

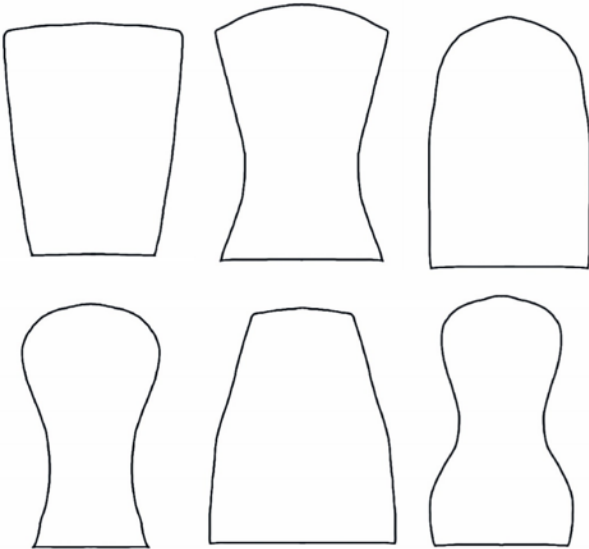
bit.ly/sfsdoink

Animation with DoInk

Lima Bean Monsters



Head shapes

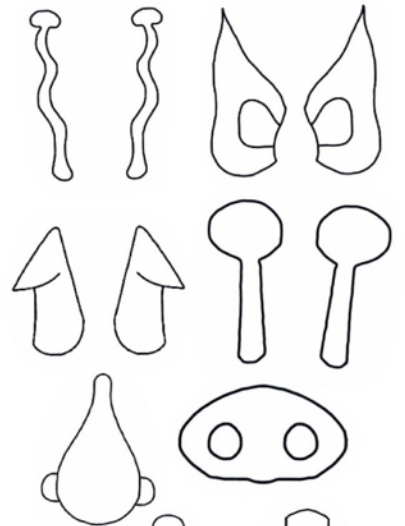


Tricia Fuglestad Digital Lima Bean Monsters

Eyes



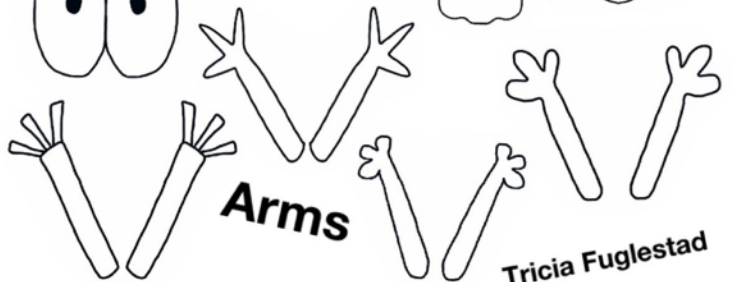
Ears or Antennas



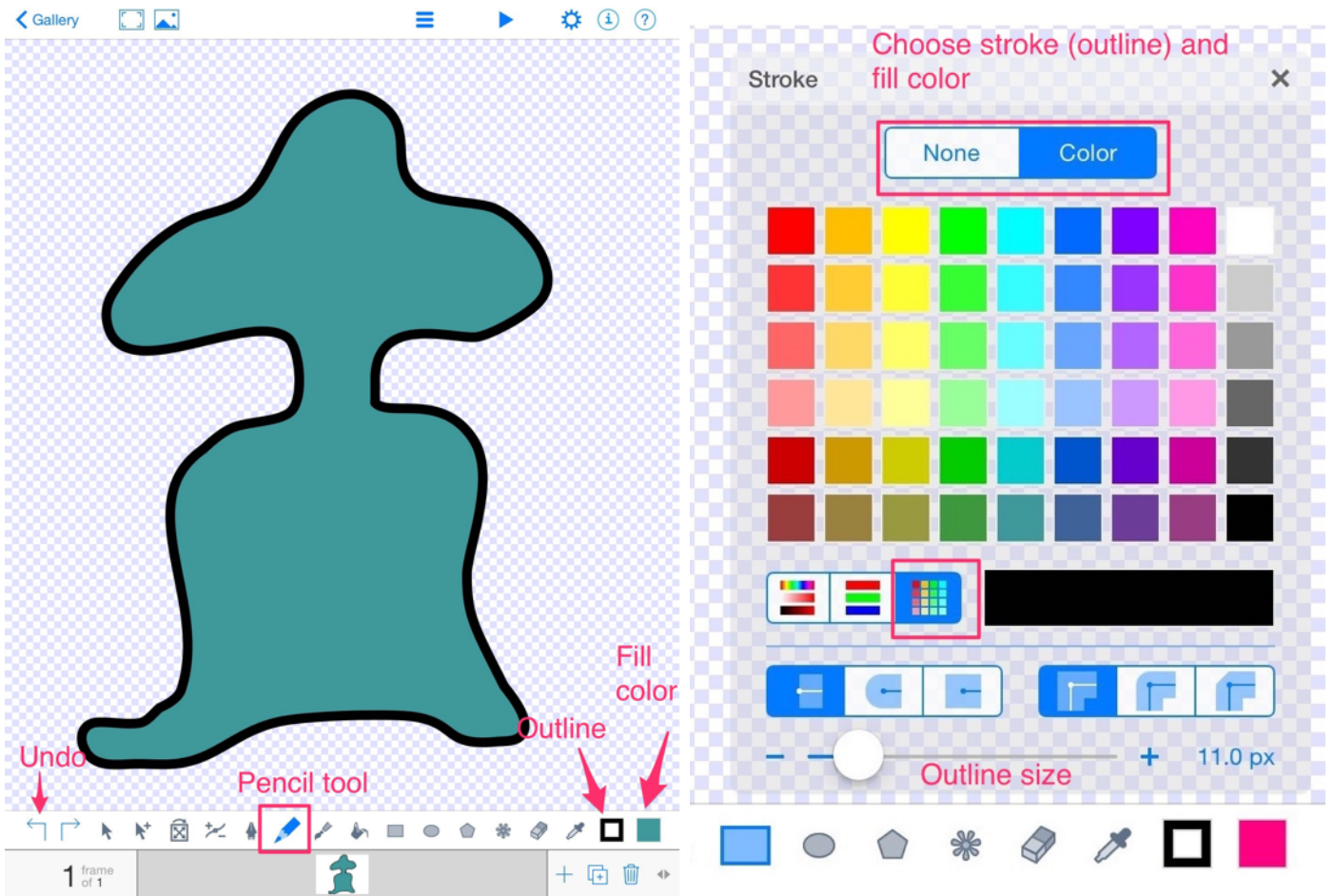
Noses



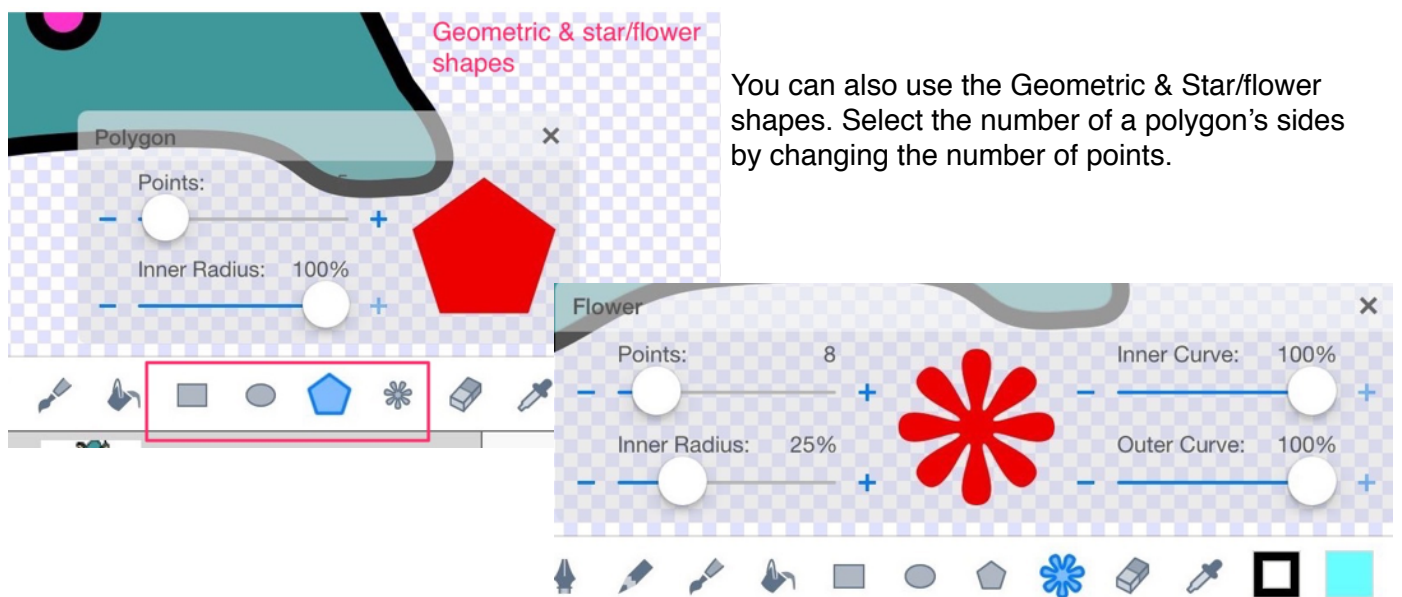
Arms



Tricia Fuglestad



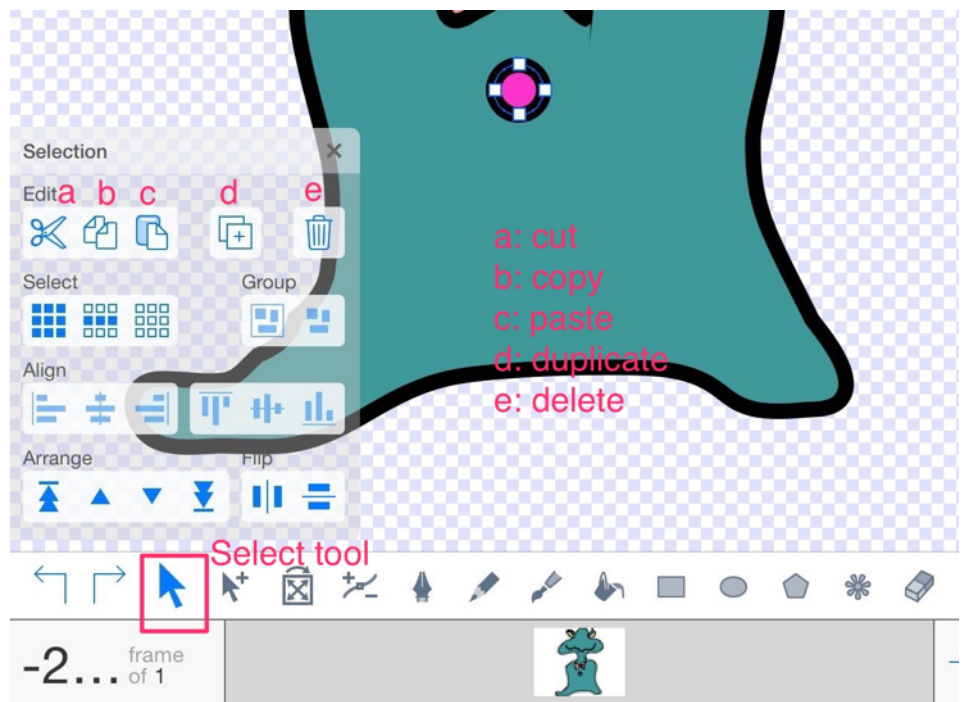
Draw basic shape of your monster's body and head using the Pencil tool. Start and end at the same spot to close up the shape. Choose a fill color and (if desired) outline color.



You can also use the Geometric & Star/flower shapes. Select the number of a polygon's sides by changing the number of points.

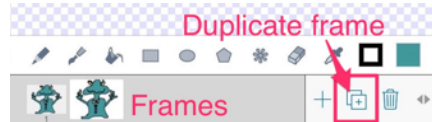
Use the **Arrow** to select a shape. You can then change the color or perform edits, such as duplicate, cut, delete, flip, etc.


Duplicate is great to make two of something - i.e. eyes



Unsure of what color it is? Use the eyedropper tool


Animating your Monster

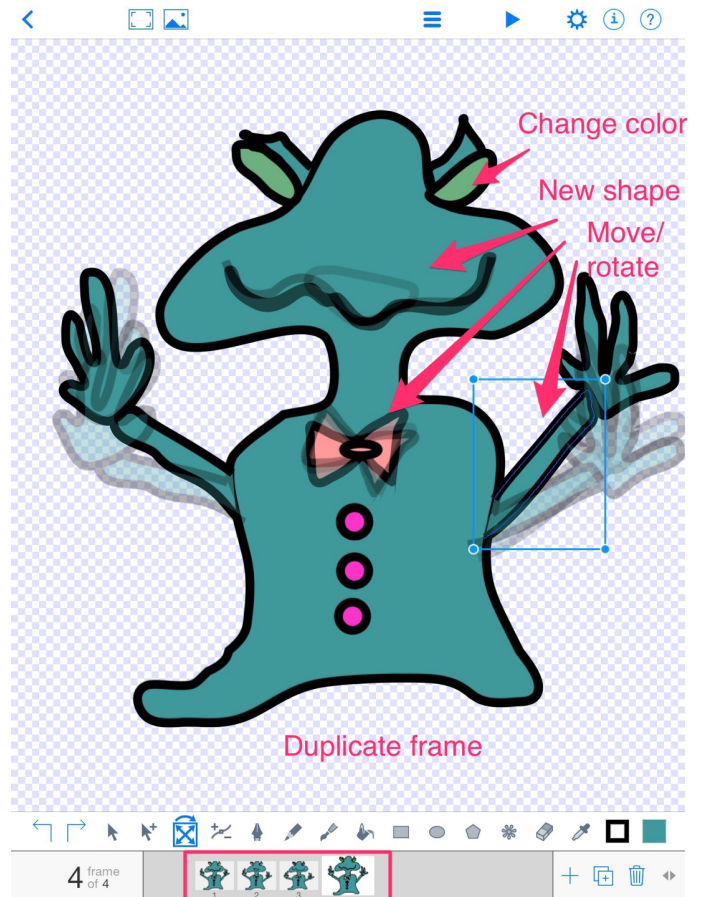



1. **Duplicate** frame
2. Select **Transform Tool** 
3. Click on *middle* of object to **move**, or at the corner handle to **rotate** (swing right or left) or **resize** (drag in or out)

Tip: Small changes help make the movements look natural


Animating - more frames

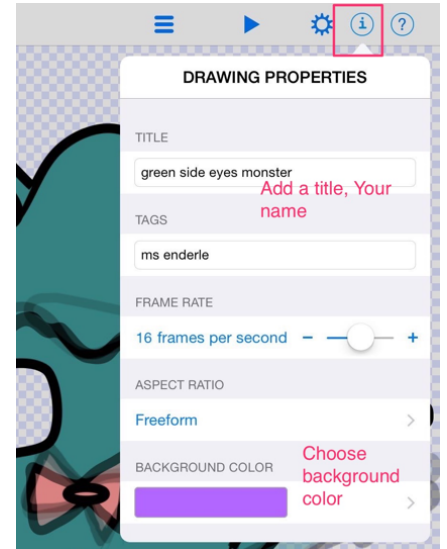
1. **Duplicate** frame again 
2. Make more **slight** changes using the **Transform Tool**
3. Draw a new mouth or arm (the “ghost” position of previous frames help guide placement)
4. Repeat with **at least 4 frames**, making slight changes.



Press the Play button  to see your animation

Naming your Monster Animation

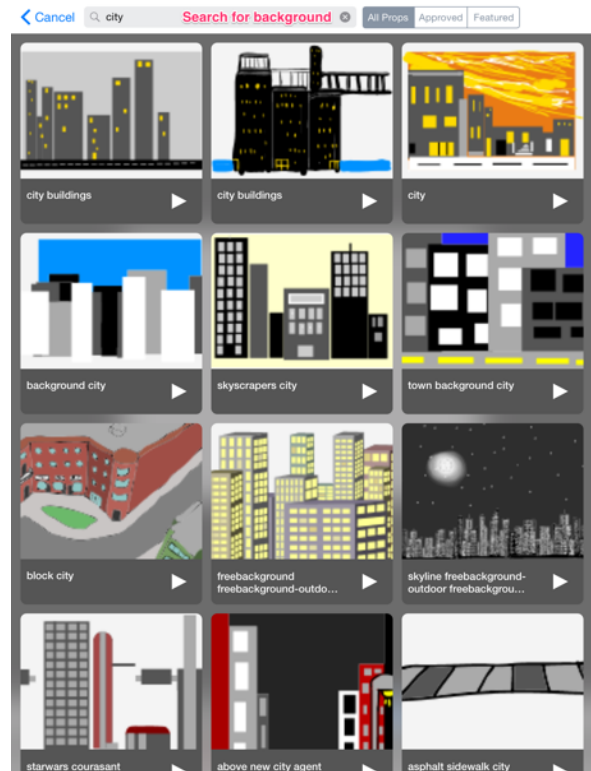
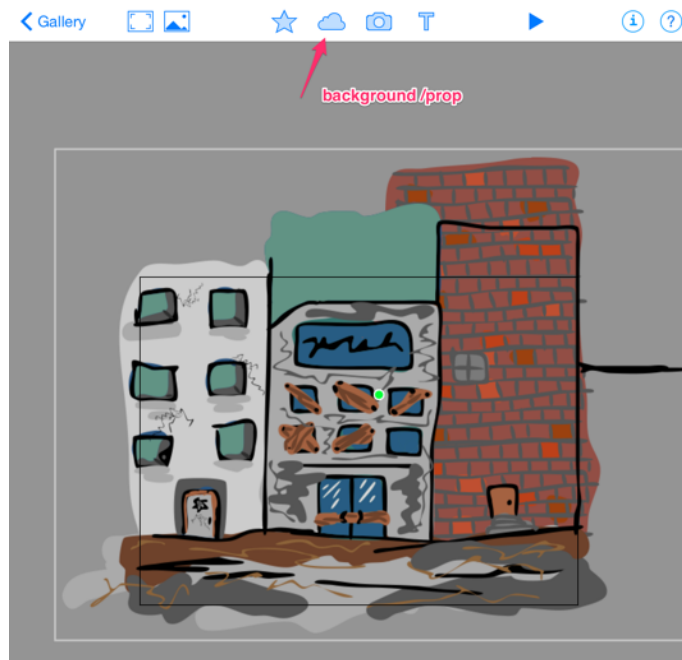
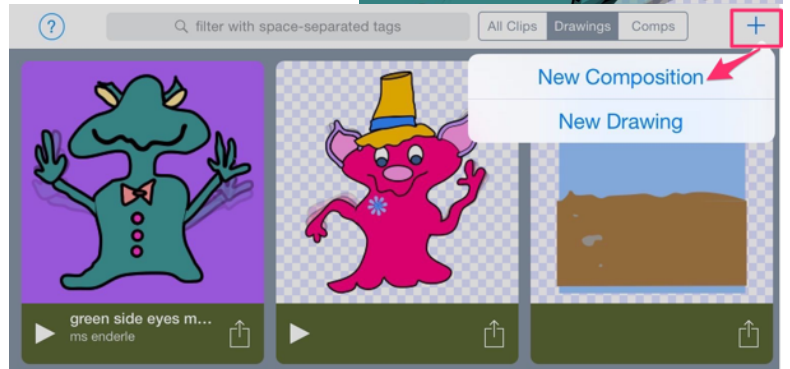
1. Click on the **Drawing Properties** button 
2. **Title** your monster and add your **name & class** (i.e. Green Monster 3B Phillip Park)
3. Choose background color.
4. Use the same iPad next week!



Animation Composition

To place your monster in a scene, we will need to create a New Composition.

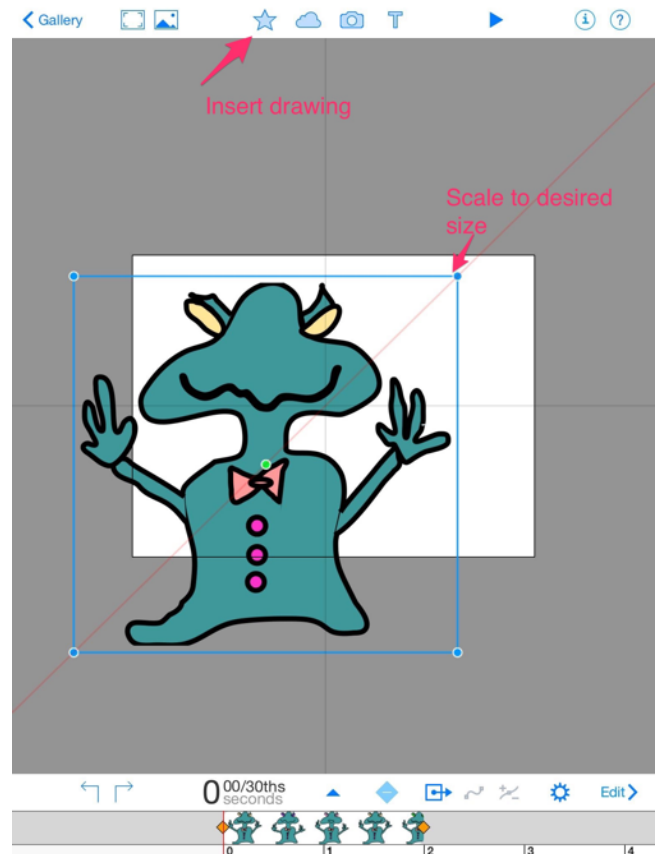
1. Click on the **+** sign and choose **New Composition**.
2. Press the **Cloud** icon and choose a **background**, using the search window.
3. Resize if needed and place it within the borders of the page.



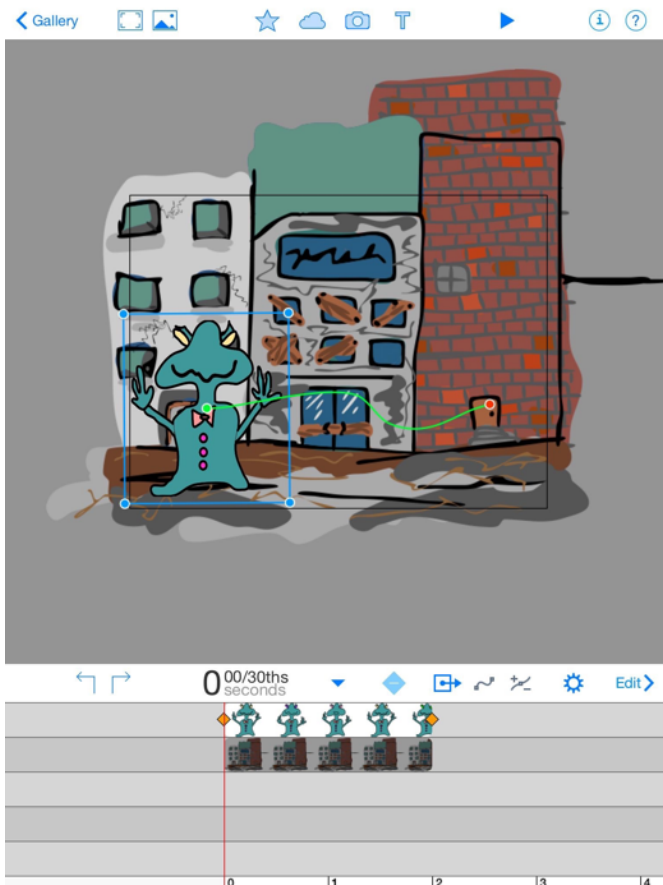
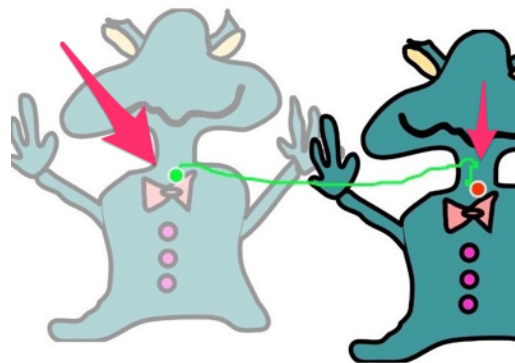
4. **Press the Star Tool** and select your monster.
5. **Resize** your monster to desired size using corner handle.
6. **Move** monster to desired spot. **Don't press the center green dot yet!**

Motion Path

1. Press and drag on the **green dot** - *keep it simple and not too loopy*
2. Release at desired ending point
3. Play; Press Undo if needed




Drag on green dot to create motion path

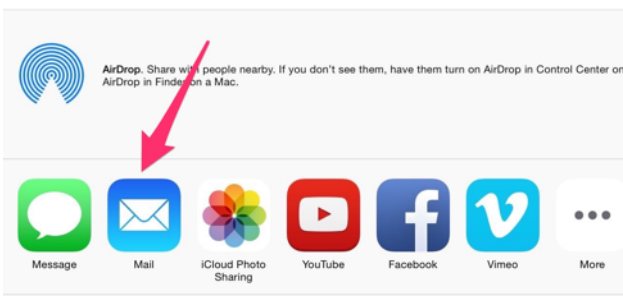
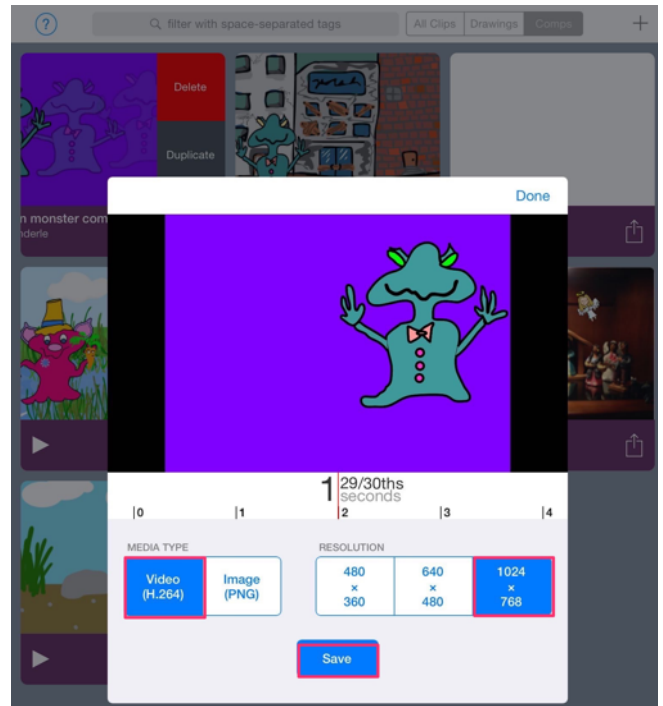


Timeline



- Ensure the monster is on a layer **above** the background (drag up or down to reorder)
- Click and drag on right orange diamond to change length of each item - should be around **4 seconds**.
- Click and drag on left orange diamond to change beginning position of item.

Exporting Movie

1. Press Action button 
2. Choose **Share** option
3. Select Video for media type, 1024x768 resolution
4. Save.



Sharing Movie

1. Open **Photos App** and select saved movie 
2. Press **Action** button 
3. Choose **Mail**.
4. Type in **Ms. Enderle's email address** for the **To:** section and **your name & class** for the **Subject**
5. Press **Send**.
6. Optional: Send it to yourself/parents by typing that email address in the To box as well.

