

Capture It

Capture ideas and start a design story using pictures, video, or sound. Create inspiration boards, canvases and collages using any device. Kids can even use their smartphone to add content!



Context Menu

- Layer: adjust the order of objects on the canvas
- Stickers: save the object (or group of objects) for use throughout Apps for Kids
- Scissors: cut out areas of drawings or images
- Duplicate: create a copy of the selected object
- Delete: remove the selected object
- Edit Text (not shown): change the text of a text object

View Bar

- Zoom to Fit: show all objects on the canvas on the view screen

Top Bar

- App Chooser: switch to another Apps for Kids app
- New Canvas: open a new Capture It canvas
- Menu: share canvas publicly or logout
- Help Menu: get help for Apps for Kids

Main Toolbar

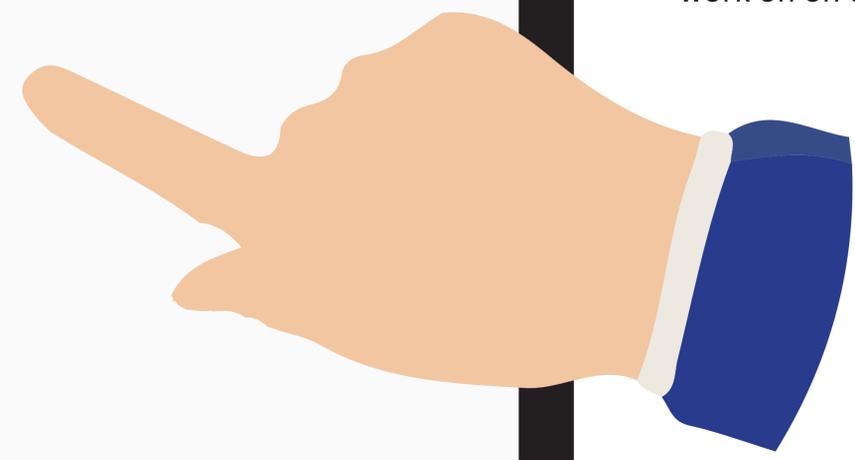
- Undo/Redo: reverse the last action
- Image: take a photo with the device camera or upload a file
- Text: write text on the canvas
- Draw: draw with finger, stylus or mouse on the canvas

Manipulators

- Rotation: adjust angle of object
- Selection controls: resize or flip objects

The Inspiration Tool of *Apps for Kids*

Traditionally, the tools of engineering and design have been something that only professionals had access to. The SCOPE team developed the brainstorming tool in Apps for Kids, called Capture It, to inspire and prepare kids to tackle their own projects. Capture It is a cross-platform web application designed to work on on desktop, mobile, and tablet devices.



Gestures

- Select (single finger drag): adjust and move objects around the canvas
- Pan (two finger drag): navigate around the canvas
- Zoom (pinching and pulling): adjust view by pinching and pulling
- Zoom to Fit (double click on canvas): show all objects on the canvas in the view screen
- Zoom to Object (double click on object): fit the object to the view screen

