

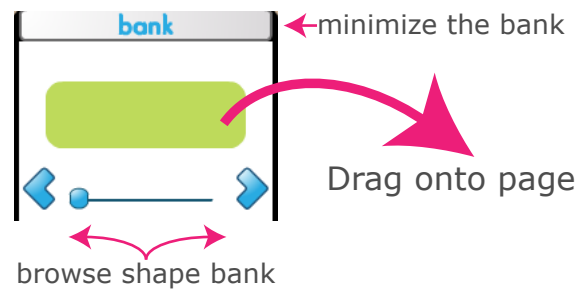


 **New** Create a new animation (closes the current animation)

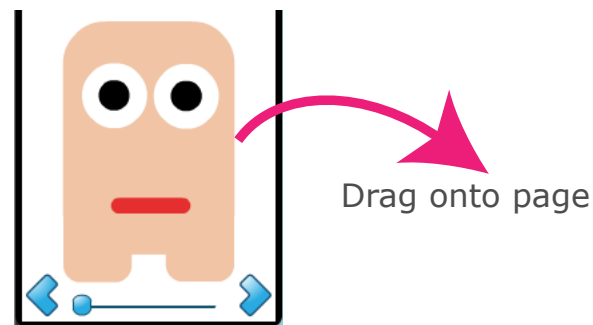
 **Save** Save the current animation. This will open a window where you can select a folder and file name.

 **Open** Browse for and open a previously saved animation.

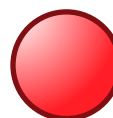
 **Close** Exit the program.





Shape Bank Contains a selection of shapes which can be used to create your animation. Drag the shapes from the bank onto the page.



AniThing Bank Contains a selection of AniThings which can be added to your animation. Hover over an AniThing to see it animate. Drag and drop onto the page.

 **Record** Begin recording. Press and then drag items around the screen to animate.

 **Play** Press to play your animation.

 **Stop** Stops a playing or recording animation.

 **Previous/Next Frame** Steps through the animation.

 **Playback slider** Scrolls through the animation.