

Recipes4Success®

In this Recipe, you will learn the basics of Pixie 4 as you analyze a character from a book you have read. You will create two pages and export them as a video.

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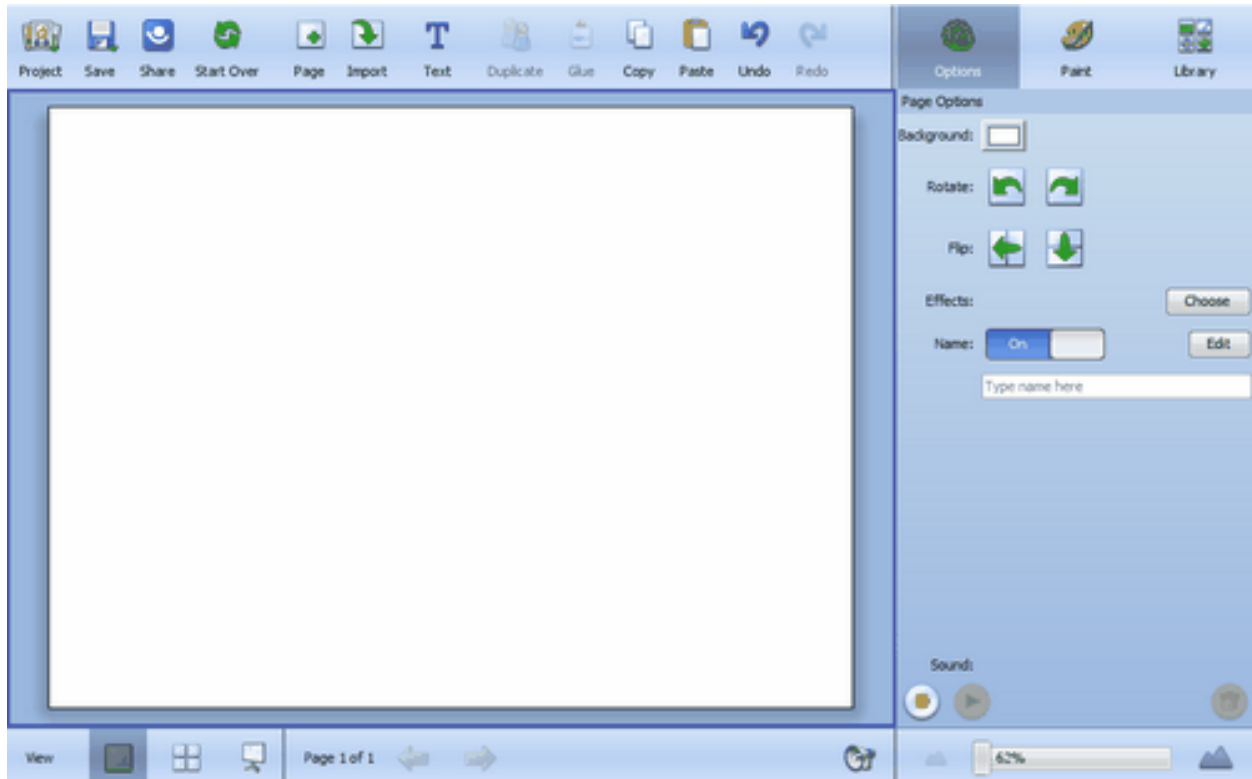
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Introduction

Start Pixie

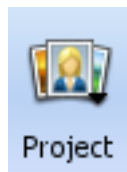
You will see a blank page.



You can use Activities to learn about common classroom topics.

In this Recipe, you will start by using an activity organizer for character traits.

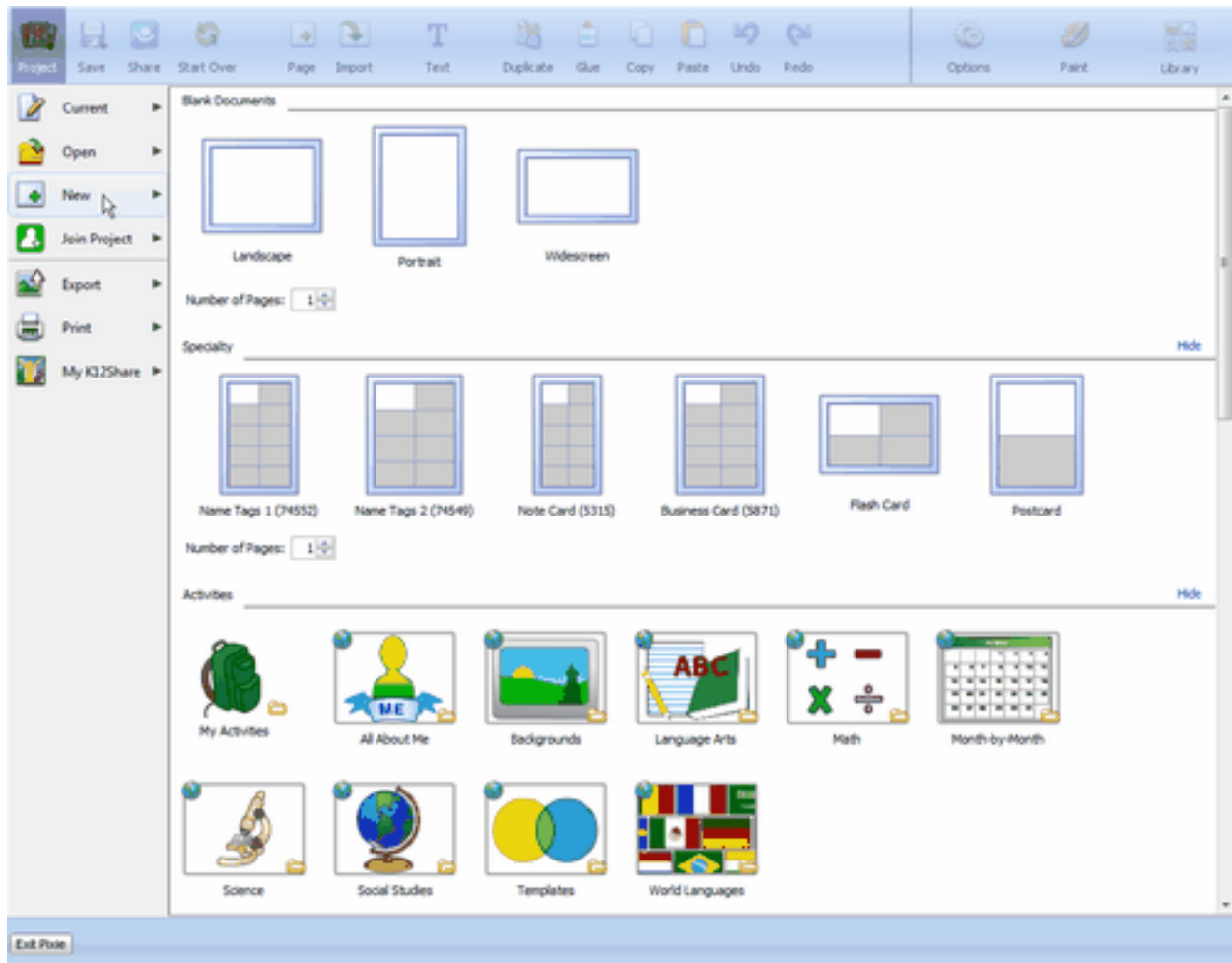
Click the Project button on the toolbar.



You will see the Project menu.

Move over the New option in the list on the left.

You will see the Activities folders at the bottom of the pane.



Click the Language Arts folder to open it.



All About Me

Click the Reading folder.



Reading

Click the Comprehension folder.



Comprehension

Click the Character Description activity.



Character Description

The activity will open.

Use the Paint Brush Tool

You can use the tools to design your own illustrations.

For the next step in this tutorial, you will paint a picture of the main character from a book you have read. For example, you might choose Wilbur from the Charlotte's Web.

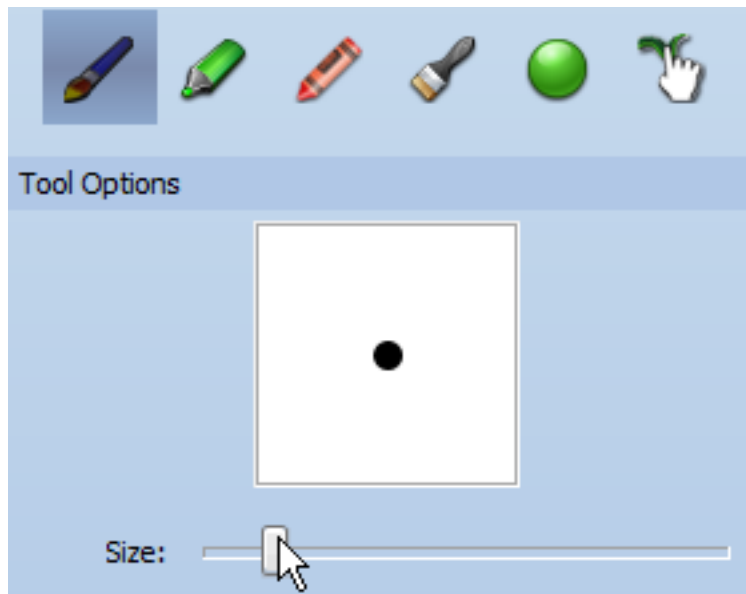
Click the Paint button on the toolbar to show the paint options.



Click the **Paintbrush** tool on the tool palette.

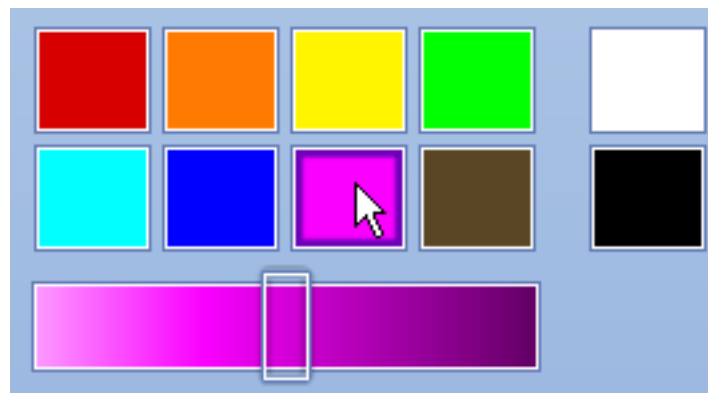


Click and drag the **Size** slider to control the size of the brush.



Move the pointer over the color palette.

Click the color you want to use.



Click and drag the slider below the color palette to adjust the shade.

Move the pointer over the space in the frame on the page.

You will see the pointer change to a brush.

Click and drag across the page to paint the outline of your character.



Use the Paint Bucket Tool

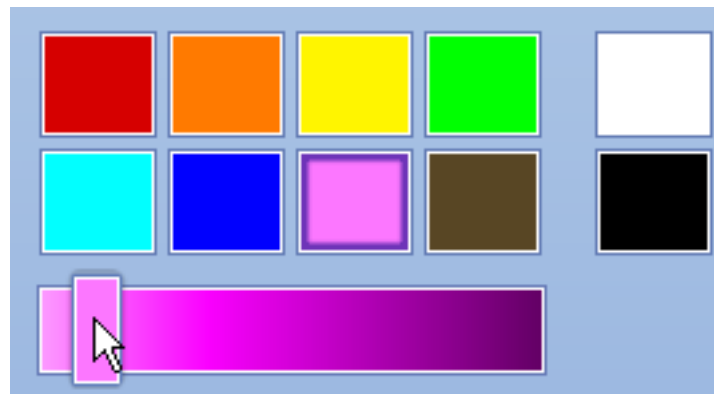
You can use the paint bucket tool to fill solid, or closed, areas on a page.

Click the **Paint Bucket** tool on the tool palette.

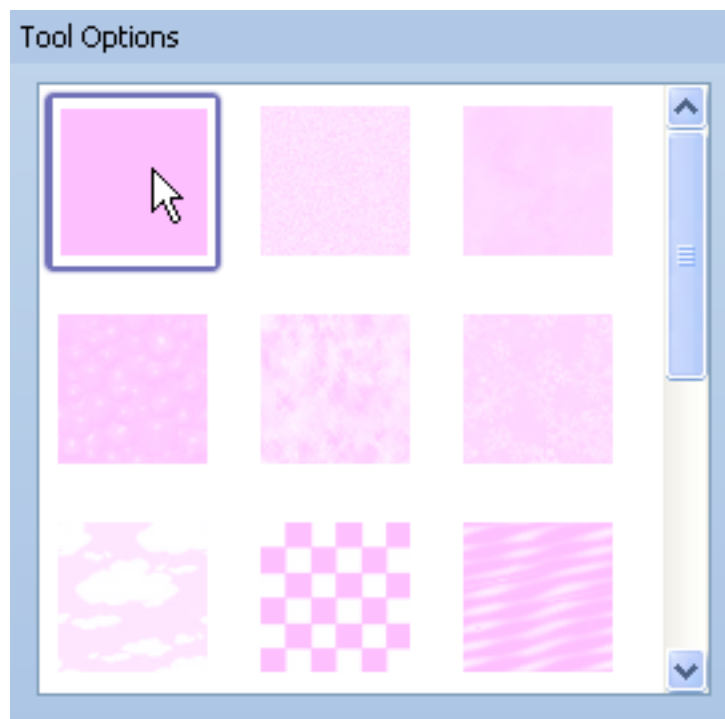


Click the color on the color palette you want to use.

Click and drag the slider below the color palette to adjust the shade.



Click the solid color option on the Paint panel.



Move the pointer to the space you want to fill.



Click to fill the area with color.



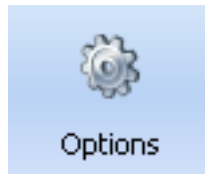
Experiment with the other tools and options on the Paint panel to paint your picture.

Use Text

When analyzing characters, you should think about their physical appearance, actions, speech, behavior, and how they interact with others.

This activity already contains text boxes for you to use.

Click the Options button on the toolbar.



Click a text object that says Double-click.

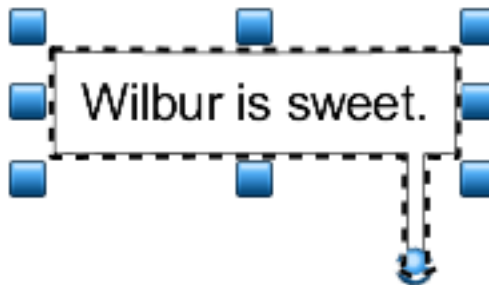
Type a description for your chosen character. For example: Wilbur has a good, child-like heart.

Click the other text boxes to type more character traits.

Edit Text Appearance

You can change the location of a text box and its appearance.

Click the text to select it.



Move over the top of the box.

The pointer will change to four arrows.



Click and drag to move the box to a new place on the page.

Move the pointer over a blue handle on the edge of the text box. It will change to two

arrows.



If you click and drag a corner handle the box will resize and the text inside the box will resize to fit the space.

Click and drag away from the center of the box to make the box and the font larger.

Click and drag toward the center of the box to make the box and the font smaller.

The text boxes on this page are text bubbles. Click and drag the circle to change the position of the arrow.



Adjust the text boxes to get them looking just the way you want.

Edit Text

If you would like to change the text you have added to a text box, double-click the text box.

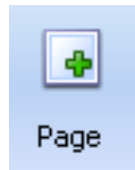
You will see a blinking cursor.

Click to move the arrow to the place you want to edit.

Add a Page

You can add multiple pages to your Pixie project.

Click the Page button on the toolbar.



You will see a blank page 2.

You will see the words Page 2 of 2 at the bottom of the screen.

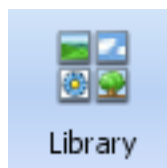


On this page, you will paint a scene from the story that illustrates one of the character traits you mentioned on the previous page.

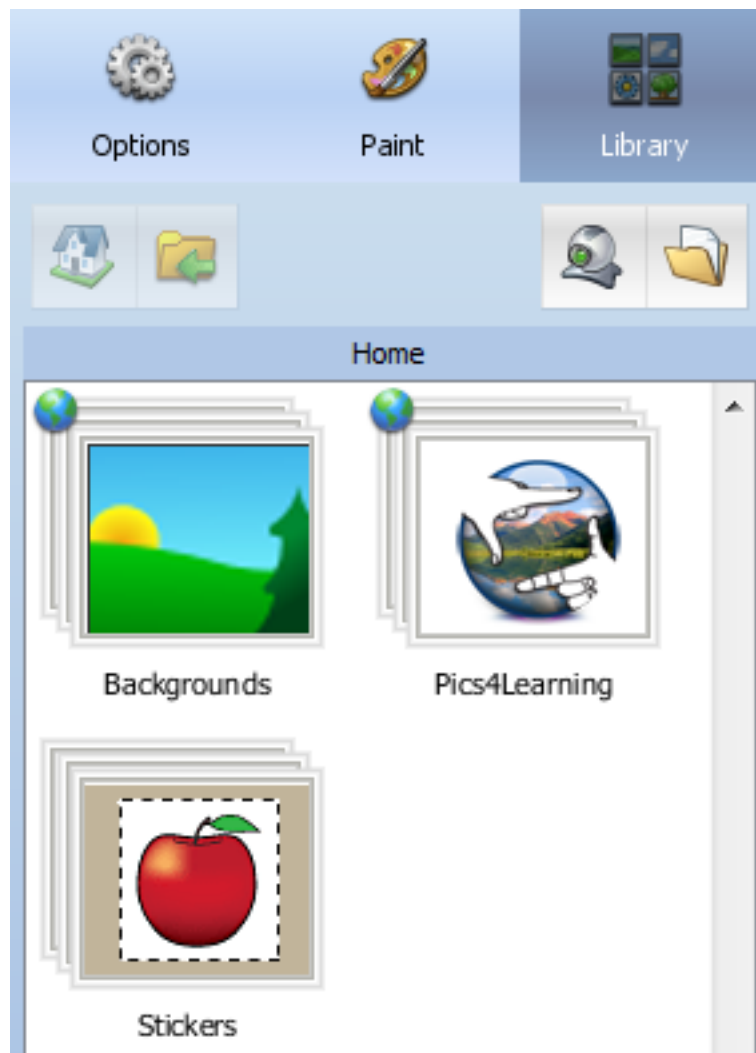
Add a Background

You can add backgrounds to a page.

Click the Library button on the toolbar.



You will see the folders in the Library.



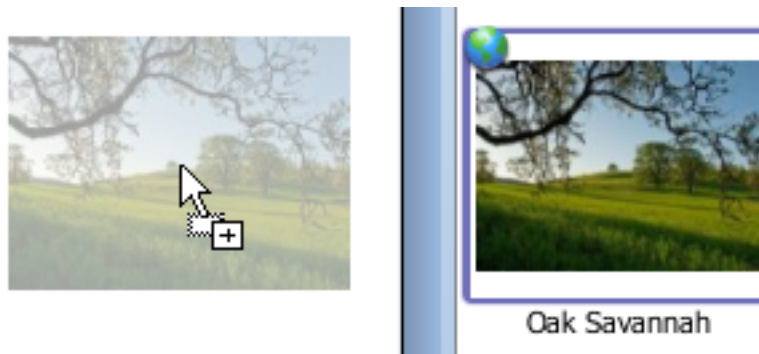
Click the Backgrounds folder to open it.

Explore the folders to find a background you want to add.

Click a folder to open it.

Select the background you want to add.

Click and drag the background onto the page.



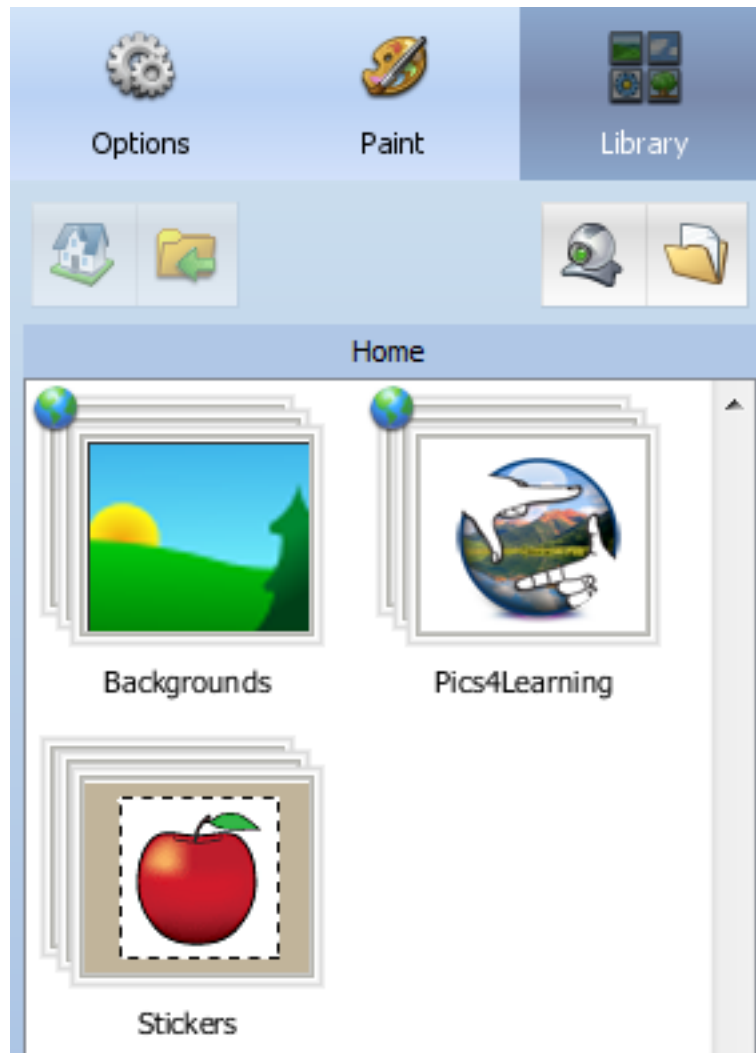
Add a Sticker

You can add clip art to a page.

Click the **Home** button at the top of the Stickers panel.



You will see the main folders in the Library.



Click the Stickers folder to open it.

Explore the folders to find another sticker you want to add.

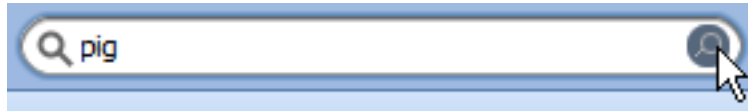
You can also search for images in the library.

Click the Search field at the bottom of the Stickers panel.



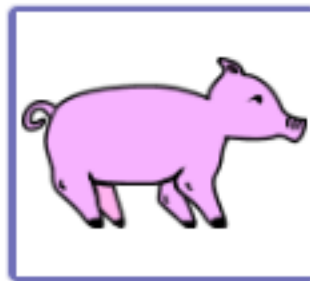
Type a word to describe a character.

Click the magnifying glass on the right side of the field.



You will see images that match this search.

Click and drag an image onto the page.



Pig

The sticker will be added to the middle of the page.

Move and Resize a Sticker

The sticker has handles around it.

Move the pointer over one of the corner handles. `#im width="31" height="25" src="tutorials/t_px4_all/images/add_sticker2.png" border="0"`Click and drag to change the size of the sticker.

Drag toward the center of the sticker to make it smaller.

Drag away from the sticker to make it larger.

You can move a sticker to a new place on the page.

Move the pointer over the center of the sticker.

The pointer will show four arrows.



Click and drag to move the sticker to a new place on the page.

Practice What You Have Learned

Illustrate a scene with this character interacting with other characters by adding more stickers and using the paint brush and other paint tools.

To use the paint tools, click the Paint button on the toolbar.



Add a Text Object

You can add text to the page.

Click the Text button on the toolbar.



The text object will be in the center of the page.

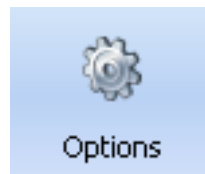
Type something the main character says in the story.

For example: Do a back flip with a half twist in it!

Change Text to a Speech Bubble

You can format the text object to look like a speech bubble similar to a comic strip.

Click the Options button on the toolbar.



Check the Bubble check box on the Options panel.



The text object will change to a speech bubble.

<text2.bmp. You can move the speech bubble.

Move the pointer to the center of the text bubble.

The pointer will show four arrows.



Click and drag to move the speech bubble to the place you want it to show on the page.

The tail of the speech bubble has a blue dot.



Move the pointer over the tail and click and drag it to move it next to the speaker.

Record Sound

You can record narration on a page.

Click the page away from any objects.

You will see the Record options at the bottom of the Options panel.

Record something your main character said in the story. For example, if you chose Wilbur, you might say: "Actually, I feel radiant!"

Click the **Record** button.



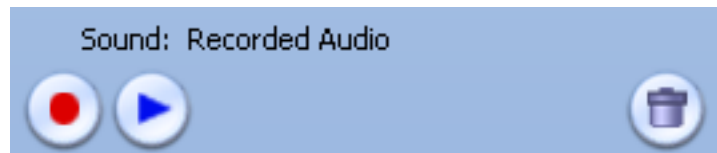
Speak clearly into the microphone.

Click the **Stop** button when you are done.



Click the **Play** button to listen to your recording.

Click the **Trash** button to delete the sound and record again.



Save

You can save this Pixie file.

Click the Save button on the toolbar.



You will see the save dialog.

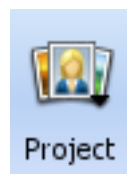
You will see "Character Description" as the name for the file.

Click the **Save** button.

Export the Project

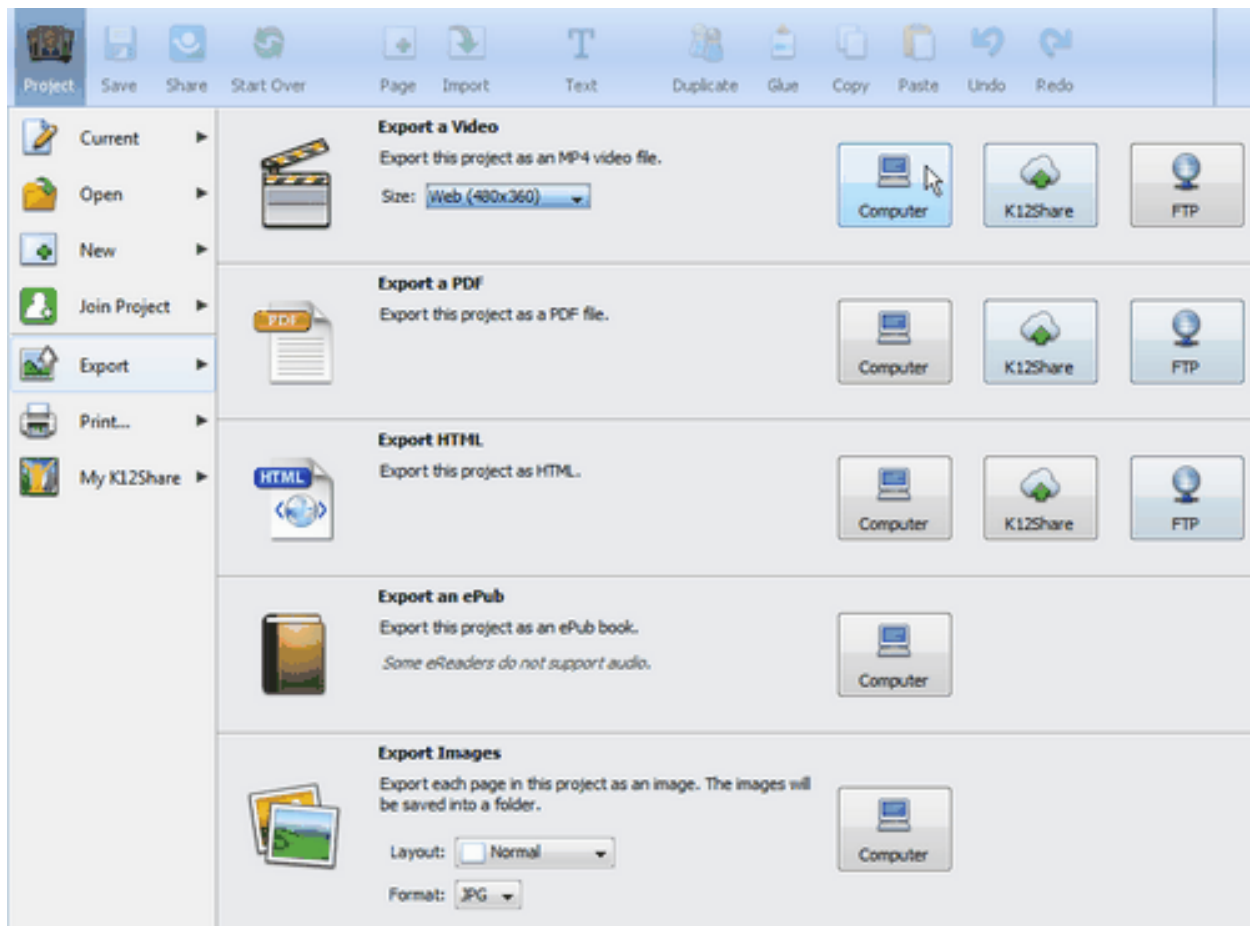
You can export your project as a movie file others can watch.

Click the **Project** button.



Click the Export option in the list.

Click the **Computer** button in the Export a Video area.



You will see the Save Movie As dialog.

Choose a place to save the movie.

Click the **Save** button.

You will see a finished exporting dialog.



Click the **Launch** button to view the final movie.

Conclusion

Congratulations. You have learned to use many of the features in Pixie.

In this Recipe, you learned how to:

Open an activity

Use the Paint Bucket tool

Use the Paint Brush tool

Use text

Add a page

Add a background

Add a sticker

Move and resize a sticker

Add a text object

Change text to a speech bubble

Record a sound

Save

Export a project