

Recipes4Success®

In this Recipe, you will learn how to use Frames to create an animated poem. You will learn to add art, duplicate frames, add a background, add text, add transitions, add music, and export the animation.

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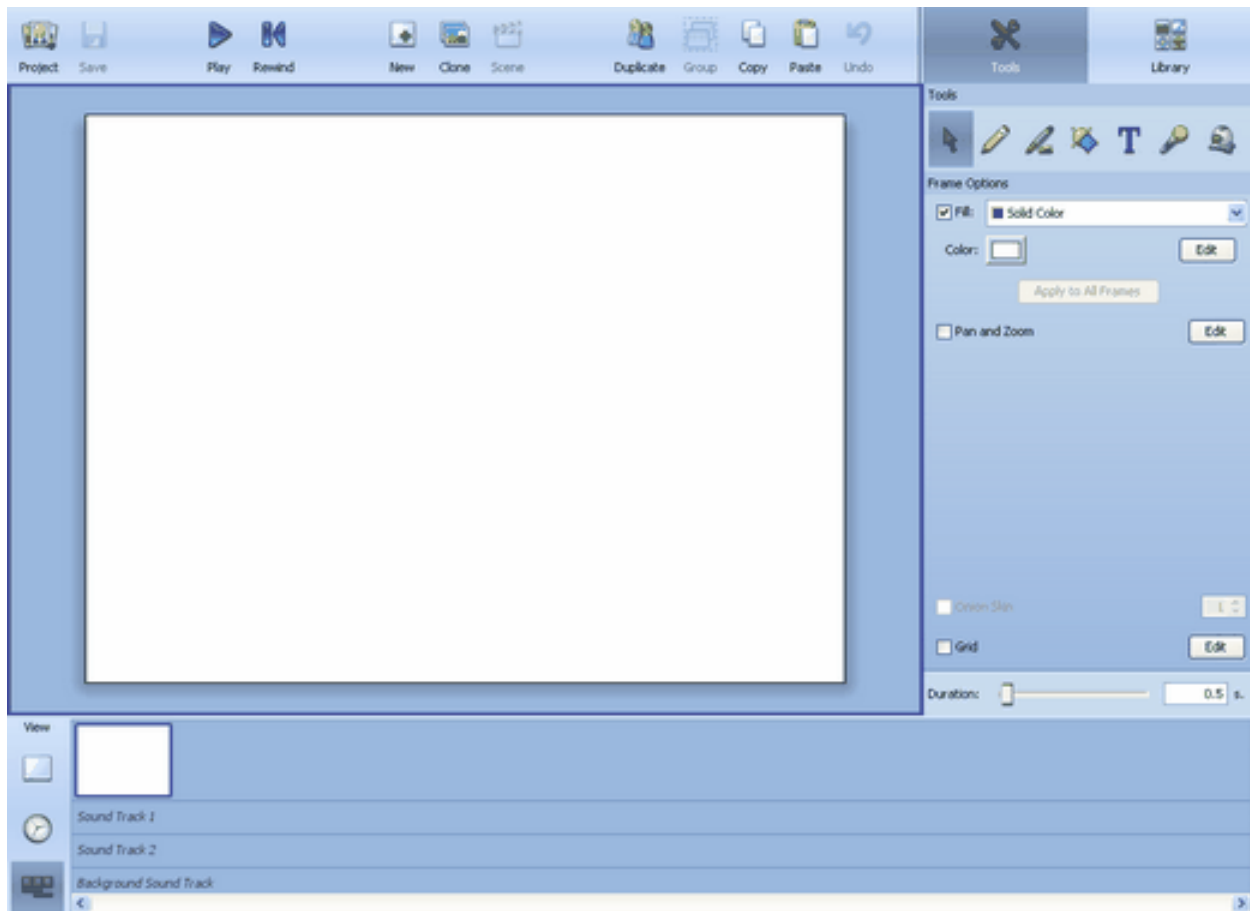
Introduction

Click the Frames icon on the Dock.



Frames will open.

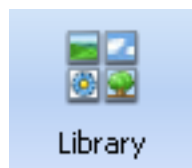
You will see a blank frame.



Add Clip Art

You can add images from the library to your animation.

Click the Library button on the toolbar.



You will see the folders in the Library.

Double-click the Clip Art folder to open it.

You will see the folders in this category.

Use the scrollbar to find the Life Cycles folder.

Double-click the Life Cycles folder to open it.

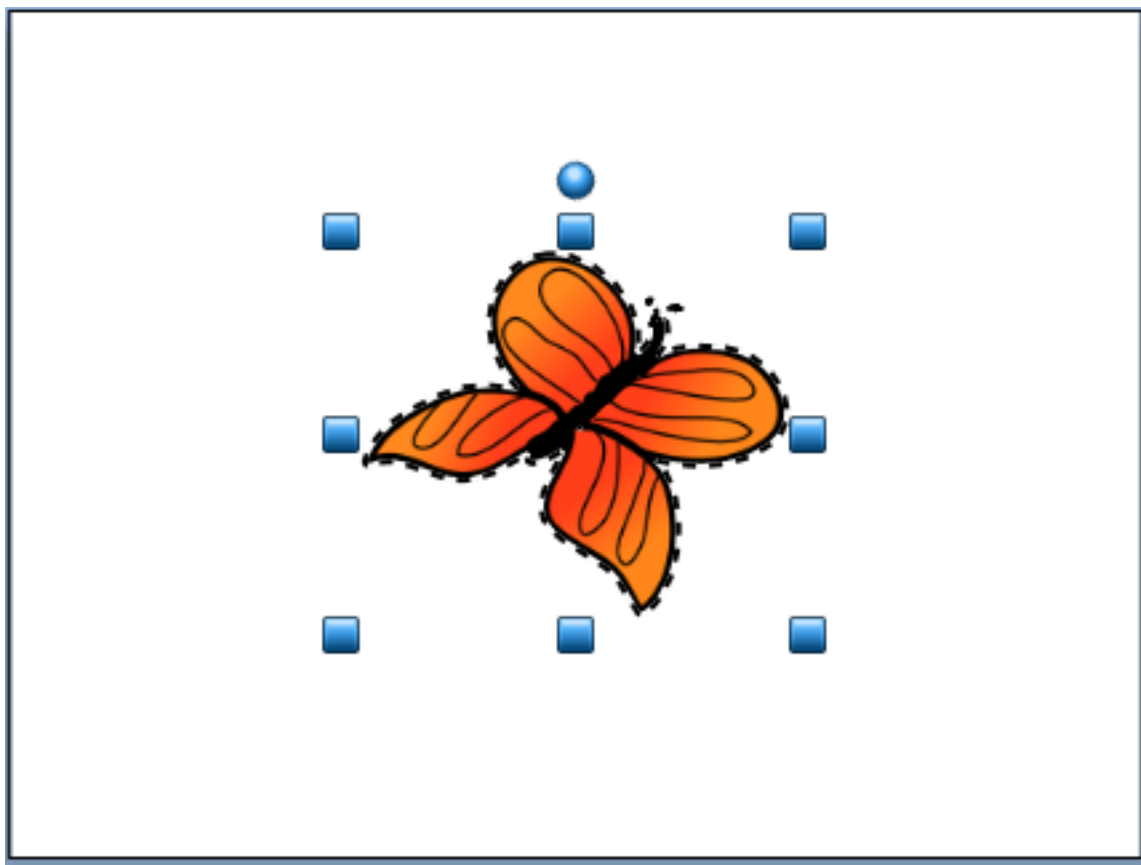
Double-click the Life Cycle - Insect folder to open it.



Click the Butterfly Adult image.

Click the green arrow on the image.

The image will be added to the frame.



Resize & Move an Image

You can resize and move an image.

The butterfly is a bit large for the frame.

Move the cursor over one of the blue handles around the image.



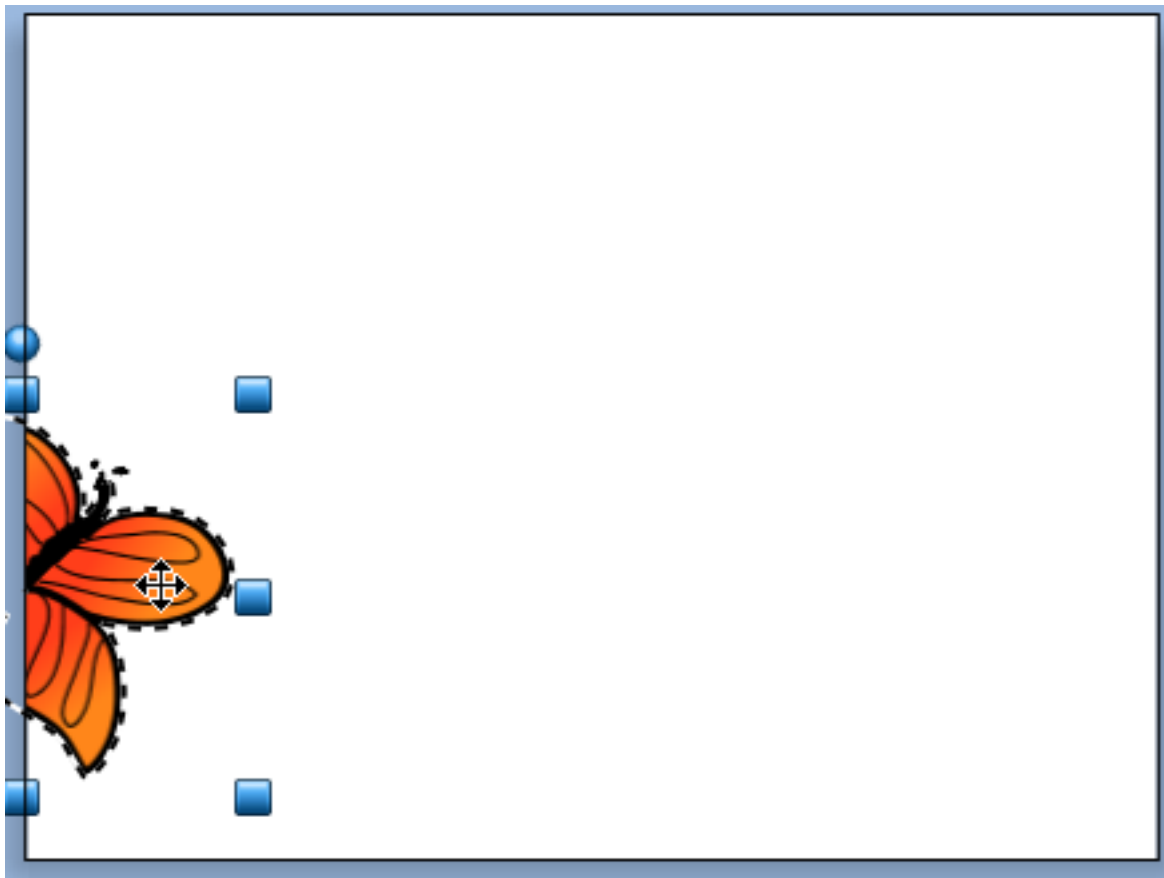
Click and drag toward the middle of the butterfly to make it smaller.

Move the cursor over the middle of the butterfly image.

The cursor will change to four arrows.



Click and drag the image so that it looks like the butterfly is entering the frame near the bottom left corner.



Add Text

You can add text to a frame for titles, conversation, information, or credits.

Click the Tools button on the toolbar.



Click the Text button on the tools panel.



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



Type: Dreams of golden fields

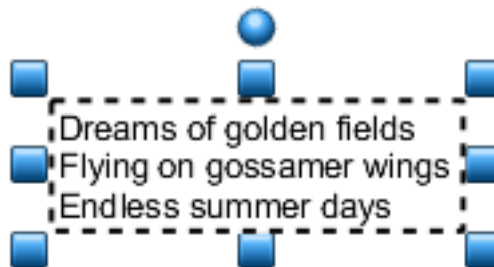
Press the Return key on the keyboard.

Type: Flying on gossamer wings

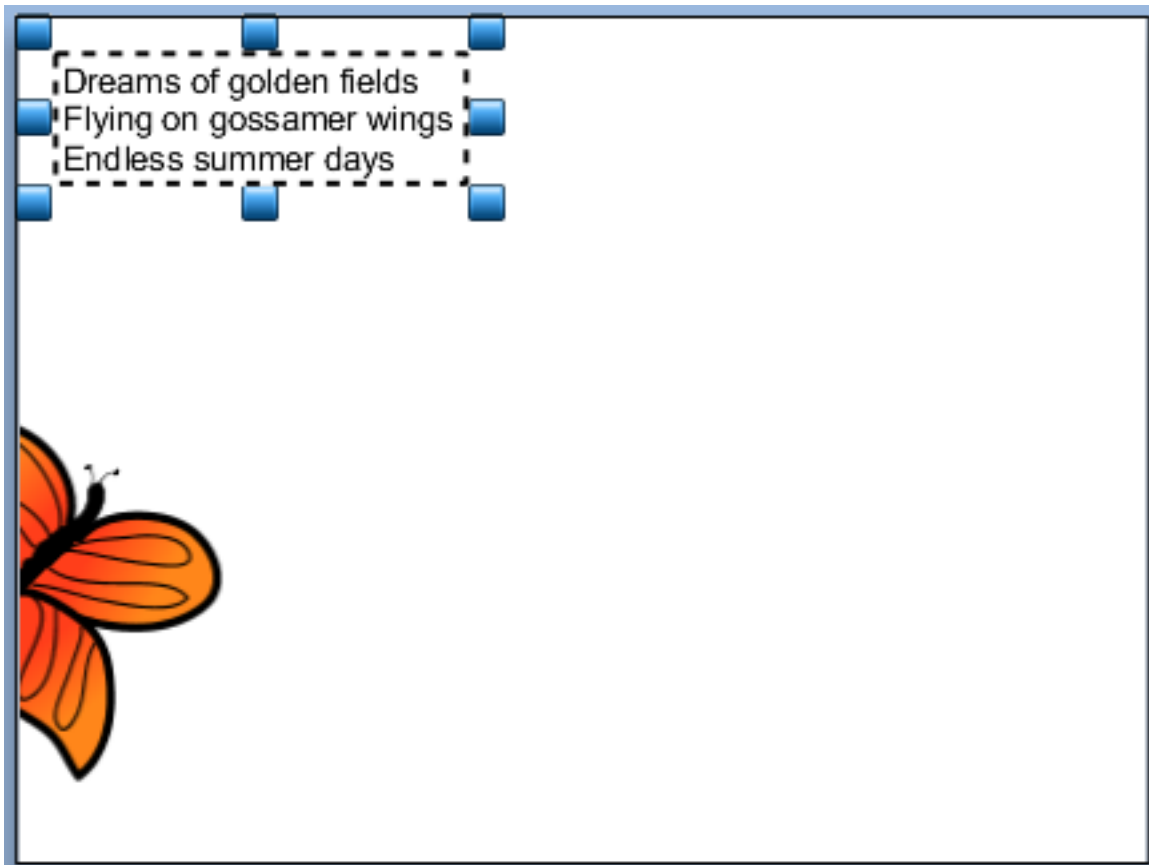
Press the Return key on the keyboard.

Type: Endless summer days

Press the Return key on the keyboard.



Move the cursor over the middle of the text object and click and drag it to the top left corner of the frame.



Format Text

You can change the way text looks.

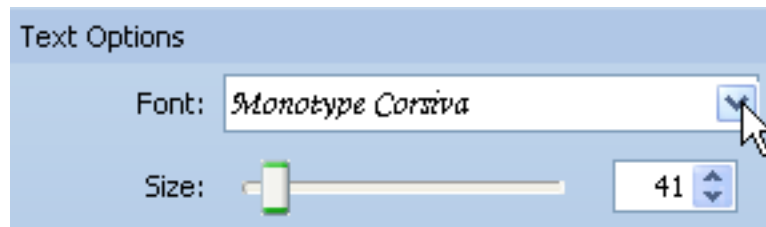
Move the cursor over one of the corner handles.



Click and drag away from the middle of the text to make it larger.

You will see the text appearance options in the Options panel on the right.

Use the Font pull-down menu on the Tools panel to choose a new font.



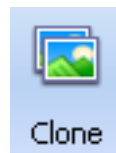
Duplicate a Frame

You can duplicate a frame.

Click the frame in the storyboard at the bottom of the window.



Click the Clone button on the toolbar.



You will see a second copy of the frame in the storyboard.

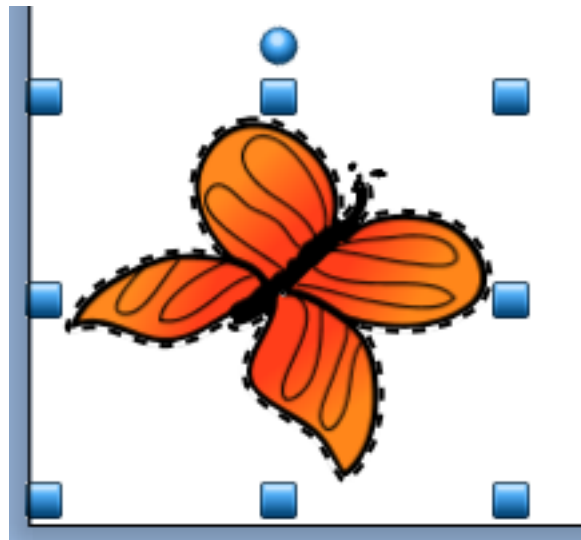


Skew an Image

You can skew an image.

Move the cursor over the butterfly on the frame preview.

Click and drag the butterfly so that the entire butterfly shows in the lower left corner of the frame.



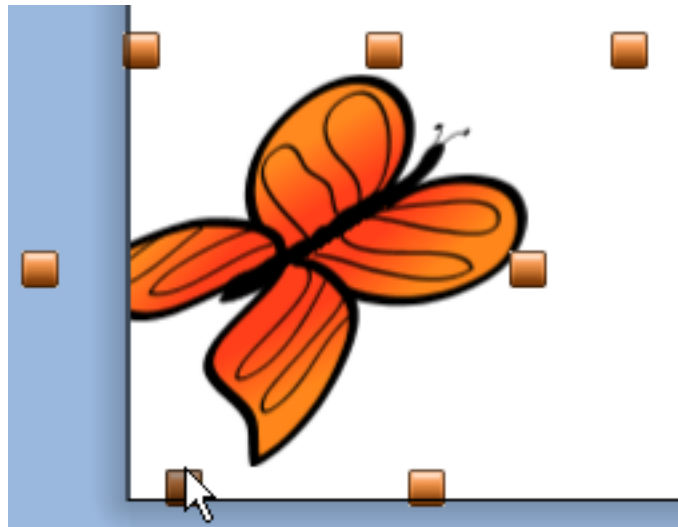
Click the Skew button in the Sticker options area of the tools panel.



The handles around the butterfly will change to orange.

Move the cursor over the middle handle at the bottom of the butterfly.

Click and drag toward the corner of the frame to skew the image.



The last frame in the selected. You will see it highlighted in the storyboard at the bottom of the window.

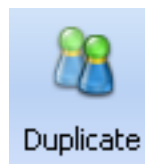
Press and hold down the Shift key on the keyboard.

Click the first frame in the storyboard.



All of the frames will be selected.

Click the Duplicate button on the toolbar 4 times.

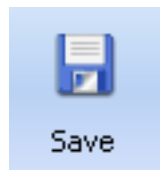


You will now have 10 frames in the animation.

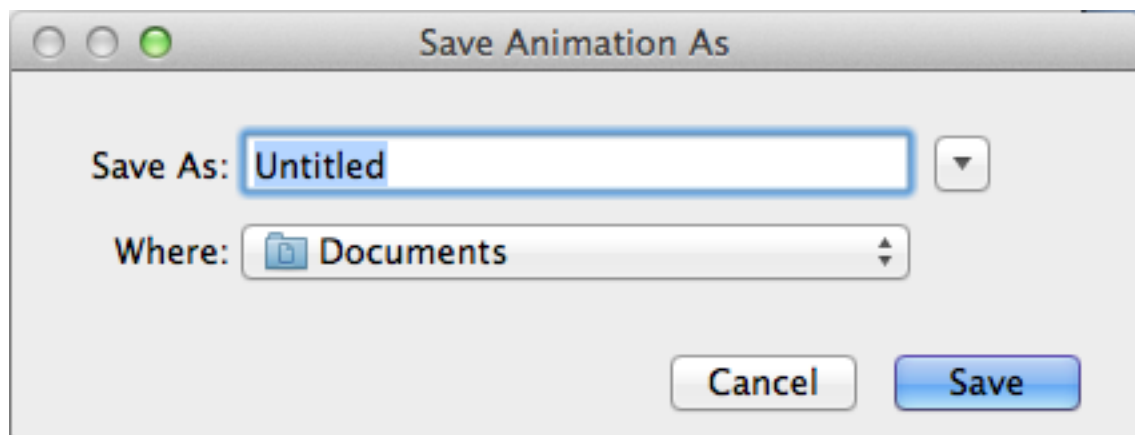
Save

You can save a Frames file so that you can work on it during multiple sessions.

Click the Save button on the toolbar.



You will see the Save Animation As dialog.



Type: Butterfly

You will see this name in the Save As field.

Use the Where pull-down menu to choose a place to save the file.

Click the Save button.

Position the Butterfly for Animation

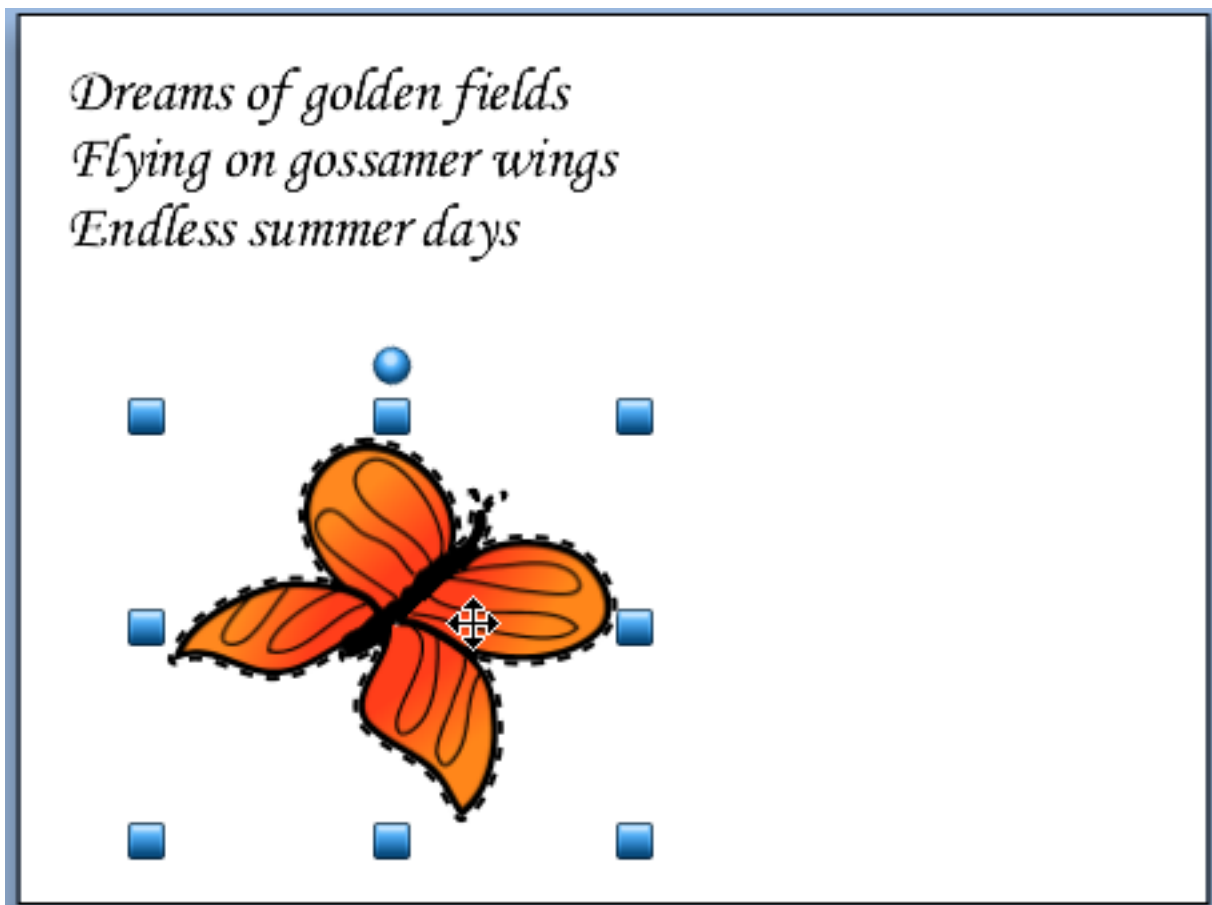
You need to position the butterfly on each frame so that when they animate it flies across the frame.

Click the third frame in the storyboard at the bottom of the window.



Move the mouse over the middle of the butterfly.

Click and drag it to the right.



Look to the storyboard preview to make sure you have dragged it further to the right than the butterfly in the second frame.

Click frame four in the storyboard.

Click the butterfly on the frame and drag it to the right.

Click frame five in the storyboard.

Click the butterfly on the frame and drag it to the right.

Repeat this process for all of the frames until the butterfly moves all the way across the frame.

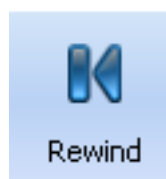


Preview the Animation

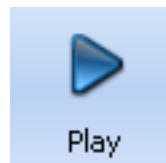
You can preview the animation.

The timeline is currently set to the last frame.

Click the Rewind button on the toolbar.



Click the Play button on the toolbar to watch the animation.



The animation will end at the last frame.

Change Frame Duration

The butterfly does not move very quickly. To speed up its flight, you can change the length of time a frame is shown.

Go to the Edit menu and choose Select All Frames.

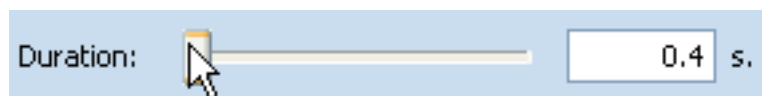
This will select all of the frames in the list or storyboard.

You will see the duration slider at the bottom of the Tools panel.

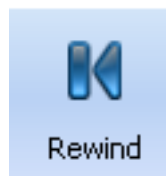
The duration is currently set to .5 seconds.



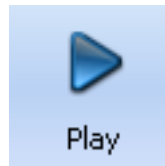
Click and drag the Duration slider to the left to change the duration of all of the frames to .4 seconds.



Click the Rewind button on the toolbar.



Click the Play button on the toolbar to watch the animation at the new speed.



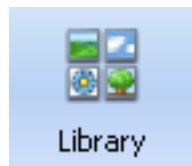
Click the Save button on the toolbar.



Add a Background

You can change the background to have the butterfly fly over a garden.

Click the Library button on the toolbar.

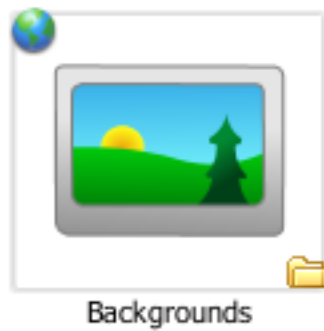


Click the Home button at the top of the Library panel.



You will see the folders in the Library.

Double-click the Backgrounds folder.



Double-click the Landscapes folder.



Find a picture you want to use for the background.

Click the green arrow to add the image to the background of frame.



You will see the background on the frame.



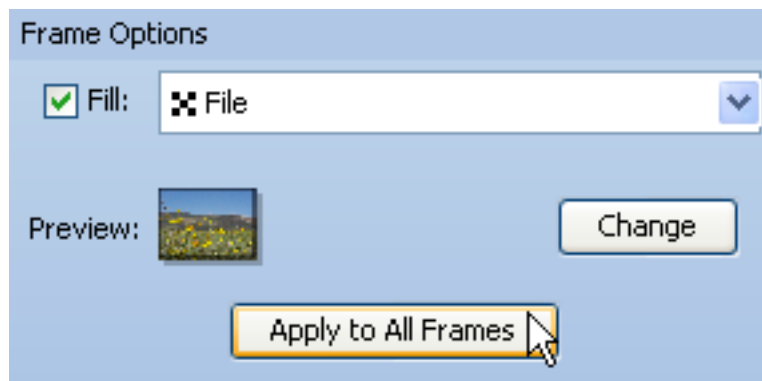
You can add this background to all of the frames in the animation.

Click the Tools button.



You will see options for the frame on the Tools panel.

Click the Apply to All Frames button.



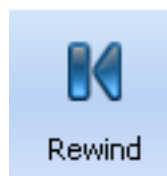
Use the skills you have learned to preview the animation.

Add Music

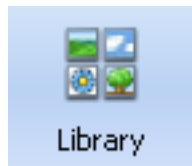
You can add music to your animated video.

Music is added starting at the frame that is currently selected.

Click the Rewind button on the toolbar.



Click the Library button on the toolbar.



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



You will see the folders in the Library.

Double-click the Sounds folder.

You will see the folders in the Sounds library.

Double-click the Music folder.

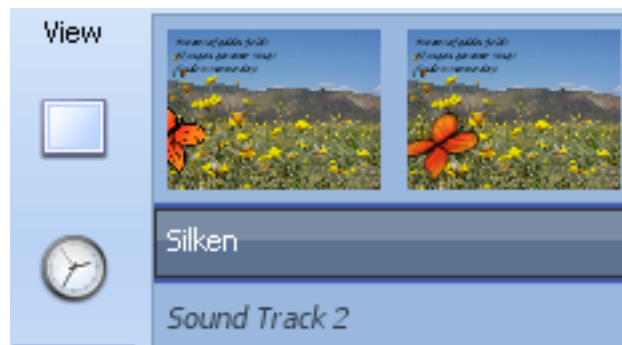
You will see the sounds in the music folder.

Use the scrollbar to see all of the files.

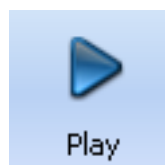
Click the music file you want to use.

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

You will see the sound in the storyboard at the bottom of the window.



Click the Play button to watch a preview.



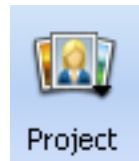
Click the Save button on the toolbar.



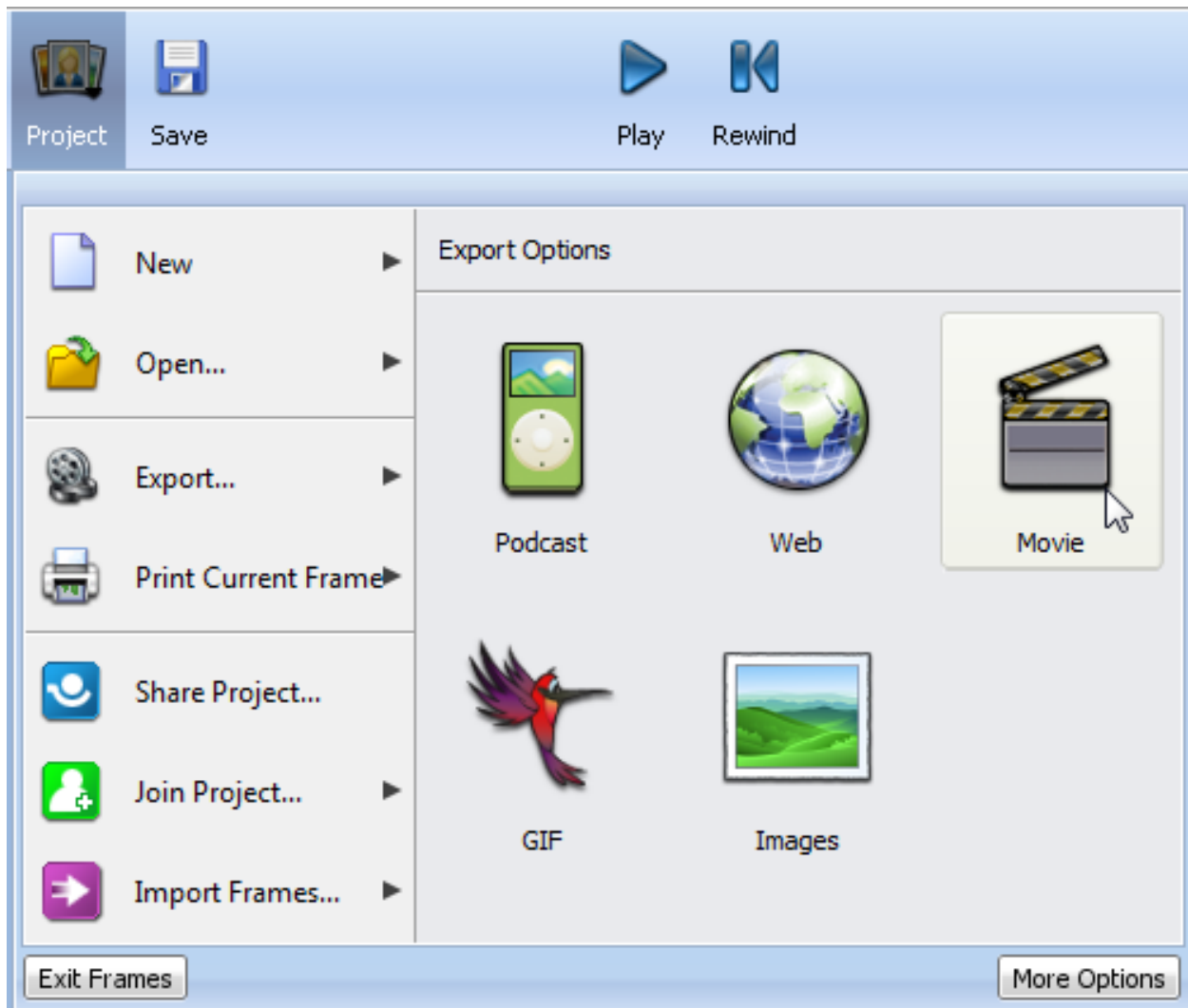
Make a Movie

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

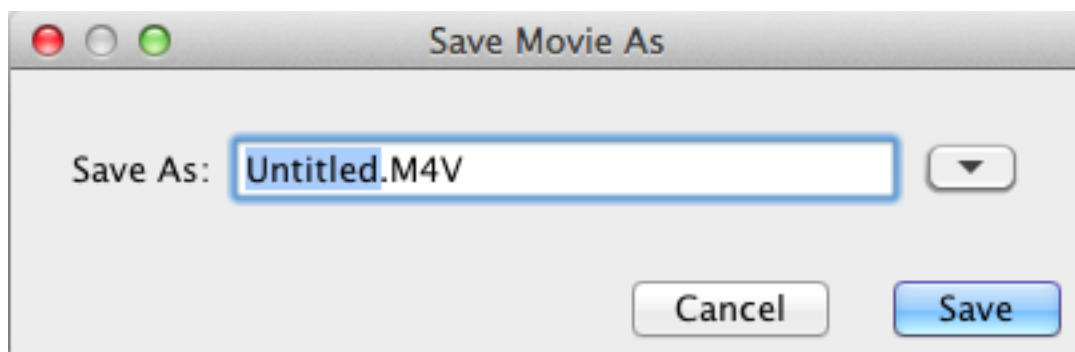
Click the Project button on the toolbar.



Move the mouse over the Export option and then click the Movie option.



You will see the Save Movie As dialog.

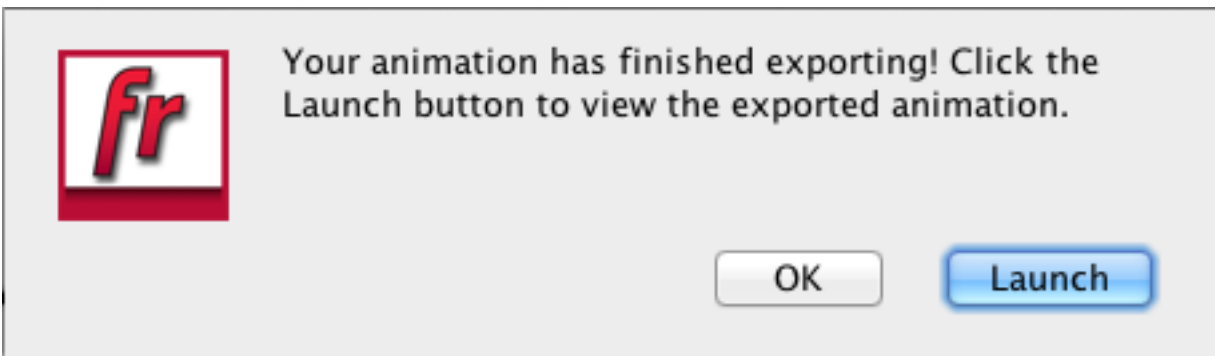


Type the name you want for the file.

Click the Save button.

Frames will create the movie.

When it is finished, you will see this dialog.



Click the Launch button to watch the movie.

Go to the movie player menu and choose Quit to close the movie player.

Go to the Frames menu and choose Quit Frames.

Conclusion

Congratulations! You have created an animated movie using Frames.

In this Recipe, you learned how to:

Add clip art

Resize and move shapes

Add and format text

Duplicate frames

Preview an animation

Save an animation

Add a background

Add music

Make a movie