

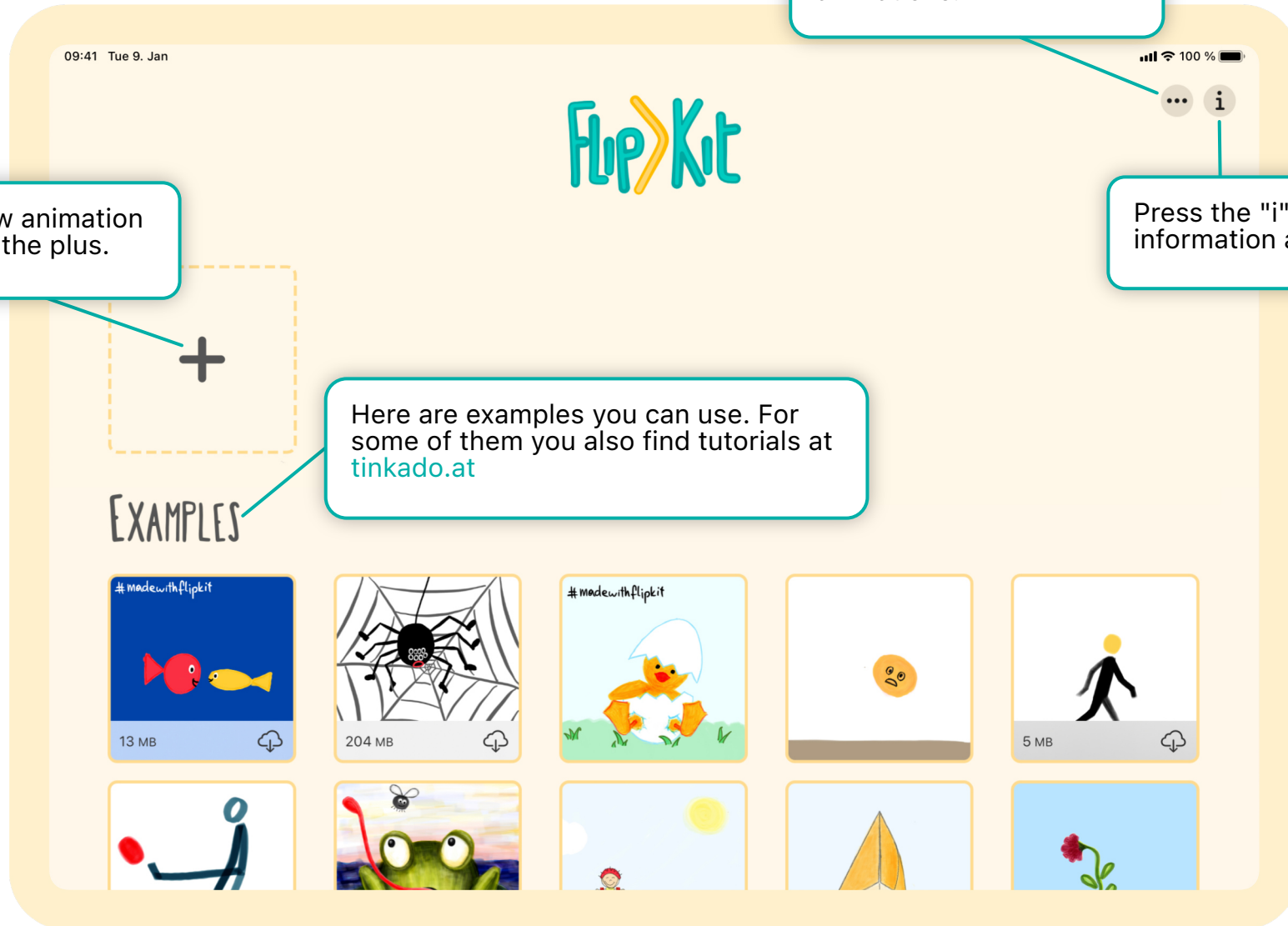
FlipKit - User Interface

Here you can select, duplicate and delete your animations.

Create a new animation by pressing the plus.

Press the "i" for more information and settings.

Here are examples you can use. For some of them you also find tutorials at tinkado.at



Press here to return to the overview.

Switch here between foreground and background. In the foreground you draw the figures and everything that moves. In the background you draw what always remains the same and is visible on all frames.

Check the progress of your animation by moving the filmstrip.

Press the play button to play your animation.

Using the tool palette you can choose your drawing tools and colors. The palette is draggable and can also be minimized in a corner.

When drawing, following gestures are helpful



To zoom in, pinch the canvas with your thumb and forefinger. Zoom out by pinching in the opposite direction.



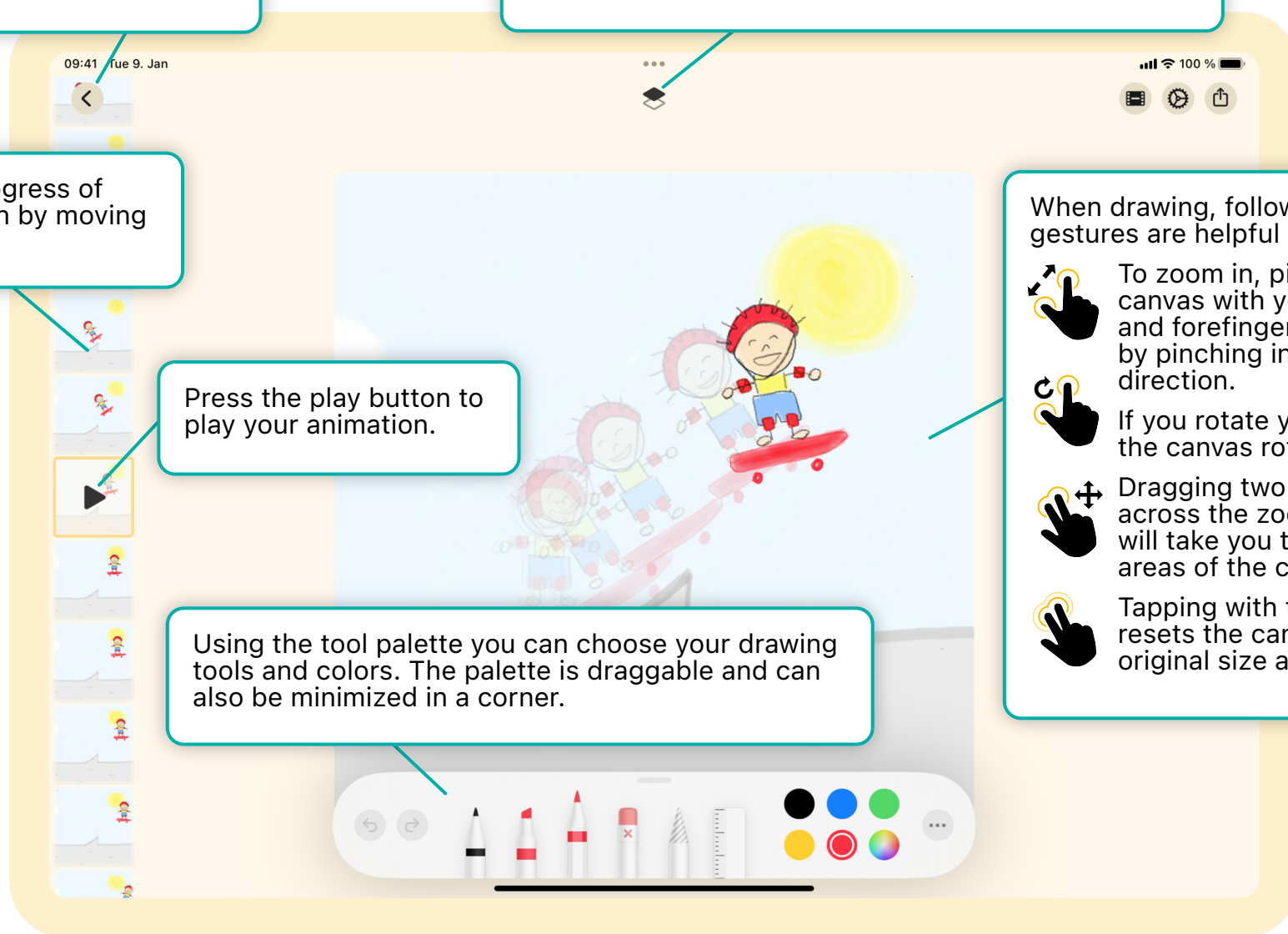
If you rotate your fingers, the canvas rotates with it.

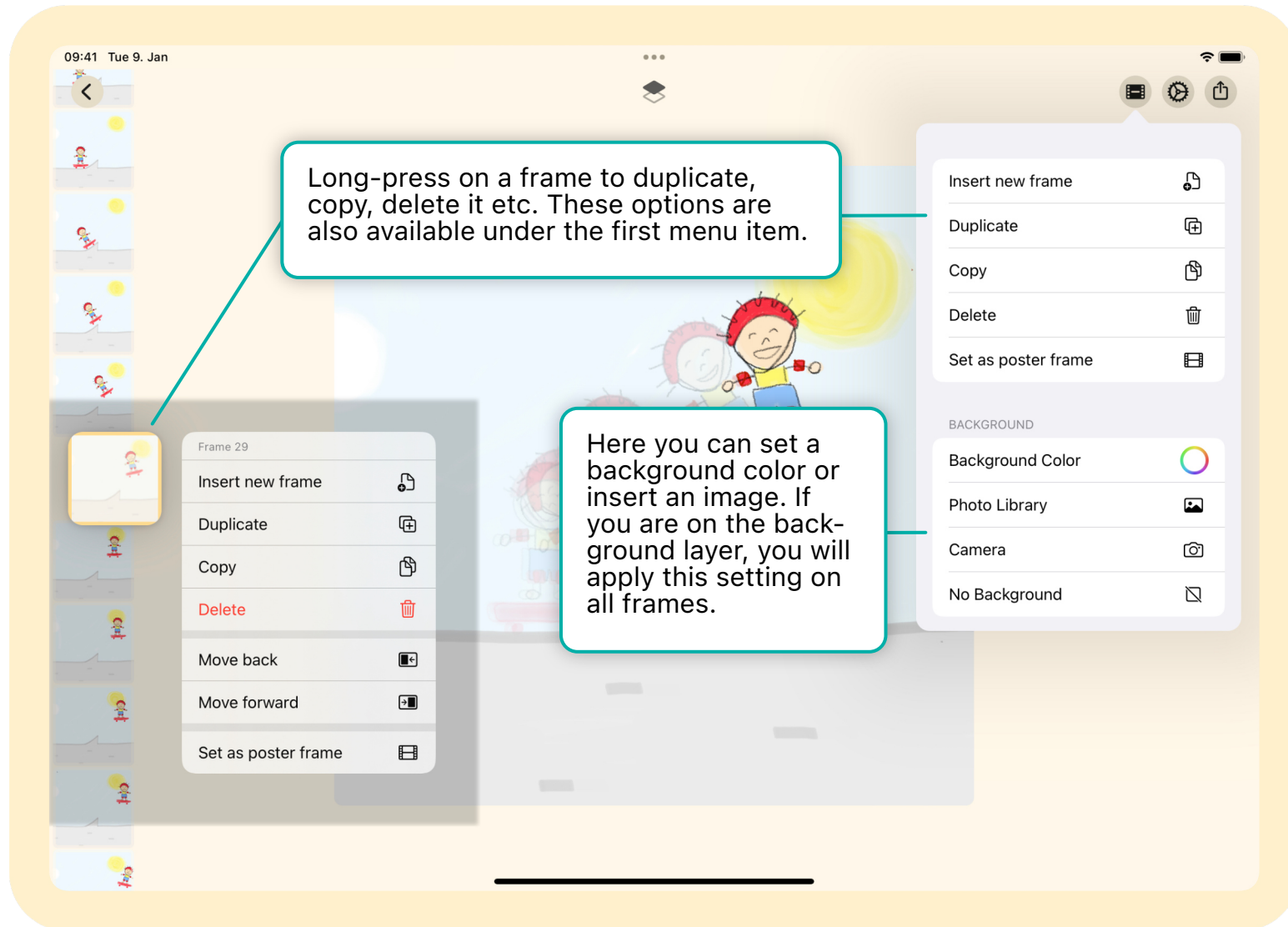


Dragging two fingers across the zoomed canvas will take you to the other areas of the canvas.



Tapping with two fingers resets the canvas to its original size and position.





The image shows a screenshot of the tinkado animation software interface. On the left is a vertical filmstrip showing a sequence of frames with a character and a sun. The main area is a large canvas displaying the current frame. On the right is a settings panel with various controls. Five callout boxes with teal borders and lines pointing to specific settings provide explanations:

- Top-left callout:** "You can use this slider in the settings to specify how many frames per second are played. The more frames are played per second, the faster your animation is." (Points to the 'Frames per Second' slider)
- Second callout:** "This slider determines how many previous frames are visible. The so called onion skins help you to track the movement of your animation." (Points to the 'Onion Skin Frames' slider)
- Third callout:** "Here you can set the playback mode. There is 'Play once', 'Play in loop' or 'Ping pong'." (Points to the 'PLAYBACK' section)
- Bottom callout:** "Use this setting to place the filmstrip on the left, right or bottom side of the screen. The filmstrip can also be hidden." (Points to the 'FILMSTRIP' section)
- Top-right callout:** "In the export settings you can export your animation as a video, GIF or single image and then, for example, save it in your files or share it with your friends." (Points to the export icons at the top right)

The settings panel on the right includes:

- Frames per Second:** A slider set to 10.
- Onion Skin Frames:** A slider set to 5.
- PLAYBACK:** Three buttons: a play button (1), a loop button (∞), and a ping pong button (↺↻).
- FILMSTRIP:** Four icons representing different filmstrip positions: left (selected), right, bottom, and a hidden state (a square with a diagonal line).