



Hello and thanks for downloading the Sportplan Animator.

In this document we aim to help get you started and answer some of the most common questions to help you to get the most out of your animated plays and drills.

To illustrate some of the answers we have taken screenshots from different animators. All the animators have the same basic operation, so even if the image isn't specifically taken from your sport the information will still apply to your version.

If you think that there's an answer missing from this document please email us at info@Sportplan.net and we will endeavour to answer your query as soon as possible.

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1. Getting started – The basics:

1.1 How do I start?

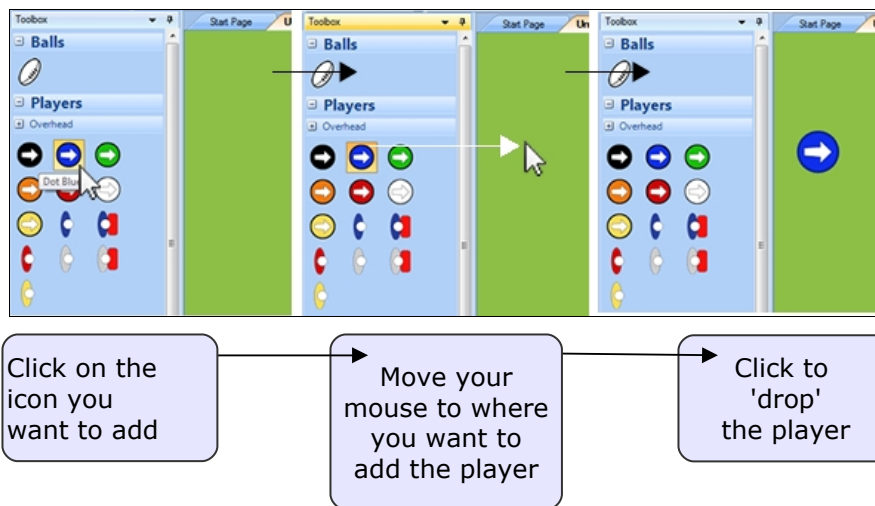
Open the animator and double click to select the the playing area for your drill.



Once you've selected your area you can choose whether to create your animation horizontally  or vertically  by going to 'view' at the top of the page and clicking on the orientation that best suits your drill.

1.2 How do I add players to the field?

Once you've selected the playing area for your drill you're going to need to add some players!



You can repeat this process to add other players, cones and balls to your playing area.

1.2 How do I give players a ball?



To give a player a ball (giving them possession) click on the ball and 'drop' the ball on to a player who is already in the playing area.

This player will now have the ball at their feet / in their hands.

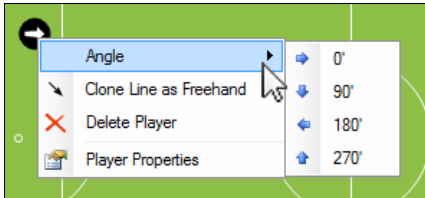
There is no limit to how many balls can be in play.



2. Creating your first drill:

2.2 How do I get my player to face the right direction?

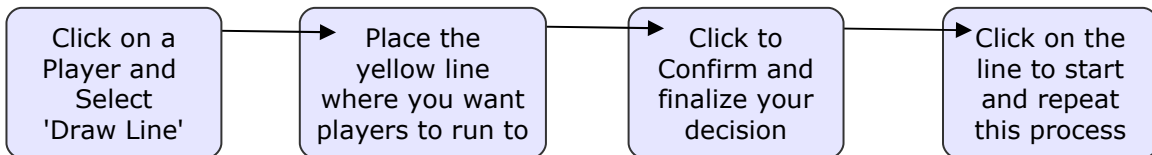
Right click on the player and hover over the 'angle' option, here you will be able to rotate your player by 90', 180' or 270'.



Otherwise once you give your player an action (i.e. run with or pass the ball) they will automatically face that direction.

2.3 How do I make a player run?

Click on the player you would like to make a run and click on the 'Draw line' option

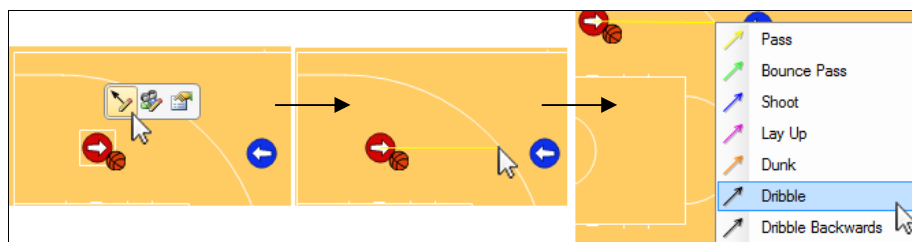


If you would like your player to continue running, but in a different direction you can click on the arrow and repeat this process again.

2.4 How do I get my players Pass, Shoot, Run etc.?

First and foremost your player will need to have a ball before they can be given an action. Once they've got a ball click on the player you would like to perform an action.

You will now be presented with a small toolbar. Select the 'Draw Line' option and click where you would like your action to finish. After doing this you will be presented with a drop down list of options for the player carrying the ball to complete

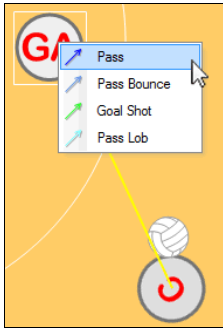




Depending on which option you select the player will perform the selected action and the player will move with the ball (dribbling) or the ball will travel to the end of the line you have just drawn.

So for instance, if you have drawn an arrow which ends in the goal and have told your selected player to shoot they will kick / throw the ball into the goal.

2.4.1 How to pass the ball?



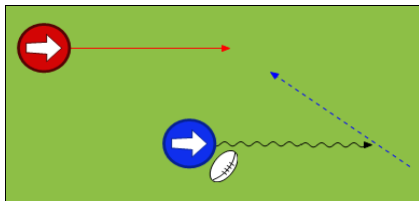
To pass the ball from one player to another repeat the same process as in section 2.4


The only difference this time is that the line you draw must be clicked onto the intended recipient of the pass. After clicking your line onto the receiving player you will be presented with a variety of different types of pass (lob, bounce, normal etc.).

Click to select the type of pass which you would like your player to make.

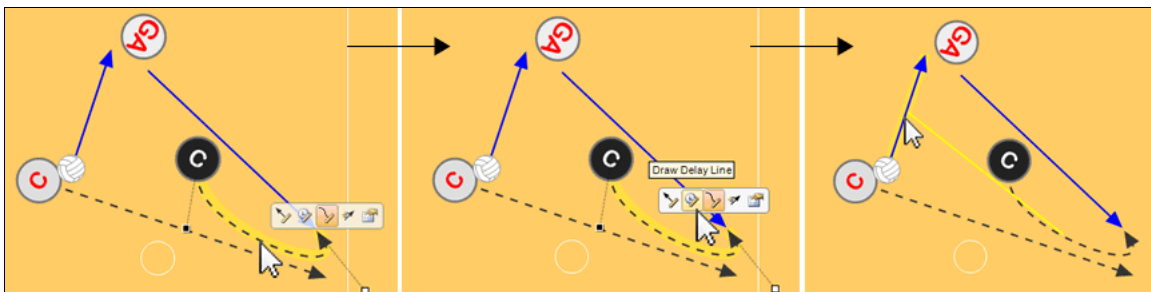
2.5 How to make players time their runs?

Players automatically meet the ball. So if the blue player passes the ball to the red player they will always pass the ball as the other player reaches the end of their run.



However, if you would like a specific player to only start moving after another player's action, for instance only after they crossed a specific line, you should use the  Delay Line option

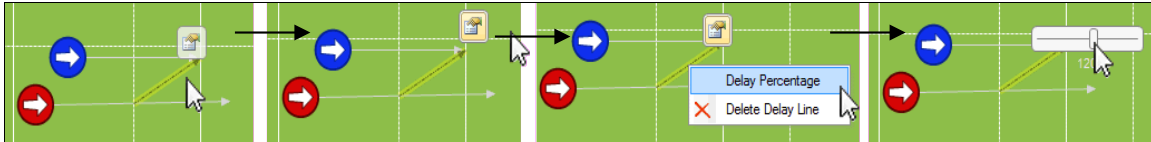
To use the delay line click on the player's movement line that you would like to delay. When you do this the line will turn yellow and a toolbox will appear, including a 'delay line' option, with a clock and a pencil icon. Select the delay line option and drag the resulting yellow line to the movement line which you would like to be completed before your selected player performs their action.



In the above example the black defending player's run has been delayed. They hold their position until after the first player makes the pass. This means that the black player will only run after the first pass has reached the Goal Attack player.



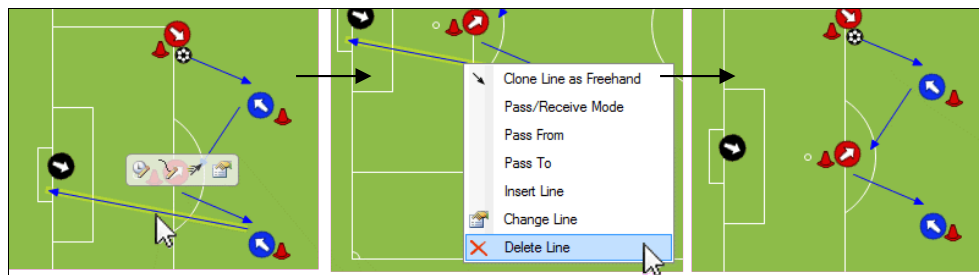
If the run is slightly too fast or too slow you can right click on the delay line and select Delay Percentage. Decrease the percentage to start that player's run earlier and increase the percentage to delay the run.



2.6 How do I delete a line?

When deleting a line you must do so in reverse chronological order, starting with the last line you drew and working backwards. You cannot delete a line in the middle of a movement.

There are two ways to delete a line. You can either click on the line that you want to delete, so that it is highlighted in yellow, and then press the 'delete' key on your keyboard or alternatively you can select the line, so that it goes yellow, and right click on it and select 'Delete line'.

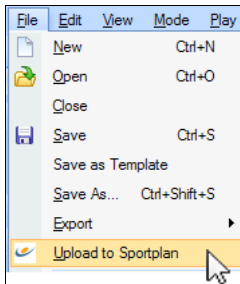




3. Uploading your drills onto Sportplan:


3.1 How do I upload my drill to Sportplan?

Before uploading you will be required to save your drill to your computer. After doing this you will be asked if you would like to upload your drill to Sportplan.



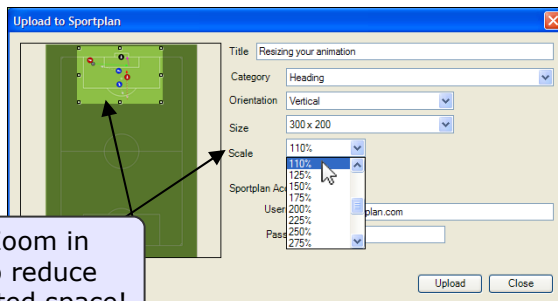
Alternatively, you can upload your drill by selecting 'file' at the top of the animator and from the resulting drop down menu click 'Upload to Sportplan'.

After this you will then be asked to fill out some basic information about your drill as well as framing your session so that you reduce wasted space and focus on the action occurring in your drill (see question 3.2).

Once you have done this now click 

3.2 Framing my drill and reducing blank space?

When you Upload to Sportplan you can select either 'horizontal' or 'vertical' from the drop down menu and decide which rotation best suits your drill.



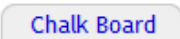
Zoom in to reduce wasted space!

Depending on how you have designed your drill it may be best to display it horizontally rather than vertically, to reduce blank space.

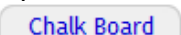
Next drag the highlighted area so that it is placed centrally over your drill and then go through the 'size' options, selecting the size which is best suited for the shape of your drill (300x200, 300x300, 300x500...).


Lastly, using 'scale' zoom in or out to make sure that your drill is as well framed as possible.

3.3 Where are my drills uploaded to on Sportplan?

On the  page.


3.4 How do I add my drill to a session?

Once your drill has been uploaded to Sportplan you will be able to view and edit it on the 

After adding notes you will then be able to click on the thumbnail and click on the  icon.




Your drills will be stored on the Clipboard, on the right-hand side of the screen, until you're ready to finalise your session (don't forget, you can also add drills from the Sportplan library of drills too).


Once you've collected all the drills you need for your session click on the  **Next** button on the right-hand side of the screen, just below your clipboard. After clicking this button you will be presented with four options.

Click here to save all the drills on your Clipboard as a session and give them a title.


What do you want to do now?




Simple
Session Planner
Simple Edit/Save



Quick Print



Slideshow



Advanced
Session Planner
Advanced Edit/Save

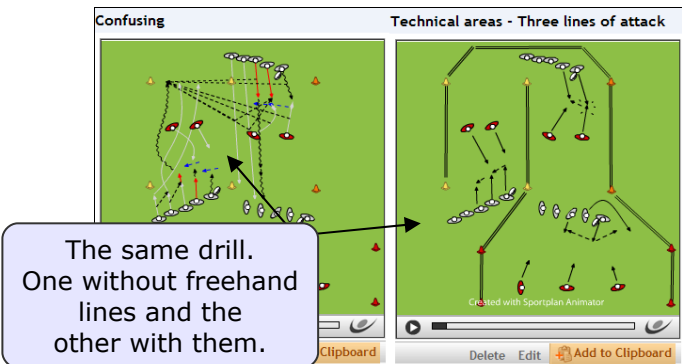
To add your own notes and save all the drills on your Clipboard for future reference click here!

No time to waste? Click here to print a copy of the drills on your Clipboard.

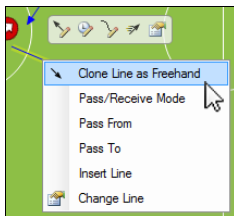
To view the drills on your Clipboard in full screen mode click here!

3.5 Getting movement arrows to appear in my drill?

When designing a drill all your arrows will be visible so that you can easily edit your training drill. However when you upload to Sportplan all these arrows might look confusing in the thumbnail image that appears when you insert your drill into a session.

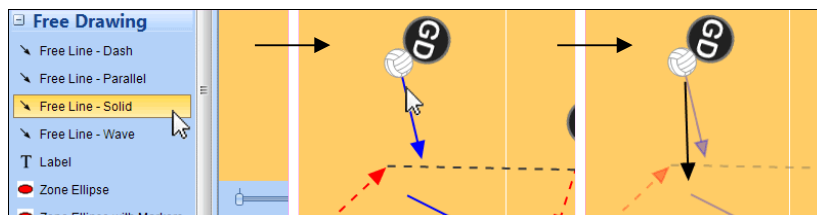


If you would only like specific arrows to appear in the thumbnail image, so that you highlight the main movement in your animation and the printed version of your drill can be easily understood from the image alone, you have two options:



1. You can right click on an existing line and select 'clone line as freehand'. The line you have selected and clicked on will now appear in the thumbnail for your drill.

2. You can insert a new 'freehand line'. To do so go to the toolbox on the left bar of the animator, select the line type that you wish to appear (choosing from dashed lines, solid, wave and parallel lines) and draw in the new line. When you save and upload your drill only the arrows you've drawn as freehand will be visible in the thumbnail image.



Something missing? Email us at Info@Sportplan.net



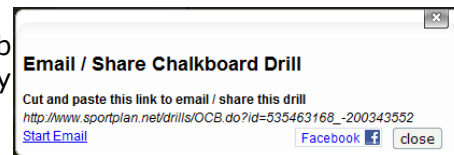
3.6 Can I share my Animator drills?

Any drill you create using the Animator can be shared with other people, even if they're not on Sportplan!



To share your drill go to the **Chalkboard** and click on the drill you would like to share. Once you have done this scroll to the bottom of the drill and click [Share Email or facebook](#)

You will now be presented with a unique web address for your drill. This link can be viewed by anyone you send it to.



There are three ways you can share your link:

- **Cut and Paste** the link to share it manually via email.
- Click on **Start Email** to automatically copy the link into the body of your email.
- Click on **Facebook** to post your drill to Facebook and share it with you friends.

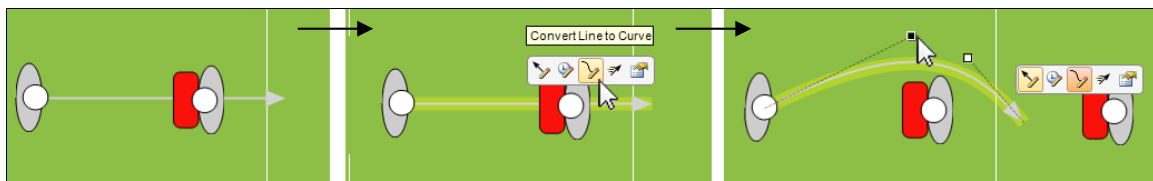


4. Simple tricks to improve your drills:

4.1 How do I curve a players' line?

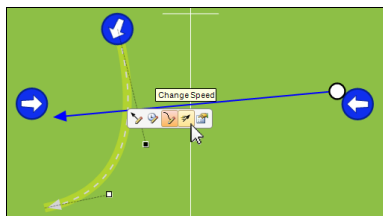
Sometimes you will want your animations to make curved runs - to do this draw a line from your player and place the arrow head at where you would like your player to finish. Having done this now select the line by right-clicking on it and then choose the Convert line to curve option

Once you have clicked this icon your movement line will now have two extra lines emerging from it, one with a white box and the other with a black one. By moving these two extra lines you can increase or decrease the curvature of your player's run - the black box affects the front of the run and the white box curves the later stage of the line.



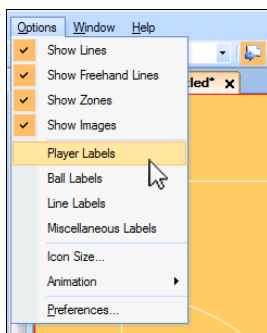
4.2 How do I change a players' running speed?

Click on the line which you would like to change the speed of, after doing this you will be presented with the line options toolbar. Click on the Change Speed icon (the arrow icon) and drag the slide bar to increase or decrease speed of your players' run. All players' runs start at 100% pace and can be increased to 200% or reduced to 50% (the lower the percentage the slower the players' movement).



4.3 Can I label my players?

Yes, and this is a great way for you to engage your players or recreate plays and moves from the weekend's games.

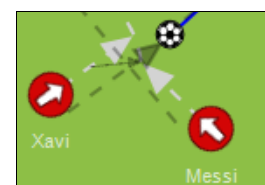


First things first, go to options and check the player labels option.

After clicking this all your player labels will be viewable.

To edit a player's label simply right click on the player, select Player Properties, change the player's name and click OK.

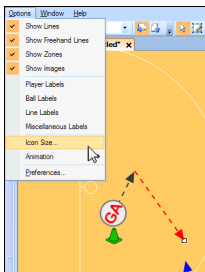
Players' names can be changed to anything you want, from a specific number, position or even to player's names from your team!





4.4 How do I change the icon size?

To increase or decrease icon size (this includes everything from players to cones and balls) go to options at the top of the page and scroll down until you reach Icon Size.

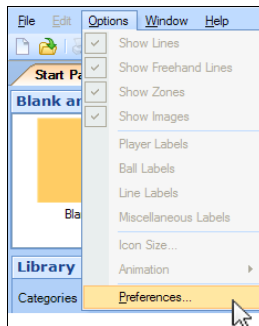


After doing this you will be presented with a drag bar – drag the bar towards the left to reduce icon size and to the right to increase the size.

Note: Your changes will only be visible after clicking OK.

4.5 Changing the background colour?

At the top of the animator select 'Options' and from the drop down menu and select 'Preferences'.



Once you have done this a pop up window will appear and you will be able to select the colour of your field and how it will appear on screen and when printed.

If you would like the colour to match that of Sportplan's drills then select 'Sportplan' from the 'Default style' list.

Repeat this process for 'Print default style' to change the colour when printing.