Chapter 2: Animation in Krita

1. Components of Krita

- **Toolbox**: Contains tools like brush, eraser, move, selection, etc.
- **Canvas**: The main area where you draw.
- **Timeline Docker**: Manages frames and animations.
- **Layers Docker**: Shows all layers used in the artwork.
- **Brush Presets**: Predefined brush settings.
- **Color Selector**: Used to choose colors.
- **Animation Workspace**: Layout optimized for animation.

2. Steps to Create a New File

1. Open Krita.
2. Click on **File → New**.
3. Set canvas dimensions and resolution.
4. Choose **Animation Template** if needed.
5. Click **Create**.

3. Layers in Krita

Layers help manage different parts of a drawing separately.

3.1 Managing Layers

- **Create**: Click the '+' icon in the Layers docker.
- **Delete**: Right-click the layer → Delete.
- **Duplicate**: Right-click → Duplicate Layer.
- **Hide/Unhide**: Click the eye icon next to the layer.
- **Rename**: Right-click → Rename Layer.
- **Move**: Drag the layer up or down in the layer stack.
- **Insert New Layer**: Click on '+' or use **Insert** from the menu.

4. Using Multiple Layers

- Use separate layers for different objects (e.g., ball, background).
- Helps in organizing animation elements.
- Each layer can have its own set of frames.
- Improves flexibility and control in animation.

5. Introduction to Animation

Animation is a sequence of images shown over time to create motion.

5.1 Basic Concepts of Animation

- **Stage**: The visible area where animation is shown.
- **Timeline**: Manages frames and keyframes over time.
- **Frames**: Single images that make up the animation.
- **Keyframes**: Important frames where a change or movement starts or ends.

Practice

1. create animation Bouncing ball and Led Lights