

How to make a cartoon with Nova Animate

Everything you need, step by step: drawing, characters, backgrounds, one-tap moves, tracing, sound and export. Made for phones, works on any screen.

novaclip.tech · Nova Animate user manual · Updated 9 October 2026

Quick start: your first cartoon in 8 steps

- 1 Pick a canvas.** Open Nova Animate and choose a shape.
- 2 Add a background.** Menu, then Backgrounds & pictures.
- 3 Add a character.** Stickers, then Pets, Wild, Kids or Monsters.
- 4 Add text.** Tap Text and type a message.
- 5 Make it move.** Tap Move, then Bounce, Walk or Spin.
- 6 Press Play.** Use the timeline to fine-tune.
- 7 Add sound.** Menu, then Sound & music.
- 8 Export.** Tap Export, then Make video.

Open [Nova Animate](#) in another tab and follow along. Every part is explained below with real screenshots.

Before you start

Nova Animate runs in your web browser, so there is nothing to install and nothing to sign up for. It is built for phones first and works the same on tablets and computers.

A modern browser

Chrome or Edge on Android and computers, Safari 16.4 or newer on iPhone and iPad. Keep it up to date.

Internet, the first time

It is needed to open Nova Animate once. After that it also opens offline.

Space on your device

Your drawing is saved in the browser. Keep a few hundred MB free for long animations and exports.

No account

You can draw and export without signing in. Nothing is uploaded.

💡 To open it like an app, use your browser menu and choose **Add to Home screen** (or **Install app**).

Start a new animation, or from a template

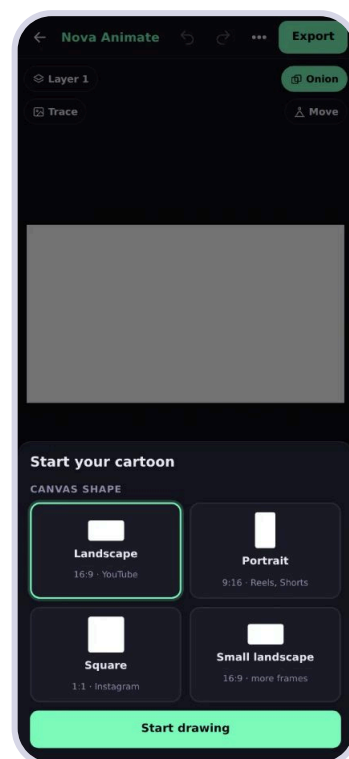
The first time you open Nova Animate, it asks you to choose the shape of your canvas. You can change the shape later by starting a new animation from the menu.

- **Landscape** (16:9, 960×540): for YouTube and TV.
- **Portrait** (9:16, 540×960): for Reels, Shorts and WhatsApp Status.
- **Square** (1:1, 720×720): for Instagram posts.
- **Small landscape** (16:9, 640×360): the same shape with less detail, so your device can hold more frames.

Tap **Start drawing**. Your first blank frame opens.

Start from a template

Under **Or start from a template** (on the first screen and under menu → *New animation...*) you will find eight ready-made animations: **Bouncing ball**, **Hello cat** (waves, with a title), **Plane over the clouds**, **Under the sea**, **Rocket launch**, **Happy birthday**, **Happy Diwali** and **Walking dog**. Choose the canvas shape first, then tap a template: it is made for that canvas and opens as *your own* animation. The pictures are on separate layers (some Far, some Close, so the camera moves feel 3D), titles are on a Title layer, and an empty layer sits on top for your own drawing. Change, replace or add anything. It is also saved under its name in *My animations*.



Choose a canvas shape

My animations: keep more than one

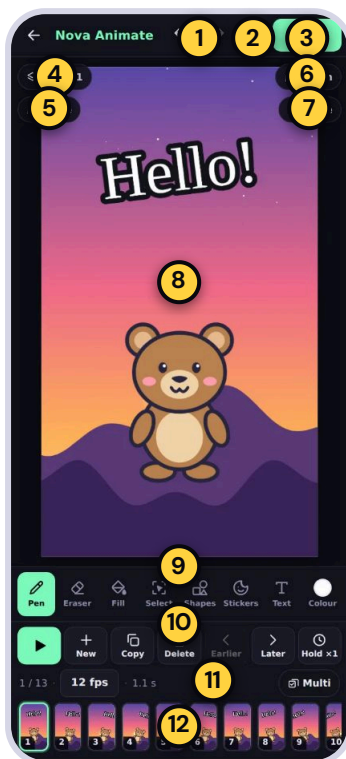
Open the menu and tap **My animations**. Every animation you draw on is kept on your device with a small picture, its length and the time you last worked on it. Starting a new animation no longer replaces the old one.

- Tap an animation to **open** it. The one you are in saves by itself.
- **Rename** it, make a **Copy** to try a different idea, or **Delete** it (Nova Animate asks first).
- Tap **New animation** to choose a canvas and start fresh. You can keep up to 30.

💡 Not sure? Choose **Small landscape** for long animations and **Portrait** for phone videos.

The screen at a glance

Hold your phone upright. The canvas is in the middle, the tools are under it, and the frames are at the bottom.



- 1 **Undo and Redo.** Go back or forward, up to 60 steps.
- 2 **Menu (...).** Background colour, Backgrounds & pictures, Make it move, Trace, Sound & music, save a frame as a picture, clear a layer, new animation.
- 3 **Export.** Makes your video.
- 4 **Layers.** Shows the layer you draw on. Tap it to see all layers.
- 5 **Trace.** Shows a photo or video faintly under your drawing.
- 6 **Onion.** Shows ghosts of the frames before and after.
- 7 **Move.** Makes the frames for a motion in one tap.
- 8 **The canvas.** Draw here. Pinch with two fingers to zoom and move it.
- 9 **Tools.** Pen, Eraser, Fill, Select, Shapes, Stickers, Text and Colour.
- 10 **Frame buttons.** Play, New, Copy, Delete, Earlier, Later and Hold.
- 11 **Speed, length and Multi.** Frames per second, total time, and choosing several frames.
- 12 **The frame strip.** Tap a frame to open it. Swipe to scroll.

Draw: pen, eraser, fill and colour

Pen and eraser

Pick **Pen** and draw with your finger or a stylus. Pick **Eraser** to rub parts out. The pen and the eraser each remember their own size.

Colour and size

Tap **Colour** to open the Colour & size sheet. Choose one of 12 colours, or a custom colour, and move the slider to change the brush size. Text uses the same colour.

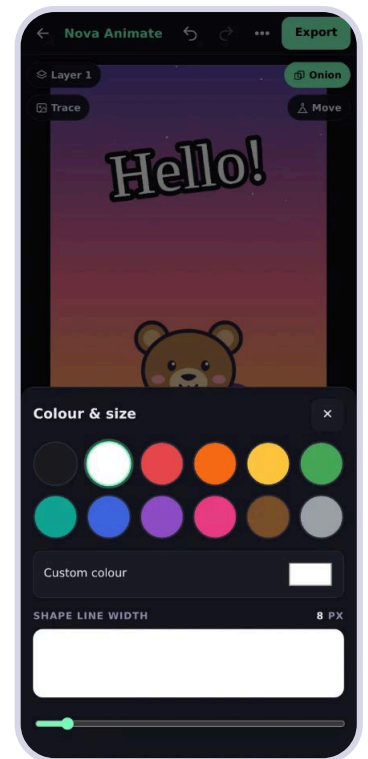
Fill

Pick **Fill** and tap inside a closed shape to colour it. Fill looks at everything you can see, across all visible layers, and paints on the layer you are on. Draw your outlines on a layer in front and colour on a layer behind, and Fill stays tidy.

💡 If Fill leaks, there is a small gap in the outline. Close it with the pen and try again.

Zoom and move the canvas

Pinch with two fingers to zoom in for details. Drag with two fingers to move around. Tap the **Fit** chip (it shows the zoom) to see the whole canvas again. On a computer, scroll to move, and hold Ctrl or Cmd while scrolling to zoom.

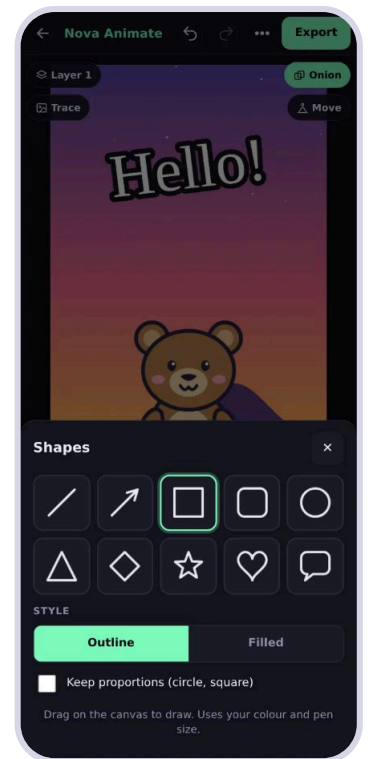


Colour and size

Shapes

Tap **Shapes** and choose one of 10 shapes: rectangle, rounded box, circle, triangle, star, heart, arrow, line, diamond or speech bubble. Choose **Outline** or **Filled**, then drag on the canvas to draw it.

- Shapes use your colour, and the pen size sets the line width.
- Turn on **Keep proportions** to get perfect circles and squares.
- While you drag, you see the shape. Let go to place it. Undo removes it.



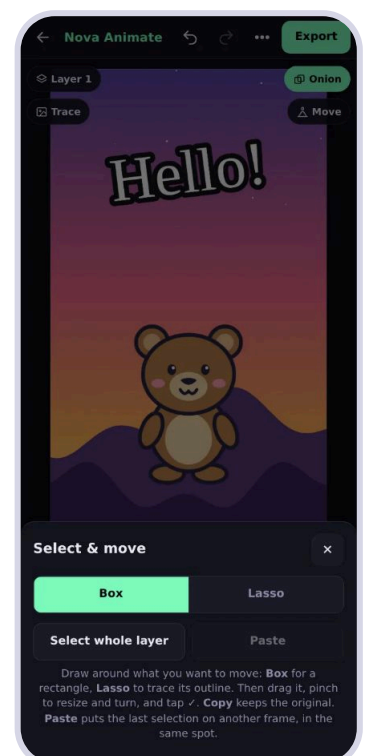
Ten shapes

Select and move

Tap **Select** to move, resize, turn or copy part of your drawing.

- 1 Choose **Box** (a rectangle) or **Lasso** (draw around the part).
- 2 Draw around what you want. It lifts off the layer and floats.
- 3 Drag it to move it. Pinch with two fingers to resize and turn it. Or use the buttons: turn left, turn right, smaller, bigger, flip.
- 4 Turn on **Copy** to keep the original too. Tap the **tick** to put it down, or the **X** to put it back.

Select whole layer lifts everything on the layer you are on. **Paste** puts the last selection onto another frame in the same spot, ready to nudge: a quick way to animate a moving part.



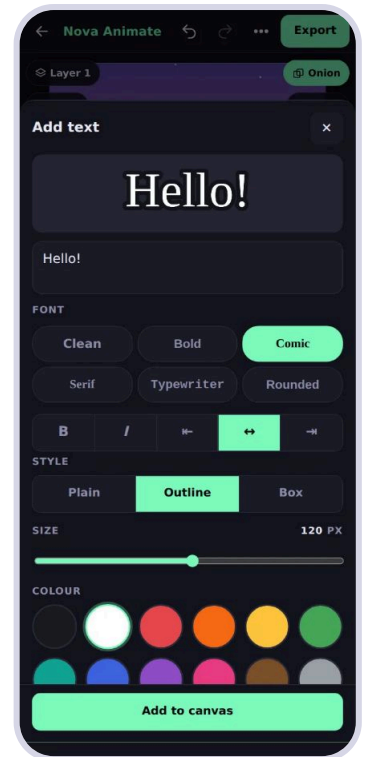
Box or Lasso

Add text

Use text for titles, speech and signs.

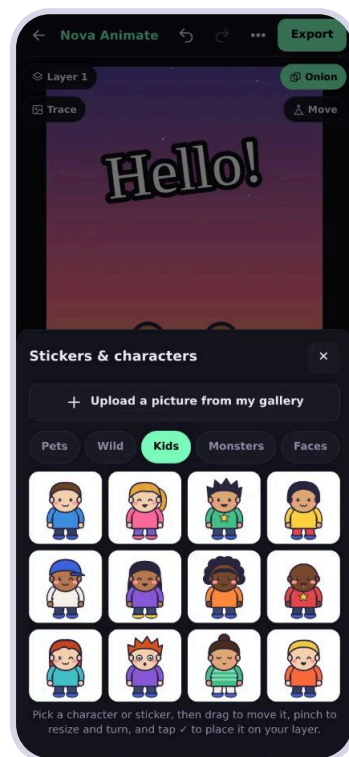
- 1 Tap **Text** and type your words. The preview shows exactly how they will look.
- 2 Choose a font: *Clean, Bold, Comic, Serif, Typewriter* or *Rounded*. Turn on **B** (bold) or **I** (italic) and choose left, centre or right alignment.
- 3 Choose a style: **Plain**, **Outline** (a contrasting edge so it reads on any background) or **Box** (words on a coloured plate).
- 4 Set the size and colour, then tap **Add to canvas**.
- 5 Drag the text where you want it, pinch to resize and turn it, and tap the tick.

💡 While the text floats, tap **Aa** to change the words, font or colour. Once it is placed, the words are part of the picture, so undo and write them again to change them. You can type emoji too.



The Add text sheet

Characters, stickers and your own pictures



Characters, in tabs

Tap **Stickers**. The first four tabs hold **93 ready-made cartoon characters**, all drawn in the same friendly style:

- **Pets** (24): cats, dogs, bunnies, pigs, mice, chicks, ducks and cows.
- **Wild** (36): bears, pandas, foxes, frogs, lions, monkeys, elephants, owls, penguins, koalas, unicorns and tigers.
- **Kids** (12): boys and girls with different hair, skin and clothes.
- **Monsters** (21): monsters, robots, aliens, ghosts, a snowman, a pumpkin and dragons.

The tabs after that hold emoji stickers: Faces, Animals, Nature, Food, Things and Signs.

- 1 Tap a character. It appears in the middle of the canvas at about half its height.
- 2 Drag it into place. Pinch to make it bigger or smaller, or turn it. The buttons below the canvas do the same.
- 3 Tap the **tick** to place it on the layer you are on. One Undo takes it off.

Animated stickers

Open **Stickers** and tap the **Animated** tab for 18 pictures that already know how to move: a spinning sun, a flapping butterfly, a beating heart, a bouncing ball, a swimming fish, a flickering fire, a walking cat and more. Tap one, put it where you want it and tap the tick. It gets **its own layer** and the frames of its loop are made for you, after the frame you are on. Cancel before the tick and nothing is left behind. Undo takes it back one step at a time: the moving frames, then the picture, then the layer.

450+ illustrations

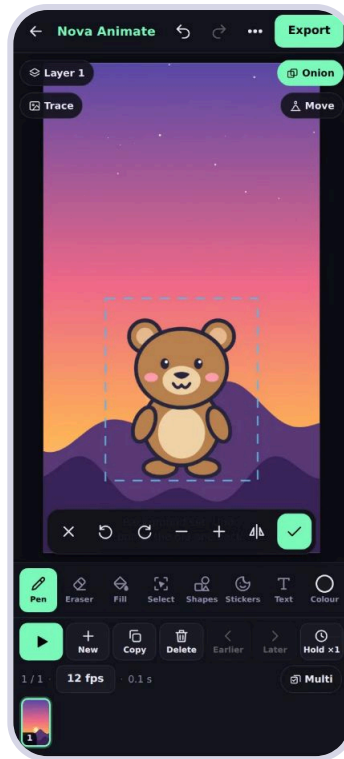
At the top of the Stickers sheet (or in the menu), tap **Illustrations**. It holds **more than 450 flat, colourful pictures in 22 categories**: fruits, vegetables, Indian and world food, drinks, sea life, birds and bugs, vehicles, buildings and monuments, nature, weather, space, school and science, sports, music, tech, tools, clothes, festivals (Diwali, Holi, Eid, Christmas), home, symbols, fantasy and people at work.

- Type in the **search box** to find a picture, for example *cake*, *rocket*, *diwali* or *ghar*. Several words narrow it down.
- Tap a **category chip** to see just that group. Swipe the chips sideways for more.
- Tap a picture to place it exactly like a character: drag, pinch, then tap the tick. One Undo takes it off.

The pictures are drawn by code, so they stay sharp at any size, and they load only when you open Illustrations.

Use your own pictures

At the top of the Stickers sheet, tap **Upload a picture from my gallery**. Pick a photo or a drawing and it floats just like a character.



Drag, pinch and tap the tick

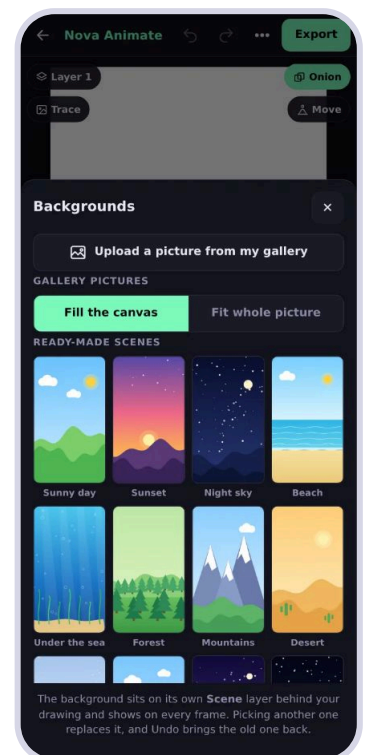
Backgrounds

Open the menu (⋮) and tap **Backgrounds & pictures**.

- **28 ready-made scenes:** sunny day, sunset, night sky, beach, under the sea, forest, mountains, desert, snowy day, city, city at night, outer space, farm, classroom, living room, road, rainbow, candy land, jungle, castle, stage, graph paper, notebook, and soft colours. They fit wide, tall and square canvases.
- **Your own picture:** tap **Upload a picture from my gallery**. Choose **Fill the canvas** to cover everything, or **Fit whole picture** to see all of it.

The background goes on its own **Scene** layer at the very bottom and shows on every frame. Choose another one and it replaces the first. **Undo** brings the old one back, and **Remove the background picture** deletes it.

💡 For a plain colour, use **Background colour** at the top of the menu instead.



Backgrounds & pictures

Layers

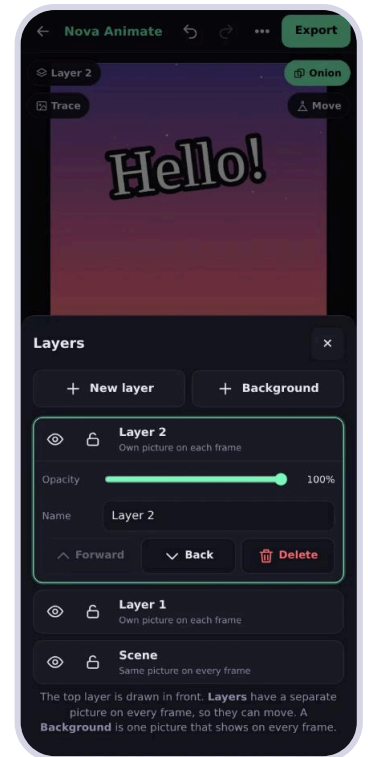
Layers are like clear sheets stacked on top of each other. Put the scenery on one and your character on another, so the scenery stays put while the character moves.

Tap the layer name at the top left (or open **Layers** in the menu). You can have up to 8 layers.

- **New layer** has its own picture on every frame, so it can move.
- **Background** is one picture shared by every frame. It never moves.
- Tap a layer's name to draw on it. Tap the **eye** to hide it and the **lock** to protect it.
- For the layer you are on, set its **Opacity**, rename it, or move it **Forward**, **Back** or **Delete** it.



Make it move works on the layer you are on, and keeps your other layers still.



The Layers sheet

Frames, play and speed

An animation is a list of pictures shown quickly one after another. Each picture is a **frame**. The row of buttons under the tools works on frames:

BUTTON	WHAT IT DOES
► Play	Plays your animation from the frame you are on. Tap again to stop.
New	Adds a blank frame after this one.
Copy	Duplicates this frame, so you can change it a little for the next movement.
Delete	Removes this frame. Undo brings it back.
Earlier / Later	Moves this frame one place earlier or later.
Hold x1	Keeps this frame on screen for 2, 3 or 4 beats. Animators call this "shooting on twos".

Speed

Under the frame buttons you see $1/8 \cdot 12 \text{ fps} \cdot 0.7 \text{ s}$: the frame you are on, the speed and the total length. Tap the speed to change it. **fps** means frames per second. Choose from 1, 2, 3, 4, 6, 8, 10, 12, 15 or 24.

- **12 fps** is the classic cartoon speed.
- **1 to 4 fps** is slow, good for checking each frame or for a stop-motion look.
- **24 fps** is smooth, but needs twice as many frames for the same length.

💡 Too fast? Choose a lower number. Too slow? Choose a higher one, or use Hold to keep key drawings longer.

The timeline: Multi, range loop and drag to reorder

Multi: work on many frames at once

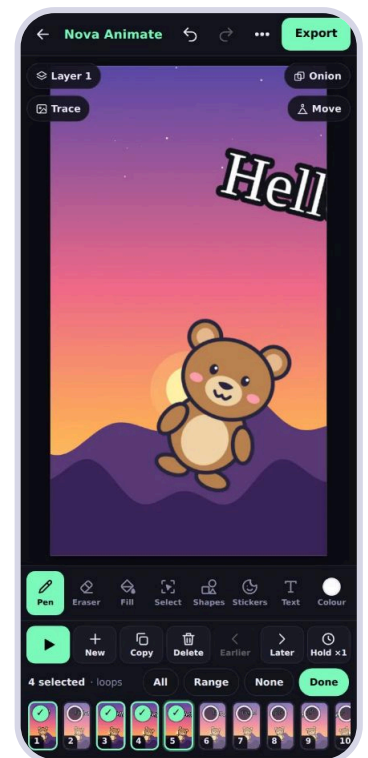
- 1 Tap **Multi** (right side of the speed row). Each frame gets a tick circle, and the frame you were on is chosen.
- 2 Tap frames to choose or unchoose them. **All** chooses every frame, **None** clears the choice, and **Range** chooses everything between your first and last choice.
- 3 **Copy**, **Delete**, **Earlier**, **Later** and **Hold** now act on all chosen frames together, and each is one Undo step.
- 4 Tap **Done** to go back.

Loop a range

Choose two or more frames in Multi mode and press **Play**. Only those frames repeat, which is perfect for checking one movement over and over. (Range loops play without sound.)

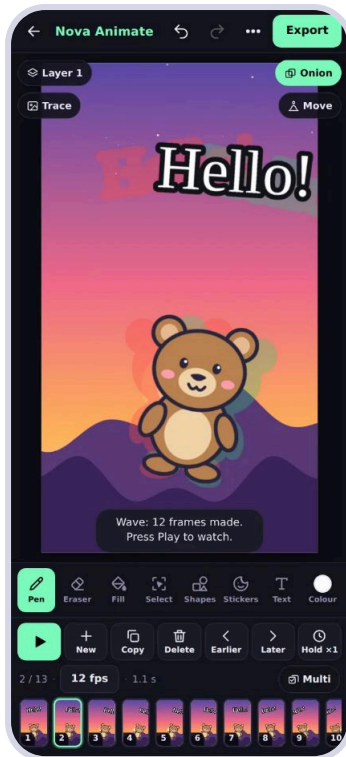
Drag a frame to a new place

Press and hold a frame for about half a second until it lifts, then drag it left or right. A line shows where it will land. Hold at the edge to scroll. Let go to drop it. A quick swipe just scrolls the strip, so you never move a frame by accident.



Multi mode

Onion skin



Red = before, green = after

Onion skin shows faint ghosts of the frames around the one you are drawing: the frame **before in red** and the frame **after in green**. It is how animators keep movements smooth, because you can see where the drawing was and where it is going.

- Tap **Onion** on the canvas to switch it on or off. It is on when it is green.
- Onion skin only shows on frames that have their own picture, so a Background layer never hides it.
- The ghosts are not part of your video.

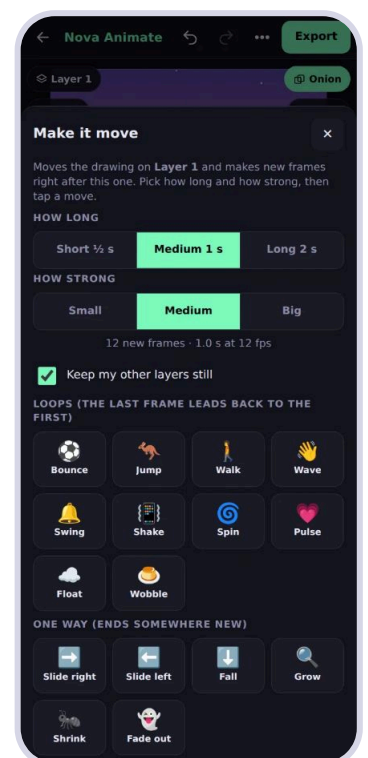
💡 Draw the next frame with the ghost under your pen, moving the drawing just a little each time.

Make it move

This is the fastest way to animate. Nova Animate makes the frames for a motion from the picture on your layer, so you do not have to draw each one.

- 1 Put your drawing or character **on its own layer**, on the frame where it should start. (A character you place with Stickers is already on the layer you were on.)
- 2 Tap **Move** on the canvas, or open it from the menu.
- 3 Choose **How long**: Short (½ second), Medium (1 second) or Long (2 seconds). The sheet shows how many frames that makes at your speed.
- 4 Choose **How strong**: Small, Medium or Big.
- 5 Tap a motion. The new frames appear right after the current one, and you land on the first of them. Press **Play** to watch.

Every new frame is made from your original picture, so it stays sharp. Your other layers are copied unchanged, so scenery stays still. Turn off **Keep my other layers still** if you want only the moving layer. **One Undo removes all the new frames.**



The Make it move sheet

⚠ A **Background** layer, an empty layer, or a hidden or locked layer cannot move. The sheet tells you why.

The 16 motions

LOOP motions end where they started, so the new frames plus the one you were on repeat smoothly.

ONE WAY motions end somewhere new.

MOTION	TYPE	WHAT IT LOOKS LIKE
 Bounce	LOOP	Hops up and down and squashes a little when it lands. Great for balls and happy characters.
 Jump	LOOP	One big jump, then back where it started.
 Walk	LOOP	Walks on the spot: a small bob and sway, with two steps in every loop.
 Wave	LOOP	Tilts left and right from the bottom, like a wave or a happy wiggle.
 Swing	LOOP	Swings like a pendulum, hanging from the top.
 Shake	LOOP	Shakes quickly from side to side. Good for cold, scared or angry.
 Spin	LOOP	Turns a full circle around its middle.
 Pulse	LOOP	Grows and shrinks like a heartbeat.
 Float	LOOP	Drifts up and down slowly, like a cloud or a balloon.
 Wobble	LOOP	Squashes and stretches like jelly.
 Slide right	ONE WAY	Moves steadily to the right and ends there.
 Slide left	ONE WAY	Moves steadily to the left and ends there.
 Fall	ONE WAY	Drops faster and faster to the bottom of the picture.

MOTION	TYPE	WHAT IT LOOKS LIKE
 Grow	ONE WAY	Gets bigger, up to one and a half times.
 Shrink	ONE WAY	Gets smaller and smaller.
 Fade out	ONE WAY	Fades away until it disappears.

💡 Combine motions. Make a character *Slide right*, go to the last frame and make it *Wave*, then add a speech bubble with *Text*.

Camera and depth (3D feel)

Your drawing is flat, but the camera can still move through it. Give each layer a **depth**, then move the camera: layers that are **Far** move a little and layers that are **Close** move a lot. That difference is called *parallax*, and it is what makes a flat scene feel 3D. Old cartoons used the same idea with glass layers.

1. Give each layer a depth

Open **Layers**, tap a layer and choose its **Depth: Far, Back, Middle, Front** or **Close**. A ready-made scene starts *Far*, a Background layer starts *Back* and a normal layer starts *Middle*. Put trees or a bush on a layer set to *Close* for a strong 3D effect.

2. Move the camera

- 1 Open the menu and tap **Camera & depth**.
- 2 Choose **New frames** (it makes frames after this one) or **My frames, from here** (it moves the camera over frames you already have).
- 3 For new frames, choose **How long** and **How strong**.
- 4 Tap a move. **One way:** Pan right, Pan left, Pan up, Pan down, Zoom in, Pull back and Drift. **Loops:** Orbit, Sway and Handheld.
- 5 Press **Play**. The camera shows in play, in the small frame pictures and in your exported video.

Camera view and fine tuning

While you set up the camera, **Camera view** is on so you can see through it. You can look, scrub and play, but you cannot draw. Tap the **Camera** chip on the canvas or any tool to draw again. In the sheet, the **Across, Up/down** and **Zoom** sliders set the camera for just one frame. **Undo** takes a camera move back, and **Remove all camera** clears it.



A Scene layer is enlarged just enough that its edge never shows when the camera pans. Zooming in makes the picture a little softer, so use a bigger canvas for big zooms.

The Assistant

Describe what you want and the Assistant does the building for you. Open the menu (⋮) and tap **Assistant**, or tap *Or describe it* on the New animation screen. Write in English, Hindi or Hinglish, or tap the microphone and say it.

- 1 Make something new.** Write *"a fish swimming in the sea with music"* or *"ek billi jungle mein daudti hai"*. It picks a background, the pictures and their moves, and a title or camera move if you asked for one.
- 2 Read the plan.** It lists what it will do and does nothing yet. Tick or untick the music and sound it suggests.
- 3 Tap Yes.** It makes your animation. Your earlier animation stays saved in *My animations*. Tap *No* and nothing changes.

Change the animation you have open

Write *"music daalo"*, *"add applause sound"*, *"zoom in"*, *"background sunset"*, *"make it bounce"* or *add title "Hello"*. It shows the plan first; one Undo takes back a camera move, move or background. A new picture or a title is placed on the canvas for you to drag and confirm with ✓.

Paste a whole story

Paste a story or a script into the box, as long as you like. If it has headings such as *Scene 1: Morning at the farm (15 s)*, each heading is a scene. A plain story is cut into scenes where the place or the time changes. Names are matched to characters: *"Billu the orange cat"* and *"a mouse named Mittu"* become the orange cat and the grey mouse everywhere in the story. Lines such as *Narrator:* or *Billu:* become subtitles, and an *Assistant line:* under a scene is used for that scene's picture.

The plan lists every scene and how long it is. Tap **Yes** and the whole story is made as **one animation** with a title card, a backdrop for each scene, the characters moving in a loop, the subtitles, camera moves, music for each scene's mood and the sound effects you named. A story of about 2½ minutes fits in one animation on most phones. If a story is too long for your phone's memory, the Assistant tells you first and makes it in parts (Part 1, Part 2...) in *My animations*, which you can join in the Nova Clip editor.

Ask how to do something

Write *"GIF kaise banau?"* or *"how do I add music?"*. It answers and gives you a button that opens the right screen. It can also make a video or GIF and open the share menu: *"mera video share karo"*.

🌟 Smart mode (AI, sign in)

When you are signed in, the Assistant has a 🌟 **Smart** switch (it appears once the AI service is switched on for the site). Smart mode lets an AI read a loose or long request, or an idea such as *“make a story about a lion and a mouse”*, and rewrite it into plain words or a story script that the Assistant understands. The rewritten text then goes through the same steps as anything you type, so you still see a plan and nothing is made until you tap **Yes**. Without the switch, the AI is only asked when the normal Assistant cannot follow you.

- It is **free**, with a few uses each day. The plan card shows how many are left. If you use them all, the normal Assistant keeps working.
- **What is sent:** your message and the names in the library. Never your drawings, photos or sounds. See the [privacy policy](#).
- It needs an internet connection and a signed-in account. Offline, or signed out, the normal Assistant answers instead.

💡 The Assistant works on your device and uses only what is in Nova Animate: 93 characters, 450 pictures, 28 backgrounds and 40 sounds. If you ask for something it does not have, it says so and offers close matches. Voice typing uses your browser's own speech service, which in Chrome may send your voice to Google.

Talking mouth (lip-sync)

Make a character talk. Nova Animate listens to a voice and moves a mouth to match it: wider when the voice is louder, closed in the pauses, and round for “oh” sounds. You do not draw each mouth.

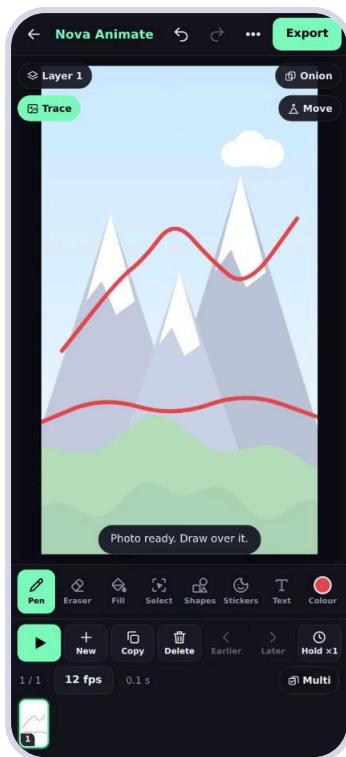
- 1 Draw or place your character **without a mouth** (or cover its mouth later).
- 2 Add the voice first: open **Sound** and tap **Record voice**, or add a recording from your phone.
- 3 Open the menu and tap **Talking mouth**. 1. **Pick a mouth:** Cartoon, Simple, Lips, Beak, Robot or Monster.
- 4 **2. Put it on the face.** Tap **Place the mouth on my character**, drag the mouth to the face, pinch to resize and turn it, then tap the tick. The sheet comes back by itself.
- 5 **3. Choose the voice** from the list. Keep **Add frames to fit the whole voice** ticked if the voice is longer than your animation.
- 6 **4. Go.** Tap **Make it talk**, then press **Play**.

The mouth lives on its own **Mouth** layer in front, so you can hide, lock or move it like any layer. It starts on the frame you are on and follows the voice where it starts in *Sound*. **One Undo** takes it all back, including any frames it added. To change the mouth style later, pick another style and tap *Make it talk* again.



A clear, close recording works best. A silent or very quiet sound cannot be followed, and the sheet tells you. A voice that loops stays inside your animation.

Trace a photo or a video



Tracing a photo

Tracing means drawing over something real. It is a quick way to get realistic shapes and motion.

- 1 Tap **Trace** on the canvas (or open it from the menu).
- 2 Choose **Use a photo** or **Use a video** from your gallery.
- 3 The picture shows faintly under your drawing. Draw over it with the pen.
- 4 Use **How faint** to make it lighter or stronger, **Fit whole picture** or **Fill canvas** for its size, and **Behind my drawing** or **In front** for its position.

Tracing a video

With a video, each frame shows the next moment of the clip, so you can copy real movement. Set **Start at** to choose where in the video you begin, and **Clip speed** ($\frac{1}{2}\times$, $1\times$ or $2\times$) to move through it slower or faster. Tap **Add frames to fit the clip** and Nova Animate adds exactly as many frames as the clip needs. Draw each frame over what you see.

The guide is only a guide: it is **never part of your exported video**, never in the small pictures, and Fill ignores it. It hides while you play. **Hide guide** and **Remove** are at the bottom of the sheet. Your guide is remembered on this device.



If you cannot see the guide, a painted Background layer may be covering it. Choose **In front**.

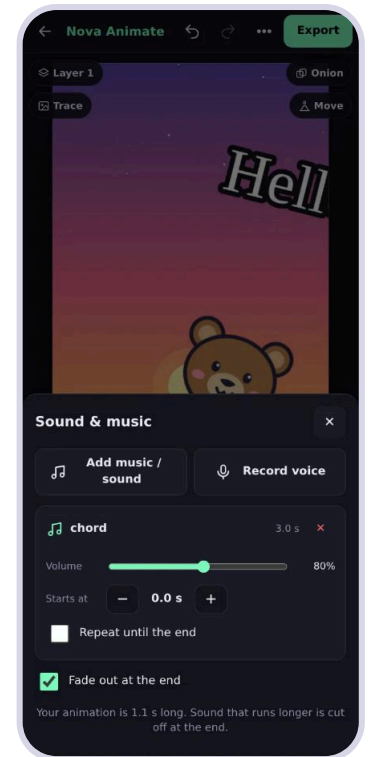
Sound, music and your voice

Open the menu (⋮) and tap **Sound & music**.

- **Add music / sound:** pick a song or sound effect from your phone (up to 60 MB each).
- **Record voice:** tap, allow the microphone, speak, and tap again to stop. Your recording is added as a sound.
- **Sound library:** 33 sound effects and 8 music loops that are made on your phone, so there is nothing to download. Pick a tab (Fun, Moments, Nature or Music loops), tap ► to listen and *Add* to use it. An effect starts at the frame you are on; music starts at the beginning and repeats until the end. You can change the volume and start time afterwards like any other sound.

You can add up to 6 sounds. For each one, set the **Volume** (0 to 150%), when it **Starts at** (in seconds, with – and +), and whether it should **Repeat until the end**. Remove one with the ✕. Turn on **Fade out at the end** for a smooth finish.

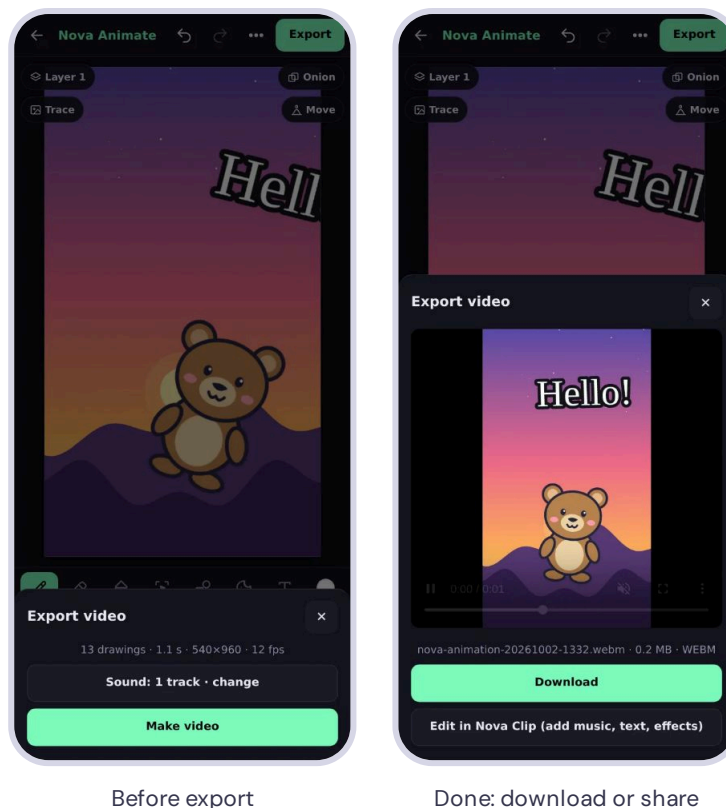
When you press Play, the sounds play along with the animation. When you export, they are mixed into the video.



Sound & music

💡 The sheet shows how long your animation is, so you can match the length of a song to it.

Export your video



- 1 Tap **Export** (top right). The sheet shows how many drawings, how long, the size and the speed.
- 2 Under **Save as**, choose **Video**, **GIF** or **Pictures** (see below).
- 3 For a video, tap the sound button if you want to add or change sound.
- 4 Tap **Make video** (or **Make GIF**, **Make ZIP of pictures**) and wait for the bar to finish. Keep the screen on and stay on the page while it works.
- 5 Watch the preview, then tap **Download**, or **Share** if your device offers it.

The video is an **MP4** (H.264) where your browser supports it, and a **WebM** otherwise. Both play on phones, and you can post them to WhatsApp, Instagram and YouTube. Everything is made on your device and is never uploaded.

Share in one go

Open the menu (⋮) and tap **Share**. Choose **Video** or **GIF** and tap **Make & share**. When it is ready, tap the green **Share** button and your phone's share menu opens, so you can send it to WhatsApp, Instagram, Messages or any app. Tick *Add "Made with Nova Animate" and a link* to put a short message with it, or untick it to send only the file. On a computer that cannot share files, tap **Download** and send the file yourself. The same sheet has **Send...**, **WhatsApp**, **Telegram** and **Copy link** to tell a friend about Nova Animate.

GIF: a looping picture for chats

Choose **GIF** to make a small looping animation that plays everywhere, including inside WhatsApp, Telegram and messages, with no play button. Pick **Small** (320 px), **Medium** (480 px) or **Large** (640 px) on the long side. A GIF keeps your timing and the *Hold* of each drawing, but it **has no sound**, and its colours are limited to 255, so very soft gradients can show faint bands. Flat cartoon colours stay exact.

Pictures: every drawing as a PNG

Choose **Pictures** to get every drawing as a full-size PNG in one **ZIP** file, numbered *frame-001.png*, *frame-002.png* and so on. Use it to print, to edit single drawings in another app, or to make a video somewhere else. A drawing you held for several beats is saved once. Camera moves are included.

To keep a single picture, open the menu and tap **Save this frame as picture (PNG)**.

 On a phone, do not switch apps or lock the screen during export. Android or iOS may pause it.

Finish in the Nova Clip editor

When your animation is exported, tap **Edit in Nova Clip (add music, text, effects)**. The video opens in the Nova Clip editor, where you can cut it together with other clips, add titles, transitions and a soundtrack, and export a longer film. It is the same site, so nothing is uploaded. Learn the editor in the [Android manual](#) or the [desktop manual](#).

Saving, offline and privacy

- **Auto-save.** Nova Animate saves your frames, layers, sounds and settings on your device as you work, so your last animation is waiting when you come back. Nothing needs pressing.
- **Many animations.** Starting a new animation (menu → *New animation...*) keeps the one on screen. Find all of them under menu → *My animations*.
- **Offline.** After the first visit, Nova Animate opens and exports without internet.
- **Private.** Your drawings, photos, sounds and videos stay on your device. They are never uploaded.
- **Clearing browser data** also clears your saved animations. Export first if you are not sure.

Ideas to try first

A birthday greeting

Pick the Candy land background, place a Kid character, add *Happy Birthday!* in Comic with an Outline, make the character *Bounce*, and add a song.

A Reels intro

Choose Portrait, add a Monster, type your channel name in Bold, make the name *Pulse* and export. Add it to the start of your videos in Nova Clip.

A walking friend

Place a character, tap Move, choose *Walk* (Long), then add *Slide right* on the last frame so it walks across.

A bouncing ball

Draw a circle with Shapes, tap Move, choose *Bounce* with Big strength. Add a shadow on another layer.

Hand-drawn walk

Trace a short video of someone walking. Add frames to fit the clip and draw over each one.

A science explainer

Use the Classroom background, add Text for each step, and record your voice as you explain.

Keyboard shortcuts (computer)

On a computer, these keys work when no sheet is open.

KEY	WHAT IT DOES
B	Pen
E	Eraser
G	Fill
U	Shapes
V	Select
O	Onion skin on or off

KEY	WHAT IT DOES
N	New frame
Space	Play or stop
← →	Previous or next frame
[]	Smaller or bigger brush
Ctrl + Z (Cmd + Z)	Undo
Ctrl + Y or Ctrl + Shift + Z	Redo
Enter / Esc	While placing a sticker, text or selection: place it / cancel
Arrow keys (Shift for bigger steps)	While placing: nudge it. + and - resize it

Common problems

My drawing disappeared

Nova Animate saves in your browser. If you opened it in a private or incognito window, or cleared the browser's site data, the saved animation is gone. Use a normal window, and export what you want to keep.

Fill colours the whole screen or leaks

There is a small gap in the outline. Zoom in, close the gap with the pen, and fill again. Fill also looks at every visible layer, so a hidden layer will not stop it.

Make it move says it cannot move my layer

It works on a layer that has its own picture on each frame. Backgrounds, empty layers, hidden layers and locked layers cannot move. Tap the layer name at the top left, choose the layer with your drawing, and try again.

"This device can hold N frames at this size"

Every frame uses memory. Choose a shorter move, delete frames you do not need, or start a new animation with **Small landscape**, which holds more. You can also export now and carry on in the Nova Clip editor.

Export is slow or stops

Your device makes the video, so long or large animations take time. Keep the screen on and stay on the page. Use the latest Chrome, Edge or Safari. If your browser cannot use fast export, Nova Animate records in real time, which takes as long as the video lasts.

There is no sound in my video

Open the menu, tap Sound & music, and check that your sound is listed with a volume above 0. Some phones cannot read certain audio files: try an MP3 or M4A. Range loops in Multi mode play without sound.

A video will not open in Trace

Some phones record in a format that the browser cannot play (often HEVC). Try another video, or make an MP4 (H.264) copy. A photo always works with JPG or PNG.

The microphone does not record

Allow the microphone when the browser asks. If you tapped Block, open the site settings (the lock or tune icon next to the address) and allow the microphone for novaclip.tech.

The bottom of the screen is hidden behind the phone's buttons

Refresh the page. Nova Animate fits itself to the visible area, including when the address bar hides. If it still happens, tell us your phone and browser through the [contact page](#).

Still stuck? Visit the [Help Center](#), or write to team@novaclip.tech with your phone model and browser.