

Animator™
by Steven Allen
Macintosh version 2.50 by Ken Kashmarek

This NBA makes creating animation fun and easy!

Directions:

1. Select a graphic from the screen or disk library.
2. Position graphic where you want to begin.
3. Click mouse button down and hold.
4. Move mouse around the screen to define the animation path.
5. Release mouse button to end animation.
(advanced user: press any key)
6. The animation can then be edited.
7. Click OK when you are finished.

That's it. Have fun!

Here's some useful key-commands:

In general:

Shift: restrains movement up or down
Escape or Cmd-period: Cancels most operations
Return: Confirms most operations

Selecting a graphic:

Return: Select from screen
Cmd-Return: Select from disk
Tab: toggle between lasso & selector tool

While editing path:

Cmd-space: Clear background
Cmd-R: Reverse path
Option-Click: add to path
Delete: subtract from path

The "Read.Me" file on the HyperStudio disk has more information.

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