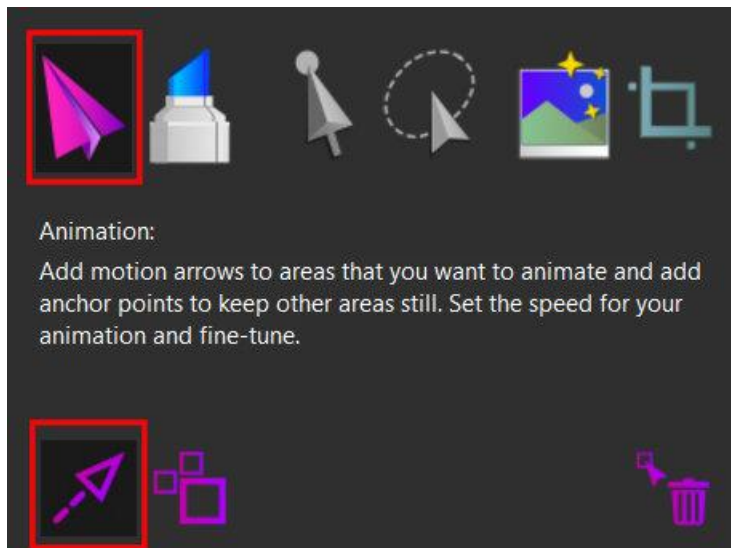


How to Use Animation Tools in PhotoMirage

To begin, open an image that you want to apply a PhotoMirage animation effect to. We will be using the sample image of a showerhead, but you can use a different photo if desired.

How to Use Motion Arrows

First, make sure you have the animation tools open by clicking the **Animation** icon in the top left. To get started, we will use the **Motion Arrow** tool. Click the arrow button to select it.



Click and drag to place arrows along the water coming out of the showerhead, in the direction you want the water to 'run' in your animation. Place several arrows. You do not need to cover every part of the water with arrows, but having multiple helps create a more natural effect.



With the arrows placed, we have instructed PhotoMirage where we want the animation to occur and in what direction. Next, we have to instruct the program which areas or elements should NOT be animated.

How to Use Anchor Points

Select the **Anchor Tool**.



Each time you click on the image with the **Anchor Tool** it will add a single anchor point. Anything on the far side of the anchor point from a **Motion Arrow** will not be affected by the animation effect. Think of the anchor points as a series of posts outlining a fence.



Use the **Anchor Tool** to outline your animation area, all around the water. You want to keep your anchor point 'fence' relatively close to the animated water, but don't worry about getting exactly on the edge of the water streams.

Animation Preview

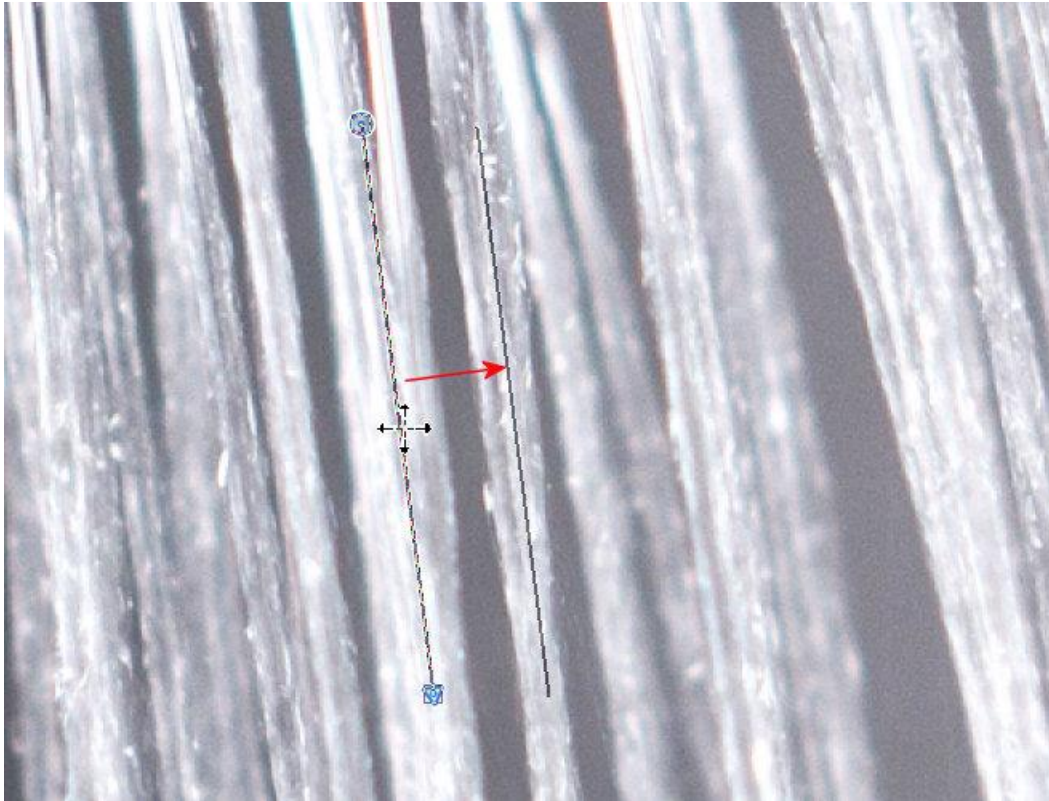
Next, do a quick preview of your animation with the **Preview** button in the bottom left. Watch for anything that does not appear as you would like in the image.

Click **Stop**. We will now go over how to refine your animation to ensure it is exactly as you would like.

Adjusting Motion Arrows and Anchor Points

To move a motion arrow, you can click in the middle of the arrow to select it. This will cause two dots to appear at each end.

You can reposition the arrow by dragging it from the middle and reposition each end of it by dragging the associated dot.



To select and move an anchor point, simply click and drag on the anchor point.

Deleting Motion Arrows and Anchor Points

You can delete a motion arrow or anchor point by selecting the **Delete** (trash can) icon and then clicking on the motion arrow or anchor point.

Adjusting the Animation Speed

To adjust the speed of your animation, simply drag the slider on the left-hand side of the screen to change the speed of the animation.

