Make your first motion.

Create a title and an orange dot. Then move them, leave a note, and export a file you can keep.

Checked against the supplied launch V18 HTML. Use a desktop browser for the full editing workspace.

CHAPTER 01

Open the launch scene

1. Press **Try it now**. Nudge opens in another tab with **MX-03 · Nudge launch film** already loaded.
2. Press **Play** below the canvas. Press it again to pause, or press `Space`.
3. Click the timeline ruler to choose a frame. Use the one-frame arrow buttons beside Play for smaller moves.
4. If a side panel is hidden, use the top-bar controls titled **Fold the left panel** and **Fold the right panel** to show it. A desktop browser gives the editor more room.

> The launch file is a finished example. For a smaller first project, use the starter scene in the next chapter.

CHAPTER 02

Start a new composition

1. Save any work you want to keep before replacing the scene. In the **Layer** tab, deselect the object and choose **Save scene .js**.
2. Click **New comp** in the top bar. Enter a name in the **Comp name** prompt and confirm.
3. Open the **Layer** tab on the right. You now have an empty, six-second composition. With nothing selected, change **Duration** or **Background** under **Comp**.
4. Click **+ Text** to add your first title. In the **Text** field, replace "New text" with your words. Click **+ Ellipse** or **+ Rect** to add a shape.
5. Click an empty area of the canvas to deselect. Under **Save · share**, choose **Save scene .js** to keep an editable file.

> New comp replaces the scene, but the launch audio stays loaded. Use the top-bar Audio control to load your own track before exporting.

Included starter file: examples/first-motion.js. Open it with Open scene.

CHAPTER 03

Bring an idea from Claude

1. Download the Nudge HTML file from this page. In a separate Claude chat, attach the file so Claude can read the tool's scene format.
2. Describe what you want to make. Include the words, colours, duration, and frame shape. Use the example request below to ask for editable layers.
3. Copy the returned JavaScript scene. In Nudge, reveal the left panel if needed, then open **Scene code**.
4. Replace the contents with the complete `reel({...})` scene. Click **Run**, or press `Ctrl + Enter`. Keep only the JavaScript, without chat text or code fences.
5. If Claude gives you a `.js` file, use **Open scene** and choose that file instead. Press **Play** to check the result.

Make a six-second, 16:9 motion graphic with the title "Hello, Nudge." and an orange dot. Use Nudge's layered reel scene format with comp.layers and the EASEL markers so I can edit and save every layer. Return the complete scene JavaScript.

> Built for Claude. Claude is a separate service; Nudge does not contain a chat or send prompts for you. The import steps here were checked with the included starter scene. AI-generated scenes can need corrections.

CHAPTER 04

Move, retype, and organise layers

1. Pause on a frame where the object is visible. Click the object on the canvas, or click its layer name in the timeline.
2. Drag the selected object to move it. Use the corner handles to scale it and the rotation handle to turn it.
3. For a text layer, change the **Text** field in the **Layer** tab. You can also double-click the text on the canvas. Press `Enter` to finish, `Shift + Enter` for a line break, or `Esc` to cancel.
4. Use **Duplicate**, **Forward**, and **Back** at the bottom of the Layer panel to copy a layer or change its order. Right-click a layer for hide and lock options.
5. Press `Ctrl + Z` to undo a change.

> Selection and keyframes need a layered scene. A code-only scene paints pixels and does not expose separate objects. Ask Claude for `comp.layers` if nothing can be selected.

CHAPTER 05

Set keyframes and choose an ease

1. Select a layer. Open **Transform** in the **Layer** tab. Click the stopwatch beside a property such as **Position X** to start animating it at the playhead.
2. Move the playhead to another time. Click the property's number to type a new value, or drag the number to adjust it. An animated property gets a keyframe at the new time.
3. Use the diamond button beside the property to add or remove a key at the playhead. The small arrows jump between that property's keys.
4. When a property has at least two keys, use the **ease** dropdown beneath it. Try **outBack** for a little overshoot, or **inOutCubic** for a smooth start and stop.
5. Play the scene to check the move. Save the scene to keep its keyframes and eases.

CHAPTER 06

Explore a 3D camera

1. Open a scene that contains a 3D world. The **3D** tab appears only when a world or 3D World layer exists. It is hidden in the supplied launch scene.
2. Open **3D** on the right. Under **Camera**, press **Front**, **Side**, or **Top** for a preset view.
3. Press **Select layer** if the world is not selected. Choose **Orbit**, then drag on the frame to turn the camera. **Pan** shifts the view, and **Dolly** moves the camera closer or farther away.
4. Press ◆ **Key camera** to record the camera at the playhead. Move to another time, change the view, and press ◆ **Key camera** again.

Included 3D starter file: examples/camera-playground.js. Open it with Open scene.

CHAPTER 07

Leave a note and review the next version

1. Pause on the frame you want to discuss. Select the layer and press its speech-bubble button in the **Layer** tab. Or right-click the layer and choose **Comment on this object...**.
2. Type your note in the left panel. Choose **Keep** for something to preserve, **Wrong** for a correction, **Ask** for a question, or **Note** for a general comment. The exported text uses `[KEEP]`, `[WRONG]`, and `[ASK]`. In this build, **Note** is untagged in the export; you can type `[NOTE]` in the note yourself.
3. Click **Notes for Claude** in the top bar. Inspect the text, then use **Copy** or **Download .txt**.
4. Give Claude that text and your saved scene. Ask it to change the flagged part and keep the scene title and layer IDs the same.
5. Open or run the returned scene in the same browser. Click **Changes** to compare it with the previous file of the same title. Click a changed layer in the list to inspect it.

> A note is an instruction for the next round, not an automatic AI edit. Review Changes before accepting a version. In the film, "ending too fast" changes the Title ending from 0.6s to 1.2s.

CHAPTER 08

Export and keep an editable copy

1. Click **Export ▾** in the top bar.
2. Choose **Still (PNG)** for the current frame, **Contact sheet** for an overview, or **Notes sheet (PNG)** for frame notes.
3. Choose **Export MP4…** for video. Select the resolution, up to **4K**, and a frame rate from **12 to 120 fps**. Choose a codec supported by your browser.
4. For a file-size target, select **Under … MB, auto quality** and enter a size. Check the estimate before you press **Export**. The target adjusts quality; the final size can vary.
5. Choose **Self-contained HTML** from the Export menu to save the app and current scene together. This needs a layered scene with EASEL markers. Open the saved HTML in a browser to return to the scene.
6. Keep a **Save scene .js** copy too if you want to send your edited scene back to Claude.

> Video encoding runs in your browser. Codec availability and export speed depend on the browser and device. Check a short export before rendering a full project.

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