In this work I study painterly animation synthesis using simulated brush strokes. Painterly animation, as a new artistic form, gives
the animator new space and freedom. The aim of the project is to design a framework which could solve this complex task - to put together both the exibility and simplicity with user comfort. This framework should be helpful in further research of artistic and technical potential of painterly animation. Implementation the method of Barbara Meier [4] within this framework results in the application which provides a possibility of creating attractive pieces in brushwork even for less experienced animators.