

Fun tools for big imaginations!™



USER GUIDE

Credits

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About Kid Pix Deluxe 3D

This revolutionary new Kid Pix puts feature-film quality 3D storytelling into the hands of kids. Video narration lets kids star in their own animated adventures, and easy path animations lets 3D characters interact on screen. Eye-popping 3D backgrounds, and a hundred video backgrounds provide a Hollywood setting. For ages 4 and up. Includes two pairs of red-blue 3D glasses!

Kid Pix Deluxe 3D supports all files created with Kid Pix Deluxe 3X and 3D editions for Mac.

Kid Pix Deluxe 3D has two parts:

- The Paint Zone lets you create pictures with different art tools.
- Slide Show lets you put pictures into a presentation with visual transitions and sounds.

In this chapter you will learn about:

- Kid Pix Deluxe 3D System Requirements
- Kid Pix Deluxe 3D — New Level of Creativity
- Getting Started
- The Kid Pix Deluxe 3D Paint Zone
- The Kid Pix Deluxe 3D Slide Show
- Using the Menus
- Getting Help
- Removing Kid Pix Deluxe 3D

Kid Pix Deluxe 3D System Requirements

Minimum system requirements:

- Microsoft® Windows XP SP3 or later, including Microsoft Windows 8
- 1 GHz Intel® processor or equivalent
- 512 MB RAM
- 350 MB of free space to install and work with the application (in this case the Kid Pix 3D DVD must be in the DVD drive in order to launch the application), or about 2.2 GB for full installation
- 1024 x 768 display resolution, 32-bit color
- Built-in or external video camera — for video recording
- Microphone — for Sound Art Tools and recording narration
- Internet connection — for publishing to YouTube™
- DVD drive - for installation
- Sound card - for sound and video playback.

Kid Pix Deluxe 3D - New Level of Creativity

Join the creative world of Kid Pix Deluxe 3D and be amazed! 3D animations and 3D backgrounds are coming with astounding 3D stereographic effect and make your artwork have the same effect as a 3D movie. You can make nearly every object move across the screen by drawing a path for it, place dozens of video backgrounds, narrate your stories dressed into a narration costume and even share your artwork with the World by publishing your video to YouTube.

Export with 3D Effects!

Generate true 3D movies for viewing with 3D glasses. Two pairs come in each box! For more information, see ["Exporting Pictures with 3D Effects" on page 54](#).

3D animations!

Richly rendered fully 3D animated characters and objects have been added, each with their own unique story to tell.

3D backgrounds!

Set the scene with dozens of gorgeous new multi-layered 3D backgrounds!

Path animation!

Easy to use drag and drop tools let your characters walk, hop or fly around the screen. For more information, see ["Path Animation Tool" on page 37](#).

Multi-level undo!

Undo Guy can fix just about anything, with multiple levels of undo and redo! For more information, see ["Using Multi-Level Undo Guy" on page 24](#).

Flipbook button!

You can make stop-action "flipbook" films by adding slides directly to your Slide Show — without leaving the Paint Zone! For more information, see ["Loading Pictures" on page 57](#).

Video narration!

Using the built-in or external camera on your PC, kids can not only tell the story in their own words, they can take part in it and be the star of their own movie! For more information, see ["Video narration" on page 44](#).

Movie backgrounds!

A hundred video backgrounds provide a touch of Hollywood movie-making magic to your production, whether it's a short clip or a feature length film. For more information, see ["Adding movies to your picture" on page 43](#).

Narrator costumes!

With the video narration feature, kids narrate their own animated stories – dressed for the part with costumes ranging from an undersea diving bell to a full astronaut's suit. For more information, see ["Adding a frame to your movie" on page 45](#).

Publish to YouTube!

Share your animated stories and adventures with just one friend or the whole world — without leaving Kid Pix Deluxe 3D. For more information, see [*"Publish to YouTube" on page 49.*](#)

Sounds!

Use dual audio tracks to add both narration and music to your stories! For more information, see [*"Double soundtrack" on page 42.*](#)

Getting Started

To install Kid Pix Deluxe 3D:

1. Put the **Kid Pix Deluxe 3D DVD** into the DVD-ROM drive. The AutoPlay dialog will prompt you to start the Autorun application. If you have the AutoPlay option turned off on your computer, open the Kid Pix Deluxe 3D disc with Explorer and double-click Autorun.exe.



2. Click the **Install Kid Pix Deluxe 3D** button. In the window that appears, click the **Next** button.
3. Select either **Home** or **School** installation depending on where you use Kid Pix and click the **Next** button:
 - With **Home** installation, decide if you want to install only the Kid Pix application (**Minimum install**) or the application and its libraries as well (**Full install**). Select the **Destination Folder**, installation options you want, click the **Next** button, and proceed to step 5.

With **Minimum installation**, the program will be installed without its libraries. In this case, you will need to have the DVD disc in your computer to launch the program. For more information on this matter, see "[Installing Kid Pix DVD Contents on page 10](#)."

With **Full installation**, Kid Pix Deluxe 3D will be installed with its all libraries.
 - With **School** installation, you can turn on or off the Login dialog, the startup movie, and the update notifications in Kid Pix. The application libraries are always installed.

Note: You can always change these settings later by using the **Kid Pix Preferences** dialog. For more information, see "[Setting Up Kid Pix Preferences" on page 67](#)."
4. Select the **Destination Folder**, installation options you want and click the **Next** button.
5. Specify whether you want to create a shortcut or not. Click **Install** button and wait until the installation is complete.
6. Choose whether or not you want to read Kid Pix Deluxe 3D README file right away, and then click **Finish**.

To launch Kid Pix Deluxe 3D:

From the **Start** menu choose **All Programs**, and then choose **Kid Pix 3D** from **Kid Pix 3D** submenu or double-click the shortcut on the desktop if you've selected to create it during installation. License agreement window will appear. Read through it and click **Accept**.

To register Kid Pix Deluxe 3D:

Register your copy of Kid Pix to be notified about product updates and news. You can register your copy of Kid Pix by choosing the **Kid Pix Registration** from the **Help** menu.

To log in to Kid Pix Deluxe 3D:

When you launch Kid Pix Deluxe 3D, the **Login** dialog appears.



1. Type your name in the box labeled "**Enter a name to add to the list**".
2. Click **Go** to open Kid Pix Deluxe 3D.

From now on, your name will be in the "**Kid Pix user list**" box, and you can double-click it to start using Kid Pix. For details on adding more users, see "[Setting Up Multiple Users](#)" on page 69.

Note: You can turn the **Login** dialog off using the **Kid Pix Preferences** dialog. For more information, see "[Turning Off the Login Dialog](#)" on page 69.

Installing Kid Pix DVD Contents

If you do not want to use the DVD while working with the application, you can install all Kid Pix DVD contents on your hard disk.

To install Kid Pix DVD contents:

1. Launch Kid Pix by clicking the **Kid Pix 3D** icon located in the **Kid Pix 3D** folder of the **Start** menu.
2. Log in to Kid Pix using the Login dialog.
3. Choose **Install Kid Pix DVD Contents** from the **File** menu on the menu bar. For information on displaying the menu bar, see "[Using the Menus](#)" on page 13.

The Kid Pix Deluxe 3D Paint Zone

After logging in to Kid Pix Deluxe 3D, you will see the Paint Zone. For more information on using the Paint Zone, see ["Working with Pictures" on page 51](#).



The Kid Pix Deluxe 3D Slide Show

You can make a Slide Show with your pictures. For more information on using Slide Show, see ["Working with Slide Shows" on page 56.](#)



Using the Menus

Kid Pix Deluxe 3D has menus you can display and use. For a full list of all the menu commands, see ["The Kid Pix Deluxe 3D Menus" on page 71](#).

To display the menus:

1. Position the pointer at the very top of the screen by moving your mouse.
2.  When you see a black triangle outlined in white, make a single click. The menu bar will appear.
3. Click the desired menu title to open it, then click the command you want to choose.

Getting Help

In the Paint Zone and Slide Show, you can find out more information about items on the screen. There are different types of help available: Extended Help, Coaching Help, Help Tags, and the User's Guide.

Extended Help



1. Click the **Extended Help** button.
2. Move the pointer over the items you want help with.
3. Read and listen to the help message. Wait for a few seconds to hear the message again. Move the pointer away and the current help message will disappear.
4. Click once anywhere, or tap the **Extended Help** button again if you are using a tablet computer, to leave **Extended Help** mode.

Coaching Help

If there is no mouse or keyboard activity for a certain period of time, you will get Tips telling you how to use the currently selected tool. A voice reads the helpful Tips out loud. You can set the period of time after which **Coaching Help** starts. For details, see ["Setting Up Kid Pix Preferences" on page 67](#).

Help Tags

You will see and hear helpful explanations when you place your pointer over any tool or button for a few seconds. For details on additional help tag settings, see ["Setting Up Kid Pix Preferences" on page 67](#).

To turn help tags off and on:

1. To turn help tags off, choose **Turn Help Tags Off** from the **Help** menu. The Control automatically changes to **Turn Help Tags On**.
2. To turn help tags on, choose **Turn Help Tags On** from the **Help** menu. The Control automatically changes to **Turn Help Tags Off**.

Kid Pix Deluxe 3D User Guide

1. From the **Help** menu, choose **Kid Pix User Guide**.
2. Read or print the information.

Removing Kid Pix Deluxe 3D

To remove Kid Pix Deluxe 3D from your computer:

1. Click the **Start** menu.
2. Choose **Uninstall Kid Pix 3D** from the **Kid Pix 3D** folder of the **All Programs** submenu.
3. Choose **Yes** to completely remove Kid Pix Deluxe 3D.
4. Uninstalling may take some time, please be patient.
5. Leave "Delete stored user data" checkbox deselected if you want to save your user data.
6. Click **Finish**.

Using the Art Tools

In this chapter you will learn about:

- Using Drawing Tools
- Using Painting Tools
- Using Paint Bucket Tools
- Using Mixer Tools
- Using Rubber Stamp Tools
- Using Paper Textures
- Using Color Swatch and Eye Dropper
- Using Eraser Tools
- Using Multi-Level Undo Guy

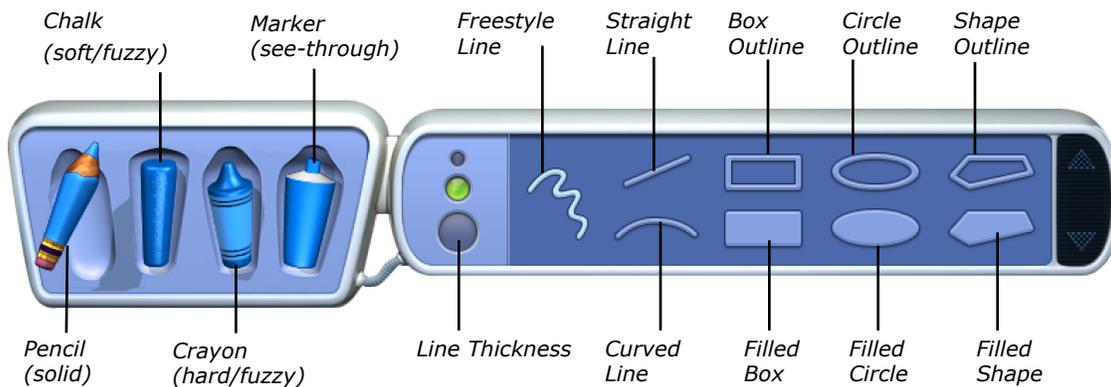
Using Drawing Tools

Use Kid Pix Drawing Tools to draw different kinds of lines and shapes. There are four drawing tools: Pencil, Chalk, Crayon, and Marker. You can draw freestyle, straight or curved lines, rectangles, circles, or polygons.

To draw:



1. Click the **Drawing Tools** button.



2. Pick a tool.
3. Select a thickness for the line.
4. Select a shape or a line type.
5. Click in the drawing area and, holding down the mouse button, move the mouse around to draw.

For rectangles, circles, and polygons, you can draw either a filled or an outline shape. Outlines let the background show through.

- To draw a curve, click the **Curved line** and click in the drawing area in the place where you want to start drawing a curve. Holding down the mouse button, draw a straight line. Release the mouse button and move the pointer over the line to bend it to the curve you want, then click again.
- To draw a polygon, click the **Shape outline** or **Filled shape**. Draw the sides, clicking at the end of each one. Finish by clicking the starting point again.

Drawing Tips

- If you change the paper texture and then draw with the **Crayon**, **Chalk**, or **Marker**, the texture shows through under your drawing. For more information on using paper texture, see ["Using Paper Textures" on page 22](#).
- To draw vertical and horizontal lines, or squares and circles, hold the **Shift** key while drawing.

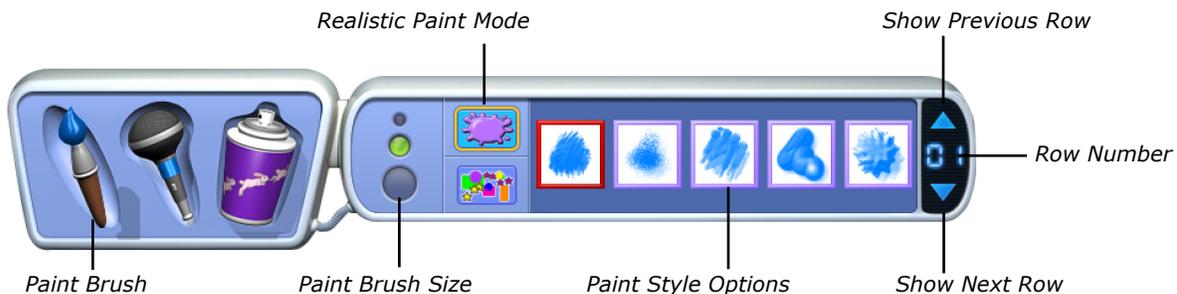
Using Painting Tools

Use Kid Pix Painting Tools for a dazzling array of realistic and out-of-this-world painting effects. There are three different tools: Paint Brush, Sound Art tool, and Spray Can. Each tool has two modes.

To paint:



1. Click the **Painting Tools** button.

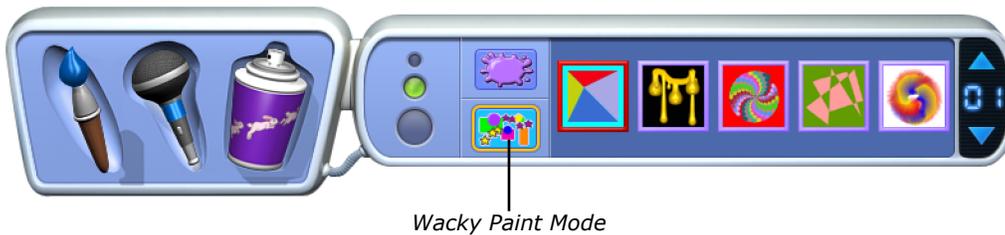


2. Click **Paint Brush**, **Sound Art**, or **Spray Can**. See the next few pages for more information about each kind of tool.
3. Select a size (not every tool has a size selection).
4. Select a painting mode. When you pick a mode, the options change.
5. Select a painting option.
6. Click the arrows at the right side of the tray to see more painting options.
7. Click the drawing area and, holding down the mouse button, move the mouse around to paint.

Paint Brush

Click **Paint Brush** and select a brush size and painting mode. In the **Realistic Paint** mode you can paint like with a real brush.

The **Wacky Paint** mode creates magical effects.

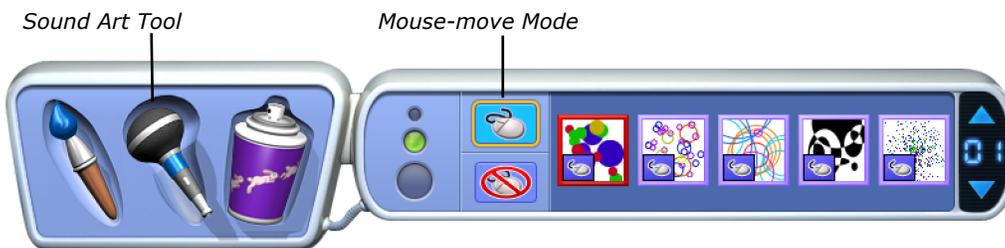


Note: Most of the Wacky Paint options change their drawing style when you press the **Shift**, **Alt**, or **Control** keys while drawing.

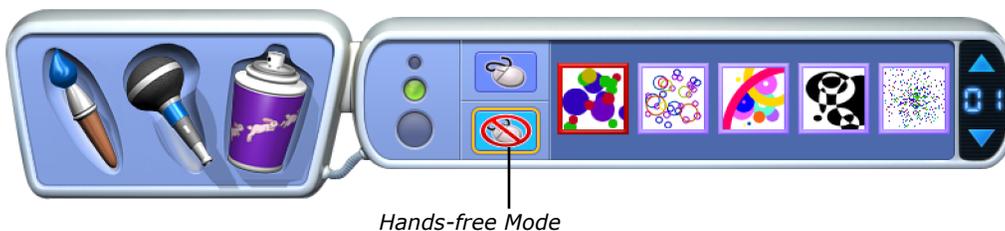
The Sound Art Tool

To use the **Sound Art** tool, you need to talk, sing, or play music into a built-in microphone or one attached to your computer.

The “**Mouse-move**” mode lets you direct the painting with your mouse and voice.



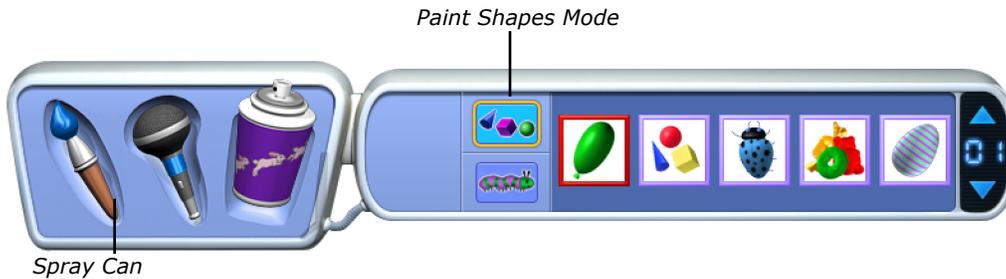
The “**Hands-free**” mode lets the sound do the painting.



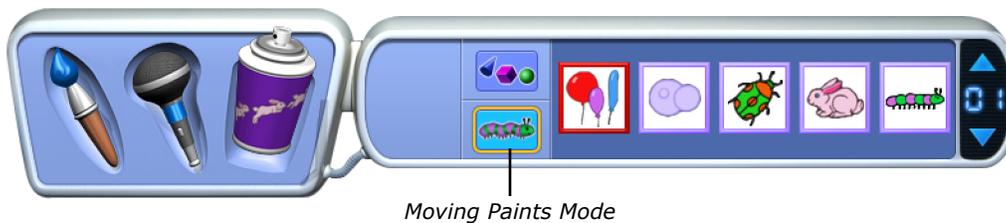
Note: If this tool does not work properly, make sure you have your microphone connected and that the corresponding device is selected in the **Recording** tab of the **Sound** dialog of the **Hardware and Sound** category of the **Control Panel**. If you are using Windows XP then go to the **Control Panel > Sound, Speech and Audio devices > Sound and Audio devices > Audio tab**.

Spray Can

The **Paint Shapes** mode sprays three-dimensional shapes: balloons, bugs, candies, and so on.



The **Moving Paints** mode sprays balloons, bubbles, and creatures that dance, fly, hop, or wiggle.



Painting Tips

- Experiment with **Painting Tools**, modes, and options. Try lots of different combinations.
- For information on adding text in the **Wacky Paint** mode, see ["Alphabet Text Tool" on page 26](#).
- Some of the **Realistic Paint** options of the **Paint Brush** tool let a paper texture show through. For more about paper texture, see ["Using Paper Textures" on page 22](#).

Using Paint Bucket Tools

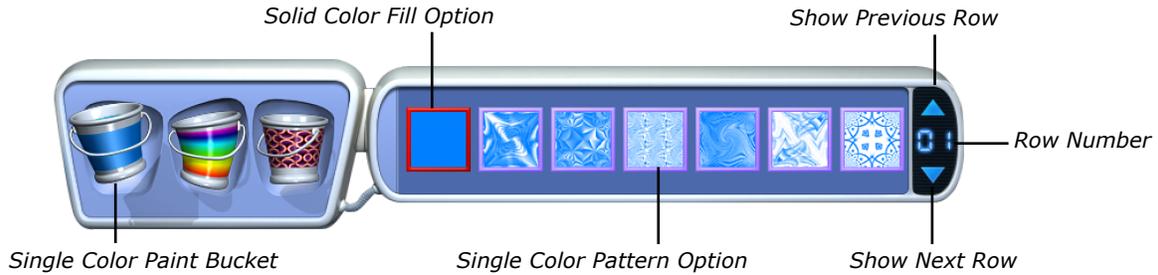
Paint Buckets let you fill up an area of your picture. There are three kinds of Paint Bucket Tools. Single Color Paint Bucket fills an area with one solid color or a single-color pattern. Blend of Colors Paint Bucket fills an area with a blend of colors. Multicolor Pattern Paint Bucket fills an area with a multi color pattern.

To fill an area:

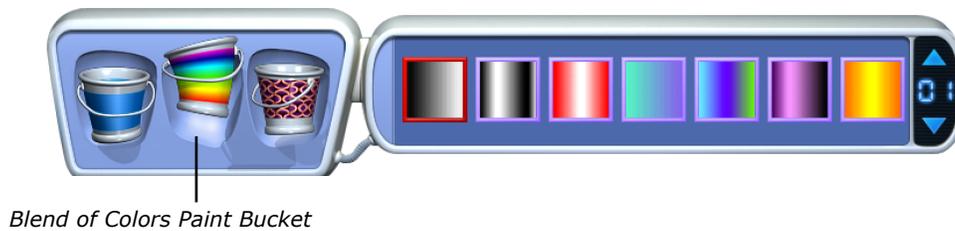


1. Click the **Paint Bucket Tools** button to see the **Paint Buckets** tray.
2. Pick a bucket from the left side of a tray.
3. Select a fill option from the right side of the tray. You can click the scrolling arrows to see more fill options.
4. Click inside the area you want to fill.

The **Single Color Paint Bucket** uses the current color in the Color Swatch. Select solid color or one of the single-color patterns.



The **Blend of Colors Paint Bucket** does not use the current color in the Color Swatch. You can pick any of the blends to use in your painting.



The **Multicolor Pattern Paint Bucket** does not use the current color in the Color Swatch. You can pick any of the multicolored patterns to use in your painting.



Fill Tips

- Position the pointer on your picture and click and hold the mouse button down while the blend or pattern effects appear. Then, without releasing the mouse button, you can move the mouse around to change how the blend colors or pattern appear inside the area on your picture.
- You can design your own two-color patterns. Fill an area with a solid color, then change the color in the Color Swatch and fill the same area with a single-color pattern.
- For information on changing the color for the Single Color Paint Bucket, see ["Using Color Swatch and Eye Dropper" on page 22](#).

Using Mixer Tools

Mixers mix up your picture. You can mix up the whole painting with the Mega Mixer, or just parts of the picture with the Mixer Wand.

To mix things up:



1. Click the **Mixer Tools** button to see the **Mixers** tray.



2. Pick the **Mega Mixer** or the **Mixer Wand** from the left side of the tray. The **Mega Mixer** mixes up the whole picture with one click; the **Mixer Wand** mixes the places where you drag it.
3. Select a mixer effect from the right side of the tray. You can click the scrolling arrows to see more effects.
4. Select a mixer effect size.
5. Click your picture with the **Mega Mixer** or drag the **Mixer Wand** to mix areas on your picture.

Mixer Tips

- Mix up an imported photograph for fun results. For information on importing photos, see ["To import a background" on page 34](#).
- The size of the **Mega Mixer** influences the intensity of the mixer effect.

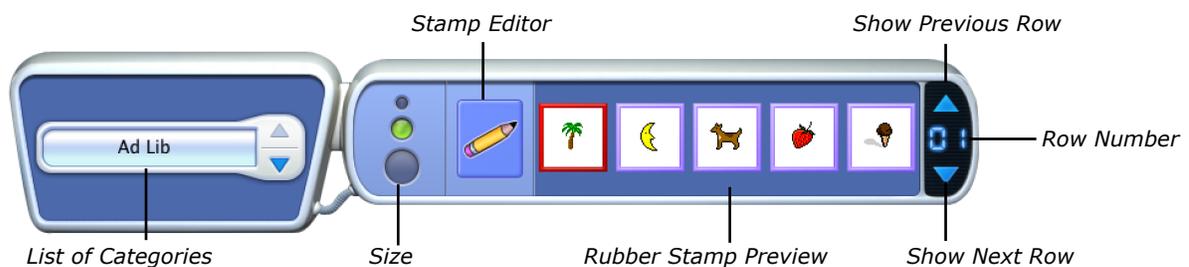
Using Rubber Stamp Tools

Use the **Rubber Stamp Tools** to stamp different images onto your picture.

To use Rubber Stamp Tools:



1. Click the **Rubber Stamp Tools** button to see the **Rubber Stamps** tray.



2. Choose a category from the pop-up list. Click the arrows at the right side of the pop-up list to scroll through the list of stamp categories.
3. Select a size for your rubber stamp.
4. Select a rubber stamp, then click on the canvas of your picture.

Editing Rubber Stamps

You can edit rubber stamps.

To edit rubber stamps:



1. Click the **Rubber Stamp Tools** button to see the **Rubber Stamps** tray.

2. Click the stamp you want to edit.



3. Click the **Stamp Editor** button to open the **Stamp Editor**.

Note: Alternatively, you can open the **Stamp Editor** by double-clicking the stamp you want to edit in the **Rubber Stamps** tray.



Use these tools to change your stamp:

- Use **Pencil** to draw on the stamp.
 - Pick a color in the **Color Picker** and use **Fill Bucket** to recolor the stamp.
 - Click **Rotate** button to turn the stamp 90 degrees clockwise. You can do this several times.
 - Click **Flip Horizontal** button to turn your stamp over from left to right, giving you a mirror image.
 - Click **Undo Guy** button to undo your action, or click **Restore Original** button to go back to the original stamp view.
 - Use **Eraser** to erase the whole stamp so you can start from scratch.
4. Click **OK** when you are finished.

Using Paper Textures

You can change the background texture of your Kid Pix picture. Then, when you draw with the **Crayon, Marker, Chalk**, or use some of the **Realistic Paint** options of the **Paint Brush** tool, a pattern will show through under your drawing.

To change a Paper Texture:



1. Click the **Paper Texture Canister** in the bottom-right corner of the Drawing Area. The **Paper Textures** tray opens.



2. Scroll through the paper textures in the tray.
3. Click the texture you want. You can see the texture you have selected on the **Paper Texture Canister**.
4. Draw with **Crayon, Marker, Chalk**, or with some of the **Realistic Paint** options of the **Paint Brush** tool to see the texture in your picture.

Using Color Swatch and Eye Dropper

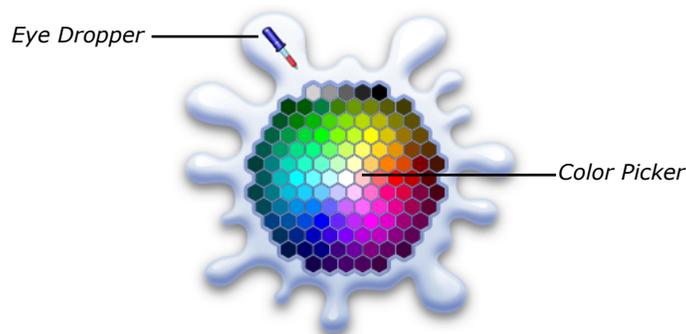
Many Kid Pix art tools use the color you choose from the Color Picker. You can see the current color in the Color Swatch at the bottom-left corner of the Paint Zone and on many art tools.

The Color Picker also includes Eye Dropper, a tool that lets you pick up and use any color in your picture.

To pick a color in the Color Picker:



1. Move the pointer over the **Color Swatch**. The Color Picker pops up.



2. Click a color in the Color Picker. As soon as you pick a color, the **Color Swatch** changes to show your new choice. Move the pointer out of the Color Picker to lose it and continue working with Kid Pix.

To pick up a color with the Eye Dropper:

1. Open the Color Picker by moving the pointer over the **Color Swatch**.
2. Click the **Eye Dropper**.
3. Move the **Eye Dropper** over the screen. As the pointer moves, the **Color Swatch** changes to show colors that the **Eye Dropper** can pick up.
4. Click when the color you want appears in the **Color Swatch**. The Color Picker closes. The color you have clicked becomes the current color for the selected tool.

Using Eraser Tools



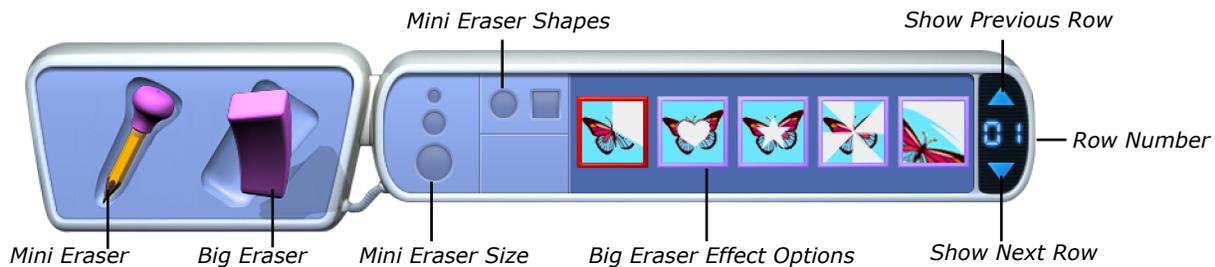
Big Eraser erases your whole picture. You can also click the **Firehose Screen Eraser** to clear the drawing area. **Mini Eraser** erases the places where you drag it, leaving white space. You cannot erase stickers, animations, movies, or text boxes with **Mini Eraser**. (To remove these objects, select them using the **Grab Hand** tool in the **Grab** tray and press the **Delete** key.)

Note: You cannot erase foreground of the 3D background with Mini Eraser.

To erase your whole picture:



1. Click the **Eraser Tools** button. The **Erasers** tray appears.



2. Click **Big Eraser**.
3. Pick an eraser effect option. You can click the scrolling arrows to see more effects.
4. Click your picture or double-click the eraser option.

To erase a part of your picture:



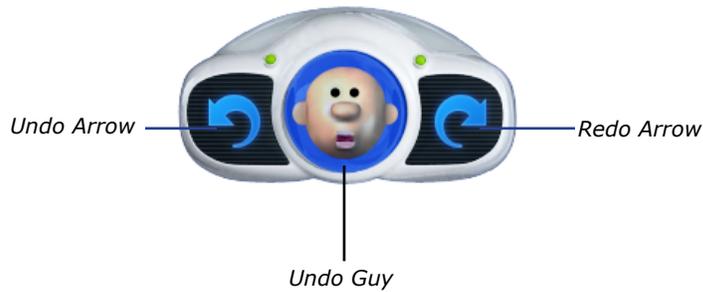
1. Click the **Eraser Tools** button. The **Erasers** tray appears.
2. Click **Mini Eraser**.
3. Select a size for the eraser.
4. Pick one of these shapes:
 - To erase with a round outline, click the circle shape.
 - To erase with a square outline, click the square shape.
5. Drag the eraser in the places you want to erase.

All library objects except backgrounds can be removed from the canvas by selecting them and pressing the **Backspace** or **Delete** key on your keyboard.

Using Multi-Level Undo Guy



Undo Guy is a universal tool for correcting your mistakes. You can undo and redo multiple actions in both the Paint Zone and Slide Show. Whenever you do something you don't like, just click the left arrow as many times as you need to cancel the changes. If you change your mind and want to put the changes back, just click the right arrow. You can also click Undo Guy's face once to undo your last action and click it again to redo that action.



Note: Any changes you make before saving your picture, or adding it to Slide Show using the **Flipbook** button, cannot be undone or redone.

Using the Text Tools

In this chapter you will learn about:

- Adding Text
- Working With Text Boxes
- Changing the Way the Letters Look
- Check Spelling
- Reading Text Out Loud
- Teaching Kid Pix to Pronounce

Adding Text

There are three ways to add text:

- Insert a text box and type text in it.
- Use the **Letters Wacky Paint** option to paint wacky text onto your picture.
- Add 2D animations from the “Alphabet” category.

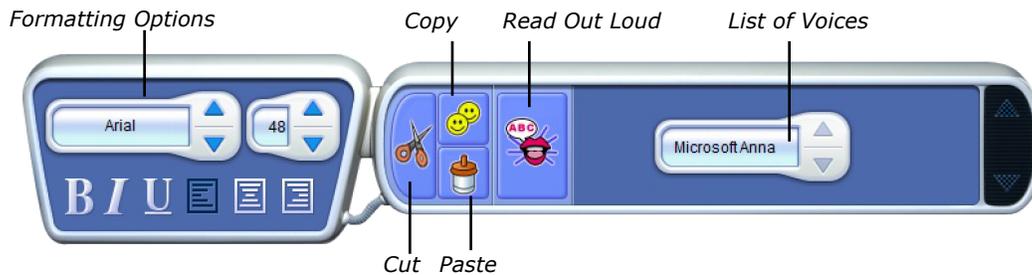
Adding Text Boxes

When text is in a text box, you can make your computer read it out loud.

To add a text box:



1. Click the **Text Tools** button. The **Text** tray appears.



2. Click your picture where you want a text box to appear.
3. Start typing (tap the Keyboard button at the top of the selection frame first if you are using a tablet computer). The text box will grow as you fill it up.



To cut, copy, or paste text:

1. Select the text within the text box.
2. Do one of the following:



- **Cut:** To cut out the text you have selected and copy it to the Clipboard, click the **Cut** button in the **Text** tray.



- **Copy:** To copy the text you have selected to the Clipboard, click the **Copy** button in the **Text** tray.



- **Paste:** To paste the text you have cut or copied, place the I-beam pointer in the text box where you want your pasted text to appear and click the **Paste** button in the **Text** tray.

Alphabet Text Tool

Alphabet Text becomes a part of the background. You cannot change it after you add it to your picture.

To use the Alphabet Text tool:

1. Choose **Alphabet Text** from the **Paint Zone** menu. The **Alphabet Text** dialog appears.



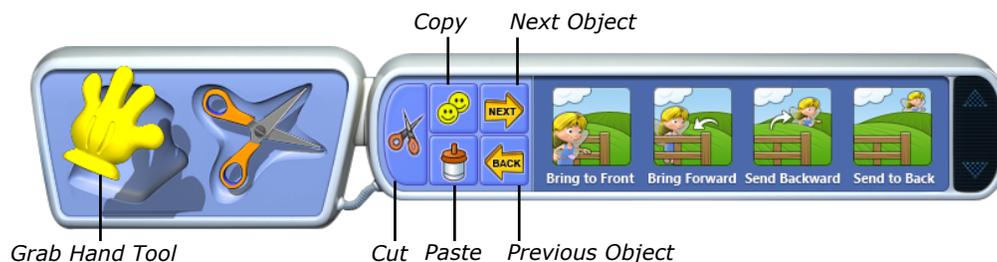
2. Type your text in the box. (The text you type will appear in the drawing area when you use the **Letters Wacky Paint** option of the **Paint Brush** tool.)
3. Click **OK**.
4. Click the **Painting Tools** button and select **Paint Brush**.
5. Switch to the **Wacky Paint** mode and choose the **Letters Wacky Paint** option.
6. Click the drawing area and drag the pointer over it. The text you have typed in the **Alphabet Text** dialog appears, following the pointer movements.

Working with Text Boxes

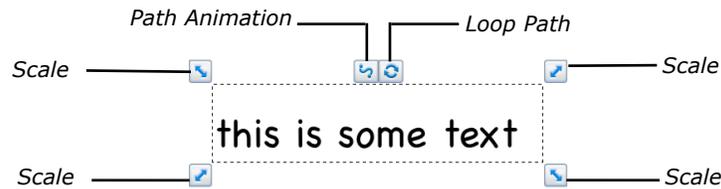
You can resize a text box, move it, or delete it.

To change a text box:

1. Click the **Grab Tools** button.
2. Click the **Grab Hand** tool. The **Grab** tray appears.



3. Click a text box to see its edit frame.



4. Do any of these things:

- **Move:** To move a text box, simply drag it. Alternatively, you can move text boxes by pressing **arrow** key or **Control+arrow** key on your keyboard.



- **Resize:** To change the size or shape of a text box, drag one of the **Scale** handles. The text adjusts to the new shape.



- **Delete:** To remove the selected text box, press the **Delete** or **Backspace** key on your keyboard, or tap the **Trash Can** button at the top of the selection frame if you are using a tablet computer.



- **Switch:** To switch between text boxes click **Next Object** or **Previous Object** buttons or press **Tab** key or **Shift + Tab** keys on your keyboard.



- **Change layers:** To change layer position of the object relatively to other objects, select it and click corresponding button - **Bring to Front**, **Bring Forward**, **Send to Back** or **Send Backward**.

- **Flatten:** To “flatten” text so it becomes a part of background, open the **Paint Zone** menu, click **Flatten Text**, and choose whether you want to flatten all your text boxes or just the selected one. You can also Flatten text when you are in **Text Tools** too.

Text Box Tips

- You can drag text boxes almost all the way off the page. This lets you play text out loud without having text boxes appear in the picture.
- You can move and resize a text box without using the **Grab Hand** tool. Drag the blue strip at the top of the box frame to move the text box, or drag the handles to resize it.

Changing the Way the Letters Look

You can change the font, font size, color, and style of your text in a text box.

To change the look of the selected text in a text box:



1. Click the **Text Tools** button to see the **Text** tray.
2. In a text box, select all the text.
3. Do any of these things:



- To change the font, click the arrows next to the **Font Name** menu.



- To make the text bigger or smaller, click the arrows next to the **Font Size** menu. You can set almost any font size you want.



- To change the style, click the **Bold**, **Italic**, or **Underline** buttons.

- To line up your text to the left, right, or center, click the appropriate **Text Alignment** button.



Note: Alignment is applied to the whole text in a text box.

- Use the **Color Picker** to change the color of the text.

Checking Spelling

When Kid Pix checks spelling, it checks all the text boxes in the drawing area. You cannot check the spelling of rubber stamps in **Small Kids Mode** and alphabet text.

To check spelling:

1. Click the **Text Tools** button. The **Text** tray appears.
2. Open the **Edit** menu.
3. Choose **Check Spelling**.
4. If Kid Pix finds a word it does not know, you can do any of these things:
 - To change the word, select a word from the **Suggestions** list or type a word in the **Change to** box and click **Change**.
 - To add an unknown word to the dictionary, click **Learn**.
 - To continue spell-checking without changing the word, click **Skip**.
5. When you are finished, click **Done**.

Note: You can also check the spelling of a word by Control-clicking it. A shortcut menu appears showing you variants for the word if it has been misspelled.

Checking Spelling As You Type

This feature provides a dynamic spelling check while you are typing so that you can be sure that all the words you type are spelled correctly. All misspelled words will be underlined with a red dotted line.

To turn the Check Spelling As You Type option on:

1. Open the **Edit** menu.
2. Choose **Check Spelling As You Type** so that a checkmark appears.

Reading Text Out Loud

You can “play” a picture to hear all your text read out loud, from top to bottom and left to right.

To hear one text box read aloud:



1. Click the **Text Tools** button to see the **Text** tray.
2. Select the text box you want to hear.



3. Click the **Read Out Loud** button in the **Text** tray.

To hear all text boxes read aloud:



Click the **Play** button.

Changing Voice

You can use the **List of Voices** menu in the **Text** tray to change the voice that reads the text.

Note: This option is available, if your system supports another or several voices.

To change the voice that reads the text:



1. Click the **Text Tools** button. The **Text** tray appears.

2. Click the **List of Voices** pop-up menu and choose the voice from the list. Alternatively, you can pick a different voice from the list by clicking the arrows next to the menu.



Tip: You can adjust the way the application pronounces typed text by using different punctuation marks such as commas and double-dashes to make pauses of different lengths. This way, the text read by the application will have more realistic "intonation".

Teaching Kid Pix to Pronounce

Kid Pix might not know how to say people's names or other special words.

To change the pronunciation:



1. Click the **Text Tools** button.

2. From the **Paint Zone** menu, choose **Say It This Way**. The pronunciation dialog appears.



3. In the **Original Word** box, type the word that Kid Pix is pronouncing incorrectly.

4. In the **Pronounce As** box, type the phonetic spelling of the word. For example, the letters "ph" sound like "f", so the phonetic spelling of "Philip" would be "Filip".

5. Click **Original** to hear the pronunciation of the original word.

6. Click **Pronounce** to hear the new pronunciation.

7. When the word sounds right, click **Enter** to apply the new pronunciation.

8. Click **Done** to close the dialog.

Moving, Copying, Cutting, and Pasting

In this chapter you will learn about:

- Grab Hand Tool
- Scissors Tool

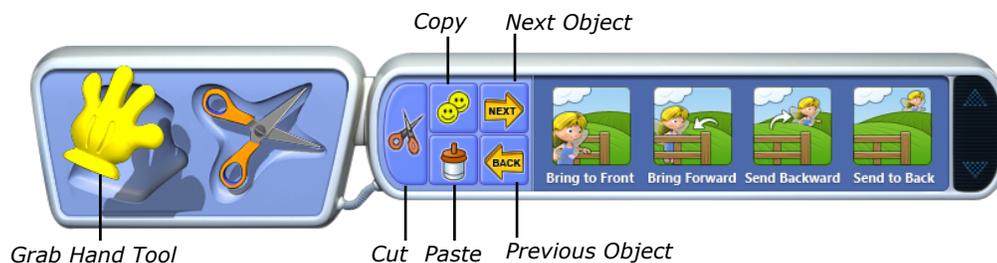
Grab Hand Tool

Use **Grab Hand** to pick objects up and move them, or cut, copy, and paste them.

To move objects around:



1. Click the **Grab Tools** button.
2. Click the **Grab Hand** tool. The **Grab** tray appears.



3. Click a sticker, animation, movie, or text box in your picture to select it.



Note: To switch between text boxes click **Next Object** or **Previous Object** buttons or press **Tab** key or **Shift + Tab** keys on your keyboard.

4. Do any of these things:



- **Move:** To move the object you have selected, just drag it to the place you want. You can also move a selected object very slightly up, down, left, or right by pressing **arrow** key on your keyboard, or move it much further using **Control+arrow** key.
- **Cut:** To cut the selected object (which deletes it and copies it to the Clipboard at the same time), click the **Cut** button.

Note: If you cut a selected movie, it will not be copied to the Clipboard. The movie will simply be removed from the picture when you click the **Cut** button.



- **Copy:** To copy the selected object to the Clipboard, click the **Copy** button.



- **Paste:** To paste an object into your picture (after you have cut or copied it), click the **Paste** button.



- **Change layers:** To change layer position of the object relatively to other objects, select it and click corresponding button - **Bring to Front**, **Bring Forward**, **Send to Back** or **Send Backward**.



- **Delete:** To remove the selected object, press the **Delete** or **Backspace** key on your keyboard, or tap the **Trash Can** button at the top of the selection frame if you are using a tablet computer.



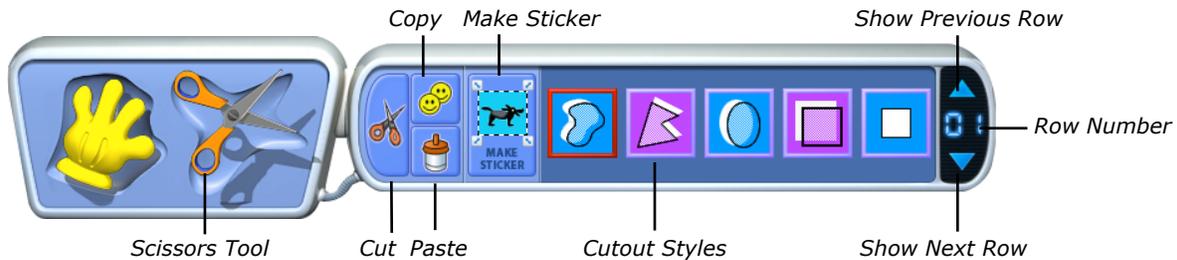
- **Resize:** To resize the selected object you have pasted, drag its **Scale** handles. For more information, see ["To move, change, or delete a sticker" on page 35.](#)

Scissors Tool

Use the **Scissors** tool to cut out, move, copy, and paste a part of your background.

To cut things out:

1. Click the **Grab Tools** button.
2. Click the **Scissors** tool. The **Scissors** tray appears.



3. Do any of these things:



- To select an area freehand, click the **Free Cutout** style and drag around the area you want.



- To select a polygon area, click the **Polygon Cutout** style and click each point of the polygon (at least 3 points). Click the first point again to close the shape.



- To select a circle or an ellipse area, click the **Circle Cutout** style and drag the pointer in any direction you want to form a circle or an ellipse.



- To select a square or a rectangle area, click the **Square Cutout** style and drag the pointer in any direction you want to form a square or a rectangle.



- To select a cookie cutter shape area, click a **Cookie Cutter** style, then click your picture.

Note: You can use the **Shift** key to select a regular circle or square area.

4. After selecting an area, you can drag it to the place you want cut, copy and paste it using the **Cut**, **Copy** and **Paste** buttons in the tray.

To create a sticker from an area of the background:

1. Select an area of the background with the **Scissors** tool.
2. Click the **Make Sticker** button or choose **Make Sticker** from the **Paint Zone** menu.



Note: Kid Pix will automatically switch to the **Grab Hand** tool.

Using Libraries

In this chapter you will learn about:

- Using Library Buttons
- Backgrounds Library
- Stickers Library
- Animations Library
- Sounds & Movies Library

Using Library Buttons

In Kid Pix libraries you can look in the trays for interesting objects to add to your picture. There are four oval buttons at the top-left of the screen. Each one opens a Kid Pix library.



A background in your picture is like the scenery in a play. It goes behind everything else you draw. See ["Backgrounds Library" on page 33](#).

A sticker floats above your picture like a balloon at a parade. You can resize it, flip it, or move it to a different place. See ["Stickers Library" on page 34](#).

Animations move around like cartoons when you "play" your picture. You can drag them anywhere you like. See ["Animations Library" on page 36](#).

Each picture can have two soundtracks. Pick from a library, record your own, or import any available sound. See ["Sounds & Movies Library" on page 41](#) and ["Adding Sounds" on page 46](#).

You can also import movies and pictures created in other applications to your Kid Pix pictures. For more information, see ["Adding Pictures" on page 46](#) and ["Adding Movies" on page 48](#).

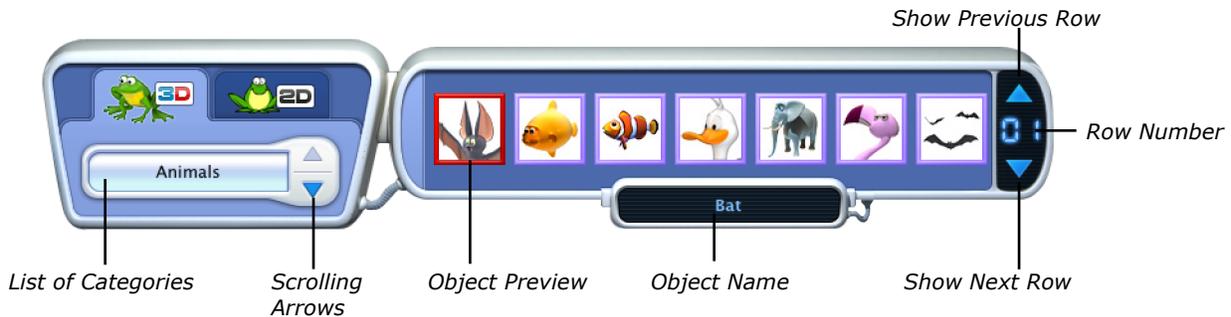
Library Trays

When you click a library button, the tray for that library appears at the bottom of the screen.

Each library contains a list of categories. For example, if you click the **Animations Library** button, you can choose the **Animals** category from the pop-up menu to see funny animated 3D animals.

To use a Kid Pix library:

1. Click the **Categories** pop-up menu to see a list of categories, or use the scrolling arrows to scroll through the categories one by one. Click corresponding tab depending on what kind of categories you want to add.



2. Using the scrolling arrows on the right side of the tray, scroll through the objects until you find the one you want.
3. Select the object you want and drag it onto the drawing area. Alternatively, you can double-click the selected object, or press **Enter** on your keyboard.

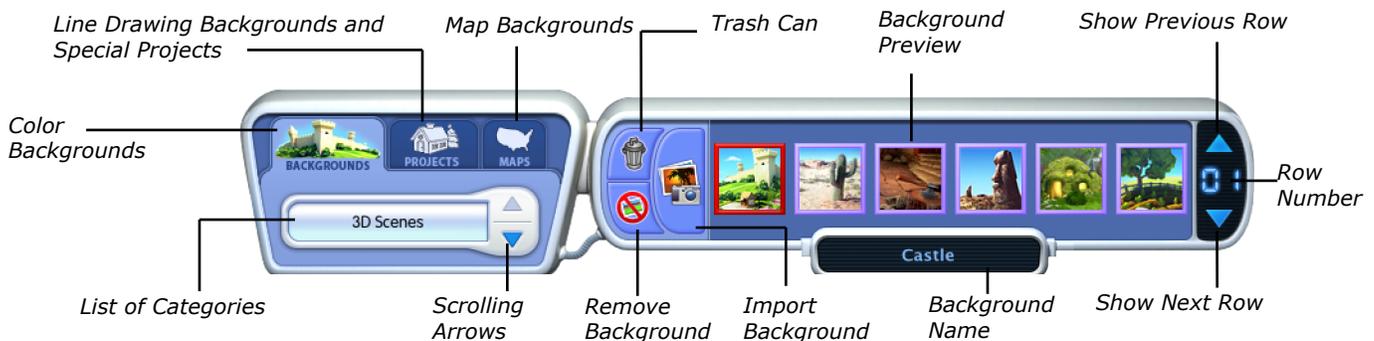
Backgrounds Library

Lots of things you draw are added to the background and become a part of it. For example, when you draw a line or paint a circle, that shape becomes a part of the background. When you change the background, those shapes disappear and the new background takes their place. If you do not like the result, click **Undo Guy**.

To add a background:



1. Click the **Backgrounds Library** button to open the **Backgrounds** tray. All backgrounds are divided into three collections: color backgrounds (including the **3D Scenes** and **My Backgrounds** categories), line drawing backgrounds and special projects, and map backgrounds.



Note: The **My Backgrounds** category becomes available after you import at least one background to it.

2. Select a library collection.
3. Choose a category from the **List of Categories** pop-up menu.
4. Scroll through the backgrounds.
5. Add a background to your picture by double-clicking corresponding thumbnail, dragging it onto the canvas or selecting it and pressing **Enter** key on your keyboard.

To remove the background from your picture:



Click the **Remove Background** button in the **Backgrounds** tray.

To import a background:

1. From the **Import** menu, choose **Background**, or click **Import Background** button.
2. Select a file format from the **Files of type** pop-up menu if you want to view files of a specific type only. The following formats are available: **BMP, GIF, PNG, JPEG, and TIFF**.
3. Locate and select the picture you want to import.
4. Choose one of these options:
 - **Shrink/stretch to fill canvas** stretches or shrinks the picture to fill the whole drawing area.
 - **Fill canvas without shrinking/stretching** puts the picture on the canvas so that it fills as much of the drawing area as possible without shrinking or stretching the picture out of shape. The edges of the drawing area might be left white.
 - **Center at original size** puts the picture down the way it is, without stretching or shrinking it.
 - **Repeat many times** scales the picture down to 25% of its original size and puts down lots of these smaller versions until the drawing area is filled.
5. To add your background to the **My Backgrounds** category, click the checkbox labeled **“Add to My Backgrounds library when importing”** so that a checkmark appears.
6. Click **Import** to import the picture as your new background.



Note: If you choose to add a picture to the **My Backgrounds** category while importing, and the **Backgrounds Library** was open before you performed the import, the **My Backgrounds** category will automatically be chosen in the pop-up menu and the imported background will be selected in the tray.

To remove a background from the My Backgrounds category:

1. Choose the **My Backgrounds** category from the **List of Categories** pop-up menu.
2. Select the background you want to delete.
3. Click the **Trash Can** button.



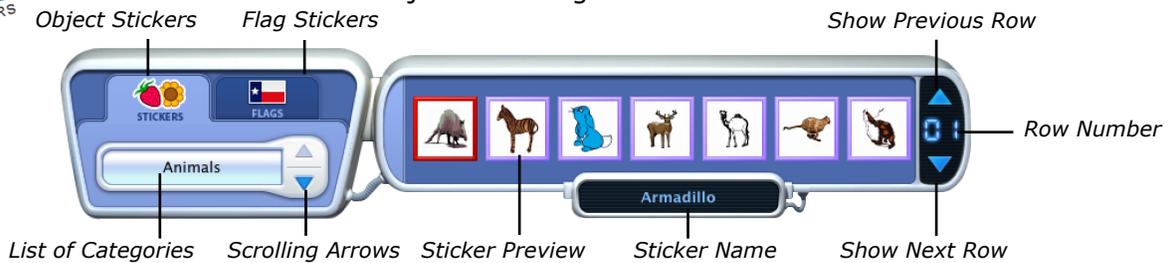
Stickers Library

Stickers are pictures you “stick” onto your picture. Stickers do not become a part of the background unless you flatten them.

To add a sticker:



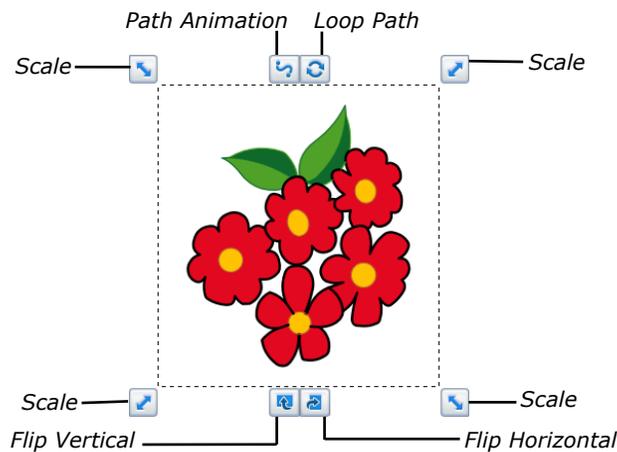
1. Click the **Stickers Library** button to open the **Stickers** tray. All stickers are divided into two collections: objects and flags.



2. Select a collection.
3. Choose a category from the **List of Categories** pop-up menu.
4. Scroll through the stickers.
5. Add a sticker to your picture.

To move, change, or delete a sticker:

1. Click a sticker in your picture to select it.



2. Do any of these things:

- **Move:** To move the sticker, simply drag it to the place you want. Alternatively, you can move stickers by pressing **arrow** key or **Control+arrow** key on your keyboard.
- **Resize:** To resize a sticker, drag one of the **Scale** handles. To resize it proportionally, hold the **Shift** key while dragging.
- **Flip:** To flip the sticker vertically, click the left button located at the bottom center of the selection frame.
- **Flip:** To flip the sticker horizontally, click the right button located at the bottom center of the selection frame.
- **Flatten:** To make the sticker part of the background, choose **Flatten Stickers & Animations** from the **Paint Zone** menu. You can choose to flatten just the selected sticker or all stickers and animations.
- **Draw a path:** To draw an animation path for the sticker to move along, click the **Path Animation Tool** button. See ["Path Animation Tool" on page 37](#).
- **Delete:** To remove the selected sticker, press the **Delete** or **Backspace** key on your keyboard, or tap the **Trash Can** button at the top of the selection frame if you are using a tablet computer. When you delete a sticker, you will see it disappears in a puff of smoke, like magic.



To create your own sticker:

1. Add any object you want to the canvas or select an area of the background with the **Scissors** tool.
2. Choose **Make Sticker** from the **Paint Zone** menu.

Note: The sticker will appear on top of the object you used to create it. If you used a movie or an animation or cut out a part of the background with the Scissors tool, Kid Pix will automatically switch to the **Grab Hand** tool.

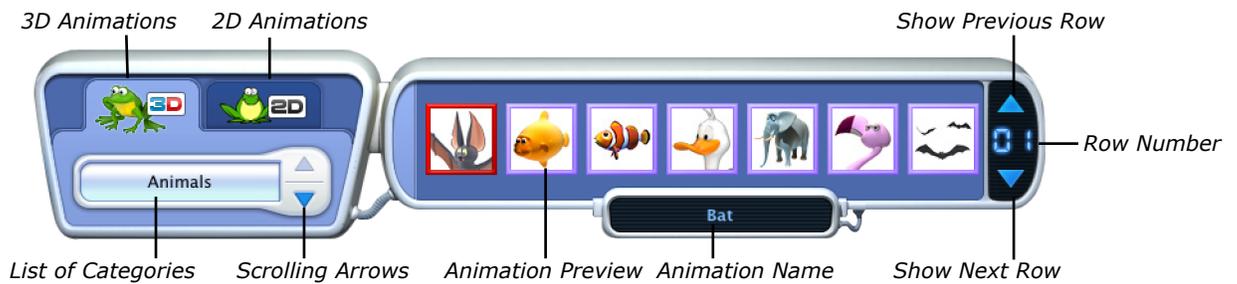
Animations Library

Animations come to life when you play them.

To add an animation:



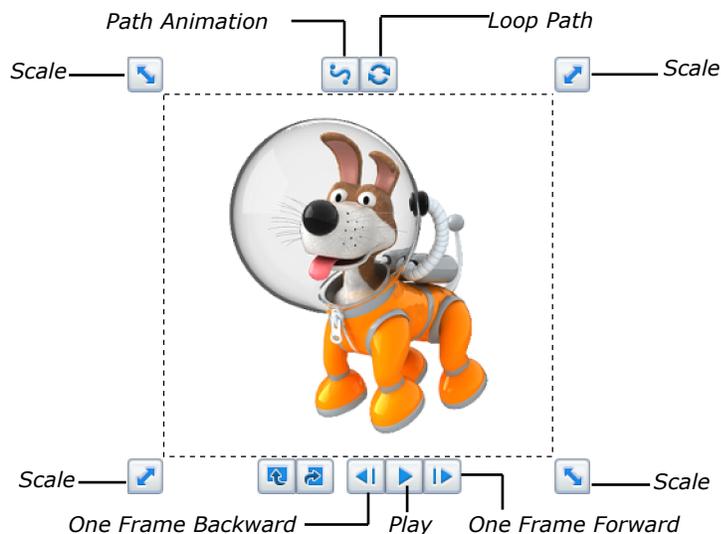
1. Click the **Animations Library** button to open the **Animations** tray.



2. Click 2D or 3D tab depending on what kind of animation you want to add.
3. Choose a category from the **List of Categories** pop-up menu.
4. Scroll through the animations.
5. Add an animation to your picture. The animation plays automatically when you add it to the canvas. You can play all the animations in a picture by clicking the **Play** button located at the top-right corner of the screen.

To move, change, or delete an animation:

Click an animation on your picture to select it.



Do any of these things:

- **Move:** To move the animation, drag it to the place you want. Alternatively, you can move animations by pressing **arrow** key or **Control+arrow** key on your keyboard.
-  • **Resize:** To resize the animation, drag one of the **Scale** handles. To resize it proportionally, hold the **Shift** key while dragging.
- 
 • **Flip:** To flip an animation horizontally and/or vertically, click the **Flip Vertical** or **Flip Horizontal** buttons.
- **Flatten:** To make an animation part of the background, choose **Flatten Stickers & Animations** from the **Paint Zone** menu. You can choose to flatten only the selected animation or all animations and stickers.
-  • **Draw a path:** To make an animation move the way you want it to, click the **Path Animation Tool** button. See "[Path Animation Tool](#)" on page 37.
-  • **Delete:** To delete an animation, press the **Delete** or **Backspace** key on your keyboard, or tap the **Trash Can** button at the top of the selection frame if you are using a tablet computer. When you delete an animation, you will see it disappears in a puff of smoke, like magic.

Playing Animations

You can play animations in a loop or frame-by-frame.

To play an animation in a loop:

1. Click the animation to select it.
-  2. Click the **Play** button. It changes to the **Pause** button.
-  3. To pause the animation, click the **Pause** button. It changes back to the **Play** button.

To play an animation frame-by-frame:

1. Click an animation to select it.
-  2. Click the **One Frame Forward** button. Each click advances the animation one frame forward.
-  3. Click the **One Frame Backward** button. Each click advances the animation one frame back.

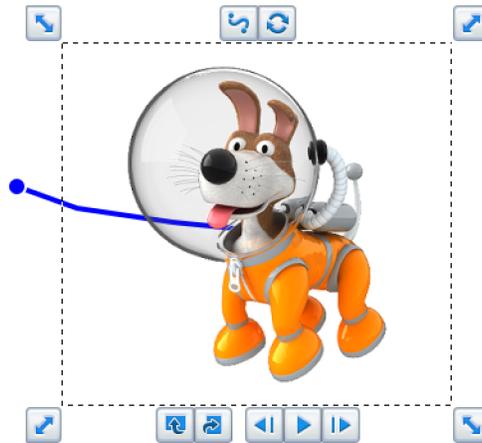
Path Animation Tool

Kid Pix Deluxe 3D allows you to create path animations for stickers and animation objects on the canvas. You can draw looped paths that start and end in the same place to make your objects move in circles, or point-to-point paths that take objects from one place to another — all following whatever route you choose.

To create an animation path:

-  1. Click the **Path Animation Tool** button, to enter **Path Animation Mode**.

- Position the pointer over the object, hold down the mouse button, and drag it to draw the path you want. The animation path is shown as you drag the object over the canvas.



Tip: The speed at which you drag the object over the canvas will determine how fast it moves when you play the animation.

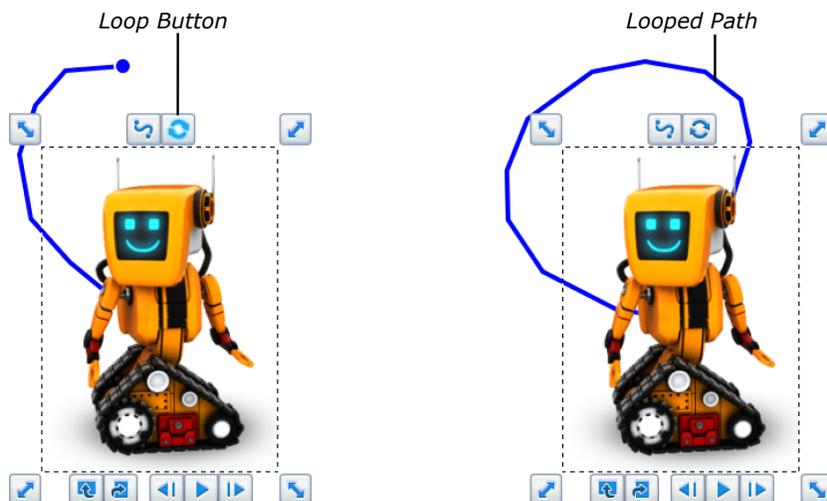
- Release the mouse button to finish the path. The **Path Animation Mode** automatically turns off.

If you want to leave **Path Animation Mode** without creating a path, click anywhere on the canvas. If you want to delete a path, click the **Path Animation Tool** button and then press the **Delete** or **Backspace** key on your keyboard.

Playing Animation in a Loop

- By clicking the **Loop** button, you can keep your objects continually in motion.

Usually when you play a path animation, your object will stop when it reaches the end of the path. But after you click the **Loop** button, the object will repeat the path again and again — it will go back and forth along a point-to-point path, turning around at each end, or round in circles if the path is looped.



Creating Your Own Stories

You can create single pictures that tell whole stories by using the full potential of path animation and the 3D backgrounds, which allow objects to be placed between the foreground and background.

To create an animated story:

1. First of all drag a 3D background from the **Backgrounds** tray onto the canvas.



2. Select an animation from the **Animations** tray and drag it onto the canvas.



3. Drag the animation around the background to find places where you can hide it. Once you have found a good hiding place, place your animation there.

Tip: Some of the 3D backgrounds have hiding places with transparent parts that characters can "peep" through.



4. Click the **Path Animation Tool** button and drag your animation to draw. To make your character “leave” the picture, just drag it away from the drawing area. The speed at which your animation will move depends on how fast you drag it when drawing the path.



Tip: To make a character stay hidden for a while and then “pop out” to surprise everybody, hide it behind a foreground element and draw lots of small circles when you start creating the animation path. After that, quickly drag it away from its hiding place and draw the rest of the path on the visible part of the canvas.

5. When you have finished drawing a path for one animation, you can add another to create even more fun and action-packed stories.

Tip: If you add a lot of objects, they will be placed on different layers, with the last one you added in the front. To select an object that is behind other objects, you can move the ones in front out of the way and click the object you need. You can also switch to it by opening the **Grab Hand** tray and clicking the **Next Object** or **Previous Object** button or by pressing the **Tab** or **Shift + Tab** keys on your keyboard. To bring an object to the front, click **Bring Object to Front** button or cut it by pressing **Control + X** and paste it by pressing **Control + V**. Make sure you move your object back to its correct position after pasting it.

Sounds & Movies Library

You can add sounds and movies from the Kid Pix Sounds & Movies Library, import a sound or movie you have on your computer, or record your own.

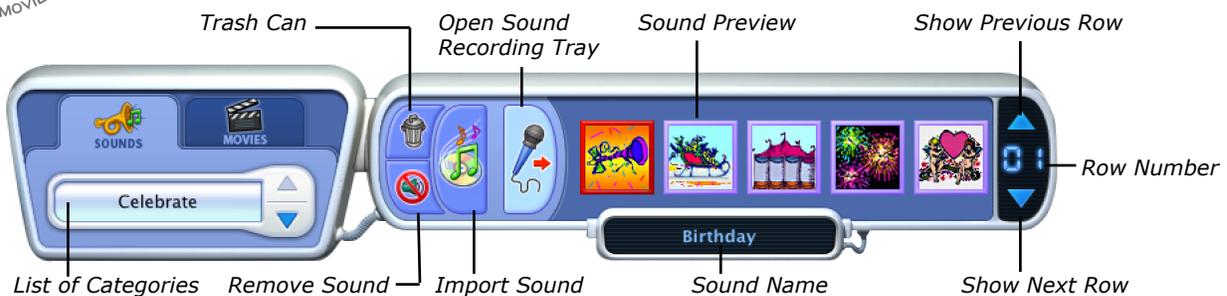
Sounds tray

The **Sounds** tray allows you to add and import sounds to your picture, and also to record your own sounds.

To add a sound from the library:



1. Click the **Sounds & Movies Library** button to open the **Sounds & Movies** library.



2. Choose a category from the **List of Categories** pop-up menu.
3. Scroll through the sounds.
4. Click a sound preview thumbnail to hear the sound. The sound keeps playing until you click somewhere else on the screen.
5. When you have found the sound you want to add, drag its preview thumbnail to the canvas. Alternatively, you can double-click the thumbnail or press **Enter** key on your keyboard to add the sound. The sound starts playing automatically.

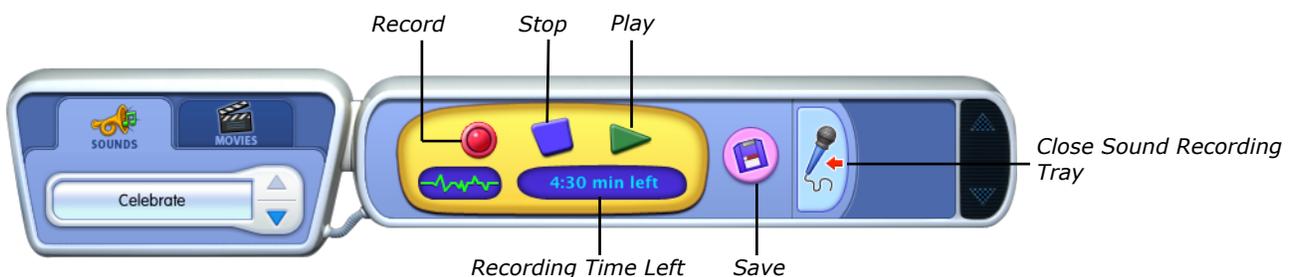
To remove the sound from your picture:



1. Click the **Remove Sound** button in the **Sounds** tray.

To record a sound:

1. Click the **Sounds & Movies Library** button to open the **Sounds** tray.
2. In the **Sounds** tray, click the **Open Sound Recording Tray** button. The button changes to the **Close Sound Recording Tray** button, which you can click to return to the **Sounds** tray.



3. In the **Sound Recording** tray, click the **Record** button to start recording.
 - Click the **Stop** button to stop recording.
 - Click the **Play** button to hear the recorded sound.
4. When you are happy with the recorded sound, click the **Save** button.
5. Give your sound a name so you can find it again in the **My Sounds** category and click **OK**.

The **Sound Recording Tray** automatically closes and the **My Sounds** category opens for you to add your new sound to the picture.

To import a sound:



1. Choose **Sound** from the **Import** menu or click **Import Sound** button in the Sounds tray.
2. Find the sound file you want to import and click it. With **Kid Pix Deluxe 3D**, you can now import sound files in the following sound formats: **WAV, MP3, AIFF, and AAC**.
3. To add your sound to the **My Sounds** category, click the checkbox labeled “**Add to My Sounds library when importing**” so that a checkmark appears.
4. Click **Import** to add the sound to the picture.

Note: If you choose to add your sound to the **My Sounds** category when importing it, and the **Sounds** tray was open before you performed the import, the **My Sounds** category will automatically be chosen in the **List of Categories** pop-up menu and the imported sound will be selected in the tray.

Double soundtrack

Kid Pix Deluxe 3D allows you to add two soundtracks to your picture — one from the built-in **Sounds** library and another from the **My Sounds** category. The soundtrack from the built-in **Sounds** library will play at a lower volume than your own soundtrack. By using two soundtracks you can do things like narrating the story in your picture while music plays in the background.

To make a double soundtrack for your project:

1. Go to the **Sounds & Movies Library** and select a sound that suits your picture.
2. Drag the sound to your picture or double-click it. The sound will be added and will start playing.
3. If you want to add a soundtrack you recorded earlier, proceed to step 6. If you want to record your own soundtrack, click the **Open Sound Recording Tray** button in the **Sounds** tray. The **Sound Recording** tray appears.
4. Click the **Record** button and record your soundtrack. Click the **Stop** button to stop recording.

Tip: When recording, you can tell the story happening in your picture, give your characters voices, make sound effects, play an instrument or do whatever else you like.
5. Click the **Save** button to save your soundtrack. Give it a name so you can find it again in the **My Sounds** category, and then click **OK**.

- Choose the **My Sounds** category from the **List of Categories** pop-up menu. Select your sound and add it to the picture.



- Now your picture has two soundtracks!

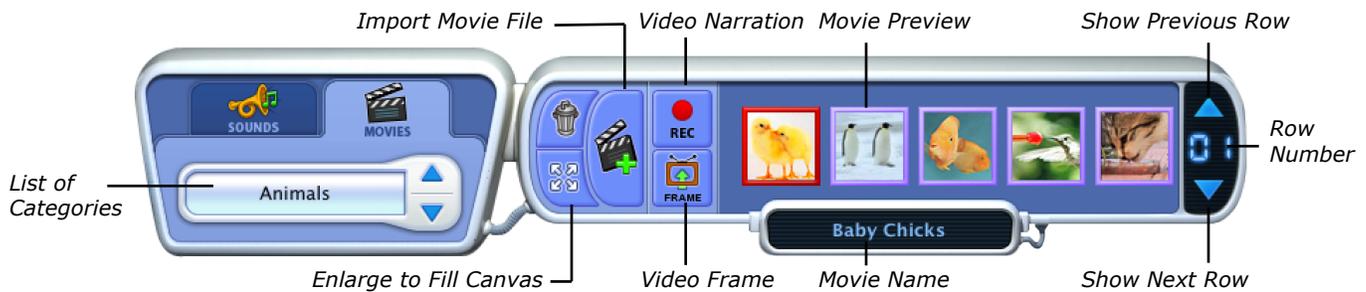
To remove a sound from the My Sounds category:

- Choose the **My Sounds** category from the **List of Categories** pop-up menu.
- Select the sound you want to delete.
- Click the **Trash Can** button.



Movies tray

The **Movies** tray allows you to add and import movies to your picture, record your own, and even put them into fun-looking frames.



Adding movies to your picture

Choose from over a hundred movies in the Kid Pix galleries. You can add a movie to your picture as a video background, or you can add one when you have already placed a 3D background — this way the movie will be placed between the foreground and background layers.

To add a movie to your picture:

- Click the **Movies** tab in the **Sounds & Movies** tray.
- Choose a category from the **List of Categories** pop-up menu.
- Scroll through the movies thumbnails.
- Add the movie you want by dragging its thumbnail to the canvas. Alternatively, you can double-click the thumbnail or press **Enter** key on your keyboard to add the movie. The movie starts playing automatically.



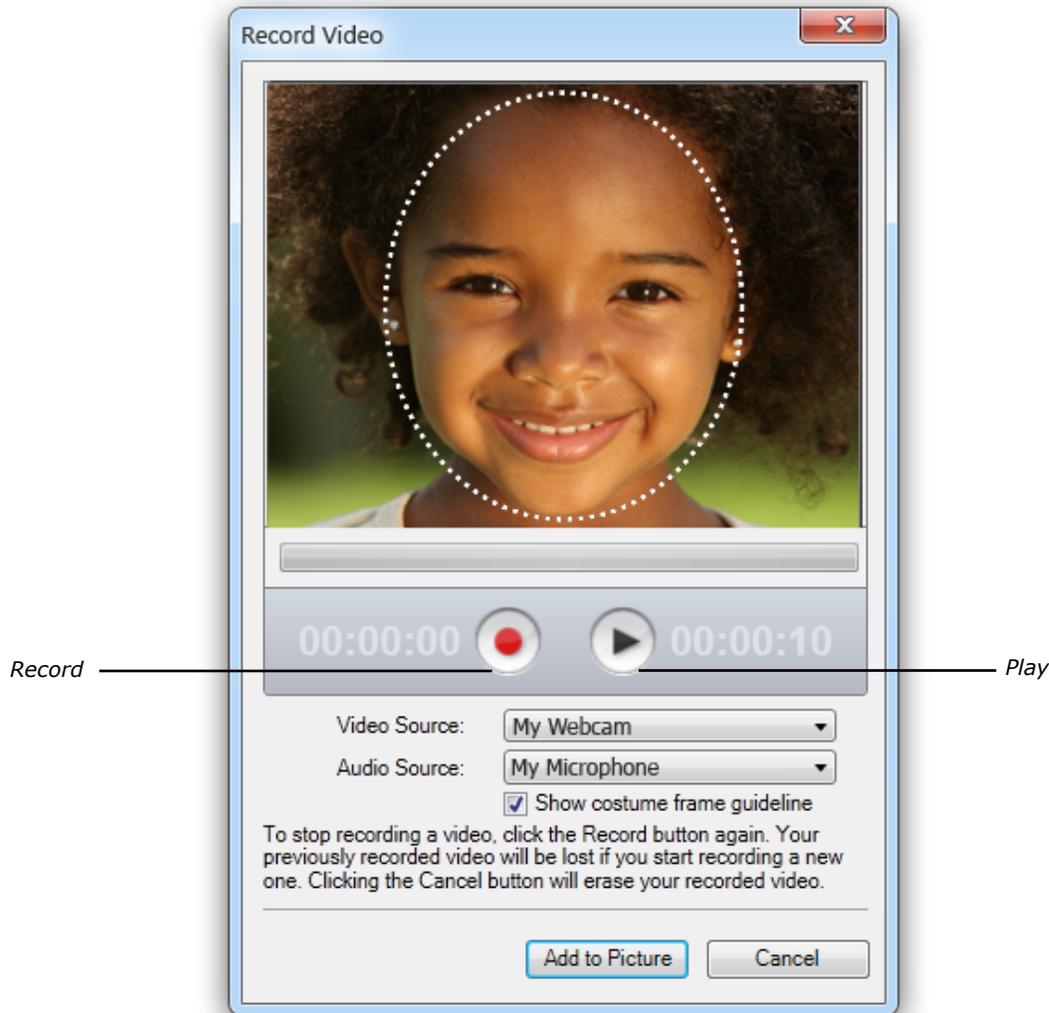
Tip: To make the movie fill the canvas and use it as the background, click the **Enlarge to Fill Canvas** button in the **Movies** tray or choose it from the **Edit** menu or press **Control + L** on your keyboard. The movie will be sent to the back layer.

Video narration

Kid Pix Deluxe 3D allows you to record your own movies. You must have a camera built-in or connected to your PC, otherwise the recording option will be unavailable.

To record your own movie:

1. Click the **Sounds & Movies Library** button and then click the **Movies** tab to see **Movies** tray.
2. In the **Movies** tray, click the **Video Narration** button or choose **Video Narration** from the **Import** menu. The **Record Video** dialog appears.



3. Choose a video and audio source for recording from the corresponding pop-up menus. Leave the **"Show costume frame guideline"** option selected to see which part of the video you are recording will be visible under the costume frame.

Note: If your computer doesn't have a microphone, the **Audio Source** pop-up menu will be dimmed.

4. Click the **Record** button. After a three-second countdown, recording begins. To stop recording, click the **Record** button again. To play your movie, click the **Play** button.
5. To add your recorded movie to your picture, click **Add to Picture** button.

Importing movies to your picture

Kid Pix Deluxe 3D allows you to import movies from your hard disk.

To import a movie from your hard disk:



1. Click the **Import Movie File** button. The **Import Movie** dialog appears.
2. Find the movie you want to import and click it.
3. Click **Import** to add the movie.

To create a sticker from a movie or animation:

1. Add a movie or animation to the canvas.
2. Play the movie or animation and pause it on any frame that you want to use as a sticker.
3. Choose **Make Sticker** from the **Paint Zone** menu.

Note: Kid Pix will automatically switch to the **Grab Hand** tool.

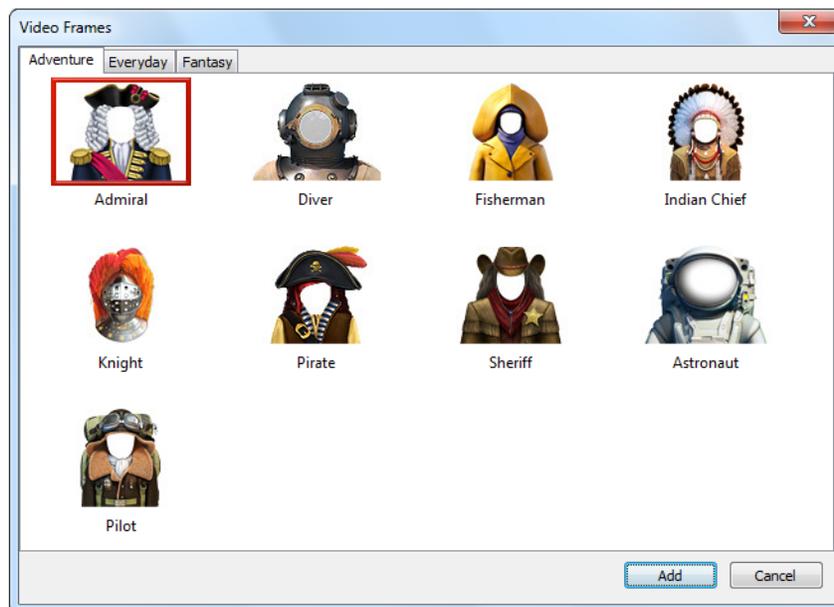
Adding a frame to your movie

You can add a frame to your movie. Kid Pix has a variety of frames to choose from.

To add a frame to a movie:



1. Click the **Video Frame** button. The **Video Frames** dialog appears.



2. Scroll through the thumbnails and select the frame you want.
3. Click the **Add** button.

Adding Stuff to Your Picture

In this chapter you will learn about:

- Adding Pictures
- Adding Sounds
- Adding Movies

Adding Pictures

Photographs and pictures you create with other applications can become stickers on your Kid Pix picture. You can flatten them and even paint on them and add special effects.

To add a picture:

1. From the **Import** menu, choose **Graphic**.
2. Find the picture you want to add and click it. Choose **BMP, JPEG, GIF, TIFF, or PNG** format from the **Files of type** pop-up menu if you want to view a specified file type.
3. Select one of these options:
 - **Shrink/stretch to fill canvas** stretches or shrinks the picture to fill the whole drawing area.
 - **Fill canvas without shrinking/stretching** puts the picture on the canvas so that it fills as much of the drawing area as possible without shrinking or stretching the picture out of shape. The edges of the drawing area might be left unfilled.
 - **Center at original size** puts the picture down as it is, without stretching or shrinking it.
 - **Repeat many times** scales the picture down to 25% of its original size and puts down lots of these smaller versions until the drawing area is filled.
4. Click **Import** to add the graphic to the picture.
5. You can use the handles of the graphic to change its size.

Picture Tips

To add a graphic to the picture as a background, see ["To import a background" on page 34](#).

Adding Sounds

To import a sound:

1. From the **Import** menu, choose **Sound**.
2. Find the sound file you want to import and click it.

With Kid Pix Deluxe 3D you can import the following sound formats: **WAV, AIFF, MP3, and AAC**.

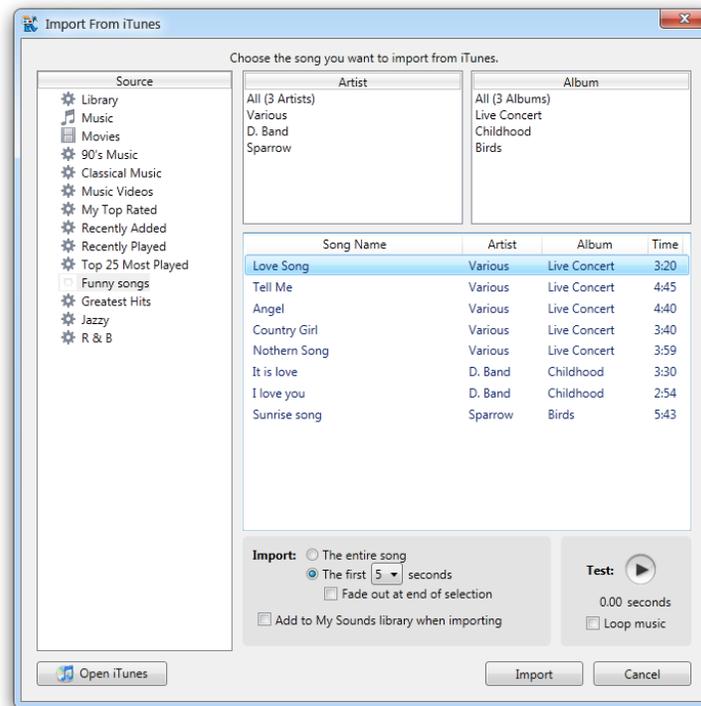
Tip: To add your sound to the **My Sounds** category, click the checkbox labeled **"Add to My Sounds library when importing"** so that a checkmark appears. For information on using the **Sounds Library**, see ["Sounds & Movies Library" on page 41](#).
3. Click **Import** to add the sound to your picture.

Importing Sounds from iTunes

You can browse through your iTunes playlists directly from Kid Pix and attach your favorite sounds to your picture. Audio tracks cannot be imported directly from an audio CD. You should first import them to iTunes.

To import sounds from iTunes:

1. From the **Import** menu, choose **From iTunes**.
2. The **Import From iTunes** dialog appears. You can sort your songs by artist, album, song name, and time.



Note: If you have moved, renamed, or deleted the iTunes library file that was stored in the default location, you cannot import any sounds from your iTunes playlists unless you restore the library file to this location.

3. To listen to the track you have selected before importing it, click the **Test** button. To listen to it playing in a loop, click the **"Loop music"** checkbox so that a checkmark appears.
4. Select one of the radio buttons in the **Import** group. Click the first option to import the entire song. Click the second option to import just a fragment, the duration of which can be chosen from the pop-up menu. The preset duration of an imported fragment is 5 seconds.
5. If you have chosen to import just a fragment of a song, you can select the checkbox labeled **"Fade out at end of selection"**. This means the fragment you import will not end abruptly, but fade out gradually when it is played.
6. To add your song or song fragment to the **My Sounds** category, click to select the checkbox labeled **"Add to My Sounds library when importing"**. Once imported, this song can be accessed in the **My Sounds** category. For information on using the **Sounds & Movies Library**, see ["Sounds & Movies Library" on page 41](#).
7. To import your song or song fragment, click the **Import** button. The imported song or song fragment is added to the currently open Kid Pix picture.
8. Click the **Play** button to hear the sound you have imported.



Adding Movies

You can add QuickTime® movies (.MOV) to a Kid Pix picture.

To import a movie:

1. From the **Import** menu, choose **Movie File**.
2. Find the movie you want to import and click it.
3. Click **Import** to add the movie.

To move, change, or delete a movie:

1. Click the **Grab Tools** button. The **Grab** tray appears.
2. Click **Grab Hand**.
3. Do any of these things:
 - **Move:** To move a movie, select it and drag it to where you want it to be. Alternatively, you can move a movie by pressing **arrow** key or **Control+ arrow** key on your keyboard.
 - **Resize:** To resize a movie, select it and drag one of the **Scale** handles on its frame. To resize it proportionally, hold the **Shift** key while dragging.
 - **Delete:** To delete a movie, select it and press the **Backspace** or **Delete** key on your keyboard, or tap the **Trash Can** button at the top of the selection frame if you are using a tablet computer.
 - **Flatten:** To make a movie part of the background, select it and then choose **Flatten Movies** from the **Paint Zone** menu. You can choose to flatten only the selected movie or all movies.



Playing Movies

You can play movies in a loop or frame-by-frame. Movies are also played when you play your whole picture.

To play a movie in a loop:

1. Click the movie to select it.
2. Click the **Play** button. It changes to the **Pause** button.
3. To pause the movie, click the **Pause** button. It changes back to the **Play** button.



To play a movie frame-by-frame:

1. Click the movie to select it.
2. Click the **One Frame Forward** button. Each click advances the movie one frame forward.
3. Click the **One Frame Backward** button. Each click advances the movie one frame back.



Movie Tips

- To export Kid Pix pictures as QuickTime movies, see ["Exporting Your Picture" on page 53](#). To export Slide Shows as QuickTime movies, see ["Exporting Your Slide Show" on page 65](#).
- When you print your picture, the movie frame you see is the one that will be printed. You can play the movie frame-by-frame and stop it when it looks the way you want it to be printed.
- To make a movie part of the background, choose **Flatten Movies** from the **Paint Zone** menu. You can choose to flatten only the selected movie or all movies.

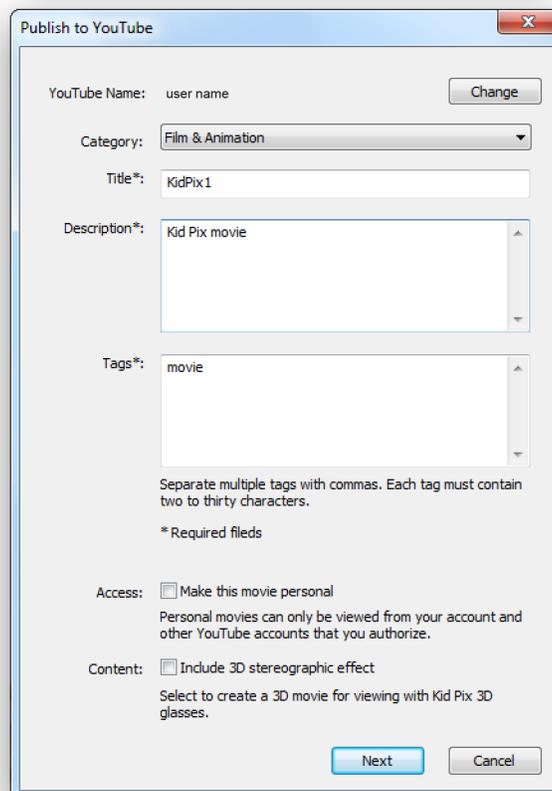
Publish to YouTube

You can share the movies you make in Kid Pix with the whole world. Please note that you must have a YouTube or Google™ account and your PC must be connected to the Internet to use this feature.

Note: To be able to publish your video, it must contain animation, movie, video background or path animation.

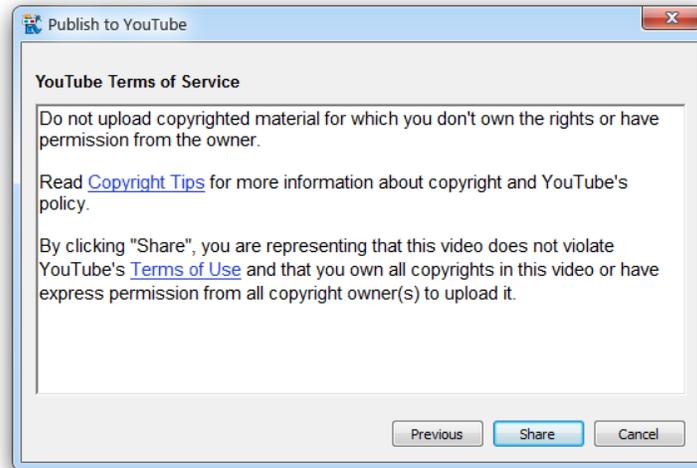
To publish your movie to YouTube:

1. Choose **YouTube** from the **Share** menu. The **Publish to YouTube** dialog appears.
2. Enter your YouTube or Google username and password, and then click the **Sign In** button.

3. Choose a category and add a title, description and search tags for your movie. Otherwise you won't be able to publish to YouTube.
4. Select the **"Make this movie personal"** option if you want to limit access to your movie on YouTube.
5. Select the **"Include 3D stereographic effect"** option if you want the 3D effect to be applied to the movie.
6. Click **Next**.

7. The **YouTube Terms of Service** appear. Read through them and click the **Share** button to publish your movie. Publishing may take some time, please be patient.



8. A link to your movie will appear. Click the **View** button to watch your movie on www.youtube.com, or click **OK** to go back to the Paint Zone or Slide Show, depending on where you were before.

Working with Pictures

In this chapter you will learn about:

- Starting Your New Picture
- Saving Your Picture
- Saving Your Picture As a Template
- Opening Your Picture
- Playing Your Picture
- Printing Your Picture
- Exporting Your Picture
- Exporting Pictures with 3D Effects
- Watching Your Movie on an Apple® Device

Starting Your New Picture

You can start with a blank page or use the Idea Machine like an electronic coloring book.

To start with a blank page:



Click the **Create New Picture** button.

Note: If you have not saved changes made to the picture that is already open, Kid Pix asks if you want to save them before creating a new one.

To use the Idea Machine:

1. From the **File** menu, choose **Idea Machine**.

Note: If you have not saved changes made to the picture that is already open, Kid Pix asks if you want to save them before opening an Idea Machine picture.

2. In the **Idea Machine** dialog that appears, select the picture template you want to use.
3. Click **Open**.

Saving Your Picture

By default, Kid Pix saves your pictures in the **My Pictures** folder so they are easy to find and open again. The **My Pictures** folder is located in the current Kid Pix user folder that is stored in the **Kid Pix Users** folder within the **Documents** folder of the current system user.

To save a new picture:



1. Click the **Save** button or double click the picture title. The **Save Picture As** dialog appears.
2. Type a name and select a location for your picture.
3. Click **Save**. If you already have a picture with the same name, Kid Pix asks whether you want to replace the old picture with the new one.

To save changes to a picture:

Click the **Save** button.

Note: If you want to leave the original picture without changes, choose the **Save As** command from the **File** menu and save the picture with the changes you have made as a new picture.

Saving Your Picture As a Template

You can save your picture as a template so that it remains unchanged and you can create several versions of your picture based on the template. You can also add your template to the **Idea Machine**. This way you can easily access your template pictures by choosing **Idea Machine** from the **File** menu.

To save a picture as template:

1. Choose **Save as Template** from the **File** menu.
2. Type a name and select a location for your picture.
3. If you want to add your picture to the Idea Machine, select the **“Also add to the Idea Machine”** checkbox.

Note: Administrator privileges are required to add templates to the Idea Machine.

4. Click **Save**.

Note: If you already have a template with the same name, Kid Pix asks whether you want to replace the old template with the new one.

Opening Your Picture

You can open any picture you have created and saved.

To open a picture you saved earlier:

1. Open the **File** menu.
2. Choose **Open**.

Note: If you have not saved changes made to the picture that is already open, Kid Pix asks if you want to save them before opening a new picture.

3. In the **Open Picture** dialog that appears next, click the picture you want to open.
4. Click **Open**.

Playing Your Picture

If your picture contains animations, stickers with path animation applied, movies, or sounds, you can see them play over and over when you play your picture.

To play your picture:



1. Click the **Play** button. It changes to the **Stop** button.
2. Click the **Stop** button to stop playing the picture. It changes back to the **Play** button.



Note: All animations will be played synchronously.

Printing Your Picture

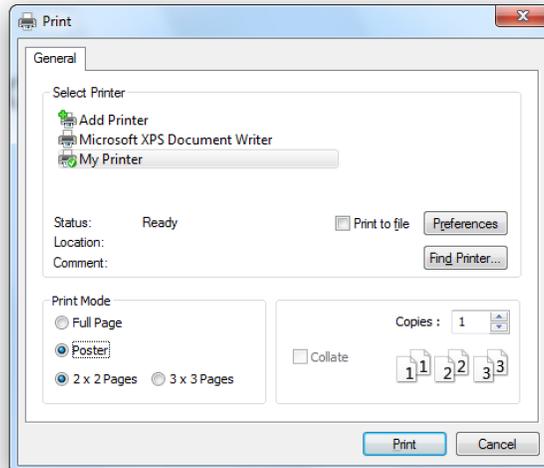
You can print a Kid Pix picture in a regular size or as a poster.

Kid Pix prints the frames of movies and animations that are shown at the moment that you print.

To print your picture:



1. Click the **Print** button. The **Print** dialog appears.



2. Select one of the following options:

- **Full page** prints a picture on one separate page.
- **Poster 2x2 pages** prints your picture on four sheets of paper.
- **Poster 3x3 pages** prints your picture on nine sheets of paper.

When you print your picture as a poster, Kid Pix prints parts of it on separate sheets of paper. You can then tape the sheets of paper together to make the poster.

3. If you want to customize your printing settings, click **Preferences** button, make all necessary adjustments and click **OK**.
4. Click **Print** to print the picture.

Exporting Your Picture

You can export your Kid Pix picture to another file format to open it without Kid Pix. For example, if you save your Kid Pix picture in **JPEG** format, you can add it to a web page. Kid Pix Deluxe 3D can now export in the following graphic formats: **BMP, JPEG, TIFF, PNG, and PICT**. Everything in the picture is flattened. To retain animation, movies, or sounds in your picture, export it as a **QuickTime** movie.

To export your picture:

1. Open the **File** menu.
2. Choose **Export**. **Export Picture As** dialog appears.
3. Navigate to where you want to save your exported picture.
4. Type a name for the exported picture.

5. Choose an export format from the **Save as type** pop-up menu located at the bottom of the dialog:
 - **BMP, JPEG, TIFF, PNG, or PICT.**
 - **QuickTime Movie:** The exported file can be played on any kind of computer with QuickTime Player installed. To download the player, go to www.apple.com.
6. Click **Save**.

Note: If you select **"Reduce the movie size"**, your movie will be compressed so it can be viewed on your iPod nano® or iPod classic®. If you select **"Add to iTunes Library when exporting"**, your movie will be added automatically to your iTunes library.

Exporting Pictures with 3D Effects

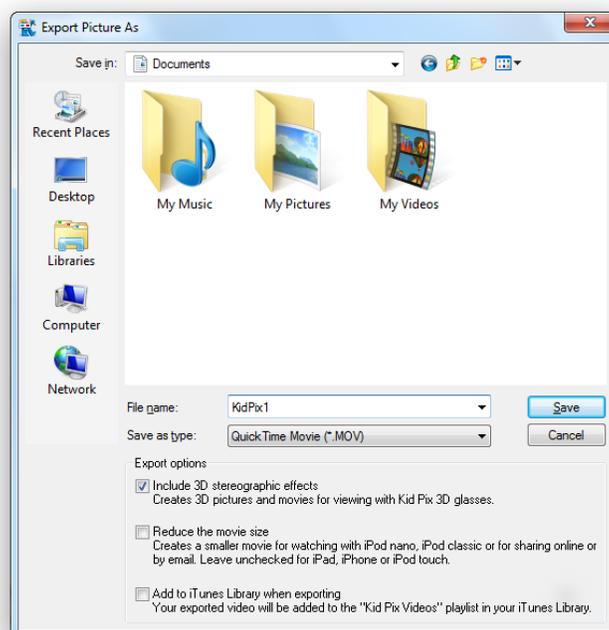
Kid Pix Deluxe 3D comes with an amazing 3D stereographic effect. This allows you to view three-dimensional pictures, movies, and Slide Shows while wearing the special red-blue 3D glasses that are included with the product. Many of the Kid Pix graphics are in full 3D, and you can place your objects "inside" the layers of the rich 3D background pictures.

Note: Pictures, movies, and Slide Shows have the 3D effect applied only when they are exported.

To export a picture in 3D:



1. Click the **Export to 3D** button. The **Export Picture As** dialog appears.



2. Type a name and select a location for your picture.
3. Choose a file format from **Save as type** pop-up menu.
4. Make sure that **"Include 3D stereographic effect"** option is selected and click **Save**.

After you have exported your project, open it in an appropriate viewer application and put on pair of the red-blue 3D glasses. While looking at your 3D picture, movie, or Slide Show move and tilt your head to look at the screen from different angles. This way you'll experience the full amazing effect of the 3D graphics.

Watching your movie on an Apple device

Kid Pix Deluxe 3D allows you to export your movies to your portable Apple devices. You can view your movies on iPad®, iPhone®, iPod nano®, iPod classic®, and iPod touch®.

To view your movie on your portable device:

1. Export your movie to your hard disk with the **"Add to iTunes Library when exporting"** option selected. For more information, see ["Exporting Pictures with 3D Effects" on page 54](#) and ["Exporting Your Slide Show" on page 65](#).

Note: The **"Reduce the movie size"** option must be selected if you are planning to watch the movie on your iPod nano or iPod classic. For iPad, iPod touch or iPhone it must be exported without reducing the movie size.

2. Launch iTunes®.
3. Connect your device to the computer.
4. Select your movie. If you are going to view the movie on iPod nano or iPod classic, proceed to step 6.
5. Choose **Create iPod® or iPhone Version** or **Create iPad or Apple TV Version** from the **Advanced** menu, depending on the device you want to use to view your movie.
6. Drag the resulting movie from "Kid Pix Videos" playlist to your device.

Working with Slide Shows

In this chapter you will learn about:

- Creating and Opening Slide Shows
- Loading Pictures
- Editing Pictures
- Moving Pictures Around
- Customizing Your Slide Show
- Playing Your Slide Show
- Printing Your Slide Show
- Saving Your Slide Show
- Exporting Your Slide Show
- Creating Animations from Your Slide Show

Creating and Opening Slide Shows

You can make a Slide Show with your pictures. Load pictures into your Slide Show and put them in any order you like. Add transition, audio, and page advance options. Then save, play, print, or export your Slide Show.

Going to Slide Show

You can go back and forth between the Paint Zone and Slide Show.

To go to Slide Show:



Click the **Go to Slide Show** button in the bottom-right corner of the Paint Zone, or choose **Go to Slide Show** from the **Go** menu.

Starting Your Slide Show

You can create a brand new Slide Show or open an existing one.

To create a new Slide Show:



1. Click the **Create New Slide Show** button at the bottom-left corner of the screen.
2. Load pictures into the slides. For details, see ["Loading Pictures" on page 57](#).



3. Click the **Save Slide Show** button or double click the slide show title and type a name for your Slide Show in the **Save Slide Show As** dialog.

The name of your Slide Show appears at the top of the screen and a saved Slide Show icon appears in the **Saved Slide Shows** tray.

To open your Slide Show:

Click the icon for the Slide Show you want in the **Saved Slide Shows** tray at the bottom of the screen.



The **Saved Slide Shows** tray shows only those Slide Shows which were saved by the current Kid Pix user. To open other Slide Shows, choose **Open** from the **File** menu.

Loading Pictures

Each slide in the Slide Show can contain a Kid Pix picture. Once you load the pictures, you can move them into any order you like. If you leave blank slides, Kid Pix will skip them when you play your Slide Show.

To load a picture:

1. Click the slide you want to load the picture into. The **Load Picture** icon appears at the bottom.



2. Click the **Load Picture** icon.
3. In the **Load Picture** dialog that appears, navigate to the place where your pictures are stored and select the one you want (by default they are stored in the **My Pictures** folder).
4. Click **Load**.
5. Repeat these steps for as many slides as you need.

To load a slide directly from the Paint Zone:



Click the **Flipbook** button or press **Shift + Control + A**. Your picture — exactly the way it looks now — will be added to the end of your Slide Show. If you don't have a Slide Show open, Kid Pix will create a new one with your picture as the first slide. The last number on the **Flipbook** button shows how many slides there are in the current Slide Show, and the first one — the number of the current slide if you are editing it.

Editing Pictures

To change a picture that you want to load or to create a new picture, go back to the Paint Zone. If you want to change a picture that is already in a slide, double-click it and it will open in the Paint Zone for you to make your changes. To apply changes, save the slide. It will be updated in your Slide Show.

To go back to the Paint Zone:



Click the **Go to Paint Zone** button in the bottom-right corner of the screen, or choose **Go to Paint Zone** from the **Go** menu.

Moving Pictures Around

Slide Show plays slides in the order they appear on the screen. (The slides are numbered so you can tell the order.) You can move slides into any order you want.

To move a slide by dragging:

Drag the slide you want to move to the new location. When you drag a slide, you see an insertion line that shows exactly where the picture will be placed.

To move a slide by pasting:

1. Click the slide you want to move.
2. Open the **Edit** menu and choose **Cut** or **Copy**.
 - **Cut** removes a picture from the slide and puts it on the Clipboard so you can paste it somewhere else.
 - **Copy** keeps a picture where it is and puts a copy of it on the Clipboard so you can paste it somewhere else.
3. Click a new slide that you want to paste the copied or cut picture into.
4. Open the **Edit** menu and choose **Paste**.

If you paste a picture into a slide that already has a picture, the new picture replaces the old one.

To delete a slide from your Slide Show:



Select the slide you want to delete, and click the **Trash Can** or press the **Delete** or **Backspace** key on your keyboard. You can also delete slide by dragging it to the **Trash Can**.

Seeing All the Slides



Use the arrows at the top and bottom of the slides area to scroll through your Slide Show.

Use the arrow keys on your keyboard to move between slideholders one step in any direction, or use the following keyboard shortcuts:

- **Alt + Up Arrow** to go to the first slideholder.
- **Alt + Down Arrow** to go to the last slideholder.
- **Alt + Left Arrow** to go to the leftmost slideholder.
- **Alt + Right Arrow** to go to the rightmost slideholder.

Deleting Blank Slides

You can “clean up” your Slide Show so that the blank slides do not interrupt the ones with pictures.

To delete blank slides:

Choose **Delete Blank Slides** from the **Slide Show** menu.

Customizing Your Slide Show

You can set page advance options and add visual transition and sound effects to give your Slide Show a really exciting, unique appearance. For more information about transition effects, see ["Transition Effects" on page 60](#). For information on attaching sounds to your Slide Shows, see ["Audio Options" on page 61](#).

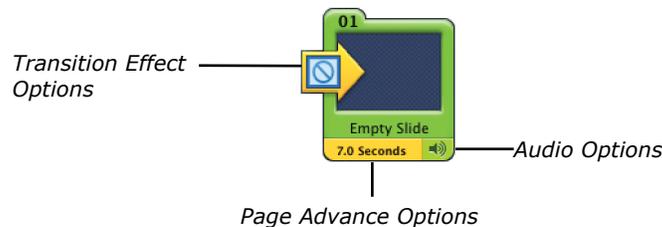
Page Advance Options

Page advance options tell Slide Show when to go from one slide to the next. You can have a different page advance option for each slide. You can tell Slide Show to display the next slide after a certain number of seconds, or to wait until the text of the slide is read aloud, or until you click with the mouse or press a key on the keyboard, or until music or sound ends. If you do not set any page advance option, each slide will be shown for the time you have specified in Kid Pix Preferences. For more information, see ["Setting Up Kid Pix Preferences" on page 67](#).

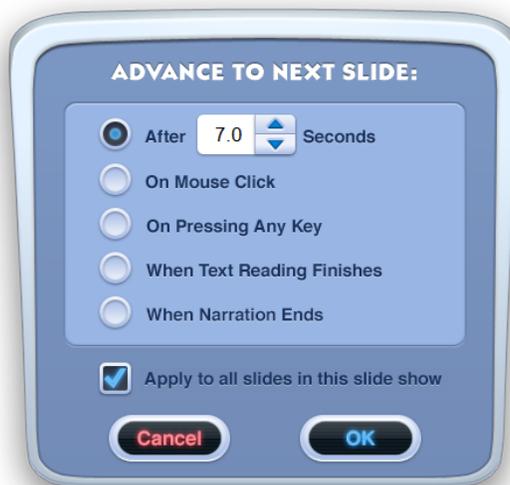
To set up page advance options:



1. Click the **Edit Transitions** switch. The customizing option buttons appear on each slide.



2. Click the **Page Advance Options** button on the slide whose options you want to change. The **Advance to Next Slide** dialog appears.



3. Select one of these options:
 - **After [Number] Seconds** lets you enter the number of seconds to wait between this slide and the next one. Choose this option if you are planning to export your Slide Show later as a movie. See ["Exporting Your Slide Show" on page 65](#).

- **On Mouse Click** tells Slide Show to wait until you click with the mouse before the next slide is displayed. A double-click will stop the Slide Show playing.
- **On Pressing Any Key** tells Slide Show to wait until you press any key on your keyboard (except **Escape**) before the next slide is displayed. The **Escape** key stops the Slide Show.
- **When Text Reading Finishes** tells Slide Show to read text in the picture and then display the next slide.
- **When Narration Ends** tells Slide Show to play all of the recorded narration (sound or video) in the picture and then display the next slide.

Note: Choose **Apply to all slides in this slide show** to make changes to all loaded slides of the current Slide Show.

4. Click **OK**.

Note: **When Text Reading Finishes** and **When Narration Ends** options effects will be active only when **Play Sound** and **Play Text** options are checked in **Audio Options** dialog. For details, see "[Audio Options](#)" on page 61.

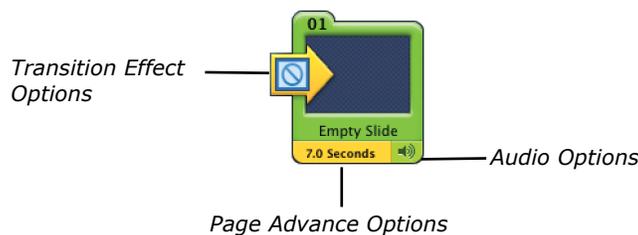
Transition Effects

You can set up special effects between slides. These include Fade, Windmill, Wipe, Iris, and many more. Each effect has a sound associated with it. You can change the sound for any effect.

To set up transition effects:



1. Click the **Edit Transitions** switch. Options buttons appear on each slide.



- Click the **Transition Effect Options** arrow button on the left edge of a slide to change the transition into that slide. The **Transitions and Sounds** dialog appears.



- Select a visual transition effect in the upper scroll list.



If you do not want to have any transition effects, click the **No Transition** option. Click the **Random Transition** option if you want have different transition effects applied at random.

- The lower scroll list shows you the sound effects associated with the visual effect you have selected. Leave the sound as it is, select another, click the **No Sound** option at the beginning of the list to make the transition silent or click the **Random Sound** option if you want to have different sounds played at random for different transitions.

- Click **Preview** to see how the transition looks and sounds.

Note: Choose **Apply to all slides in this slide show** to make changes to all loaded slides of the current Slide Show.

- Click **OK** to apply the selected effects.

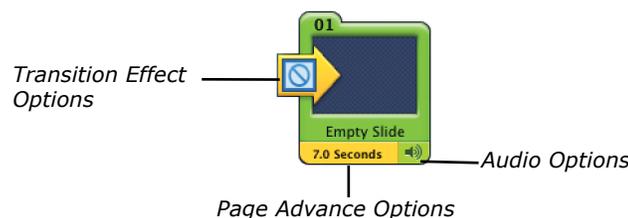
Audio Options

Audio options tell Slide Show to play all the slide's sounds and text, play either the sound or the text, or not to play them at all.

To set up audio options:



- Click the **Edit Transitions** switch. The customizing option buttons appear on each slide.



- Click the **Audio Options** button for a slide you want to change.



- Tell Slide Show what to do while this slide is showing:
 - Select **Play Sound** to tell Slide Show to play the sound attached to this picture.
 - Select **Play Text** to tell Slide Show to read the text of this picture out loud.
 - Turn both options off to tell Slide Show not to play the sounds attached to the picture and not to read the text out loud.

Note: Choose **Apply to all slides in this slide show** to make changes to all slides of the current Slide Show.

- Click **OK** to apply the changes.

Background Color

Slides in a Slide Show appear on a solid color background. You can change this color.



To change the background color for the current Slide Show:

- From the **Slide Show** menu, choose **Change Background Color**.
- Pick a color and click **OK**.

Background Music

You can make your favorite song the background music of your Slide Show.

To add soundtrack to your Slide Show:



1. Click **Import background sound** button. The **Import from iTunes** dialog appears.
2. Choose your favorite song from iTunes.
3. Click **Import**. The soundtrack title will appear in the Soundtrack tray.



Tip: To remove your background music, click the **Remove background sound** button. To change the current Soundtrack, add a new one.

Playing Your Slide Show

You can play your Slide Show to see all your pictures enlivened with the added effects.

To play your Slide Show:



1. Click the **Play Slide Show** button.
2. If your page advance options are set up to wait for a click or keyboard key press, you need to click or press a key to advance the slides.



Note: You can also use Slide Show controls that will appear if you move your mouse during play. Use **Next Slide** and **Previous Slide** buttons to navigate through your Slide Show.

To stop a Slide Show while it is playing:



Click the **Stop** button, double-click anywhere on the screen, or press the **Escape** key on your keyboard. By default, Slide Show plays only once, but it can be played continuously until you manually stop it.

To play a Slide Show continuously:

Choose the **Loop (Play Continuously)** command from the **Slide Show** menu so that the checkmark appears.

To play a Slide Show only once:

Choose the **Loop (Play Continuously)** command from the **Slide Show** menu again so that the checkmark next to the command disappears.

Using Manual Advance

Manual advance lets you advance the slides manually, while keeping your visual and sound transition effects in place.

To use manual advance:

1. From the **Slide Show** menu, choose **Turn Manual Advance On**.
2. Play a Slide Show by clicking the **Play Slide Show** button.
3. Click with the mouse or press any key on your keyboard (except **Escape**) to advance to the next slide.

Note: Pressing the **Escape** key or double-clicking with the mouse will stop the Slide Show.

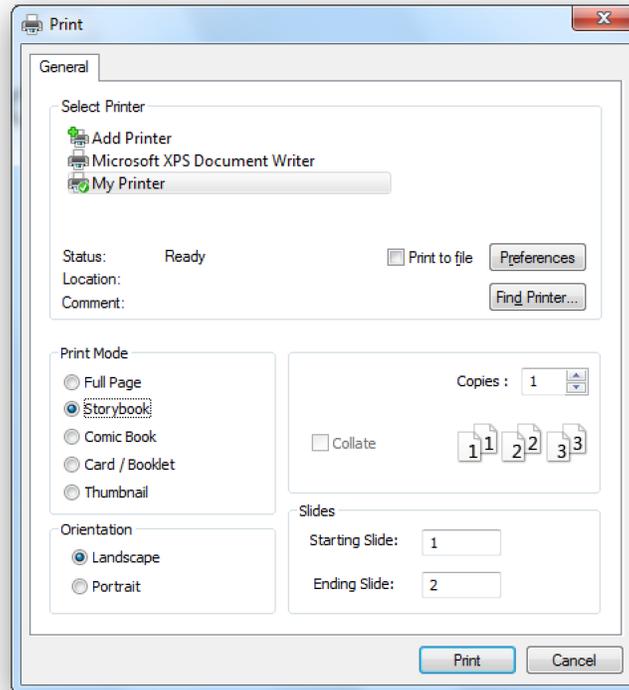
Printing Your Slide Show

You can print each slide of your Slide Show separately on its own page, or you can print small-sized slides on one page.

To print your Slide Show:



1. Click the **Print** button. The **Print** dialog appears.



2. Select one of these formats:

- **Full Page** prints each slide on a single separate page. Type the number of the slide you want to print in the **Starting Slide** box.
- **Storybook** prints two slides on each page
- **Comic Book** prints six slides on each page, with the slides placed in two columns. To print six slides on a page, select **Comic Book** and type **1** in the **Starting Slide** box and **6** in the **Ending Slide** box, and then click **Print**. To print the next six slides, click the **Print** button again and type **7** in the **Starting Slide** box and **12** in the **Ending Slide** box, and so on.
- **Card / Booklet** prints 4 slides per page. Slides are placed in two rows, one of which is upside-down. When you have printed the page, you can fold it in four to make a fun greeting card. You can also print just one slide on the first panel and then write on the other panels. To print four slides on a page, select **Card / Booklet** and type **1** in the **Starting Slide** box and **4** in the **Ending Slide** box, and then click **Print**. To print the next four slides, choose **Print** again and type **5** in the **Starting Slide** box and **8** in the **Ending Slide** box, and so on.
- **Thumbnail** prints twenty-four slides on each page. To print twenty-four slides on a page, select **Thumbnail** and type **1** in the **Starting Slide** box and **24** in the **Ending Slide** box, and then click the **Print** button again. If your Slide Show is longer than that, click the **Print** button again and type **25** in the **Starting Slide** box and **48** in the **Ending Slide** box, and so on.

3. If you select **Full Page, Card / Booklet, Storybook,** or **Comic Book,** you can also choose one of these orientations:
 - **Portrait** prints the slides on a vertical page.
 - **Landscape** prints the slides on a horizontal page.
4. Click **Print** to print the Slide Show.

Saving Your Slide Show

Slide Shows are saved in the **My Slide Shows** folder (inside the **My Pictures** folder) by default.

To save your Slide Show:



1. Click the **Save Slide Show** button.
2. Type a name for your Slide Show.
3. Click **Save**.

Exporting Your Slide Show

You can export your Slide Show to play it with or without Kid Pix.

To export a Slide Show in 3D:



1. Click the **Export to 3D** button. The **Export Slide Show As** dialog appears.
2. Type a name for the exported Slide Show.
3. Navigate to where you want to save your exported Slide Show.
4. Make sure the **"Include 3D stereographic effects"** checkbox is selected.
5. Click **Save**.

To export your Slide Show:

1. Choose **Export** from the **File** menu.
2. Type a name for the exported Slide Show.
3. Navigate to where you want to save your exported Slide Show.
4. Choose a **Save as type**:
 - **Project As QuickTime Movie** can be played on any computer with or without Kid Pix. Use QuickTime Player to open and play your exported Slide Show.
 - **Slide Show To Go** creates a folder with everything you need to play your Slide Show on a different computer with Kid Pix. Copy the folder to another computer then in the Slide Show part of Kid Pix, use the **Open** command from the **File** menu to open the Slide Show file in that computer's version of Kid Pix. Kid Pix will find all the files it needs to open your Slide Show.
5. Click **Save**.

Note: If you have used 3D objects in your Slide Show and want to see them in 3D after exporting, make sure that the **"Include 3D stereographic effects"** option is selected. If you select the **"Reduce the movie size"** option, your Slide Show will be compressed so it can be viewed on your iPod®. If you select **"Add to iTunes Library when exporting"**, your movie will be added automatically to your iTunes library. To export your movie to a portable Apple device, follow the instructions in ["Watching Your Movie on an Apple device" on page 55](#).

Creating Animations from Your Slide Show

You can create simple animations using Slide Show projects you have created.

To set default animation options:

1. Choose **Kid Pix Preferences** from the **Edit** menu.
2. Open the **Slide Show** tab in the dialog that appears and choose **No Transition** from the **Transition Effect** pop-up menu.
3. Set the **Timer** interval to any value small enough for an animation. For example, to 0.1 second.
4. Click **OK**.

To create an animation frame by frame:

1. Create a picture or open one you have already created.
2. Add an object or several objects (stickers, text, and so on) that you want to animate.
3. Click the **Flipbook** button. A new Slide Show will be created with your picture as a first slide.
4. Modify the added object or objects slightly (move and resize them, change the color, and so on).
5. Click **Flipbook** button again. Changed picture will appear in the Slide Show as a second slide.
6. Repeat steps 4-5 to create more frames for your animation.
7. Set or modify transition options as described in the ["Customizing Your Slide Show" on page 59](#).
8. Export your Slide Show to QuickTime Movie to get an animated cartoon. See ["Exporting Your Slide Show" on page 65](#).



Options for Parents and Educators

In this chapter you will learn about:

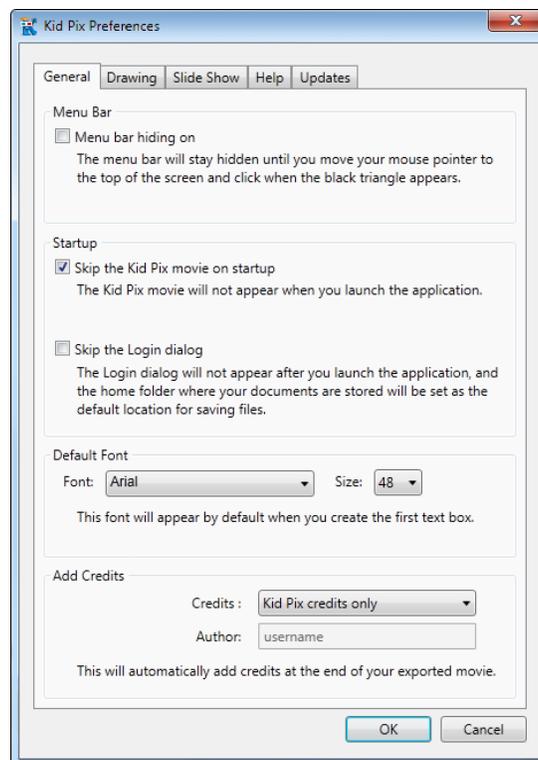
- Setting Up Kid Pix Preferences
- Administrating the Login Dialog
- Controlling Sound

Setting Up Kid Pix Preferences

Using the **Kid Pix Preferences** dialog, you can specify different Kid Pix settings for each Kid Pix user.

To set up Kid Pix Preferences:

1. Choose **Kid Pix Preferences** from the **Edit** menu. The **Kid Pix Preferences** dialog appears.



2. In the **General** tab, you can specify the following settings.
 - Click the **Menu bar hiding on** checkbox to have the menu bar automatically hidden when you are using Kid Pix Deluxe 3D.
 - If you do not want to see the Kid Pix movie every time you launch the application, select the checkbox labeled **Skip the Kid Pix movie on startup**.
 - If you don't want the Login dialog to appear, and you want your home **Documents** folder set as the default location for saving files, select the **Skip the Login dialog** checkbox.
 - For the first text box you create, choose a font from the **Font** pop-up menu, and a font size from the **Size** pop-up menu.
 - Use the **Credits** pop-up menu to specify whether or not you want credits to be added at the end of your Movie or Slide Show and what information the credits should contain.

3. Click the **Drawing** tab at the top of the dialog to open the **Drawing** pane and specify the sound and Text-to-Speech settings for your drawing tools.
 - Click the **Turn tool sounds on** checkbox to turn sound effects on or off when you are using the tools and trays in Kid Pix Deluxe 3D.
 - Click the checkbox labeled **Play added music or sounds** to turn on or off sounds attached to your pictures.
 - Select the checkbox labeled **Turn on Read-Aloud Text feature** to hear the text from text boxes read aloud.
4. Click the **Slide Show** tab to open the **Slide Show** pane and select settings for your Slide Shows:
 - Select the checkbox labeled **Play sounds during Slide Show** to hear the sounds attached to your pictures when you play your Slide Show.
 - Select the checkbox labeled **Read aloud text during Slide Show** to hear text from text boxes read aloud when you play your Slide Show.
 - In the **Default Slide Show Settings** group, choose default transition and sound effects from the corresponding pop-up menus. These effects will play when one slide is advancing to the next. From the **Timer** group, choose a time interval between slides. From the **Background Color** pop-up menu, choose a color to fill the screen behind your slides while your Slide Show is playing. These effects will be applied to new Slide Shows you create unless you change them manually.
5. Click the **Help** tab to open the **Help** pane and specify the following settings.
 - Select the checkbox labeled **Provide coaching hints if no activity** to make the coaching help active.
 - Using the **Delay before hints** pop-up menu, set the period of time after which the coaching help will start if there is no mouse or keyboard activity.
 - Select the checkbox labeled **Turn automatic help tags on** to see and hear helpful explanations for tools and buttons when you place your pointer over them.
 - If you want to hear help tag text read out loud, click the checkbox labeled **Speak automatic help tag text after** to turn the automatic help tag speaking feature on. From the pop-up menu, choose the time after which the text will be spoken out loud.
 - Select the checkbox labeled **Read aloud alert messages** to hear alert messages spoken out loud.
6. Click the **Updates** tab to open the **Updates** pane and select the following options.
 - Click the **Automatically** radio button to check for updates automatically each time you launch Kid Pix when connected to Internet.
 - Click the **Manually** radio button to check for updates only when you click the **Check Now** button.
7. Click **OK** to apply all the settings you have specified.

Administrating the Login Dialog

Using the Login dialog, you can create multiple users or log in as a different user.

Setting Up Multiple Users

For classroom use, or if lots of kids use the same computer, you can set up the application for multiple users.

To set up multiple users:

1. In the **Login** dialog, type **KidPixAdmin** and then click **Go**. For details on opening the **Login** dialog, see “Logging In as New Kid Pix User” below.
2. Type the names of new users and click **Add** after each one to add them to the list.
3. Click **Done** when you have finished.

To delete a user:

1. In the **Login** dialog, type **KidPixAdmin** and then click **Go**.
2. Select an user name you want to remove.
3. Click **Delete**.
4. Click **Done** when you have finished.

Logging In as New Kid Pix User

If you have more than one Kid Pix user added, you can log in as any one of them any time you want while working with Kid Pix.

To log in as a new user:

1. Open the **File** menu and choose **Log In as New Kid Pix User**.
2. Select a user name from the list labeled **Kid Pix user list**.
3. Click **Go**.

Turning Off the Login Dialog

You can turn off the Login dialog that appears when you launch Kid Pix.

Once the dialog is turned off, all Kid Pix documents you create will be saved by default to the home folder where your documents are stored.

To turn off the Login dialog:

1. Choose **Kid Pix Preferences** from the **Edit** menu.
2. Select the **Skip the Login dialog** option in the **General** tab of the dialog that appears.

Activating Small Kids Mode

Kid Pix has two modes: **Normal Mode** and **Small Kids Mode**. In **Normal Mode**, all the Kid Pix tools and features are active. In **Small Kids Mode**, complex features (like most of the menu options, Slide Show, and printing) are inactive. This lets younger children create freely, without confusion.

In **Small Kids Mode**, children can:

- Use the all art tools.
- Add text to a picture using rubber stamp letters, symbols, and numbers instead of the keyboard. When a child clicks a character in the tray, Kid Pix says its name out loud.

To turn Small Kids Mode on or off:

1. From the **Go** menu, choose **Turn Small Kids Mode On**.
2. To return to **Normal Mode**, choose **Turn Small Kids Mode Off** from the **Go** menu.

Controlling Sound

Using the **Kid Pix Preferences** dialog, you can turn on or off tool sounds, attached sounds, and Text-to-Speech effects for each user. For more information on controlling sound settings, see ["Setting Up Kid Pix Preferences" on page 67](#).

The Kid Pix Deluxe 3D Menus

In this chapter you will learn about:

- The File Menu
- The Edit Menu
- The Import Menu
- The Share Menu
- The Go Menu
- The Paint Zone Menu
- The Slide Show Menu
- The Help Menu

The File Menu

New

Creates a new Kid Pix picture or Slide Show. For details, see ["Starting Your New Picture" on page 51](#) and ["Starting Your Slide Show" on page 56](#).

Open

Lets you open an existing Kid Pix picture or Slide Show. Kid Pix first looks in the default **My Pictures** or **My Slide Shows** folders, but you can also browse through other folders on your computer. For details, see ["Opening Your Picture" on page 52](#) and ["Creating and Opening Slide Shows" on page 56](#).

Open Recent

Lists up to ten recently used Kid Pix pictures or Slide Shows for you to open them easily.

Idea Machine

Opens the **Idea Machine** dialog, where you can select a template picture. You can use the Idea Machine like an electronic coloring book. For details, see ["Starting Your New Picture" on page 51](#).

Save

Saves an open picture or Slide Show. For details, see ["Saving Your Picture" on page 51](#) and ["Saving Your Slide Show" on page 65](#).

Save As

Lets you save an open picture or Slide Show to a selected location with a different name. For details, see ["Saving Your Picture" on page 51](#) and ["Saving Your Slide Show" on page 65](#).

Save As Template

Lets you save an open picture as a template and add it to the Idea Machine. For details, see ["Saving Your Picture As a Template" on page 52](#).

Export

Exports your picture or Slide Show in a different format. For details, see ["Exporting Your Picture" on page 53](#) and ["Exporting Your Slide Show" on page 65](#).

Send Kid Pix Page by Email

Opens the default email application and creates an email message with your Kid Pix artwork attached.

Print

Prints an open picture or Slide Show. For details, see ["Printing Your Picture" on page 53](#) and ["Printing Your Slide Show" on page 64](#).

Log In As New Kid Pix User

When you log in as a different user, Kid Pix uses the settings and folder locations specific to this user.

Install Kid Pix DVD Contents

Allows you to install all the contents of the application DVD on your hard disk. For details, see ["Installing Kid Pix DVD Contents" on page 10](#).

Exit

Quits Kid Pix. You can also click the **Exit** button on the right side of the **Paint Zone** to quit.

The Edit Menu

Undo

Undo reverses the changes you made. For details, see ["Using Multi-Level Undo Guy" on page 24](#).

Redo

Redo reverses the **Undos**. For details, see ["Using Multi-Level Undo Guy" on page 24](#).

Cut

Removes the currently selected object and places it on the Clipboard.

Copy

Puts a copy of the currently selected object on the Clipboard.

Paste

Pastes the object from the Clipboard.

Select All Text

Selects all the text inside the selected text box. (Applies only to text boxes.)

Check Spelling

Checks the spelling in all the text boxes in your picture. (Applies only to text boxes.) For details, see ["Checking Spelling" on page 28](#).

Check Spelling As You Type

Provides a dynamic spelling check while you are typing. (Applies only to text boxes.) For more details, see ["Checking Spelling As You Type" on page 28](#).

Enlarge to Fill Canvas

Enlarges the currently selected object to fill the whole drawing area.

Kid Pix Preferences

Allows you to specify different settings of Kid Pix for each user.

The Import Menu

From iTunes

Lets you import sounds from your iTunes library. For details, see ["Importing Sounds from iTunes" on page 47.](#)

Background

Lets you add a picture created in another application as a background for your Kid Pix picture. For details, see ["To import a background" on page 34.](#)

Graphic

Lets you add a graphic created in another application to your Kid Pix picture. For details, see ["Adding Pictures" on page 46.](#)

Movie File

Lets you import a movie to your Kid Pix picture. For details, see ["Adding Movies" on page 48.](#)

Video Narration

Lets you import your recorded movie. For details, see ["Video narration" on page 44.](#)

Sound

Lets you import and attach a sound from another source to your Kid Pix picture. For details, see ["Adding Sounds" on page 46.](#)

The Share Menu

YouTube

Publishes your movie to your YouTube account. For details, see ["Publish to YouTube" on page 49.](#)

The Go Menu

Go to Slide Show/Paint Zone

Switches you from Paint Zone to Slide Show and back. For details, see ["Going to Slide Show" on page 56](#) and ["Editing Pictures" on page 57.](#)

Turn Small Kids Mode On/Off

Switches between the modes. For details, see ["Activating Small Kids Mode" on page 69.](#)

The Paint Zone Menu

Alphabet Text

Lets you insert the text you want to paint with using the Letters Wacky Paint option. For details, see ["Alphabet Text Tool" on page 26.](#)

Say It This Way

Lets you teach Kid Pix how to pronounce words it does not know, like names and places. For details, see ["Teaching Kid Pix to Pronounce" on page 29.](#)

Flatten Text

Makes text boxes a part of the background. You can flatten just the selected text box or all text boxes in the picture. For details, see ["Working with Text Boxes" on page 26](#).

Flatten Stickers & Animations

Makes stickers and animations a part of the background. You can flatten just the selected object or all stickers and animations in the picture. For details, see ["Stickers Library" on page 34](#), ["Animations Library" on page 36](#).

Flatten Movies

Makes movies a part of the background. You can flatten just the selected movie or all of them. For details, see ["Adding Movies" on page 48](#).

Make Sticker

Creates a sticker from a selected frame of a movie or animation, a text object, or an area of the background you have cut out with the **Scissors** tool. For details, see ["To create your own sticker" on page 36](#).

Add to Slide Show

Creates new Slide Show with current picture as a first slide or adds current picture as a last slide. For details see ["Loading Pictures" on page 57](#).

The Slide Show Menu

Change Background Color

Lets you change the background color for your current Slide Show. For details, see ["Background Color" on page 62](#).

Change Background Sound

Lets you change the background sound for your current Slide Show. For details, see ["Background Music" on page 62](#).

Change Transition Effects

Lets you customize the transition effect options for your Slide Show. For details, see ["Transition Effects" on page 60](#).

Load Picture

Places a picture in the selected slide of your Slide Show. For details, see ["Loading Pictures" on page 57](#).

Delete Blank Slides

Gets rid of blank slots in your Slide Show. For details, see ["Deleting Blank Slides" on page 58](#).

Loop (Play Continuously)

Allows you to play your Slide Show in a loop. For details, see ["Playing Your Slide Show" on page 63](#).

Turn Manual Advance On or Off

Changes the transition settings of your Slide Show so that you need to click or use your keyboard to advance to the next slide. For details, see ["Using Manual Advance" on page 63](#).

The Help Menu**Kid Pix User Guide**

Opens this User's Guide in your default PDF viewer. For details, see ["Getting Help" on page 13](#).

Kid Pix Tutorials

Sends you to the online Kid Pix tutorial.

Turn Help Tags Off or On

Turns automatic help tags off or on. For details, see ["Getting Help" on page 13](#).

Kid Pix Registration

Opens the Kid Pix Registration page in your default web browser.

Provide Kid Pix Feedback

Allows you to share your thoughts about Kid Pix with us. Choose this command to open the Kid Pix Feedback page in your default web browser.

Kid Pix Tech Support

Connects your web browser to the Kid Pix Technical Support web page. For details, see ["Getting Technical Support" on page 80](#).

About Kid Pix

Tells you about the current version of the application, its developer team, and credits.

Keyboard Shortcuts

Control + ;	Opens the Preferences dialog. For more information, see "Setting Up Kid Pix Preferences" on page 67.
Alt + F4	Exits Kid Pix Deluxe 3D.
Control + N	Creates a new Kid Pix picture or Slide Show. For details, see "Starting Your New Picture" on page 51 and "Starting Your Slide Show" on page 56.
Control + O	Opens a Kid Pix picture or Slide Show. For details, see "Opening Your Picture" on page 52 and "Creating and Opening Slide Shows" on page 56.
Control+Shift+O	Loads a Picture to the Slide Show.
Control + S	Saves an open picture or Slide Show. For details, see "Saving Your Picture" on page 51 and "Saving Your Slide Show" on page 65.
Control + Shift + S	Opens the Save Picture As or Save Slide Show As dialog for you to save an open Kid Pix picture or Slide Show to a selected location with the name you specify.
Control + Alt + Shift + S	Opens the Save As Template dialog for you to save an open Kid Pix picture as a template and add it to the Idea Machine. For more information, see "Saving Your Picture As a Template" on page 52.
Control + P	Opens the Print dialog for you to print the current picture or Slide Show. For details, see "Printing Your Picture" on page 53 and "Printing Your Slide Show" on page 64.
Control + Z	Undoes the last action. For details, see "Using Multi-Level Undo Guy" on page 24.
Control + Shift + Z	Redoes what have been undone, see "Using Multi-Level Undo Guy" on page 24.
Control + X	Cuts the currently selected object and places it on the Clipboard.
Control + C	Puts a copy of the currently selected object on the Clipboard.
Control + V	Pastes the object from the Clipboard.
Control + A	Selects all the text inside a selected text box. For more information, see "Select All Text" on page 72.
Control + L	Enlarges the currently selected object to fill the whole drawing area.
Control + ?	Turns the automatic help tags off or on. For more information, see "Getting Help" on page 13.
Alt	Shows the menu bar.
Control + Shift + A	Creates new Slide Show with current picture as a first slide or adds current picture as a last slide to the current Slide Show. For details see "Loading Pictures" on page 57.
Control + Shift + L	Checks the spelling in all the text boxes in your picture. (Applies only to text boxes.) For details, see "Checking Spelling" on page 28.

Frequently Asked Questions

The questions and answers in this chapter include:

- Why do some things become a part of the background, while others remain separate?
- Can I save a Kid Pix picture or Slide Show in another format, so other people can see it?
- How can I set up multiple users and make the settings different for each one?
- How do I use the **Sound Art** tool?
- What is the difference between **Rubber Stamps** and **Stickers**?
- What is the difference between animations and animated **Wacky Paint** or **Moving Paints** mode options?
- How can I see the 3D effect on my computer?
- How can I open Kid Pix Deluxe 3X files in Kid Pix Deluxe 3D?
- What should I do if I have made my Slide Show but I want to edit a slide?
- How can I correct mistakes I have made?
- How limited is the path animation area?

Q: Why do some things become a part of the background, while others remain separate?

A: In Kid Pix, a picture is like a piece of paper with a layer of clear plastic over it. Things you add to the background cover each other, just as if you had painted them on a piece of paper. Objects like stickers, animations, sounds, movies, and text boxes float over the background, on the plastic layer. They remain independent until you flatten them. Flattening an object merges it into the background.

You can pick up items on the plastic layer and move them, resize them, and (for animations, sounds, or movies) play them.

Some actions cause things to flatten even if you do not flatten them yourself. For example, when you export a picture, the objects get flattened as a result, because the export format does not know how to display them otherwise.

Q: Can I save a Kid Pix picture or Slide Show in another format, so other people can see it?

A: To move a picture or Slide Show to another computer that has Kid Pix on it, save the picture to a mounted disk, or export the Slide Show as a "Slide Show To Go".

To move the picture or Slide Show to another computer without Kid Pix on it, export the file in a format the other computer can play. You can also share your movies by uploading them to www.youtube.com. For more information, see "[Exporting Your Picture](#)" on page 53, "[Exporting Your Slide Show](#)" on page 65 and "[Publish to YouTube](#)" on page 49.

Q: How can I set up multiple users and make the settings different for each one?

A: Log in as **KidPixAdmin** to set up multiple users. Then log in as each user in turn and specify Kid Pix settings for that user. For details, see "[Logging In As New Kid Pix User](#)" on page 69.

Q: How do I use the Sound Art tool?

A: The **Sound Art** tool paints abstract images that get their size and shape from the pitch and volume of sounds you put in through your computer's sound input device. Talk or sing into your computer's microphone, and the **Sound Art** tool will "paint" those sounds.

To select the **Sound Art** tool, click the **Painting Tools** button and click the **Sound Art** tool in the tray. Then select the "**Hands-free**" or "**Mouse-move**" mode in the tool options tray.

If you select the "**Hands-free**" mode, you can make noise into the microphone and Kid Pix will paint itself. If you select "**Mouse-move**", you can direct the painting with the mouse and make noise at the same time to form the painting. For details, see ["Using Painting Tools" on page 16](#).

Q: What is the difference between Rubber Stamps and Stickers?

A: Rubber Stamps are pictures you "stamp" into your picture. They immediately get flattened into the background. You can edit rubber stamps using the **Stamp Editor**. You can't edit the rubber stamps once you have added them to your picture. For details, see ["Using Rubber Stamp Tools" on page 20](#).

Stickers are pictures you add to your Kid Pix picture that remain independent objects. You can move and resize them unless you flatten them. For details, see ["Stickers Library" on page 34](#).

Q: What is the difference between animations and animated Wacky Paint or Moving Paints mode options?

A: Animations are stickers that move, like very small movies. Animations are played when you play your picture. Animations remain independent objects after you add them to your picture. You can move and resize them unless you flatten them. For details, see ["Animations Library" on page 36](#).

The **Wacky Paint** mode options of **Paint Brush** and the **Moving Paints** mode options of **Spray Can** are **Painting Tools** that paint with magical effects. After you paint with them, they animate for a short period, then get flattened into the background. You can't move or change what you create with the **Wacky Paint** mode options of **Paint Brush** or the **Moving Paints** mode options of **Spray Can** tool the way you can with an animation. For more information, see ["Using Painting Tools" on page 16](#).

Q: How can I see the 3D effect on my computer?

A: To see the 3D effect, first you must export your project with the "**Include 3D stereographic effects**" option selected. After that, open the exported file in an appropriate application and look at it wearing a pair of the red-blue 3D glasses. See ["Exporting Pictures with 3D Effects" on page 54](#).

Q: How can I open Kid Pix Deluxe 3X files in Kid Pix Deluxe 3D?

A: Yes, you can open all files from the Mac version of Kid Pix Deluxe 3X in Kid Pix Deluxe 3D, all features are fully supportable.

Q: What should I do if I have made a Slide Show but I need to edit a slide?

A: You just have to double-click the slide you want to edit. The slide's picture will open in the Paint Zone, where you can make all the changes you need. When you save your changes, the picture will automatically be updated in the Slide Show. For more information, see ["Editing Pictures" on page 57](#).

Q: How can I correct mistakes I have made?

A: Undo Guy will take you back as many steps as you need. For details, see ["Using Multi-Level Undo Guy" on page 24](#).

Q: How limited is the path animation area?

A: It isn't limited at all. Animation paths can even be drawn outside the canvas, although you won't see the object when it is away from the drawing area. For more information on creating animation path, see ["Path Animation Tool" on page 37](#).

Getting Technical Support

To get Technical Support:

Choose **Kid Pix Tech Support** from the **Help** menu. Your web browser will take you to the Kid Pix Technical Support page.

If you cannot launch **Kid Pix**, you can go to The Software MacKiev Technical Support page by going to www.mackiev.com and following links to Support.

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