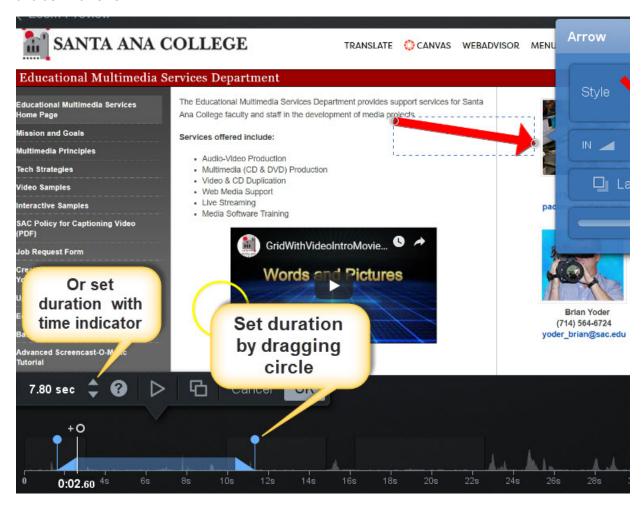
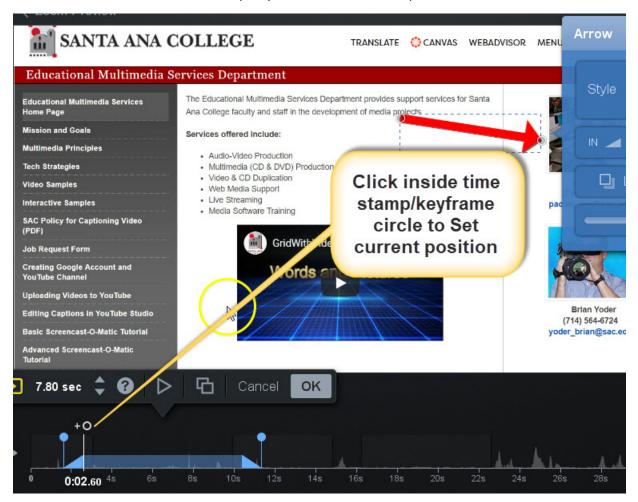
Advanced Screencast-O-Matic – Arrow Animation – Joe Pacino

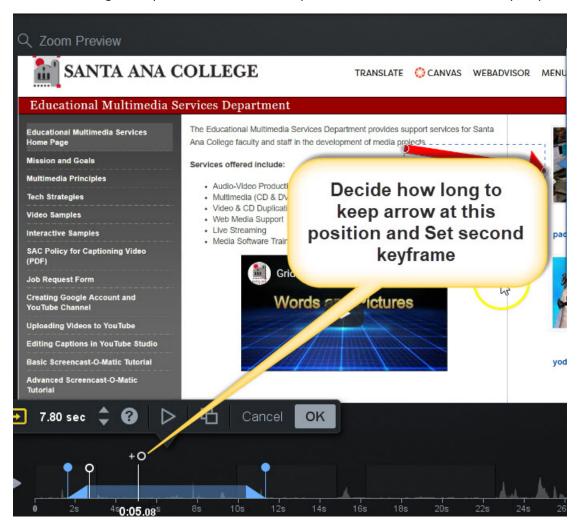
Moving the arrow around the screen makes use of a simple form of animation with several time stamps/keyframes in the timeline. Place the arrow in its first position and decide how long to display the arrow. The duration should be long enough to include all of its moves and different positions. Set the duration by dragging the circle next to the shaded area or by increasing the time indicator with the up and down arrows.



Click inside the circle of the time stamp/keyframe to set the initial position of the arrow.



Decide how long to keep the arrow in this same position and set another time stamp/keyframe.



Set another time stamp/keyframe and move the arrow to its new position. The arrow will hold at its first position for the duration defined between time stamp/keyframe 1 to 2 and then animate from keyframe 2 to 3 moving from its old position to its new one. To move to other positions add more keyframes and reposition the arrow. Remember that you need two time stamps/keyframes to keep the arrow in each position for a certain length of time and the third time stamp/keyframe for changing its position.

