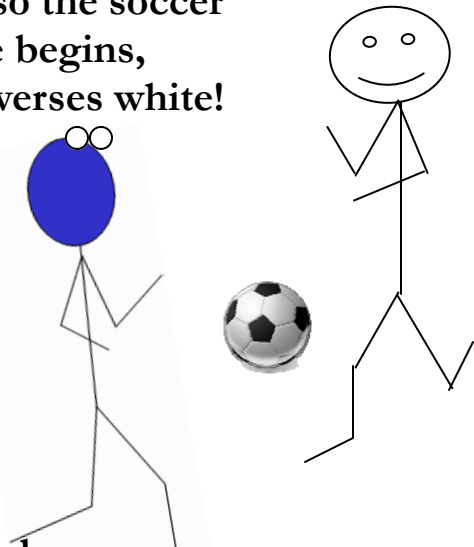
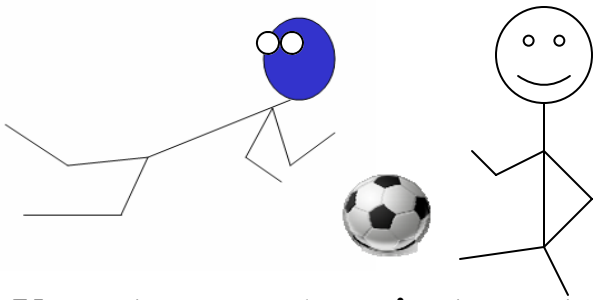


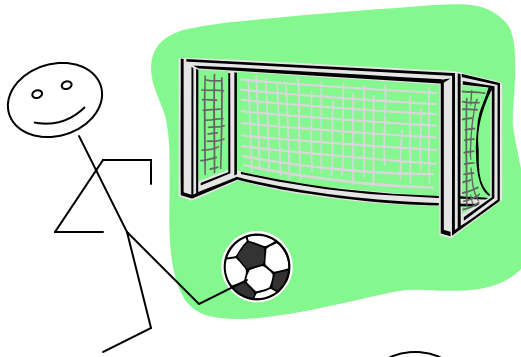
And so the soccer game begins, blue verses white!



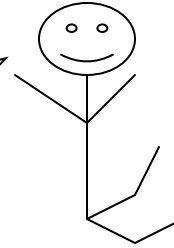
To make your game moves believable, bend your characters' limbs at the joints. Make one short line from thigh to knee. Make another short line from shin to toe. Do the same for arms.



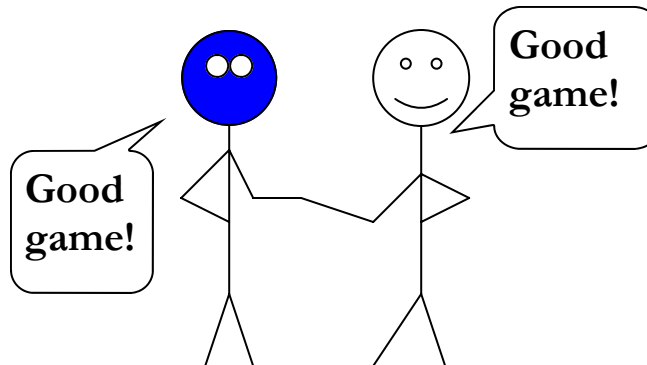
Your character doesn't always have to be standing, he can run, sit, jump, and even say stuff. Click on the screen and drag your mouse over the character. It should be highlighted. Click the green button and turn your character sideways.



YAH!  
I  
SCORED!

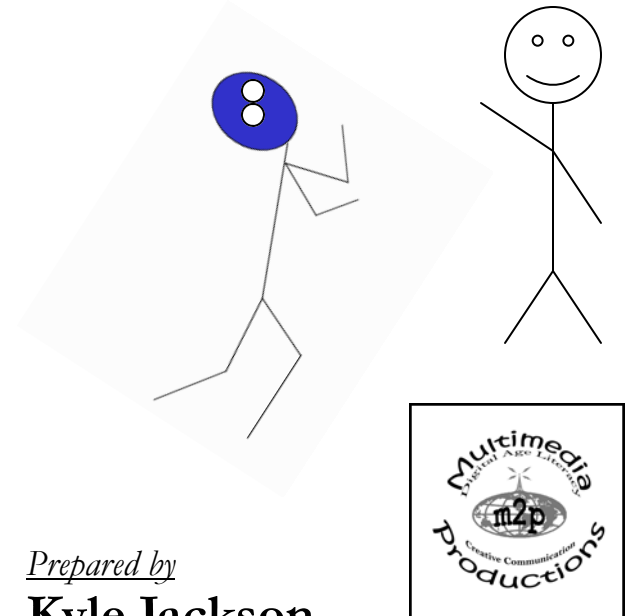


*Don't be surprised if you end up having 200 slides in your animated PowerPoint show!*  
*To "play" your slideshow, press the back or forward arrow keys*



# THE ART OF POWERPOINT ANIMATION

## *How to Move Shapes Across Your Slides*



*Prepared by*  
**Kyle Jackson  
and Justin Hugel**

**Advanced Multimedia Productions  
Luther Jackson Middle School**



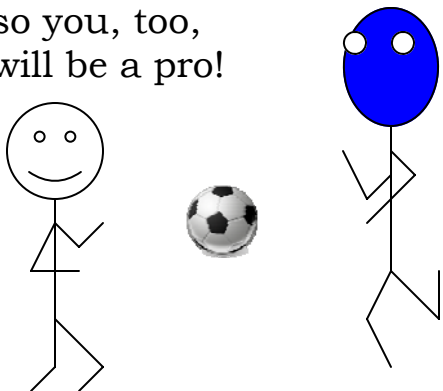
# What is PowerPoint Animation? (...and it's **NOT** *Custom Animation!*)

**Recently I was working on an M2P project. Kyle saw me creating stick people who moved across my PowerPoint slides.**

**He asked me how to make this kind of PowerPoint animation.**

**I was excited to be able to show him. Now he's an expert!**

In this tutorial, Kyle and I will show you how to animate your slide show with auto shapes, so you, too, will be a pro!



## Getting Started

Here are the steps to animate your slides with auto shapes.

Using a soccer game theme, create a soccer player out of a stick figure.

To make the head, we clicked on the auto shapes button on the bottom left corner of the screen.



To create the body, click the line button on the bottom left corner next to the auto shapes. Draw the body.



*Now  
your  
player  
is*

Make as many characters as you need.

## Giving Life to Your Character

*Now it's time to move  
your characters—  
to bring them to life.*

Move the limbs by clicking on them. For example, if you want to have your character wave, you first have to click the limb that you want to move. At the end of the line there will be a white dot. Click it.

Then, rotate the limb to your desired position. You have to make many slides to show the progressive movement of the same character's limb by moving his hand slightly every slide.

