

Sketchy Quick Start Guide

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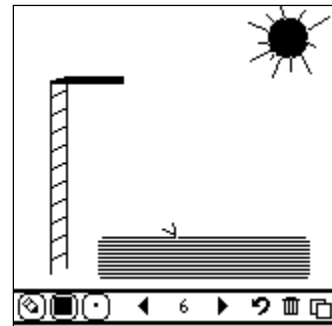
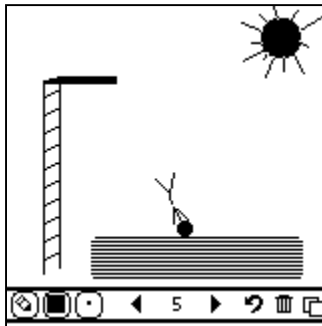
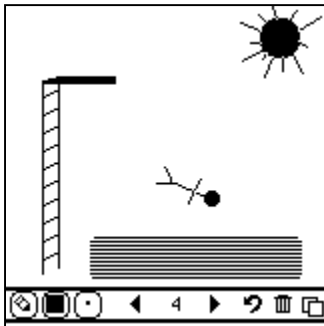
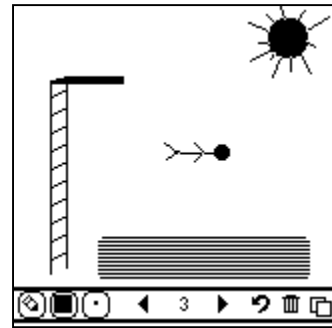
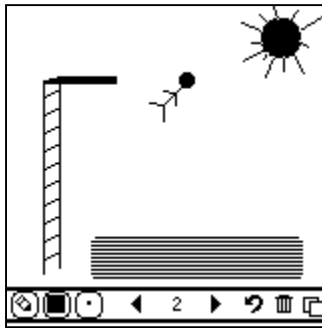
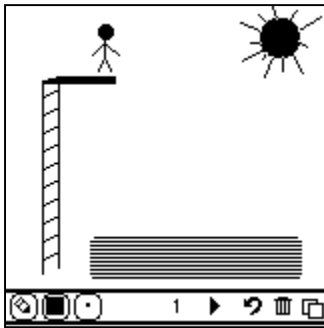
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What is Sketchy?

Sketchy is an animation/drawing tool featuring geometric objects, many pen options, up to 999 frames, and an easy-to-use interface. Helpful features such as "duplicate", "insert", and "delete" allow quick and clean animation creation. Educators may want to use this program to animate biological processes or lab environments such as cell development and plant growth. On the other hand, kids may create amusing animations for their friends. The possibilities are endless with Sketchy.



System Requirements:

- Palm Compatible Handheld with OS version 3.1, 3.3, or 3.5
- Palm Desktop Software with compatible Windows or Macintosh Computer (for .prc file installation)
- 41KB memory needed for full installation (file(s) include: Sketchy.prc)

What are Sketchy Animations?

A Sketchy Animation is a file containing an ordered collection of creative drawings. Sketchy will store all of your animations in the Palm Handheld's memory. Once an animation is created, you can access these animations at any time by selecting "Open" from the Project menu or the start screen. After opening the animation, select "Play Animation" from the Project menu to see your animation in action! Just tap anywhere on the Palm Handheld screen to stop the animation.

To create a new animation select "New" from the start screen (See Figure 1) or select "New" from the Project menu.

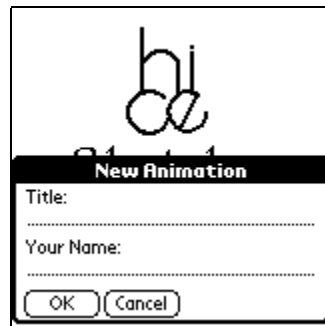
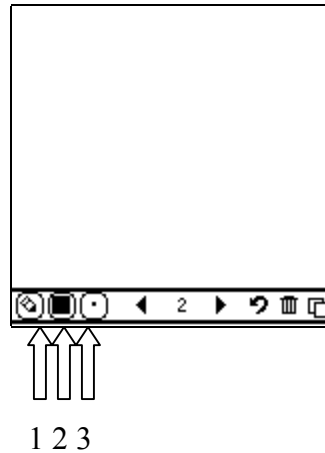


FIGURE 1

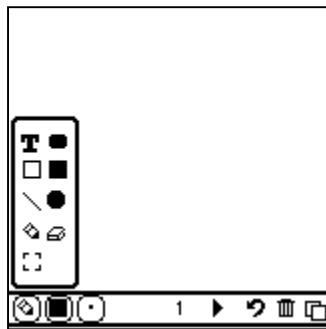
The Toolbar

Sketchy's Toolbar lies at the bottom of the screen at all times and is where you can control your drawing options. This Toolbar allows you to choose your drawing tool, paint pattern, and pen width, flip to other frames, and provides quick undo, delete, and clear buttons.



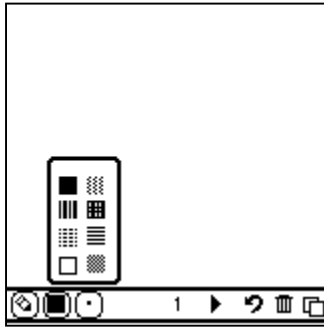
The Tool menu can be accessed by tapping the small pencil icon in the lower left corner of the screen (1). The Pattern menu can be accessed by tapping the small square icon, which is the second left icon in the Toolbar (2). The Pencil Width menu can be accessed by tapping the small icon with a dot in the center (3).

The Tool menu



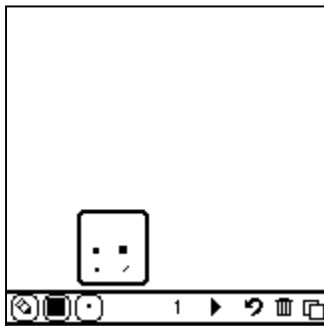
- T** Text Tool: Used to add text to your drawing
- Square Frame: Used to draw square outlines
- \ Line: Used to draw lines
- ✎ Pencil: Used to freehand draw
- ⌘ Selection Tool: Used to select areas of your drawing
- Rounded Rectangle: Used to draw solid rounded rectangles
- Solid Square: Used to draw solid squares
- Solid Circle: Used to draw solid circles
- 🧽 Eraser: Used to permanently erase parts of your drawing

The Pattern menu



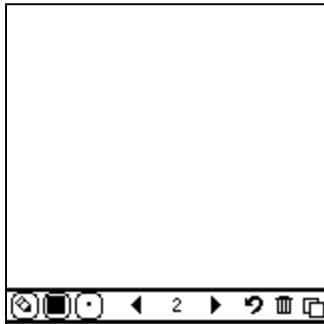
The pattern menu is where you choose the pattern used to fill solid objects and the strokes created by the pencil.

The Pencil Width menu



The Pencil Width menu is where you select the width of the pencil and eraser that you use when drawing.

The Buttons



◀: Previous Frame: Goes to previous frame in animation

▶: Next Frame: Goes to next frame in animation

↶ Undo: Ability to undo last drawing action

🗑 Trash Can: Prompts and asks if you want to permanently delete frame (Cannot be undone)

📄 Duplicate: Copies and inserts frame after current frame in animation

Making an Animation

After creating and naming your animation, the first frame of your animation is displayed. Add a drawing to the frame by first selecting your drawing options from the Toolbar located at the bottom of the screen. Then just tap and drag your stylus on the drawing board to create objects and draw with your pencil.

When the first frame of your animation is complete, tap on the small right arrow in the Toolbar to go to the next frame (See Figure 2). Repeat this process until all the frames you want to add are complete. Select “Play Animation” from the Project menu to see your animation in action.

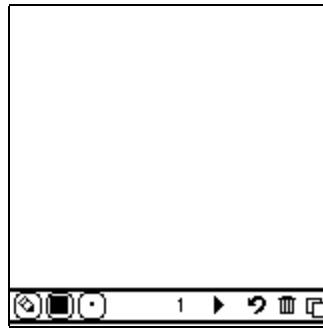


FIGURE 2

When you are finished drawing and exit Sketchy, your animation will automatically be saved. Your drawings can be accessed by tapping “Open” from the start screen.

Using the Text Tool

The Text Tool allows you to add text to your drawing. Simply select the Text Tool from the Toolbar (See Figure 3) and tap anywhere on the screen to position the cursor. Begin writing in the graffiti area or using Palm’s built-in keyboard when the cursor starts to blink (See Figure 4). Select another tool from the Toolbar to leave the text editing mode.

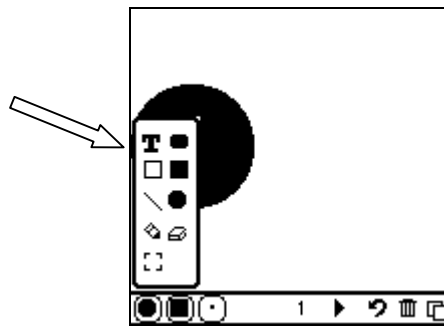


FIGURE 3

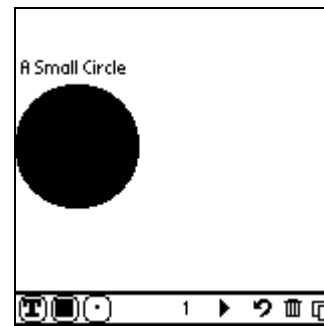



FIGURE 4

Using the Selection Tool

The Selection Tool allows you to select regions of your drawing and either cut/copy/move the selected region. To select a region, first set the drawing tool to  in the Toolbar (See Figure 5). Then use your stylus to tap and drag the selection box to outline the region you would like to select. Release your stylus from the screen when you have outlined the appropriate region (See Figure 6). If you would like to move the selected region just tap and drag the selection to another place on the screen, releasing the stylus when you have the region positioned (See Figure 7). Otherwise, use the Edit menu to cut/copy the region to another frame or animation.

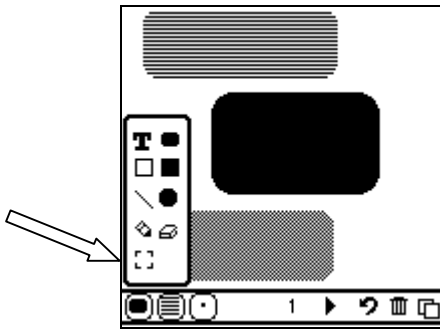


FIGURE 5

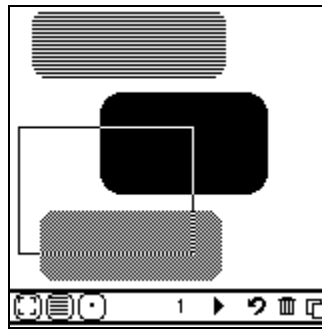


FIGURE 6

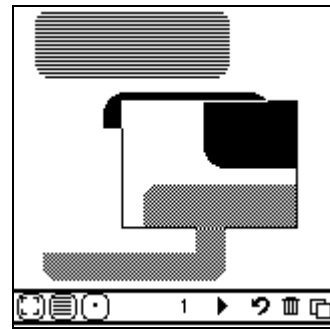


FIGURE 7

Playing your Animation

Once you have created an animation containing multiple frames, you can play your animation by selecting “Play Animation” from the Project menu. The screen will clear and enter “Animation” mode. At the bottom of the screen a new control bar will appear (See Figure 8). Once you enter the “Animation” mode, you’re animation will begin to play. In order to stop continuous playing tap the “PAUSE” button; to continue playing tap the “PLAY” button. Use the left and right arrows to page through your animation frames. Tap “EXIT” to leave “Animation” mode and reenter “Drawing” mode.

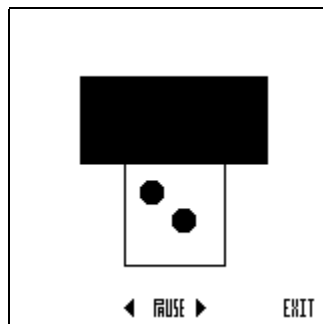


FIGURE 8

Beaming

Beaming a Frame

To beam a frame, go to the page that you want to beam and select “Beam Frame” from the Frame menu. Align the sending and receiving IR ports so that they are facing each other. Once the receiving Palm Handheld is in position and in an open Animation, the transfer will begin. The beamed frame will be inserted before the current frame.

Beaming your Animation

To beam your Animation, open the Animation that you want to beam and select “Beam Project” from the Project menu. Align the sending and receiving IR ports so that they are facing each other. Once the receiving Palm Handheld is in position and in an open Animation, the transfer will begin. *This may be a long process depending on the length of your Animation.* Every frame will beam separately.

The Menu Bar

As with all Palm applications, you can access a menu bar by tapping the menu icon located near the graffiti area of your Palm Handheld (See Figure 9).

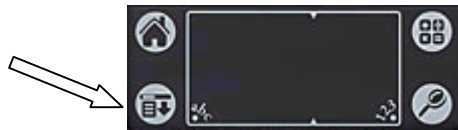


FIGURE 9

Sketchy's menu bar is composed of the Project, Edit, and Frame menus. In the Project menu, the commands apply to the whole animation currently open (See Figure 10). On the other hand, in the Edit and Frame menus, the commands apply only to the current frame (See Figures 11 & 12). The Preferences Box, accessed through the Edit menu, contains animation speed and direction options (See Figure 13).



FIGURE 10

New: Begins a new animation
Open: Opens a animation created before
Rename: Changes the name of your animation
Delete Project: Deletes the current animation
Beam Project: Transports the entire animation to another Palm Handheld

Play Animation: Runs the current animation

Info: Displays current animation info
Help: Displays help information about Sketchy
About: Displays information about Sketchy

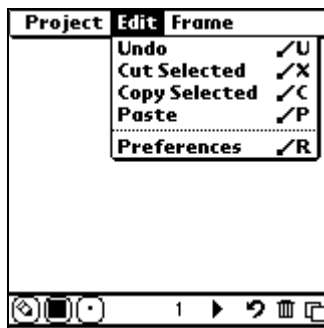


FIGURE 11

Undo: Undoes last drawing action
Cut Selected: Removes and stores copy of *selected* drawing
Copy Selected: Stores a copy of *selected* drawing
Paste: Redraws stored copy of cut/copied drawing on the screen with the ability to move the selection before pasting to the current screen

Preferences: Opens up the Preferences box containing animation speed and animation direction options (See Figure 13)

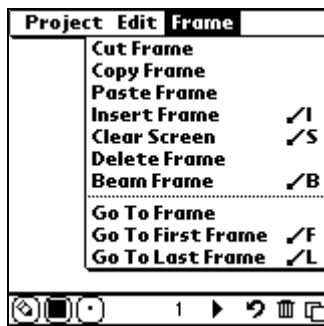


FIGURE 12

Cut Frame: Removes and stores copy of current frame

Paste Frame: Inserts cut/copied frame before current frame in animation

Insert Frame: Inserts blank frame before current frame in animation

Copy Frame: Stores copy of current frame

Clear Screen: Erases current drawing (Can be undone)

Delete Frame: Removes current frame

Beam Frame: Copies and sends current frame to another Palm Handheld

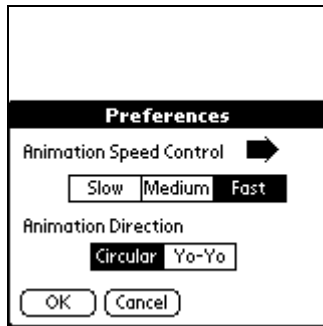
Go To Frame: Allows you to go to any created frame in your animation

Go To First Frame: Goes to first frame in animation

Go To Last Frame: Goes to last frame in animation

Preferences Box

(Accessed through “Preferences”
in the Edit menu)



Animation Speed Control: Determines the rate at which your animation plays

Animation Direction: Determines the direction in which your animation plays

FIGURE 13

Additional Support

Additional support and user information can be found at www.hi-ce.org/palms

To report any error messages or create bug reports visit www.hi-ce.org/palms

If you have any questions or concerns please contact: hice.sketchy@umich.edu

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