



Vyond Starter Kit

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Vyond gets fast once you work with the tool instead of against it. This kit collects what saves the most time: the setup habits, the timeline rules that explain most "why isn't this working" moments, and the keyboard shortcuts worth committing to muscle memory.

Set up for success

- ☐ Title your project and save it before you build anything.
- ☐ Save manually as you work. Projects autosave every 10 minutes, but a manual save after every meaningful change protects your afternoon.
- ☐ Start from Vyond's pre-made templates when one fits. Adapting a template is almost always faster than building scenes from scratch.
- ☐ Learn the keyboard shortcuts at the end of this kit. Every trip to the toolbar costs a few seconds, and a video has thousands of those trips.

The timeline rules

Most Vyond frustration traces back to four rules the timeline enforces:

1. An asset appears on the timeline only when it has an entrance, an animation, or a motion path.
2. Each character can make one action per scene.
3. Each asset can have one motion path per scene.
4. Moving actions such as walk and run need a motion path, or the character moves in place.

Tip

To change a character's action or an asset's motion path partway through a moment, select **Add Scene**, then **Continue Last Scene**. The new scene picks up exactly where the last one left off, and you get a fresh action and motion path to work with.

Use purposeful transitions

Use scene transitions minimally and only when they do a job:

Transition job	Use it to
Passage of time	Move from one moment to another
Change of location	Shift from one setting to another

If a transition is not signaling one of those, cut it. Back-to-back scenes with no transition read as one continuous moment, which is usually what you want.

Be strategic with camera movements

Camera movements earn their place more often than transitions do. Use them intentionally:

Camera move	Use it to
Zoom in	Highlight a character's emotion or a key detail
Zoom out	Reveal a larger context or setting
Tracking	Follow a character or asset as it moves

Make informed design decisions

Before you polish a scene, check it against the learning science:

- **Cognitive load:** every moving thing on screen competes for working memory. If an animation does not support the point, it works against it.
- **Mayer's multimedia principles:** narration plus relevant visuals beats narration plus decorative ones. Cut what you would not point at while explaining.
- **Visual design principles:** contrast, alignment, and proximity apply to animated scenes the same way they apply to slides. Group related elements and give focal points room.

Keyboard shortcuts

On a Mac, use Cmd instead of Ctrl and Option instead of Alt.

General

Shortcut	What it does
Ctrl + S	Save
Ctrl + C	Copy
Ctrl + V	Paste
Ctrl + Z	Undo
Ctrl + A	Select all

Delete	Delete the selection
Esc	Exit

Assets

Shortcut	What it does
Ctrl + G	Group the selected assets
Ctrl + Up Arrow	Move forward
Ctrl + Down Arrow	Move backward
Ctrl + Shift + Up Arrow	Send to front
Ctrl + Shift + Down Arrow	Send to back
Shift + drag	Free scale
Alt + drag	Resize
Delete	Delete the asset

Timeline

Shortcut	What it does
Space	Play or pause
Right Arrow	Next scene
Left Arrow	Previous scene
Ctrl + Shift + .	Choose scene
Ctrl + .	Add a blank scene
Ctrl + ;	Continue the current scene

Preview and selection

Shortcut	What it does
Ctrl + P	Preview the scene
Ctrl + A, then Ctrl + P	Preview the whole video
Shift + click	Select multiple assets or scenes

Have any questions? Email me at devlin@devlinpeck.com