Stampimation Help

Follow the steps below to create a Stampimation:

Step 1: Set the stage for your Stampimation using the "Pick a Background" command under the **Goodies** menu. There are over one hundred to choose from, or use the Import command under the **File** menu to bring in a saved Kid Pix picture, a PhotoCD picture file, or any .BMP file.

Step 2: Now, choose an actor from the hundreds of available Rubber Stamps. You can use any of the stamps in Kid Pix Studio, or swap in other Kid Pix compatible stamp sets and animate them automatically.

Step 3: Click on one of the cast boxes to the right of the drawing area, and drag the stamp along a path on the Stampimator work screen.   You can add up to four actors to your Stampimation, and create a unique path for each actor.

Step 4: Add a soundtrack to your Stampimation using the "Pick a Sound" dialog under the **Goodies** menu.   Choose from pre-recorded sound effects and music clips, or record your own sounds to use. You can also import .WAV sound files from other sources. Imported sounds will be added to your "Pick a Sound" icon library. When you have selected the sound you want, click on the OK button.

Step 5: Use the "Save a Stampimation" command under the **File** menu to save your Stampimation in an editable format. Use the "Save for SlideShow" command to save your Stampimation as a digital video file that can be used as a SlideShow slide, or viewed in the Wacky TV. Use the "Save as StandAlone" command to save your Stampimation as a StandAlone application that will run on any compatible computer.