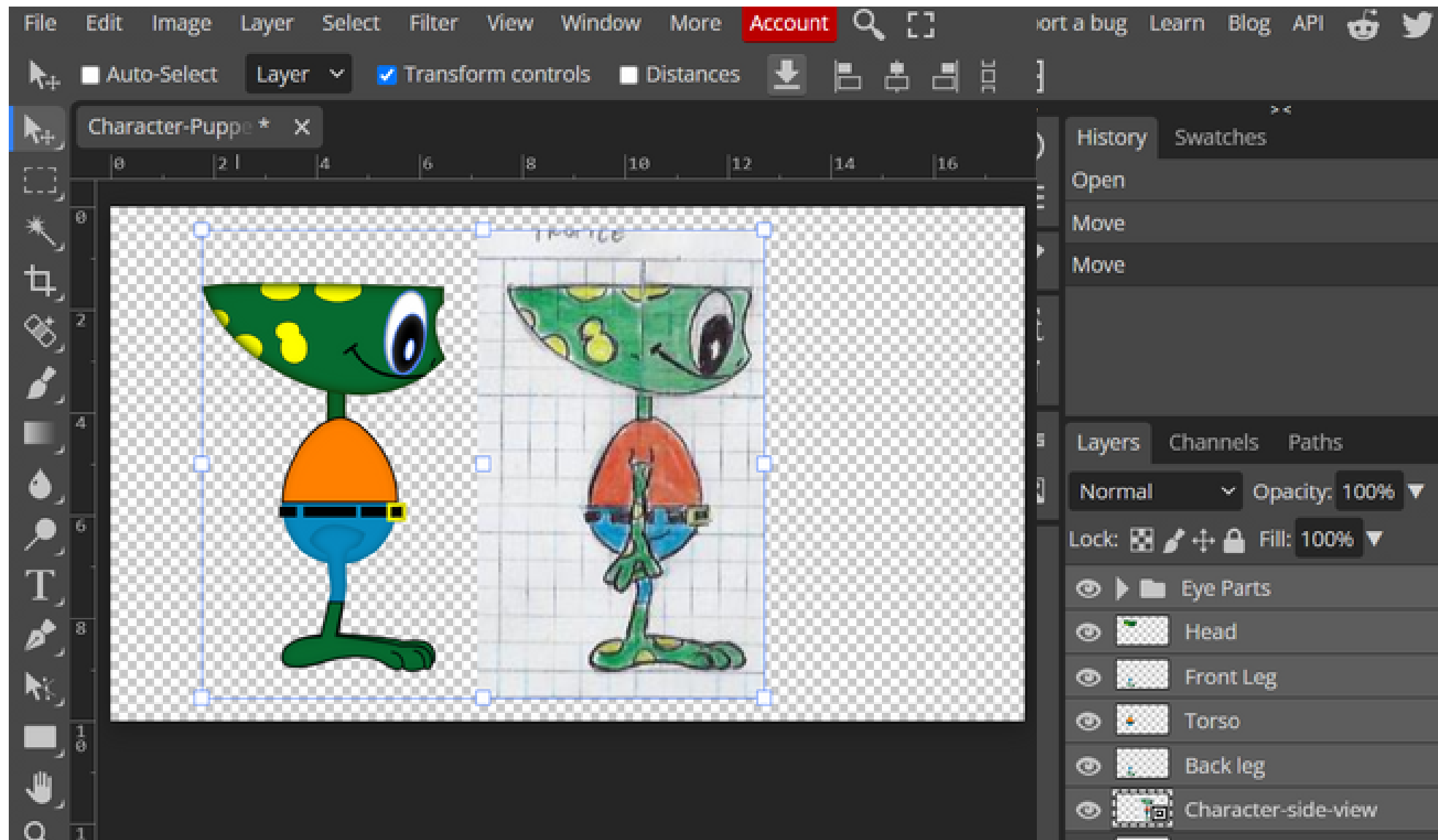


Character Puppet Design



Photoshop or Illustrator

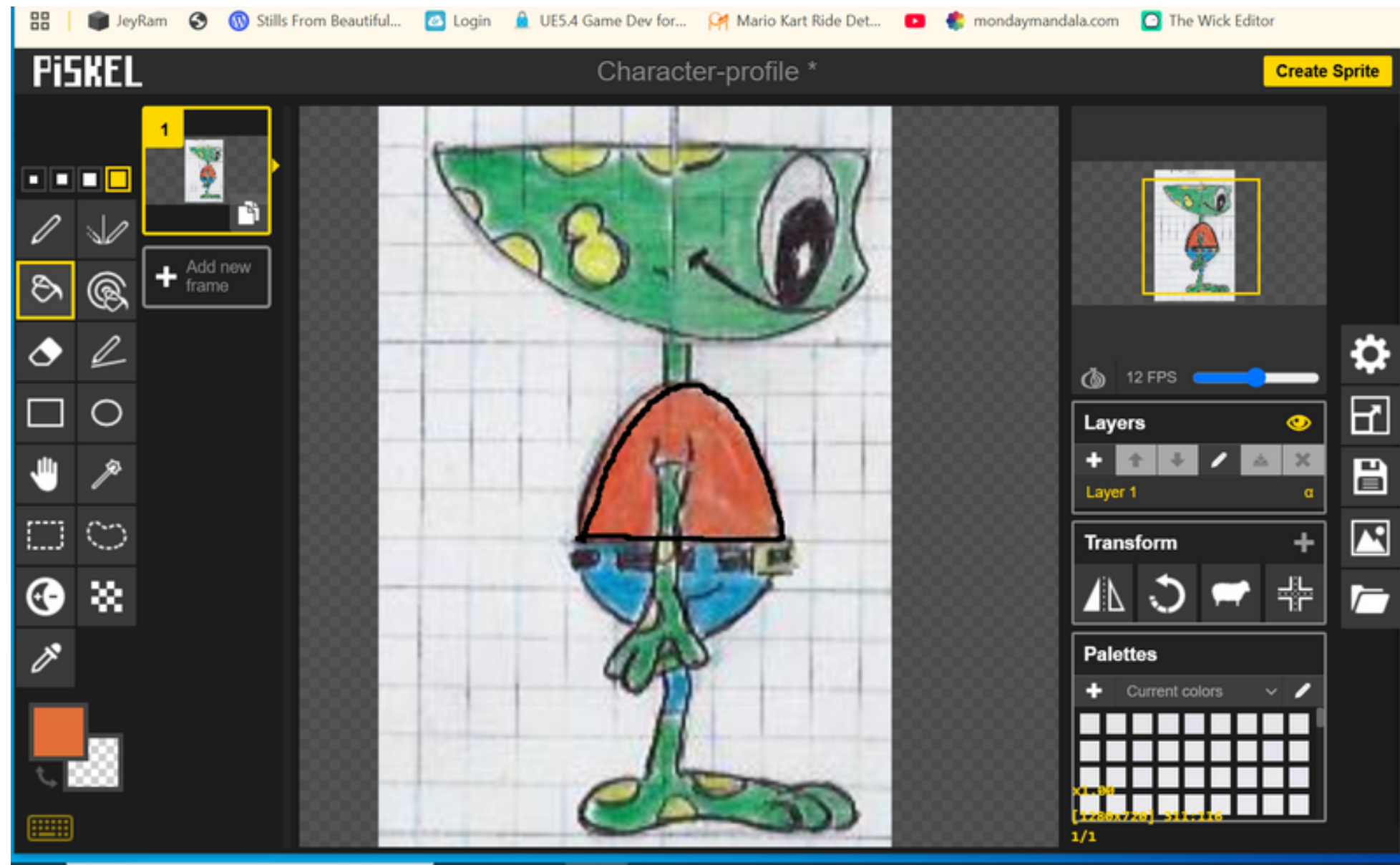
Making layers is easy.

Many tools available.

As you draw the shapes, label them! As you finish a body part, put it in a folder or a SMART OBJECT.

Skip to step 14 once you labeled the layers.

Character Puppet Design

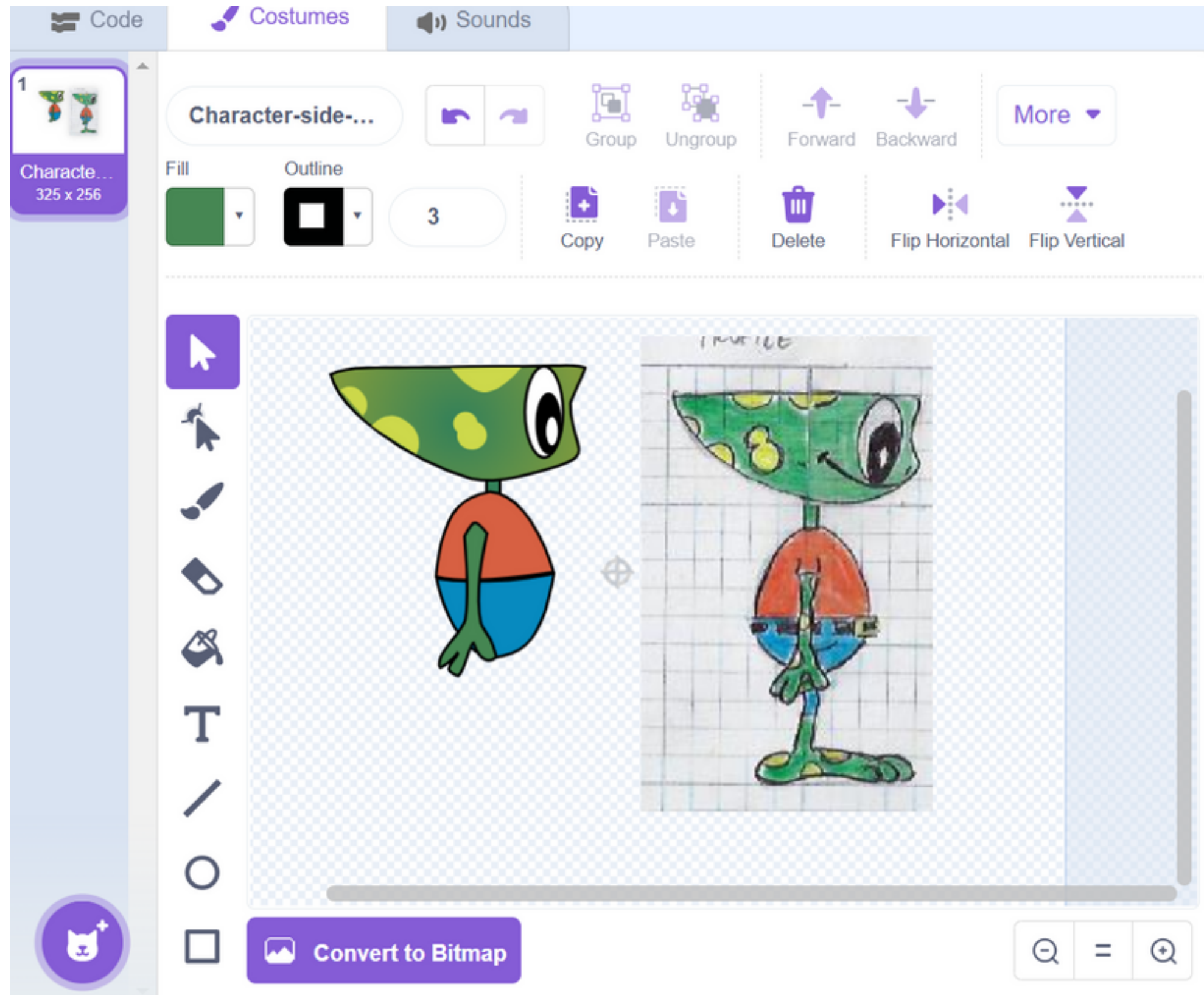


PISKEL

You can create layers in the LAYERS window on the right side. Make a layer for each body part.

Create a new FRAME as you finish the body. Then you can copy the frame and adjust your drawing.

Character Puppet Design



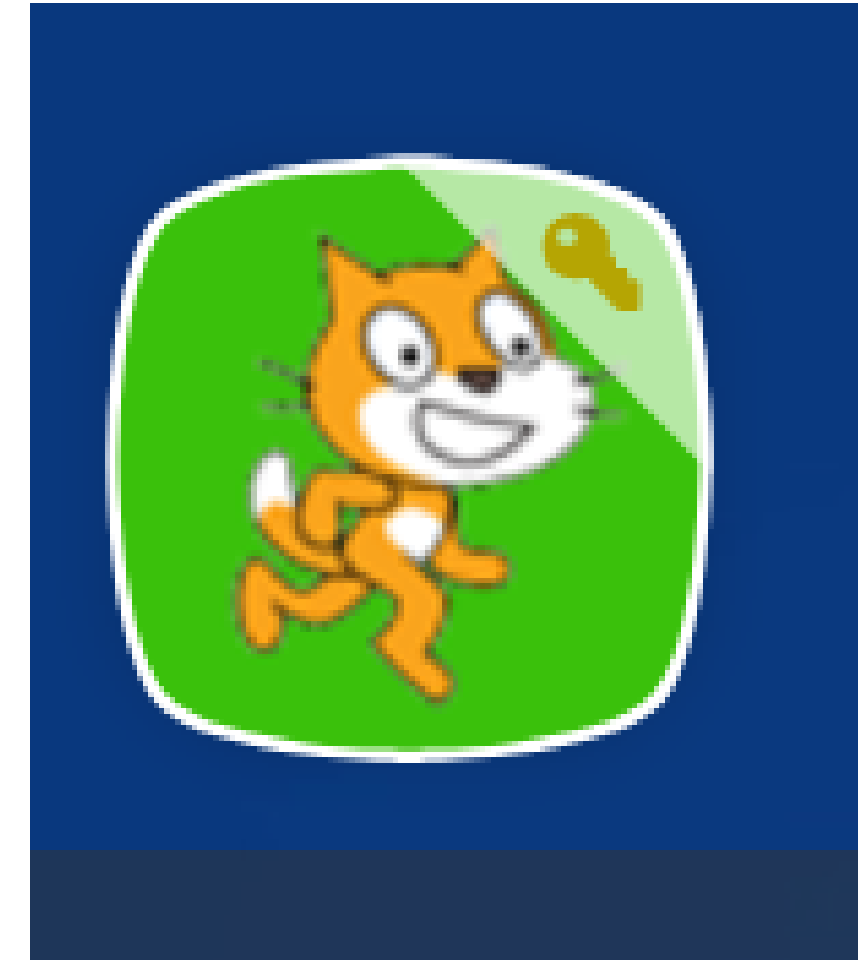
Scratch

You can't save layer names, but it is very easy to draw shapes and make groups.

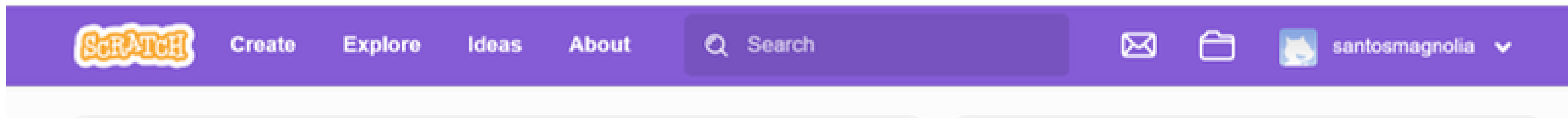
Each 'sprite' in scratch can be exported and opened up in Photopea for further editing.

1. Log in to Scratch

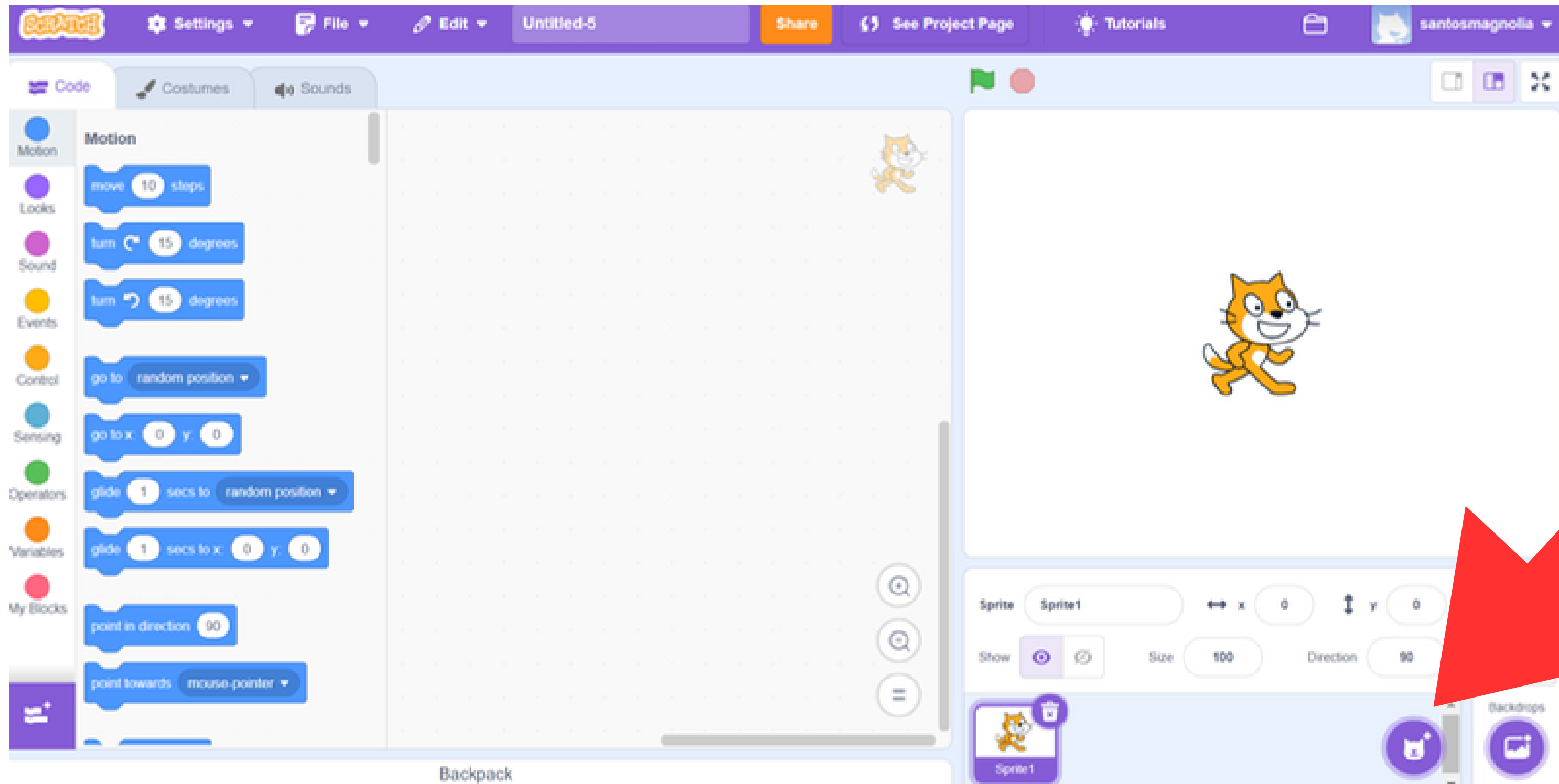
Use the link in google classroom or click this
<http://scratch.mit.edu/signup/h3emwppcv>



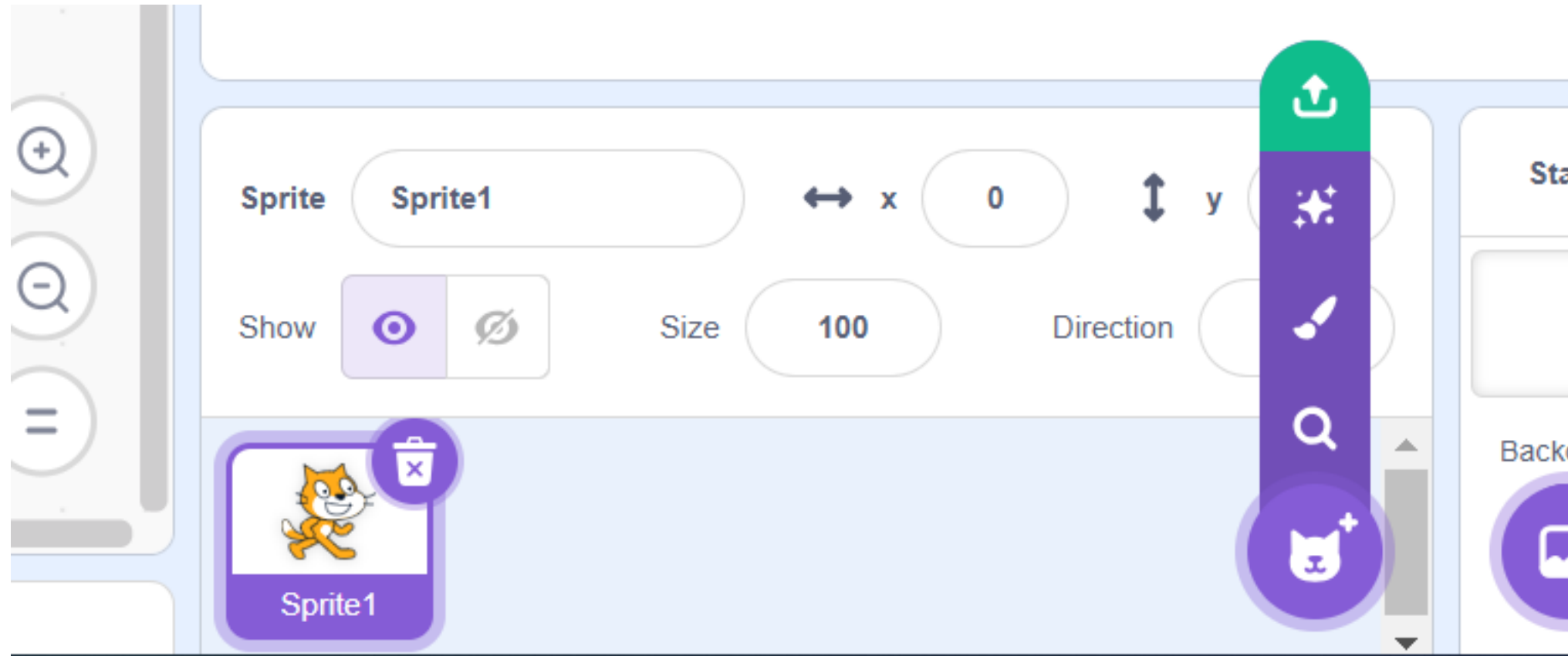
2. Click on Create



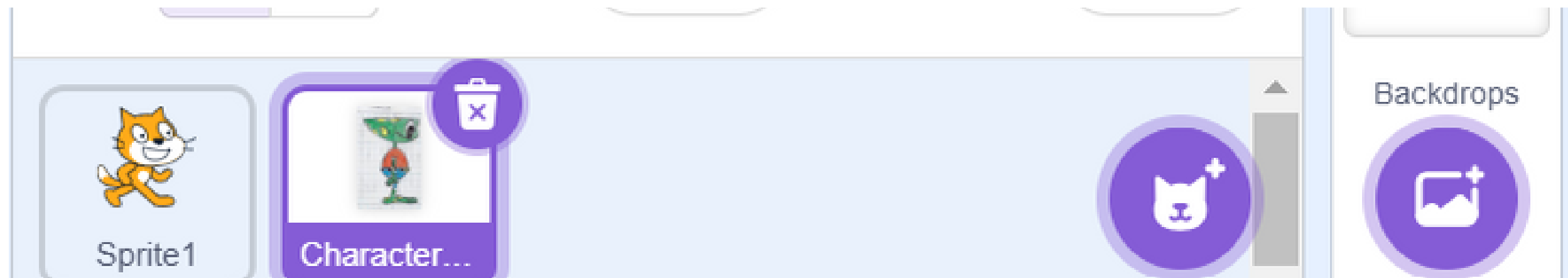
3. Click on the Cat/Sprite Button



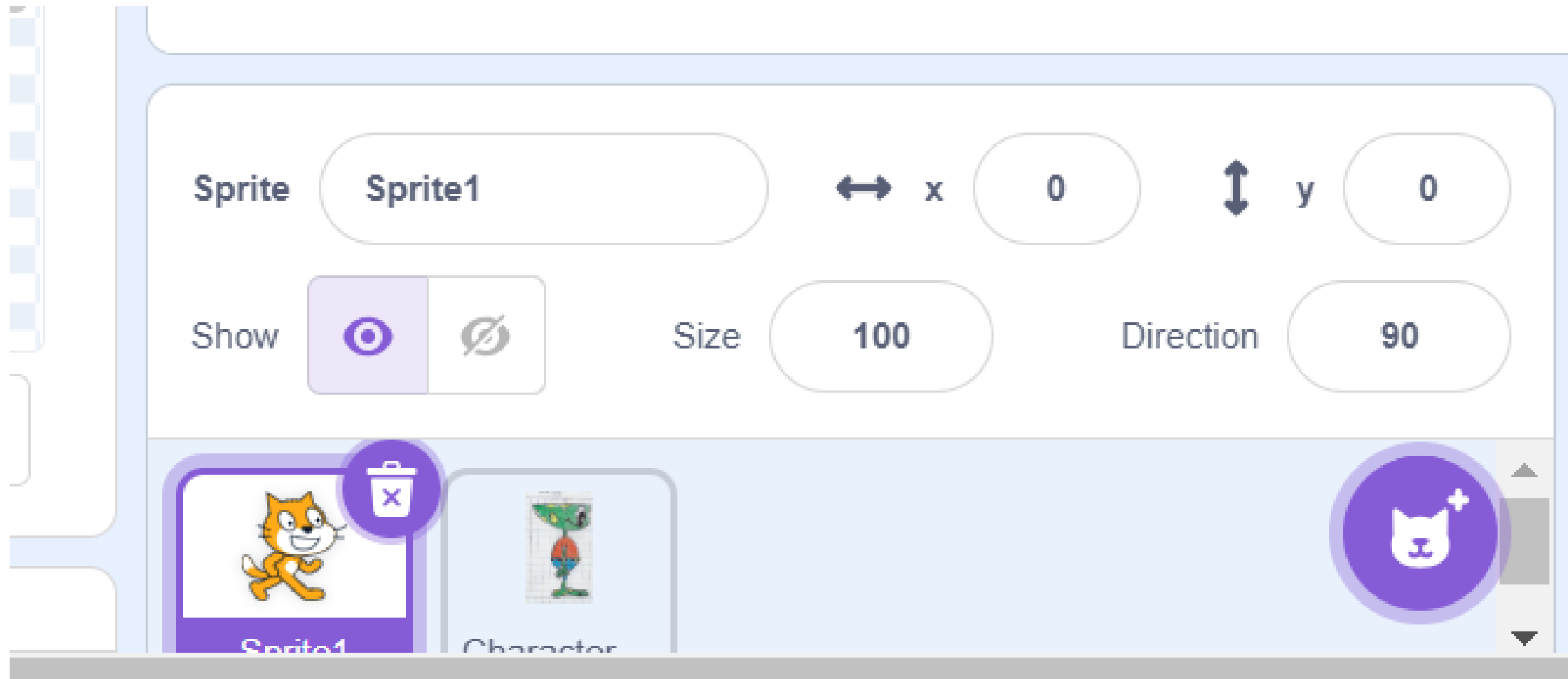
4. Click on the button and now press on the Upload Button



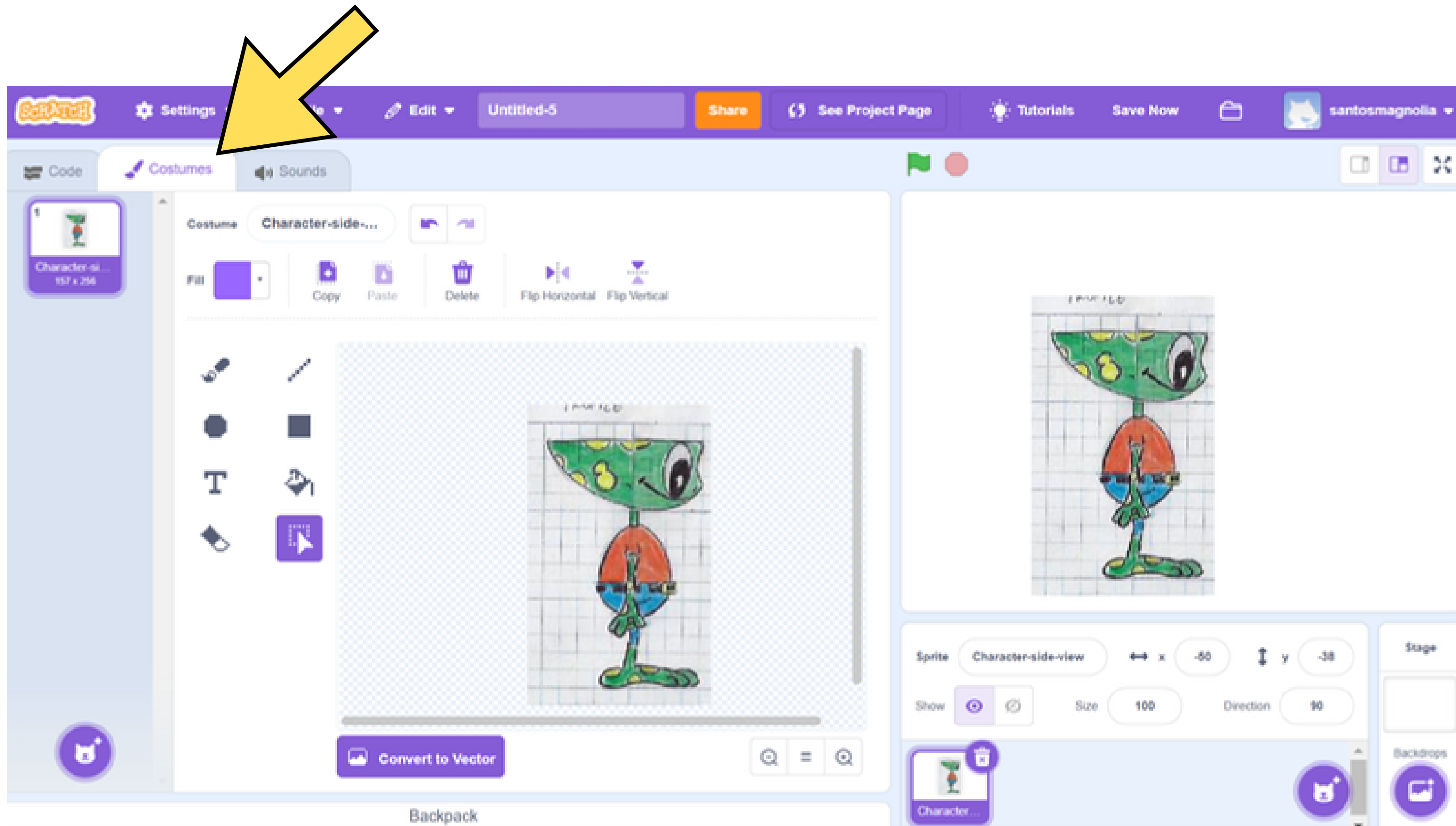
5. Upload the Side View of your Character



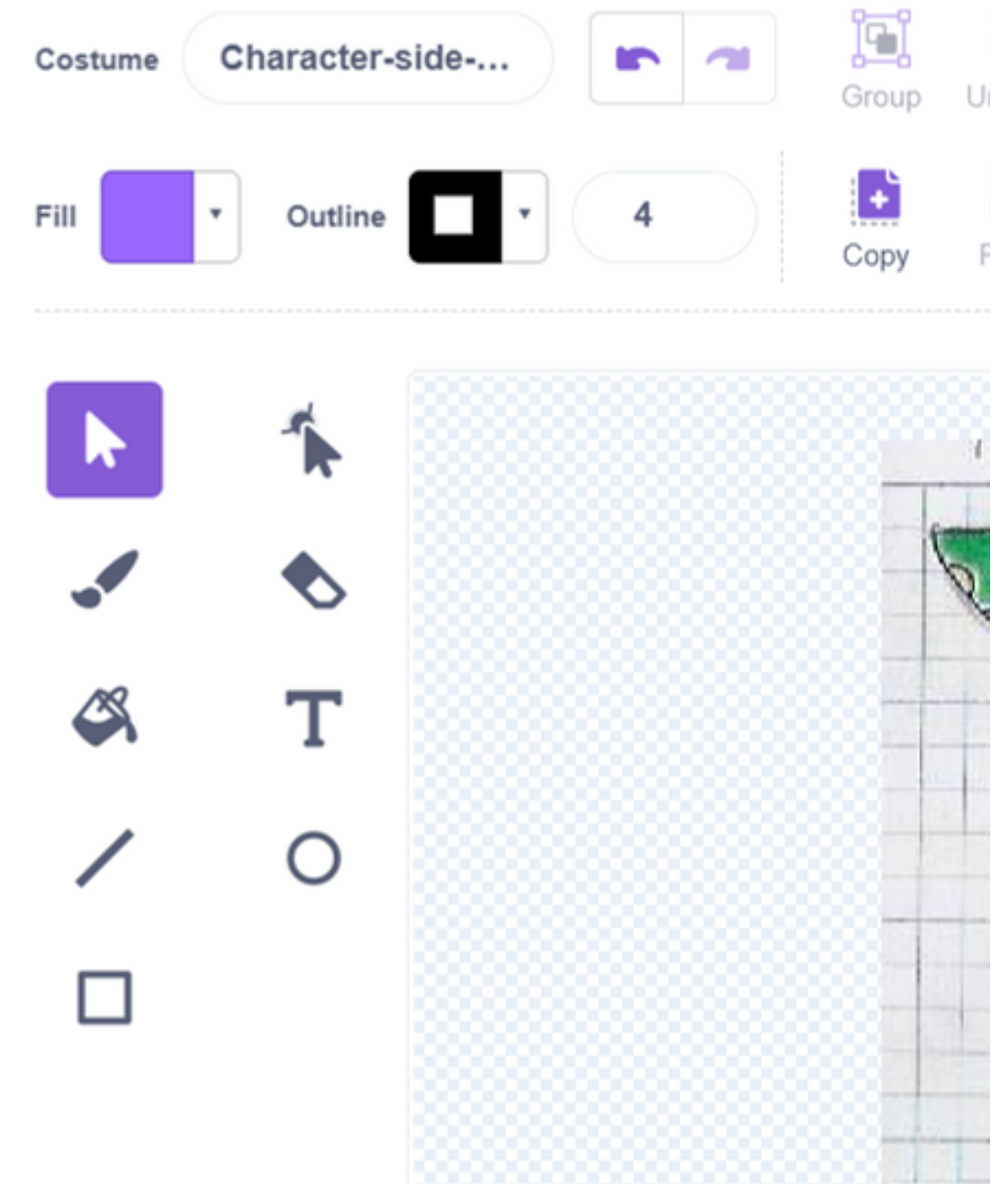
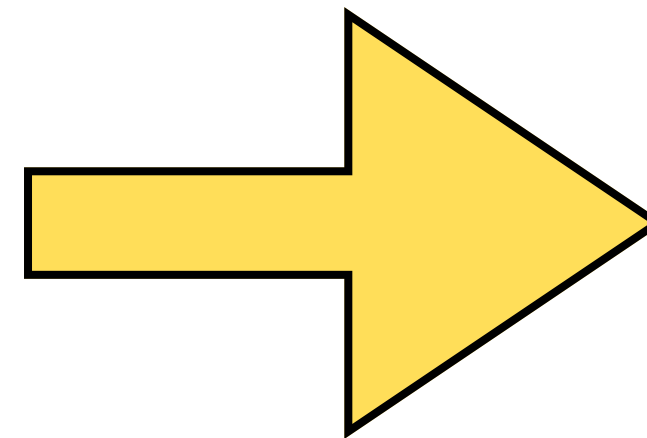
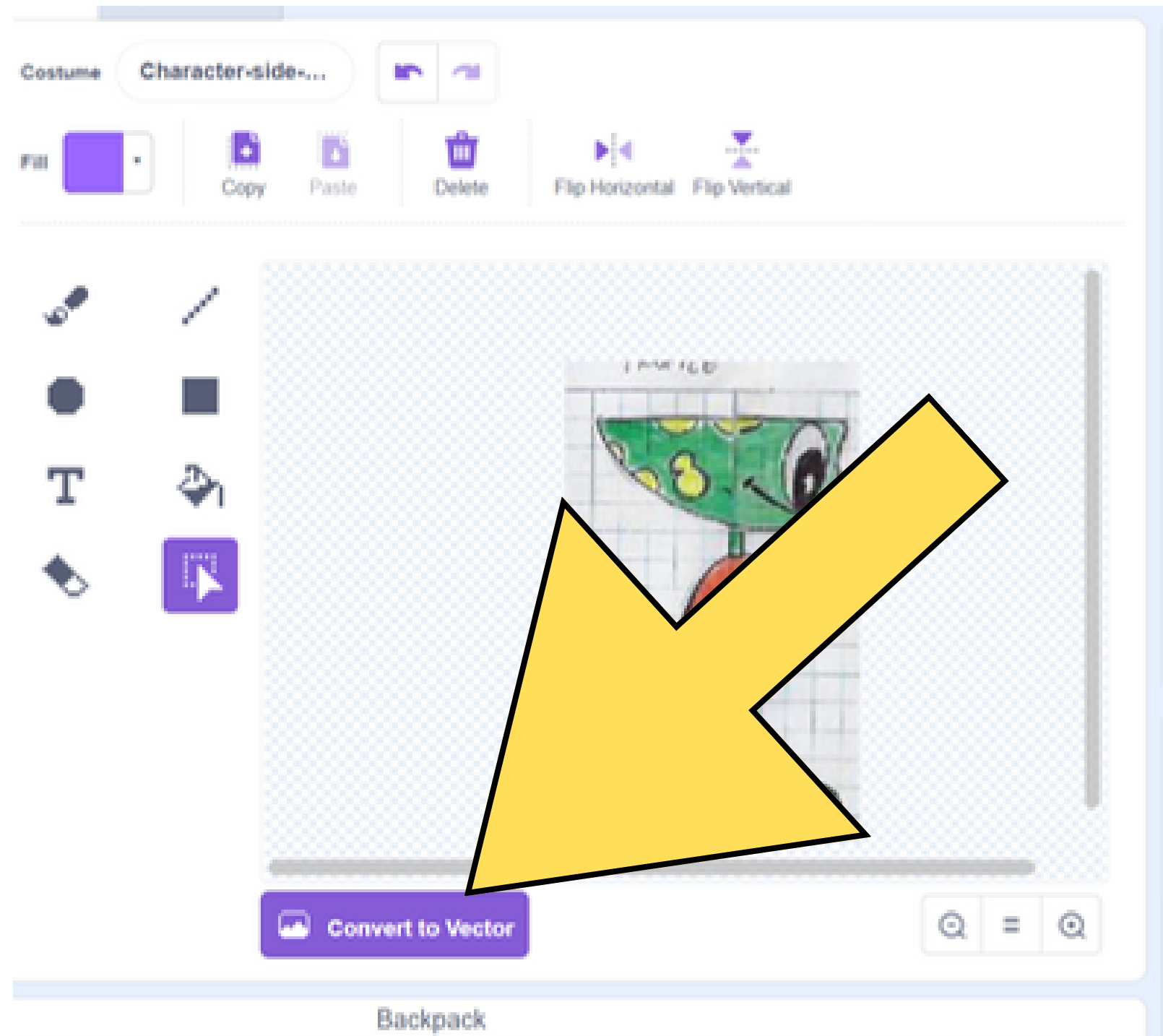
6. You can select and Delete the default Cat, you won't need that.



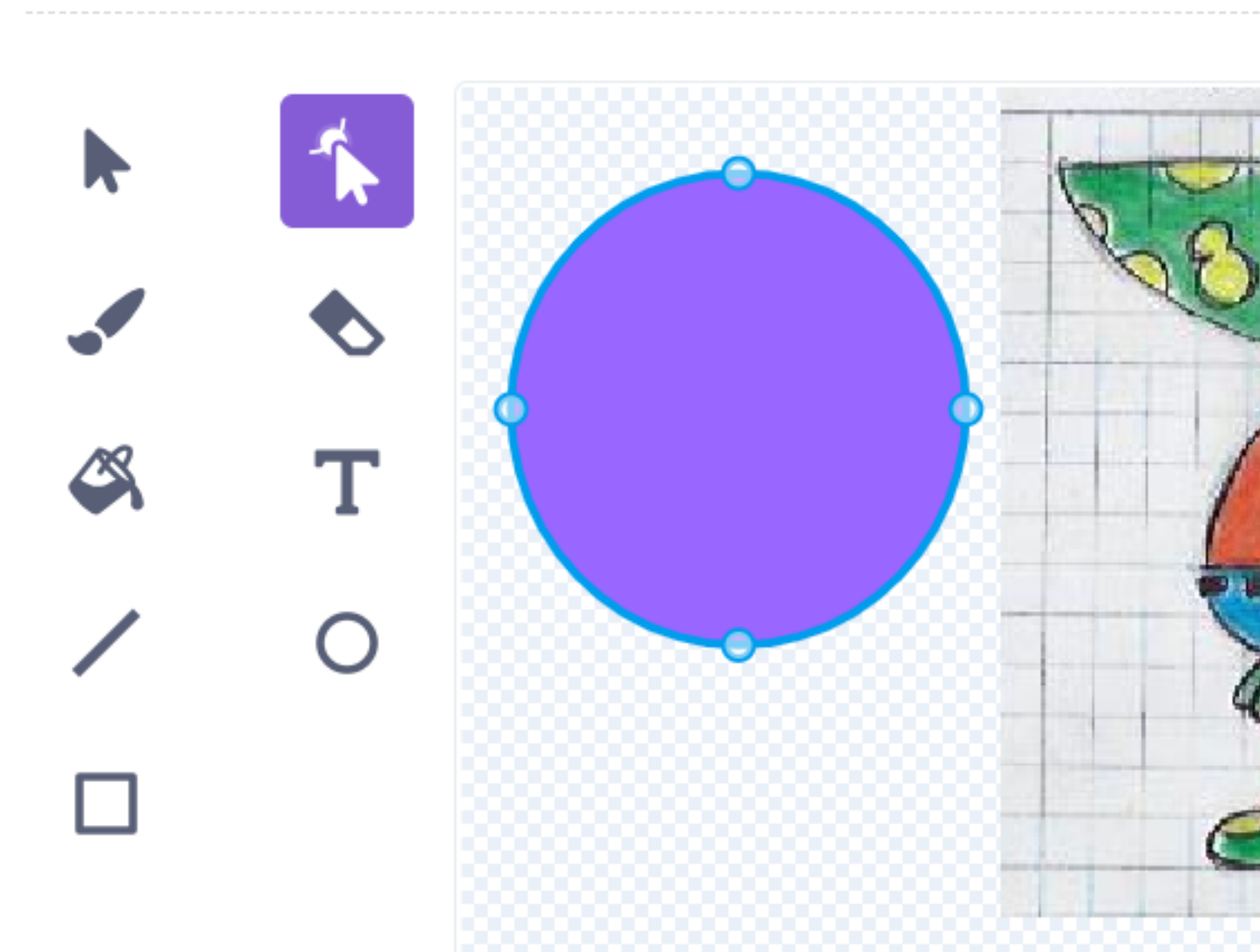
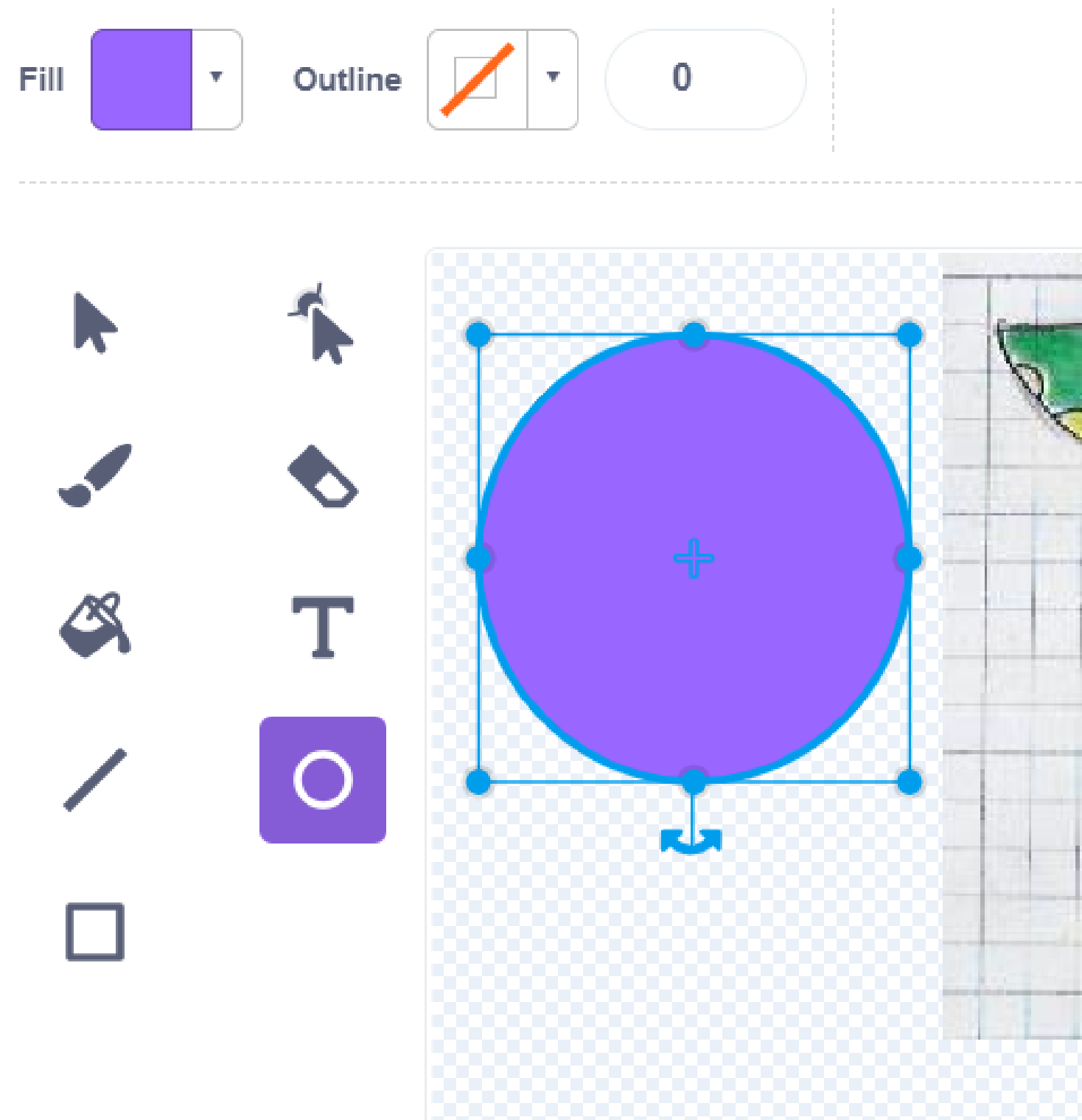
6. Click on your character and now click on the **COSTUMES** tab at the top of the screen



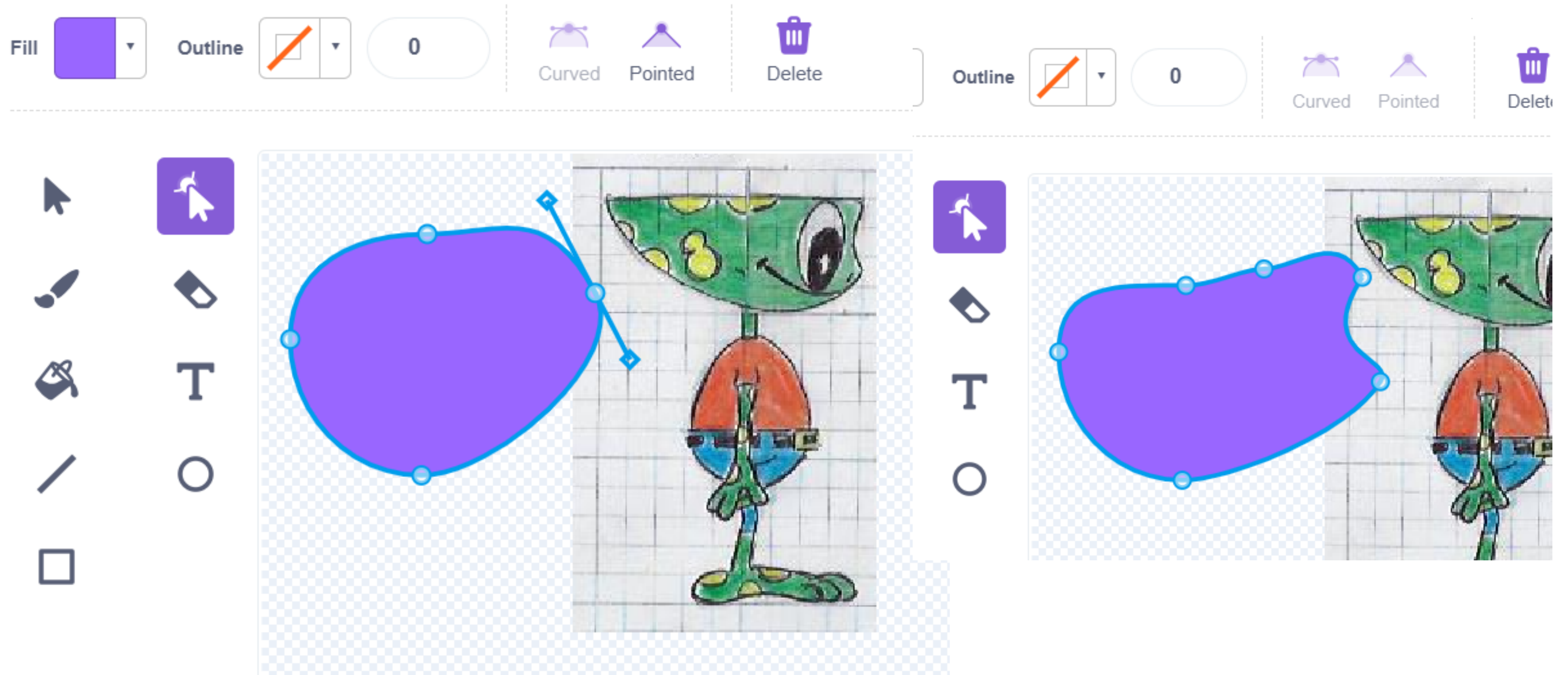
7. Click on the convert to Vector Button, you will get a different set of tools. This will also allow you to export the file to Photopea in Layers!



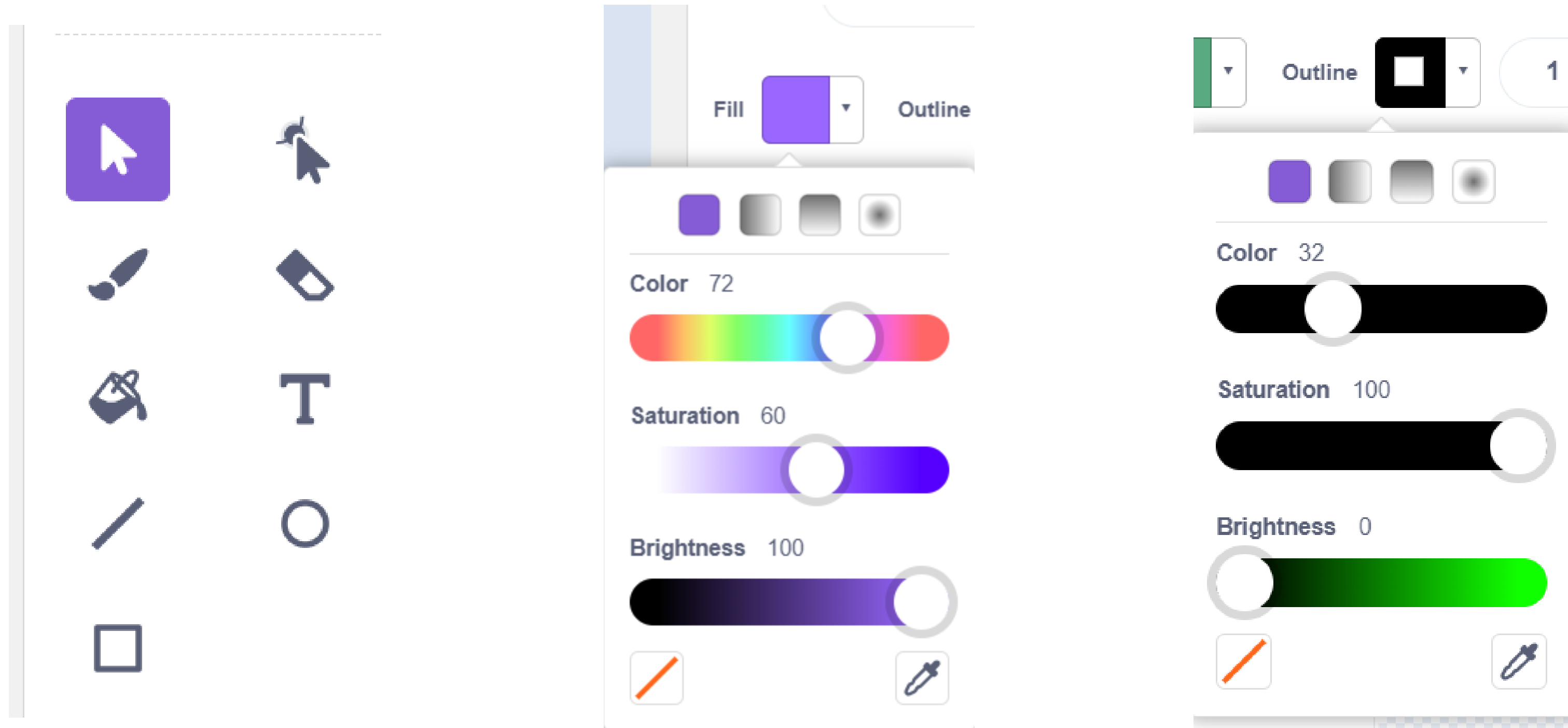
8. Use the Shape Tools (Circle and Square) to make basic shapes. Then use the Reshape tool to edit the points of the shape.



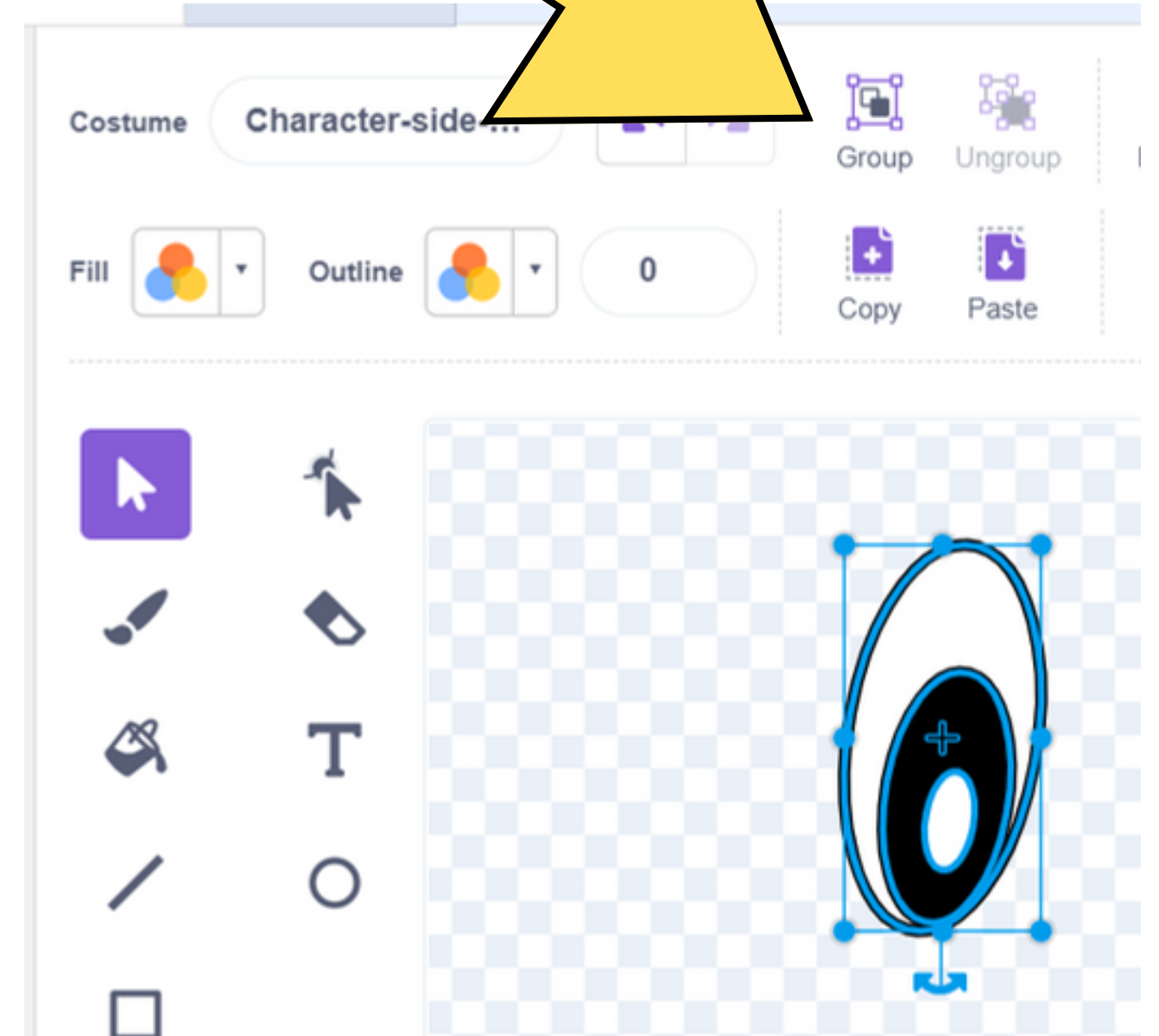
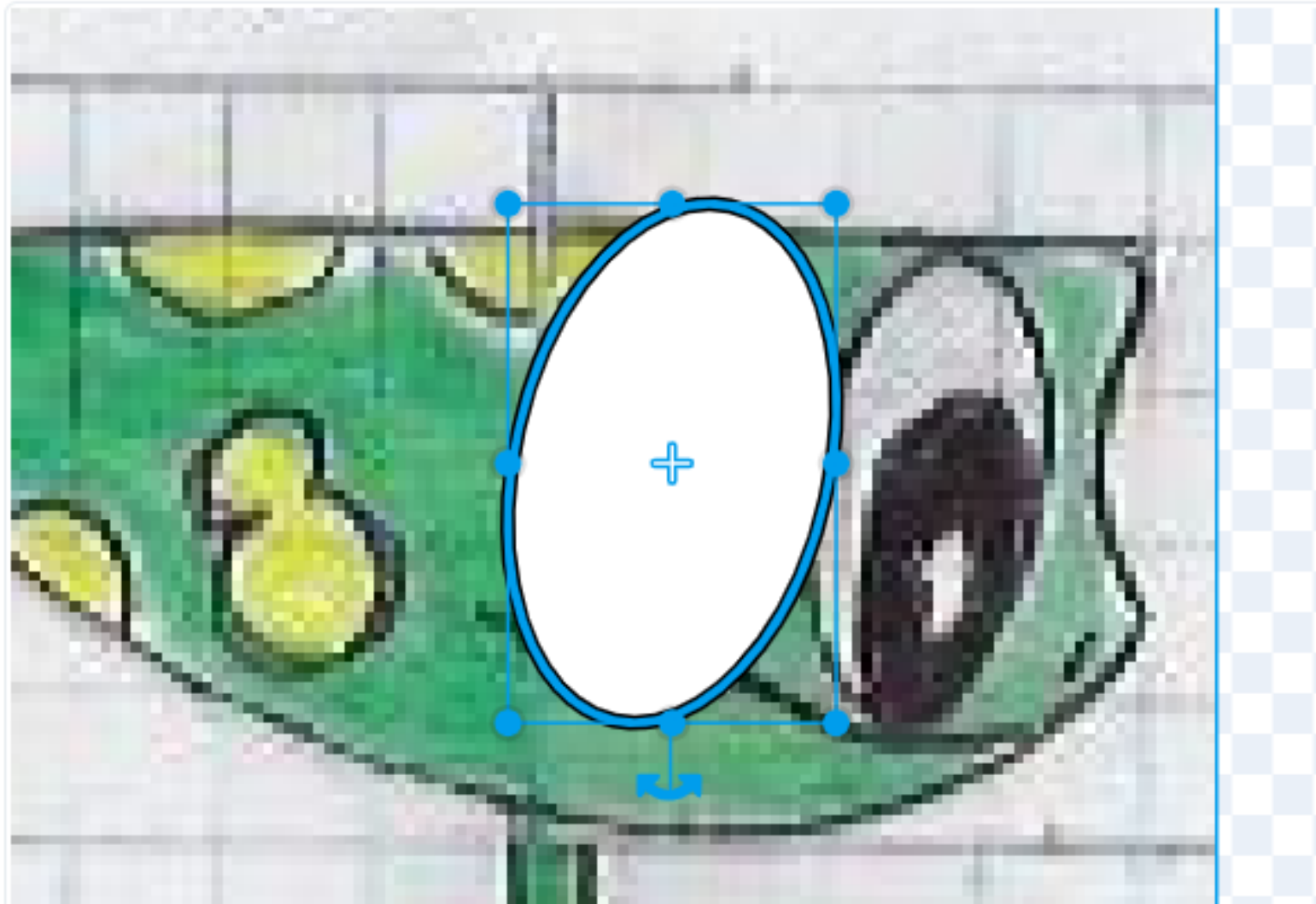
9. The Reshape tool lets you move the points and the 'handle bars' to adjust the curves. You can hold the ALT key to manipulate one handle at a time.



10. The select tool will let you move, resize and change the color of your shape. You can change the FILL (inside) and OUTLINE (edge).



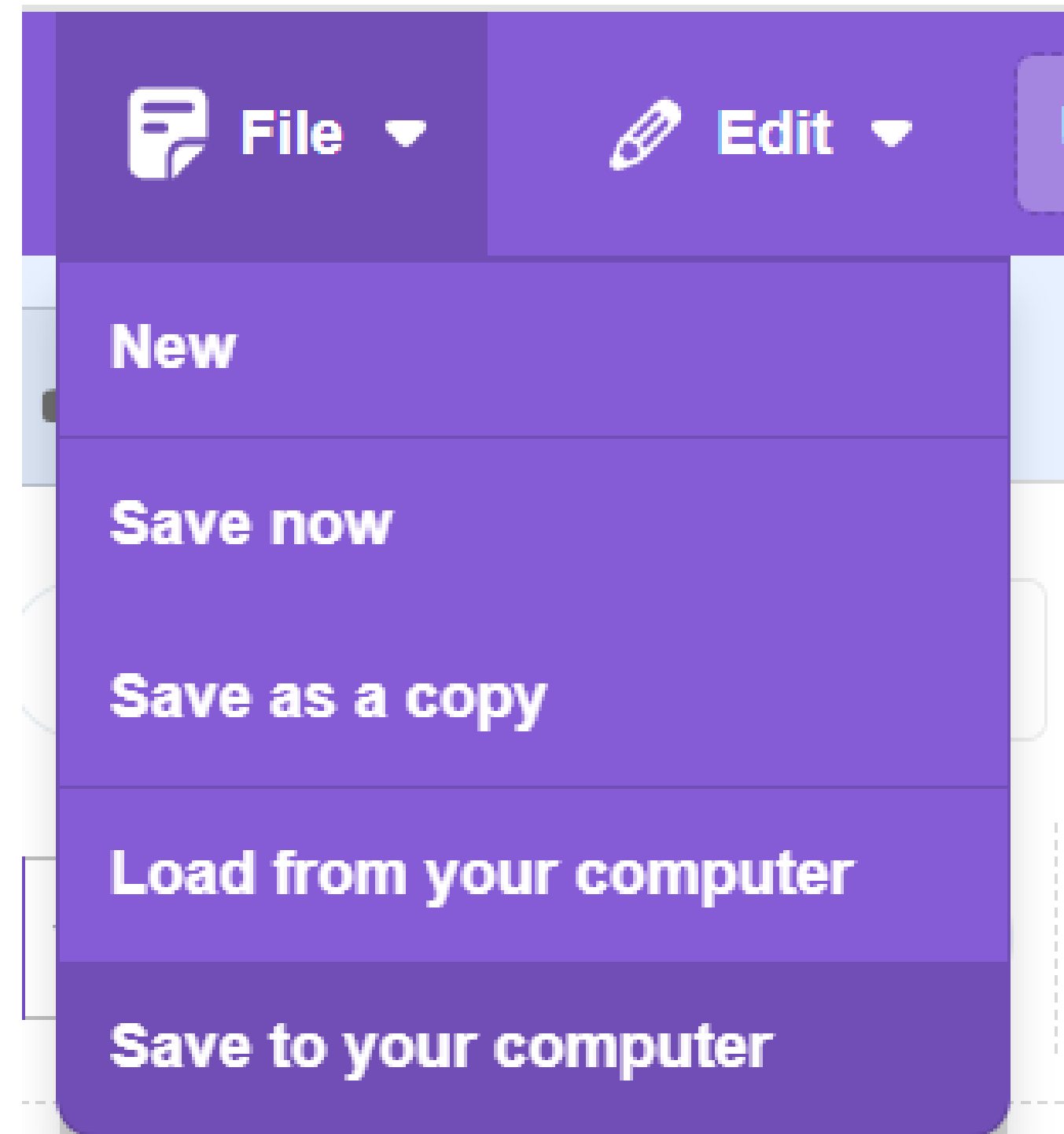
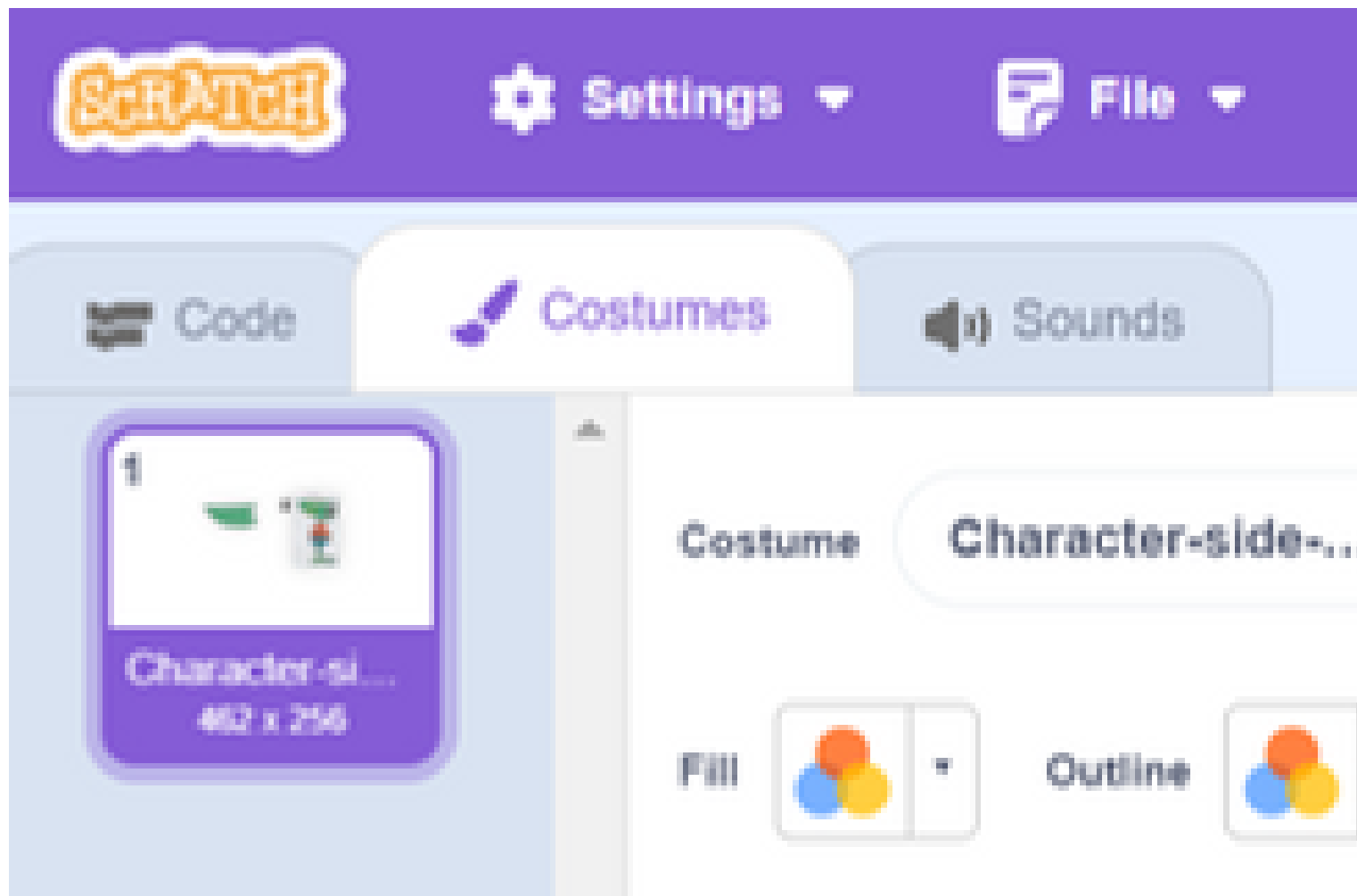
11. You can use the Select tool and click on the SHIFT key to select multiple shapes. then you can use the GROUP button to group them together.



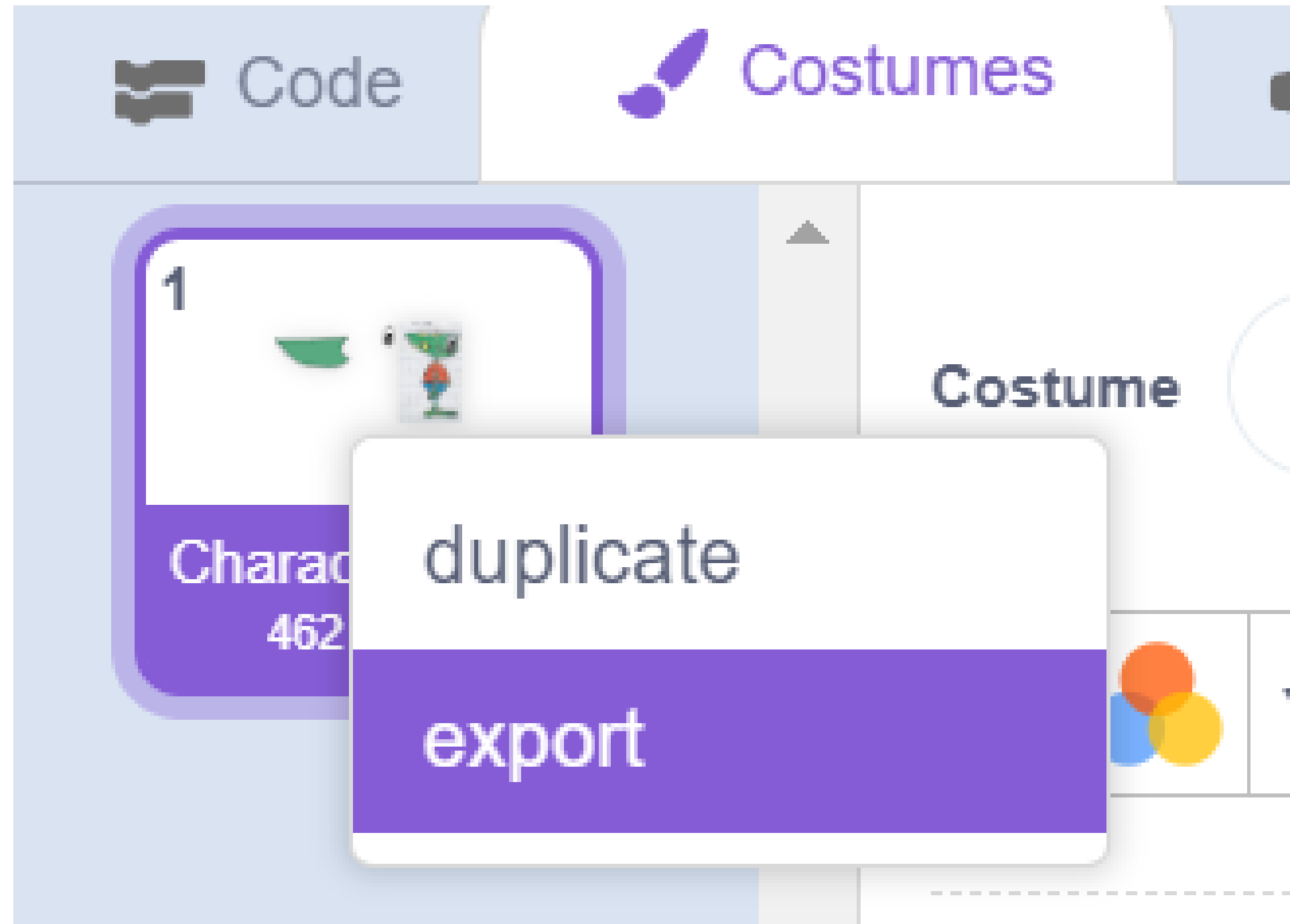
11. Back up your file!!!

if you are logged in to a scratch account you can save to scratch.

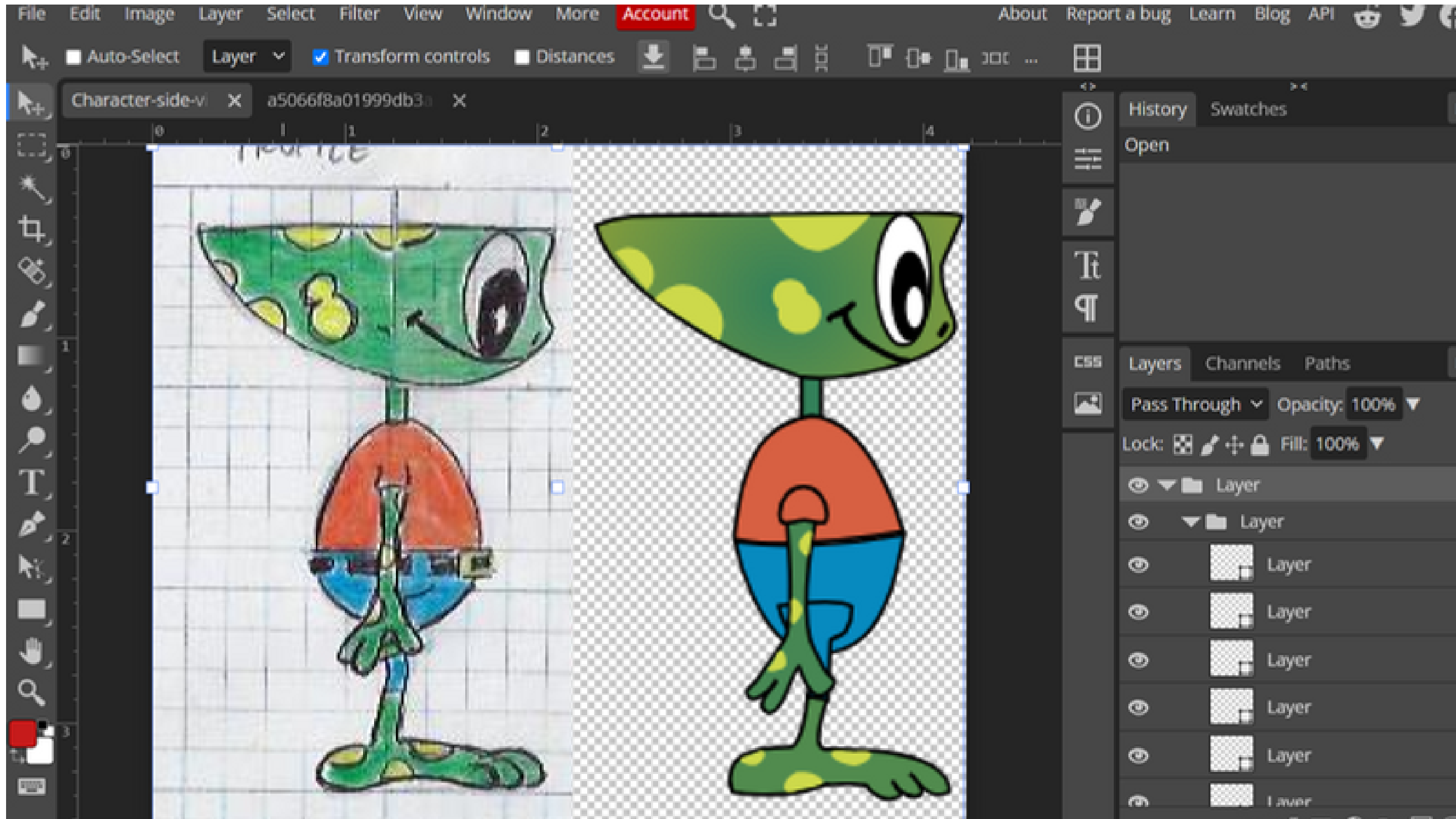
You should also choose Save to your computer just in case.



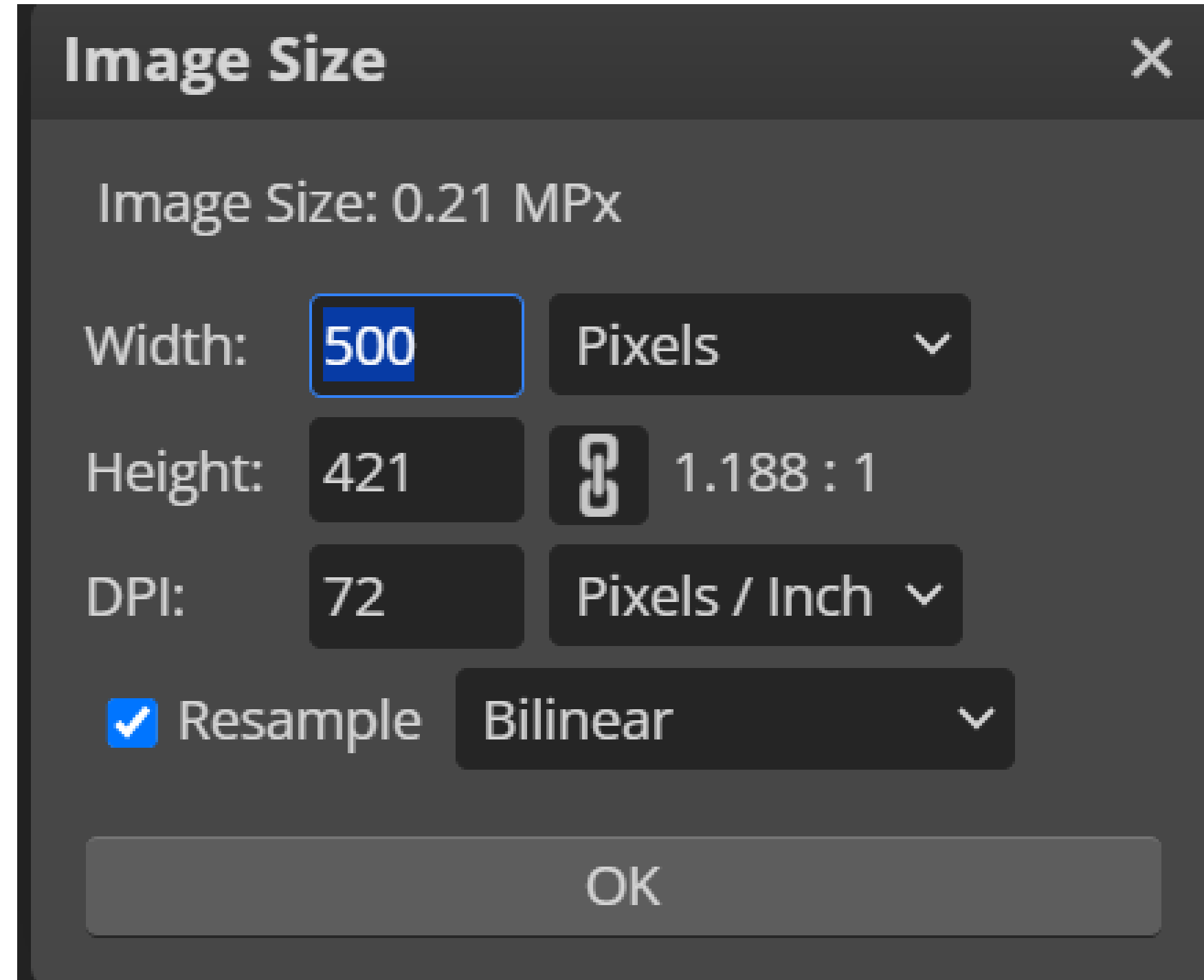
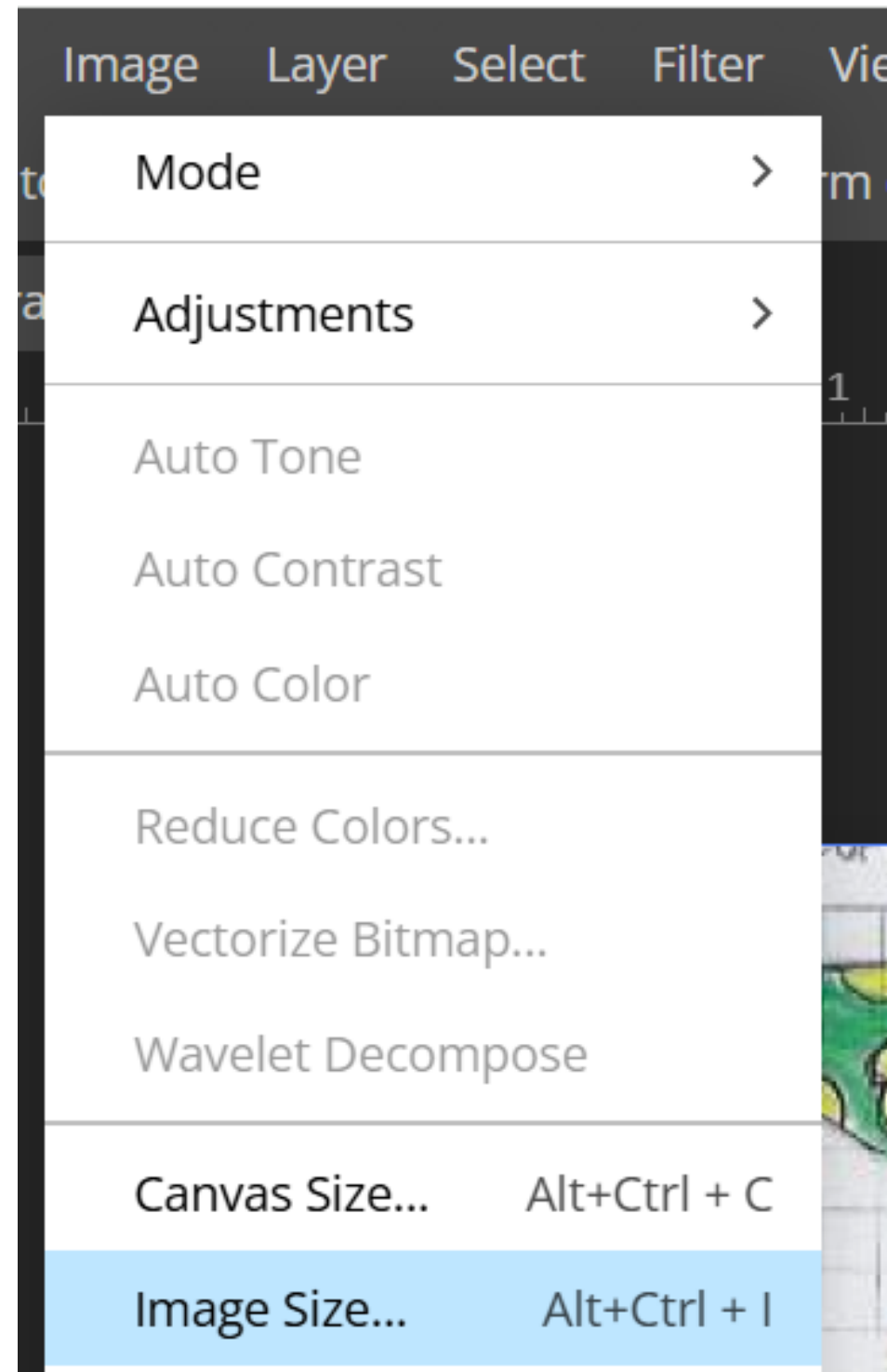
12. You can EXPORT the drawing you have created by Right-Clicking on the small preview of your sprite in the top left corner. It will make a SVG file , with Layers!



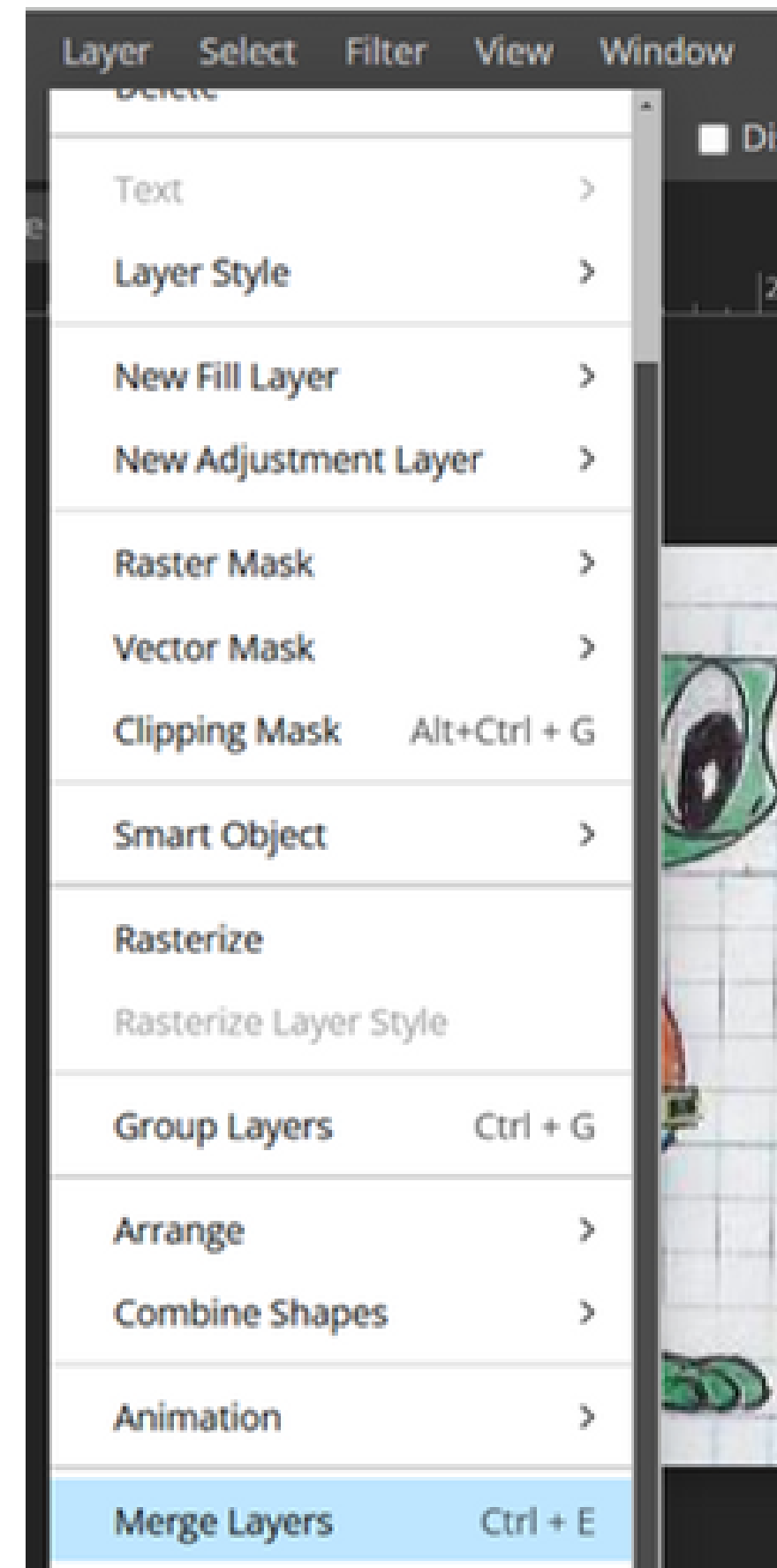
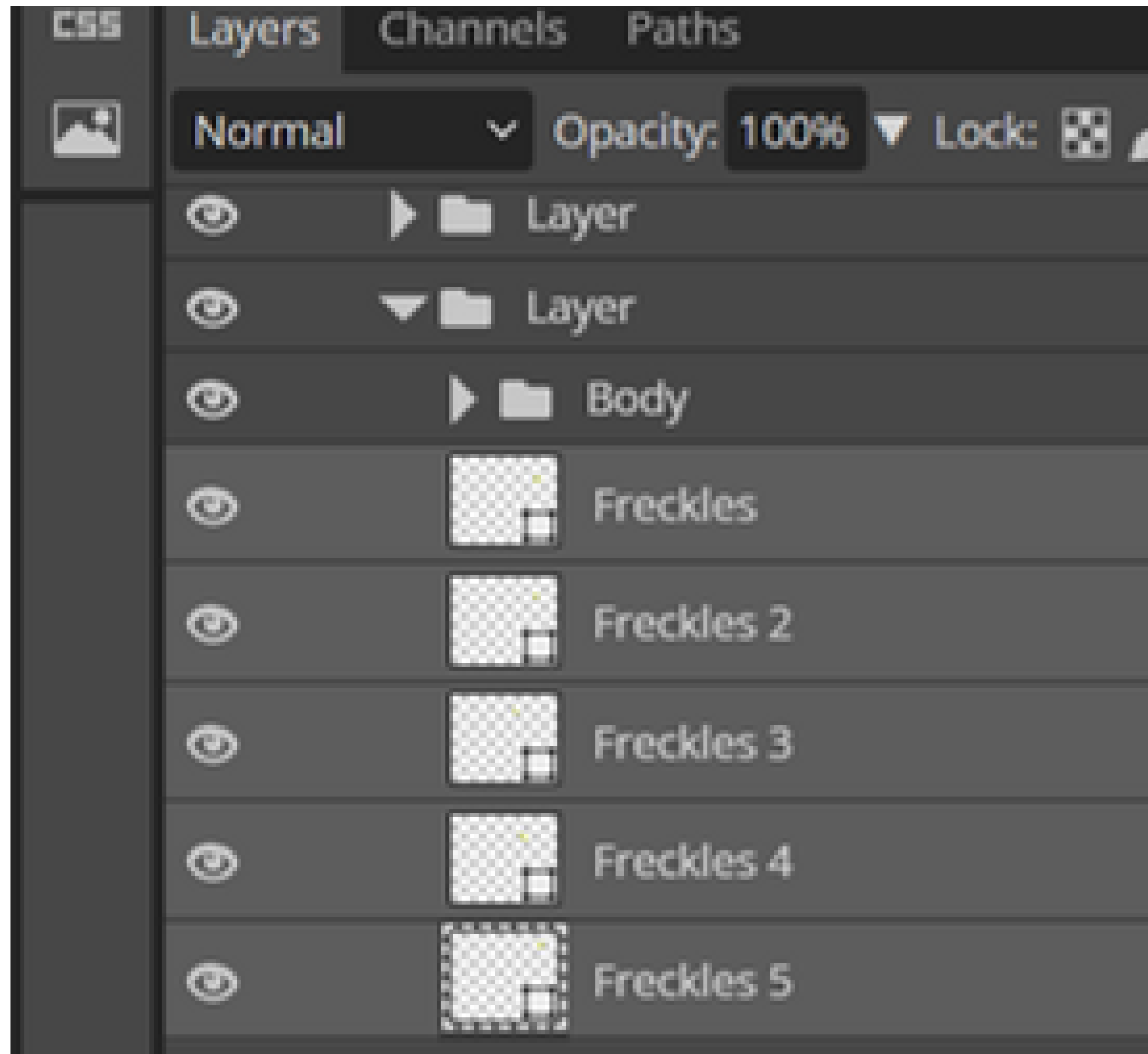
12. Go to PHOTOSHOP and open this file. It will have all the shapes you made as Layers.



13. The Scratch file is small, so resize it in Photopea.
Go to IMAGE> IMAGE SIZE and make the width at least 500 pixels

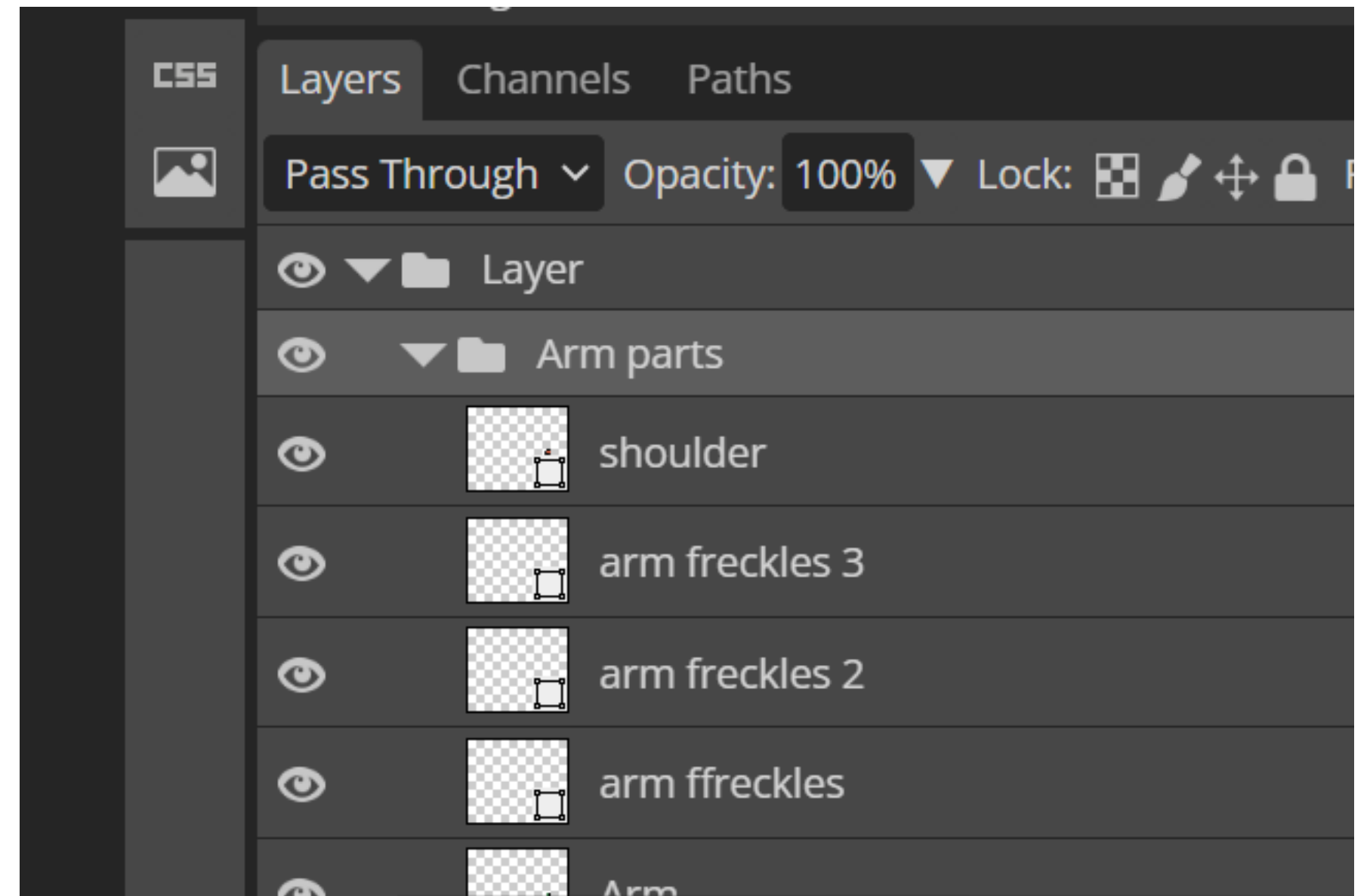
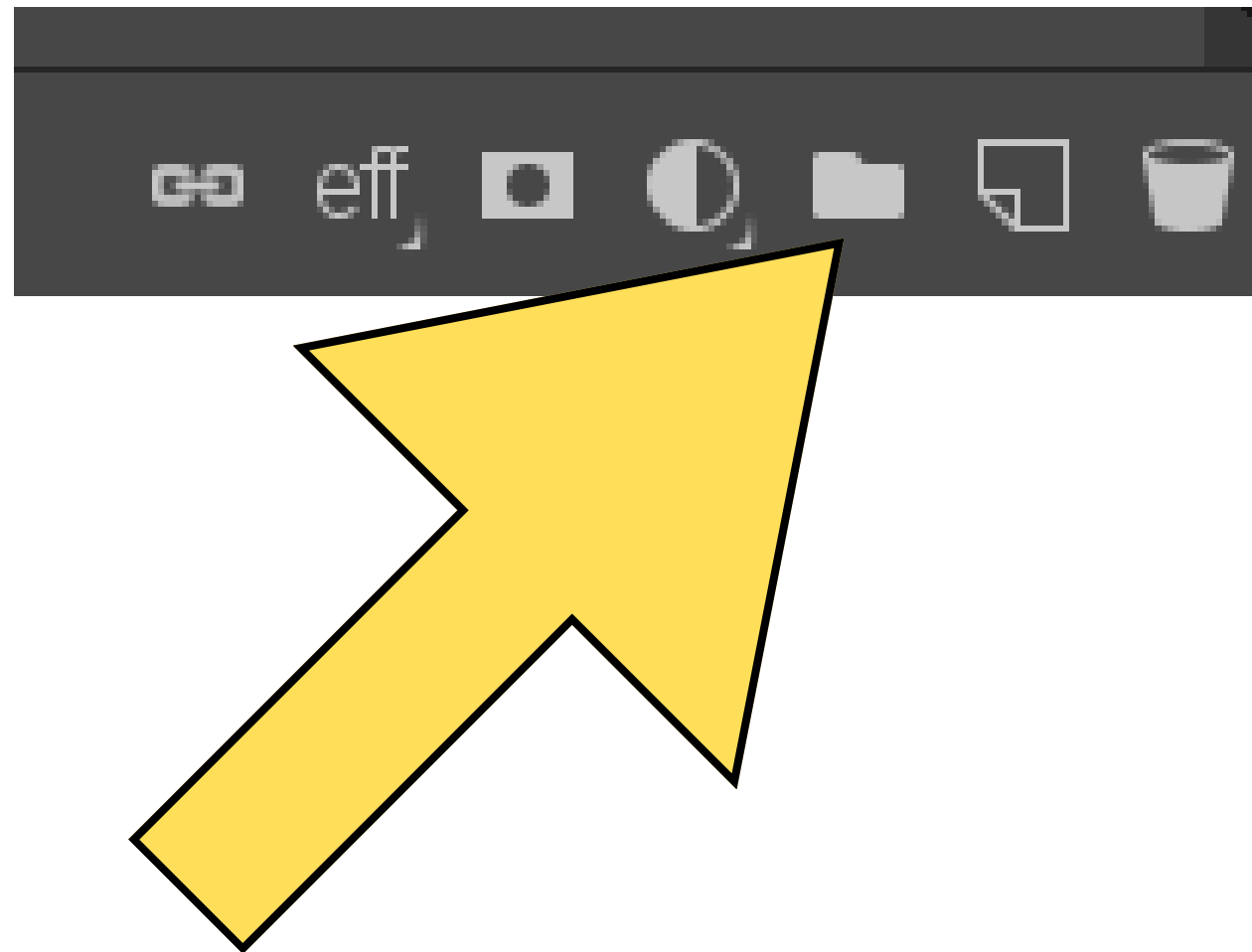


13. Start Labeling EACH layer. You should also MERGE layers that can stay connected. Go to LAYER> MERGE LAYERS.

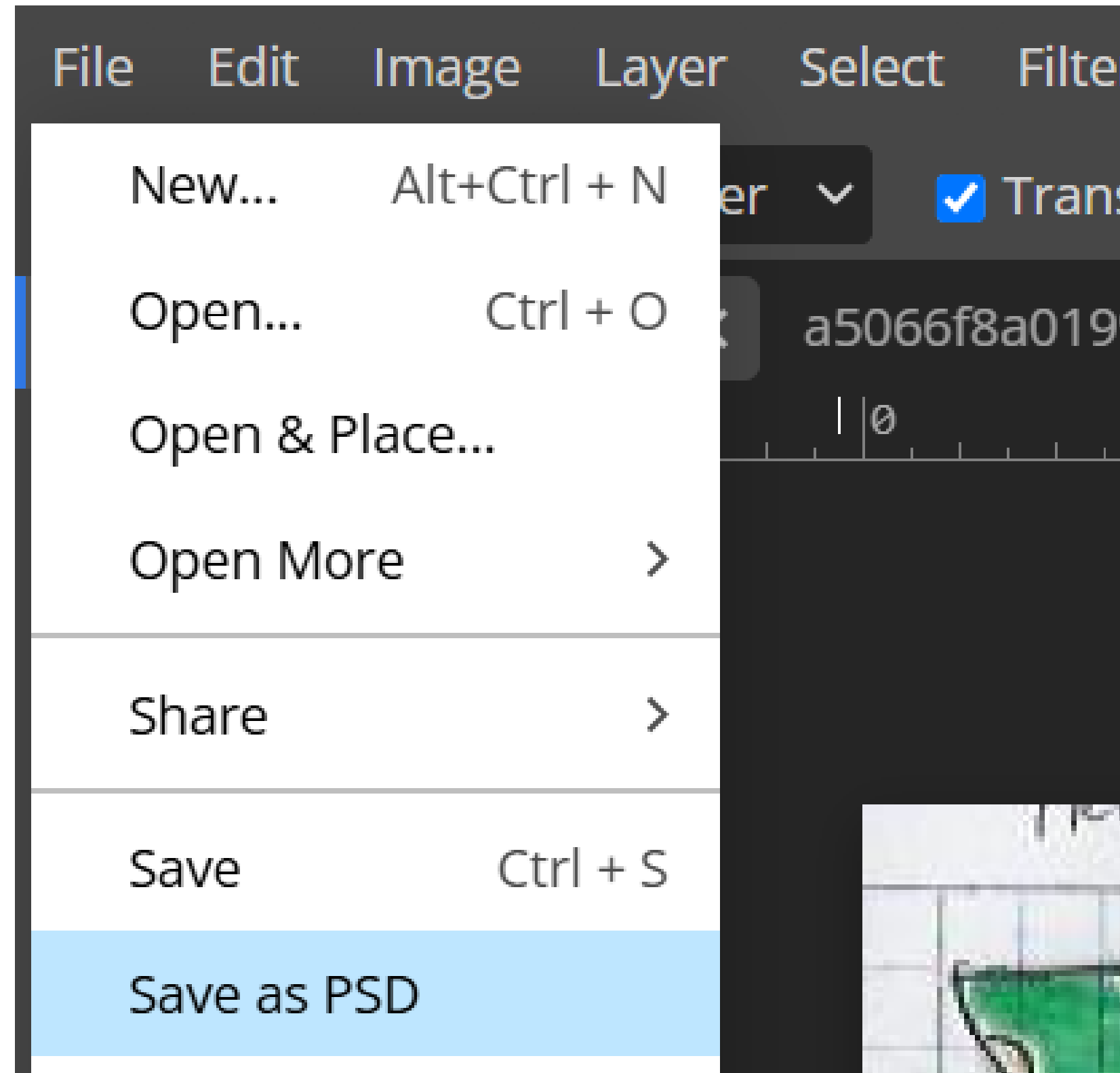


14. Once you have labeled each layer, start putting them in groups. Select the layers, while pressing Shift and then press the **NEW FOLDER button.**

You should have the following groups ARM, LEG, BODY, HEAD

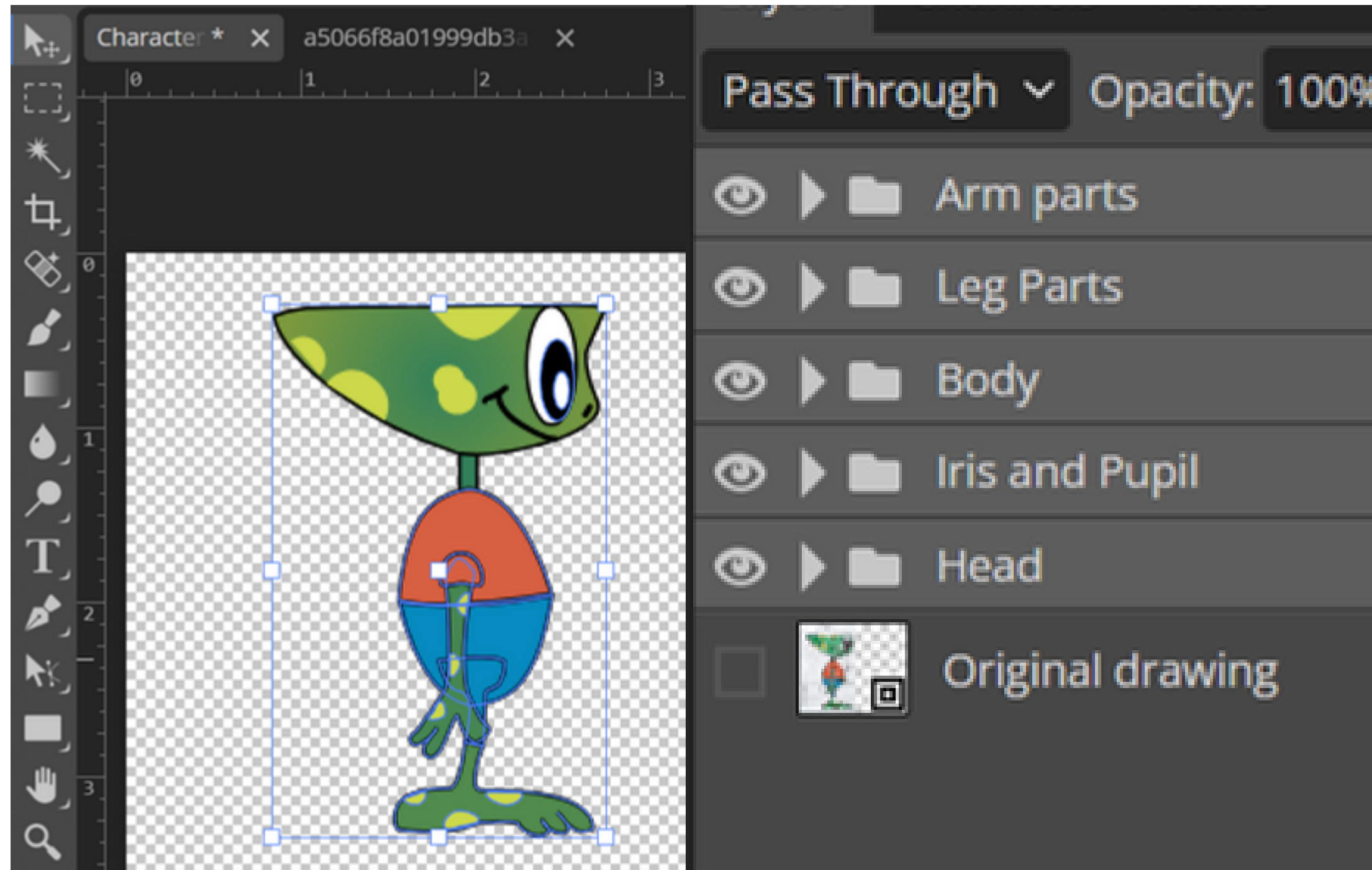


15. Back up your work often! Go to File > Save as PSD

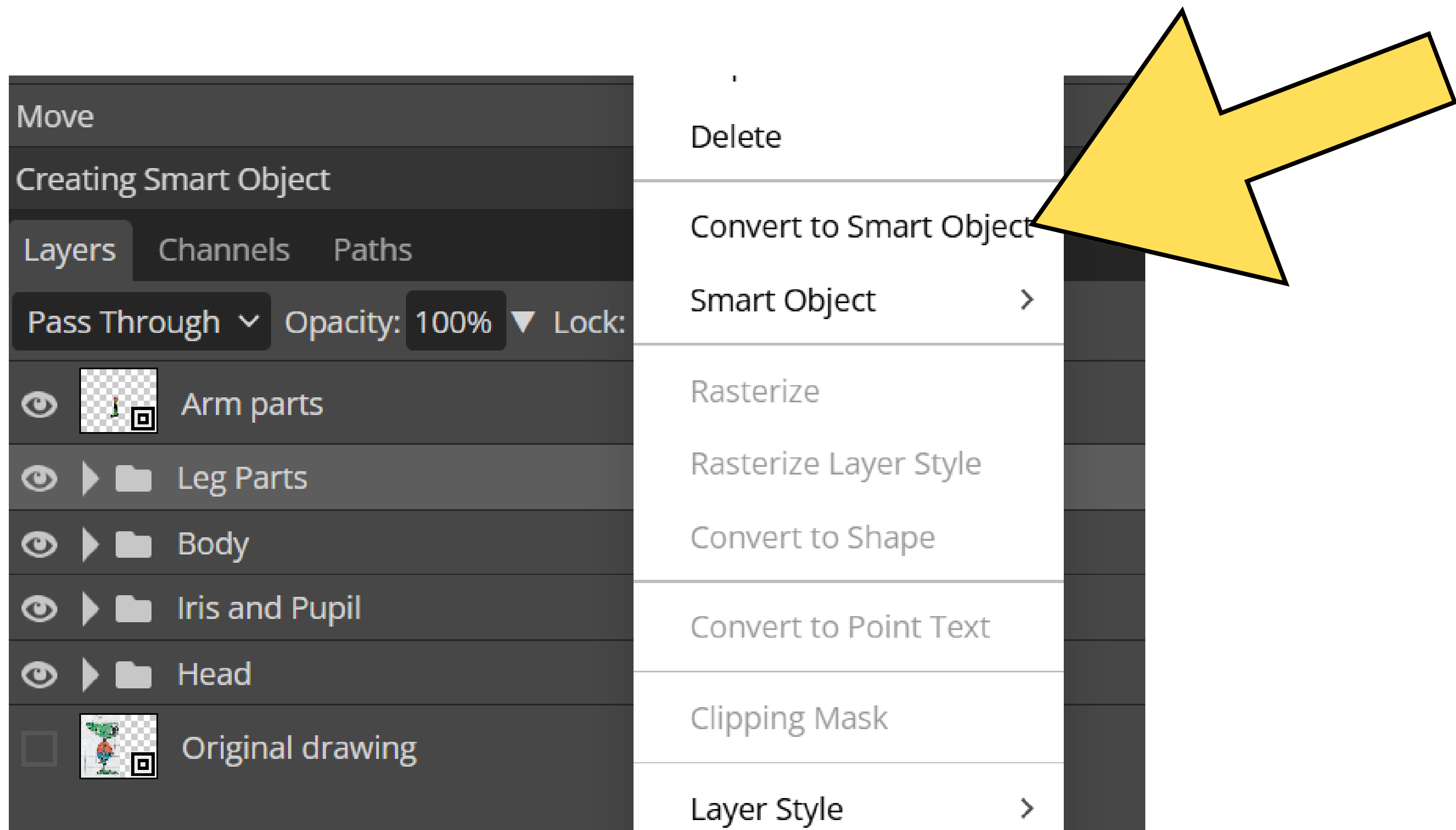


16. You should have organized folders. With Arm, Leg, Body, Head.

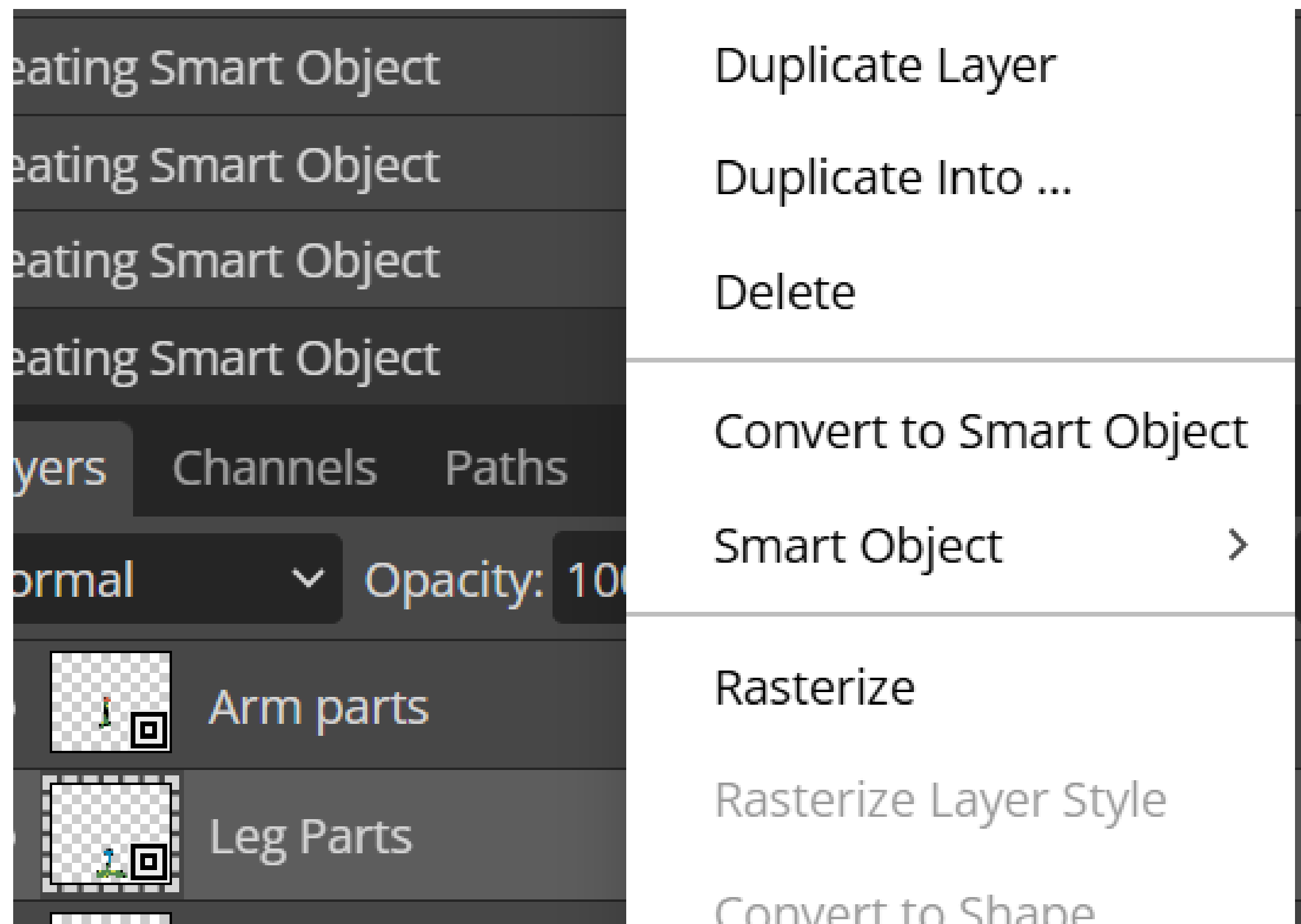
You can also have a folder for additonal parts you may want to move.



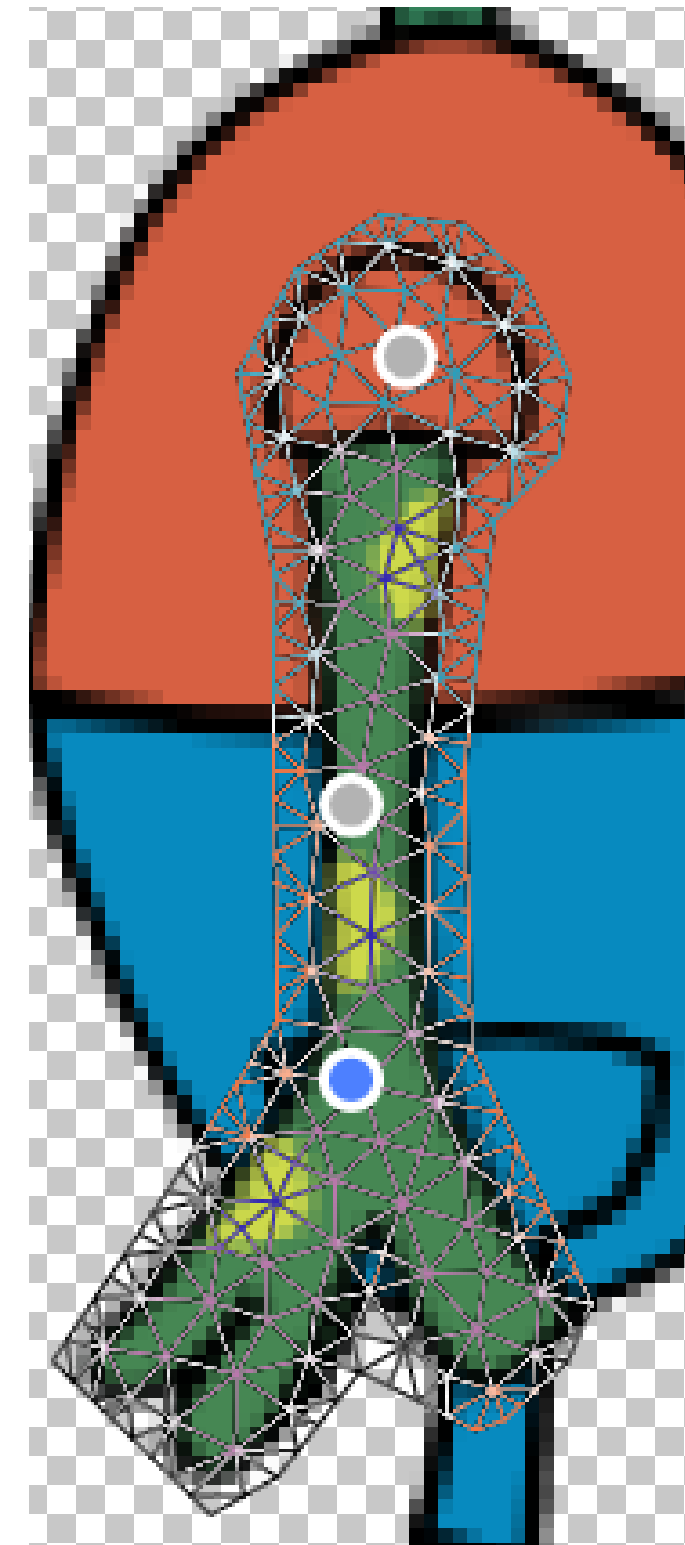
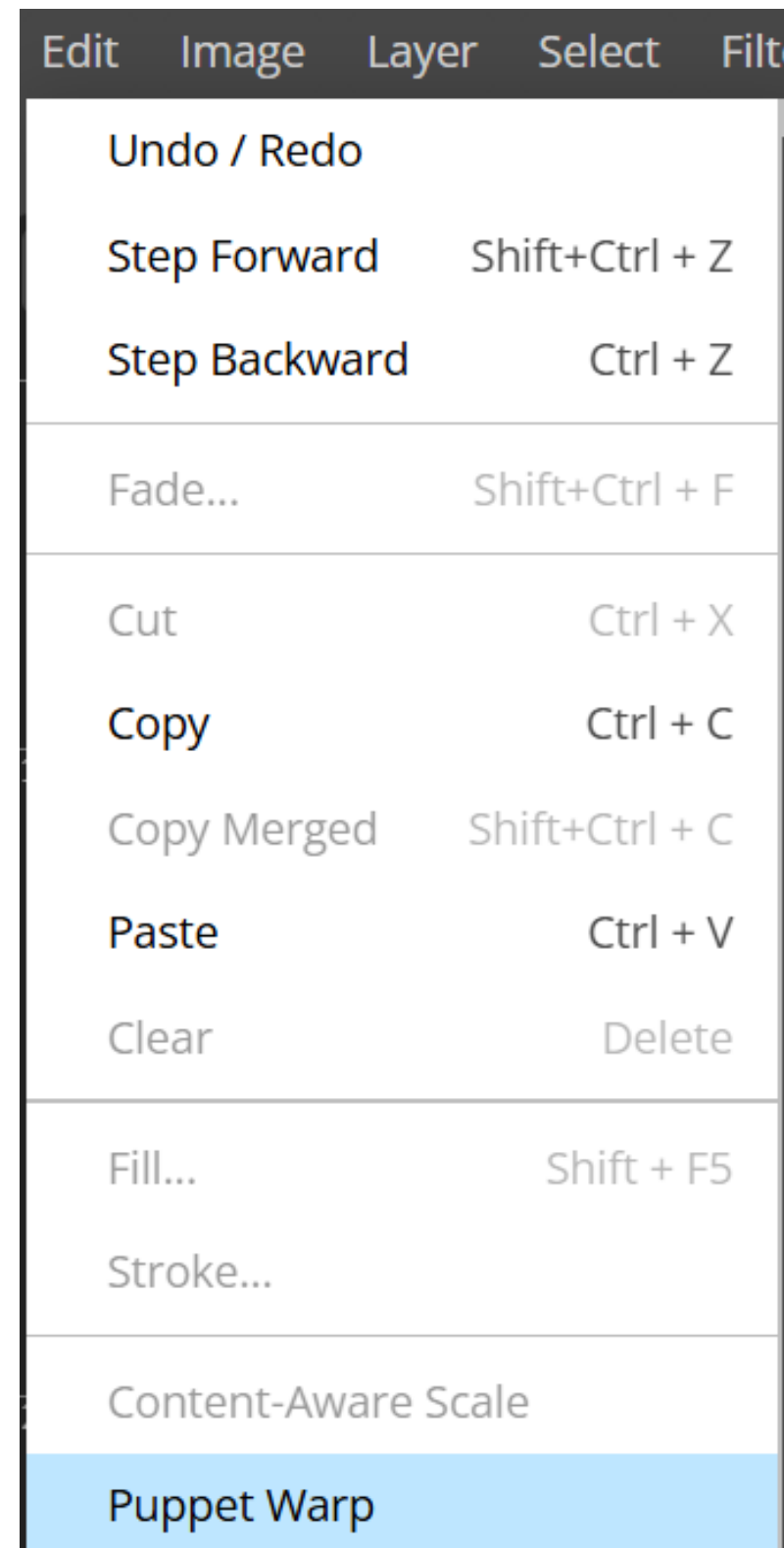
16. Once your Folders are organized, you can make them into SMART OBJECTS. This will turn the folder into a single layer. Right-Click on the Layer name and choose CONVERT TO SMART OBJECT.



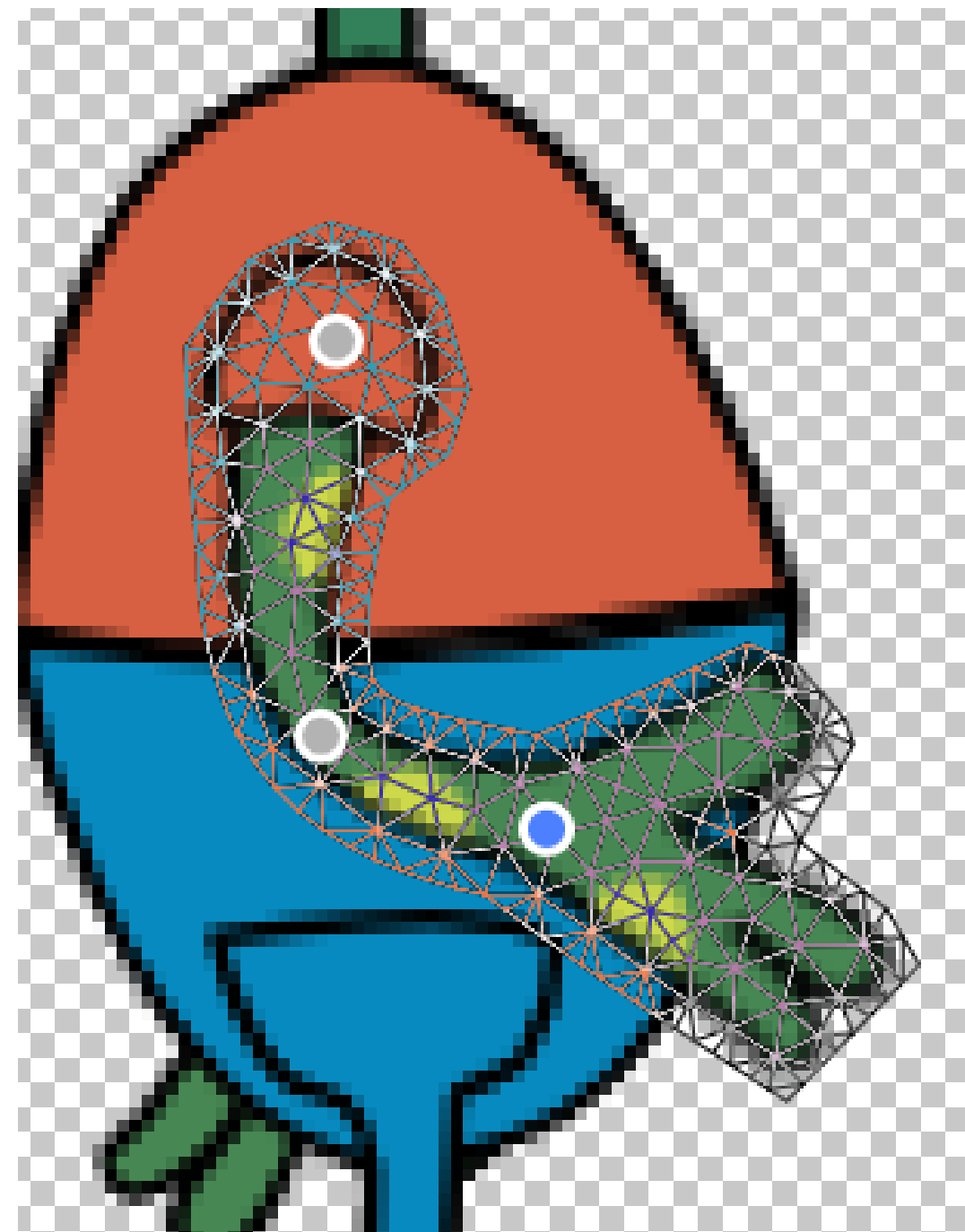
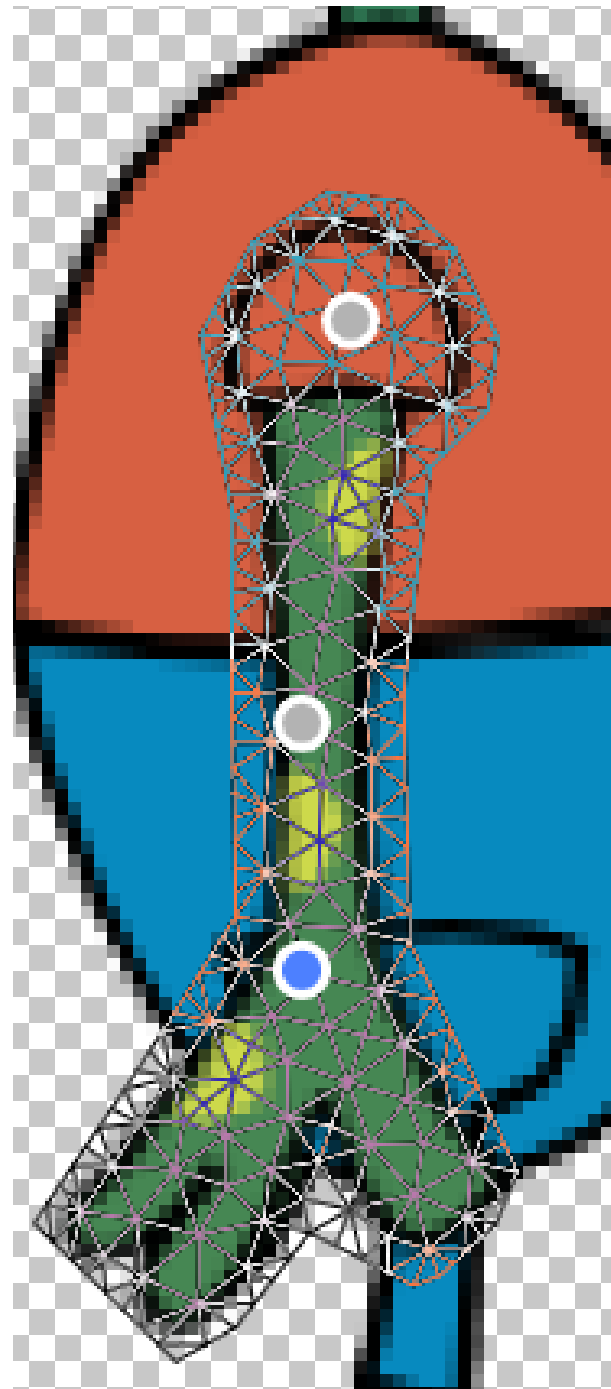
17. After converting to SMART OBJECT you will now have single layers.



18. Now you are ready to make the Puppet!
Select your layer, and go to EDIT > PUPPET WARP.



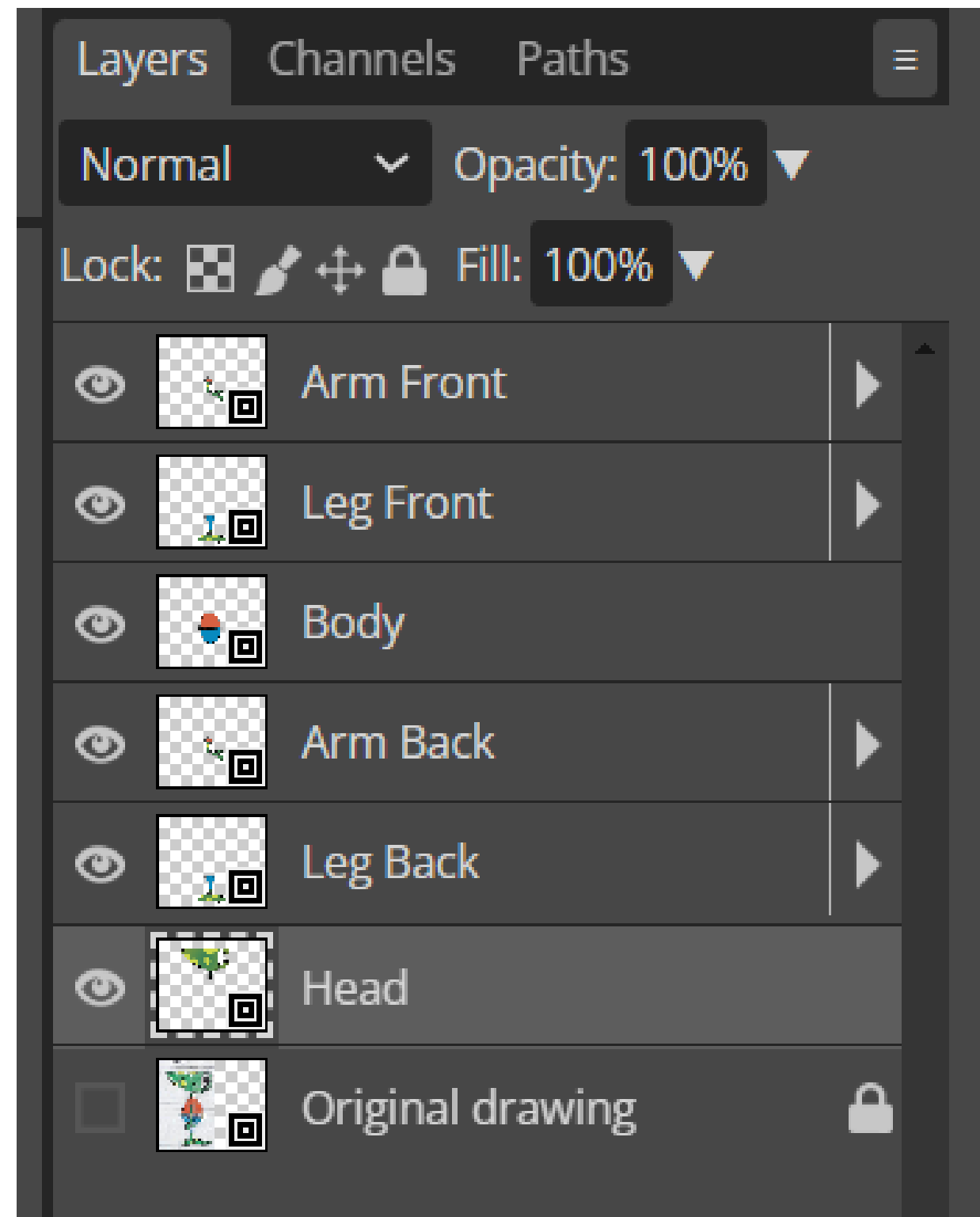
19. When you turn on PUPPET WARP a grid appears on your layer. Wherever you click you will make PUPPET PINS. You can move your image based on the PINS.



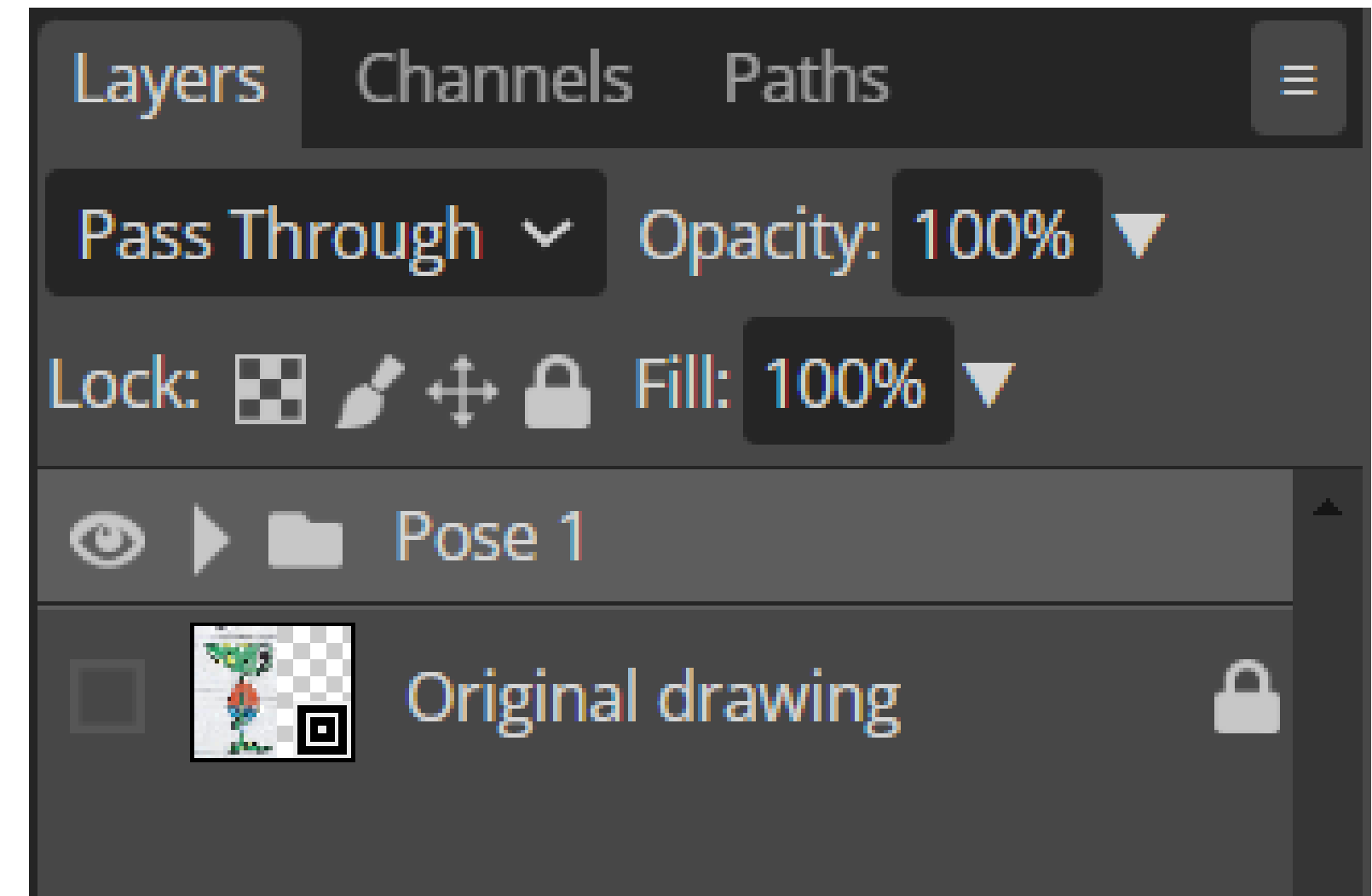
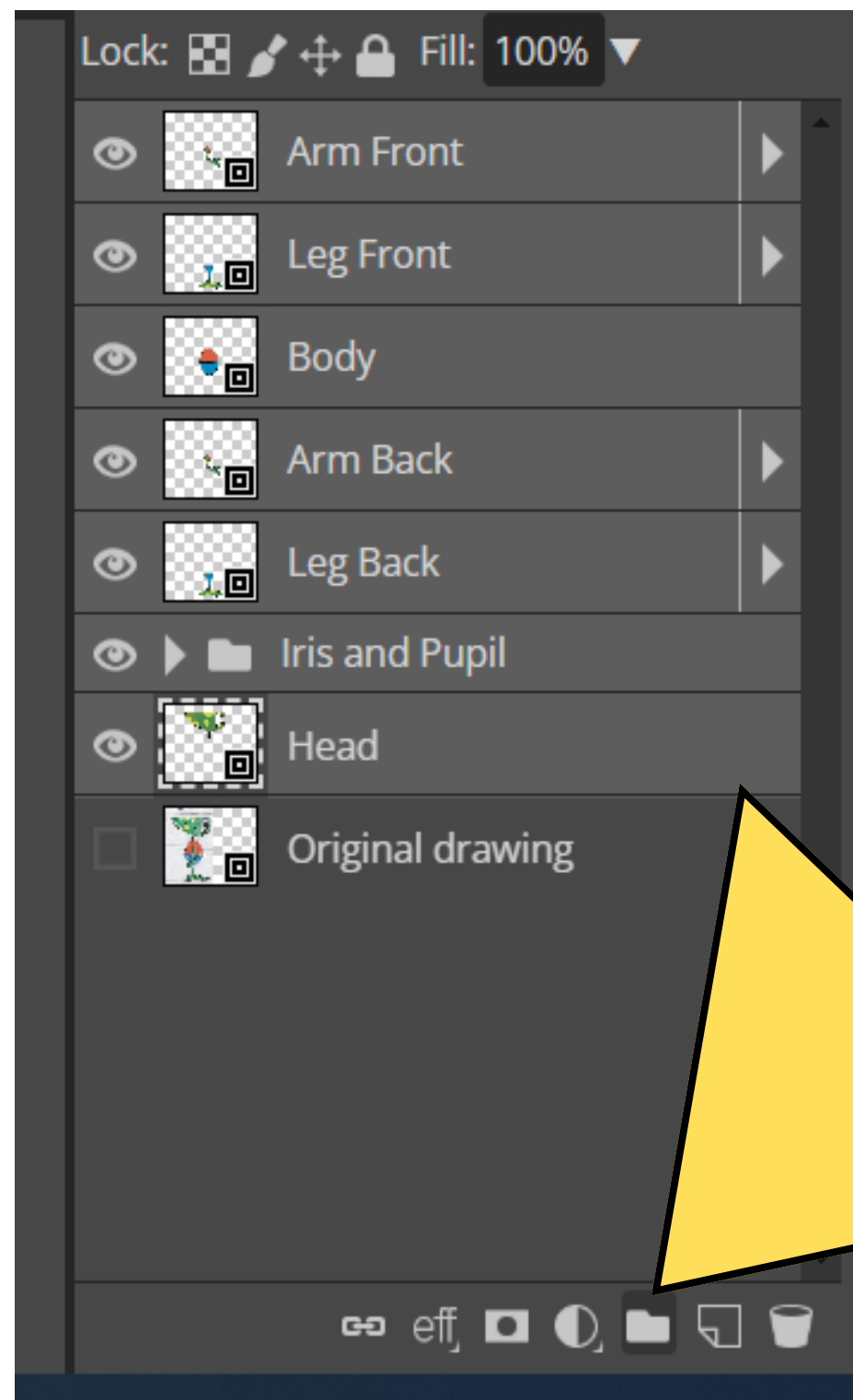
20. For the Feet, you can add extra points to animate the Heel and Toes.



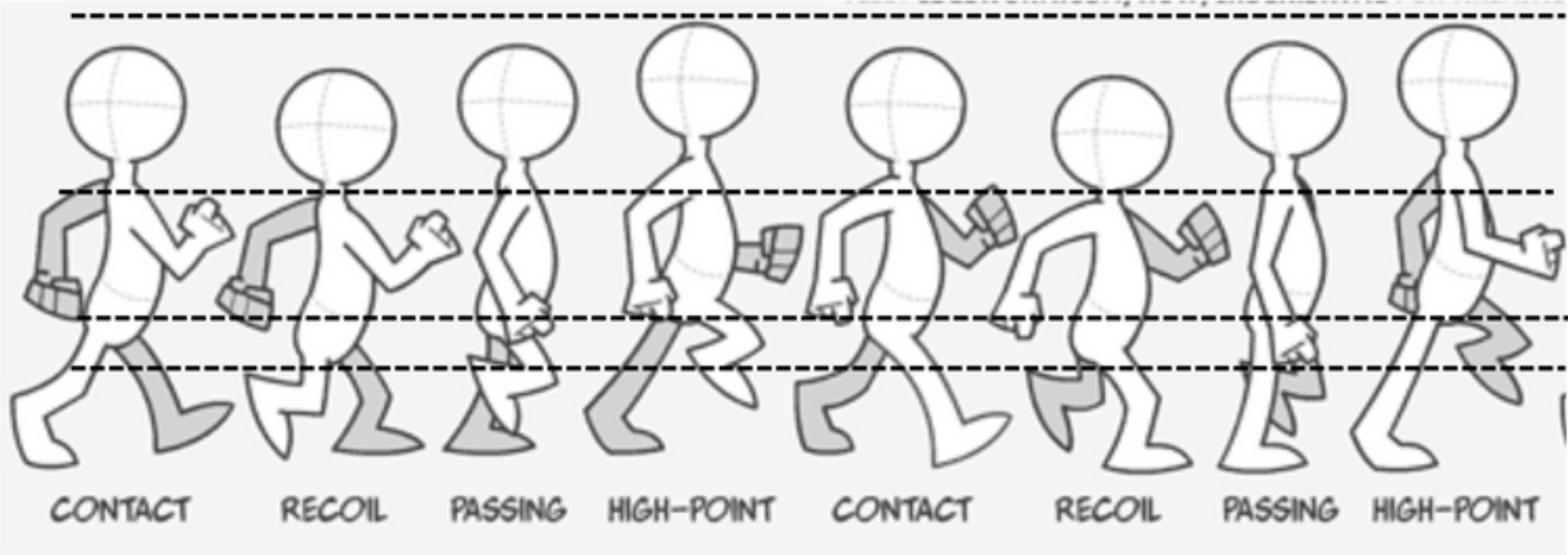
20. Duplicate your ARM and LEG layers. Put one ARM behind the body. Put one LEG behind the body.



21. Take all of these puppet layers and GROUP them into a folder and call it POSE 1.



22. With a total of 8 poses you can create a ‘walk’. Use this sheet to help you place the body parts in the correct locations.

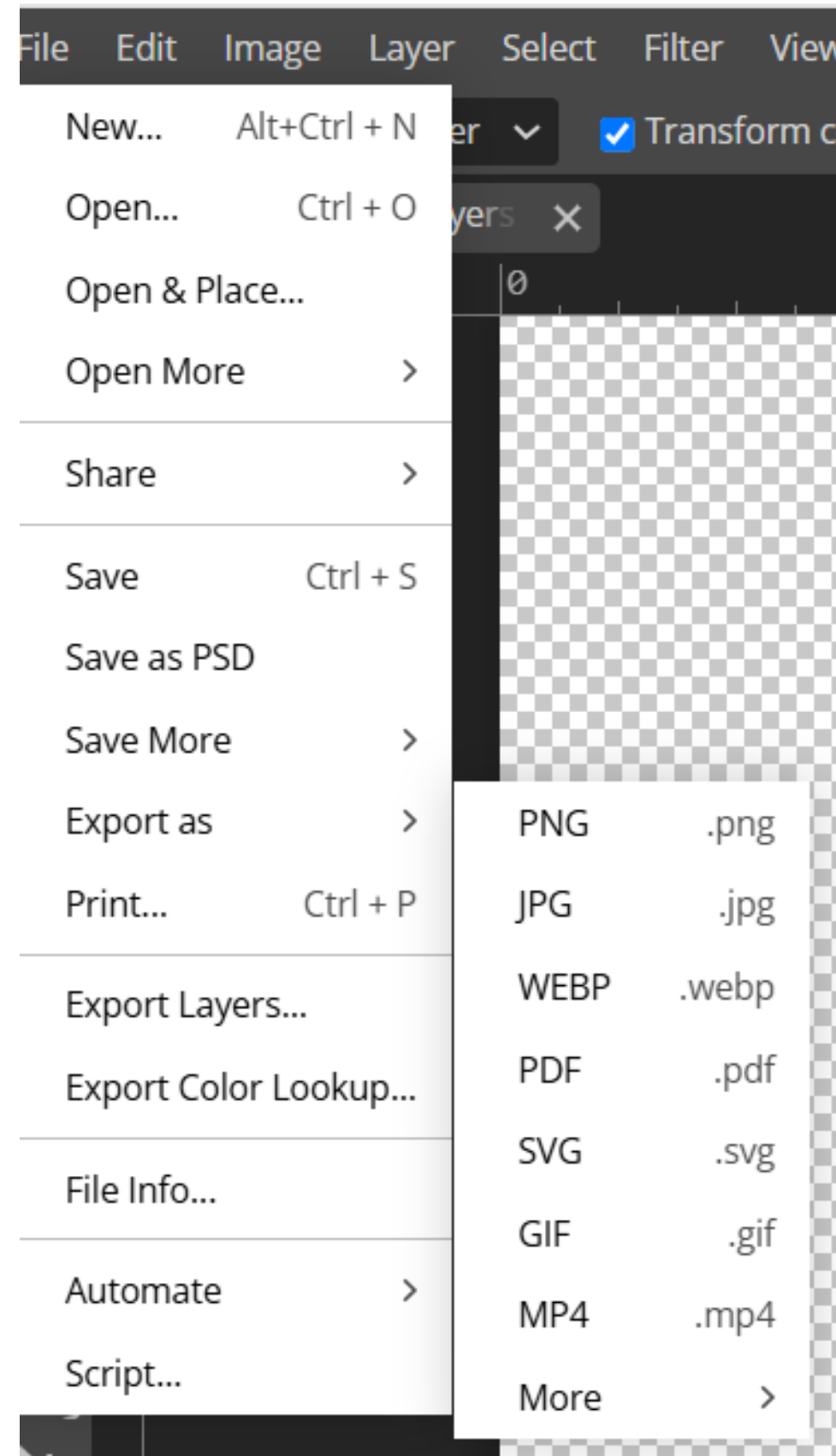


1. Head at Medium Height	2. Head at Low Height	3. Head at Medium Height	4. Head at High Height	5. Head at Medium Height	6. Head at Low Height	7. Head at Medium Height	6. Head at High Height
Body at Medium Height	Body at Low Height	Body at Medium Height	Body at High Height	Body at Medium Height	Body at Low Height	Body at Medium Height	Body at High Height
Right Arm Front & Forward	Right Arm Front & Forward	Right Arm Front & At Side	Right Arm Front & Halfway Backward	Right Arm Front & Backward	Right Arm Front & Fully Backward	Right Arm Front & At Side	Right Arm Front & Forward
Left Arm Behind & Backward	Left Arm Behind & Backward	Left Arm Behind & At Side	Left Arm Behind & Forward	Left Arm Behind & Forward	Left Arm Behind & Forward	Left Arm Behind & At Side	Left Arm Behind & Backward
Right Leg Front & Knees bent, Backward	Right Leg Front & Backward & Moving Forward	Right Leg Front & Knee Bent at Side	Right Leg Front & Forward & Knee Bent & Foot off ground	Right Leg Front & Forward	Right Leg Front & Forward & Knee Bent & Foot on Ground	Right Leg Front & Straight & Foot on Ground	Right Leg Front & Backward & Straight & Toe on Ground
Left Leg Behind, Forward, Heel Down	Left Leg Forward, Knee Bent, Heel and Toes Down	Left Leg Behind, At Side, Straight, Heel and Toes Down	Left Leg Backward, Straight Leg and Toes Down	Left Leg Behind, Backward and Knees Bent	Left Leg Behind, Backward, Knee Bent, Foot off ground	Left Leg Behind, At Side and Knees Bent	Left Leg Behind, Forward, Knee Bent, Foot off ground

23. Eventually you will have a folder for each pose, you did it!



24. Export it as a GIF to see your animation!



25. In the GIF menu you can change the speed of the animation.



25. Add a background and animate its movement in CANVA too!

