

How to Create a Hand Drawn Animation on a Chromebook

This project uses **Google Slides** and **Google Canvas Chrome app**. It requires a **touch screen Chromebook so that students can draw with their finger**.

Basic Outline of the Steps:

1. Go to <https://canvas.apps.chrome/> and create the background scene for your animation.
2. Save it in a folder on Drive.
3. Go back to Canvas and create the character(s) that will move in your animation. (Fish swimming, ball bouncing, sun rising, bird flying, etc.)
4. Once the character is drawn, click on the layers button (the eyeball next to the paint bucket) to hide the background layer.
6. Click on the three dots and choose export the drawing (.png). Save it to Drive.
7. Create a new Slides presentation. Insert your background drawing as a Background. Every time you duplicate the slide, the background will remain the same.
8. In your Slides presentation, insert the “moving” image (ball, fish, etc.)
9. Crop the image close, so it is easier to move.
10. Using the CTRL +D keystroke you will duplicate the Slide, making small adjustments in the position of the character each time.
11. Publish to the web.
12. Choose loop, and automatically advance every second by checking the boxes.
13. Copy the link and paste it, but don't hit Enter, yet. First, edit the link. Reset the timing to =222 instead of =1000. (You can try other numbers to slow it down or speed it up.)
14. Now, hit Enter. Voila!
15. Students can “turn their project in” to the teacher via the link in Google Classroom.

[YouTube Tutorial Part 1 \(how to make the draw-ings\)](#)

[YouTube Tutorial Part 2 \(how to make the animation\)](#)

[Playlist with both videos](#)