

How to Make free Animations - Pivot Stickfigure Animator

by **Keith-Kid** on February 13, 2008

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intro: How to Make free Animations - Pivot Stickfigure Animator

Hello, Are you one of those persons who just saw an animation and thought it would be cool to make your own? Or maybe you want to know if you're cut out to make some, but You don't wanna waste hundreds of dollars trying to find out?

Well There's a Solution: **Pivot Stickfigure Animator**

Pivot StickFigure Animator is a **free** animation program. It mainly uses lines and circles to create animations. It is a very simple program, that is great for learning to animate, and always good for practicing.

The creator, Peter Bone, decided to make a free to use animation program for people who would like to learn if they are cut out for animation, but don't want to spend money in the process. His program has been praised for being simple, effective and best of all FREE!!!!!! Be sure to thank this guy any way you can!

Pivot can be used for beginner projects:



By West921

But don't think its just limited to two stickmen fighting:



By Alex Grinjav

[Here](#) is the **official** page of Pivot. Also, check out Peter Bone's [other programs](#)

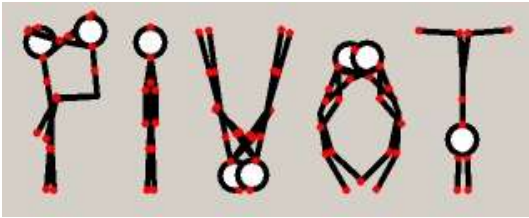
An Msn Group for Pivot can be found [here](#)

So without further a do, here's how to make Simple Free animations

This Instructable is still under construction and is not even remotely finished. Some steps may seem out of place, but

<http://www.instructables.com/id/Simple-FREE-Flash-Animation-Pivot-Animation/>

please be patient.



step 1: Getting the Software

First of all, you have to download the software.

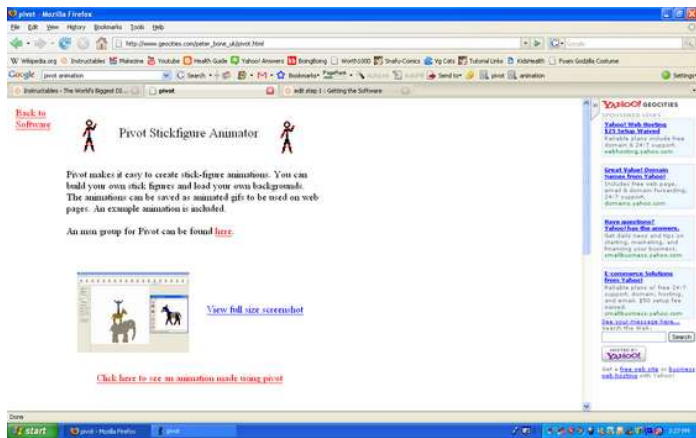
You're probably unsure if you should download this program. You might be Thinking that it may have a virus or spyware.

Well, search google all you want. This software has received numerous awards for being safe. If you still don't trust, ask around, maybe someone you know uses it.

Pivot Stickfigure Animation

There are two great reasons to download the program.

- 1) Its free!
- 2) Only takes up 1 mb. Really!



step 2: Get Familiarized with the Program

An icon saying "Pivot Stickfigure animator" will probably appear in your desktop. If not, look for it in the start menu.

Open up the program

First, Let's get familiarized with the program.

The first thing that you'll notice is that theres a stickman in a Large White Space. This Large space is the canvas, where you will put your animation.

On the top of the page, theres a Long Empty Space, this is where each frame will go in.

On the left, you'll see some buttons: (In descending order)

- * **Play** - When pressed, will preview how the animation is coming along.
- * **Stop** - When pressed, will stop playing the preview and go to your current point in the animation
- * **Repeat** - If checked, will keep playing the preview until you hit stop, If not checked, the preview will only play one time

* **Add Figure** - This is where you can insert a new figure. When you open up the program, it will say stickman. This is because the stickman is the default Figure. If You've created new figures, you can insert them by choosing the name of the figure and clicking "Add Figure"

Current Figure - Options for the selected figure in that particular frame

- **Delete** - Will erase the selected figure from the frame
- **Center** - Will move the selected figure to the center of the canvas
- **Colour** - With this button, you can change the color of the selected figure
- **Front** -

<http://www.instructables.com/id/Simple-FREE-Flash-Animation-Pivot-Animation/>

- Edit - With this button, you can edit and alter the figure. You can add or remove segments. You can also delete the whole figure and create a new one
- Flip - Will move the figure to the opposite position of the one its currently on
- Size - Determines the size of the figure in each frame
- Back -

* **Next Frame** - Saves the current picture as a frame and moves on to the next one

In the Tabs:

File:

- Open animation - Opens a saved file for editing. Can only import files made in Pivot
- Save animation - Save the current animation as a Pivot file for editing, or as a GIF image so you can put it on other places. Can also save as a bitmap.
- Load Background - Load an image or drawing made with Pivot, as a background Image. Different Backgrounds can be used in different frames.
- Clear Background - Erase the background from the selected frame.
- Load figure type - Upload a figure from another user or Internet site.
- Create Figure Type - Create a new figure. More about this in step

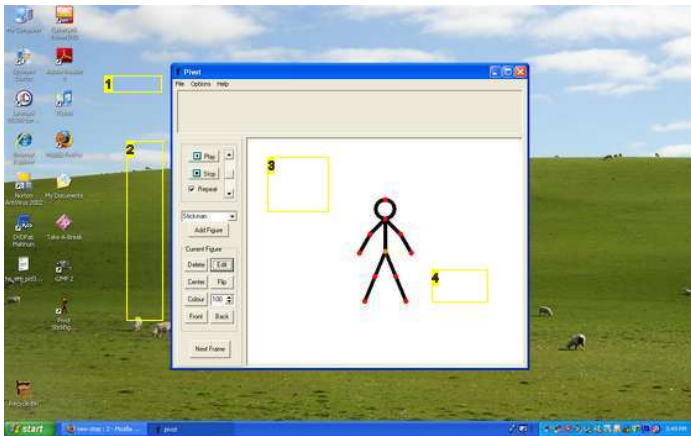


Image Notes

1. Tabs >
2. Buttons >
3. Canvas
4. Stickfigure. Will appear every time you open the program

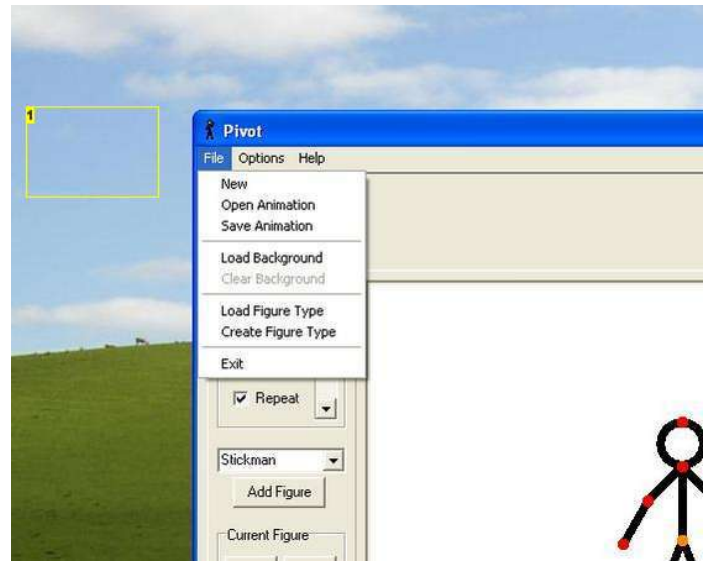


Image Notes

1. Tabs >

step 3: Make a Stickman



Please Excuse the low audio, I have a cheap microphone

Although a stickman appears every time you open Pivot, you may want to improve on it or maybe even make your own character.

To make Your own stickfigure, first open up the files tab and click on "Create Figure Type"

<http://www.instructables.com/id/Simple-FREE-Flash-Animation-Pivot-Animation/>

A new window will open up. There you can edit or create a stickfigure of your own. When you click on a segment, it will turn blue, to signify that its selected

To create a segment, you must build it on the segment provided. All segments **MUST** be connected.

The buttons: (From up to down)

- Add line - Add a new segment on the original segment or a new segment.
- Add Circle - Add a circle to the figure
- Toggle Segment Kind - With this button you can change a segment to a circle or Vice-versa (other way around). With this tool, you can also turn the original segment with a circle.
- Duplicate Segment - Creates an exact copy of the selected Segment. Useful for making identical arms or legs.
- Segment Thickness - Change the thickness of the selected segment
- Static / Dynamic Segment - Probably the most Important Button in this menu. Will change the segment type of the selected segment

A dynamic segment will have a handle and will therefore be able to move in an animation. The Dynamic segment is the default option, meaning that all created segments will be dynamic unless you change it.

A static segment will not. have a handle.

A segment is shown as grey in the builder if it is static and black if it is dynamic (when it's not selected). Static segments can be rotated in the builder, but not the animation.

- Delete Segment - Deletes the selected Segment

Edit Mode

You can activate edit mode in the stickfigure builder by clicking Options and selecting Edit mode

In edit mode, you can change the lengths of segments. Remember to uncheck edit mode after you change the length of a segment, or it might ruin your stickfigure if you move something you shouldn't have moved

To save your stickman go to File> save as

To add the character to your animation go to File> add to animation. You have to name it.

To make a stick or line as an object, simply create a character thats only a segment.

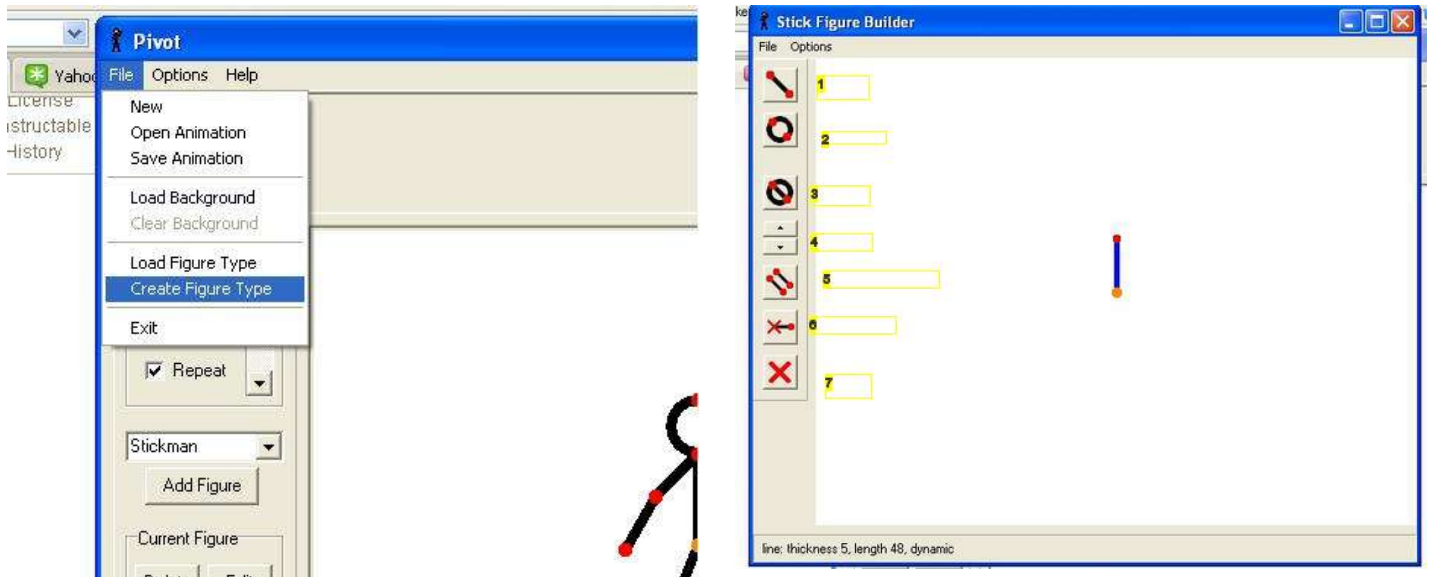
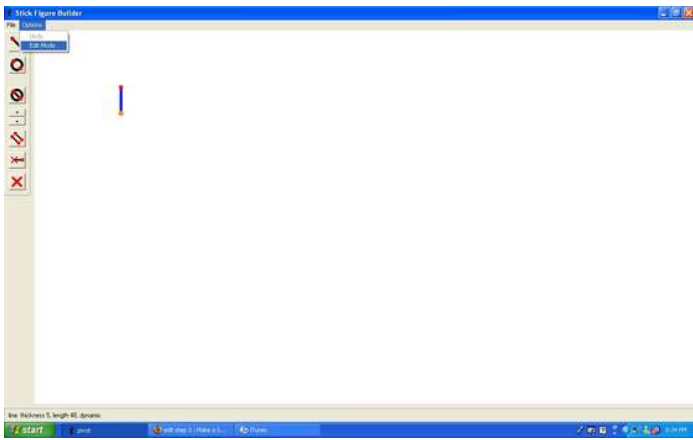


Image Notes

1. Create Segment
2. Create Circle
3. Toggle Segment Kind
4. Line Thickness
5. Duplicate Segment
6. Dynamic/ Static Segment
7. Delete Segment



step 4: The Basics

Now Lets talk about the basics of making an animation.

Make a drawing, Change the frame, make another drawing, Rinse and Repeat

See an example:

When you download pivot, it comes with some demo animations to use as reference. Follow these instructions on how to open the walking demo:'

- Open up pivot.
- Click on the files tab and select "Open Animation"
- Select the one that says "walking"
- The pictures on this step are taken from the walking demo. Not made by me. The demo.

To make Your own walking animation:

Open up Pivot.

Since the stickman is already there, simply click next frame. and move the stickman to any position.

First thing you'll see is a gray figure behind the stickman. This is a very neat and probably the most important feature in Pivot that shows the position of the figure in the previous frame. Its very useful if you forget what hes supposed to do now.

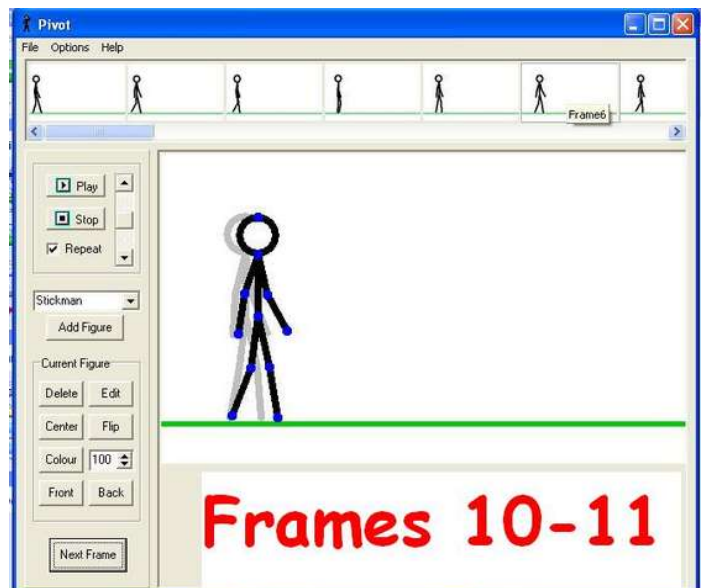
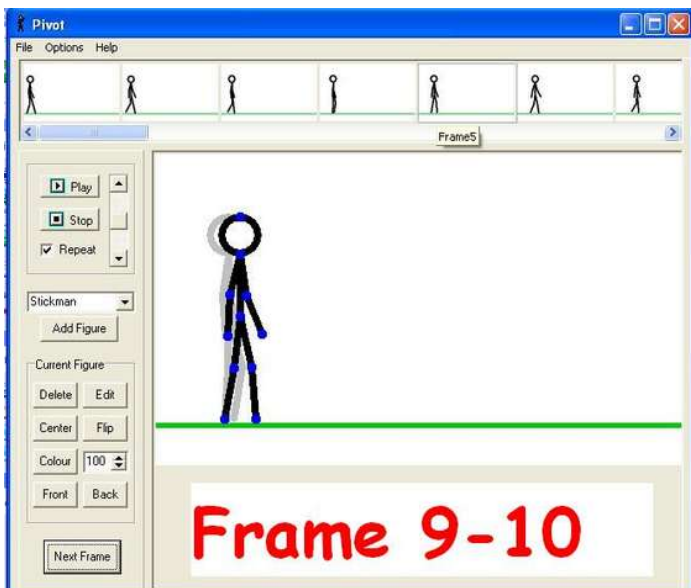
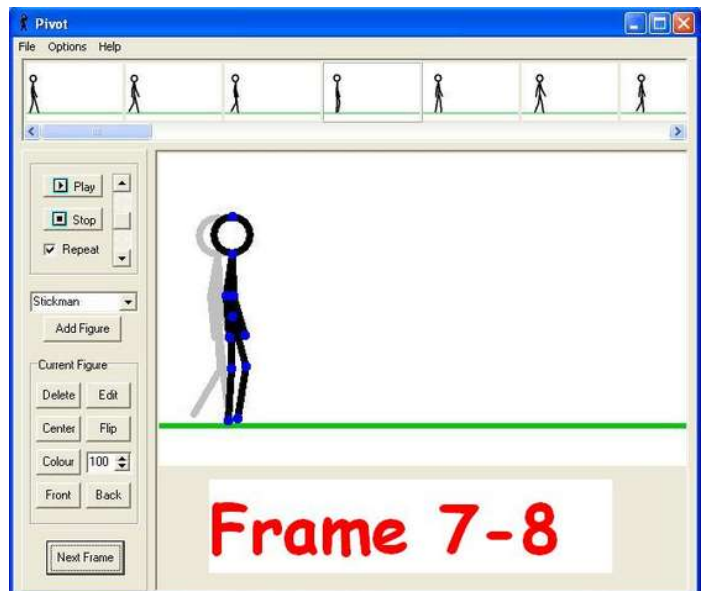
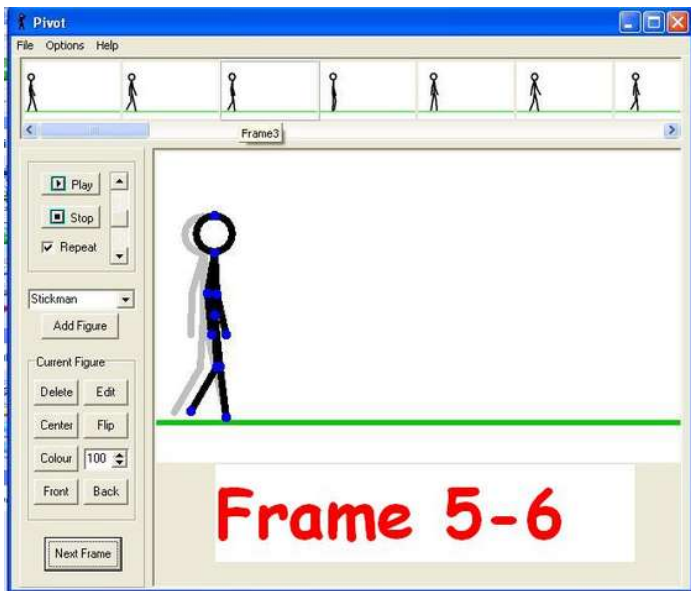
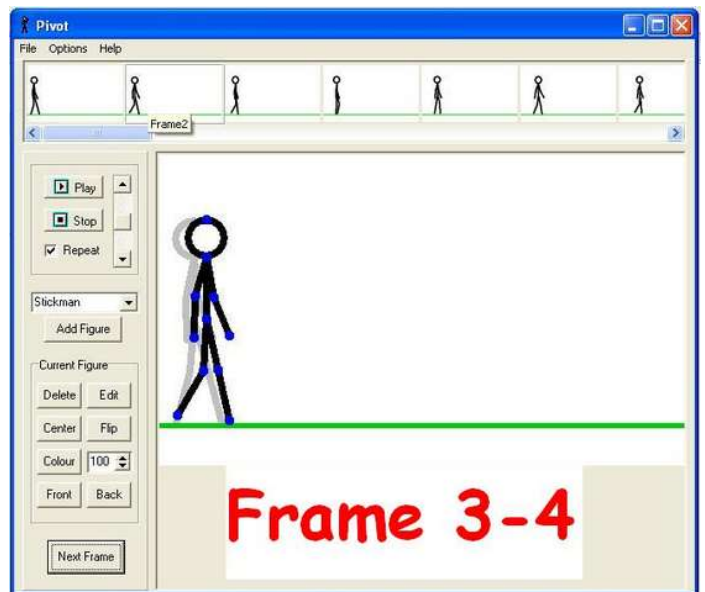
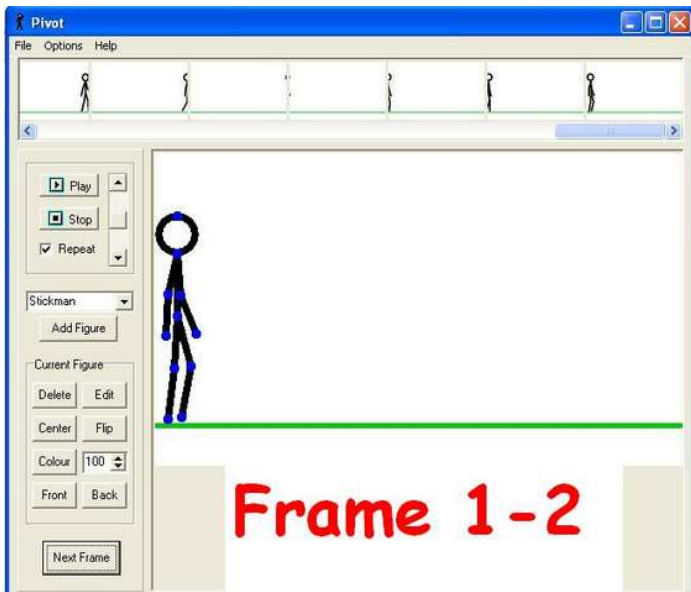
In this step I'm gonna cover the most fundamental and probably most asked question of Pivot animation : **Walking**

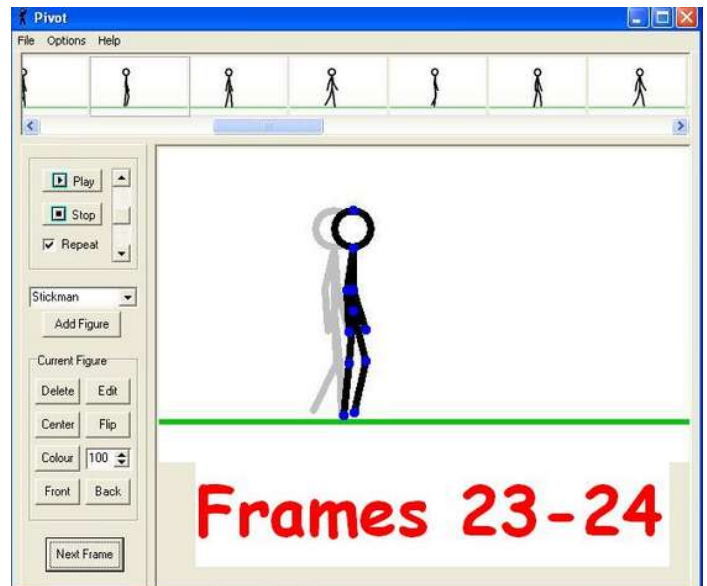
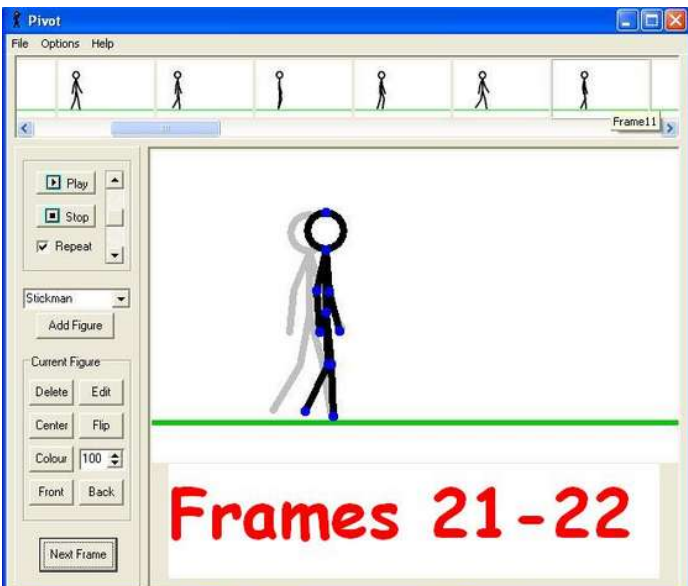
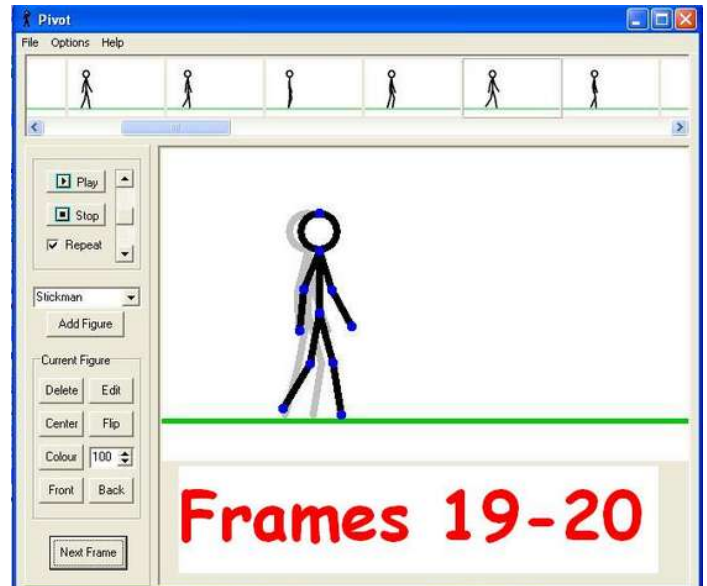
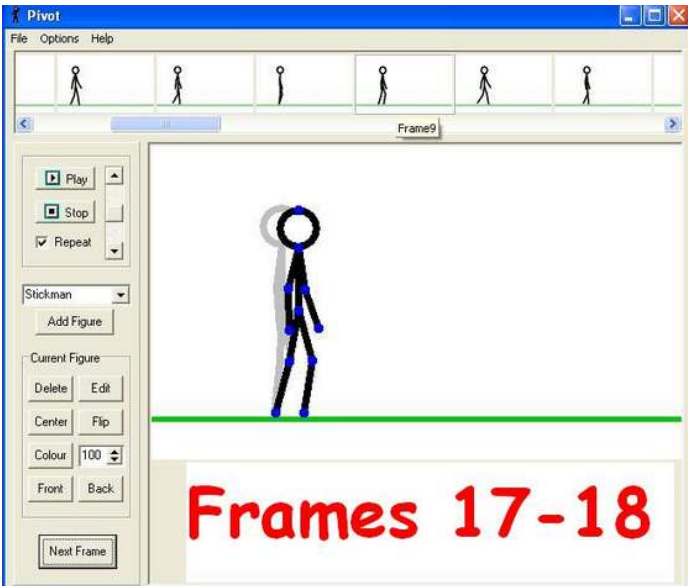
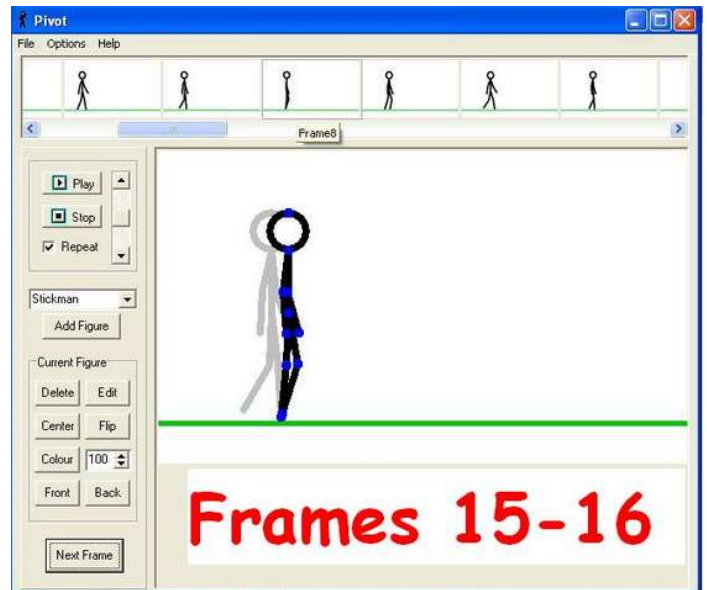
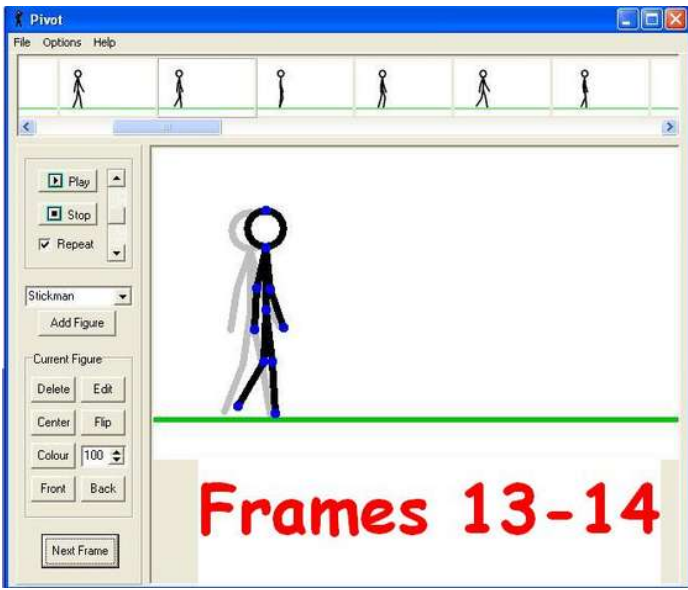
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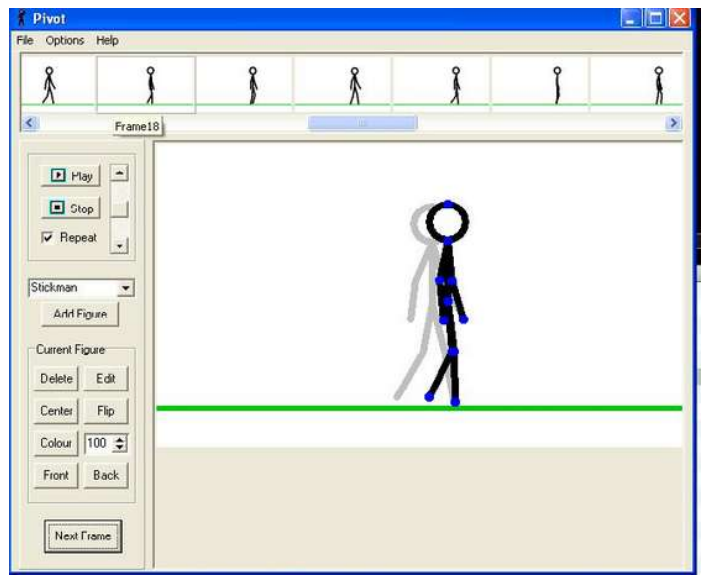
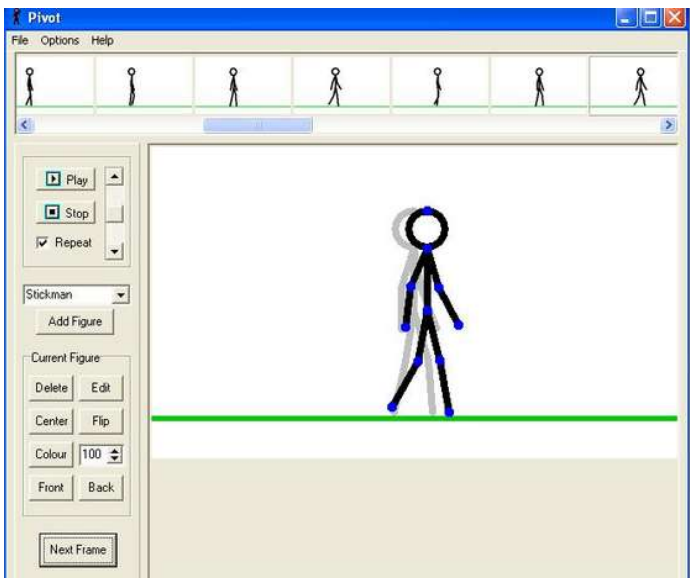
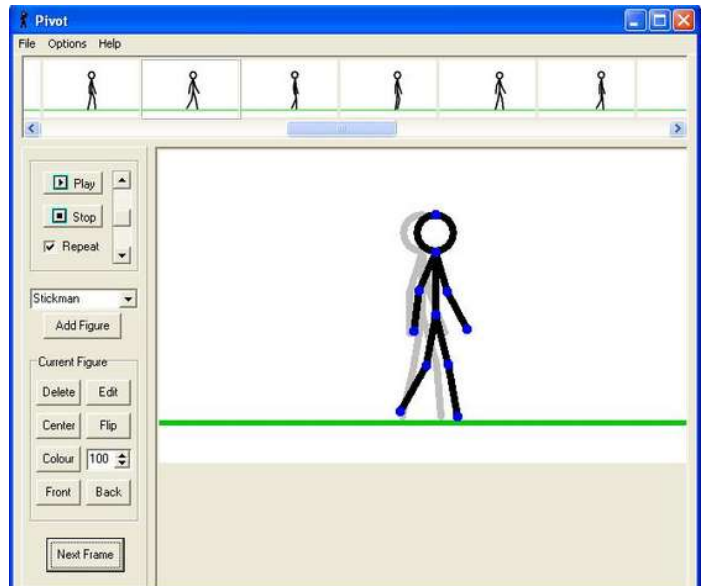
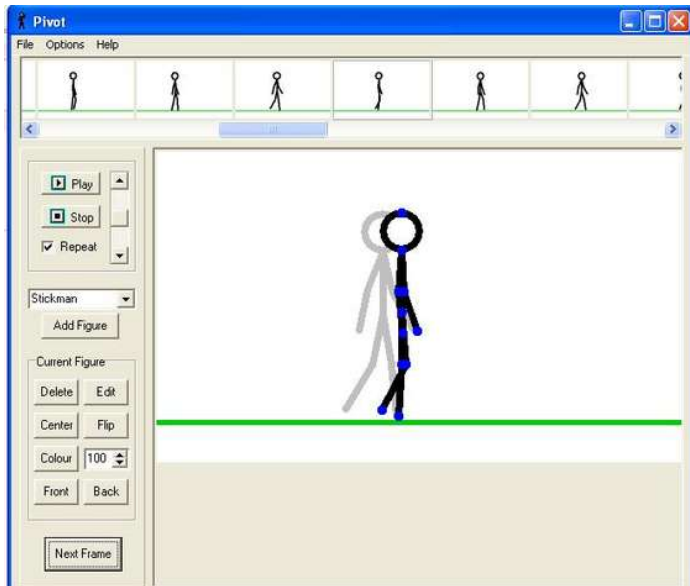
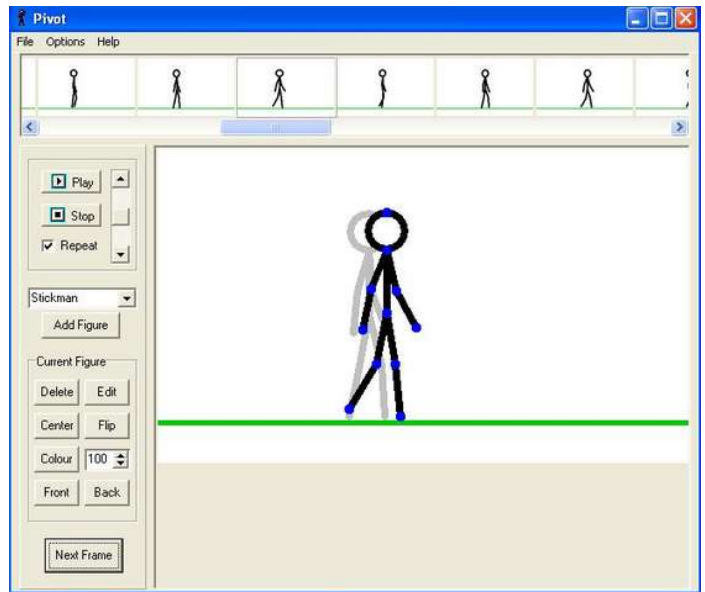
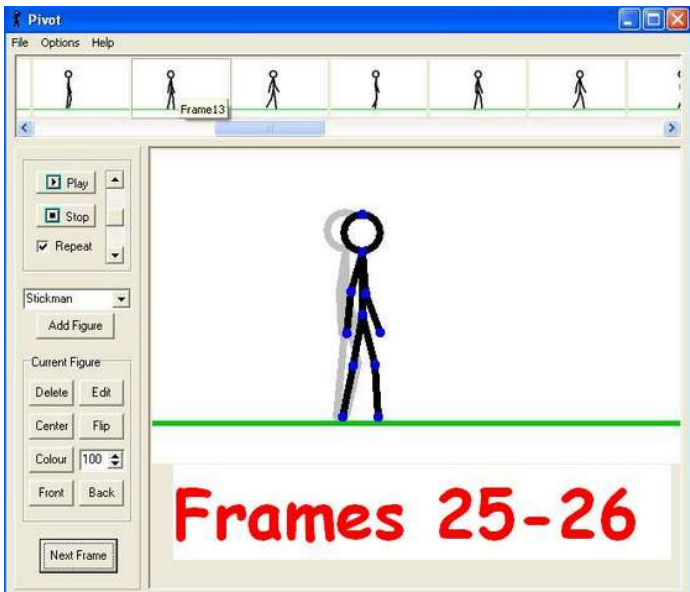
- Observe each illustration.
- Make each illustration in 2 frames. That is, draw each picture and click next frame 3 times before making the other picture.
- When you're done click play
- You just made a walking animation!

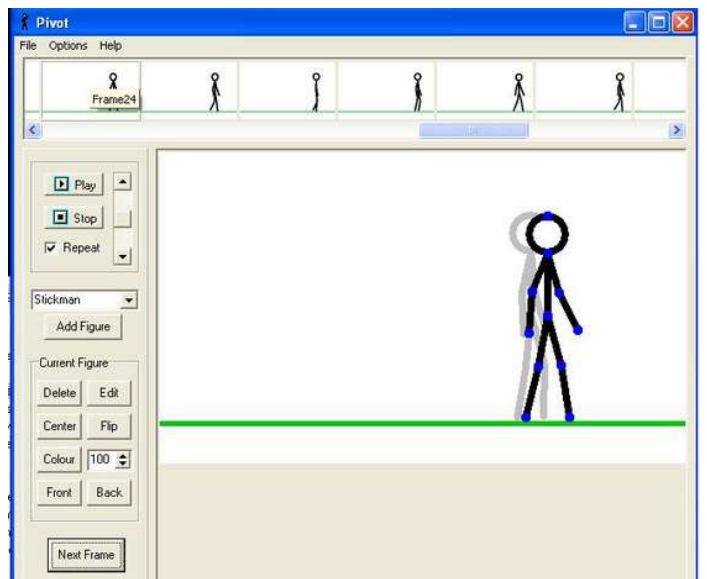
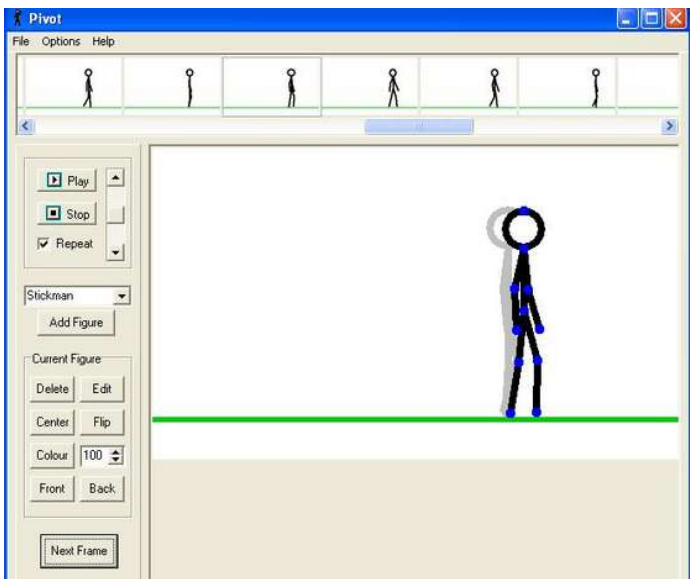
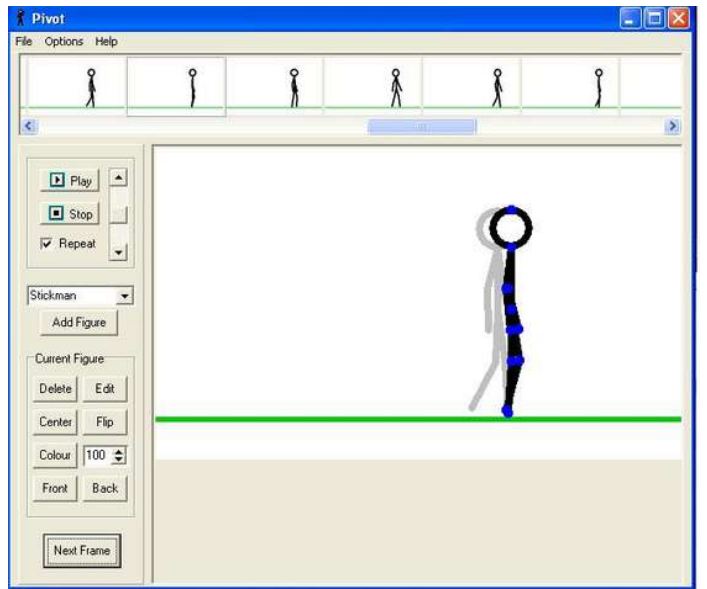
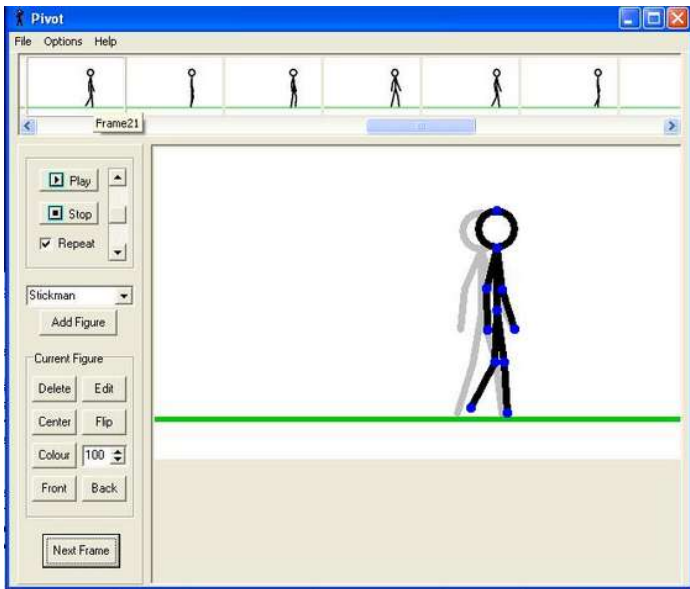
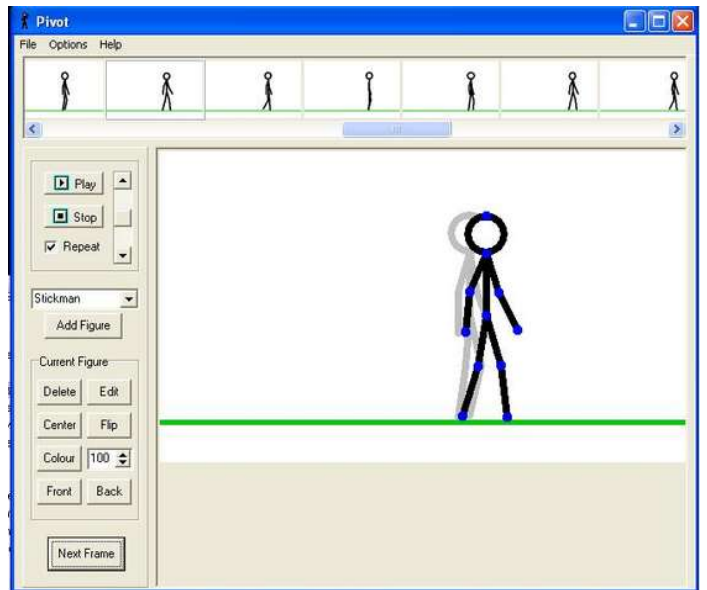
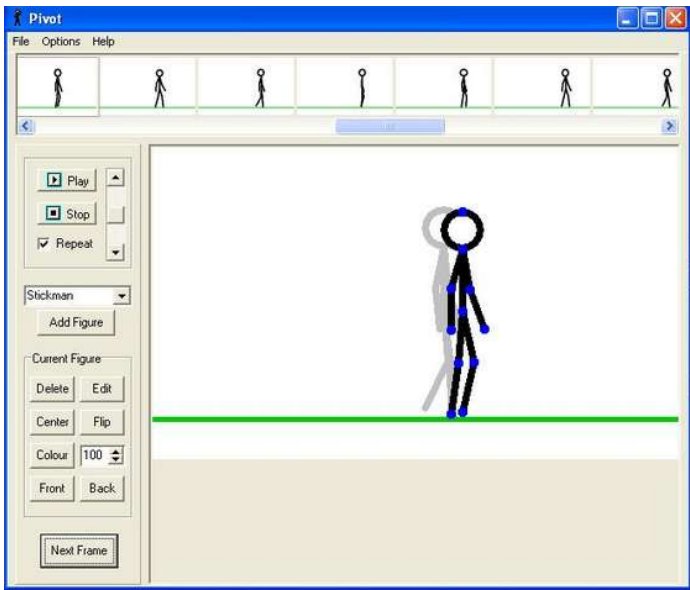
The Best Advice I can Give You when it comes to animating: If you're stuck n something, stand up and re-enact it a couple of times. If you're stuck on walking, try standing up and walking around, so you can better understand how it works.

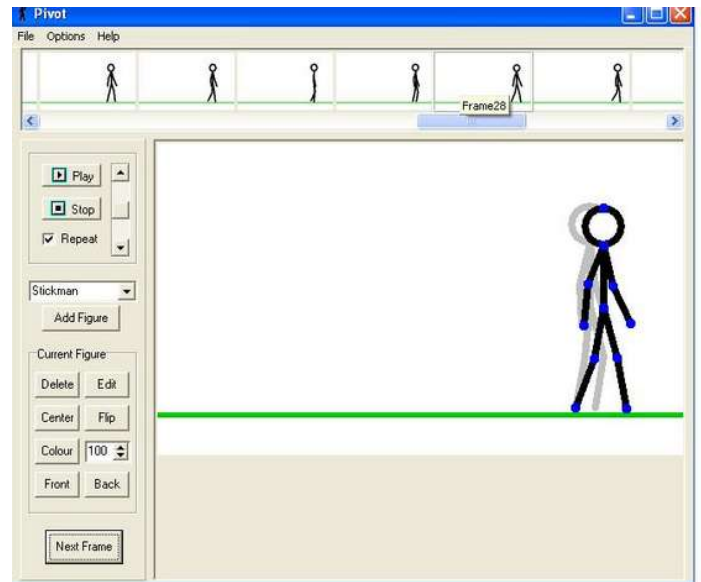
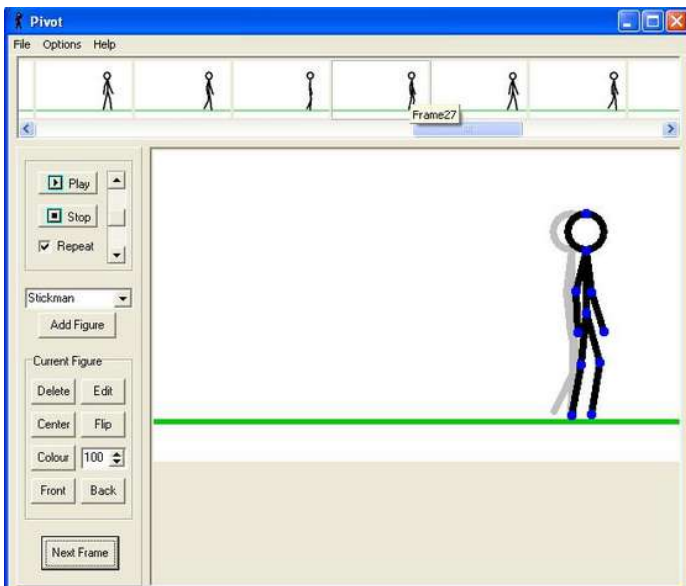
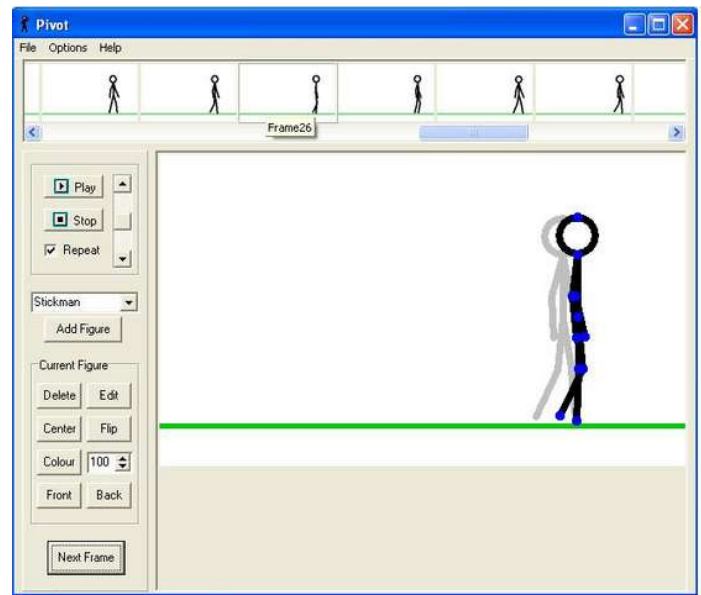
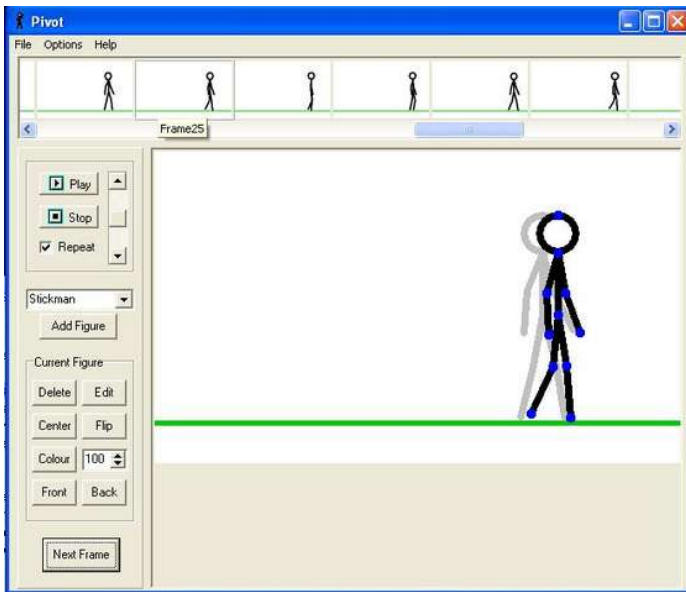
Save a copy of this project as a Pivot file by clicking file>Save animation. Call it walking. Trust me it WILL be useful in the future









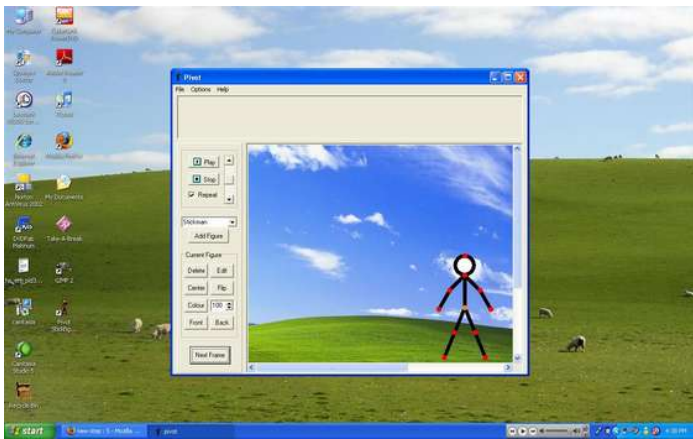
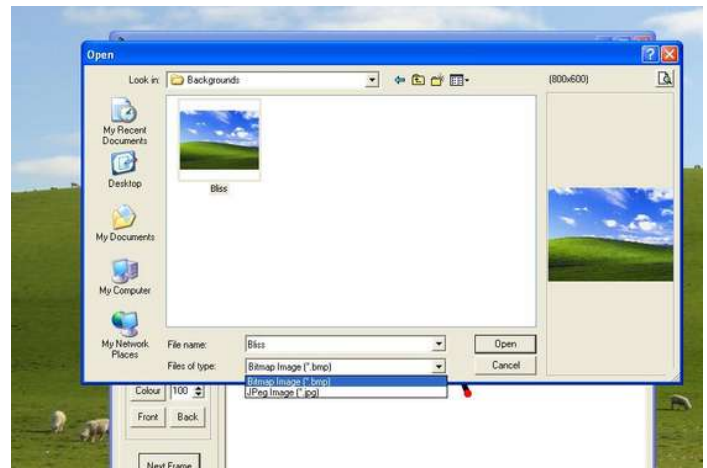
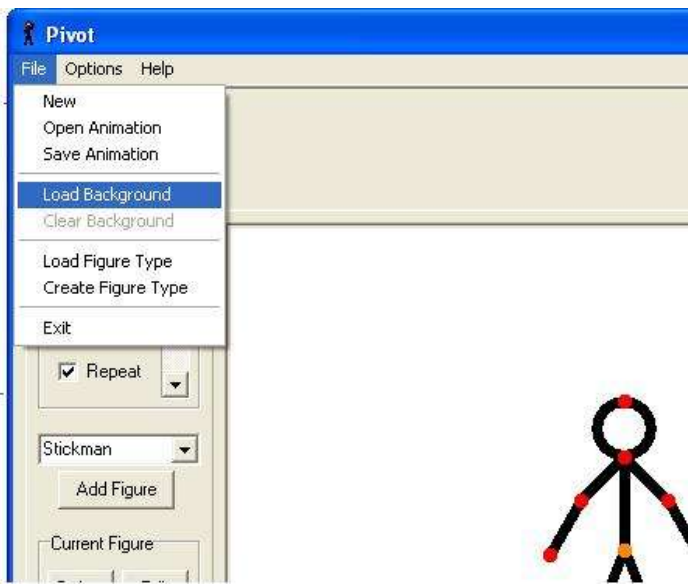


step 5: Adding a Background

You can add a background to a Pivot Animation, but there's a drawback- You can only use one background throughout the entire animation. So its sometimes best to create your own backgrounds in each frame.

To upload a background:

- Go to File > Load Background
- Select a picture
- Choose to upload it as a Bitmap or a JPEG
- Click open



step 6: Making objects

Here's a car I made in Pivot, using an old poster in my room as a reference:



A good artist knows how to use all the elements. SO now that you know a couple of basics, lets try using the resources.

Its always good to keep images close for reference. If you like you could put the picture as a temporary background so you can look at it

Here's an extremely useful tip: when you want to make something that comes from the middle of two points (you can only create new segments on top of a <http://www.instructables.com/id/Simple-FREE-Flash-Animation-Pivot-Animation/>)

point. Simply create a segment along the lines.) Observe first and second pictures.

Tips:

- Avoid round objects, use as many edges as you can find
- Fancy cars are actually easier to draw because they have a lot of edges. regular cars nowadays have a lot of curves, which are quite hard to trace
- You can try cartoon characters too!! For example, my avatar!

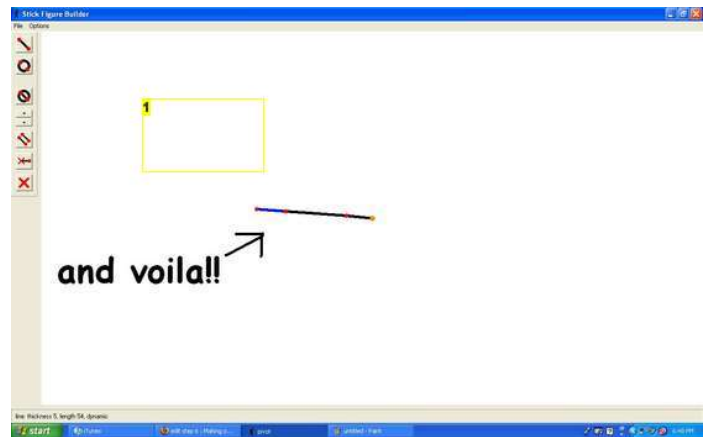
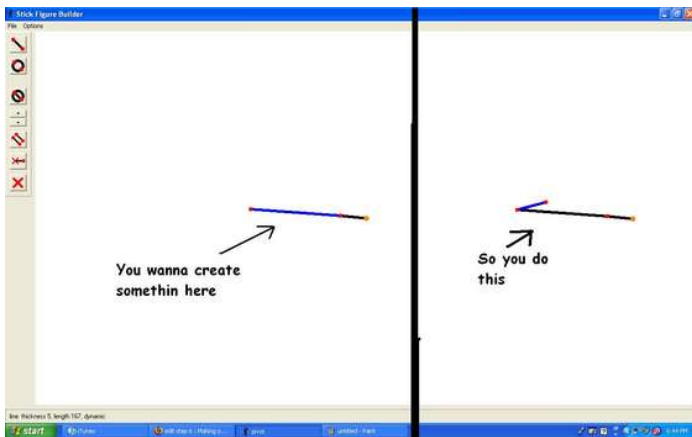


Image Notes

1. Now you can create a segment here!

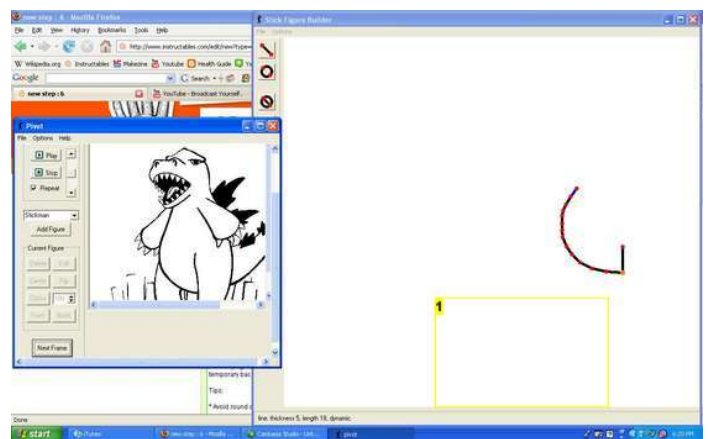
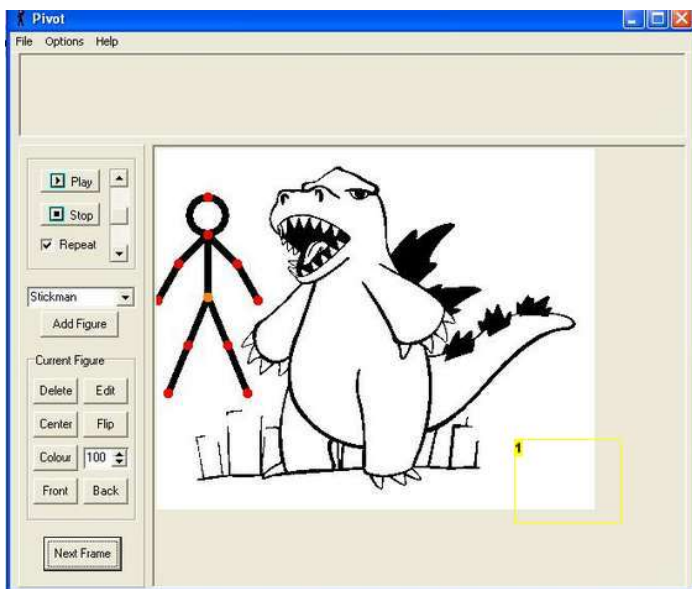


Image Notes

1. Oh he's a fat one!

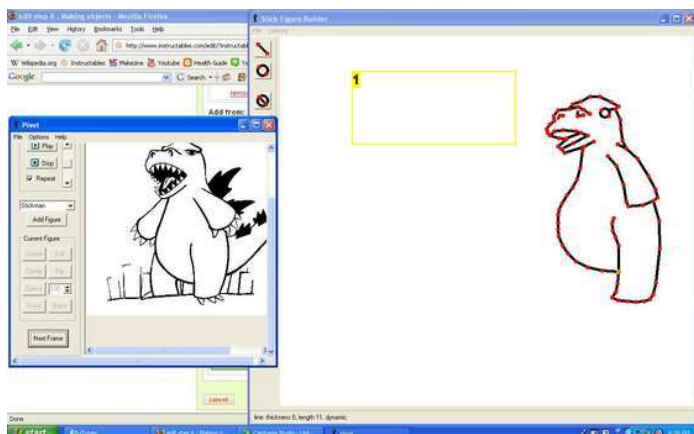


Image Notes

1. The resemblance is Uncanny

step 7: Exporting and Using your animation

As you know, Pivot 2 (The Version we are using in this instructable) only exports animations in GIF format, which is not well accepted in a lot of websites.

In Instructables, GIFs are either slowed down or sped up. *A lot*. This basically ruins the whole animation.

A lot of people have noticed that the GIF is not accepted into movie maker, so they cannot upload their animations to websites.

Pivot 3 beta, offers the option of saving your animation as AVI, a format which is basically accepted by most sites and editing programs.

Personally, to show animations, I either:

- Play the clip on Pivot itself, and use a screen recording software to Record the animation.
- Convert the GIF using a converting program. My personal Favorite is MediaConverter.org

step 8: Running

Running is usually a crucial part in most flash animations.

To make running:

- Basically its the same process as walking, but you have to flex the knees more and make the space between legs bigger
- Remember to move the character a little more, since running covers more distance than walking.
- Don't forget to move the arms, its a crucial part that many people (Including me) leave out

Observe the Sequence of Pictures, because a picture is worth 1000 words

Remember to save a copy by clicking File>Save animation. Trust me it WILL be useful in the future!!

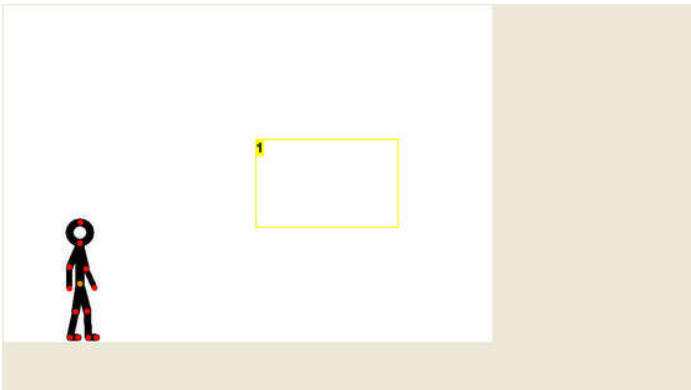


Image Notes

1. Step 1

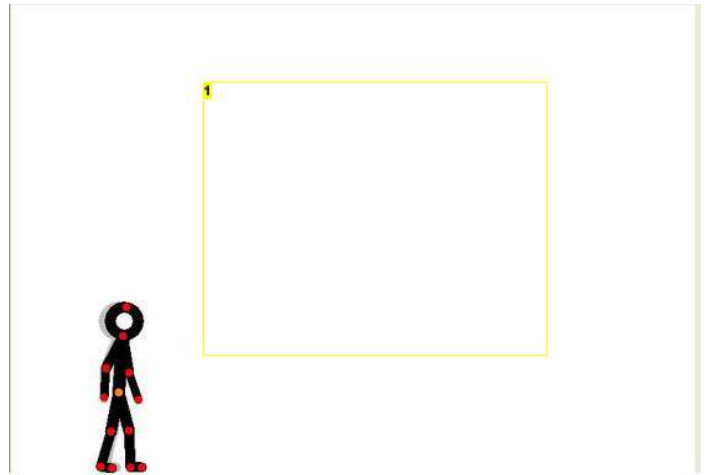


Image Notes

1. Step 2

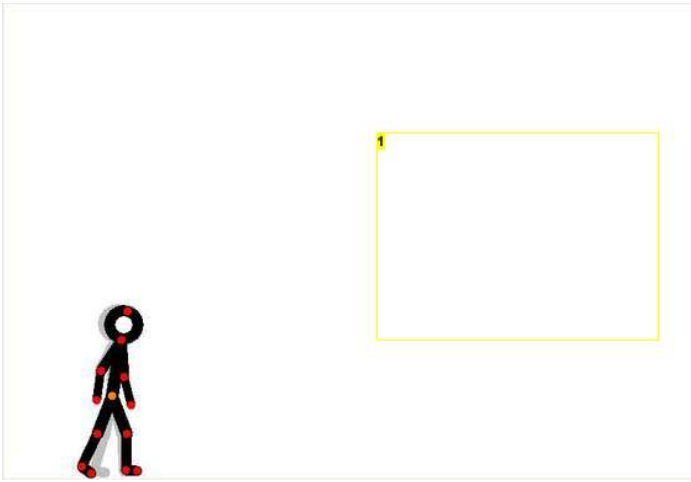


Image Notes
1. Step 3

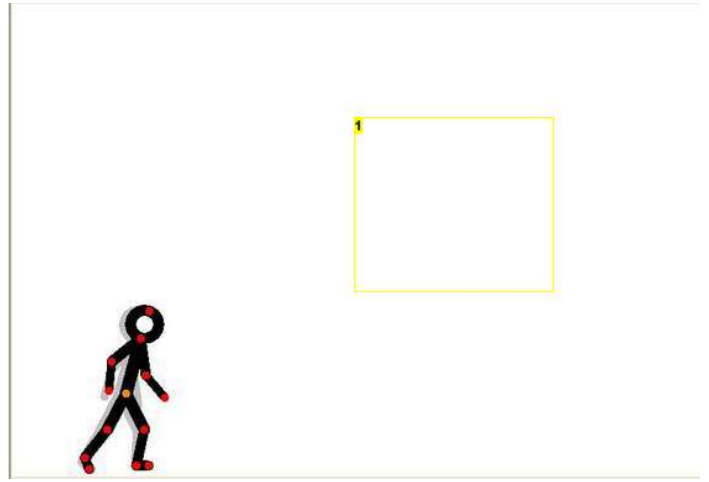


Image Notes
1. Step 4

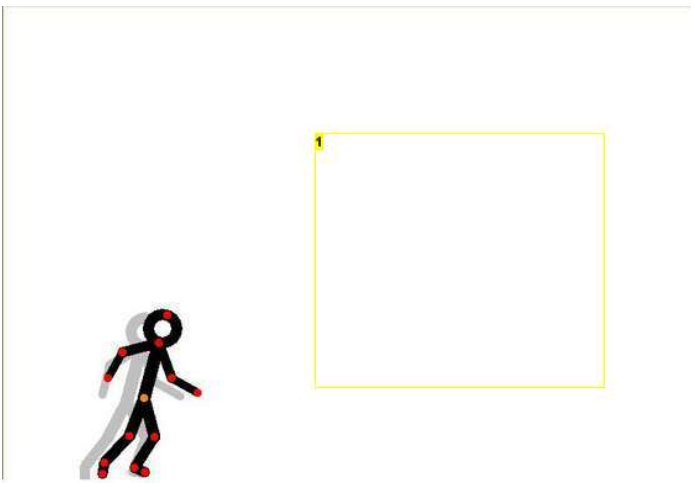


Image Notes
1. Step 5

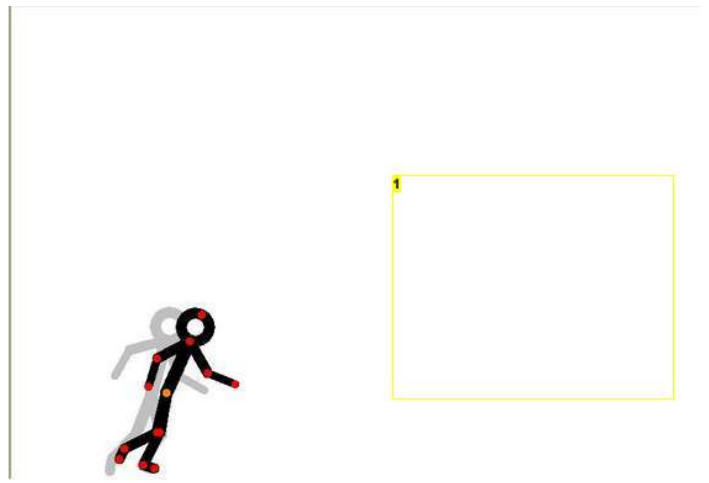


Image Notes
1. Step 6

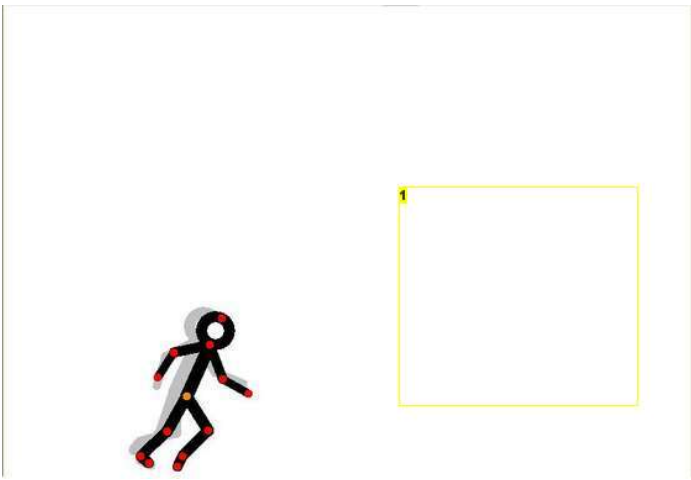
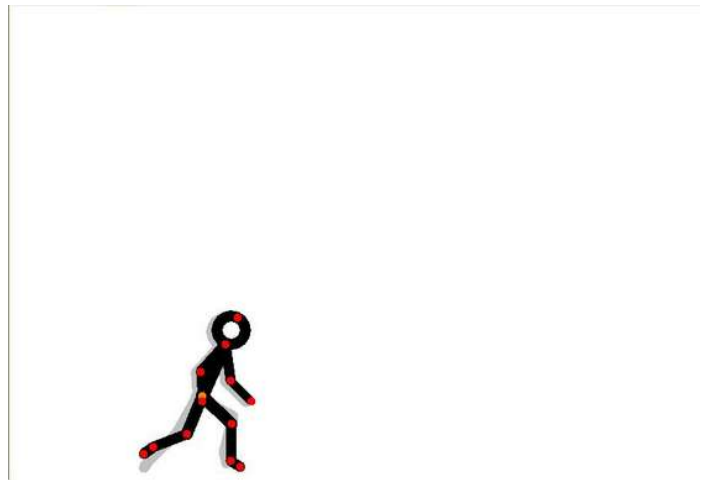
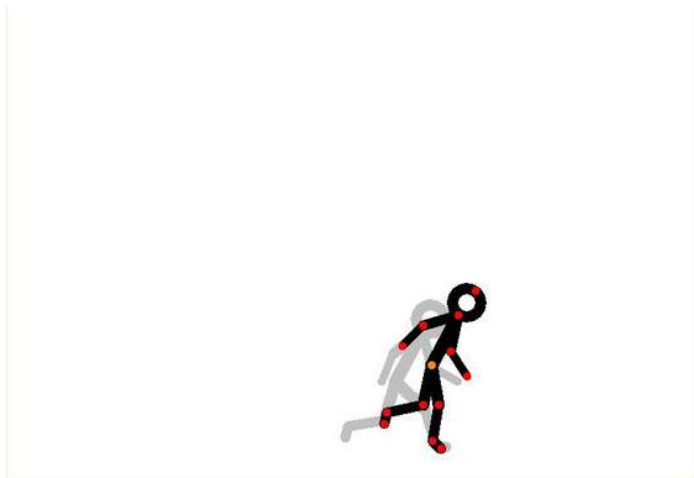
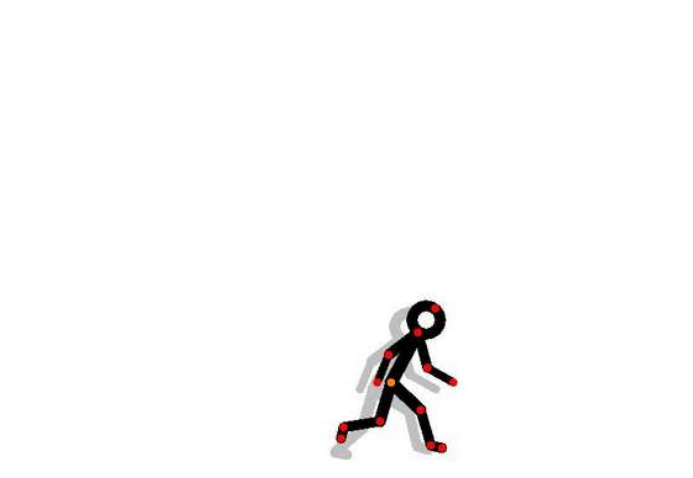
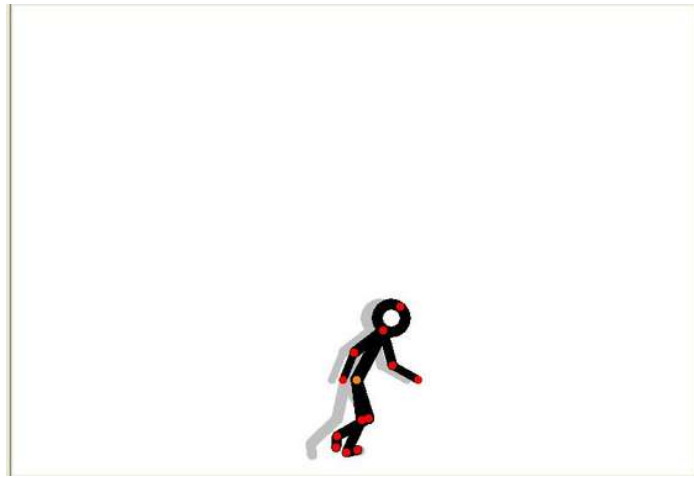
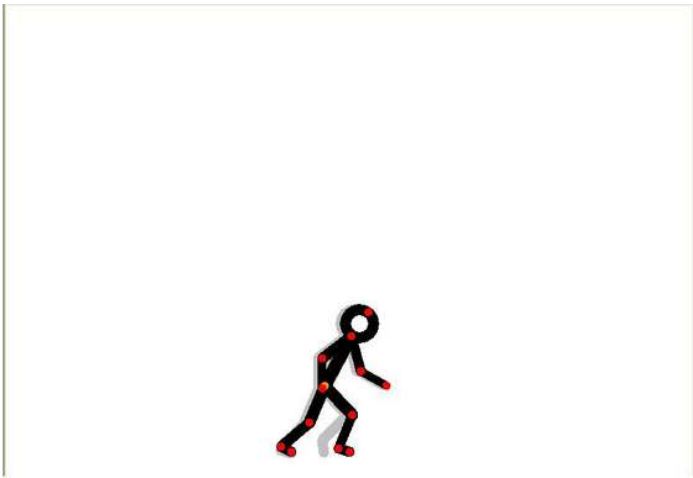
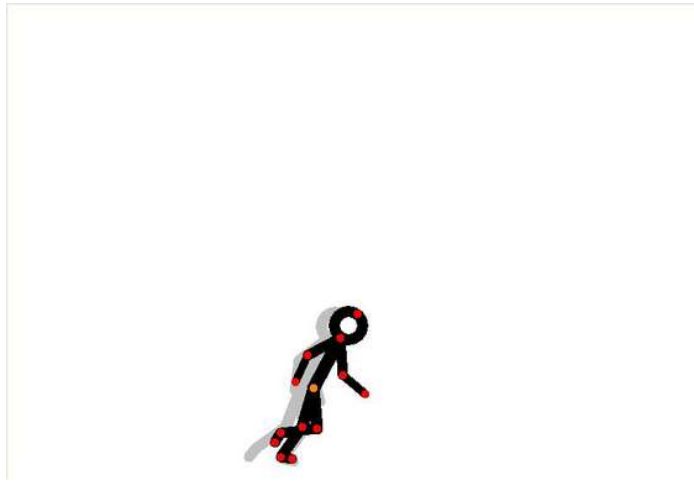
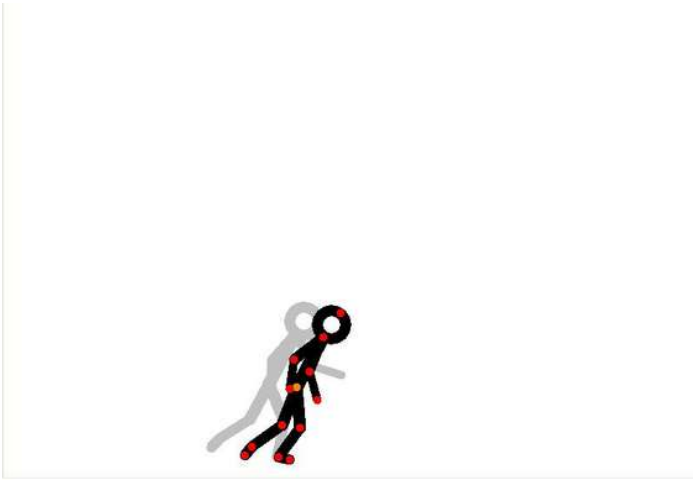
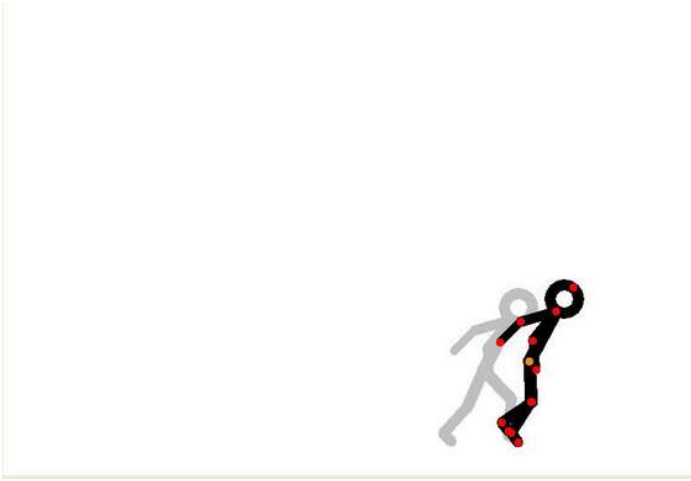
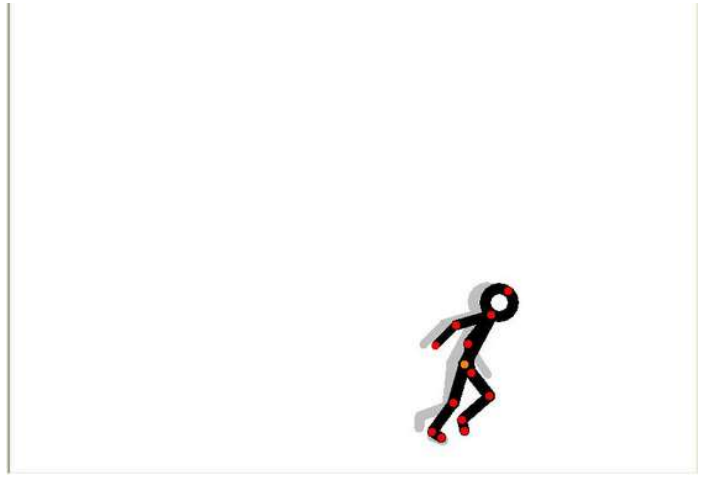
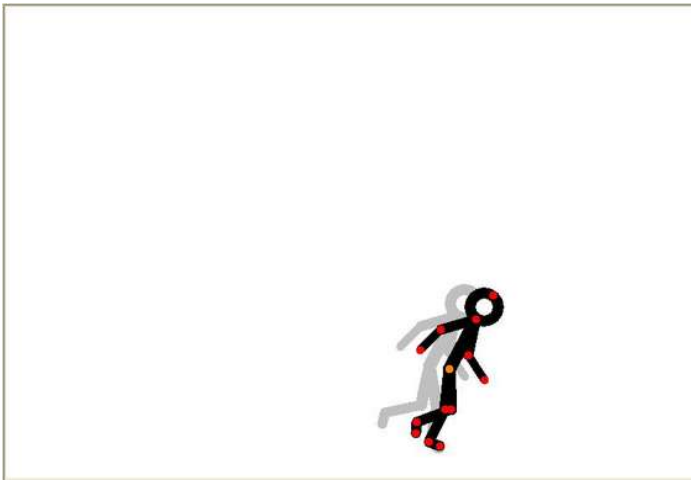


Image Notes
1. Step 7







step 9: Running up Against a Wall

A neat trick in most stickmen fights is **running up against a wall and flipping** . So let's do that

Video

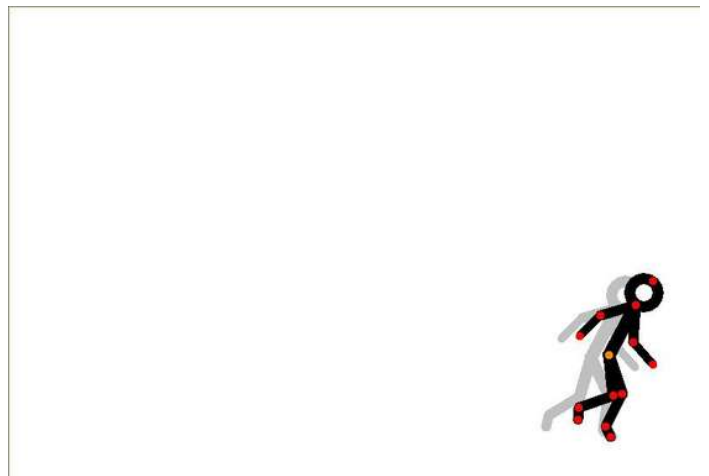
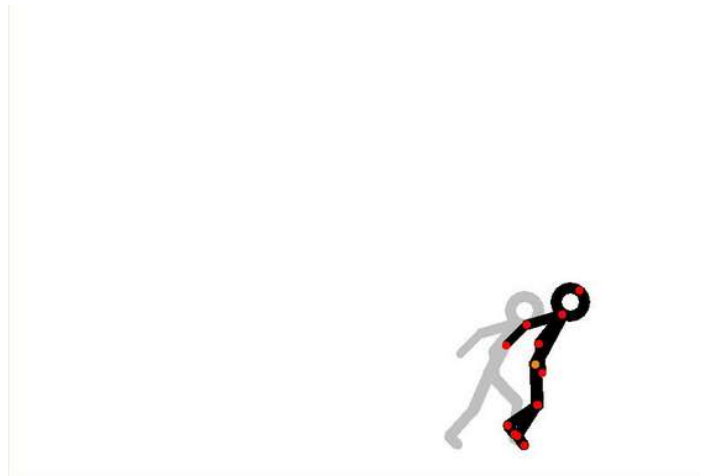
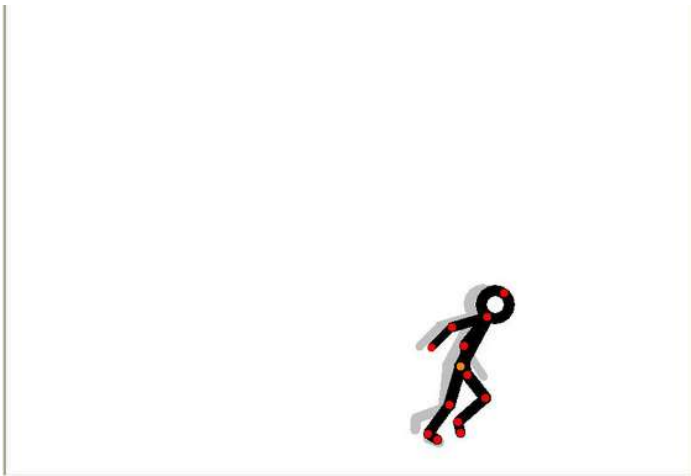


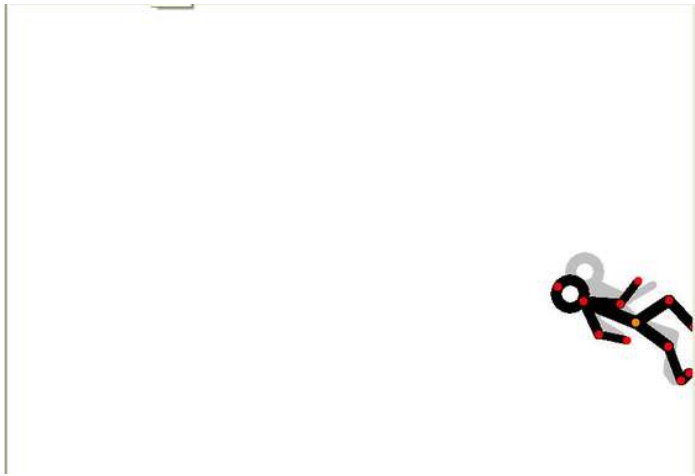
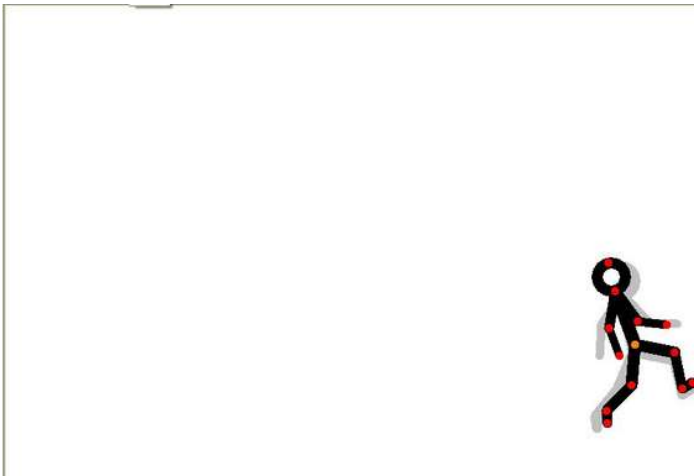
To do a wall flip:

- First of all, the character needs a running start, it would look horrible to just put him there on the wall already
- You need to define a wall. The easiest way is to just use the animation border, or the end of the canvas, as a wall.
- Remember to curve the character while flipping after jumping off the wall, or else he'll look stiff and lifeless....well as far as that goes....
- Also, sticking the landing can be tricky, so practice! Remember to flex the knees gradually as he (she) starts touching the ground, it will look much better if you do

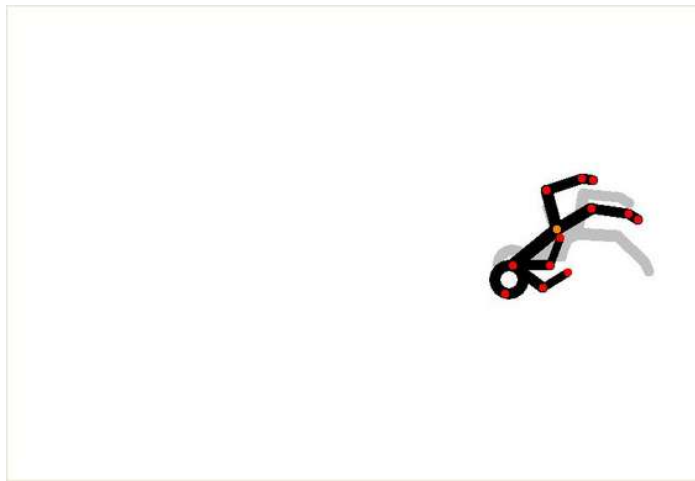
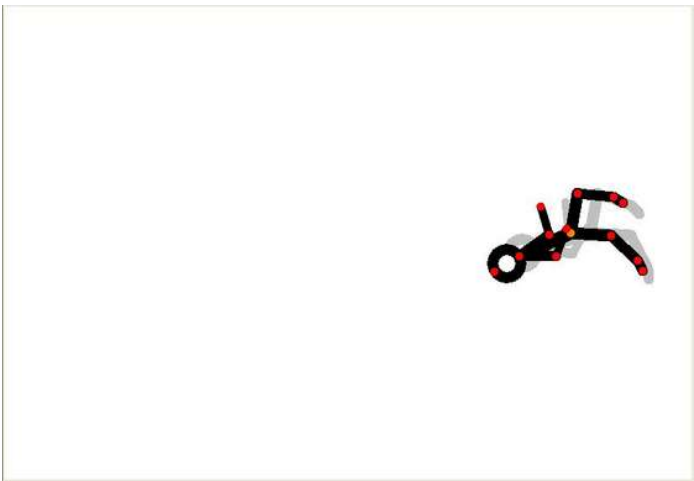
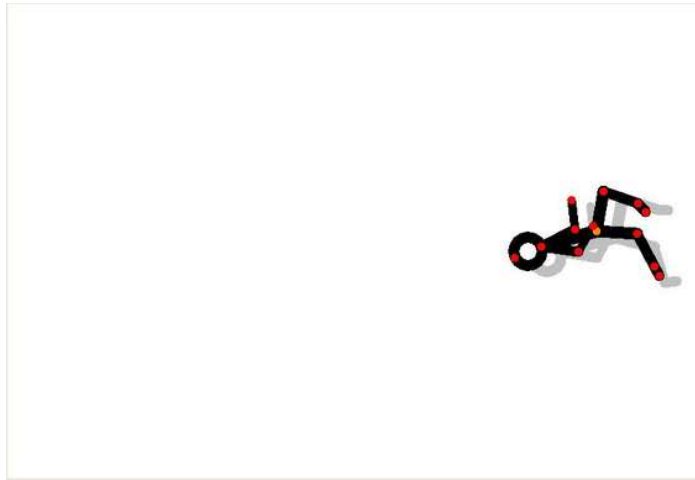
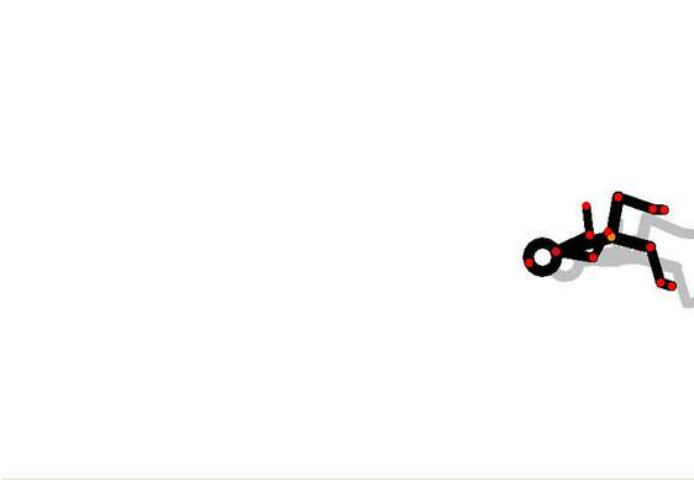
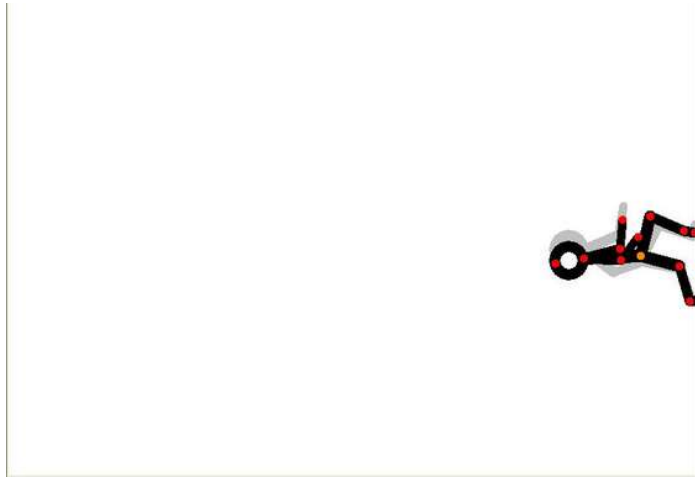
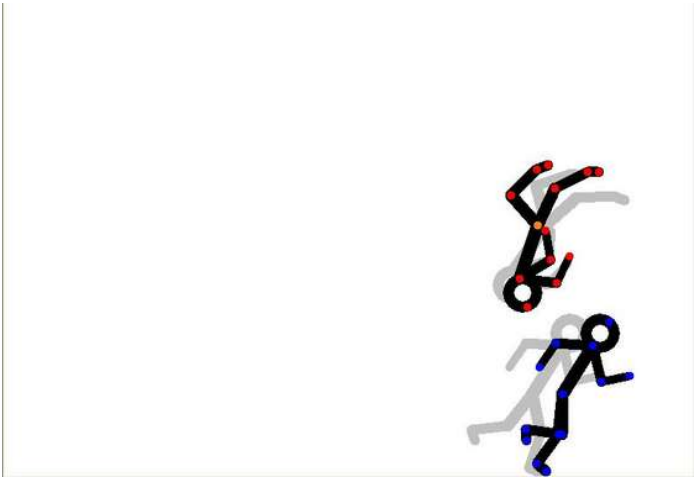
Since we just created a running scene moment ago, let's use that. I'm starting from the 16th picture

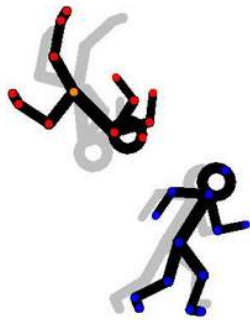
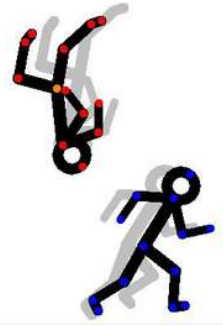
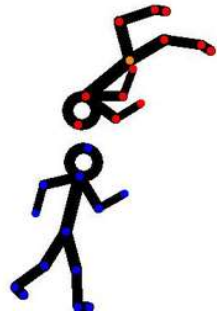
Remember to save the animation after you make it. It WILL be useful in the future

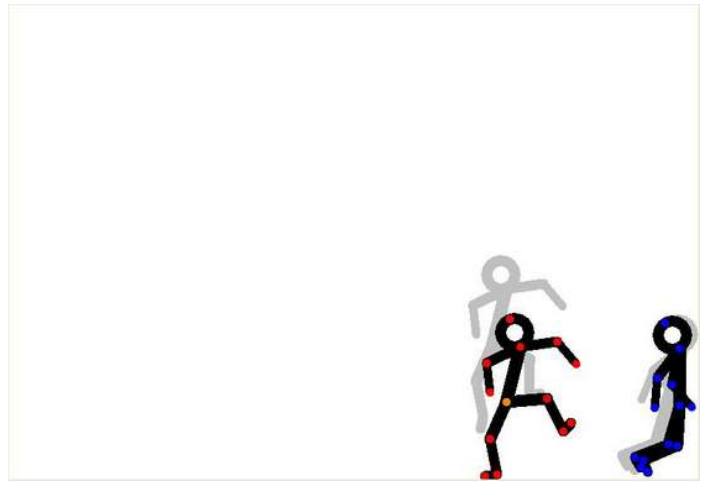
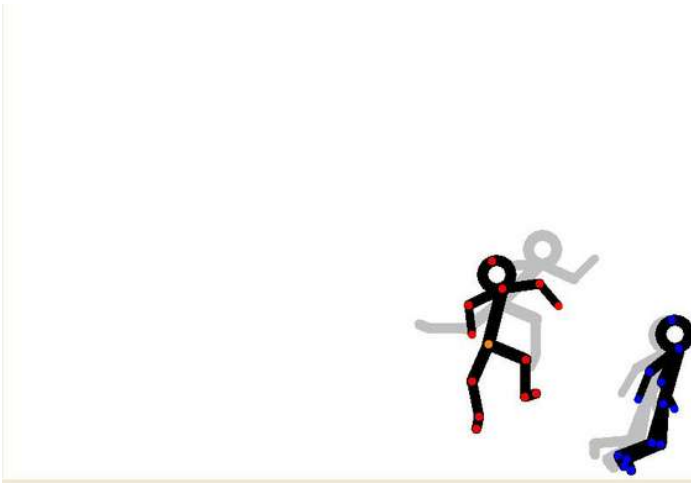
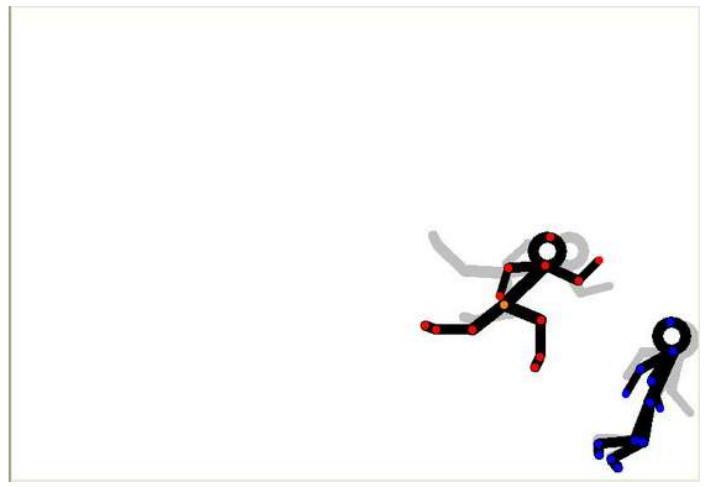
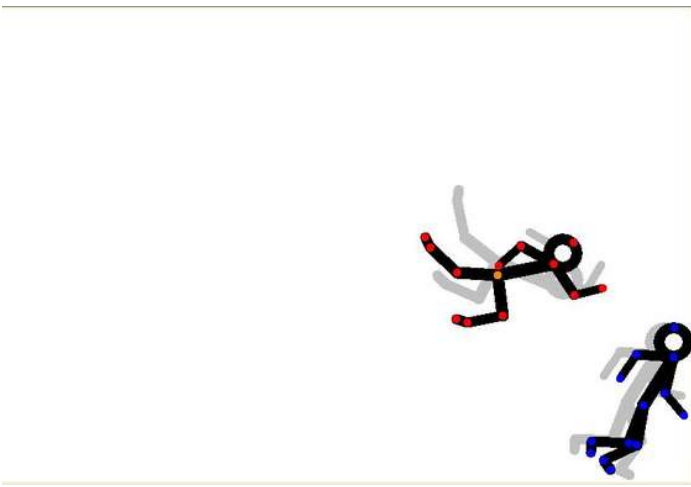












step 10: Speed Bursts

My all time favorite: **Speed bursts.**

You know, that Dragon Ball Z style moment where the characters throw thousands of lightning fast punches and kicks at each other in a matter of seconds.

To make Speed bursts, There are two methods:

Method 1: Skip some frames:

- This method is much easier. Simply create a punch scene in one corner.
- In the Next frame, create another punch scene, far away from the original one. Repeat.
- It will look like the characters moved all the way to the other side in the blink of an eye.

Method 2: Quick frames:

- The key to this kind of speed burst is to make movements that only last one frame, and repeat them a lot
- For example, make a left punch, then a right punch. Repeat that sequence 25 times, and you just made a speed burst.
- *Since you will repeat various positions a lot of times try this. Make a stick man in a left punch position. Save him and add him to the animation. Name him Left.*
- Now make another stick man in a right punch position. Save him and add him to the animation. Call him Right.
- Now alternate them between frames. Make frame one have right punch guy and the second frame have left punch guy.

*Repeat this and youve *made a speed burst*

*You have to be patient. Speed burst often take a lot of time, but the outcome is very much worth the wait. Don' get frustrated if you don't get it the first couple of times

Remember to move the characters in correct positions, you dont want your guy to be punching randomly into the air!

Pic 1 is method 2

<http://www.instructables.com/id/Simple-FREE-Flash-Animation-Pivot-Animation/>

Pic 2 is the first method

Note that it took me SO long for this 3 second thing using the second method



Image Notes

1. Boy vs. Cowboy

step 11: ENERGY BLASTS!!

These aren't explosions. It's Dragon Ball Z styled Energy Bursts. If you're a kid, this is your favorite part of *any* show!

Here, I'll list the methods I use to make bursts.

Burst 1

I use this small burst for when energy balls hit the ground. Explosions are very hard to do if you're a novice, so instead settle for this quick method. This method

This list shows the order of frames I used to make the GIF below. This burst is good for about a second or two. I use it to avoid complicated sequences of explosions.

The Ball I used is about 1 /12 inches and size 164 if you measure it with a ruler (I should have worked on this....)

- Frames 1-4 are the energy ball. This is used to show where it comes from. (Remember to add the color in this first part, or else the whole thing is basically ruined!)
- In frames 5-6, I moved the ball closer to the center. Remember to think up the path the ball will follow before you start the animation.
- In frame 7, the ball is below the center. Its close to the wall and the ground. (The canvas)
- In frame 8, I changed the ball's size to 500.
- In frame 9, I made it size 800, **so it would cover the whole screen**
- In frame 10, I used the same size as in frame 7. I moved it a bit closer to the ground also.
- In frames 11-21, I once again changed the size to 800 and changed its color to a clearer tone.
- In frames 22-23, I once again made the color clearer
- In frames 24-30, I made it even more clear.
- Finally, In frame 21, I used a tone that almost resembles white.

Then you can continue the rest of the animation. Now try it!

step 12: Extras

I will not say farewell, because I still have SO MANY things to add to this instructable, but not enough time.

Still to come:

- Swords
- Blood and effects
- Downloadable resources
- Backgrounds

Please contact me if you have a good pivot tutorial or have an idea for another step

Hope this helps you understand flash and if you're really cut out for it!!!!

<http://www.instructables.com/id/Simple-FREE-Flash-Animation-Pivot-Animation/>



step 13: Inspiration

Before you start using pivot, see what its capable of doing. These are some EXCELLENT videos:

By Alex Grinyov:



By J'Brian (Jayther)

THis guy is Awesome!!!!!!

Stick em Up



Stick Em right

Video

<http://www.instructables.com/id/Simple-FREE-Flash-Animation-Pivot-Animation/>



Stick em Left



Stick em down



Related Instructables



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Encen's Animation tutorial by creatortrent



Easy fast lightboard animation by Toddson



IM Emoticons using Adobe Flash by Eric95



Make a Valentine Video by apuschak



Flash Vector Illustration Walkthrough by darkmotion



How to get rid of unwanted animals - Updated by RadBear




Easy Stuffed Animal Flash Drive by Brennn10




Comments

50 comments [Add Comment](#)

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 **The Jamalam** says: Sep 29, 2008. 9:54 AM [REPLY](#)
Hey keith, can you tell me whether when you download pivot, does it download any other files (dll, non-pivot scripts etc.)? see my dad's not sure.

 **Keith-Kid** says: Sep 29, 2008. 12:27 PM [REPLY](#)
Nope, it's just a 1mb application. It makes a couple of folders, but they are just for storing animations and whatnot.
No dll, no other scripts.

 **The Jamalam** says: Sep 30, 2008. 7:49 AM [REPLY](#)
cool, thanks!

 **The Jamalam** says: Aug 4, 2008. 10:11 AM [REPLY](#)
typo, in the first set of bullets, you have said gifures instead of figures


 **Keith-Kid** says: Aug 4, 2008. 2:33 PM [REPLY](#)
Thank you!

 **The Jamalam** says: Sep 27, 2008. 6:40 AM [REPLY](#)
you haven't changed it lol...

 **Keith-Kid** says: Sep 27, 2008. 7:31 AM [REPLY](#)
hehe...? Sorry.....done.

 **poppp** says: Sep 26, 2008. 6:43 PM [REPLY](#)
it is hard with the walking and all

 **salbabob** says: Sep 8, 2008. 5:29 PM [REPLY](#)
can u plz tell me how to make blood?
thx

 **Keith-Kid** says: Sep 8, 2008. 5:39 PM [REPLY](#)
Sorry, not right now. droidz.org has some great blood downloads. That's an effect I should cover.....

 **The Jamalam** says: Sep 15, 2008. 10:11 AM [REPLY](#)
can you continue making this plz?



Keith-Kid says:

I am flatered that you like this ible. Like I said, I've been busy. I shall continue as soon as possible.

Sep 15, 2008. 12:15 PM [REPLY](#)



The Jamalam says:

thanks! :-)

Sep 15, 2008. 12:20 PM [REPLY](#)



The Jamalam says:

it isn't flash btw

Jul 8, 2008. 12:37 PM [REPLY](#)



Keith-Kid says:

Yeah, yeah, I'll fix it.

Jul 8, 2008. 12:54 PM [REPLY](#)



naruto 777 says:

hey have you made that "tutorial of sorts"?

Jul 13, 2008. 7:12 PM [REPLY](#)



Keith-Kid says:

Nope, I haven't really had time. I've been quite busy lately.

Jul 14, 2008. 12:39 PM [REPLY](#)



naruto 777 says:

well just tell m,e when it is ill be hapy to look at it

Jul 14, 2008. 8:07 PM [REPLY](#)



Keith-Kid says:

Okie

Jul 15, 2008. 12:09 PM [REPLY](#)



The Jamalam says:

ready yet?

Aug 26, 2008. 6:01 AM [REPLY](#)



Keith-Kid says:

Haven't even started. School!

Aug 26, 2008. 12:32 PM [REPLY](#)



The Jamalam says:

nice new avatar btw

Sep 4, 2008. 8:55 AM [REPLY](#)



cowscankill says:

hey, you should look at hopdiddy's videos on youtube. his anime characters flow smoothly and his movies rock.

WARNING!! DO NOT WATCH THEM IF YOU ARE PRONE TO SEIZURES!!!

I wont tell why, but if you cant then dont. if you can, then watch them [here](#). also, there is alot of crude humor and strong language. Not very strong, but like, yeah. he curses. well, not him. he uses other sounds and stuff. JUST WATCH THEM

Aug 29, 2008. 1:50 PM [REPLY](#)



Keith-Kid says:

Hmm, language isnt a big deal. Although, good catch on the warning on the seizures, you might have just saved a life. I had epileptic friend, and jsut watching that happen was soooo scary... Anyway, I'll check out the vids...

Aug 29, 2008. 2:04 PM [REPLY](#)



prettypoop7 says:

when i try to install but it says retry each time it so annoying plz help me

Aug 17, 2008. 6:02 PM [REPLY](#)



The Jamalam says:

it is a pc thing

Aug 26, 2008. 6:01 AM [REPLY](#)



preettypoop7 says:
how did you guys do it, di you have an apple laptap or computer

Aug 17, 2008. 6:05 PM [REPLY](#)



The Jamalam says:
it is a purely pc thang

Aug 26, 2008. 6:00 AM [REPLY](#)



Super Cheese says:
One last question...

Aug 13, 2008. 11:20 AM [REPLY](#)

Ok, I have tried to save my pivot videos as .gif files. My problem is that, by saving it under .gif, it will cut off some of my videos or speed it up. The video I am trying to save right now is 1,950, and another video I have is 2,100ish. Does it depend on the length of the video? Or is it my computer's fault? Thanks much! I'll try to add more videos soon.



stallionspirit8 says:

Aug 25, 2008. 5:40 PM [REPLY](#)

try sun. files, they seem to save it better, and are more compatible with windows movie maker, if that it what you want to use. although, i do not know if you can save pivot files as a sun.

it that does not work, try the other filed that it offers and test each one.



Keith-Kid says:

Aug 13, 2008. 2:02 PM [REPLY](#)

Since there's a lot of frames, it takes a toll on your computer, since its basically loading 2000 images.

Gifs like these take a long time to load. Which is why I simply record it directly from the program. I use a screen capture program and press play. I'll get you the link later ok?



Super Cheese says:

Aug 14, 2008. 2:21 PM [REPLY](#)

Ok, cool. What screen capture program do you use? I use HyperCam, and while that works ok for me, if there are any other programs (free, of course)!d be interested in checking them out. Thanks much!



Keith-Kid says:

Aug 14, 2008. 4:32 PM [REPLY](#)

Personally, I use Camstudio which is a free and safe screen recording software. It's relatively easy to use.

Also, you can reply to a person's comments here by pressing the reply button on their comments. Welcome to Instructables!



xiaoxiao says:
cool

Aug 4, 2008. 8:56 PM [REPLY](#)



The Jamalam says:

Aug 4, 2008. 12:47 PM [REPLY](#)

hey keith, do you know if pivot gives you any DLL files which will help only pivot run or will it have Commonly used DLL which may interfere with anything on my PC?



The Jamalam says:

Jul 13, 2008. 7:46 AM [REPLY](#)

I voted



The Jamalam says:

Jul 8, 2008. 12:36 PM [REPLY](#)

there is no pic 2 on this step



Keith-Kid says:

Jul 8, 2008. 12:53 PM [REPLY](#)

I removed it.



The Jamalam says:

Jul 8, 2008. 12:34 PM [REPLY](#)

the 17th picture is out of place btw on step 9



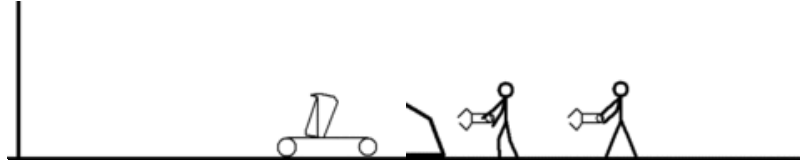
ac1D says:

this is old!

I made some some time ago. they got deleted from xs.to image hoster!

A guy from my gaming community(dumbass@gamingrapture) made some, too. but they are not deleted. look at them here:(last two are related to the game GarryMod.

Feb 19, 2008. 4:44 PM [REPLY](#)



The Jamalam says:

gmod!!!

Jul 6, 2008. 1:17 PM [REPLY](#)



ac1D says:

yes

Jul 7, 2008. 7:43 PM [REPLY](#)



Keith-Kid says:

hhmmm... COuld you send em one at a time or a video perhaps?

Feb 20, 2008. 12:21 PM [REPLY](#)

I cant see them



naruto 777 says:

i finished mine with like 481 frames at 10:30 last night.

Feb 24, 2008. 9:51 AM [REPLY](#)



Keith-Kid says:

good. PLease post it. Also I made another one. I think its 500 frames bout now. I just kids kept makin up stuff, so the plot wont really make snense.

Feb 24, 2008. 10:22 AM [REPLY](#)



Keith-Kid says:

whoa.

Feb 24, 2008. 5:48 PM [REPLY](#)

I didn't say kids. Darn Spell Check!!!!!!



naruto 777 says:

well if you cold tell me how to post it i would. i tried to upload it on youtube but i couldnt it said it failed to upload or something

Feb 24, 2008. 2:38 PM [REPLY](#)



Keith-Kid says:

okok. I already posted this in my instructable AND on the comments.

Feb 24, 2008. 3:52 PM [REPLY](#)

when you save the file, where it says pivot file on the save window, click it and select GIF. If you don't undertsnd that then, just hit save animation and do this:



naruto 777 says:
yay i just downloaded it

Feb 23, 2008. 11:28 AM [REPLY](#)



Keith-Kid says:
although i gotta warn you, takes some time to get used to. Theres a chance youll get furious for it not working, you start cursing uncontrollably and spit at your computer.(at least in my case)

Feb 23, 2008. 11:35 AM [REPLY](#)

[view all 201 comments](#)