

## Using Drawing Tools

KidPix has four drawing tools: Pencil, Chalk, Crayon, and Marker. With these tools you can draw freehand, straight or curved lines, rectangles, ovals or polygons. First, select a tool from the left side of the tray, choose a size for your line, and choose a shape. Click in the drawing area, hold down the mouse button and move the mouse where you want it to draw.

For rectangles, ovals and polygons, you can draw either a filled or empty shape. To draw a curve, click the Curve shape and hold down the mouse button while you draw a line. Next, release the mouse button and bend the line to the curve you want. To draw a polygon, select the polygon shape and draw the sides, clicking after each one. Finish by clicking back at the starting point.

## Painting Tools

To paint, select the Painting Tools button. You then have the choice of the Paintbrush, Sound Art or Spray Can Tool. You can then experiment with options in sizes for some tools and the painting options of Realistic or Wacky Mode, depending on your objective.

## Fill Buckets

Fill Buckets fill up an enclosed area of a picture. The Solid Bucket fills an area with one color or a single-color pattern. The Blend Bucket fills an area with a blend of colors, and the Pattern Bucket fills an area with a multi-colored pattern. To fill an area, first make sure that the area is totally enclosed or paint will spill out onto the whole page. Select the Fill Bucket button to see the tray and select Solid, Blend or Pattern fills from the tool choices. Click on the library choices to see the various effects. The Solid Bucket uses the currently selected color in the Color Picker. The Blend and Pattern Buckets do not use the current color. Once you have chosen a fill, click inside the area on your picture to “pour” in the paint.

## Using the Undo Guy

Click the Undo Guy to reverse the very last action taken. This is useful to quickly correct an error. Click again to redo what was just “undone.” The Undo Guy only allows users to revert **ONE STEP** back when they Undo.

## Adding Text

Drawing **text boxes** and **stamping letters** in Small Kids Mode are the two main ways to add text on a page in KidPix.

To add text using a text box, click the **Text tool**. When the Text tray appears, select the font, size and other desired formatting options. Then, click on the screen where the text should appear. Start typing. The text box grows as text is added. If the text box is too small to accommodate all of the text, KidPix, makes a sound. To resize a text box, place the mouse on a pink corner of the text box, hold the left mouse button down, and drag to change the size of the box. Text boxes can be reselected and text or formatting can be changed at any time.

In Small Kids Mode (accessed via the drop-down menu at the top of the KidPix screen), text is added by stamping letters onto the page. The letters become part of the background and can only be changed using an eraser. Stamping letters works well when creating a template for students to use, such as when writing an Acrostic poem, as well as for young students who have not yet developed keyboarding skills.

## Color Picker and Eye Dropper

Most KidPix art tools default to the currently selected color in the Color Picker. The Color Splotch (lower left corner) displays the active color. The Color Picker also includes an Eye Dropper which helps select a specific color from your picture rather than choosing one from the Color Picker. This is useful for repairing a spot in a picture where you may have erased one section. To select a color, move the mouse toward the Color Splotch. When the Color Picker pops up, choose a color. The Eye Dropper appears below the Color Picker. To use the Eye Dropper, click to select it, then click on the desired color in your picture. Notice the Color Splotch changes to reflect the selected color. Choose a tool (i.e. paint bucket) and proceed with your picture.



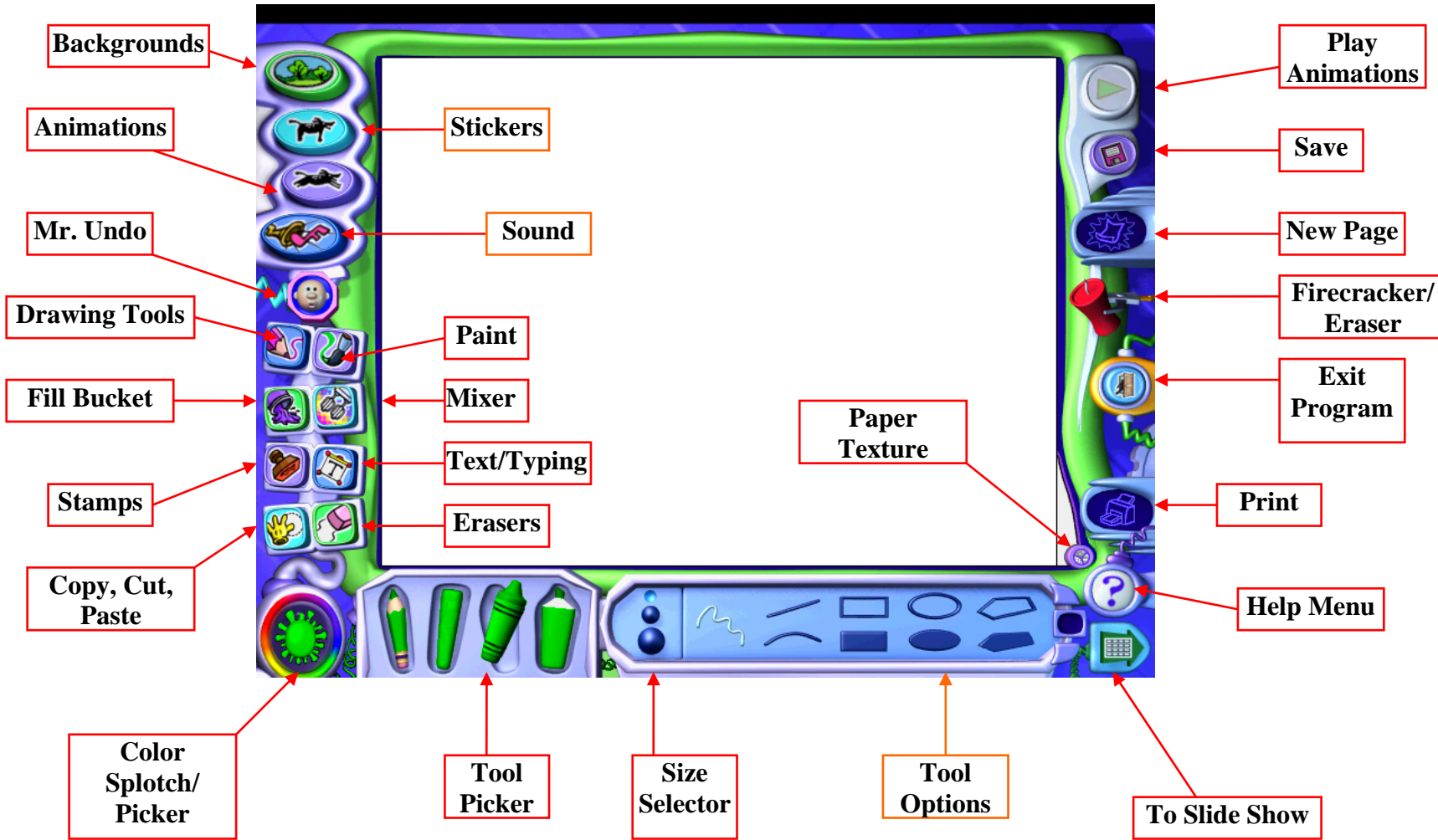
## Using Rubber Stamps

The Rubber Stamp tool is very versatile for both teacher and student use. This tool contains many trays within a variety of categories. First, click the Rubber Stamps button to see the Rubber Stamps tray. Select a stamp library from the menu in the lower left of the screen. You can click through the libraries one at a time, or hold the left mouse button down on the list of libraries and they will all appear at once as a drop-down menu. Select a folder and then scroll through the trays to find appropriate stamps.

## Using Erasers

To erase part of your picture, click the Eraser button. The Erasers tray appears. Click the Little Eraser, select a size, square or round and drag it where you want to erase. If you lose sight of the eraser, release the mouse button and it will appear. To erase your entire picture, choose the Big Eraser or the Firecracker.

### KidPix Deluxe 3 Opening Screen



To get started, students should select KidPix from the program options on their start-up screen. Unless a teacher has created a template for students to use, they will have a blank “sheet” of paper on which to create a picture, with or without accompanying text, utilize the Backgrounds available, or import a picture and use it to start a project. If templates are used, they should be saved in the teacher’s folder on the Student G Drive, so a class can easily access them.

Most of the tools on the KidPix opening screen are very useful in an educational setting. A few, such as the Mixer tool, may not be applicable for classroom use. Some users feel that the Copy, Cut, Paste Tools in KidPix are very awkward to use.

Kid Pix does not display a normal menu bar across the top of the screen, as seen in most other programs. To display the menu bar, move the cursor to the top of the KidPix opening screen. When the cursor changes shape to an inverted, black triangle, click to view a menu which contains many of the commands available as icons on the right side of the screen plus others including Small Kids Mode, Idea Machine, Add Graphic, and Import Backgrounds.