



Using the Coloring Template Tutorial

Note: This tutorial requires that you have installed *IntelliPics Studio*. Authoring features necessary to complete this tutorial are not available when using *IntelliPics Studio Player*.



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Credits

IntelliPics Studio was produced through the collaborative efforts of many staff members at IntelliTools. Design: Arjan Khalsa, Scott Schafer; Project Management: David Robertshaw; Content Development: Suzanne Feit, Arjan Khalsa, Lucinda Ray, Patty Kilroy; Software Engineering: Scott Schafer, Paul Archibald, Fred Ross-Perry; User's Guide: Alan Rhody; Teacher's Guide: Lucinda Ray; Tutorial: Suzanne Feit, Lucinda Ray; Additional Development: Philip Nittenberg, Jeremy Bolan, Linda Finley, Meida Pang, Steve Gensler; Testing: Dale Goetsch, Lisa Carr, Mike Burns, Meida Pang, Chris Finley; Artwork: Patty Kilroy, Chris Santeramo, Michelle Graham, Mary Ann Zapalac, Jeremy Bolan; Support Services: Linda Finley; Packaging: Patty Kilroy.

Coloring Template Credits

Tutorial: Ann Brundige, Coloring template, activities, and art © 2002 annbrundige studio.
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The Coloring activities for *IntelliPics® Studio* enable early learners to color in a picture, one click at a time.

In this tutorial, you will start by exploring one of the sample coloring activities. Later in the tutorial, you will learn to create customized coloring activity, using the Coloring template.

Universal Design

The activities you create using the Coloring template and *IntelliPics Studio* are designed for all students, including those with physical or cognitive disabilities. Coloring activities are ideal for inclusion classrooms, because all students can use them: with a mouse, an IntelliKeys® keyboard, or a switch. The Coloring template includes a custom overlay (it is labeled Button Click Overlay).

Important Note:

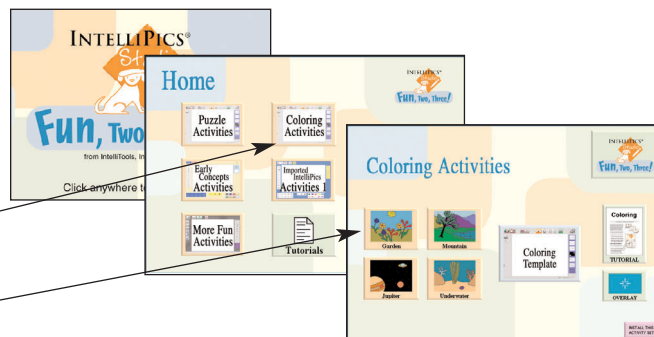
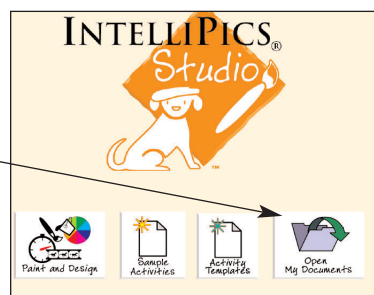
This tutorial requires that you have installed *IntelliPics Studio*. Authoring features necessary to complete this tutorial are not available when using the *IntelliPics Studio* Player.

Beginning from *IntelliPics Studio*

1. If it is not open, launch *IntelliPics Studio*. When the program launches, the Home page is displayed.
2. Click the Open My Documents button.
3. Click the Template tab. Select the Fun, Two, Three folder and open it.
4. Select the Garden. Click Open. The Garden activity displays.

Beginning from the *IntelliPics Studio Fun, Two, Three!* CD

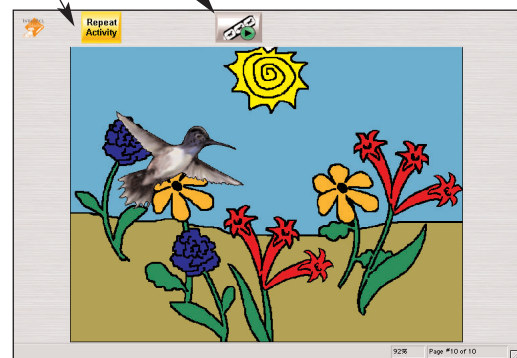
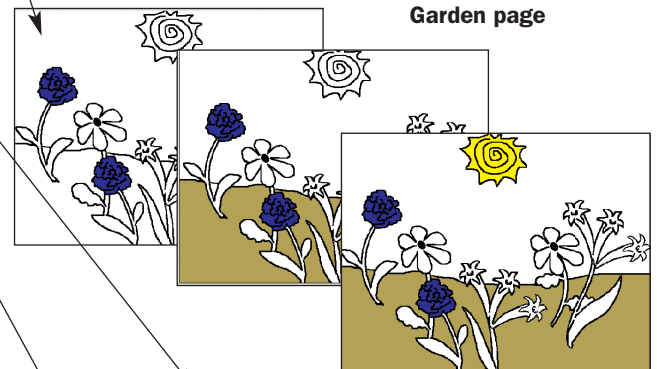
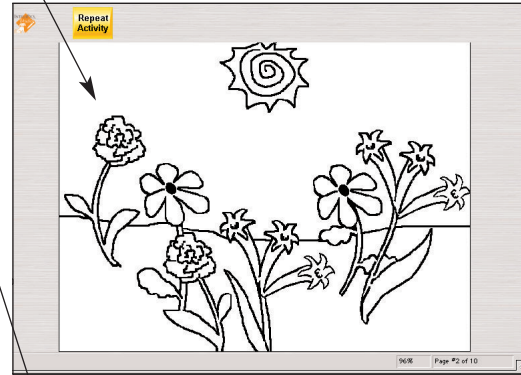
1. Open the *Fun, Two, Three!* CD.
2. Click the opening screen to proceed.
3. From the Home page that displays, click the Coloring Activities button.
4. Click the Coloring Garden button. The Garden activity displays.



Sample Activity

Exploring Coloring Sample Activities

1. Make sure you have located and opened the Garden activity. (See the directions on page 1 of this tutorial.) The title screen displays.
 2. Click the title screen to dismiss it.
 3. A line drawing of a garden displays, ready for a student to fill it with color.
 4. Click the picture of the garden once. Notice that two of the flowers are filled with blue.
 5. Click the picture of the garden again. The grass at on the bottom of the picture is filled with green.
 6. Click the picture of the garden again. The sun fills with yellow.
 7. Continue clicking until the whole garden scene is filled with color.
 8. A final click causes a hummingbird to appear, fly about gathering nectar from the flowers, and fly away. Click the Play IntelliMation item to see the animation again.
 9. Select the yellow Repeat Activity button to start the activity over again.
 10. Close this document without saving it.
 11. There are three other samples included: Jupiter, Mountain, and Underwater. You can use these four coloring activities immediately with students.
- In the next part of this tutorial, you will use the Coloring template to create additional coloring activities.



Garden Animation

Part 1: Using the Coloring Template

The Coloring template enables you to create a simple coloring activity that is suitable for young students, including switch users. This template includes six different backgrounds and a variety of clip art for animations, so you can create many customized puzzles for your students.

Using this template, you will choose a background, make individual pages with the picture progressively colored in, and create a simple animation for the completed picture.

Opening the Coloring Template

From IntelliPics Studio

1. From the Home page of *IntelliPics Studio*, click the Open My Documents button.
2. Click the Template tab. Select the Fun, Two, Three folder and open it.
3. Select the Coloring Template. Click Open.

From the *IntelliPics Studio Fun, Two, Three!* CD

1. From the Home page of the *Fun, Two, Three!* CD, click the Coloring Activities button.
2. Click the Coloring Template button.

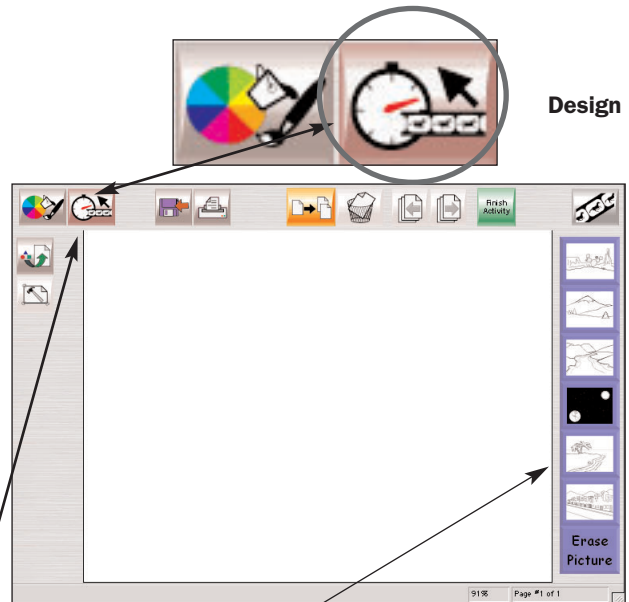
Selecting a Background

1. Click the Design button at the upper left to make sure you are working in Design mode.
2. Click one of the background items in the palette at the right of the page. Clicking the background automatically inserts it on the page.
3. If you want to change your selection, clicking another background item will replace the previously selected background.
4. You have just created the opening page for your coloring book. Because it is the first page a student will see, you will want to leave it empty of color.
5. Save your document with a unique name, such as Beach Fun.

In the next part of the tutorial, you will create a series of partially colored versions of this background.



Note The illustrations in this tutorial are intended to be similar to what you see on-screen. Some may differ depending on the computer system you are using.



Switch Coloring Template



First Page of Coloring Activity

Part 2: Duplicating Pages and Adding Color to Pages

Duplicating a Page

Now you will create a series of pages that are progressively more filled with color.

1. Duplicate Page 1 by clicking the orange Duplicate Page item at the top of the page.
2. Notice that the status bar in the bottom right now says Page #2 of 2.

Adding Color to a Page

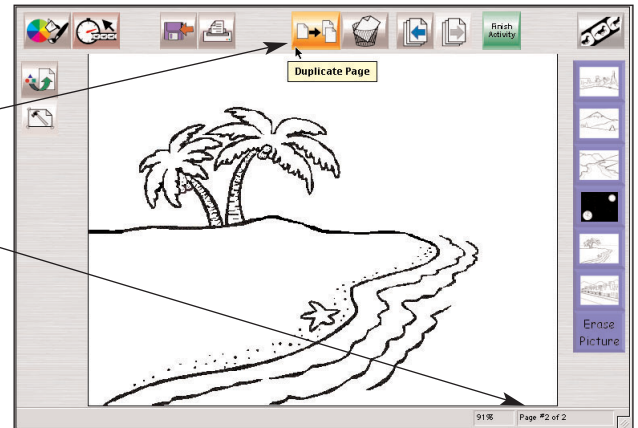
1. Click the Paint button at the upper left of the page. Notice that paint tools appear.
2. Choose a color from the palette of colors displayed at the bottom of the page.

In order to make this template easier for you to use, the Paint Bucket tool is preselected for you.

3. Move your cursor to one section of the background that you want to fill with this color.
4. Notice that your cursor looks like a paint bucket. Click the area you have chosen and that area will fill with color.
5. Save your coloring activity.

Making More Pages

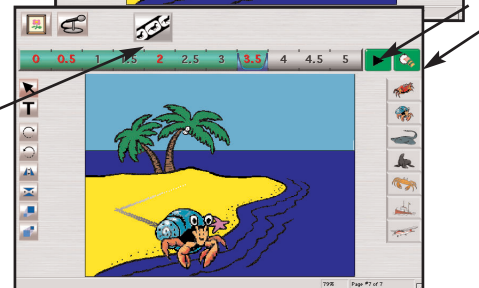
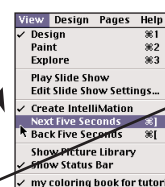
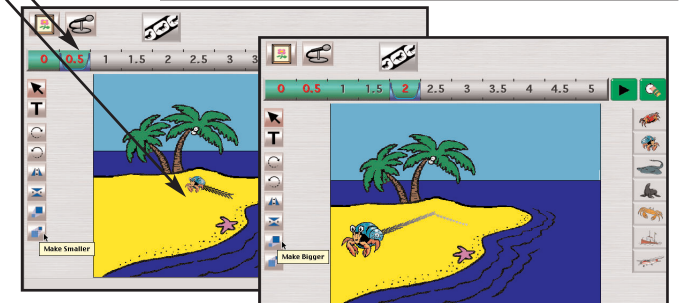
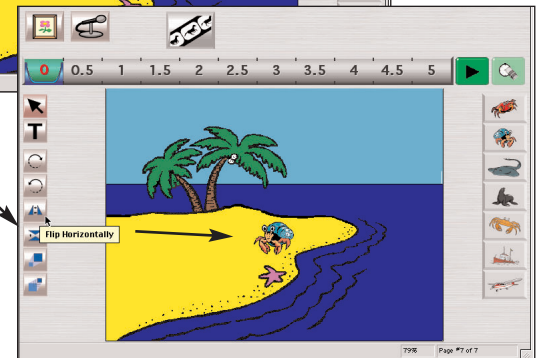
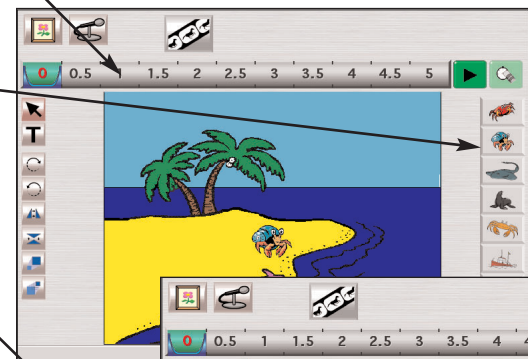
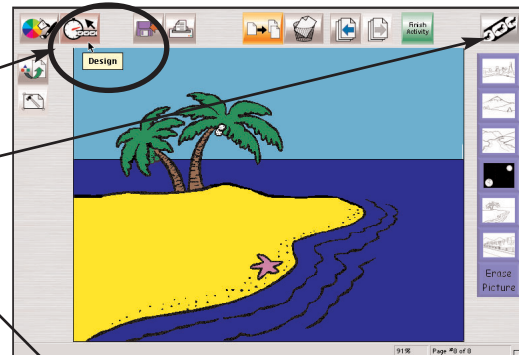
1. Duplicate Page 2 by clicking the orange Duplicate Page item at the top of the page.
2. Notice that the status bar in the bottom right now says Page #3 of 3.
3. Choose a different color from the palette of colors displayed at the bottom of the page.
4. Move your cursor to a new section of the background that you want to fill with this color. Click the area you have chosen and that area will fill with color.
5. Continue duplicating pages and filling areas with color until the background has been completely filled with color.
6. Duplicate the completely colored page.
7. Save your work. Then go on to the next section of this tutorial, where you will add an IntelliMation to this duplicated page for the finale of the activity.



Part 3: Creating the Animation Finale

You will be adding an IntelliMation (an animated sequence) to this final page of the coloring activity.

1. Click the Design item at the top left of the page to return to Design mode.
2. Click the Create IntelliMation item at the top right of the page.
3. The IntelliMation timeline appears. You will use this time line as you create an animation sequence.
4. Notice that two new palettes have appeared. On the right is a palette of objects appropriate to the chosen background. The specific items in this palette will vary, depending on which background you have chosen.
5. Click one of these objects (the hermit crab, in this example) to place it on the page.
6. On the left is a palette of Transform tools that enable you to rotate, enlarge, or flip the object(s) you have chosen to animate.
7. With the object selected, click one of the Transform tools. In this example, click Flip Horizontally to change the direction the hermit crab is facing.
8. Next, click the 0.5 second mark on the time line. Move the object to a new position on the page.
9. Click the 2 second mark on the time line. Move the object to a new position on the page. Change the size or direction, if you wish.
10. Continue to click new time points and move the object.
11. If you want to add more time to your animation, from the View menu, select Next 5 Seconds. Then continue your animation.
12. Click the arrow at the end of the time line to preview your animation.
13. If you want to remove time line points or change your animation, click the Erase button at the right of the time line. It will remove the points one at a time.
14. When you are satisfied with your animation, click the Create IntelliMation button again to remove the timeline. Your animation will play automatically when this page opens.
15. Save your work.

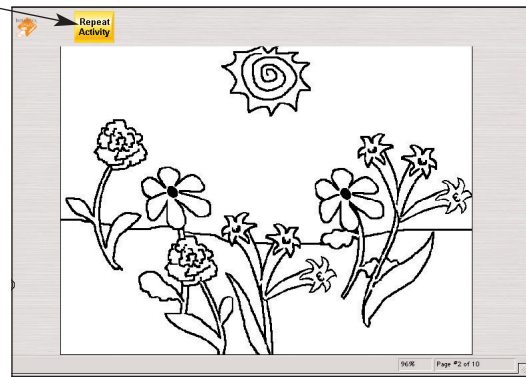
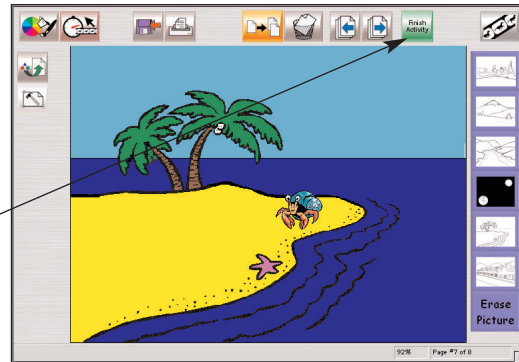


Part 4: Finishing the Activity

Simplify the Page for Student Use

You have just created an activity that will work as if by magic. Good magicians always hide their tricks. In this case you will want to hide the palettes of tools you used to create the activity so the student can focus on coloring the picture.

1. Click the green Finish Activity button at the top right of the page. This will remove the tool palettes and return the activity to Page 1.
2. Notice that on the new palette at the top of the page, there is a yellow button that enables students to repeat the coloring activity as many times as they wish. Clicking this Repeat Activity item returns the student to Page 1 and restarts the activity.
3. Save your work. It is now ready to share with others.
4. Now try out the coloring book. Be sure to click the last page again, so that the IntelliMation you created plays.



Congratulations! You have just created an activity that is ready for students to use. You can use the steps on pages 3–6 of this tutorial to create a large variety of additional activities.

The next two pages of this tutorial provide additional information about how this template was constructed. It also includes tips on customizing the template even further by adding your own pictures.

Part 5: Behind the Scenes

Transparent Buttons

Part of the magic that makes this template work for students is the use of transparent buttons. The following section of this tutorial will explain how this works, in case you want to use this technique in other activities you create.

1. *IntelliPics Studio* includes the capability of placing buttons on the page. Buttons can perform a variety of actions, such as causing a sound to play, navigating to a new page in an activity, or even opening an Internet browser and going to a specific Web site.

In this activity, each page is completely covered with a transparent button. The action assigned to the button is to go to the next page.

2. Press **[Ctrl]+click** any page of your activity.
3. The Properties of Button dialog box displays, opened to the Picture tab. Notice that the button has no picture.
4. Click the Edit Appearance button and you will see that the Transparent appearance has been selected.
5. Click OK to return the Properties of Button dialog box. Next you will learn about button actions, which cause the page to turn.

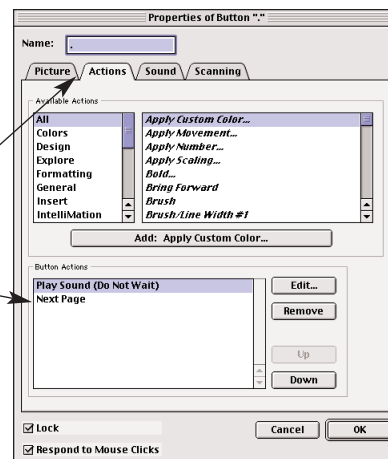
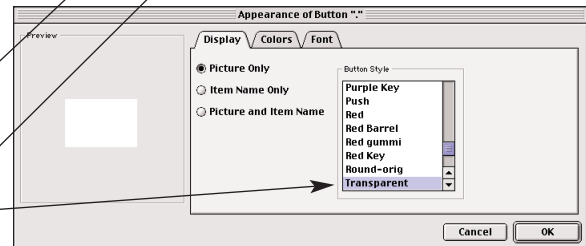
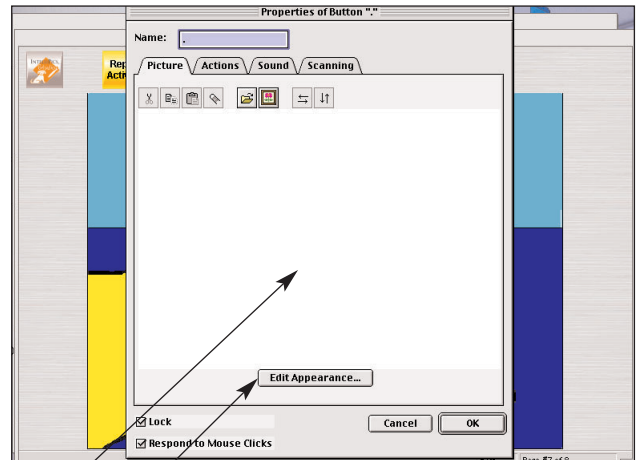
Page Actions

1. Click the Actions tab. Notice that the action assigned is to go to the Next Page. In other words, by clicking the transparent button, students are actually navigating to the next page (which has an additional part of the picture colored in).

A Play Sound action has also been assigned, but no sounds have been added to this activity. (You could do so at a later time.)

When you use the Duplicate Page item to add pages to your activity, the transparent button, along with its actions, are also duplicated on each page.

2. These buttons are already set up to respond to scanning or to the Intellikeys keyboard, for students who will be using these input devices.



Part 6: Customizing the Template

Adding a New Background

You can use your own picture for a background (i.e., one that gets colored in fewer pages), rather than the pictures provided in this template.

1. Press **[Ctrl]** and simultaneously click any one of the background pictures provided. The Edit Item dialog box displays.
2. Click the Picture Library item. When the Picture Library dialog displays, use the Category drop down menu to locate a different background in the *IntelliPics Studio* Picture Library.
3. Select the the Coloring Book category and then select a new picture. Click Paste to put your selected picture into the palette of available backgrounds.
4. You can also click the Import item. Then navigate to a background you wish to use that you have stored elsewhere on your computer, or on another CD. This example shows navigating to the extra pictures available on the *IntelliPics Studio* CD.

Important!: Be sure that any picture you select has only a small number of areas to fill, to keep the activity short. The areas should be large enough to be easy for you to fill with the paint bucket. Also, test any picture you select for breaks in the lines, as the color will “leak” through an area that is not completely closed.

Adding New Objects to Animate

You can also choose different objects to animate.

1. Click the Create IntelliMation item. The palette of objects available to animate will appear at the right of the page.
2. Press **[Ctrl]** and simultaneously click any one of the objects provided (i.e., the palette item). The Edit Item dialog displays.
3. Click the Picture Library button and locate a different picture in the *IntelliPics Studio* Picture Library. Click Paste to put your selected picture into the palette of available objects.

Or, click the Import button. Then navigate to a picture you may have stored elsewhere on your computer. When you locate it, click Open and it will replace the previous picture on the template’s palette of choices.

