Finger Painting Animator (HD) Tutorial
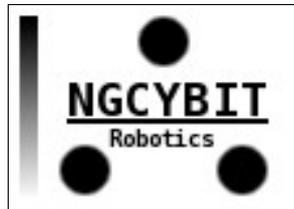
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1. Create animation background

First of all we will create our animation background using Finger Painting Animator (HD) software.

Open color selection window and choose the blue color using the Red (194), Green (255), Blue (255), Alpha (1) slider control (if You want You can first choose a predefined color from color palette and after modify it with RGBA slider); once You have chosen the color, press on "CHANGE BACKGROUND COLOR" button to set the blue background color as shown into **Figure 1**

Figure 1

We will now draw the clouds using white semitransparent color and paintbrushes width control; choose white color from color palette, set ALPHA to 0.6, WIDTH to 60.

Close the color selection window pressing on "Done" button and draw the clouds touching the screen (sometime modify the WIDTH and APLPHA value for better results). Background with clouds example is displayed into **Figure 2**

Figure 2

We draw now the mountains and the sun as shown into **Figure 5**; to do this we use the color picker **Figure 3** to choose the brown mountain color
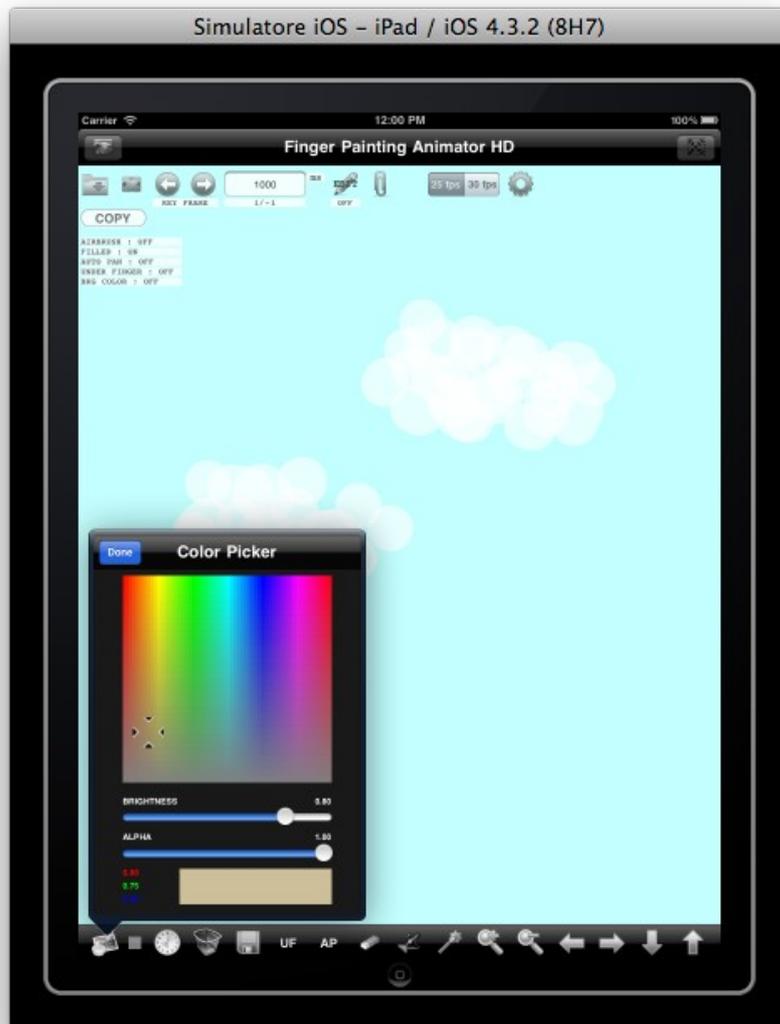
Figure 3

Disable the AUTO PAN feature pressing on "AP" button (low in the screen - the label "**AUTO PAN : OFF**" says You have disabled the AUTO PAN feature);
press the "FILLED OBJECTS" button (the label "**FILLED : ON**" says You that filled polygon feature is enabled)

With the "FILLED : ON" feature we will draw the mountains.
After You have done You can use ZOOM + button to better visualize the background; an example with mountains is shown into **Figure 4**

Figure 4

Use the same tools to draw the sun; to be more precise You can use ZOOM + and PAN tools. Also after You have drawn the objects You can use EDIT tool to TRANSFORM/MOVE the drawn objects or parts of the drawn object in the sky as shown into **Figure 5**

Figure 5 (a)

For example press on "Move" and drag the red ball with Your finger to move the sun ray as shown in the previous **Figure 5** (You can choose the red ball radius using the "EDIT AREA RADIUS" slider control).

For example You can move the clouds...

Figure 5 (b)

Create the background You like...

Press on "FULL SCREEN" button to display the background as shown into **Figure 6**
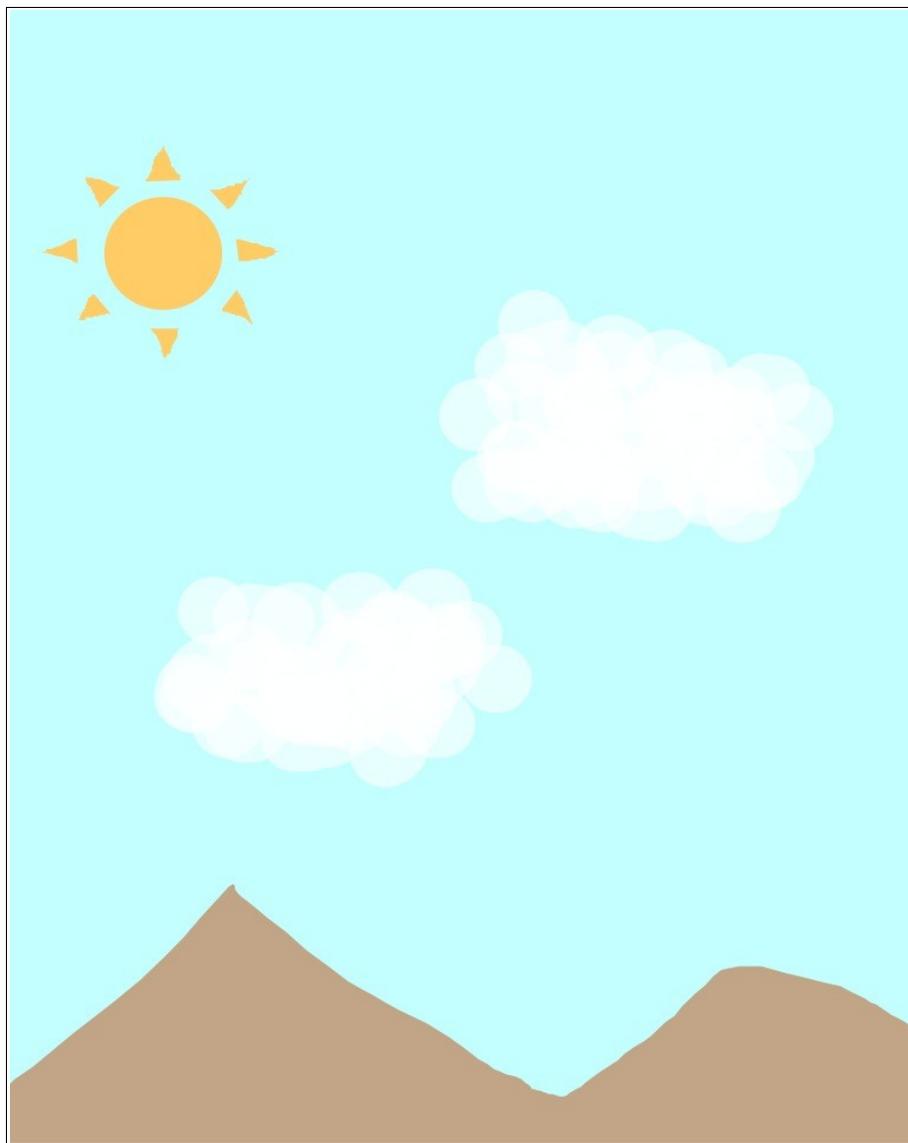

Figure 6

To save the background into the device photo albums press the "**SAVE PICTURE TO DEVICE PHOTO ALBUM**" button

We will use the background after we have drawn the animation objects.

2. Draw animation keyframes

We now draw the animation's objects; these objects will be independent from the background – they lives on an animation layer (any background can be used with the animation's objects; user can change background in any moment).

Once You have saved the drawn background into device photo albums, press the ERASE ALL button (the button with trash bin icon) to erase the workspace. Once You have erased the workspace specify the animation project name (set "inflatableballs" for project name text field), press the "Start New Project" button and after the "Done" button. The animation project called "inflatableballs" is now created and is ready to be drawn.

Chose white color, press the "CHANGE BACKGROUND COLOR" button and after choose red color to draw the balls (the last selected color will be the paintbrush/finger color).

Using the "FILLED OBJECTS" tool we will draw some inflatable balls as shown into **Figure 7** – (if You want You can use different colors for the inflatable balls)
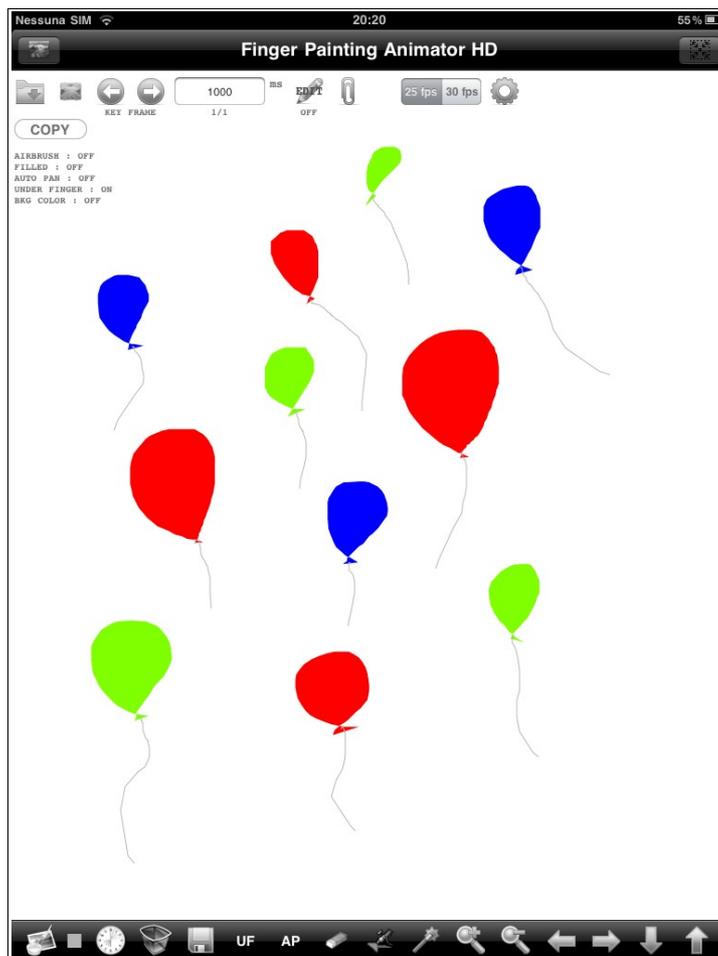

Figure 7

We will now load from device photo albums the background we have drawn into chapter 1 of this tutorial pressing the "**LOAD IMAGE FROM PHOTO ALBUMS**" button

Select the previously saved background (or a generic photo background from the device photo albums) and confirm to display the animation objects over the chosen image background as shown into **Figure 8**
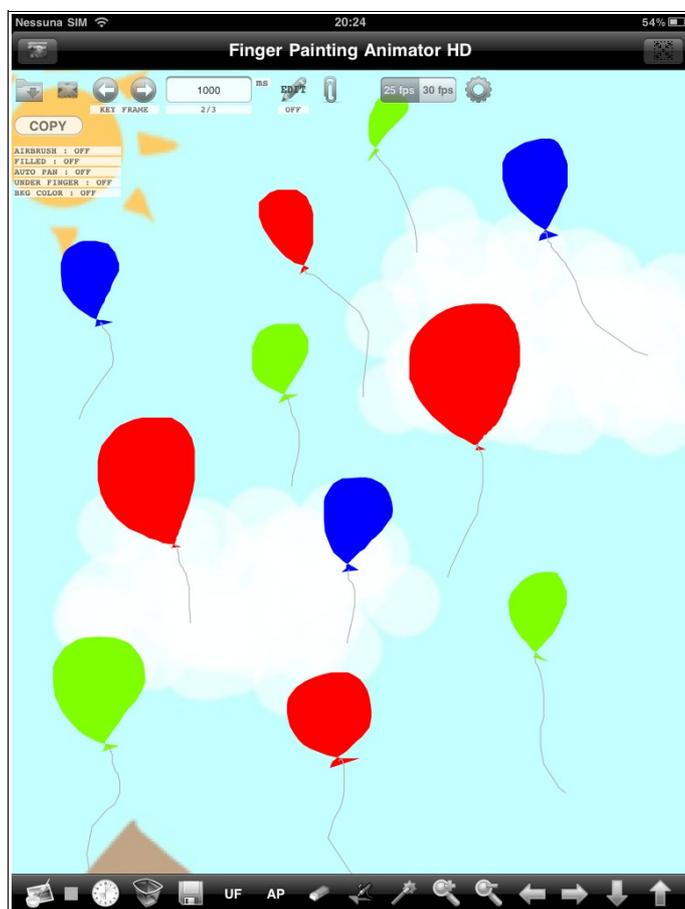

Figure 8

Save the keyframe number 1 using the "**SAVE CURRENT KEYFRAME"** button

The actual ZOOM and PAN settings will be saved with the saved keyframe and will be part of the animation (it is used to animate the camera view - camera zoom and camera move feature).

Press the "**SET NEXT KEYFRAME AS CURRENT KEYFRAME"** button to start drawing the keyframe number 2

After You have pressed the "**SET NEXT KEYFRAME AS CURRENT KEYFRAME"** button the animation objects drawn for keyframe number 1 will be automatically displayed into working area of keyframe number 2. The "**ACTUAL KEYFRAME LABEL**" now display 2/1 (**2**:current keyframe number – we have started now the keyframe number 2 / **1**:total saved keyframe – only one because we have saved only keyframe number 1).

Starting from keyframe number 2 we will modify only the drawn animation objects using EDIT tool and ZOOM/PAN feature.

Press ZOOM + and/or PAN LEFT, RIGHT, UP, DOWN buttons to set Your preferred camera view (zoom for example a detail of the animation image), set the keyframe number 2 duration field pressing the text field upper in the screen and specifying the keyframe duration in milliseconds (for example 1200 ms; the default is one second – 1000 ms); save keyframe number 2 with "**SAVE CURRENT KEYFRAME"** button.

The previous steps will animate the camera view (zoom/pan) during movie generation; press the "**SET NEXT KEYFRAME AS CURRENT KEYFRAME"** button to start drawing the keyframe number 3.

"**ACTUAL KEYFRAME LABEL**" now display 3/2 .

Press the EDIT button, and set "**EDIT AREA RADIUS**" to ALL (move the slider control on the right to the max value); it means that EDIT will be applied to ALL the animation objects. EDIT (ALL) is equal to say MOVE ALL objects dragging Your finger on the screen. All the animation objects are visualized semi-transparent on the screen when EDIT (ALL) is selected (the selected objects are displayed semi-transparent on the screen).
Dragging Your finger on the screen to move the inflatable balls upper right on the screen (leave some balls visible on the screen).

Save keyframe number 3 with "**SAVE CURRENT KEYFRAME"** button ("**ACTUAL KEYFRAME LABEL**" now display 3/3).

The previous steps will animate the movement of the inflatable balls; press the "**SET NEXT KEYFRAME AS CURRENT KEYFRAME"** button to start drawing the keyframe number 4.
At the same manner move the inflatable balls out of the screen (upper right in the screen). The inflatable balls during animation will fly away in the sky...

Save keyframe number 4 with "**SAVE CURRENT KEYFRAME"** button ("**ACTUAL KEYFRAME LABEL**" now display 4/4).

Using EDIT tool You can for example:

- – Modify balls shape using "Transform" feature
- – Move a single object using "Move" feature
- – Rotate objects using the rotation tool
- – Scale objects using the scale tool (increase or decrease the objects dimension)
- – Delete objects using the UNDONE button (the erased objects will be dissolved during animation) or select an object and press the V.LINK button
- – Use V.LINK button to link two unlinked line or to create for example an arrow
- – Delete the current keyframe and draw a different one
- – Copy to copy current keyframe to last keyframe (use this feature to create repetitive animation – for example a walking people)
- – Press the ERASE ALL button (the button with trash bin icon) to remove the current keyframe from the animation (the next keyframe will become the current keyframe)
- – etc... (refer to "**Finger Painting Animator (HD) Quick Users Guide**" for more details)

use EDIT tool to create all the animation keyframes starting from only one drawing and modifying it.

You can now see all Your drawn keyframe pressing the "**SET PREVIOUS KEYFRAME AS CURRENT KEYFRAME**" button to display the previous drawn keyframe or "**SET NEXT KEYFRAME AS CURRENT KEYFRAME**" to display the next keyframe.

The animation project (with all the created/saved keyframes) is automatically saved by Finger Painting Animator (HD).

If all is OK we will generate the movie running the ANIMATOR.

3. Run ANIMATOR

Once You have drawn the keyframes, set animation fps value (frames per second) and generate the movie using the "**RUN ANIMATOR CORE (ANIMATOR)**" button

The animator automatically creates all the intermediate frames (inbetweens) between saved keyframes interpolating and animating (tweening) the control vertices of the drawn keyframes (keyframing). The animation core will interpolate drawn objects control vertex position, color, transparency, brushstroke width, camera view (You can set camera view using ZOOM IN, ZOOM OUT, PAN LEFT, PAN RIGHT, PAN UP, PAN DOWN). The deleted drawn objects will be dissolved automatically by the animation core.

Press on "ABORT" button to stop the animation routine or WAIT until the Animation Frames window is displayed (end of ANIMATOR routine – movie generation completed) - **Figure 9**
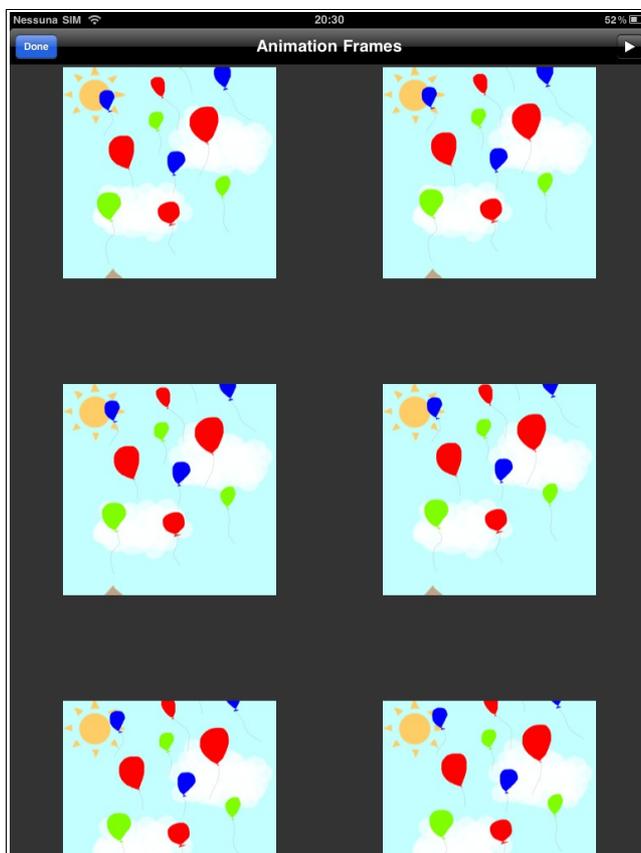

Figure 9

4. Play movie

Press the play button (upper right on the screen) to display the generated movie or press an image to start the movie player beginning from the pressed image (frame). Choose the starting frame dragging Your finger on the screen (all the frames of the animation will be displayed here).

All the images displayed into the "Animation Frames Display" are saved in the document folder of Finger Painting Animator (HD) into a folder called <ANIMATION PROJECT NAME>_JPG (<ANIMATION PROJECT NAME> is the name of Your started animation project)

For this tutorial "inflatableballs_JPG" will contains all the generated high quality JPG animation images.

You can use "iTunes Files Sharing" to copy/save all the numerated high quality JPG animation frames (the number of frames depends by the chosen 25 fps or 30 fps) into Your MAC or PC. Do that to use the animation JPG picture into Yours multimedia productions.

Upper right on the screen will be displayed the chosen movie frames per second (in this case 25 fps). If 30 fps is selected the system will generate more JPG images. At the end of the movie this label will show END.

You can touch the screen in any moment to stop the movie player and return to the Animation Frames window.

This simple tutorial ends here.

Thank you everyone for your attention.

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