

Pencil2D

Quick Reference Guide



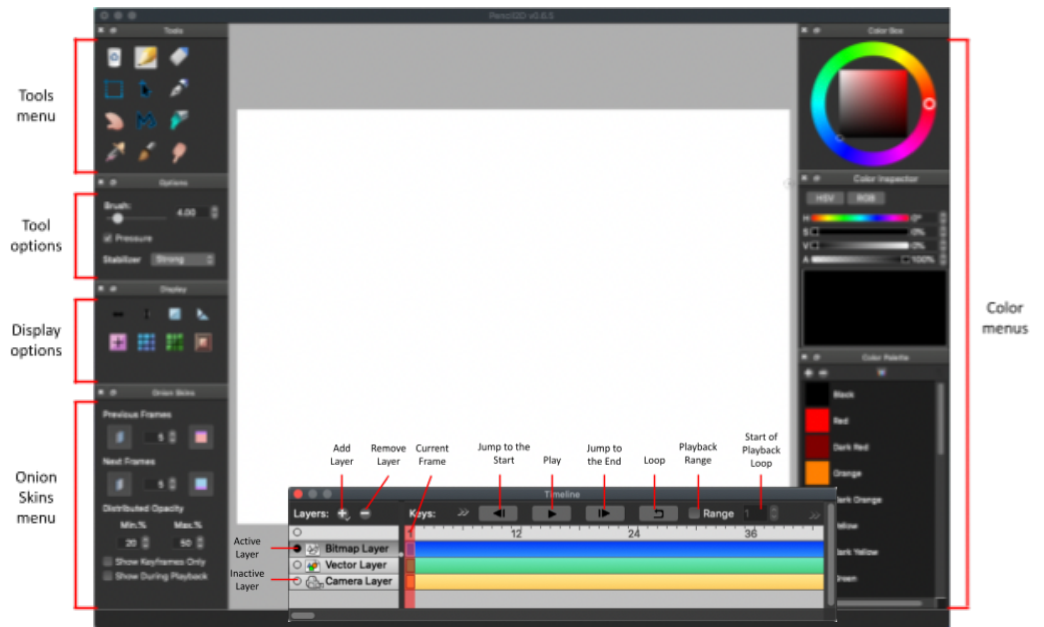
User Interface

Tools Menu

Clear Frame	Hand
Pencil	Polyline
Eraser	Paint Bucket
Select	Eyedropper
Move	Brush
Pen	Smudge

Display Options

Flip horizontal	Overlay shows field center
Flip vertical	Overlay shows field in thirds
Show invisible lines	Overlay shows field in Golden Ratio
Show outlines only	Overlay shows field safe areas



Keyboard Shortcuts

Drawing

Move an object	M
Smudge lines	A
Select object	V
Paint strokes	B
Draw lines/curves	Y
Set color	I
Draw with pen	P
Move canvas	H
Erase drawing	E
Fill color	K
Draw with pencil	N

Drawing Area

Horizontal flip	⇧ + H
Vertical flip	⇧ + V
Show/hide grid lines	G
Show/hide previous frames	O
Show/hide next frames	⌘ + O

Animation

Play	⌘ + ⏮
Loop	⌘ + L
Export image sequence	⌘ + R
Export image	⌘ + ⌥ + R
Add frame	F7
Duplicate frame	F6
Remove frame	⇧ + F5
Rotate clockwise	R
Rotate anticlockwise	Z
Next frame	,
Preview frame	,
Next keyframe	⌘ + .
Preview keyframe	⌘ + ,
Move frame forward	⌘ + .
Move frame backward	⌘ + ,

Adding Layers

Add sound layer	⌘ + ⌘ + W
Add bitmap layer	⌘ + ⌘ + B
Add vector layer	⌘ + ⌘ + V
Add camera layer	⌘ + ⌘ + C

Miscellaneous

Print	⌘ + P
Undo	⌘ + Z
Redo	⌘ + Y
Cut	⌘ + X
Copy	⌘ + C
Paste	⌘ + V
New	⌘ + N
Open	⌘ + O
Save	⌘ + S
Save As	⌘ + ⌥ + S
Zoom in (incrementally)	⌘ + ↑
Zoom in (incrementally)	⌘ + ↓

Definitions

Bitmap/Raster Images

Images that are made up of pixels in a grid and have a fixed resolution.

Vector Images

Images controlled by vectors that can be resized without loss of quality.

Frame

A single image out of the sequence of images that create an animation.

Keyframe

An important frame in the animation sequence that defines where an object begins or ends.

Layer

A level that is stacked together with other layers to form a frame.

Camera

A layer to mimic the views of looking at animation through a camera.

Timeline

The order of frames in a sequence that includes controls to play, loop, or edit an animation.

Onion Skins

A technique in creating animated cartoons that shows the previous and next frames semi-transparently over a selected frame.