



In this tutorial, you will learn how to create an animated movie using Frames. You will import a folder of images, add a title, credits, text effects, music, shapes, and transitions, and then export the animation as a movie.

## Step 1: Launch Frames

Launch Frames.

You will see the program interface and a blank frame.

## Step 2: Add a Folder of Images

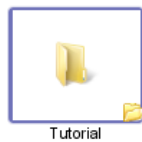
You can add images to an animation by dragging them in from the library.

Click the Library tab.

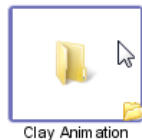


You will see the folders in the Library.

Double-click the Tutorial folder to open it.



Click the Clay Animation folder to select it.



Click and drag this folder onto the blank frame in the middle of the workspace.

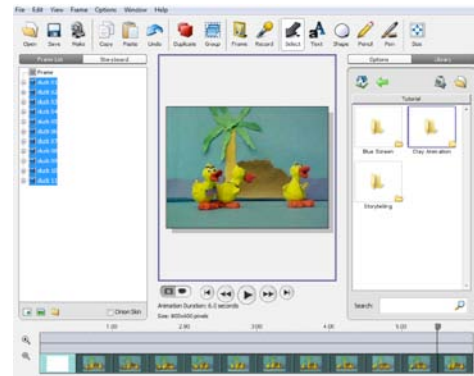
You will see the cursor change to show that you are adding the frames in this folder.



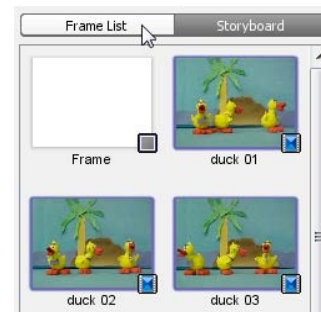
Let go of the mouse button.

You will see each frame in the Frame List.

You will also see the last frame in the Preview area.



If you see the Storyboard, click the Frame List tab.



## Step 3: Preview the Animation

You can preview the animation.

The timeline is currently set to the last frame.

Click the First Frame button in the Preview area.



Click the Play button in the Preview area to watch the animation.



The animation will end at the last frame of the animation.



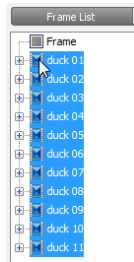
## Step 4: Duplicate Frames

You can duplicate frames in the animation to have frames and actions repeat.

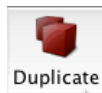
The last frame of the animation is selected in the Frame List.

Press and hold down the Shift key on the keyboard.

Click the first frame of the duck animation.



Click the Duplicate button on the toolbar.



All of the frames will be duplicated at the end of the animation.

## Save the Animation

You should save the animation as you work on it.

Click the Save button on the toolbar.



You will see the Save Animation As dialog.

Type a name for the animation in the File name/Save as field.

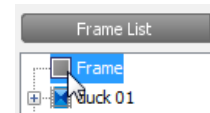
Use the options on the left if you want to choose a different place to save the file.

Click the Save button.

## Step 5: Change the Background Color

You can change the background color of a frame.

Click the first frame in the Frame List.

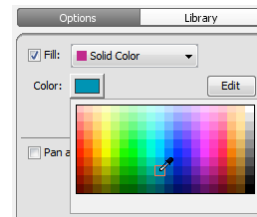


Click the Options tab to see the editing options for the frame.



Click the Color box in the Options panel.

Click a new color on the palette.



The preview will show this new color on the frame.

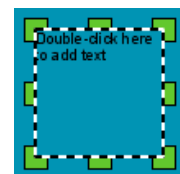
## Step 6: Add a Text Object

You can add text to create a title for the animation.

Click the Text button on the toolbar.

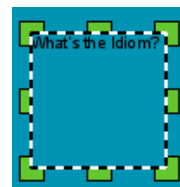


You will see a text object in the middle of the frame.



Double-click the text object. You will see a blinking cursor.

Type: What's the Idiom?





## Step 7: Format Text

You can change the way text looks.

Move the cursor over a corner handle.

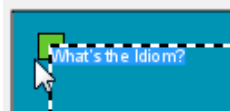
It will change to two arrows.

Click and drag the corner handles away from the center of the text object until it takes up most of the frame.

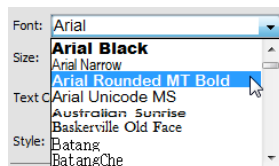


Double-click the text object again. You will see a blinking cursor.

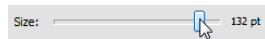
Move the cursor behind the last letter in the text object. Click and drag across the text to select it.



Click the Font pull-down menu on the Options panel to choose a new font.

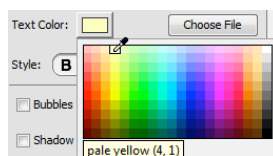


Click and drag the Size slider on the Options panel to make the font larger.



The preview will change as you drag the slider.

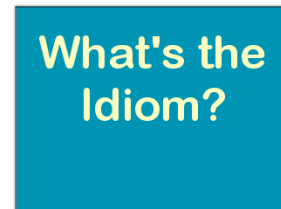
Click the Text Color box and choose a new text color.



Click the Align Center button.



Click the grey area around the preview when you are done.



## Step 8: Change Frame Duration

You can change the length of time a frame is shown. The title frame should last longer than other frames in the animation.

You will see the frame duration in the Options panel.

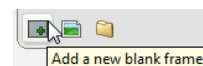
Click and drag the Duration slider to the right to make the frame show for 3 seconds. This will give viewers time to read the title.



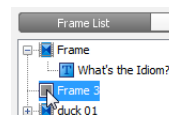
## Step 9: Add and Move a Frame

You can add new frames to the animation.

Click the New Blank Frame button at the bottom of the Frame List.



You will see a new frame in the Frame List behind the first frame. Move the cursor over this frame in the Frame List.



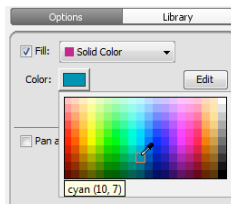
Click and drag the frame to the bottom of the frame list.



Let go of the mouse button. You will see this frame in the last position.



Click the Color box to change the background to the same color you used on the title frame.



Click the Text button on the toolbar.



You will see a text object in the middle of the frame.

Use the skills you have learned to add and format text that says: Get Your Ducks in a Row!

### Step 10: Animate Text

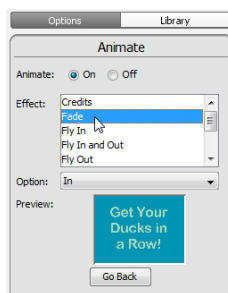
You can animate how text appears on a frame.

Click the Edit button next to the Animate check box in the Options panel.



You will see the animate options in the Options panel.

Click the On radio button. Click Fade in the Effect list. Leave the Options set to In.



Click the Go Back button. You will see the Animate area update to show the Fade.



Click the Save button on the toolbar to save the changes you have made.

### Step 11: Add a Transition

You can add transitions between frames.

Click the First Frame button in the Preview area.



Click the Library tab.



Click the Home button at the top of the window to return to the main categories.



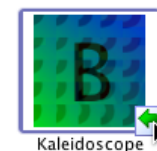
Double-click the Transitions folder.



You will see thumbnail previews of the transitions.

Find the transition you want to use. Click it to select it.

You will see a green arrow in the lower right corner. Click the green arrow to add the transition to this frame.



The preview area will change and you will see the transition in your timeline at the bottom of the window.





## Step 12: Add Sound

You can add sound to an animation.

Click the First Frame button in the Preview area to have the sound start at the beginning of the animation.

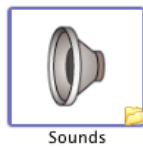


Click the Library tab.



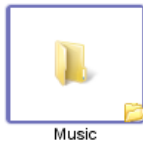
Click the Home button at the top of the Library panel.

Double-click the Sounds folder.



You will see the folders in the Sounds library.

Double-click the Music folder.



You will see the sounds in the music folder.

Click the cartoon music file.



Click the green arrow to add this sound to your animated movie.



The sound will be added to the animation starting at the first frame.



## Step 13: Add a Conversation Bubble

You can add text in a conversation bubble to a frame.

Click the second duck01 frame.



You will see this frame in the preview area.

Click the Text button on the toolbar.



You will see a text object in the middle of the frame.

Click the square conversation shape in the Bubbles area of the Options panel.



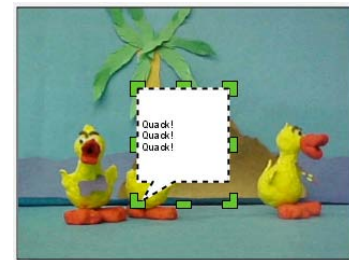
The text object will change to the conversation bubble.

Double-click the text object.

You will see a blinking cursor.

Use your word processing skills to type:

Quack!  
Quack!  
Quack!





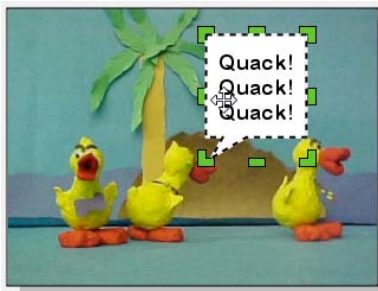
Go to the Edit menu and choose Select All to select all of the text.

Use the text options on the Options panel to change how the text looks.

Click the gray color in the preview area. This will deselect the text inside the text object.

Move the cursor back over the middle of the text object. It will change to four arrows.

Click and drag the thought bubble to position it by one of the ducks.



Since this frame has text, you will want it to show for a longer time so that the viewer can read the text.

Click and drag the Duration slider on the Options panel to the right to show the frame for 3 seconds.



Click Save button on the toolbar to save the changes you have made.



Click the First Frame button in the Preview area.



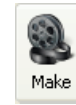
Click the Play button to see a preview of the animation.



## Step 14: Make a Movie

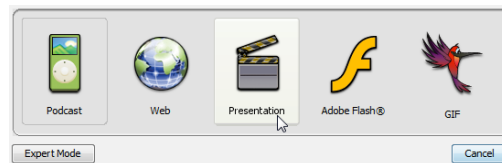
You can export the animation as a movie file you can share with other people.

Click the Make button on the toolbar.



You will see the Export Video dialog.

Click the Presentation option.



Click the Export button.

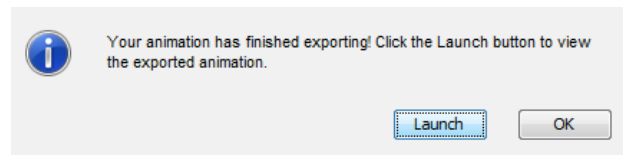
You will see the Save Movie As dialog.

The name of the Frames file is already in the File name/Save as field.

Click the Save button.

Frames will create the movie.

When it is finished, you will see a Finished Exporting dialog.



Click the Launch button to watch your movie.

Go to the File menu and choose Exit or the QuickTime Player menu and choose Quit QuickTime Player.

Go to the File menu and choose Exit or the Frames menu and choose Quit Frames.

**Congratulations! You have created an animated movie using Frames.**