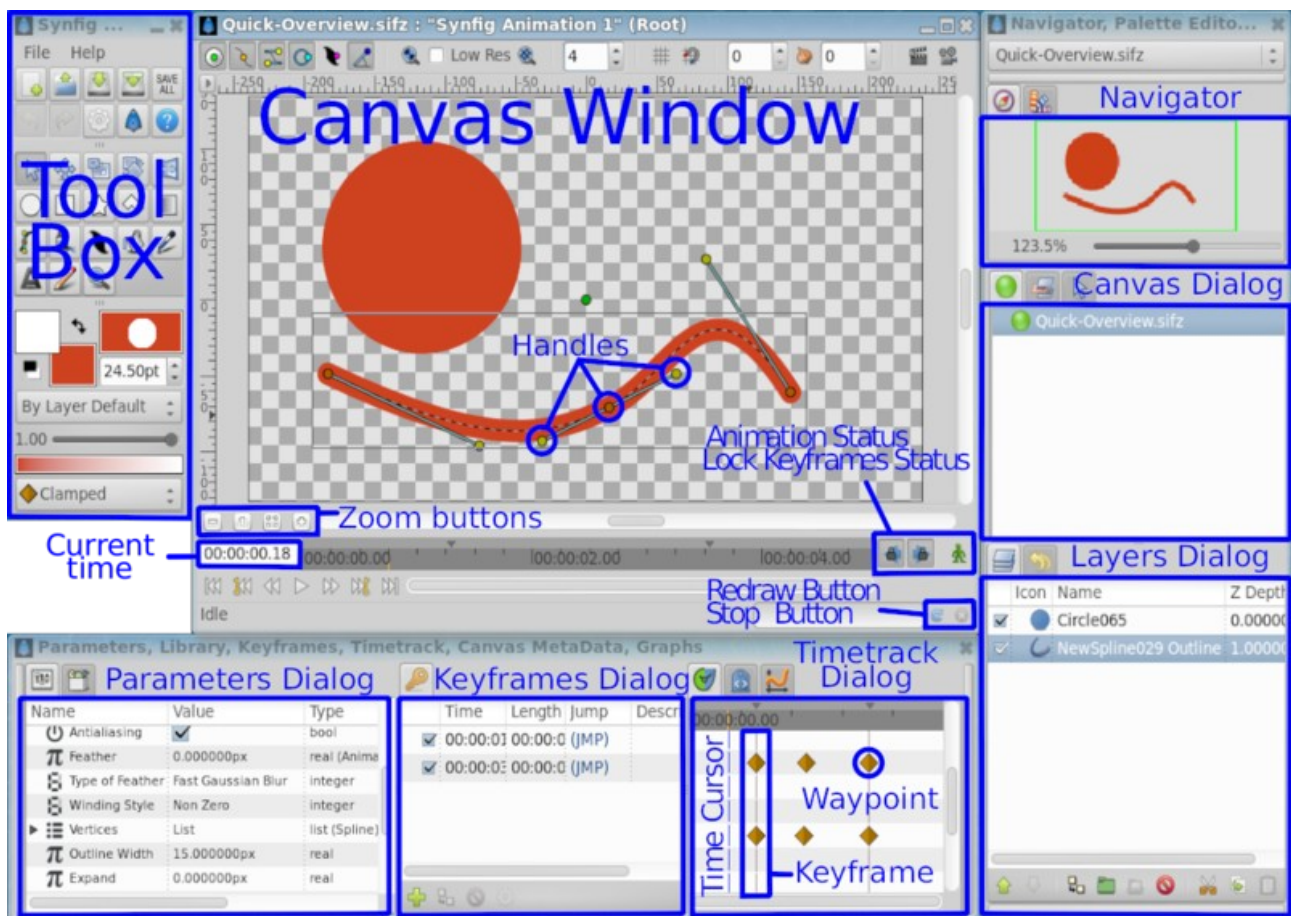


Synfig Studio

Synfig Studio is a free and open-source 2D vector graphics and timeline-based computer animation program created by Robert Quattlebaum with additional contributions by Adrian Bentley. Synfig began as the custom animation platform for Voria Studios (now defunct), and in 2005 was released as free/open source software, under the GNU General Public License.

How to use Synfig Studio for animation.

Firstly we have to understand its interface.



You can draw object using the tools inside the software or import images from outside. All objects in synfig is a layer you can see in the layers panel.

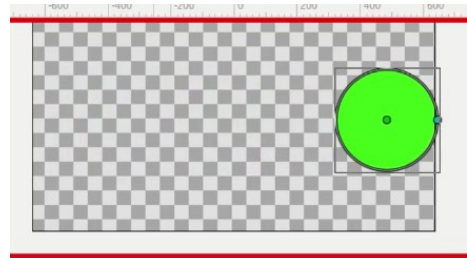
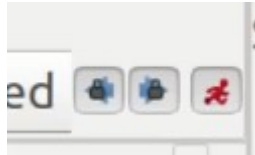
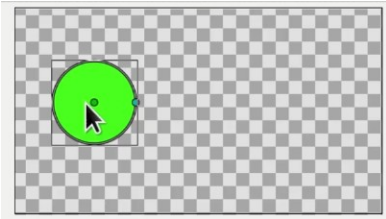
Creating an animation in Synfig Studio is really easy. It basically means to change a drawing — you just need to create the first stage and last stage of a change, and Synfig takes care of the steps in between.

Lets make a move a circle animation.

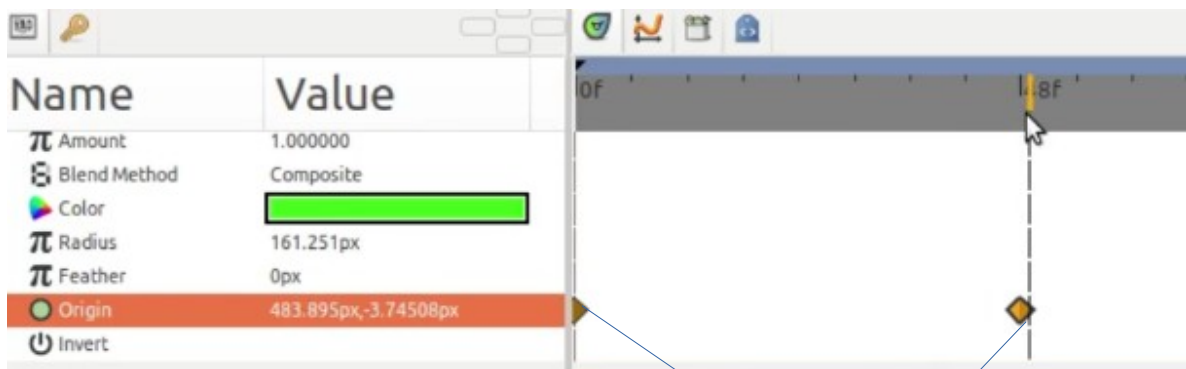
1. Draw a circle

2. Turn animation mode

3. Go to last frame and make the changes



Animation ready. Synfig studio makes intermediate frames automatically. Initial and final values are stored in way points. Intermediate values are mathematically interpolated by the software.



Way points

Here you can see the way point is created on the origin property. You can animate any property to get desired animation.

This is the basics of synfig studio. You can make animations like this.

Now let us export this animation.

Goto File -> Render , you will get a dialogue box given below. You can choose the format and export the animation.

