

Sketchy™ 1.7.5

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 4.1 or higher
- Palm Desktop Software with compatible Windows or Macintosh Computer (for .prc file installation)
- 67 KB memory needed for full installation (file: Sketchy.prc)
- An additional 644 KB is required for optional printing support.

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



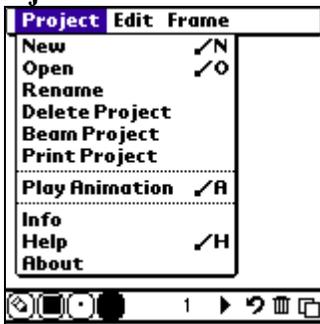
To create a new animation, tap 'New' from the start screen.

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.

Delete Project: Deletes the current animation.

Beam Project: Beams current project to another handheld.

Print Project: With Bachmann PrintBoy drivers installed, Sketchy will IR print to compatible printers. Will NOT work on Palm OS 5 handhelds.

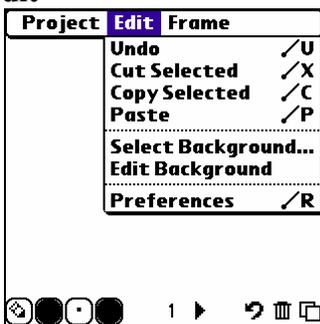
Play Animation: Runs the current animation.

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.

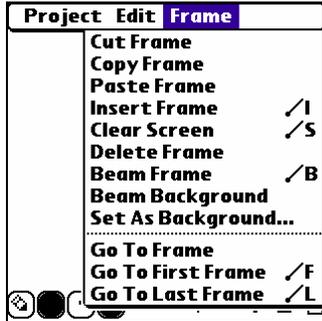
Copy Selected: Stores a copy of *selected* drawing.

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.

Select/Edit Background...: Use the existing screen as a template or background for an animation.

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

Frame



Cut Frame: Removes and temporarily 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: Temporarily stores copy of current frame.

Clear Screen: Erases current drawing (Can be undone).

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

Beam Frame: Beams the shown screen into another handheld's animation.

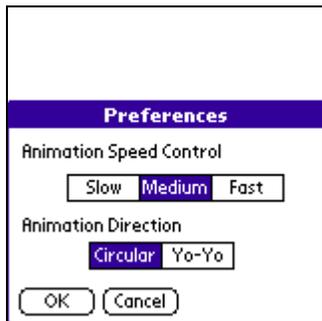
Go To Frame: Allows you to go to any created frame in your animation.

Go To First Frame: Goes to first frame in animation.

Go To Last Frame: Goes to last frame in animation.

Preferences Box

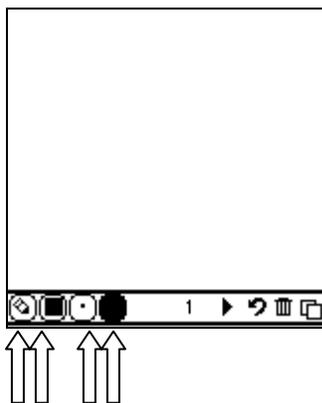
(Accessed through the Edit Menu)



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

Animation Direction: Determines the direction in which your animation plays.

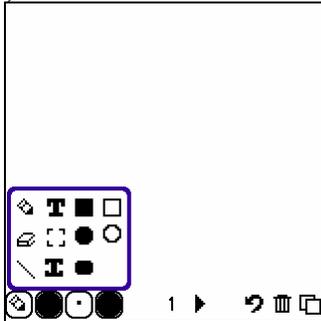
3. The Toolbar



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.

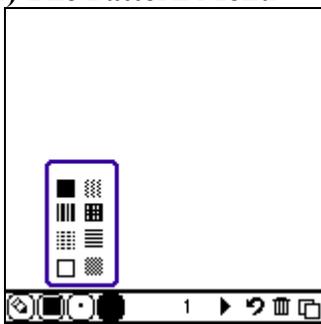
- (1) To access the Tool menu, tap the pencil icon in the lower left corner of the screen.
- (2) To access the Pattern menu, tap the square icon to the right of the pencil.
- (3) To access the Width menu, tap the icon with a dot in the center.
- (4) To access the Color menu, tap the fourth icon from the left.

(1) The Tool Menu



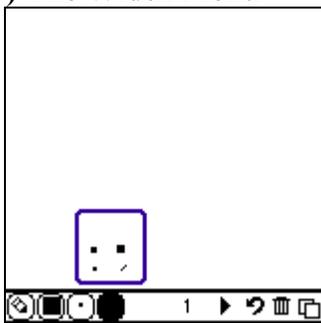
- T** Text Tool: Adds text to your drawing.
- ** Line: Draws lines.
- ◇** Pencil: Sketchy's freehand drawing tool.
- ☐** Selection Tool: Select areas of your drawing.
- Rounded Rectangle: Draws solid rounded rectangles.
- Solid/Clear Square: Draws solid/clear squares.
- Solid/Clear Circle: Draws solid/clear circles.
- ☒** Eraser: Permanently erases parts of your drawing.
- 📌** Icon: If available, icons or stamps can be selected.

(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.

(4) The Color Menu

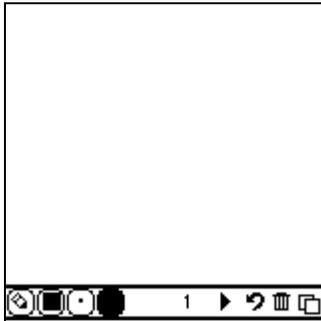


Use the Color Menu to select a color for your drawing tool.

Tap the square of your choice, and tap 'OK.'

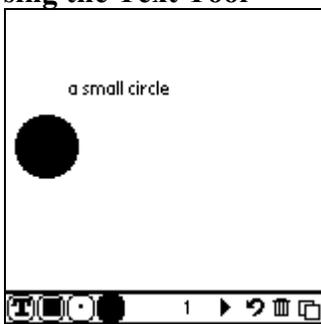
To return to your frame without selecting a color, tap 'Cancel.'

The Other Buttons



- ◀: Previous Frame: Goes to previous frame in animation.
- ▶: Next Frame: Goes to next frame in animation.
- ↶ Undo: Un-does 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

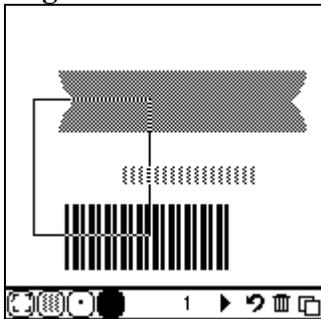


The Text Tool allows you to add text to your drawing. Select the Text Tool from the Tool Menu and tap on the screen to position the cursor.

When the cursor starts to blink, type your text.

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

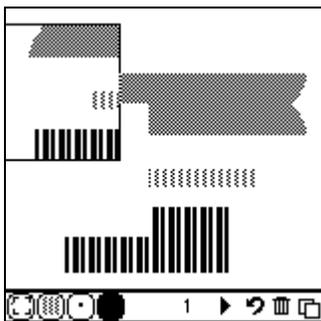
Using the Selection Tool



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.

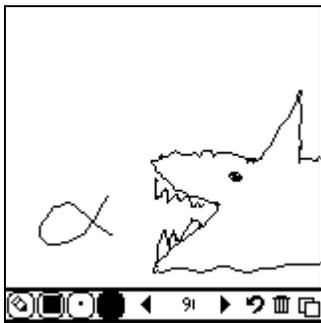
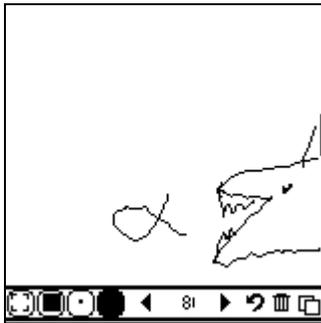
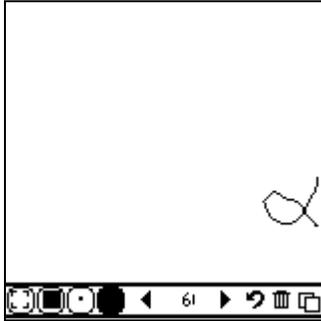
Release the stylus from the screen when you have outlined the appropriate region.



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



Animation is no easy thing to master. Be proud of what you do. Show your friends. Take it one frame at a time.

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

5. Playing your Animation



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

The screen clears as you enter Animation mode. 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.' Remember, you can change how your animation plays in the Preferences Menu.

Sit back and enjoy your hard work.

Tap 'Exit' to return to Drawing mode.

Additional Support

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

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

