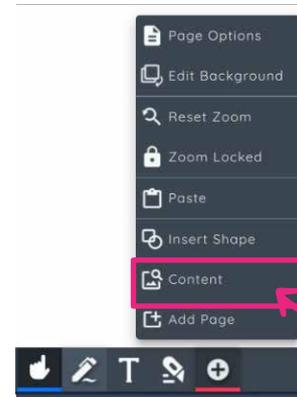


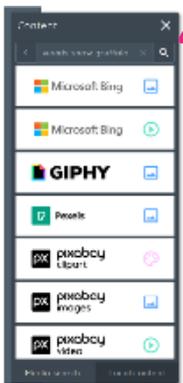
Making an interactive scene



1 From the Lynx Whiteboard dashboard. Select **Create** and then select your canvas size. (I usually use **Default**)

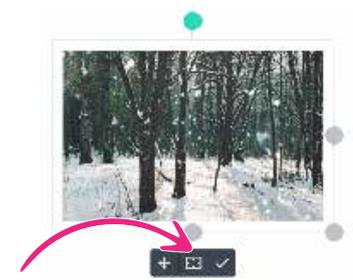
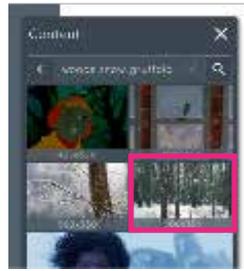


2 From the bottom toolbar click on the **+** symbol. This will open a pop up menu. Then select **Content**.

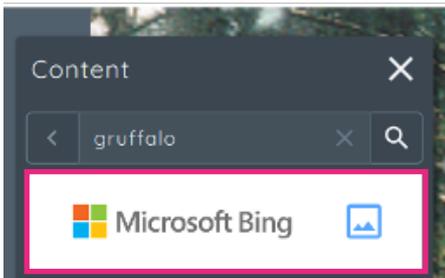


3 A content menu will then appear to the side of your screen.

Use the Media Search to select a background image. For this one I have used a GIPHY.



4 Once you have found a background click and drag it onto the page. If you are happy with it you can press the **Fill Page** which will set it to the background layer.



5 Return to the **Content Search**. This time I am looking for images. Type what you want to search for in the search box – this time I will search images.



6 Just like before, click and drag the image you want onto the page. This time click the **Tick** symbol from the floating toolbar to accept the image.



7 You will notice the image has a white background. To remove this click on the **Raindrop** with a line through it to remove the white background.



8 By removing the background it has removed most of the white but not all of it. To remove this, click on the **Crop** tool from the toolbar at the bottom. This will give you another set of options.

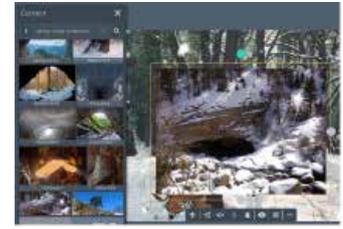
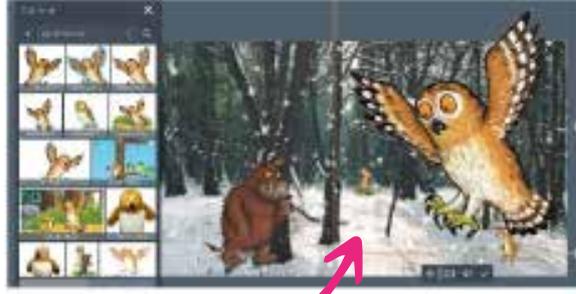


9 Click on the **Paint Pot**, then select transparent and click on the area to remove.

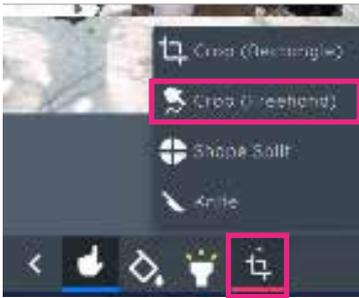
Making an interactive scene



10 Repeat steps above to add additional characters and remove their backgrounds



11 I want to create a den to link to the next slide. Following the same instructions as above, click and drag the image onto the page and use the nodes to resize it.



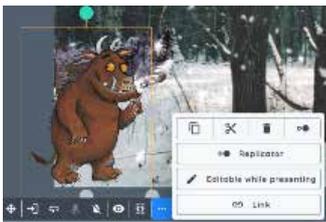
12 Now select the **Crop** tool and then **crop freehand**.



13 Once you have drawn around the section of the image you want, it will create a duplicate of this area. You can then select the original image and delete it.

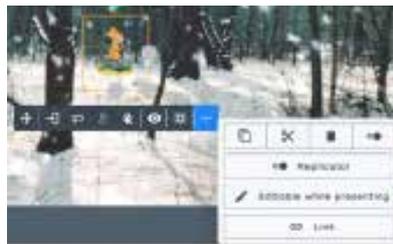


14 Once you are happy with your scene, it is now time to animate it.

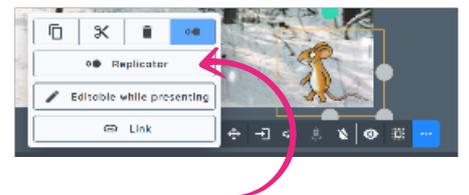


15 Click on the character/item you want to animate. From the floating toolbar click on the **three dots** which will reveal another pop out menu.

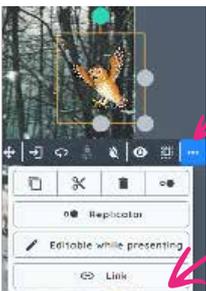
I am going to set the Gruffalo to be **editable while presenting**.



16 I am not going to set an action for the mouse with the nut. When in present mode it will just zoom in on the image.



17 Clicking the **Three Dots** for the other mouse I am going to set it to **Replicator**. This means that you will be able to create multiple mice when in presentation mode.



18 For the owl I will create a sound button. To do this click on the **Three Dots** on the floating toolbar again and then click on **Link**.



19 Another pop up will appear. Click on **Select File**.

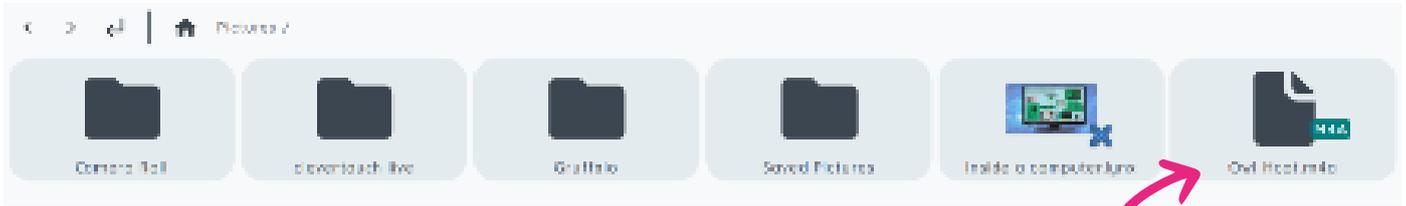


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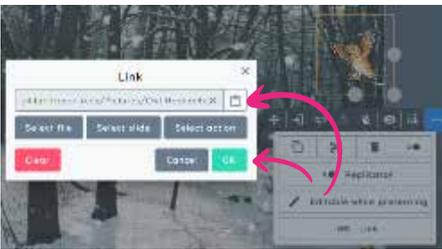
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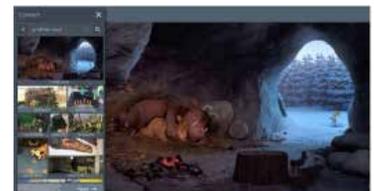
20 Select the file you want to use – for this instance I am going to use an MP4 owl hoot.



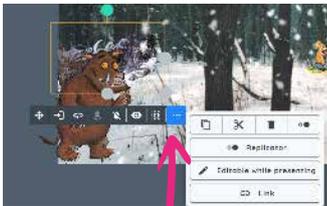
21 Once you have chosen your file it will appear in the link menu. Then click **OK**.



22 We have currently been working on one page. To add another page, click the + symbol for the bottom toolbar. You will notice that the navigational arrows change from 1 / 1 to 2 / 2.

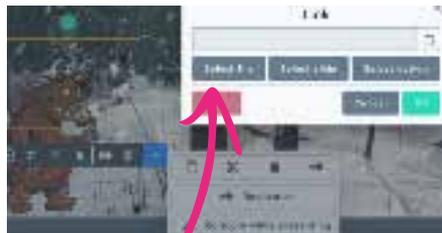


23 On page 2 / 2 select an image for the background as in previous steps.



24 Return to page 1. Click on the cave to reveal the floating toolbar and then click on the **Three Dots**.

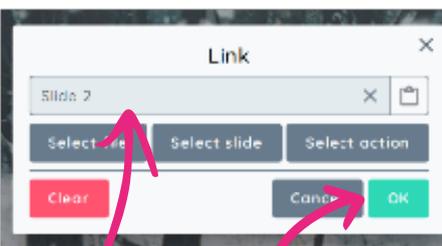
Select **Link** from the pop-up menu.



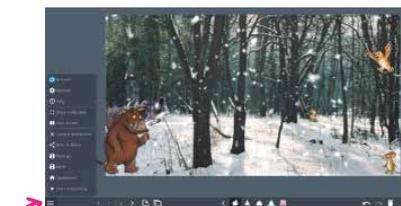
25 Another pop up will appear. This time click **Select Slide**.



26 Another pop up will appear, choose the slide you want the link to take you to. In this case it will be slide 2 so click **OK**.



27 The slide number will appear in the search bar so click **OK**.



28 Your interactive scene is now ready to present. Go to the **Stacker (hamburger) menu** in the bottom left corner and click on **Start Presenting**.

Your scene is ready to enjoy!



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