The S.T.E.A.M. Edition

USER GUIDE

Credits

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About KID PIX 5

The new S.T.E.A.M. edition of KID PIX enters a world where art and science reunite and critical thinking meets creative making. Your young artists can now transform their stories and adventures into interactive digital art, science and math projects with the help of KID PIX features tailored to suit the needs of ingenious young innovators everywhere.

KID PIX lets you create pictures using a vast array of art tools, and then put these pictures into a Slide Show with visual transitions and sounds.

KID PIX 5 supports all files created with Kid Pix 4, Kid Pix Deluxe 3X, and KID PIX 3D.

In this chapter you will learn about:

- KID PIX 5 System Requirements
- What's New in KID PIX 5
- Getting Started
- The KID PIX Paint Zone
- The KID PIX Slide Show
- Using the Menus
- Getting Help
- Removing KID PIX 5

KID PIX 5 System Requirements

Minimum system requirements:

- OS X® 10.10.5 or later, including macOS 10.14 Mojave
- 1024 x 768 display resolution, millions of colors
- 4.2 GB of free space
- Built-in or external video camera — for recording videos and taking photos
- Microphone — for the Sound Art Tool and recording narrations and other sounds
- Internet connection — for publishing to YouTube™

What's New in KID PIX 5

New interface design

KID PIX 5 comes in a splendiferous new Steam Age interface, with cogs, rivets, gleaming brass, and even an amazing mechanical cleaning contraption. At the same time, it has been remade so carefully that all kids, newcomers and "old hands" alike, will feel instantly at home.

Interactivity

Make your own interactive "clickables" — characters and objects that start to play and move only when you click them. For more information, see *"Interactive Objects" on page 43*.

Individual object sounds

Now you can attach sounds directly to objects to get clocks that tick, dragons that talk, or flowers that make music as they grow. See *"Attaching Sounds to Objects" on page 52*.

Button stickers

New button stickers let you add interactive navigation options in Slide Shows. For more information, see *"Using the Button Stickers" on page 38*.

Export to HTML5

Welcome to an elegantly simple way to share what you create with KID PIX! Utilizing the power of HTML5 technology, KID PIX lets you export your pictures and Slide Shows as web pages in just a couple of clicks. The exported projects can be opened in almost any modern web browser and retain all their movement, sound, and interactivity. For more information, see *"Exporting Your Project" on page 60* and *"Exporting Your Slide Show" on page 69*.

Auto-perspective effect

Bring a sense of perspective to your path animations with this new feature. Objects gradually grow larger as they move towards the bottom of the canvas, as if they're getting closer, and smaller as they travel towards the top, like they're moving away. For more information, see *"Using the Auto-Perspective Effect" on page 41*.

Easier for small kids

- More features, such as sticker creation, available as buttons instead of menus.
- Simplified Color Picker provides a selection of 12 essential colors.
- Easy, intuitive workflow for recording sound and video.

Enhanced video narration

Videos and costume frames now move together when animated — so kids can not only appear in their own stories, they can be part of the action as well.

Create your own video backgrounds

Turn any video — even your own imported movie — into a "living backdrop" for your picture. For more information, see *"Video Backgrounds" on page 35*.

Multilayer 3D backgrounds

New multilayered 3D backgrounds provide hiding places for your characters, add perspective to your projects, and can be combined with video backgrounds to transport your whole 3D movie set to exotic locations. See *"Combining Backgrounds" on page 35*.

Rotating objects

Just press the Command key and drag to get your story's characters turning somersaults. For more information, see *"Path Animation Tool" on page 40*.

Growing objects

Hold down the Shift key while you drag to get an object that grows as it goes — giving the effect of it moving towards you in the picture. For more information, see *"Path Animation Tool" on page 40*.

Triple soundtracks

Add up to three soundtracks to make stories with narration, music, and sound effects. For more information, see *"Multiple soundtrack" on page 45*.

Voiceovers for Slide Shows

Record a full narration for your entire Slide Show, or give voices to the characters in your animated story. For more information, see *"Adding a Voiceover to Your Slide Show" on page 67*.

Enhanced cut-out stickers

Create a sticker from part of the background using the Scissors tool and make any white areas transparent — or leave them as they are if it suits your project better. For more information, see *"Scissors Tool" on page 32*.

Photo stickers

Create stickers from photos taken with your computer's camera — all from within KID PIX. For more information, see *"To take an instant picture:" on page 50*.

Flipbook and Storybook options for Slide Shows

Creating your own animations and multi-project stories is now even easier with two new transition presets for Slide Shows: **Flipbook** changes slides quickly to make frame-by-frame animations, while **Storybook** ensures everything on a slide is played before the show advances. For more information, see *"Setting Up Transition Options" on page 64*.

50% more transition effects for Slide Shows

With 50 transition effects, including 18 brand new ones like Confetti and Mosaic, KID PIX 5 has more ways than ever before for you to make your Slide Show something special.

Import of users lists

Now there's a quick and easy way to add multiple users rather than typing them in one by one. Just create a text file with a list of users' names and import it in a snap. For more information, see *"Setting Up Multiple Users" on page 77*.

Getting Started

To install KID PIX:

1. Put the **KID PIX DVD** in the DVD-ROM drive or double-click the disc image file that you have downloaded. The **KID PIX** window appears.

2. Double-click the **KID PIX Installer** icon and follow the onscreen instructions.
3. When asked, select either **Home** or **School** installation depending on where you are going to use KID PIX and click **Continue**.
4. Select the **In-app multiple user login** option if KID PIX users do not have their own separate macOS user accounts on this computer. KID PIX files will then be stored under their KID PIX user names in the KID PIX Users folder inside the system user's Documents folder.

   Select the **Display update notifications** option if you want users to be notified when new versions of KID PIX are available. Click **Continue**.

5. Click **Change** if you want change the location to install KID PIX. Otherwise, click **Next**.
6. Click **Install** and wait while KID PIX is installed.
7. Click the **Close** button.

   *Tip: To be able to launch KID PIX from the Dock, drag the **KID PIX** icon to the Dock from the **Applications** folder after installation.*

To launch KID PIX:

Open the **Applications** folder, and then double-click the **KID PIX** icon, or click the KID PIX icon in the Dock if it is there.

To register KID PIX:

Register your copy of KID PIX to be notified about product updates and news. You can register by choosing the **KID PIX Registration** command from the **KID PIX** application menu. For information on displaying the menu bar, see *"Using the Menus" on page 12*.

To log in to KID PIX:

If you selected the **In-app multiple user login** option during installation, the Login dialog appears when you launch KID PIX. If the Login dialog does not appear and you would like it to, open the KID PIX Preferences dialog, select the **Multiple user login** checkbox, and then relaunch the application. For more information, see *"Turning the Login Dialog On and Off" on page 78*.

Login

Name: **Johnny**   +

Betsy

Samantha

Dylan

Johnny

Kathy

Liam

Minny

Cancel   Go

1. Type your name in the box labeled "**Name**" and click the **Add User** button (+).
2. Click **Go** to open KID PIX 5.

From now on, your name will be in the "**User List**" box, and you can double-click it to start using KID PIX. For details on adding more users, see *"Setting Up Multiple Users" on page 77*.

The KID PIX Paint Zone

After launching KID PIX 5, you arrive in the Paint Zone. For more information on using the Paint Zone, continue reading this user guide.

Project Templates

Save New Gallery Project's Title Change User Print Help Mode

Quit

Play Project

Library Tools

Add Project to Slide Show

Drawing Area

Undo Guy

Art Tools

Slide Show Tube

Basic Colors

Go to Slide Show

Trash Can

Color Swatch Libraries Options Tray

The KID PIX Slide Show

You can make a Slide Show with your pictures. For more information on Slide Shows, see *"Working with Slide Shows" on page 62*.

Save
New Slide Show
Gallery
Show's Title
Change User
Print
Help Mode
Quit
Go to Paint Zone
Play Slide Show
Transition Options
Slide Show Style
Background Sound
Voiceover
Background Color
Slide Thumbnail
Undo Guy
Trash Can
Loop Switch

Using the Menus

KID PIX has menus you can display and use. For a full list of all the menu commands, see *"The KID PIX Menus" on page 79*.

To display and use the menus:

1. Position the pointer at the very top of the screen by moving your mouse. The menu bar will appear.

   Note: This is also the way to display the Dock so you can switch to another application. To see it, just move the pointer to the edge of the screen where it is located.

2. Click a menu title to open the menu, and then click the command you want to choose.

Getting Help

When you use KID PIX, you can easily find information about items on the screen. There are different types of help available: Help Mode, Coaching Help, Help Tags, and the User Guide.

Help Mode

1. Click the **Help Mode** button or choose **Turn Help Mode On** from the **Help** menu.

2. KID PIX starts highlighting main areas on the screen while displaying the corresponding help message and reading it aloud. Read and listen to the help message.

3. To go one step back or forward or to pause the display of help messages, use the playback control buttons below the messages. You can also click an area of the screen that you want to get help with.

4. Click the **Help Mode** button again or choose **Turn Help Mode Off** from the **Help** menu to leave Help Mode.

Coaching Help

You can get hints on using the currently selected tool if there has been no mouse or keyboard activity for a certain period of time. A voice reads the helpful tips out loud while highlighting appears on the screen, showing you what to click. You can turn Coaching Help on or off, set the period of time after which it starts, and choose the voice that reads the hints. For details, see *"Setting Up KID PIX Preferences" on page 73*.

Help Tags

If you want to know what a tool or button does, hold the pointer over it for a few seconds. A short explanation will appear. You can also have your computer read the help tags out loud for you. These features can be set up on the Help pane of KID PIX preferences.

*Tip: To quickly turn help tags on or off, use the **Turn Help Tags On/Off** command in the **Help** menu.*

KID PIX User Guide

1. From the **Help** menu, choose **KID PIX User Guide**.

2. Read or print the information.

Removing KID PIX 5

To remove KID PIX 5 from your computer:

1. Drag the **KID PIX** application to the Trash. (The application is located in the main **Applications** folder on the system disk.)

2. For Home installation, drag the **KID PIX Users** folder to the Trash. (The folder is located inside each user's **Documents** folder.) For School installation, open each user's **Documents** folder, and then drag KID PIX documents and the **KID PIX Libraries** folder to the Trash.

3. Open the Go menu in the Finder, hold down the Option key, and then choose the Library item that appears. This will open your Library folder.

4. In your Library folder, open the Preferences folder, find the com.mackiev.KidPixMac.plist file, and drag this file to the Trash.

5. Go back to your Library folder, open the Application Support folder and then the Software MacKiev folder, find the KID PIX folder, and drag it to the Trash.

6. If you have placed the **KID PIX** icon in the Dock, drag it out.

7. Empty the Trash.

Using the Art Tools

In this chapter you will learn about:

- Using Drawing Tools
- Using Painting Tools
- Using Paper Textures
- Using Paint Bucket Tools
- Using Mixer Tools
- Using Rubber Stamp Tools
- Editing Rubber Stamps
- Using Color Swatch and Eye Dropper
- Using Eraser Tools
- Using Multi-Level Undo Guy

Using Drawing Tools

Use KID PIX Drawing Tools to draw different kinds of lines and shapes. There are four drawing tools: Pencil, Chalk, Crayon, and Marker. You can draw freestyle, straight or curved lines, rectangles, circles, or polygons.

To draw:

1. Click the **Drawing Tools** button.
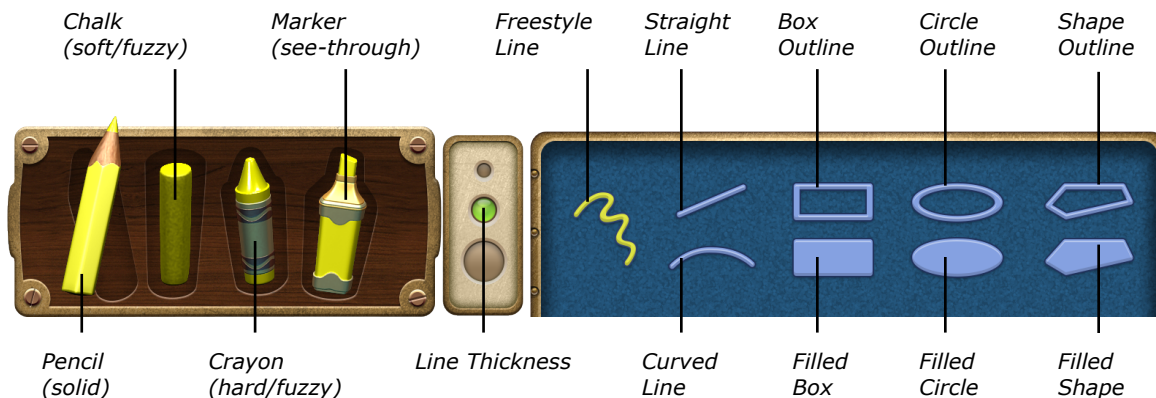
2. Pick a tool.

3. Select a thickness for the line.

4. Select a shape or a line type.

5. Click in the drawing area and, holding down the mouse button, move the mouse around to draw.

For rectangles, circles, and polygons, you can draw either a filled or an outline shape. Outlines let the background show through.

- To draw a curve, click the **Curved line** and click in the drawing area in the place where you want to start drawing a curve. Holding down the mouse button, draw a straight line. Release the mouse button, and then press and hold it again and move the pointer to bend the line to a curve. Release the mouse button when you have the curve you want.
- To draw a polygon, click the **Shape outline** or **Filled shape**. Draw the sides, clicking at the end of each one. Finish by clicking the starting point again.

Drawing Tips

- If you change the paper texture and then draw with the **Crayon**, **Chalk**, or **Marker**, the texture shows through under your drawing. For more information on using paper texture, see *"Using Paper Textures" on page 17*.
- To draw perfectly vertical, horizontal, and diagonal (45-degree) lines with the Straight Line tool, or perfect squares and circles with the **Box** and **Circle** tools, hold down the **Shift** key while drawing.

Using Painting Tools

Use KID PIX Painting Tools for a dazzling array of realistic and out-of-this-world painting effects. There are three different tools: Paint Brush, Sound Art tool, and Spray Can. Each tool has two modes.

To paint:

1. Click the **Painting Tools** button.
2. Click **Paint Brush**, **Sound Art**, or **Spray Can**. See the next few pages for more information about each kind of tool.

Paint Modes *More Paint Style Options* *Paint Styles*

Paint Brush *Paint Brush Size* *More Paint Style Options*

3. Select a size (not every tool has a size selection).
4. Select a painting mode. When you pick a mode, the options change.
5. Drag the slider at the bottom of the tray or click the handle at the top of the tray to see more painting options.
6. Select a painting option.
7. Click the drawing area and, holding down the mouse button, move the mouse around to paint.

Paint Brush

Click **Paint Brush** and select a brush size and painting mode. In the **Realistic Paint** mode you can paint like with a real brush.

The **Wacky Paint** mode creates magical effects.

Wacky Paint Mode

Note: *Most of the Wacky Paint options change their drawing style when you press the **Shift**, **Option**, or **Command** keys while drawing.*

The Sound Art Tool

To use the **Sound Art** tool, you need to talk, sing, or play music into your Mac's built-in microphone or one attached to your computer.

The **Mouse-Move** mode lets you direct the painting with your mouse and voice.

Sound Art Tool   *Mouse-Move Mode*
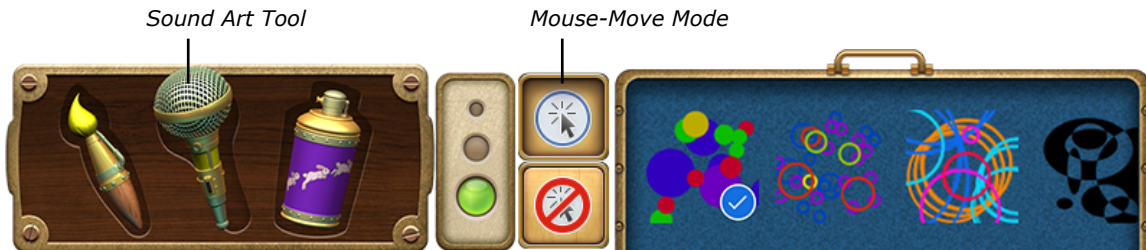
The **Hands-Free** mode lets the sound do the painting.

Hands-Free Mode

Note*: If this tool does not work properly, make sure you have your microphone connected and that the corresponding device is selected in the **Input** pane in the **Sound** pane of **System Preferences**.*

Spray Can

The **Paint Shapes** mode sprays three-dimensional shapes: balloons, bugs, candies, and much more.

Paint Shapes Mode

Spray Can
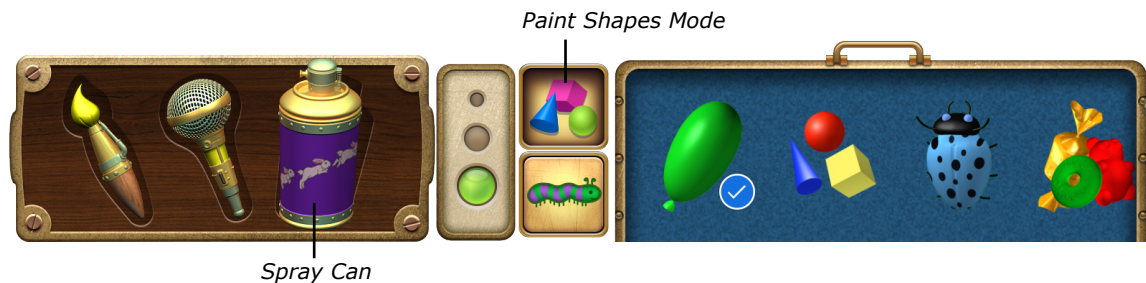
The **Moving Paints** mode sprays balloons, bubbles, and creatures that dance, fly, hop, or wiggle.

Moving Paints Mode
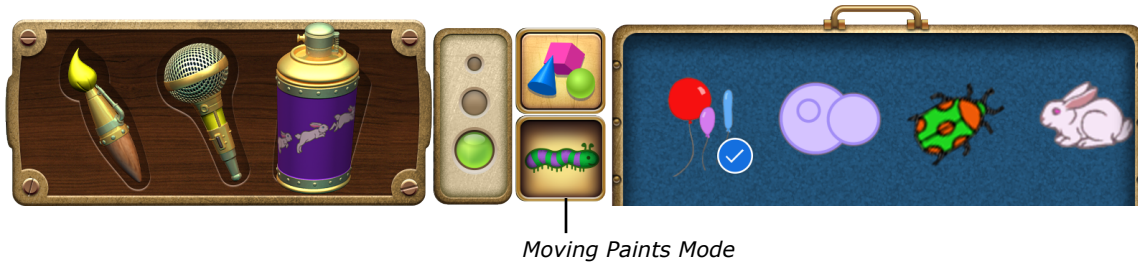
Painting Tips

- Experiment with **Painting Tools**, modes, and options. Try lots of different combinations.

- For information on adding text in the **Wacky Paint** mode of the **Paint Brush** tool, see *"Alphabet Text Tool" on page 25*.

- Some of the **Realistic Paint** options of the **Paint Brush** tool let the paper texture show through.
 For more about paper texture, see *"Using Paper Textures"* below.

Using Paper Textures

You can change the background texture of your KID PIX picture. Then, when you draw with the **Crayon**, **Marker**, **Chalk**, or use some of the **Realistic Paint** options of the **Paint Brush** tool, a pattern will show through under your drawing.

To change a paper texture:

1. Select the **Crayon**, **Marker**, or **Chalk**, or the **Realistic Paint** mode of the **Paint Brush** tool.
2. Click the **Paper Texture Case** at the left of the drawing or painting options. A selection of textures appears.
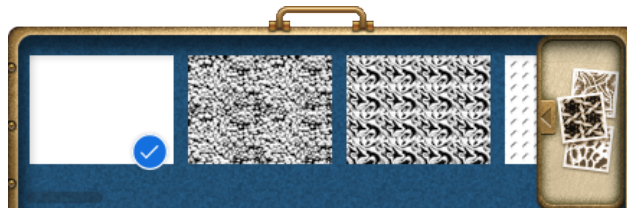
3. Drag the slider at the bottom of the tray or click the handle at the top of the tray to see more paper textures.
4. Click the texture you want.
5. Draw or paint with the selected tool or any of the other tools that show paper textures. You will see the texture in your picture.

Using the Art Tools

Using Paint Bucket Tools

Paint Buckets let you fill up an area of your picture. There are three kinds of Paint Bucket Tools. Single Color Paint Bucket fills an area with one solid color or a single-color pattern. Blend of Colors Paint Bucket fills an area with a blend of colors. Multicolor Pattern Paint Bucket fills an area with a multicolor pattern.

To fill an area:

1. Click the **Paint Bucket Tools** button to see the **Paint Buckets** tray.
2. Pick a bucket in the left side of the tray.
3. Select a fill option from the right side of the tray. You can drag the slider at the bottom of the tray or click the handle at the top of the tray to see more fill options.
4. Click inside the area you want to fill in your picture.

The **Single Color Paint Bucket** uses the current color in the Color Swatch. Select solid color or one of the single-color patterns.

Selected Solid Color Fill   *More Fill Options*

Single Color Paint Bucket   *Single Color Pattern Option*
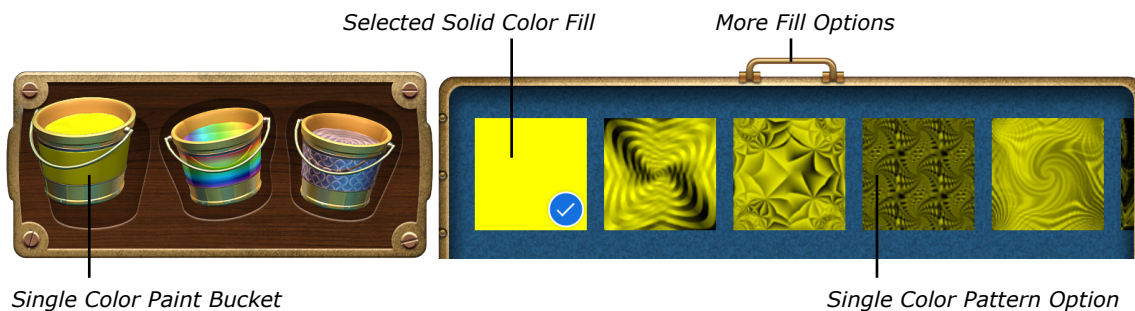
The **Blend of Colors Paint Bucket** does not use the current color in the Color Swatch. You can pick any of the blends to use in your painting.

Blend of Colors Paint Bucket
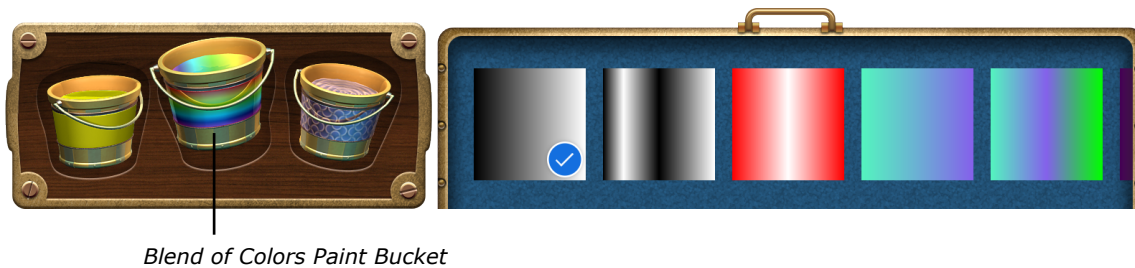
The **Multicolor Pattern Paint Bucket** does not use the current color in the Color Swatch. You can pick any of the multicolored patterns to use in your painting.

Multicolor Pattern Paint Bucket
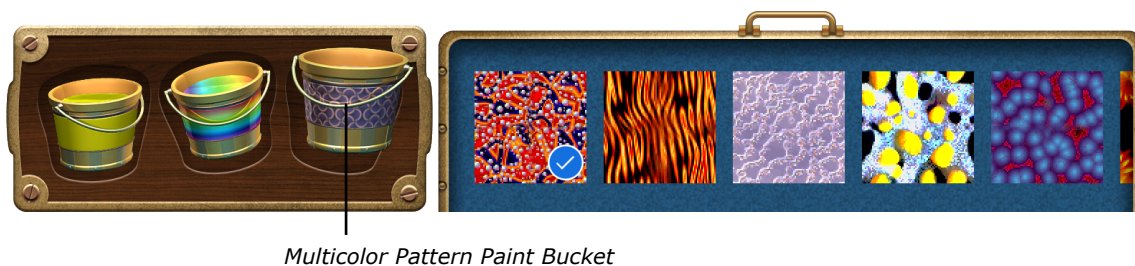
Fill Tips

- Position the pointer on your picture and click and hold the mouse button down while the blend or pattern effects appear. Then, without releasing the mouse button, you can move the mouse around to change how the blend colors or pattern appear inside the area in your picture.

- You can design your own two-color patterns. Fill an area with a solid color, then change the color in the Color Swatch and fill the same area with a single-color pattern.

- For information on changing the color for the Single Color Paint Bucket, see *"Using Color Swatch and Eye Dropper" on page 21*

Using Mixer Tools

Mixers mix up your picture. You can mix up the whole painting with the Mega Mixer, or just parts of the picture with the Mixer Wand.

To mix things up:

1. Click the **Mixer Tools** button to see the **Mixers** tray.

Mega Mixer   Mixer Effect Size   Mixer Effect Preview

Mixer Wand   More Mixer Effects

2. Pick the **Mega Mixer** or the **Mixer Wand** in the left side of the tray. The **Mega Mixer** mixes up the whole picture with one click; the **Mixer Wand** mixes the places where you drag it.

3. Select a mixer effect from the right side of the tray. You can drag the slider at the bottom of the tray or click the handle at the top of the tray to see more mixer effects.

4. Select a mixer effect size.

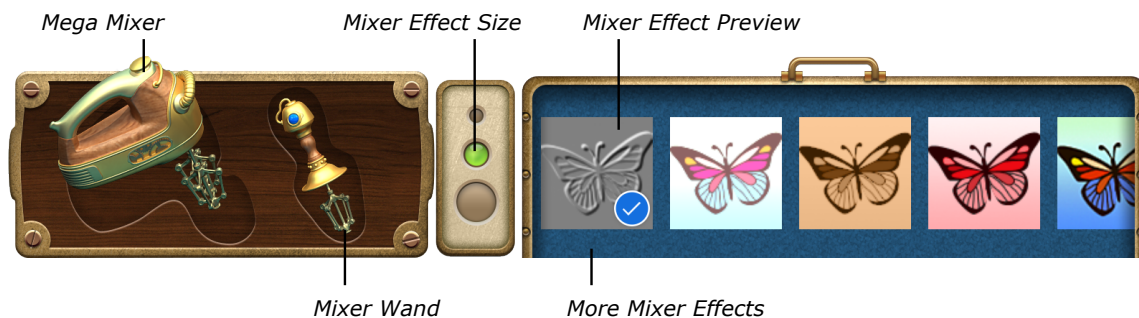5. Click your picture with the **Mega Mixer** or drag the **Mixer Wand** to mix areas in your picture.

Mixer Tips

- Mix up an imported photograph for fun results. For information on importing photos, see *"Adding Pictures" on page 50*.

- The size of the **Mega Mixer** and **Mixer Wand** influences the intensity of the mixer effect.

Using Rubber Stamp Tools

Use the **Rubber Stamp Tools** to stamp different images onto your picture.

To use Rubber Stamp Tools:

1. Click the **Rubber Stamp Tools** button to see the **Rubber Stamps** tray.

Stamp Editor

Categories

Size *Rubber Stamp Preview*

2. Choose a category from the **Categories** list.
3. Select a size for your rubber stamp.
4. Select a rubber stamp, then click your picture.

Editing Rubber Stamps

You can edit rubber stamps.

To edit rubber stamps:

1. Click the **Rubber Stamp Tools** button to see the **Rubber Stamps** tray.
2. Click the stamp you want to edit.
3. Click the **Stamp Editor** button to open the **Stamp Editor**.

   *Note: Alternatively, you can open the **Stamp Editor** by double-clicking the stamp you want to edit in the **Rubber Stamps** tray.*

Cancel

OK

Stamp Preview

Rotate and Flip Horizontally

Add Stamp and Restore Original

Undo Guy

Pencil

Fill Bucket

Mini Eraser

Trash Can

Color Picker

Use these tools to change your stamp:

- Use **Pencil** to draw on the stamp.

- Pick a color in the **Color Picker** and use **Fill Bucket** to recolor the stamp.

- Use **Mini Eraser** to remove small portions of the stamp.

- Click the **Rotate** button to turn the stamp 90 degrees clockwise. You can do this several times.

- Click the **Flip Horizontally** button to turn your stamp over from left to right, giving you a mirror image.

- Click the **Undo Guy** button to undo your action, or click the **Restore Original** button to go back to the original view of the stamp.

- Click the **Add Stamp** button at any time to add the current view of the stamp to the **My Stamps** category.

- Click the **Trash Can** to erase the whole stamp so you can start your own stamp from scratch.

4. Click the **OK** button when you are finished. The edited stamp will be added to the **My Stamps** category for you to use whenever you wish.
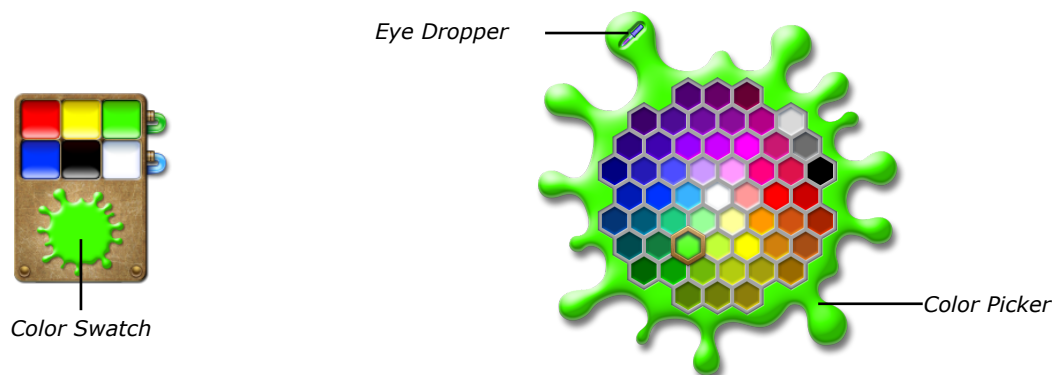
Using Color Swatch and Eye Dropper

Many KID PIX art tools use the color you choose from the **Color Picker**. You can see the current color in the Color Swatch at the bottom-left corner of the working area and on many art tools. Above the Color Swatch there are six default colors which you can click to pick: red, yellow, green, blue, white, and black.

The **Color Picker** also includes Eye Dropper, a tool that lets you pick up and use any color in your picture.

To pick a color in the Color Picker:

1. Click the **Color Swatch**. The **Color Picker** pops up.

Eye Dropper

Color Swatch

Color Picker

2. Click a color in the **Color Picker**. As soon as you pick a color, the **Color Swatch** changes to show your new choice, and the **Color Picker** closes. You can continue working with KID PIX.

To pick up a color with the Eye Dropper:

1. Open the Color Picker by clicking the **Color Swatch**.
2. Click the **Eye Dropper**.
3. Move the crosshair pointer over the screen. As the pointer moves, the **Color Swatch** changes to show colors that the **Eye Dropper** can pick up.
4. Click when the color you want appears in the **Color Swatch**. The Color Picker closes. The color you have clicked becomes the current color for the selected tool.
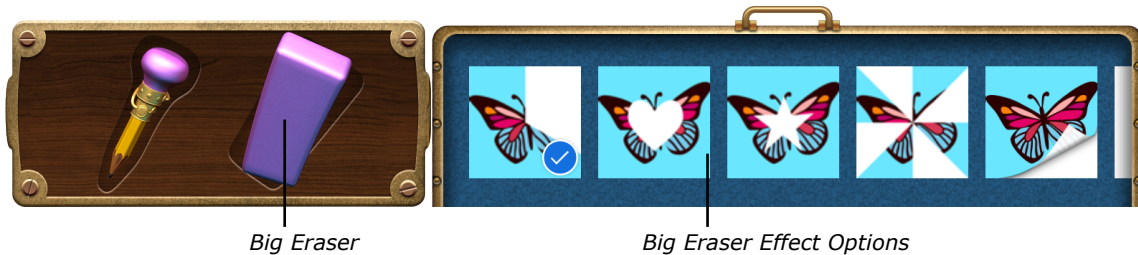
Using Eraser Tools

Big Eraser erases the entire background of your picture. **Mini Eraser** erases the places where you drag it, leaving white space. You cannot erase stickers, animations, movies, or text boxes with **Big Eraser** or **Mini Eraser**. (To remove these objects, select them using the **Grab Hand** tool in the **Grab** tray and click the **Delete** button on the edit frame or press the **Delete** key on your keyboard.) If you want to clear everything from the whole canvas, click the **Trash Can**.

Note: You cannot erase the foreground layer of a 3D background with **Mini Eraser**.

To erase the whole background of your picture:

1. Click the **Eraser Tools** button. The **Erasers** tray appears.
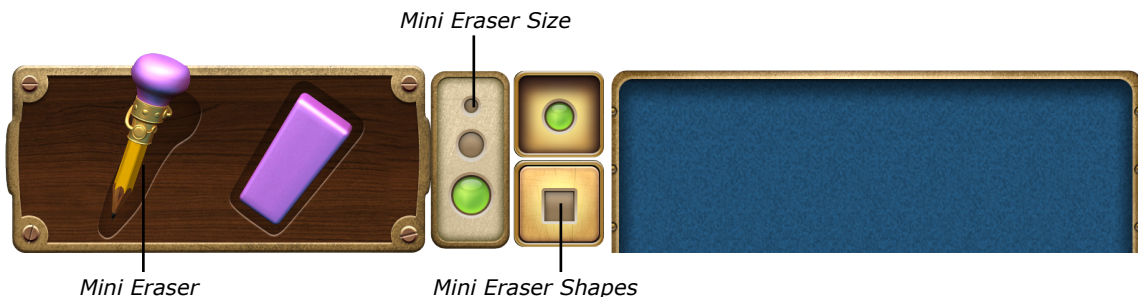2. Click **Big Eraser**.

Big Eraser

Big Eraser Effect Options

3. Pick an eraser effect option. You can drag the slider or click the handle at the top of the tray to see more effects.
4. Click your picture.

To erase a part of your picture:

1. Click the **Eraser Tools** button. The **Erasers** tray appears.
2. Click **Mini Eraser**.

Mini Eraser Size

Mini Eraser

Mini Eraser Shapes

3. Select a size for the eraser.

4. Pick one of these shapes:
   - To erase with a round outline, click the circle shape.
   - To erase with a square outline, click the square shape.
5. Drag the eraser on the places you want to erase.

All library objects except backgrounds can be removed from the canvas by selecting them and pressing the **Delete** key on your keyboard.

Using Multi-Level Undo Guy

Undo Guy has smartened up and become better than ever. Now you can undo and redo an unlimited number of actions. Whenever you do something you don't like, just click the left arrow as many times as you need to cancel the changes. If you change your mind and want to put the changes back, just click the right arrow. You can also click Undo Guy's face once to undo your last action and click it again to redo that action.

In **Small Kids Mode**, you can only undo and redo one action by clicking Undo Guy's face. The arrows are not available in this mode.

Undo Arrow   *Redo Arrow*

Undo Guy

Using the Art Tools

Using the Text Tools

In this chapter you will learn about:

- Adding Text
- Working with Text Boxes
- Changing the Way the Letters Look
- Checking Spelling
- Checking Spelling While Typing
- Reading Text Out Loud

Adding Text

There are four ways to add text:

- Insert a text box and type text in it.
- In **Small Kids Mode**, add rubber stamp characters to the picture.
- Use the **Letters Wacky Paint** option to paint wacky text onto your picture.
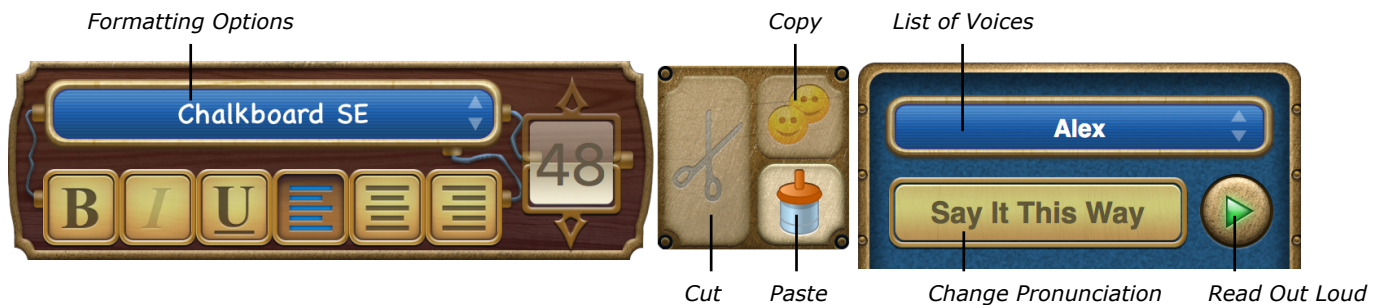- Add 2D animations from the "Alphabet" category.

Adding Text Boxes

When text is in a text box, you can check its spelling and make your computer read it out loud.

To add a text box:

1. Click the **Text Tools** button. The **Text** tray appears.

Formatting Options *Copy* *List of Voices*

Chalkboard SE 48 Alex Say It This Way

Cut *Paste* *Change Pronunciation* *Read Out Loud*

2. Click your picture where you want a text box to appear.
3. Start typing. The text box will grow as you fill it up.

To cut, copy, or paste text:

1. Select the text within the text box.
2. Do one of the following:
    -   **Cut:** To cut out the text you have selected and copy it to the Clipboard, click the **Cut** button in the **Text** tray.
    -   **Copy:** To copy the text you have selected to the Clipboard, click the **Copy** button in the **Text** tray.
    -   **Paste:** To paste the text you have cut or copied, place the I-beam pointer in the text box where you want your pasted text to appear and click the **Paste** button in the **Text** tray.

Text in Small Kids Mode

In **Small Kids Mode**, adding text is like using rubber stamps. Characters become a part of the background. You cannot check the spelling, change the text appearance (except the color), or make your computer read the text out loud, but KID PIX says the characters' names when you click them in the **Text** tray. See _"Activating Small Kids Mode" on page 75_.

To add text in Small Kids Mode:

1. Choose **Turn Small Kids Mode On** from the **KID PIX** application menu.
2. Click the **Text Tools** button. The **Text** tray appears.

Letter Preview

3. Click a character in the tray to hear its name. (To see more characters, drag the slider at the bottom of the **Text** tray.)
4. Click your picture to add the character.

Alphabet Text Tool

Alphabet Text becomes a part of the background. You cannot change it after you add it to your picture.

To use the Alphabet Text tool:

1. Click the **Painting Tools** button and select **Paint Brush**.
2. Switch to the **Wacky Paint** mode and choose the **Letters Wacky Paint** option. The **Alphabet Text** dialog appears.

Using the Text Tools

3. Type your text in the box. (The text you type will appear in the drawing area when you use the **Letters Wacky Paint** option of the **Paint Brush** tool.)
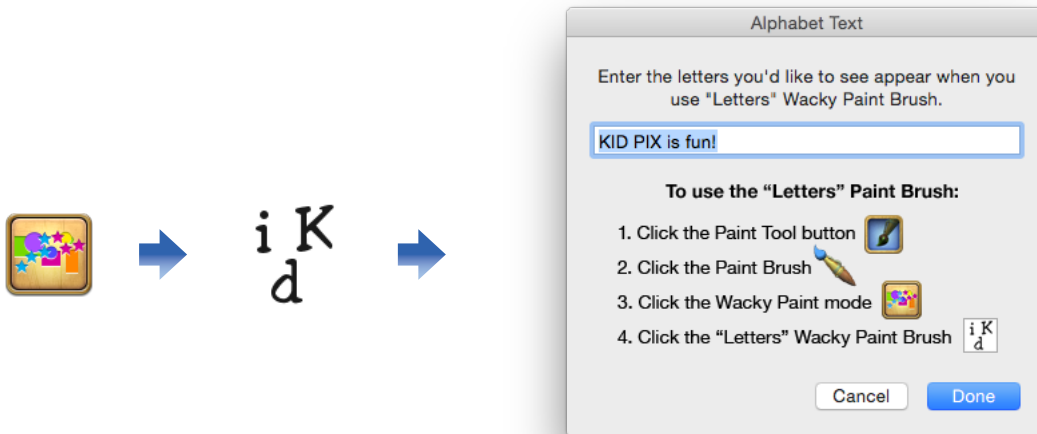
4. Click **Done**.

5. Click the drawing area and drag the pointer over it. The text you have typed in the **Alphabet Text** dialog appears, following the movements of your pointer.
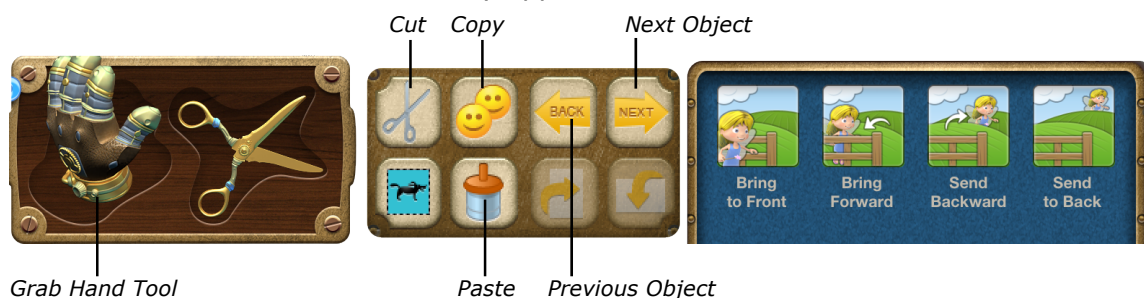
Working with Text Boxes
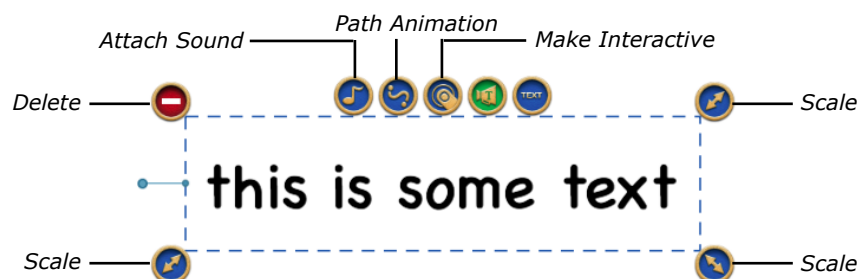
You can resize a text box, move it, or delete it.

To change a text box:

1. Click the **Grab Tools** button.

2. Click the **Grab Hand** tool. The **Grab** tray appears.

3. Click a text box to see its edit frame.

4. Do any of these things:

- **Move:** To move the text box, simply drag it. Alternatively, you can move text boxes by pressing the **arrow** keys on your keyboard.

- **Resize:** To change the size or shape of the text box, drag one of the **Scale** handles. The text adjusts to the new shape.

- **Rotate:** To rotate the text box, drag the blue rotate lever or hold down the **Command** key and drag one of the **Rotate** handles that replace the **Scale** handles.

- **Delete:** To remove the selected text box, click the **Delete** button or press the **Delete** key on your keyboard.

- **Attach sound:** To add a sound effect to the text box, click the **Attach Sound** button, and then record a sound, add a musical note or beat, or choose a sound from the library. See *"Attaching Sounds to Objects" on page 52*.

- **Draw a path:** To draw an animation path for the text box to move along, click the **Path Animation Tool** button. See *"Path Animation Tool" on page 40*.

- **Loop path:** To make your text box move along the path you have drawn over and over again, click the **Loop Path** button.

- **Make interactive:** To make the text box interactive — so that it will move along its path and have its contents read aloud only when it's clicked — click the **Make Interactive** button so it turns green.

- **Stop reading text aloud:** Text in the text box will be read aloud automatically when the box is clicked or the project is played. This option is initially turned on. You can turn it off by clicking the **Read Aloud** button so it turns blue.

- **Highlight text being read:** To have KID PIX highlight each word as it is read aloud, click the **Highlight Text** button.

- **Flatten:** To "flatten" the text so it becomes a part of background, click the **Text Tools** button, open the **Paint Zone** menu, and then choose **Flatten All > Text Objects** if you want to flatten all your text boxes or **Flatten Selected Object** if you want to flatten just the selected one.

- **Switch:** To switch between objects, including text boxes, click the **Next Object** or **Previous Object** buttons or press the **Tab** key or **Shift** + **Tab** keys on your keyboard.

- **Change layers**: To move an object in front of or behind other objects, select it and click the button you need — **Bring to Front**, **Bring Forward**, **Send to Back**, or **Send Backward**.

Text Box Tips

- You can drag text boxes almost all the way off the canvas. This lets you play text out loud without having text boxes appear in the picture.
- You can move and resize a text box without using the **Grab Hand** tool. Drag the box frame to move the text box, or drag the handles to resize it.

Changing the Way the Letters Look

You can change the font, font size, color, and style of your text in a text box. In **Small Kids Mode**, you can only change the characters' color.

Note: *KID PIX 5 allows you to apply different styles, fonts, font sizes, and colors to different words and characters in a single text box.*

To change the look of selected text in a text box:

1. Click the **Text Tools** button to see the **Text** tray.

2. In a text box, select all the text or a part of the text you want to change the look of.

3. Do any of these things:

   • To change the font, click the arrows next to the **Font Name** menu.

   • To make the text bigger or smaller, click the arrows at the top and bottom of the **Font Size** gauge. You can set almost any font size you want.

   • To change the style, click the **Bold, Italic**, or **Underline** buttons.

   • To line up your text to the left, right, or center, click the appropriate **Text Alignment** button.

   Note: *Alignment is applied to the whole text in a text box.*

   • Use the **Color Picker** to change the color of the text.

Checking Spelling

When KID PIX checks spelling, it checks the selected text box. You cannot check the spelling of rubber stamp text in **Small Kids Mode** or Alphabet Text.

To check spelling:

1. Click the **Text Tools** button. The **Text** tray appears.

2. Open the **Edit** menu.

3. Choose **Check Spelling**.

4. If KID PIX finds a word it does not know, the word gets highlighted.

5. Control-click the highlighted word. A shortcut menu appears showing you variants for the word.

Checking Spelling While Typing

This feature provides a dynamic spelling check while you are typing so that you can be sure that all the words you type are spelled correctly. All misspelled words will be underlined with a red dotted line.

To turn the Check Spelling While Typing option on:

1. Open the **Edit** menu.

2. Choose **Check Spelling While Typing** so that a checkmark appears.

Reading Text Out Loud

You can "play" a picture to hear all your text read out loud. The text boxes will be read in the order they are positioned in the picture, from top to bottom and left to right. You can also have just one text box, or only a part of the text in it read aloud. You can't have rubber stamp text in **Small Kids Mode** or Alphabet Text read out, except when you click each rubber stamp character in the **Text** tray in **Small Kids Mode**.

To hear one text box read aloud:

1. Click the **Text Tools** button to see the **Text** tray.
2. Select the text box or part of the text in it you want to hear.
3. Click the **Read Out Loud** button in the **Text** tray.

To hear all text boxes read aloud:

Click the **Play** button.

To turn off text reading for a text box:

1. Click the **Text Tools** button or the **Grab Tools** button to see the text box frames.
2. Select the text box that you don't want to be read out loud.
3. Click the **Read Aloud** button on the box's edit frame so that the button turns blue.

   Tip: You can turn off text reading for all text boxes by deselecting the **Read aloud project text** option on the **General** pane of KID PIX preferences. For more information, see *"Setting Up KID PIX Preferences" on page 73*.

To have words highlighted as they are read:

1. Click the **Text Tools** button or the **Grab Tools** button to see the text box frames.
2. Select the text box for which you want to turn word highlighting on.
3. Click the **Highlight Text** button on the box's edit frame so it turns green. Now each word in the text box will be highlighted when it is read aloud.

Changing Voice

You can use the **List of Voices** menu in the **Text** tray to change the voice that reads your text.

To change the voice that reads the text:

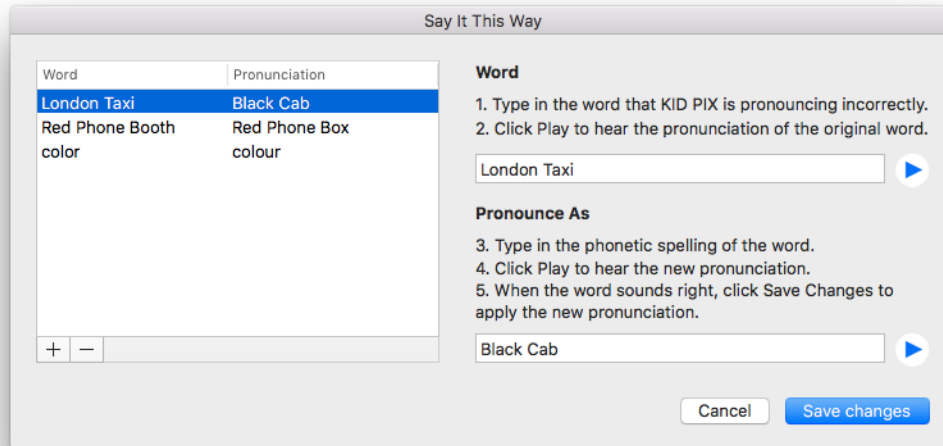1. Click the **Text Tools** button. The **Text** tray appears.
2. Click the **List of Voices** pop-up menu and choose a voice.

   Alex

Tip: You can adjust the way the application pronounces typed text by using different punctuation marks such as double-dashes, commas, and spaces to make pauses of different lengths. This way, the voice will have more realistic "intonation" when it reads your text.

Teaching KID PIX to Pronounce

KID PIX might not know how to say people's names or other special words.

To change the pronunciation of a word:

1. Click the **Text Tools** button.

2. Click the **Say It This Way** button in the **Text** tray or choose **Say It This Way** from the **Paint Zone** menu. The pronunciation dialog appears.

3. At the left of the dialog, click the **Plus** button (**+**) to add a new word.

4. In the **Word** box at the right, type the word that KID PIX is pronouncing incorrectly.

5. Click in the **Pronounce As** box and type the phonetic spelling of the word. For example, the letters "ph" sound like "f", so the phonetic spelling of "Philip" would be "Filip".

6. To listen to and compare the original and new pronunciations, click the **Play** buttons next to the **Word** and **Pronounce As** boxes.

7. When the new pronunciation of the word sounds right, click **Save Changes** to apply it.

Moving, Copying, Cutting, and Pasting

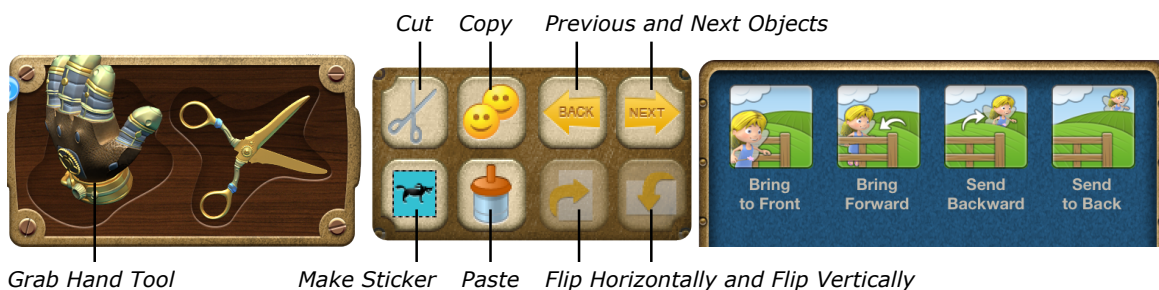In this chapter you will learn about:

- Grab Hand Tool
- Scissors Tool

Grab Hand Tool

Use **Grab Hand** to pick objects up and move them, or cut, copy, and paste them.

To move objects around:

1. Click the **Grab Tools** button.
2. Click the **Grab Hand** tool. The **Grab** tray appears.

Cut   Copy   Previous and Next Objects

Grab Hand Tool   Make Sticker   Paste   Flip Horizontally and Flip Vertically

Bring to Front   Bring Forward   Send Backward   Send to Back

3. Click a sticker, animation, movie, or text box in your picture to select it.

   Note: To switch between objects, click the **Next Object** or **Previous Object** buttons or press the **Tab** key or **Shift + Tab** keys on your keyboard.

4. Do any of these things:

   - **Move:** To move the object you have selected, just drag it to the place you want. You can also move a selected object very slightly up, down, left, or right by pressing the corresponding **arrow** key on your keyboard, or move it much further using the **Command+arrow** key combination.

   - **Cut**: To cut the selected object (which deletes it and copies it to the Clipboard at the same time), click the **Cut** button.

   - **Copy:** To copy the selected object to the Clipboard, click the **Copy** button.

   - **Paste:** To paste an object into your picture (after you have cut or copied it), click the **Paste** button.

   - **Change layers**: To move an object in front of or behind other objects, select it and click the button you need — **Bring to Front**, **Bring Forward**, **Send to Back,** or **Send Backward**.

   - **Flip:** To get a mirror image of the selected object, flipped from left to right or upside down, click the **Flip Horizontally** or **Flip Vertically** button respectively.

   - **Delete:** To remove the selected object, click the **Delete** button or press the **Delete** key on your keyboard.

   - **Resize:** To resize the selected object, drag its **Scale** handles. For more information, see *"To move, change, or delete a sticker:" on page 36*.
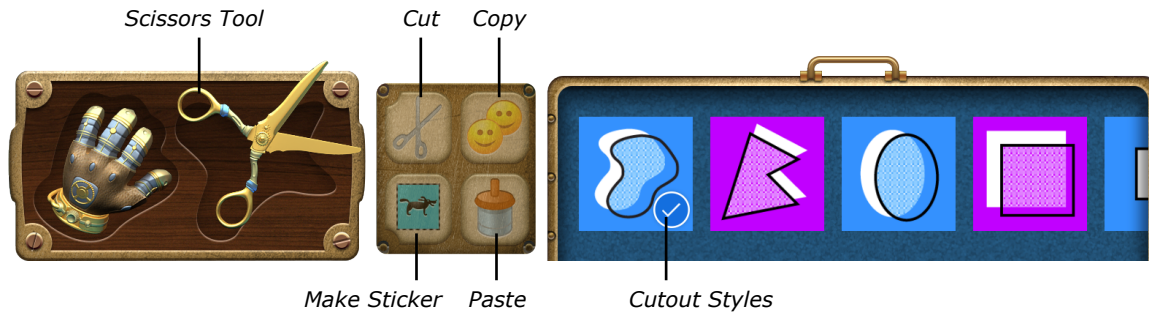
Scissors Tool

Use the **Scissors** tool to cut out, move, copy, and paste a part of your background.

To cut things out:

1. Click the **Grab Tools** button.

2. Click the **Scissors** tool. The **Scissors** tray appears.

Scissors Tool   *Cut*   *Copy*

Make Sticker   *Paste*   *Cutout Styles*

3. Do any of these things:

   - To select an area freehand, click the **Free Cutout** style and drag around the area you want.

   - To select a polygon area, click the **Polygon Cutout** style and drag on the canvas to draw the polygon's first side. Then click to place each of the remaining points of the polygon (you must add at least one more point). Click the first point again to close the shape.

   - To select a circle or an ellipse area, click the **Circle Cutout** style and drag the pointer in any direction you want to form a circle or an ellipse.

   - To select a square or a rectangle area, click the **Square Cutout** style and drag the pointer in any direction you want to form a square or a rectangle.

     *Note: You can use the **Shift** key to select a regular circle or square area.*

   - To select a cookie cutter shape area, click a **Cookie Cutter** style, then click your picture.

4. After you have enclosed an area, decide how you want it to look when it's cut out:

   - If you want to make any white areas transparent, proceed to step 5. The **Transparency** button on the area's edit frame remains blue.

   - If you want white areas to be visible, click the **Transparency** button so that it turns green.

     *Note: The **Transparency** button won't be available if you have used a Cookie Cutter shape.*

5. Drag the selected area to the place you want on your picture, or you can cut or copy it using the **Cut** and **Copy** buttons in the tray and then paste it as a sticker with the **Paste** button.

To create a sticker from an area of the background:

1. Select an area of the background with the **Scissors** tool.

2. Click the **Make Sticker** button or choose **Make Sticker** from the **Paint Zone** menu.

   *Note: KID PIX will automatically switch to the **Grab Hand** tool.*

Using Libraries

In this chapter you will learn about:

- Using Library Buttons
- Backgrounds Library
- Stickers Library
- Animations Library
- Sounds Library
- Videos Library

Using Library Buttons

In the KID PIX libraries you can look in the trays for interesting objects to add to your picture. There are five oval buttons at the top-left of the screen. Each one opens a KID PIX library.

A background in your picture is like the scenery in a play. It goes behind everything else you draw. See *"Backgrounds Library" on page 34*.

A sticker floats above your picture like a ballon at a parade. You can resize it, flip it, or move it to a different place. You can also create your own stickers. See *"Stickers Library" on page 36* and *"Adding Pictures" on page 50*.

Animations move around like cartoons when you "play" your picture. You can drag them anywhere you like. See *"Animations Library" on page 38*.

Each project can have three soundtracks — use them to add narration, music, and sound effects to your pictures. Pick a sound from the library, record your own, or import any available sound. See *"Sounds Library" on page 44*, *"Adding Sounds" on page 51*, and *"Importing Sounds from iTunes" on page 56*.

You can also add one or more videos to a project. Choose from the collections in the library, import videos created in other applications, or record your own — decked out in one of the cool costume frames. For more information, see *"Videos Library" on page 46* and *"Adding Videos" on page 53*.

Library Trays

When you click a library button, the tray for that library appears at the bottom of the screen.

Each library contains a range of different categories. For example, if you click the **Animations Library** button and then the **Categories** button, you can choose the **Characters** category on the **3D** tab to see the collection of animated 3D characters.

To use a KID PIX library:

1. Click the **Categories** button to access all the categories in the selected library.
2. Click a tab depending on what kind of object you want to add, and then select a category.
3. Using the slider at the bottom of the tray, scroll through the objects until you find the one you want. You can also click the handle at the top of the tray to open it and reveal more of the objects.

4. Select the object you want and drag it onto the drawing area. Alternatively, you can double-click the selected object.

Expand Tray

Categories *Object Preview* *Object Name*

Backgrounds Library

Lots of things you draw are added to the background and become a part of it. For example, when you draw a line or paint a circle, that shape becomes a part of the background. When you change the background, those shapes disappear and the new background takes their place. If you don't like the result, click **Undo Guy**.

The backgrounds are divided into four collections: full-color backgrounds (including the **3D Scenes** category), line drawing backgrounds and special projects, map backgrounds, and video backgrounds. A video background is a "living backdrop" for your picture. You can draw on top of it or cut parts out and turn them into stickers, just like with a regular background. The video will still play when you play your picture.

To add a background:

1. Click the **Backgrounds Library** button to open the **Backgrounds** tray.

Import Image *Background Preview*

Categories *Remove Background*
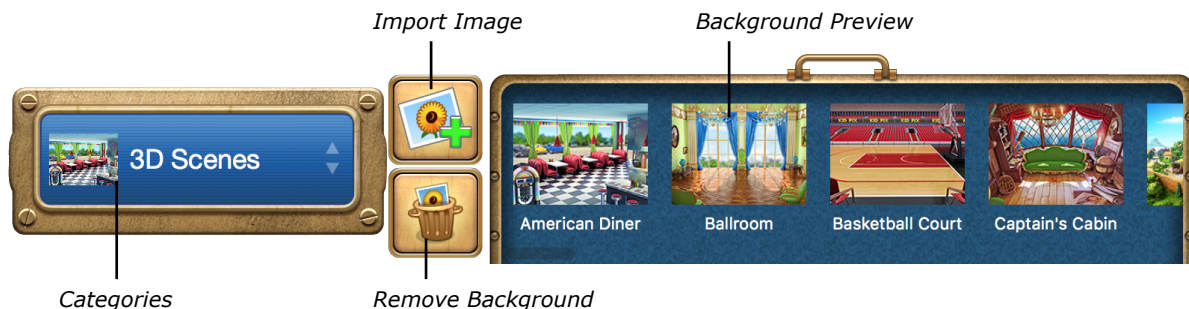
2. Click the **Categories** button and select a background type by clicking the corresponding tab.

3. Choose a category from the list.

4. Scroll through the backgrounds by dragging the slider or expand the tray by clicking its handle.

5. Double-click the background you want or just drag it to your picture.

To remove the background from your picture:

- Click the **Remove Background** button in the **Backgrounds** tray.

If you are using a 3D background in your picture, you will need to click the **Remove Background** button twice to remove the background completely. The first click removes farther-off scenery, such as sky or distant objects, and the second click removes scenery that is closer to the viewer.

Video Backgrounds

You can use a video as the background of your KID PIX project. It can be a video from the Backgrounds Library or a video file imported from your computer. When the project is played, the video is played too.

To add a video background from the Backgrounds Library:

- In the **Backgrounds Library**, click the **Categories** button, click the **Videos** tab, choose a category from the list, and then double-click the video background you want or drag it to the canvas.

  The video fills the canvas and starts playing in a loop. To stop playing the video background, click anywhere on the canvas.

To create a video background from a file:

1. Import a video to your project. See *"Importing videos into your project" on page 49* and *"Adding Videos" on page 53*.

2. Choose **Make Video Background** from the **Paint Zone** menu. The video is automatically resized to fill the canvas and moves to the back layer.

Combining Backgrounds

Backgrounds from the 3D Scenes category can be combined with other backgrounds. Add the 3D background first, and then replace its back layer by adding any other background from the library (except for another 3D scene), an imported graphic background, or a video background.

Some 3D Scene backgrounds are multilayered: they have a front layer with objects that you can hide characters in your projects behind; a middle layer, which is the scene itself where the action takes place; and a back layer, which appears farthest from the viewer and provides a general backdrop for the scene, such as sea or sky.

When combining backgrounds, the most impressive effects can be achieved by combining a multilayered 3D background with a video background. In this way you can, for example, transport your spaceship to a distant galaxy or the middle of an asteroid storm, site an American diner in front of the world's most famous landmarks, or have your submarine attacked by giant goldfish!

To combine two backgrounds:

1. Add a multilayered background from the **3D Scenes** category in the **Backgrounds** Library. You may need to experiment to find the background most suitable for your project.

2. Add the video background you want. See *"Video Backgrounds"* above.

   The back layer of the 3D background is replaced with the video background you have added. If you want to try a different video, just repeat step 2 — you can have fun experimenting to find which video creates the most spectacular effect.

Importing Backgrounds

You can import images from Photos, iPhoto, or the Finder® to use them as backgrounds.

To import a background from Photos or iPhoto:

Click the **Import Image** button or choose **Photo** from the **Import** menu. For more information, see *"Importing Pictures from Photos and iPhoto" on page 55*.

To import a background from the Finder:

1. From the **Import** menu, choose **Image File**.

2. In the dialog that appears, navigate to the picture you want to import and select it. The following formats are supported: **BMP**, **GIF**, **JPEG**, **PDF**, **PICT**, **PNG**, **SGI**, **TGA**, and **TIFF**.

3. Select the **Import as background** checkbox.

4. Choose one of these options:

   • **Fill canvas** puts the picture on the canvas so that it fills the drawing area completely without shrinking or stretching the picture out of shape. Some parts of the image might be cut off.

   • **Fit to canvas** resizes the picture without shrinking or stretching until it fits the drawing area either horizontally or vertically. The top and bottom or side edges of the canvas might be left white.

   • **Stretch or shrink to fill canvas** stretches or shrinks the picture to fill the whole drawing area.

   • **Center** puts the picture down the way it is, without stretching or shrinking it.

   • **Tile** scales the picture down to a quarter of its original width and height (in other words, to one sixteenth of its original size) and puts down lots of these smaller versions until the drawing area is filled.

   *Tip: Make sure the **Show preview** checkbox is selected to see how each option changes the way the picture is shown.*

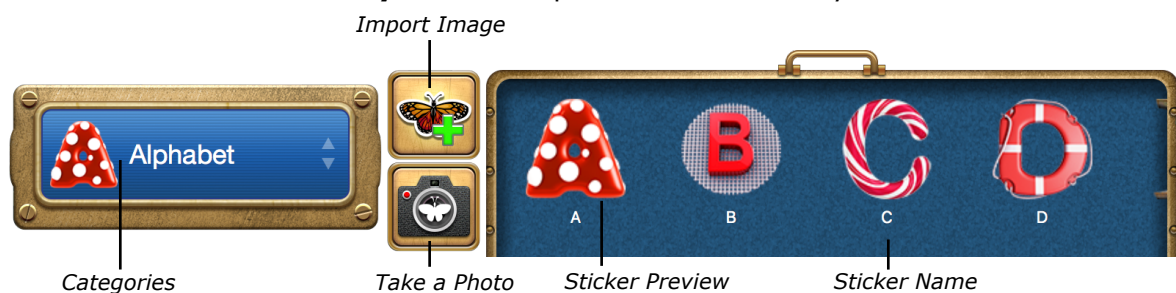5. Click **Import** to import the picture as your new background.

Stickers Library

Stickers are graphic objects you "stick" onto your picture. They do not become a part of the background unless you flatten them.

To add a sticker:

1. Click the **Stickers Library** button to open the **Stickers** tray.

Import Image

Categories

Take a Photo

Sticker Preview

Sticker Name

2. Click the **Categories** button.

3. The stickers are divided into three collections: object stickers, flags, and buttons. Select a collection by clicking the corresponding tab, and then choose a category from the list.

4. Scroll through the stickers in the selected category by dragging the slider or expand the tray by clicking its handle.

5. Double-click a sticker you want to add or just drag it to your picture.

To move, change, or delete a sticker:

1. Click a sticker in your picture to select it.

2. Do any of these things:

- **Move:** To move the sticker, simply drag it to the place you want. Alternatively, you can move stickers by pressing the **arrow** keys on your keyboard.

- **Resize:** To resize the sticker, drag one of the **Scale** handles. To resize it proportionally, hold down the **Shift** key while dragging.

- **Rotate:** To rotate the sticker, drag the blue rotate lever or hold down the **Command** key and drag one of the **Rotate** handles that replace the **Scale** handles.

- **Flatten:** To make the sticker part of the background, open the **Paint Zone** menu, and then choose **Flatten All > Stickers & Animations** if you want to flatten all your stickers and animations or **Flatten Selected Object** if you want to flatten just the selected sticker.

- **Draw a path, loop the path:** See *"Path Animation Tool" on page 40*.

- **Make interactive:** To make the sticker interactive — so that it will move along its path or play its attached sound only when it's clicked — click the **Make Interactive** button so that it turns green.

- **Attach a sound:** To add a sound to the sticker, click the **Attach Sound** button, and then record a sound, add a musical note or drumbeat, or choose a sound from the library. See *"Attaching Sounds to Objects" on page 52*.

- **Flip:** To get a mirror image of the sticker, flipped from left to right or upside down, click the **Grab Tools** button and then click the **Flip Horizontally** or **Flip Vertically** button respectively.

- **Delete:** To remove the selected sticker, click the **Delete** button or press the **Delete** key on your keyboard.

Attach Sound   Path Animation

Delete

Scale

Rotate

Scale   Scale
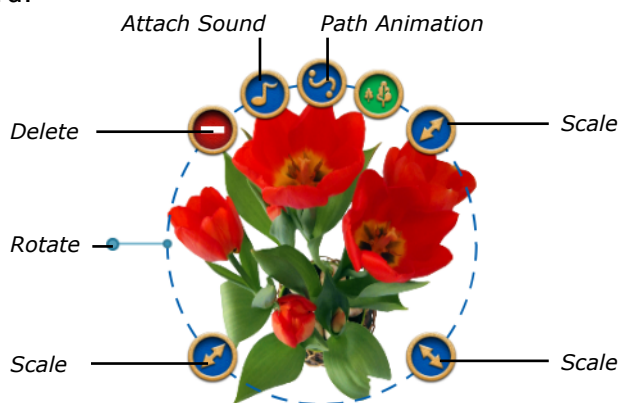
Creating Your Own Stickers

You can make stickers from virtually anything: pictures from your Photos or iPhoto app, snapshots you take with your computer's camera, objects on the canvas, and even parts of the background.

To create a sticker from a picture from Photos or iPhoto:

Click the **Import Image** button in the **Stickers** tray to open the **Import Photo** window, and then follow the steps in *"Importing Pictures from Photos and iPhoto" on page 55*.

To create a sticker from a camera shot:

Click the **Take a Photo** button in the **Stickers** tray to open the KID PIX Picture Booth, and then follow the steps in *"To take an instant picture:" on page 50*.

To create your own sticker from an object or a part of background:

1. Add any animation or video to the canvas or select an area of the background with the **Scissors** tool.
2. Choose **Make Sticker** from the **Paint Zone** menu or click the **Make Sticker** button in the **Grab** tray.

If you are using an animation or video, the sticker will appear in the center of the canvas. If you are using the **Scissors** tool, the sticker will appear on top of the part of the background you cut out and KID PIX will automatically switch to the **Grab Hand** tool.

Using the Button Stickers

The button stickers are special stickers that act as simple navigation buttons in your projects and Slide Shows.

There are six kinds of button sticker:

- **Next**: Goes to the next project in the Slide Show.
- **Pause**: Freezes the playing of the project or Slide Show on the current view.
- **Play:** Starts playing the project or Slide Show or continues playing from the point at which it was stopped.
- **Previous**: Goes to the previous project in the Slide Show.
- **Replay**: Starts playing the project or Slide Show again from the very beginning.
- **Stop**: Stops playing the project or Slide Show and returns to the main working area.

To add a button sticker:

1. Click the **Stickers Library** button, and then click the **Categories** button.
2. Click the **Buttons** tab, and then select a button style in the list.
3. Scroll through the button stickers in the tray by dragging the slider or expand the tray by clicking its handle.
4. Double-click a button sticker to add it to your project.

When you play your project or Slide Show, clicking the button sticker will make its action happen.

Animations Library
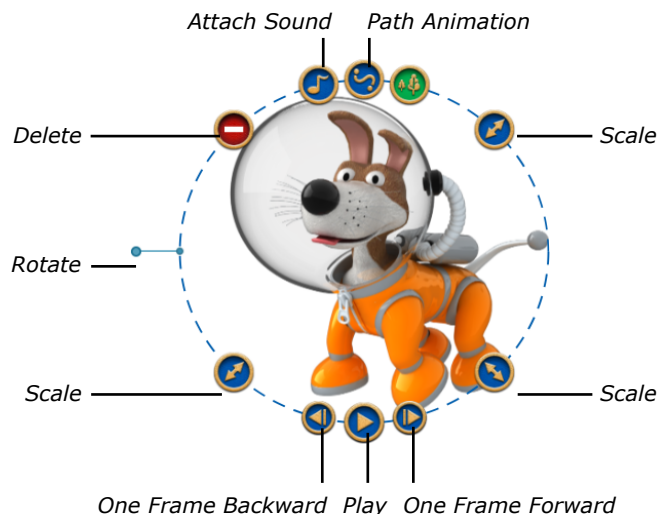
Animations come to life when you play them.

To add an animation:

1. Click the **Animations Library** button to open the **Animations** tray.
2. Click the **Categories** button and select an animation type by clicking the **2D** or **3D** tab.
3. Choose a category.
4. Scroll through the animations or expand the tray by clicking its handle.
5. Double-click the animation you want or just drag it to your picture. The animation plays automatically when you add it to the canvas. You can play all the animations in a picture by clicking the **Play** button located at the top-right corner of the screen.

To move, change, or delete an animation:

1. Click an animation in your picture to select it.

Attach Sound   Path Animation

Delete ———————   ——————— Scale

Rotate ———————

Scale ———————   ——————— Scale

One Frame Backward   Play   One Frame Forward

2. Do any of these things:

- **Move:** To move the animation, drag it to the place you want. Alternatively, you can move animations by pressing the **arrow** keys or **Command**+**arrow** keys on your keyboard.

- **Resize:** To resize the animation, drag one of the **Scale** handles. To resize it proportionally, hold down the **Shift** key while dragging.

- **Rotate:** To rotate the animation, drag the blue rotate lever or hold down the **Command** key and drag one of the **Rotate** handles to which the **Scale** handles transform.

- **Flip:** To flip the animation from left to right, upside down, or both, click the **Flip Horizontally** and **Flip Vertically** buttons in the **Grab** tray.

- **Flatten:** To make the animation a part of the background, open the **Paint Zone** menu, and then choose **Flatten All > Stickers & Animations** if you want to flatten all your animations or **Flatten Selected Object** if you want to flatten just the selected one.

- **Attach a sound:** To add a sound to the animation, click the **Attach Sound** button, and then record a sound, add a musical note or drumbeat, or choose a sound from the library. See *"Attaching Sounds to Objects" on page 52*.

- **Draw a path:** To make the animation move across your picture, click the **Path Animation Tool** button. See *"Path Animation Tool" on page 40*.

- **Loop the path:** To make your animation move along the path you have drawn over and over again, click the **Loop Path** button.

- **Make interactive:** To make the animation interactive — so that it will move along its path or play its attached sound only when it's clicked — click the **Make Interactive** button so that it turns green.

- **Delete:** To delete the animation, click the **Delete** button or press the **Delete** key on your keyboard.

Playing Animations

You can play animations in a loop or frame-by-frame.

To play an animation in a loop:

1. Click the animation to select it.
2. Click the **Play** button. It changes to the **Pause** button.
3. To pause the animation, click the **Pause** button. It changes back to the **Play** button.

### To play an animation frame-by-frame:

1. Click an animation to select it.
2. Click the **One Frame Forward** button. Each click advances the animation one frame forward.
3. Click the **One Frame Backward** button. Each click advances the animation one frame back.

Path Animation Tool

KID PIX allows you to create path animations for text blocks, stickers, videos, and animation objects on the canvas. You can draw looped paths that start and end in the same place to make your objects move in circles, or point-to-point paths that take objects from one place to another — all following whatever route you choose.

To create an animation path:

1. Click the **Path Animation Tool** button to enter **Path Animation Mode**.
2. Position the pointer over the object, hold down the mouse button, and drag the object to draw the path you want. The animation path is shown as you drag the object over the canvas.
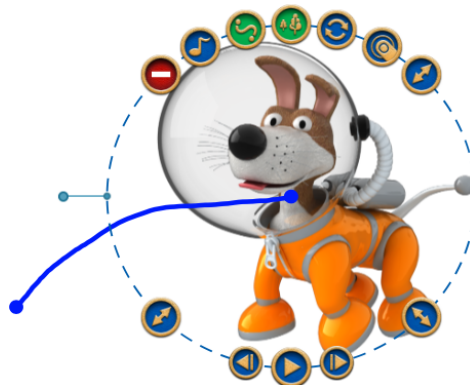
> *Tip: The speed at which you drag the object over the canvas will determine how fast it moves when you play the animation.*

3. Release the mouse button to finish the path and leave **Path Animation Mode**.

If you want to leave **Path Animation Mode** without creating a path, just click anywhere on the canvas. If you want to delete a path, click the **Path Animation Tool** button again.

If you hold down the **Shift** key while drawing an animation path, the object will gradually grow larger, which can be used to create the impression that it is moving closer.

If you hold down the **Command** key while drawing a path, the object will rotate clockwise around its center as you drag it. Hold down the **Control** key as well to make the object rotate counterclockwise. This allows you to have objects "spin" across your pictures.

Drag + Command key

Using the Auto-Perspective Effect

KID PIX automatically adds perspective to your path animations by making objects become gradually bigger as they move towards the bottom of the canvas and smaller as they go towards the top. This makes it appear that characters or objects are traveling closer to or further away from the viewer as they move. The auto-perspective effect is particularly impressive when used in combination with an appropriate background. If you don't want to apply this effect and would rather have the object stay the same size while it moves along its animation path, click the **Auto-Perspective** button so that it turns blue.

Looping an Animation Path

By clicking the **Loop Path** button, you can keep your objects continually in motion.

Usually when you play a path animation, your object will stop when it reaches the end of the path. But after you click the **Loop** button, the object will repeat the path again and again — it will go back and forth along a point-to-point path, turning around at each end, or round and round if the path is circular.

Point-to-Point Path   *Circular Path*
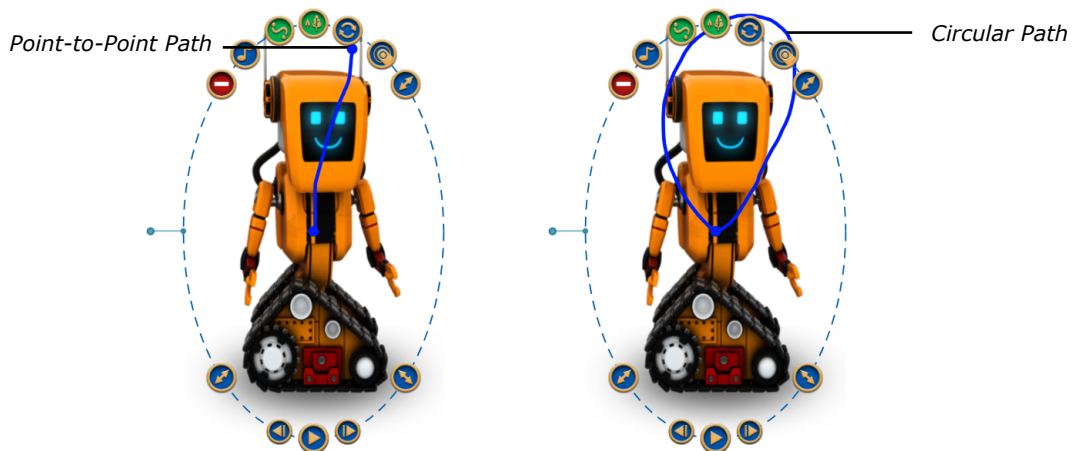
Creating Your Own Stories

You can create single pictures that tell whole stories by using the full potential of object interactivity, path animation, and the 3D backgrounds, which allow objects to be placed between the foreground and background.

To create an animated story:

1. First of all drag a 3D background from the **Backgrounds** tray onto the canvas.

3D Backgrounds Category

2. Select an animation from the **Animations** tray and drag it onto the canvas.

Animations Category
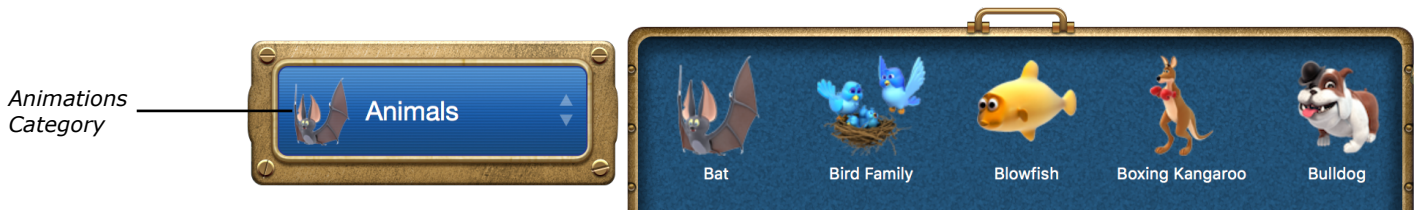
3. Drag the animation around the background to find places where you can hide it. Once you have found a good hiding place, move your animation there.

Tip: *Some of the 3D backgrounds have hiding places with transparent parts that characters can "peep" through.*

4. Click the **Path Animation Tool** button and drag your animation to draw its path. To make your character "leave" the picture, just drag it away from the drawing area. The speed at which your animation will move depends on how fast you drag it when drawing the path.

Tip: To make a character stay hidden for a while and then "pop out" to surprise everybody, hide it behind a foreground element and draw lots of small circles when you start creating the animation path. After that, quickly drag it away from its hiding place and draw the rest of the path on the visible part of the canvas.

5. When you have finished drawing a path for one animation, you can add another to create even more fun and action-packed stories.

*Tip: If you add a lot of objects, they will be placed on different layers, with the last one you added in the front. To select an object that is behind other objects, you can move the ones in front out of the way and click the object you need. You can also switch to it by opening the **Grab Hand** tray and clicking the **Next Object** or **Previous Object** button or by pressing the **Tab** or **Shift** + **Tab** keys on your keyboard. To bring an object to the front, click the **Bring Object to Front** button.*

Interactive Objects

When you play your project, all the objects you have added will usually start playing at once. Objects with animation paths will begin moving and sounds attached to objects and video objects will start to play — all at the same time. If you want to be able to decide when things happen instead, you can make your objects interactive. This means they will only start to move or play when you click them.

To make an object interactive:

1. Click a video object or an object with an animation path or attached sound to select it.

2. Click the **Make Interactive** button on the object's edit frame so that the button turns green.
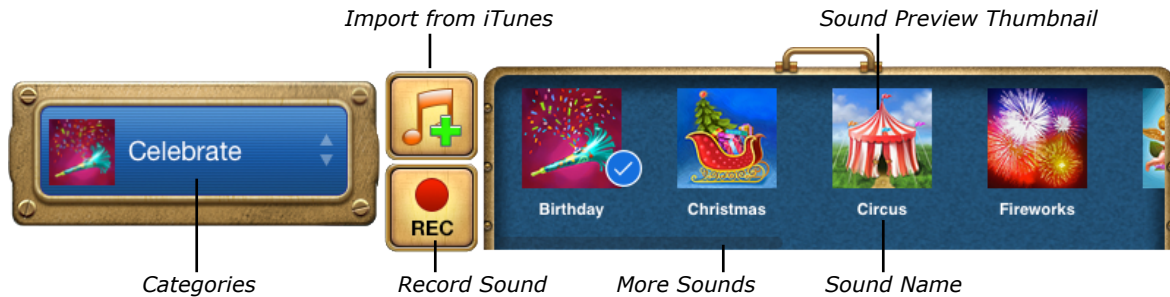
Sounds Library

You can add sounds from the KID PIX Sounds Library, import a sound you have on your computer, or record your own.

To add a sound from the library:

1. Click the **Sounds Library** button to open the **Sounds** tray.

Import from iTunes   *Sound Preview Thumbnail*

Categories   *Record Sound*   *More Sounds*   *Sound Name*

2. Choose a sound category from the **Categories** pop-up menu.

3. Scroll through the sounds in the tray by dragging the slider or expand the tray by clicking its handle.

4. Click a sound preview thumbnail to hear the sound. The sound keeps playing until you click somewhere else on the screen.

5. When you have found the sound you want to add, double-click its preview thumbnail or drag it to the canvas. The thumbnail appears on the canvas and the sound starts playing automatically.

Remove Sound   *Play in a Loop*

Sound Thumbnail

Volume

Play Sound

To set the volume of a sound:

1. Click the **Sounds Library** button to see the sounds you've added to your project.

2. Click the **Volume** button on the sound for which you want to change the volume.

3. Drag the **Sound Volume** slider that appears to set the loudness you need.

To remove the sound from your picture:

Click the **Remove Sound** button on the sound's thumbnail.

To record a sound:

1. Click the **Sounds Library** button to open the **Sounds** tray.

2. In the **Sounds** tray, click the **Record Sound** button. A microphone and a recording timer appear on the screen. You can click the **Record Sound** button again to leave recording mode.

3. Click the **Record** button on the microphone to start recording.

4. Speak, sing, or play an instrument — make some noise!

5. To finish recording, click the **Stop** button. The **Record Sound** dialog appears.

6. Click the **Play** button to hear your recording. If you're not happy with the result, click the **Delete** button, and then click the **Record Sound** button in the **Sounds** tray again. If you are happy with the recorded sound, give it a name and click the **Save** button.

Your new sound is automatically added to the picture and a sound thumbnail appears on the canvas. The sound is also added to the **My Recordings** category in the **Sounds Library** so you can use it again in other projects if you wish.

Recorded Sound Thumbnail
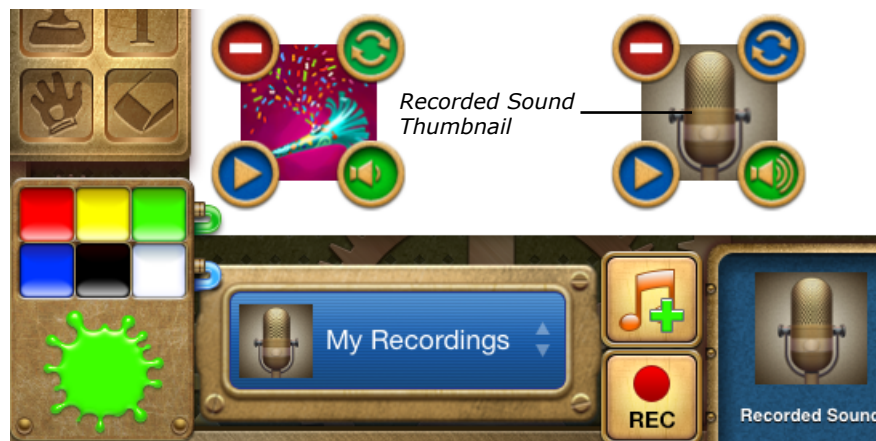
To import a sound from iTunes:

Click the **Import from iTunes** button or choose **Song** from the **Import** menu. For more information, see *"Importing Sounds from iTunes" on page 56*.

Multiple soundtrack

KID PIX allows you to add three soundtracks to your picture — one from the built-in **Sounds Library**, another from the **My Sounds** category in which your imported sounds are collected, and a third one from your own recordings. The soundtracks from the built-in **Sounds Library** and imported sounds will always play at a lower volume than your own recorded soundtrack. Using a triple soundtrack you can do things like narrating the story in your picture while music plays in the background and a sound effect for your main character or object is heard.

To make a triple soundtrack for your project:

1. Go to the **Sounds Library** and select a sound that suits your picture.

2. Drag the sound to your picture or double-click it. The sound will be added and will start playing.

3. If you want to add a soundtrack you recorded earlier, add it from the **My Recordings** category and go on to step **6**. If you want to record a new soundtrack, click the **Record Sound** button in the **Sounds** tray.

4. Click the **Record** button on the microphone and record your soundtrack. Click the **Stop** button to stop recording.

   Tip: When recording, you can tell the story happening in your picture, give your characters voices, make sound effects, play an instrument, or do whatever else you like.

5. Give your soundtrack a name so you can find it again in the **My Recordings** category and click the **Save** button to save your soundtrack.

6. Add a sound from your computer using either the **Sound File** command from the **Import** menu or the **Import from iTunes** button.

7. Now your picture has three soundtracks!

To remove a sound from the My Sounds or My Recordings category:

1. Click the **Categories** button and choose the **My Sounds** or **My Recordings** category.

2. Expand the **Sounds** tray by clicking the handle at the top.

3. Select the sound you want to delete by clicking it so that it has a checkmark. To select several sounds, click them in turn while holding down the **Command** key.

4. Click the **Trash Can** icon at the bottom of the tray.

5. Click **Delete** in the alert that appears.

Expand Tray

Selected Sound — Busy Street — Bird Song — Mr. Tabby's Meow — A Cat Story — *Selection Mark*

Unselected Sound — Tale 112 — Limerick

Trash Can

Videos Library

The **Videos** tray allows you to add videos from the library to your project, import videos, record your own, and even put them into fun-looking frames.

There are over a hundred videos to choose from in the KID PIX galleries.

To add a video to your project from the library:

1. Click the **Videos Library** button to open the **Videos** tray.

2. Click the **Categories** button, click the **Videos** tab, and choose a category.

3. Scroll through the video thumbnails by dragging the slider or expand the tray by clicking its handle.

Import Video   *Video Preview*

Animal Faces

REC

Cat   Eagle   Giraffe   Golden Retriever   H

Categories   *Record Video*   *Video Name*

4. Add the video you want by double-clicking its thumbnail or by dragging it to the canvas. The video starts playing automatically.

When you have added a video, you can move, change, or delete it in the same way as you do with animations.

If the video that you have added has sound, you may want to adjust the volume to make it louder or quieter when the video is played.

To set the volume of a video:

1. Select the video for which you want to change the volume.

2. Click the **Volume** button and drag the **Video Volume** slider that appears to set the loudness you need.

Video narration

KID PIX allows you to record your own videos. You can appear onscreen narrating your animated story, and even dress for the part in one of the fun costume frames. You must have a camera and microphone built in or connected to your Mac in order to use the Video Narration feature.

To record your own video:

1. Choose **Video Narration** from the **Import** menu or click the **Record Video** button in the **Videos** tray. The KID PIX Video Booth opens.

Back to Paint Zone   *Record*

Camera Choices

Zoom slider

Frame Categories   Adventure

No Frame   Admiral   Astronaut   Cook   Diver   Eskimo   Explorer   Firefighter   Fis

No Frame   *Frame Options*

2. If you have an external camera and/or microphone connected to your computer in addition to the built-in devices, choose the video and audio source you want to use by clicking the corresponding button or buttons.

3. Select a costume frame or picture frame.

   You can click the **Frame Categories** button and choose another category to see different frames. Drag the slider at the bottom of the tray or click the handle at the top of the tray to see more options in each category. Click the **No Frame** option if you want to record your video without a frame.

   Note: Because of the way your computer displays video camera images, the costume frames are shown as mirror images in the Video Booth. They will appear the other way around when placed in your projects.

4. Drag the **Zoom** slider to zoom the camera view in and out until your face or the scene fits nicely in the frame.

5. Click the **Record** button. After a three-second countdown, recording begins. To stop recording, click the **Record** button again.

6. To preview your video, click the **Play** button.

7. To add the recorded video to your picture, click the **Add to Project** button.

Adding a frame to your video

You can also add a frame to any video object you have already placed on the canvas.

To add a frame to a video:

1. Select the video to which you want to add a frame.

2. In the **Videos** tray, click the **Categories** button, and then click the **Frames** tab.

3. Click the **Adventure**, **Everyday**, and **Fantasy** categories to see all the different frames.

4. Double-click the frame you want or drag it to the canvas.

To create a sticker from a video or animation:

1. Add a video or animation to the canvas.

2. Play the video or animation and pause it on any frame that you want to use as a sticker.

3. Choose **Make Sticker** from the **Paint Zone** menu or click the **Make Sticker** button in the **Grab** tray.

The frame will be added to the selected video, and the two objects will be merged into one so that you can move, resize, and animate them together.

Importing videos into your project

1. Click the **Import Video** button in the **Videos** tray, or choose **Video** from the **Import** menu. The **Import Video** window appears.

2. Look through the videos from your Movies folder and iTunes and Photos libraries.
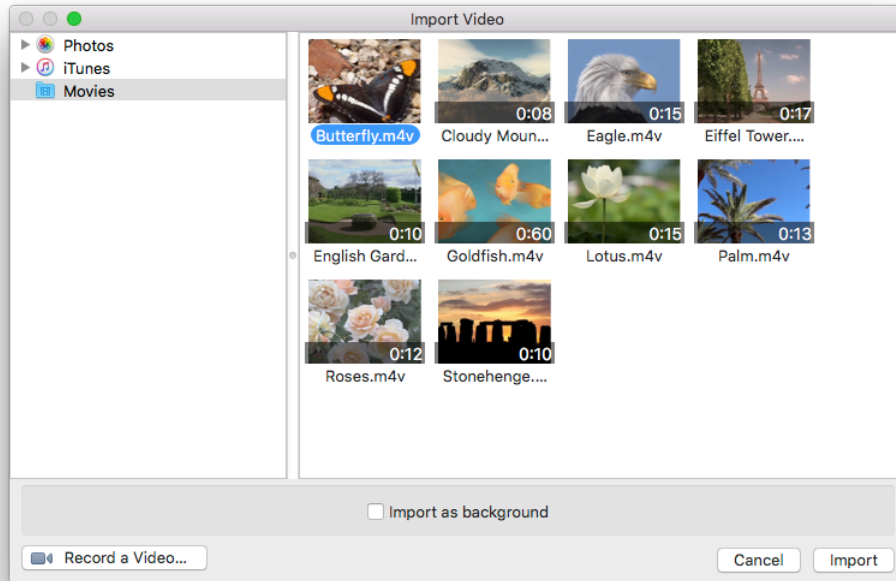
3. Select the video you want, and then click **Import**.

*Tip: To make the video fill the canvas and use it as the background of your project, select the **Import as background** checkbox in the **Import Video** window. The video will be enlarged and sent to the back layer of the picture. Now you can draw and paint on it, add objects, or cut parts out and turn them into stickers — the video will still play when you play your project.*

You can also import video files which are not in your media libraries from your computer's hard disk or other media. For more information, see *"Adding Videos" on page 53*.

Adding Stuff to Your Project

In this chapter you will learn about:

- Adding Pictures
- Adding Sounds
- Adding Videos

Adding Pictures

In KID PIX 5 you can use your computer's camera to take instant pictures that become stickers in your projects. Photographs and pictures you create with other applications can also be imported. You can resize and animate the pictures you add, or you can flatten them and then paint on them and add special effects.

To import a picture file as a sticker:

1. From the **Import** menu, choose **Image File**.

2. Navigate to the picture you want to import and select it. The following formats are supported: **BMP**, **GIF**, **JPEG**, **PDF**, **PICT**, **PNG**, **SGI**, **TGA**, and **TIFF**.

3. Choose one of these options:
   - **Fill canvas** makes a sticker that fills the canvas without shrinking or stretching the picture out of shape. Some parts of the image might be cut off.
   - **Fit to canvas** resizes the picture without shrinking or stretching to make a sticker that fits the drawing area either horizontally or vertically.
   - **Stretch or shrink to fill canvas** stretches or shrinks the picture to make a sticker that fills the whole drawing area.
   - **Center** makes a sticker of the picture the way it is, without stretching or shrinking it.
   - **Tile** scales the picture down to a quarter of its original width and height (in other words, to one sixteenth of its original size) and uses lots of these smaller versions to make a sticker that fills the drawing area.

4. Make sure the **Import as background** checkbox is not selected.

5. Click **Import** to add the image to your KID PIX picture.

To take an instant picture:

You must have a camera built in or connected to your Mac in order to take pictures.

1. Click the **Take a Photo** button in the **Stickers** tray. The KID PIX Picture Booth opens.

2. If you have an external camera connected to your computer as well as a built-in camera, click the **Choose Camera** button and select which one you want to use.

3. Select a costume frame or picture frame. Click the **No Frame** option if you want to take a picture without a frame.

4. Drag the **Zoom** slider to zoom the camera view in and out until your face or the scene fits nicely in the frame.

5. When you're ready to take the photo, click the **Snap** button.

Back to Paint Zone

Snap

Camera Choices

Frame Categories — Adventure

No Frame

Frame Options
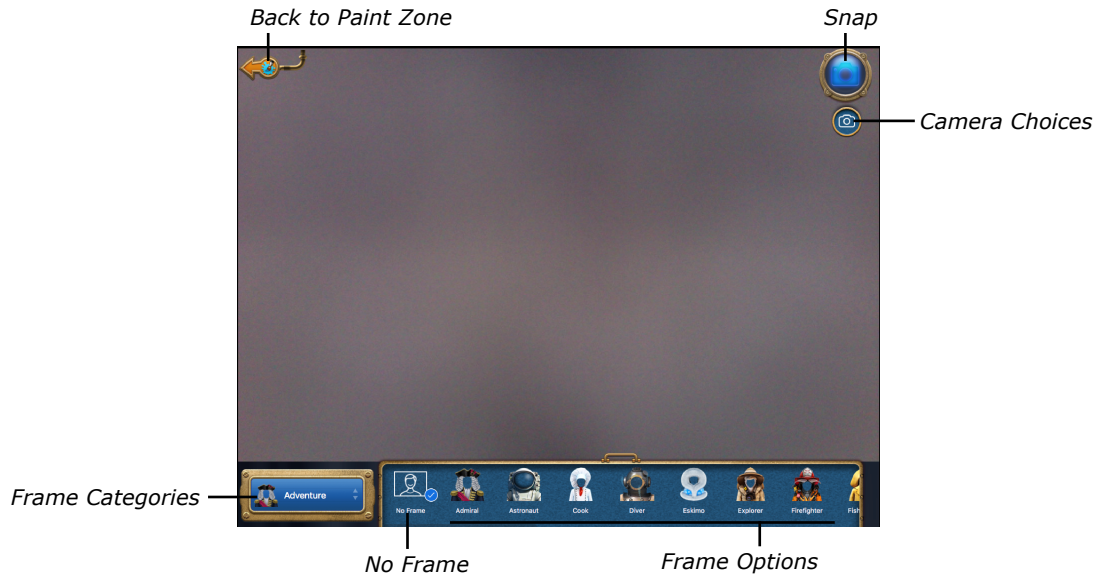
6. The screen changes to show you your photo. If you're not happy with it, click the **Try Again** button to have another go. If you like the photo, click the **Add to Project** button. Your photo appears on the canvas as a sticker.
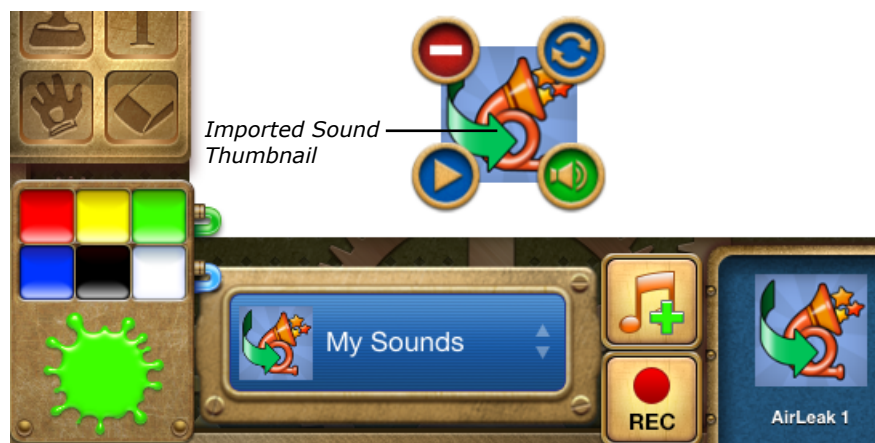
Adding Sounds

You can import a background sound for your entire project and attach sounds to particular objects.

To import a sound for the entire project:

1. Choose **Sound File** from the **Import** menu. Alternatively, you can import a sound directly from iTunes. For more information, see *"Importing Sounds from iTunes" on page 56*.

2. Find the sound file you want to import and click it. With **KID PIX**, you can import sound files in the following sound formats: **AIFF**, **WAV**, **MP3**, **AU**, and **AAC**.

3. Click **Open** to add the sound to your project. An imported sound thumbnail appears on the canvas and the sound starts playing automatically.

*Note: If the **Sounds** tray was open when you performed the import, the **My Sounds** category will automatically be chosen and the imported sound will be selected in the tray.*


Imported Sound Thumbnail

My Sounds

AirLeak 1

Attaching Sounds to Objects

Besides adding sounds to your entire project (see *"Sounds Library" on page 44* and *"Adding Sounds" on page 51*), you can attach a sound to any object, be it a sticker, an animation, a video, or a text box. These sounds are played when you play the project or, if the object is interactive, when the object is clicked (see *"Interactive Objects" on page 43*). Each object in your project can have one sound attached.
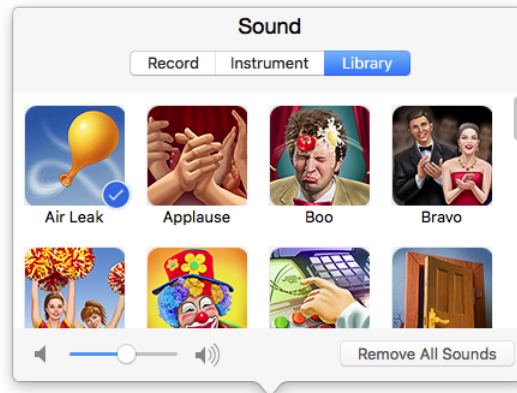
To attach a sound to an object:

1. Select an object.

2. Click the **Attach Sound** button on the object's edit frame.

3. In the **Sound** window that appears, click the **Record**, **Instrument**, or **Library** tab.

4. Add your sound:

   - In the **Record** pane you can record voices, music, or sound effects using a built-in microphone or a microphone connected to your computer. Click the red **Record** button and speak, sing, or make other sounds. Click the button again when you want to stop recording.

Volume ———   Remove All Sounds
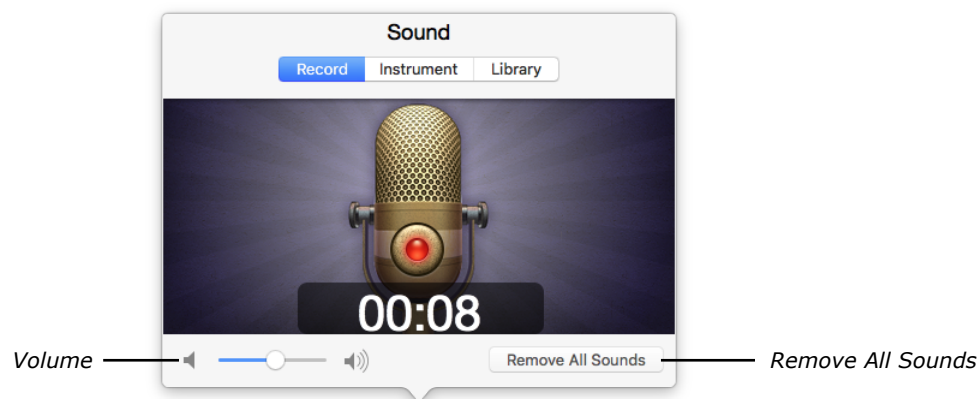
   - In the **Instrument** pane, add a musical note or drumbeat using one of the musical instruments: a piano, guitar, or drum kit. Select the instrument you want to play, and then click an onscreen key or a drum or cymbal.
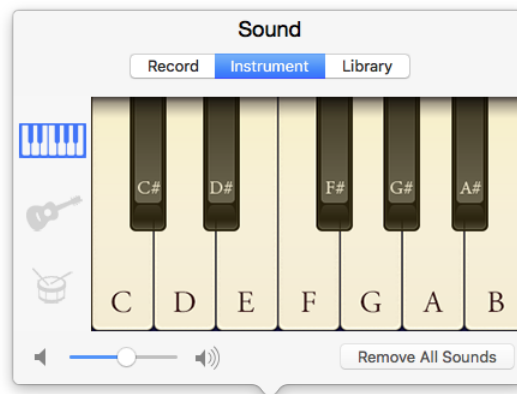
- In the **Library** pane, select a sound from the collection by clicking its thumbnail.

5. Drag the **Volume** slider to set the loudness of the sound.

6. Click anywhere on the canvas. The sound is now attached to the object.

To listen to the attached sound:

1. Select an object to which a sound is attached (one where the **Attach Sound** button is green).

2. Click the **Play** button on the object's edit frame.

To remove an attached sound:

1. Select an object to which a sound is attached.

2. Click the **Attach Sound** button on the object's edit frame.

3. Click the **Remove All Sounds** button.

Adding Videos

You can add videos in the **MP4**, **M4V**, and **MOV** formats to your KID PIX projects.

To import a video file:

1. Choose **Movie File** from the **Import** menu.

2. In the dialog that appears, find the file you want to import and click it.

Adding Stuff to Your Project
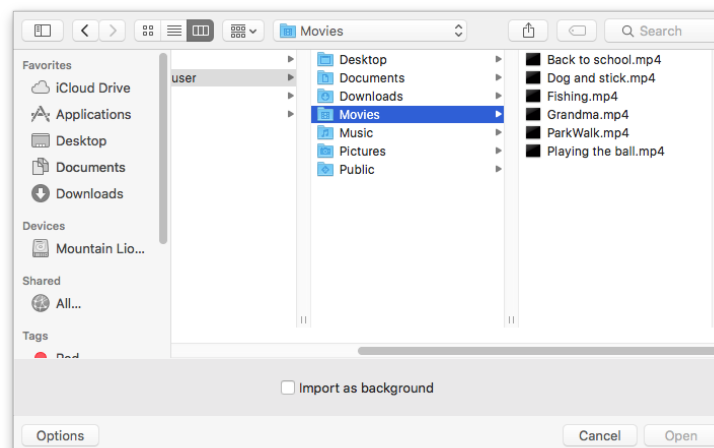
3. If you want to use the video as the background of your picture, select the **Import as background** checkbox. If you cannot find this checkbox, click the **Options** button.

4. Click **Import** to add the video to your picture.

Playing Videos

You can play videos in a loop or frame-by-frame. Videos are also played in a loop when you play your whole project.

To play a video in a loop:

1. Click the video to select it.

2. Click the **Play** button. It changes to the **Pause** button.

3. To pause the video, click the **Pause** button. It changes back to the **Play** button.

To play a video frame-by-frame:

1. Click the video to select it.

2. Click the **One Frame Forward** button. Each click advances the video one frame forward.

3. Click the **One Frame Backward** button. Each click advances the video one frame back.

Video Tips

- When you print your picture, the video frame you see is the one that will be printed. You can play the video frame-by-frame and stop it when it looks the way you want it to be printed.

- To make the video fill the canvas and use it as the live background, choose **Make Video Background** from the **Paint Zone** menu. The video will be sent to the back layer of your picture.

- To make a video part of the background, choose **Flatten Selected Object** from the **Paint Zone** menu. To flatten all movies, choose **Paint Zone > Flatten All > Movies**.

- You can add multiple videos to the canvas and play up to three of them at the same time. (If you have three videos playing and start playing another, one of the three currently playing will stop.)

Integration with iApps

You can import pictures directly from your Photos or iPhoto albums and add favorite tracks directly from your iTunes playlists.

In this chapter you will learn about:

- Importing Pictures from Photos or iPhoto

- Importing Sounds from iTunes

Importing Pictures from Photos and iPhoto

You can browse through your digital photo albums directly from KID PIX. Photographs you store in your Photos and iPhoto libraries can become a part of your KID PIX picture.

To import a picture from Photos or iPhoto:

1. Click the **Import Image** button in the Backgrounds or **Stickers** tray, or choose **Photo** from the **Import** menu. The **Import Photo** window appears.
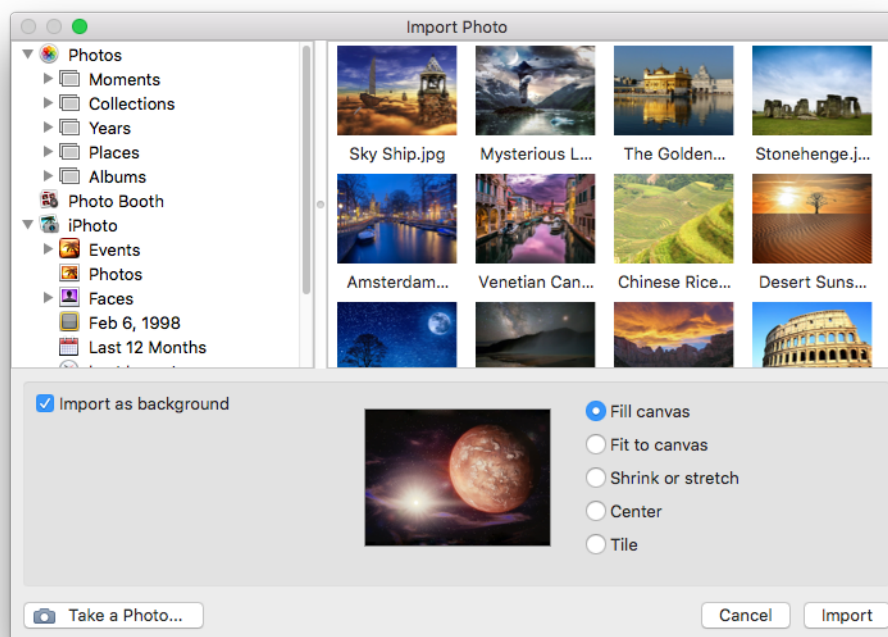
*Note: If you have moved, renamed, or deleted the Photos or iPhoto library that was stored in the default location (the folder **/Users/username/Pictures/Photos Library** or **/Users/username/Pictures/iPhoto Library**), you will need to restore it to this location to be able to import photos from it.*

2. Choose one of your photo albums and select the picture you want to import.

3. Select the **Import as background** checkbox if you want to import the image as a background.

4. Select one of these options:

- **Fill canvas** puts the picture on the canvas so that it fills as much of the drawing area as possible without shrinking or stretching the picture out of shape.

- **Fit to canvas** resizes the picture without shrinking or stretching until it fits to the drawing area. The edges of the drawing area might be left white.

- **Shrink or stretch** stretches or shrinks the picture to fill the whole drawing area.

- **Center** puts the picture down the way it is, without stretching or shrinking it.

- **Tile** scales the picture down to a quarter of its original width and height (in other words, to one sixteenth of its original size) and puts down lots of these smaller versions until the drawing area is filled.

5. Click **Import** to import your photo. It will be added to the currently open KID PIX project.

Importing Sounds from iTunes

You can browse through your iTunes playlists directly from KID PIX and attach your favorite sounds to your picture. Audio tracks cannot be imported directly from an audio CD. You should first import them to iTunes.

To import sounds from iTunes:

1. Click the **Import from iTunes** button in the **Sounds** tray, or choose **Song** from the **Import** menu. The **Import Sound** window opens.

2. Select a playlist, and then select the song you want to import.

   *Note: If you have moved, renamed, or deleted the iTunes library file that was stored in the default location (the folder /**Users**/**Username**/**Music**/**iTunes**), you will need to restore it to this location to be able to import sounds from your iTunes playlists.*

3. To listen to the track you have selected before importing it, click the **Play** button. To listen to it playing in a loop, click the **"Loop music"** checkbox so that a checkmark appears.

4. Select one of the radio buttons in the **Import** group. Click the first option to import the entire song. Click the second option to import just a fragment, the length of which can be chosen from the pop-up menu. The preset length of an imported fragment is 5 seconds.

5. Select the checkbox labeled "**Fade out at end**" if you want the song or song fragment you import to fade out gradually when it reaches the end and not finish abruptly.

6. To import your song or song fragment, click the **Import** button. The imported song or song fragment is added to the currently opened KID PIX picture and starts playing immediately.

For information on using the **Sounds Library**, see *"Sounds Library" on page 44*.

Working with Projects

In this chapter you will learn about:

- Starting Your New Project
- Saving Your Project
- Saving Your Project as a Template
- Opening Your Project
- Playing Your Project
- Printing Your Project
- Exporting Your Project

Starting Your New Project

You can start with a blank page or use the Idea Machine like an electronic coloring book.

To start with a blank page:

Click the **Create New Project** button. KID PIX automatically saves the project that is already open and creates a new project.

To use the Idea Machine:

1. Click the **Templates** button.
2. In the window that appears, click the **Idea Machine** tab.
3. Double-click the picture template you want to use. KID PIX automatically saves the project that is already open and creates a new project from the template.

Saving Your Project

By default, KID PIX saves your work in the **My Projects** folder (Home installation) or in the system user's **Documents** folder (School installation). This makes your projects easy to find and open again.

The **My Projects** folder is located in the KID PIX user folder, which is stored in the **KID PIX Users** folder within the **Documents** folder of the current system user. You can change the saving location using the **General** pane of KID PIX preferences.

To save changes to a project:

Choose **Save** from the **File** menu. KID PIX saves your project.

To save a project under a different name:

If you want to leave the original picture without changes, choose **Save As** from the **File** menu and save the picture with the changes you have made as a new picture with a new name.

Saving Your Project as a Template

You can save your project as a template. This allows you to create different versions of your picture based on the template while the original project remains unchanged. You can also add your template to the **Templates** collection. This way you can easily access your template projects by clicking the **Templates** button and then clicking the **Teacher Templates** tab.

To save a project as a template:

1. Choose **Save as Template** from the **File** menu.
2. Type a name and select a location for your project.
3. If you want your project template to appear in the **Templates** collection, make sure the **Also add to Teacher Templates** checkbox is selected.
4. Click **Save**.

   Note: If you already have a template with the same name, KID PIX asks whether you want to replace the old template with the new one.

Opening Your Project

You can open any project you have created and saved.

To open a project you saved earlier:

1. Choose **Open** from the **File** menu.

   Note: If you have not saved changes made to the project that is already open, KID PIX will save them automatically before opening the other project.

2. In the dialog that appears, select the project you want to open.
3. Click **Open**.

Playing Your Project

If your project contains stickers or text with path animation applied, animations, movies, or sounds, you can "play" the picture to bring it to life.

To play your project:

1. Click the **Play** button.

   All the tools disappear from the screen, your project's canvas expands to occupy the entire available area, and the project starts playing.

   Note: All animations will start to play at once. All videos will start to play and all objects with animation paths will start to move as well unless you have made them interactive. See "Interactive Objects" on page 43.

2. To stop playing the project, click the **Leave Play Mode** button in the top-right corner of the canvas.

   The project stops playing and the tools return to their positions.

Printing Your Project

You can print a KID PIX project in a regular size or as a poster.

KID PIX prints the frames of movies and animations that are shown at the moment that you print.

Note: *KID PIX does not print in **Small Kids Mode**. To be able to print, turn **Small Kids Mode** off by choosing the **Turn Small Kids Mode Off** command from the **KID PIX** application menu.*

To print your project:

1. Click the **Print** button or choose **Print** from the **File** menu. The **Print** dialog appears.
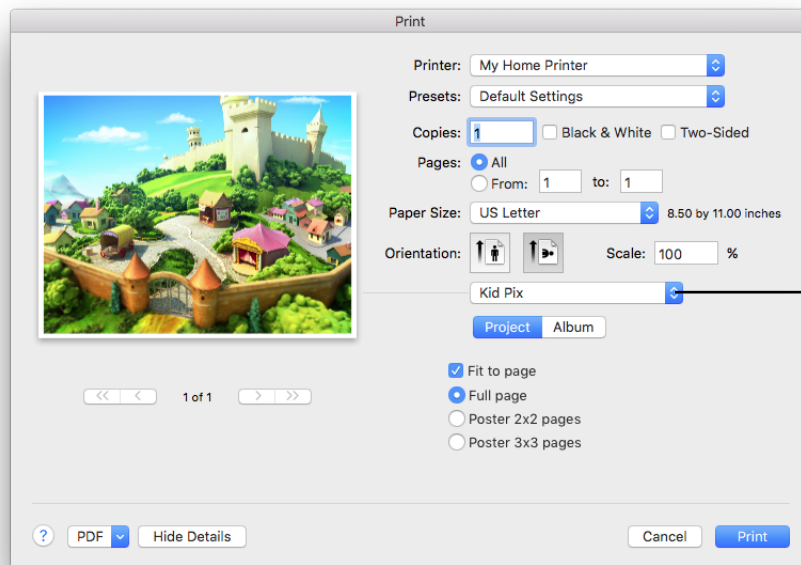
Options menu

Note: *If you don't see the **Options** pop-up menu or other additional settings, click the **Show Details** button at the bottom of the dialog.*

2. With **KID PIX** chosen from the **Options** pop-up menu, set the following options as you need:

    *   **Fit to page** scales the picture to fit the paper size.
    *   **Full page** prints the picture on one separate page.
    *   **Poster 2x2 pages** prints your picture on four sheets of paper.
    *   **Poster 3x3 pages** prints your picture on nine sheets of paper.

        When you print your picture as a poster, KID PIX prints parts of it on separate sheets of paper. You can then tape the sheets of paper together to make the poster.

3. Click **Print** to print the picture.

Tip: *You can turn your picture into a T-shirt transfer by choosing **Layout** from the **Options** pop-up menu and selecting the **Flip horizontally** checkbox. This makes a mirror image of the picture that you can then print on special transfer paper.*

Exporting Your Project

You can export your KID PIX project to another file format to open it without KID PIX. For example, if you save your KID PIX picture as an image in PNG format, you can add it to a web page or attach it to an email and send it to family and friends. To retain animation, movies, and sounds in your picture, export it as a movie. To retain interactivity as well as motion and sound, export it as an HTML5 page.

To export your project:

1. Choose **Export** from the **File** menu.
2. In the dialog that appears, type a name for your exported project.
3. Choose the location where you want to save your exported project.
4. Choose **Current Project** from the **Export** pop-up menu.
5. Choose an export format from the **Format** pop-up menu:
   - **Image**: Everything in the picture is flattened. KID PIX will create an image in PNG format.
   - **Movie:** The exported file can be played on almost any kind of computer with a video player installed.
   - **HTML5 Page:** A web page will be created, which you can open in most modern web browsers on virtually any computer or device. It retains all the interactivity, animations, sounds, and videos you have added to your project. The export creates a folder with the same name as your project and containing two key items — an **index.html** file, which should be double-clicked or tapped to open the web page with the project; and a **data** subfolder, which you should not rename, remove, or delete.
6. If you are exporting your project as a movie, choose an option from the **Quality** pop-up menu. The higher the quality, the larger the exported file will be.
7. Click **Export**.

   *Note: If you select the **Add to Photos Library when exporting** checkbox, your exported image or movie will be added automatically to your Photos library.*

Working with the Gallery

The Gallery is the place where all your projects are stored. Here you can access any project or Slide Show that you have saved.

To access the Gallery and open a project or Slide Show:

1. Click the **Gallery** button at the top of the Paint Zone or the Slide Show area.
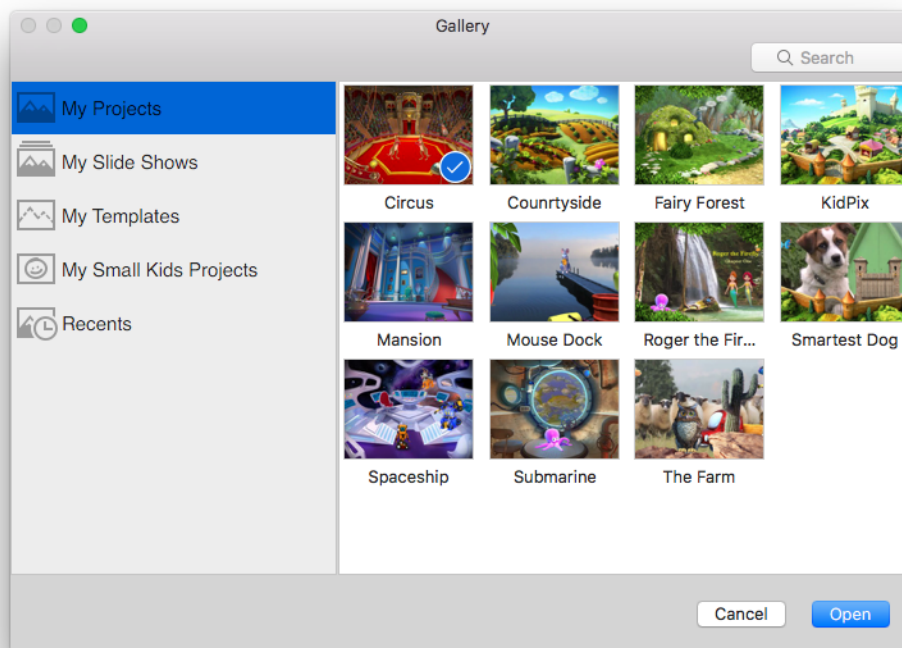
2. Select any of the display areas:

   - **My Projects** — displays thumbnails of the pictures you have created and saved in the Paint Zone.

   - **My Slide Shows** — shows your saved Slide Shows.

   - **My Templates** — if you have saved any projects as templates, they will appear here.

   - **My Small Kids Projects** — all projects created in Small Kids Mode are stored here.

   - **Recents** — shows the projects you have had open most recently.

3. Select the project or Slide Show you want to open and click **Open**.

Working with Gallery

Working with Slide Shows

In this chapter you will learn about:

- Creating and Opening Slide Shows
- Adding Projects to Slide Shows
- Editing Projects in Slide Shows
- Moving Projects Around
- Playing Your Slide Show
- Customizing Your Slide Show
- Adding a Voiceover to Your Slide Show
- Printing Your Slide Show
- Saving Your Slide Show
- Exporting Your Slide Show
- Creating Animations with Slide Shows

Creating and Opening Slide Shows

You can make a Slide Show from your projects. Load your projects into the Slide Show and put them into any order you like. Then set transition and audio options and play the Slide Show or export it as a movie. You can also print it.

The projects in your Slide Show are shown in the **Tube** at the right of the **Paint Zone** and in the **Slide Show** area. You can create a brand new Slide Show or open an existing one from the **Gallery.**

To create a new Slide Show:

1. Click the **New** button at the top of the Slide Show area.

2. Add projects to the Slide Show. For details, see *"Adding Projects to Slide Shows"* below.

To open an existing Slide Show:

1. Choose **Open** from the **File** menu.

2. In the dialog that appears, go to the Slide Show that you want to open and select it. KID PIX Slide Show files have the **.kpalbum** filename extension.

3. Click **Open**.

Adding Projects to Slide Shows

When you create a new project or open an existing one, it is not added to a Slide Show automatically. If you want a project to be included in a Slide Show, you need to add it yourself.

To add a project to a Slide Show from the Paint Zone:

1. Make sure the Slide Show to which you want to add a project is in the **Tube**. If the **Tube** is empty, you can start a new Slide Show.

2. With your project open on the canvas, click the **Add to Slide Show** button at the top of the **Tube** or choose **Add to Slide Show Tube** from the **Paint Zone** menu.

To add a project to a Slide Show from the Slide Show area:

1. Make sure the Slide Show to which you want to add a project is open in the **Slide Show** area. If no Slide Show is open, you can start a new one.

2. Click the empty [**+**] slide in the **Slide Show** area to open the folder containing your saved projects.

3. Select the project you want to add, and then click **Open**.

   Note: *Whichever place you add a project from, its thumbnail will appear in both the **Tube** and a new slide in the **Slide Show** area.*

Editing Projects in Slide Shows

To make changes to a project you have already added to a Slide Show, do one of the following:

- Click its thumbnail in the **Tube** in the **Paint Zone**.

- Double-click its thumbnail in the slide in the **Slide Show** area.

- Select the slide in the **Slide Show** area, and then click the **Edit Slide** icon that appears at the top of the slide's frame.

The project opens on the canvas in the Paint Zone and you can make your changes.

Moving Projects Around

When your Slide Show is played, projects are played in the order they appear in the Tube or Slide Show area. You can move projects into any order you want.

To move a project in the Tube or Slide Show area:

Drag the thumbnail of the project that you want to move up or down in the **Tube** or anywhere in the **Slide Show** area.

To delete a project from your Slide Show:

- In the **Paint Zone**, drag the thumbnail of the project out of the **Tube**.

- In the **Slide Show** area, drag the slide with the project out of the **Slide Show** to the **Trash Can**, or select the slide and click the **Trash Can**.

Saving Your Slide Show

By default, KID PIX saves your Slide Show files in the **My Slide Shows** folder (Home installation) or in the system user's **Documents** folder (School installation). This makes your Slide Shows easy to find and open again.

The **My Slide Shows** folder is located in the KID PIX user folder, which is stored in the **KID PIX Users** folder within the **Documents** folder of the current system user. You can change the saving location using the **General** pane of KID PIX preferences.

To save changes to a Slide Show:

Click the **Save** button or choose **Save** from the **File** menu. KID PIX saves your Slide Show.

To save a Slide Show under a different name:

If you want to keep a Slide Show as it is but create an identical one with a different name, which you can then make changes to if you wish, choose **Save As** from the **File** menu.

Playing Your Slide Show

When you play a Slide Show, the projects you have added to it are played one after the other with any transition effects and sounds you have set in between.

To play your Slide Show:

1. Click the **Play Slide Show** button. Your Slide Show occupies the entire available area and starts playing.

2. To stop playing the Slide Show, click the **Leave Play Mode** button in the top-right corner.

    The Slide Show stops playing and the tools return to their positions.

    Note: *By default, a Slide Show plays only once, but it can be played continuously until you manually stop it.*

To play a Slide Show continuously or just once:

Flick the **Loop Play** switch to **On** to play your Slide Show continuously, starting it again from the first slide after playing the last one, or switch it to **Off** to play the Slide Show only once. The switch is located at the bottom of the **Slide Show** area.

Using Manual Advance

Manual advance lets you advance the slides manually, while keeping your visual and sound transition effects in place.

To use manual advance:

1. From the **Slide Show** menu, choose **Turn Manual Advance On**.

2. Play a Slide Show by clicking the **Play Slide Show** button.

3. Click anywhere on the slide or press any key to advance to the next slide.

Customizing Your Slide Show

You can set slide advance options and add visual transition and sound effects to give your Slide Show a really exciting, unique appearance. For more information about transition effects, see "Transition Options" below. For information on attaching sounds to your Slide Shows, see *"Adding Background Sound" on page 66*.

Setting Up Transition Options

Transition options tell KID PIX when to stop playing one project in your Slide Show and move on to the next. You can tell KID PIX to display the next project after a certain number of seconds, or to wait until all the text in the project has been read aloud, or until the music or sound ends, or until you click with the mouse. You can also choose how KID PIX advances to the next project by choosing from the collections of visual transition effects and sounds.

To set up a transition style:

1. Click the **Slide Show Style** button.

2. Select a transition style. There are four options:

- **Flipbook:** This preset style displays each project slide in your Slide Show for 0.1 seconds without transition effects. This option is very handy for creating your own simple "frame-by-frame" animations. See *"Creating Animations with Slide Shows" on page 70*.

- **Storybook:** This preset style displays a project until all the objects in it have finished playing, and then advances to the next project. The transition effect used gives the impression of turning pages in a book.
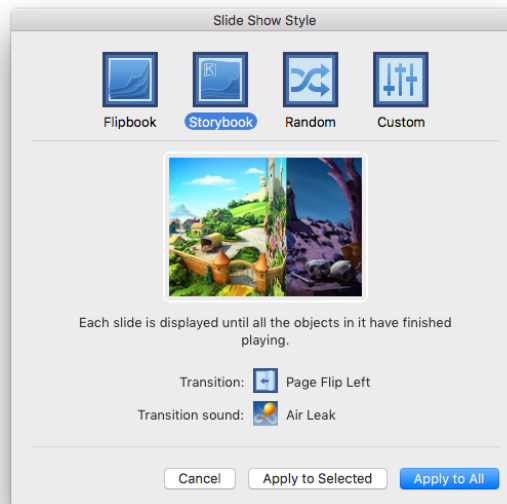
- **Random:** This preset style uses a random transition effect from the collection to advance to the next project. Each project is displayed for 3 seconds.

- **Custom:** Allows you to choose a transition effect from the collection and set your own conditions for when KID PIX should advance to the next project.

3. If you have chosen the **Custom** transition style, use these options to set it up:

- **Transition:** Select a visual transition effect. If you do not want to have any transition effects, click the **No Transition** option. Click the **Random Transition** option if you want to have different transition effects applied at random.

- **Sound:** Choose a sound effect for the transition. Click any sound to listen to it. Choose **Random Sound** from the end of the list if you want to have different sounds played at random during different transitions.

- **Audio options:** Use the audio options to tell Slide Show to play all the project's sounds and text, or not to play any audio at all.

  - Select **Play Sound** to tell Slide Show to play the sound attached to this project.
  - Select **Play Text** to tell Slide Show to read the text of this project out loud.

- **Go to next slide:** Tells KID PIX what event it should wait for before displaying the next project in the Slide Show. The options are:
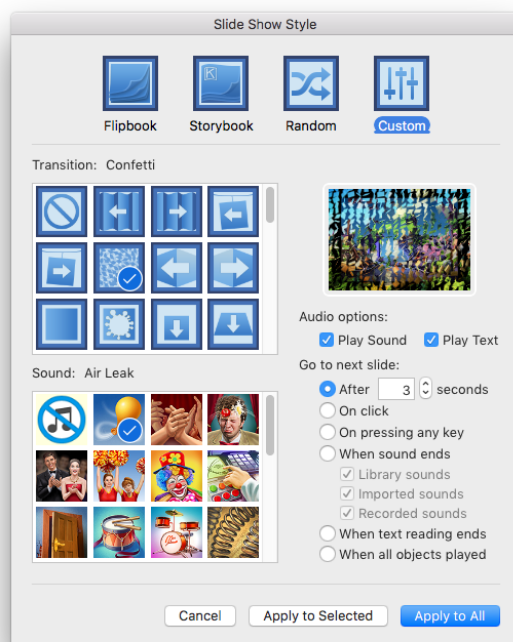
- **After [number] seconds** lets you enter the number of seconds for which each slide will be displayed. Choose this option if you are planning to export your Slide Show later as a movie. See *"Exporting Your Slide Show" on page 69*.

- **On click** tells KID PIX to wait until you click with the mouse before the next slide is displayed.

- **On pressing any key** tells KID PIX to wait until you press any key on your keyboard before the next slide is displayed.

- **When sound ends** tells KID PIX to wait until a specified type of sound in the project is played before it advances to the next slide. You can specify a sound from the Sounds library, an imported sound, a sound you have recorded yourself, or any combination of the three.

- **When text reading ends** tells the application to read all the text in the picture and then display the next slide.

- **When all objects played** makes KID PIX display each project until all movies, animations, path animations, sounds, and other objects in it have finished playing. Only after that will KID PIX move on to play the next project.

4. Click **Apply to Selected** to apply your settings only to the currently selected slides, or click **Apply to All** to apply them to all the slides in your Slide Show.

Adding Background Sound

Use the sound options to add background music or another sound that will play right through your whole Slide Show. You can use one of the sounds that come with KID PIX or a favorite song from your iTunes library. The background music will play in addition to any sounds you have added to the projects in your Slide Show.

To set up background music:
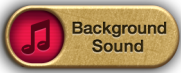
1. Click the **Background Sound** button.
2. Click the **Sounds** tab.
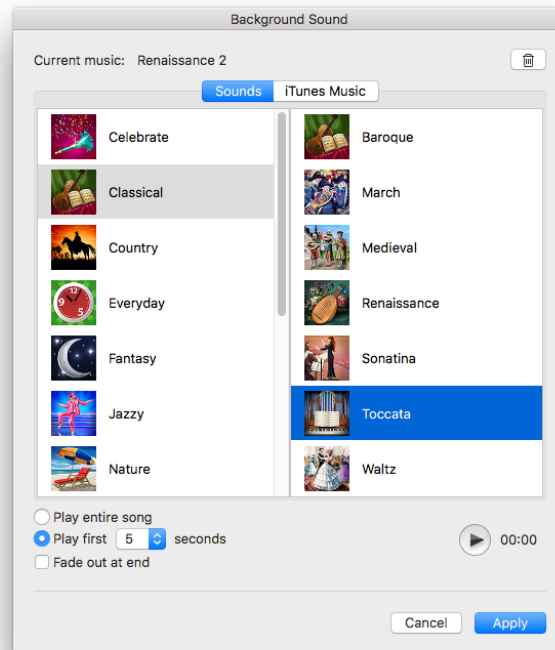
3. On the **Sounds** pane you can add one of the sounds that come with KID PIX. Select a category from the list on the left and then select the sound you want on the right. Or, if you want to use a sound from your iTunes library, click the **iTunes Music** button. KID PIX will display the contents of your iTunes library. Select the song you want to use.

4. Tell KID PIX what to do with the sound or song you have selected:

   - Select **Play entire song** to tell KID PIX to play the sound right through from beginning to end.

   - Select **Play first [number] seconds** to tell KID PIX to play the sound from the beginning and stop playing it when the specified time expires.

   - Select **Fade out at end** to have the volume of the sound gradually decreased as it nears the end.

5. Click the **Play** button to hear the selected sound with the results of any changes you made in step 4.

6. Click **Apply** to add the selected sound as the background music of your Slide Show.

Adding a Voiceover to Your Slide Show

In addition to background music, you can record a full-length voiceover for your Slide Show. You can narrate and tell the story of what is happening onscreen, give voices to characters in your projects, or anything you wish. The voiceover will be heard in the background when your Slide Show is played.

Working with Slide Shows

To record a Slide Show voiceover:
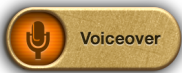
1. Click the **Voiceover** button.

2. Click the **Record** button. KID PIX enters Play mode so you can see your Slide Show play as you make your voiceover. A microphone is also shown indicating that sound will be recorded, and a three-second countdown begins.

3. When the countdown ends, start speaking.

4. Click the red light on the microphone when you want to stop recording.

5. Click **Listen** to listen back to your voiceover. You can change the volume by dragging the **Volume** slider. If you're not happy with your voiceover, click the **Delete** (trash can) button to remove it or click **Record** to make a new one. If you record a new voiceover, the previous one you made will be deleted.
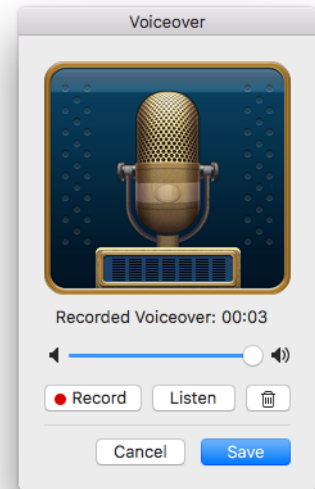
Changing Background Color

Slides in a Slide Show appear on a solid color background. You can change this color.

To change the background color for the current Slide Show:

1. Click the **Background Color** button or choose **Change Background Color** from the **Slide Show** menu.

2. Pick a color and click **Save**.

Printing Your Slide Show

You can print each project in your Slide Show separately on its own page, or you can print several smaller sized views of the projects on one page.

To print your Slide Show:

1. Click the Print button at the top of the Slide Show area or choose Print from the File menu. The Print dialog appears.
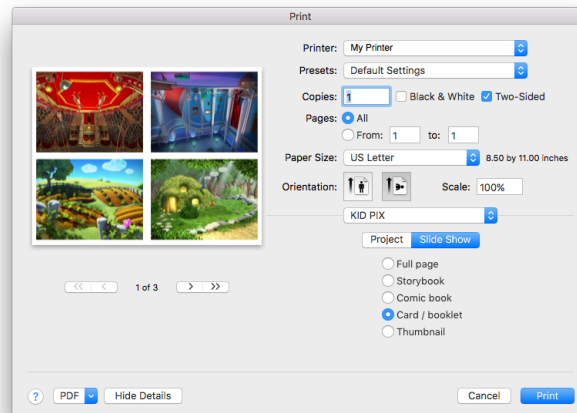
2. Select one of these formats:

- **Full page** prints each project slide on a single separate page. Type the number of the slide or range of slides you want to print in the **From** and **to** boxes.
- **Storybook** prints two slides on each page.
- **Comic book** prints six slides on each page, with the slides placed in two rows of three in horizontal page orientation and three rows of two in vertical orientation.
- **Card / booklet** prints four slides per page. Slides are placed in two rows of two, one of which is upside down. When you have printed the page, you can fold it in quarters to make a fun greeting card. You can also create a Slide Show of four projects but leave three of them empty. You can then print the Slide Show to get a card with a picture on the front panel only, with the other panels free for writing on.
- **Thumbnail** prints twenty-four slides on each page, placed in four rows of six in horizontal page orientation and six rows of four in vertical orientation.

3. Click **Print** to print the Slide Show.

Exporting Your Slide Show

You can export your Slide Show to view or play it on another computer with or without KID PIX.

To export a Slide Show:

1. Choose **Export** from the **File** menu.
2. In the dialog that appears, type a name for the exported Slide Show.
3. Choose the location where you want to save your exported Slide Show.
4. Choose **Entire Slide Show** from the **Export** pop-up menu.

Working with Slide Shows

5. Choose an export format from the **Format** pop-up menu:

- **Image Sequence**: Everything in every project in your Slide Show is flattened. KID PIX will create a sequence of images in PNG format.

- **Movie:** The exported file can be played on almost any kind of computer that has a video player installed.

- **HTML5 Page:** A web page will be created, which you can open in most modern web browsers on virtually any computer or device. It retains all the interactivity, animations, sounds, and videos you have added to the projects in your Slide Show. The export creates a folder with the same name as your Slide Show and containing two items—an **index.html** file, which should be double-clicked or tapped to open the web page with the Slide Show; and a **data** subfolder, which you should not rename, remove, or delete.

6. If you are exporting your project as a movie, choose one of the options from the **Quality** menu. The higher the quality, the larger the file.

7. Click **Export**.

Creating Animations with Slide Shows

You can create simple frame-by-frame animated cartoons by adding slightly modified versions of a picture one by one to a Slide Show and then using the **Flipbook** preset to play it.

To create an animation frame by frame:

1. In the Paint Zone, create a new project and draw a simple picture, or add one or more objects (stickers, text, and so on) that you want to animate.

2. Click the **Add to Slide Show** button. A new Slide Show will be created and your picture will be added to the **Tube** as the first slide. (If there are already slides in the **Tube**, go to the Slide Show area and click the **New** button at the top to start a fresh Slide Show.)

3. Make a small change to your drawing, or modify the added object or objects slightly (move and resize them a little bit, change the color, and so on).

4. Click the **Add to Slide Show** button again. Your modified picture will appear in the **Tube** as the second slide in your Slide Show.

5. Repeat steps 3 and 4 to create more frames for your animation.

6. When you have finished adding slides, go to the Slide Show area.

7. Click the **Slide Show Style** button.

8. At the top of the **Slide Show Style** dialog that appears, click the **Flipbook** option. This preset option has all the transition settings you need for a frame-by-frame animation: the transition effect changes to **No Transition**, with no transition sound, and the time after which the next slide is shown changes to **0.1** seconds.

9. Click the **Apply to All** button to apply the settings to all the slides in the Slide Show, and then click the **Play Slide Show** button. Your Slide Show will play as an animated cartoon.

10. To get a cartoon you can play on almost any computer, export your Slide Show as a movie or an HTML5 page. See .

Publishing to YouTube

You can share the projects and Slide Shows you make in KID PIX with the whole world by uploading them straight to YouTube as movies. Please note that you must have a YouTube or Google™ account and your Mac must be connected to the Internet to be able to use this feature.

To publish your movie to YouTube:

1. Choose **Share to YouTube** from the **File** menu. The **Log In to YouTube** dialog appears.

2. Enter the email address and password that you use for your YouTube or Google account, and then click the **Sign In** button.

3. Click **Allow** in the window that appears next to allow KID PIX to publish to your YouTube account.

4. Choose a category and enter a title, a description, and search tags for your movie.
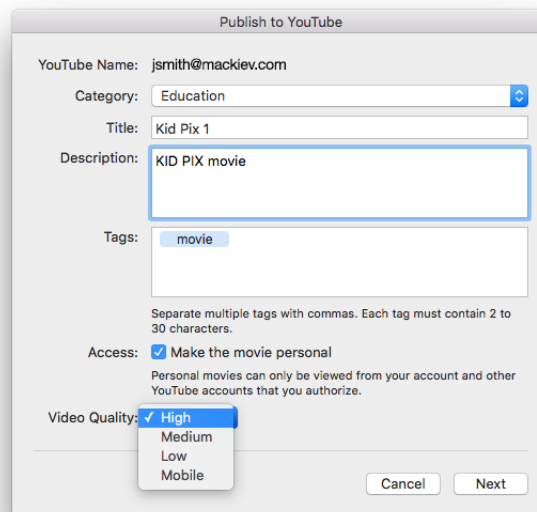
5. Select the "**Make the movie personal**" option if you want to limit access to your movie on YouTube, and then click **Next**.

6. The **YouTube Terms of Service** appear. Read through them and click the **Share** button to publish your movie.
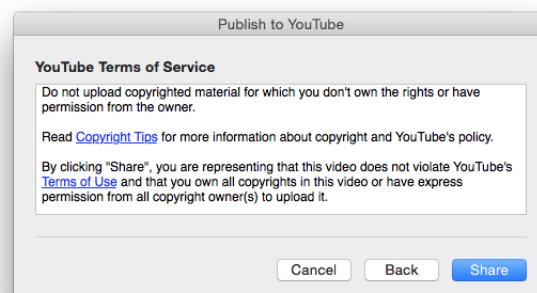
7. Wait until the movie is uploaded to YouTube.

8. A link to your movie will appear. Click the **View** button to watch your movie on _www.youtube.com_, or click **OK** to go back to the Paint Zone.

Logging In to YouTube Automatically

If you don't want to enter your account details every time you publish a movie to YouTube, sign in using the **Sharing** preferences.

To have KID PIX sign you in to YouTube automatically:

1. Choose **Preferences** from the **KID PIX** application menu.

2. Click the **Sharing** tab.
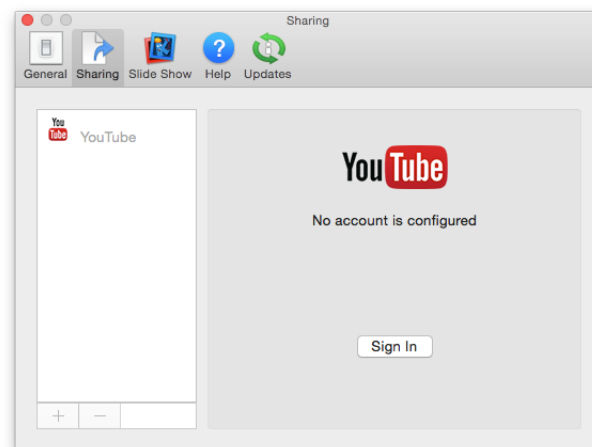
3. Select **YouTube** in the left part of the dialog.

4. Click the **Sign In** button.

5. Enter the email address that you use for your YouTube or Google account, and then click **Next**.

6. Enter your password, and then click **Sign in**.

7. Click **Allow**.

KID PIX will now publish your movies to YouTube without your needing to enter your email address and password each time.

To sign out from YouTube at any time, open the **Sharing** pane of the **Preferences** again and click **Sign Out**.

Options for Parents and Educators

In this chapter you will learn about:

- Setting Up KID PIX Preferences
- Activating Small Kids Mode
- Using Full-Screen View
- Controlling Sound
- Preventing Accidental Internet Access
- Administrating the Login Dialog

Setting Up KID PIX Preferences

Using the **KID PIX Preferences** dialog, you can specify different KID PIX settings for each KID PIX user.

To set up KID PIX Preferences:

1. Choose **KID PIX Preferences** from the **KID PIX** application menu. The **KID PIX Preferences** dialog appears.
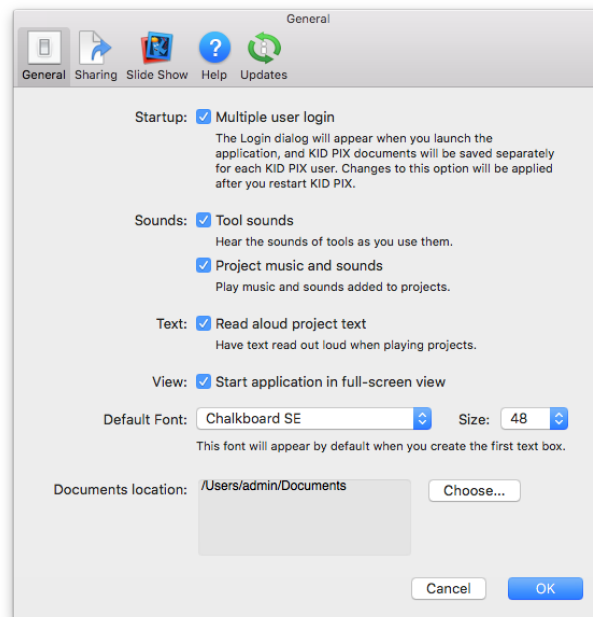
2. In the **General** pane, you can specify the following settings:

   - If the **Multiple user login** checkbox is selected, the Login dialog will appear when you launch the application, and KID PIX documents will be saved separately for each KID PIX user. *Changes to this option will be applied after you restart KID PIX.*

   - Click the **Tool sounds** checkbox to turn on or off the sound effects you hear when you are using the tools and trays in KID PIX.

   - Click the checkbox labeled **Project music and sounds** to turn on or off sounds you have added to your projects.

   - Select the checkbox labeled **Read aloud project text** to hear the text from text boxes read aloud.

- Select the checkbox labeled **Start application in full-screen view** to have KID PIX fill the entire screen each time you open it. See *"Using Full-Screen View" on page 75*.

- Use the **Default Font** and **Size** pop-up menus to set the default format of text in the text boxes you create.

- Click the **Choose** button to select a location for automatic saving of your projects, Slide Shows, recordings, stickers, and other objects.

3. Click the **Sharing** icon at the top of the dialog to open the **Sharing** pane. Here you can sign in to YouTube so that you won't be asked to log in each time you want to share a project or Slide Show.

4. Click the Slide Show icon to open the Slide Show pane and select settings for playing your Slide Shows:
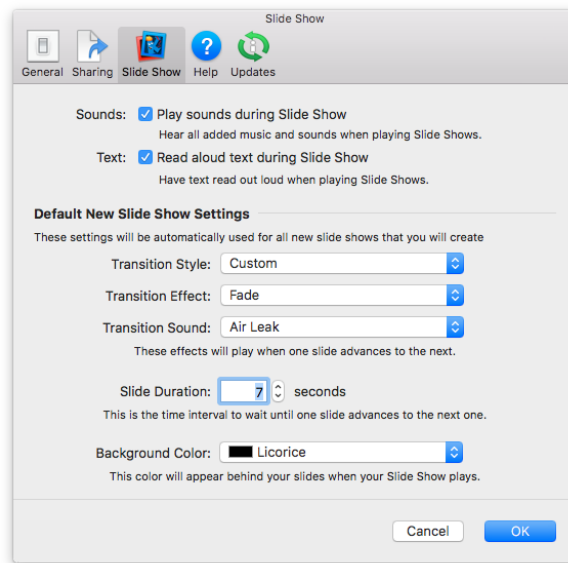
- Select the **Play sounds during Slide Show** checkbox to hear all the sounds you have added to your projects and to the Slide Show itself when you play it.

- Select the checkbox labeled **Read aloud text during Slide Show** to hear text from text boxes in your projects read aloud when you play your Slide Show.

- In the **Default New Slide Show Settings** section you can specify settings that will be applied to all new Slide Shows by default:

- From the **Transition Style** pop-up menu, choose the style that will be used when advancing from one slide to the next in new Slide Shows. See *"Setting Up Transition Options" on page 64*.

- If you choose **Custom** from the **Transition Style** pop-up menu, the following three options become available:

  - **Transition Effect** — Choose the transition effect to be used between slides.

  - **Transition Sound** — Choose the transition sound to be played between slides.

  - **Slide Duration [X] seconds**— Enter the interval after which Slide Shows will advance to the next slide.

- Choose a color to be used as the background of new Slide Shows from the **Background Color** pop-up menu

5. Click the **Help** icon to open the **Help** pane and specify the following.

- If you want to see and hear helpful coaching hints on using tools and libraries, select the **Get coaching hints after [1] second** checkbox. In the number box, enter the time after which a hint related to the currently selected item will be given if there is no mouse or keyboard activity.

- If you want to see short explanations of what all the different tools and buttons do, select the **Turn automatic help tags on** checkbox. If you also want to hear the help tags, select the **Speak automatic help tag text after [5] seconds** checkbox and, in the number box, enter the time after which the text will be read aloud.

- Select the **Read aloud alert messages** option if you want to have the text of any alert messages that appear spoken out loud.

- From the **Voice** pop-up menu, choose the voice you want to be used for reading out coaching hints, help tags, and alert messages.

6. Click the **Updates** icon to open the **Updates** pane and select one of the following options.

- Select the **Automatically check for updates** checkbox to check for updates automatically each time you launch KID PIX when connected to Internet. If this checkbox is not selected, KID PIX will check for updates only when you click the **Check Now** button.

Activating Small Kids Mode

KID PIX has two modes: **Normal Mode** and **Small Kids Mode**. In **Normal Mode**, all the KID PIX tools and features are active. In **Small Kids Mode**, complex features (like most of the menu options, Slide Show, and printing) are inactive and KID PIX is always in full-screen view. This lets younger children create freely, without confusion.

In **Small Kids Mode**, children can:

- Use the all art tools.

- Add text to a picture using rubber stamp letters, symbols, and numbers instead of the keyboard. When a child clicks a character in the tray, KID PIX says its name out loud.

To turn Small Kids Mode on and off:

1. From the **KID PIX** application menu, choose **Turn Small Kids Mode On**. When you turn Small Kids Mode on, KID PIX automatically switches to full-screen view.

2. To return to **Normal Mode**, choose **Turn Small Kids Mode Off** from the **KID PIX** application menu.

Using Full-Screen View

Full-screen view lets you hide everything on the screen except for KID PIX, allowing users to focus their attention.

To turn full-screen view on and off:

1. From the **View** menu, choose **Enter Full Screen**, or press **Control + Command + F**.

2. To return to the standard window view, choose **Exit Full Screen** from the **View** menu, or press **Control + Command + F** again.

You can have KID PIX displayed in full-screen view automatically whenever you open the application. To do so, select the corresponding option in KID PIX preferences. See *"Setting Up KID PIX Preferences" on page 73*. KID PIX automatically switches to full-screen view when you turn on Small Kids Mode.

Controlling Sound

Using the **KID PIX Preferences** dialog, you can turn on or off tool sounds, attached sounds, and Text-to-Speech effects. For more information on controlling sound settings, see *"Setting Up KID PIX Preferences" on page 73*.
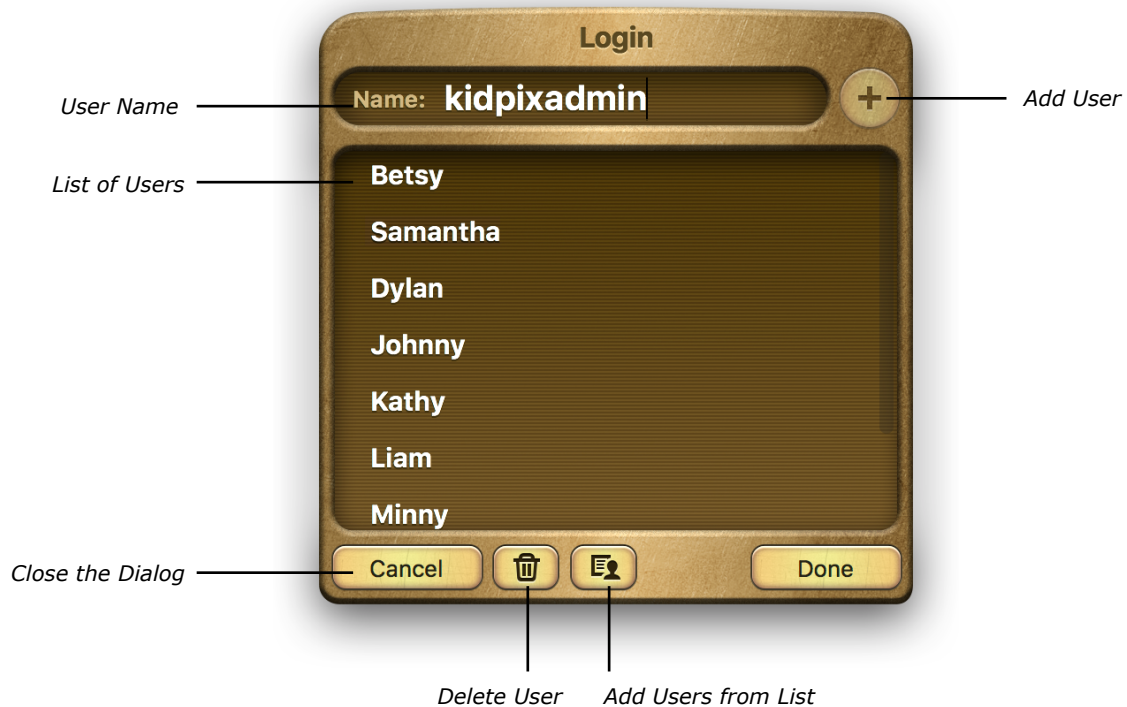
Preventing Accidental Internet Access

KID PIX comes with some great sharing features and possibilities to connect to the Internet which are designed to make the software even more enjoyable and convenient for you and your children to use. At the same time, we take your privacy and security very seriously indeed. That's why we have added the Parental Gate feature to KID PIX 5. It is intended to prevent younger users from inadvertently accessing the Internet or publishing their projects without your supervision. It works very simply: in most cases when a user tries to do anything in KID PIX that will result in an action like opening a web browser, logging in to YouTube, sending or sharing their work, or switching to a different application, a **Parental Gate** window appears with a task. The only way to proceed with the action is to complete the task.
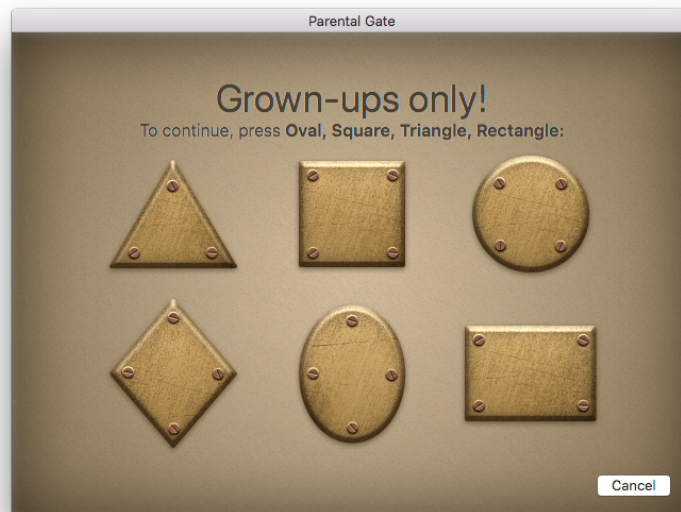
A few of the commands in macOS system shortcut menus that are available in KID PIX, such as **New Email With Selection** and items in the **Share** submenu, cannot be controlled with Parental Gate. For added peace of mind you can disable these commands using the **Keyboard > Shortcuts > Services**; **Extensions > Share Menu**; and **Parental Controls** panes of your Mac's System Preferences. For more information on using System Preferences, refer to Mac Help and other Apple documentation.

Administrating the Login Dialog

Using the **Login** dialog, you can create multiple users or log in as a different user.

User Name ——————————————

List of Users ——————————————

Login

Name: **kidpixadmin**

————————— *Add User*

Betsy

Samantha

Dylan

Johnny

Kathy

Liam

Minny

Close the Dialog ——————————— Cancel   Done

Delete User   *Add Users from List*

Setting Up Multiple Users

For classroom use, or if lots of kids use the same computer, you can set up the application for multiple users. You can add users one by one or import a list of users.

To add multiple users one by one:

1. In the **Login** dialog, type **kidpixadmin** and then click **Go**. For details on opening the **Login** dialog, see .

2. Type the names of new users and click the **Add User** button after each one to add them to the list.

3. Click **Done** when you have finished.

To import a list of users:

To add a number of users quickly, you can import a text file with a list of their names. The text file should contain one user name per line. (For example, type a user's name, then press **Return** and move onto the next user.) Make sure the user names do not contain any restricted characters (:, /, \), do not start with a period (.) or a comma (,), and are not longer than 100 characters each.

1. In the **Login** dialog, type **kidpixadmin** and then click **Go**.

2. Click the **Add Users from List** button.

3. In the dialog that appears, navigate to the file with user's names that you've created, select it, and click **Open**. The users' names are added to the **User List**.

4. Click **Done** when you have finished.

Options for Parents and Educators

To delete a user:

1. In the **Login** dialog, type **kidpixadmin** and then click **Go**.
2. Select the user name you want to remove.
3. Click the **Delete** button.
4. Click **Done** when you have finished.

Logging In as a New KID PIX User

If you have more than one KID PIX user added, you can log in as any one of them any time you want while working with KID PIX.

To log in as a new user:

1. Click the **Change User** button at the top center of the KID PIX screen or choose **Log In as New KID PIX User** from the **KID PIX** application menu.
2. Select a user name in the **User List**.
3. Click **Go**.

Turning the Login Dialog On and Off

You can turn the **Login** dialog that appears when you launch KID PIX on and off.

Once the dialog is turned off, all the KID PIX files you create will be saved by default to the home folder where your documents are stored.

To turn the Login dialog on or off:

1. Choose **KID PIX Preferences** from the **KID PIX** menu. The **Preferences** dialog appears.
2. In the **General** pane, select the **Multiple user login** option to turn the Login dialog on, or deselect the option to turn it off.

The KID PIX Menus

In this chapter you will learn about:

- The KID PIX Application Menu
- The File Menu
- The Edit Menu
- The View Menu
- The Format Menu
- The Import Menu
- The Go Menu
- The Paint Zone Menu
- The Slide Show Menu
- The Help Menu

The KID PIX Application Menu

About KID PIX

Tells you about the current version of the application, its developer team, and credits.

KID PIX Registration

Opens the KID PIX Registration page in your default web browser.

Provide KID PIX Feedback

Allows you to share your thoughts about KID PIX with us. Choose this command to open the KID PIX Feedback page in your default web browser.

KID PIX Preferences

Allows you to specify different settings of KID PIX for each user. For details, see *"Setting Up KID PIX Preferences" on page 73*.

Turn Small Kids Mode On or Off

Switches between the modes. For details, see *"Activating Small Kids Mode" on page 75*.

Log In as New KID PIX User

When you log in as a different user, Kid Pix uses the settings and folder locations specific to that user. For details, see *"Logging In as a New KID PIX User" on page 78*.

Services

Provides a quick way to perform tasks with several other applications.

Hide KID PIX

Hides all the windows of KID PIX.

Hide Others

Hides all applications except KID PIX. This clears the screen of everything but the KID PIX windows.

Show All

Shows all hidden applications.

Quit KID PIX

Quits KID PIX. You can also click the **Quit** button in the Paint Zone or Slide Show area to quit the application.

The File Menu

New

Creates a new KID PIX project or Slide Show. For details, see *"Starting Your New Project" on page 57* and *"Creating and Opening Slide Shows" on page 62*.

Open

Lets you open an existing KID PIX project or Slide Show. For details, see *"Opening Your Project" on page 58* and *"Creating and Opening Slide Shows" on page 62*.

Open Recent

Lists up to ten of the most recently used KID PIX projects or Slide Shows for you to open them easily.

Templates

Lets you create a coloring book project using the Idea Machine or create a project based on one of the Teacher Templates. For details, see *"Saving Your Project as a Template" on page 58* and *"Starting Your New Project" on page 57*.

Save

Saves an open project or Slide Show. For details, see *"Saving Your Project" on page 57* and *"Saving Your Slide Show"* on page 63.

Save As

Lets you save an open project or Slide Show to a selected location with a different name. For details, see *"Saving Your Project" on page 57* and *"Saving Your Slide Show" on page 63*.

Save as Template

Lets you save an open project as a template and add it to the Teacher Templates pane in the Idea Machine. For details, see *"Saving Your Project as a Template" on page 58*.

Export

Exports your project or Slide Show in a different format. For details, see *"Exporting Your Project" on page 60* and *"Exporting Your Slide Show" on page 69*.

Share to YouTube

Publishes your exported project or Slide Show to your YouTube account. For details, see *"Publishing to YouTube" on page 71*.

Send by Email

Opens the default email application and creates an email message with your KID PIX artwork attached. You can send a single project or a complete Slide Show.

Print

Prints an open project or Slide Show. For details, see *"Printing Your Project" on page 59* and *"Printing Your Slide Show" on page 69*.

The Edit Menu

Undo

Undo reverses the changes you made. For details, see *"Using Multi-Level Undo Guy" on page 23*.

Redo

Redo reverses the **Undos**. For details, see *"Using Multi-Level Undo Guy" on page 23*.

Cut

Removes the currently selected object and places it on the Clipboard.

Copy

Puts a copy of the currently selected object on the Clipboard.

Paste

Pastes the object from the Clipboard.

Select All Text

Selects all the text inside the active text box. (Applies only to text boxes.)

Show Spelling and Grammar

Opens the **Spelling and Grammar** window, which lets you check spelling and grammar in text boxes word by word and correct the mistakes. (Applies only to text boxes.)

Check Spelling

Checks the spelling in all the text boxes in your picture. (Applies only to text boxes.) For details, see *"Checking Spelling" on page 28*.

Check Spelling As You Type

Provides a dynamic spelling check while you are typing. (Applies only to text boxes.) For more details, see *"Checking Spelling While Typing" on page 28*.

Enlarge to Fill Canvas

Enlarges the currently selected object to fill the whole drawing area.

The View Menu

Enter or Exit Full Screen

Switches between full-screen view and standard window view. For details, see *"Using Full-Screen View" on page 75*.

The Format Menu

Font

Choose a command from the submenu to make selected text bold, italic, or underlined or change the font size.

Text

Choose a command from the submenu to change the alignment of selected text or to copy the style of selected text and then apply that style to another portion of text.

The Import Menu

Photo

Opens the **Import Photo** window, which lets you import images from your Photos or iPhoto library. For details, see *"Integration with iApps" on page 55*.

Song

Opens the **Import Sound** window, which lets you import music from your iTunes library. For details, see *"Integration with iApps" on page 55*.

Video

Opens the **Import Video** window, which lets you import videos from your movie libraries. For details, *"Importing videos into your project" on page 49*.

Image File

Lets you add a graphic that's stored on your hard disk or network to your KID PIX project as a sticker or as a background. For details, see *"Adding Pictures" on page 50*.

Sound File

Lets you add a sound that's stored on your hard disk or network to your KID PIX project. For details, see *"Adding Sounds" on page 51*.

Movie File

Lets you add a video that's stored on your hard disk or network to your KID PIX project. For details, see *"Adding Videos" on page 53*.

Video Narration

Opens the KID PIX Video Booth so you can record a video. For details, see *"Video narration" on page 47*.

The Go Menu

Go to Slide Show/Paint Zone

Switches you from Paint Zone to Slide Show and back.

The Paint Zone Menu

Alphabet Text

Lets you enter text to paint with using the Letters Wacky Paint option. For details, see *"Alphabet Text Tool" on page 25*.

Say It This Way

Lets you teach KID PIX how to pronounce words it doesn't know, like names and places. For details, see *"Teaching KID PIX to Pronounce" on page 30*.

Flatten Selected Object

Makes the selected object a part of the background.

Flatten All

Makes all text objects, stickers and animations, or movies a part of the background.

Bring to Front

Places the selected object in front of all other objects.

Bring Forward

Brings the selected object one layer forward.

Send Backward

Sends the selected object one layer backward.

Send to Back

Places the selected object behind all other objects.

Flip Horizontally

Flips the selected object from left to right.

Flip Vertically

Flips the selected object upside down.

Select Previous Object

Selects the previous object on the canvas.

Select Next Object

Selects the next object on the canvas.

Make Sticker

Creates a sticker from a selected frame of a movie or animation, a text object, or an area of the background you have cut out with the **Scissors** tool. For details, see *"Creating Your Own Stickers" on page 37*.

Make Video Background

Turns the selected video into the background of your project by sending it to the back layer and enlarging it to fill the canvas.

Add to Slide Show Tube

Creates a new Slide Show with the current project as the first slide or, if a Slide Show is already open, adds the current project as the last slide. For details see *"Adding Projects to Slide Shows" on page 62*.

The Slide Show Menu

Transition Style

Opens the **Slide Show Style** dialog, where you can set up or change transitions for your current Slide Show. See *"Setting Up Transition Options" on page 64*.

Change Background Color

Opens the **Background Color** dialog, where you can change the background color for your current Slide Show. See *"Changing Background Color" on page 68*.

Change Background Sound

Opens the **Background Sound** dialog, where you can change the background sound for your current Slide Show. See *"Changing Background Color" on page 68*.

Record Voiceover

Lets you record a full-length voiceover for your Slide Show. See *"Adding a Voiceover to Your Slide Show" on page 67*.

New Slide

Adds a new slide to the end of your current Slide Show and lets you choose a project to appear in it.

Load Picture

Lets you choose a project to appear in the currently selected slide.

Loop (Play Continuously)

Allows you to play your Slide Show in a loop, starting again from the first slide after playing the last one. For details, see *"Customizing Your Slide Show" on page 64*.

Turn Manual Advance On or Off

Changes the transition settings of your Slide Show so that you need to click or press a key on your keyboard to advance to the next slide. For details, see *"Using Manual Advance" on page 64*.

The Help Menu

KID PIX User Guide

Opens this User Guide in your default PDF viewer. For details, see *"Getting Help" on page 12*.

KID PIX Tutorials

Sends you to the online KID PIX tutorials.

Turn Help Mode On or Off

Enters or leaves Help Mode, in which you can learn about KID PIX tools and how to use them. For details, see *"Getting Help" on page 12*.

Turn Help Tags On or Off

Allows help tags to appear, or stops them from appearing, when the pointer is held over a tool or button for a few seconds. For details, see *"Getting Help" on page 12*.

KID PIX Tech Support

Connects your web browser to the KID PIX Technical Support web page. For details, see *"Getting Technical Support" on page 89*.

Keyboard Shortcuts

Command-,	Opens the **KID PIX Preferences** dialog. For more information, see *"Setting Up KID PIX Preferences" on page 73*.
Command-Q	Quits KID PIX.
Command-N	Creates a new KID PIX project or Slide Show. For details, see *"Starting Your New Project" on page 57* and *"Creating and Opening Slide Shows" on page 62*.
Command-Shift-N	Opens Add a New Slide dialog.
Command-O	Opens a KID PIX project or Slide Show. For details, see *"Opening Your Project" on page 58* and *""Creating and Opening Slide Shows" on page 62*.
Command-Shift-O	Opens Load a Picture dialog.
Command-S	Saves an open project or Slide Show. For details, see *"Saving Your Project" on page 57* and *"Saving Your Slide Show" on page 63*.
Command-Shift-S	Opens the **Save As** dialog or **Save Slide Show As** dialog for you to save an open KID PIX project or Slide Show to a selected location with the name you specify.
Command-Control-S	Opens the **Save As Template** dialog for you to save an open KID PIX project as a template and add it to Teacher Templates. For more information, see *"Saving Your Project as a Template" on page 58*.
Command-P	Opens the **Print** dialog for you to print the current project or Slide Show. For details, see *"Printing Your Project" on page 59* and *"Printing Your Slide Show" on page 69*.
Command-Z	Undoes the last actions one by one. For details, see *"Using Multi-Level Undo Guy" on page 23*.
Command-Shift-Z	Redoes what has been undone. For details, see *"Using Multi-Level Undo Guy" on page 23*.
Command-X	Cuts the currently selected object and places it on the Clipboard.
Command-C	Puts a copy of the currently selected object on the Clipboard.
Command-V	Pastes the object from the Clipboard.
Command-A	Selects all the text inside a selected text box. For more information, see *"Select All Text" on page 81*.
Command-;	Checks the spelling in all the text boxes in your picture. (Applies only to text boxes.) For details, see *"Checking Spelling" on page 28*.
Command-L	Enlarges the currently selected object to fill the whole drawing area.
Command-Control-F	Turns full-screen view on and off. For details, see *"Using Full-Screen View" on page 75*.
Command-B	Makes text bold style.
Command-I (letter "I")	Makes text italic style.
Command-U	Makes text underlined.

Command-+	Makes the font size bigger.
Command-—	Makes the font size smaller.
Command-{ (left brace)	Aligns the selected text to the left side.
Command-| (pipe character)	Aligns the selected text by the center axis of the text object.
Command-} (right brace)	Aligns the selected text to the right side.
Command-Option-C	Copies the style of selected text.
Command-Option-V	Applies previously copied style to selected text.
Command-Shift-F	Places the selected object in front of all other objects.
Command-Option-Shift-F	Places the selected object behind all other objects.
Command-Option-Shift-B	Brings the selected object one layer forward.
Command-Shift-B	Sends the selected object one layer backward.
Command-[(left bracket)	Selects the previous object on the canvas.
Command-] (right bracket)	Selects the next object on the canvas.
Command-Shift-M	Makes sticker from selection.
Command-Shift-A	Creates a new Slide Show with the current project as the first slide or, if a Slide Show is already open, adds the current project as the last slide. For details, see *"Adding Projects to Slide Shows" on page 62*.

Frequently Asked Questions

The questions and answers in this chapter include:

- Why do some things become a part of the background, while others remain separate?
- Can I save a KID PIX project or Slide Show in another format, so other people can see it?
- Can I open KID PIX 3D files in KID PIX 5?
- How do I use the **Sound Art** tool?
- What is the difference between **Rubber Stamps** and **Stickers**?
- What is the difference between animations and animated **Wacky Paint** or **Moving Paints** mode options?
- How limited is the path animation area?
- What should I do if I have made an Slide Show but I want to edit a project in it?
- How can I correct mistakes I have made?

Q: Why do some things become a part of the background, while others remain separate?

A: In KID PIX, a picture is like a piece of paper with a layer of clear plastic over it. Things you add to the background cover each other, just as if you had painted them on a piece of paper. Objects like stickers, animations, sounds, movies, and text boxes float over the background, on the plastic layer. They remain independent until you flatten them. Flattening an object merges it into the background.

You can pick up items on the plastic layer and move them, resize them, and (for animations, sounds, or movies) play them.

Some actions cause things to flatten even if you do not flatten them yourself. For example, when you export a picture, the objects get flattened as a result, because the export format does not know how to display them otherwise.

Q: Can I save a KID PIX project or Slide Show in another format, so other people can see it?

A: Yes. To open a project or Slide Show on another computer without KID PIX 5 on it, export your work as an image or image sequence, a movie, or an HTML5 page. Most computers can open such files. For more information, see *"Exporting Your Project" on page 60* and *"Exporting Your Slide Show" on page 69*. You can also share your movies by uploading them to www.YouTube.com. See *"Publishing to YouTube" on page 71*. To open a project or Slide Show on another computer that has KID PIX 5, just transfer the project file or Slide Show file to the other computer (as an email attachment, for example, or using a USB flash drive).

Q: Can I open KID PIX 3D files in KID PIX 5?

A: Yes. While it's not possible to open files from KID PIX 5 in KID PIX 3D, you can open your KID PIX 3D files in KID PIX 5. However, some objects and features will not be included in the opened file. These are: certain 3D animations, multiple text styles within one text box, Slide Show transition options, "Say It This Way" pronunciations, and media in unsupported formats.

Q: How do I use the Sound Art tool?

A: The **Sound Art** tool paints abstract images that get their size and shape from the pitch and volume of sounds you put in through your computer's sound input device. Talk or sing into your computer's microphone, and the **Sound Art** tool will "paint" those sounds.

To select the **Sound Art** tool, click the **Painting Tools** button and click the **Sound Art** tool in the tray. Then select the **"Hands-free"** or **"Mouse-move"** mode in the tool options tray.

If you select the **"Hands-free"** mode, you can make noise into the microphone and KID PIX will paint for you. If you select **"Mouse-move"**, you can direct the painting with the mouse and make noise at the same time to form the painting. For details, see *"Using Painting Tools" on page 15*.

Q: What is the difference between Rubber Stamps and Stickers?

A: Rubber Stamps are pictures you "stamp" into your picture. They immediately get flattened into the background. You can edit rubber stamps using the **Stamp Editor**. You can't edit rubber stamps once you have added them to your picture. For details, see *"Using Rubber Stamp Tools" on page 20*.

Stickers are pictures you add to your KID PIX picture that remain independent objects. You can move and resize them unless you flatten them. For details, see *"Stickers Library" on page 36*.

Q: What is the difference between animations and animated Wacky Paint or Moving Paints mode options?

A: Animations are stickers that move, like very small movies. Animations are played when you play your picture. Animations remain independent objects after you add them to your picture. You can move and resize them unless you flatten them. For details, see *"Animations Library" on page 38*.

The **Wacky Paint** mode options of **Paint Brush** and the **Moving Paints** mode options of **Spray Can** are **Painting Tools** that paint with magical effects. After you paint with them, they animate for a short period, then get flattened into the background. You can't move or change what you create with these tools the way you can with an animation. However, when you start playing your project, the **Moving Paints** are initially invisible. They then appear on the canvas in the same order as you painted them. For more information, see *"Using Painting Tools" on page 15*.

Q: How limited is the path animation area?

A: It isn't limited at all. Animation paths can even be drawn outside the canvas, although you won't see the object when it is away from the drawing area. For more information on creating animation paths, see *"Path Animation Tool" on page 40*.

Q: What should I do if I have made an Slide Show but I need to edit a project in it?

A: You just have to click the project you want to edit in the Slide Show Tube. The project will open on the canvas, where you can make all the changes you need. Your changes will automatically be saved.

Q: How can I correct mistakes I have made?

A: Undo Guy will take you back as many steps as you need. For details, see *"Using Multi-Level Undo Guy" on page 23*.

Getting Technical Support

If you experience any problems using KID PIX 5, choose **KID PIX Tech Support** from the **Help** menu. Your web browser will take you to the KID PIX 5 Technical Support page.

If you cannot launch KID PIX 5, or if you want to leave feedback, please go to the Software MacKiev web site (*www.mackiev.com*), follow the link to **Support**, click the **KID PIX** icon, and then choose **Mac Edition**. On the page that opens, scroll to the bottom and click the link to "**Technical Support Request**".

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