

Chapter - 2 Animation Tool: Synfig

1. Authoring tools are classified into **Card or Page based tools, Icon and Event based tools, Time based tools.**
2. Examples of card based authoring tools are **HyperCard and Multimedia Toolbox.**
3. The **card or page based** authoring tool links the pages into an organized sequence.
4. In **icon and event based** authoring tools the elements are organized as objects in structural framework or process.
5. In icon and event based authoring tools you need to build the **flowchart** of the events or tasks and then add the element as per the structure.
6. In Time based authoring tools the elements are organized along a **timeline.**
7. **Time based** authoring tools are used when we want to give a message that has a beginning and an end.
8. **Time based** authoring tools are the most popular among all the authoring tools.
9. Example of Time based authoring tools are **Synfig, Pencil, Flash and Director.**
10. Synfig Studio is 2D vector animation software released in **2005** under **GNU GPL.**
11. The full form of GPL is **General Public License.**
12. The first version of Synfig was **0.61.05**
13. Synfig stores animations in **XML** file format.
14. The full form of XML is **Extensible Markup Language.**
15. The extension of Synfig animation file in uncompressed form is **.sif**
16. The extension of Synfig animation file in compressed form is **.sifz**
17. The components in the user interface are **tool box, canvas and panels** in Synfig.
18. **Toolbox** is the main window which contains system menu and tools to create and edit artwork.

19. The toolbox window is separated into three areas or palette: **upper, middle and lowest**.
20. Opacity is **0 (zero)** means the layer is invisible or opacity is **1** means the layer is visible.
21. **Canvas** is the place where we can display our artwork and create animation.
22. The **canvas window** can be seen at the center of the user interface.
23. A panel contains **tools and information** about elements of project.
24. **Layers** Panel displays the layers of working canvas and also allows manipulating layers.
25. **Tool options** panel shows options that are specific to the currently selected tool.
26. **Navigator** shows a thumbnail image of what the currently selected canvases looks like and also zooms in and moves the focus around.
27. **History** panel keeps track of all the actions that are done while editing the file.
28. There are four types of gradients namely **linear, radial, conical and spiral**.
29. The **Eyedrop** tool is use to select color from the canvas.
30. The **width** tool helps to increase or decrease the width of a line.
31. The **transform** tool allows us to select objects and to move, rotate or scale the ducks.
32. To select the multiple ducks use **smooth move** tool.
33. To decrease the width of line hold **ctrl** key with width tool.
34. Short cut key to select the multiple ducks together is **ctrl+a**.
35. Ducks come in different color and they have specific meaning.
 - a. **Green** : **Position of the object**
 - b. **Blue** : **Radius of the circle**
 - c. **Orange** : **Vertices (when you select Bline tool)**
 - d. **Yellow** : **Curves**
 - e. **Dark blue** : **To change the angel in star (For rotation)**