



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for VTECH V.SMILE ART STUDIO. You'll find the answers to all your questions on the VTECH V.SMILE ART STUDIO in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

**User manual VTECH V.SMILE ART STUDIO**  
**User guide VTECH V.SMILE ART STUDIO**  
**Operating instructions VTECH V.SMILE ART STUDIO**  
**Instructions for use VTECH V.SMILE ART STUDIO**  
**Instruction manual VTECH V.SMILE ART STUDIO**



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**Manual abstract:**

*SMILETM TV Learning System engages your child with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun. As part of the V.SMILETM TV Learning System, VTech® offers a library of game Smartridges™ based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 6-8) so that the educational content of the system grows with your child.*

*At VTech®, we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child to learn while having fun. We thank you for trusting VTech®, with the important job of helping your child explore a new world of learning! Sincerely, Your Friends at VTech® To learn more about the V.SMILETM TV Learning System and other VTech® toys, visit [www.vtechkids.com](http://www.vtechkids.com) INTRODUCTION Thank you for purchasing the V.*

*SMILE Art Studio™! With the help of the V.SMILETM TV Learning System, this art studio will help your child become the next budding Picasso! This interactive, creative studio provides opportunities to unleash your child's imagination! With an interactive pen, touch-sensitive drawing pad, and over twelve activities, including drawing lessons and games, kids can tap into their creativity by creating their own, unique masterpieces! This creative studio connects directly to the V.SMILETM TV Learning System (sold separately) for fun, creative game play on your home TV! Touch-sensitive Drawing Pad V.SMILE Art Studio™ V.SMILE Art Studio Smartridge™ User's Manual INSTRUCTIONS INCLUDED IN THIS PACKAGE · One VTech® V.*

*SMILE Art Studio™ · One VTech® V.SMILE Art Studio Smartridge™ · One User's Manual WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety. INTRODUCTION / INSTRUCTIONS 2 PRODUCT FEATURES FREE DRAW Button HELP Button EXIT Button Arrow Buttons Cable Interactive Pen Touch-sensitive Drawing Pad ENTER Button 3 is a shortcut that takes FREE DRAW Button The FREE DRAW button you to the Free Draw mode. When you press the FREE DRAW button, the game will pause. An EXIT message will pop up to make sure you want to quit.*

*Move the pen or arrow buttons left to "Yes " to leave the game and go directly to the Free Draw mode or right to "No " to keep playing. Hold down the pen or press the ENTER button to confirm. HELP Button When you press the HELP button , you will hear some helpful hints, or the instructions to the current game you are playing will be repeated for you. EXIT Button When you press the EXIT button , the game will pause and an EXIT message will pop up to make sure you want to quit. Move the pen or arrow buttons left to "Yes " to leave the game or to the right to "No " to keep playing. Hold down the pen or press the ENTER button to confirm. Arrow Buttons You can use the four-directional arrow buttons to choose selections on screen by moving up, down, left and right. ENTER Button When you press the ENTER button , it will select your current game choice. You can also use this to confirm answers within a given game. Cable Connect the V.*

*SMILE Art Studio™ cable to the PLAYER 1 slot on your V.SMILETM. Touch-sensitive Use the pen on the pad to choose your play Drawing Pad mode. Interactive Pen Select the activity with the pen and hold it down when you are finished. PRODUCT FEATURES GETTING STARTED BATTERY PACK INSTALLATION 1. Locate the battery cover on the bottom of the main unit. 2. Remove the battery cover. 3. Insert 4"AA"size batteries as illustrated. 4. Replace the battery cover. BATTERY NOTICE · Do not try to recharge non-rechargeable batteries. · Rechargeable batteries are only to be charged under adult supervision. · Do not mix different types of batteries. · Do not mix new and used batteries. · Only use batteries of the recommended or equivalent type. · Always insert batteries properly matching the plus (+) and minus (-) signs. · Batteries that have run out of energy must be removed from the toy. · Do not short-circuit the supply terminals. · Do not use more batteries than recommended. · Do not dispose of batteries in fire, as batteries may explode or leak. · Remove batteries from the toy if it will not be used for an extended period of time. CONNECTING THE V.SMILE ART STUDIO™ TO V.SMILETM NOTE: Before you connect the V.SMILE Art Studio™ to V.SMILETM, check to make sure that the V.SMILETM is working. Once you have turned the unit ON, the power indicator light (ON Button) should glow.*

*If the ON Button does not glow, check to see the adaptor is connected, or that the batteries are installed correctly. If the batteries are not installed correctly, the V.SMILETM TV Learning System will not function and damage to the unit could result. Make sure that the TV and the unit are turned OFF before you begin making connections. GETTING STARTED 4 Connect the V.SMILE Art Studio™ cable to the PLAYER 1 slot on your V.SMILETM as illustrated. NOTE: If you connect the cable to the PLAYER 2 slot, there will be no responses when pressing the HELP button or EXIT button. Therefore, please be sure to plug the cable into the PLAYER 1 slot. CONNECTING TO A TELEVISION Connect the V.*

*SMILETM TV Learning System to your TV or monitor by plugging the colored cables on the unit into the matching color video and audio input jacks on your TV set. For TVs with stereo audio inputs: - Connect the yellow plug on the V.SMILETM cable to the yellow video input terminal on your TV. - Connect the white and red plugs on the V.SMILETM cable to the white and red audio input terminals on your TV. For TVs with a mono audio input: - Connect the yellow plug on the V.SMILETM cable to the yellow video input terminal on your TV. - Connect the white or red plug on the V.SMILETM cable to the white or red audio input terminal on your TV. GETTING STARTED 5 CONNECTING TO A VCR If there is no video IN and audio IN terminal on your TV set, you can connect V.*

*SMILETM to a VCR. - Connect the yellow plug on the V.SMILETM cable to the yellow video input terminal on your VCR. - Connect the white and red plugs on the V.SMILETM cable to the white and red audio input terminals on your VCR. TO BEGIN PLAY STEP 1: CHOOSE YOUR PLAY MODE Touch your pen on the touch-sensitive drawing pad to choose the activity mode, or press the arrow buttons up and down to play. Hold down the pen or press the ENTER button when you are finished. 1. Free Draw This mode allows you to draw anything you wish! You can use the userfriendly art functions such as choosing colors, adding stamp images, choosing an animation, and more to create your own masterpiece! 2.*



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*Art Lesson This mode provides seven different drawing lessons that help you learn about the elements of art and using these elements to create your own drawing.*

*In the Art Lesson menu, choose any of the seven lessons you like. Hold down the pen or press the ENTER button to make your choice. Use the pen or arrow buttons to move the cursor to the lesson you want and hold down the pen or press the ENTER button to play. Note: For the details of the 'Art Lesson' games, please refer to the "Activities Art Lesson" section. 6 GETTING STARTED 3. Creative Play In this mode, you can play two learning games that focus on specific gaming skills. Note: For the details of the 'Creative Play' games, please refer to the "Activities Creative Play" section. 4. Practice Time This mode provides two activities to encourage your creativity. Note: For the details of the 'Practice Time' games, please refer to the "Activities Practice Time" section. 5. Options In this screen, you can move the pen or arrow buttons up and down to move the cursor between Chances and Music options. GETTING STARTED 7 Chances: Normal/Unlimited Selection To choose between Normal and Unlimited chances of play, move the pen or arrow buttons left or right to either "Normal" or "Unlimited" . Hold down the pen or press the ENTER button to make your choice. Music: On/ Off Selection To turn the background music and sounds On or Off, move the pen or arrow buttons left or right to either "On" or "Off" . Hold down the pen or press the ENTER button to make your choice. Level of Difficulty: Easy/Hard Levels To change the level of difficulty, move the pen or arrow buttons to the left to choose the Easy level or to the right to choose the Hard level . STEP 2: CHOOSE YOUR GAME SETTINGS The Art Lesson, Creative Play and Practice Time modes each have their own game settings on their activity selection screens. Please refer to each section for details. STEP 3: START YOUR GAME For Free Draw, please go to the "Activities Free Draw" section. For Art Lesson, please go to the "Activities Art Lesson" section. For Creative Play, please go to the "Activities Creative Play" section. For Practice Time, please go to the "Activities Practice Time" section. ACTIVITIES EDUCATIONAL CURRICULUM Free Draw: Independent Creativity & Imaginative Skills Art Lessons Lesson 1 Lesson 2 Lesson 3 Lesson 4 Lesson 5 Lesson 6 Lesson 7 Game 1 Game 2 Line Drawing Shape Drawing Shape Combination Color Filling Color Mixing Object Drawing Animation Rainbow Chase Toy Maker Animation Maker Coloring Fun Basic Drawing Skills Advanced Shape Drawing Shape Matching Colors Primary & Secondary Colors Advanced Drawing Skills Sequencing Colors, Problem Solving Logic Skills, Color Matching Drawing, Sequencing, Creativity Colors, Creativity Creative Play Practice Time Activity 1 Activity 2 FREE DRAW MODE BASIC OPERATIONS Move the pen upward Move the pen downward Move the pen to the left Move the pen to the right Hold down the pen Cursor moves upwards. Cursor moves downwards. Cursor moves to the left. Cursor moves to the right. Confirm your choice / use the current function. Cursor moves upwards. Cursor moves downwards. Cursor moves to the left. Cursor moves to the right. Confirm your choice / use the current function. ENTER button ACTIVITIES 8 Quit Icon Color Icons Function Icons Cursor Color Icons Clear Icon Undo Icon This is the cursor you control on the screen. Select it to choose a color. There are 15 colors you can use in this activity. Use it to clear all the drawings on your current picture. Use it to undo the last action you took. ACTIVITIES 9 Pencil Icon Use it to draw lines the default color is black. To select the size of the pencil line, select one of the three different-sized lines in the pop-up menu. Eraser Icon Use it to erase lines on your drawing. To select the size of the eraser, select one of the three different-sized circles in the pop-up menu. @@@@Then release the pen to see the size. @@Stamp Icon Select it to open a submenu. You will see a variety of stamps. Select your favorite one and it will be added to your picture. @@Cut Icon Use it to cut sections of your artwork to another location. Advanced Art Tools Select it to open a pop-up menu of advanced You will see the two colors being mixed together and then the new color name will be announced. @@A total of six mixed colors can be created. @@@@Then watch it play! @@@@Character moves downwards. Character moves to the left. Character moves to the right. 14 ACTIVITIES Character moves upwards. Character moves downwards. Character moves to the left. Character moves to the right. @@@@Displays the remaining time in the current stage. @@Select it and your score will be reduced. Select it and your score will be increased. Select this to restore the character's health. @@@Look out for the sides of the path and the moving obstacles! @@@@: Seven rainbow colors and grey exist in the maze. Game 2 Toy Maker BASIC OPERATIONS Move the pen upward Character moves upwards. Character moves downwards. Character moves to the left. Pick up a toy accessory / put the toy accessory on a toy body. Character moves upwards. Character moves downwards. Character moves to the left. Character moves to the right. Move the pen downward Move the pen to the left Move the pen to the right Hold down the pen ENTER Button Pick up a toy accessory / put the toy accessory on a toy body. Selectable Toy Parts Toys Trash Bin Score Cursor Selectable Toy Parts This is the cursor you control on the screen. Put these on the corresponding toy bodies. 16 ACTIVITIES Character moves to the right. Toys Trash Bin Score Game Play Put the selectable toy parts on these toys. Put the unwanted toy parts into it. Displays the current total of all toys built correctly. Help the character build toys with the correct accessories. Control your cursor to select a toy part. Then, try to match the toy part with the correct toy body by using your pen to place the toy part onto the body. The more toys you build correctly, the more points you will earn! Curriculum: Logic Skills, Color Matching Easy Level Hard Level : Each toy has one color toy part. : Each toy has three colors and three separate toy parts. PRACTICE TIME ACTIVITIES BASIC OPERATIONS Move the pen upward Move the pen downward Move the pen to the left Move the pen to the right Hold down the pen ENTER button Cursor moves upwards. Cursor moves downwards. Cursor moves to the left. Cursor moves to the right. Confirm your choice / use the current function. Cursor moves upwards. Cursor moves downwards. Cursor moves to the left. Cursor moves to the right.*

*Activity 1 Animation Maker Animation Frame Number Quit Icon Color Icons Theme Icons Stop Button 17 Function Icons Play Button Color Icons Clear Icon Undo Icon Pencil Icon Select it to choose a color.*



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There are 15 colors you can use in this activity. Use it to clear all the drawings on the current animation. Use it to undo the last action you took. Use it to draw lines - the default color is black. To select the size of the pencil line, click on one of the three different-sized lines in the pop-up menu. Eraser Icon Use it to erase your lines in your drawing. To select the size of the eraser, click on one of the three differentsized circles in the pop-up menu. Color Filling Icon Use it to fill an area of your drawing with a solid color - the default color is black. @@Click in the drawing area and hold down Drawing Icon the pen to adjust the size of the shape.

Then release the pen to confirm the size. @@Stamp Icon Select it to open a submenu and select your favorite stamp to add in your picture. Play Button Select it to play your animation. Stop Button Select it to stop your animation. Theme Icons Select a theme to add into your animation.

Animation Frame Select an animation frame to create. Number Quit Icon Click it to exit this activity. You will also see this icon in all activity modes to exit from the activity. Enter Button Confirm your choice / use the current function. Game Play Create your own animation in this activity.

Click the animation frame number and then draw on each frame of your animation. You can use the color icons and your pen to create fun drawings. You can also select a theme for your animation by clicking the theme icons on the right-hand side of the screen to add to your animation. When you are ready to play it, select the Play button and watch your animation! If you want to stop watching your animation, select the Stop button. ACTIVITIES 18 Curriculum:

Drawing, Sequencing, Creativity Easy Level Hard Level : There are four frames for each animation. : There are six frames for each animation. Activity 2 Coloring Fun Quit Icon Color Icons Clear Icon Undo Icon Coloring Picture Icons Color Icons Select it to choose a color. There are 15 colors you can use in this activity. Use it to clear all the drawings in the animation. Use it to undo the last action you took.

Cursor ACTIVITIES Clear Icon Undo Icon Coloring Picture Icons Select your favorite coloring picture. There are a total of six to choose from. Quit Icon Select it to exit this activity. You will also see this icon in all activity modes to exit from the activity. Game Play Choose your favorite picture and add any color you like by selecting the color icons with your pen. Once you select a color, hold your pen down to the area where you want color filled and your drawing will automatically be colored. Curriculum: Colors, Creativity Easy Level Hard Level : All areas are filled with the same color when you select each related area. : Each enclosed area is filled separately with a different color. 19 CARE & MAINTENANCE 1. Keep your V.

SMILE Art Studio™ clean by wiping it with a slightly damp cloth. Never use solvents or abrasives. 2. Keep it out of direct sunlight and away from direct sources of heat. 3.

Remove the batteries when not using it for an extended period of time. 4. Avoid dropping it. NEVER try to dismantle it. 5.

Always keep the V.SMILE Art Studio™ away from water. A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the V.SMILE™ TV Learning System does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on a television screen at close range and handling a joystick for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play. TROUBLESHOOTING Problem Possible Reason Solution The V.SMILE™ power 1.

Incorrect or missing 1. Check that new batteries are correctly light does not come on power connection installed, or an AC/DC adaptor (9V 300mA, when the ON Button is center-positive) is properly connected to pressed. the main unit. 2. Program needs to 2.1 Disconnect all power supplies (batteries and adaptor), then reconnect power be reset supplies. @@Incorrect TV 1. @@is no picture on the screen. 2. Incorrect TV mode 2.

Make sure that the TV is set to "video" selected mode. @@The V.SMILE™ power 1. @@be reset no picture (or incorrect 1.2 Disconnect all power supplies (batteries picture) on the TV, and adaptor), then reconnect power and pressing the OFF supplies.

Button has no effect. The TV picture is black 1. Non-matching color 1. Make sure that the TV is set to the correct and white. system TV system (e. g. NTSC or Auto). 2. Cable connection problem There is a picture on the TV, but no sound. 1. TV setting 2. Cable connection problem The V.SMILE Art Studio™ does not work. 2. Make sure that the video cable is firmly connected to the video input of the TV.

1. Raise the volume of the TV, and make sure it is not set to "Mute". 2. Make sure that the white and/or red plug is firmly connected to the audio input of the TV. 1. Improper V.SMILE 1. Make sure that the V.SMILE Art Studio™ Art Studio™ is firmly connected to the V.SMILE™ connection joystick port. 2. V.SMILE Art 2. Turn the unit OFF and then ON again. Studio™ was reconnected after program start TECHNICAL SUPPORT If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have.

A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below: · The name of your product or model number (the model number is typically located on the back or bottom of your product). · The actual problem you are experiencing. ·

The actions you took right before the problem occurred. Internet : www.

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*These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.*

*However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: -- Reorient or relocate the receiving antenna. -- Increase the separation between the equipment and receiver. -- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. -- Consult the dealer or an experienced radio/TV technician for help.*

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