

ABOUT SPEAKER

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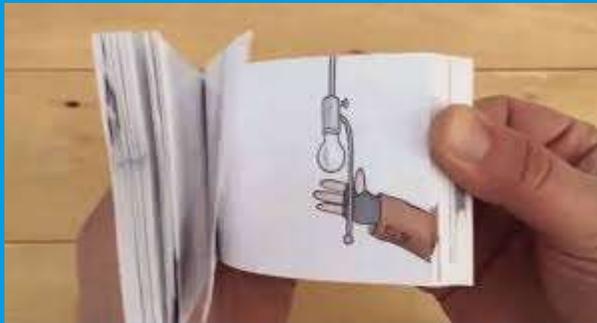


CREATING ANIMATION USING TUPITUBE



WHAT IS ANIMATION ?

- Animation is way of making image move from many still images. These images are put together one after the another, then played at a fast speed to give illusion of movement. E.g. Flipbook, phenakistoscope



- This effect is achieved when frame rate is more than 24fps(frames/sec).
- Animation is widely used in entertainment, model design, education, engineering, arts etc.

ANIMATION IN EDUCATION

- Animation can show movements directly so eliminating use of markings and arrows. It makes diagram simple and less cluttered.
- Our brain respond to color, sound, movement of animation which helps in **easy understanding of topics, conceptual clarity.**
- Animation attracts learner with audio visuals and helps sustain motivation in long run.
- Animation and graphics help in visualization of complex problems therefore **igniting creativity.**

ABOUT TUPITUBE SOFTWARE

- Tupitube 2D magic is a design and authoring tool for digital artists interested in **2D animation**. This project is covered under the terms of the GNU general public license v2, meaning that tupitube is free and open-source software (FOSS).
- Users can animate, illustrate and design in different spaces in this application.

TUPITUBE FEATURES

- Animate Characters
- Key-frames
- Production Pipeline
- Sound Synchronization
- Vector Drawings
- Raster Image
- Tweening Support
- Layers and filters
- Gradient Tools
- Export option in multiple formats

DOWNLOAD TUPITUBE



download tupitube



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About 8,050 results (0.42 seconds)

sourceforge.net › Browse › Graphics › Graphics › Animation ▾

[TupiTube Desk download | SourceForge.net](#)

★★★★★ Rating: 4 - 6 votes

Download TupiTube Desk for free. 2D Animation Tool for Children and Teenagers. TupiTube

Desk is a 2D animation tool for desktop environments focused on ...

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TupiTube Desk. 2D Animation Tool for Children and Teenagers. Status: Beta. Brought to you by:

xtingray. Your **download** ...

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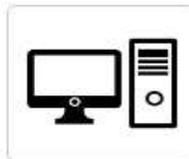
[Download TupiTube Desk | TupiTube App - MaeFloresta](#)

TupiTube Desk is a 2D animation tool for desktop environments focused on usability for children and amateur artists. Name/nickname.



Download latest version from
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DOWNLOAD AND INSTALL



TupiTube Desk (Version: 0.2.15)

TupiTube Desk is a 2D animation tool for **desktop** environments focused on usability for children and amateur artists.

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DOWNLOAD TUPITUBE DESK

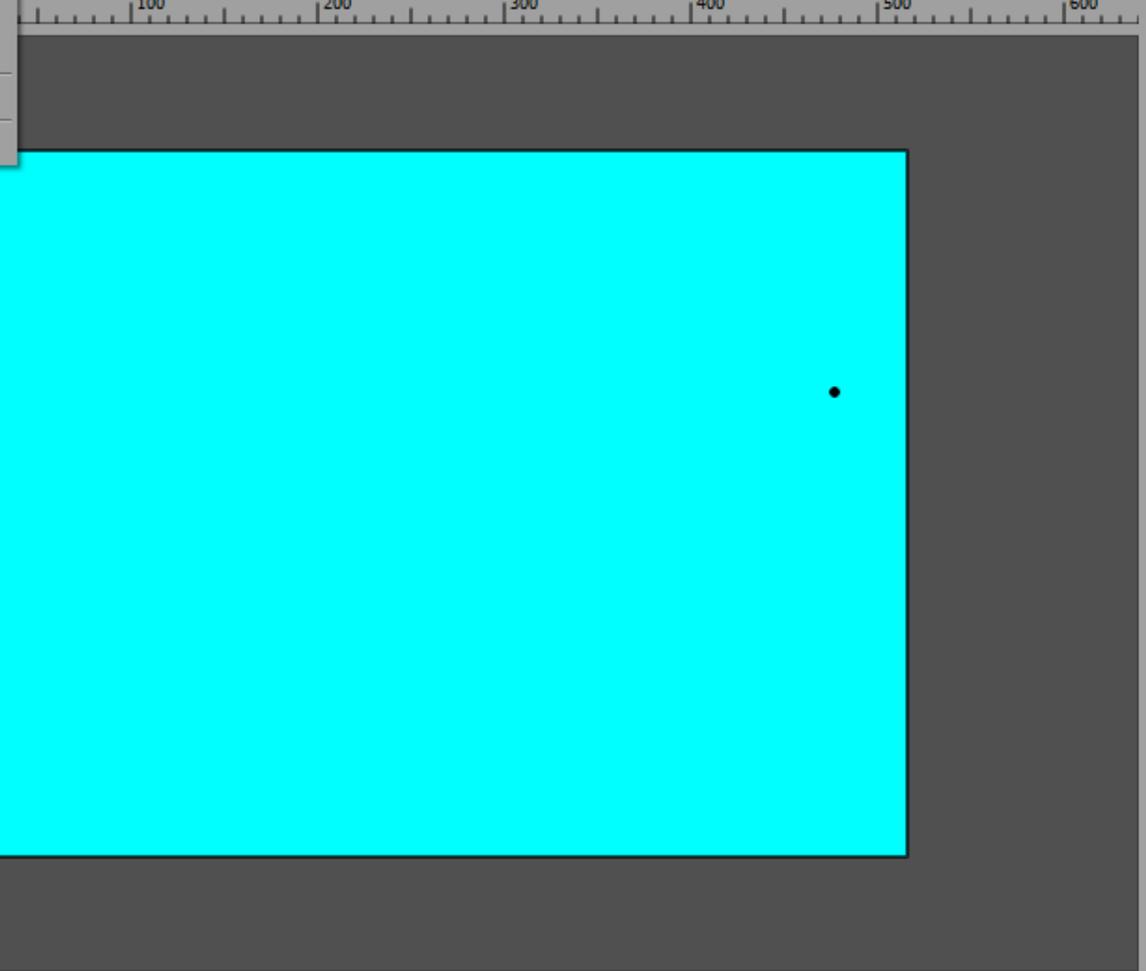
- File
- Edit
- Import
- Modules
- Help
- New Project Ctrl+N
- Open Project Ctrl+O
- Open Example
- Open Recent
- Save Project Ctrl+S
- Save Project As... Ctrl+Shift+S
- Close Project Ctrl+W
- Export Project Ctrl+R
- Quit Ctrl+Q

Start new Project



1 1 0.50

100 200 300 400 500 600



Smoothness

4.00

Exposure Sheet

+ - + -

⏪ ⏩ ↕ 📄 📄

Scene 1

1.00

Lay...

Frame	
1	
2	
3	
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23	
24	

1 100 % 0

○ ■ ● □ Current Tool



Create New Project ? X

Project Info

Project Name

Author

Tags

Description

Presets

Dimension

X:

Y:

Options

FPS

Cancel OK

Give project name and set dimension

Select line and draw any shape. For now we will start with convex lens



Animation Player

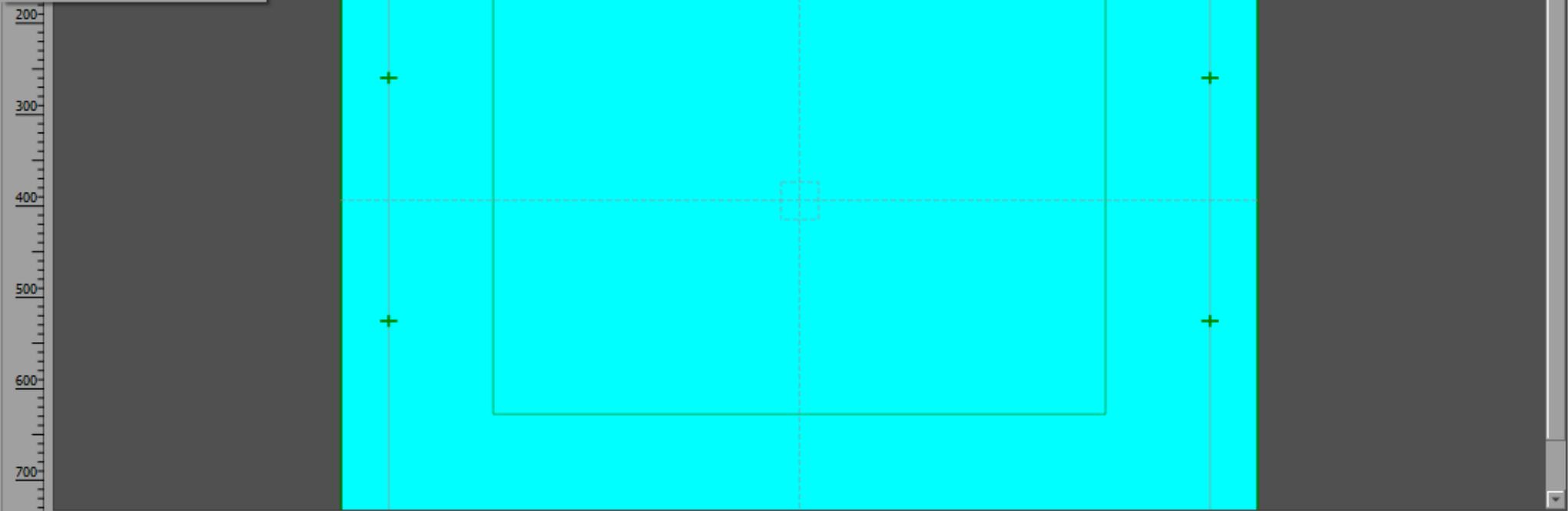


Vector Static BG Mode

1.00

-300 00 -100 0 100 200 300 400 500 600 700 800 900 1000 1100 1200 1300

- Rectangle R
- Ellipse C
- Line L



Tips
Ctrl + Left Mouse Button: Set width/height proportional dimensions



Library

Library is empty :(

Image

Animation Player

Frames Mode

1 1 0.50

Smoothness 4.00

1 100 % 0

Current Tool

Exposure Sheet

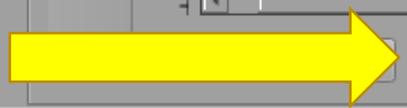
Scene 1

1.00

Lay...

Frame
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
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19
20
21
22
23
24

Click Action Safe Area for workspace grid



Convex Lens and path of light rays

Animation Player

Frames Mode

1 1 0.50

X: -86 Y: 149

53.9 % 0

Current Tool

Tips

- Mouse Right Click or X Key: Close the line path
- Shift: Align line to horizontal/vertical axis

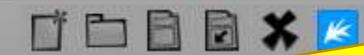
Exposure Sheet

Scene 1

1.00

Lay...

1	Frame
2	
3	
4	
5	
6	
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11	
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21	
22	
23	
24	



Change colour of line to red for light rays



Color Panel

Contour HTML #ff0000

Fill

Background HTML #ffffff

Default Palette

Color Mixer

R 255 H 0

G 0 S 255

B 0 V 255

Alpha (Transparency)

255

Red

Animation Player

Frames Mode

1 1 0.50

Tips

Mouse Right Click or X Key: Close the line path

Shift: Align line to horizontal/vertical axis

X: -86 Y: 149

1 53.9 % 0

Current Tool

Exposure Sheet

Scene 1

1.00

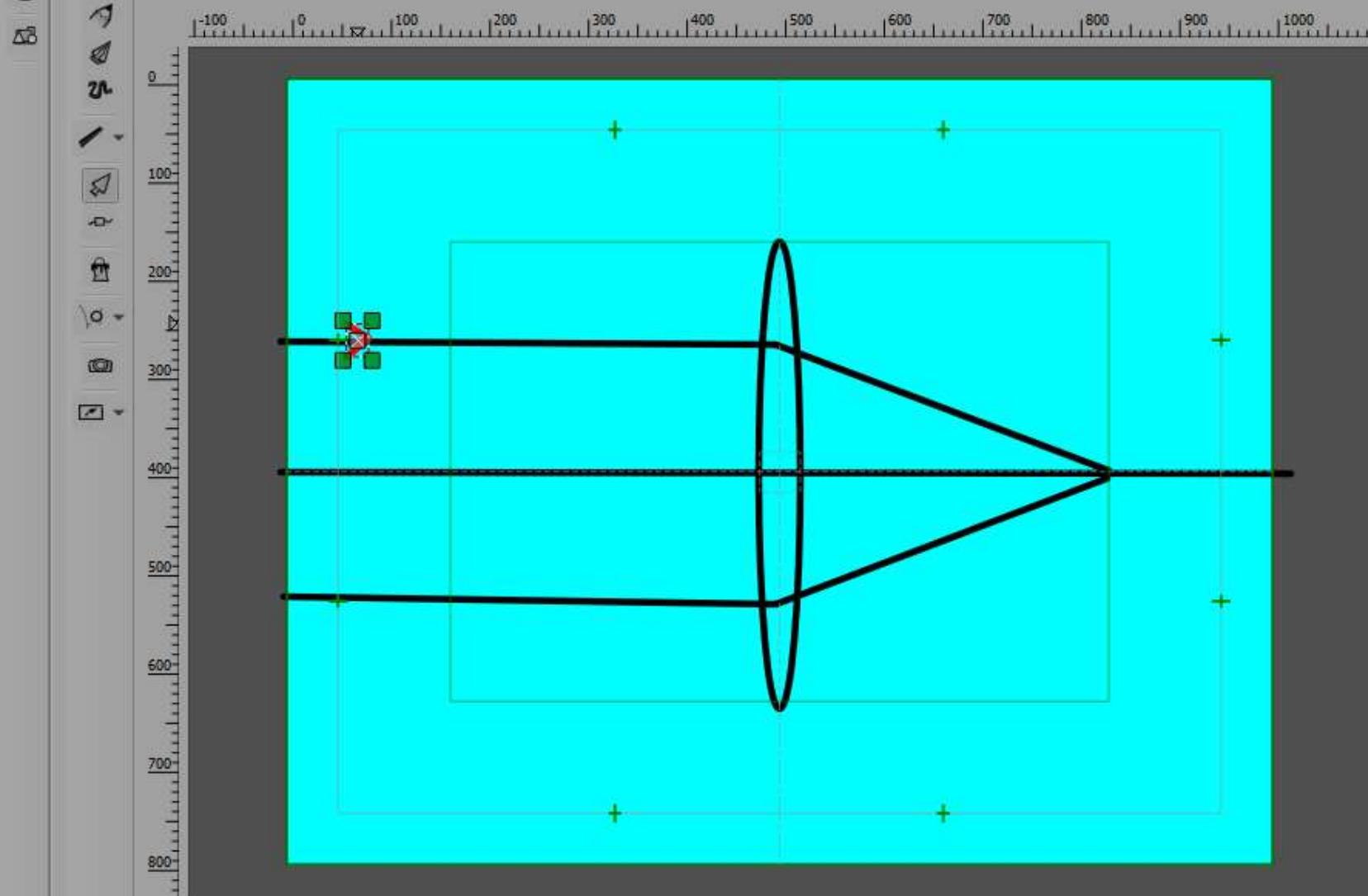
Lay...

1	Frame
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
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22	
23	
24	



Animation Player

Frames Mode



Alignment: [Left] [Center] [Right]

Flips: [Horizontal] [Vertical] [Diagonal]

Order: [Bottom] [Top] [Left] [Right]

Group: [Ungroup] [Group]

Position: X: 72 Y: 267

Rotation: Angle: 0

Scale: X: 1.00 Y: 1.00

Proportion

[Icon]

Show Tips

Exposure Sheet



Scene 1

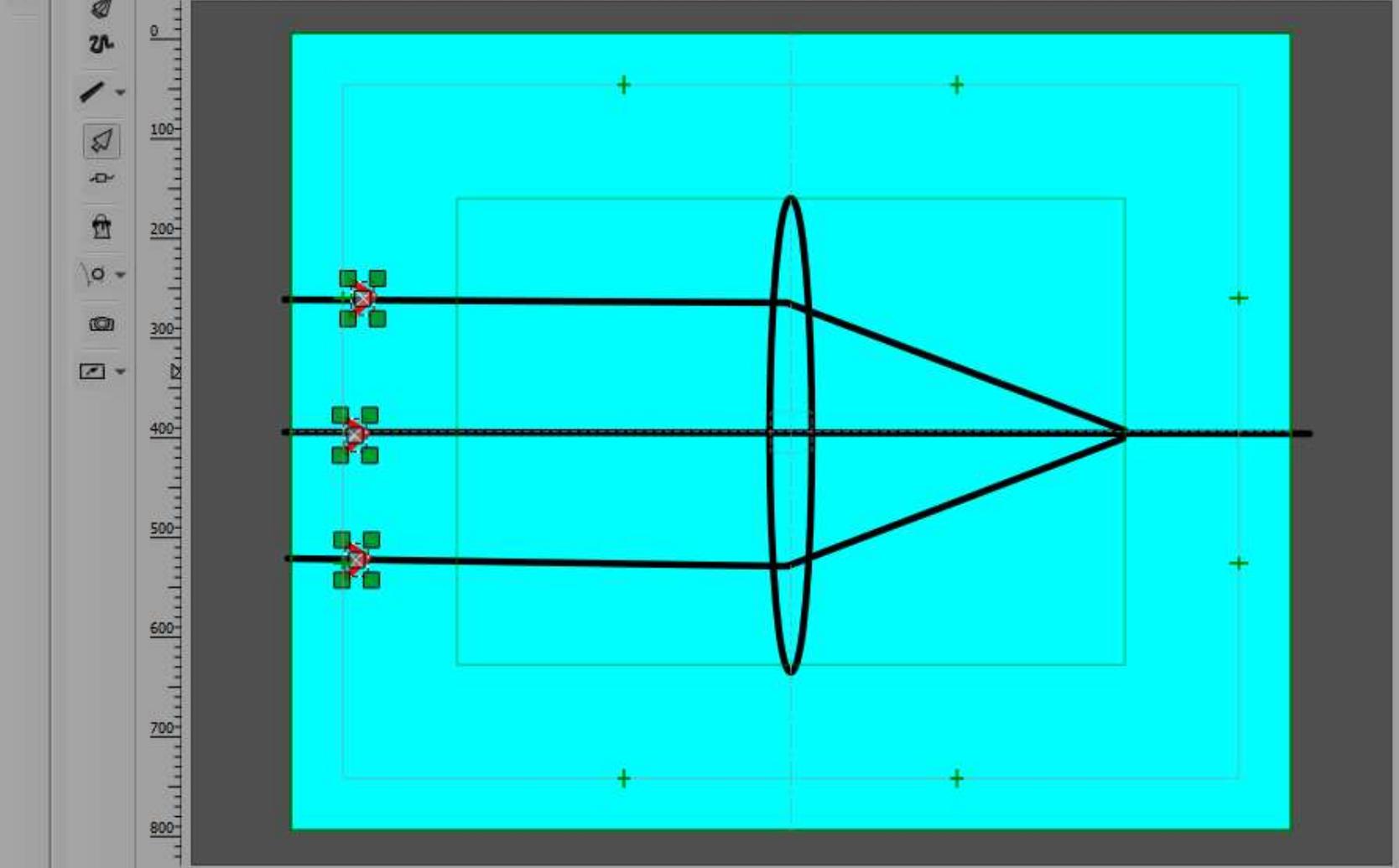
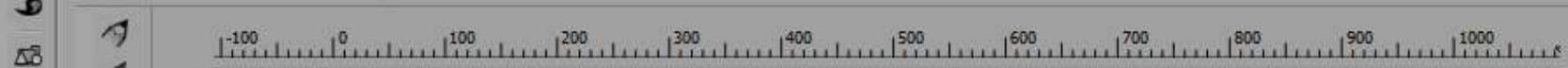
1.00

Frame	
1	Lay...
2	Frame
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
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16	
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23	
24	
25	
26	



Animation Player

Frames Mode 1 1 0.50



Alignment: [Left] [Center] [Right]

Flips: [Horizontal] [Vertical] [Diagonal]

Order: [Down] [Up]

Group: [Group] [Ungroup]

Group Objects

X: 67

Y: 397

Rotation: Angle: 0

Scale: X: 1.00 Y: 1.00

Proportion

[Icon]

Show Tips

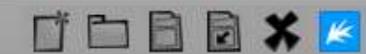
Exposure Sheet



Scene 1

1.00

Frame	Layer
1	Lay...
2	
3	
4	
5	
6	
7	
8	
9	
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24	
25	
26	



Draw arrow symbol like shown below

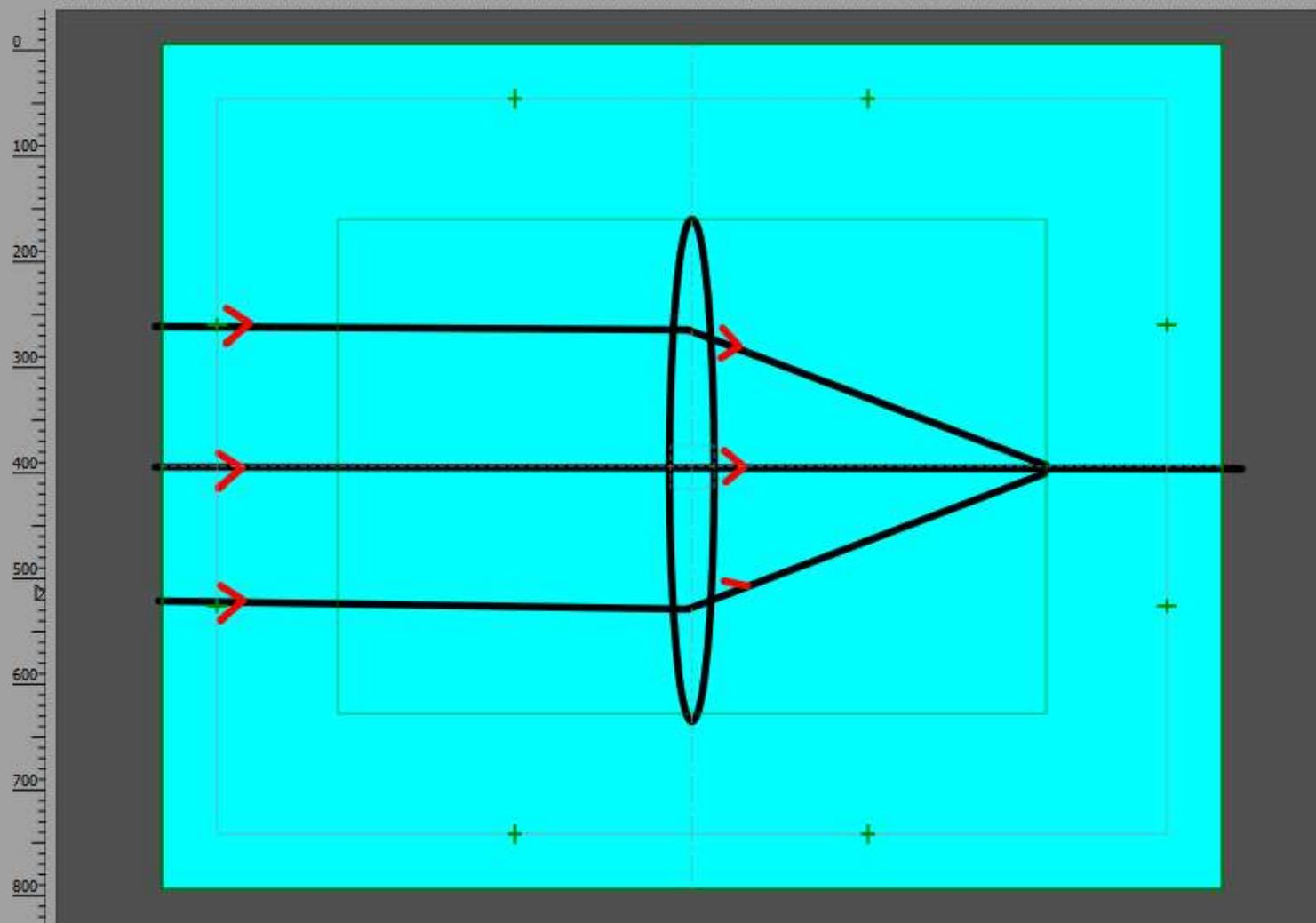
Animation Player



Frames Mode

1 1 0.50

-100 0 100 200 300 400 500 600 700 800 900 1000



Tips

**Mouse Right Click
or X Key:** Close the
line path

Shift: Align line to
horizontal/vertical
axis

Exposure Sheet



Scene 1

1.00

Lay...

1 Frame

2 Frame

3 Frame

4 Frame

5 Frame

6 Frame

7 Frame

8 Frame

9 Frame

10 Frame

11 Frame

12 Frame

13 Frame

14 Frame

15 Frame

16 Frame

17 Frame

18 Frame

19 Frame

20 Frame

21 Frame

22 Frame

23 Frame

24 Frame

25 Frame

26 Frame

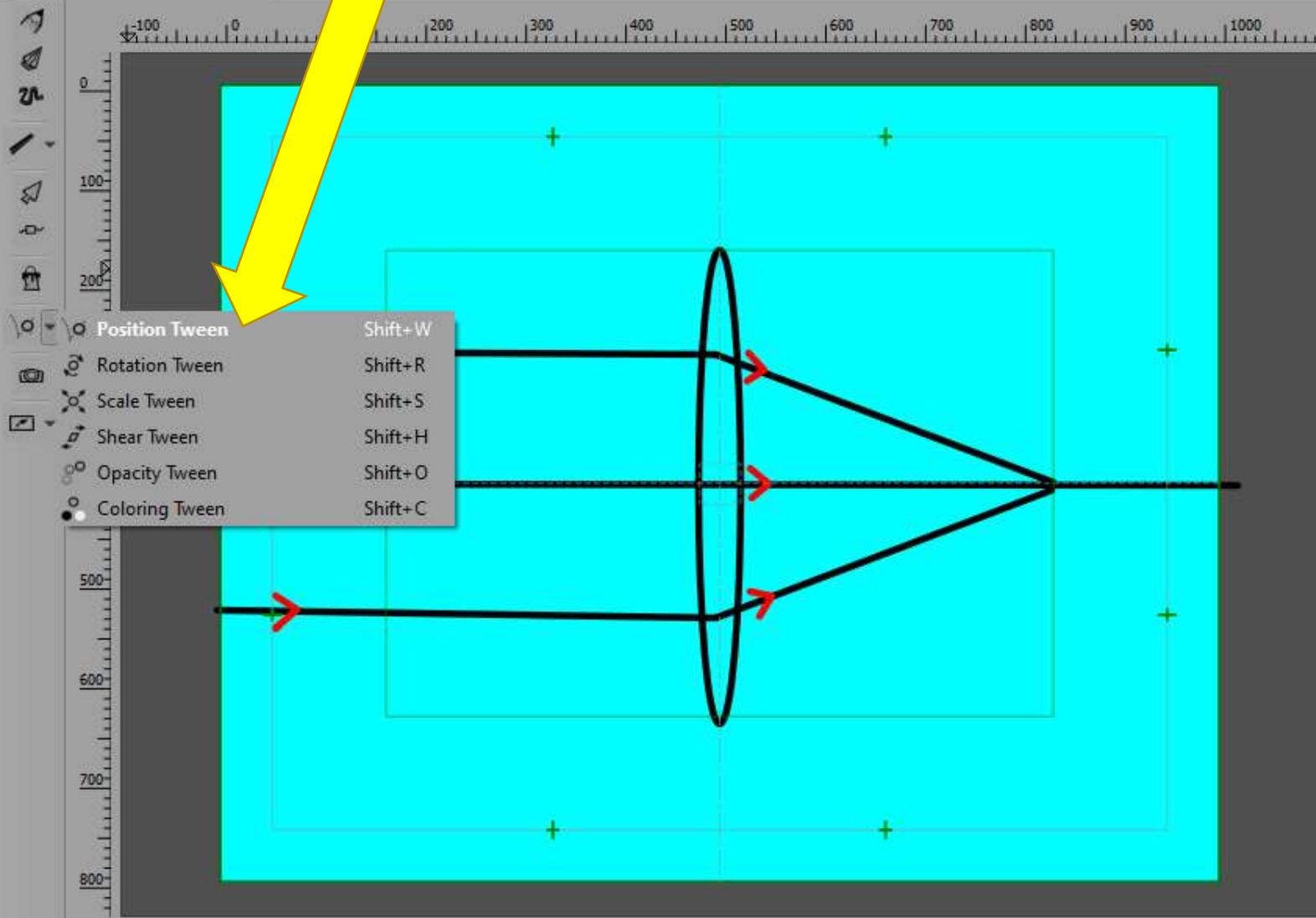
Select Position Tween then select object(arrows), now click on final position where we want arrows to move



Animation Player

Frames Mode

1 1 0.50



- Position Tween Shift+W
- Rotation Tween Shift+R
- Scale Tween Shift+S
- Shear Tween Shift+H
- Opacity Tween Shift+O
- Coloring Tween Shift+C

Tips

Mouse Right Click or X Key: Close the line path

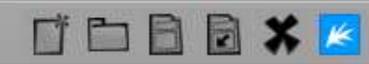
Shift: Align line to horizontal/vertical axis

Exposure Sheet

Scene 1

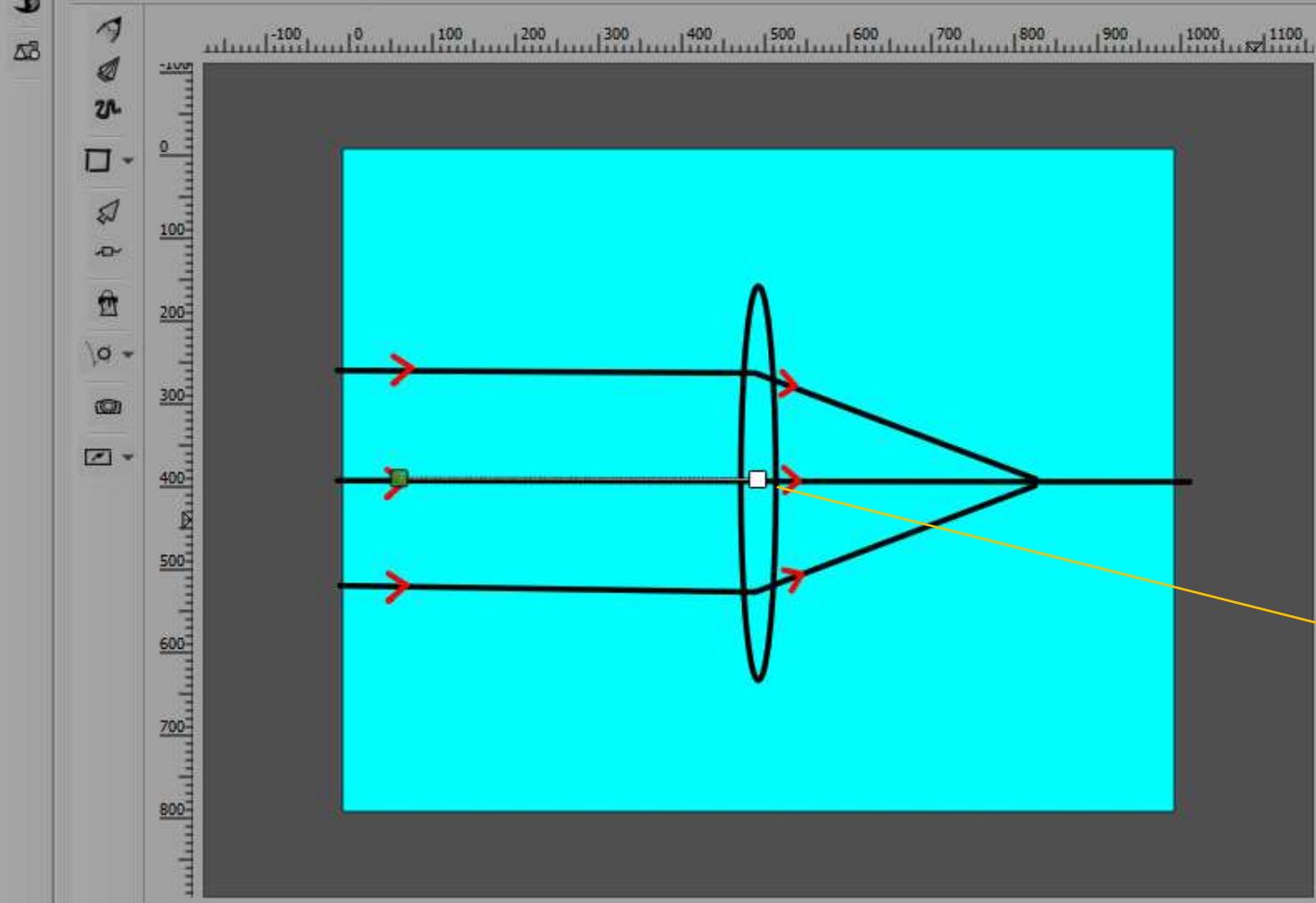
1.00

Frame	Layer
1	Lay...
2	Frame
3	Frame
4	Frame
5	Frame
6	Frame
7	Frame
8	Frame
9	Frame
10	Frame
11	Frame
12	Frame
13	Frame
14	Frame
15	Frame
16	Frame
17	Frame
18	Frame
19	Frame
20	Frame
21	Frame
22	Frame
23	Frame
24	Frame
25	Frame
26	Frame



Animation Player

Frames Mode [30 50 0.50]



Name: tween00

Options

- Select Objects
- Set Path Properties

Starting at frame: 1

Ending at frame: 0

Interval	Frames
1	80

Position and frames

Frames Total: 80



Exposure Sheet

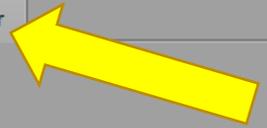
Scene 1

1.00

Frame	Content
1	Lay...
2	Frame
3	Frame
4	Frame
5	Frame
6	Frame
7	Frame
8	Frame
9	Frame
10	Frame
11	Frame
12	Frame
13	Frame
14	Frame
15	Frame
16	Frame
17	Frame
18	Frame
19	Frame
20	Frame
21	Frame
22	Frame
23	Frame
24	Frame

X: 1088 Y: 440

Grid, Zoom (50%), Pan (0%), Color selection tools, Current Tool



(i) Select player



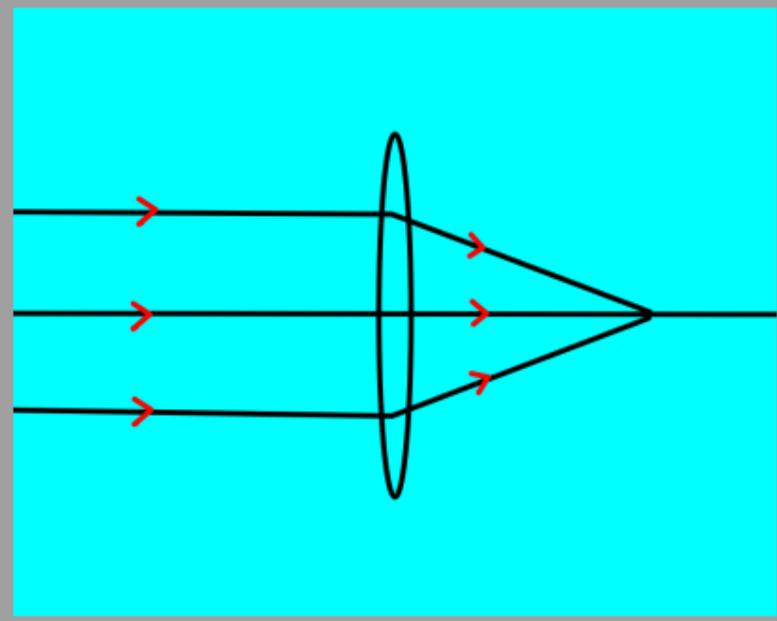
Scene Preview

my_project



[Scale 1:2.4 | Size: 1000x800 px]

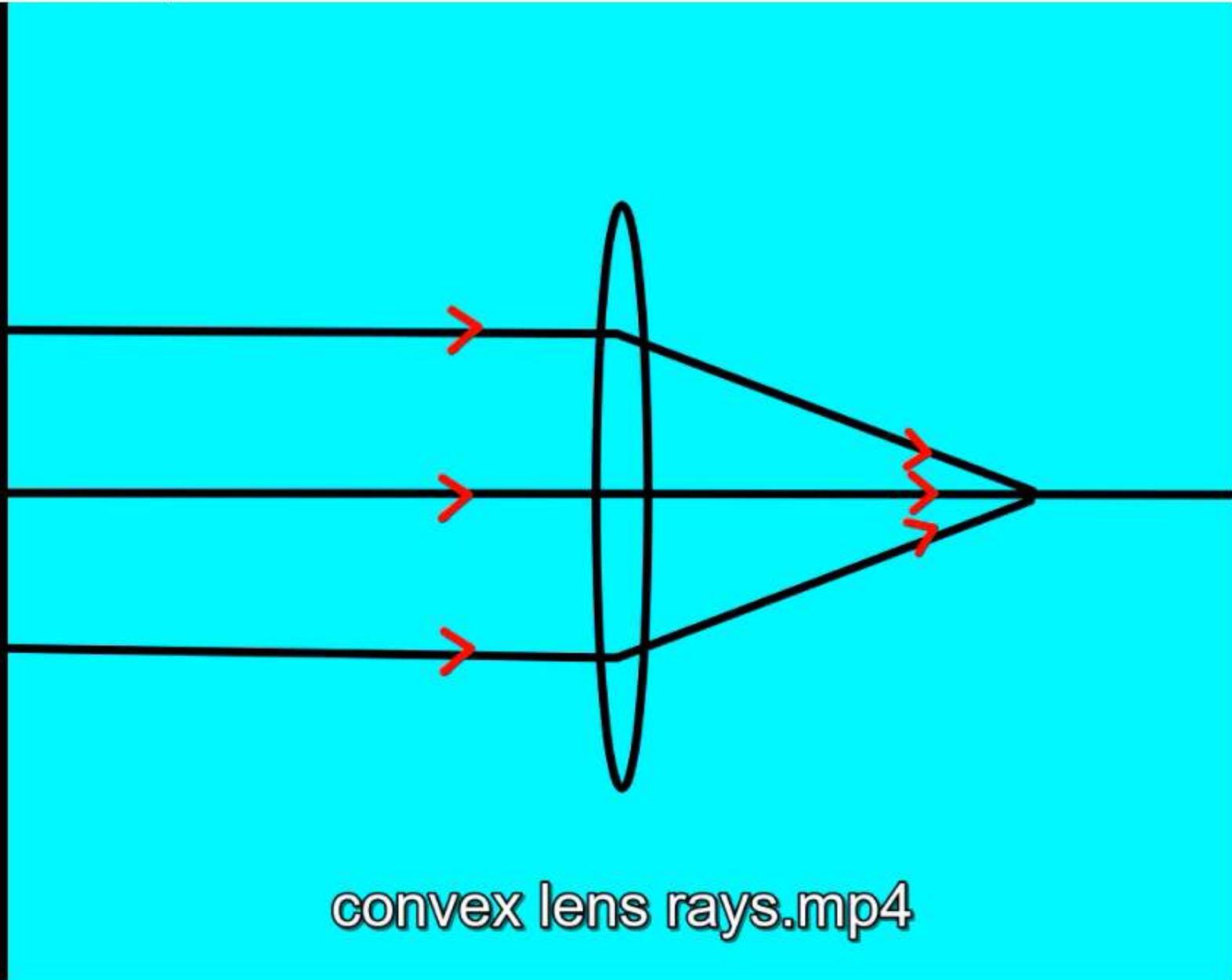
Current Frame: 19 Timer: 0.79 secs Duration: 3.33 secs



(ii) play animation we have created just now



Scene: Scene 1 Frames Total: 80 FPS: 24 [checkmark] [refresh] [mute] Export



Convex lens
Animation

convex lens rays.mp4



Now we will start new project on Ohm's Law.
For that we will import circuit image of Ohm's Law.

Animation Player

Vector Static BG Mode

1 1 0.50

1.00

-200 -100 0 100 200 300 400 500 600 700

0 100 200 300 400

X: 45 Y: -60

1 100 % 0

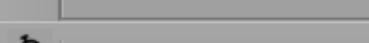
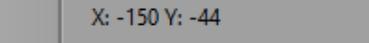
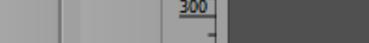
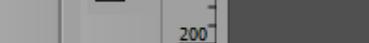
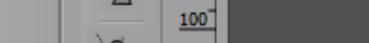
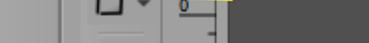
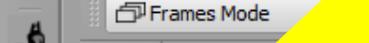
Current Tool

Smoothness 4.00

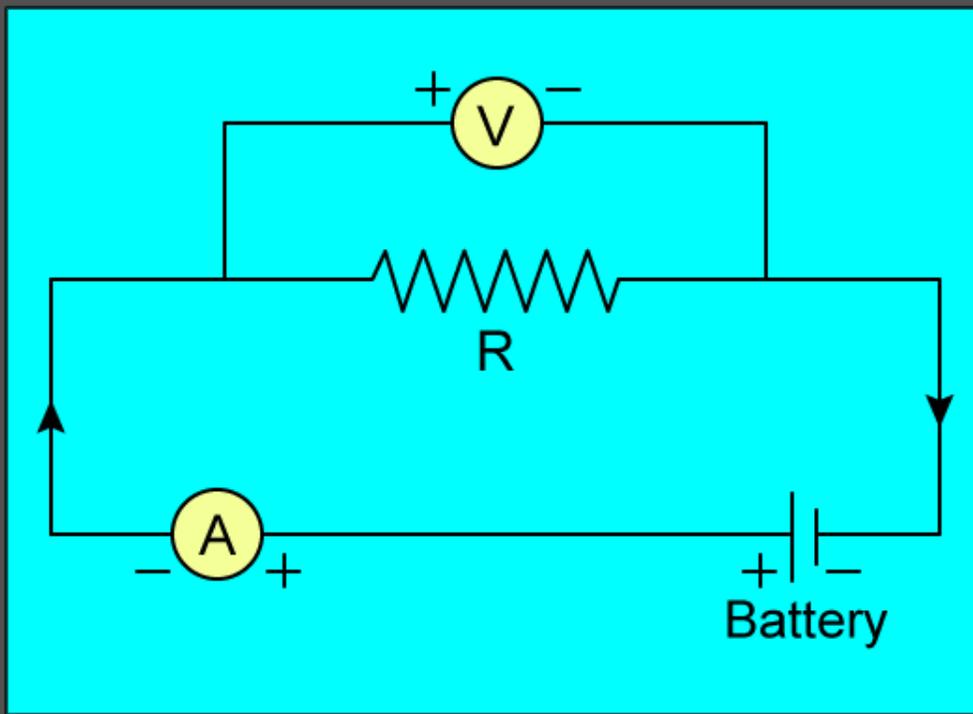


Animation Player

Frames Mode



Select line tool from here and draw current in circuit



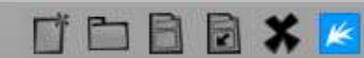
X: -150 Y: -44



Exposure Sheet



Scene 1	
	1.00
	Lay...
1	Frame
2	
3	
4	
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22	
23	
24	



Selecting colour of line tool

Color Palette

Contour HTML #ff0000

Fill

Background HTML #ffffff

Default Palette

Color Mixer

Gradients

R 255 H 0

G 0 S 255

B 0 V 255

Alpha (Transparency)

255

Animation **Player**

Frames Mode

1 1 0.50

Smoothness 4.00

Rectangle R
Ellipse C
Line L

100 200 300 400

1 100% 0

Current Tool

Exposure Sheet

Scene 1

1.00

Lay...

1	Frame
2	
3	
4	
5	
6	
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21	
22	
23	
24	



Select position tween

Animation Player

Frames Mode

1 1 0.50

Position Tween	Shift+W
Rotation Tween	Shift+R
Scale Tween	Shift+S
Shear Tween	Shift+H
Opacity Tween	Shift+O
Coloring Tween	Shift+C

Tips

Mouse Right Click or X Key: Close the line path

Shift: Align line to horizontal/vertical axis

1 100 % 0

Current Tool

Exposure Sheet

Scene 1

1.00

Lay...

Frame	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
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18	
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20	
21	
22	
23	
24	

choose path and frames

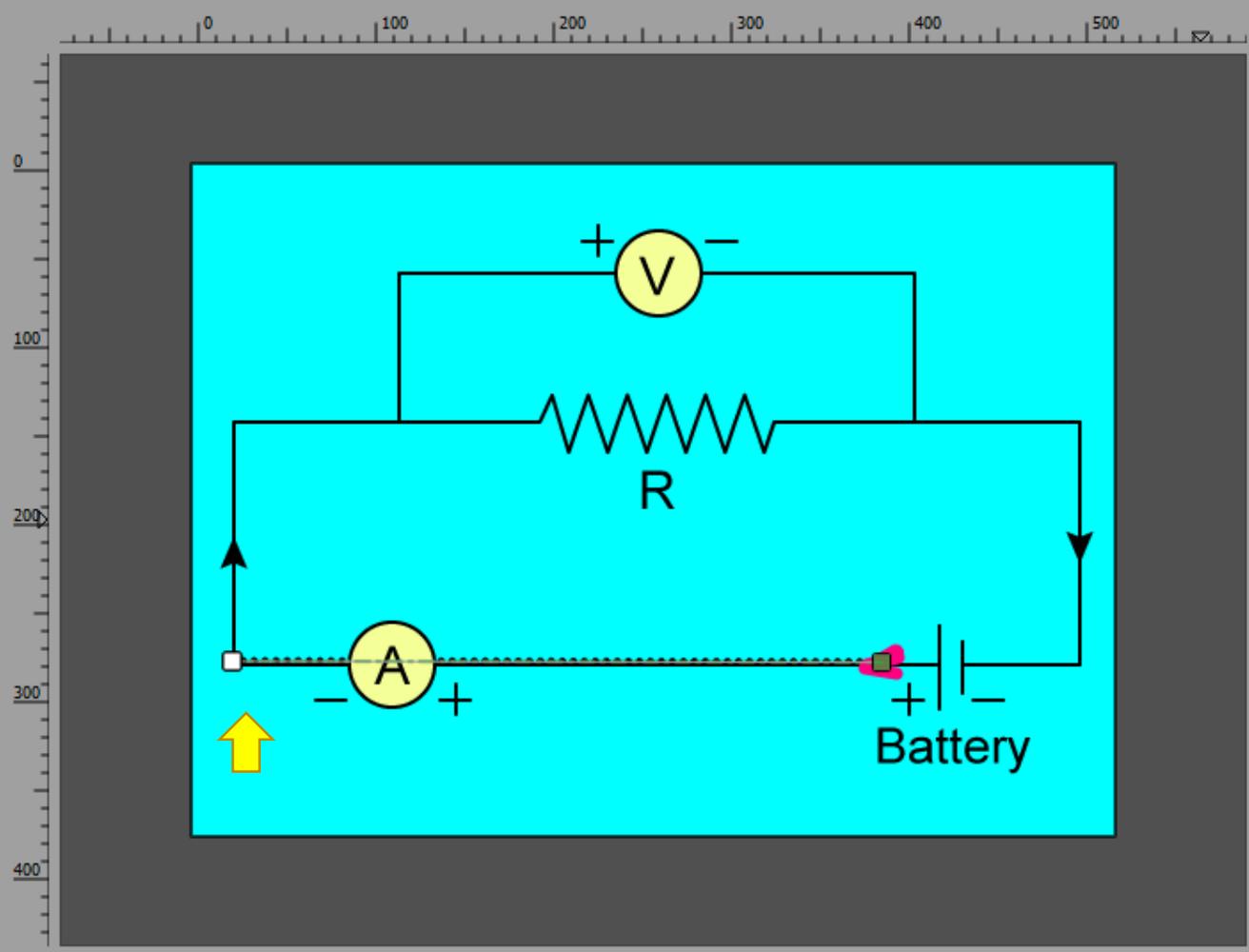


Animation Player



Frames Mode

1 1 0.50



Name: tween00

- Options
- Select Objects
 - Set Path Properties

Starting at frame: 1

Ending at frame: 60

Interval	Frames
1	60

Frames Total: 60



Exposure Sheet



Scene 1

1.00

Frame	Layer
1	Frame
2	Frame
3	Frame
4	Frame
5	Frame
6	Frame
7	Frame
8	Frame
9	Frame
10	Frame
11	Frame
12	Frame
13	Frame
14	Frame
15	Frame
16	Frame
17	Frame
18	Frame
19	Frame
20	Frame
21	Frame
22	Frame
23	Frame
24	Frame

X: 564 Y: 197

1 100 % 0 Current Tool

Info
Tween tween00 applied!

Similarly do the same for other arms of circuit



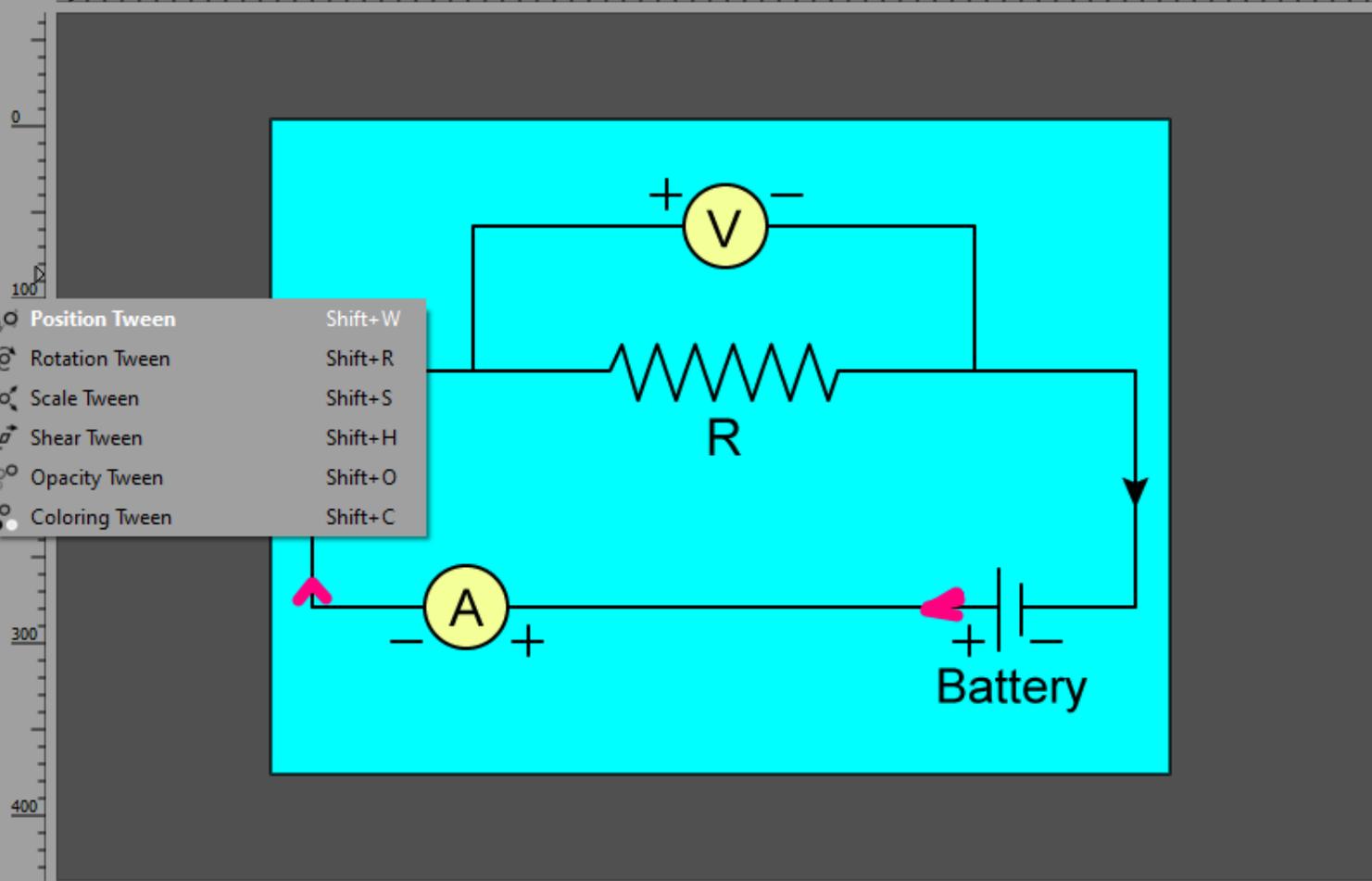
Animation Player



Frames Mode

1 1 0.50

-100 0 100 200 300 400 500 600



Tips

Mouse Right Click
or X Key: Close the
line path

Shift: Align line to
horizontal/vertical
axis

- Position Tween Shift+W
- Rotation Tween Shift+R
- Scale Tween Shift+S
- Shear Tween Shift+H
- Opacity Tween Shift+O
- Coloring Tween Shift+C

Exposure Sheet



Scene 1

1.00

Lay...

1 Frame

2 Frame

3 Frame

4 Frame

5 Frame

6 Frame

7 Frame

8 Frame

9 Frame

10 Frame

11 Frame

12 Frame

13 Frame

14 Frame

15 Frame

16 Frame

17 Frame

18 Frame

19 Frame

20 Frame

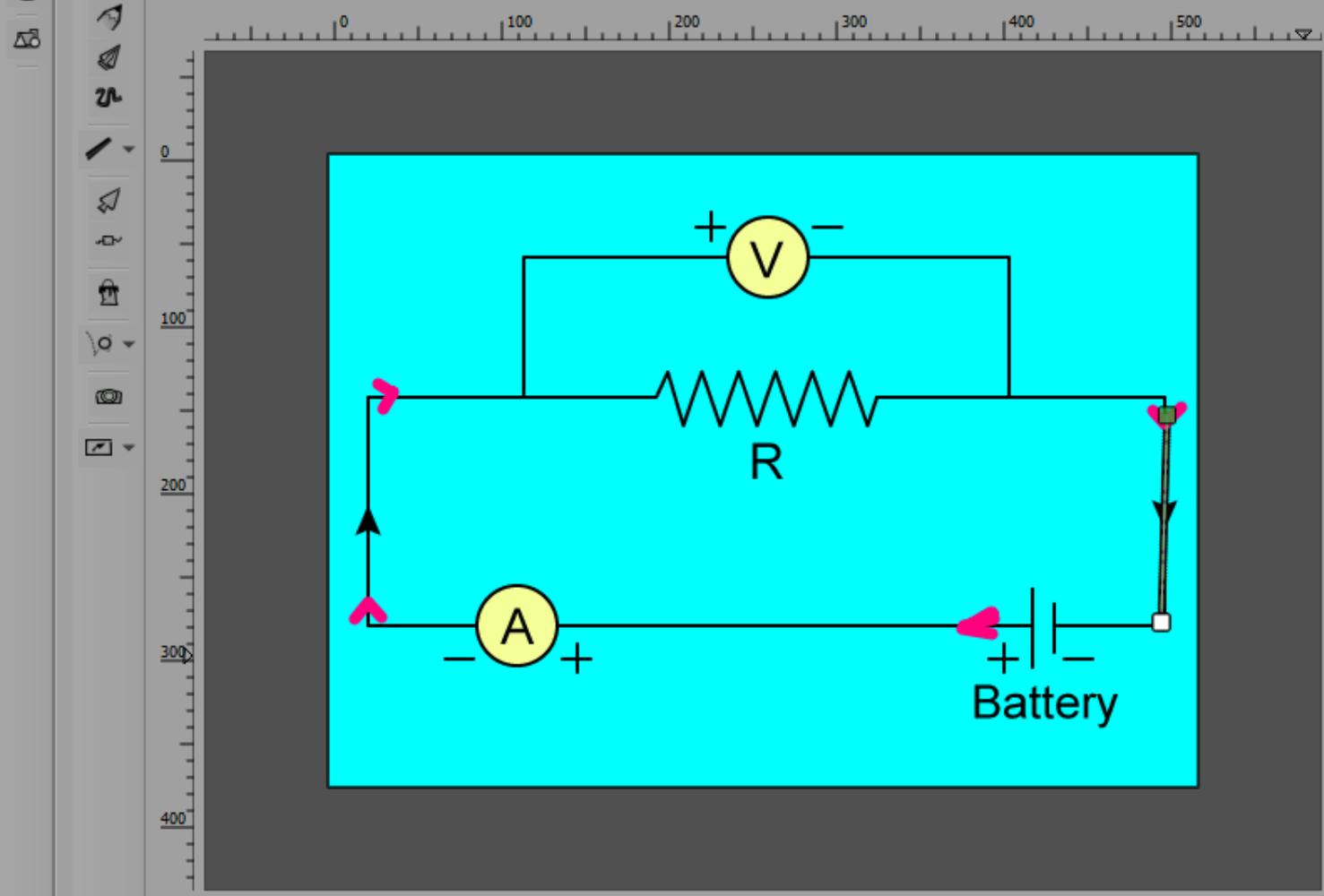
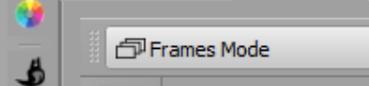
21 Frame

22 Frame

23 Frame

24 Frame

1 100 % 0 Current Tool



X: 579 Y: 297



Name: tween03

Options

- Select Objects
- Set Path Properties

Starting at frame: 1

Ending at frame: 60

Interval	Frames
1	60

Frames Total: 60

Update Tween



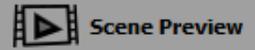
Scene 1

1.00

Frame	Content
1	Lay...
2	Frame
3	Frame
4	Frame
5	Frame
6	Frame
7	Frame
8	Frame
9	Frame
10	Frame
11	Frame
12	Frame
13	Frame
14	Frame
15	Frame
16	Frame
17	Frame
18	Frame
19	Frame
20	Frame
21	Frame
22	Frame
23	Frame
24	Frame



Watch Preview in Player tab

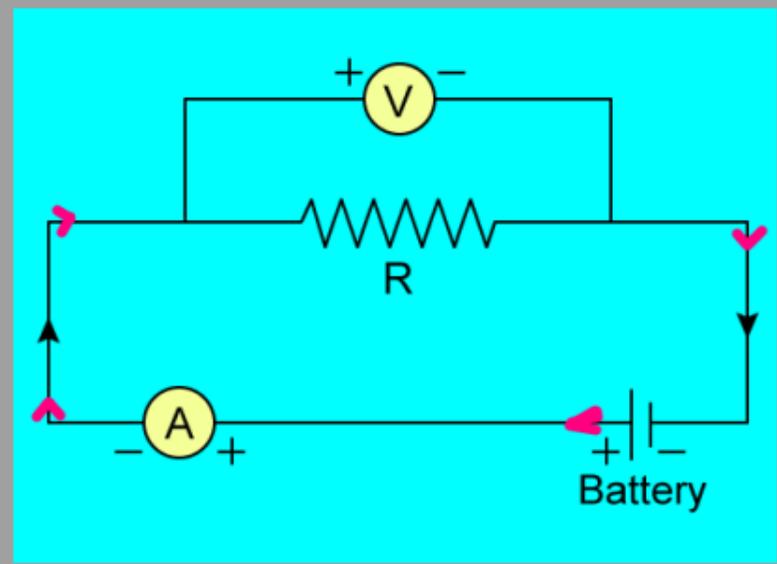


Scene Preview

my_project

[Scale 1:1.3 | Size: 520x380 px]

Current Frame: 1 Timer: 0.04 secs Duration: 2.50 secs



Scene: Scene 1 Frames Total: 60 FPS: 24 Export

- Image Alt+B
- Image Sequence Alt+Shift+B
- SVG File Alt+S
- SVG Sequence Alt+Shift+S
- Import GIMP Palettes Shift+G
- Import Papagayo Lip-sync Alt+P

New project -Projectile Motion showing 45 degree gives maximum range

1 1 0.50



Show Tips

Exposure Sheet

Scene 1

1.00

Lay...

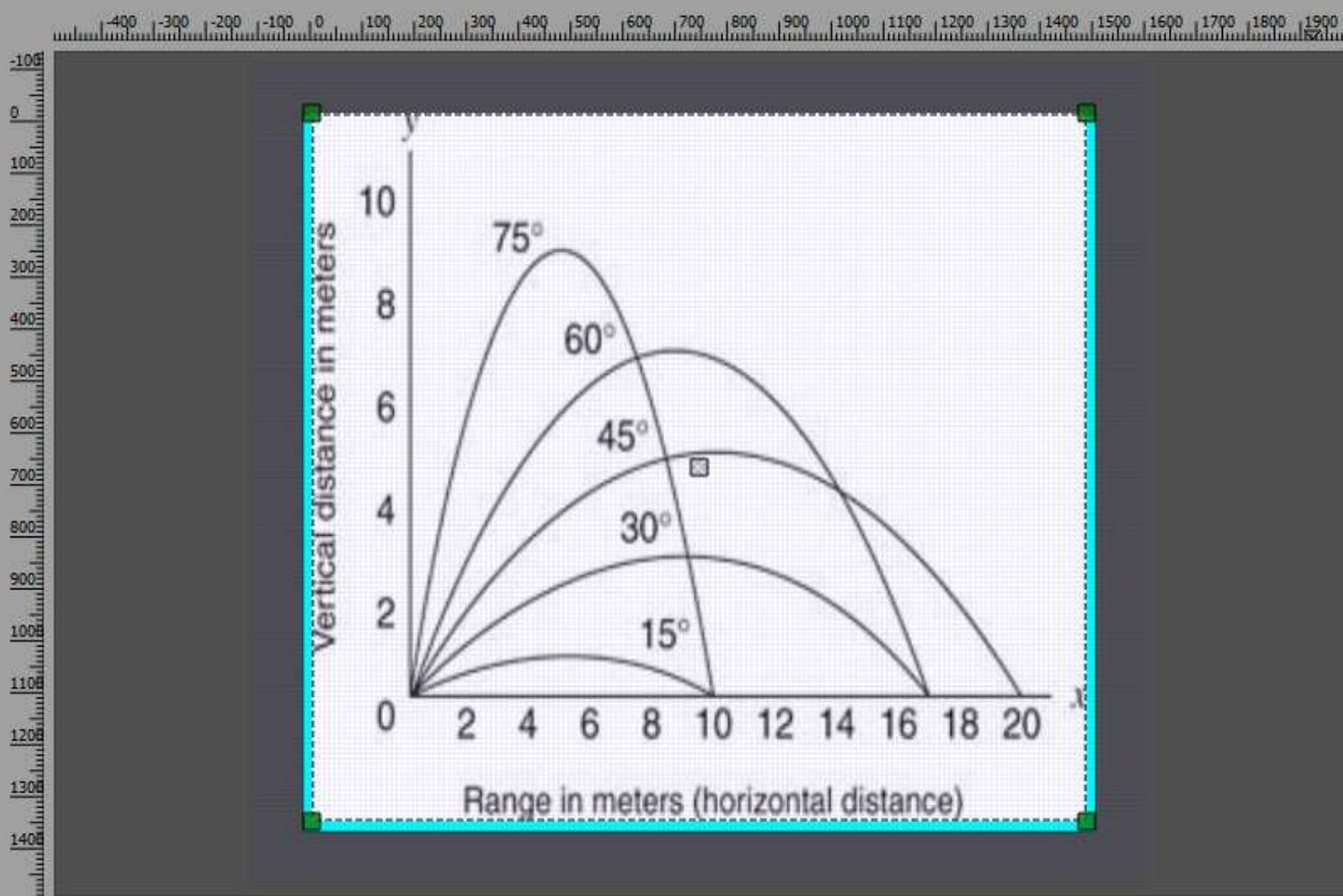
1	Frame
2	
3	
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24	
25	
26	

Import Image

Animation ▶ Player

Frames Mode

1 1 0.50



Alignment

Flips

Order

Group

Position

X: 759

Y: 679

Rotation

Angle: 0

Scale

X: 4.96

Y: 6.09

Proportion

Exposure Sheet

Scene 1

1.00

Lay...

Frame	Content
1	Frame
2	
3	
4	
5	
6	
7	
8	
9	
10	
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24	

X: 1923 Y: 1554



Color Palette

Contour Fill HTML #800080

Background HTML #ffffff

Default Palette

Color Mixer Gradients



R 128 H 300

G 0 S 255

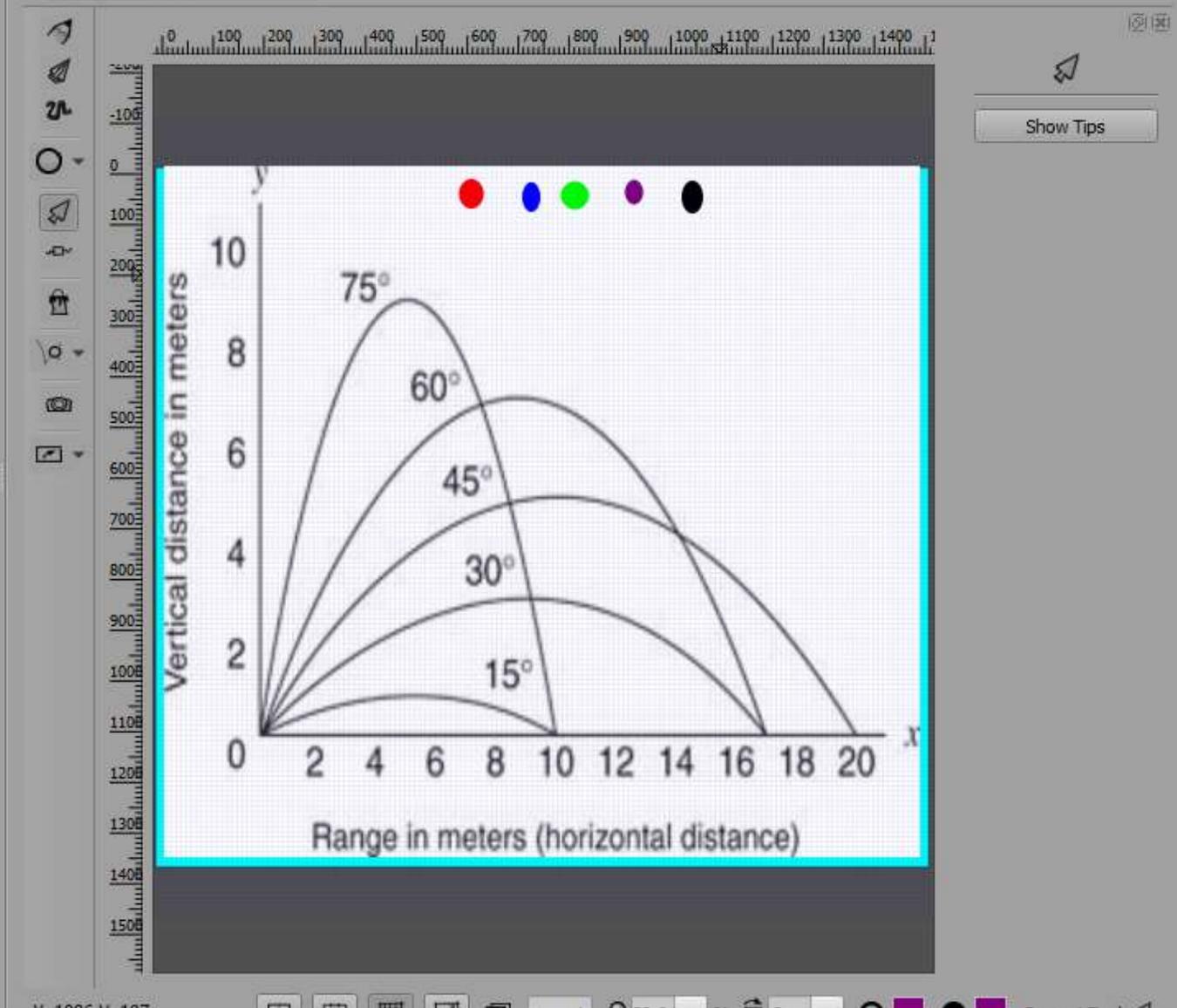
B 128 V 128

Alpha (Transparency) 255

Animation Player

Frames Mode

1 1 0.50



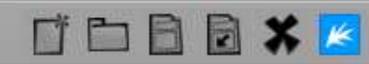
Exposure Sheet

Scene 1

1.00

Lay...

Frame
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26



Color Palette

Contour Fill HTML #800080

Background HTML #ffffff

Default Palette

Color Mixer Gradients

R 128 H 300

G 0 S 255

B 128 V 128

Alpha (Transparency) 255

Animation Player

Frames Mode

1 1 0.50

Name: tween00

Options

- Select Objects
- Set Path Properties

Starting at frame: 1

Ending at frame: 60

Interval	Frames
1	60

Frames Total: 60

Update Tween

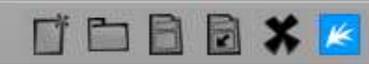
Exposure Sheet

Scene 1

1.00

Lay...

1	Frame
2	Frame
3	Frame
4	Frame
5	Frame
6	Frame
7	Frame
8	Frame
9	Frame
10	Frame
11	Frame
12	Frame
13	Frame
14	Frame
15	Frame
16	Frame
17	Frame
18	Frame
19	Frame
20	Frame
21	Frame
22	Frame
23	Frame
24	Frame
25	Frame
26	Frame



Color Palette

Contour HTML #800080
 Fill
 Background HTML #ffffff

Default Palette

Color Mixer Gradients

R 128 H 300
 G 0 S 255
 B 128 V 128
 Alpha (Transparency)
 255

Animation Player

Frames Mode

1 1 0.50

Name: tween01

Options

- Select Objects
- Set Path Properties

Starting at frame: 1

Ending at frame: 60

Interval	Frames
1	60

Frames Total: 60

Exposure Sheet

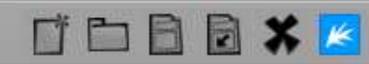
Scene 1

1.00

Lay...

1	Frame
2	Frame
3	Frame
4	Frame
5	Frame
6	Frame
7	Frame
8	Frame
9	Frame
10	Frame
11	Frame
12	Frame
13	Frame
14	Frame
15	Frame
16	Frame
17	Frame
18	Frame
19	Frame
20	Frame
21	Frame
22	Frame
23	Frame
24	Frame
25	Frame
26	Frame

Close Tween Properties



Color Palette

Contour HTML #800080
 Fill HTML #ffffff
 Background HTML #ffffff

Default Palette

Color Mixer Gradients

R 128 H 300
 G 0 S 255
 B 128 V 128
 Alpha (Transparency) 255

Animation Player

Frames Mode [Dropdown] [Icons] 1 1 0.50

Name: tween03
 Options: Select Objects Set Path Properties
 Starting at frame: 1
 Ending at frame: 60

Interval	Frames
1	60

Frames Total: 60

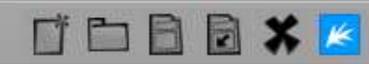
Exposure Sheet

[Icons]

Scene 1 1.00

Lay...

1	Frame
2	Frame
3	Frame
4	Frame
5	Frame
6	Frame
7	Frame
8	Frame
9	Frame
10	Frame
11	Frame
12	Frame
13	Frame
14	Frame
15	Frame
16	Frame
17	Frame
18	Frame
19	Frame
20	Frame
21	Frame
22	Frame
23	Frame
24	Frame
25	Frame
26	Frame



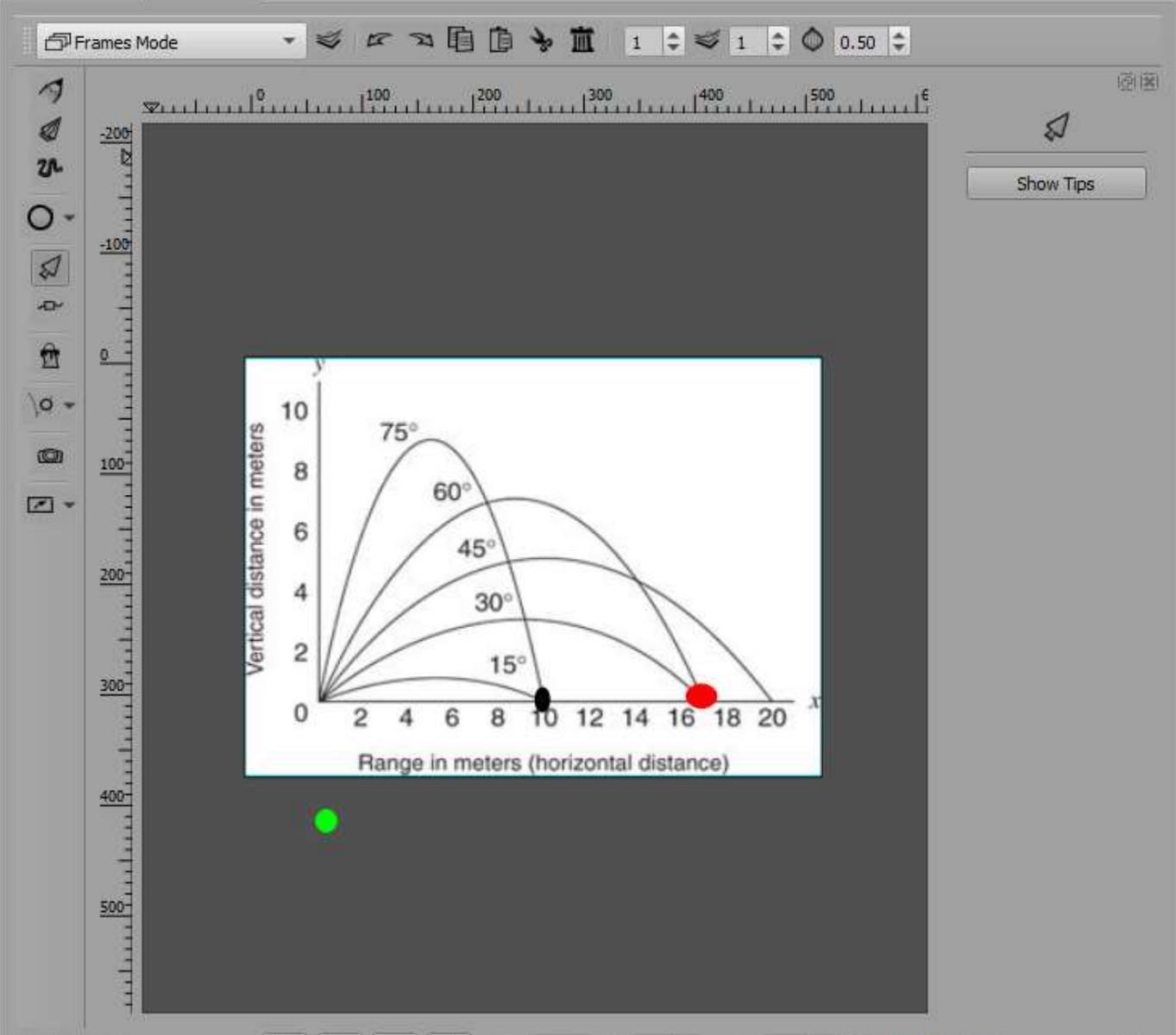
Library

- Image
- Svg File
- Native Object
- Image Sequence
- Svg Sequence
- Sound File

Animation Player

Frames Mode

1 1 0.50



Exposure Sheet

Scene 1

1.00

Frame

Frame	Content
53	Frame
54	Frame
55	Frame
56	Frame
57	Frame
58	Frame
59	Frame
60	Frame
61	
62	
63	
64	
65	
66	
67	
68	
69	
70	
71	
72	
73	
74	
75	
76	
77	
78	

Import audio file...

« Desktop » video for webinar

Search video for webinar

Organize New folder

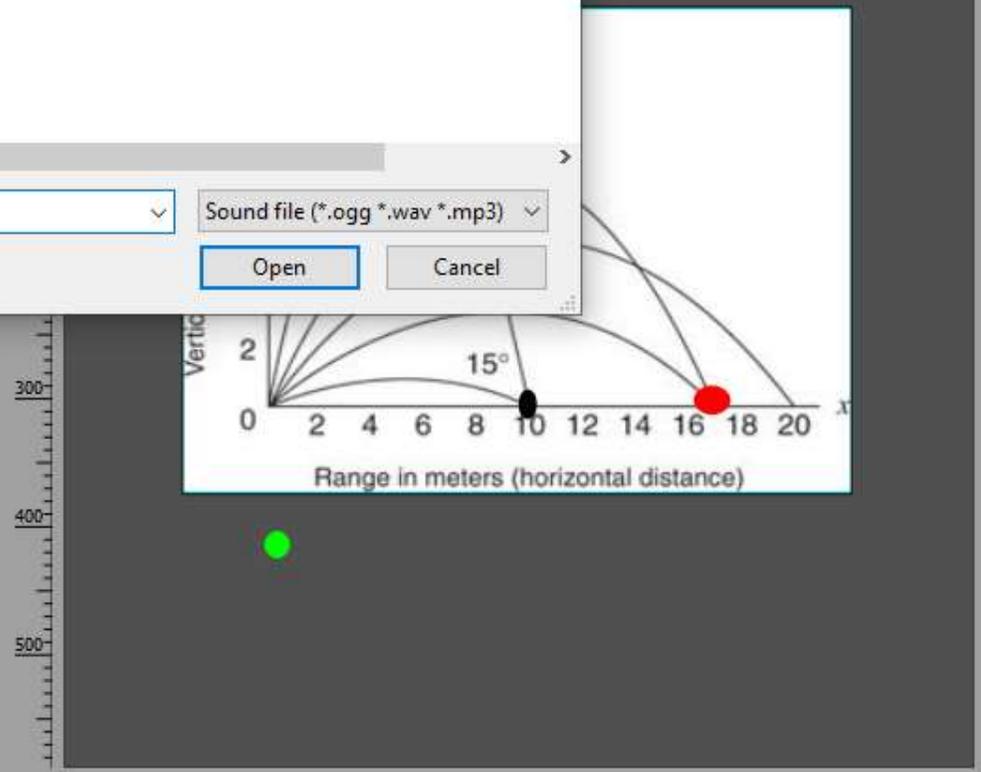
Name	#	Title	Contributing artists	Album
ball	0	Baseball 1005_06_1	Series 1000 General	
proiectial fornitc				

Item type: MP3 File
Size: 100 KB
Contributing artists: Series 1000 General
Length: 00:00:01

File name:

Sound file (*.ogg *.wav *.mp3)

Open Cancel



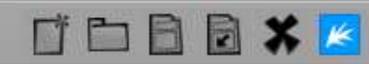
Exposure Sheet

Scene 1

1.00

Lay...

53	Frame
54	Frame
55	Frame
56	Frame
57	Frame
58	Frame
59	Frame
60	Frame
61	
62	
63	
64	
65	
66	
67	
68	
69	
70	
71	
72	
73	
74	
75	
76	
77	
78	



Library

Play at frame: 60

▶

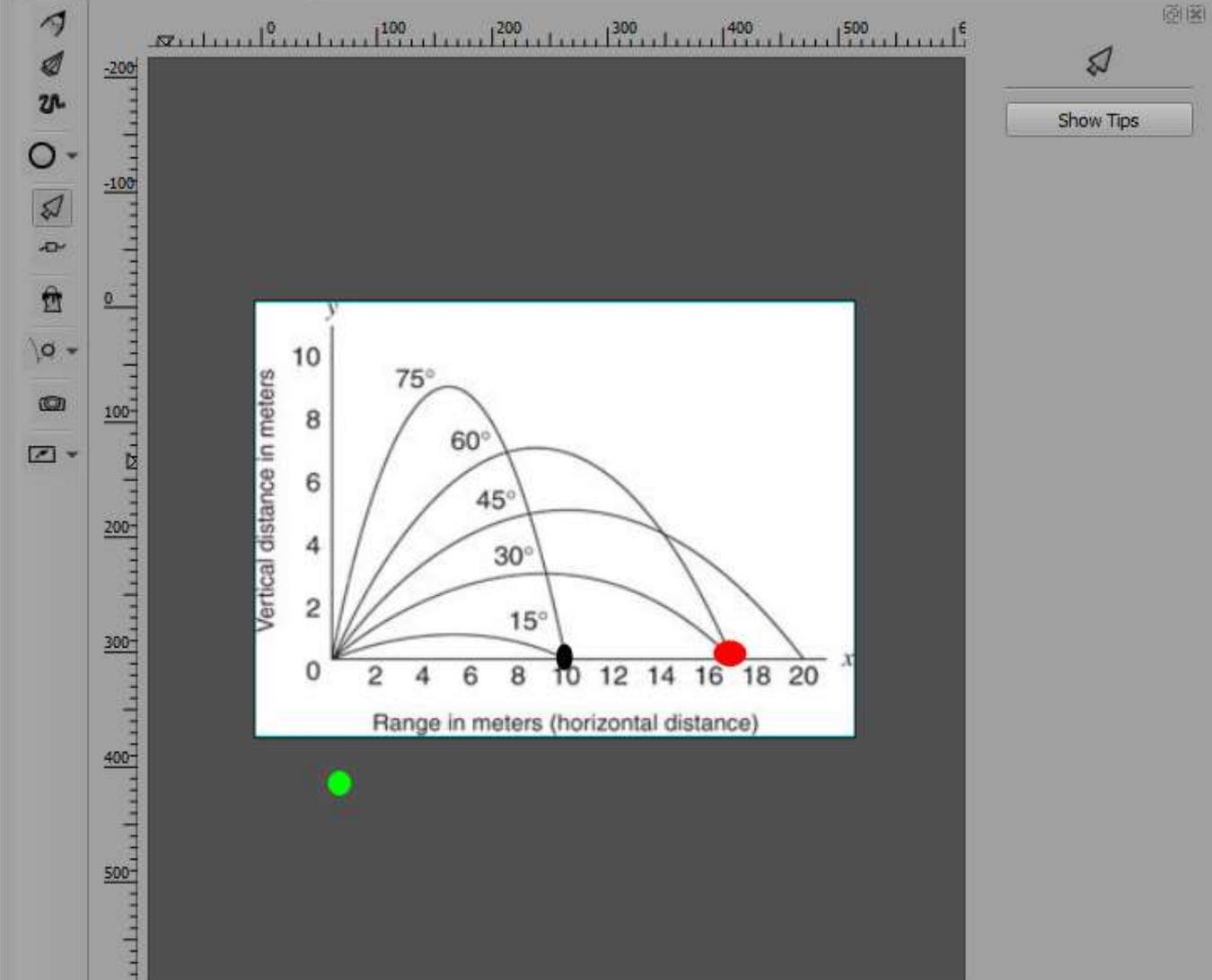
Sound File

- projectial motion JPG
- b TOBJ
- ball MP3

Animation Player

Frames Mode

1 1 0.50

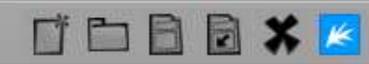


Exposure Sheet

Scene 1

1.00

Frame	Content
53	Frame
54	Frame
55	Frame
56	Frame
57	Frame
58	Frame
59	Frame
60	Frame
61	
62	
63	
64	
65	
66	
67	
68	
69	
70	
71	
72	
73	
74	
75	
76	
77	
78	



Library

Play at frame: 60

00:00 / 00:02

Sound File

projectial motion	JPG
b	TOBJ
ball	MP3
ball	TOBJ
bzx	TOBJ

Insert library item into frame

Animation Player

Frames Mode

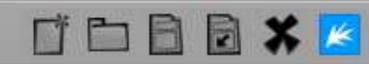
Vertical distance in meters

Range in meters (horizontal distance)

Exposure Sheet

Scene 1

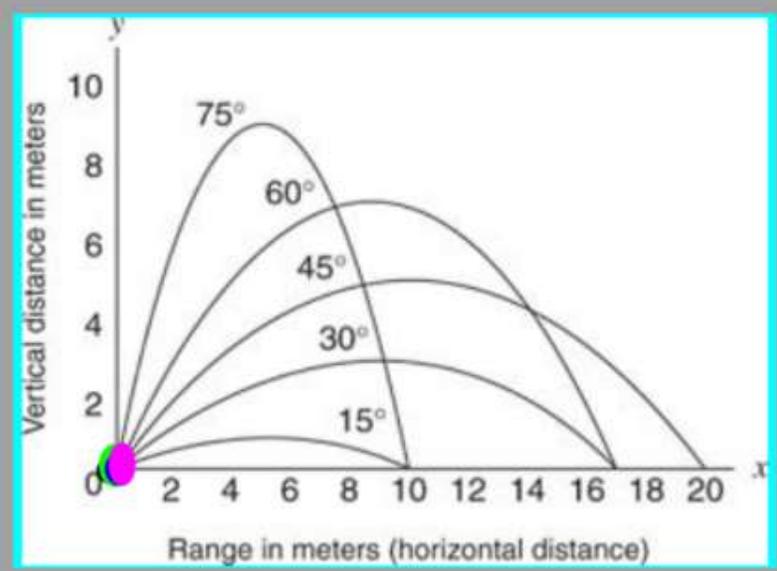
41	Frame
42	Frame
43	Frame
44	Frame
45	Frame
46	Frame
47	Frame
48	Frame
49	Frame
50	Frame
51	Frame
52	Frame
53	Frame
54	Frame
55	Frame
56	Frame
57	Frame
58	Frame
59	Frame
60	Frame
61	
62	
63	
64	
65	
66	



Scene Preview

my_project [Scale 1:1.3 | Size: 520x380 px]

Current Frame: 1 Timer: 0.04 secs Duration: 2.50 secs



Scene: Scene 1 Frames Total: 60 FPS: 24 [Export]

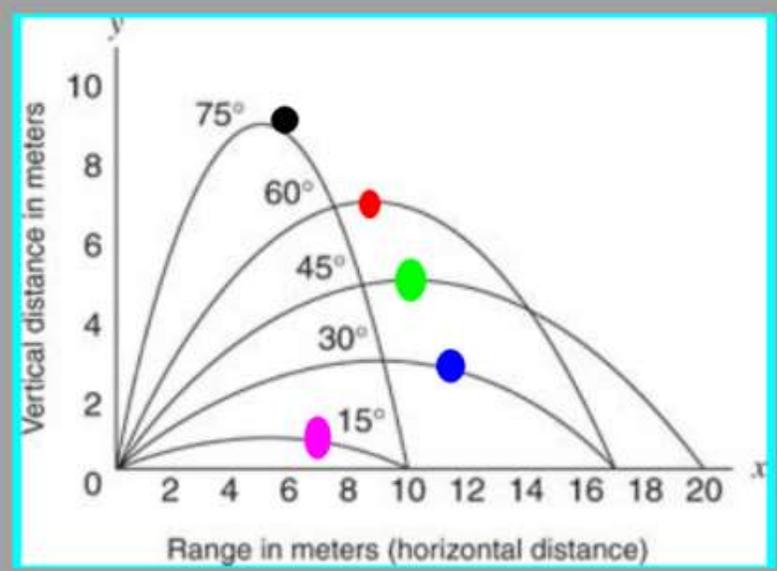
Export Project as Video File



Scene Preview

my_project [Scale 1:1.3 | Size: 520x380 px]

Current Frame: 30 Timer: 1.25 secs Duration: 2.50 secs





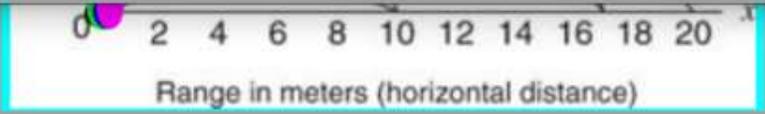
Animation **▶ Player**

Export To Video ? X

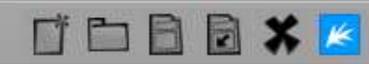
Select Plugin

Video Formats	MP4 Video
Image Sequence	AVI Video
	QuickTime Video

Cancel Back Next



Scene: Scene 1 ▾ Frames Total: 60 FPS: 24 ▾ Export



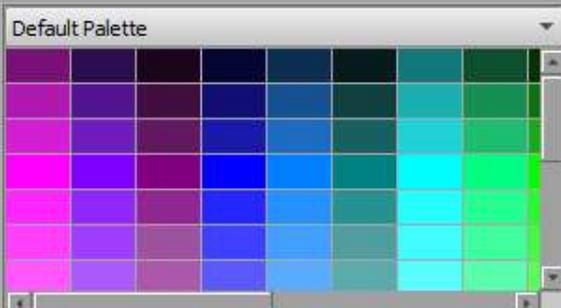
Color Palette

Contour HTML #000000

Fill

Background HTML #ffffff

Default Palette



Color Mixer Gradients



R 0 H 0

G 0 S 0

B 0 V 0

Alpha (Transparency)

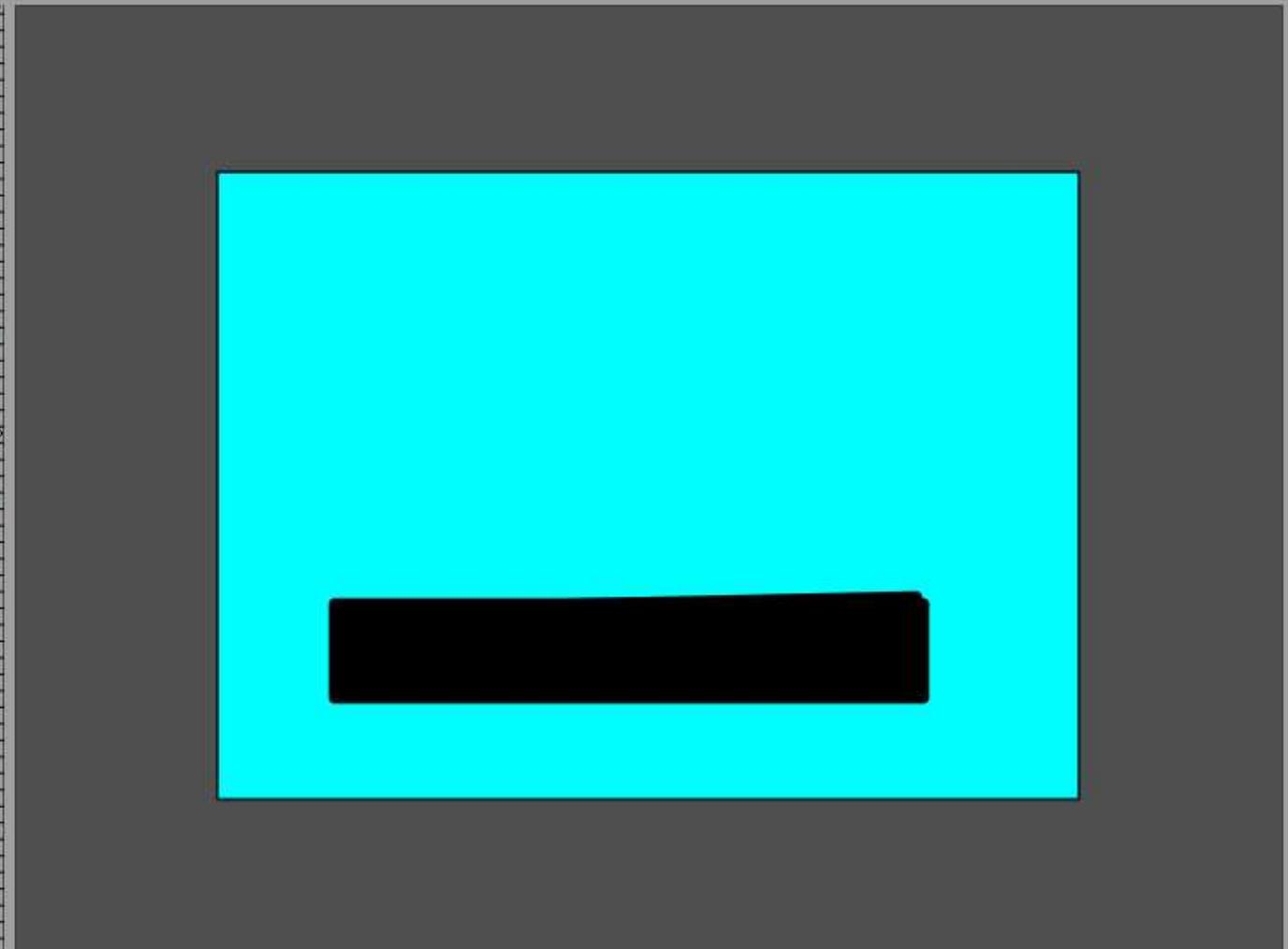
255

Animation Player

Vector Static BG Mode

30 50 0.50

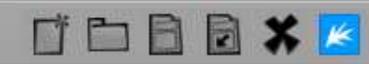
1.00



Canvas area showing a cyan background with a black horizontal bar at the bottom. The canvas is overlaid on a coordinate grid with x-axis from -100 to 600 and y-axis from -200 to 400.

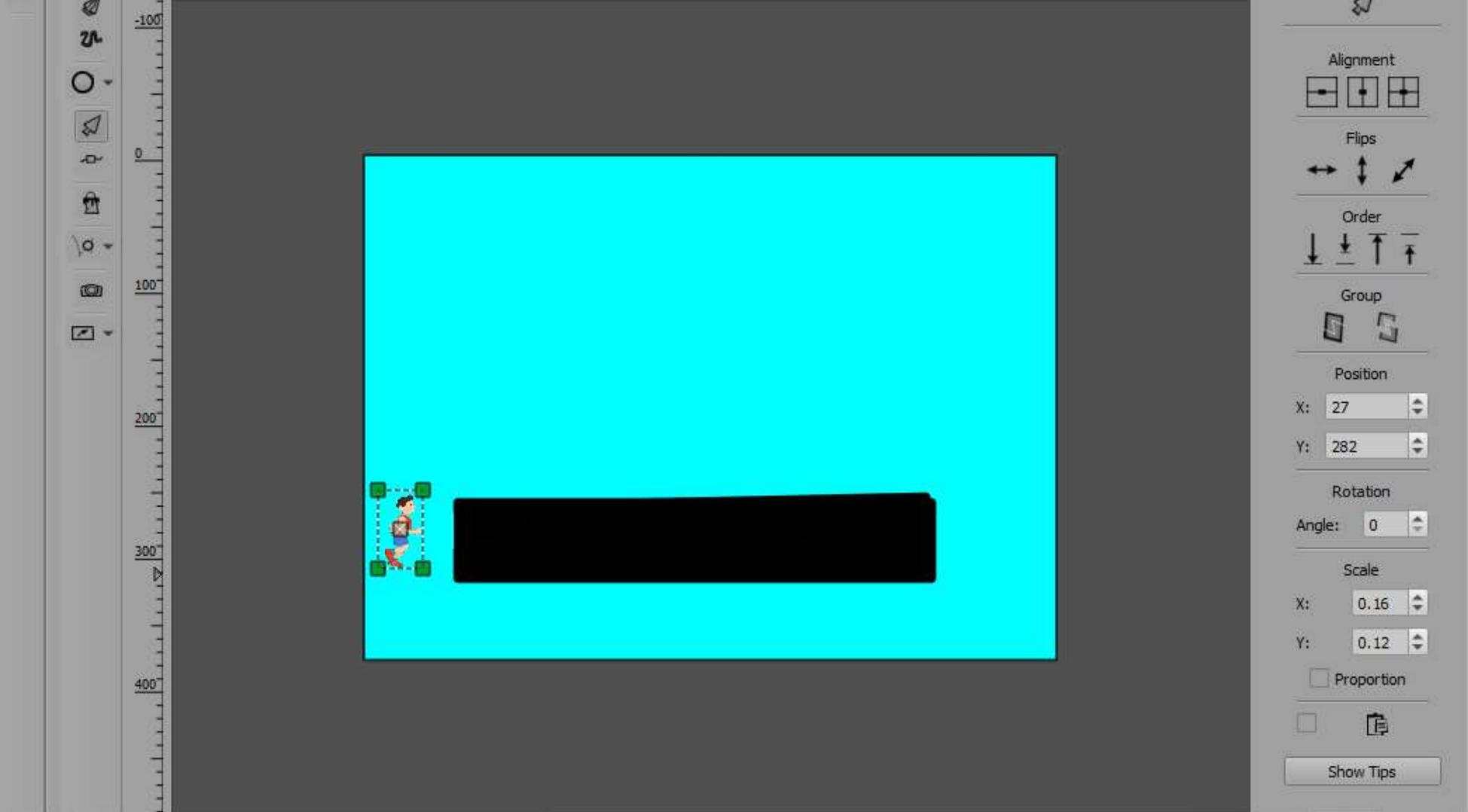
Tips

Ctrl + Left Mouse Button: Set width/height proportional dimensions



Animation Player

Frames Mode 30 50 0.50



Alignment

Flips

Order

Group

Position
X: 27
Y: 282

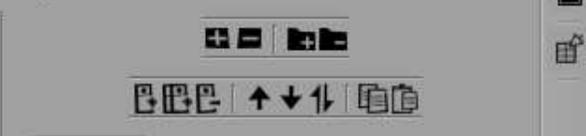
Rotation
Angle: 0

Scale
X: 0.16
Y: 0.12

Proportion

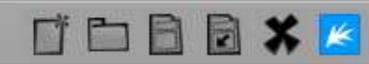
Show Tips

Exposure Sheet



Scene 1 1.00

Layer 1	
Frame	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	



Animation Player

Frames Mode, 30, 50, 0.50

Main animation workspace with a cyan background, a character asset, a black rectangle, and a right-side property panel (Alignment, Flips, Order, Group, Position, Rotation, Scale).

Exposure Sheet

Scene 1, 1.00, and various exposure sheet controls.

Exposure sheet table with columns for frame numbers (1-26) and a layer named 'Lay...'.

Add an object to library

Show Tips



Library

Play at frame: 1

00:00 / 00:02

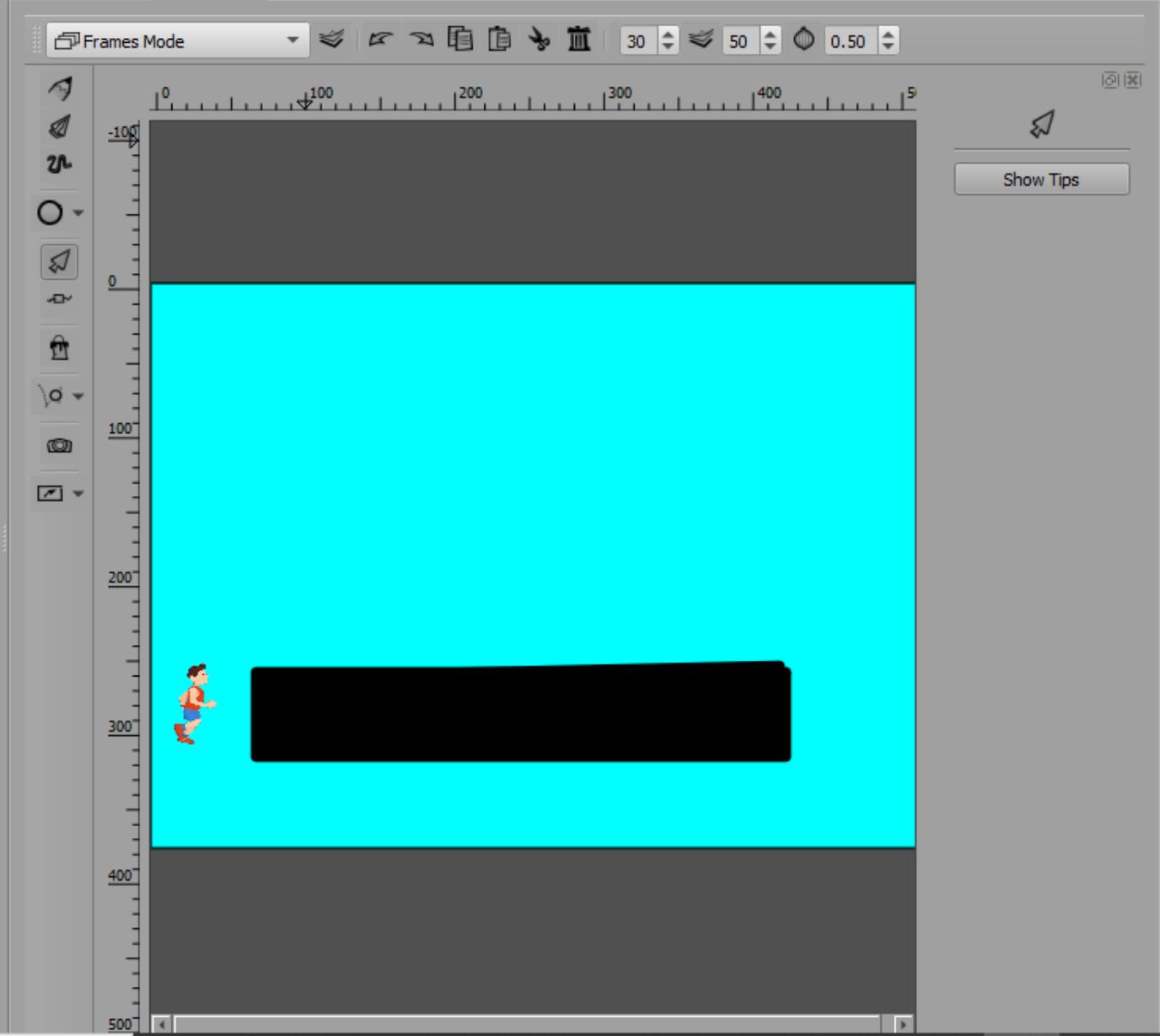
Sound File

- gif 3 - copy_6_ GIF
- ball MP3

Animation Player

Frames Mode

30 50 0.50

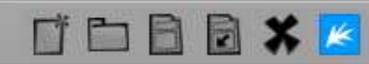


Exposure Sheet

Scene 1

1.00

	sound	Ball
1	Frame	Frame
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		



Color Palette

Contour ■ HTML #ff0000

Fill ■

Background ■ HTML #ffffff

Default Palette

Color Mixer

R 255 H 0

G 0 S 255

B 0 V 255

Alpha (Transparency)

255

Animation **Player**

Frames Mode

30 50 0.50

Name: tween00

Options

Select Objects

Set Path Properties

Starting at frame: 1

Ending at frame: 9

Interval	Frames	
1	5	+
2	4	+

Frames Total: 9

Save Tween

✓ ✗

Exposure Sheet

Scene 1

1.00

sound Ball

Frame	sound	Ball
1	Frame	Frame
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		



Scene Preview

my_project [Scale 1:1.3 | Size: 520x380 px]

Current Frame: 1 Timer: 0.04 secs Duration: 0.38 secs



Scene: Scene 1 Frames Total: 9 FPS: 24



Animation ▶ Player

Export To Video ? ×

Select Scenes

1: Scene 1

1: Scene 1

→

←

Cancel Back Next



Scene: **Scene 1** Frames Total: 9 FPS: 24 Export

THANK YOU