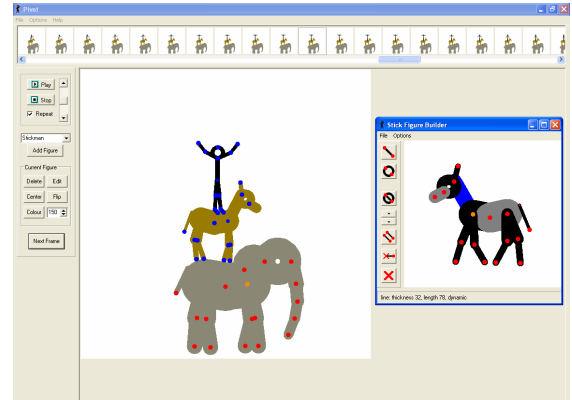


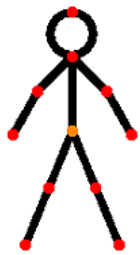
# Pivot Stickfigure Animator (adapted from Kent NGFL website)

Pivot Stickfigure Animator is a unique software, that allows you to create stick figure animations easily and without any artistic skills. You can move the sections of the stick figure and easily create a chain of animation frames that can be previewed as you go. You can use more than one stick-figure in the animation, and even create your own stick figures using an easy to use visual editor that lets you assemble objects out of lines and circles. In addition, you can optionally set animation size, speed and more. The result can be saved as an animated GIF file.



## Instructions

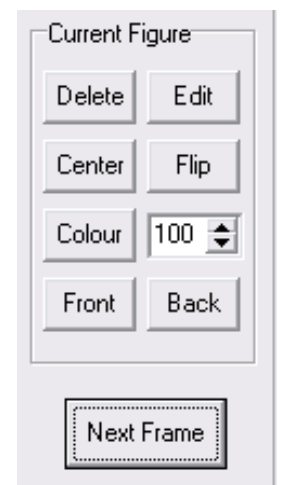
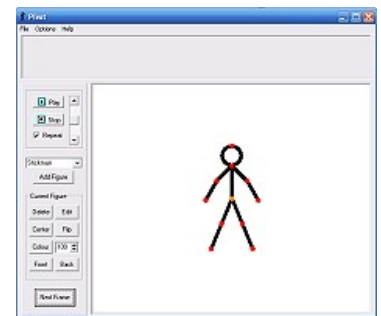
Load the program



The stick figure can be moved by clicking on the orange dot and dragging it to the new position.  
 The orange and red dots act like hinges.  
 Click and drag any dot to move part of the figure.  
 Click on Next frame to take a snapshot.  
 The snapshot will appear at the top of the screen.  
 Move part of the figure and take another snapshot.  
 Keep repeating.

You can change the colour of the stickfigure by clicking on colour.

The height can be changed by clicking on the down or up arrow beside 100.



Click Play to watch your animation

The speed of your animation can be altered by click on the down and up arrow beside the play button.

### How to add more figures

Click on File and select 'Load Figure Type'  
 You will see the examples which come with the programme.

# How to create your own Stick Figures

Click on File and select 'Create Figure Type'

Click on Options and select 'Edit'. This will allow you to stretch each part.

## The Buttons



**toggle segment kind** - toggle the selected segment (blue) between line and circle.

Parts can only be added to the red dots.



**add a line segment** to the figure. Click the button, then click a handle on the figure that the segment will pivot on, then click somewhere on the image to set the end of the line.



**add a circle segment** to the figure. Add in the same way as above.



**change segment thickness** - change the line thickness of the selected segment. Zero thickness segments will appear as invisible when not selected - these can be used to create figures with disconnected regions.



**duplicate segment** - duplicate a segment so that it has identical length/thickness. Select the segment you want to duplicate, then click the button, then click a handle on the figure to attach it.



**static / dynamic segment** - toggle the selected segment between static and dynamic. A dynamic segment will have a handle and will therefore be able to move in an animation, a static segment will not. Default is dynamic. A segment is shown as grey in the builder if it is static and black if it is dynamic (when it's not selected). Static segments can be rotated in the builder.



**delete segment** - delete the selected segment. Segments can only be deleted if they have no other segments attached to their endpoint.

To add the Figure click on File and select 'Add to animation'.

## How to Save your Animations

Click on File and select 'Save Animation'

The default file format is 'Pivot File' which means you can load and edit your animations another time.

Change type to 'Gif' if you want an image file which can be added to programs and websites.