STYKZ ANIMATION TUTORIAL

Find the Stykz icon in your applications folder or in the applications bar of your home screen.

When you double click on that icon a “welcome center” screen should pop-up.

Click on “create your first animation”. A “Stykz Help” screen should pop-up. If you scroll down this screen it will run through a tutorial of the basic functions of the program.

Now, back on your original “welcome center” screen click on “default document. This will open a new document with a generic stick figure already existent. It will look exactly like the first image in your tutorial screen.

At the top of the screen under the heading *Window* make sure that your *Tools, Frames, and Controller* windows are open.

Scroll down the tutorial screen, following the instructions given on your own document screen.

When you are done, save your animation and hand it in as per instructions.

STYKZ ANIMATION TUTORIAL 2: Building in Stykz

In your “Welcome Screen”, under the sub-heading Tutorials, click on “How to make a base Stick the easy way”.

Follow all directions. Pay special attention to directions indicating how to create shapes, build off nodes and change the colours of objects.

STYKZ ANIMATION PROJECT 1

Create an animation with two characters interacting.

One character can be the standard stick figure. The other must be custom built and have distinct qualities or features that distinguish it from the generic figure. For example it can walk with a stoop, be fat, wear clothes etc. Be creative. Try to imbue your character with personality.

The interaction can be anything you want (a fight, a dance, etc) and must be the primary focus of the animation.

This animation should be at least 100 frames long.

STYKZ ANIMATION PROJECT 2

Using your STYKZ building skills, build an abstract object with multiple movement nodes, shapes and colours.

Move, transform and build your abstract structure throughout your animation.

This animation should be at least 100 frames long.