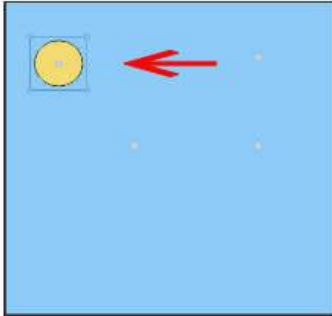


Tutorial creating Live - Animation

Step 1:

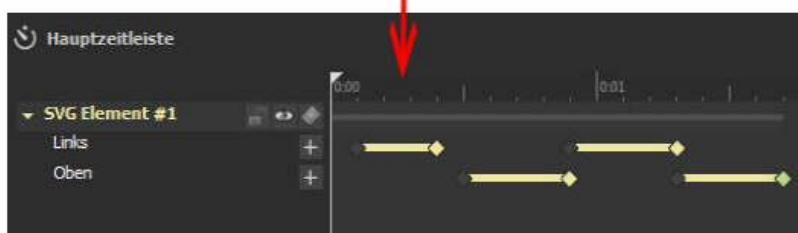
To create a live animation, we first have to animate an object.



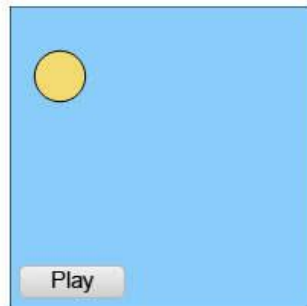
For our example we create a new stage size approx. 400 x 400 pixels. Then we get the "Circle" object with a size of approx. 80 x 80 pixels

Step 2:

Now we create the animations as we learned in the tutorial "Creating Keyframes".



If we got everyone right, our animation should look like this.



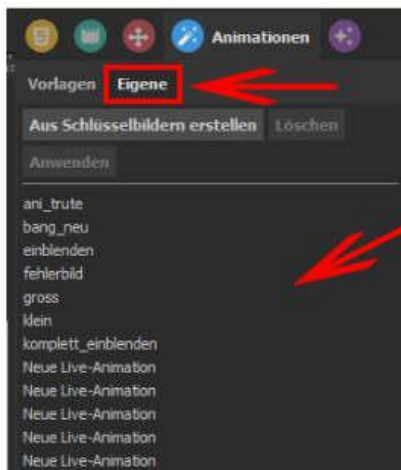
Tutorial creating Live - Animation

Step 3:

Now we click on the "Animations" button in the top right



Step 4:



... and then on "Own"

Annotation:

Probably me with most of you the field under empty, that's normal.

Step 5:

In the next step, we have to mark all "Keyframes".



Tutorial creating Live - Animation

Step 6:

To highlight all of the keyframes, we do the following:

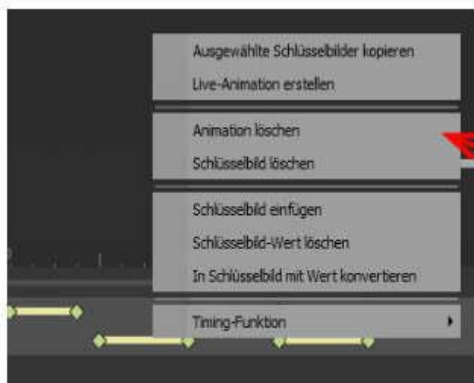


Place the mouse pointer in front of and above the first keyframe (see arrow no.1) and, holding down the left mouse button, draw a frame up to the last keyframe (see arrow no.2)

Demonstrate

Step 7:

When all keyframes are selected, we move the mouse pointer between two keyframes (it doesn't matter which keyframes) and press the right mouse button

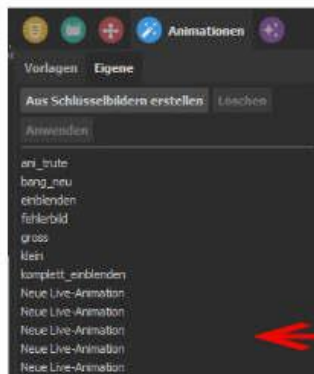
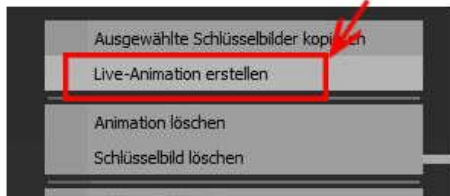


... this selection window opens

Tutorial creating Live - Animation

Step 8:

... in the selection window we click on "Create Live a Animation"



Now the entry "New Live Animation" appears on the right in the "Animations / Custom" window



With a click on the lettering "Neue Live - Animation" we can mark it and replace it with our own appropriate name. You should always do this so that you can assign the animation later.



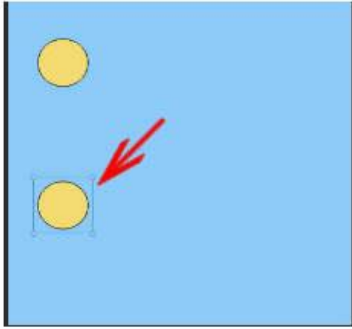
Note:

The live animation is retained even if you restart the program.

Tutorial creating Live - Animation

Step 9:

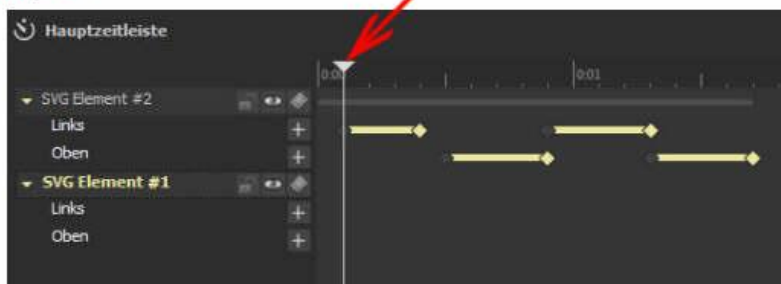
In the next step we create an identical shape and place it a bit below the first shape (as in the picture)



Now we place the "timer" over the first "Key Frame"

Step 10:

....



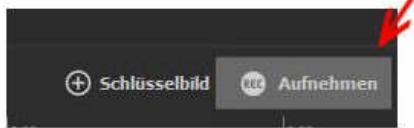
... make sure that our new live animation is clicked on the right in the "Animations / Own" window ...



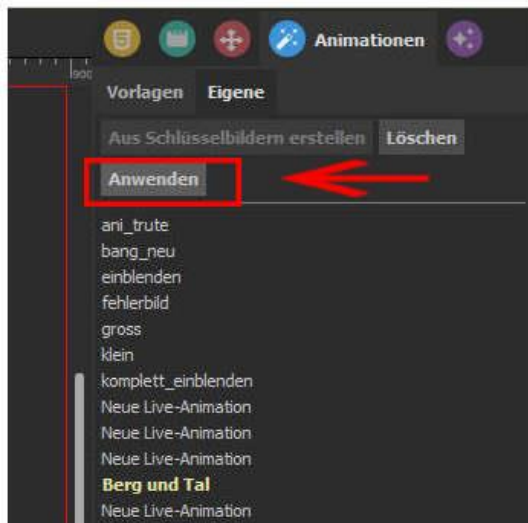
Tutorial creating Live - Animation

Step 11:

... now click on "Recording"

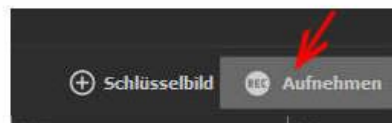


Step 12:



then click "Apply"

and then stop the "Recording" again.



This is what our "Main Timeline" should look like.

