Animation of Figures in Photos

Example: A person is walking down a street

1. Look for a suitable, free picture e.g. in
   www.pixabay.com.

2. Look for a suitable, free picture for figure, that fits to
   the situation that you like to model.

3. Often you have to knock out the background from a
   photo and make it transparent.
   stellen). Das can do it online e.g. here
   https://bilder-freistellen-online.de/online-freistellen
   or by using an imaging software like GIMP.

4. Start GeoGebra now!
   a) Load the background picture (File -> Insert Image) anf have it rather filling the screen. Fix both
      points at the bottom of the image.
   b) Draw a segment, circle or a a line using the pen on which the object should move. I fit is not
      visible put in on layer 1 (object properties -> advanced) .
   c) Load the picture of the figure that shall be moved. Use the insert option under the menu
      silders). In the following picture the points are named C and D.
   d) Construct a parallel line g though both points of the background photo (at the bottom).
   e) Construct a parallel line h through C to G.
   f) Attach the point D to the line h (menu points -> attach/detach a point).
   g) Attach point C to the black line draw with the pen. You may hide this line at the end.

Now the figure should move when you animate point C. Chose suitable object properties (->algebra).