



Quick Start Animation Guide

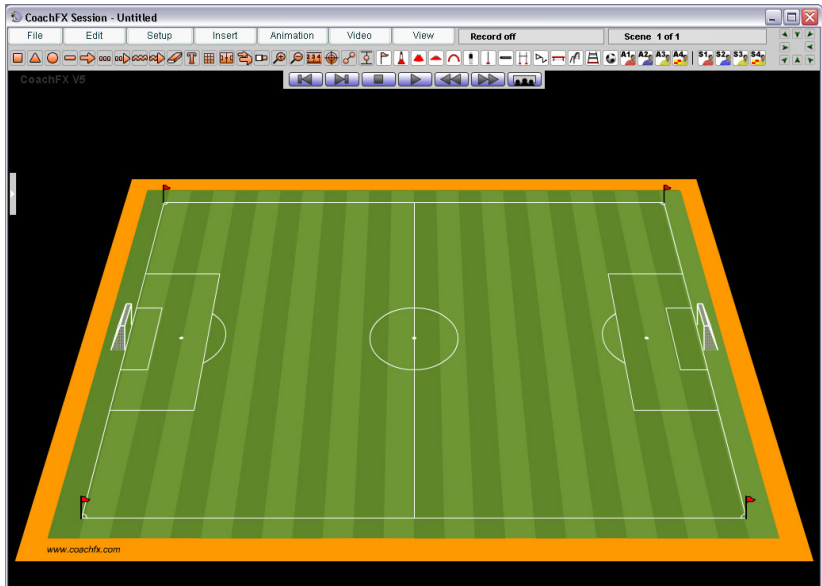
Use this Quick Start Guide if you are new to coachfx and are looking to find out how easy it is to create your first animation.

For coachfx LITE and PRO

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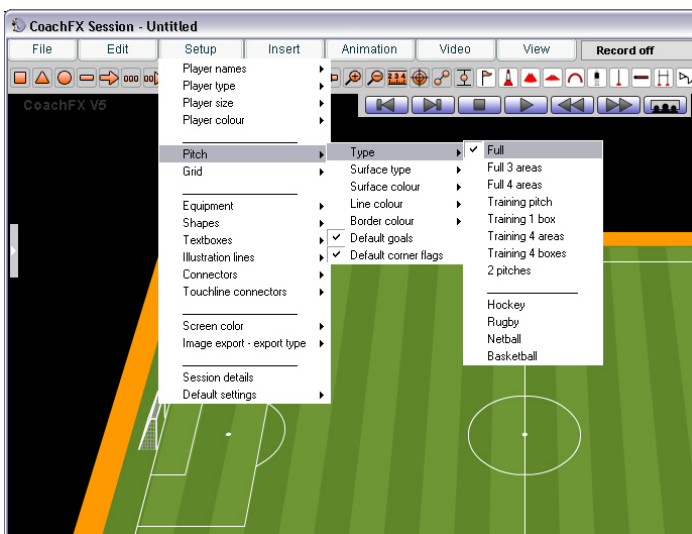
Open Software

1. Double Click on coachfx Icon. coachfx will open.



2 Setup your session

1. Using the 'Setup' menu, select your preferred session setup.
2. You can change all aspects of the display including the pitch type and colour, the colour of pitch lines and the border colour.
3. Select the colour and size of any equipment you are going to use.



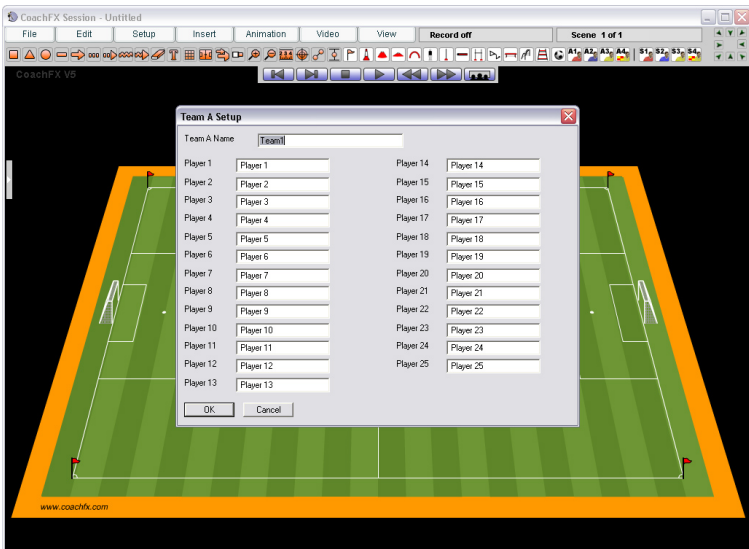
Useful tips

- + You can change any setup details during your session but it is always easier to do this before adding items to the pitch.

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Player setup

1. Select the player type, size and colour for both teams. You have a range of options such as X, O, arrows and characters.
2. Change the names of players if you are wanting to show this for your session.

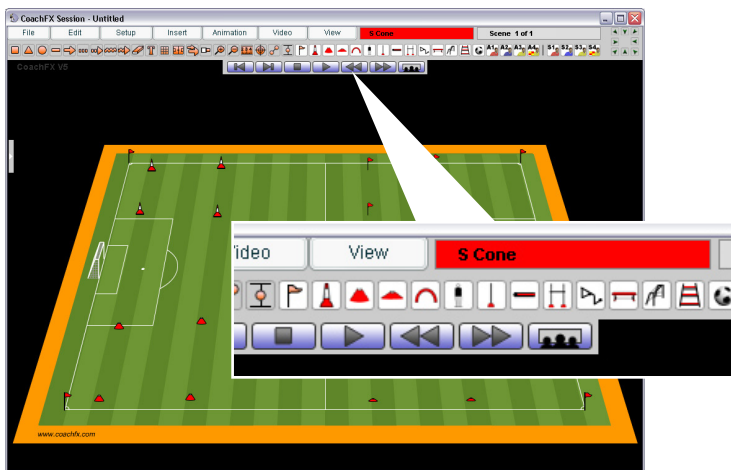


Useful tips

- + You can change any setup details during your session but it is always easier to do this before adding items to the pitch.

4 Adding equipment

1. Single click on an equipment icon. The button will become activated.
2. Single click on the pitch to add an individual item of equipment.
3. The icon will remain activated until you click on the button again or click on any item that is already on the pitch.



Useful tips

- + Add all items of each equipment type at the same time. This makes your session setup a lot quicker.
- + You can change the colour of individual items on the pitch by right-clicking on the item and selecting item colour.
- + Show the grid (Insert menu) to position items more accurately.

5 Adding players

1. Single click on the player A or B icon. The button will become activated.
2. Single click on the pitch to add an individual player.
3. The icon will remain activated until you click on the button again or click on any item that is already on the pitch.



Useful tips

- + Change the direction players are facing by using the orientation tool at the top of the screen. Make sure that you have selected the player before changing it's orientation. See which item is activated by looking at the box within the orientation arrows.
- + Show the grid (Insert menu) to position items more accurately.

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Animating a player

1. Click on the player you want to animate.
2. From the toolbar choose a type of animation.
3. The animation is activated - now single left click on the pitch where you want this part of the animation to end.



Useful tips

- + You can only do some types of animation (such as shooting or passing) if the player has a ball attached.
- + You will notice that when you are doing a run animation, this remains activated until you click on the stop button in the top bar. This allows you to quickly build up a series of animations.

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Animating with the ball

1. If a player is near a ball you can attach a ball to the player. Right click on the player then select "Attach ball to player".
2. You can now do an animation such as passing or shooting.
3. Right click on the player then select an animation type that will involve the ball.
4. The animation is activated - now single left click on the pitch where you want this part of the animation to end.



Useful tips

- + If you want to re-do a particular movement at any point you can remove an animation by right clicking on a player and selecting: Delete > Animation from this scene.