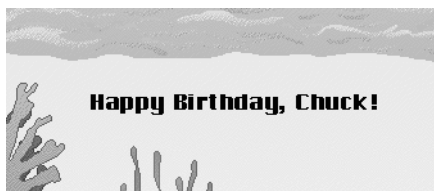
! Note You can move the box somewhere else by clicking on an edge and dragging. To resize the box, click a corner and drag.



4. Type the letters or numbers you want.

Press Return to make another line of text.

5. Click outside the box to stamp the words into place.



6. Click the Letters tab to hide the letter choices.

You can move, size, and turn the text box just like a stamp. See the next section on squishing stamps.

The Text menu appears whenever you see the text box on the screen. Use the Text menu to set the alignment. You can also choose a font, size, and style for the text in the box.



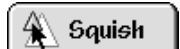
Use the Text menu to set the alignment of the text in the box.

Squishing stamps

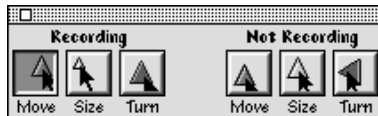
Whether you create your own stamps or use the ready-made stamps, you can use the squish tools to move them, change their size, or turn them. There are two sets of squish tools. One set records your actions and the other set does not record them.

To squish stamps:

1. Click the up or down arrow to go to the Tools level, and then click the Squish tab.



You see the squish tools.

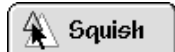


2. Choose the squish tool you want to use.
3. In the movie-making area, click a stamp, text, or object and then do one of the following:

If you selected	Do this	Example
Move 	Hold down the mouse button as you drag the stamp.	
Size 	Click one of the handles in a corner and drag the pointer until the stamp is the size you want. A rectangular outline shows you the size of the stamp.	
Turn 	Hold down the mouse button and drag the stamp in the direction you want to turn it. A rectangular outline of the stamp moves as you turn, with a line to show you the original top.	

Rotating and moving a stamp at the same time

1. Click the Squish tab.



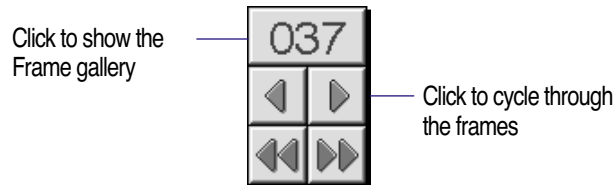
2. Click the turn tool that also records the movement.



3. Turn the stamp.



4. Go back to the frame where the rotating started.



5. Click the move tool that also records the movement.



6. Move the stamp.

! Tip If you want to turn a stamp around so that it faces the opposite direction, use the Clipboard and another drawing or paint program, such as ClarisWorks. Copy the stamp using Copy Object from the Edit menu. Open the other program and paste the stamp. Use the flip tools, copy the flipped stamp, and go back to Amazing Animation and paste the stamp.

Putting a stamp in front or behind

Amazing Animation puts the stamps on layers in the order you created them. The most recently created stamp is on the top layer. Sometimes one stamp may overlap another. You can bring the stamp that's partially hidden in front of the other stamps so you can edit it.

1. To move a stamp to another layer, click the stamp.



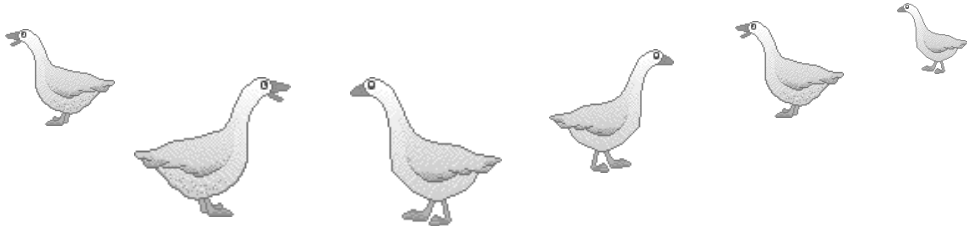
2. Choose Bring Forward or Send Backward from the Animate menu.
3. Continue choosing Bring Forward or Send Backward until the stamp is where you want it.



Chapter 4: Creating special effects



This chapter describes using the Effects level for making more sophisticated movies. These tools include adding buttons, wipes, and pauses.



Adding buttons



Adding buttons to your movie lets you jump to other Amazing Animation movies and return. This gives you several endings to a story, and it is called *branching*. By adding buttons that go to different movies, you can have different endings to your movie, or you can create a menu that lets you choose which movies you want to go to.

To add a button:

1. Click the up or down arrow to go to the Effects level, and then click the Buttons tab.



The Buttons gallery shows all the movies you've created

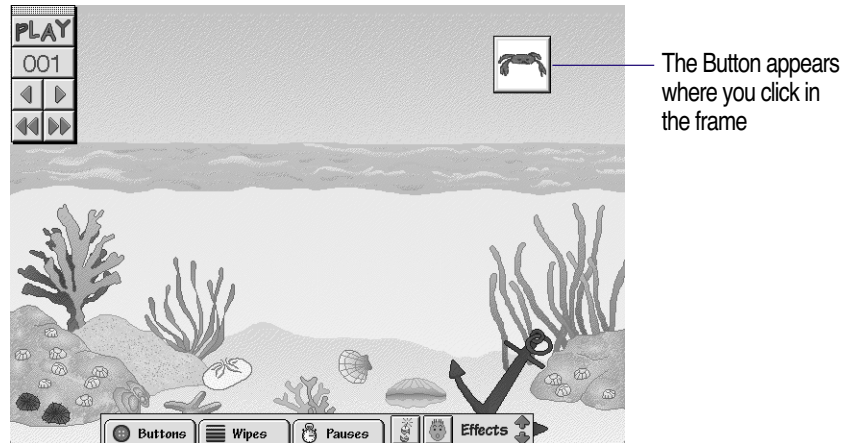


2. Click the movie you want to branch to.

Any Amazing Animation movie can be used as a button.

3. Go to the frame in the current movie where you want the button to be.

Click the Frame Counter box to show the frame gallery or click the left or right arrows to cycle through the frames.



4. Click where you want the button to go.

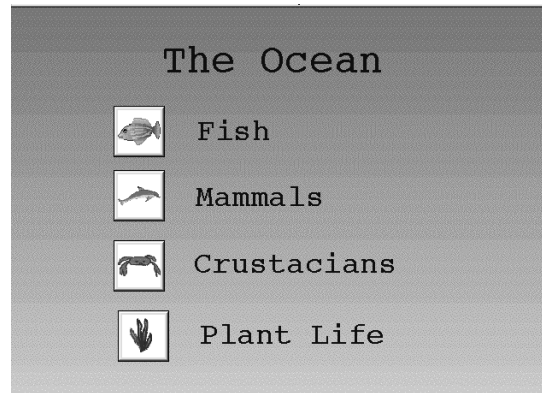
The button appears in the frame you selected and in every following frame of the movie.

You now have a movie within a movie. When the first movie is playing, you click the button to go to a second movie. When the second movie ends, you automatically return to the first movie.

! Tip Use the Letters tab to add a hint to tell your viewer to click the button. For example, add a sentence such as, “Click here to see another movie.” Otherwise, your viewer may think the button is just a little picture.

Creating a menu

Use the buttons to create a menu of choices when you want the person watching your movie to choose different sections or topics. For example, you can create a report on the ocean for school and have buttons for the different topics you've written about.



Adding wipes

Adding wipes (also called *transitions*) to your movie gives them more sophistication and artistic style. Wipes include such special effects as dissolves and blinds.

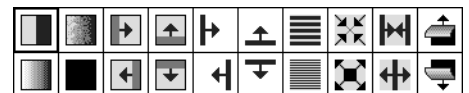
You apply a wipe between movie frames. The wipes affect the items that change from one frame to the next. For example, if both frames have the same background scene, the wipe affects the stamps on the scene. If the background scene changes from one frame to the next, the wipe affects the background scene and stamps.

To add a wipe:

- 1. In the Effects level, click the Wipes tab.**



You see icons for the different movie transitions you use between frames.



2. Go to the frame in your movie where you want the wipe to start.

If the next frame has a different scene, Amazing Animation applies the wipe to the background and stamps. If the next frame uses the same scene, Amazing Animation applies the wipe to the stamps. When the movie moves from the current frame to the next frame, you'll see the wipe effect.

3. Click one of the following wipes.

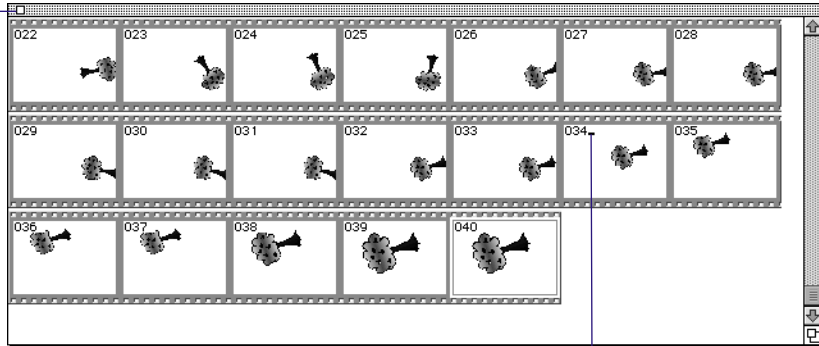
Wipe	Name	Does this
	Cut	Shifts quickly between frames
	Soft Cut	Shifts less quickly between frames
	Dissolve	Gradually breaks up the scene to reveal the next frame
	Fade to Black	Darkens the frame, revealing the next frame
	Reveals	Moves a line like a wiper blade, revealing the next frame
	Wipes	Pulls the frame off like a sheet of paper, revealing the next frame underneath
	Blinds	Closes the frame like Venetian blinds, then opens to reveal the next frame
	Fast Line	Closes the frame quickly with narrow blinds and opens to reveal the next frame
	Zoom In	Contracts the frame edges toward the center
	Zoom Out	Expands the frame from the center toward the edges
	Curtains	Closes lines from the left and right edges, like curtains, or opens from the center
	Rolls	Rolls the frame up or down as if it were a transparent sheet lying face down and you flipped it up or down. You first see the next frame upside down.

Deleting a wipe

To delete a wipe, go to the frame that has the wipe you want to delete.

1. Click the Numbers box to display the frame gallery.

Click here to
close the
frame gallery



This little black line tells you this
frame has a wipe or a pause

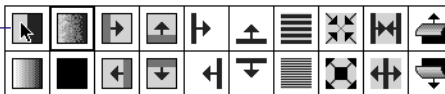
2. Find the frame with the wipe you want to delete and click it to go to that frame.

3. Click the Wipes tab.



4. Click the upper-left wipe.

Upper-left wipe



Adding pauses

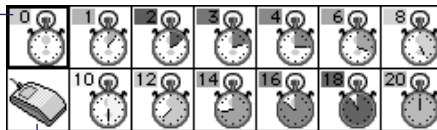
Add pauses between frames of your movie to allow time to read text, or to make stamps appear to stop. You can set the number of seconds to pause the movie, or decide to pause the movie until someone clicks the mouse.

To add a pause:

1. Click the up or down arrow to go to the Effects level, and then click the Pauses tab.



The number shows the number of seconds you can pause at a frame before continuing



Pause until someone clicks a mouse

2. Go to the frame in your movie where you want to pause.

When the movie moves from the current frame to the next frame, the movie pauses for the amount of time you selected (or until someone clicks the mouse).

3. Click one of the following pauses.

Click the clock that shows the number of seconds you want a frame to pause



Click the mouse icon to pause the movie until someone clicks the mouse

Now when you play your movie, it pauses on the frame where you added the pause.

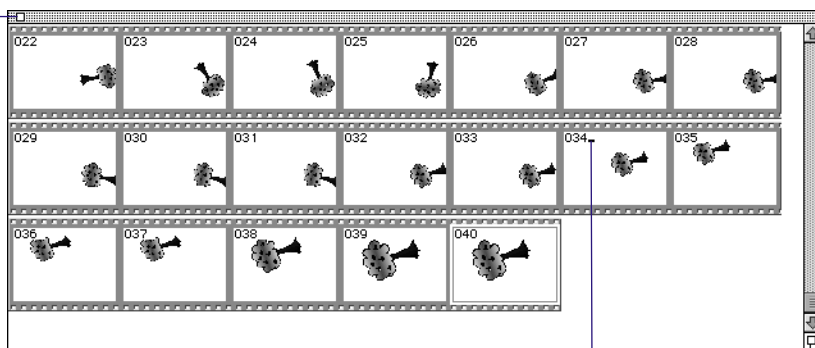
Deleting a pause

To delete a pause, go to the frame that has the pause you want to delete.



1. Click the Numbers box to display the frame gallery.

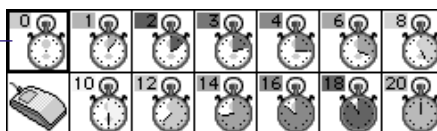
Click here to
close the
frame gallery



This little black line tells you this
frame has a wipe or a pause

2. Find the frame with the pause you want to delete and click it to go to that frame.
3. Click the Pauses tab. 
4. Click the upper-left pause button.

Upper-left pause

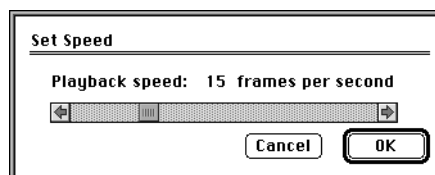


Setting movie speed

Amazing Animation allows you to set the speed at which your movie plays.
You specify the number of frames per second.

To set the movie speed:

1. Select Set Speed from the Animate menu.



2. Move the box along the speed bar until the numbers of frames per second changes to the speed you want.
3. Click OK.

The next time you play the movie, Amazing Animation plays it faster or slower.

Replaying movies



If you want your movie to start over when it reaches the last frame, set the Repeating Movies option.

1. **Select** Repeating Movies **from the Animate menu.**

A checkmark appears next to the menu item. As long as the checkmark remains, your movies automatically start over from the beginning until you press Stop.

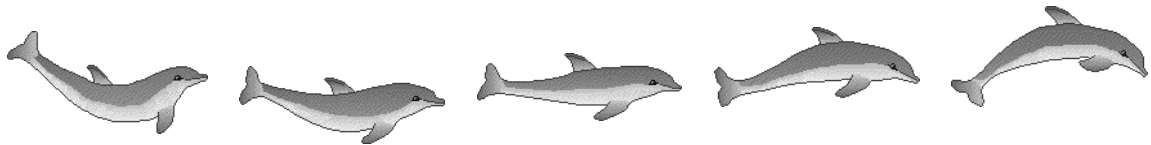
To return to playing the movies only once through, select Repeating Movies again.



Chapter 5: Working with movies



This chapter describes general tasks you use in making movies. It covers opening and saving movies, using the Movie controls, displaying frames, and making changes.



Opening movies



Once you've created and saved movies, you open them in the Movies level.

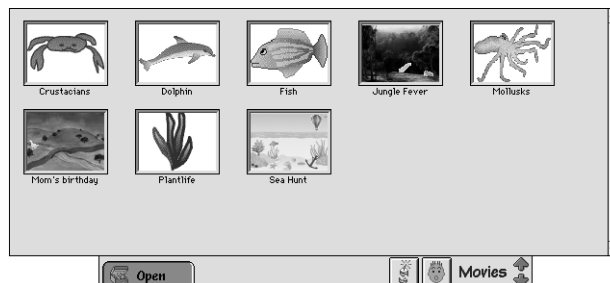
To open an existing movie:

1. Click the up or down arrow to go to the Movies | 
2. Click the Open tab.

Level changer

You see miniature pictures of your movies, as well as the movie names.

The Movies gallery shows all the movies you've created

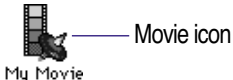


3. In the Movies gallery, click the movie you want to open.

! Note You can also open a movie by selecting Open from the File menu. Make sure the Amazing Animation folder is open, and then double-click the movie in the list you want to open.

To open an existing movie from the desktop:

- 1. If necessary, double-click the hard disk icon to display the contents of the hard disk.**
- 2. Double-click the Amazing Animation folder to display its contents.**

- 3. Double-click the movie icon for your movie.**
- 

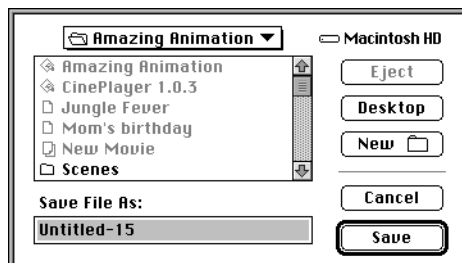
Amazing Animation opens the movie and starts the application if it is not already open.

Saving movies

Amazing Animation saves your movie as you go. It names your movies “My Movie” followed by a number. You can also save it with another name and save it inside the Amazing Animation folder.

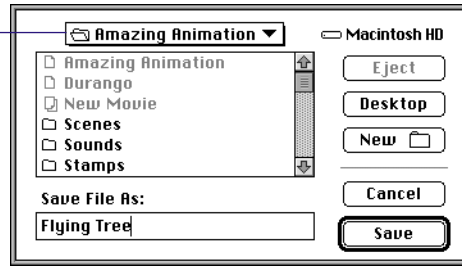
To save a movie:

- 1. Select Save As from the File menu.**



2. Give the movie a name.

Save your movie
in the Amazing
Animation folder



Make sure the folder name says Amazing Animation.

3. Click Save.

You can also save your movies in different formats to use with other products. Chapter 6 covers importing and exporting movies.

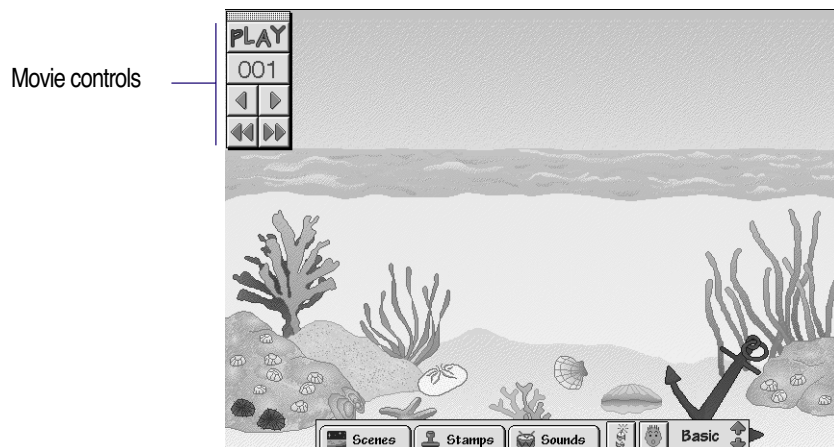
Starting a new movie

When you start Amazing Animation, it automatically starts a new movie. If you've finished creating a movie and want to start a new one, select New from the File menu.

Using the Movie controls

An Amazing Animation movie is made up of several individual *frames*. For example, when you drag a stamp around in the movie-making area, each step in its movement is recorded in a frame.

You use the Movie controls to move from frame to frame and to start and stop a movie. The Amazing Animation Movie controls appear in all levels of play.



1. To play a movie, click Play.

When you click Play, the movie plays frame by frame to the end. If you're at the end of a movie, clicking Play automatically rewinds to the beginning. You can also press Command-P to play a movie. While the movie plays, the Play button says Stop.

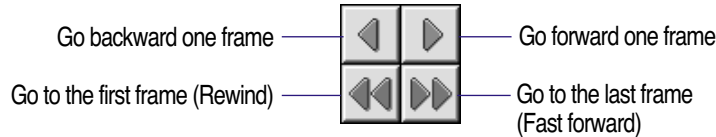
2. To stop a movie, click Stop.

You can stop a movie at any time by clicking Stop or by pressing Command-Period.

! Record button When you move a stamp around in the movie-making area, Amazing Animation automatically records the movement in a movie. You see Record in the Movie controls instead of Play or Stop and you hear a recording sound.

Moving from frame to frame

You can cycle backwards and forwards through the movie frame by frame or jump to the first or last frame of the movie.



The number in the Movie controls shows the current frame number. You can go directly to a frame, for example, if you want to add a sound or change the scene in the middle of a movie.

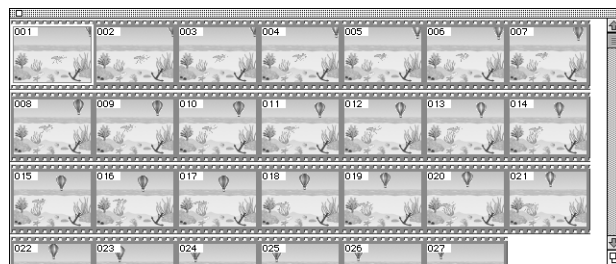
To go to a particular frame of a movie:

1. Click the Frame Counter box under the Play button.



You see a box that shows the frames of your movie.

Click the frame
you want



Use the scroll
arrows and scroll
bar to display
more frames

2. Click the frame you want to go to.

That frame appears in the movie-making area.

Editing movies

You edit movies by changing a frame or group of frames. You first show the frame you want to change.

Then, you can copy a frame, delete a frame, and paste a frame.

Copying frames

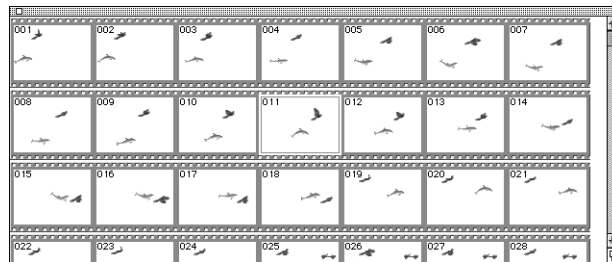
You can copy a frame in one movie and put them somewhere else in the same movie or in a different movie. Copying a frame makes a duplicate copy of the frame and leaves the original frame in the movie.

To copy a frame or frames:

1. Click the Frame Counter box.



2. Click the frame you want to copy.



Amazing Animation copies the frame you selected. You can later paste the frame somewhere else in the movie or in a new movie.

3. Choose Copy Frames **from the Edit menu.**

This keeps a copy of the frame in the current movie and puts a copy on the Clipboard.

Cutting frames

You cut a frame in a movie to put it somewhere else in the same movie or in a different movie. Cutting a frame makes a copy of the frame but removes it from the movie.

To cut a frame:

1. Click the Frame Counter box.
2. Click the frame you want to cut.

This selects the frame.



3. Select Cut Frames from the Edit menu.

This removes the frame in the current movie and puts it on the Clipboard.

To undo the cut frame action, select Undo Cut from the Edit menu or click the Uh-oh button.

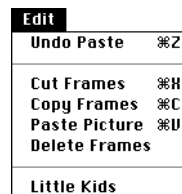


Pasting a frame

Once you copy or cut a frame, you paste it somewhere else.

To paste the copied or cut frame to a movie:

1. Select New from the File menu to start a new movie or select Open to open a movie you already made.
 2. Click the Frame counter box to display the movie frames.
 3. Click the frame where you want the copied or cut frame to be inserted.
 4. Select Paste Frames from the Edit menu.
- ◆ To undo the paste frame action, select Undo Paste from the Edit menu or click the Uh-oh button.



Deleting a frame

Deleting a frame removes it from a movie, without keeping a copy in the movie or on the Clipboard.

To delete a frame:

- 1. Click the Frame Counter box to display the movie frames.**
- 2. Click the frame you want to delete.**
- 3. Select Delete Frames from the Edit menu.**

This removes the frame from the movie and does not put a copy of it on the Clipboard.

Printing movies

You can print all or some of your movie frames. Select Print from the File menu. Amazing Animation prints each frame as a page.



Chapter 6: Saving, importing, and exporting movies



You can save your movies to view later and give to friends. If you've made movies with other products and saved them in the QuickTime format, you can use those movies in Amazing Animation. You can also use drawings you've made with other products.



Saving movies



Saving movies lets you view them again later. You can save a movie to:

- ◆ use with Amazing Animation
- ◆ give to friends who don't have Amazing Animation
- ◆ use in other products, such as ClarisWorks

Chapter 5 covered saving movies for use with Amazing Animation. This chapter covers the other ways of saving movies to import or export them.

Using a movie with the Animation Player

Amazing Animation comes with a program (called Animation Player) that lets you give a movie to friends or relatives. They can watch the movie even if they don't have Amazing Animation.



To make the disk to give to your friends:

- 1. Put a floppy disk into the disk drive.**
- 2. From the desktop, drag the movie to the floppy disk.**
- 3. Drag the Animation Player icon to the floppy disk.**



To play the movie:

- 1. Insert the floppy disk into a computer and double-click it to open it, if necessary.**
- 2. Drag the movie icon over the Animation Player icon.**

The movie starts using the full screen (none of the Movie controls or tools are showing). To stop the movie, select Quit from the menu.

Saving your movie in a different format

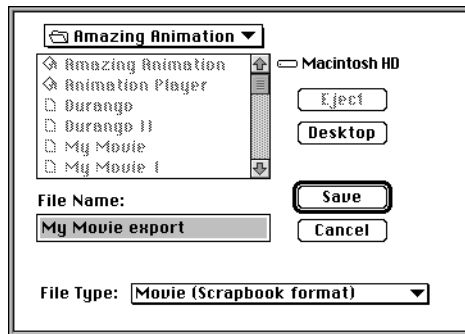
You can save the movie you created in Amazing Animation to a different format. For example, you can save it as a QuickTime movie, and then use it in a ClarisWorks document.

To save in a different format:

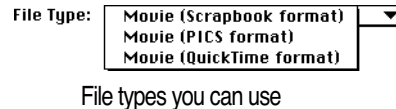
- 1. Open the movie you want to save.**

You can choose Open from the File menu or click the Open tab in the Movies level.

2. Choose **Export** from the **File** menu and give the movie a new name.



3. From the **File Type** list, choose the format for the movie.



4. Click **Save**.

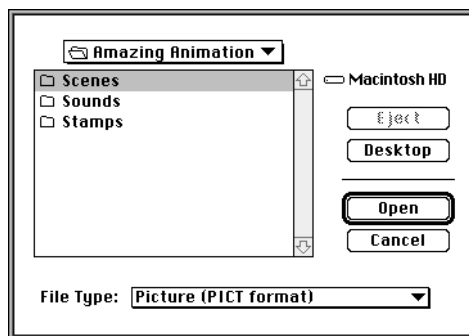
Importing movies and pictures

If you've created movies or pictures in other products, such as QuickTime or ClarisWorks, you can import them into Amazing Animation. You can also use artwork you've made and saved in PICT or MacPaint format, including scanned photographs.

To import a movie or picture:

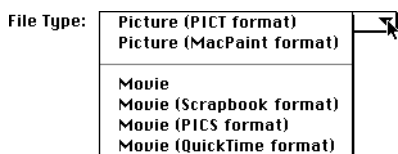
1. Open a new movie, or move to the frame of a movie where you want the movie or drawing to go.

2. Choose Import from the File menu.



3. Find the folder containing the movie or drawing you want to use.

4. From the File Type list, choose the format for the movie or drawing.



File types you can import

5. Open the movie or drawing.

! Tip If you want to use the artwork you've imported again and again, put it into a new movie with a blank background. Save it as a stamp.

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