Sketchy Pro Quick Start Guide

Version 1.9

Table of Contents

What is Sketchy Pro?

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 detailing the steps in a mathematical process.

System Requirements

- Palm OS 3.5 – 5 (Palm OS 4.1 – 5 recommended)
- Windows 98 or higher, running Palm Desktop 4.0.1 or higher. (Palm Desktop 4.1 recommended)
- Macintosh OS 9.x, or OS X running Palm Desktop 4.1.
- 114 KB memory needed for installation (file: Sketchy.prc)

Creating a New Animation

1. To create a new animation, tap **New** from the start screen.
2. Type a title and your name in the space provided (Figure 1). Tap **OK** to begin.

Figure 1

The Toolbar

1. You arrive at a blank canvas (Figure 2), with the Sketchy Toolbar running along the bottom of the screen.
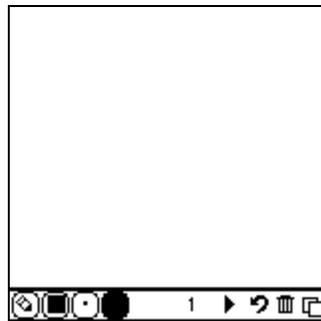

Figure 2

2. Using the Toolbar, you can quickly select your drawing tool, a shaded paint pattern, a pen width, and which color to draw in, as well as advance frames,

undo your last action, erase the current frame, or duplicate the current frame into the next frame (an important step in animation!).

The Tool Menu

1. The Tool Menu is essential to your animations. Here, you select the tool to draw your ideas.
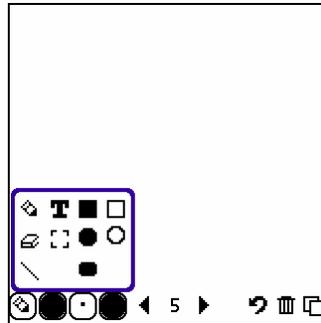2. To access the Tool Menu, tap the pencil icon in the lower left corner of the screen.

Figure 3

3. The Tool Menu (Figure 3) consists of:
   - ✎ Pencil: Sketchy's freehand drawing tool.
   - ✐ Eraser: Permanently erases parts of your drawing.
   - ╲ Line: Draws lines.
   - **T** Text Tool: Adds text to your drawing.
   - ⁞⁞ Selection Tool: Select areas of your drawing.
   - ■ Solid Square: Draws solid squares.
   - ● Solid Circle: Draws solid circles.
   - ▬ Solid Rounded Rectangle: Draws solid rounded rectangles.
   - □ Clear Square: Draws empty squares.
   - ○ Clear Circle: Draws empty circles.

The Pattern Menu

1. Use the Pattern Menu to choose a pattern for the solid objects you draw.
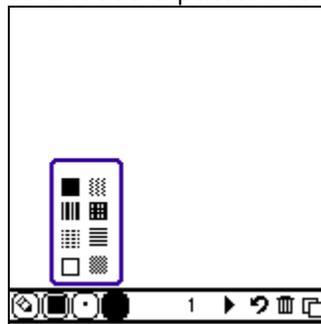

Figure 4

2. The Pattern Menu (Figure 4) consists of eight different patterns.

The Width Menu

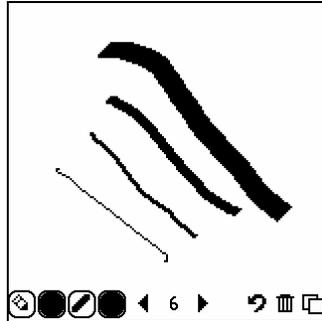1. Use the Width Menu to select the width of your pencil and your eraser.

Figure 5

2. The Width Menu (Figure 5) consists of four thicknesses, from very thin to rather thick.

The Color Menu

1. Use the Color Menu (Figure 6) to select a color for your drawing tool. **Note**: On black & white handheld models, this button will not appear.
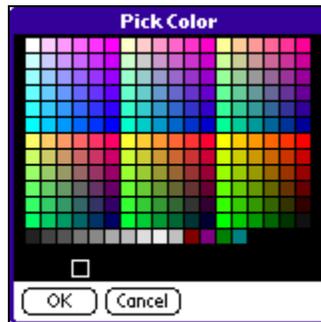

Figure 6

2. Tap the square of your choice, and tap **OK**.

The Other Buttons

1. The other buttons (Figure 7) on your Toolbar consist of:
    ◀: Previous Frame: Goes to previous frame in animation.
    ▶: Next Frame: Goes to next frame in animation.
    ↺ Undo: Un-does last drawing action.
    🗑 Trash Can: Deletes current frame. You are prompted with a warning that if you choose to erase the frame, it is lost forever.
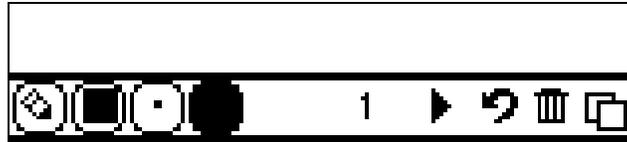   🗐 Duplicate: Copies current frame; inserts it as next frame.

Figure 7

2. The number in the middle of your Toolbar is your current frame number.

The Menu Bar
1. To access the Menu Bar, tap the **Pull-Down Menu** button, which is below the Home button, next to the Graffiti area.
2. There are three menus, the Project Menu, the Edit Menu and the Frame Menu.

The Project Menu
1. The Project Menu (Figure 8) consists of:

Figure 8

- **New**: Begins a new animation.
- **Open**: Opens a previous animation.
- **Rename**: Changes the name of your animation.
- **Delete Project**: Deletes the entire animation.
- **Beam Project**: Beams current animation to another handheld.
- **Print Project**: With the correct Bachmann Software PrintBoy drivers installed, Sketchy will IR print to compatible printers.
- **Play Animation**: Plays the current animation.
- **Info**: Displays current animation information, such as the date created and number of frames.
- **Help**: Displays help information about Sketchy.
- **About**: Displays information about Sketchy.

The Edit Menu

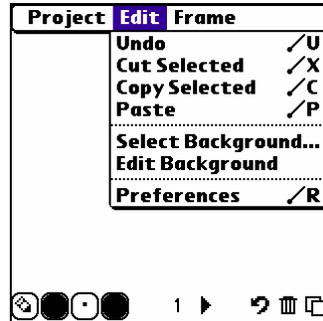1. The Edit Menu (Figure 9) consists of:

Figure 9

- **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 Background…**: Allows you to select a background image for the entire Sketchy animation.
- **Edit Background**: Allows you to edit this background image.
- **Preferences**: Opens the Preferences box (Figure 10) containing animation speed and animation direction options.
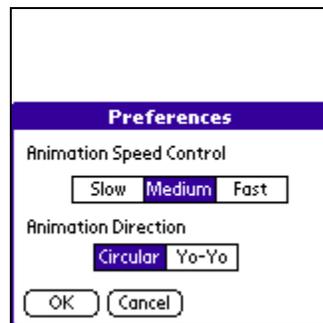

Figure 10

2. Animation Direction: If you select Yo-Yo as your animation direction, your animation will play from beginning to end, then end to beginning. For example, if you have three frames in your animation, **Yo-Yo** will play 1, 2, 3, 3, 2, 1, and so on. Meanwhile, **Circular** will play 1, 2, 3, 1, 2, 3, and so on.

6

The Frame Menu
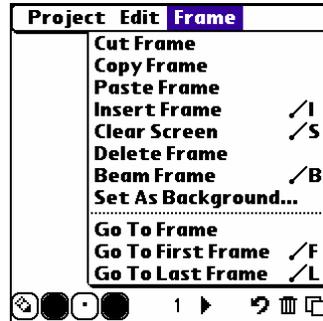1. The Frame Menu (Figure 11) consists of:

Figure 11

- **Cut Frame**: Removes and temporarily stores copy of current frame.
- **Copy Frame**: 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.
- **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.
- **Set As Background…**: Sets the current frame as the background image. Backgrounds are unique in that they can be drawn on top of, but will not be erased by the eraser tool.
- **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.

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Drawing is Easy!
1. To draw, simply select a tool from the Tool menu and draw on the screen.
2. Remember: you can change the pen width and color of your stroke, erase with the eraser, and undo your last action.

Using the Text Tool
1. 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.
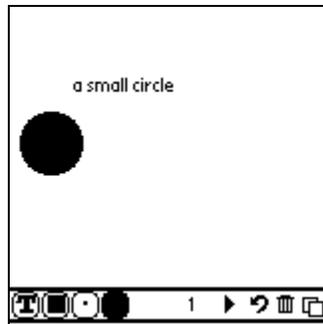2. When the cursor starts to blink, type your text (Figure 12).

Figure 12

3. **Note**: Select another tool from the Tool Menu, or tap somewhere else on the screen to make your text permanent.

Using the Selection Tool

1. The Selection Tool allows you to select regions of your drawing and either cut, copy, or move the selected region.
2. Select the Selection Tool, ⌞⌝ , from the Tool Menu
3. Use your stylus to tap and drag a box around the region you're selecting.
4. Release the stylus from the screen when you have outlined the appropriate region (Figure 13).
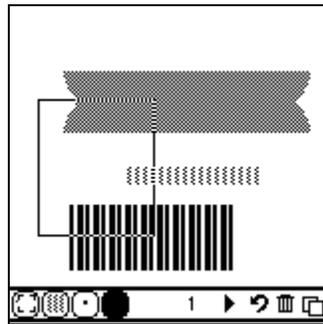

Figure 13

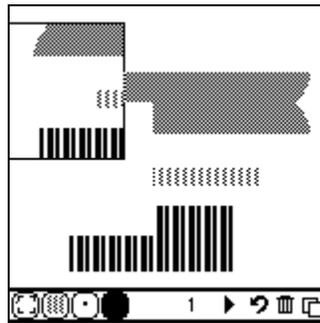5. To move the selected region, tap and drag it to another place on your frame (Figure 14).

Figure 14

6. Release the stylus when you're content with the move.
7. Remember, you can undo the move if you don't like it.

Making an Animation One Frame at a Time
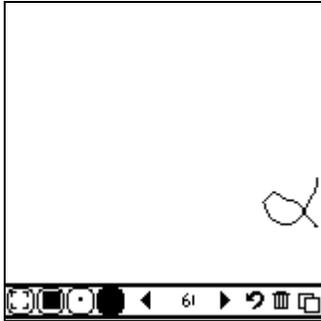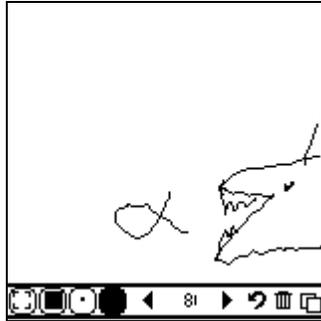1. Animation is a step-by-step process.

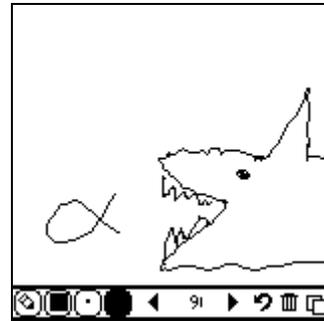| Figure 15.1 | Figure 15.2 | Figure 15.3 |

2. Just take it one frame at a time! (Figures 15.1, 15.2 and 15.3).

Playing your Animation
1. To play your animation, tap the **Pull-Down Menu** button, then tap **Play Animation** from the **Project** Menu. Note: Some external keyboard drivers have been known to interfere with animations; specifically by causing the animation to run very fast. Turning off the driver in the keyboard program will solve the problem.
2. The screen clears as you enter Animation mode. A new Control Bar appears at the bottom of the screen (Figure 16).

Figure 16

3. To stop your animation, tap **Pause**. Use the left and right arrows to page through your frames. To start your animation again, tap **Play**.

4. Tap **Exit** to return to Drawing mode.
5. To set the speed and the direction of your animation (either as a circular or yo-yo type playback), go to **Preferences**, available by tapping the **Pull-Down Menu** button, and tapping the **Edit** Menu.

Viewing and Printing your Sketchy Animations on your Desktop Computer

You **MAY** have the ability to perform the action below to view and/or print your Sketchy animations. All registered users of Sketchy Pro and HLE™ have access to this solution.

- PAAM—the Palm OS Archive and Application Manager, bundled as part of GoKnow's Handheld Learning Environment (HLE) is the best way to view and print Sketchy animations and other work from student handhelds.

  PAAM is an Internet-based solution that allows students to synchronize their handhelds anywhere, and access work from any Internet-equipped computer. Teachers and students have powerful abilities to organize, archive, edit, and provide feedback on various pieces of work. To learn more about PAAM, visit http://paam.goknow.com/guest.html

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Additional Support

Additional support and user information can be found at http://www.goknow.com/Support/.

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