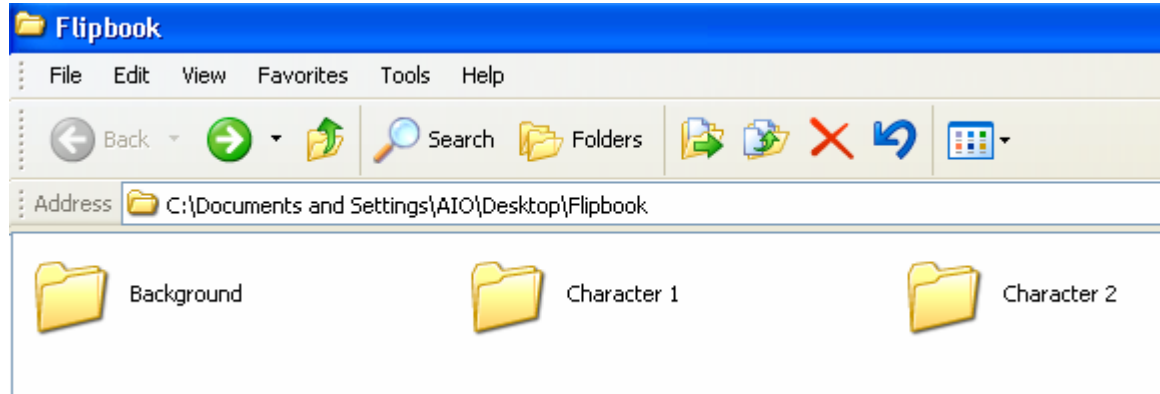


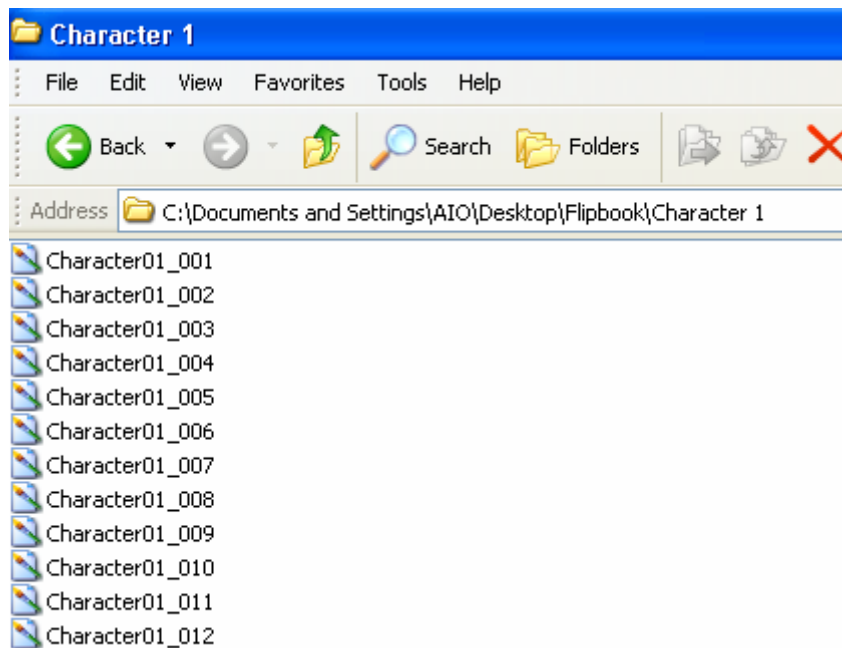
Scanning your cells into Flipbook

1. Before you start...

You'll need to start with your cells scanned already on a folder, well identified.

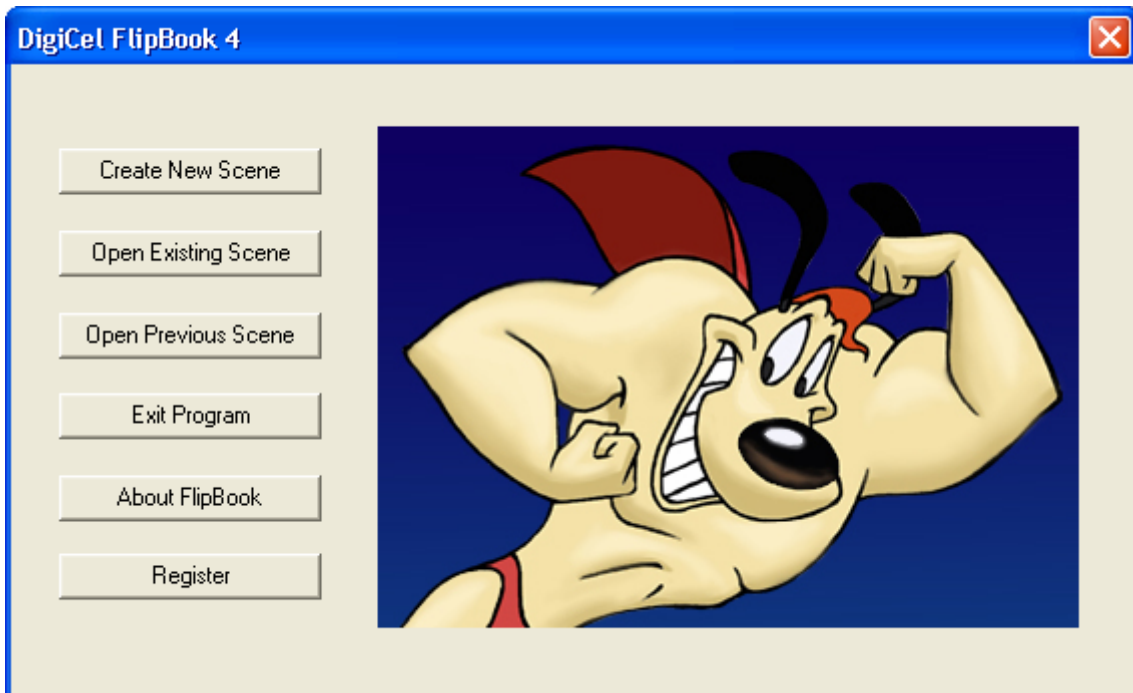


Save your files as either BMP or TGA. Save these files to respective folders as Character01_001.bmp, Character01_002.bmp, etc.

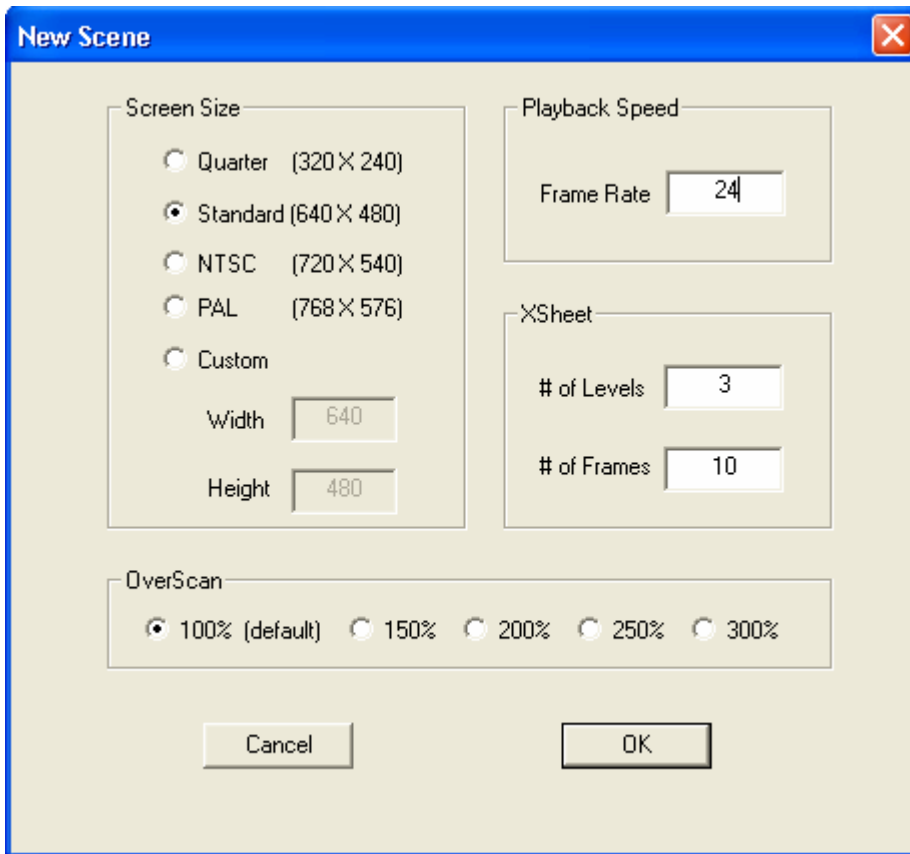


NOTE: Verify that your drawings are completely aligned on the scanner. Attach your peg bar to the scanner bed with clear tape in order to keep them aligned as you scan them.

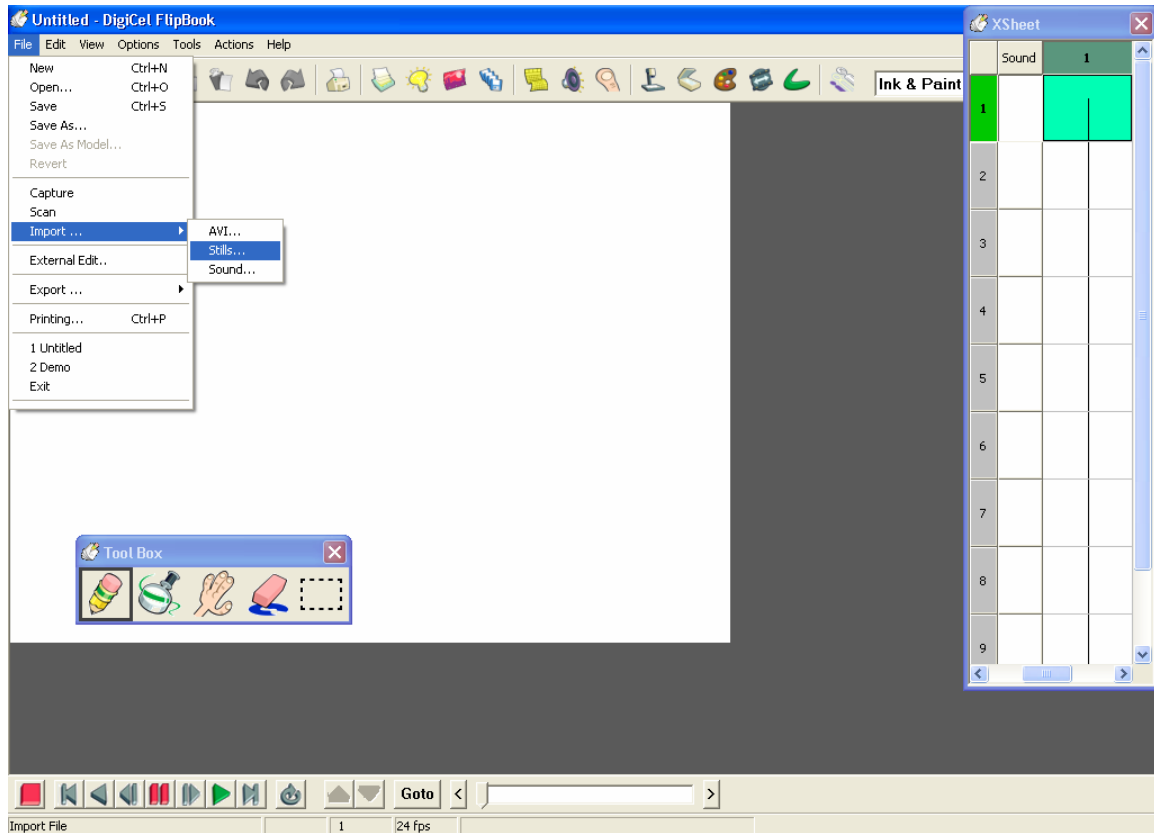
2. Open DigiCel and go to **Create New Scene**.



2. Select the following settings in the New Scene window.
 - a. **Screen Size** 640x480
 - b. **OverScan** 100%
 - c. **Frame Rate** 24
 - d. **# of levels** should be the amount of characters that you have in your animation and your background layers. So if you have three characters and a single background jpg, your # of levels will be 4 (one for the background and 3 for the characters)
 - e. **# of frames** 10



5. To import your files, go to **File – Import – Stills**.



6. Sketch all frames of the animation, scan them and save them as bmp or TGA files numbered from 1 through 16 in the correct order, using the following format: Lastname001.bmp. For example, Delgado001.bmp, Delgado002.bmp, Delgado003.bmp, etc. Bring the files into the Flipbook software using the Import menu option. Play the animation, make any necessary changes, and Export the animation as a gif or avi using the Export menu option. Post the animated file to this **Discussion Area** for analysis and discussion.

Please, review the assignment grading criteria to make sure that you meet all the points to be evaluated. Make the environment as detailed as possible, since there's not much time left in the class.

:)