SYNFIG STUDIO
Open-source 2D animation software

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Live interaction on
Creating Animation using Synfig Studio (Hindi)

4:00pm - 5:00pm
10 May 2021

Speaker

Ms. Vineeta Garg
National Teachers' Awardee, Shaheed Rajpal DAV Public School, Dayanand Vihar

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What Is Animation?

Animation is the rapid display of a sequence of images in order to create an illusion of movement.

Traditionally 2D animation is created by drawing each displayed image individually.

Those images are called "frames" and thus such method is called "***frame-by-frame animation***".

To create a good illusion of movement you need to draw many frames, that's why this method requires a lot of time and resources.

A traditional frame-by-frame animation taken from : http://flipily.com

SYNFIG STUDIO

Synfig Studio is an open-source 2D vector animation software. It is designed to produce film-quality animation with less people and resources.
In 2005 it was released as free/open source software, under the GNU General Public License.

Synfig Studio is built to eliminate the need to draw each frame individually. There are two techniques for that:
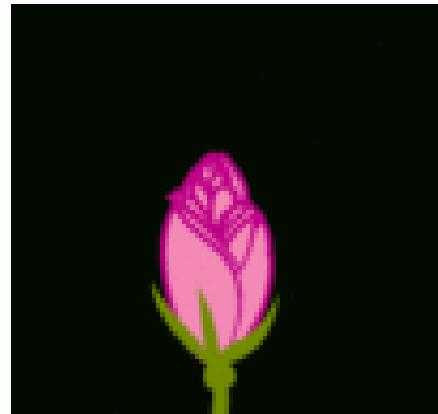• Morphing animation
• Cutout animation

SYNFIG STUDIO - MORPHING
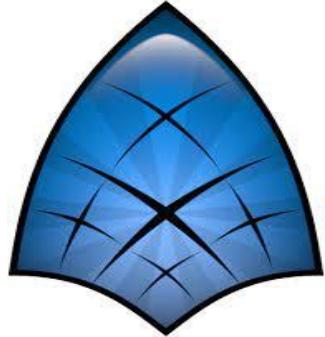
Morphing is a technique that takes two images and creates a smooth transition between them. In the process of morphing, <mark>one shape is deformed into another and this transformation is usually defined by control points</mark>.

In Synfig Studio images are constructed from vector shapes and the morphing is done automatically. This allows us to create animations by drawing only the key positions at relatively wide time intervals. You need only to draw a few frames as needed to create a basic sense of motion for the scene, and Synfig Studio will create the in-between frames.

Morphing animation of a rose, by Rore

SYNFIG STUDIO – CUTOUT ANIMATION

Cutout animation is created by ==splitting objects into parts and applying some simple transformations to them== (like translation, rotation or scale) at different moments of time.

Synfig Studio uses those values to interpolate the motion for in-between frames. Cutout animation can be produced from bitmap images or vector graphics.

Cut out animation in Synfig's tutorials

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Tool Box

Canvas

Navigator Panel

Transform Tool
Ctrl to rotate
Alt to scale
Shift to constrain

Tool Options Panel

Icon Name Z Depth

Layers Panel

Parameters Panel

Name Value Type Time Tr

Time Tracks Panel

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Synfig Studio main interface components are:

- **Toolbox** — is the main Synfig Studio window. It contains tools and more to create and edit your artwork.

- **Canvas** — displays your artwork and animation.

- **Panels** — contain tools and information about certain elements of your project. Some panels will allow you to modify those elements.
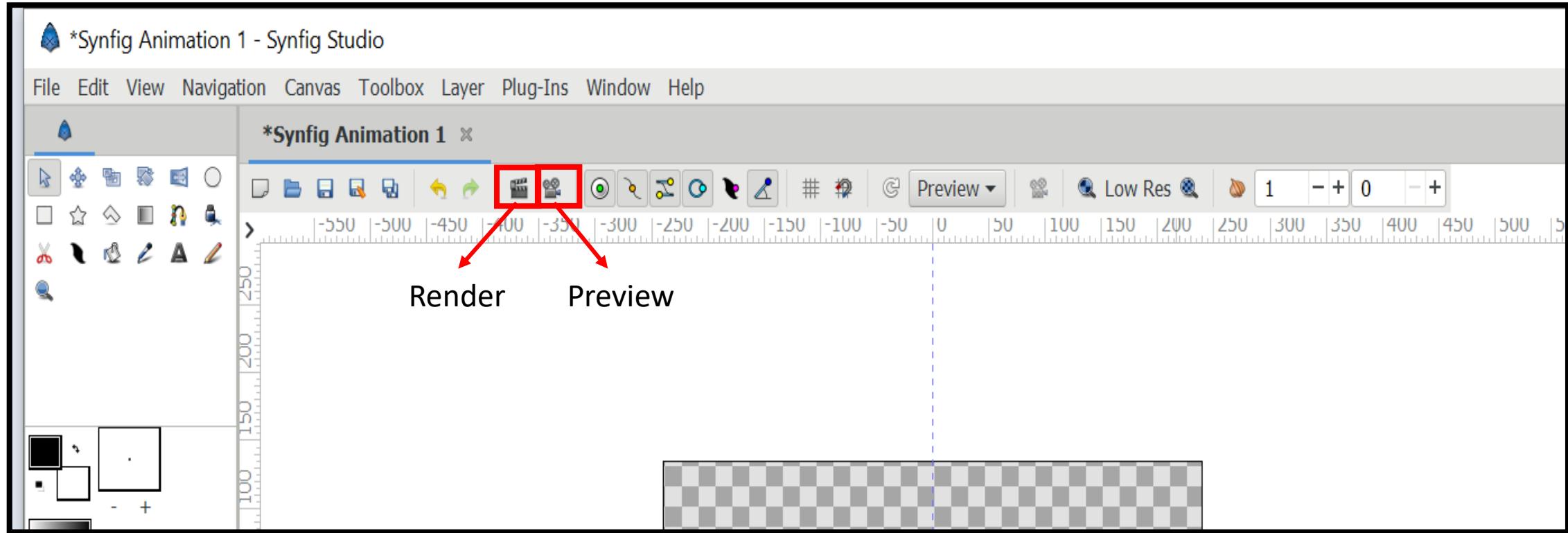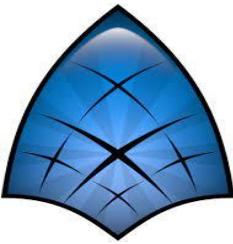
SYNFIG STUDIO
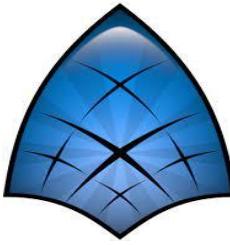
The most important panels are:

• **Layers Panel** — shows you the hierarchy of the layer of your working canvas. It also allows you to manipulate these layers. Each layer has a set of parameters which determine how it behaves.

• **Parameters Panel** — shows you the parameters of the layer currently selected. When multiple layers are selected, only the parameters that the selected layers have in common are displayed.

• **Tool Options Panel** — shows you any options specific to the currently selected tool.

• **Navigator** — shows a thumbnail image of what the currently selected canvas looks like. You can also zoom in and move the focus around with this panel.

• **History Panel** — shows you the history stack for the current composition. You can also edit the actions in history.

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Thank You