

# Scenes Mode

## Single-Page Comics



Kreative Komix was designed with students of all ages in mind. We wanted to create a product that was useable by beginning writers, yet had the power to engage children and adults of all ages.

### Logging In

- 2) The first screen you see is the Kreative Komix log-in. We have the students log in so it is easy for them to find their stories. When the stories are saved they go into a folder that was created the first time the student logged in. This allows us to display only their stories when they click on the **Open Scene or Book** options in the **File** menu.

*Note: After the first time you log in, your name will appear here.*

- 3) Once you are logged in and click **OK**, you are sent to the **Main** Komix screen.
- 4) Note: Once you have logged in the first time, your name will appear in the **Select Your Name** list. This ensures that your students log in using the same name every time.

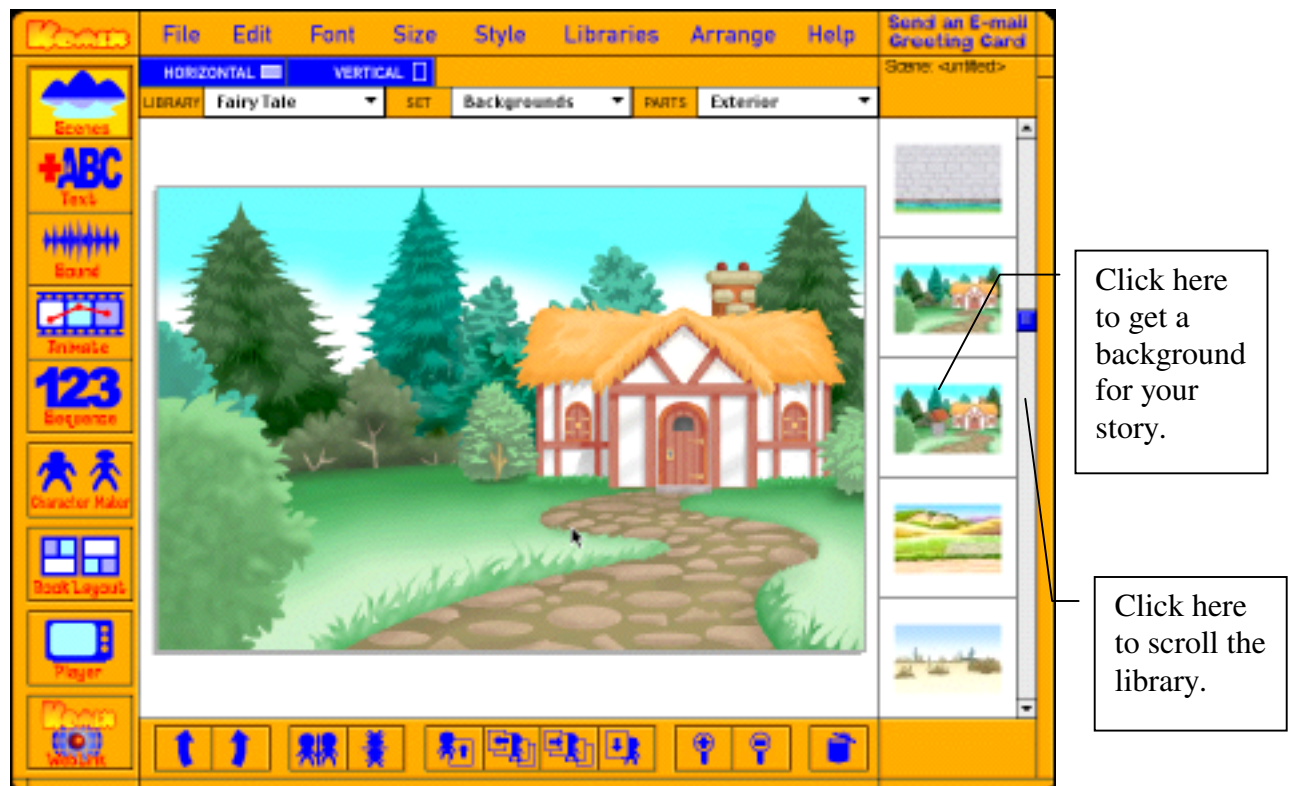
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## Choosing a Background



The first thing you will usually want to do is choose a background. By default, the backgrounds are displayed in the graphic library.

1. First, you need to choose whether you want vertical or horizontal orientation for your scene. To do this, click on the **Horizontal** or **Vertical** button above the background box. If you change your mind later you can always change the orientation of a created scene. *Note:* in **Vertical** mode you will be able to slide the background horizontally to expose different parts of the background.
2. To choose a background, click on the one you would like to use. It immediately pops into the story area.
3. To scroll the library to see other backgrounds, click on the blue arrow buttons on either side of library.



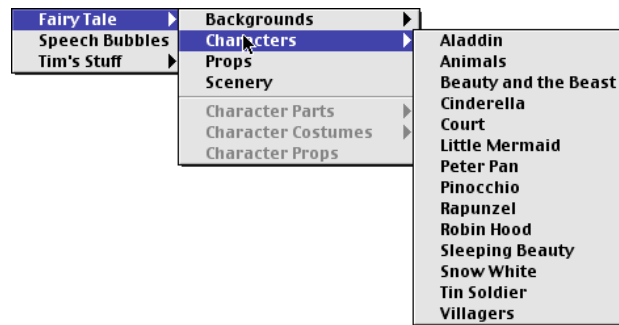
4. You can change the background by clicking on any of the other backgrounds. You can even do this after you have placed characters and props. The background will change, but your characters and props will remain undisturbed.

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## Adding Characters and Props

Once you have chosen your background, it is time to add characters and props to create your comic.

1. To change the contents of the library, click on the **Libraries** option on the main menu or the **Set Menu** visible in the tool bar.



Library Menu from the Main Menu bar

2. Next try clicking on **Characters** in the **Set Menu** and then click on one of the fairy tales listed in the **Parts** menu. Now, all the clip art in your library are characters for your story. Later, you will learn how to create your own **Characters**, but first click a character you would like to use in your story.
3. The Character you have chosen will pop into your scene with a red box around it. This means it is the current Character you are working with.

Your character will pop up in the middle of the

Click here to change the character set.

Click on the character you want to add to the scene.

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Now you can move, resize rotate, and flip the character until it's the way you want it. (This is covered in detail in the next section)



8. Now let's change the Library to props. Add props exactly as you would add characters. First, click on the **Libraries** option on the main menu. Click on **Props**. Now, click on a prop you would like to use and it will pop into the scene. You can now move, flip, resize, or rotate it.

## Deleting a Character or Prop



1. Click on the Character or prop you want to get rid of so that it is selected.  
*Note:* When a character or prop is selected, it will have a red rectangle around it.

2. Click on the **Trash** button at the bottom of the screen and the selected character or prop will be deleted along with any animations or sounds associated with it.

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## Rotating, Scaling, and Arranging Clip art in a Scene

Once the clip art is in your scene, you are probably going to want to customize it. You can move, resize, rotate, or arrange it. All of these commands are available to you in two places, the **Tools** menu item on the main menu bar, and as buttons that run along the bottom of the main screen.

### To Move Clip art:

1. Select the piece of clip art you want to move by clicking on it.
2. While still holding the mouse down, drag the piece of clip art to the position you want it to be.

### To Resize Clip art:



1. Click on the piece of clip art you want to resize. It will now have a red box around it showing that it is selected.



2. Click on one of the **Magnifying Lens** buttons at the bottom of the screen. The Magnifying Lens with the plus sign make it larger, and the Magnifying Lens with the minus sign makes it smaller.

3. If you want finer resizing control, you can hold down the **Shift** key while grabbing the red rectangle around the character or prop, and then manually resizing it.

### To Rotate Clip art:



1. Click on the piece of clip art you want to rotate. It will now have a red box around it showing that it is selected.
2. Click on one of the **Curved Arrow** buttons to rotate the clip art. One goes to the right and the other goes to the left.
3. If you want finer rotation control, you can hold down the **Tab** key while grabbing the red rectangle around the character or prop, and then manually rotating it.

### To Arrange Clip art:

Because the clip art you add can be on different layers, at times you will need to move it in front or back of another piece of clipart. There are four buttons that allow you to move the piece of clip art you are working with to the back or front of another character or prop.



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## To Move Clip art to the Front:



1. Select the piece of clip art you want to move to the front.

2. Click on the **Front** button on the bottom of the screen, and the prop or character you have selected will jump to the front.

## To Move Clip art to the Back:



1. Select the piece of clip art you want to move to the back.

2. Click on the **Back** button on the bottom of the screen, and the prop or character you have selected will jump to the back.

Sometimes you will want to move a piece of clip art one layer at a time to fit exactly where you want it. You can use the **Step** buttons to do this.

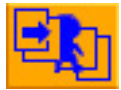
## To Move Clip art One Step Forward at a Time:



1. Select the piece of clip art you want to move to the front.

2. Click on the **Step Forward** button at the bottom of the screen, and the prop or character you have selected will jump one step to the front.

## To Move Clip art One Step Back at a Time:



1. Select the piece of clip art you want to move to the back.

2. Click on the **Step Back** button at the bottom of the screen, and the prop or character you have selected will jump one step to the back.

*Note:* You can also use the Arrange menu on the main menu bar to access all these commands.

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## Adding Text to Your Komic

You can add text anywhere in your scene. You can change fonts to add interesting effects like creating your own “sound” effects.

### To Add Text:



1. Click on the **Text** button to enter text mode.
2. Click on the scene in a place where you would like to add text.

Start typing. To format your font, first highlight it, and then use the **Style**, **Font**, and **Size** menu items on the main menu bar to change the your font.



*Note:* The boxes around the text disappear when you switch out of **Text** mode. You can still type in the created text boxes by double-clicking on them.

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## Using Speech Bubbles

What would a comic book be without speech bubbles? In this program, speech bubbles are actually graphics that you find in the Libraries menu on the Main Menu bar. While the speech bubbles and text box are separate objects it's easy to combine them to look exactly like the ones you see in comic books.

1. First, select the Speech Bubbles library in the Libraries menu on the Main Menu bar. The available speech bubbles will appear in the library on the right hand side of the screen.
2. Next, select the speech bubble you want to use by clicking on it in the library. It will appear in the middle of the screen with a red box around it showing that it is selected.
3. Now you can resize it to fit your text box and then move the speech bubble under the text. *Note:* You can adjust the either the size of the text box or speech bubble in **Text** or **Scene** mode by using the + or – magnifying glasses in the bottom tool bar.

## Using Computer-Generated Speech

If you don't want to take the time to record speech for your text (covered in the following section), you can add computer-generated speech while in the **Text**. This is easy and fun to do.

### To Make a Text Box Speak:

1. When you enter the **Text** mode, you will notice the top menu bar changes. The second row of buttons now has speech controls.



2. To activate computerized speech for a text box, first select the text box, and then click on box to the right of the **Use in Player** button. This tells all the text on the in the box to speak when the scene is run in the **Player**. The next section will tell you how to create different voices for each of your characters.



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## Controlling the Voice of the Computerized Speech

You can choose from a variety of voices that are built-in to Kreative Komix. This is a great tool for adding personality to your characters.

1. Click on the rectangle to the right of the **Speak Text** button and a list of built-in voices appears.
2. Choose one to use for the text box you have selected.
3. You can always test the voice by choosing it, and then clicking on the **Speak Text** button.

*Note:* To control the order in which your text is spoken, go to **Sequence** and change the order of the numbers that appear next to the text boxes, characters and props. (See the section **Sequencing your actions and sounds** on pg.21)

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## Adding Sounds to Your Komic

Kreative Komix is a truly multimedia program. What could be more fun than creating comics that talk and have sound effects? We're sure that you will enjoy making the sounds as much as you enjoy adding them to your comics. You can make different characters, use different voices, or make your own outrageous sound effects that happen as your characters and props animate.

## Recording Sounds



1. First, click on the **Sound** button at the left-hand side of the program.

2. Now, click on the object you would like to have associated with that sound. As soon as you let go, the **Sound Tools** will appear in the **Tools** bar. To make your characters talk, click on the speech bubble for the character you want to speak. You can also click on any character or prop and attach a sound to it.



3. You can now record your sound by clicking on the **Record** button in the **Sound** toolbar. *Note:* Of course, you will need a microphone for your computer to do this. Next, you will be asked to name your sound. Once you name the sound and click on the **OK** button, you start recording. To stop recording click on the **Stop** button.