

### WEBINAR INFORMATION

#### Webinar Information:

<https://ucdenver.zoom.us/j/7335537491>

May 9, 2015

10:00 am (MST)

#### Presenters:

Courtney  
Dale

La Dawna  
Minnis

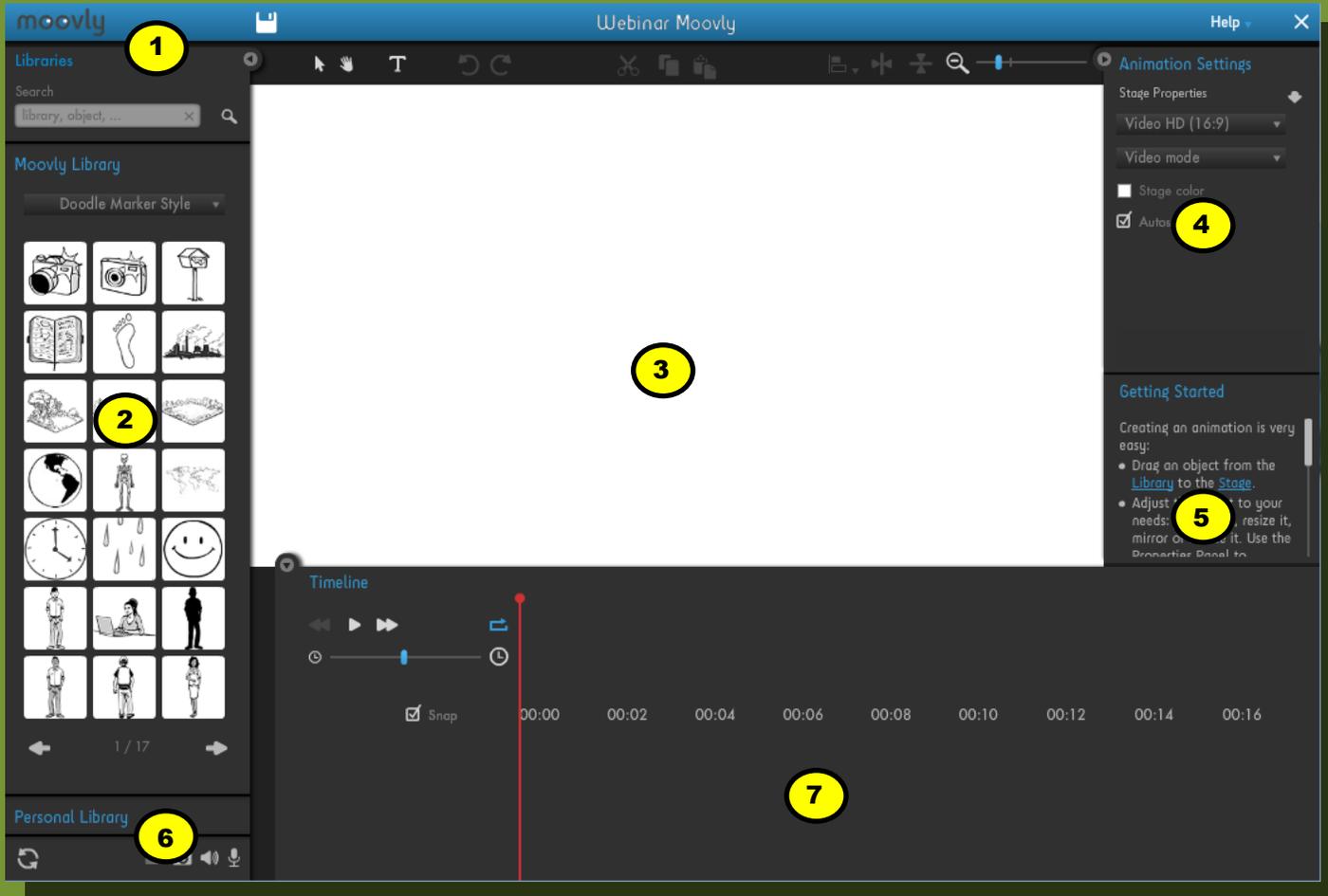
William  
Hupe

### TABLE OF CONTENTS

Please use the following index for a quick reference to the webinar's slides.

Topic:	Page #:
Moovly Editor Overview	2
Starting a New Project	2
Object Libraries, Uploading Objects	3
Searching for and Adding Objects	4
Adding Text	5
Resizing and Moving Objects	5
Adding a Scene	6
Working with Layers	6
Adding Animations	7
Sharing your Moovly	7
Downloading a Project	8
Publishing a Project	9
Collaborative Editing	10
Instructional Applications	11
FAQ's	11
Moovly User Guide	12
Animation Resources	12

### GETTING TO KNOW THE MOOVLY EDITOR



<b>1</b>	Tool Organization	<b>4</b>	Properties Panel	<b>7</b>	Timeline
<b>2</b>	Library	<b>5</b>	Help Panel		
<b>3</b>	Stage	<b>6</b>	Personal Library		

### STARTING A NEW PROJECT

- 1** Select "**New Moov**" located under the "**My Moovs**" heading.



- 2** Enter a title and description and press "**Continue**".

The form has two input fields: 'Title\*' with the placeholder 'Your title' and 'Description' with the placeholder 'Your description'. A blue 'CONTINUE' button is at the bottom.

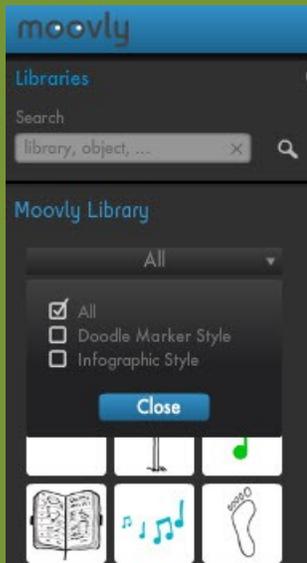
- 3** Select a premade template design or the option "**Just Let Me In**" to begin.



### WORKING WITH THE MOOVLY & PERSONAL LIBRARIES

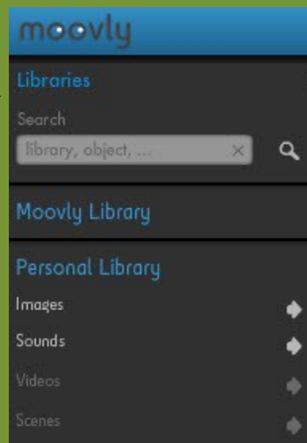
NOTES:

1 The “Moovly Library” contains preloaded objects for you to use. It is also possible to filter the types of objects that are “Doodle Marker Style” or “Infographic Style” under the “All” option.



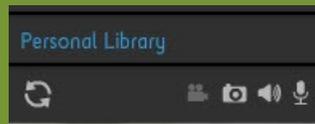
2 The “Personal Library” saves any of the following object types that the user uploads for their project(s).

- Images
- Sounds
- Videos
- Scenes

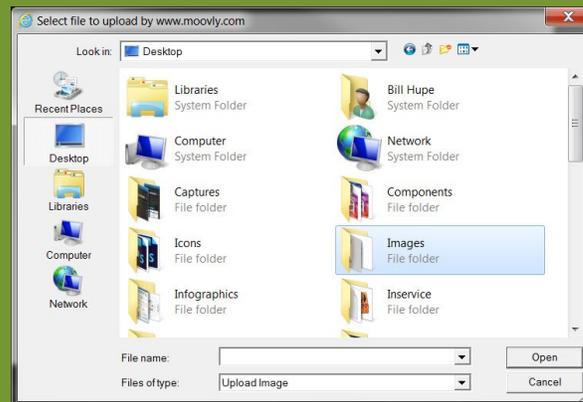


### UPLOADING YOUR OWN OBJECT

1 Select “New Moov” located under the “My Moovs” heading.

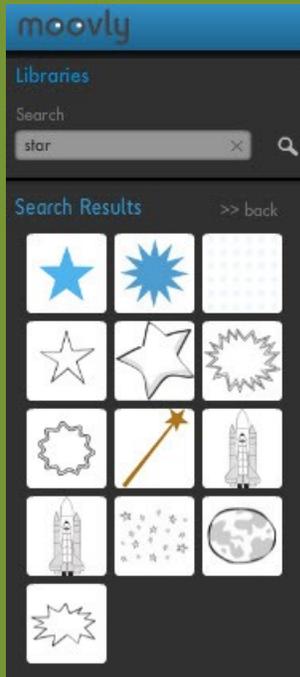


2 Navigate to the object to be uploaded and press “Open” to upload it to the “Personal Library”.



### USING THE SEARCH TOOL

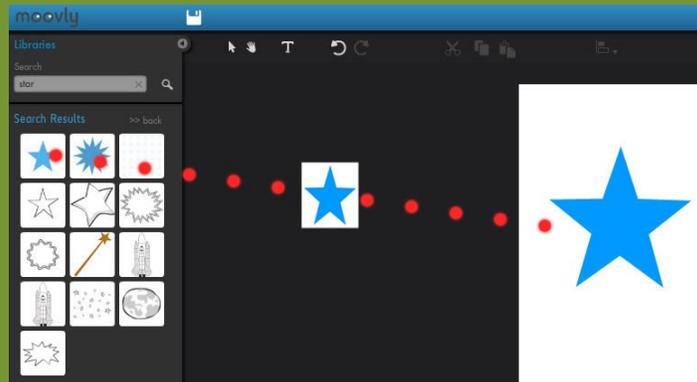
Under the “Libraries” section is the Search option. Enter a type of image to be located in the libraries and press “Enter” or click on the “Magnifying Glass” to continue.



### NOTES:

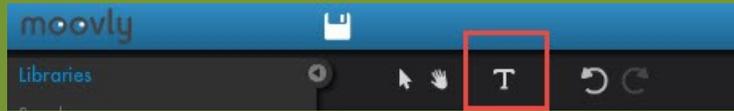
### ADDING OBJECTS TO THE STAGE

Press and hold the “Left Mouse Button” on the desired image and drag it to a spot on the “Stage” where the image should be placed.

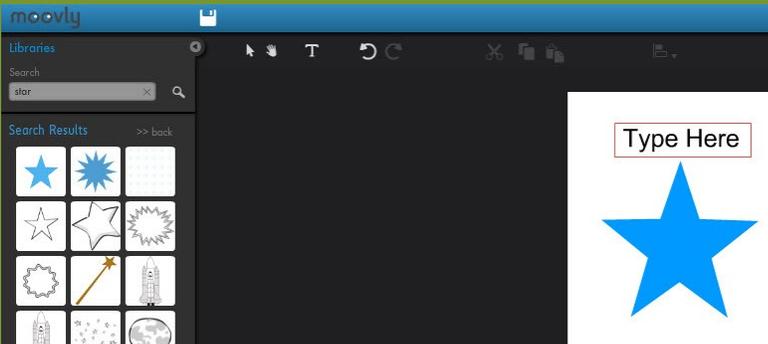


### ADDING TEXT TO THE STAGE

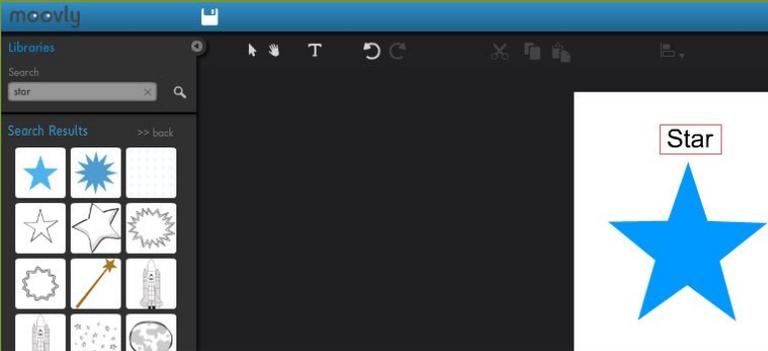
- 1 Select the “**T**” from the top menu bar to open



- 2 Select a spot on the stage where the text should appear and press the “**Left Mouse Button**” to place a text box.

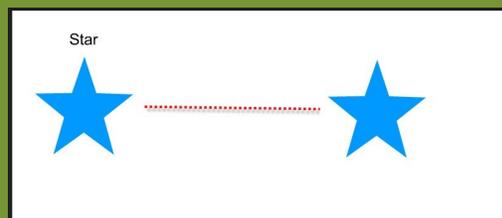


- 3 Click on the “**Text Box**” to delete the existing text and type in the desired text. When finished, click elsewhere on the “**Stage**” to finish.

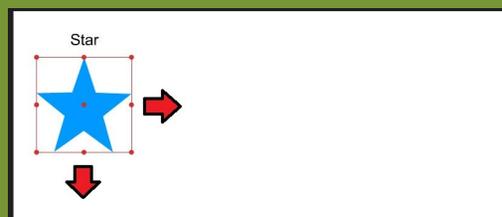


### RESIZING AND MOVING IMAGES

- 1 To move an image on the “**Stage**”, press and hold the “**Left Mouse Button**” down over and image and drag the image to another location.



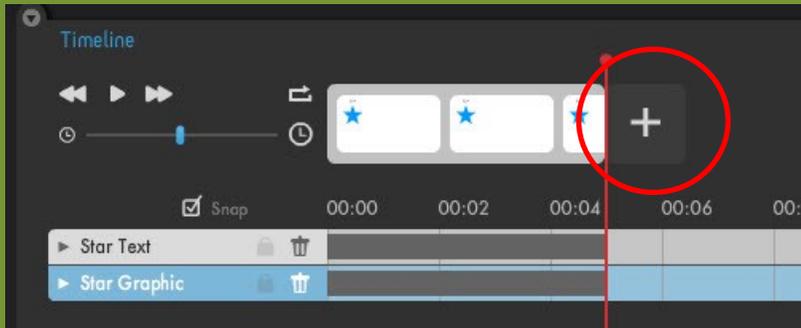
- 2 Click on the image to display the edges of the image and its border points. Press and hold the “**Left Mouse Button**” down over a border point and drag it in the desired direction to either enlarge or shrink the image.



NOTES:

### ADDING A SCENE

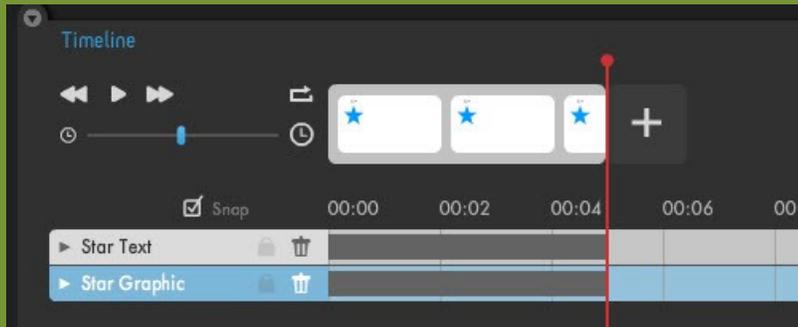
Click on the “+” to the right of the current Scene. Scenes can also be copied (**CTRL + C**) and pasted (**CTRL + V**).



### NOTES:

### WORKING WITH LAYERS

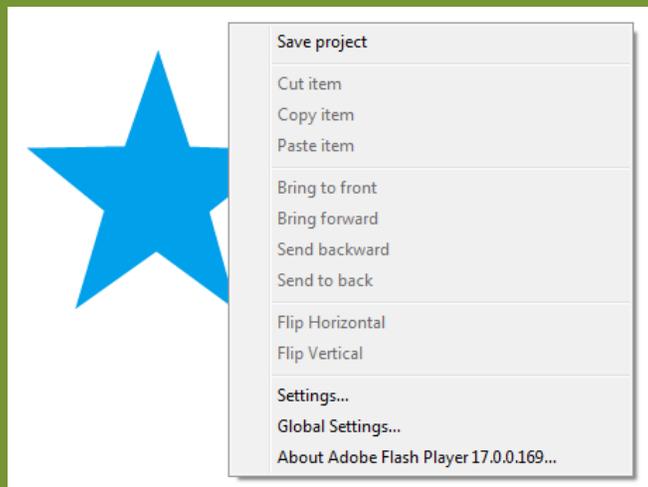
As objects are added; each one will be created as a “Layer” in the “Stage”. These allow for objects to be manipulated individually.



### ADJUSTING LAYERS

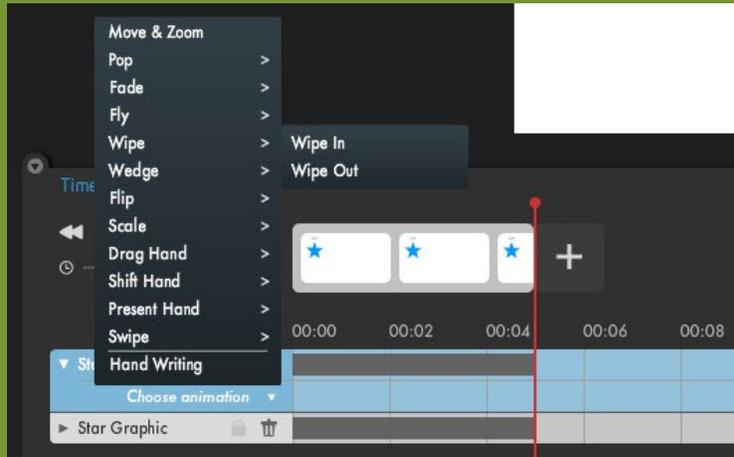
“Right Click” on an object on the “Stage” and select one of the following to adjust overlapping objects:

- Bring To Front
- Bring Forward
- Send Backward
- Send To Back



### ADDING ANIMATIONS

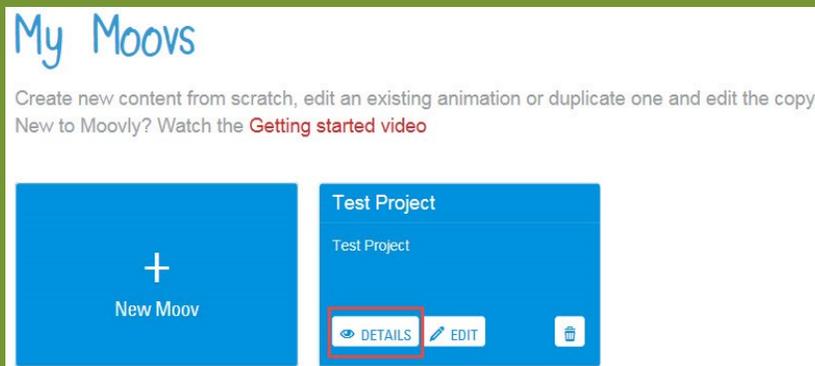
Next to each object on the timeline there is a small triangle symbol that can be expanded to show “Choose Animation”. This option sets how an object is animated and viewed. Please note that some animations require a movement path to be created.



### NOTES:

### SHARING YOUR MOOVLY

1 From the “My Moovs” page, select “Details” option listed under the project to be shared.



2 The “Details” menu has three main features:

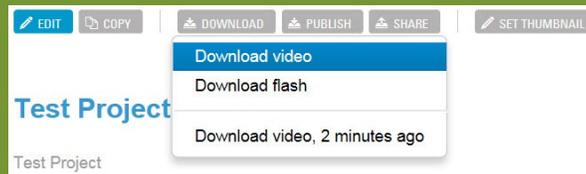
- Download
- Publish
- Share



### DOWNLOADING A PROJECT

NOTES:

**1** From the “Details” menu, select “Download” to continue.



**2** Select an option for “Choose Quality”. Please note that some have fees due to higher quality/resolution.



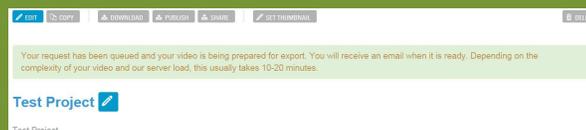
**3** Select an option for “Watermark Options”. Please note that some have fees if the watermark is removed.



**4** Select an option for “Outro Options” and select “Finish”. Please note that some have fees.



**5** Once “Finish” has been selected, Moovly will compile the project and email a download link with further instructions.



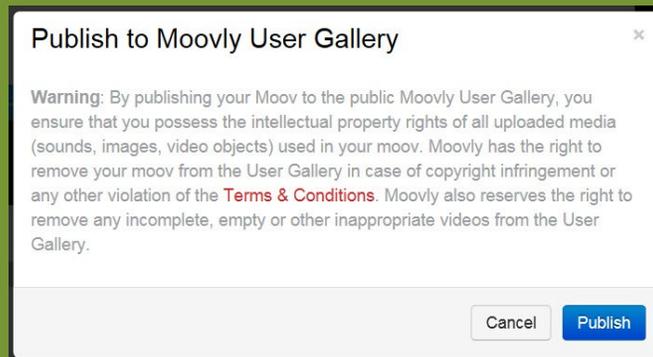
### PUBLISHING A PROJECT

### NOTES:

- 1** From the “Details” menu, select “Publish” to display the options:
- YouTube
  - Facebook
  - Moovly User Gallery



- 2** After clicking the appropriate “Publish” option the User Gallery Terms & Conditions will open. When ready, select the option “Publish” to publish to the Moovly User Gallery.



### SHARING A PROJECT - COLLABORATIVE EDITING

NOTES:

- 1 From the "Details" menu, select the option to "Share" a project.
- 2 Enter the person's email and select "OK" to open the permissions drop-down menu.
- 3 Select the proper permissions and add an optional message then select "Invite" to send.

### Share "Test Project" ×

Enter an e-mail address to invite someone or the name of a person you already shared a project with.

example@test.com ×

- COPY
- EDIT
- REVIEW
- VIEW

Include a personal message?

### INSTRUCTIONAL APPLICATIONS

- ⇒ **Introduce a topic.** Using animation to introduce a topic gives you the chance to start off with a bang and get your students excited.
- ⇒ **Explain a concept.** Support flipped learning and allow your visual learners to revisit course material after class.
- ⇒ **Have students create.** Helps students become producers of knowledge and develop their presentation skills.

### FAQS

#### 1 How is Moovly different from other animation programs, for example Powtoons?

- Collaborative feature
- More control over animations

#### 2 How can I ensure my animations support CARP principles?

- You can copy and paste an entire scene, then swap out objects and text to retain placement
- Extend the duration of an object over multiple scenes

#### 3 What resources are available for Moovly?

- The Moovly blog has some great resources both inside and outside of the editor.

#### 4 What is Presentation Mode?

- Instead of creating a video, switch to Presentation Mode to put customized stop markers in the time-line which will enable you to run the animation like a presentation.

#### 5 How can I use my own video clips in a Moovly?

- You can apply standard animations, split the video and pause the video after it has been dropped in the stage.

### MOOVLY USERGUIDE



For more information, please download the Moovly user guide found at the following URL.

[https://www.moovly.com/uploads/faq/moovly\\_user\\_guide.pdf](https://www.moovly.com/uploads/faq/moovly_user_guide.pdf)



### ANIMATION RESOURCES

#### ANIMATION TOOLS



#### MEDIA



#### AUDIO

