

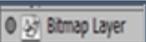
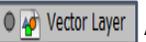
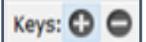
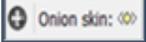


## Quick Reference Guide

### Introduction

Pencil2D is a light-weight animation software for creating hand-drawn traditional cartoons in bitmap(raster) and vector graphics at no cost.

### Pencil2D Options

<h4>Drawing cartoons</h4> <table><tbody><tr><td> Move an object (<b>M</b>)</td><td> Set color (<b>I</b>)</td></tr><tr><td> Smudge lines/bitmap (<b>A</b>)</td><td> Draw with pen (<b>P</b>)</td></tr><tr><td> Erase contents</td><td> Move canvas (<b>H</b>)</td></tr><tr><td> Select an object (<b>V</b>)</td><td> Erase drawing (<b>E</b>)</td></tr><tr><td> Paint strokes (<b>B</b>)</td><td> Fill color (<b>K</b>)</td></tr><tr><td> Draw lines/curves (<b>Y</b>)</td><td> Draw with pencil (<b>N</b>)</td></tr></tbody></table>	 Move an object ( <b>M</b> )	 Set color ( <b>I</b> )	 Smudge lines/bitmap ( <b>A</b> )	 Draw with pen ( <b>P</b> )	 Erase contents	 Move canvas ( <b>H</b> )	 Select an object ( <b>V</b> )	 Erase drawing ( <b>E</b> )	 Paint strokes ( <b>B</b> )	 Fill color ( <b>K</b> )	 Draw lines/curves ( <b>Y</b> )	 Draw with pencil ( <b>N</b> )	<h4>Adding sounds/graphics</h4> <p> Layers:   Add or remove layers.</p> <p> Sound Layer Add sound files as *.wav or *.mp3 to create background music to your animation (Ctrl + Alt + W).</p> <p> Bitmap Layer Add raster images (tiny squared pixels) by importing images from a digital camera/scanner (Ctrl + Alt + B).</p> <p> Vector Layer Add images that consists of vector elements. You can edit photos without loss of image quality (Ctrl + Alt + V).</p> <p> Camera Layer Add light and illuminate specific sections on your animated graphics. You can highlight sections of your image, especially in 3D animation (Ctrl + Alt + C).</p>
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<h4>Choosing colors</h4> <p> Pick a color from the inner square. Choose the color gradient from the outer circle (Ctrl 3).</p> <p> Add new colors to your palette (Ctrl 4).</p> <p> View the swatch in small/medium/large modes.</p>	<h4>Editing frames</h4> <p> Keys:   Add or delete key frames.</p> <p> Onion skin:  Set the previous image in sequence to make decisions on how to create or change an image.</p> <p> Set the playback and loop options to create repetitive cycles of displaying your graphics.</p>												
<h4>Editing drawing area</h4> <p> Horizontal flip (Shift H)</p> <p> Vertical flip (Shift V)</p> <p> Show/hide grid lines (G)</p> <p> Show/hide frames (O/Alt O)</p>	<h4>Miscellaneous shortcuts</h4> <p>Ctrl, Return – Play; Ctrl, L – Loop.</p> <p>Hold Ctrl, R – Open <b>Export image sequence</b>.</p> <p>Hold Ctrl, Shift, and R – Open <b>Export image</b>.</p> <p>Press F7 – Add a frame; Press F6 – Duplicate a frame.</p> <p>Shift F5 – Remove a frame; Alt, P – Preview.</p> <p>R - Rotate clockwise; Z – Rotate anticlockwise.</p> <p>Alt + . – Next frame; Alt + , - Previous frame.</p>												

# First steps using Pencil2D

## 1 Draw

1. Select a sketch tool from **Tools**.
2. Start drawing on the **Drawing** area.
3. Select the **Paint Bucket** tool.
4. On the **Color Wheel**, toggle in the outer circle to select the gradient.
5. On the **Color Wheel**, toggle in the inner square to pick a color.
6. Click on the **Drawing** area to change the color and save changes.

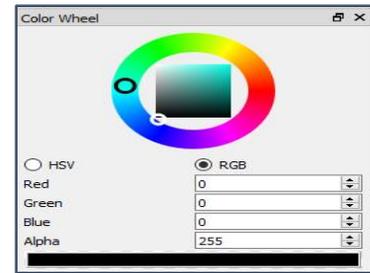


Figure 1: Illustration of Color Wheel

## 2 Animate images

1. Create a new image in the **Drawing** area.
2. Select **Onion skin previous frame** from the **Display** window.
3. Do the following in the **Timeline** window:
  - i. Move the red slider to a desired point.
  - ii. Click the Keys  icon.
4. Click **Select**  from **Tools**.
5. On the **Drawing** area, drag a square box to paste the selected image.
6. On the **Timeline** window, select **Loop** .
7. Do the following optional steps as shown in figure 2:
  - a. Adjust the **Frames per second** option.
  - b. Set the **Start of Playback loop** option.
  - c. Set the **End of Playback loop** option.
8. Click **Start** .

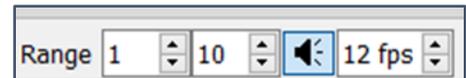


Figure 2: Shows the frame rate and playback options

This creates an animation.

## 3 Edit photos

1. On the **Layers** toolbar, click the **New Bitmap Layer**.
2. Select **File > Import > Image**.
3. Select a .gif or .jpg photo from the drop-down list.
4. Edit the image and save changes.

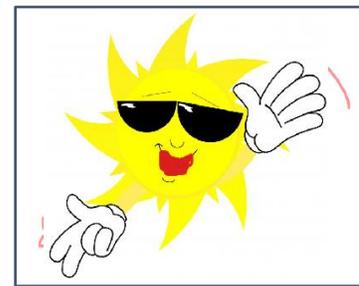


Figure 3: Shows an edited .JPG image

This saves the animation as as .pclx as shown in figure 3.

## 4 Add sounds

1. On the **Layers** toolbar, click the **New Sound Layer**.
2. Select **File > Import > Sound**.
3. Select a \*.wav or \*.mp3 file.

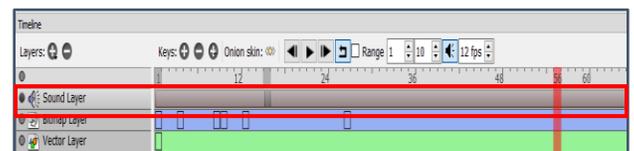


Figure 4: Illustration of sound track in the Timeline window

This adds a sound track to your animation as shown in figure 4.

## 5 Send graphics

1. On the **File** menu, select **Import**.
2. To send graphics, select from the **Import** options.

## 6 Receive graphics

1. On the **File** menu, select **Export**.
2. To receive graphics, select from the **Export** options.

As shown in figure 5, you can send/receive files in Pencil2D.

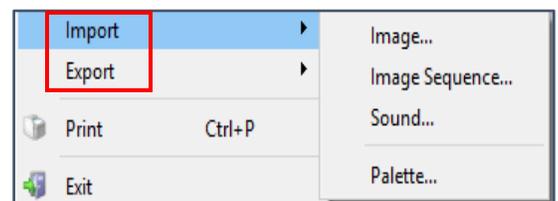


Figure 5: Illustration of Import and Export in Pencil2D