In this guide we go through some simple exercises to illustrate the FluxTime workflow and show how to create animation clips in no time.

1) A simple animation

Prepare:

Click *Create new clip* and select a template. (opens automatically on startup)

Click *Insert new shape* and select a shape.

Draw up the new shape: Click somewhere on the canvas, hold the left mouse button, drag mouse until new shape has the desired size.

Animate:

Click *RECORD* to record an animation track

Select *Move Tool*. Move new shape across canvas by dragging it with the mouse.

Click *STOP* to stop recording

Playback:

Click *Play*

Congratulations – you just have created your first animation!

2) Things to know

o In FluxTime most things are done directly on the canvas. Select an edit tool from the toolbar and then use it to manipulate objects on the canvas. Even colour mixing affects the selected shape directly and we can see its colour change on the canvas.

o When *Record* is pressed, everything happening on the canvas is recorded. It can be played back immediately. The timeline slider can be used to jump to any position in a clip.

o FluxTime only records while something is happening on the canvas. If nothing happens, time stands still, there is no unintended pause in your animation.

3) Making changes to a recorded animation

For this you need to know how FluxTime memorizes an animation.

Instead of remembering where a shape is at any moment and what it looks like, FluxTime only *remembers the changes* made from one moment to the next. This makes it possible to change the appearance of objects even after a scene is recorded.

To illustrate this point, try this with the animation we just created:

- Jump to the beginning of the animation by dragging the *Timeline Slider* (above the canvas) to the left end. The shape should now be at its initial position on the canvas.
- Make changes to the shape, e.g. change its size using the ▫ *Scale Tool* or change its colour using the Colour *Sliders*.
- Play back the animation.

The shape moves exactly like before, but now looks different for the whole play time. FluxTime remembered how the shape moves.

Changes can be made at any point in the timeline of an animation. They are effective from that point onwards.

4) Concurrent movement

In FluxTime every recording is called a *track*. New tracks can start at any point in the timeline of an animation. There is no limit to the number of overlayed/concurrent tracks.

To illustrate this point, try this with the animation we just created:

- Move to the beginning of the animation we just created (or any other position)
- Draw up a new shape (maybe try a text shape this time...)
- Click *Record*
- Rotate the new shape using the Rotate Tool
- Click *Stop*

What happened here? While rotating the second shape, the other shape moved. FluxTime records the second track and plays back the first track underneath. If the second track took longer than the first track, the overall playtime of the animation is extended.

Trimming animation clips

FluxTime Studio automatically extends the timeline when recording. Sometimes this leads to unwanted animation at the end of a clip. Likewise, especially when creating loops, it can be useful to trim an animation at the start.

The *Trim Tool* is located at the right end of the Timeline Slider above the canvas. It can be used to cut everything before or after the current position. Take care, there is no *Undo* for this operation.

The *Trim Tool* only works in edit mode, i.e. when not currently recording or playing.

Inserting blank time

The FluxTime Recorder automatically pauses whenever there is no action on the canvas. To record an intentional pause, for example to give the audience time to read some text, one needs to press the *Insert Time* button.

The *Insert Time* button is located next to the *Timeline Slider* above the canvas. When recording, press to insert a pause in the current track (as long as pressed). The *Recorder Display* shows the time advancing while the *Insert Time* button is pressed.

Adjusting the track speed

This feature is turned off by default. Activate it in the *Settings and Preferences*. When activated, a *Trackspeed* dialog appears every time the *Record* is pressed.

In FluxTime every track can play at a different speed. Supported track speeds are 1 to 50 frames per second (fps). The default track speed is 25 fps. Variable track speeds are generally good when different things should happen at a different pace, e.g. clouds moving in the sky, while foreground action is happening at a faster pace.

Finally

General Help brings up the help manual.

WhatIs? Help brings specific help when clicking on buttons and controls.

While experimenting with FluxTime you may notice, that you have all kinds possibilities and the freedom to do things which may not make any sense at first sight. The philosophy behind this is that while it is nice to have control, it is even nicer to have creative freedom.

Support

Please use the feedback form on the FluxTime Studio website to submit questions and suggestions, or email them to support@fluxtime.com

We welcome your questions and feedback!