



Innoveer je onderwijs

met Educate-it

Vyond

Manual

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Why Vyond?

Animations in education

Animations in education are used when a subject asks for visualization. Images contribute to the transmission of information. An animation can also make the information 'more attractive' to take in. Topics about which you can make an animation are, for example, procedures, narrative themes and complex concepts. Please note that the information you wish to transfer is not too extensive or detailed. An animation will not be able to replace a lecture, book or article. Animations serve primarily as a catchy and short method to explain a topic.

Vyond is an online program to create animations. These animations are short animated videos with drawn characters, objects and/or text. In order to develop an animation, the program offers the user predefined characters, images, templates, movements, music and more. The program offers many standard options for making scenes, as well as freedom and space to upload your own pictures and music. An animation is often built on the basis of a predefined script. A template for writing such a script can be found in the appendix of this manual.

Account for Vyond

Requests with educational purposes will be granted priority over other UU-related requests (for example for communication). If the animation can be used university-wide, there is a possibility that the animation can be developed by Educate-it.

The procedure for making use of Vyond, is as follows:

1. Write a script for your animation(s). A template for a script can be found in the manual of Vyond (<https://educate-it.uu.nl/en/toolwijzer/#tool-animations-in-your-education>). If needed, Educate-it can assist you in writing a script.
2. Go to www.vyond.com and sign up for a 14-days free trial account with your own (UU-)email address. During the next 14 days, you can work on your animation, so make sure to plan for these 14 days well. The trial account enables all functionalities of Vyond, except for the downloading function. When working with a script, 14 days should be enough to develop an animation.
3. After the 14 'trial' days, sent an email to educate-itbalie@uu.nl indicating that you would like to make use of the licence for Vyond. Inform us on what day you would like to finish and download your animation. When confirmed by us, your account will be linked to a licence for that specific day, which enables you to download your animation(s).
4. You receive a confirmation that your account will be linked to the licence.
5. On the agreed upon day, your account is linked to the licence and you're able to download your animation.
6. During this day, it is important that you also share your animation with educate-it@uu.nl. In order to do this, go to the main page with the overview of your animations. Then, click on the three dots on your animation, click on 'share', click 'individual access', and type in educate-it@uu.nl. Then, click on the arrow next to 'view only' and select 'full access'. Last, click on 'share'. This way, your animation will be saved under the licence for Vyond, which makes it possible to adapt your animation (if necessary) after your trial account has ended.
7. Would you like to make another animation, but your trial account has ended? Contact us, and we will look together if there is a licence available for you. The duration of this licence will be agreed upon together, and is dependent on the availability of the accounts and your (educational) purpose. Animations for educational purposes are given priority and can - in consultation with us - get access to a licence for a longer period of time.

Quickguide

Do you want to start with Vyond right away? You can follow these steps:

1. Open your webbrowser and go to <https://vyond.com/>
2. Click on 'login' in the top right corner and log in with the login details.
3. Click on 'Make a Video'.
4. Choose an appropriate style for your animation. To choose a specific style, please select that style by clicking on select.
5. Give your animation a name by changing the name (instead of 'untitled').
6. Click on the '+' at the lower part of the screen to add scenes. Change the length of a scene by dragging the side of the scene's preview.
7. Click in the timeline on '+' to create a new scene and choose a template. You can change the template by clicking on 'swap' in the menu on the right. It is also possible to create a scene by yourself (by clicking on background).
8. On the left side of the screen, you can add characters, texts or objects to your scenes. When clicking on a character or object in your scene, the corresponding settings will appear in a panel on the right side of your screen.
9. By clicking on 'preview' in the top right corner you can preview your animation.
10. If you are finished with the animation or if you want to continue another time, click on 'Save' in the top right corner. Then click on 'Vyond' in the top left corner, to go to the overview of your animations. Here you can share your animation with colleagues by sending them a link.
11. Tip: Take a look at the Help Centre of Vyond! Here you can find inspiration and answers to many of your questions.

The program Vyond

You can start making your animation via www.vyond.com.

In this screencast: <https://youtu.be/3RibG8vHHKE>, the most important features of Vyond are explained. (Unfortunately, this screencast is currently only available in Dutch)

Vyond also has its own Help Center which is very extensive. Answers to your questions and inspiration for your own animations can be found there: <https://support.vyond.com/hc/en-us>

FAQ's

How can I create a script?

It is useful to use a script when creating animations. The client (a teacher, for example) can create a script, as a guide for you as the creator of the animation. In the appendix of this manual, you can find a template for a script. You can find this template on the Educate-it website as well

How can I add an intro and outro to my animation?

When you have created an animation, it is important to add an intro and outro. First, an image at the end with the Educate-it logo of your faculty (you can add the logo with the following text: "this animation was made possible by:"). Second, the UU intro and outro (corporate identity) with 'bright minds better future'. You can find the videos here:

<https://www.uu.nl/organisatie/huisstijl/richtlijnen/beeld/video/video-elementen>. Inserting this intro and outro must unfortunately be done in a different video editing program than Vyond (such as Moviemaker or iMovie). If this causes problems, or if you do not have such a video editing program, you can send us an e-mail (educate-itbalie@uu.nl). We are able to answer your questions and/or add the intro.

Contact opportunities

Do you have questions, or do you need help with the use of Vyond? Then contact the Educate-it desk (educate-itbalie@uu.nl). We are happy to help you!

Template script

Audience (Who is going to watch the animation?)

Key message

What should your audience remember about the content? What is the take-away message?

Background information

Where will the animation be shown? Is there sound needed/available at the location where the animation will be shown?

Duration of the animation: ...

Software: www.vyond.com

1: Abstract /Title: Explain in one word or sentence what this part of the animation is about.

2:Storyline: The idea or storyline can be briefly described per abstract/title.

3: Image/Animation: idea for an image or animation to visualize the content of this part of the animation

4: Text: if the image requires textual clarification, this text can be written down here. Textual clarification is used mostly to emphasize something or to explain something that cannot be represented visually. (take into account whether the animation has voice over or not)

5: Sound: ideas for background music, voice overs or other sound effects can be written down here.

Abstract/title ¹	Storyline ²	Image/Animation ³	Text ⁴	Sound ⁵