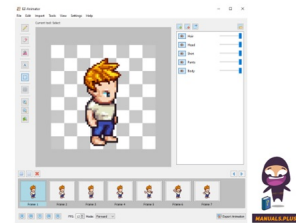


HappyCat

**HappyCat
Software
EZ-
Animator**



HappyCat Software EZ-Animator User Guide

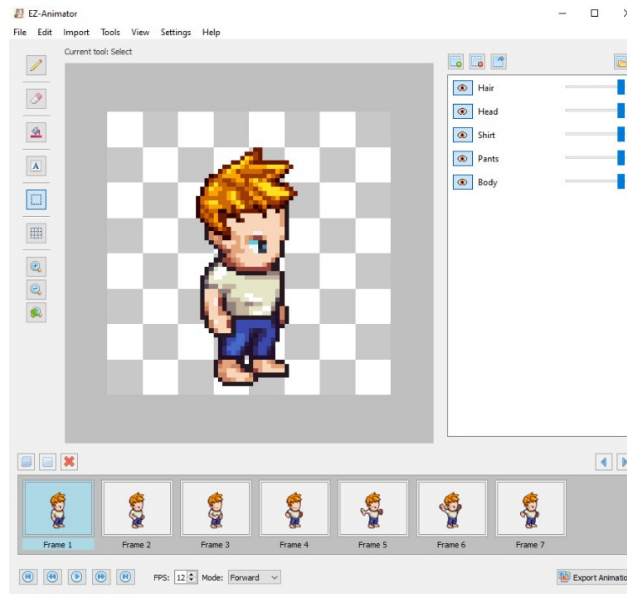
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HappyCat Software EZ-Animator



Getting Started

EI-Animator is a simple yet intuitive tool designed for animation enthusiasts of all ages. Whether you're crafting mesmerizing animations from scratch or fine-tuning existing sprite sheets, images, or animations, EI-Animator simplifies the process without compromising on creative control. EI-Animator is meant to work in tandem with your favorite image editor as it is aimed at animation layering and compilation.

EZ-Animator workflow:

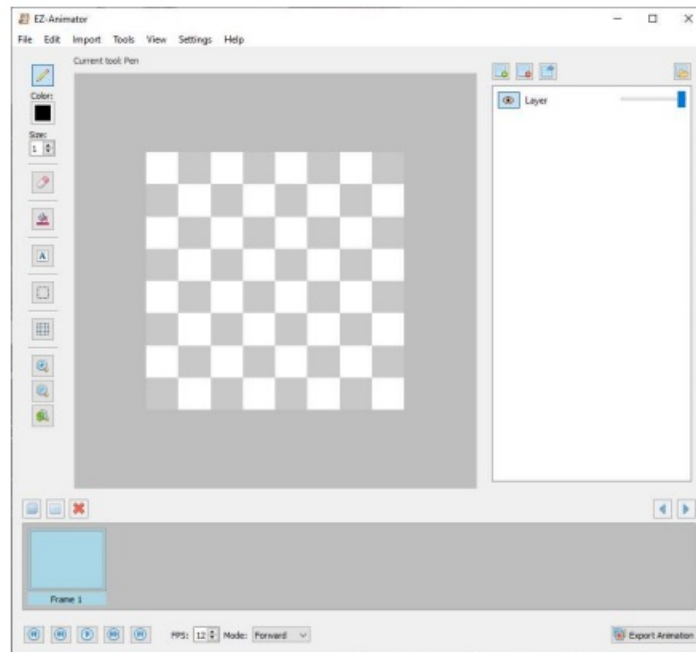
1. Arrange layers as desired;
2. Import images and sprite sheets into the layers
3. Perform light touchups or modifications as needed
4. Export to desired format

System Requirements

- Operating System: Windows 10
- RAM: 8gb

First Launch

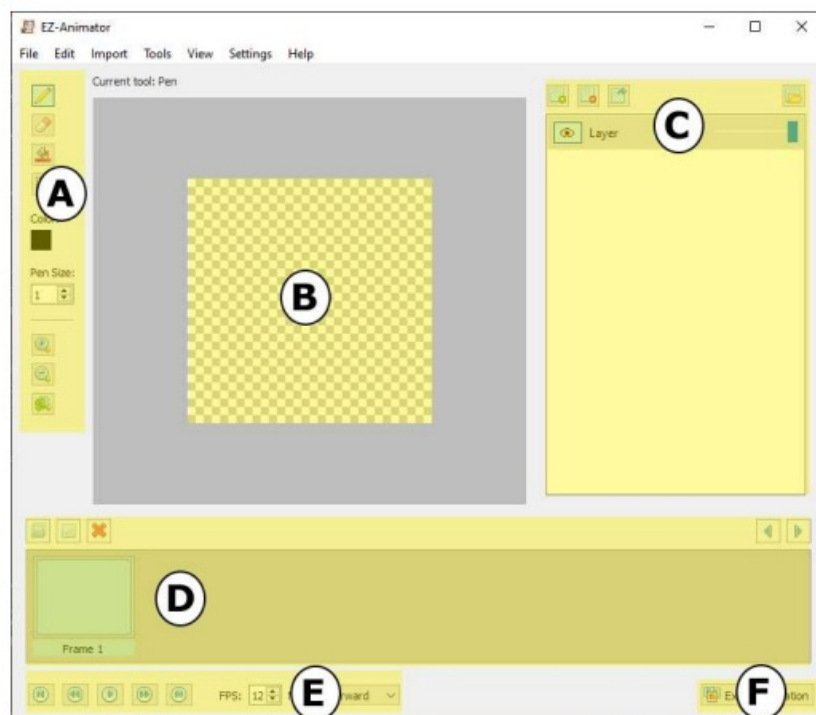
Upon launching EI-Animator for the first time, a new project will automatically be created with default settings.



Interface Overview

The EZ-Animator interface consists of several key areas:

- A – Tool Panel
- B – Canvas
- C – Layer Panel
- D – Timeline
- E – Playback controls
- F – Export



Tools & Options

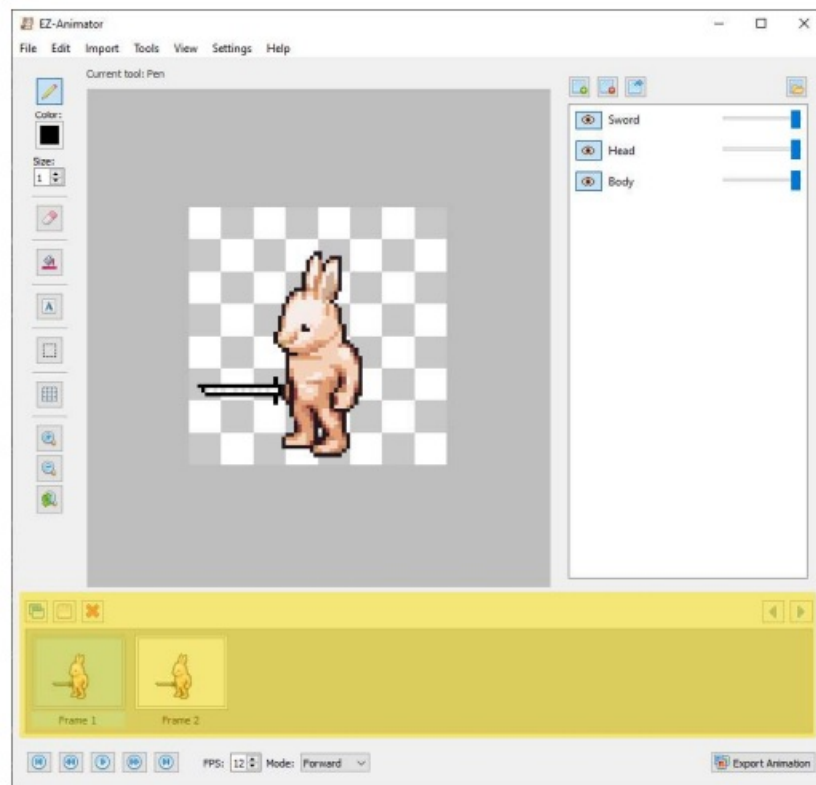
Drawing Tools:

- Pen/Pencil (Ctrl+Alt+B): Used for freehand drawing.
 - Adjust Color
 - Adjust pen size
- Eraser (Ctrl+Alt+E): Erases parts of the image.
 - Adjust size
- Fill (Ctrl+Alt+F): Fills contiguous areas with the selected color.
 - Adjust Color
- Select (Ctrl+Alt+S): Selects and manipulates drawn areas.
 - Can be dragged
 - Can be moved using (Ctrl+Arrow key)
- Text (Ctrl+Alt+ T): Insert text.
 - Click a drag to place
 - Double click a text on a layer to modify it
- Grid toggle: Turn grid on or off, customize the grid in the canvas settings menu.
 - Customize grid cell size
 - Customize grid color

View Options:

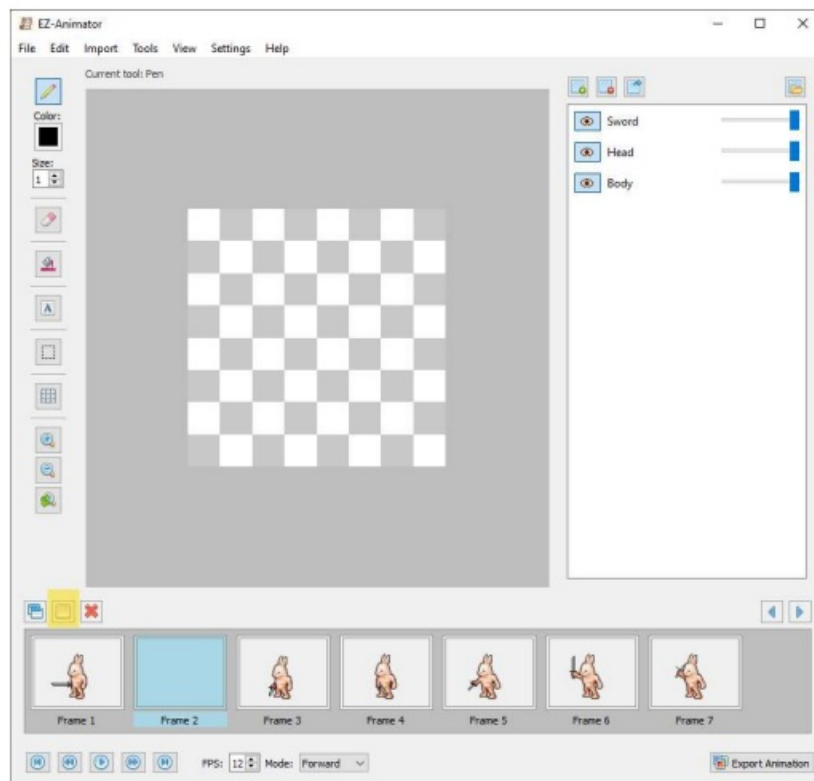
- Zoom In (Ctrl++)
- Zoom Out (Ctrl+-)
- Reset Zoom (Ctrl+0)

Working with Frames

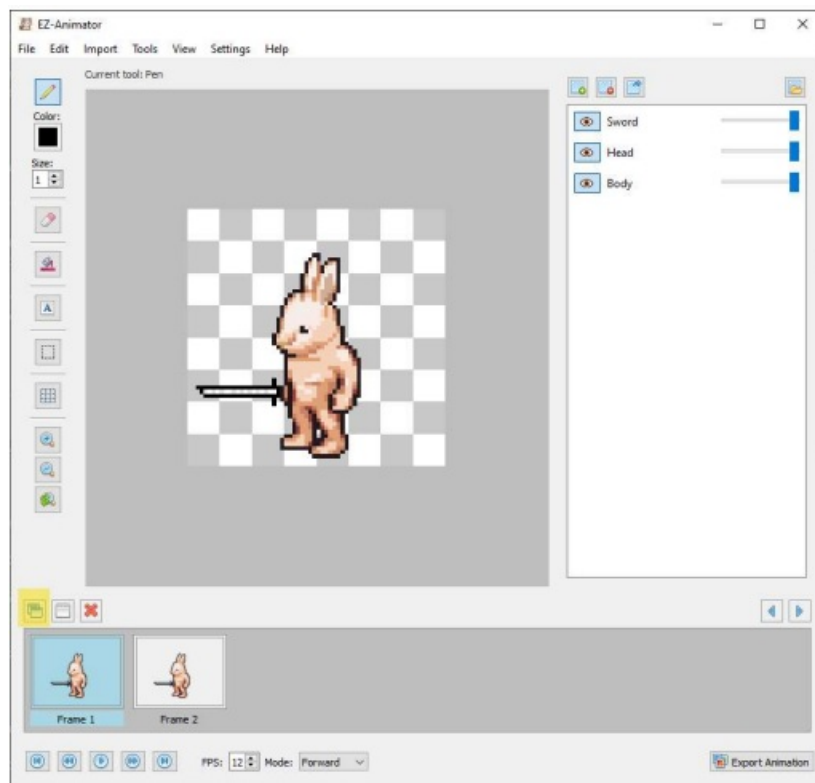


Frame Operations:

- Add Blank Frame: Create a blank frame for the animation after the selected frame.

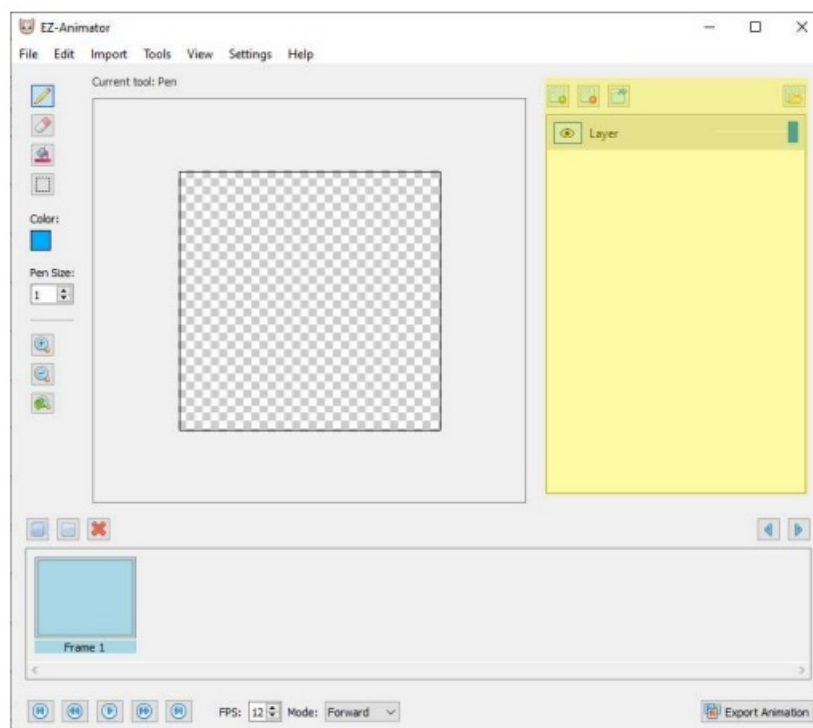


- Clone Frame: Duplicate the selected frame.



- Delete Frame: Remove the selected frame.
- Navigate Frames: Move between existing frames quickly.

Layer Management

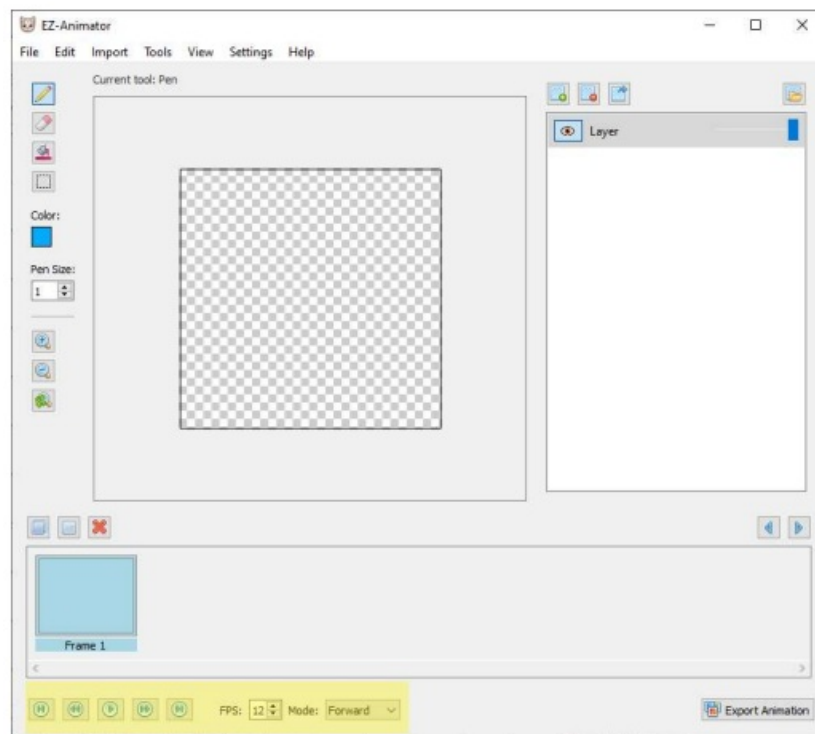


Layer Features:

- Add/Remove Layers: Add or delete layers as needed.
 - New layers are added to the top of the layer list
- Extend Layer: Extends the selected layer content into the next frame if one exists or creates a new frame and clones the layer.

- Adjust Opacity: Modify the opacity of individual layers. Layer opacity is exported in the file output.
- Show/Hide Layers: Control the visibility of layers. Layer visibility is not exported in the file output.
- Rename Layers: Keep layers organized with custom names by double clicking the layer in the list.
- Reorder Layers: Change the stacking order of layers by dragging.
 - The higher a layer in the list, the more in the foreground it is.
 - The lower a layer in the list, the more in the background it is.

Animation Playback



Animation Controls:

- Play/Pause Animation: Start or stop the animation playback.
- Playback Speed: Control the animations' frames per second (FPS).
- Playback Mode: Preview the animation.
- Frame Navigation: Quickly jump to the start or end of your animation.

File Operations

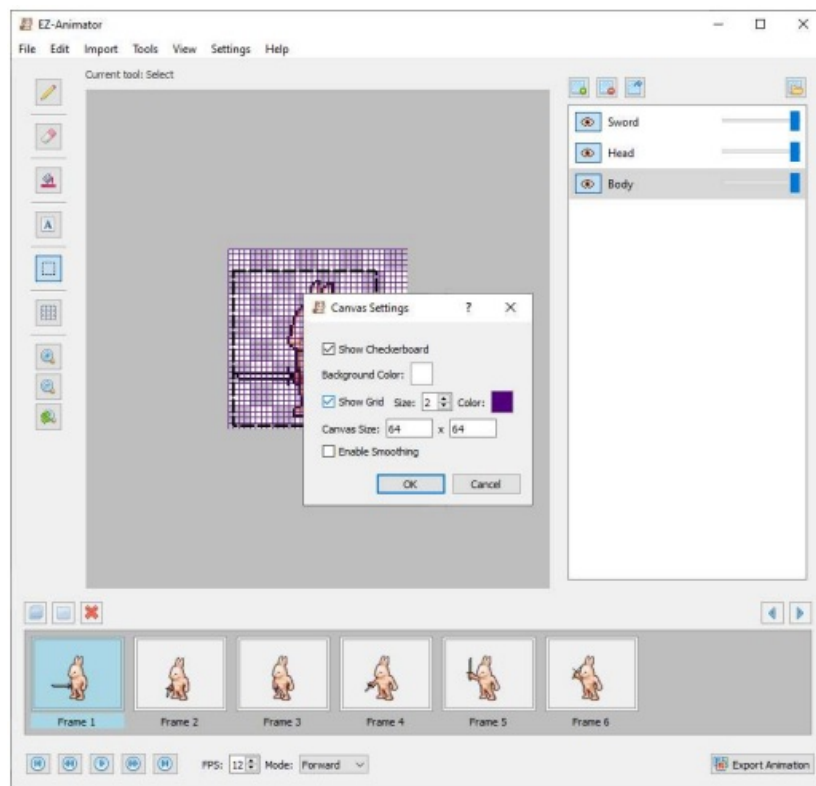
Project Management:

- New Project (Ctrl+N): Create a new project.
- Open Project (Ctrl+O): Open an existing project.
- Save Project (Ctrl+S): Save current project.
- Save As (Ctrl+Shift+S): Save a copy of the project with a new name.
- Export Animation (Ctrl+I): Export your animation to various formats.

Supported File Formats:

- Project Files: .eza (EZ-Animator Project)
- Import Formats: PNG, GIF, JPG, JPEG, WEBP, BMP
- Export Formats: PNG, GIF, WEBP, MP4

Settings & Preferences



Canvas Settings:

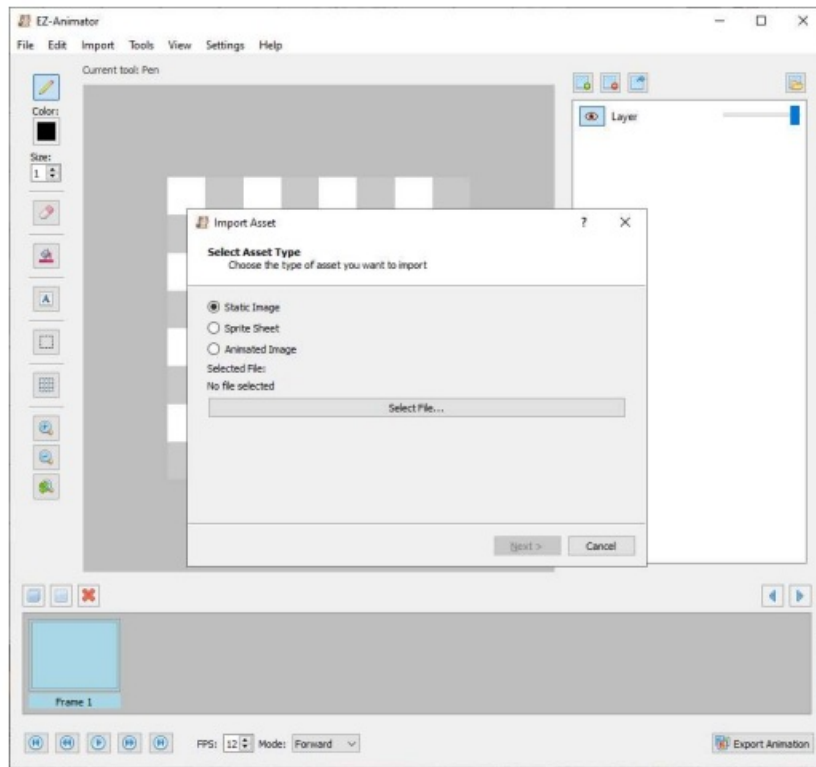
- Canvas dimensions: Width and height of the editable canvas.
- Grid properties and color: Adjust grid visibility, size, and color.
- Background color: Adjust the canvas color as desired; this is cosmetic and does not impact exported content.
- Enable or disable smoothing: Turn smoothing on or off.

Tips

Use layers to your advantage by placing individual animation components into separate layers. This allows for better fine-tune control for customizing your project.

Import to Layer

- Importing a static image to a layer will offer to shrink or crop the imported image.
- Importing a sprite sheet to a layer will allow you to configure dimensions of the imported content such as the specific starting rows and columns and ending rows and columns as well as any padding.

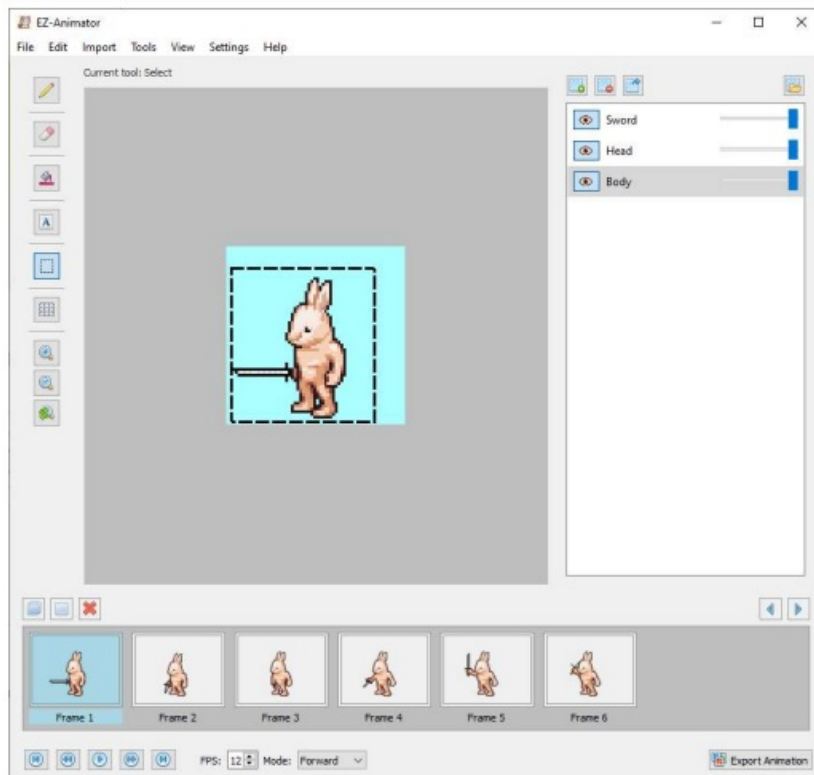


Moving a Selection

Using the selector tool, layer content can be moved by:

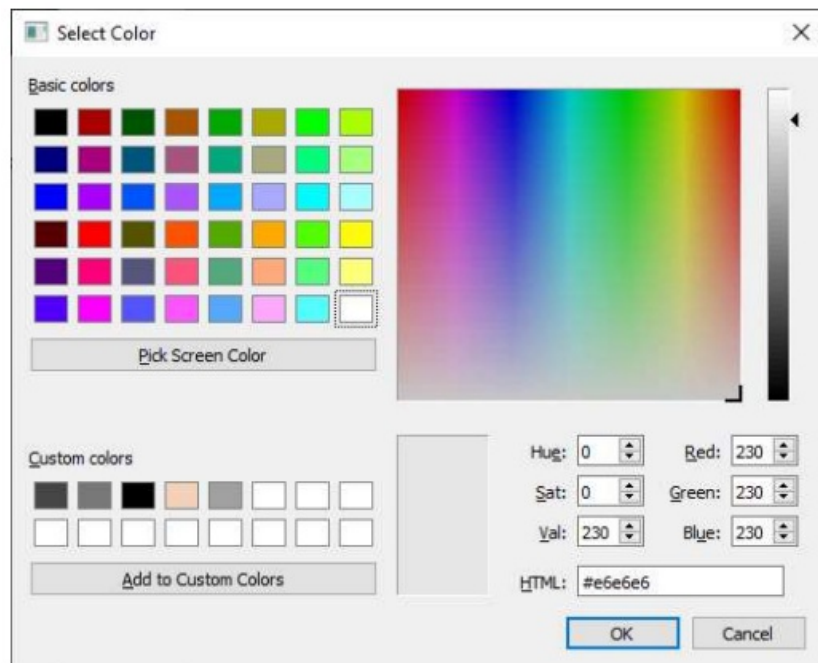
- dragging it by using the mouse
- or by pressing (CTRL + Arrow key). For example pressing CTRL +(the UP arrow key) would shift the selection up 1 pixel.

This allows for precise pixel placement of selections.



Color Palette Management

In the color window, custom colors can be saved for reuse by selecting a custom color box, choosing a color, and then clicking "Add to Custom Colors."



By following this guide, you should be well-equipped to start creating amazing animations with EZ-Animator. Happy animating!

Documents / Resources

<p>EZ-Animator User Guide</p> <p>Table of Contents</p> <ul style="list-style-type: none"> 1. Getting Started 2. Creating a New Project 3. Editing the Project 4. Exporting the Project 5. Troubleshooting 6. License Agreement 7. Contact Us 	<p>HappyCat Software EZ-Animator [pdf] User Guide</p> <p>EZ-Animator</p>
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References

- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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