

# EASY SKETCH PRO USER GUIDE

Version 1.2 April 2015

## Important Note

**New features are being added to Easy Sketch Pro all of the time and so we will be adding to and updating this guide on a regular basis.**

**To find out if this is the latest version of the Guide, note the version number above this box and then compare it with the current version on this page...**

<http://www.easysketchpro.org/espguide/update.html>

**If necessary, you can download the latest version from that page and also signup to be notified of all future updates.**

If the above link is not clickable, copy and paste it into the address bar of your Internet browser.

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# Introduction

Welcome to Easy Sketch Pro!

You now have in your hands something that is going to revolutionise your video creation and marketing endeavours.

The purpose of this guide is to walk you through every aspect of using Easy Sketch Pro so that, by the end of it, you will be making whiteboard animation videos every bit as good as the professionals and at a tiny fraction of the cost.

There is a series of video tutorials that accompany this guide. You can watch them by going to this YouTube playlist...

<http://www.youtube.com/playlist?list=PLJFNSc3VGIpujZnjWjYYh6VDcMh3QQIVn>

There is also a link to the corresponding video tutorial in each section of this guide. I recommend that you read each section of the guide and then watch the tutorial by following the link.

However, if you prefer, you can read the whole of this guide and then watch the videos in the playlist or vice versa.

There is also a selection of additional video tutorials in the My Dot Com Business Member's Area. You will find them on the same page where you downloaded the software i.e. My Products / Easy Sketch Pro / Help & Tutorial Videos.

You can watch these either before or after completing this user guide.

If you have any problems that are not resolved by reading this guide or watching the tutorial videos, you can contact My Dot Com Business Support here...

<http://mydotcombusiness.com/support/>

Without further ado, let's dive straight in and put this amazing software to work for you.

Now watch Video Tutorial 01 - Introduction, here...

<http://www.youtube.com/watch?v=cTKuH37yGF0>

# Download and Installation

Watch Video Tutorial 02 - Download & Installation, here...

<http://www.youtube.com/watch?v=ZNpaXmLM1xw>

You download Easy Sketch Pro from the My Dot Com Business (we'll use MDCB from hereon for brevity) Member's Area here...

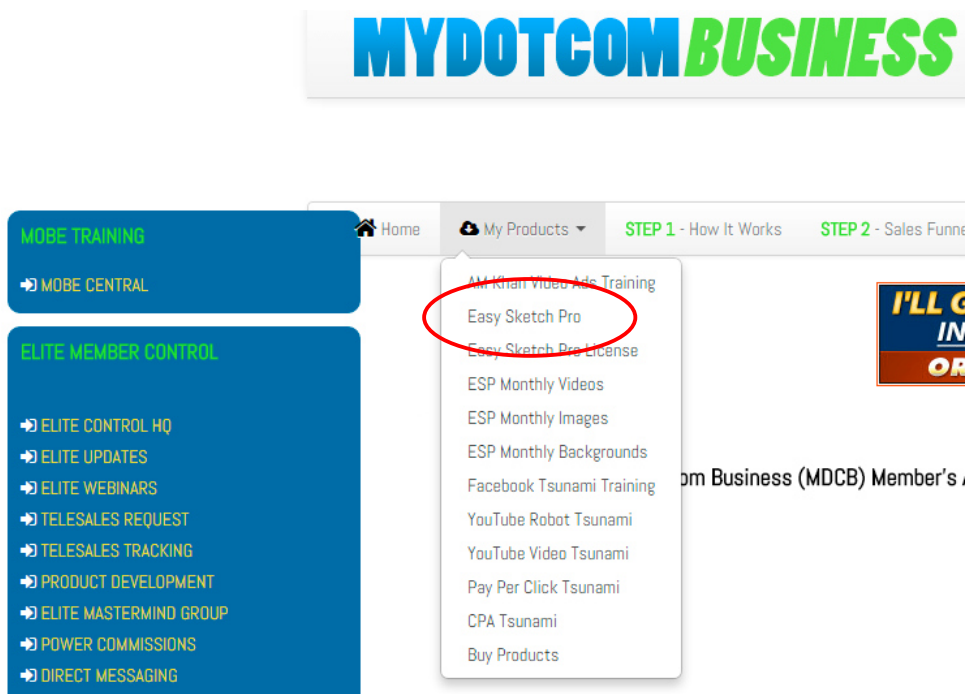
<http://mydotcombusiness.com/members/index.php>

If you were already a MDCB member prior to purchasing Easy Sketch Pro, you can login using your existing email and password. If you were not already a member of MDCB prior to purchasing Easy Sketch Pro, you should have received an email from MDCB with your login email and password.

If you have not received a welcome email or you have lost your access details, contact MDCB Support here...

<http://mydotcombusiness.com/support/>

When you have logged in, you will see this home page...



Note that the exact layout inside the Member's Area will change from time to time so you may see something slightly different when you login. However, the basic options will be the same.

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From the top horizontal menu, select 'My Products' and then 'Easy Sketch Pro' (circled above) from the dropdown menu. This menu will list all of the MDCB products you have access to. If this is your first purchase from MDCB, it will only show Easy Sketch Pro.

This takes you to the Easy Sketch Pro download and resources page...

[EASY SKETCH PRO VERSION 2](#) | [BACK TO EASY SKETCH HOME](#)

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### EASY SKETCH PRO 2 USER GUIDE


Please download below the Quick User Guide for this product; read it with the other tutorials below to make sure you understand how the software works.  
 Massive shout-out to **William Martin**, dedicated MDCB Member, for putting this guide together!

 [Easy Sketch Pro 2 User Guide](#)

 [Help & Tutorial Videos](#)

\*\* the pdf guide will be revised periodically in line with new features and functionality

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 Easy Sketch Pro Version 2 Software: Current Downloads

This Release: 28th November 2014

Software Version: **2.2.0**

Here, you will find a range of options to help you get the most out of using Easy Sketch Pro.

The first button downloads this User Guide. The second takes you to a page of video tutorials and further help on using the software.

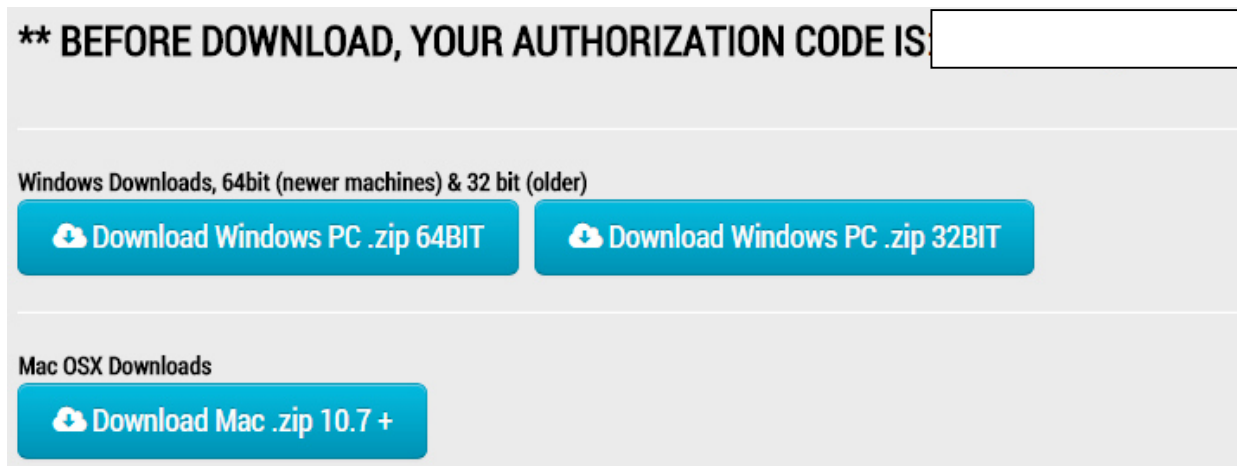
You are reading the User Guide now but I do recommend that you go to this section and watch the videos you find there. Further videos are being added on a regular basis.

Beneath these two buttons, you will find important messages about validating and using the software. Please read these in full to make sure you are doing everything correctly and to avoid unnecessary problems during the installation process.

In particular, note that the email address you gave when signing up to MDCB has to all be in lower case for the installation to work.

If there are any capital letters in your email address or you are not sure, there is a link to check and, if necessary make any changes.

Below the messages, you will find the buttons for downloading Easy Sketch Pro...



When you come to run Easy Sketch Pro for the first time, you will be asked to authenticate your purchase. This requires you to enter your registered email address (the one you used when you signed up to MDCB) and the authentication code that appears immediately above the download buttons (I have masked out the actual code for obvious reasons!).

To do this successfully, you need to make sure of two things...

1. Check that the email address you have registered with MDCB **is all in lower case**. In other words, the email address you have specified cannot include any capital letters. For example, johnsmith@gmail.com is fine but JohnSmith@gmail.com is not. (Case is ignored when using your email address to actually send or receive emails.) You can check and, if necessary, amend your email address by clicking on the links provided on the download page or by clicking the 'Your Access' link in the top right corner of the screen. If you do make a change, ensure you click on the 'Save' button to save the new details. Once you have finished, you can return to the download page using the menu options as before.
2. It is recommended that you copy and paste your authentication code when you first run Easy Sketch Pro because the code is long and you have to get it exactly right. However, ensure you do not include any spaces at the end of the code because the software will read any trailing spaces as part of the code and reject it.

There are (currently three) different versions of the software depending on whether you are going to be running it on a Windows PC (the top two buttons) or a Mac (the bottom button).

Which of the two PC versions you select depends on the operating system you are using.

Generally, if you have a fairly recent machine, you will be using the lefthand button. If you don't know which of the buttons to select, you can download

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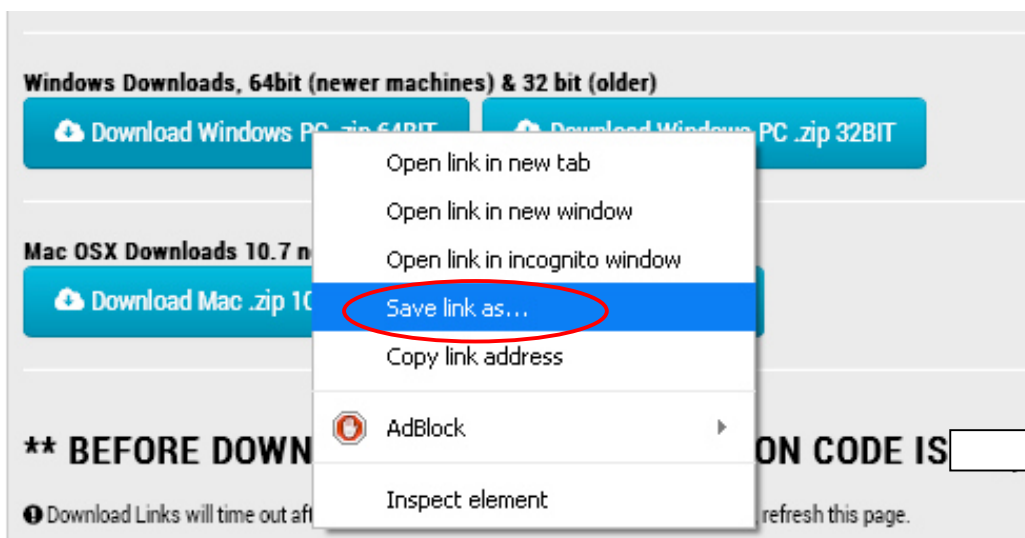
using the button on the left. If you then have problems running the software, you can try deleting that installation and downloading using the button on the right.

If you still have problems, contact the support desk for more assistance.

I will assume here that you are using a PC. The process will be similar for a Mac but, if you have any problems, again, contact the support desk.

Click on one of the 'Download Windows PC.zip' buttons and the Easy Sketch Pro installation file will be downloaded to whatever has been set as the default download folder on your PC.

If you know where that is, fine. If not or you would rather download the file to a particular location so you can find it easily, **right**-click on the download button and a dropdown menu will appear.



Select 'Save link as' (or the equivalent option in your Internet browser) and a popup window will appear asking you where you would like the file to be downloaded to.

You can navigate around your PC to find a folder but I suggest the easiest place to find the file is by placing it on your desktop.

The file is fairly large so it may take a few minutes for it to download. You should see the download progress in the status message in the bottom left corner of your PC screen.

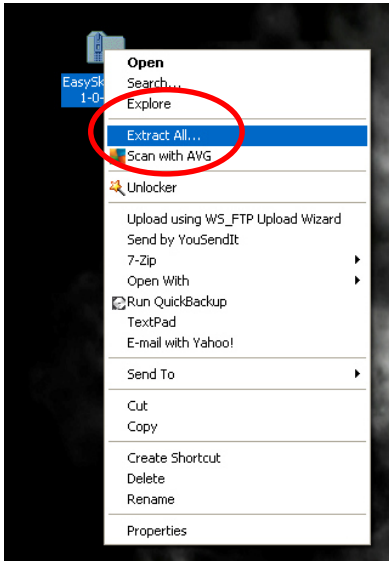
Once the download is complete, you will find a file on your desktop (or wherever else you placed it) named EasySketchProSetup2.2.0\_x64.zip (the version number at the end may be different when you download the software).



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This is what is known as a 'zipped' or 'compressed' file to make it smaller for downloading. Before you can access the contents, you need to 'unzip' the file.



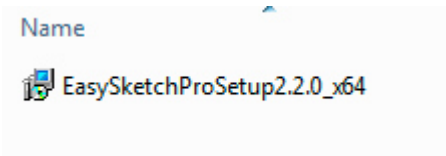
**Right**-click on the file and you will see a dropdown menu.

Click on the option 'Extract All' (the wording may vary depending on your operating system).

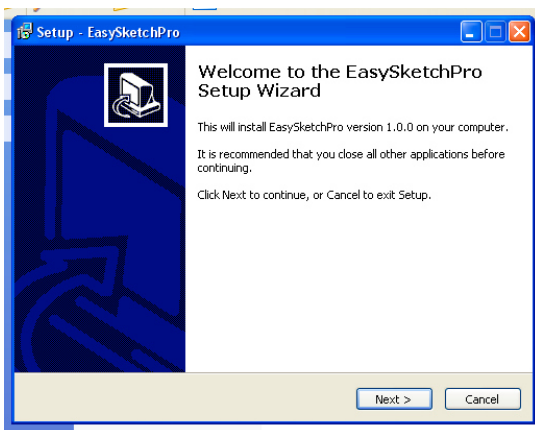
You will be asked where you want the extracted file to be saved. The default is usually the same folder as the zipped file. If you saved the zipped file to your desktop, the default will also be your desktop.

The extraction may take a few seconds and, when it is finished, you will see a new folder titled EasySketchPro followed by the version number.

Open the folder you unzipped and you will see this file (again, the version number may be different)...



Double-click on this file (or right-click and select 'Open' from the dropdown menu that appears). You may get a popup box telling you that 'This publisher could not be verified. Are you sure you want to run this software?' If so, click on 'Run' (Easy Sketch Pro is safe!).



You will see the popup box shown here. Click on 'Next'.

You will then be asked where you want to install Easy Sketch Pro.

It is strongly recommended that you accept the default location shown to avoid problems finding the software later.

Click on 'Next'.

You will now be asked where you want to store the program shortcuts. Again, the safest option is to accept the default of 'EasySketchPro'.

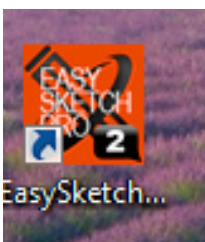
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The next screen asks whether you want to create a desktop icon. This is a graphic on your desktop that you can click to launch Easy Sketch Pro. It is recommended you accept the default of creating the icon so you can easily run the software. Click on 'Next' again.

The next screen summarises the choices you have made. If you need to make any changes, click on the 'Back' button, otherwise click on 'Install'. Easy Sketch Pro will now be installed. This may take a minute or so.

You will get a message when the installation is complete asking if you want to run the software. Select yes and click on 'OK'. Note: If Easy Sketch Pro doesn't open or you get some form of error message, it may be that your operating system requires you to run the program as an 'administrator'.



If so, exit from the installation program. Now find the desktop shortcut icon (shown left). Right-click on this and see if there is an option to 'Run as administrator'. If so, select this option. If this option does not appear, either select 'Open' from the dropdown menu or double-click on the shortcut icon. If you still have problems loading the software, contact the support desk.

You can run Easy Sketch Pro at any time by clicking on the desktop icon or by clicking on the Windows start button and selecting Easy Sketch Pro from the options displayed.



The first time you run Easy Sketch Pro, it will show you a popup box asking you to enter your Login Email and Authorisation Code.

The login email is the email address you use to login to MDCB.

We have seen the authorisation code before immediately above the download button inside MDCB.

It is safest to copy and paste the code from MDCB into the popup box. However, if your system does not allow you to do that, you need to type it in manually and very carefully.

Check the 'Keep me in' box in the bottom left corner so that you do not have to enter this data every time you use Easy Sketch Pro.

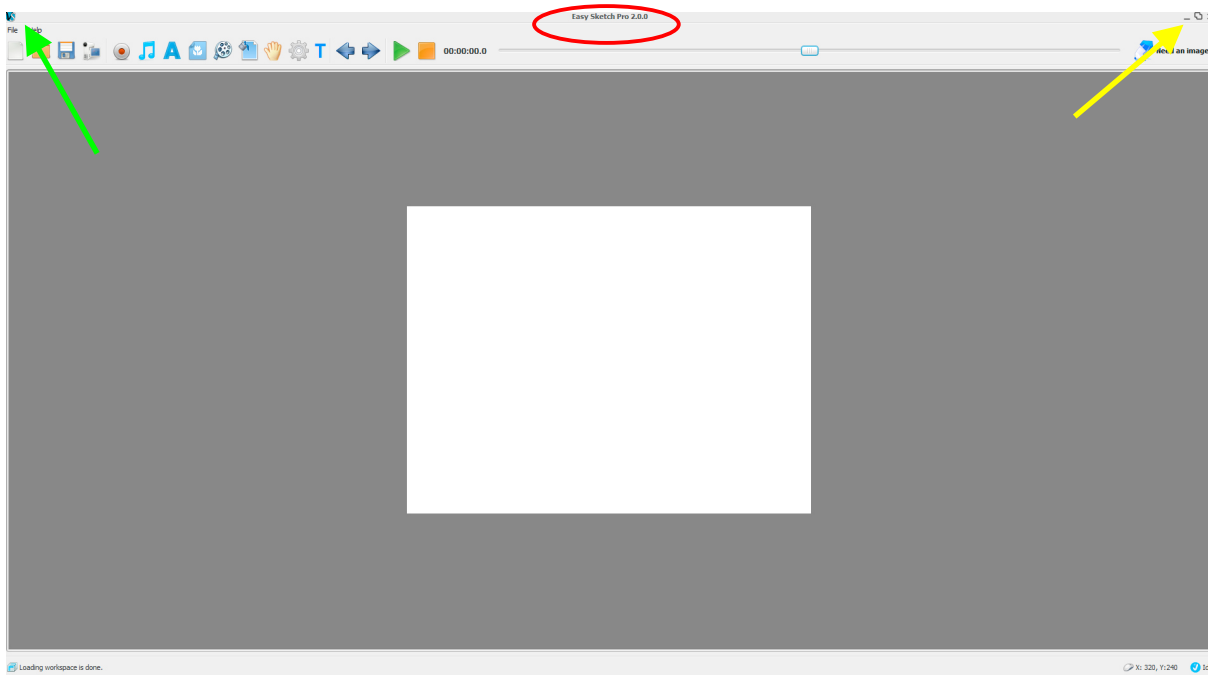
The Easy Sketch Pro workspace will now open and we will look at in the next section.

# Easy Sketch Pro Workspace

Watch Video Tutorial 03 - The Workspace, here...

<http://www.youtube.com/watch?v=vVtVM0vqs8w>

When you login to Easy Sketch Pro, you will start at the **workspace**. This is everything inside the Easy Sketch Pro **window**.



Although it is too small to read, the version number of the software you are running is shown at the top of the screen, circled in red. This is what you compare with the version number in the Member's Area to find out if you are running the latest version.

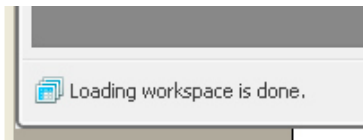
There are the usual Windows options here. So you can minimise (minus sign), maximise (square) or 'float' (2 squares) the window or close the software (x) by taking the options in the top righthand corner (the yellow arrow). You can also access these options by clicking on the Easy Sketch Pro icon in the top lefthand corner of the window (the green arrow). When not maximised, the window can be moved around by clicking and holding anywhere along the top edge (where it says 'Easy Sketch Pro' circled in red) and then dragging the window around.

You can also resize the window by holding your cursor over any of the edges or corners and then dragging in or out.

Let's have a look at the various aspects of the Easy Sketch Pro workspace.

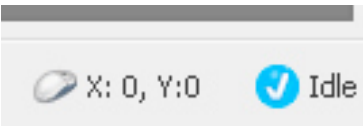
## Easy Sketch Pro User Guide

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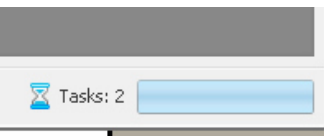
The first things to note are the two **status messages**, one in each of the bottom corners.

The lefthand status shows you what Easy Sketch Pro is doing, if it is currently processing, or the most recent task it has completed if it is 'idle'. When you have just opened Easy Sketch Pro, the message tells you that the last task it completed was to load the workspace.



In the right status (ignore X and Y for the moment, we will come back to them later), Easy Sketch Pro tells us how many tasks it is doing at any given time.

It is not doing anything at the moment, so the status is 'Idle' with a tick symbol.



When Easy Sketch Pro is processing, this status will change to show the number of tasks it is currently performing, together with a progress bar.

**IMPORTANT:** You should always wait for Easy Sketch Pro to complete any tasks it is doing before asking it to do anything else. If you don't, you could get unpredictable results. So, whenever you see the task status as active, you should wait until the software has finished. In particular, each time you open Easy Sketch Pro the workspace will take a few seconds to load so you need to wait for the bottom left status to show 'Loading workspace is done'.



Along the top of the workspace are the **menus** (the red arrow) and the **toolbar** (highlighted in blue) consisting of **tool icons**.

The big white rectangle in the middle of the workspace is called the 'canvas'. This is the area of the screen that will be recorded in your final video. In other words, it is what the camera 'sees'. Your finished project will consist of one or more canvases, each known as a 'scene' (but more of that later).

We will be looking at all of these options as we move through this guide.

However, I do urge you to just start playing around! You can't 'break' anything and doing is the best way of learning.

Before we move on, there is some terminology you will need to know.

We are using Easy Sketch Pro to create '**whiteboard animation**' videos , also variously known as 'sketch videos', 'doodle videos', 'video scribing' and probably many more.

We call a video we are working on a '**project**'. And items we add to the canvas i.e. images, pieces of text and videos are called '**objects**'.

You will notice as we move through this Guide that many of the Easy Sketch Pro operations we will be using are 'standard' Windows program functions. For example, if you have used something like Microsoft 'Word', much of this is going to seem very familiar to you. And, if you have used any Windows graphics program, you will be well ahead of the game.

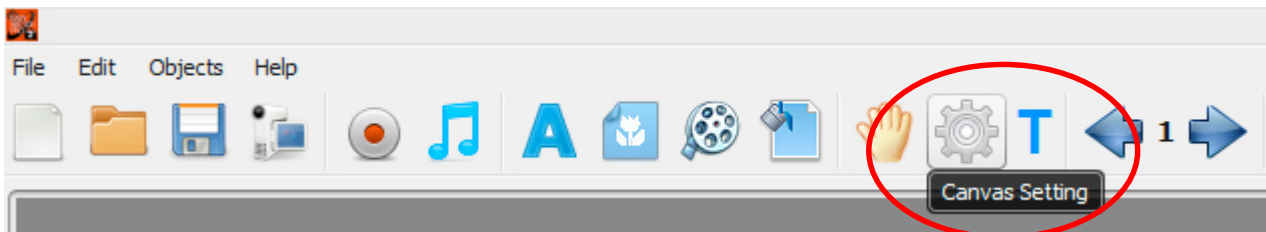
# Canvas Options

Watch Video Tutorial 04 - Canvas Options, here...

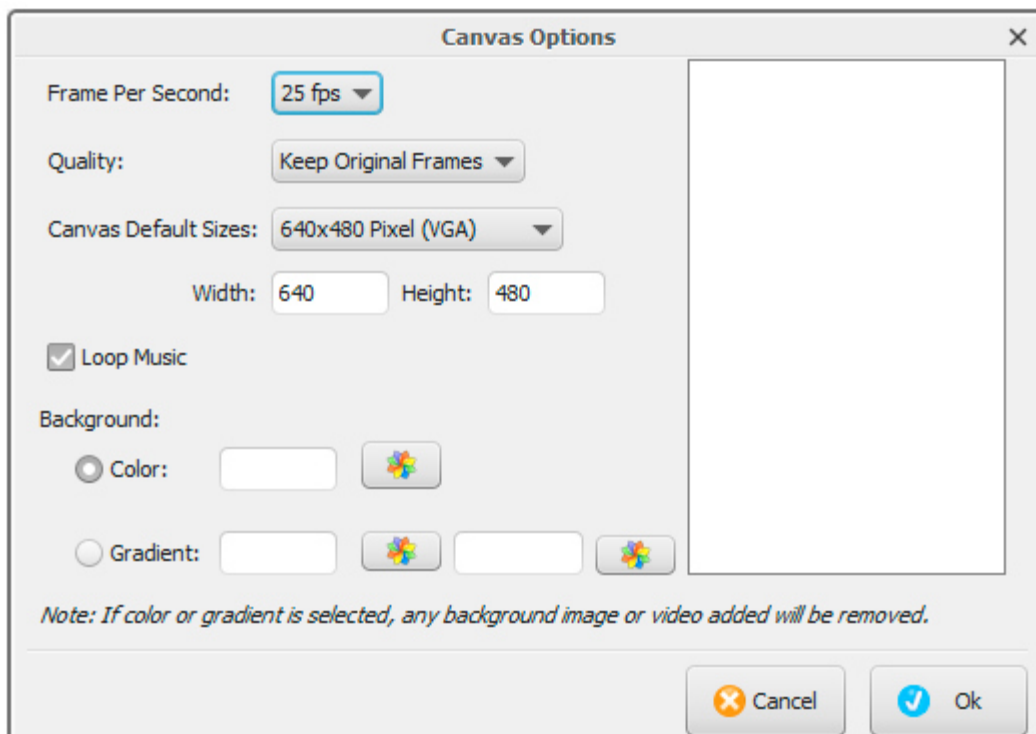
<http://www.youtube.com/watch?v=84e1QSlaiDQ>

We have already seen that the 'canvas' is the white rectangle in the middle of the workspace. When you load Easy Sketch Pro, the canvas will be the default size.

However, you may want to change this size if, for example, you want to change the resolution or 'definition' of your final video. You do this by selecting the 'Canvas Setting' button in the toolbar...



This opens the 'Canvas Options' box...



The 'Frame Per Second' contributes to the quality of the final video. Simply, the higher the number, the better the video quality. The same is true of the

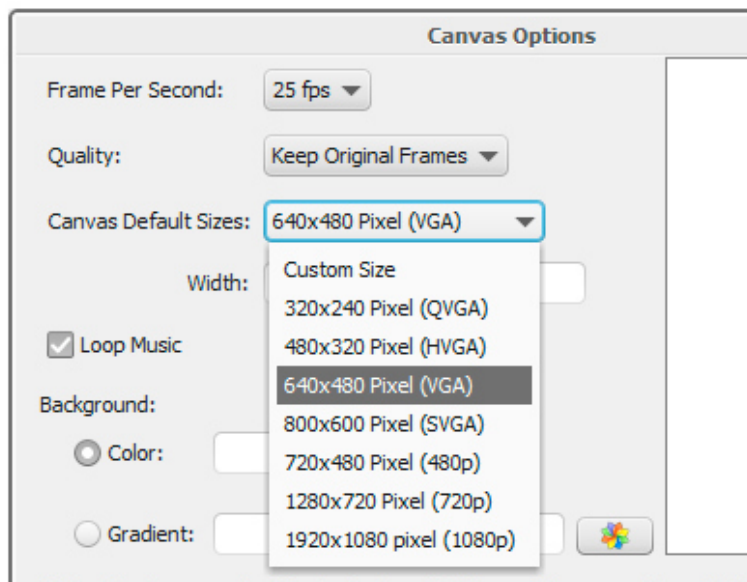
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second option, 'Quality'. You can make the final video size smaller by reducing this setting.

I recommend that you leave both of these options at their default settings unless you have a strong reason to do otherwise.

The setting you may want to change is 'Canvas Default Sizes'...



The default setting is 'standard definition'. If you want your video to be in high definition (or HD), select one of the higher resolutions. 1280 x 720 (720p) is currently the norm for HD on YouTube.

Notice that, when you change the resolution, the canvas size changes. The higher the resolution, the larger the canvas. So it is important to select your canvas size before you start to add objects to the canvas. Otherwise, you could find that your objects are not where you wanted them to be and that objects you wanted in one 'scene' will now be in another.

The next option is 'Loop Music'. We'll be looking at adding music later. However, having this option checked means that, should your music track be shorter than the running time of your project, the music will 'loop' and start again at the beginning. If you uncheck this option, the music will stop at the end of the track.

The remaining options affect the colouring of the canvas. The default canvas is plain white but, if you want to, you can change that.



'Colour' sets the canvas colour to a uniform colour. This is selected by default and the default colour is white.



You can change this by clicking on the colour picker button (highlighted in red) to open the 'Pick a Colour' popup box, just as we saw when changing the colour of text. The new colour will be previewed next to the Colour option.

The next background option is 'Gradient'. This will have the canvas colour change from one colour you select to another colour you select using the colour picker buttons provided.



For example, here is a canvas gradient that moves from purple to white.

The 'Pattern' option allows you to select an image from your computer to provide the background. You simply click the folder button to navigate to the image on your computer.

Note that only one of these background options can be selected and it will be used for the entirety of the project.

Feel free to experiment with these options. You will be given a preview of what your canvas will look like in the 'Preview Window' to the right.

If you choose a new background, click on the 'Apply' button to save it, 'Cancel' to discard it and 'OK' to close the Canvas Options window.

# Images

Watch Video Tutorial 05 - Images, here...

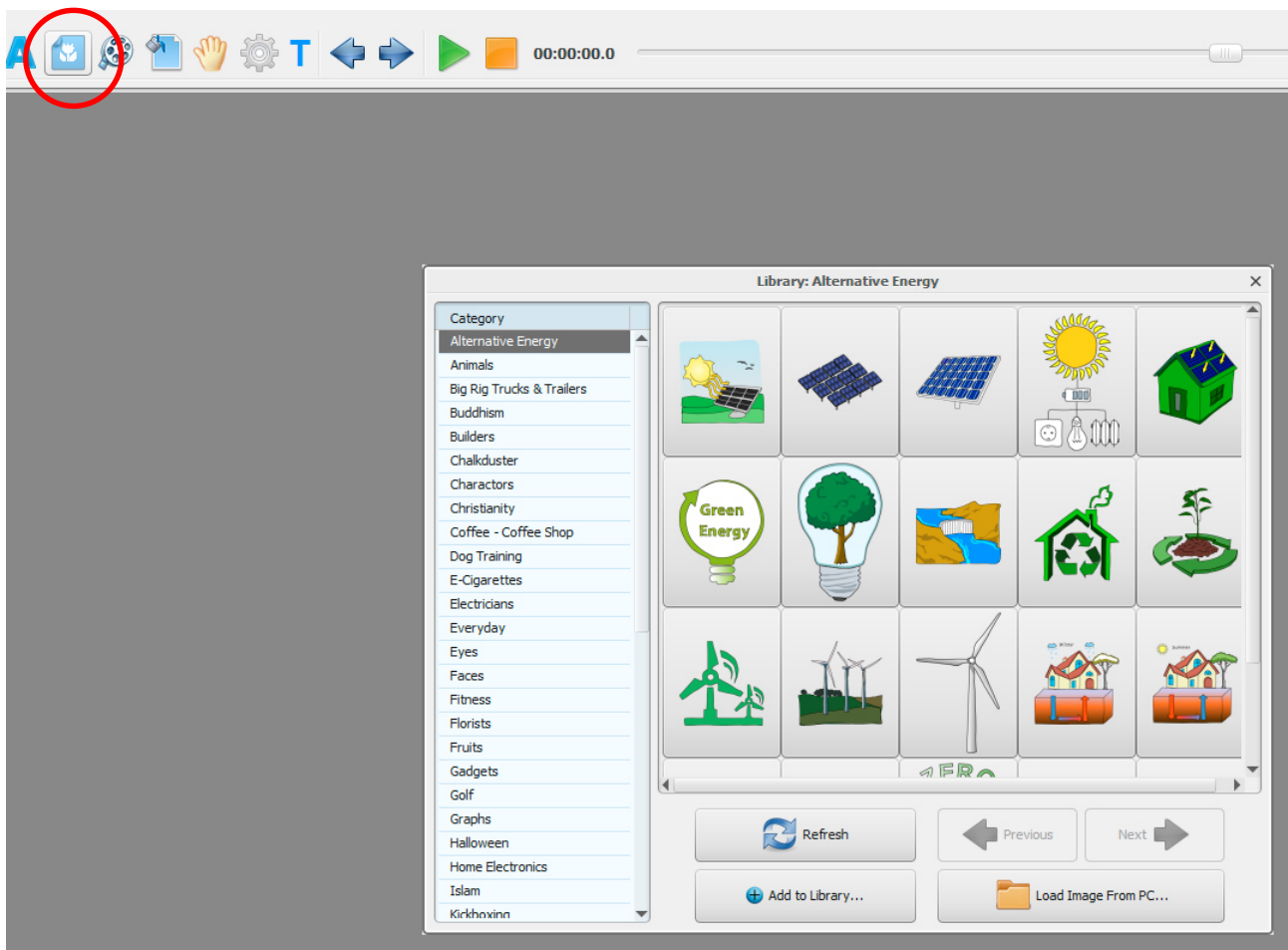
<http://www.youtube.com/watch?v=nIBqUG3GyM0>

The best way to learn the various Easy Sketch Pro features is through using them. So we will start a simple project.

I should say that the order we will look at things in this walkthrough is for ease of learning and is not the order you would execute things for a real project. But more of that later.

OK, let's start our project.

We have a blank canvas ready and waiting. Now we'll add an image.



Click on the 'Add image' tool icon in the tool bar (circled in red).

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This opens the **image library** containing all of the images provided with Easy Sketch Pro. By the way, this is being added to all of the time so watch out for emails or check in at the Member's Area to get the latest.

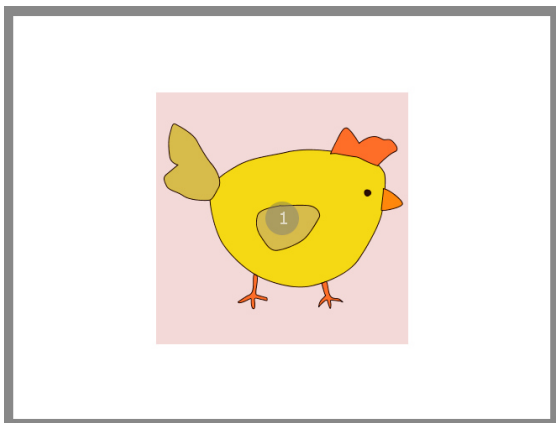
Take a few minutes to browse around the images by clicking on the various **categories** (also called '**galleries**') down the lefthand side.

When you've finished looking around, go to the 'Animals' gallery and click on the chicken...

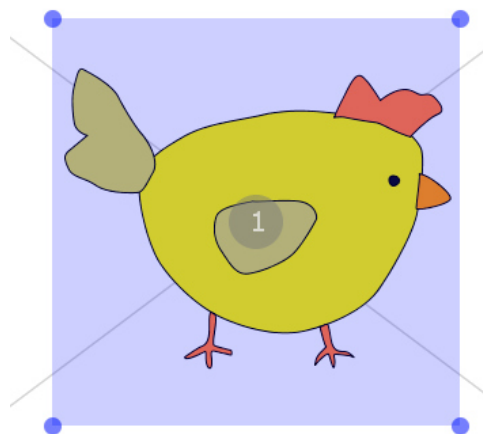


The library window will close and the chicken will be added to the centre of our canvas.

Note that the chicken has the number one annotated to it to indicate that it is the first **object** added to the canvas.



To **select** the chicken, double-click anywhere inside the light pink **image area**.

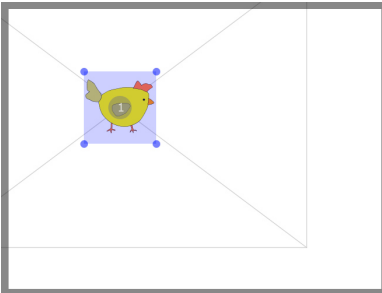
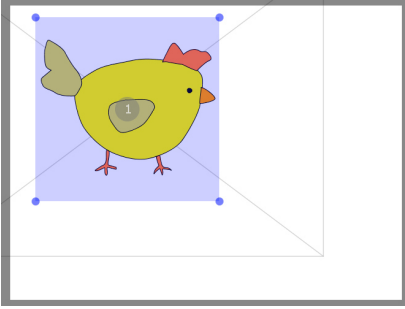


The image area turns blue and blue dots are added to each corner.

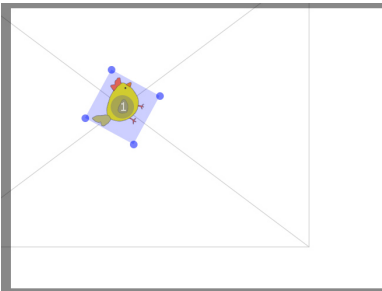
To **deselect** the chicken, click anywhere outside the light blue image area.

Once an image is selected, you can do all sorts of things with it.

To **move** the chicken, select it, click anywhere inside the image area and hold the mouse button down to drag it around the canvas. Here, I have moved the chicken left and up...

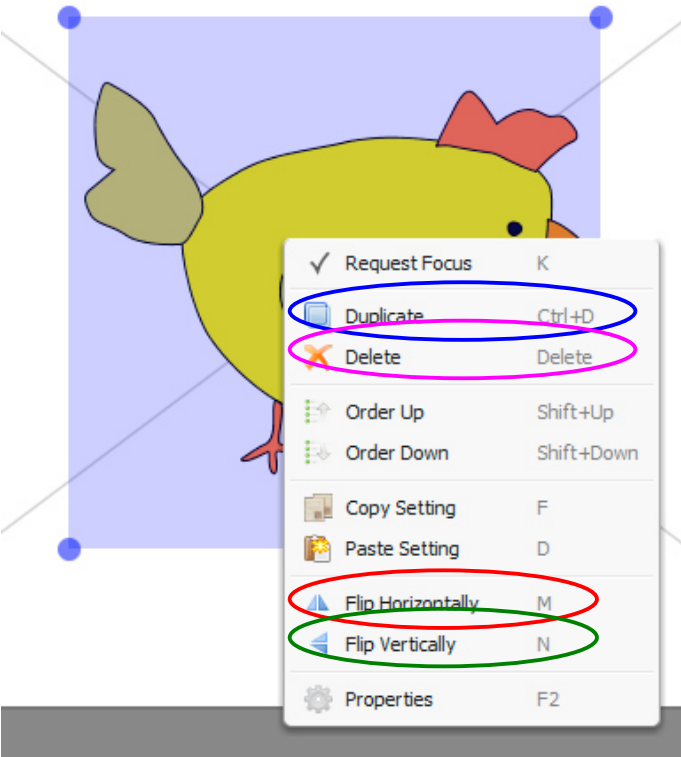


You can **resize** the chicken by clicking on any of the blue dots and dragging it inwards (smaller) or outwards (larger). Here, I have made the chicken smaller.



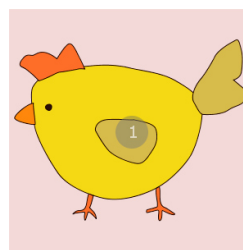
You can **rotate** the chicken by again clicking on any of the blue dots and dragging it in a circular motion clockwise or anticlockwise. Here, I have rotated the chicken through around 60 degrees anticlockwise.

Try playing around with the image by moving it around, making it bigger and smaller and rotating it.

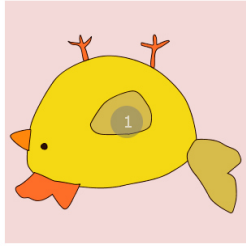


We can get other options for manipulating our chicken by selecting it and then **right** clicking anywhere inside the image area. This opens the **object menu**. Alternatively, right clicking on an unselected object will both select it and open the object menu.

Our chicken is facing to the right. If you want her facing left, open the object menu and select 'Flip Horizontally' (highlighted in red).

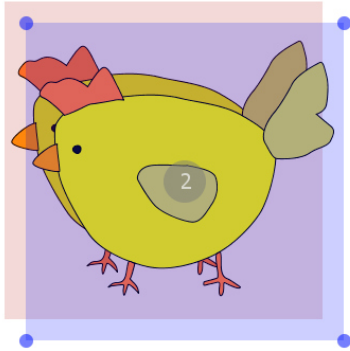


The chicken is now facing the other way.



If you want the chicken on its back, select the 'Flip Vertically' option (highlighted in green).

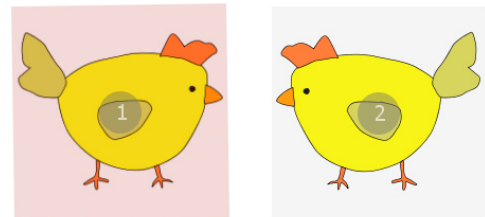
Note that flipping horizontally or vertically is not the same as rotating through 90 degrees or 180 degrees respectively.



Suppose you want a second chicken exactly the same as the first. You select the chicken, open the object menu and select 'Duplicate' (highlighted in blue above). We now have two identical chickens.

The second chicken is already selected, so you can move it around. Note that it is annotated number 2 because it is the second object to be added to the canvas. You can duplicate an object as many times as you want so you can breed a clutch of chickens.

Try manipulating both chickens so they are facing each other as shown. You need to flip one horizontally.



Note that the object menu provides you with keyboard shortcuts for all of its options. These are shown to the right of the options on the menu. You can execute these shortcuts by simply selecting an object and then hitting the relevant key(s).

For example, the shortcut for 'Flip Horizontally' is 'M' on the keyboard.

Say you don't want the second chicken after all. To delete it, select it and click on 'Delete' (highlighted in pink above) in the object menu (remember that you right-click anywhere inside the image area to bring up the object menu).

The shortcut for 'Delete' is the 'Delete' key on your keyboard.

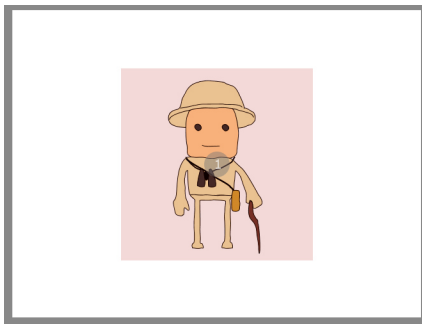
That's basic image manipulation. Now let's look at animation...

# Animation

Watch Video Tutorial 06 - Entrance Animation, here...

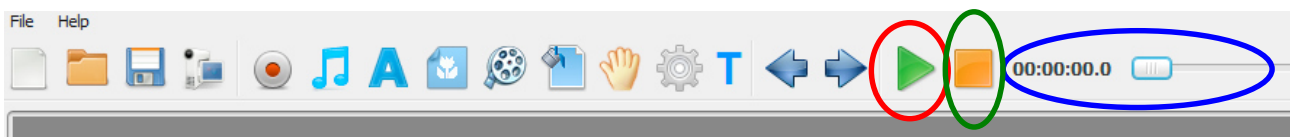
<http://www.youtube.com/watch?v=xy0Wu4rapwg>

Now delete all of the chickens, open the image library (see above if you have forgotten how), go to the 'Characters' gallery and click on the hunter (highlighted).

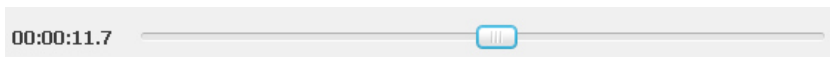
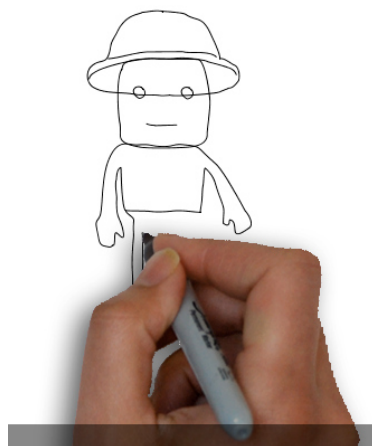


The hunter is now in the middle of the canvas. It's time for Easy Sketch Pro to strut its stuff.

Click on the green **Play** button in the toolbar at the top of the screen (highlighted in red below).



The '**magic hand**' will appear and draw out our hunter for us.



As the sketch is being drawn, you will see the **slider** at the top of the screen move from left to right (highlighted in blue).

This represents the duration of our entire video, which only consists of one image at the moment.

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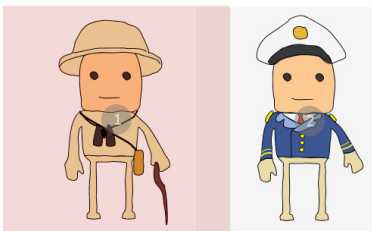
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If you want to pause the playback at any point, click on the Pause button (the Play button becomes a **Pause** button during playback) or click on the playback slider. You can then drag the slider left and right to any point in the playback. You restart playback at the new point by clicking on the green play button.

If you want stop playback altogether, click on the orange '**Stop**' button in the toolbar (highlighted in green above). This returns playback to the start of the project.

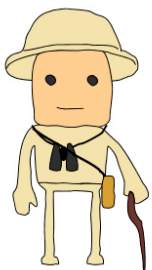
Now move your hunter to some other position on the canvas by selecting and dragging him. Hit Play again and you will see that the magic hand draws now draws him in the new position.

Now play around with moving, resizing, rotating and flipping the hunter and watch the software draw the new image each time.



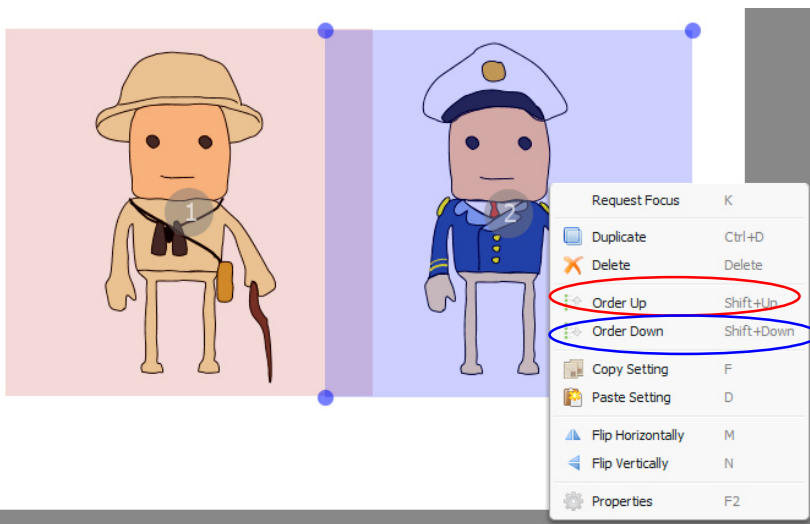
OK. Let's add another image. Open the image library and select the sailor (you will find him in 'Characters' next to the hunter). Position the two characters next to each other.

We now have two images on the canvas. The sailor is annotated '2' because he was the second object added to the canvas, the hunter being the first.



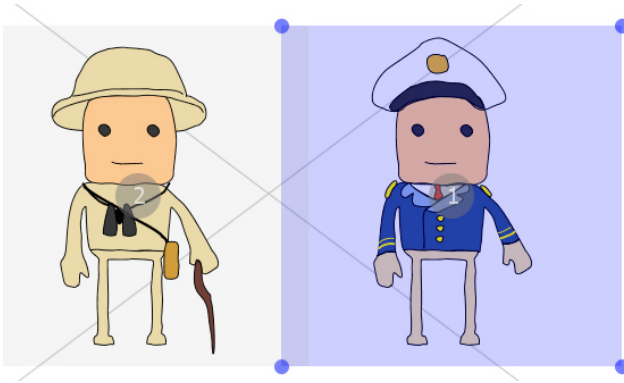
Now click the Play button. The magic hand will draw the hunter first (object 1) and then draw the sailor (object 2).

But what if we want the sailor to be drawn first? It's simple. Select the sailor and open the object menu.



Click on 'Order Up' (highlighted in red) or, alternatively, use the shortcut by holding down the Shift key and then hitting the Up arrow key.

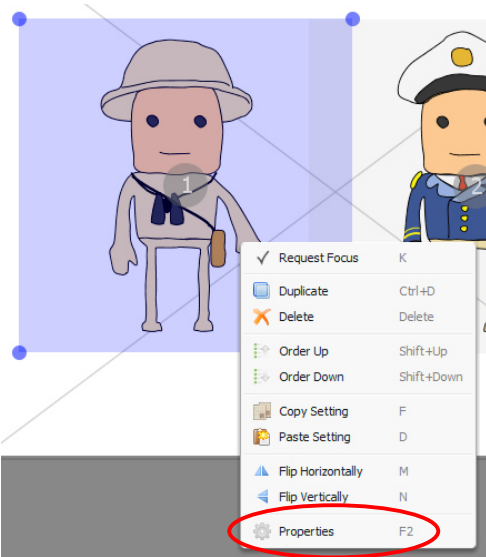
The sailor is now annotated 1 and the hunter has been relegated to 2...



Click on 'Play' and you will see the magic hand now draw the sailor first and then the hunter.

To draw the hunter first again, select him and click on 'Order Up' on the object menu (or hit Shift and the up arrow on your keyboard).

Alternatively, you could select the sailor and choose 'Order Down' (highlighted in blue) from the object menu.

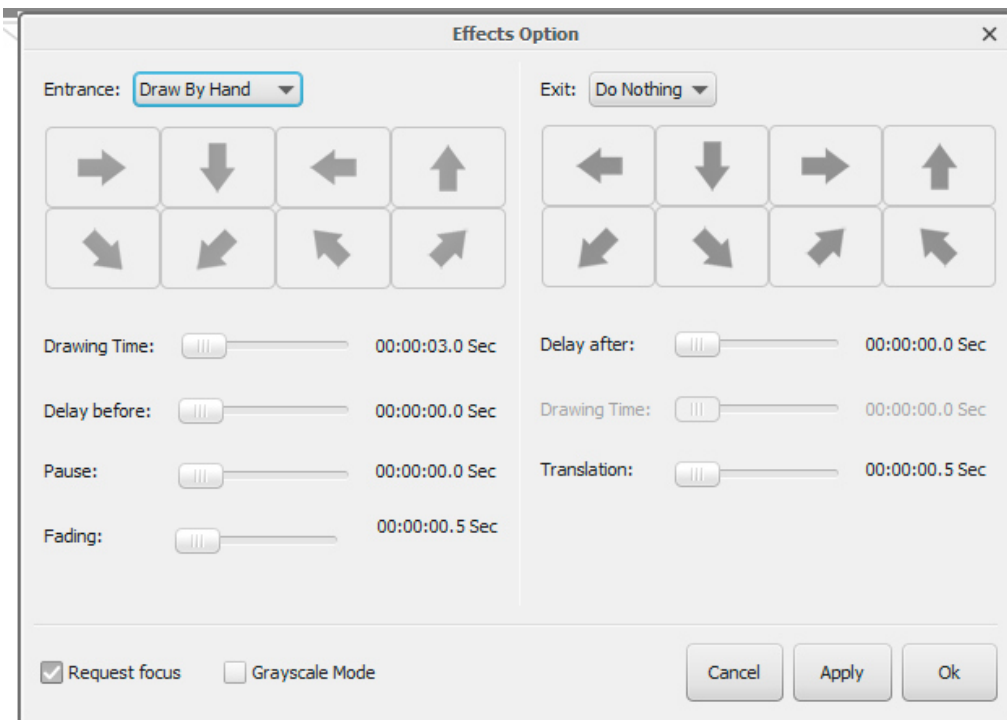


What if you want the hunter to be drawn faster or slower? Right-click on the image (this also selects the image) to open the object menu and select 'Properties' (highlighted in red).

This opens the 'Effects Options' window (see below).

There are all sorts of things you can do here to change the way the magic hand draws the image.

Fortunately, most of them are fairly self-explanatory.



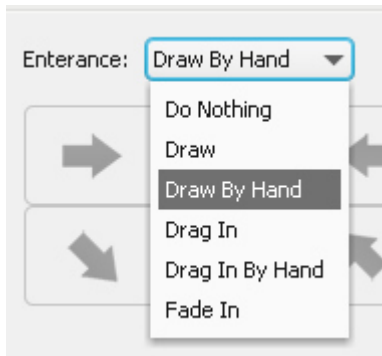


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I will just briefly run through the various options and then I suggest you try playing with them one at a time to see the effect they have. Don't worry, you can't break anything!

The window is split into two halves – 'Entrance' and 'Exit'. Entrance governs how the object comes 'into shot' and Exit governs how it (optionally) goes 'out of shot'.



Click on the dropdown menu next to 'Entrance'.

This gives various options about how we want our image to be created. The default and the one we have seen is '**Draw By Hand**'.

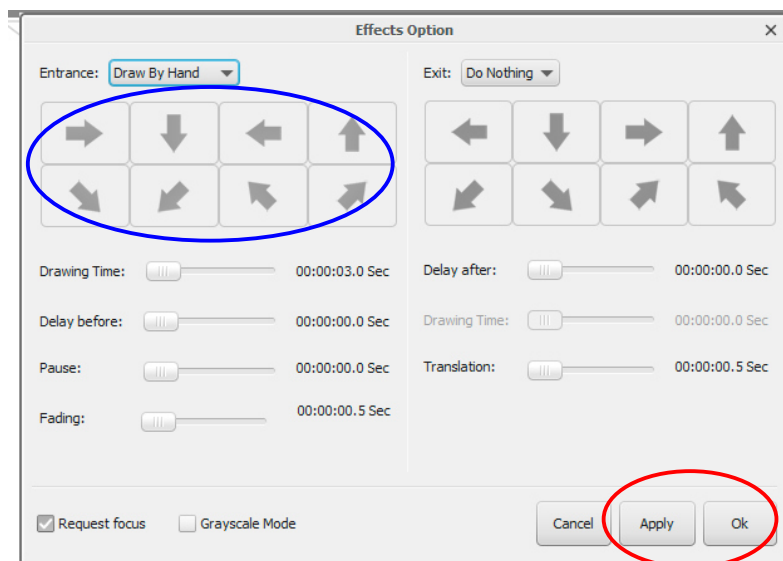
'**Do Nothing**' will make the finished image simply appear without any sort of 'effect'.

'**Draw**' will draw out the image in the same way as the magic hand does but without the hand.

'**Drag In**' will move the finished image in from outside the canvas with no magic hand.

'**Drag In By Hand**' is the same as 'Drag In' but the magic hand will move the image onto the canvas.

'**Fade In**' makes the finished image gradually appear on the canvas.



Try all of these out for yourself and see the effect. Whenever you make any changes to image properties, you must click on the '**Apply**' button to have them take effect. Then click on '**OK**' to close the Properties box.

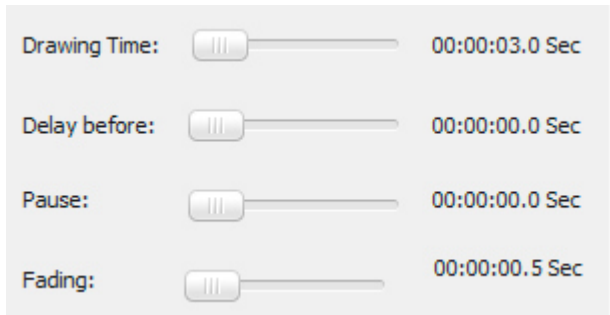
When you select 'Drag In' or 'Drag In By Hand', the normally greyed-out Entrance arrow boxes (highlighted in blue) will be activated. This is so you can choose the direction from which the image will be dragged onto the canvas. Just click on the direction you want.

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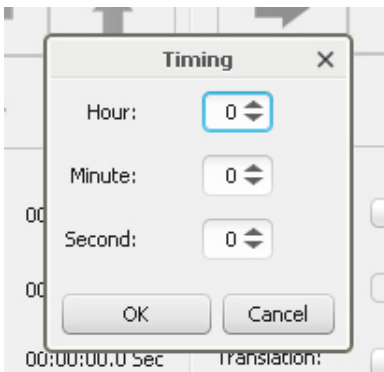
For example, if you want the image to be dragged in from the bottom of the canvas, choose the up pointing arrow and, if you want it to be dragged in from the left, choose the right pointing arrow. Again, try these out for yourself.

Below the Entrance arrows, there are four slider controls.



These all represent time intervals in seconds and you can change them by clicking on the slider and dragging it towards the left (reduce the time) or towards the right (increase the time).

You can also set the intervals precisely by clicking on the duration in seconds to the right of the slider.



A popup box will appear.

Click on the number against 'Hour', 'Minute' or 'Second' and you can delete the existing number and enter a new number directly. You can also click on the little up and down arrows next to the number to increase or decrease the number.

Note that there are limits. Although shown, 'Hour' can only be set at 0 (you would not want your viewers to wait for an hour for something to happen!).

The maximum 'Minute' can be set to is 1. And the maximum 'Second' can be set to is 59. The maximum time interval you can specify in total is 1 minute and 30 seconds. However, you would not want anything even close to that amount of time.

The first slider is '**Drawing Time**'. This is the time Easy Sketch Pro takes to introduce the object from start to finish, whether that be drawing it, dragging it in or fading it in. The default is 3 seconds. You may want to extend this so that the drawing takes place over a specific section of the accompanying narrative.

The second slider is for '**Delay before**'. This is the time Easy Sketch Pro will delay before starting to draw the object. The default is zero i.e. no delay. You might want to set this if you want to start drawing the object at some point after the start of the relevant piece of accompanying narrative (which we will look at later).

In our case, the hunter is the first object, so this would set a delay from the start of the video to when the hunter is drawn.

The third slider is '**Pause**'. This is the time delay between completing the drawing of the object and starting the Exit effect for the object, if one has been set (see below). If no Exit effect has been set, the Pause time will be the time delay between finishing the drawing of the object and starting the drawing of the next object.

In our case, because we have no Exit effect set, this will be the delay between completing the drawing of the hunter and starting the drawing of the sailor.

Note that the effect of adding a Pause after the hunter is effectively the same as adding the same interval to the Delay Before for the sailor.

The final slider is for 'Fading'. This is the time it takes for colour to be added to the image after it has been drawn.

Try out all of these options by changing the settings on the hunter and/or the sailor to see what happens.

Now select the hunter and open the Properties. The shortcut is the F2 function key on your keyboard.



There are a couple of other options under 'Entrance' in properties. We will come to 'Request Focus' later. Check the 'Grayscale Mode', click on 'Apply' and then 'OK'.

Now click on Play and the image will be drawn in 'grey scale' i.e. effectively in black and white.

This is useful if you want to make the object look more like a 'pencil sketch' without colour.

Now let's look at the options on the 'Exit' side of the Properties window.

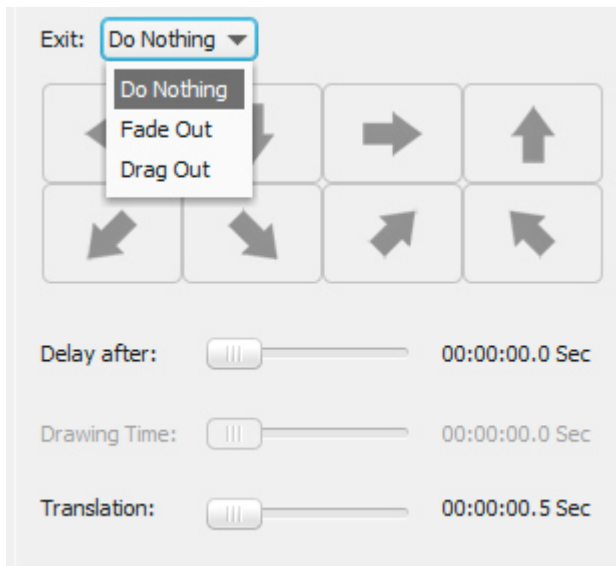
Watch Video Tutorial 07 - Exit Animation, here...

<http://www.youtube.com/watch?v=zuP8veaveEA>

The default effect is 'Do Nothing'. This means that the object will simply stay where it is drawn on the canvas once it has been introduced.

However, we can change this to 'Fade Out' or 'Drag Out'.

Try these two options. The first will make the image disappear once it is completed and the second will cause the image to be dragged off the canvas. (There is no equivalent to the 'Drag In By Hand' Entrance option.)



If you select 'Drag Out', the arrow buttons will become active so you can decide in which direction you want the image to leave the canvas.

Note that, if you do add an exit effect (such as Drag Out) you will have to reset the Drawing Time. This is the time the program takes to implement the exit effect. The default is zero, which means that the exit effect is instantaneous and so not visible to the viewer.

The 'Delay After' is the time between when the object is removed from the canvas and the start of the actions for the next object. So this takes the place of the entrance 'Pause' where an exit effect is chosen.

There is another slider here called 'Translation'. This is the delay between when the object is completely drawn and when the exit effect starts. You will set this if you want the object to stay on the canvas for a while before being removed.

This may all sound a little confusing to begin with, but it is quite simple when you have tried the various options out a few times.

To illustrate, suppose we have three objects on the canvas. Say we set the various properties as follows...

### Object 1

Entrance = Draw By Hand  
Entrance Delay Before = 0  
Entrance Drawing Time = 5  
Entrance Pause = 2  
Exit = Drag Out  
Exit Delay After = 3  
Exit Drawing Time = 5  
Exit Translation = 2

### Object 2

Entrance = Draw By Hand  
Entrance Delay Before = 2  
Entrance Drawing Time = 6  
Entrance Pause = 2  
Exit = Drag Out  
Exit Delay After = 2  
Exit Drawing Time = 4  
Exit Translation = 3

- When we press Play, Object 1 will start drawing straight away (Entrance Delay Before). Elapsed time = 0 seconds
- Drawing Object 1 will take 5 seconds (Entrance Drawing Time = 5). Elapsed time = 5 seconds
- The completed Object 1 will remain on the canvas for 2 seconds (Entrance Pause = 2). Elapsed time = 7 seconds

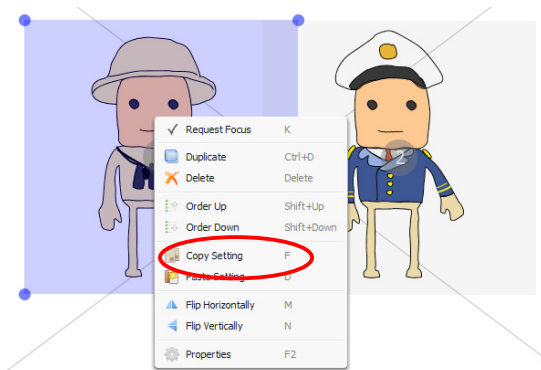
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- The completed Object 1 will remain on canvas for a further 2 seconds (Exit Translation = 2) – a total of 4 seconds (2 + 2). Elapsed time = 9 seconds
- Object 1 will then start to be dragged off the canvas. This will take 5 seconds (Exit Drawing Time = 5). Elapsed time = 14 seconds
- There will then be 3 seconds before anything is started on Object 2 (Exit Delay After = 3). Elapsed time = 17 seconds
- There will be a further 2 seconds before starting to draw Object 2 (Entrance Delay Before = 2). Elapsed time = 19 seconds
- The drawing of Object 2 will take 6 seconds (Entrance Drawing Time = 6). Elapsed time = 25 seconds
- The completed Object 2 will remain static on the canvas for 2 seconds (Entrance Pause = 2). Elapsed time = 27 seconds
- The completed Object 2 will remain on canvas for a further 2 seconds (Exit Translation = 2) – a total of 4 seconds (2 + 2). Elapsed time = 29 seconds
- Object 2 will then start to be dragged off the canvas. This will take 4 seconds (Exit Drawing Time = 4). Elapsed time = 33 seconds
- There will be a pause of 2 seconds before action is started on Object 3 (Exit Delay After = 2). Elapsed time = 35 seconds.

Any Fading time will effectively be added to the Entrance Drawing Time.

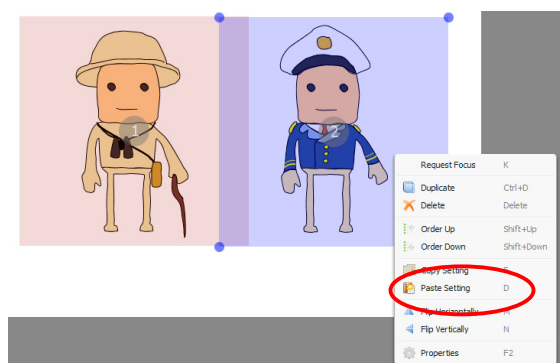
I hope that helped! If not, just play around with the various settings and see what happens!



There are two more things to cover in the object menu and they are 'Copy Setting' and 'Paste Setting'.

Suppose you have specified the settings (entrance and exit effects) for one object. Let's say it is the hunter.

You now want the sailor to have the same settings.



You could just change all of the default settings for the sailor or you can select the hunter, open the object menu and select 'Copy Setting'.

You then select the sailor, open the object menu and select 'Paste Setting'.

The sailor will now have the same entrance

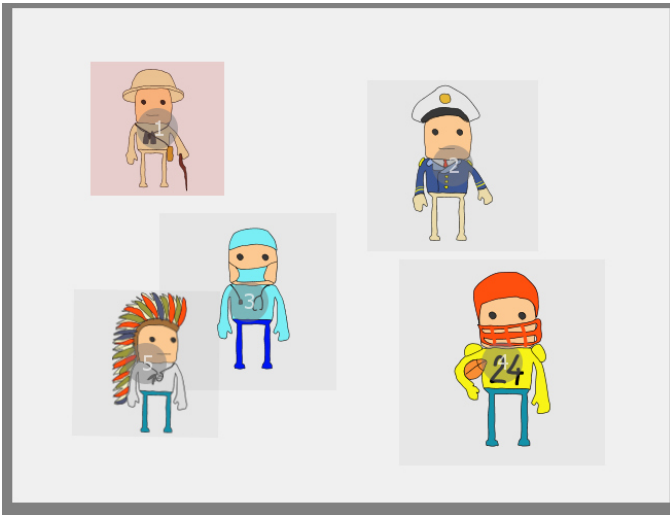
and exit effects as the hunter. If you want to, you can always go into the sailor's properties and tweak them.

Now just spend some time manipulating images until you are familiar with everything you can do with them. As I say, you can't break anything, so just try out different options and see what effect they have.

# Timeline

Watch Video Tutorial 08 - The Timeline, here...

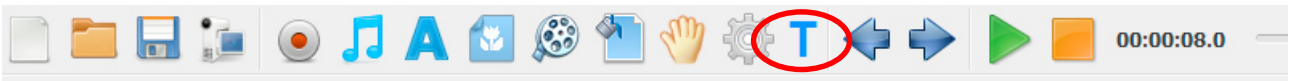
[http://www.youtube.com/watch?v=RI5Ro7SR\\_HQ](http://www.youtube.com/watch?v=RI5Ro7SR_HQ)



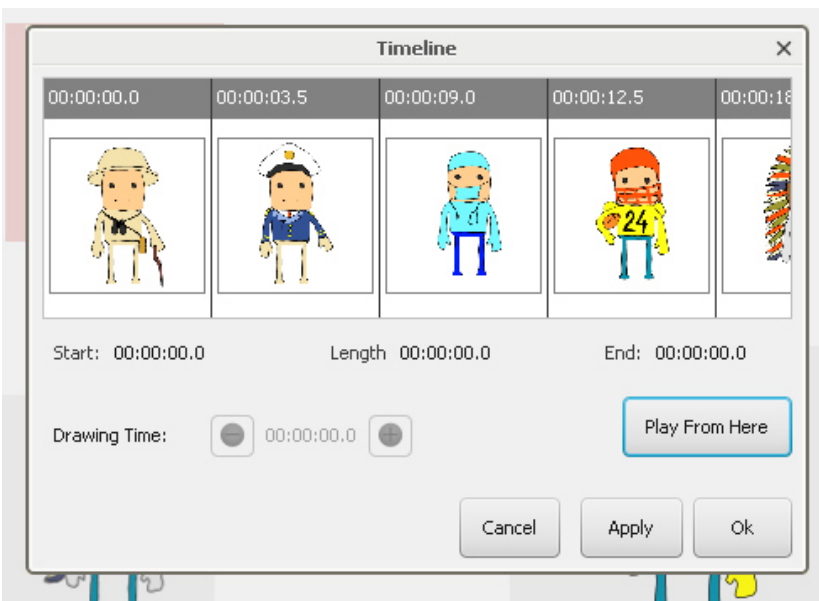
Here is our canvas from the last section with a few more images added. If you don't have that, add four or five images to a blank canvas.

Suppose there are a lot of objects in our project and we are just trying to amend one of them somewhere in the middle. It can be a bit of a pain to have to watch the whole animation up to the point we are changing, potentially over and over again.

This is where the 'timeline' comes in handy.



You access this by clicking on the Timeline button on the toolbar (highlighted in red). This opens the 'Timeline' window.



From here you can see all of the objects in the project and the order they are drawn.

If there are more objects than can be shown, just click anywhere on the picture gallery and drag to the left to show more.

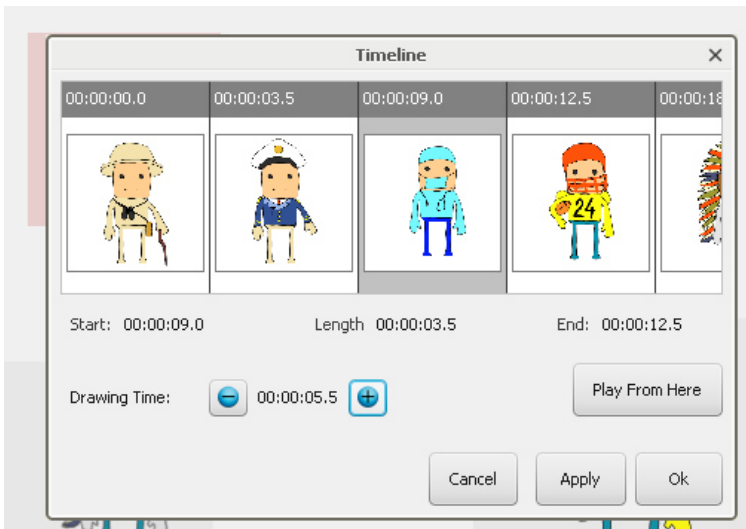
You can click on any image to select it and then click on 'Play From Here'.

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When you click on 'Apply', then 'OK', the project will play from the start of the selected object.

Note also that, when we select an image from the timeline, the Start, Length and End times are displayed. You can also change the Drawing Time by clicking on the small plus and minus signs.



The Drawing Time changes in intervals of half a second for each click.

When you have made any changes, click on 'Apply' to keep them or 'Cancel' to discard them. Then click 'OK' to close the Timeline window.

OK. That's images dealt with. Now on to text...

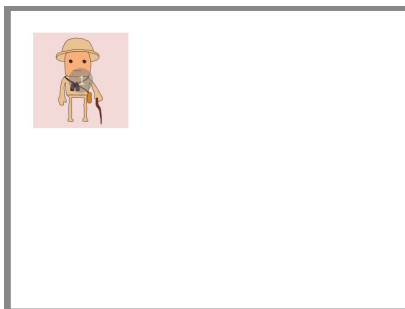


# Text

Watch Video Tutorial 09 - Text, here...

<http://www.youtube.com/watch?v=6sAbEaG94uc>

The second type of object we can add to the canvas is text.

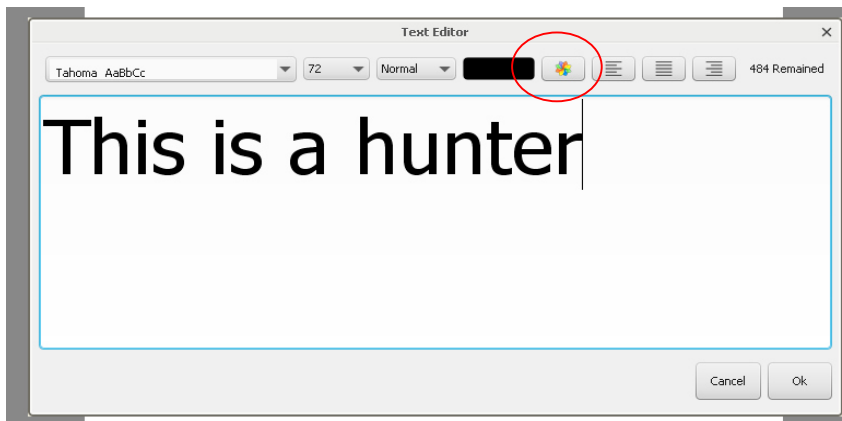


Delete any objects you already have so you start again with a blank canvas. Now add the hunter as we did before. Reduce his size and move him up and to the left.

If you can't remember how to do this, go back to the 'Images' section. Now let's add some text.



Click on the 'Text' (big letter 'A') button in the toolbar (highlighted in red).



The 'Text Editor' window will open. This contains all of the usual editing options you will find in a standard word processor. Thus, you can click on the dropdown menu against the font (Tahoma) and scroll to find the font you want.

You can also click on the dropdown menu next to the font size (72 above) and make the font bigger or smaller.

Note that you don't really have to worry too much about the font size because you can resize the text in the same way that we resized images.

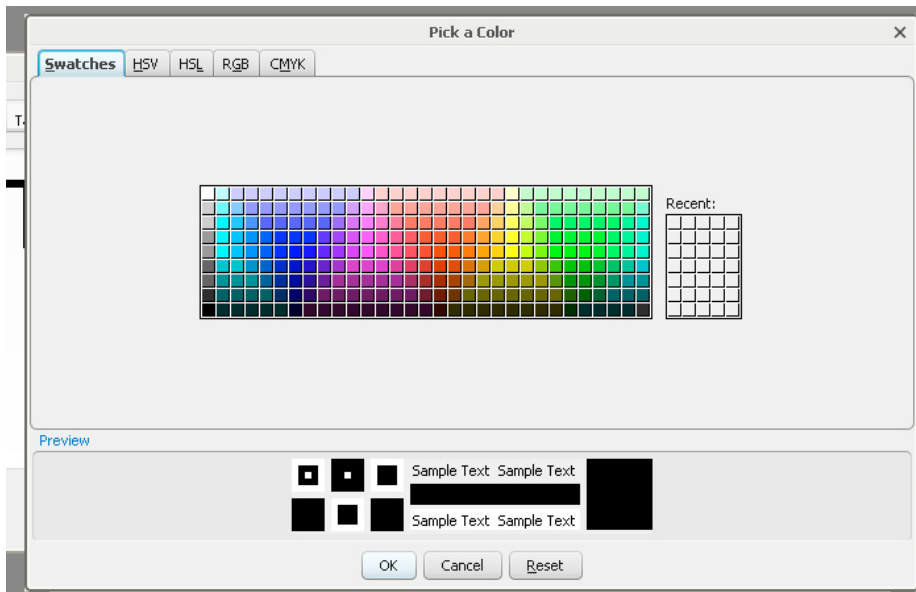
The dropdown menu beside the style ('Normal' above) allows you to select 'Normal', 'Bold', 'Italic' or 'Italic-Bold'.

Click on the colour button (highlighted in red above) and the 'Pick a Colour' window opens.

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You can select a new colour for your text by clicking on one of the small coloured boxes in the grid (called a 'swatch').

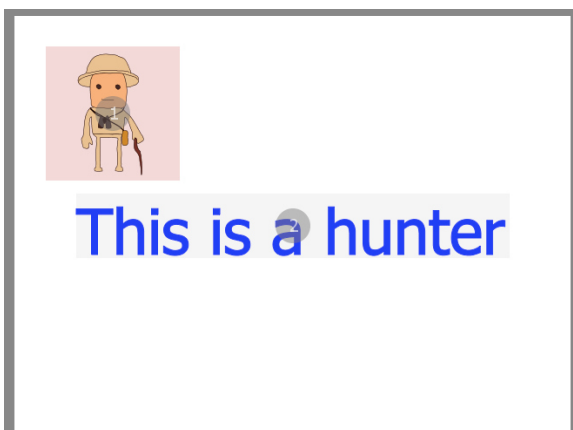


As you click on colours, the 'Preview' at the bottom shows you what your text will look like.

When you have selected a colour you like, click on the 'OK' button to set it. Clicking the 'reset' button will reset the text back to its original colour. Clicking on the 'Cancel' button will discard any changes and close the 'Pick a Colour' window.

You will see that, beside 'Swatches', there are other tabs ('HSV' etc). These just give you other options for setting the text colour. By all means play around with them but they are not really necessary for most projects.

The remaining three buttons in the Text Editor set the alignment of the text to left, centred or right. Again, this is not of much practical use, since we can move the text around just as we did images.



If you want to discard the text, click on the 'Cancel' button. If you want to add it to the canvas, click the 'OK' button.

The text (I have chosen a dark blue) will be added to the centre of the canvas.

Note that it has been annotated '2' because it is the second object to be added to the canvas.

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You can now manipulate the text in the same ways we manipulated images.

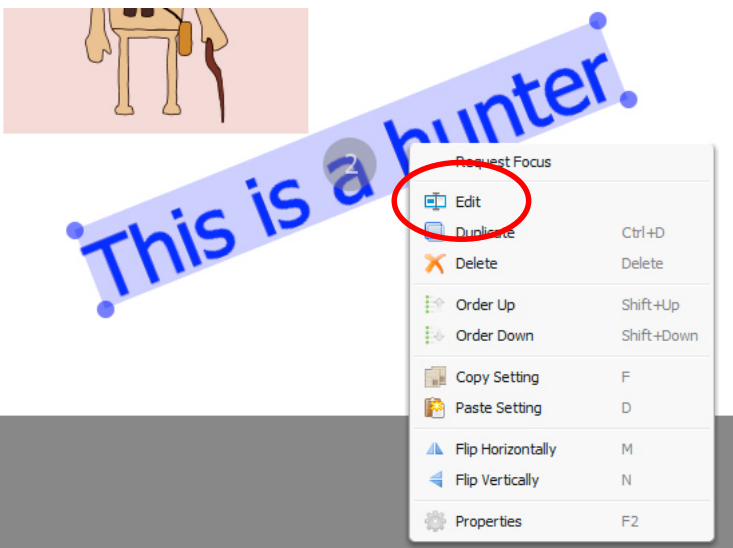
**Tip:** if you try to move either of the objects without selecting one of them, all objects on the canvas will be moved.

Have a play with moving, resizing and rotating the text.

Now press 'Play' and watch the hand draw first the image and then the text.



Right-click on the text and you will see the same set of options you had for images.



The one addition here is 'Edit'. Clicking on this will open the Text Editor so you can make changes to the text itself.

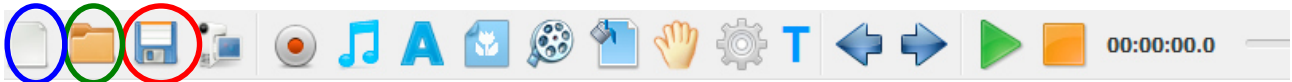
Click on 'Properties' at the bottom of the object menu and you will see the same options for how the text is to be drawn and the time it takes as we had for images.

Spend some time manipulating text until you are familiar with everything you can do with it.

# Saving and Opening Projects

Watch Video Tutorial 10 - Saving & Opening Projects, here...

<http://www.youtube.com/watch?v=wFRd-DRGZeo>



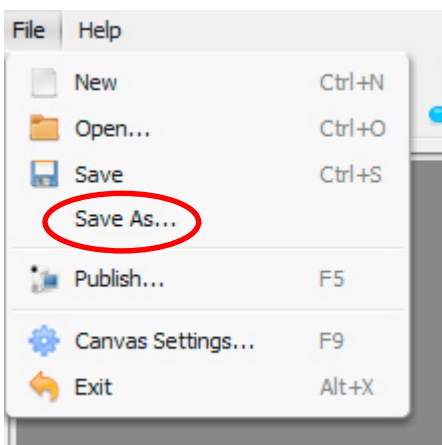
There will come a point when you want to save your project. In fact, it is recommended that you save your work regularly so you don't run the risk of losing it (e.g. if there is a power cut).

To save the current project, just click on the 'Save' button in the toolbar (highlighted in red).

If you have not saved this project before, a window will open asking what name you want to give to the project and where you want to save it to. I recommend that you have a folder dedicated to your projects so you always know where to find them.

Note that Easy Sketch Pro projects are stored in files with the extension 'SKCH' (for 'sketch').

If you have saved this project before, the software will simply update the existing file with any changes you have made.



There may be times when you want to save the current project under a different file name. For example, when you are using one project as the basis for another or where you want to save the project at different key stages so you can return to them if things don't go quite the way you planned.

To do this, do not use the Save button. Instead, click on the 'File' menu and then select 'Save As'. The software will open a window asking you for a new name and location.

When you want to open an existing project, click on the 'Open Project' button in the toolbar (highlighted in green above).

Easy Sketch Pro can only have one project open at any time so, if you have not saved any changes to an existing project you have open, the software will prompt you to save those changes before opening a new one. Then a window will open to allow you to navigate to the project file you want.

If at any time you want to start a new project, click the 'New Project' button on the toolbar (shown in blue above). Again, you will be prompted to save any changes to an existing project first.

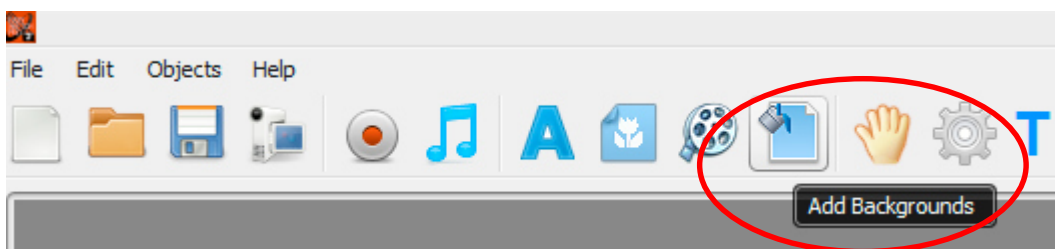
# Backgrounds

Watch Video Tutorial 11 - Backgrounds, here...

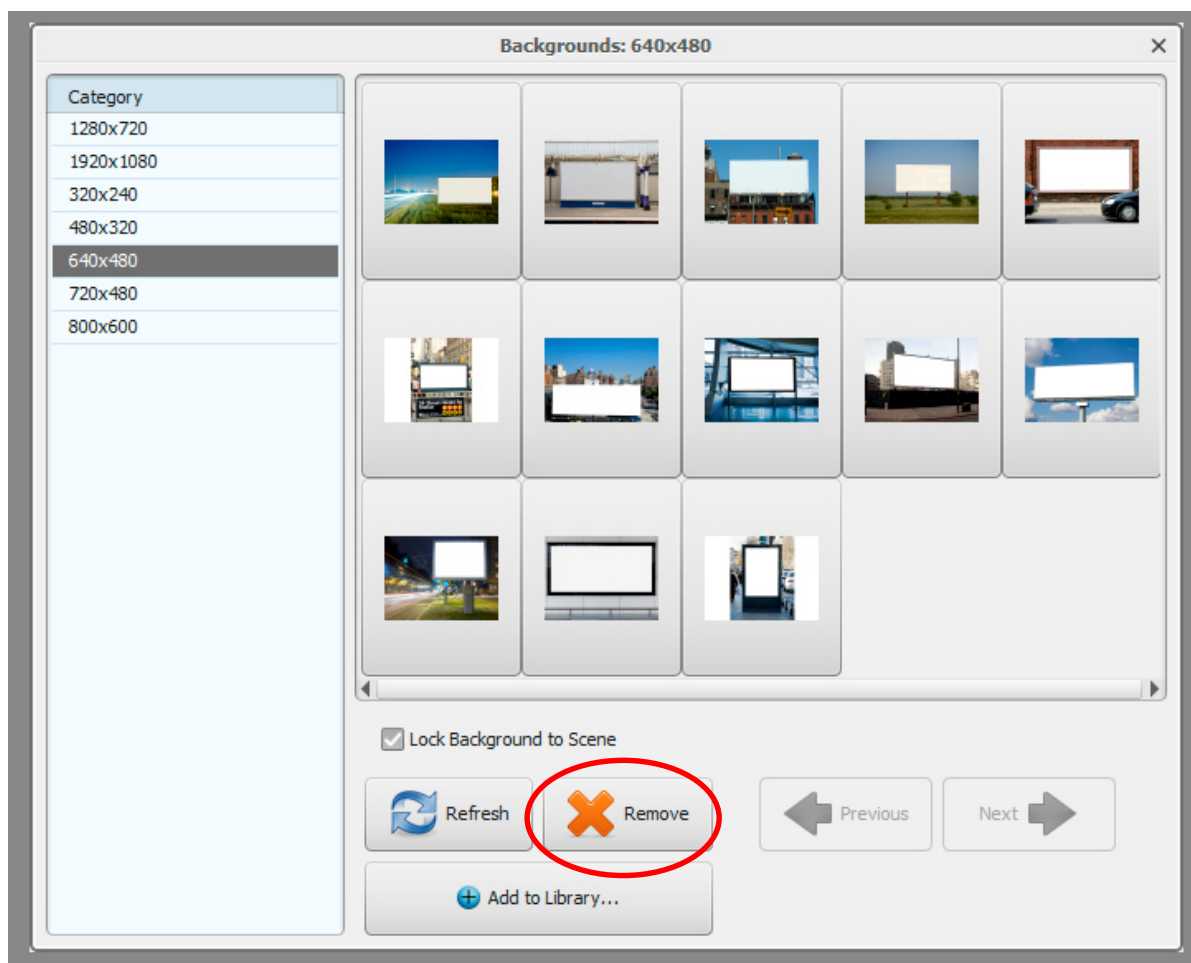
<http://www.youtube.com/watch?v=pymn46nocVs>

We have already seen under 'Canvas Options' how we can change the colour or gradient of the canvas. However, we can also use an image for our background.

Click on the 'Add Backgrounds' button in the toolbar...



This opens the Backgrounds Gallery...

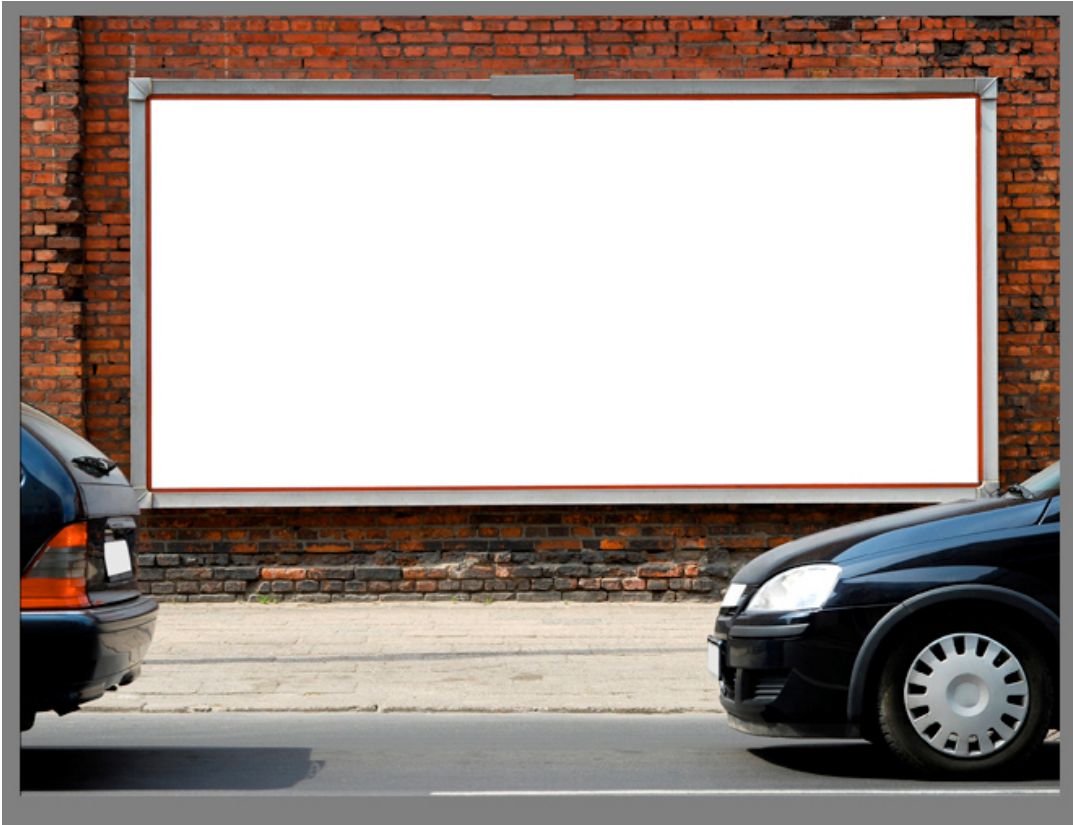


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Note that there is a range of images for each 'Category' or canvas size. You want to choose an image from the category that corresponds with the canvas size you have chosen for your project.

To select an image, just click on it. The Backgrounds Gallery will close and the image will now form your canvas background...



You can now add objects just as you would with a 'normal' canvas.

Note that the background image applies to all of the scenes in your project.

To remove a background image, click on the 'Add Backgrounds' button and click on 'Remove' (highlighted in red in the above screenshot).

# Video

Watch Video Tutorials 12, 13 and 14, here...

<http://www.youtube.com/watch?v=IBMdRoHOX58>

[http://www.youtube.com/watch?v=ANvKu\\_Vr1RI](http://www.youtube.com/watch?v=ANvKu_Vr1RI)

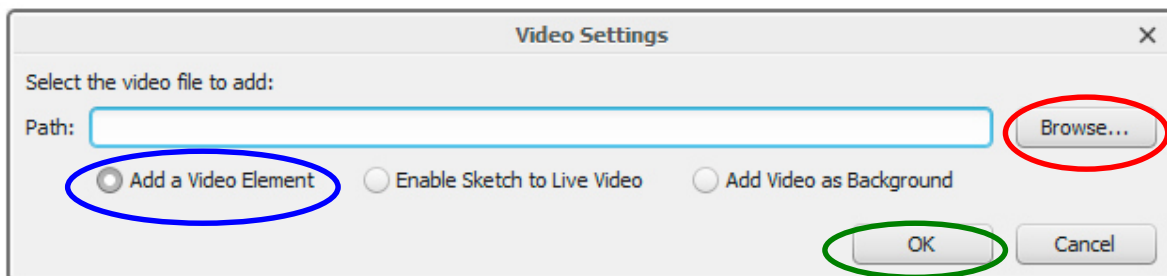
<http://www.youtube.com/watch?v=bXkhhBxRb-E>

One of the powerful additions to Easy Sketch Pro 2.0 is that it allows you to add video as an object alongside images and text.

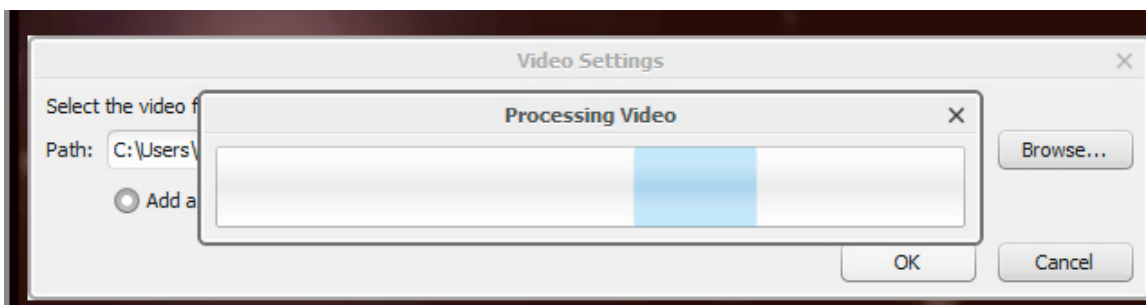
To add a video object, click on the 'Add Video' button on the toolbar (highlighted in red).



This opens the 'Video Settings' window...



To simply add a video to the canvas as an object, make sure the default 'Add a Video Element' radio button is selected (highlighted in blue) and click on the 'Browse' button (highlighted in red) to open a window where you can navigate to the video you want to use. Having made your selection, click on 'OK' (highlighted in green) to add the video to the canvas.



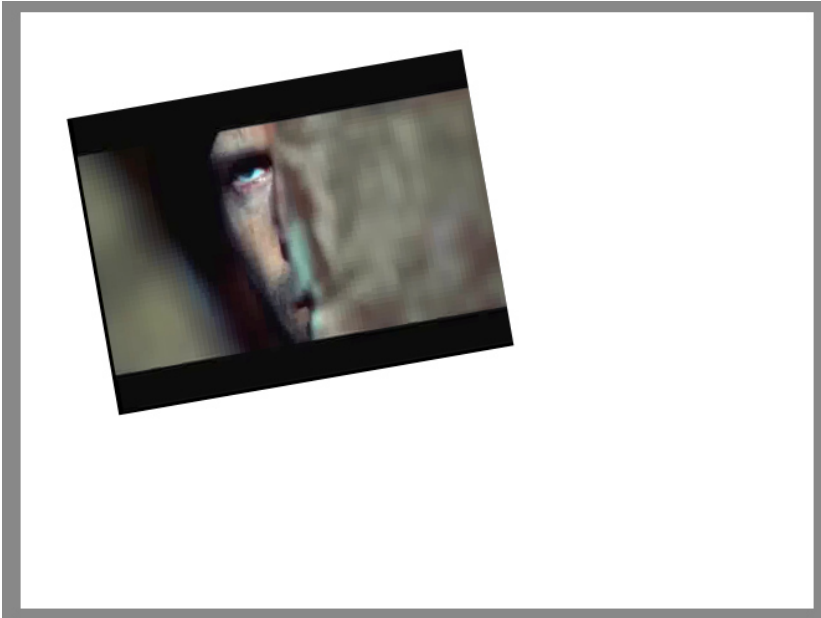


## Easy Sketch Pro User Guide

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A progress bar will open showing that the video is being processed. Wait for this to close before taking any other action.

When it is first added, the video will occupy the whole canvas. To re-size it, double click on it to select it and then use the corner dots to drag in or out, just like with any other object. You can also move it by clicking on it and dragging it around the canvas.

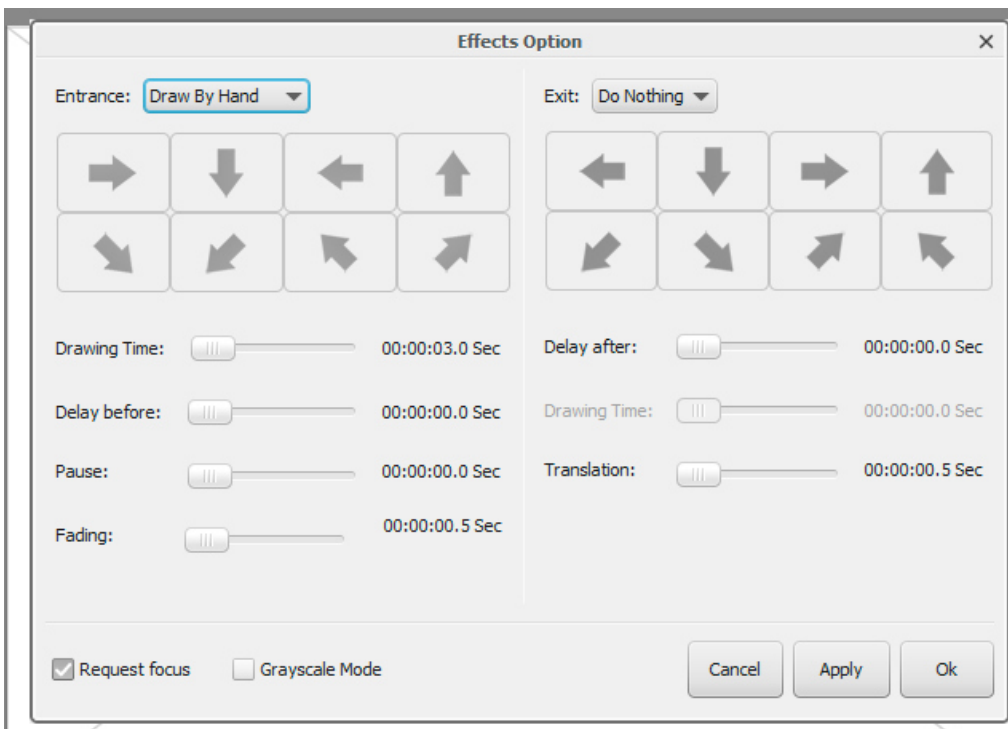


Press 'Play' on the toolbar and the video will play with both sound and vision wherever you have placed it on the canvas.

You can do most of the things you can do with images or text with video but there are a few differences.

Thus, you can order the video up or down and you can even flip it horizontally or vertically.

However, you want to be a bit careful with the entrance and exit effects.



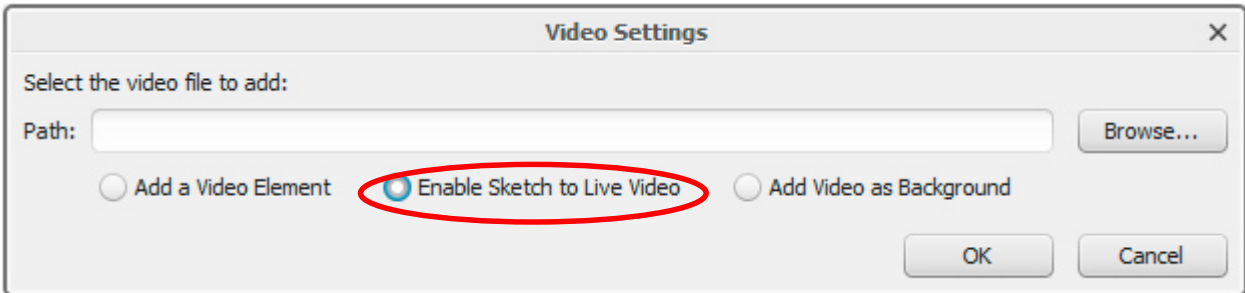
## Easy Sketch Pro User Guide

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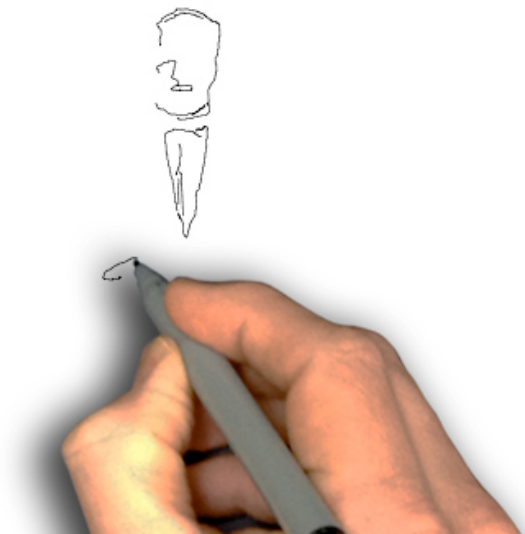
Because there is nothing being 'drawn', there is little difference between 'Draw By Hand', 'Draw' and 'Fade In' as Entrance effects. However, 'Drag In' and 'Drag In By Hand' do work.

All of the Exit effects can be used to remove the video from the canvas.

There are other features available for video in Easy Sketch Pro.



Open the Video Settings window again and now select the 'Enable Sketch to Live Video' radio button. Load your video in the same way as before and now press 'Play'...

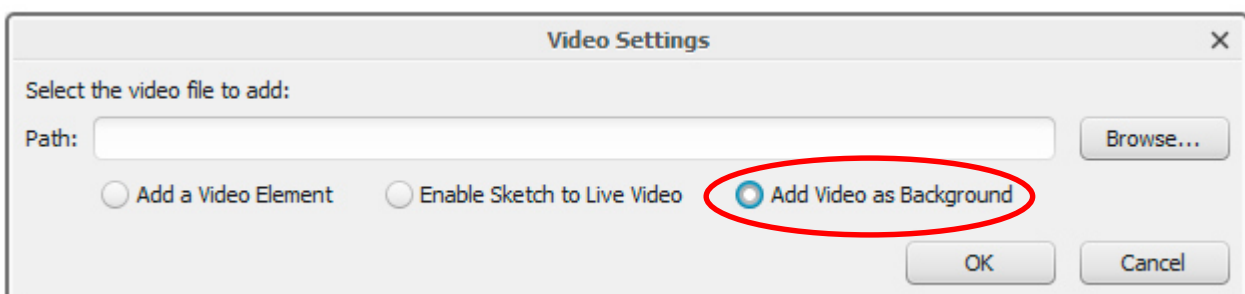


Easy Sketch Pro will take the first scene of the video and draw it just as it would with a normal image object.

When it has finished drawing, the 'sketch' is converted into the first scene of the video, which then starts playing.

This is a very engaging feature. However, you will get variable results depending on how well Easy Sketch Pro can interpret the opening scene.

Note that the Entrance Drawing Time determines how long Easy Sketch Pro takes to draw the opening scene.



The final video option is using video as a background for your canvas. Open the Video Settings window and select the 'Add Video as Background' radio button (highlighted in red).

Now navigate to your video in the same way as before.



Press 'Play' and the video plays in the background on your canvas.

You can now add objects, such as the arrow and text in this example, overlaid onto the video.

The video will continue to play when you switch scenes.

If the project is longer than the video, the video will loop back to the start.

A word of caution about using video. If you are getting unpredictable results, it may be because you are trying to use a large or lengthy video and Easy Sketch Pro is struggling to process it correctly.

That said, adding video to your projects can be a lot of fun and very effective. So go ahead and try it for yourself!

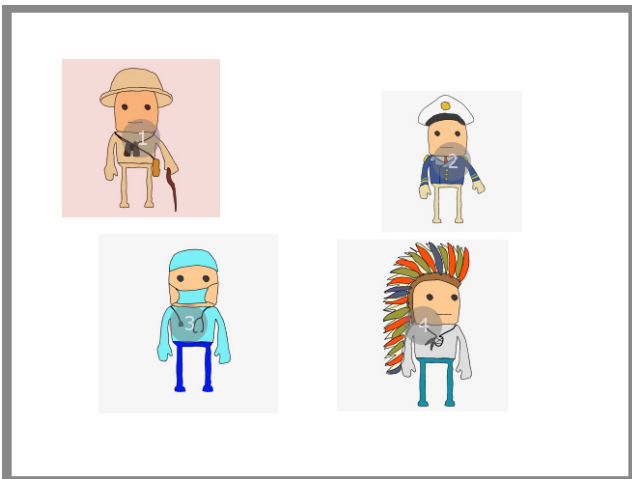
## Multiple Scenes

Watch Video Tutorial 15 - Multiple Scenes, here...

<http://www.youtube.com/watch?v=2B1SIXQAgoo>

What if your narrative requires more objects than you can comfortably fit on the canvas? Or what if your narrative is split into several sections, each of which you would like to illustrate by a separate series of objects? The answer is to create a second **'scene'**.

Open Easy Sketch Pro with a blank canvas. Now add several random images to the canvas, something like this...



Click 'Play' to watch the individual objects being drawn out in succession.

Think of this as a single 'scene' in a movie. And, just like in a movie, your project is likely to require several scenes to tell your story.

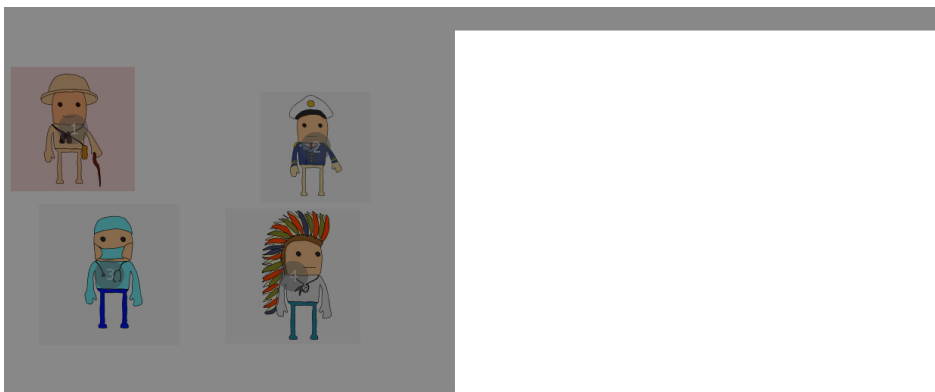
So let's create a second scene.

You can do this in one of two ways with Easy Sketch Pro.

The first is to use the 'Next Scene' button on the toolbar (highlighted in red).



The existing scene will be moved off to the left into the grey area of the workspace and a fresh canvas is presented.

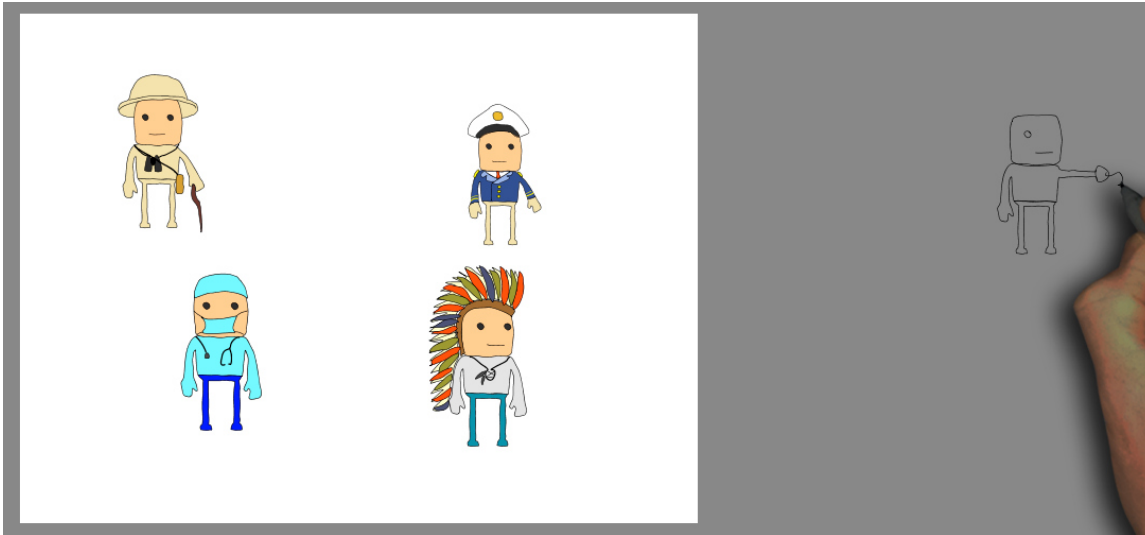


## Easy Sketch Pro User Guide

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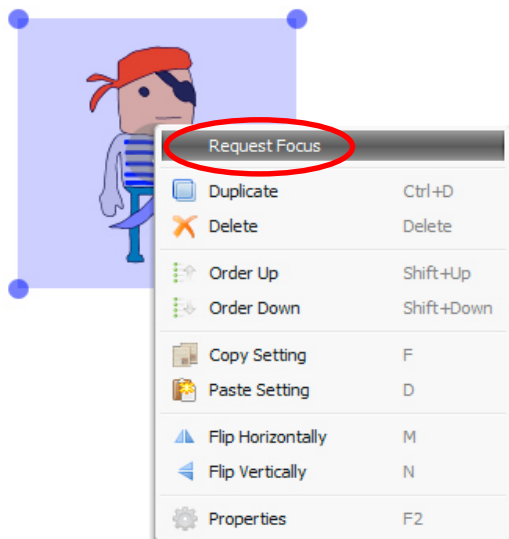
You can now start adding objects to this new canvas in the same way as you did for the first canvas.

Add an image to the new canvas and press 'Play'...



You will see that the new image is drawn in the grey area to the right of the first canvas. This means that it will not be included in your final video.

This is because there is one thing you must do whenever you create a new scene...



Select the very first object in the new scene, right click to open the object menu and then click on 'Request Focus'.

Doing this tells Easy Sketch Pro to move to the scene containing that object before it starts drawing it.

You only have to do this for the first object in a new scene.

Do this and press 'Play' again. You will see Easy Sketch Pro move to the new scene.

Now that you have more than one scene, you can use the 'Previous Scene' (highlighted in blue above) and 'Next Scene' buttons to move between them.

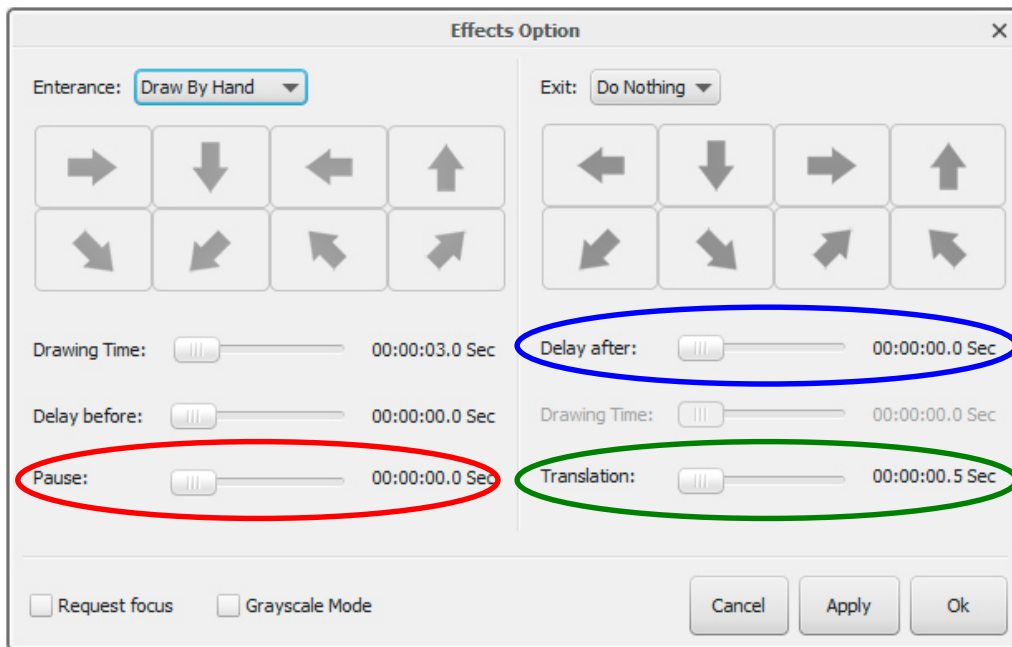
## Easy Sketch Pro User Guide

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Run your project again. Easy Sketch Pro moves very quickly to the new scene as soon as it has finished drawing the last object in the first scene.

What if you want things to happen a little more slowly?

Open the Properties window for the last object to be drawn in the first scene.



You can use the Pause timer (highlighted in red) to delay the move to the new scene. For example, if you set this to 2 seconds, Easy Sketch Pro will draw the final object in the first scene and then wait for 2 seconds before moving to the new scene. This allows your audience time to appreciate the final object (and completed scene) before moving on.

If you had set an exit effect for this object, you would use the 'Delay after' timer (highlighted in blue) in exactly the same way (because Pause is then the delay between the object being drawn and it starting to exit).

There is one more thing you can do here. 'Translation' (highlighted in green) is the time Easy Sketch Pro takes to move (or 'translate') from this object to the next one. The default is 0.5 seconds and so the move (or 'pan' in movie speak) from this scene to the next is 0.5 seconds.

That is quite fast, so you might want to slow it down to, say, 1 or 2 seconds.

Play around with different Pause, Delay after and Translation timings and see what effect they have on your scene switch.

Also play around with 'Request Focus'. For example, if you now add a fifth image to the first scene and set Request Focus for it, your video will move back to the first scene from the second.

The second way to create a new scene is this. First make sure that no object in the current scene is selected. Then click anywhere on the canvas (not on an object) and drag the mouse in any direction..

You will see that all objects on the canvas move together in the direction your drag them. Continue dragging the objects until they are all in the greyed out area of the workspace.

You now create your new scene just as with the first method, remembering to 'Request Focus' for the first object in the new scene.

Unlike the first method, this method allows you to move to a new scene in whatever direction you want. It could be up, down, to the right, to the left or at an angle.

Once you have created your new scene, you can move between scenes using the 'Previous Scene' and 'Next Scene' toolbar buttons.

You can create a virtually unlimited number of scenes this way. When you have finished working on your second scene, just drag that off the canvas and start a new one.

Just remember to select 'Request Focus' for the first object in each new scene.

# Sound

Watch Video Tutorial 16 - Sound, here...

<http://www.youtube.com/watch?v=SpMcwXjpKGU>

OK. You now know how to add and manipulate image, text and video objects. What's missing? Ah yes, sound.

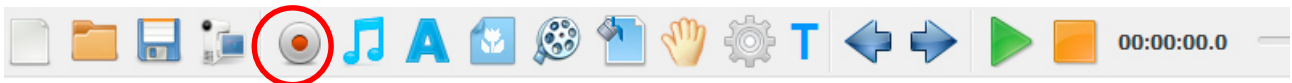
There are two types of sound you may want to use with Easy Sketch Pro – voice and music. Both are optional.

Voice, of course, is the narrative you want your animated sketches to illustrate. In practice, you would record this first so that you can fit what is happening on screen to what is being said. But more on that later.

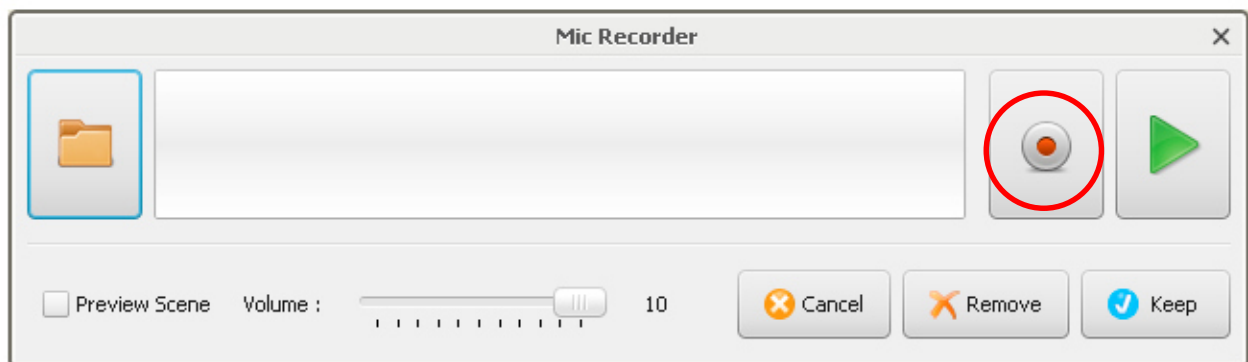
You may then want to add backing music to help create whatever mood you want your video to convey.

Let's look at voice first.

Open up Easy Sketch Pro with a blank canvas.



Click on the 'Record Your Voice' button on the toolbar (highlighted in red). This opens the 'Mic Recorder' window.



To record your own voice, you will need a microphone attached to your computer. The better the quality of your microphone, the better will be the quality of the recording.

To start recording, simply click on the 'Record' button (highlighted in red) and start talking into your microphone.



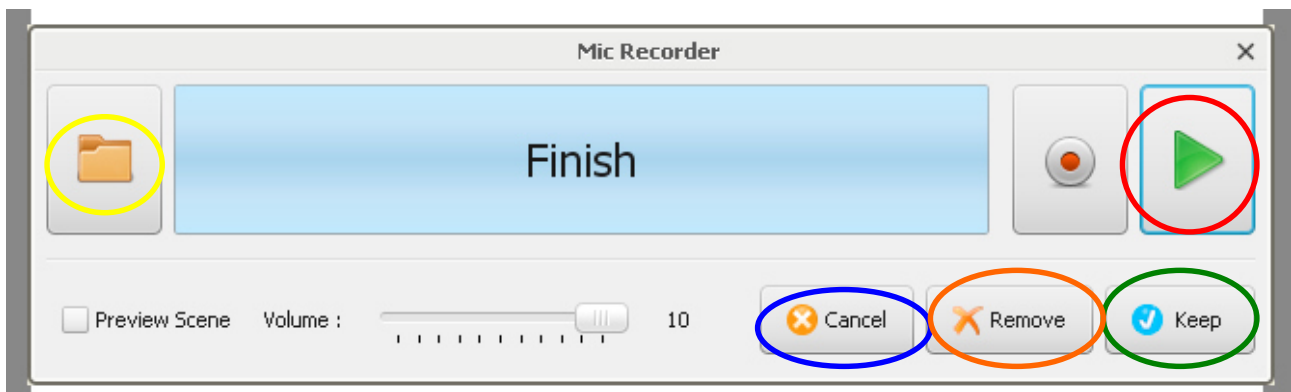
## Easy Sketch Pro User Guide

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As you talk, you will see your voice registering in the 'level metre' (highlighted in red below).



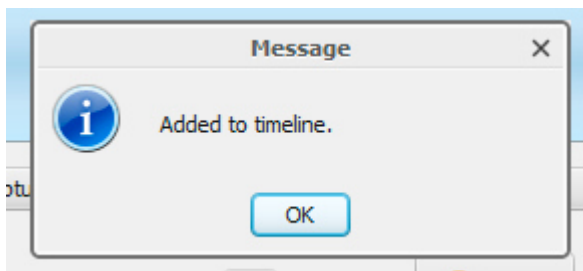
When you have finished recording, click on the 'Stop' button (highlighted in green). Note that you can change the volume using the slider.



You can playback the recording by clicking on the 'Play' button (highlighted in red). This is greyed out during recording.

You now have three options. If you want to redo the recording, simply hit record and start again. If you want to discard the recording altogether, click on the 'Cancel' button (highlighted in blue). The Mic Recorder window will close.

To keep the recording, click on the 'Keep' button (highlighted in green).



A popup box will open to show that the recording has been added to the timeline i.e. is now part of your project.

Click 'OK' and the Mic Recorder window will close.

## Easy Sketch Pro User Guide

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The recording will not play back using the 'Play' button on the toolbar because you have not yet added any objects to the project.

Add an image and now press 'Play'.

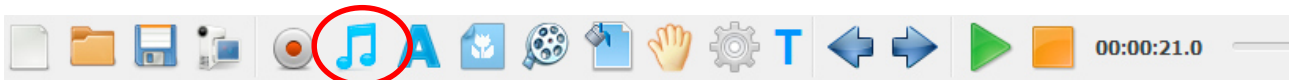
Your recording will play for the total time of the project, in this case, drawing the one object. If you add objects so that the total drawing time exceeds the recording length, the recording will loop i.e. start again. In practice, of course, the recording will be the same length as the project.

Note that you can only have one voice recording and that it always starts from the beginning of your project.

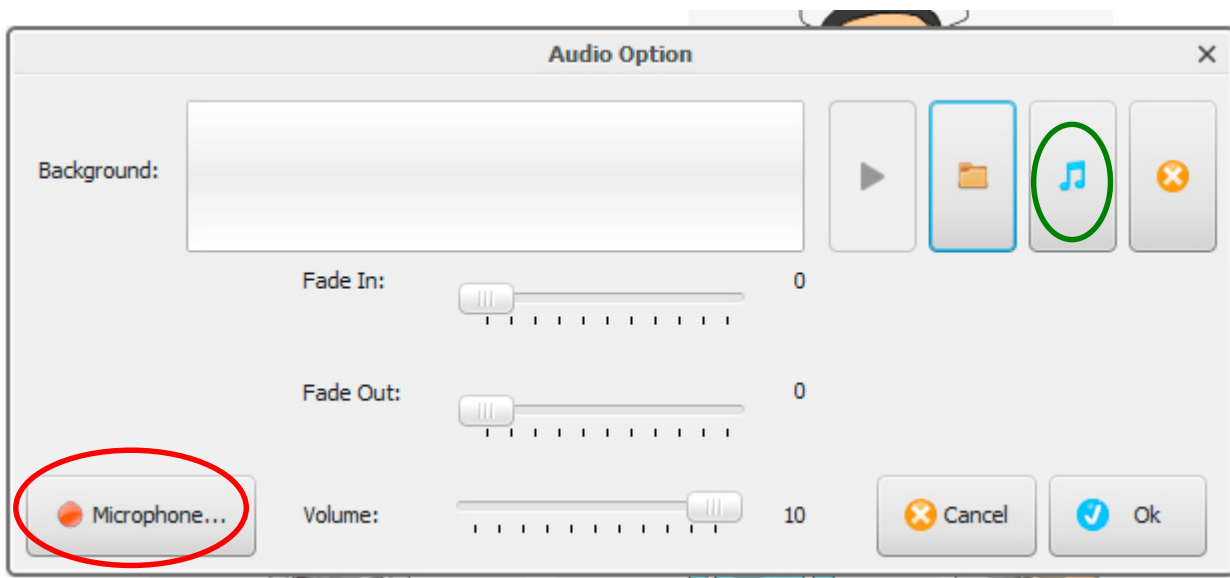
**IMPORTANT:** If you have added a voice recording to the timeline and you want to redo it, you must open the Mic Recorder window and click on the 'Remove' button (highlighted above in orange) to clear the existing recording from the timeline. You can then reopen the Mic Recorder window and make a new recording. If you do not do this, the new recording will not be added to the timeline.

If you already have a voice recording created outside of Easy Sketch Pro, open the Mic Recorder window and click on the 'Open File' button (highlighted in yellow above). This will open a window so you can navigate to the audio file.

Now let's look at music.



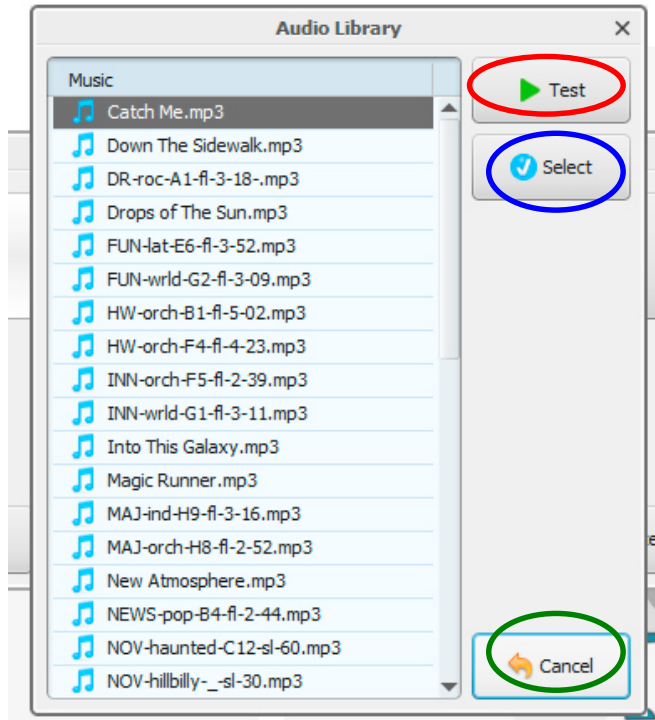
Click on the 'Audio & Music' button on the toolbar (highlighted in red). This opens the 'Audio Option' window.



## Easy Sketch Pro User Guide

This is similar to the Mic Recorder window with a few extra options. In fact, you can go to the Mic Recorder window by clicking on the 'Microphone' button (highlighted in red).

To select a music track from the Easy Sketch Pro music library, click on the music symbol (highlighted in green). The 'Audio Library' window will open.

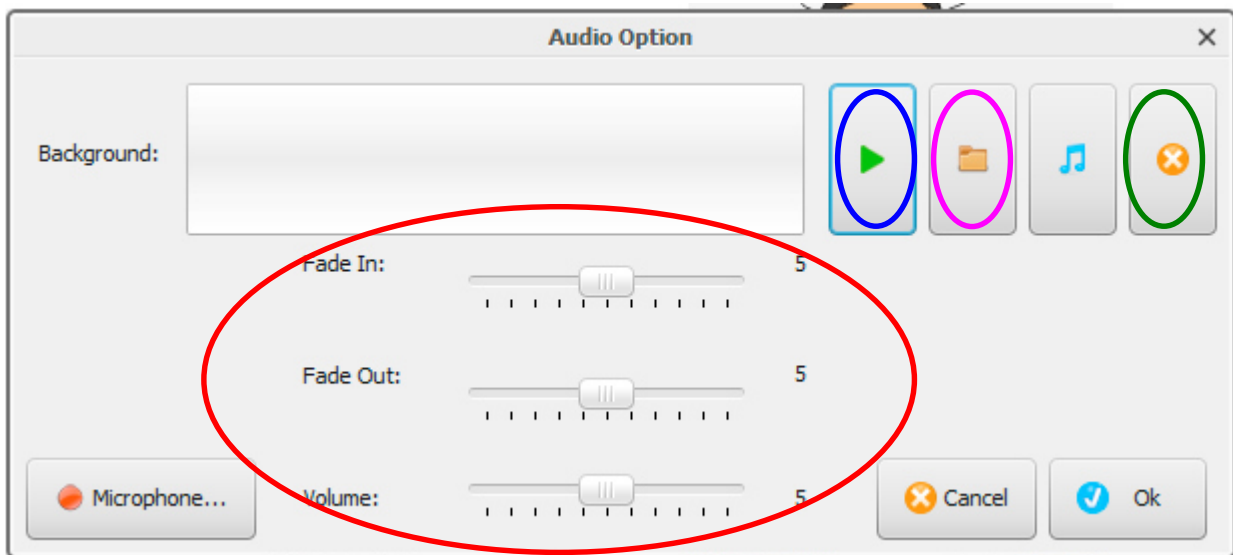


You can preview a piece of music by clicking on it and then clicking on the 'Test' button (highlighted in red).

To use the track, click on 'Select' (highlighted in blue). You will then be returned to the 'Audio Option' window. To exit without choosing a track, click on 'Cancel'.

Once you have selected a music track, you may want to adjust the Volume in the Audio Option window.

For example, if you also have a recorded narration, you will want the music track to be at a low volume so it doesn't overpower the voice.



You can optionally have your backing music fade in and fade out i.e. slowly increase in volume at the start of the project and slowly decrease in volume at the end of the project.

## Easy Sketch Pro User Guide

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You set this in seconds using the 'Fade In' and 'Fade Out' slider bars (highlighted in red).

Note that fade in and fade out only become effective in the final video after production and are not present when previewing the project.

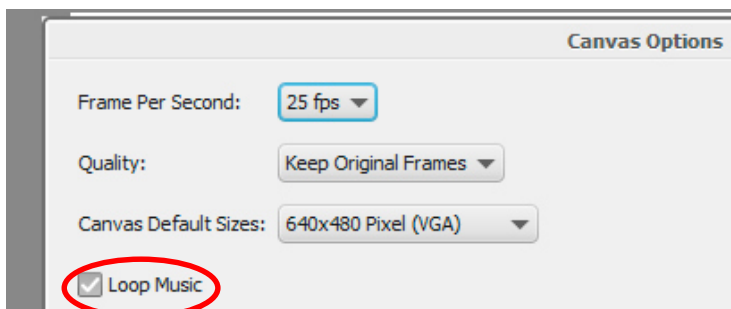
You can preview the music track by clicking on 'Play' (highlighted in blue) and you can delete it by clicking on the Delete button (highlighted in green).

Once you have added a track, you can modify or remove it by clicking on the 'Audio & Music' button on the toolbar.

You can also upload your own music files by clicking on the 'Open File' button (highlighted in pink above). A window will open so you can navigate to the music file.

**IMPORTANT:** As with the voice track, if you have added a music track to the timeline and you want to redo it, you must open the Audio Option window and click on the 'Remove' button (highlighted above in green) to clear the existing music track from the timeline. You can then reopen the Audio Option window and select a new track. If you do not do this, the new music track will not be added to the timeline.

If your music track is longer than your project, it will be truncated to the length of the project.



If it is shorter than the project, the software will 'loop' (i.e. start again from the beginning) so that the music length corresponds with the project length.

If you do not want the music to loop, right click anywhere outside the canvas and select 'Project Options'. Then uncheck the 'Loop Music' check box and click on 'OK'.

If you are adding both music and voice tracks, I recommend adding the voice track first and then experimenting with the volume of the music track so that it is not too loud and distracting for the narrative.

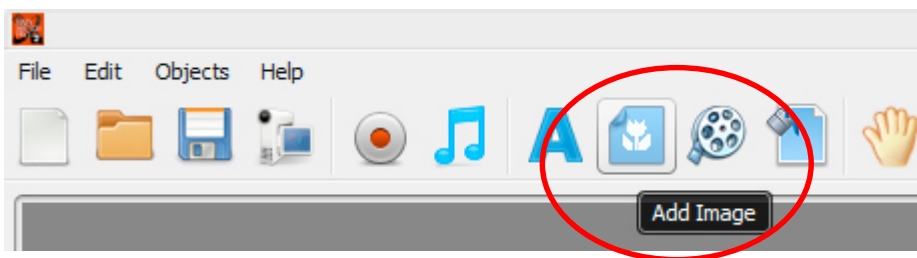
## Using Your Own Images

Watch Video Tutorial 17 - Using Your Own Images, here...

<http://www.youtube.com/watch?v=nE4L8fQkb3o>

We have seen how to use images from the Easy Sketch Pro image library. However, you can also import and use your own images. Let's look at how.

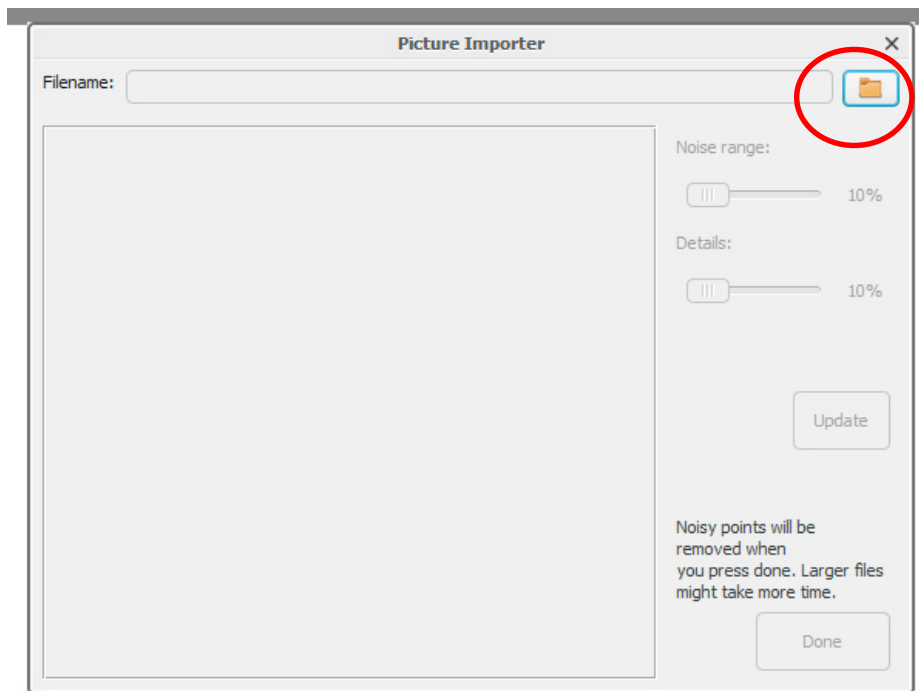
Click on the 'Add Image' button in the toolbar...



This opens the image library...



Instead of selecting an image from the library, click on the 'Load Image From PC' button (highlighted in red).



This opens the 'Picture Importer' window. Click on the open folder button in the top righthand corner (highlighted in red) and navigate to the image you want to use.

Now, there are certain restrictions to the type of images you can use. The best format (as with all whiteboard animation software) is 'vector format', with the SVG file extension.

These images carry all of the information that Easy Sketch Pro needs to 'draw' the image correctly.

You can also import images with the PNG or JPG (or JPEG) extension, but you will get variable results, depending on how well the software can 'interpret' the file. Generally, the more complicated the image, the less well a job Easy Sketch Pro will do in drawing it.

Of course, the easy way to check is to import the image into the software and see what happens.

Note that you can use any PNG or JPG image in Easy Sketch Pro if you introduce it onto the canvas using 'Do Nothing', 'Drag In', 'Drag In By Hand' or 'Fade In'. It is only for 'Draw' or 'Draw By Hand' that the software needs additional information about the image.

Having said that vector images are best for use in Easy Sketch Pro (and they are), unfortunately, not all vector images are created equal.

So taking a vector image that you have obtained from elsewhere and importing it into Easy Sketch Pro does not necessarily mean that it will be rendered correctly.

However, there are ways to convert vector images of the 'wrong' sort into a usable format and you will find videos in the Member's Area (where you downloaded the software from) showing you how to do this.

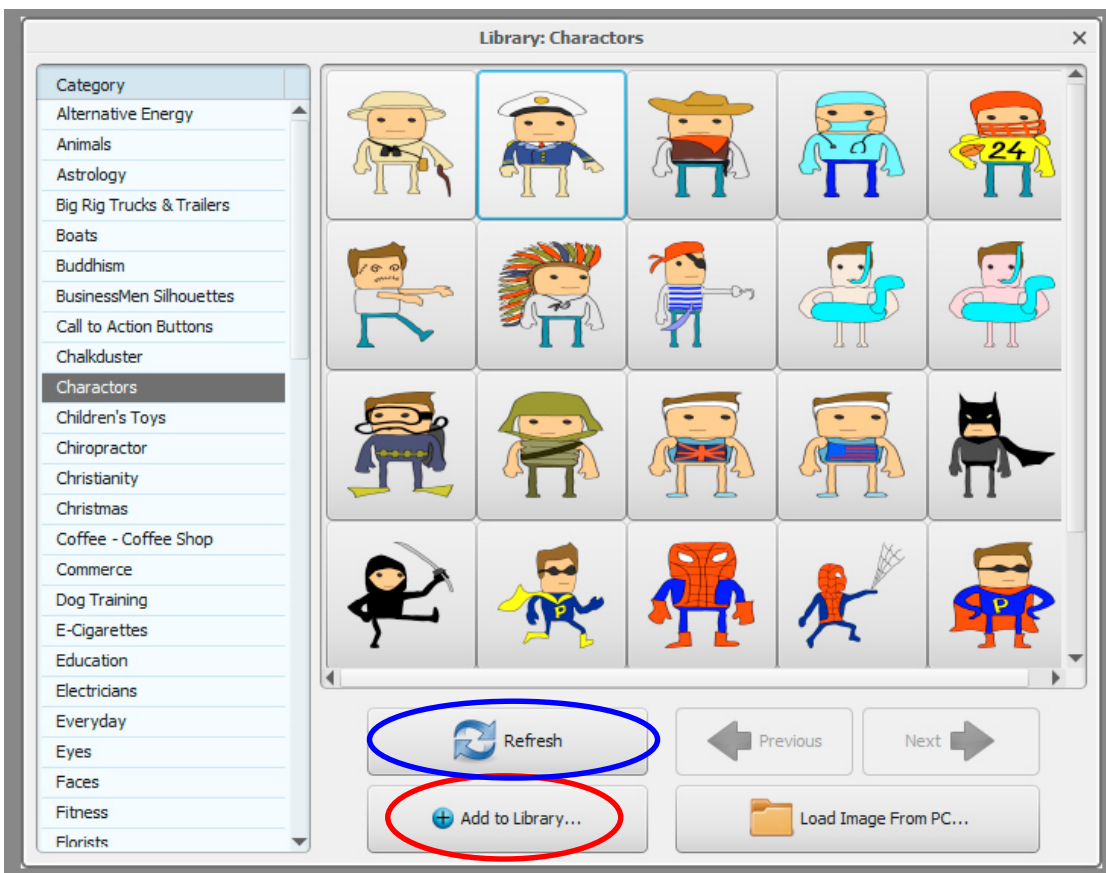
## Creating Your Own Galleries

Watch Video Tutorial 18 - Creating Your Own Galleries, here...

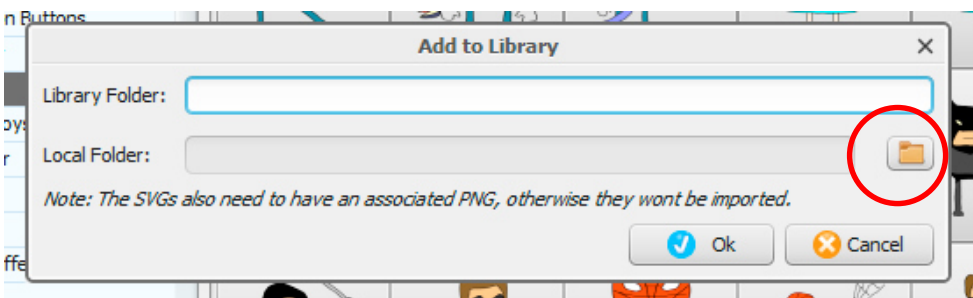
<http://www.youtube.com/watch?v=-JGovr-UIng>

In the last section, we saw how to use your own images in Easy Sketch Pro. You can take this a stage further by importing a whole selection of images and incorporating them in your own galleries inside the image library. This means they will always be readily available any time you want to use them.

You open the image library as before by clicking on the 'Add Image' button.



Now click on the 'Add to Library' button (highlighted in red).





## Easy Sketch Pro User Guide

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The 'Add to Library' box opens.

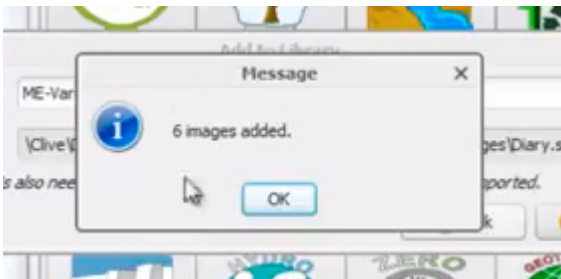
Type in a name for your new folder. I recommend that you always prefix your own folders with something that identifies them as such e.g. 'ME-Folder Name'.

This ensures that you always know which of the library galleries are yours and helps when it comes to updating the software.

Once you have a name, click on the folder icon (highlighted in red above) and navigate to the images you want to import.

Every image you import must have two files. The first is in PNG format and is used to produce the thumbnail image in the library. The second is in SVG (vector) format and is the image Easy Sketch Pro will use when drawing the image. The two files must have exactly the same name (except for the file extension).

You can select images for importing using any of the normal file selection methods. For example, in Windows, you can hold down the CTL key and click on the ones you want to import or you can click on one and hold the Shift key down while you click on another image to select all images between the two you clicked on.



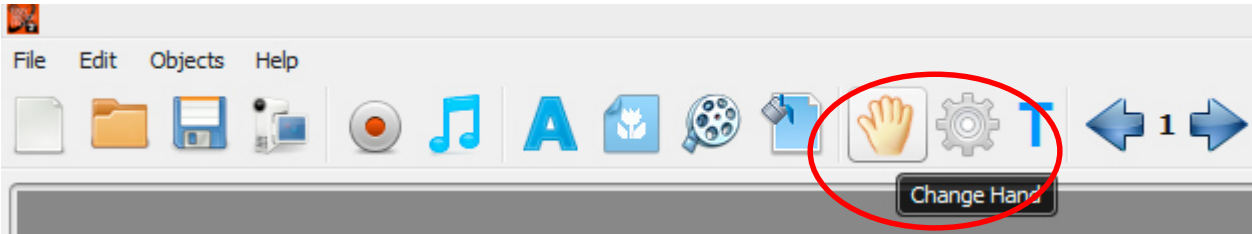
Once you have selected all of the images, click on 'OK' to import them. Easy Sketch Pro will process the images and come back with a message telling you how many images have been added.

To see your new gallery in the image library, click on the Refresh button in the image library window (highlighted in blue in the screenshot above).

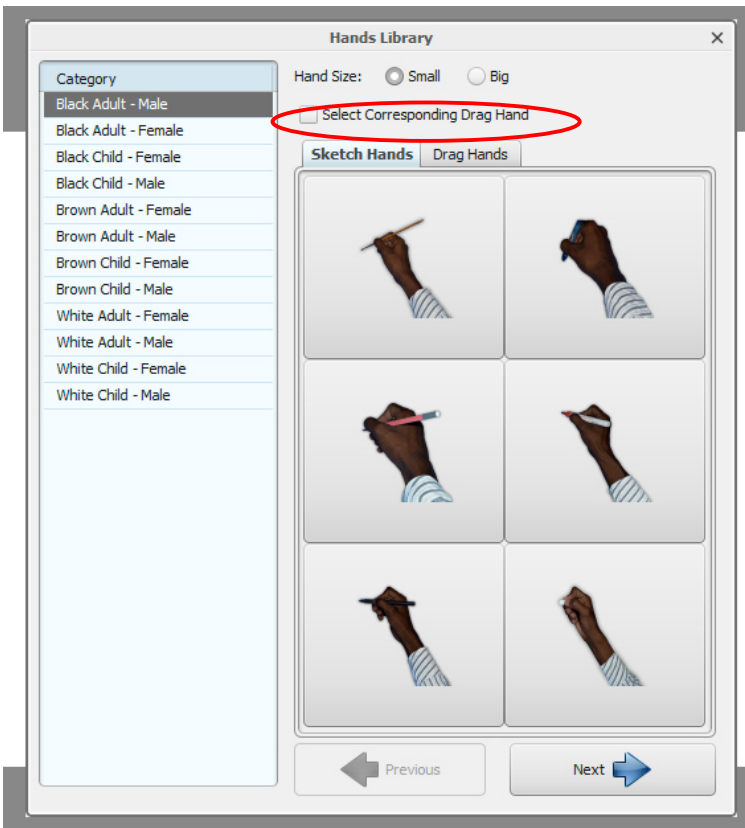
# Many Hands

Watch Video Tutorial 19 - Many Hands, here...

<http://www.youtube.com/watch?v=LTWV33fHqz0>



The 'Change Hand' button (highlighted in red above) opens the 'Hands Library' and allows you to change the default hand and pen combination. You can scroll through the library using the 'Previous' and 'Next' buttons.



The hands are grouped into different categories that you can browse through on the left.

Each category provides various pen options for the same hand.

Note that there are tabs for 'Sketch Hands' (hands with pens used to draw objects onto the canvas) and 'Drag Hands' (hands with no pens used to drag objects onto the canvas).

If you want to use the same sketch and drag hand, check the 'Select Corresponding Drag Hand' option (highlighted in red).

You can also choose to have 'Small' hands (default) or 'Big' hands.

You would probably only want a big hand where your project is being produced in high definition giving you a much bigger canvas to work with.

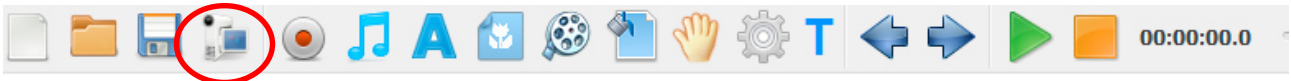
Note that you can only have one sketch hand and one drag hand per project.

## Producing Your Video

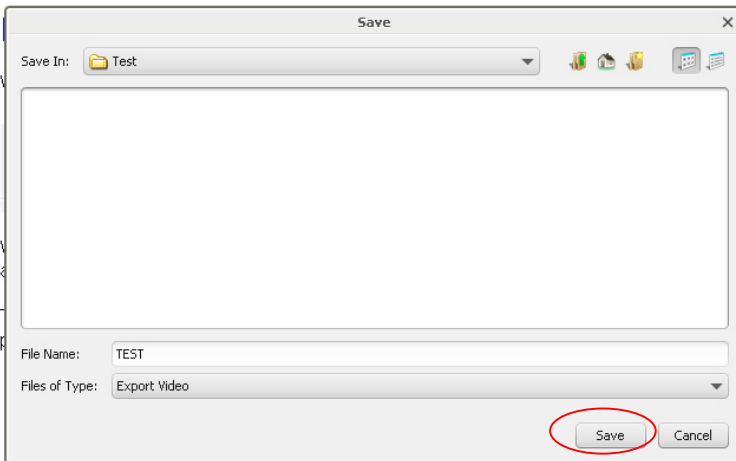
Watch Video Tutorial 20 - Producing Your Video, here...

<http://www.youtube.com/watch?v=uyaGLUD6F7Q>

When your project is complete, you are ready to turn it into an actual video.



With your completed project loaded into Easy Sketch Pro, click on the 'Export To Video' button in the toolbar (highlighted in red).



This opens a window where you can name your video (the default is the project name) and choose a location where you want to save it.

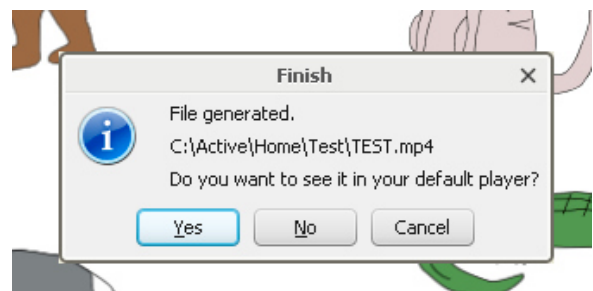
Click on the 'Save' button (highlighted in red) to create your video.



Easy Sketch Pro will play your project and 'record' it to video format. A 'Recording' message will blink on screen while this is happening.

When the recording is complete, the 'Recording' message will stop blinking.

**IMPORTANT:** Video creation has not finished at this stage. Easy Sketch Pro is now creating the video file so do not attempt to do anything with Easy Sketch Pro (even if the status is showing 'Idle') until the recording message disappears and this popup box appears.



You can now choose to watch the finished video in your default video player (click 'Yes') or not (click 'No').

You will now find an MP4 file in the location you chose to save it. Play it back to make sure everything is as you intended and then the job of Easy Sketch Pro is done. You can now publish the video in whatever medium you want, whether that is on YouTube, another video sharing service or on your own website.

# Putting It All Together

As I said earlier, the order in which we have looked at the various features of Easy Sketch Pro is for ease of demonstration and is not the order you would use to put a real project together.

The trick is to make what is happening on screen reflect the narrative and not the other way around.

So you would start by writing a script or at least a list of the key points you want to make.

I recommend that you next create a 'storyboard' from your script. You would add annotations of the sketches you would like to illustrate the various points being made.

I would do this before starting to create objects (images, text and video) in Easy Sketch Pro because you may find that you need or want to tweak the script in the light of the objects that are either available or that you would like to use. It may also flag up any places where you need a pause, for example when you move from one scene to another.

Once you are happy with your storyboard, you then record you (or someone else) speaking the script and add this to the timeline to form your voice track.

Now you can start adding your objects i.e. the images and text that illustrate your script. You should build this up gradually from the start, amending the timing properties for each object so the sketching of them coincides with the relevant passages of voiceover.

Playback the project after each object is added to make sure everything is in the right place. You do not want to get several minutes into your presentation to find that something was wrong with the timing on the object you added some time ago.

When the voiceover and objects are complete, then consider adding a music track. And make sure you adjust the volume on it so that it does not intrude on the voiceover.

# Now It's Over To You

That concludes our tour around Easy Sketch Pro 2.0.

I hope you have enjoyed it and it has given you a glimpse of the power of this software and how you can use it to transform your internet marketing and video production activities.

Now go out there and bring some stunning whiteboard animation videos to the world!

My very best wishes

*William Martin*

William Martin  
Easy Sketch Pro

### Important Note

**New features are being added to Easy Sketch Pro all of the time and so we will be adding to and updating this guide on a regular basis.**

**To find out if this is the latest version of the Guide, note the version number above this box and then compare it with the current version on this page...**

<http://www.easysketchpro.org/espguide/update.html>

**If necessary, you can download the latest version from that page and also signup to be notified of all future updates.**

If the above link is not clickable, copy and paste it into the address bar of your Internet browser.