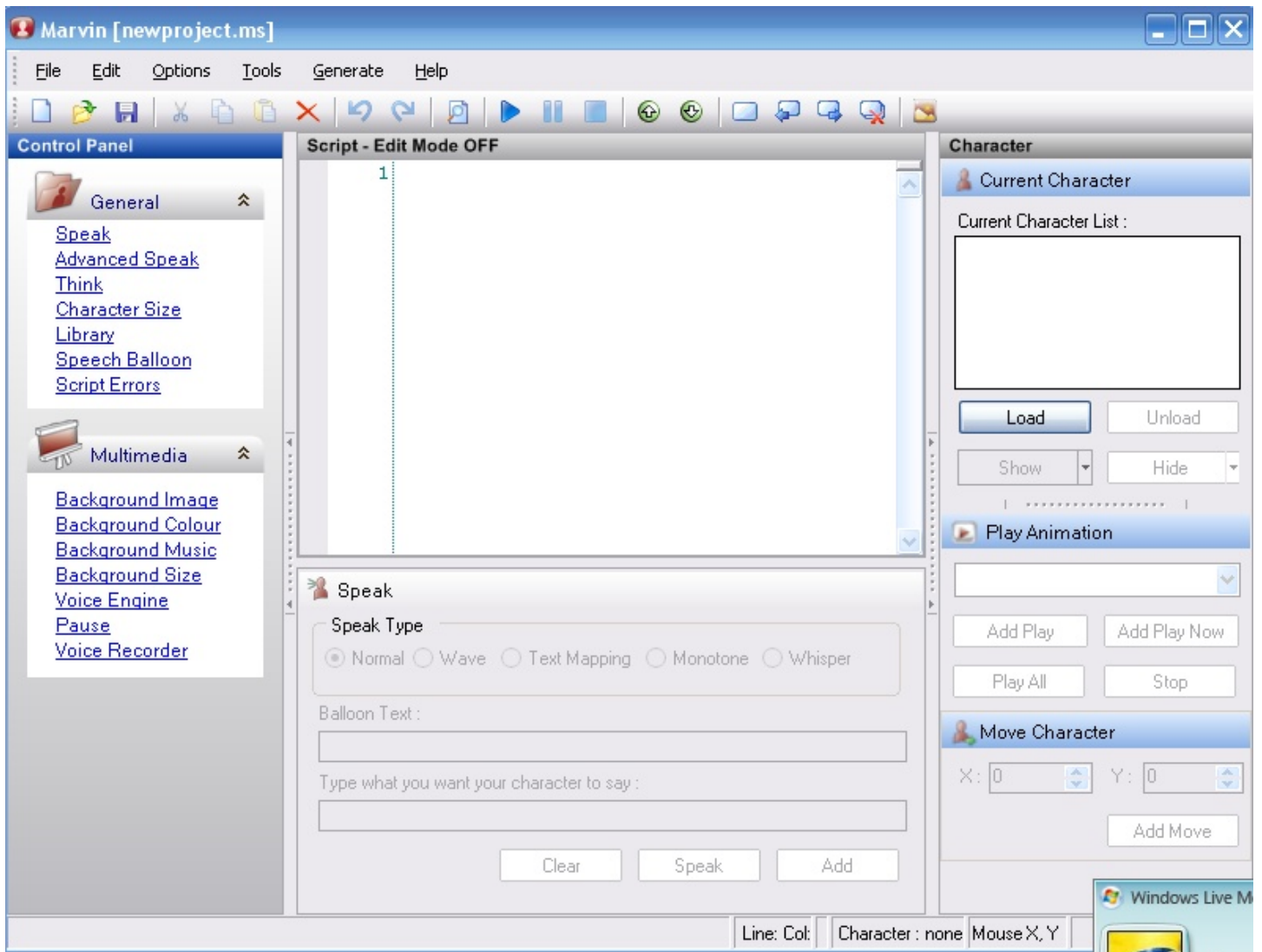
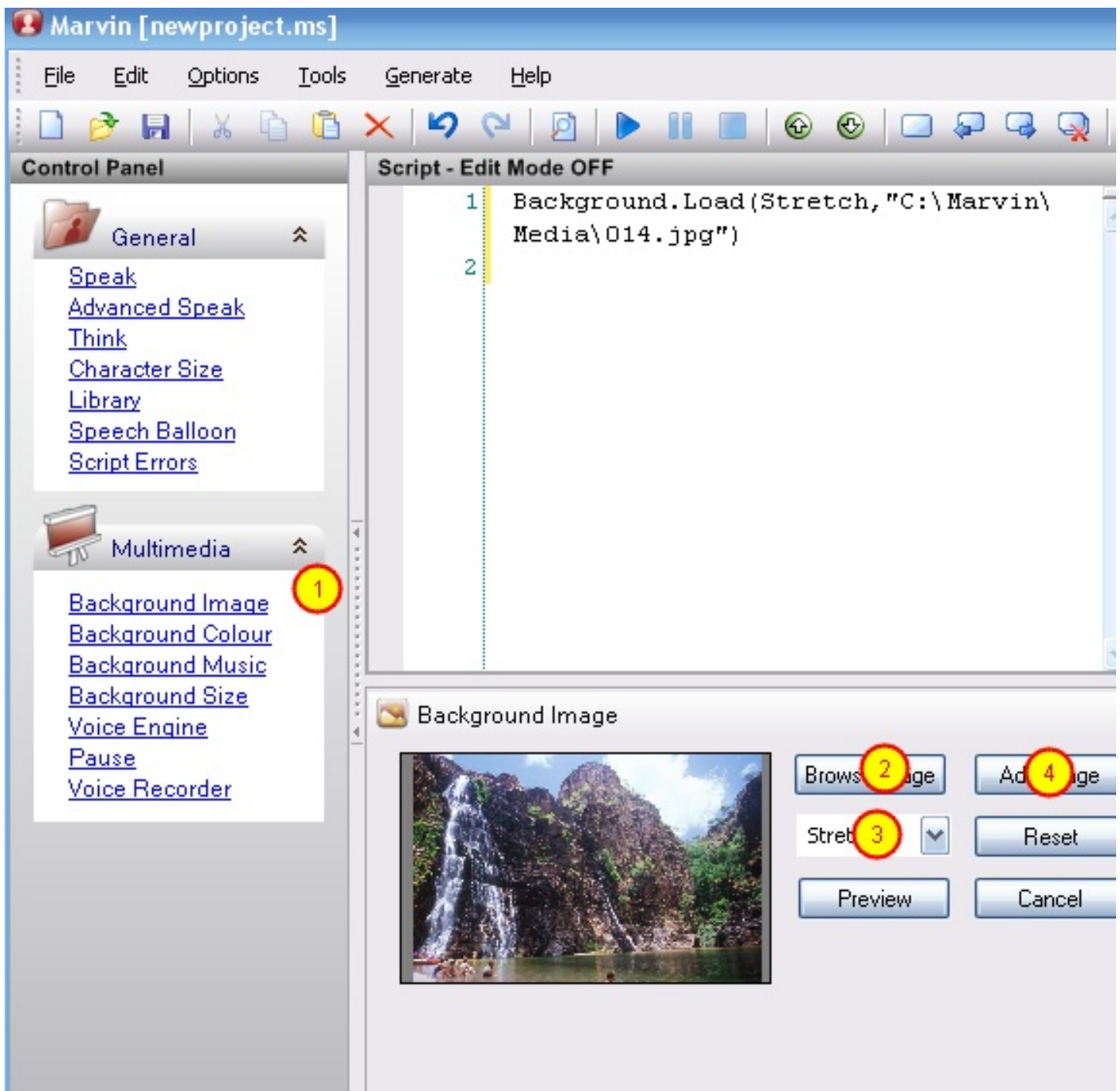


How to use Marvin



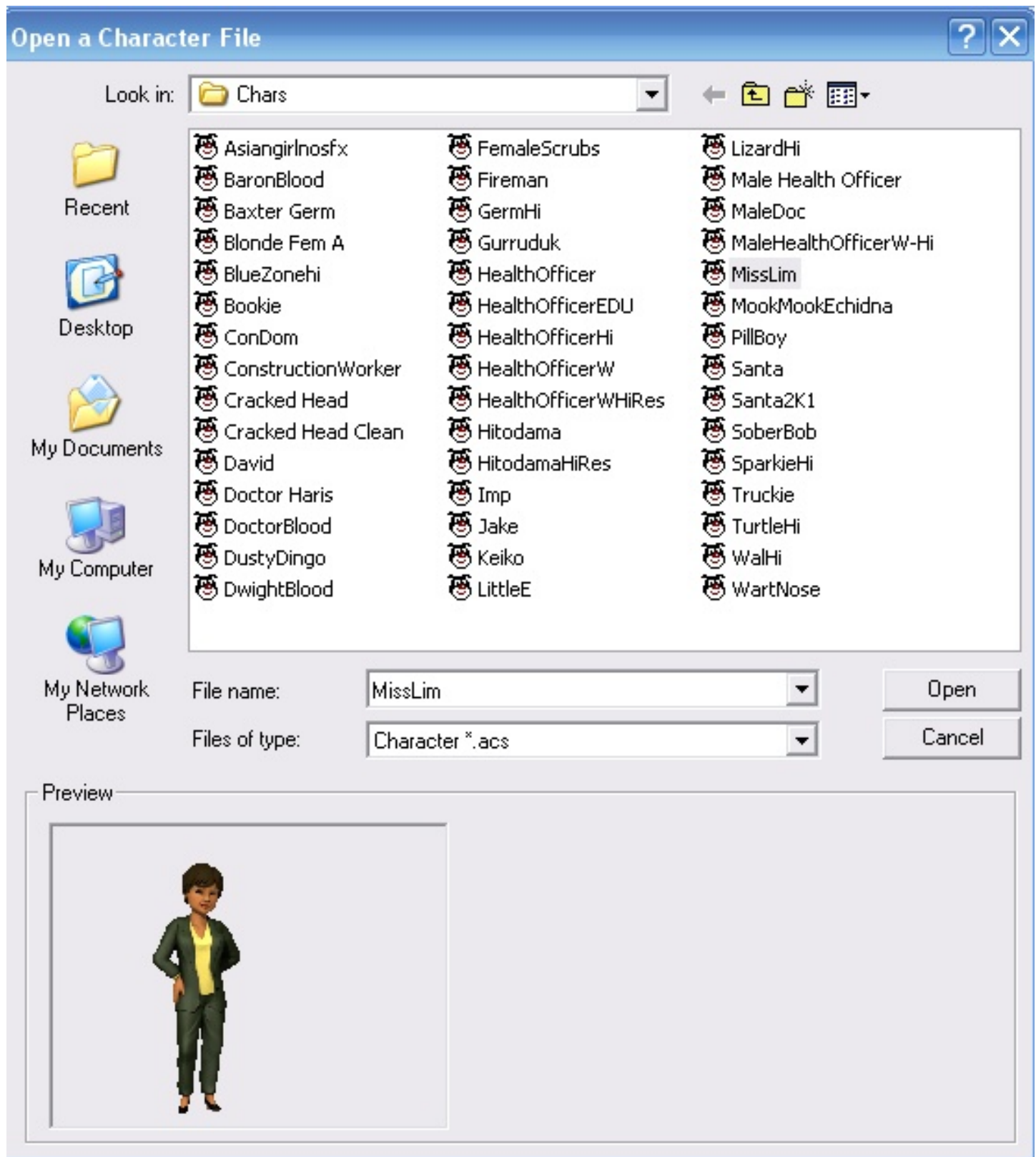
Open your script for a new project

Select a background image



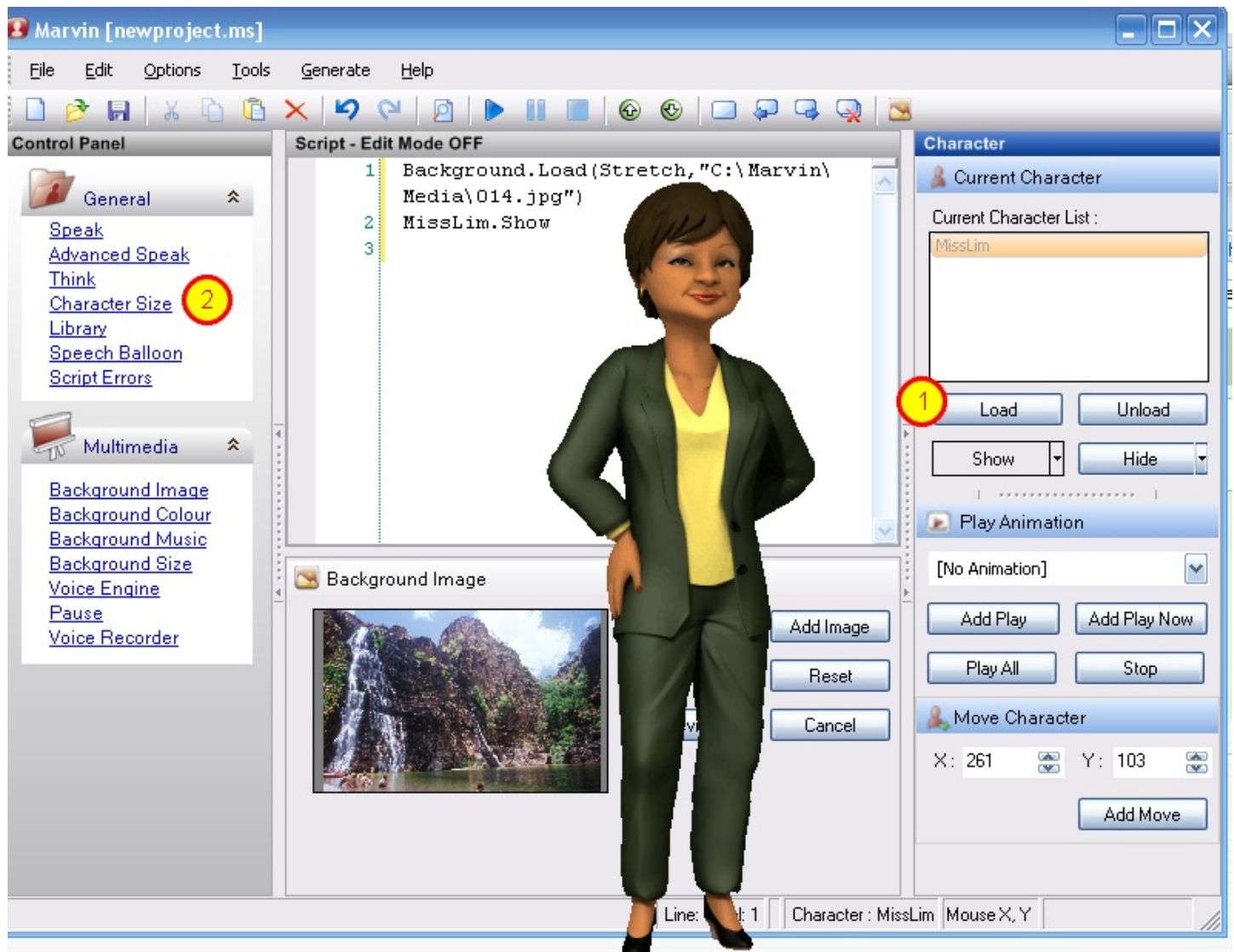
Click on background image, browse image, Select stretch, then add image - it can be ANY image file you own but you may need to consider some resizing - a finer point for a future tutorial (Irfan view or Gimp are both great for this)

Character



Clicking on 'Load character' will bring up your list of available characters - only a few in the demo/trial version - more once you have registered

Show and resize character



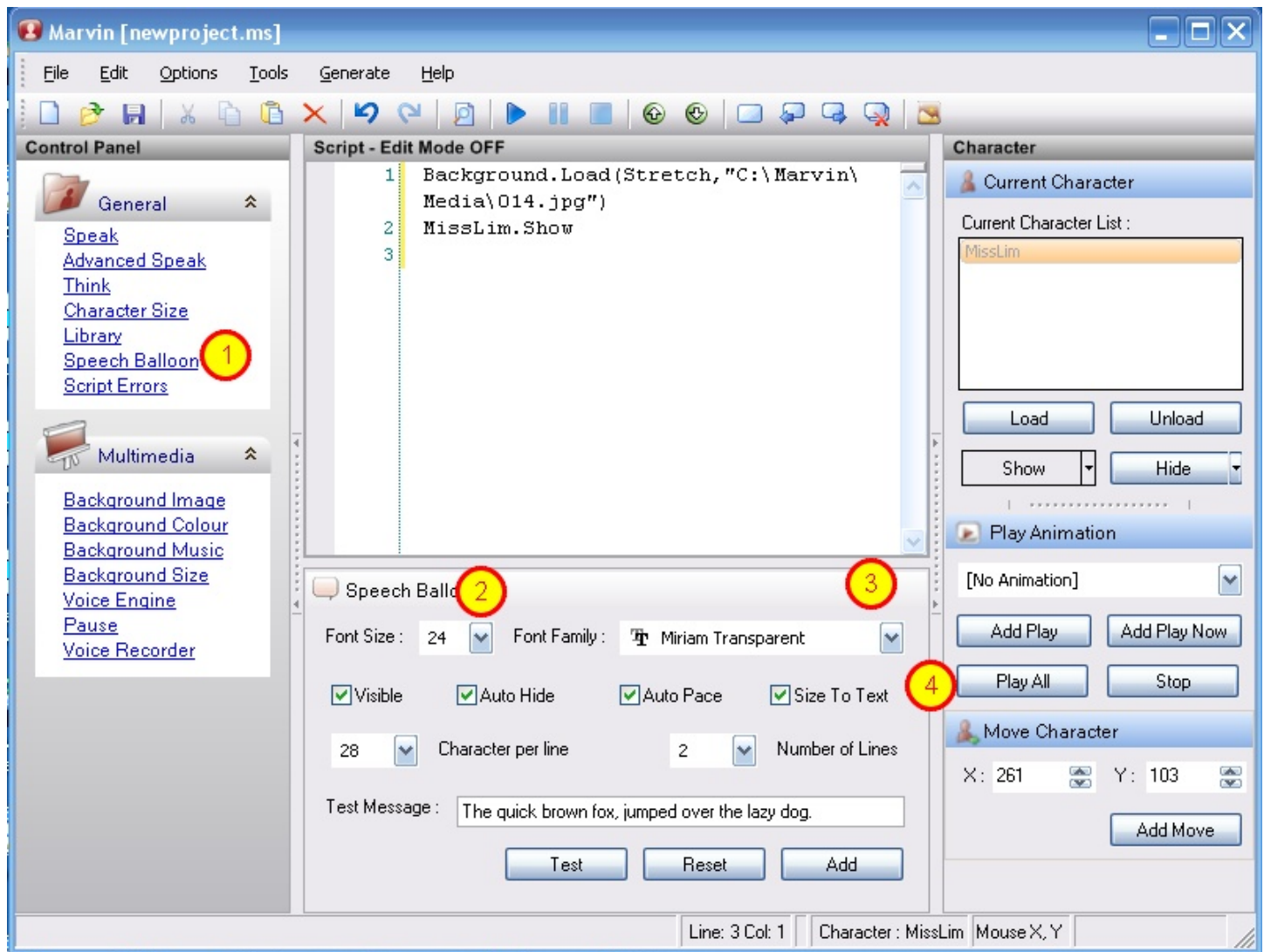
Obviously Miss Lim is rather dominant here - you have the ability to alter that

What to do with your character



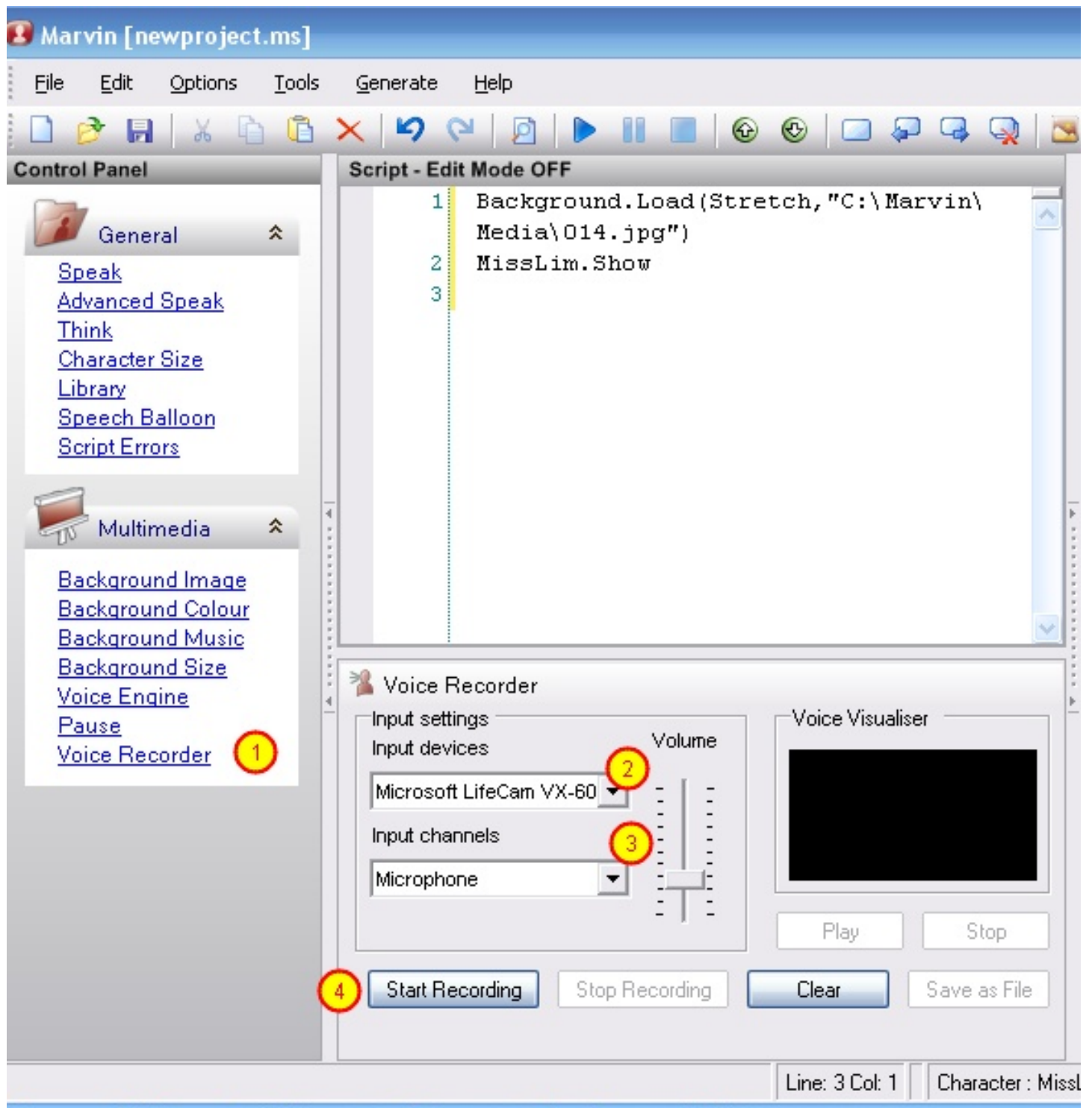
Remember to click 'add play' or 'add now' once you have selected an animation; click 'add move' if you want the character's movement to be included in the script

Create speech balloon options



The speech balloon can be modified according to size of text required for your presentation

Speaking



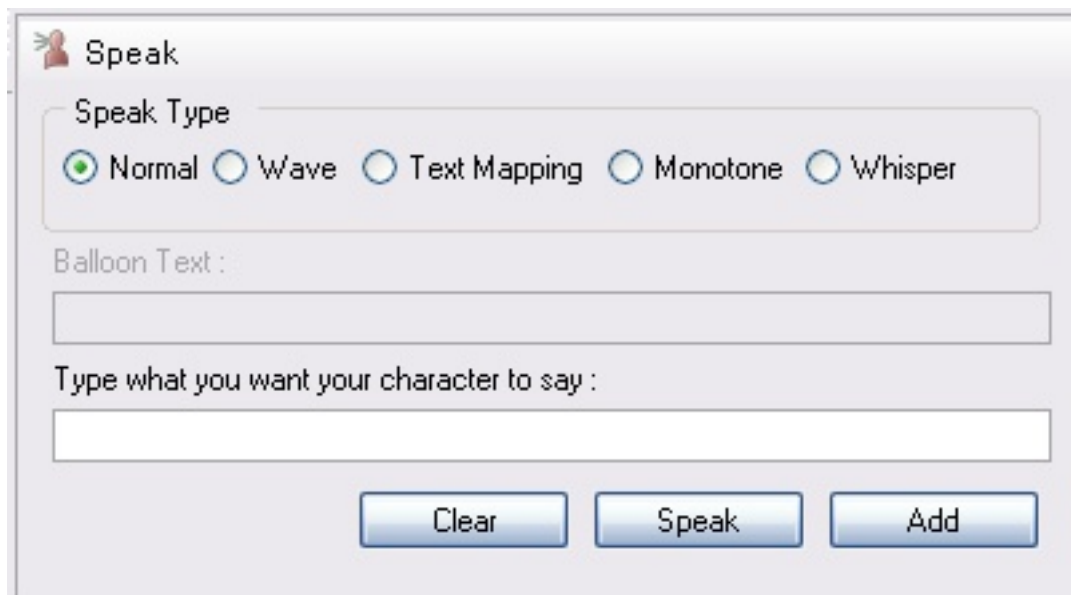
You need to select 'Voice recorder' in order to create a wav file for the character's audio - or you could use a programme like Audacity to record your audio files

Character voice



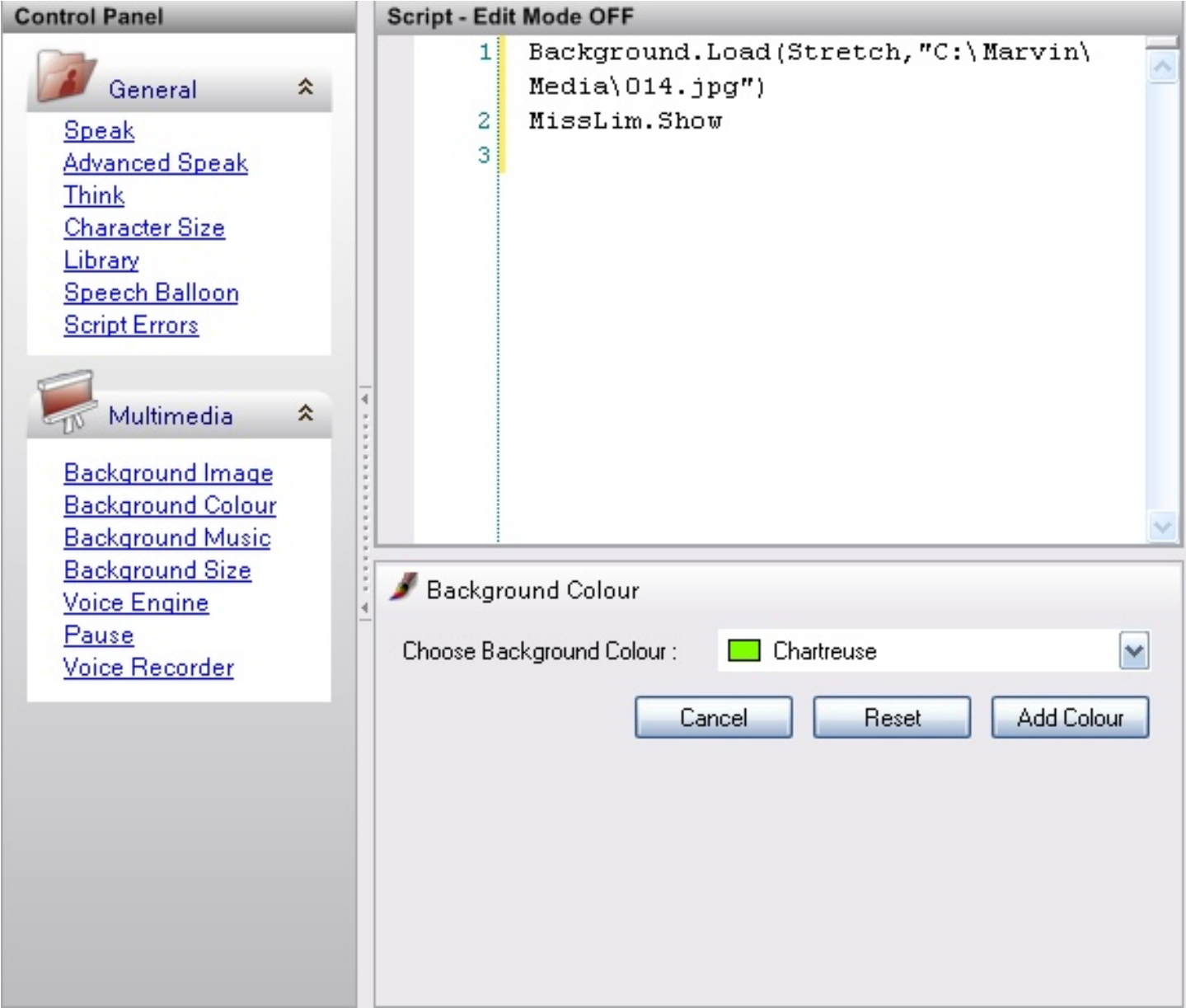
You might choose to use the voice provided with the character

Speech choices



For the character, you type the text in but it pretty much needs to be phonetic to ensure close pronunciation. To add your own wave file/s select the 'wave' button

For green screen use



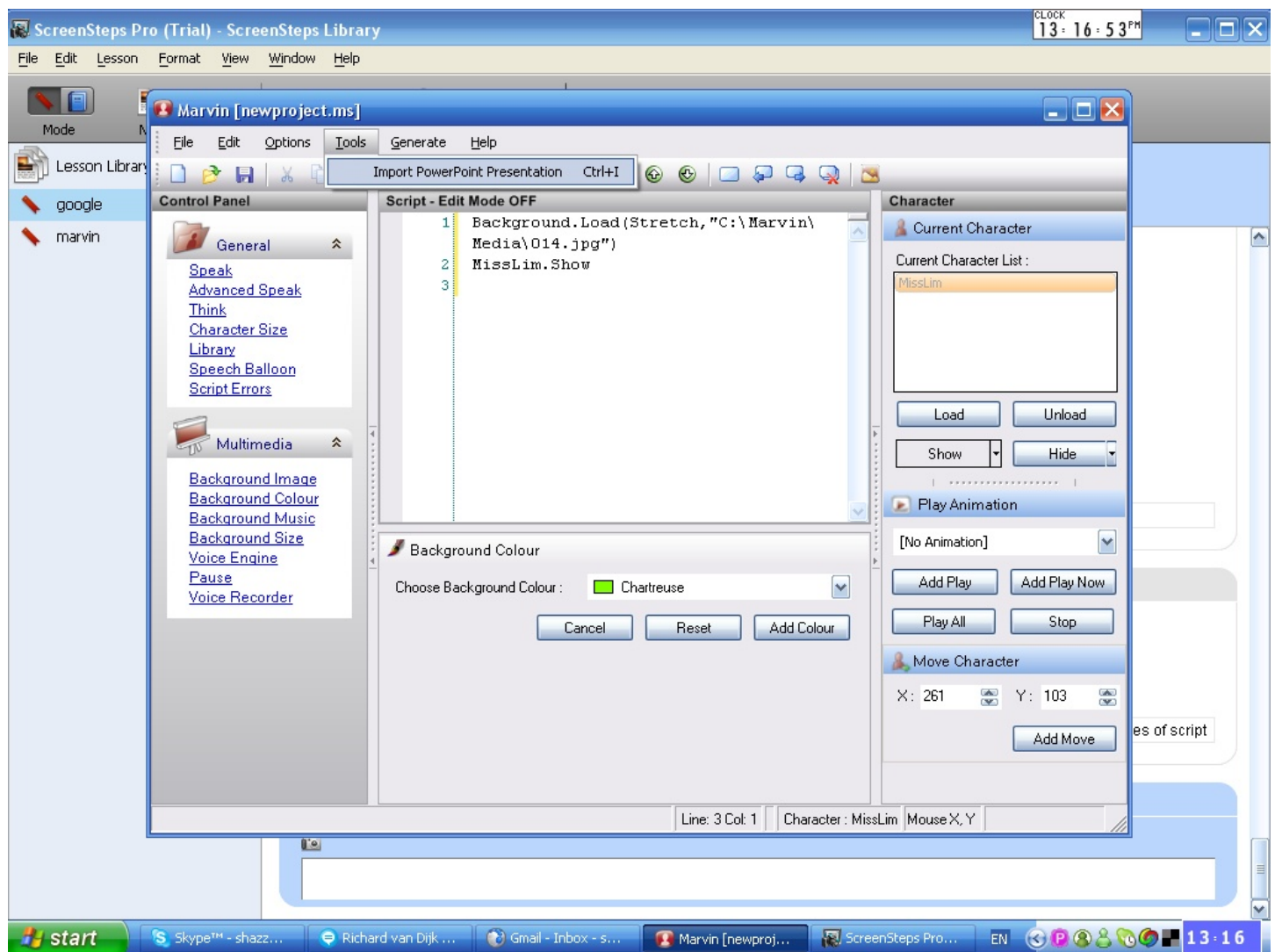
Select 'background colour' and Chartreuse

Top toolbar



Most of the buttons are self-explanatory, use the up and down arrows to move your lines of script, use the x tool to delete lines of script

To import a powerpoint for use in Marvin

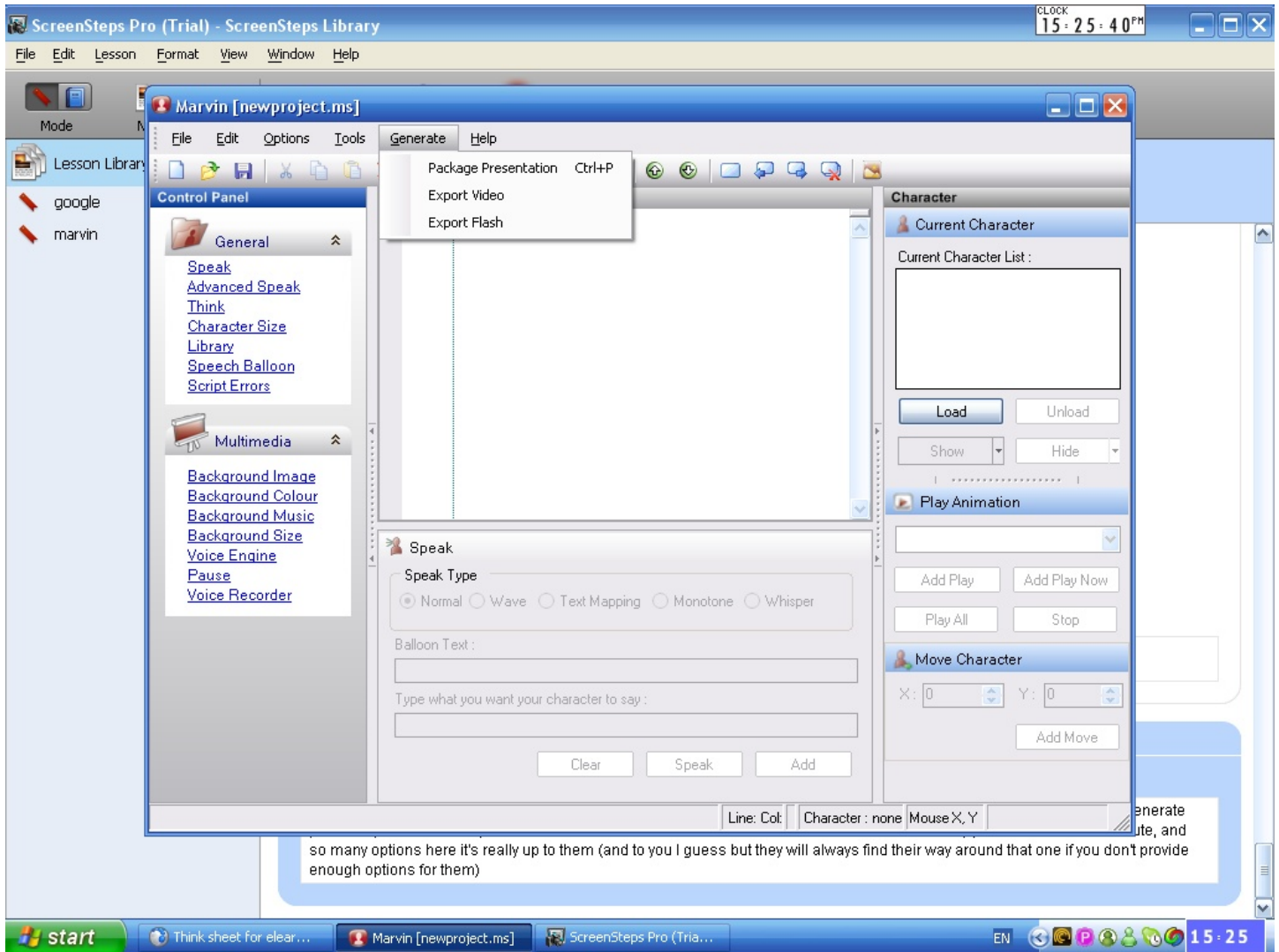


Click on 'tools' and import ppt presentation; your ppt will then be transmuted into a series of jpgs that can be uploaded as 'background images' into Marvin

Generate

Although there are several other fine points we could discuss here, probably the next and only remaining major step is to generate your final product. Your options are swf? or avi files. Kids can take these home on their little teeny phone data cards - so cute, and so many options here it's really up to them (and to you I guess but they will always find their way around that one if you don't provide enough options for them)

Generate your product (i.e. export your file 'as')



Options for export - and then take it from there really