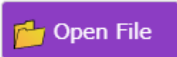# 2Create a Story User Guide

# Contents

# 1. Introduction

2Create a Story allows children to create their own multimedia digital storybooks.

There are three modes of 2Create a Story: My Simple Story, My Story and My Adventure Story.

**Create a new story**

**My Simple Story**

**My Story**
- ✓ Backgrounds
- ✓ More animations
- ✓ Sound recording
- ✓ Advanced painting tools

**My Adventure Story**
- ✓ Backgrounds
- ✓ More animations
- ✓ Sound recording
- ✓ Advanced painting tools
- ✓ Link between pages
- ✓ Add animated sprites

Open File

- My Simple Story has a simplified user interface with fewer drawing tools, fewer animations and sounds and no background button. This is to make creating books easier for younger children.

- My Story includes added features such as backgrounds and sound recording.

- My Adventure Story includes the functionality to create non-sequential links between pages and animate characters.

## 1.1    Screen layout

When a new story is opened, the screen looks like this.

The various tools are described in more details in this guide.  Use the menus to find the information that you require or click an area of the image below.

The large white area will contain the images and animations for the story. The smaller white area is for the text.

## Simple Story Interface

Top Menu Bar

Pens and Tools

abc

Bottom Menu Bar
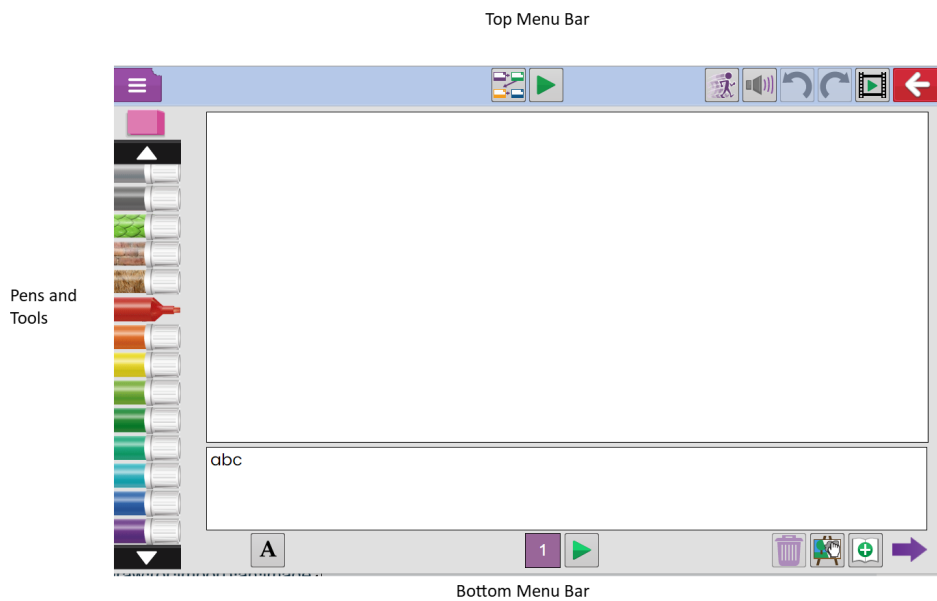
## My Story Interface

abc

## My Adventure Story Interface

## 1.1.1  Pens and Tools tab

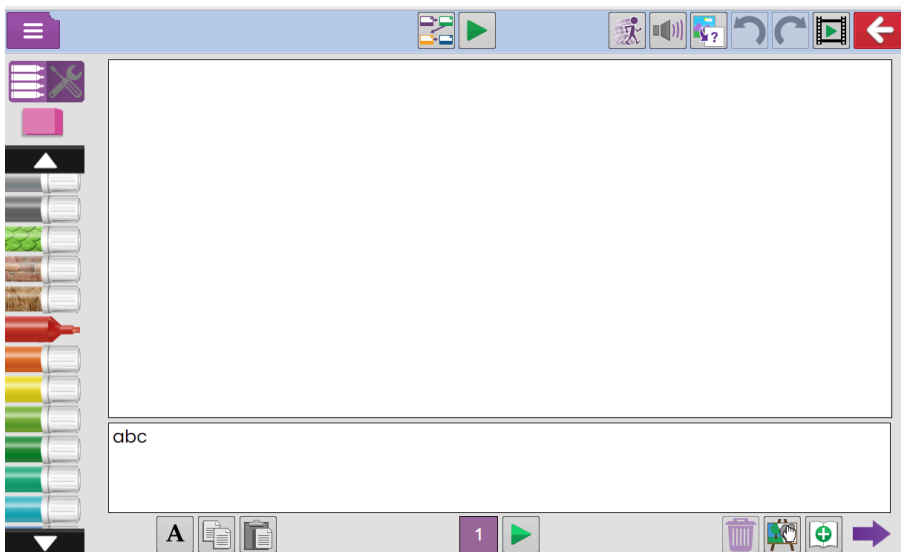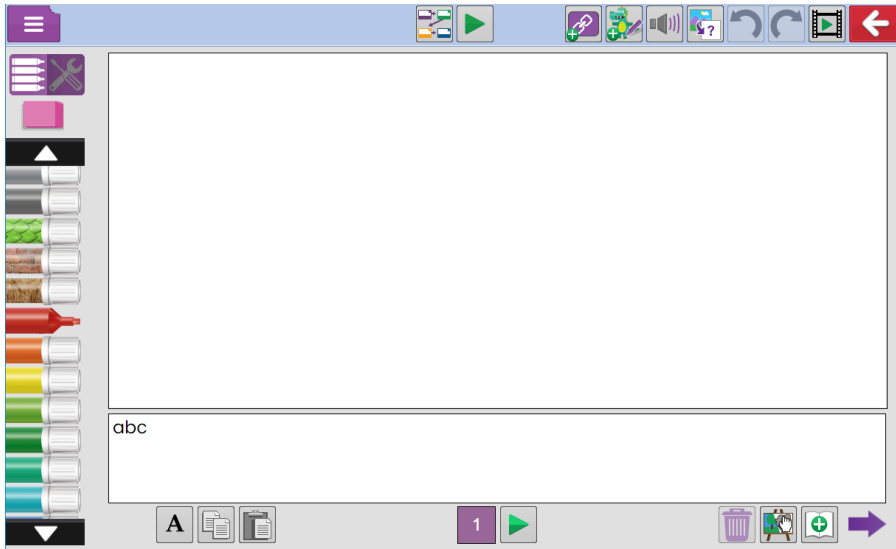On the left-hand side are the tools.  There are two tabs: Colours and Painting tools

## Colours

The arrows at the top and bottom can be used to locate different colours, thicknesses and textures.

Click on a pen to use it.

Use the eraser at the top to remove unwanted drawing.

Line thickness can also be altered in the painting tools tab.

## Painting tools

The painting tools are not available in My Simple Story mode.

Eraser

Pen or Pencil; the pen draws thicker lines than the pencil

Draw a square/rectangle

Circle tool

Straight line; press the mouse button down at the start of the line, stretch the line out and release the mouse button at the end of the line.

Flood fill; fill an area with the selected colour.

Cloud effect

Sparkle effect

Alter line thickness
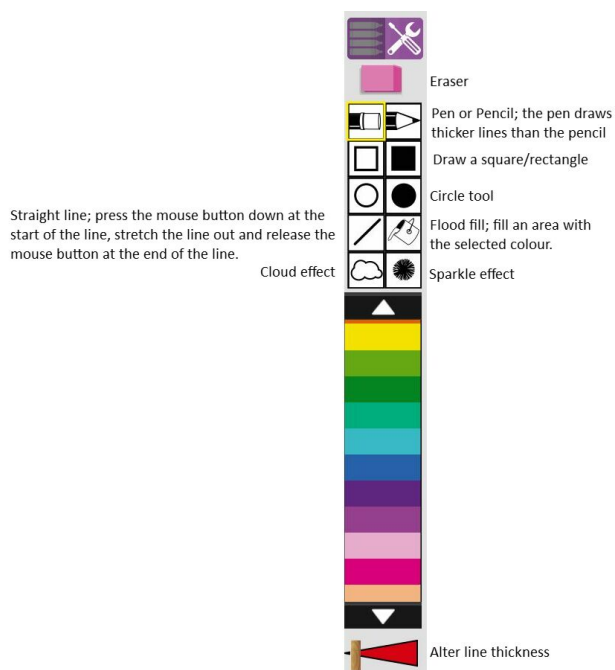
# 2. Top menu bar

The top menu bar uses familiar icons to perform actions. The animation tools can also be found on the top menu bar.
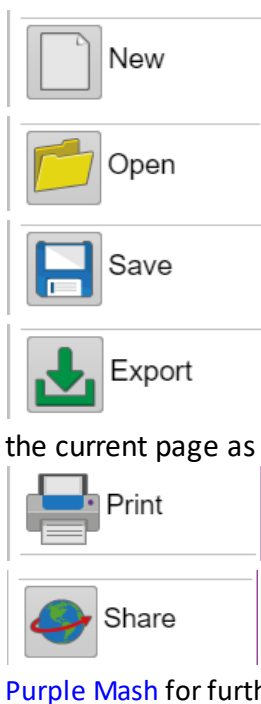
## 2.1    General tools

The general tools are accessed using the drop-down menu on the top left:

The Main menu is the same for all Purple Mash tools.

Open a new blank file.

Open 2Create a Story documents from saved work, shared folders or device.

Save the 2Create a Story file to Purple Mash online folders or device.

Clicking the Download button on the export screen will save the picture from the current page as a PNG file in your device's downloads folder.

This will generate a PDF file which, when printed, can be folded into a book.

This will give you various options for sharing the file. See the manual; Sharing Purple Mash for further details.

The Undo and Redo buttons will appear once you have started drawing; they allow you to undo the last action or redo a previously undone action.

## 2.2    Overview and Play Controls

This displays the story planner view which shows how the story flows. In a Simple story or My Story this will be sequential. In an Adventure story it may not be.

This assists children in planning their story. You can click on any page to go to that page. You can zoom in if you have a mouse with a zoom roller on it or if using a touch screen.

When in play mode, the overview will still work to take you straight to a page of a story. This is very useful in Adventure stories when testing whether all the routes through a story work correctly as you do not have to go through the whole story each time.
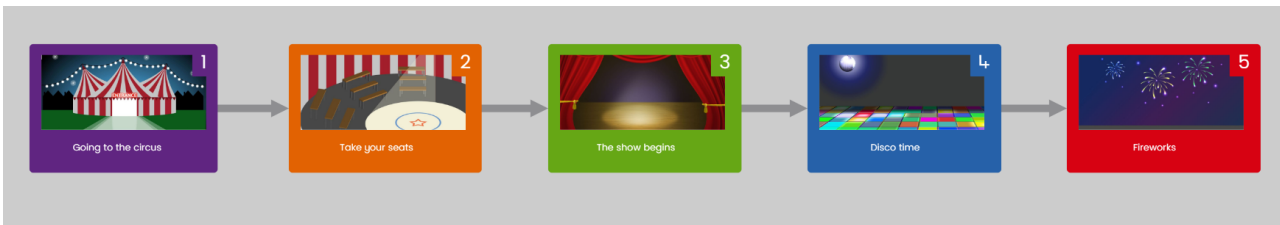


**My Story Plan**



**Adventure Story Plan**

This button appears both in the top and bottom menu-bars. The top bar button will 'play' the whole story from page 1. The bottom bar will open the current page in a preview window and play any associated sounds and animations.

## 2.2.1  Backgrounds

Backgrounds are not available in My Simple Story mode.

Use this button to add a static background to the picture.  Backgrounds do not animate with the rest of the picture.  There is a selection of ready-made backgrounds, or you have the following options:

• Draw a picture using the paint tools.

• Use the Clip-art Picker to choose a background.  You can also click here to select a picture or photo from your device by clicking Get Image
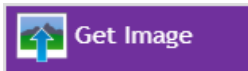
In this example, the face has been drawn as the background and the spots have been drawn in the foreground so animation effects can be used to make the spots gradually appear.



Sarah wasn't feeling well.

## 2.3 Animation and Sound tools

The animation for My Simple Story and My Story is different than for Adventure Story. See the relevant section for details.

### 2.3.1 Sounds

You can add sounds to individual slides.  The sound will stop when the page is turned.  There are a choice of in-built sound effects and also the following tools. The number of sounds are reduced in My Simple Story

You can record sound effects using a microphone; children can say the words for the story aloud to make a talking e-book and add appropriate sound effects using their voices or materials in the classroom.
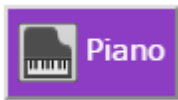
You can compose music.  This button opens the Record a Tune screen.

Select the instrument, press the record button and then use the keyboard to compose a tune.  Press the Play button to review your tune and press Save when you are happy with the tune.
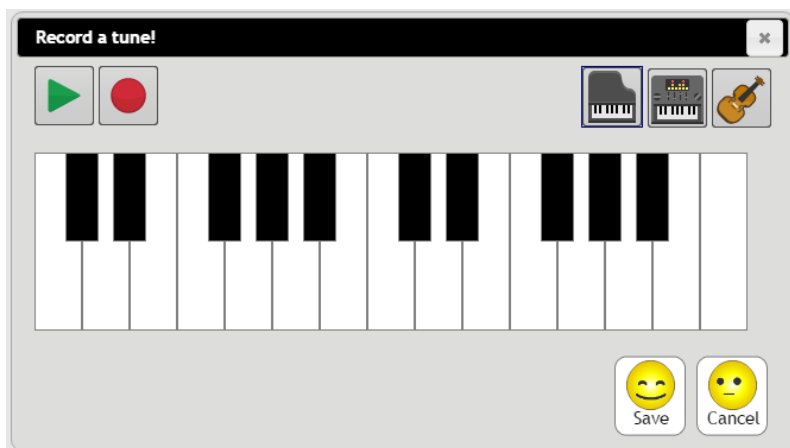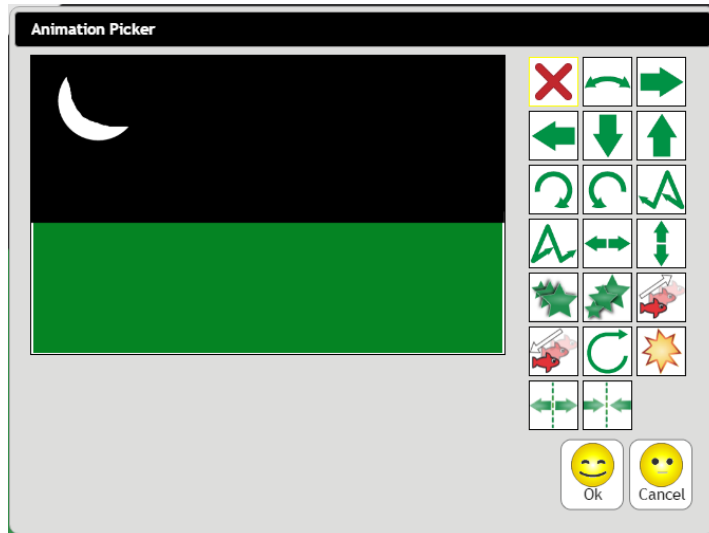
To remove sound effects, press

## 2.3.2  Animation in My Simple Story and My Story

Click here to open the animations screen:



You can see a preview of how the animation effect will look as you select the animation effects. Each animation button has a different effect. My Simple Story has fewer animation effects available.  Only one animation can be used on each page of the book.
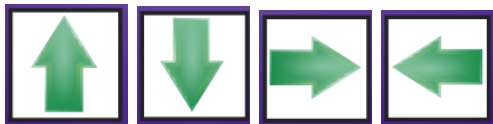
Remove animation

Rotate button: this rotates the foreground through 360°.  This example shows how it can be used to make a roundabout appear to spin.
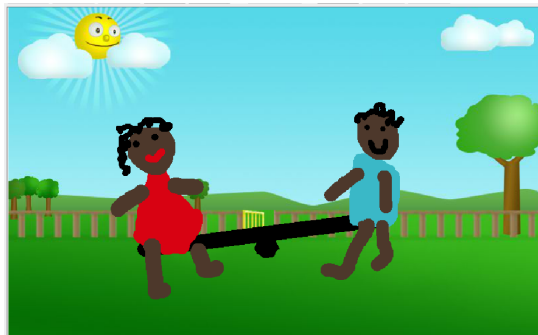


We played on the roundabout

Move Up, Down, Right and Left buttons: This will make the image move in the selected direction off the screen and is useful to make characters appear to walk across the page, take off or sink.

Rock: This makes the screen appear to rock around the central point. In this example, it has been used to make a see-saw move:
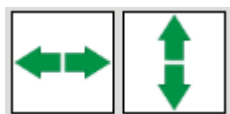
We shared the see-saw.

Wallow: this makes the image rock from side to side whilst moving off the screen; it can make characters look like they are walking off the screen.

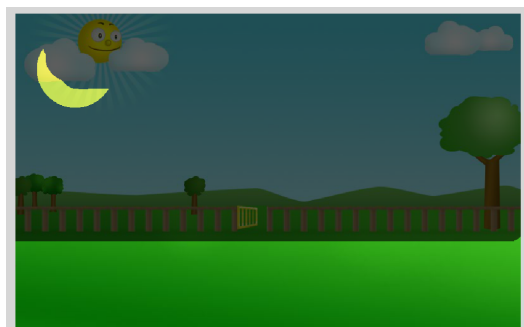Slide: This makes the character move either up and down repeatedly or side to side.

Appear button: this makes the image gradually appear.

Fade button: this makes the image gradually fade. In this example, a night sky has been drawn as the foreground with a daytime background. The fade effect makes it look like it is turning to daytime.

The night time darkness faded into daylight.

Grow and Shrink buttons: these effects make the image either get bigger to fill the screen or shrink. Using the Shrink effect in this example makes it look like the wolf is going into the house.
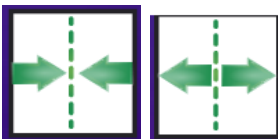
The wolf crept into the house.

Explode button: this splits the image into two halves that spin in opposite directions off the page. In the example, a cracker has been drawn in the centre so the children go flying off when they pull the cracker.

The children pulled the giant cracker!

Come Together or Split Apart buttons: these animations split the image in two down the middle and the parts either come together or move apart. This is useful for giving the effect of two characters interacting.

### 2.3.3  Adventure Story Functions

Adventure stories do not have to be sequential.  They can contain sprites and buttons. Each of these can take the reader to a non-sequential page when clicked. Use this functionality to create 'choose your own adventure' type stories or non-fiction texts in which images or buttons will link to more detail on a topic
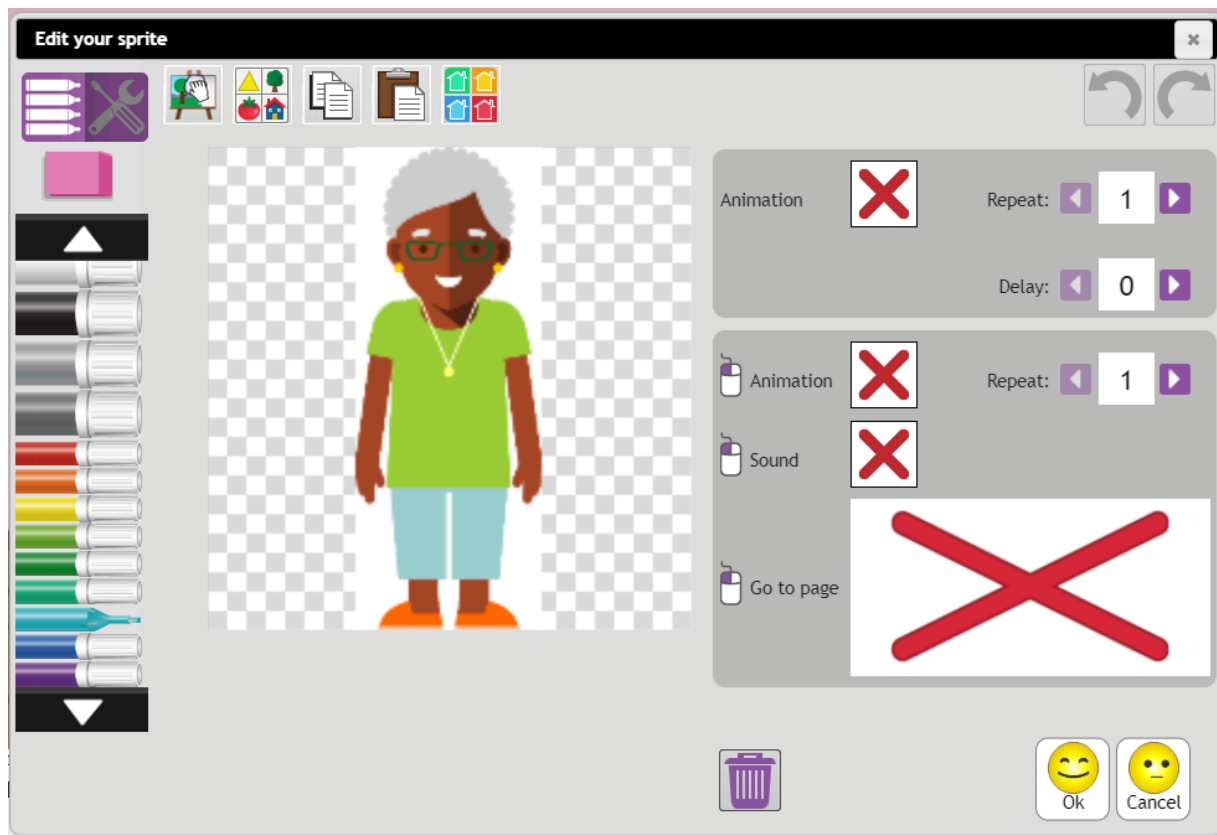
Click here to add a button. This will open the button design screen:
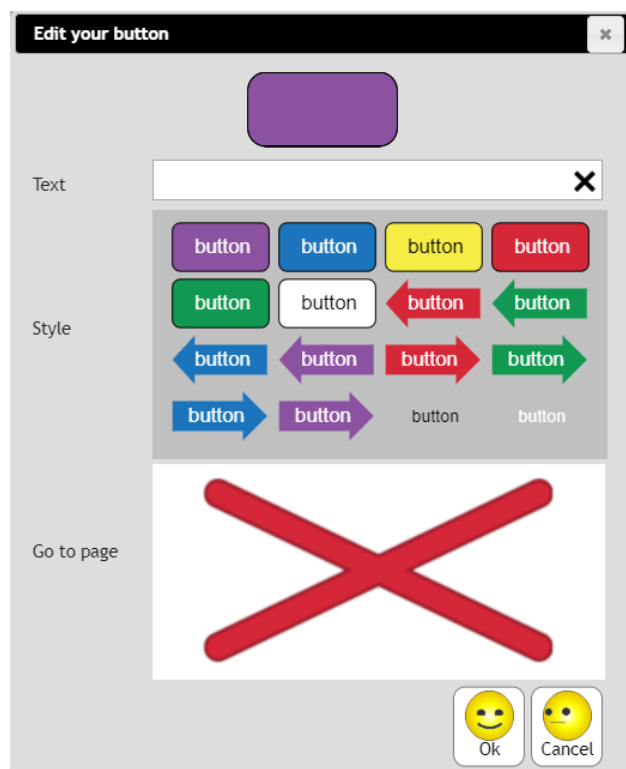


- Enter text to be displayed on the button.

- Select the button style.

- In the Go To Page section, click to select the page that the user should be sent to when clicking on the button.

Click here to add a sprite. This will open the sprite design screen:



- You can draw your own sprite or use the clip-art picker [icon] to select an image or upload an image from your device.

- Choose an animation for your sprite. The animations are the same as those in My Story mode. You can see a preview of how the animation effect will look as you select the animation effects.

- You can choose whether your animation effect should repeat; it can repeat up to five times.

- The animation will play as soon as you view the page unless you set the Delay, which can be up to five seconds.

- You can also select animations and sounds to occur when the user clicks on the sprite.

- To add non-sequential links when clicking on a sprite, choose the Go to page option and select the page to go to when the sprite is clicked.
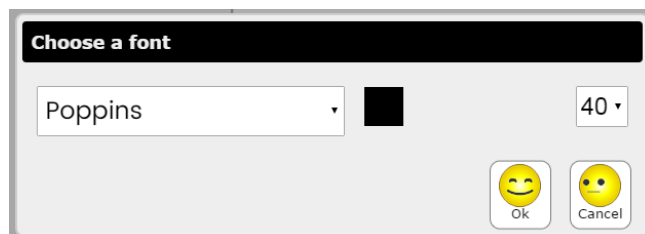
## 3. Bottom menu bar

These are the tools in the bottom menu bar.

The Arrow buttons navigate between the pages of the book. Pressing the right arrow on the last page will add a page.

Text button: click here to edit the font, size and colour of the text. A screen will pop up allowing you to do this.

**Choose a font**

Poppins ▾  ■  40 ▾

Ok    Cancel

Copy Page button: this will copy the current page. You can use this to make duplicate pages and then edit them individually so that the whole picture does not need to be redrawn each time. This is not available in My Simple Story.

Paste Page: the clipboard will be coloured brown when there is something that can be pasted. Go to the page on which you want to paste the copied page and then click the button. A confirmation message will make sure that this is what you want to do to avoid accidentally overwriting pages. All animations and sounds will be copied.

Delete Current Page button: a confirmation box will check that this is what you want to do.

Clear Current Page button: a confirmation box will check that this is what you want to do. This will clear the content but not that page itself.

This shows the page number.

Preview Current Page button: this opens the current page in a preview window and plays any associated sounds and animations.