



# ANIMAKER User's Guide

## 1. Screen

- 1 – 1. Main screen (drawing)
- 1 – 2. Brush setting screen
- 1 – 3. File management screen

## 2. Basic operation

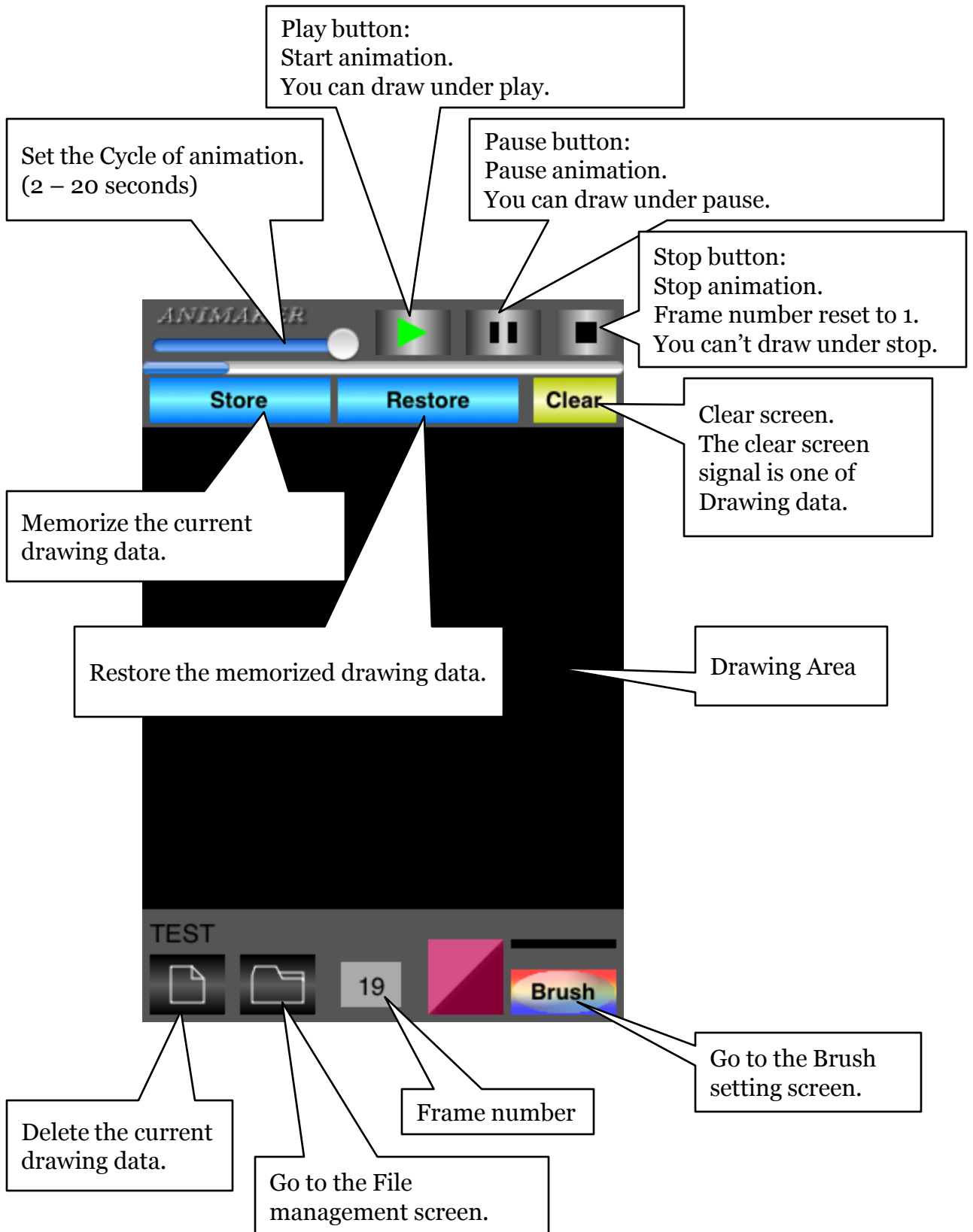
- 2 – 1. Drawing under play
- 2 – 2. Drawing under pause

## 3. File management

- 3 – 1. Save
- 3 – 2. Open
- 3 – 3. Delete

# 1. Screen

## 1 – 1. Main screen (drawing)



# 1. Screen

## 1 – 2. Brush setting screen

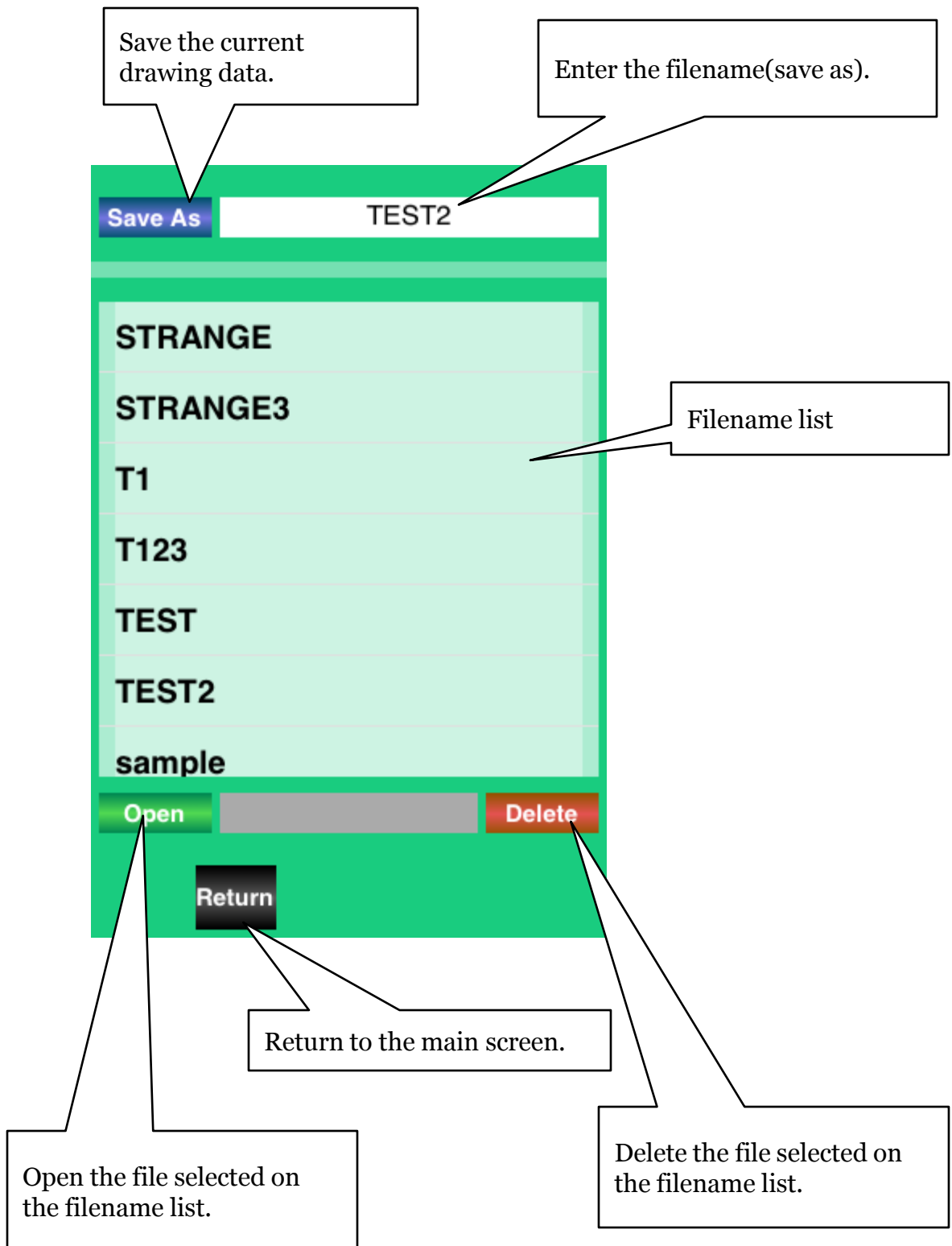
The screenshot shows a brush setting interface with the following elements and callouts:

- Line Width:** A slider set to 6.1. Callout: "Set Line Width. (0.5~10.0)"
- Color Parameters:** Sliders for Red (0.75), Green (0.00), and Blue (0.30). A callout "Set Color parameter." groups these three sliders.
- Alpha (Opacity):** A slider set to 0.69. Callout: "Set opaqueness."
- Return Button:** A button labeled "Return" with a rainbow gradient. Callout: "Return to the main screen."

	Black	White	Yellow	Magenta	cyan	Red	Green	Blue
Red	0.0	1.0	1.0	1.0	0.0	1.0	0.0	0.0
Green	0.0	1.0	1.0	0.0	1.0	0.0	1.0	0.0
Blue	0.0	1.0	0.0	1.0	1.0	0.0	0.0	1.0

# 1. Screen

## 1 – 3 . File management screen



## 2. Basic operation

### 2 – 1 . Drawing under play

- Tap the Play button on the top to play.



- Set the cycle.



- draw to the drawing area.

It is played in order drawing.

### 2 – 2 . Drawing under pause

- Tap the Pause button on the top to pause.



- draw to the drawing area.

Tap the Pause button to increment the frame number.



Note. You can't draw under stop.



# 3. File management

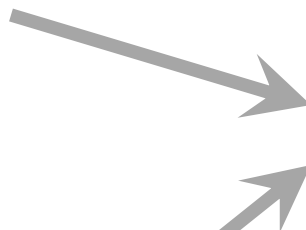
## 3 – 1 . Save

Enter a filename using the keypad, and tap the “Save As” button.



## 3 – 2 . Open

Select from the filename list, and tap the “Open” button.



## 3 – 3 . Delete

Select from the filename list, and tap the “Delete” button.

