**Toom Boom Orientation Challenge Part 2**

**Toon Boom is a frame by frame animation software**

**You are only required to hand in your animation. Test it first before you submit it and be sure to appropriately name all of your layers.**

1. **Name your scene Walking Lastname\_Firstname**
2. **Set your pen or pencil to a max size 30**
3. **Your goal will be to create a figure walking across the screen.**
4. **Create layer for each of the body parts. You can create a stick man but working with a full figure will be a higher level of work.**
5. **Create drawing layers of the head torso, upper and lower arms and legs. Hands and feet.**
6. **Create pegs for each of the named layers**
7. **Create a frame by frame cycle of one step without your character moving across the screen.**
8. **Use to rotational tool to permanently place the rotation anchor at the joints of the body parts. The rotation tool can be found by going to Windows-> Toolbars->Advanced Animation and the rotate tool will appear.**
9. **Copy the first frame into the 2nd frame for each of your layers.**
10. **Be sure to duplicate drawing (Alt Shift D) so your new image will be an original.**
11. **Turn on the onion skins (bottom left icon on your side toolbar) These will let you see the position of your previous frame.**
12. **Create one full step without movement using at least 5 frames.**
13. **Highlight the frames, right click and push create cycle. Make between 3 and 10 cycles of the frames you highlighted**
14. **Add a keyframe in the pegs of each layer on frame 1**
15. **Click on the transform tool (2nd from the bottom icon on the left side drawing icons)**
16. **Move your drawing off the screen or to the far side as the starting point for the walking animation.**
17. **Create a keyframe on the peg layer at the end of the all the frames.**
18. **Click on the transform tool and move your image to the opposite side of the screen.**
19. **Save this animation with your name included in the title and submit it to your folder.**

1. **Can you....**
2. **Easily change the walking path of your character?**
3. **Make it appear that your character is walking closer or farther away from the camera?**
4. **Change the speed your character is walking?**
5. **Can your change the color or shape of you animation for a portion of the animation sequence.**