



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

Drawing cartoons



Move an object (**M**)



Set color (**I**)



Smudge lines/bitmap (**A**)



Draw with pen (**P**)



Erase contents



Move canvas (**H**)



Select an object (**V**)



Erase drawing (**E**)



Paint strokes (**B**)



Fill color (**K**)

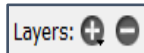


Draw lines/curves (**Y**)

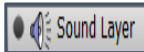


Draw with pencil (**N**)

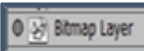
Adding sounds/graphics



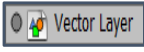
Add or remove layers.



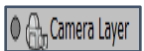
Add sound files as *.wav or *.mp3 to create background music to your animation (Ctrl + Alt + W).



Add raster images (tiny squared pixels) by importing images from a digital camera/scanner (Ctrl + Alt + B).



Add images that consists of vector elements. You can edit photos without loss of image quality (Ctrl + Alt + V).



Add light and illuminate specific sections on your animated graphics. You can highlight sections of your image, especially in 3D animation (Ctrl + Alt + C).

Choosing colors



Pick a color from the inner square. Choose the color gradient from the outer circle (Ctrl 3).

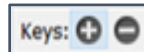


Add new colors to your palette (Ctrl 4).

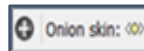


View the swatch in small/medium/large modes.

Editing frames



Add or delete key frames.



Set the previous image in sequence to make decisions on how to create or change an image.



Set the playback and loop options to create repetitive cycles of displaying your graphics.

Editing drawing area



Horizontal flip (Shift H)



Vertical flip (Shift V)



Show/hide grid lines (G)



Show/hide frames (O/Alt O)

Miscellaneous shortcuts

Ctrl, Return – Play; Ctrl, L – Loop.

Hold Ctrl, R – Open **Export image sequence**.

Hold Ctrl, Shift, and R – Open **Export image**.

Press F7 – Add a frame; Press F6 – Duplicate a frame.

Shift F5 – Remove a frame; Alt, P – Preview.

R - Rotate clockwise; Z – Rotate anticlockwise.

Alt + . – Next frame; Alt + , - Previous frame.

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.

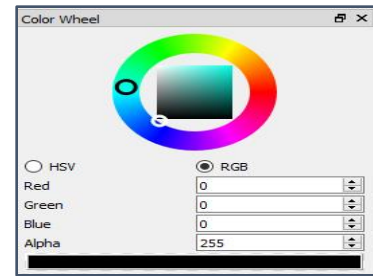






Figure 1: Illustration of Color Wheel

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** .

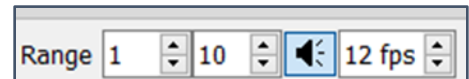


Figure 2: Shows the frame rate and playback options

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.

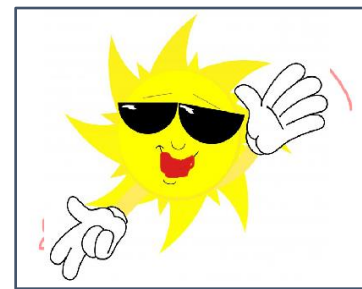


Figure 3: Shows an edited .JPG image

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.

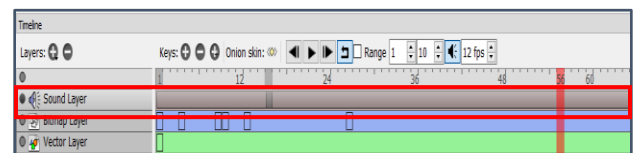


Figure 4: Illustration of sound track in the Timeline window

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.

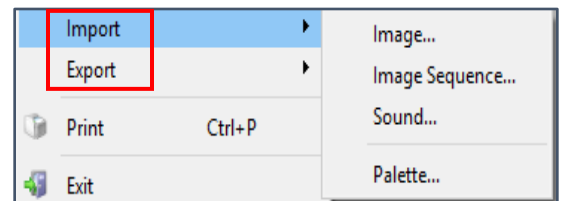


Figure 5: Illustration of Import and Export in Pencil2D

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.