

Creating a Single-View, Single Element Simulation

Open SimsUshare and verify that NEW / EDIT / PLAY all have BLUE backgrounds (app is licensed). Press NEW. If NEW is greyed out, talk with your administrator or contact SimsUshare.

Type in a name for the simulation, then either take picture with your camera (iOS and Android), or choose a photo from your Camera Roll or Disk.

Press the plus (+) key to add an effect. You will see a first-level menu with types of effects, then click on “All Smoke” (for example), and the “Turbulent” to add a Turbulent Smoke effect.

When the smoke appears (after a brief purple flash), press on the smoke to edit it (move it and change its characteristics).

When you first press on the smoke, SimsUshare allows you to move it by pressing on its center and dragging your finger or mouse. The slider in the bottom right increases or decreases the size. Pressing and rotating the circular arrow rotates the effect.

To change a characteristic such as opacity, brightness (between black and white), speed, timing, etc., press on the pencil button and select the characteristic to change.

Once you select it, such as opacity, a slider typically appears which you can change to modify the characteristic. Some characteristics use a slider, some a switch, but it should be obvious at this point how to change that value.

You can press the move/resize button, pencil, or X (delete) to continue changing other characteristics or delete this effect. When you are finished editing this effect, press the DONE button.



Your simulations and edits are saved automatically—there is no SAVE or SAVE AS... needed. When you are finished creating or editing a sim, you can press the (>) button to view it, or return to the main screen and press PLAY, then choose the sim name of the sim you want to play.

