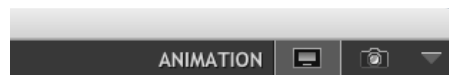




## IV. ANIMATING AND EDITING IN DRAGONFRAME

### A. Set Up in Animation Window

1. **Switch Windows:** Click on small Animate icon to open Animate window.



- a) Before you begin animating make sure your playback speed to the desired FPS (frames per second) setting. Typically, you will shoot your animation at 12 FPS or in two's at 24 FPS.
- b) Use the Dragonframe Keypad to take frames by hitting the Enter Key or use the enter key on your keyboard.
- c) When you have taken a few frames you can hit the play button on the keypad or use your spacebar to preview your animation.

2. **Framing Your Animation and Composition Guides:** In the main toolbar go to View/Composition Guides. . .



Dragonframe has some great tools for adjusting your framing and changing your composition guides/overlays. Typically, you will be animating at a 16:9 aspect ratio.

Go to the Animation Workspace section at [www.dragonframe.com/tutorials](http://www.dragonframe.com/tutorials) and watch the following videos:

- [Animation Framing](#)
- [Composition Guides](#)

### C. Animating and Editing in Dragonframe

The best way to learn Dragonframe is to simply start animating and feel your way around the program. The basic operation in Dragonframe is extremely intuitive but there are a number of powerful advanced features in Dragonframe that can seriously add to your stop motion game.

Go to [www.dragonframe.com/tutorials](http://www.dragonframe.com/tutorials) and watch the following short tutorials:

#### Animation Workspace

- [Timeline/Editing Overview](#)
- [Onion Skin](#)
- [Drawing](#)
- [Import Reference Image/Movie](#)
- [X-Sheet](#)
- [Increment Editor](#) / [Increment Editor Update](#)

### D. Wrap Up Shoot

**Cleaning Work Area:** When you are finished animating make sure you clean up the entire shoot area. **This includes any mess you have made in lab doing preproduction.**

**Put Away Equipment and “Zero Out” Shoot Station:** Return the shoot station to its original condition.

- Take the camera off the tripod but leave the mounting shoe on the camera body.
- Place the camera and other components back into the camera bag in their proper places.
- Be sure to log any problems you may have had during your shoot and notify the instructor if necessary.