

Sketchy 1.6

Quick Start Guide

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What is Sketchy?

Sketchy is an animation/drawing program that showcases geometric objects, various pen options, up to 999 frames, an easy-to-use interface, and lots of fun. Helpful features such as "duplicate", "insert", and "delete" allow quick and clean animation creation. A great tool for educators and students alike, Sketchy offers endless possibilities for the classroom: from animating biological processes such as cell development or plant growth, to drawing cartoons with corny dialogue.

System Requirements:

- Palm Compatible Handheld with Palm OS version Palm OS 3.5 - 4.1.
- Windows 98 or higher, running Palm Desktop 4.0.1 or higher.
- Macintosh OS 9.x running Palm Desktop 2.6.3 ONLY.
- Will not work with Palm OS 5 and Macintosh OS X.
- 41 KB memory needed for full installation (file: Sketchy.prc)

What are Sketchy Animations?

A Sketchy Animation is a file containing an ordered collection of creative drawings. Sketchy stores each of your animations in the Palm's memory.

Once you create an animated short, you can access it 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

1. New Animation



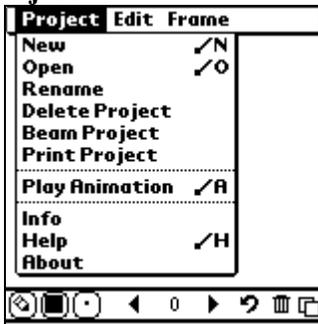
To create a new animation, tap 'New' from the start screen.

Type a title and your name in the space provided. Tap 'OK' to begin.

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.

2. The Menu Bar

Project



New: Begins a new animation

Open: Opens an previous animation

Rename: Changes the name of your animation – a great way to save drafts of your work

Delete Project: Deletes the current animation

Beam Project: Beams the current animation to a peer via the IR port

Print Project: Prints the current animation to an IR, Bluetooth or network printer – requires PrintBoy software, available from Bachmann Software. For more information, visit www.bachmannsoftware.com.

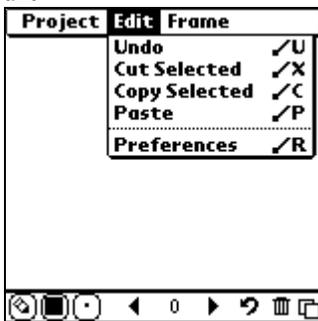
Play Animation: Runs the current animation

Info: Displays current animation info

Help: Displays help information about Sketchy

About: Displays information about Sketchy

Edit



Undo: Reverses last drawing action

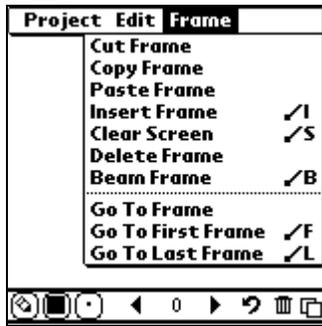
Cut Selected: Removes and stores copy of *selected* drawing

Copy Selected: Stores a copy of *selected* drawing

Paste: Redraws stored copy of cut/copied drawing on the screen; enables you to move the cut/copied selection before pasting it to the screen

Preferences: Opens the Preferences box containing animation speed and animation direction options

Frame



Cut Frame: Removes and temporarily stores copy of current frame; can be pasted elsewhere

Copy Frame: Temporarily stores copy of current frame; can be pasted elsewhere

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

Insert Frame: Inserts blank frame before current frame in animation

Clear Screen: Erases current drawing (Can be undone)

Delete Frame: Removes current frame (**Cannot** be undone)

Beam Frame: Beams current frame to a peer via the IR port

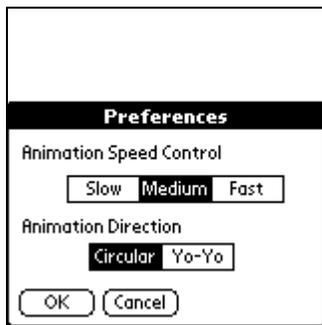
Go To Frame: Allows you to go to any created frame in your animation

Go To First Frame: Goes to first frame in animation

Go To Last Frame: Goes to last frame in animation

Preferences Box

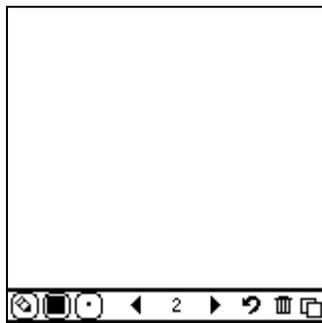
(Accessed through the Edit Menu)



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

Animation Direction: Determines the direction in which your animation plays

3. The Toolbar



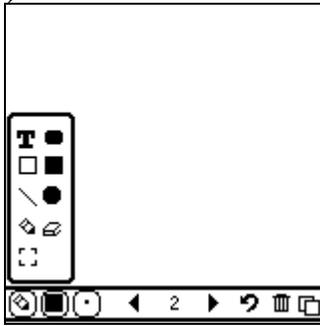
Sketchy's Toolbar lies at the bottom of the screen and will be pivotal to control your drawing options. The Toolbar allows you to choose your drawing tool, paint pattern, pen width, flip to other frames, and provides quick undo, delete and clear buttons.

(1) To access the Tool menu, tap the pencil icon in the lower left corner of the screen.

(2) To access the Pattern menu, tap the square icon to the right of the pencil.

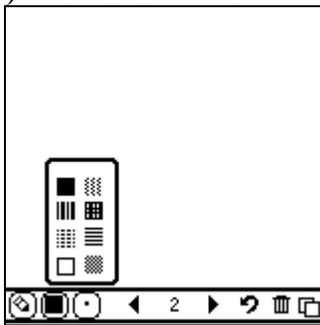
(3) To access the Width menu, tap the icon with a dot in the center.

(1) The Tool Menu



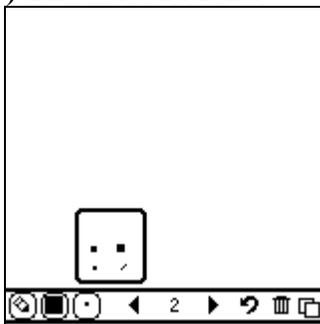
- T** Text Tool: Adds text to your drawing
- Square Frame: Draws square outlines
- \ Line: Draws lines
- ◆ Pencil: Sketchy's freehand drawing tool
- ☒ Selection Tool: Select areas of your drawing
- Rounded Rectangle: Draws solid rounded rectangles
- Solid Square: Draws solid squares
- Solid Circle: Draws solid circles
- ☒ Eraser: Permanently erases parts of your drawing

(2) The Pattern Menu



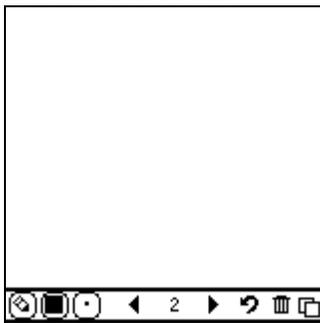
Use the Pattern Menu to choose a pattern for the solid objects and pencil strokes you draw.

(3) The Width Menu



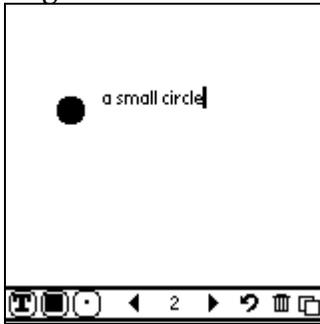
Use the Width Menu to select the width of your pencil and your eraser.

The Other Buttons



- ◀: Previous Frame: Goes to previous frame in animation
- ▶: Next Frame: Goes to next frame in animation
- ↶ Undo: Undoes last drawing action
- ☒ Trash Can: Erases frame. You are prompted with a reminder that if you choose to erase the frame, it is lost forever. (So think it over first, carefully).
- ☒ Duplicate: Copies current frame; inserts it as next frame

Using the Text Tool

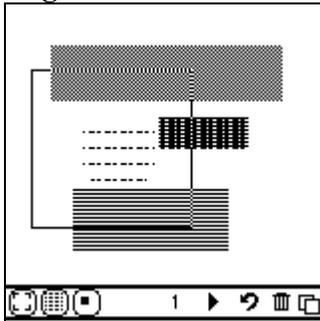


The Text Tool allows you to add text to your drawing. Select the Text Tool from the Tool Menu and tap on the screen to position the cursor.

When the cursor starts to blink, type your text.

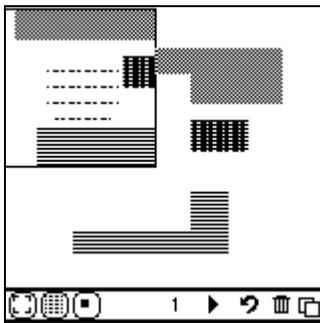
Select another tool from the Tool Menu to exit Text mode.

Using the Selection Tool



The Selection Tool allows you to select regions of your drawing and either cut, copy, or move the selected region. To select a region, set the drawing tool to  in the Tool Menu.

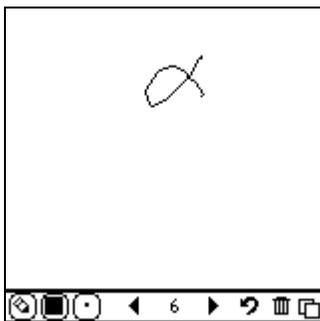
Use your stylus to tap and drag a box around the region you're selecting. Release the stylus from the screen when you have outlined the appropriate region.



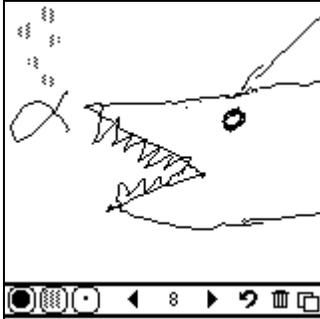
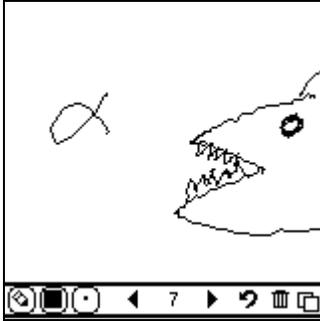
To move the selected region, tap and drag it to another place on your frame. Release the stylus when you're content with the move.

Remember, you can undo the move if you don't like it.

4. Making an Animation One Frame at a Time



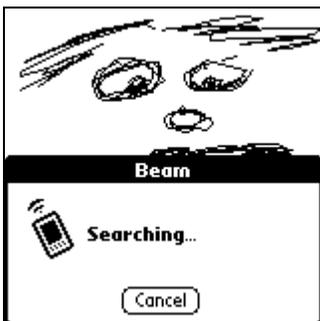
Take your animations one frame at a time.



5. Playing your Animation



6. Beaming



Once you have created multiple frames, what better reward could there be but to watch your art come to life.

To play your animation, tap 'Play Animation' from the Project Menu.

Your animation begins to play immediately. A new Control Bar appears at the bottom of the screen.

To stop your animation, tap 'Pause.' Use the left and right arrows to page through your frames. To start your animation again, tap 'Play.' Tap 'Exit' to return to Drawing mode.

Remember, you can change how your animation plays in the Preferences Menu.

You may want to share your animation with a friend.

To beam your whole animation, open the animation, align your IR port with a friend's IR port, and tap 'Beam Project' from the Project Menu. Make sure your friend has Sketchy open. Your sent project will open immediately on their screen. It is also saved in their handheld's memory for further study.

To beam an individual frame, open the frame, align your IR port with a friend's IR port, and tap 'Beam Frame' from the Frame Menu. Your sent frame is inserted before the current frame in their animation.

Additional Support

Additional support and user information can be found at www.goknow.com.

To report any error messages or create bug reports, please contact: support@goknow.com.

If you have any questions or concerns, please contact: goknow@goknow.com.

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