

FlipBook

Introduction

FlipBook is an open source program created by Will Havelin, Michael Tillotson, Dalton Patterson and Andrés Rivas. This program was created for Junaed Sattar's Advanced Programing Concepts in Java class at Clarkson University. This program will allow you to create a FlipBook one frame at a time and then save that FlipBook as a GIF.

Getting Started

The first step is to download the FlipBook executable jar file. This will require you to have the Java runtime environment. If you don't have that you can download it at <http://www.oracle.com/technetwork/java/javase/downloads/index.html>. Then, all you have to is double click the FlipBook executable jar file to open up the program.

Creating Frames

Drawing an Image

When you open up the program you will see a blank canvas. You can draw on this canvas in three ways. The first way is free draw, which you use by clicking on the icon that looks like a pencil. You can also draw lines, using the line tool or draw circles with the circle tool. The circle tool draws circles starting with the top as where you first clicked and stretching to where you release the mouse. If you want to clear the canvas, just hit the x button. When you are done making your frame, just hit the save button. This will also save your FlipBook.

Switching Between Frames

You can make a new frame by clicking the new frame button. You can switch from frame to frame by hitting the forward and back buttons.

Saving and Loading

You can save your project as a zip file and export your flip,. You can load your project by hitting the button which looks like a folder with an arrow pointing downwards. You can export your FlipBook as a GIF by clicking the export button which looks like a page with a right arrow coming out of it.

Viewing your FlipBook

You can view your FlipBook by clicking the play button. This will show you what your FlipBook will look like as a GIF. You can return to drawing mode by clicking the paintbrush button.