

The moviesoup website holds a number of video tutorials showing how to use the software. This document accompanies the video tutorials - *print it out for reference.*

Tutorial 1: Basic Introduction and Overview

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Goal: Basic introduction – Create first simple animation.

Skills: Create movie, add shapes, record and move shapes, save movie.

- Create new movie:
 - Click “New Animation” icon.
 - Select background: Chose from tabs:
 - blank screen / library / image / clip (saved creations)
- Add shapes:
 - Select new shapes: Chose from tabs:
 - shapes (standard set of shapes)
 - library (pre-drawn set, grouped by theme)
 - draw (free-hand)
 - text (for titles, sub-titles etc)
 - image (browses computer)
 - clip (previously saved shapes and shapes)
 - Click on shape, then OK or double-click .
 - Drag on canvas to set initial size and position.
- Animate shape - move:
 - ‘Move’ tool (auto-selected after insertion) – go to start position.
 - Press ‘Record’.
 - With ‘Move’ tool, drag shape as it is to move in animation.
 - Press ‘Stop’.
 - Press ‘Play’ to see animation.
- Save animation
 - File -> Save: Create clip folder.
 - TIP: Save OFTEN. Moviesoup won’t undo after you’ve stopped recording!!

Tutorial 2: Edit an animation

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Goal: Make changes to existing animation – add background shapes.

Skills: Open saved animations, use of timeline, arrange tool, color tool.

- Open saved animation:
 - Folder button. Can see previews.
- Select edit point – for background shapes, move to start.
 - Timeline slider.
- Add background shapes
 - Shapes added in foreground.
 - Arrange tool:
 - Right click -> sends to back one layer.
 - Left click -> brings to front one layer.
- Change color:
 - Click color tab.
 - Move color sliders.

Tutorial 3: Animate more than one shape at a time (Concurrent animation)

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Goals: Make more than one shape move at the same time.

Skills: Timeline, frame button, trim time.

- Open existing animation.
- Move timeline slider to desired point.
 - frame button for precise adjustment.
- Add shape
 - Practice moving new shape as desired.
- Press 'Record'
 - Move new shape as old animation plays.
 - Records new motion on top of previous clip.
 - TIP: Undo if needed BEFORE pressing stop!
- Can repeat with new shapes as desired.
- Automatically extends time:
 - Can move new shape longer than original – appends time as needed.
- Trim excess end time:
 - Move slider (or frame buttons) to desired end point.
 - Click '-' button (right of timeline) to trim.
 - Popup window: Asks if trim after or before point.

Tutorial 4: Making clipart

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Goal: Create custom clip art (new character, background shape etc).

Skills: Select shapes, combine shapes, edit shapes, color tool, group shapes, copy/paste shapes.

- Start with blank screen:
 - New movie -> Blank.
- Add shape tool
 - Select desired shape. Click/OK or doubleclick
 - Insert, resize
- Change color:
 - Popup: "Same color as background – use sliders".
 - Adjust color sliders.
 - New shape now visible.
- Duplicate shapes (eg create second eye) with copy/paste.
 - Selection: shift-click to add shapes. Click & drag for selection rectangle.
 - Select group of shapes with selection rectangle.
 - Selection rectangle selects everything fully contained within the rectangle.
 - Click 'Group' to save as set.
 - Copy / paste selected shape set.
- Shape edit (eg. turn square into hair shape):
 - Select shape to edit.
 - Shape-Edit tool (bottom row) – creates edit points.
 - Drag edit points to modify shape.
 - Click on shape to add new edit points.
 - Double-click edit point to make curves.
- Save shape:
 - Select all: Click on little triangle in selection tool. Chose 'Select All'
 - Group shapes.
 - Click on 'Save Shapes' tool (top row). Navigate to folder, save.
 - Close (don't need to save again).
 - Now can use new shape in any movie.

Tutorial 5: Working with color

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Goals: Change colors using color tab tools.

Skills: Use color slider, link sliders, match colors - pipette tool, fill tool, color spectrum grid.

- Overview: All colors on monitors made by combining blue, red, green.
 - o Different combinations create different colors.
 - o All three colors linked -> white / black / grey.
- Buttons on top sliders link sliders.
- Transparency slider:
 - o Cannot use on background.
 - o Use on shapes to adjust transparency.
 - o Interesting effects by overlapping semi-transparent shapes.
- Copy color:
 - o Use pipette tool – click to select color.
 - o 'Fill color' square changes to reflect chosen color.
- Additional way: Use color pallet tool.
 - o Click on tool.
 - o Click on desired color.
- Record color and transparency changes in movie:
 - o Click 'Record'.
 - o Adjust color or transparency.
 - o Changes become part of animation.

Tutorial 6: Using the camera tool

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Goals: Create “shots” in movies, animate ‘zoom in/out’, or create multiple shots from single canvas using camera tool.

Skills: Camera tool: Zoom in/out, adjust tool parameters (zoom rates), text tool.

- Set-up shot: Create scene with characters in distance (eg. “Day in the Park” #3).
 - Select background.
 - Insert shapes/ characters.
 - Shot one: Animate characters walking to middle of scene.
- Zoom shot – zoom for dialog.
 - Camera tool
 - Click small triangle in top/right corner of tool to adjust parameters .
 - Similar to many tools.
 - Press ‘Record’.
 - Left click & hold to zoom in (right click – zooms out).
 - Add voice bubble:
 - Select voice bubble shape – insert onto canvas.
 - Select text tool – type desired text.
 - Insert text into text bubble.
 - Can use camera tool again for closer zoom (person’s reaction) or to zoom back out.
 - Separate ‘shots’:
 - Use camera tool to change zoom withOUT recording.
 - Movie will jump to closeup.

Tutorial 7: Adding titles and credits

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Goals: Create title pages, credit pages with effects. Apply simple text formatting.

Skills: Create new scenes, add text, format text, grow and slide tools, add blank time.

- Create new scene from blank.
- Select 'Add Shape', select 'Text'.
- Write title – can use multiple lines, edit existing text.
- Format title – basic options only.
- Place text box on canvas in initial position and size.
- Animate text – introduce 2 new tools (can be used with any shapes).
 - Grow tool (shape enlarges or shrinks).
 - Select text box – size to initial size.
 - Select 'Grow' tool.
 - Adjust grow rate.
 - Click 'Record'. Click and hold 'Grow' tool.
 - Slide tool (shape moves directly toward or away from mouse cursor).
 - Select text box. Put into starting position.
 - Select "Slide" tool. Click triangle to adjust rate.
 - Place mouse in position.
 - Press 'Record'.
 - Left-click and hold to slide toward mouse, right-click to slide away.
 - Can be used to bring a title in to center from edge.

Tutorial 8: Add new scenes

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Goal: Add scenes based on different backgrounds to create a movie sequence.

Skills: Open existing clips, add scene button, create new scene.

- Open clip for first scene.
- Go to end of scene.
- Click “Add scene” button (top row, right).
 - Can add existing saved scene, or create new one from scratch.
- Save new movie with multiple scenes.
- TIP: Can only add scenes at END of movie.
 - Create all scenes and title pages first.
 - Sequence scenes in final movie at very end.

Tutorial 9: Making shapes appear to come toward viewer

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Goals: Use size-change to create sense of motion toward / away from viewer.

Skills: Different use of grow tool. Use magic tool to combine effects.

- Place shape on screen – size it to be small to represent distance.
- Use ‘Magic’ tool to combine motion and size change:
 - Select magic tool.
 - Adjust parameters (grow/shrink rate, rotate rate, direction etc).

Move shape – it will shrink or grow as set in Magic tool.

Tutorial 10: Editing moviesoup animations

Goals: Use various techniques to edit and revise existing clips.

Skills: Use of 'undo', cut/paste, frame button. Learn importance of scenes, saving and versions.

To undo animations:

- BEFORE pressing "Stop", click the "Undo" button (curved arrow, top of screen).
- Multiple clicks will go back additional levels.
- Continue the animation recording.
- AFTER "Stop" is pressed, 'Undo' does not work.

To edit a shape's animations:

- Use time slider and frame buttons to move to edit point.
- Select the shape to change.
- Press the cut tool (or Ctrl-x on the keyboard). The shape is deleted from this point forward.
- Backup one frame. The shape will re-appear.
- Paste the shape. Align the new copy with old one.
- Move forward one frame and continue animate the newly pasted shape.

To edit an entire animation clip:

- Use time slider and frame button to move the edit point.
- Click the – button to right of time line
- Chose to delete clip 'after' or 'before' current position.
- Redo full animation from this point.

TIPS:

Create short scenes – not as much to redo if something goes wrong. They can be put together to create full animation at end (see "[Add New Scenes](#)").

- Save the file often – Use scene names.
- Before making large changes, save a version (eg. Chase scene _01).

If something goes wrong, you can revert to a prior version and continue work.

Tutorial 11: Adding sound

Goals: Record narration, add sound effects to animations.

Skills: Microphone, recording, script-reading.

To select sounds for use in MovieSoup:

- Click on 'Sounds' tab.
- Click on "Add", below the 'Available Sounds' box.
- Select desired sound.
- Sound is added to the "Available Sounds" box.
- Test sound with "Test" button.

To record a sound for use in MovieSoup:

- Press "Record" button.
- Use microphone to record voice or sounds.
- New sound will be added to "Available Sounds" box.

To insert sounds into animation:

- Go to point in animation to add sound.
- Press "Play Sound".
- Sound is added to the soundtrack.

To record narration:

- Click "Narrate" to add narration at current location.
- Record using microphone.
- Click "Narrate" button again to end recording.

To delete a sound from the sound track:

- Click on sound in "Available Sounds".
- Press "Delete" button below "Available Sounds" box.

IMPORTANT NOTES:

- When exporting animation as a .mov file, only the single soundclip that starts at the very beginning will be exported, all other sounds are lost.
- Sounds will work fine when playing animations via MovieSoup player. Double-click on file name – player (not the editor) will play animation.