Recipes4Success®

You can use the drawing tools and path animation tools in Frames to create illustrated cartoons. In this Recipe, you will draw and animate a rocket ship.

Contents

Introduction

Launch Frames.

You will see a blank frame on the left and the Tools panel on the right.
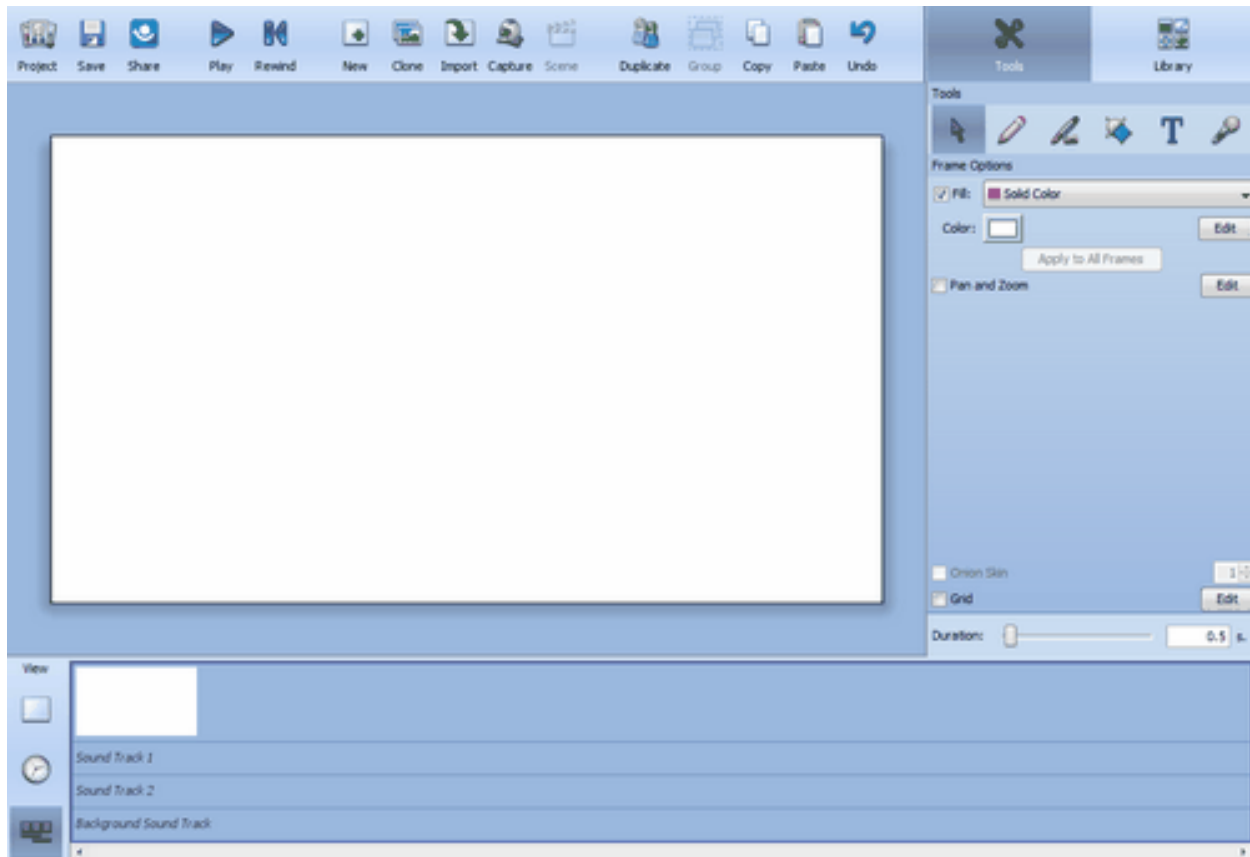
Draw a Rectangle

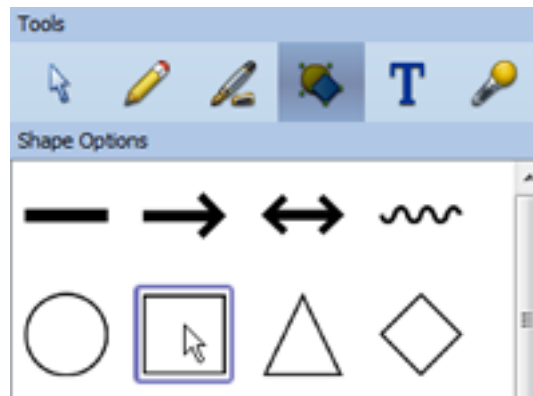Click the **Shape** tool on the Tools panel.

You will see the Shape Options.

Select the **rectangle**.
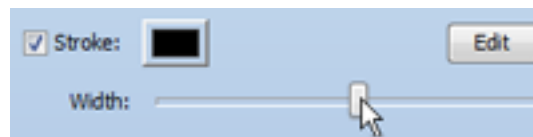
Click and drag the cursor on the blank frame.

You will see a gray rectangle.

Edit the Stroke

You can remove or change the width of the stroke, or line, around the shape.

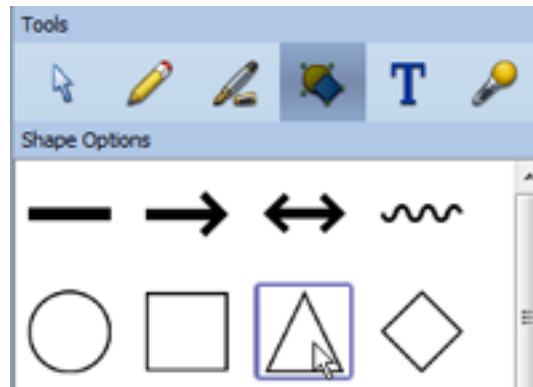Drag the **Width** slider on the Tools panel to change the width of the stroke.

Uncheck the **Stroke** box to remove the black stroke around the shape.

Draw and Color a Triangle

Click the **Shape** tool on the Tools panel.

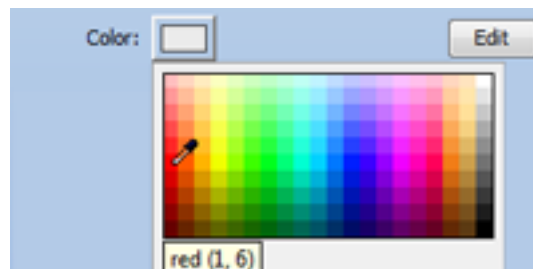Select the **triangle** from the Shape Options.

Click and drag to draw a triangle over a blank spot on the frame.

Click the **Color** box on the Tools panel and choose a red from the palette that appears.

Resize and Rotate a Shape

You will need to resize and rotate this object to make it the top of the rocket.

Drag the circular rotate handle above the triangle to orient it correctly on your rocket.

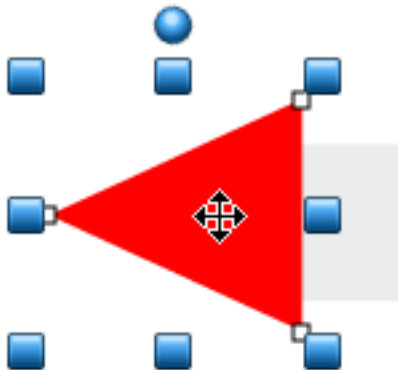Move the cursorover one of the blue handles on the corner of the shape. It will change to two arrows.

Drag to resize the triangle.

Move the cursorover the middle of the shape. It will change to four arrows.

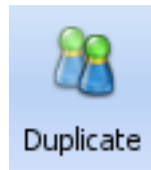Drag the triangle so that it forms a "cap" on the end of the rocket.

Duplicate a Shape

You can duplicate a shape.

Click the triangle if it is no longer selected.

Click the **Duplicate** button on the toolbar.

This will make a copy of the triangle.

Move the cursor over the middle of the triangle.

Click and drag the triangle to the other end of the rocket.

Drag a blue corner handle to make the triangle larger.

Move the cursor over the middle of the shape if you need to move it back into position.

Change the Layer

You can change the layering of shapes in a drawing. The bottom triangle is on top of the rocket ship because it was added last.

Go to the **Options** menuand choose **Send to Back**.

This will put the triangle behind the body of rocket ship.
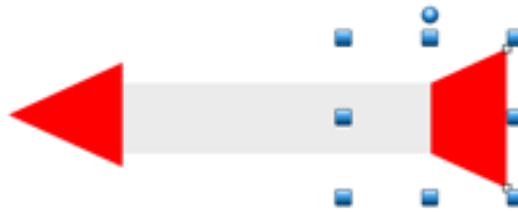
Use the Pencil Tool

You can draw freehand shapes with the Pencil tool. Use the Pencil tool to draw freehand flames coming out of the bottom of the rocket.

Click the **Pencil** tool on the toolbar.

Move the cursor to the engine area of your rocket ship.

Click and drag to draw flames.

Let go of the mouse button.

You will see the flames drawn with the same fill and stroke as the previous shape.
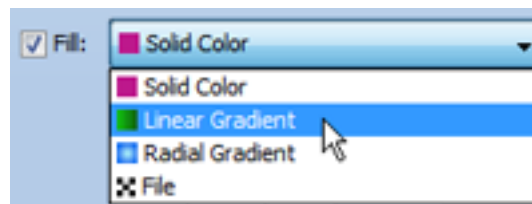
Fill with a Gradient

You can fill a shape with a gradient. A gradient is a fill that changes from one color to another.

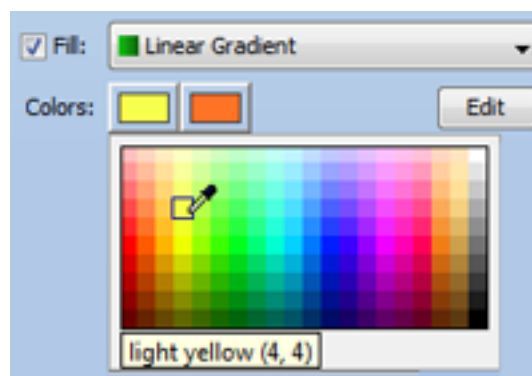Click the **Select** tool on the Tools panel.

Click the flames to select them.

Click the **Fill** pull-down menu and choose **Linear Gradient**.

Click the **Color** box on the left and choose a yellow color from the palette.

Click the **Color** box on the right and choose an orange color from the palette.

You will see the gradient in the flame shape.

Go to the **Options** menu and choose **Send to Back**.

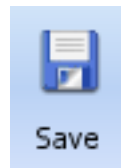This will put the flames behind the rocket ship.

Click the canvas away from the rocket ship.

Save

You can save a Frames file so that you can work on it during multiple sessions.

Click the **Save** button on the toolbar.

You will see the Save Project As dialog.

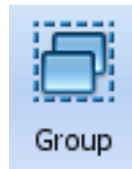Type a name and choose a place to save the file.

Click the **Save** button.
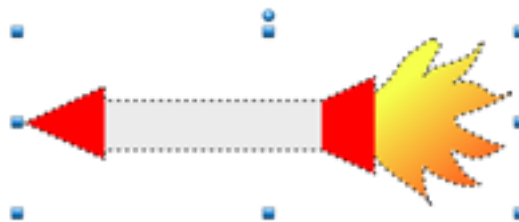
Group and Rotate a Shape

You can group a series of shapes together.

Go to the **Edit** menu and choose **Select All**. This will select all the shapes in the rocket ship.
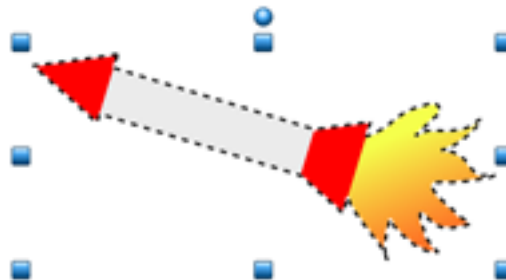
Click the **Group** button on the toolbar.

You will see a dashed outline around the entire shape.

You will see a blue rotate handleat the top of the rocket ship.

Click and drag this circular rotate handle to rotate the entire rocket ship so that the front of the rocket is higher than the back.
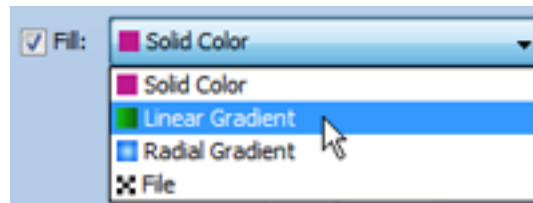

Change the Frame Background

You can change the color of the frame behind the rocket ship.

Click the frame away from the rocket. The Tools panel will change so show options for the frame.
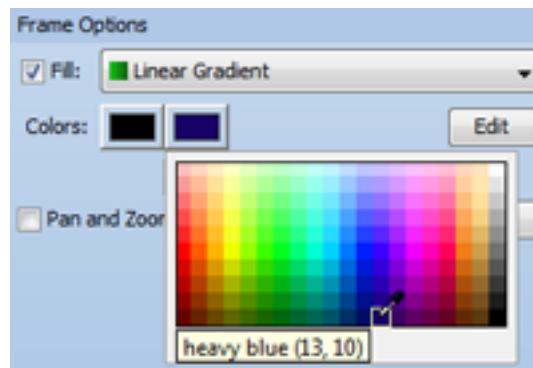
Click the **Fill pull-down** menu on the Tools panel and choose **Linear Gradient**.

You will see a white to gray gradient on the background.

Click the **Color** box on the left and choose black on the color palette.

Click the **Color** box on the right and choose a dark blue on the color palette.

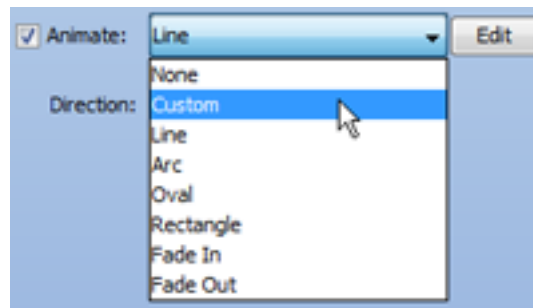You will see a gradient behind the rocket ship.

Add a Path Animation

You can path animate objects you have created in, or added to, Frames.

Click the rocket to select it.

Move it to the corner of the canvas so that only the top of the rocket is showing.
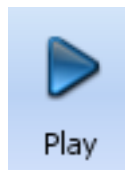
Click the **Animate** pull-down menu and choose **Custom**.

Move the cursor over the rocket and drag it across the frame.

Click the **Play** button on the toolbar to watch the animation.

Change Frame Duration

The rocket will probably move very quickly.

A path animation plays as long as the duration of the frame.

The duration is currently set to only 0.5 seconds.

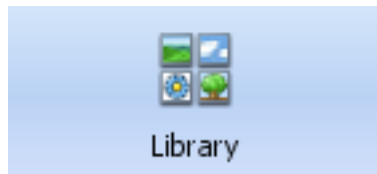Drag the **Duration** slider to make the frame play longer.

Click the **Play** button on the toolbar to watch the animation at this new duration.

Add a Sound

You can add sounds to a frame or frames.

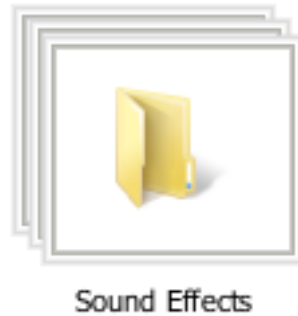Click the **Library** button on the toolbar.

You will see media you can add to your project.

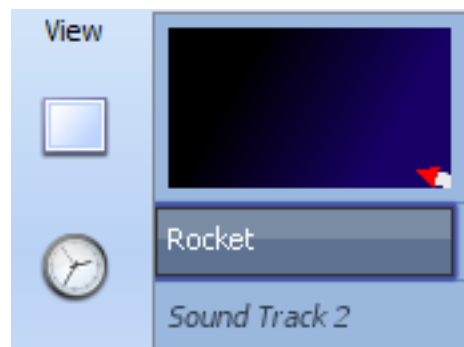Double-click the **Sounds** folder to open it.

Double-click the **Sound Effects** folder to open it.

Sound Effects

Double-click the **Rocket** sound to add it to the frame.

Rocket

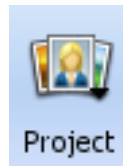You will see this sound in the storyboard below the work space.

Click the **Play** button on the toolbar to watch and hear the animation.

Click the **Save** button on the toolbar.
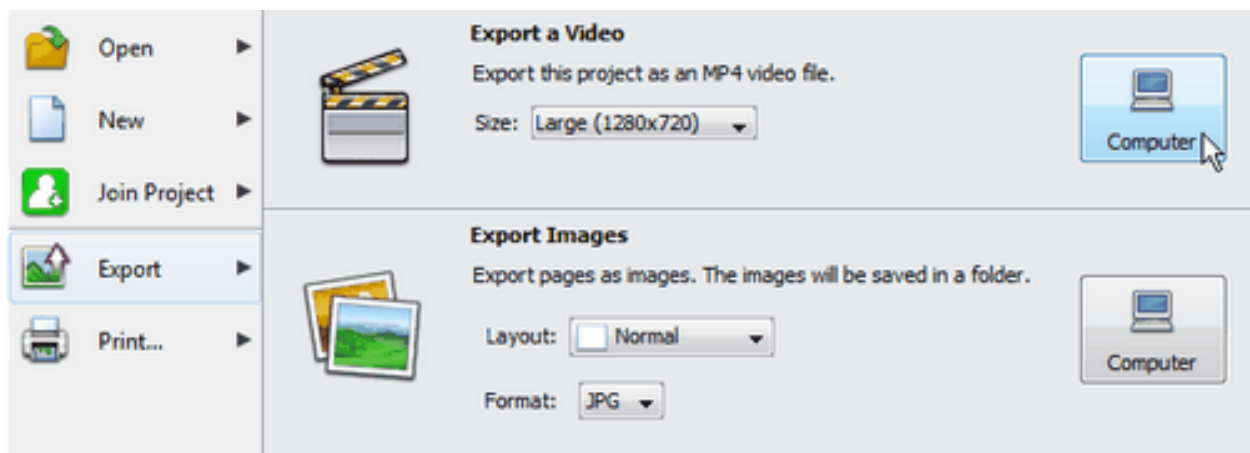
Export an Animated Video

You can export the animation as a movie file you can share with other people.

Click the **Project** button on the toolbar.

Click the **Export** button.

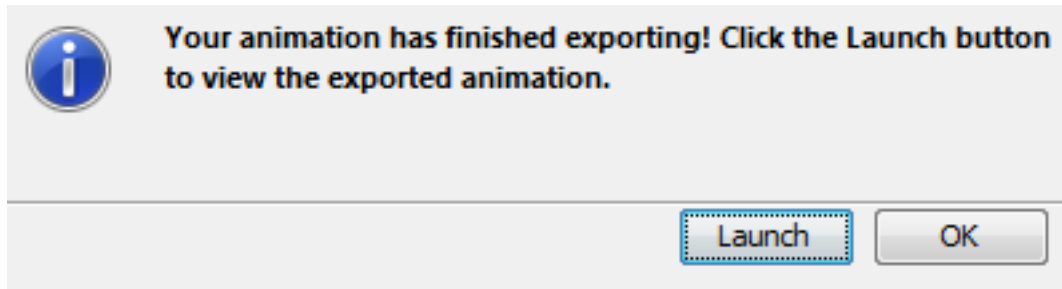Click the **Computer** button in the Export a Video area.

You will see the Save Movie As dialog.

Choose a place to save the video.

Click the **Save** button.

Frames will create the movie.

When it is finished, you will see a Finished Exporting dialog.

Your animation has finished exporting! Click the Launch button to view the exported animation.

| Launch | OK |

Click the **Launch** button to watch the movie in a video player on your computer.

Close the video.

Close the Frames application.

Conclusion

Congratulations! You drew a rocket ship in this Recipe. You learned how to:

Draw a rectangle

Draw a triangle

Fill a shape with color

Resize, rotate, and move a shape

Change the layer of a shape

Use the Pencil tool

Change the stroke

Fill with a gradient

Change the canvas

Add a path animation

Preview an animation

Add a sound

Save

Export an animated movie