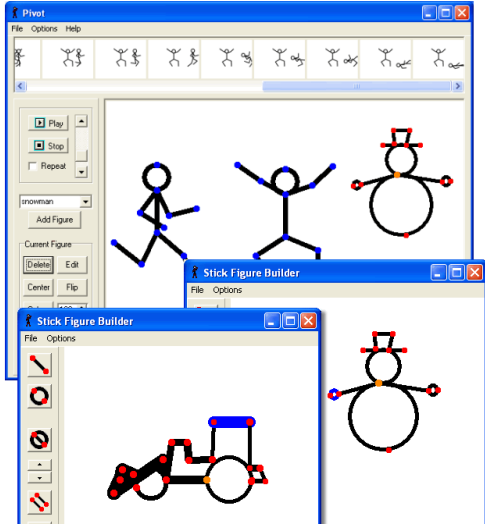


"Pivot" Animation Assignment Instructions and Tips



"Pivot" Animation: Use Pivot to create an animation (at least 1 minute long...or longer) Must have details AND a background. Upload to Windows Movie Maker and add music and credits.

Link to download at home

<http://www.snapfiles.com/get/stickfigure.html>

Basic Instructions:

1. Start by finding the program in <T:\CGaub\Classes\Pivot Stickfigure Animator>
2. Then find a background <T:\CGaub\Classes\Pivot Stickfigure Animator\backgrounds> and load this background before you add the stick figures.
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 "My Documents"
6. If you want to add music and credits you will need to resave it changing the format to **BMP**. Then import those images into **Windows Movie Maker**. See WMM instructions for additional details.
7. When done save with proper naming sequence (example: [y7t3p3pivot_sammy](#))
8. Upload to MOODLE for a grade

Topic Ideas:

- A guy climbing a tree, falling off a cliff, dancing or walking across the stage.
- Make a boat, a plane, a skateboard, or a car with the create character feature, and then use that to have your character travel across the scene.
- Make a stick dog and have him play fetch with a stick.
- Have a group of figures dance together.
- PLEASE no shooting, killing etc. **keep it school appropriate!**

Things you can do that may not be obvious:

- You can edit frames made previously by clicking on them.
- If you right click on a frame a popup menu will appear which gives you the option of deleting or inserting a frame. The inserted frame will appear in front of the frame you clicked.

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- Rotating the mouse wheel steps through the stickmen. This is useful if one of the stickmen is outside the screen because you can rotate the mouse wheel until that stickman is highlighted and then click the center button.

Figure Builder: making your own Characters...

Open the figure builder by clicking 'Create Figure Type' in the file menu of the main form or clicking the edit button to edit the current stick figure type. The edit mode option in the options menu allows you to change segment lengths when selected and normal pivot mode when not selected.

tool buttons (from top to bottom)

add line - add a line segment to the figure. Click the button, then click a handle on the figure that the segment will pivot on, then click somewhere on the image to set the end of the line.

add circle - add a circle segment to the figure. Add in the same way as above.

toggle segment kind - toggle the selected segment (blue) between line and circle.

change segment thickness - change the line thickness of the selected segment. Zero thickness segments will appear as invisible when not selected - these can be used to create figures with disconnected regions.

duplicate segment - duplicate a segment so that it has identical length/thickness. Select the segment you want to duplicate, then click the button, then click a handle on the figure to attach it.

delete segment - delete the selected segment. Segments can only be deleted if they have no other segments attached to their endpoint.