

How to use easy Animation 4

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easy Animation 4

The animation software easy Animation 4 is the successor to easy animation 3. The software is suitable for presenting exercises and tactics.

The animation software has been completely reprogrammed to meet the latest requirements of computer technology. Therefore compatibility with easy Animation 3 is NOT guaranteed.

The handling is as simple as before. An animation is still set up as follows: 1. Set the starting position of the players. 2. Add a second and imagine: Where are my players one second later? And so on ...

Functions have been added, e.g. the possibility to select field sections with the mouse, running in a curve, the grid.

Other features have been improved, so the callouts, which could not be edited so far. The color and size of text can now be edited. Figures and tools are available in many colors. Figures can be linked to each other, e.g. to show the movement of defensive chains.

Video export to mpeg4 was introduced as Flash disappears more and more.

Also new are the animated figures, which make the animations even more vivid.

System Requirements

PC with at least Windows 7, 32 or 64 Bit.

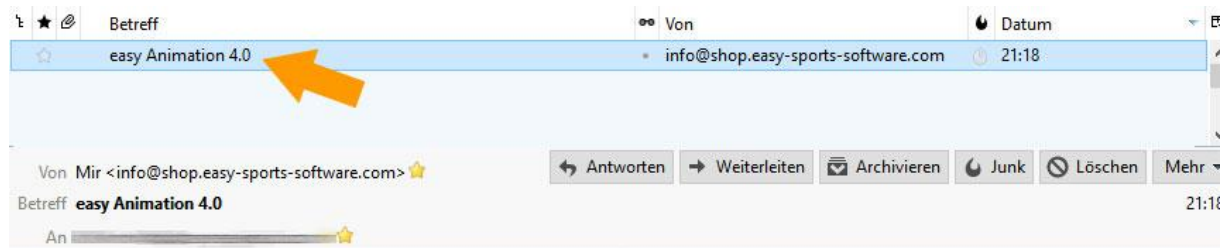
MAC OS Sierra.



Installation on older versions of Windows, Mac Os, tablets and smartphones is not possible.

Installation and Activation

After successful purchase, you will receive an e-mail with the download link and your serial number.



Dear Marion Becker-Richter!

This email contains the necessary information to use your new software:

1. [Download the software to your computer](#)
2. Doubleclick on the file and follow the instructions on the screen.
3. Your serial number: "0277-4113-4344-7347-xxxx"
4. Find a manual and help tutorials in our [Support-Center](#).

Download-Link

Seriennummer

Kind regards,

Your team of easy Sports-Software

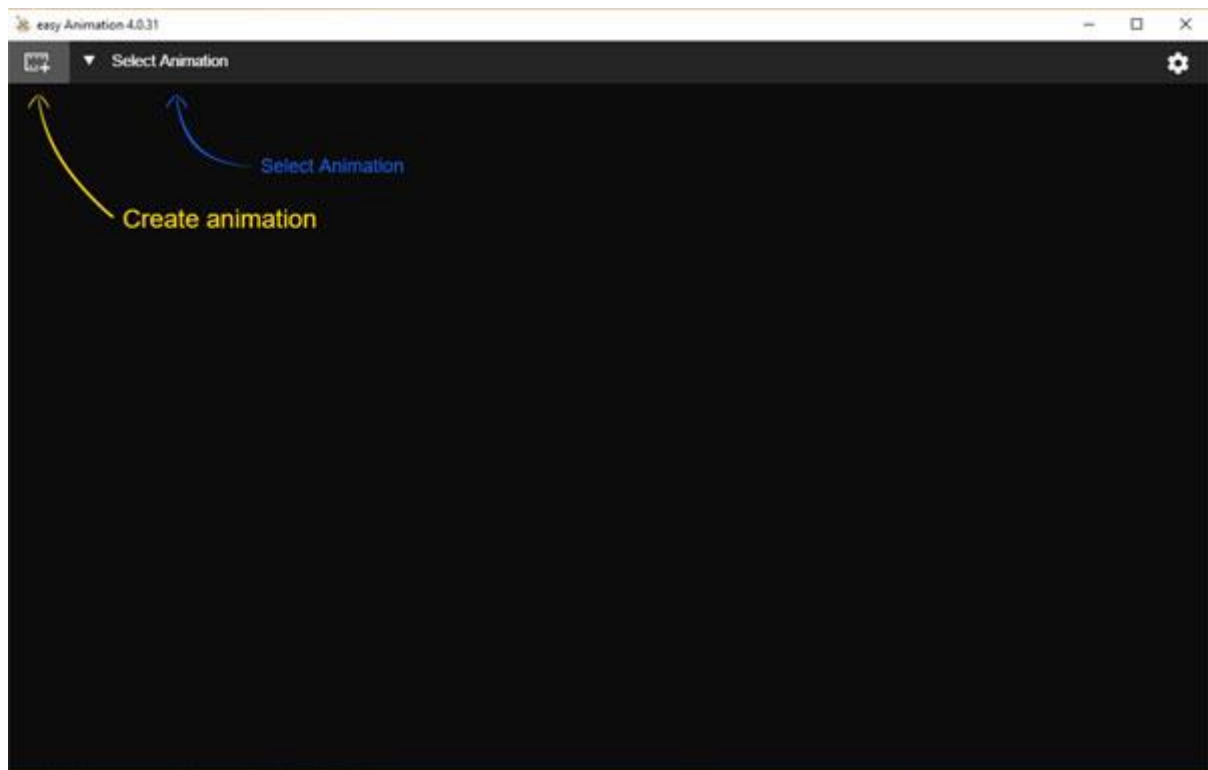
Starting easy Animation

Doubleclick on the desktop icon.

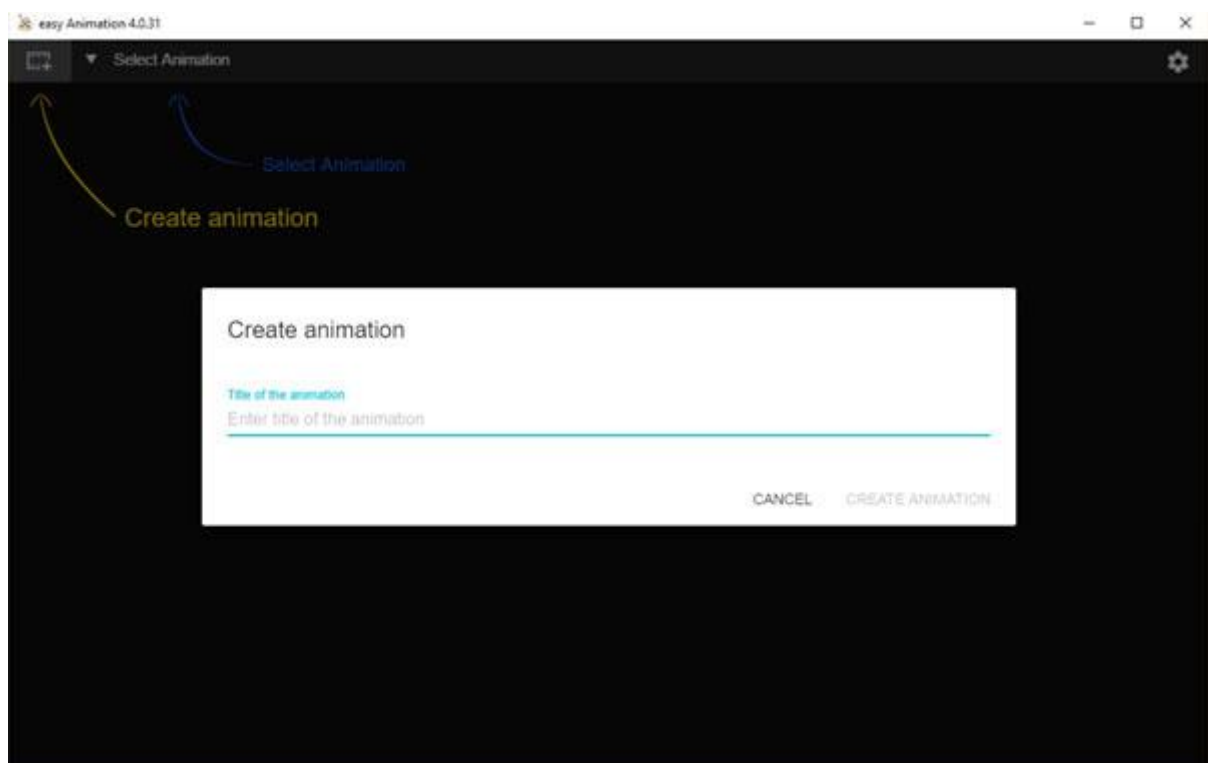


The Screen

After the start, the program looks like this:



After you click the Create Animation icon, you are prompted to specify a name for the animation you want to create:

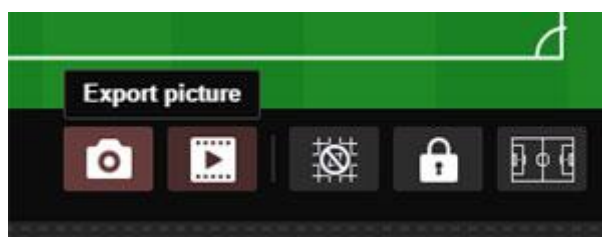


If you have entered football during the installation as a preferred sport, you will see the following program interface:



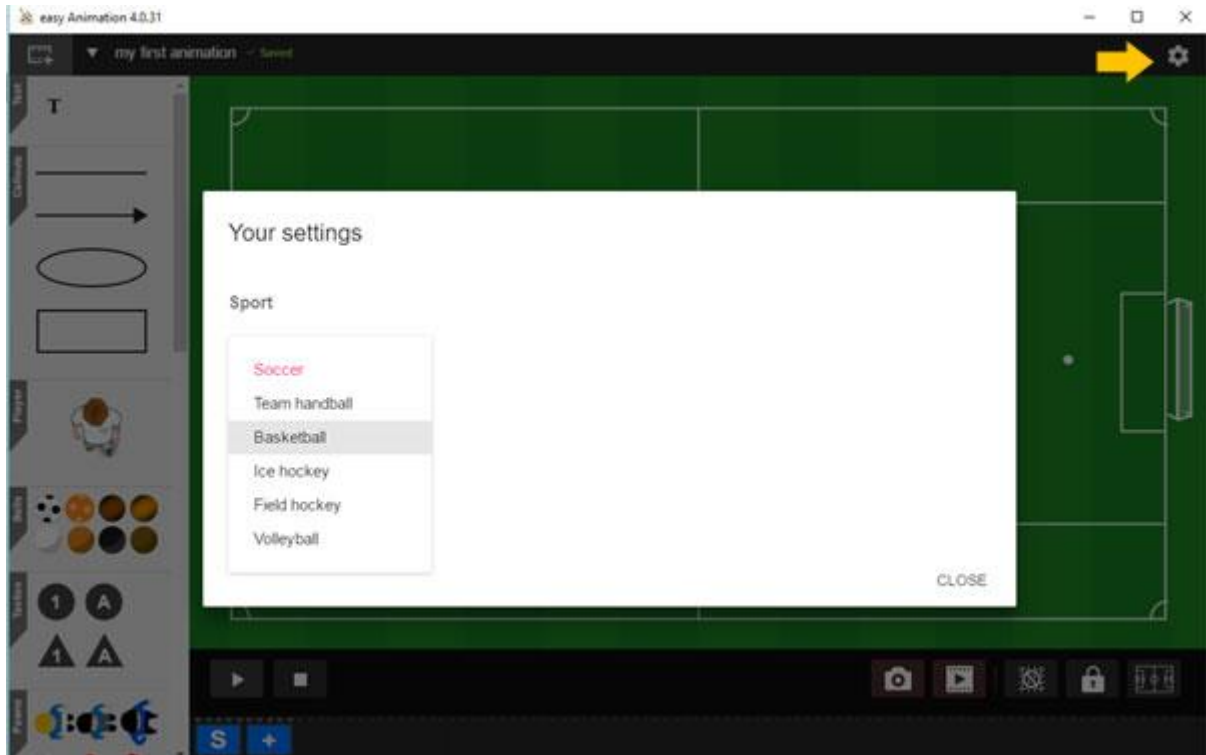
Tool Tipps

Bei einigen Schaltflächen erscheinen Tool-Tipps, wenn Sie mit der Maus darüber fahren.



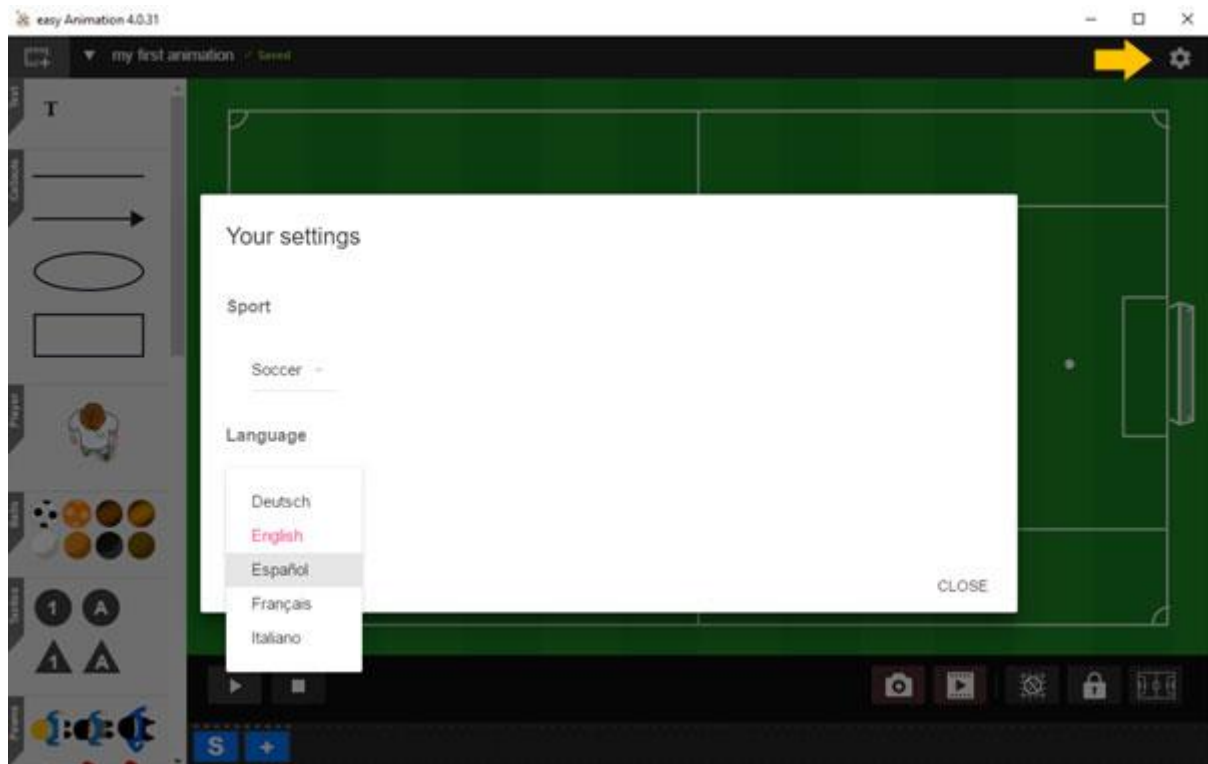
Change Sports

Click the Settings icon and select your sport by mouse click. You can change your decision again at any time.



Change Language

Click the Settings icon and select your language with a mouse click. You can change your decision again at any time.



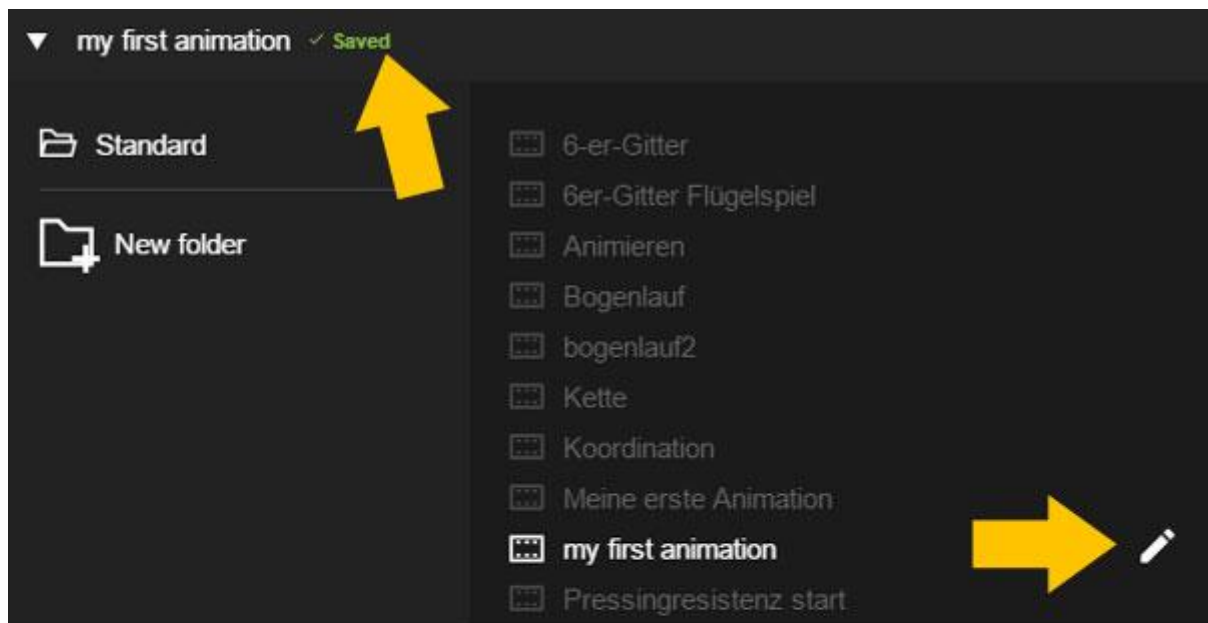
Saving an Animation

When you create an animation, you type the name that you can change at any time by clicking the Edit icon next to the animation.

Animations are saved automatically.

You can see that an animation has been saved on the green "Saved".

Renaming an animation



Rename animation

Title of the animation

My first animation

DELETE

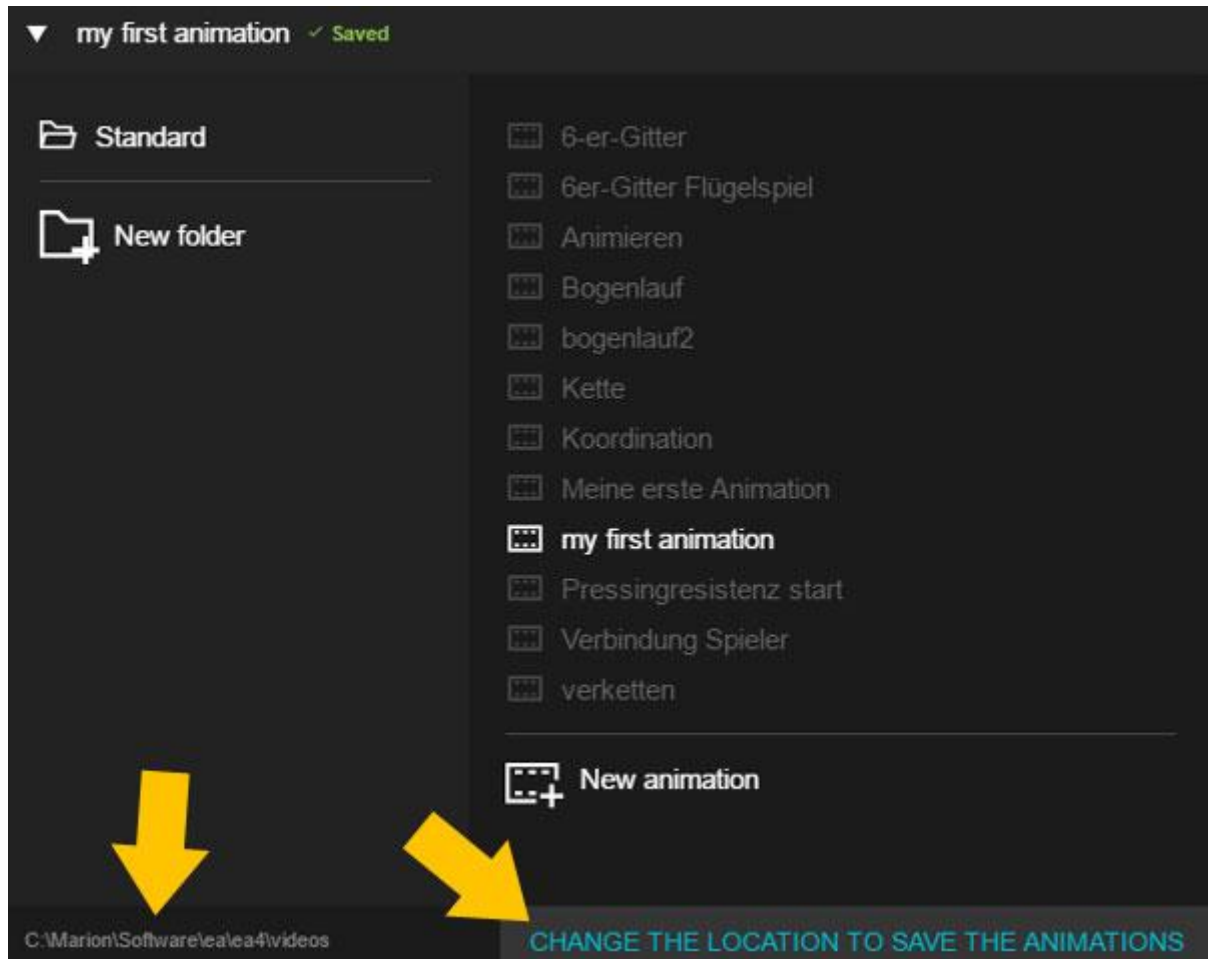
CANCEL

RENAME

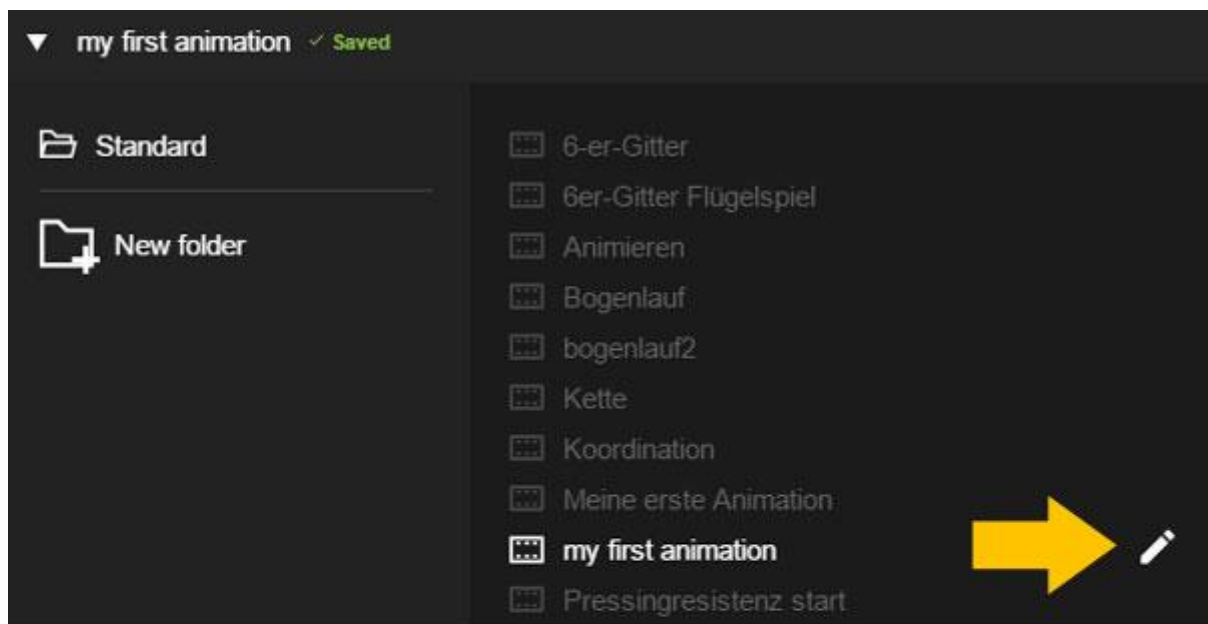
Where are my animations saved?

See the **location of your saved animation** files at the bottom left of the window.

You can permanently change the preset location by clicking "**CHANGE THE LOCATION ...**" and specify a location of your choice.



Delete animation



Rename animation



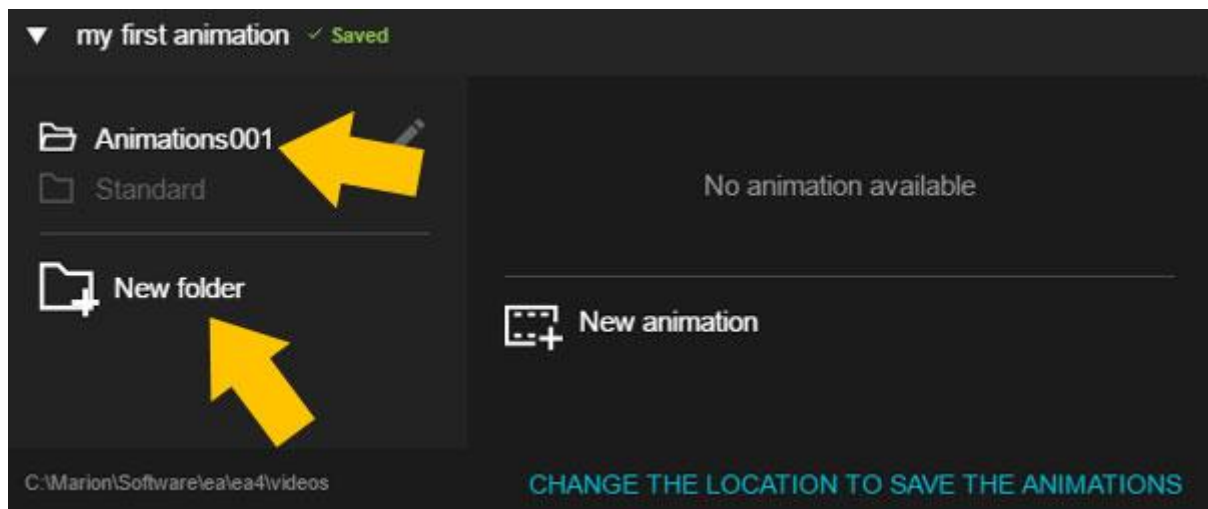
The animation will be deleted permanently. You can NOT undo the deletion. So please be careful.

Order your animations

If you have made many animations, the dialog window becomes confusing. Create order by creating folders. Use the New Folder button to create folders.

For example, we have created the "Animations001" folder, which currently has no animations in it.

Between the folders - here Animations001 and Standard - you switch back and forth by mouse click.

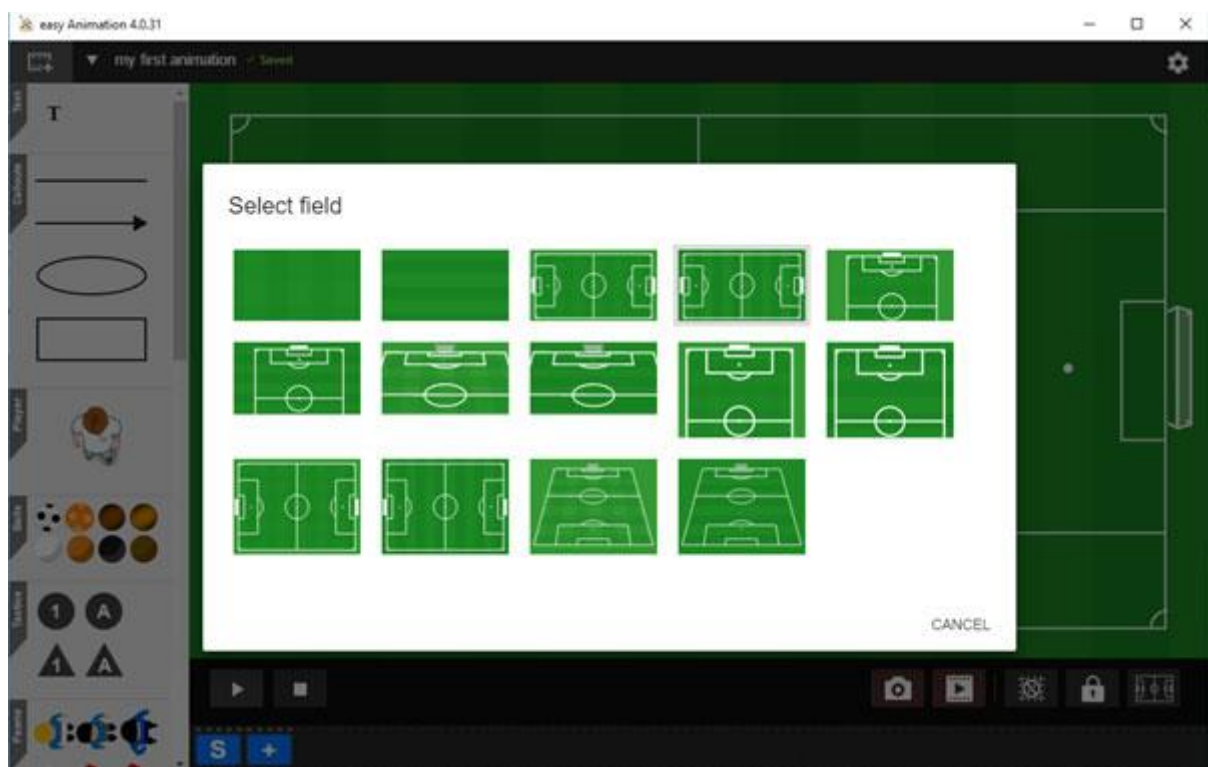


Fields

To go to the field selection, click the field icon under the field

You have the choice between popular field cuts, striped and checkered fields, but you can modify the cutouts as you wish.

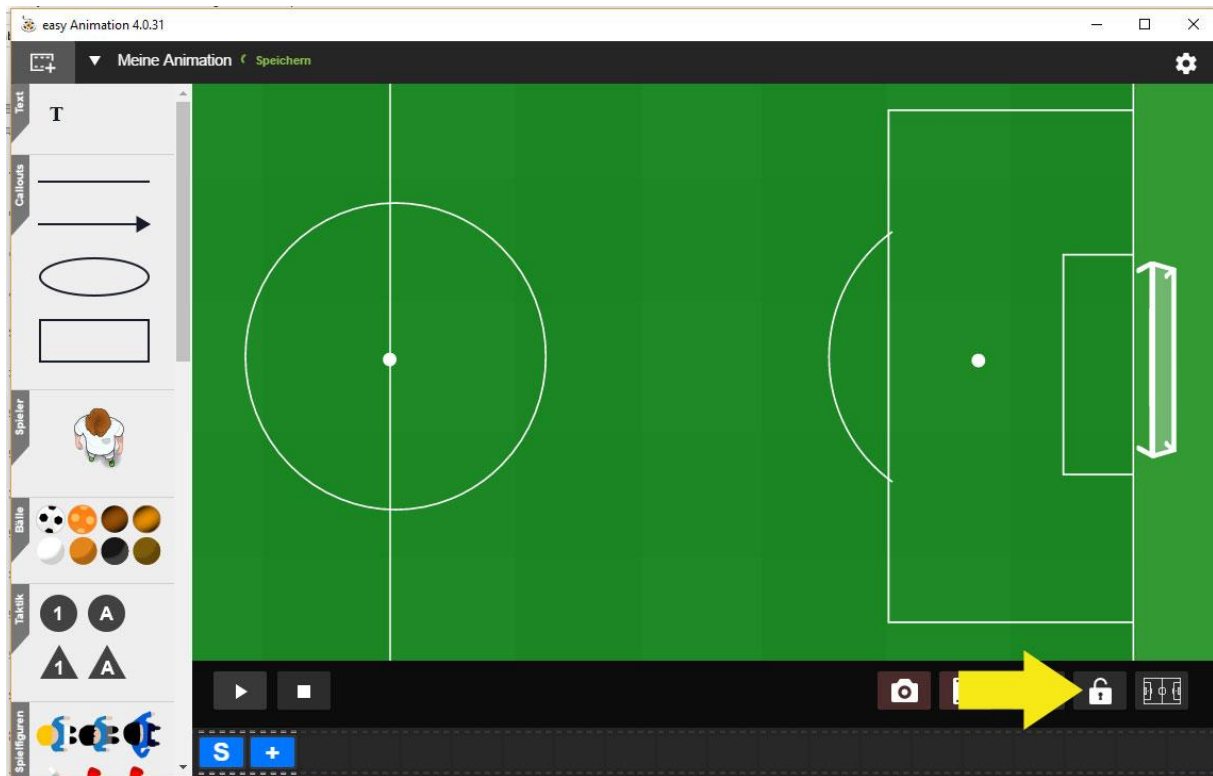
To select a field, click the desired field. After clicking, the field appears on the desktop.



Select a part of a field

When you open the lock, you can change the field by turning the mouse wheel, thus adapting the field to your requirements.

Drag the mouse to move the field.



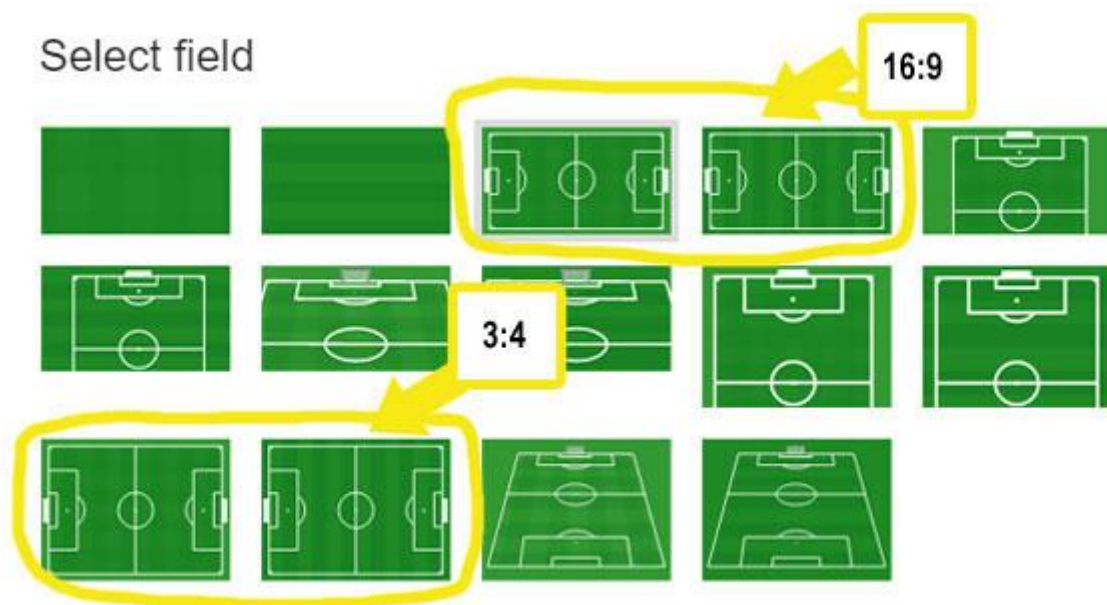
Fixing the field that you adjusted

If you are satisfied with the field, close the lock again so that you do not accidentally move the field again with the mouse.



Field formats 3:4 and 16:9

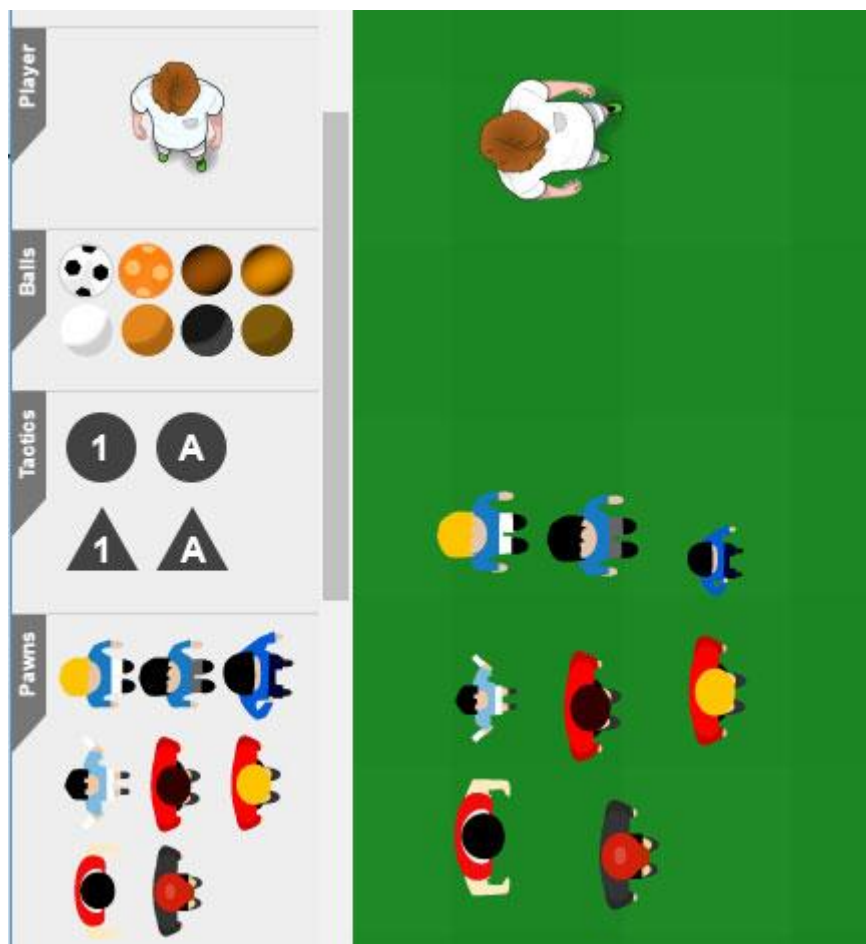
In the field selection, you will find the entire horizontal field in both formats 3: 4 and 16: 9. You can also select any field sections for these fields.



Players and Tools

In the Toolbox you will find a selection of figures and tools. Players and tools can be edited right away.

The upper, realistic figure moves arms and legs during running.

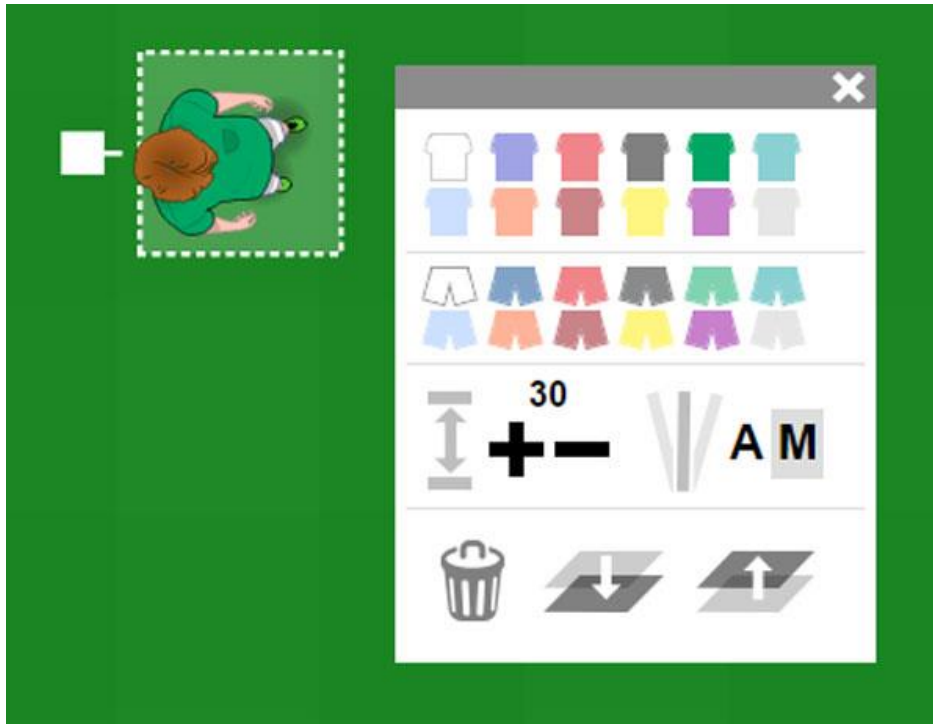


How to: Player on the field

Click on the player and drag with the mouse. When you release the mouse, the player stops.

Player Menu

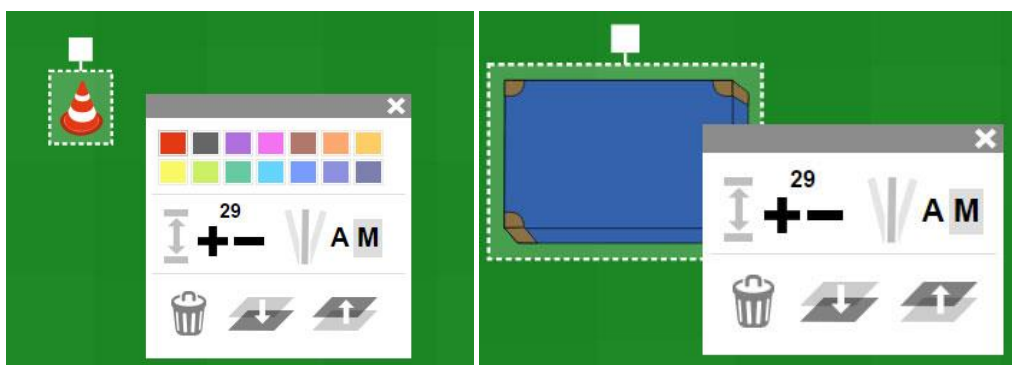
When you click on a player, a field appears around it that indicates that it is selected. In addition, a menu appears near him.



In the menu you can

- Change the color for shirt and trousers
- Make the player larger / smaller
- Delete the player
- Push the player forward or backward
- Automatically or manually animate the game figure

You can move the menu with the grey bar. Click on the X to close the menu.



The Tools menu varies by tool. Some tools, e.g. the mat, can not be dyed.

Tricot color

Click on the player and click on the color for shirt and / or trousers.

Size of a player

Click on the player and click as often as necessary on the + or -.

Delete player

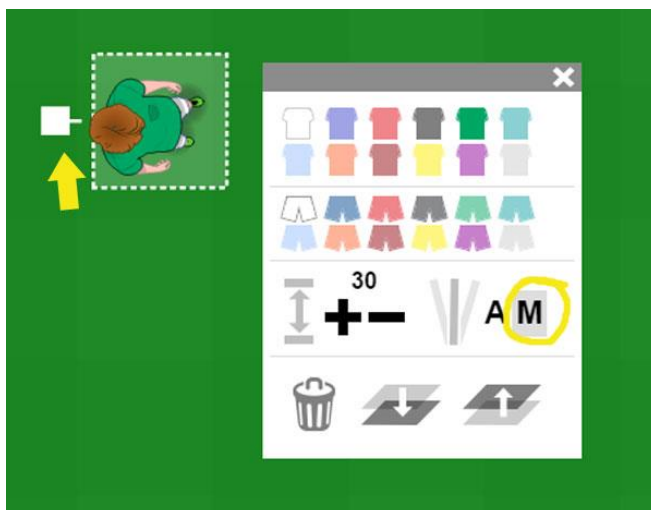
Click on the player and click on the dustbin in the menu.

You can also press the DEL key on your computer keyboard.

Turn player

If the M in the menu is active, there is a log on the player. At this you can rotate player.

If the A is active, the player turns automatically during the animation in the right direction.

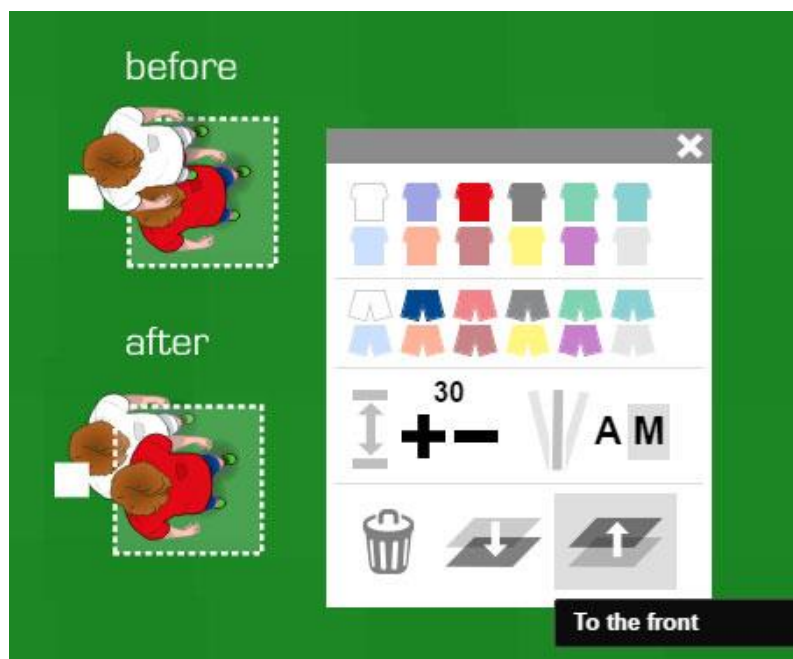


Move player

Click the player with the mouse and drag it with the mouse to the place desired.

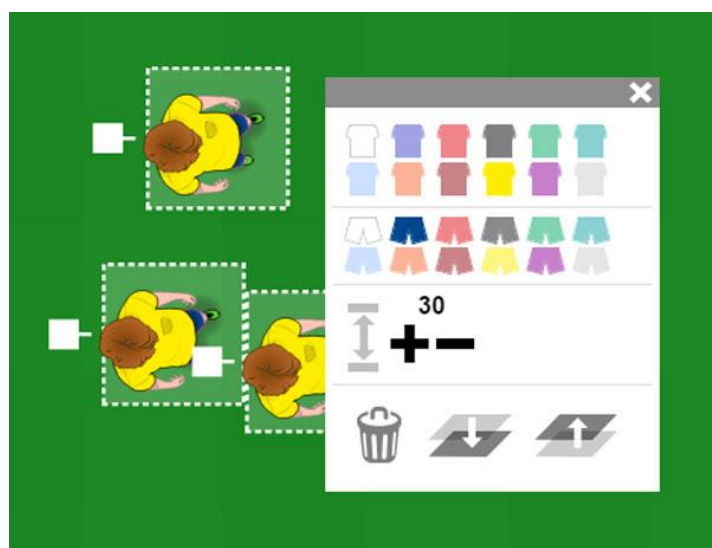
Push player forth / back

Click on the player and click on the appropriate icon in the menu.



Edit multiple players at once

Press the left mouse button over the field and select any number of players to edit them all at once.



Or:

Click on a player, hold down the CTRL key on your computer keyboard and click on one or more additional players.

Create animation

In order to understand an animation, the following "think" has proven itself: First, consider how your exercise or your move will look at the beginning. So you would have the start constellation - on the timeline the big, blue highlighted "S".



Time bar at the beginning. There is only the S and the +.

Drag all players and tools to the position that you want to take at the beginning of the exercise or move that you want to show with the animation. On the time bar in the example animation the position with the "S" - is the 0th second.

You can pull each player separately. Or any number simultaneously.



Where are players and tools after 1 second?

Once you have set up the initial situation of your exercise, click on the + field. Now you have added a second to the timeline: The 1st second of your animation.

The second you work is colored royal blue.

Now consider where your players should be at the end of second 1 and drag them there. In the example, the players on the left have to be on the right.



Where are players and tools after another second?

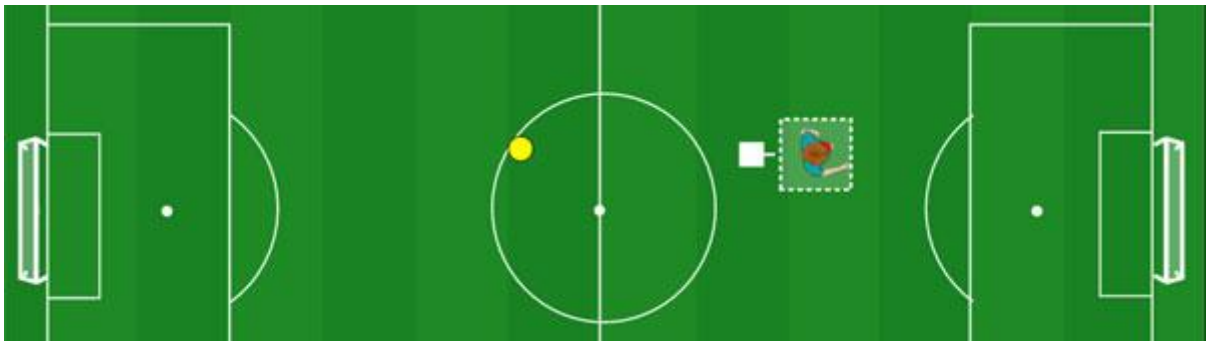
Click the + in the timeline again. Now you get the 2nd second. Pull the players into the position they occupy at the end of the 2nd second.

The principle is always the same: Click on the + in the timeline, drag players and tools where they should be at the end of the second - and click on the +, drag players and tools where they are at the end of the second ...



Running

To let a player run, just move the player.



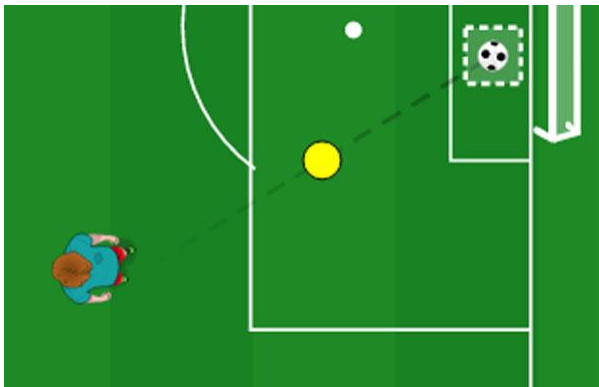
Dribbling

To have a player dribble, place a ball to the player, select player and ball, and drag both over the field.

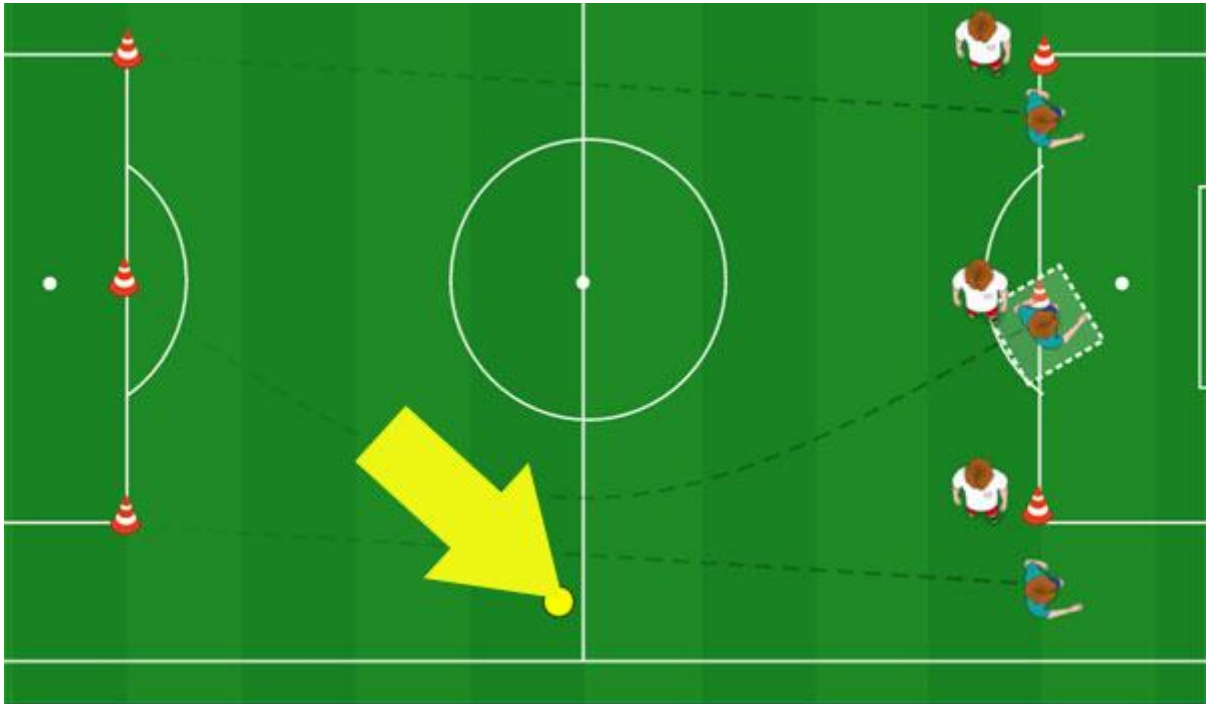


Shooting

To have a player shoot, just move the ball.



Curves



Use the mouse to drag the yellow point and bend the run line to a curve.

Quick start, slow leak

To quickly start a player and slow it down, move the yellow dot to the player.



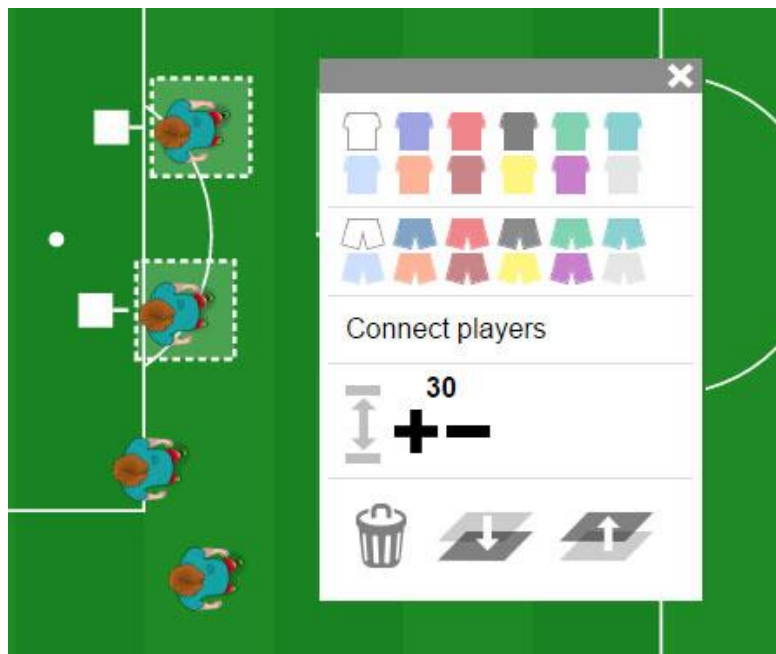
Slow start, fast leak

To slowly start a player, move the yellow point away from the player.



Chains

You can connect 2 players. To do this, select the players to be connected and click on "Connect Players" in the menu.



For the 3-chain you need a 2-chain first. When that is done, chain the next two players.



For the 4-chain you will need a 3 chain first.



Moving a chain

You move a chain just like any normal player. You need another second (click +). Then, move the players in the chain either individually or select multiple or all players in a chain and drag them with the mouse.

Play / stop animation

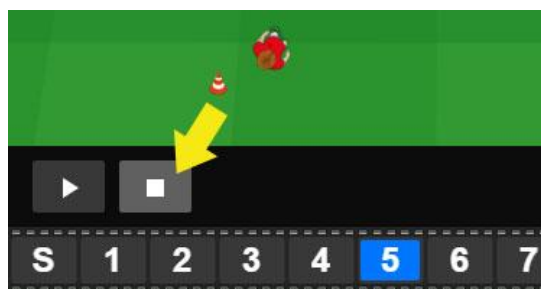
To play an animation, click the play button on the left under the field.

To play an animation from a specific second, click the appropriate second, and then click the play button. In the example, we first selected the 3rd second.



The animation automatically stops at the end. If you want to play it again, click on "S".

If you want to stop the animation before the end, click on the stop button.



The Timeline during play

During playback, one second after the other fades blue. This is how you always see until which second the animation has already been played.

Move the timeline with the mouse

Watch the animation at the speed you want by clicking the mouse on any second of the time bar and hovering over the timeline with the mouse.



If the timeline is longer than the screen width

Use the mouse to drag the blue scroll bar at the bottom of the timeline border to get to the desired location.



Change animation

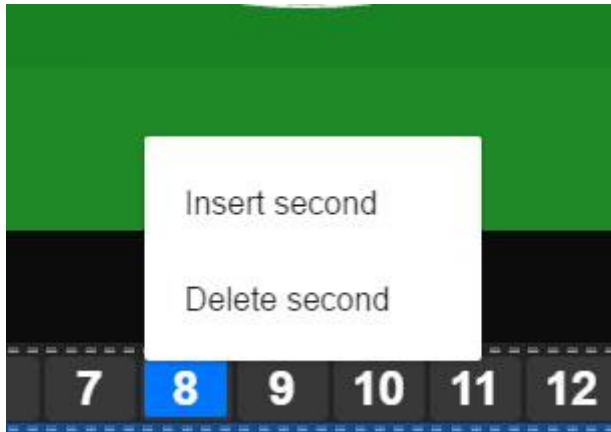
An animation can be changed / edited later.

Open the animation with easy Animation 4, click on the second you want to change and drag players, tools etc. to where you want them to be.

Delete / insert second

To delete a second, click on the corresponding scene and select "Delete second".

To insert a second, click on the scene behind which you want to insert the second. In the inserted second, the players are in the same position as in the previous second.

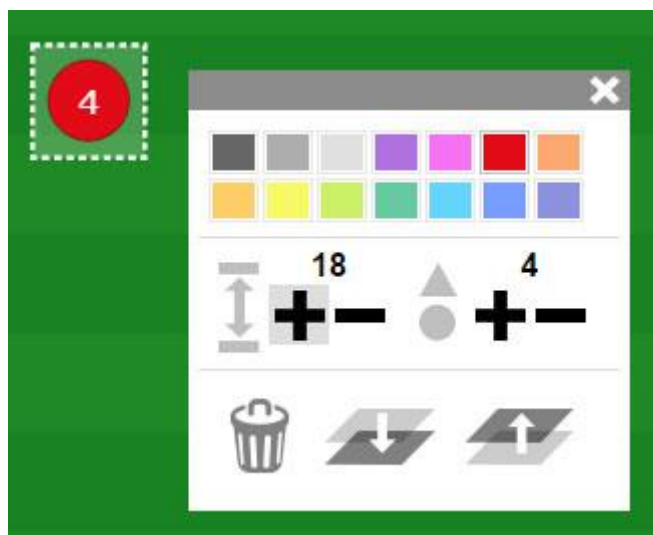


The tactics tools

If you prefer to use circles and triangles instead of figurative figures, use the tactic tools. The numbers and letters are automatically incremented.



Menu of the tactics tools:



Text tool

With the text tool, you place a text on your animation, which keeps visible during the whole animation.



Drawing function

You have the option of marking players, game field sections, up to entire games with circles, squares, lines, arrows.



In the example below, the yellow circle appears only from second 1 to 3:



Export animation as video

The export is in MPEG4 format.

Step 1

Click on „Export video“



Step 2

Specify the name and location for the exported file.

You must wait during the export. The figures move. When the export is complete, the program returns to the normal program interface. You will find your animation at the location you have chosen.

Export a single second as a picture

You can export a single second as an image. Click the appropriate second. Then choose „Export Picture“. Then specify the name and location for the exported file as for the video export.

The export is in PNG format.



Questions, problems, wishes

Please email us: service@easy-sports-software.com