The Animaker Instructions

Welcome to the Animaker!
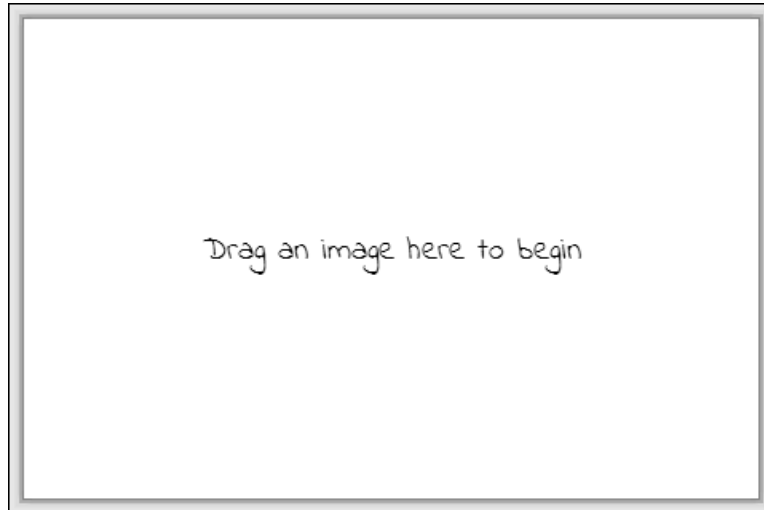
The Animaker

Drag an image here to begin

<< | > | >>

Add Frame | Clear Frame

Loop ☑

Remove Frame | Onion Skin ☐

Frames Per Second 12

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Instructions

This instructional guide will take you step by step on how to fully master utilizing The Animaker.

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Work Area:

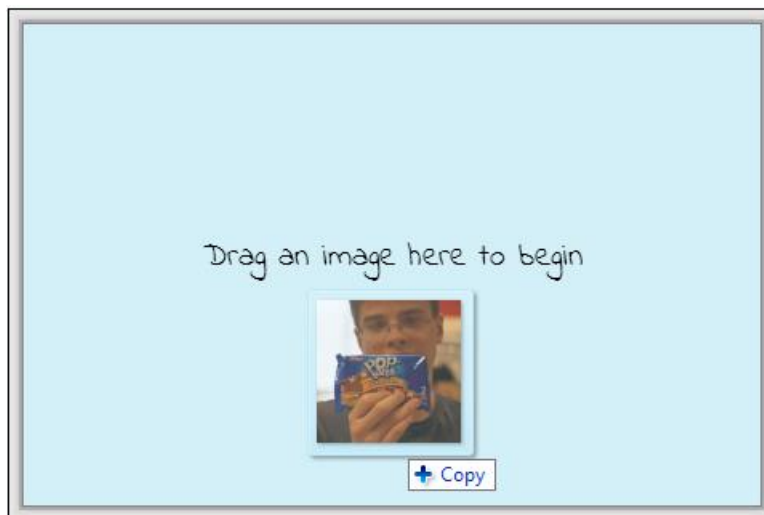
This area of the screen is called the work area. This is where you will drag in and position your images to create a frame. In order to begin, simply drag an image from your computer onto the work area. It should look like this when you start pulling in an image:

After that, release the mouse button and your image will instantly upload into The Animaker. The work area should now look like this:

Ta-da! You have now successfully imported an image into The Animaker, but the fun doesn't stop there. By clicking on the imported image, you select it. And selected images look like this:

Notice the black box around your image. That signifies it has been selected. With a selected image, there are many fun possibilities with what you can do now. Here are all of the fantastic things you can do with your selected image!

Click and Drag to reposition

Hold **Shift** to constrain repositioning to one axis

Press **Delete/Backspace** to delete the image

Press **[** to shift the image down in the drawn image order

Press **]** to shift the image up in the drawn image order

Press **-** to put the image behind all others imported

Press **=** to put the image in front of all others imported

Press the **Arrow Keys** to nudge the images position in the respective directions

Control Panel:

Here we have the controls for The Animaker:

The left side of the control panel is focused on playback of your animation and navigation among your frames. And the right side of the control panel is focused on affecting the work area which we are now masters of. Let's go through each button to learn exactly what it does, starting with:

Back Button

When you have multiple frames in your timeline, this button will navigate backwards through the timeline.

Forward Button

When you have multiple frames in your timeline, this button will navigate forwards through the timeline.

Play/Pause Button

When you have multiple frames in your timeline, this button will play through each frame in the timeline.

While your animation is playing, the play button turns into a pause button. When pressed it stops the animation on its current frame.

Loop Checkbox

If checked, the animation will start from the beginning of the timeline once it has reached the end. If unchecked, animation playback will stop once it reaches the end of the timeline.

Frames Per Second Input

This changes how fast the animation playback is. You can either adjust it with the arrows (which appear when the mouse hovers over the box) or type your own number directly into the box.

Add Frame

Clicking this button will save your current frame and then add a new frame directly after the current one. The new frame will still have the previous frame's image(s) so be sure to clear the frame if you need to!

Clear Frame
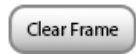
Clicking this button will delete everything on the current frame. Be careful though, there's no undo button so there's no going back after clicking clear!

Remove Frame

Clicking this button will delete the current frame from the timeline.

Onion Skin Checkbox

If checked, the work area will display differing levels of transparent images of previous and future frames depending on how far away they are in the timeline from the current one. If unchecked, only the current frame will display in the work area.

And there you have it! You are now a master of the control panel. Only one more section left to go until we master The Animaker in its entirety.

Timeline:

Here we have the timeline:

It's baron now, but after we use our knowledge of the work area and control panel we can easily fill it up like so:

If you'll notice, each frame in the timeline displays a thumbnail of what is on that frame. Also, the current frame is highlighted in #bada55 for easy recognition of where you are in the timeline. But what happens when you add more frames than can fit in the timeline you ask? Well, let me show you:

A clickable scrollbar appears! Bet you weren't expecting that, huh? You can use the scroll bar to navigate through the timeline left and right. When scrolling through the timeline, the current frame changes to either the leftmost or the rightmost frame displayed on the timeline depending on which way you scroll allowing easy navigation throughout your animation.

And that's all you need to know in order to master The Animaker! We hope you enjoy using this web app and create many cute and little animations.