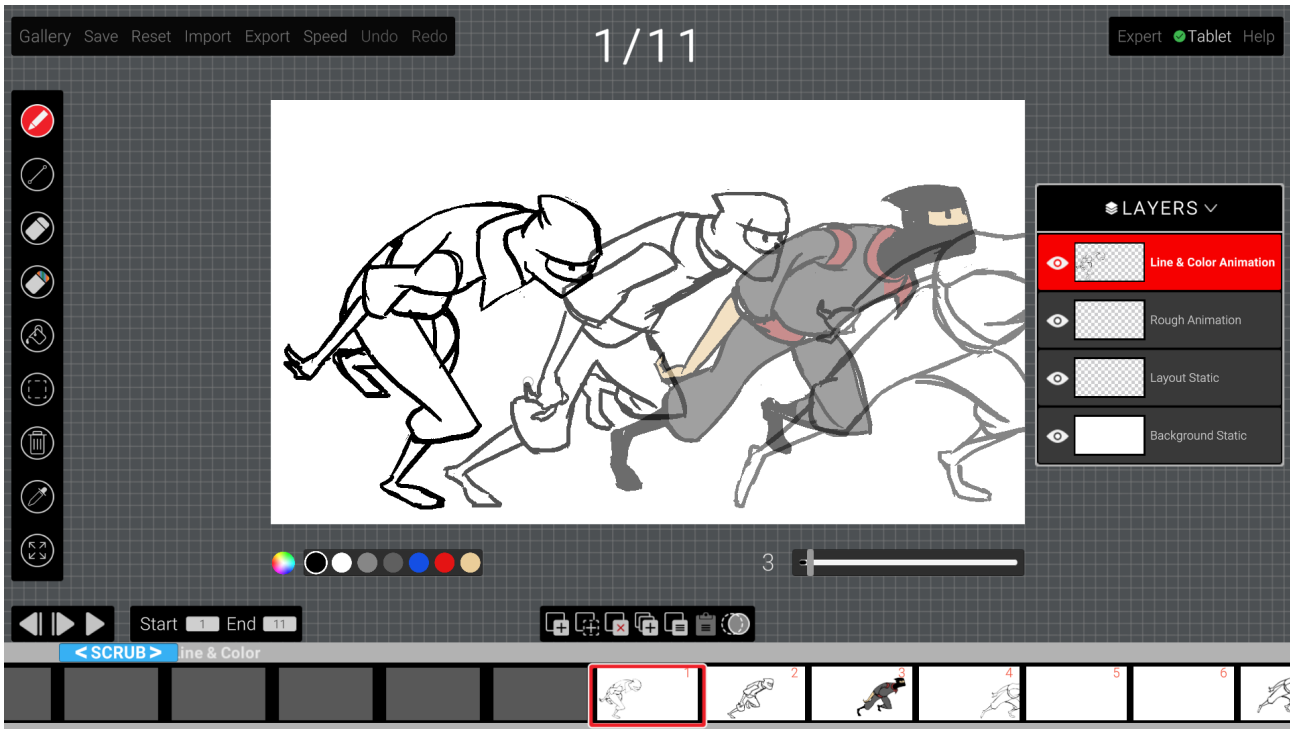
ANIMATION SKETCHPAD MANUAL

Animation Sketchpad is an easy and intuitive animation application for Windows PC and MacOS. Draw and animate at lightning fast speeds with simple UI, intuitive features, hotkey-driven workflow and no learning curve. Create line tests, animatics and movies quickly and easily.



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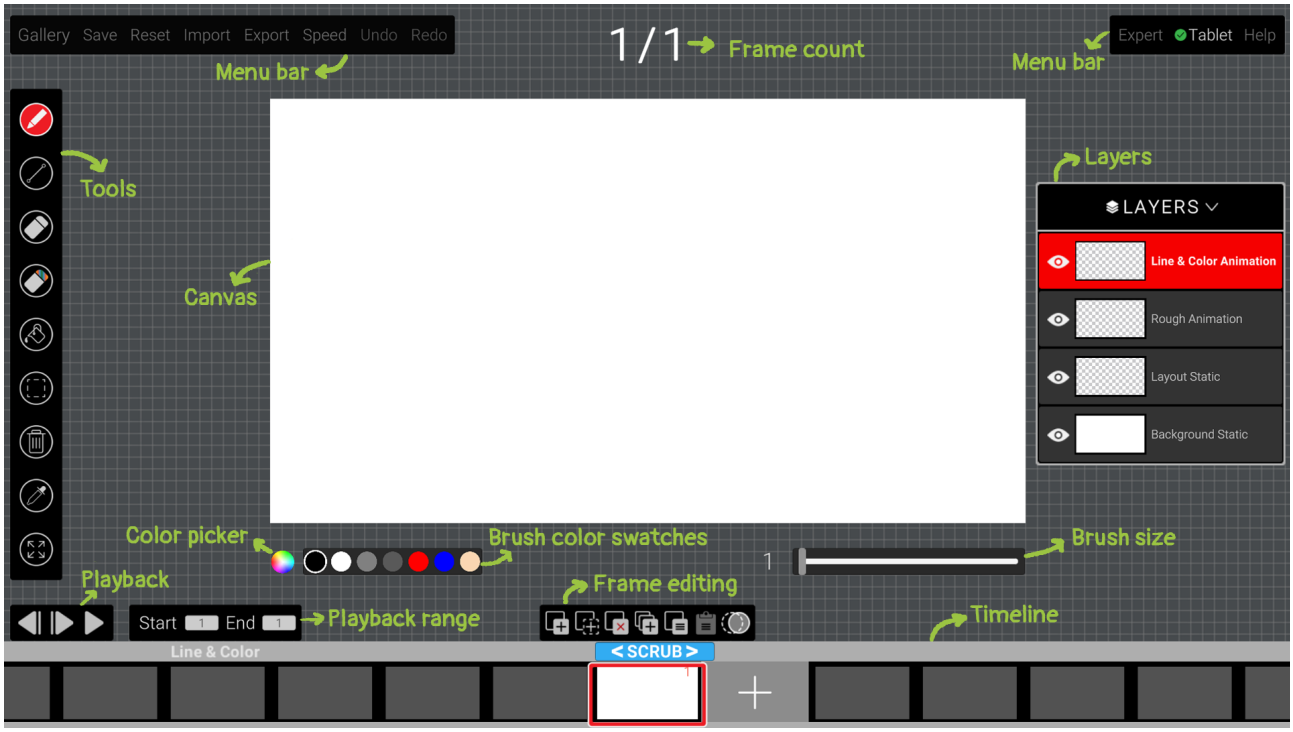
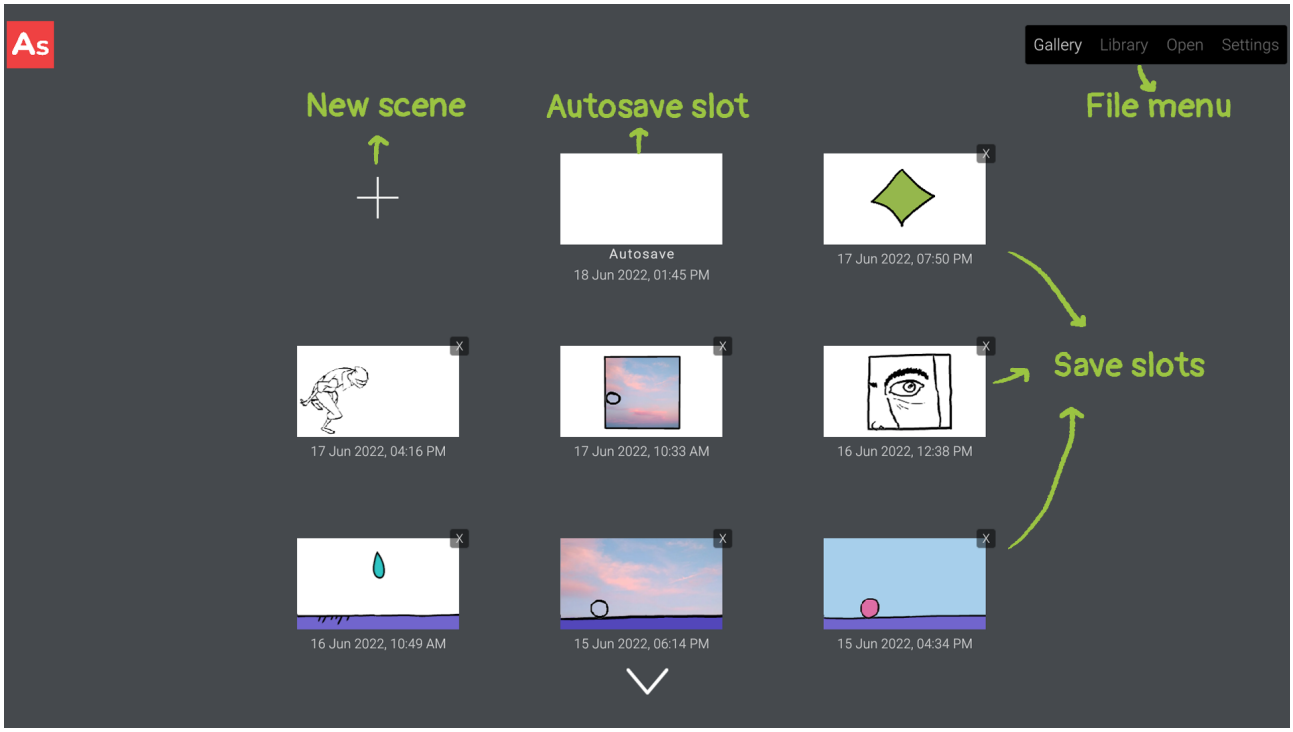
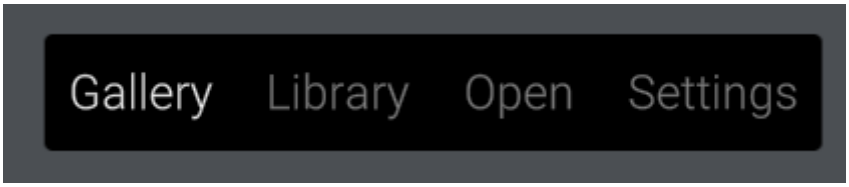
General Overview

The **Main Scene** is where you draw, animate and create backgrounds.

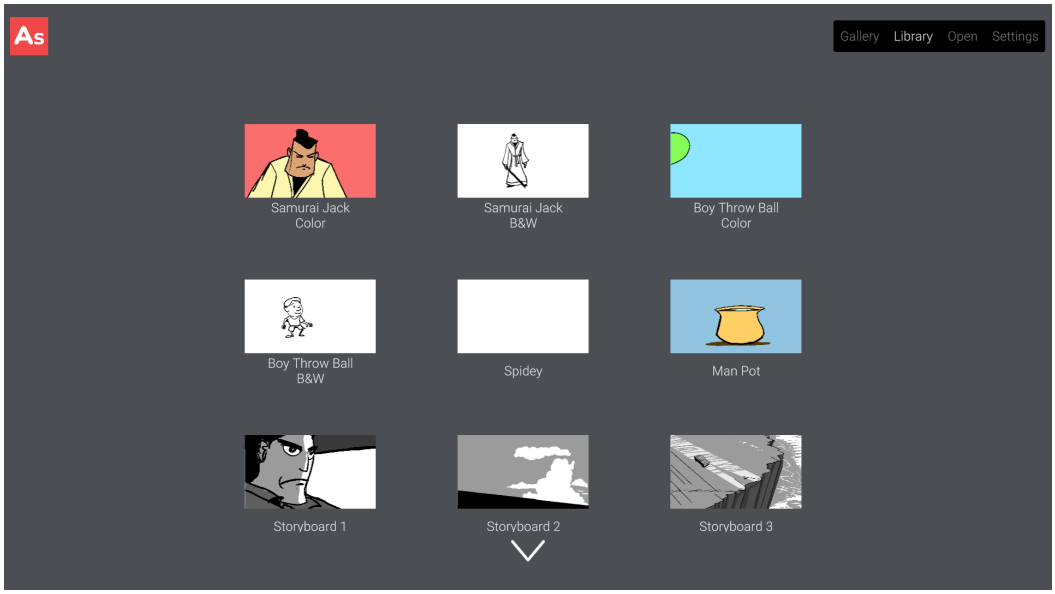


Gallery View contains all the saves. Press the **Escape** key to go to Gallery. Your current main scene will be saved in the **Autosave** slot. To return to the scene you're working on, click on the Autosave slot.

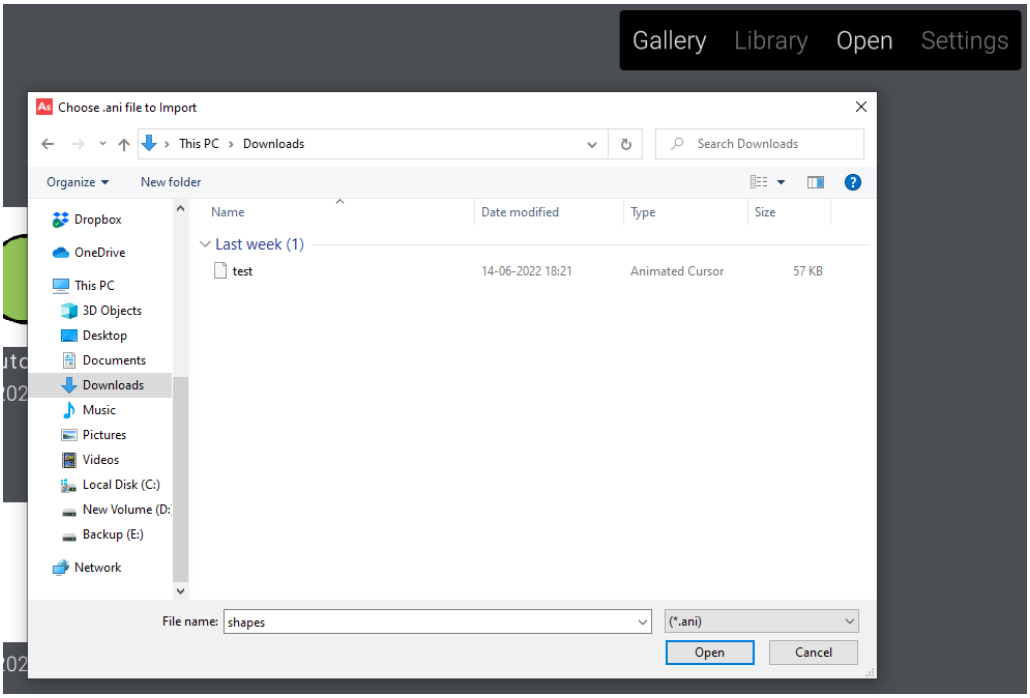




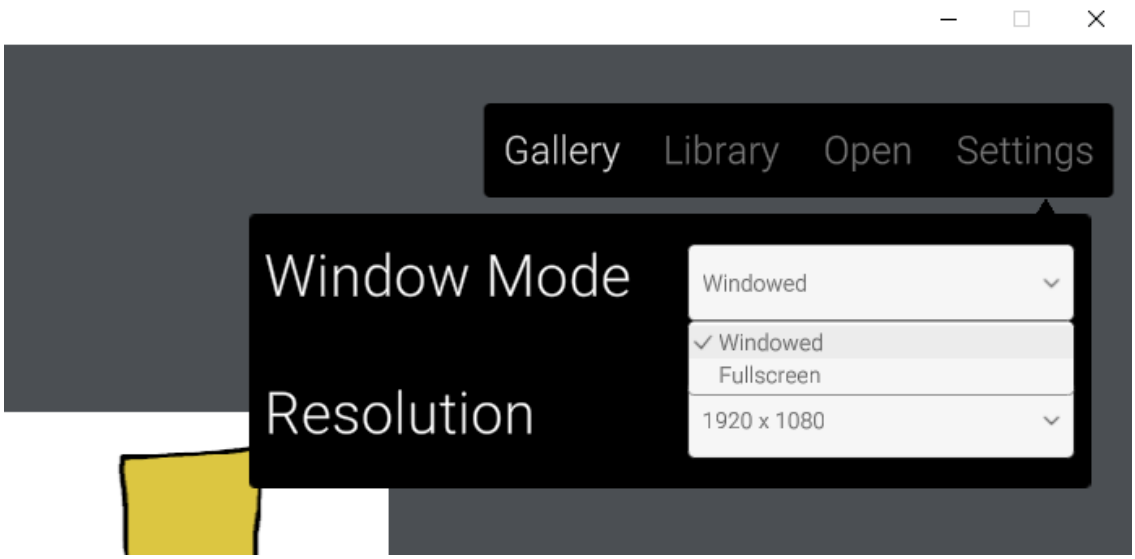
- **Library:** Bundled animation scenes that you can work on.



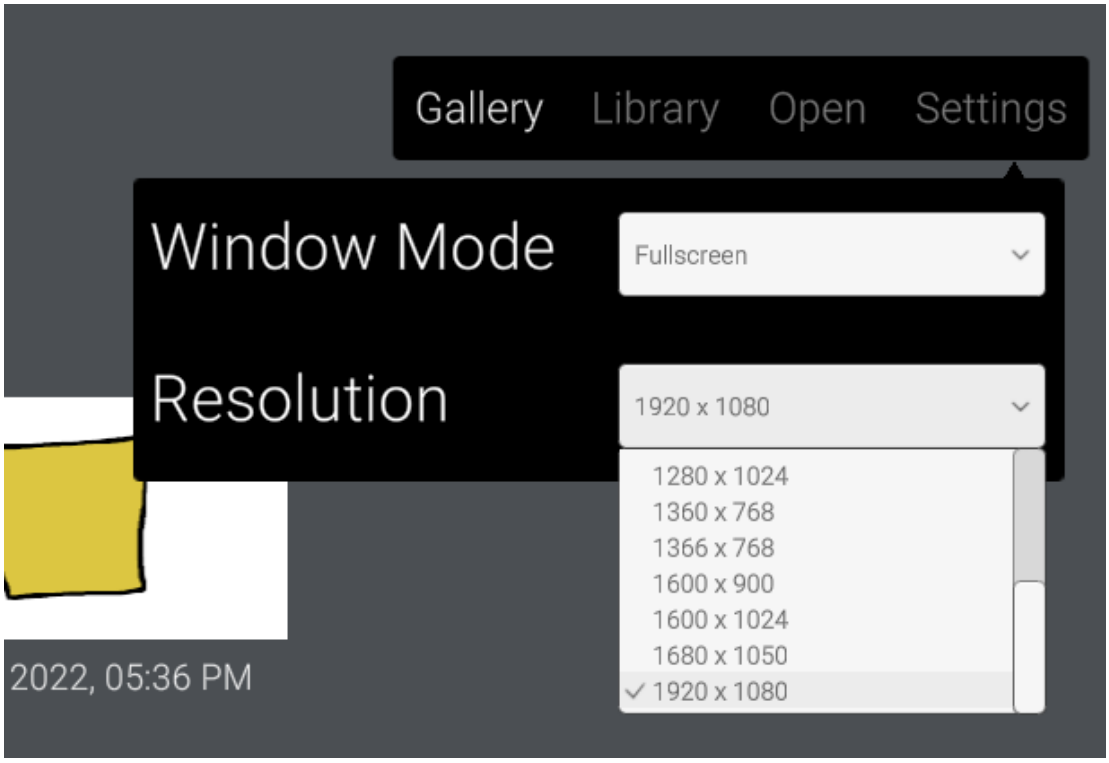
- **Open:** Opens animation files with **ANI** format. The .ANI format is the custom file format for Animation Sketchpad and contains all the animation, layers and background information. It can only be used in Animation Sketchpad and not any other third party software.



- **Settings:** Changes Window Mode and Resolution.
  - **Window Mode:** Switches between Fullscreen and Windowed.



  - **Resolution:** Changes the screen size.



Some of the supported resolutions (more options are available on larger monitors):

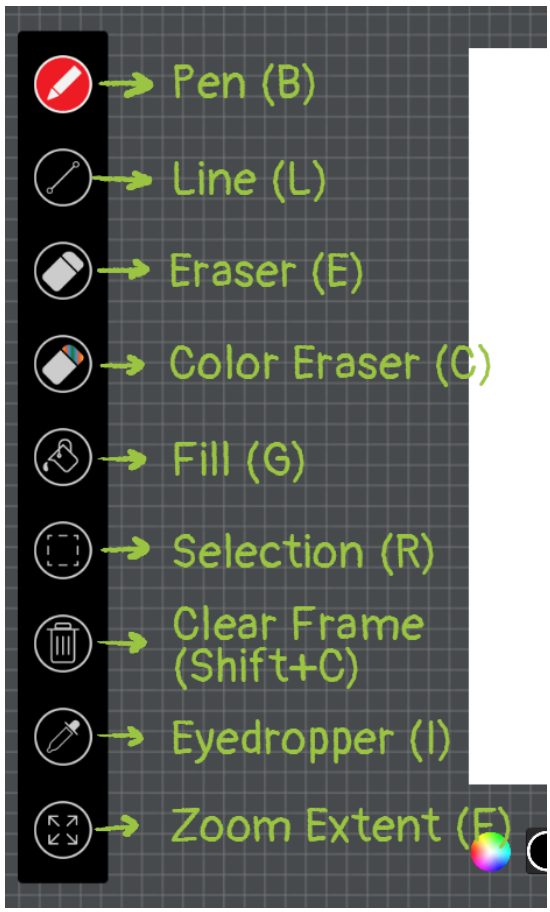
- 640 x 480 (4:3)
- 720 x 480 (3:2)
- 720 x 576 (16:9)
- 800 x 600 (4:3)

- 1024 x 768 (4:3)
- 1152 x 864 (4:3)
- 1280 x 720 (16:9)
- 1280 x 768 (1.67:1)
- 1280 x 800 (16:10)
- 1280 x 960 (4:3)
- 1280 x 1024 (1.25:1)
- 1360 x 768 (1.77:1)
- 1600 x 900 (16:9)
- 1600 x 1024 (14:9)
- 1680 x 1050 (1.6:1)
- 1920 x 1080 (16:9)

Animation Overview

Drawing Tools

Drawings Tools are to the left of the canvas.



-  **Pen (B key):** Main drawing tool. Hold **Shift** to draw straight lines.
-  **Line (L key):** Draws straight lines.
-  **Eraser (E key):** Erases strokes of all colors.
-  **Color Eraser (C key):** Erases every color except black.
-  **Fill (G key):** Fills in a bounded area with color.
-  **Selection (R key):** Rectangular selection tool.
-  **Clear Frame (Shift + C key):** Clears the contents of the active frame.
-  **Eyedropper (I key):** Picks a color from the screen.
-  **Zoom Extent (F key):** Resets the canvas to its default position and zoom level.

Brush Settings

Brush settings are toggled under the canvas when tools like Pen, Line, Eraser or Color Eraser are active.



- **Color Picker:** Opens a color palette that you can pick a color from.
- **Color Swatches:** A row of seven color swatches.



- **Brush Size ([and] key):** Increases and decreases brush size.



Playback Operations

Playback operations are in the bottom left corner between the canvas and the timeline.



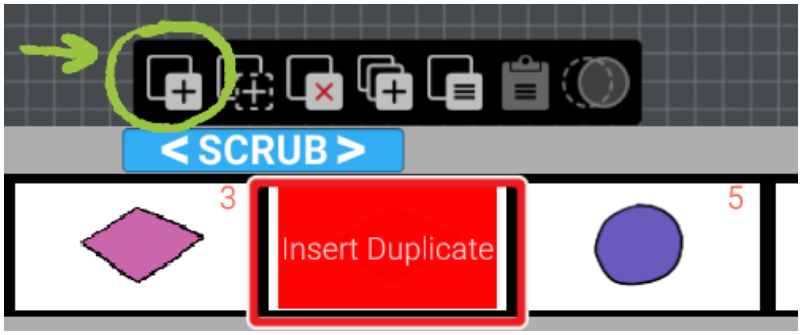
- **Frame Backward (left arrow or A key):** Navigates to the previous frame.
- **Frame Forward (right arrow or D key):** Navigates to the next frame.
- **Play/Stop (spacebar key):** Begins or stops playback of the scene.
- Start 1 **Start:** Sets the first frame of the playback range.
- End 5 **End:** Sets the last frame of the playback range.

Frame Operations

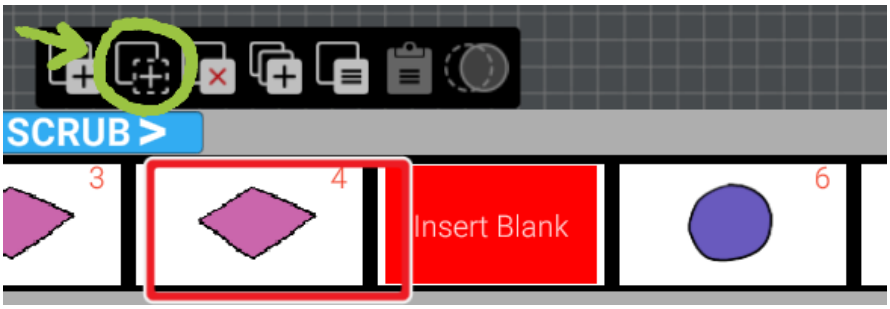
Frame operations are in the centre between the canvas and the timeline.



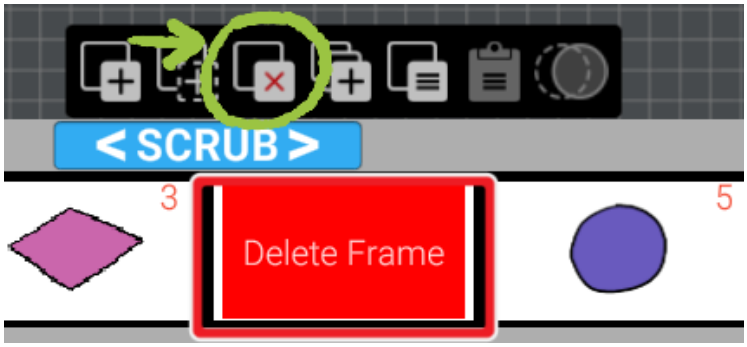
- **Duplicate Frame (Ctrl + D key):** Inserts a duplicate of the active frame.
  - MacOS: Cmd + D key



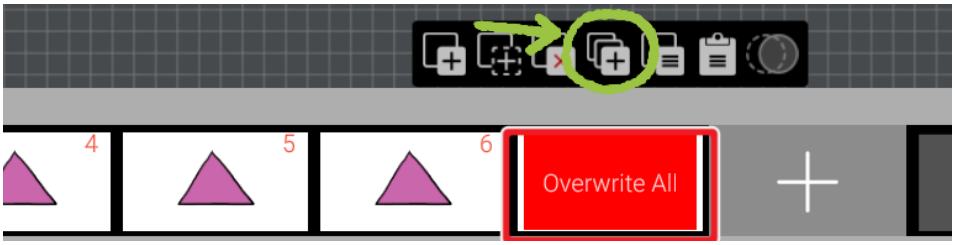
- **Insert Blank Frame (Ctrl + A key):** Inserts a blank frame next to the active frame.
  - MacOS: Cmd + A key



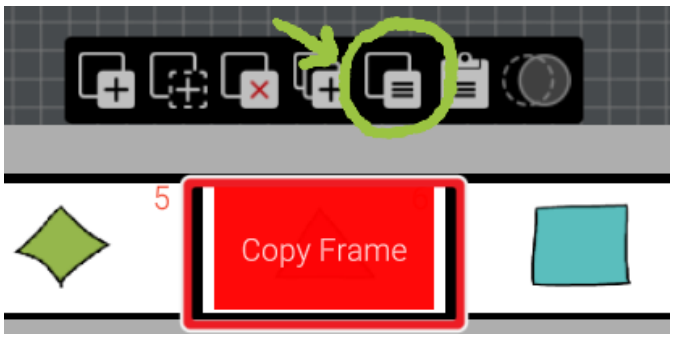
- **Delete Frame (Delete key):** Deletes the active frame.



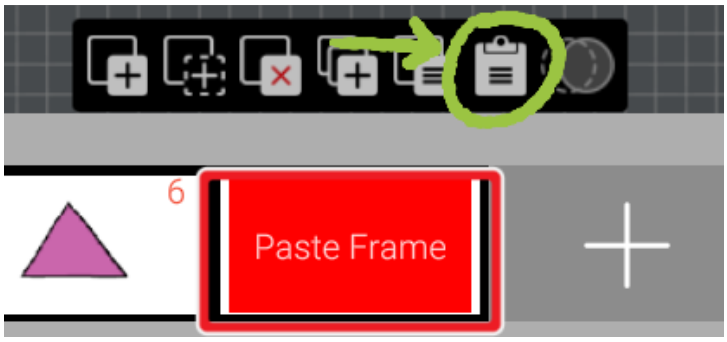
- **Overwrite All Frames:** Overwrites all frames on the layer with the contents of the active frame.



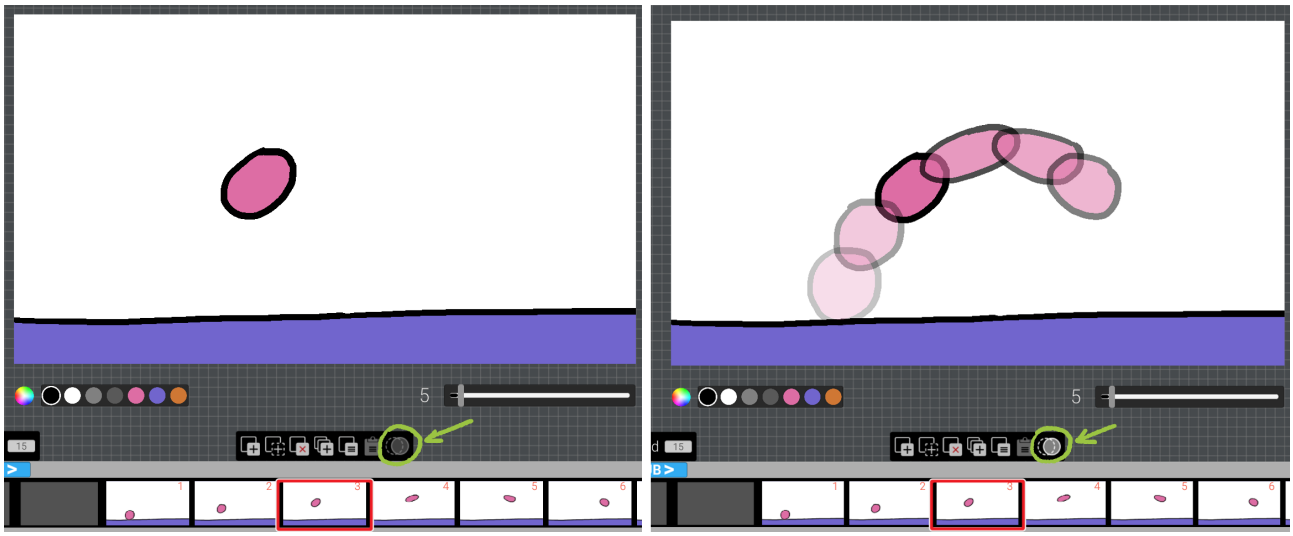
- **Copy Frame (Ctrl + C key):** Copies the contents of the active frame.
  - MacOS: Cmd + C key



- **Paste Frame (Ctr + V key):** Pastes the contents of the copied frame in the active frame.
  - MacOS: Cmd + V key



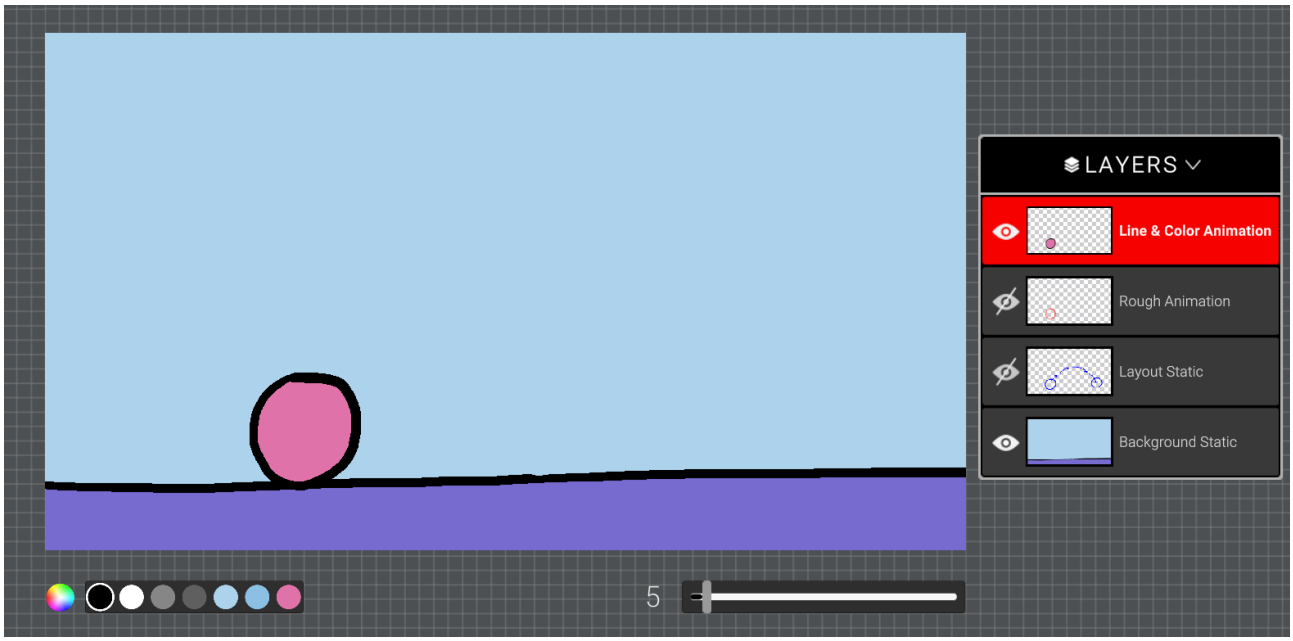
- **Onion Skin (Q key):** Toggles the onion skin on and off.



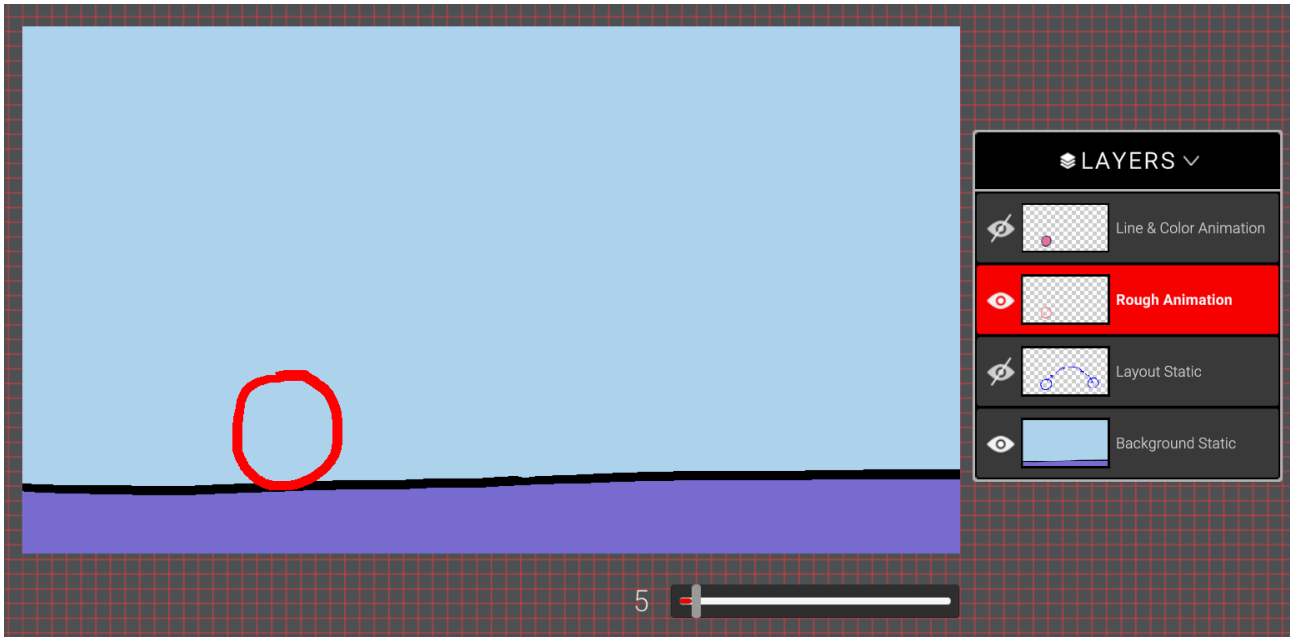
Layers

A scene has four layers:

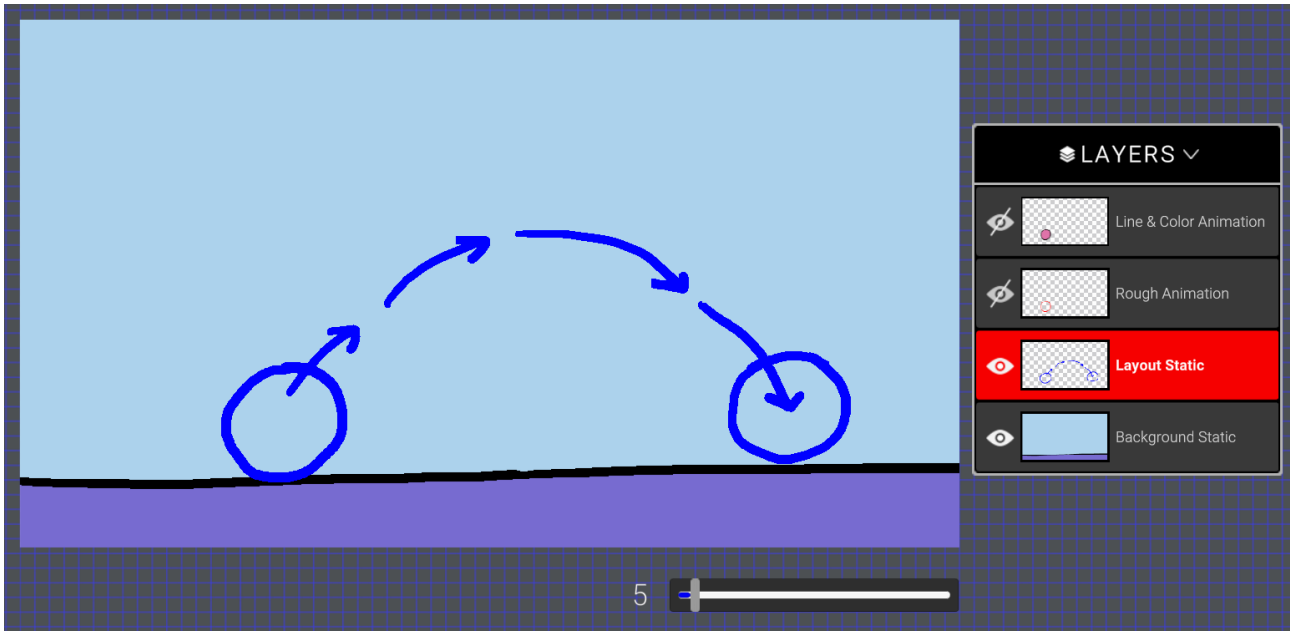
- **Line and Color Animation:** The main layer, in which you can automatically color under black lines. This layer is transparent by default.



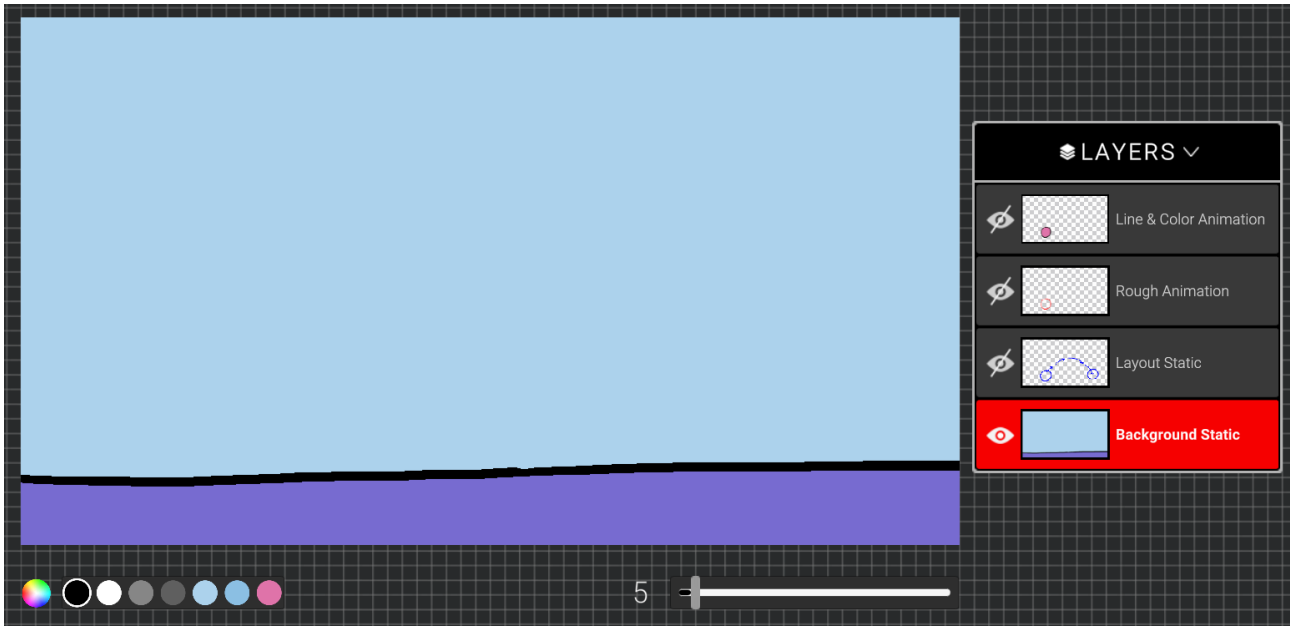
- **Rough Animation:** A secondary layer, in which you can make rough reference drawings in red. This layer is transparent by default.



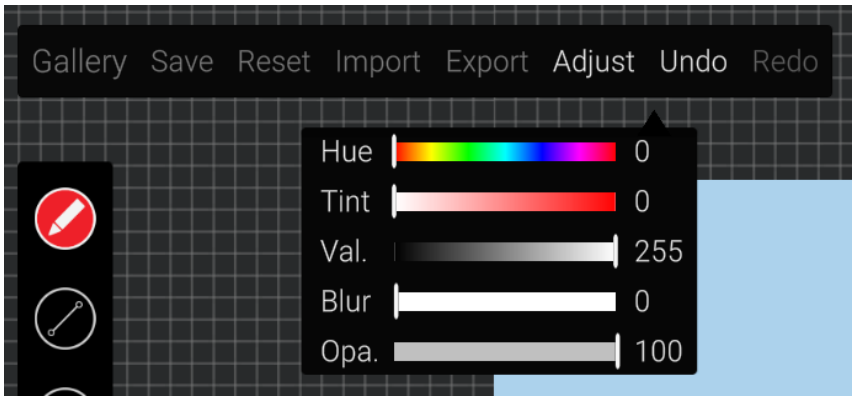
- **Layout Static:** A single-frame layer, in which you can draw only in blue. This layer is transparent by default.



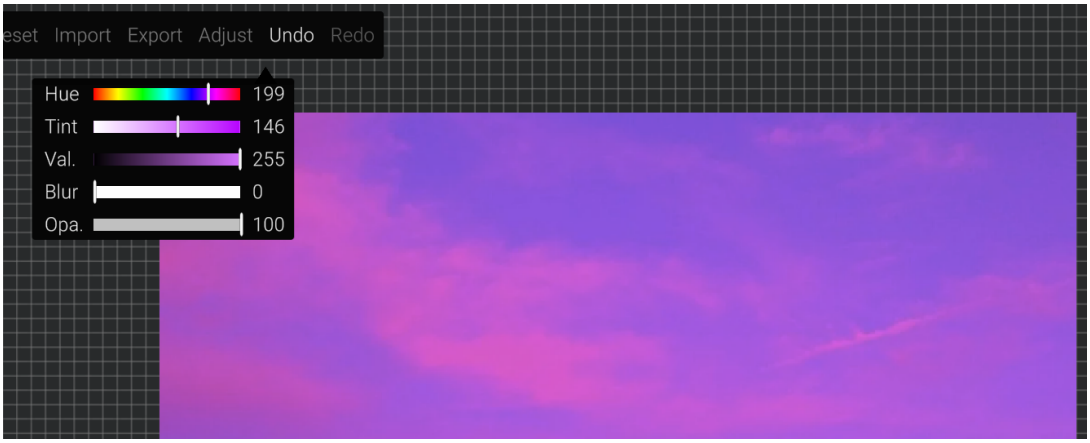
- **Background Static:** A single-frame layer, in which you can draw a background for the scene.



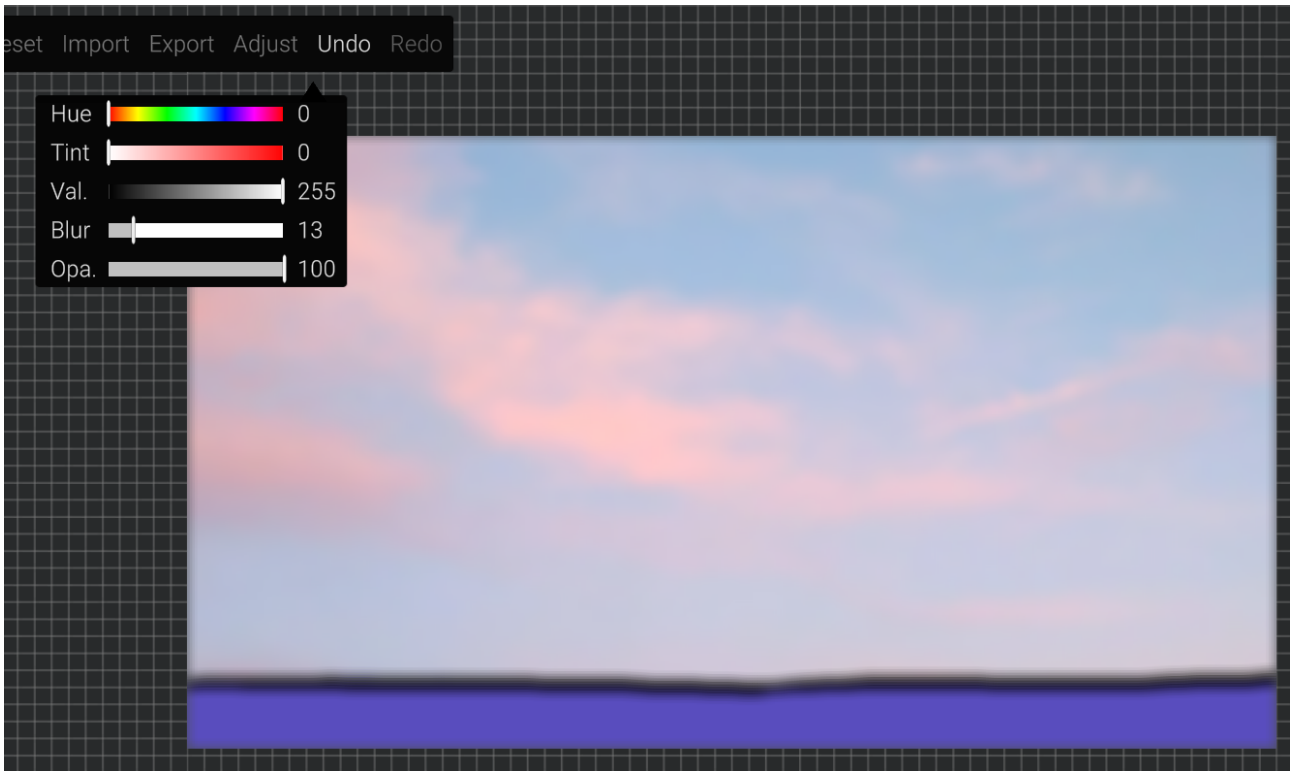
Adjust: Change the hue, tint, opacity and blur for the Background layer.



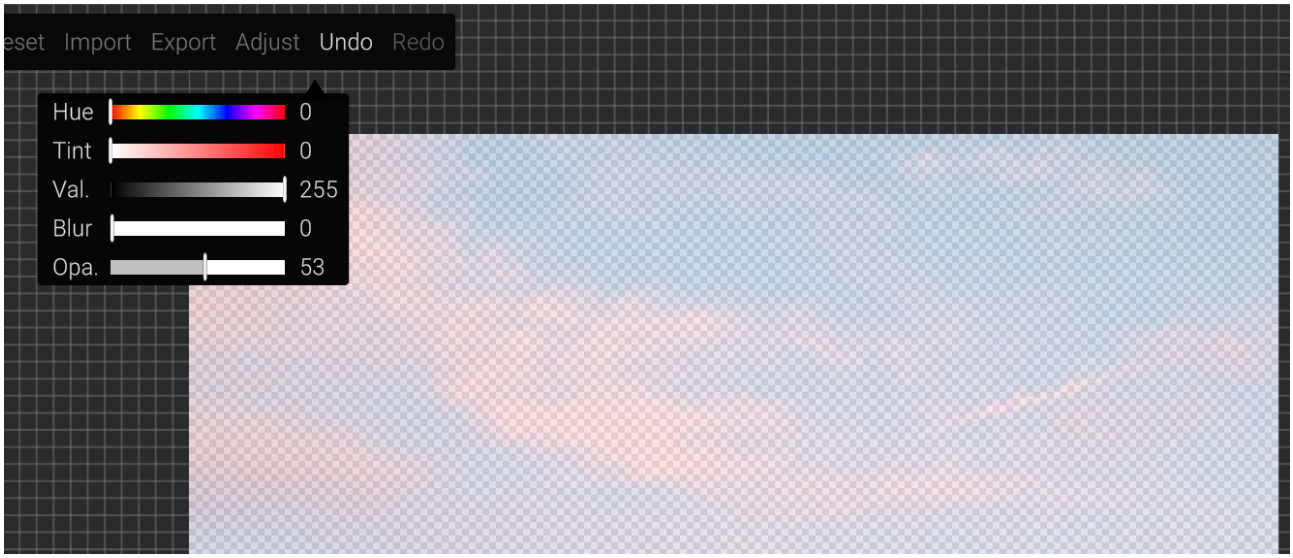
- Changing hue:



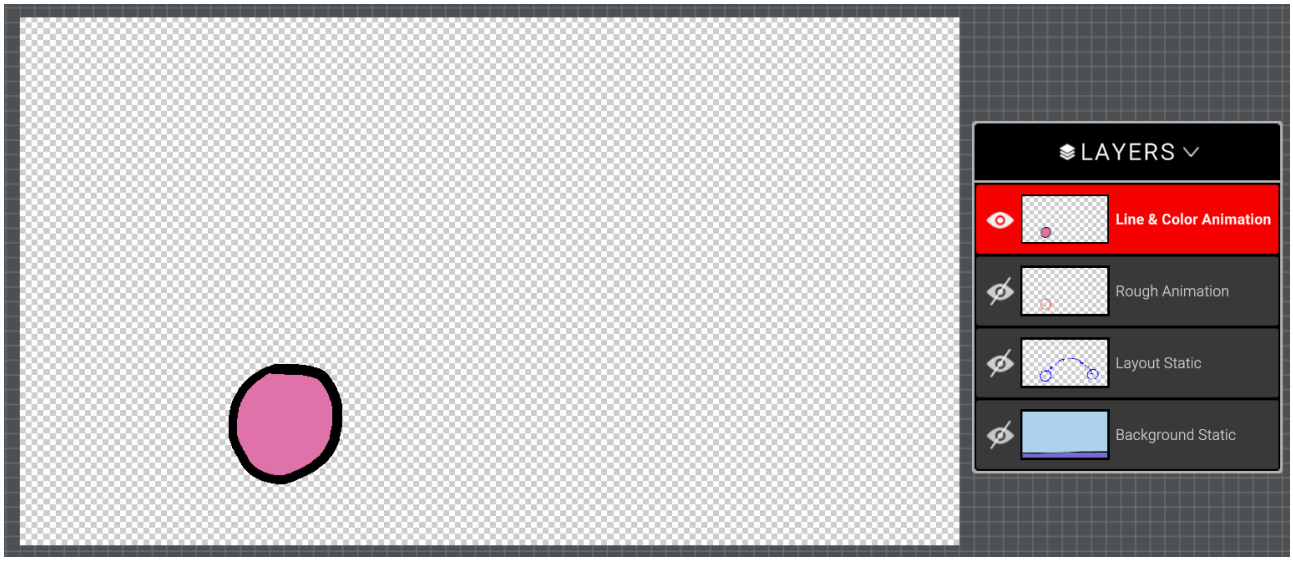
- Changing blur:



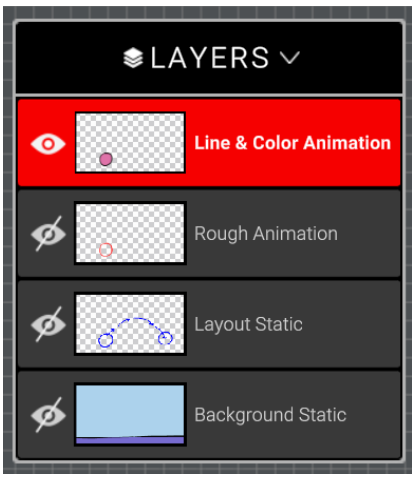
- Changing opacity:

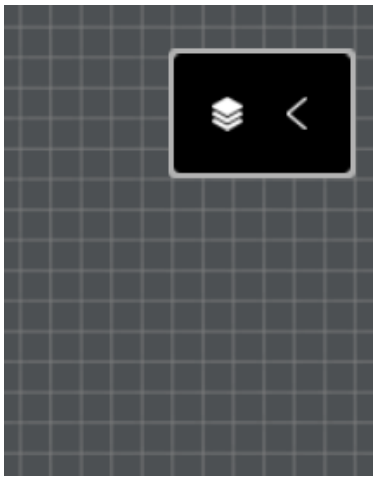


 **Layer visibility:** You can toggle layer visibility with the **Eye** icon.



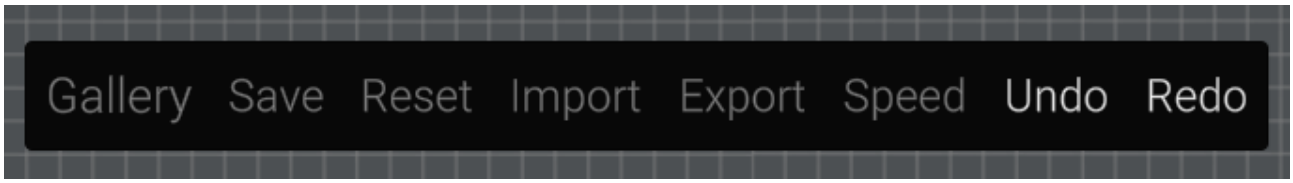
You can minimise the Layer panel with the arrow in the header.





File Operations

File operations are in the top left corner of the main scene UI.



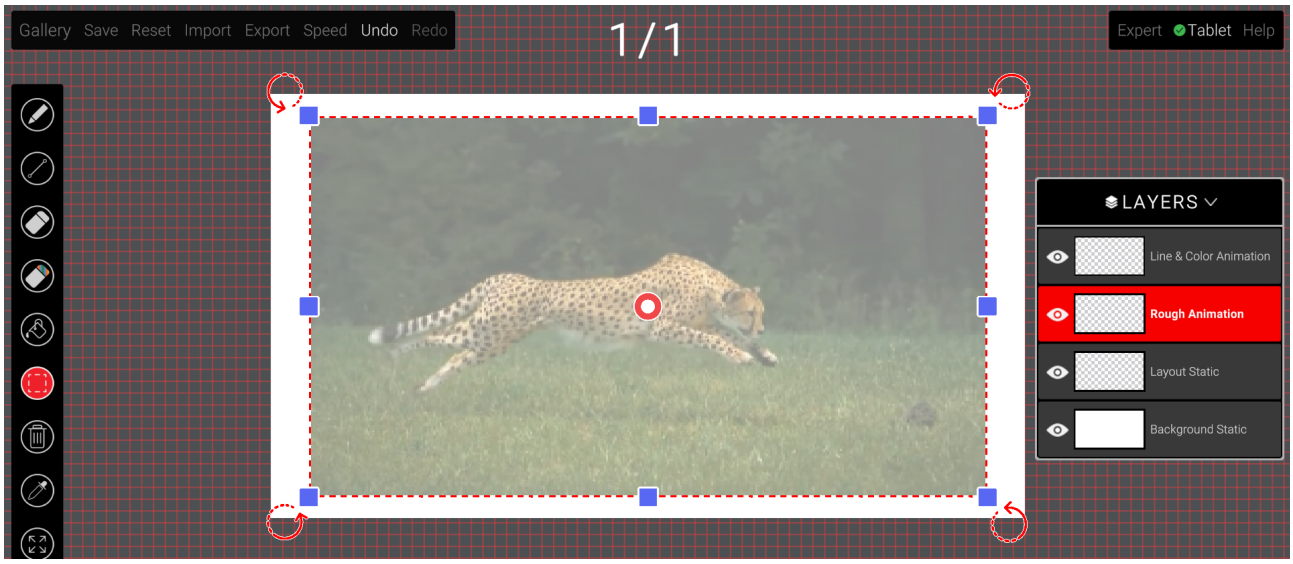
- **Gallery:** Saves the scene and returns back to gallery.
- **Save (Ctrl + S key):** Saves the scene as an *.**ANI** file in the file system.
  - MacOS: Cmd + S key
- **Reset (Ctrl + R key):** Deletes all scene data and resets it to default settings.
  - MacOS: Cmd + R key
- **Import (Ctrl + I key):** Imports **MP4**s, **PNG**s and **JPG**s into the scene.
  - MacOS: Cmd + I key
- **Export (Ctrl + E key):** Exports a movie of the scene as either a **GIF** or **MP4** (1920 x 1080) with 16:9 aspect ratio.
  - MacOS: Cmd + E key
- **Speed:** Changes the animation playback speed with the following options:
  - 24 FPS
  - 12 FPS
  - 10 FPS
  - 5 FPS
  - 2 FPS
  - 1 FPS
- **Undo (Ctrl + Z key):** Undoes the last action (upto 50 actions). (MacOS: Cmd + Z)
- **Redo (Ctrl + Shift + Z key):** Reverses your last Undo. (MacOS: Cmd + Shift + Z)



- **Expert:** Hides the UI overlay.
- **Tablet:** Sets pressure sensitivity for a connected tablet pen.
- **Help:** Guide for hotkeys and tutorial videos.

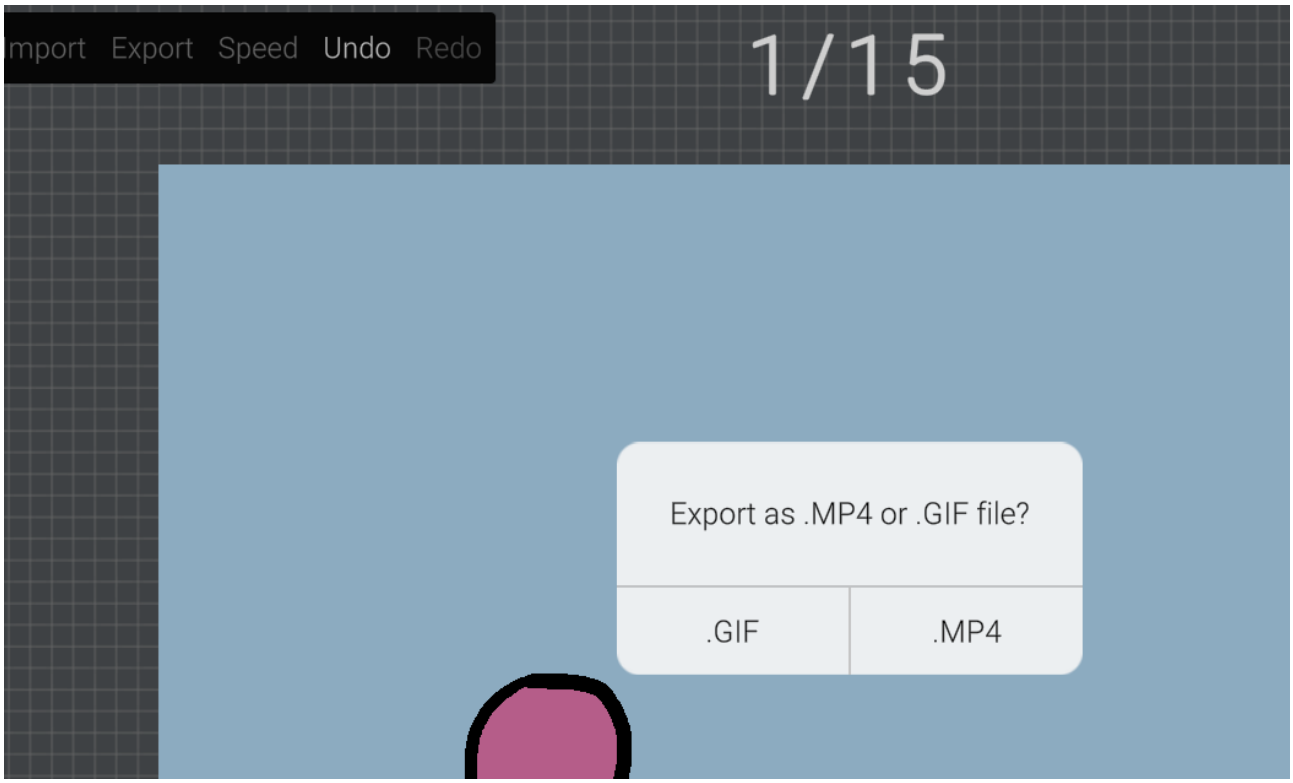
Import MP4. PNG and JPG

Import lets you add videos and images to the scene and creates frames in the timeline after it converts from MP4 or PNG/JPG.



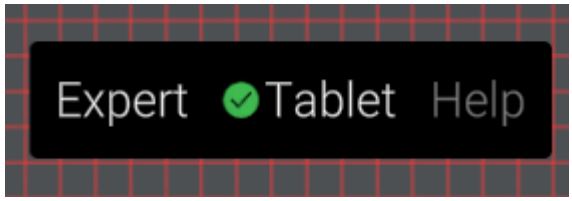
Export Scene

You can export the entire animation scene as either a GIF or an MP4 video.

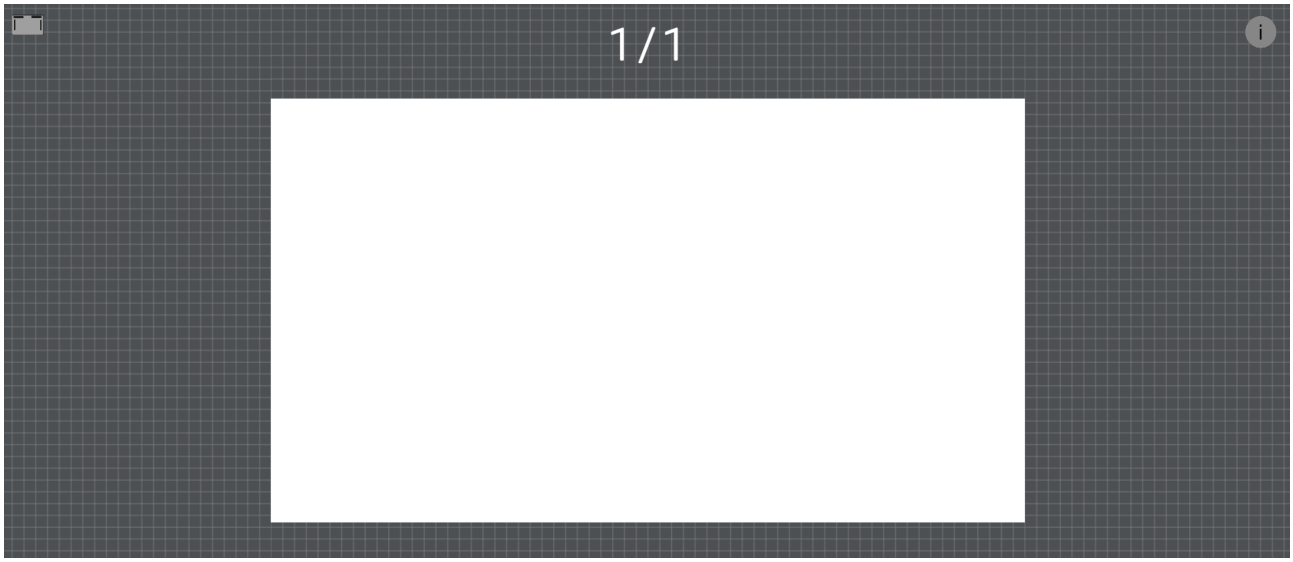


Expert Mode

Expert (Tab key): Enters Expert Mode.



Expert Mode hides the UI overlay and lets you work with just hotkeys.





Help: Use the Help icon to check the tutorials and hotkey guide.

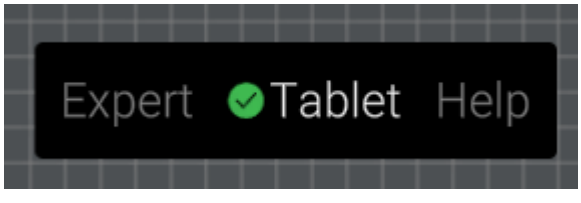


Exit Expert Mode: You can use the Exit icon or the **Tab** key to exit Expert Mode.

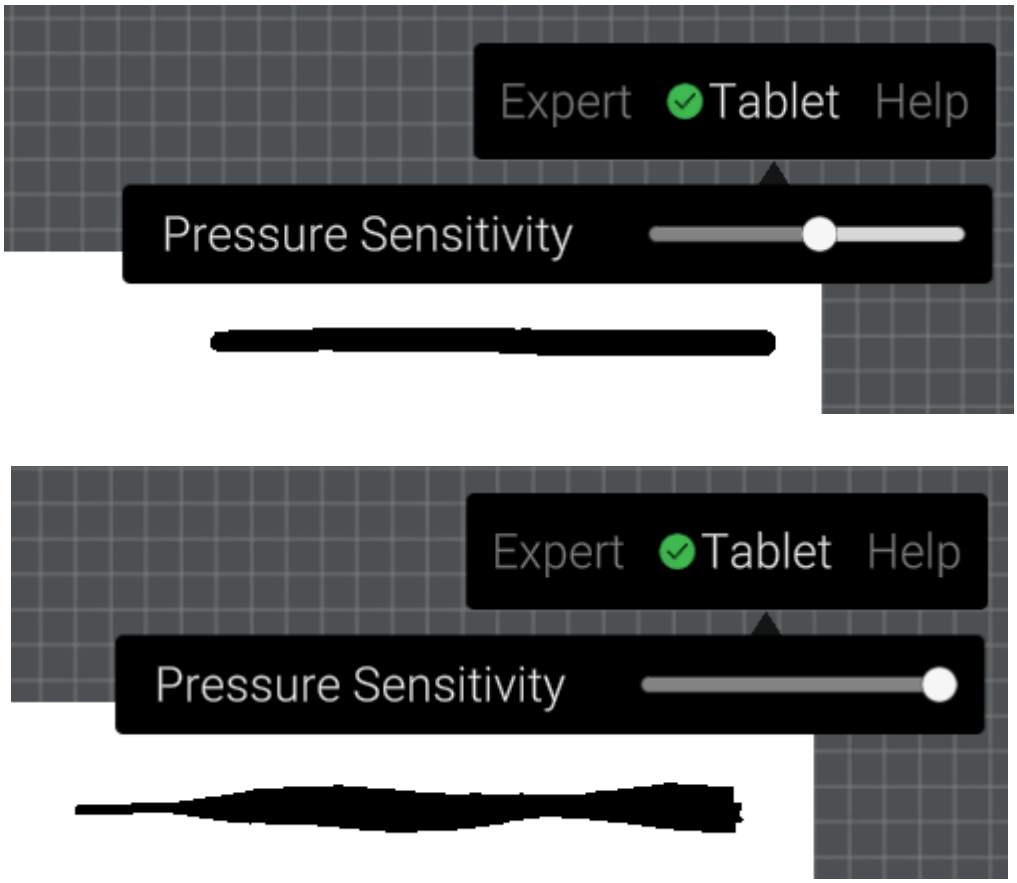
Tablet Operations

When a tablet pen isn't detected, the menu displays a yellow warning sign. When a pen is detected, the men displays a green tick sign.





Tablet: Increase or decrease the tablet pen's pressure sensitivity.

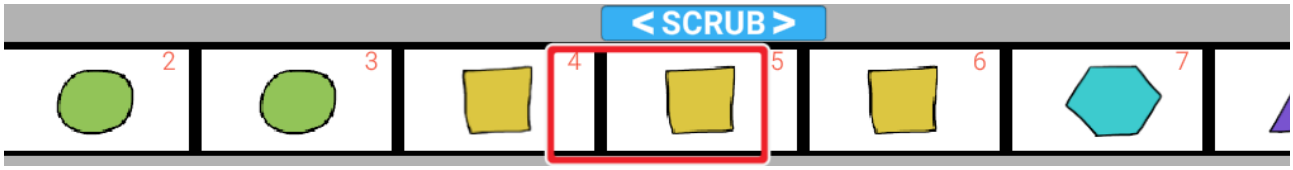


Timeline

The **Timeline** is displayed at the bottom of the screen in the Line and Color Animation and Rough Animation layers, and displays all the frames in the scene as a row of thumbnails.

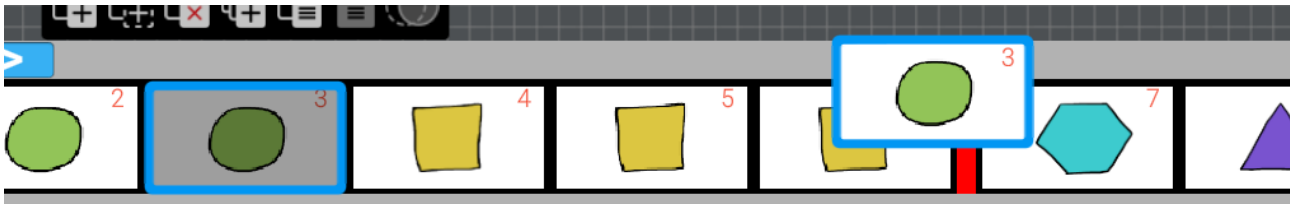
Scrubbing

You can scrub through the timeline by dragging the blue Scrub button in the scrollbar, or by dragging the thumbnails.



Move Frames

You can move frames by holding down the **Alt** key and clicking on a frame. The selected frame will be highlighted with a blue border and pop out of the timeline. Drag the frame across the timeline to drop it in a different place.



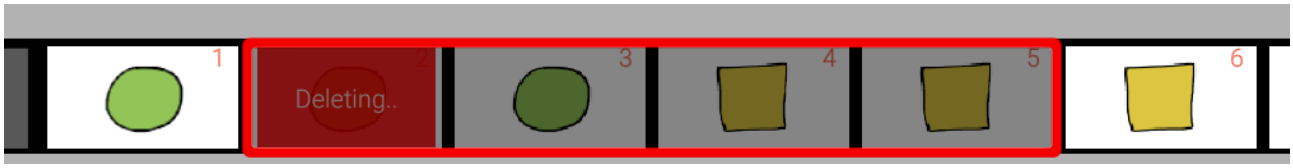
Add Frames

You can add frames at the end of the scene with the **Enter** key or by clicking on the **+** button in the Timeline.



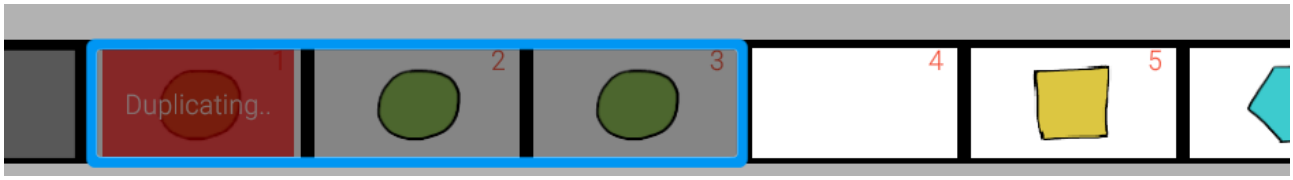
Delete Multiple Frames

You can delete multiple frames by holding down the **Ctrl** key (**Cmd** key on MacOS) and dragging it across the frames you want to delete. Selected frames will be outlined by a red border.



Replace Multiple Frames

You can copy a frame and overwrite it over adjacent frames by holding down the **Shift** key and dragging it across the frames you want to replace. Selected frames will be outlined by a blue border, and they will be replaced by the selected frame on that layer.



References

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