



Animation & Intro to Wick Editor

Topics

- Theory of Animation
 - What is Wick Editor?
 - Key Features of Wick Editor
 - Getting Started
 - Building Frame-by-Frame Animations
-
- An easy way to draw with Vectors
 - Essential Drawing Tools in Wick Editor

Animation Theory

Persistence of Vision

- Based on the idea that once an image is seen, its after-image is retained in the mind for $\frac{1}{25}$ th of a second.

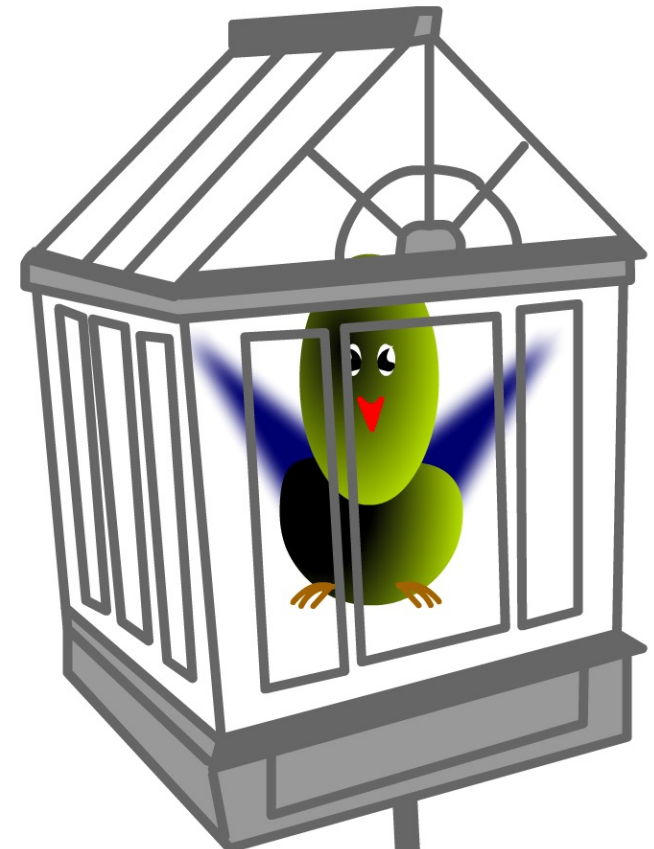


Animation Theory

Persistence of Vision

- The first image is a cage.
- The second image is a bird.
- When the images are shown with a significant pause between them, the bird is separate from the cage.

When we alternate images rapidly and repeatedly at a frame rate of 80 fps, the bird appears behind the cage.



Frame-by-Frame Animation

Frame-by-frame animation is a technique that involves the use of individual frames to store images that will be displayed in sequence. Frame-by-frame animation creates the illusion of fluid movement.

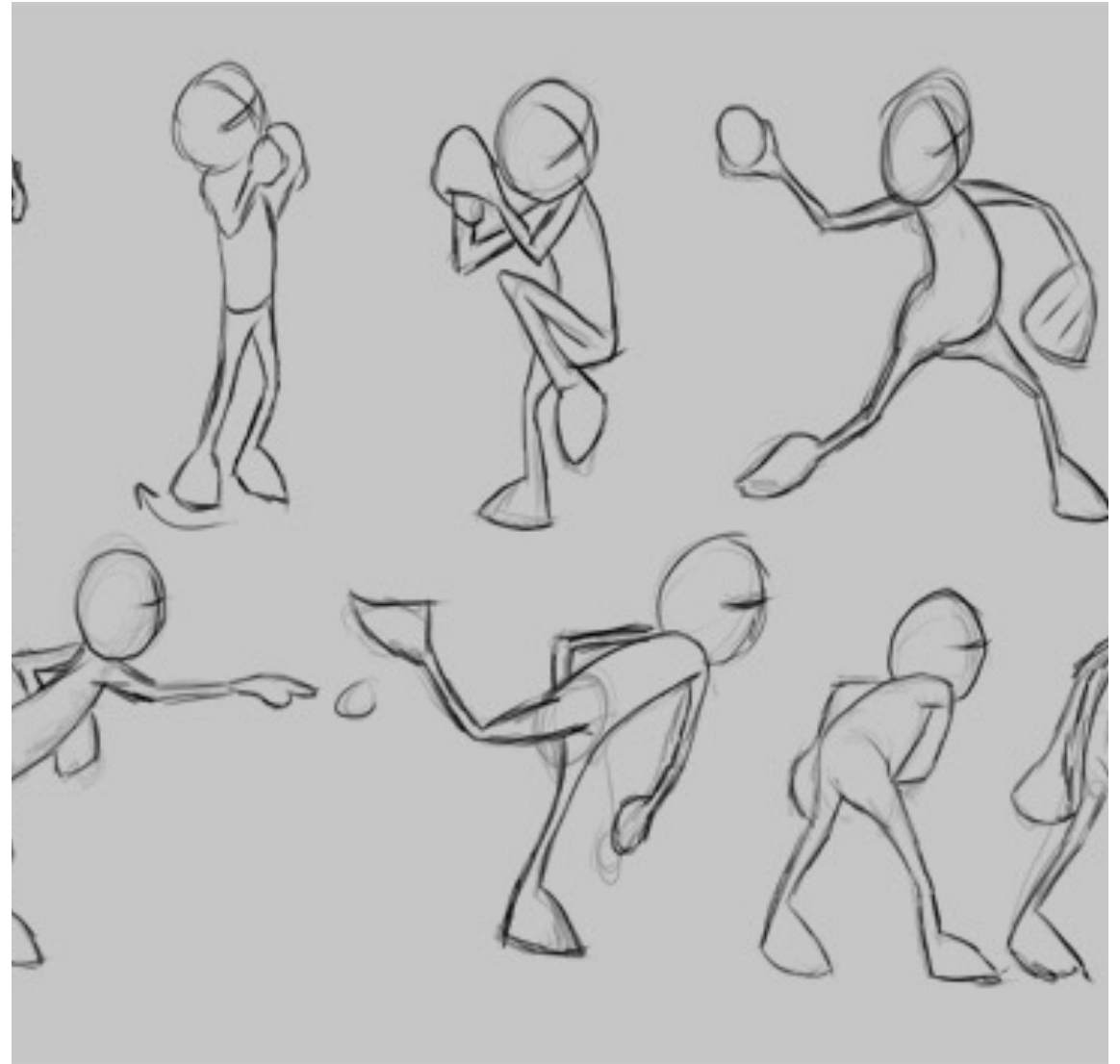
Frame-by-frame animation is often associated with traditional, hand-drawn animation and cel animation. Cel animation is an animation technique that involves drawing images on transparent sheets (cels), and then photographing them frame by frame.



Images displayed in sequence at a high FPS will produce fluid movement.

What is Wick Editor?

- Wick Editor is a free, open-source, web-based animation tool.
- It's designed for creating animations, games, and interactive multimedia projects.
- Wick Editor uses a timeline-based interface.

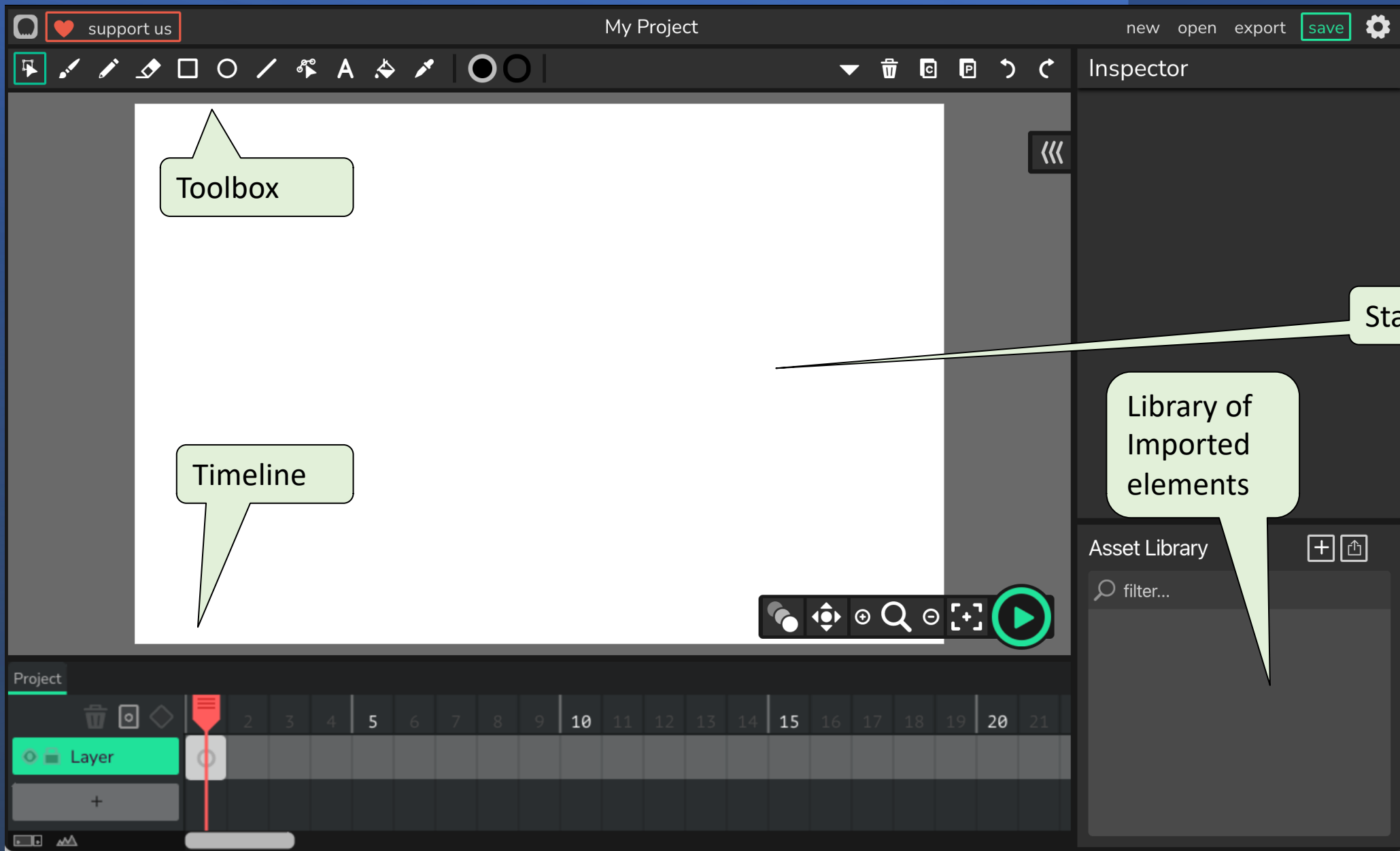


Key Features of Wick Editor

1. Timeline Animation
2. Vector Drawing Tools
3. Sound Integration
4. Interactivity using JavaScript.
5. Export Options: as GIFs or HTML5 web video animations.



Closer Look at Wick Editor Features

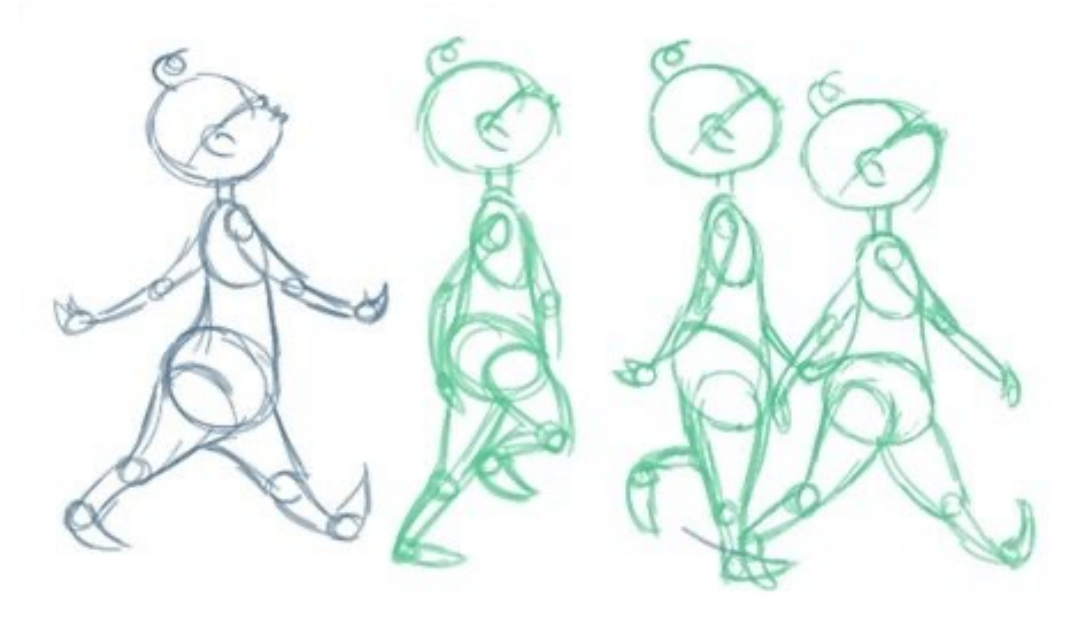


! Getting Started with Wick Editor

- Visit the Wick Editor website (wickededitor.com).
- Click on the "Create" button to open the editor.
- Familiarize yourself with the workspace: Timeline, stage, and toolbox.

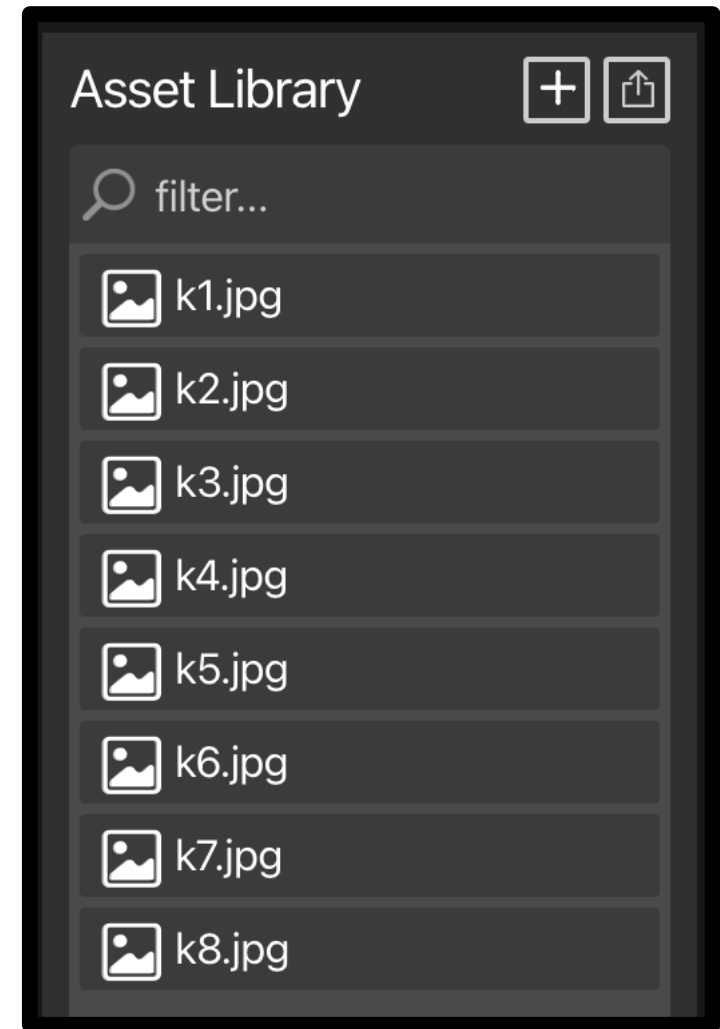
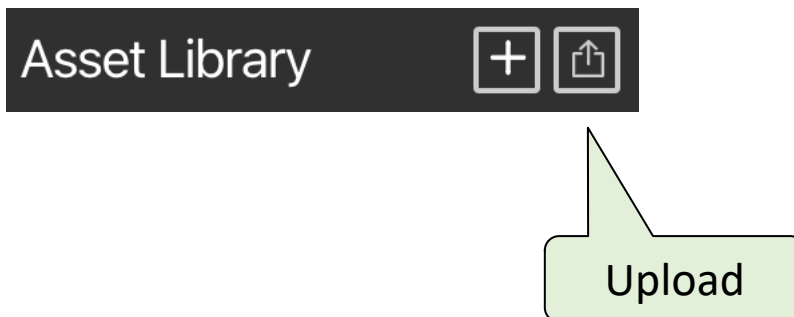
Building Frame-by-Frame Animations

- Upload Image Assets.
- Build the Animation in the TimeLine.
- Export the Animation.



Step 1: Upload Image Assets

1. Locate the images that will be used for your frame-by-frame animation.
2. Upload these images to the Asset Library.

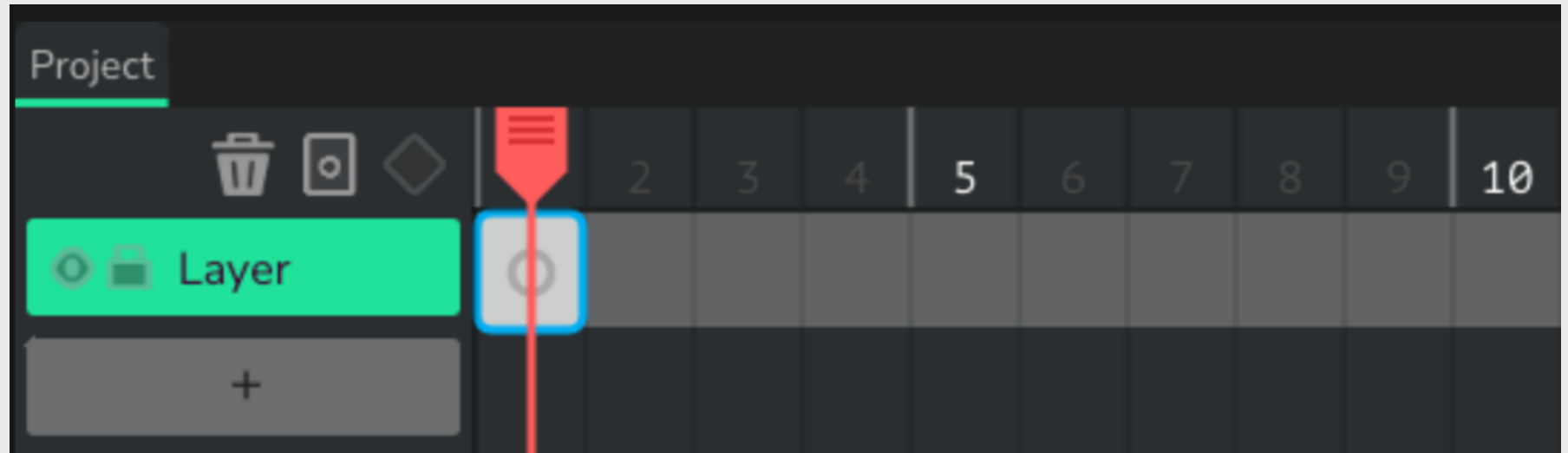


Verify the images appear in the Asset Library.

Step 2: Select a Layer in the Timeline.

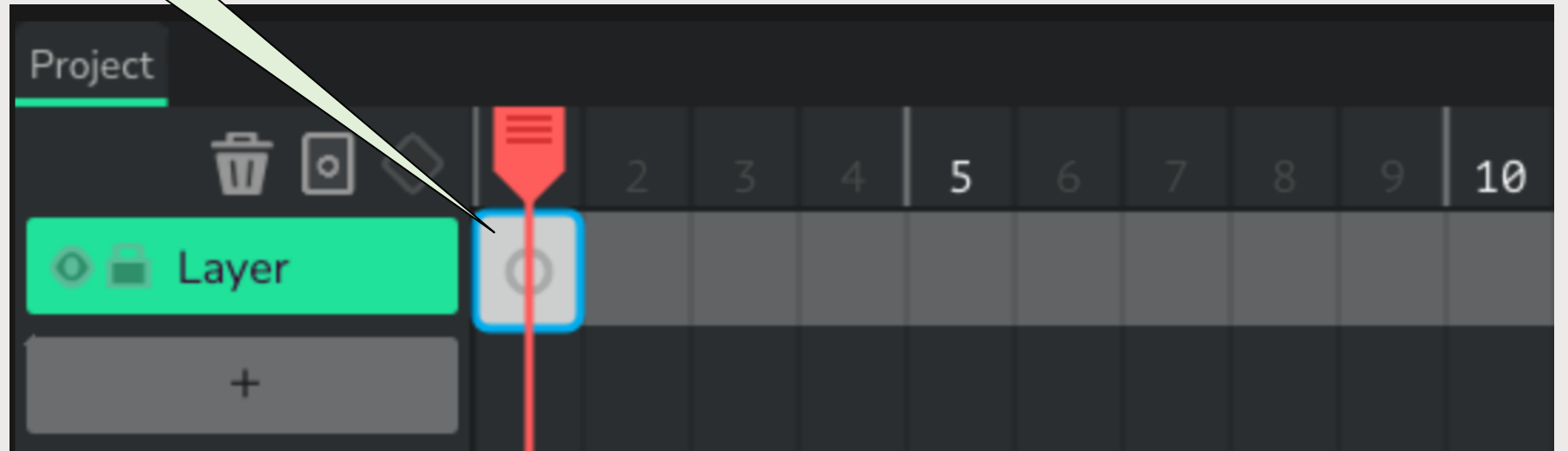
Click to select.

Add a new Layer,
if needed.

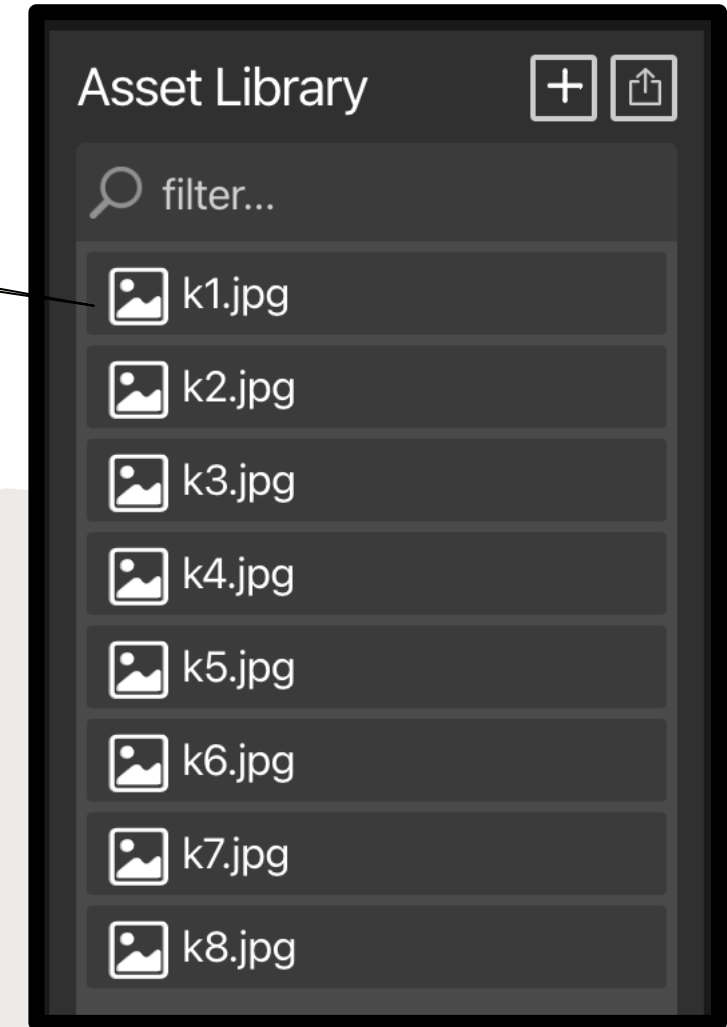
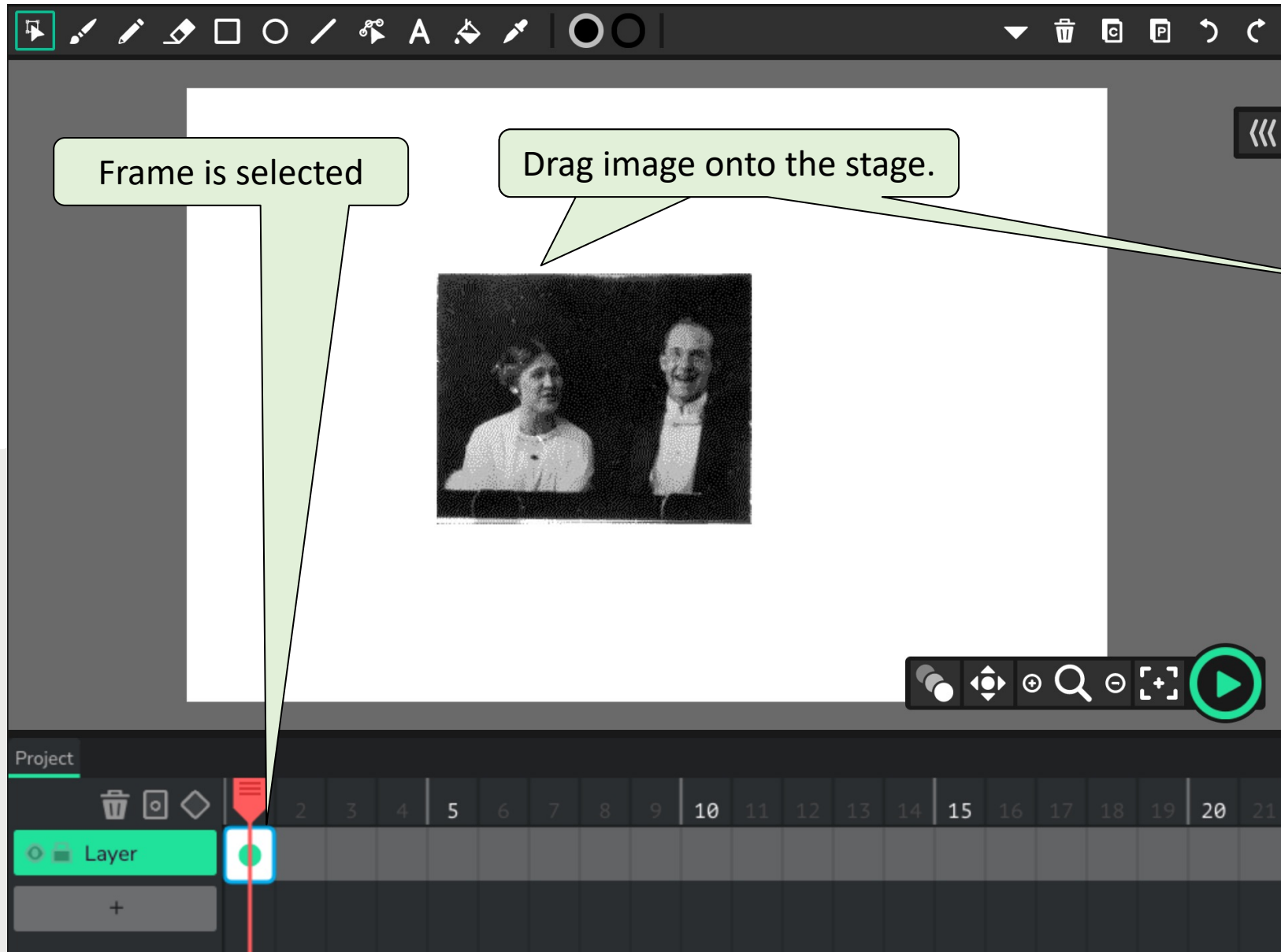


Step 3: Select a Frame in the Layer.

Click to select.



Step 4. Drag an image from the Library onto the Stage/frame.

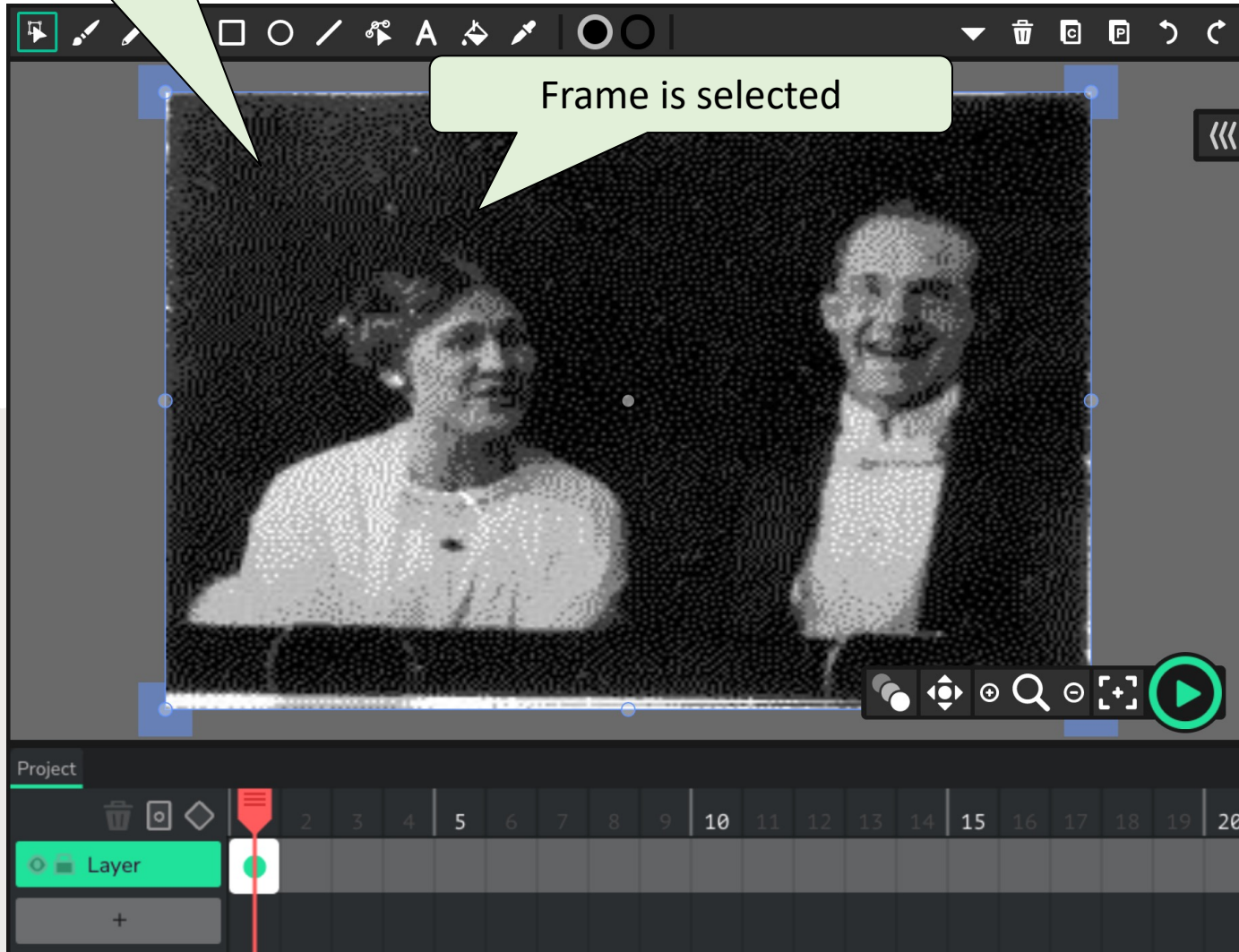


Step 5. Format the image on the stage.

Select the image

Frame is selected

Use the Inspector Image Panel to set X, Y, Width, and Height.

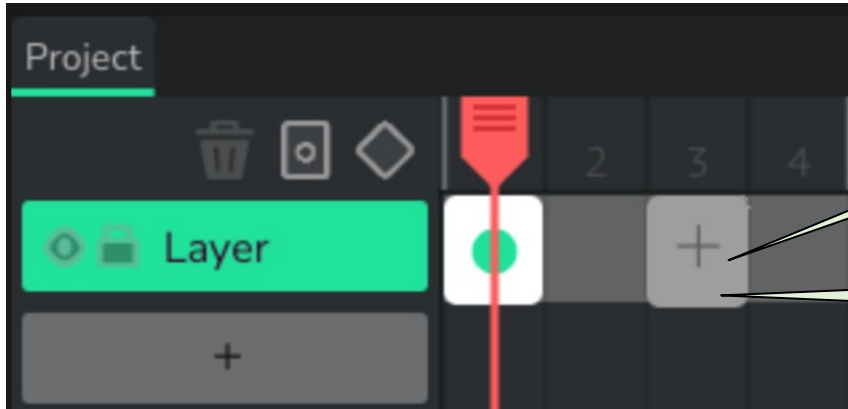


Inspector Image

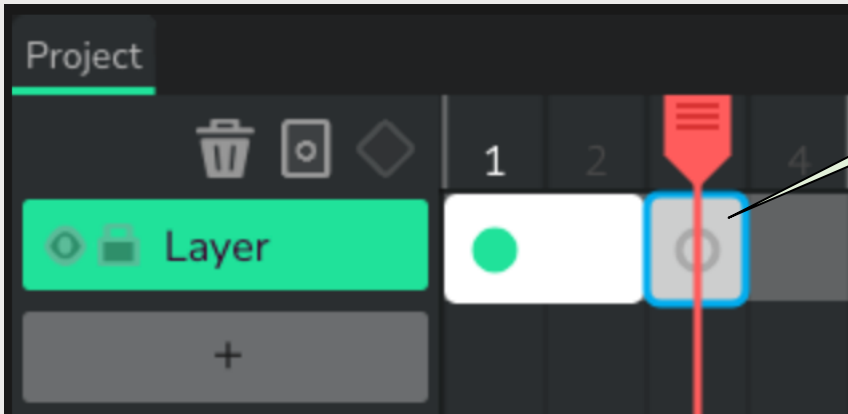
Origin X	360.00	Origin Y	240.00
X	0	Y	0
Width	720.00	Height	480.00
Scale W	2.927	Scale H	2.449
Rotation	0		
Opacity	1		

Step 6. Create a new Frame in the Timeline.

Hover over a new Frame in the Timeline.



Click the + symbol to add the new Frame in the Timeline.



Step 7. Complete the animation
Repeat Steps 3 – 6.

TIP: Space out the
Frames.

Run the animation
in the timeline to
verify that it works.

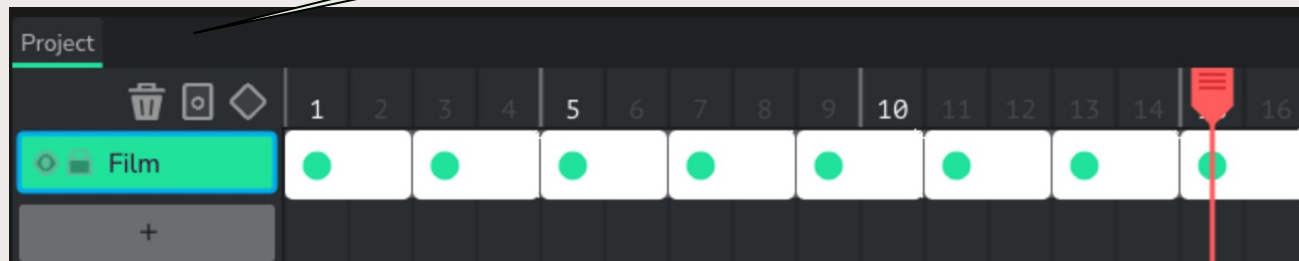


Step 8. Edit details until the animation is complete.



a) Frame content can be extended by dragging the Extension Bar.

b) Layer names can be edited using Inspector.



Step 9. Export the Animation

Export

My Project

new open export save ⚙

Choose

Choose

Export

My Project

AnimationInteractiveAudioImages

Animated GIF

✓ Creates a .gif file

✗ No Sound

✗ Not Interactive

Export GIF

Video (Beta)

✓ Creates an .mp4 file

✓ Has Sound

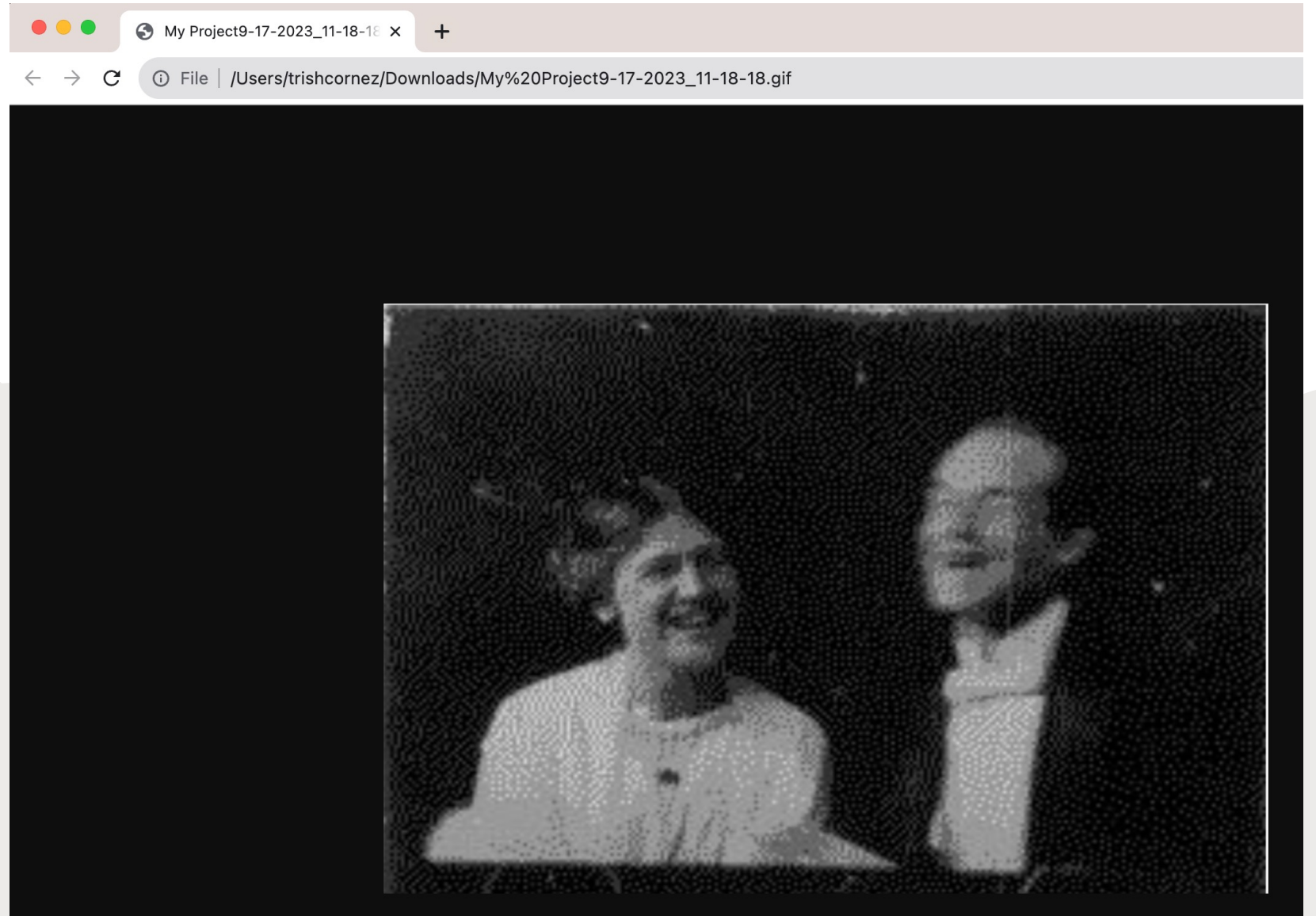
✗ Not Interactive

Export Video (Beta)

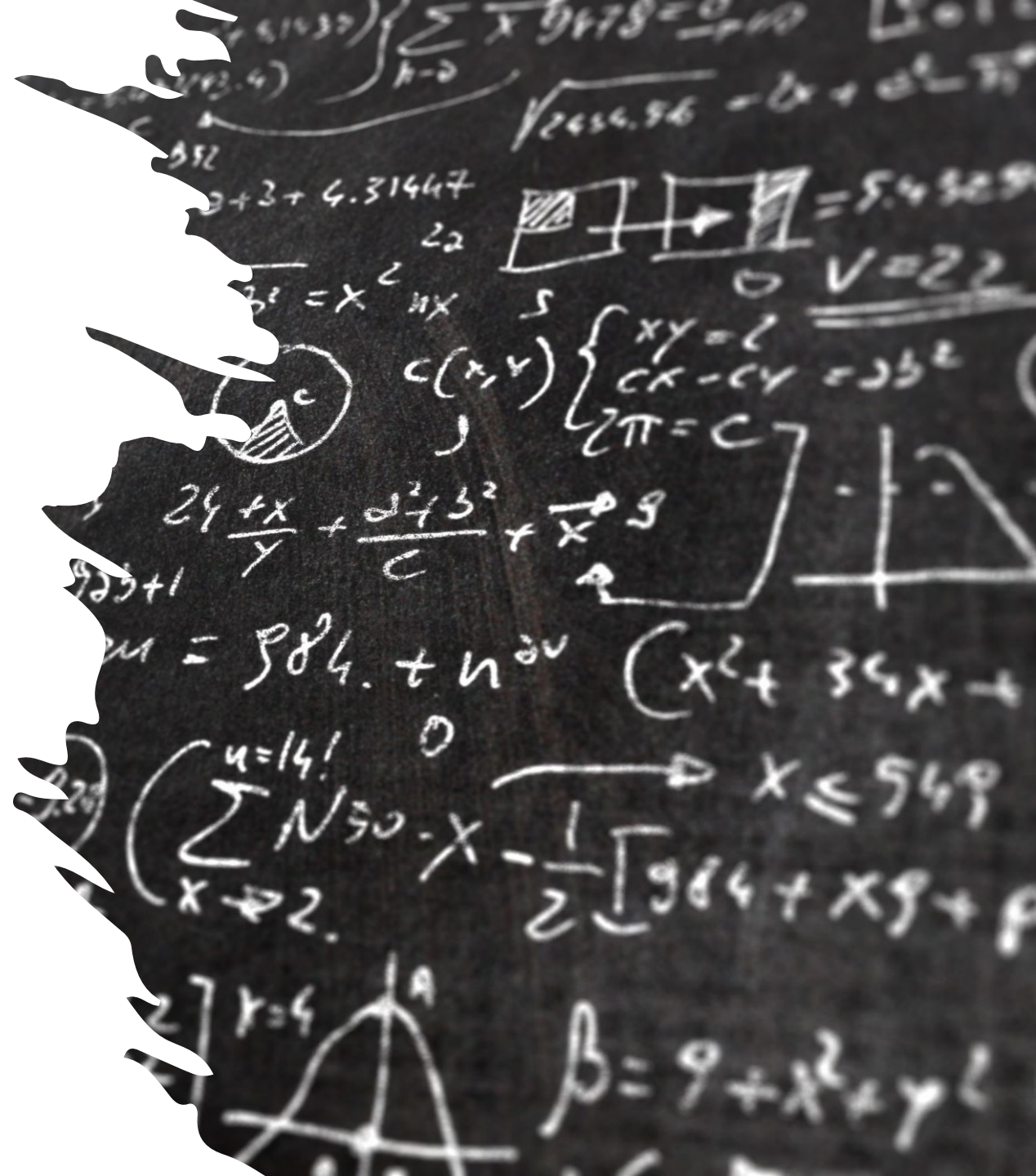
Resolution Options ☐

Step 10. Open the Exported Animation in a Browser

Choose any browser you want.



Drawing Vectors in Wick Editor



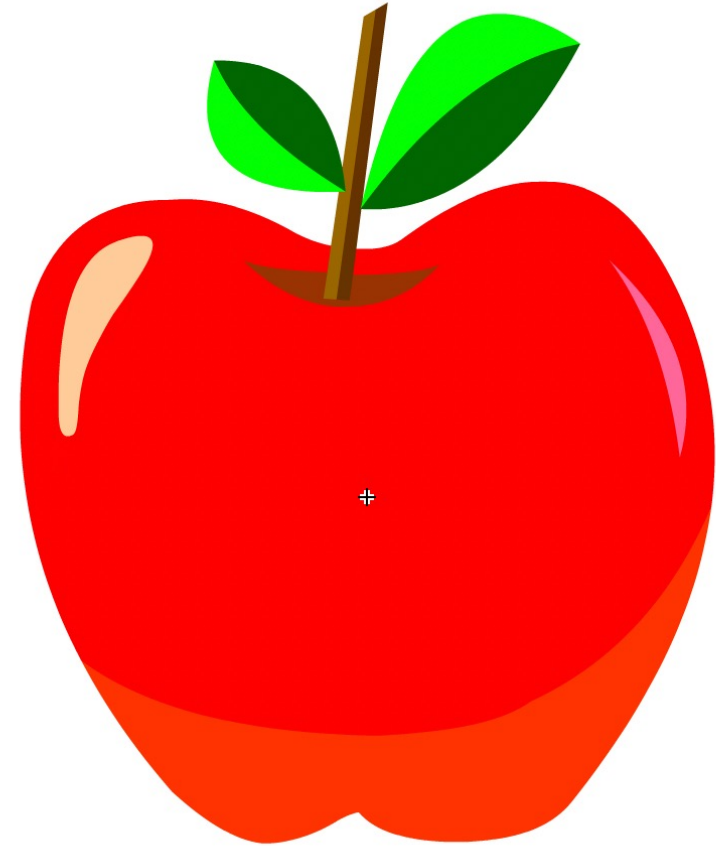


The Easiest Way To Draw Vector Graphics

Distill a graphic into lines.

Quiz

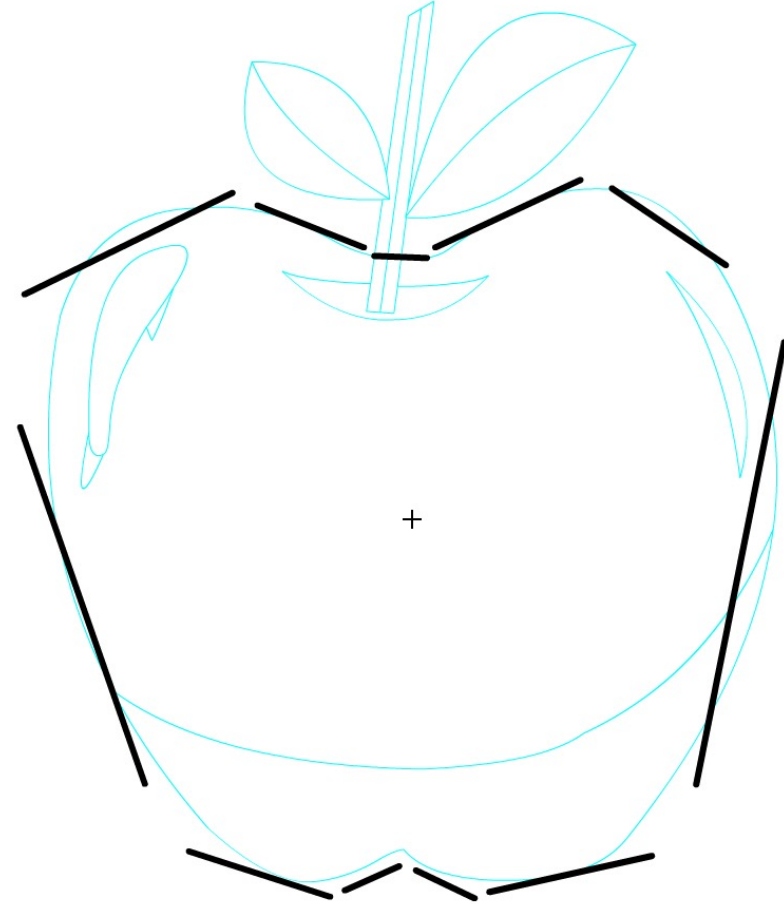
- Study the graphic of the Apple.
- How many lines would be required to create the basic shape?



Quiz: Answer

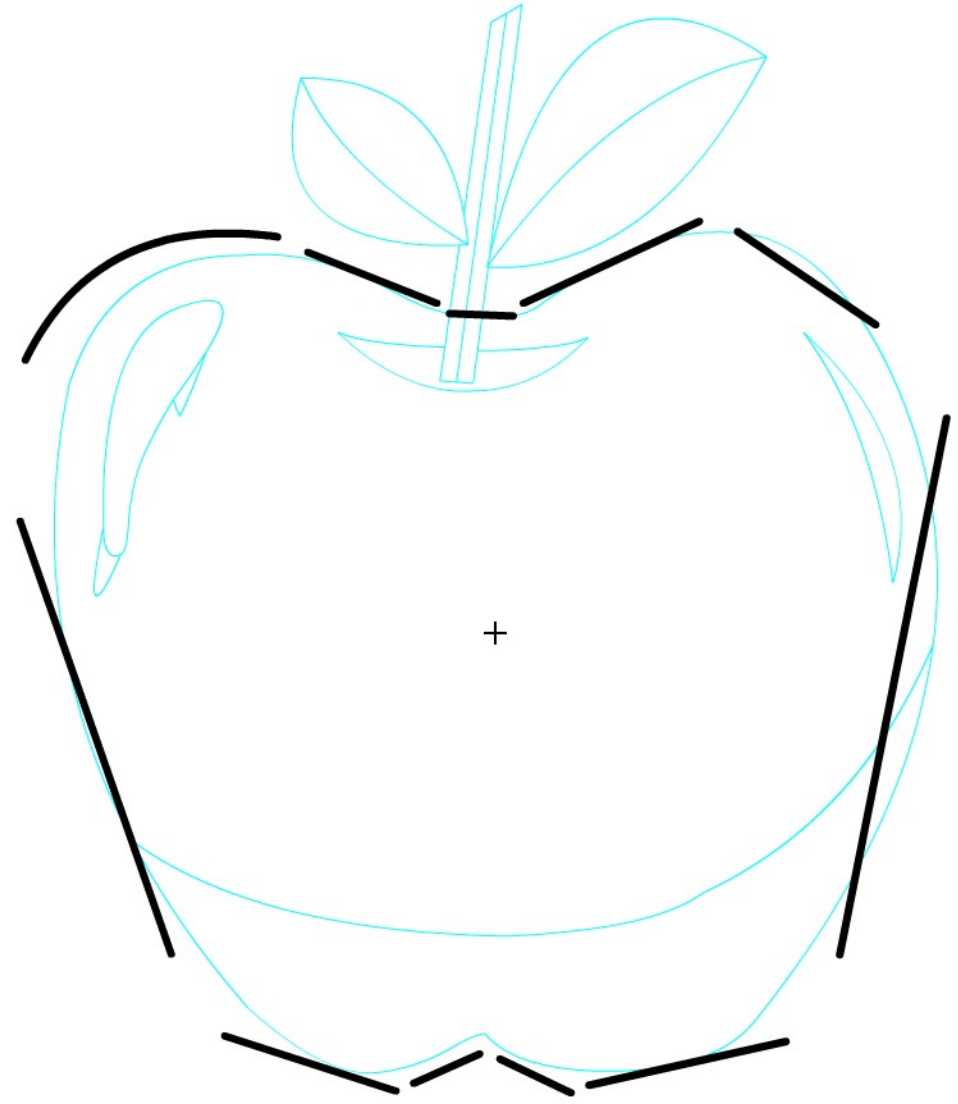
How many lines would be required to create the basic shape?

11 Lines



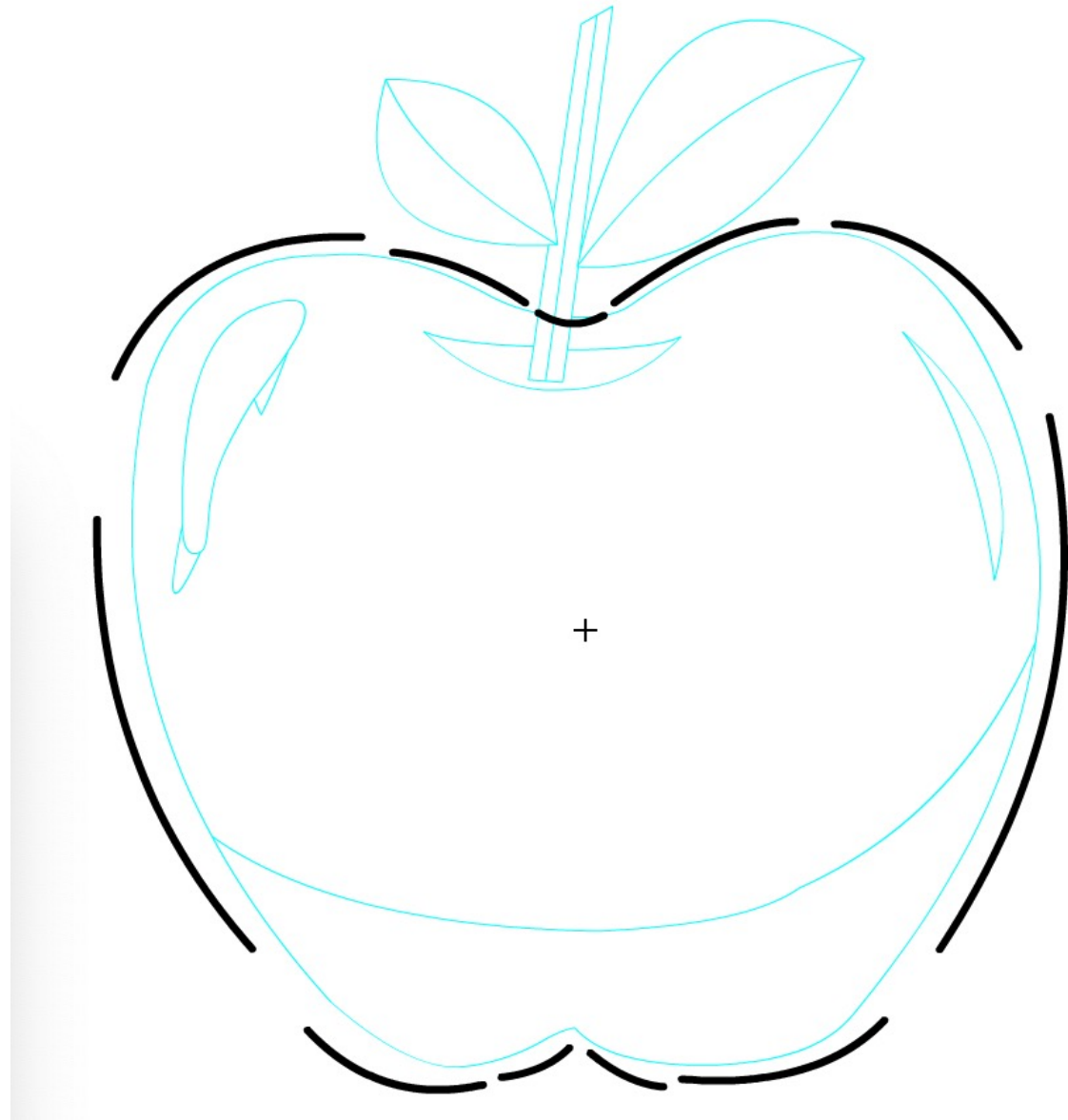
Quiz: Answer

A curve can be applied to a line.



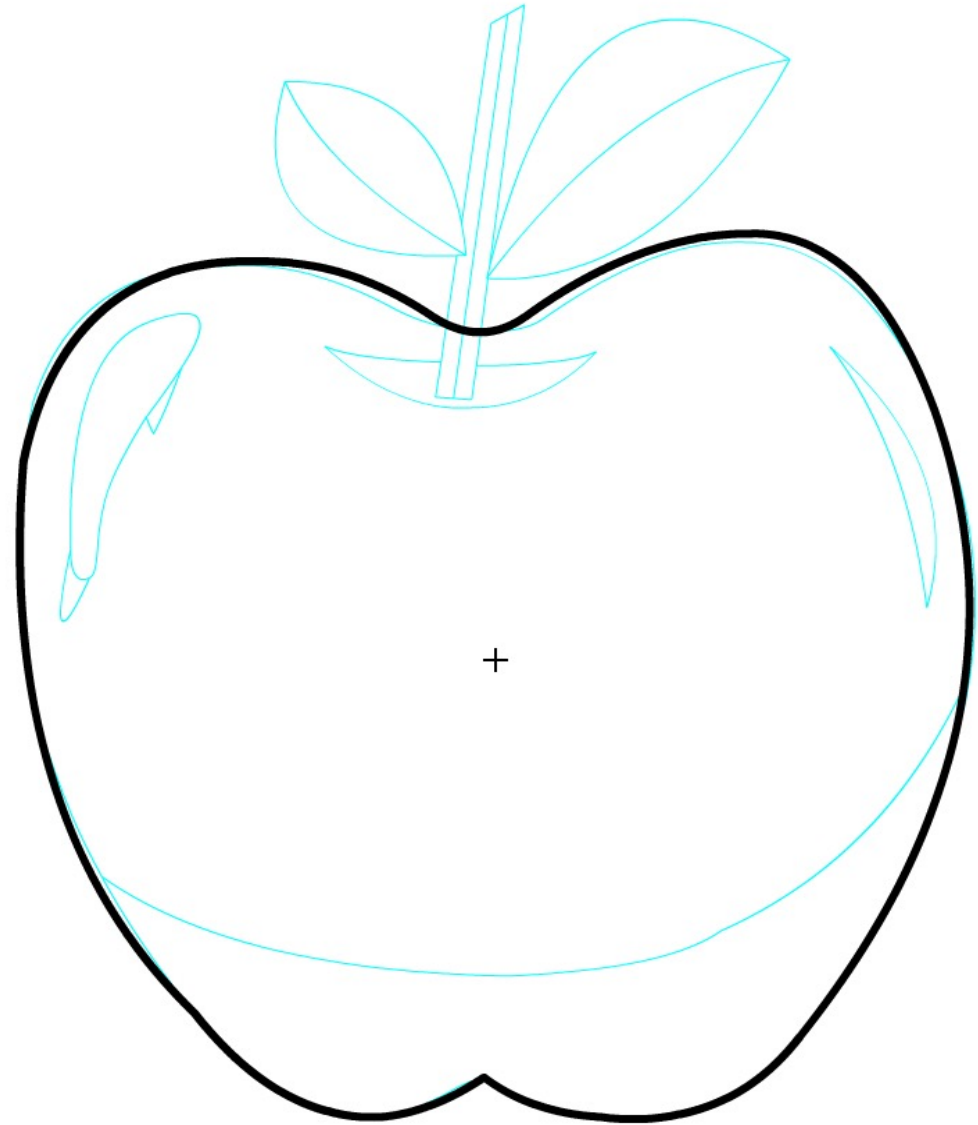
Quiz: Answer

Once all curves have been applied to lines, the lines can be attached.

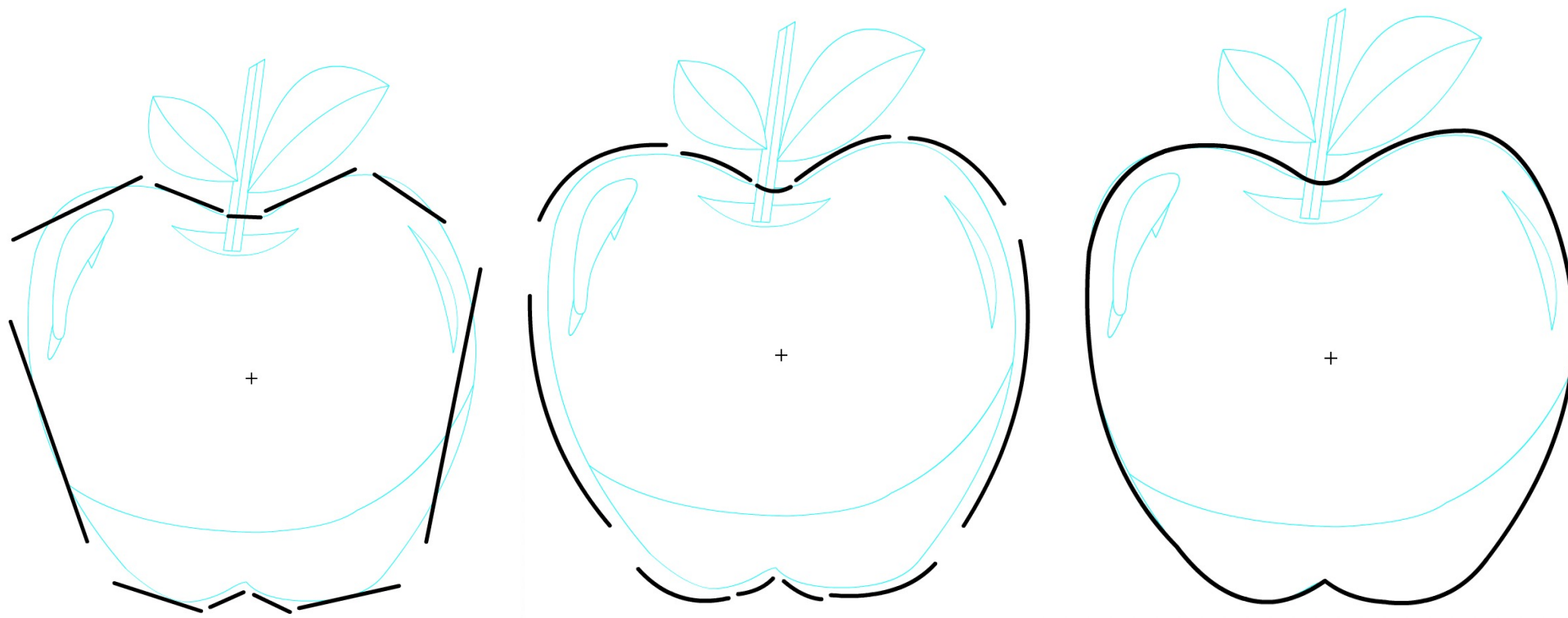


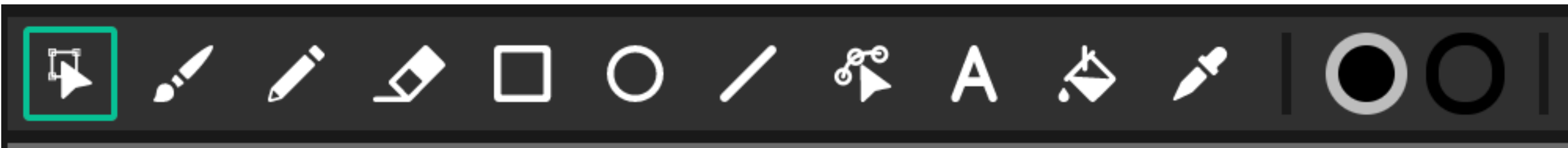
Quiz: Answer

After lines are attached, color can be added.



Here is the process, one more time...





Tool Bar

Essential Tools for Vector Drawing



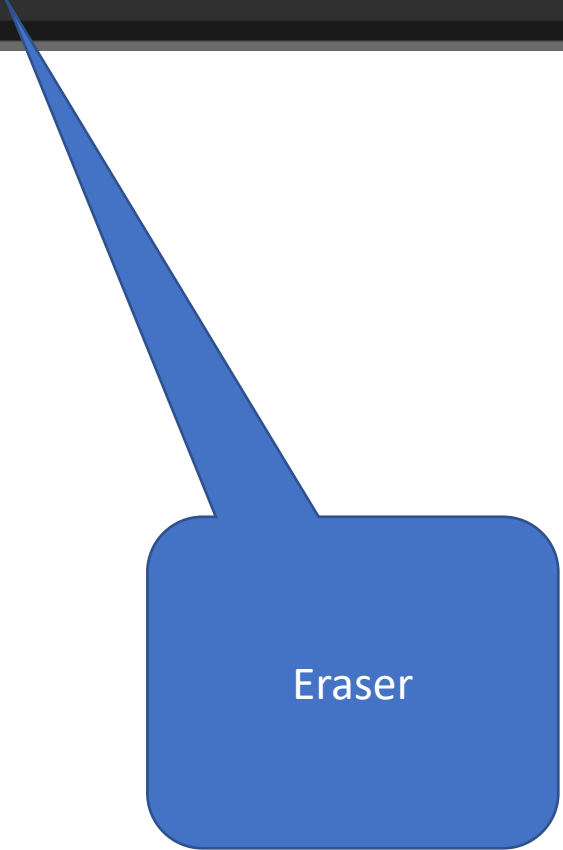
Selection Tool: Select objects



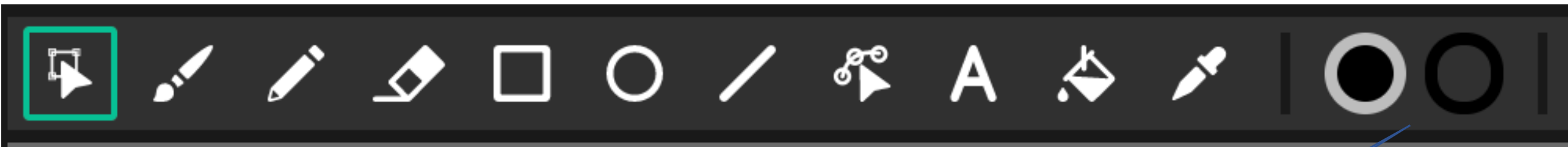
Draw a Line



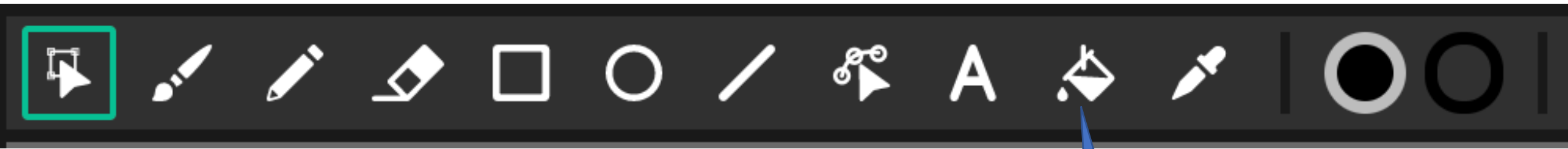
Apply a curve to
a line.



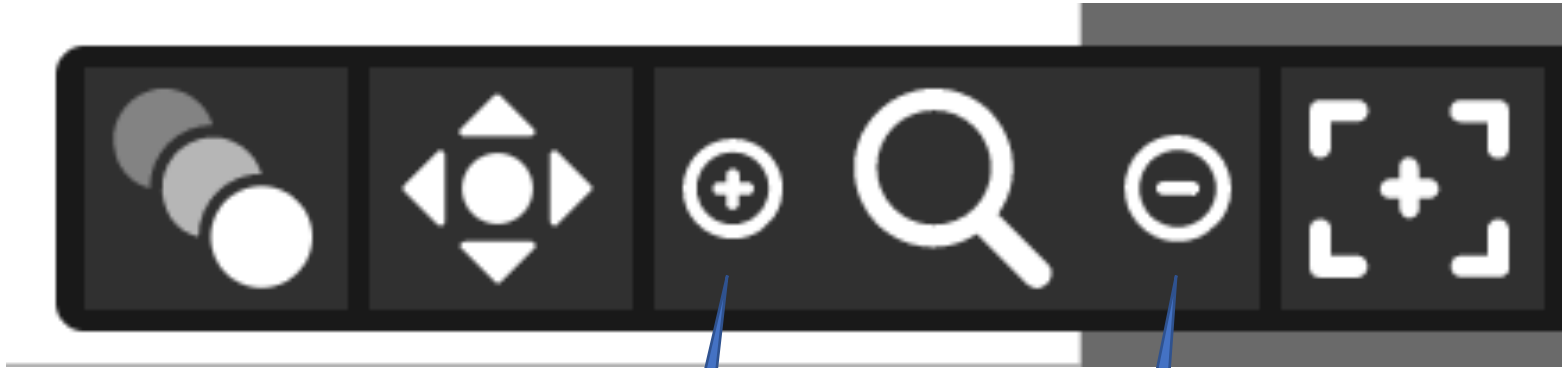
Eraser



Color:
Stroke & Fill



Paint Bucket Tool
Applies color to an
enclosed area.



Zoom in

Zoom out