Basic PIVOT Instructions:

1. Start by finding the program in T:\CGaub\Classes\Pivot Stickfigure Animator
2. Then CREATE a background and load to the pivot before you add the stick figures. **Make your own in PAINT and save as a BMP**
3. Add your characters (locate and add additional characters in T:\CGaub\Classes\Pivot Stickfigure Animator\stick figures or make your own) and adjust color and size if desired.
4. Once first frame is ready, click the "**Next Frame**" button and move each character a tiny bit and **REPEAT until you have an animation you like**.
5. **SAVE often!** To save your working file save as a PIV file in YOUR VIDEO Folder in **your flash drive** or on your **D Drive.**

Learn how animation works. Animations work by using pictures in frames, hundreds, perhaps thousands of pictures put together. Each picture is shown quickly; several pictures are shown to you each second, making it look like the images are moving. This happens in real live movies also, except the pictures aren't drawn, but taken.

Create any figure in Pivot, and move it into the location you want it to start out. Click "Next Frame".

Move a joint a little closer to the location you want the scene to end out. You'll notice there is a gray mark where the figure last was, it's supposed to help you out if you get lost, and if you accidentally delete the figure, you can easily put it back in place.

Create an animation. Make sure it's long...300-400 frames maybe. Save it as a .piv, then a .GIF.

Practice scenes. Start with 1 frame, have a circle on one side of the animation... click "Next Frame", then move the circle to the other side. Click "Next Frame" and save it on repeat. Now watch it. You'll notice that the animation never ends. Import it into Windows Movie Maker, drag it into the "Video" Section, keep dragging it in. That way you can control how many times it repeats itself. This gets harder the more frames you have it on... you need to drag the figure (frame by frame) to the location it started out. It takes some practice... but you'll eventually get it.