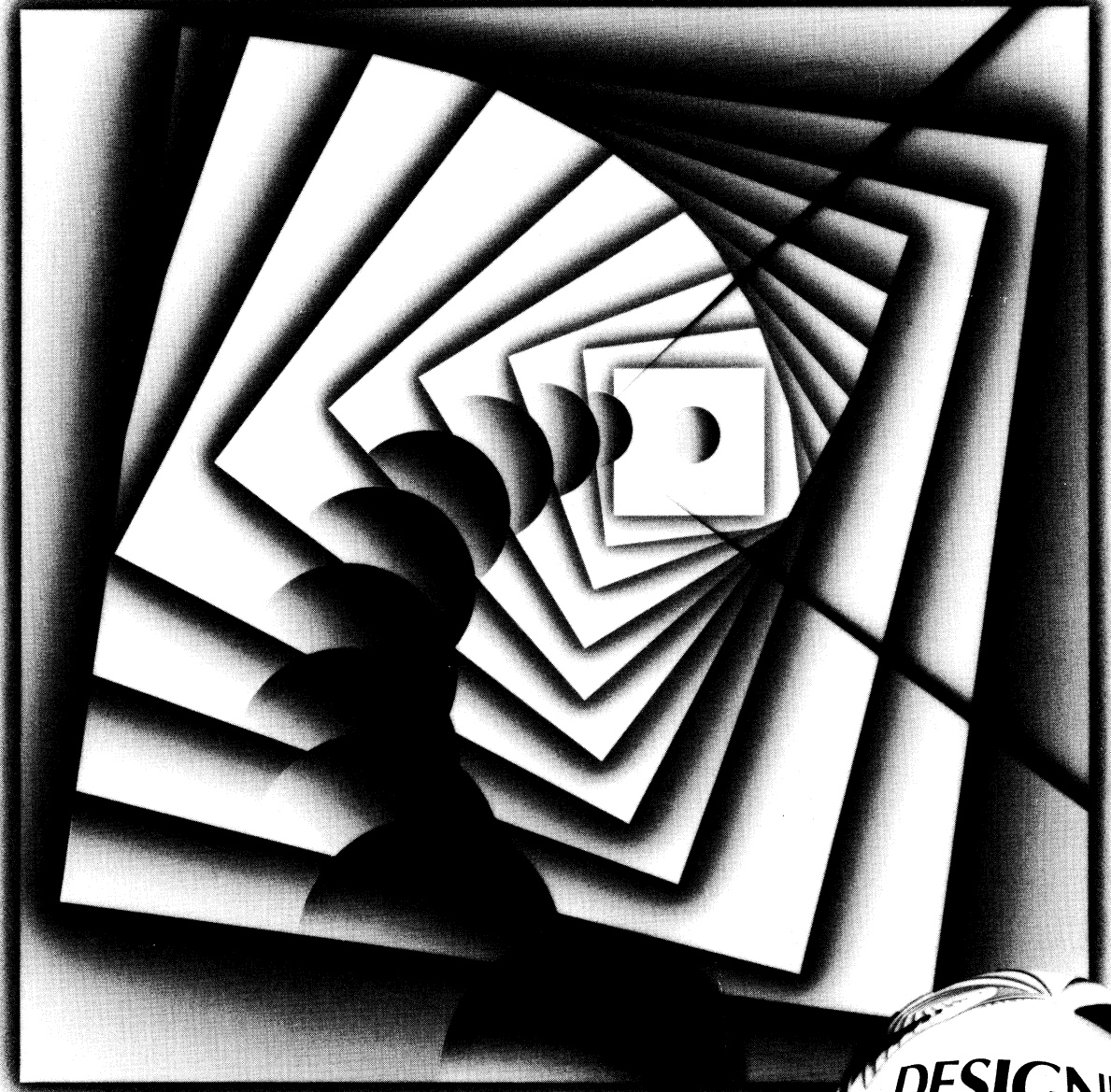


FANTAVISION™

Q U I C K - S T A R T C A R D




Broderbund®



You don't have to read the manual to start having fun with FANTAVISION. Because it is as much a toy as it is a tool, you can have a great time discovering some of what FANTAVISION does by just diving right in. After you've fooled around on the screen for awhile, you can sit back and thumb through the pages of the manual to find out what you've been doing. This card gets you started by giving step-by-step instructions for a simple animation sequence you can create right now.

GETTING STARTED

First, check to see that your mouse is connected to your computer. Then boot the FANTAVISION disk, label side up.

THE FANTAVISION SCREEN

The FANTAVISION Screen is where you'll draw images and put them in motion. Around the margins of the screen are the tools and materials you'll use. There are plenty, but don't worry about them all at this point. For now, let's keep things simple. Just follow the steps below to create your first FANTAVISION feature.

STEP-BY-STEP



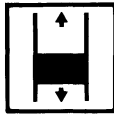
1. Move the cursor to the DRAW icon in the top left margin. Click over the icon, then move the cursor back onto the screen. At one side of the screen, draw a geometric shape (triangle, rectangle or whatever) by plotting a number of points — again, by clicking your mouse. Position the end of the last line so that it touches the starting point of the first line, thus “closing up” the shape. The closed shape will fill up with the color black.



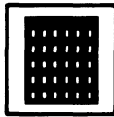
2. Click the HAND icon (just below the DRAW icon). Use the HAND to grab a corner of your shape and pull it into a new shape. Change the color of your shape by clicking on one of the color boxes at the bottom of the screen.



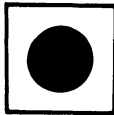
3. Now, just for fun, pull down the GOODIES MENU and experiment. Select ZOOM and click the arrows to the right of the menu to see your shape get smaller or larger. Select TURN and click the arrows to see your shape turn. Select LEAN, FLIP, and SQUASH and see what happens.



4. When you're done fooling around, click the arrow at the bottom of the SCROLL BAR in the right margin. Your shape will disappear (temporarily) because you've just completed one frame of your film and stored it.



5. Work on the next frame in the same way choosing a different color for your shape and drawing it on the opposite side of the screen. Click the arrow at the bottom of the SCROLL BAR to store the second frame of the film.



6. For the third frame, try something different. Click the Dot located in the right bottom margin. Then deposit dots on the screen by moving the DRAW icon around, clicking each time you want to place a Dot. Color your Dots a different color than your shapes, using the color boxes.



7. Now it's time to take a look at what you've created. To run your movie, click GO in the center bottom margin. How's that for action? When you start to feel dizzy, click again to stop the film. You can now go back and add more frames or start a new movie from scratch by selecting CLEAR from the pull-down FILE MENU, and clicking on CLEAR.

Now it's time to get fancy. Turn to the manual to find out all that FANTAVISION can do when you put it through its paces. If you'd like a preview of what's in store, select Matinee from the pull-down CROWN MENU. A self-running "Movie Matinee" demonstrates what FANTAVISION can produce when teamed with a talented director . . . like you!