

Introduction to Tupi 2D



BRIDGE COURSE

TOPICS COVERED

95%

- Features of Tupi 2D
- Starting Tupi 2D Software
- Creating a New Tupi 2D Project
- Opening an Existing Tupi 2D Project
- Installing TupiTube Desk
- Components of the Tupi 2D Window
- Saving a Project in Tupi 2D
- Exiting Tupi 2D

Animation is a way through which you can show characters and objects live. It is the process of creating the illusion of movement and motion in visual media by displaying a sequence of images in rapid succession. There are many software that helps us to create animation, games, movies and cartoon characters. TupiTube Desk is one of such software which is freely available and helpful for every person who wants to learn animation. TupiTube Desk is also known as Tupi 2D. It is a 2D animation software developed and maintained by the Colombian startup MaeFloresta.



FEATURES OF TUPI 2D

Some of the important features of Tupi 2D software are as follows:

- ★ It is an open source and free software.
- ★ It allows you to use vector graphics like ellipses, lines, rectangles and polygons.
- ★ It also allows us to draw paths with the help of pen or pencil tool.
- ★ Bitmap images can be imported on the workspace and used as either static backgrounds or animated objects.
- ★ The animations can be exported in different formats that like OggTheora, AVI, MPEG, SWF and images can be exported in PNG, JPEG, and SVG formats.



INSTALLING TUPITUBE DESK

Follow these steps to install the TupiTube Desk:

Step 1 Visit the https://www.Tupitube.com/index.php?r=custom_pages%2Fview& id=28 link.

- Step 2** Fill the details and click on the **DOWNLOAD TUPITUBE DESK** button. You will receive a download link on your the e-mail address that you have entered.
- Step 3** Open the received e-mail and click on the link. A new web page opens containing links to download Tupi 2D.
- Step 4** Click on the **TupiTube Desk Linux Installer** link.
- Step 5** Click on the **TupiTube Desk 0.2.22 (.sh installer)** link.
- Step 6** Open terminal and go to the directory where you have downloaded the Tupi 2D installer.
- Step 7** Type **chmod 755 tupitube_0.2.22_linux_x64.sh** command and press the Enter key.
- Step 8** Type **./tupitube_0.2.22_linux_x64.sh** command and press the Enter key.
- Step 9** Type password of your computer. Your installation will start.



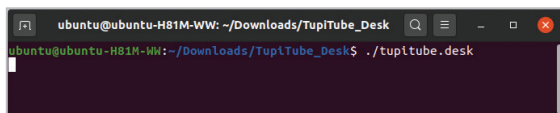
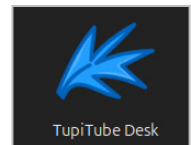
STARTING TUPI 2D SOFTWARE

To start Tupi 2D, follow these steps:

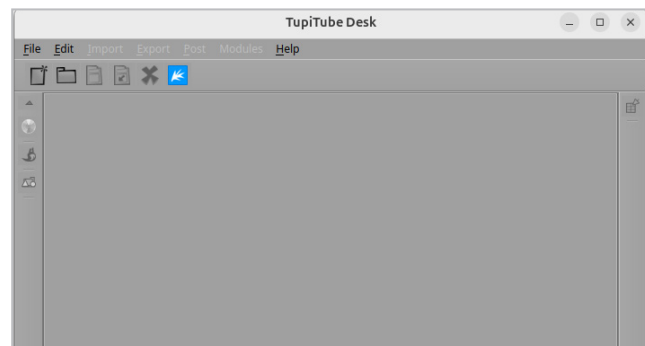
- Step 1** Click on **Show Apps** button.
- Step 2** Locate and click on TupiTube Desk icon. The TupiTube welcome Screen appears.

OR

- Step 1** Open the Terminal and go to the directory where the TupiTube Desk is installed.
- Step 2** Type **./tupitube.desk** and press the **Enter** key. The TupiTube Welcome screen appears.



Opening Tupi 2D



Tupi 2D Welcome Screen

Think Tank



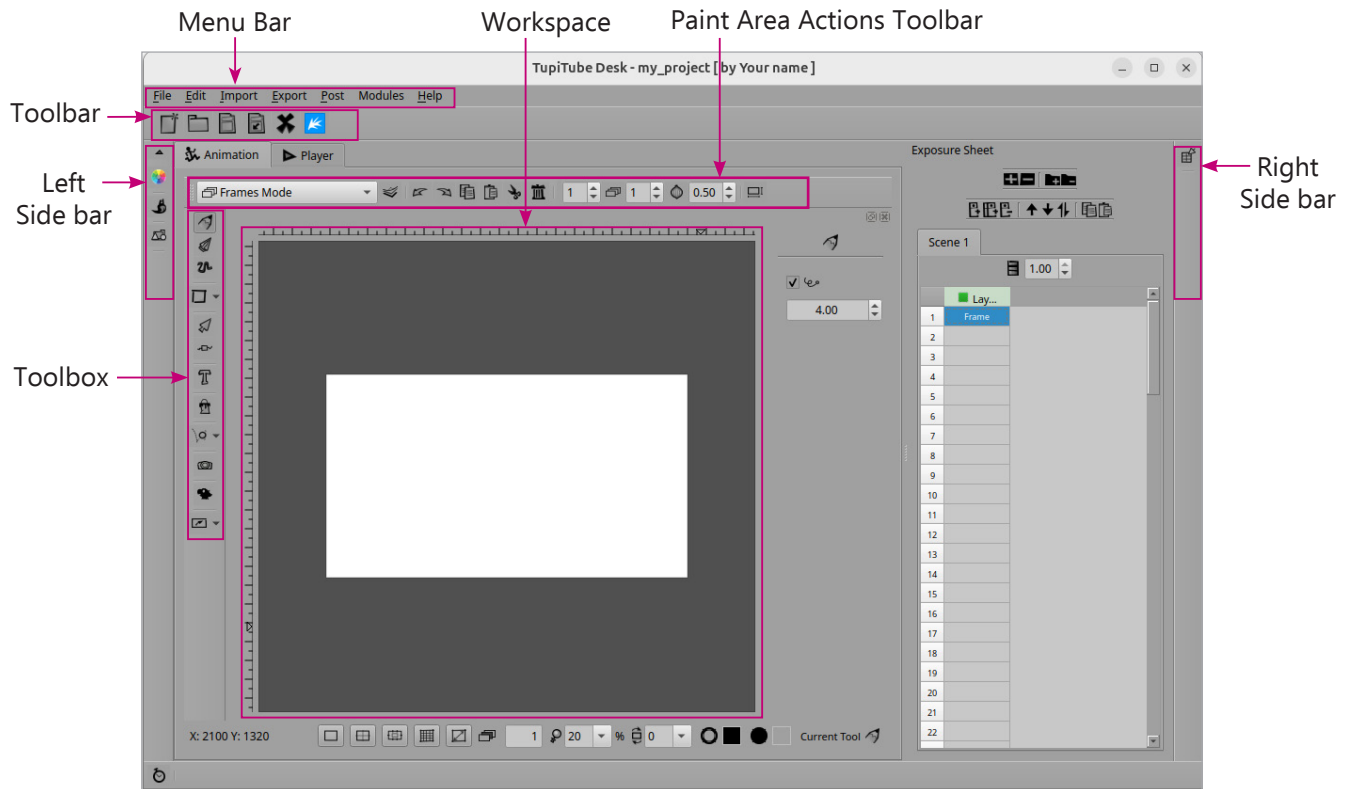
If in Tupi 2D we could paint with elements like fire, water and wind, what kind of scenes or characters would you create using these elemental brushes?



COMPONENTS OF THE TUPI 2D WINDOW

Tupi 2D software's user interface has different components and every component has a specific






purpose, own set of controls and tools that can be used for creating animation. Let us have a look at the components of the Tupi 2D user interface:



Tupi 2D Interface

The description of these components are as follows:

- ★ **Menu Bar:** It contains the various menus, such as File, Edit, Import, Window, Modules and Help.
- ★ **Toolbar:** The toolbar contains many shortcut buttons which help us perform the various tasks related to projects like New Project, Open Project, Save Project, Save Project As and closing the current project.
- ★ **Toolbox:** It contains various tools that help us draw, paint, fill, colour, and import and export images.
- ★ **Workspace:** It is the main working area where we create, design and create animations. It is also called Paint area.
- ★ **Paint Area Actions Toolbar:** This toolbar has commands perform various actions while drawing on the workspace such as, Undo, Redo, Copy, Paste, Delete, etc.
- ★ **Modules Tab:** The modules tab contains the tabs required to create animations, view the animation and get updates related to the software. The Modules tab contains the three tabs:
 - **Animation Module:** This module contains the area where you can draw each frame of your animation project. It contains various tools and onion skin support to embed in the project.
 - **Player Module:** This module helps us preview the animation that we have created while designing.

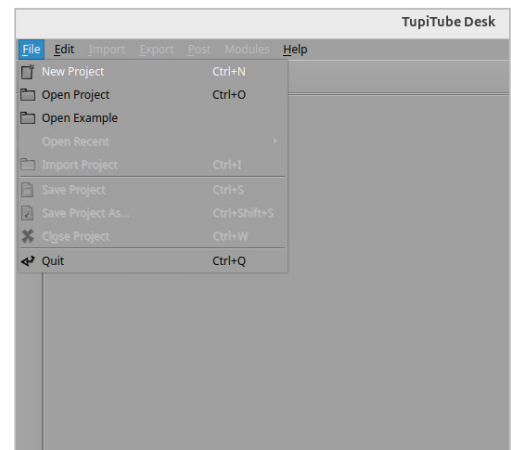
- **News Module:** This module displays all the latest news about the project. It also informs you when a new version of Tupi 2D has been released.
- ★ **Left Side Bar:** This component has three expandable panels that are related to Animation module.
 - **Color Palette**  : This panel contains the options to manage colours. Using this palette, you can set the colour of the brush, fill colour in the objects and set colours of the pen, pencil or for all the drawing tools including the background of the workspace.
 - **Pen Properties**  : This panel contains all the settings related to the pen tool. It helps change the size and texture of the stroke. You can also define the path of the pen.
 - **Library**  : This panel contains the library of all the visual/audio objects of your animation projects. It also helps us import external items like images (JPG, PNG, GIF and SVG files) directly to the workspace.
- ★ **Right Side Bar:** This component contains two expandable panels related to the animation process which focusses on frames and scenes.
 - **Scenes Manager**  : This panel allows you to handle various scenes of your project. We can perform the operations like create, remove and rename scenes under this option.
 - **Exposure Sheet**  : This panel contains the set of frames for each scene of your project. From this panel you can handle the frames and layers that compose your scenes.
- ★ **Exposure Sheet:** This component contains the Timeline panel. It is a standard tool to manage layers and frames. It helps in adding, editing and removing the frames and layers from all your scenes in the animation project.
- ★ **Expanded Panel:** Whenever we create a new project, then by default exposure sheet panel is expanded. This option contains buttons to add, remove layers, frames, and scenes in the project.



CREATING A NEW TUPI 2D PROJECT

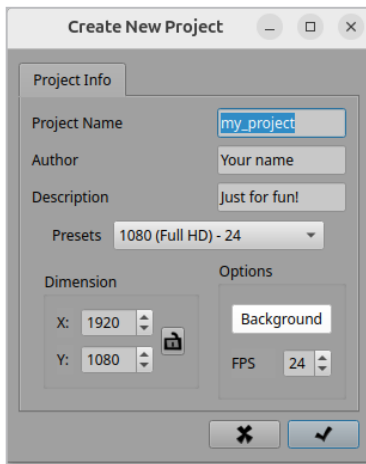
To open a new Tupi 2D project, follow these steps:

- Step 1** Click on the **File** menu.
- Step 2** Click on the **New Project** option.
- Step 3** The **Create New Project** dialog box opens in which you need to fill the required information like project name, size, author, background colours, etc.
- Step 4** Click on the **OK** button. A new project opens.
- Step 5** Click on **Pencil** Tool from the Toolbox.

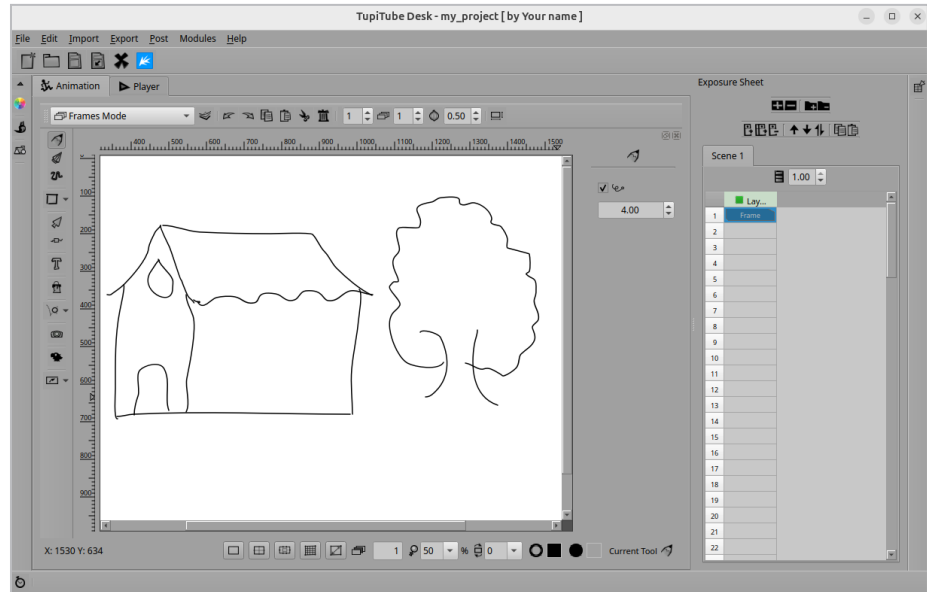


Creating a New Project

Step 6 Go to the workspace area and draw the object that you want to draw by dragging the mouse.



Create New Project dialog box



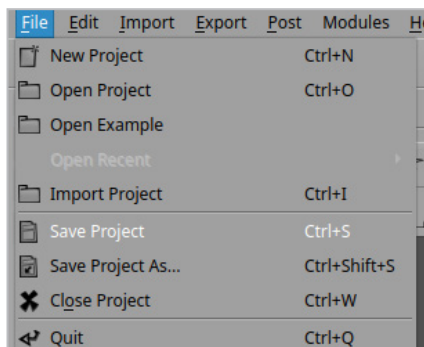
New project



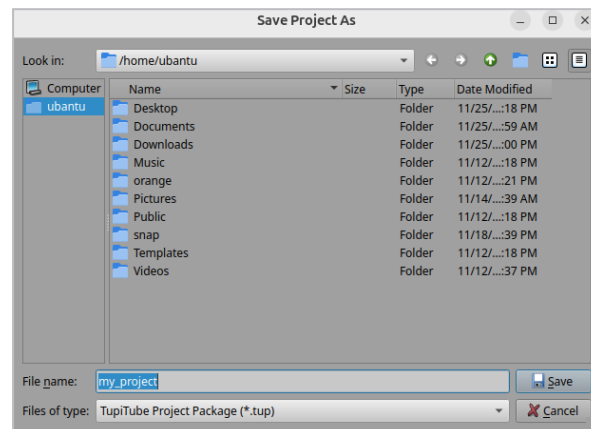
SAVING A PROJECT IN TUPI 2D

Once you finish your drawing or animation, you need to save the Tupi 2D project so that you can use it later. To save a Tupi 2D file, follow these steps:

- Step 1** Click on the **File** menu.
- Step 2** Click on **Save Project** option. The **Save Project As** dialog box appears.
- Step 3** Enter a name for the project in the **File** name text box.
- Step 4** Click on the **Save** button.



Saving a project



Save Project As dialog box

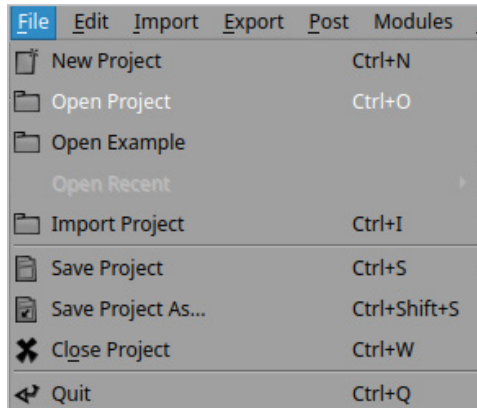


OPENING AN EXISTING TUPI 2D PROJECT

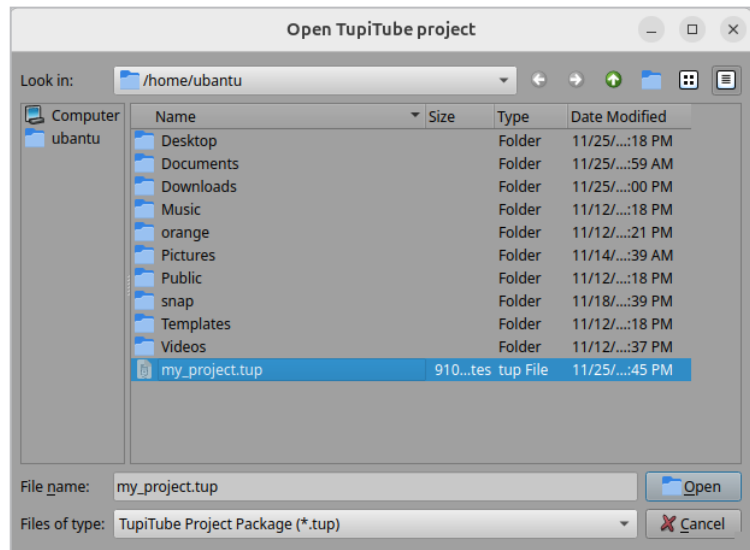
Once you have saved a project in Tupi 2D, you can open it later by following these steps:

- Step 1** Click on the **File** menu.

- Step 2** Click on **Open Project** option. The **Open** dialog box appears.
- Step 3** Select the project from the desired location that you want to open.
- Step 4** Click on the **Open** button.



Opening a Project



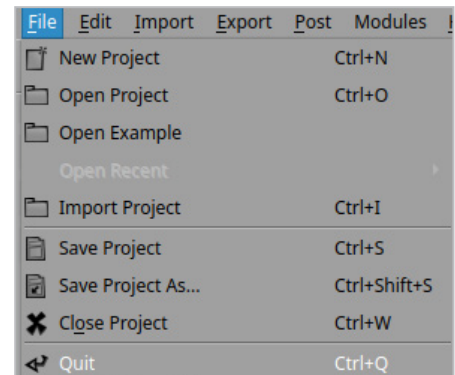
Open TupiTube Project dialog box



EXITING TUPI 2D

After finishing your work in Tupi 2D, you can close it by following these steps:

- Step 1** Click on the **File** menu.
- Step 2** Click on the **Close Project** to close the opened project.
- Step 3** Click on the **File** → **Quit** option to close Tupi 2D window.



Exiting Tupi 2D

TECH FUNDA

- ★ To close a project: Alt + F4
- ★ To exit the Tupi 2D window: Ctrl + Q



Restart



- ★ Tupi 2D is a very useful free and open source 2D animation software which is used to create animations, graphics and multimedia programs.
- ★ Tupi 2D has many components like Workspace, Toolbox, Toolbars, Menu bar, Exposure sheets, bottom sidebar, left sidebar, right sidebar, etc.
- ★ The projects of Tupi 2D are saved with the extension .tup.