Diary: Pencil’s Animation

# January 8th, 2015

File: Sketch2\_Andrew

I learned how to add sounds to my animation today in class. First, I went on Google and searched for scary sounds, as my animation is a scary animation. I found out that many sites charge for downloads; however, there is a site, <http://www.szworld.net/scary-sounds/>, which doesn’t charge for downloads. Because I didn’t have a headphone nor any devices to help me hear the sound, therefore, I just download the sound base on the description. After I click download, I click on the small down arrow besides the download file to know the location of the file. I figured out that it is saved in Local Disk D, folder: Download. I then searched on Google to find directions to add sound. I found a site, <http://pencilanimationhelp.blogspot.com/2009/10/lesson-2-how-to-add-sound-to-your.html>, and it said that .wav is the only type of file that is supported on Windows; therefore, I need to convert my downloaded audio (.mp3) to .wav. When I converted the audio, I realized that the new file is 11 times larger than the original file, which took a very long time to download. After I downloaded the converted file, I go to Pencil then drag the red vertical bar back to the 1st second. After that, I choose Edit, and then select Import Sound. I choose the file from the Download folder of Local Disk D. Finally, I select Open. This is how I added sound to my animation.

# January 12th, 2015

File: Sketch5\_Andrew

Today, I planned to draw a skyline of the city and color it. I planned that I will draw an animated car. I drew the first one, but then it crashed while I’m drawing the car. I am frustrated, but I don’t know how to recover the files. I am so frustrated, so I decide to draw again. I reopened Pencil, then began to draw those building blocks. After finished drawing buildings, I chose “Fill”, which is a color bucket, to color these buildings. When I colored it, I realized that it didn’t color the blocks as my wish, instead, it colored the entire drawing. I then chose “Draw”, which is a pen, to redraw the buildings to make sure that there are no little spaces between the building blocks and the background, so that it will color the buildings, rather than the background. Finally, I did it, but then the bell rang. After today, I learned that I must save every step to make sure that when the program crashed, I can still have my file.

# January 14th, 2015

File: Sketch6\_Andrew

Today, I worked on a new animation. Having experiences in terms of dealing with crashes, after one or two draw strokes, I pressed “Control (Cltr)” and “S” to save my animation. I am interest in space science therefore, I would like to create a Sci-Fi animation. This is the main reason why I decide to create animation that tells about the destruction of Earth and the migration of Earth residences to Mars as an effect of the destruction.

First, I sketched a circle, which I believe is a meteorite. Then, I went to Google and find a picture of Earth. I found many great pictures, but I believe that it is best for me to find one that has a white background because I want it to match with my background’s color. I chose a picture, then saved it in the Download folder of my laptop. After that, I realized that the Bitmap layer can’t display .jpeg files, therefore, I went on Google again and look for a file converter website. I keyed in “convert .jpeg into .bmp” into the search box, and I found a website: <http://image.online-convert.com/convert-to-bmp>. After the conversion, I realized that my white background has changed to a yellow one, however, I decide to just leave it there and import the picture into Pencil, then fixed it directly there. I was confused by Pencil for a while. I clicked on File and saw “Import”, but when I clicked it, the option of importing images is not available. Then, I browsed other categories, and finally found “Import image” under Edit. I imported the picture. After that, I used the coloring tool to color the yellow background of Earth into black. I created several other layers, then copied the Earth, and copied the meteorite but moved it a bit down and made it a bit larger as it moved nearer to Earth. Finished with this, I then filled all of these layers’ backgrounds with black, and the bell rang.

# January 16th, 2015

File: Sketch6\_Andrew

I decided to work on the explosion of Earth for today, and I realized that I will draw fireworks as a way to demonstrate this explosion. First of all, I used coloring tool to draw a few upward-slope lines above the Earth. Then, I created a new layer and copied the previous layer to this new layer. At this new layer, I used another color to draw similar upward-slope lines, but a little bit higher than the previous one. I repeated this step several times, until I believed it has reached its maximum height. Then, I created a new layer and copied the previous layer to this new layer. But this time, I draw the new line a bit lower than the previous, then use black to cover the extra part away. Again, I repeated this step several times, until I believed it has reached its minimum height. That is what I have worked in class today.

# January 20th, 2015

File: The Destruction of Earth (Cause & Effect)\_Andrew

I worked on exporting the files to flash. I clicked on “File” menu, then choose “Export”. After that, I selected “Flash/SWF”. A new menu appeared, and it asked me the name that I desired to save this flash as. Within this menu, I can also choose the saving location of this flash. After finishing with my selections, I chose “Save” and waited until the flash appeared in that saving location.

# January 28th, 2015

File: The Destruction of Earth (Cause & Effect)\_Andrew

I read the rubric and realized that we cannot repeat frames nor having the animation at a speed lower than 5 frames per second. Therefore, I went into my animation again and adjust the frames per second to 6. Furthermore, I deleted several frames at the end of the animation, which showed a repetition of previous frames. After completing these steps, I re-exported the file into a flash animation.