



Recording Movement of Characters



Using MovieSoup Software

Choosing a New Scene

Open **MovieSoup** and choose **NewScene** from the toolbar on the right.

From the **Libraries** tab, you can select an **underwater background** from the Library then click OK.

Inserting a Character

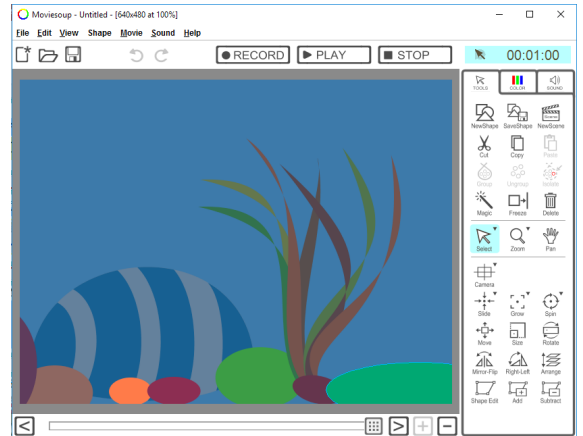
Insert a new shape (a character such as a fish or sea creature):

First click NewShape.

Then choose the library tab again.

Select your character and click OK.

Click and drag carefully to draw out the character in your chosen size on the background.



Recording Animation

Click **RECORD**.

The software will only record when you move or change anything on the scene.

Drag your character across the screen as if it is swimming.

(Notice the timer will be recording the movement to play back as an animation)

Click **STOP** when done and **PLAY** to test the animation.

More Ideas!

- Try choosing a different scene or image as your background.
- What shape or character would be suited to your new background?
- Now try animating your new character and background!



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Open MovieSoup and choose NewScene from the toolbar on the right. From the Libraries tab, you can select an underwater background from the Library then click OK.

Insert a new shape (a character such as a fish or sea creature) by selecting NewShape, then choosing from the library again. After clicking OK, draw out the character in your chosen size on the background.

Click **RECORD**.

The software will only record when you move or change anything on the scene.

Drag your character across the screen as if it is swimming. Notice the timer will be recording the movement to play back as an animation.

Click **STOP** when done and **PLAY** to test the animation.

What else can you animate?

- Add another character and animate it by dragging to create movement. Don't forget to press RECORD before you move it!
- Use the slider at the bottom to change to a different point in your animation and add a new character half way through.
- Notice as you record and move your new character, the first character should move automatically as you've already recorded its animation!

Recording Your Animation

Remember always to press the **RECORD** button to record the movement of animation. Press **STOP** when finished. Use the slider to select where to **PLAY** back the animation from.

More Ideas!

- Try adding a different scene or image as your background.
- What shapes or characters would be suited to your new background?
- Now animate them!

Challenge: Adding Speech Bubbles

Add speech bubbles and text to appear during the animation. Use the slider to select a starting point for your text to appear, then insert new shapes – a speech bubble and then text. Click RECORD to record their movement in the animation and move them on the backdrop. If you want them to disappear again afterwards, use the **Cut** button on the toolbar.

