



Toon Boom Storyboard Pro 4.2 Getting Started Guide

Legal Notices

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Contents

Toon Boom Storyboard Pro 4.2 Getting Started Guide	1
Contents	3
Chapter 1: Introduction	5
Chapter 2: Interface	7
Stage View	8
Panel View	8
Storyboard View	9
Tool Properties View	10
Interface Navigation	10
Chapter 3: Script and Panels	13
Importing a Script	13
Adding Text to Panel Captions	13
Creating Panels	14
Creating Scenes	15
Creating Sequences	15
Reordering Panels	15
Chapter 3: Layers	17
Adding Layers	17
Deleting Layers	17
Hiding and Showing Layers	18
Locking and Unlocking Layers	18
Chapter 4: How to Draw	21
Drawing on a Vector Layer	21
Using a Vector Brush or Pencil	22
Using a Textured Brush	22
Drawing on a Bitmap Layer	23
Chapter 5: How to Paint	25
Chapter 6: How to Create Templates	27
Creating a Template from the Stage View	27
Creating a Template from the Thumbnails View	28
Creating a Template from the Timeline View	29
Chapter 7: How to Work in the 3D Space	33
Viewing Objects from the Top and Side	33
Converting Your Scene to 3D	34
Resetting Your Scene to 2D	34

Positioning Elements in 3D Space	35
Previewing the Panel with the Camera View	35
Importing 3D Objects to the Library	36
Chapter 8: How to Create an Animatic	39
Timeline View	39
Setting the Panel Duration	40
Animating Layers	40
Animating the Camera	41
Adding Sound	45
Creating a Transition	46
Chapter 9: How to Export	49
Exporting a PDF	49
Exporting a Movie	51
Exporting to Toon Boom	52
Exporting to FBX	53

Chapter 1: Introduction

Storyboard Pro is a complete storyboarding software for animated features and TV series, 2D/3D, live action production, video games, or events with advanced features for all your project's needs.

In the Getting Started Guide, you will learn about the main features covering the basic concepts of Toon Boom Storyboard Pro, which will quickly bring you up to speed. Refer to the complete Toon Boom Storyboard Pro documentation available online at docs.toonboom.com to learn about all the tools and options, as well as advanced techniques.

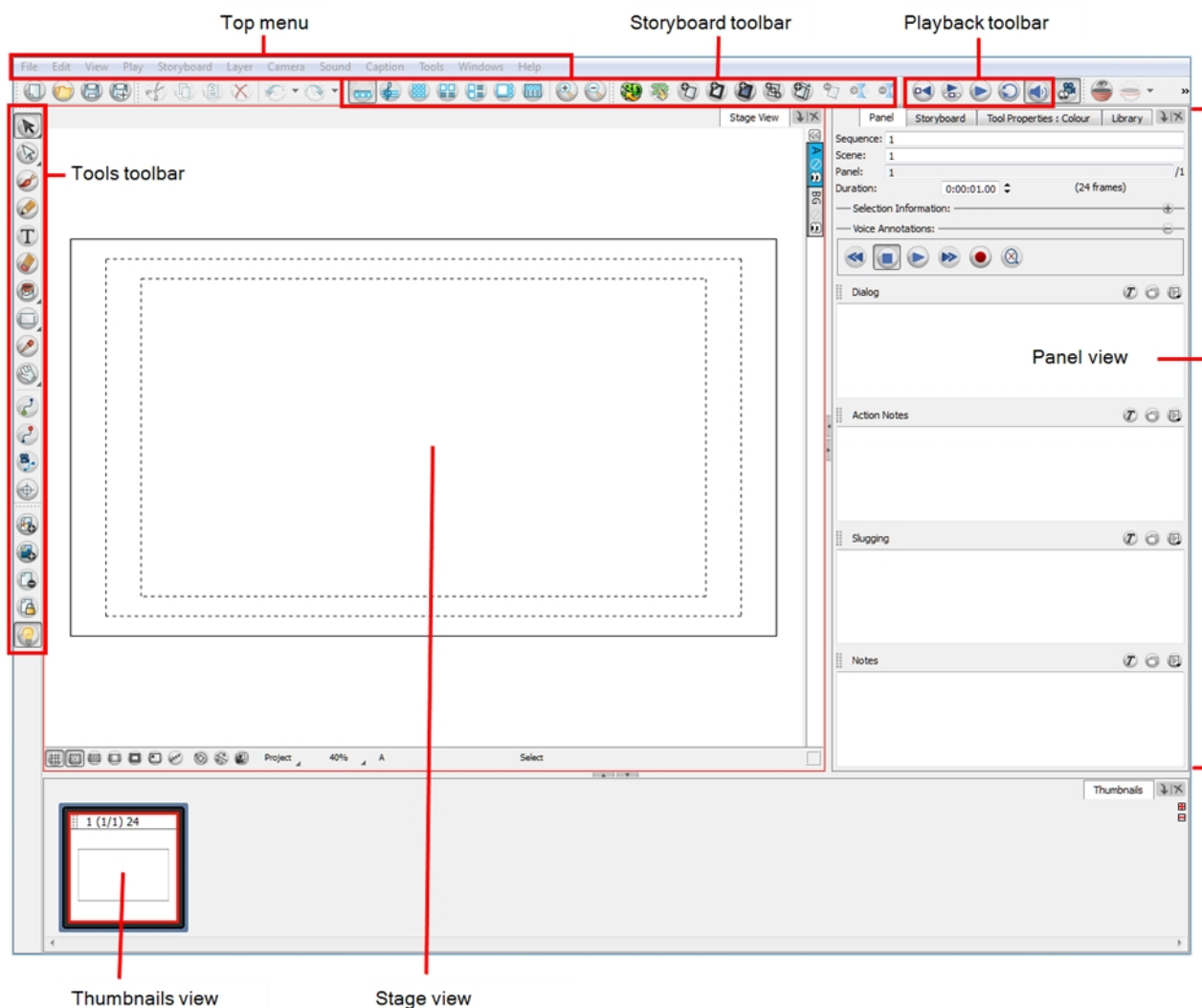
This guide is divided as follow:

- [Interface](#) on page 7
- [Script and Panels](#) on page 13
- [Layers](#) on page 17
- [How to Draw](#) on page 21
- [How to Paint](#) on page 25
- [How to Create Templates](#) on page 27
- [How to Work in the 3D Space](#) on page 33
- [How to Create an Animatic](#) on page 39
- [How to Export](#) on page 49

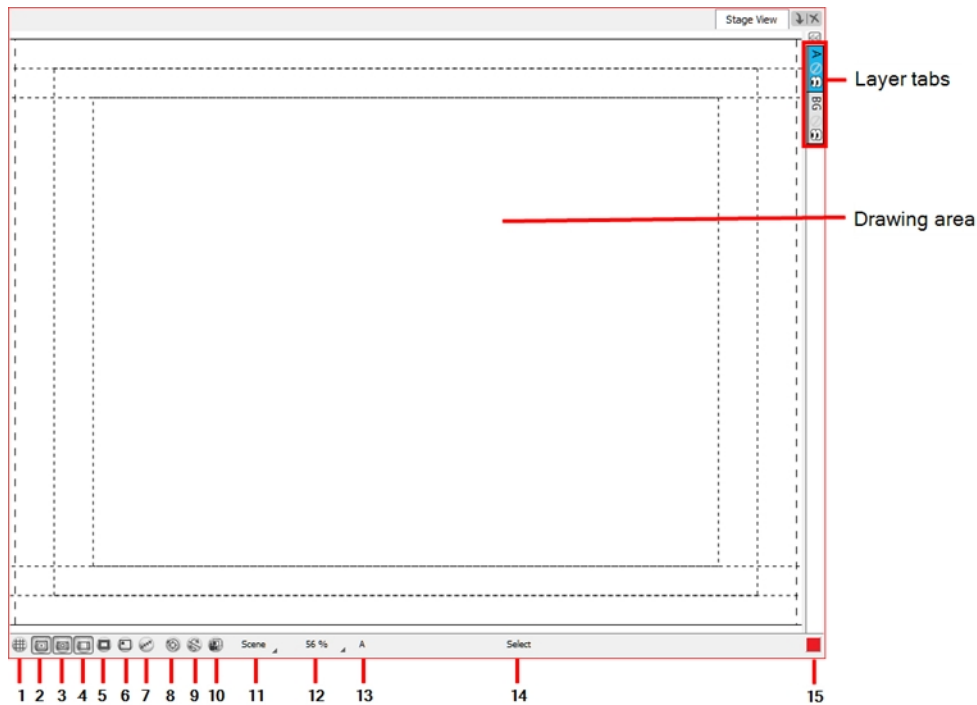
Chapter 2: Interface

It is important that you become familiar with the main elements of the user interface. This will help you to start using Storyboard Pro. You can learn more about the highlights described here, and how to use them in a production context, throughout this guide.

When you start Storyboard Pro for the first time, the default workspace is displayed. It contains all of the main elements.



Stage View

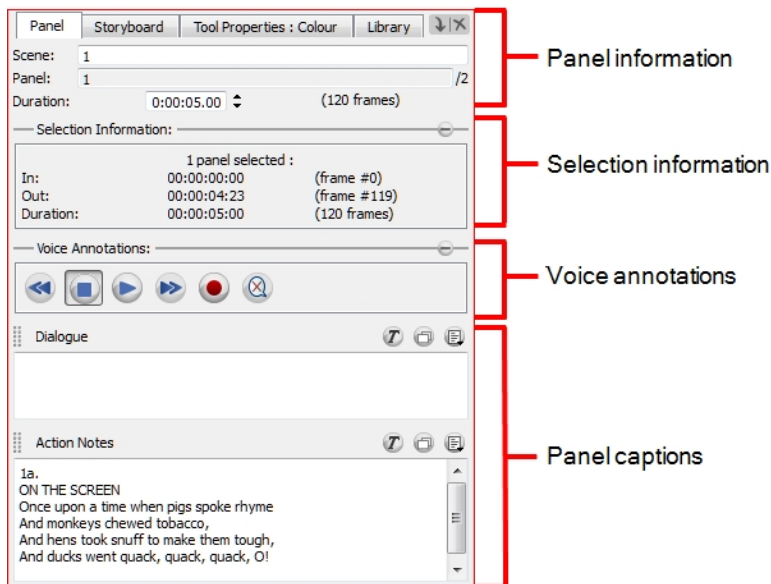


- | | |
|-------------------------|----------------------------------|
| 1. Grid | 9. Reset Rotation |
| 2. Safety | 10. Look at Selected (3D only) |
| 3. 4:3 Safety | 11. Point of View Drop-down Menu |
| 4. 4:3 Area | 12. Zoom |
| 5. Camera Mask | 13. Layer Name |
| 6. Camera Label | 14. Tool Name |
| 7. Complete Camera Path | 15. Colour View |
| 8. Reset View | |

The Stage view is the centre of operations in Storyboard Pro. In this view, you can build, draw, paint, animate the camera, create layer paths, and see your results.

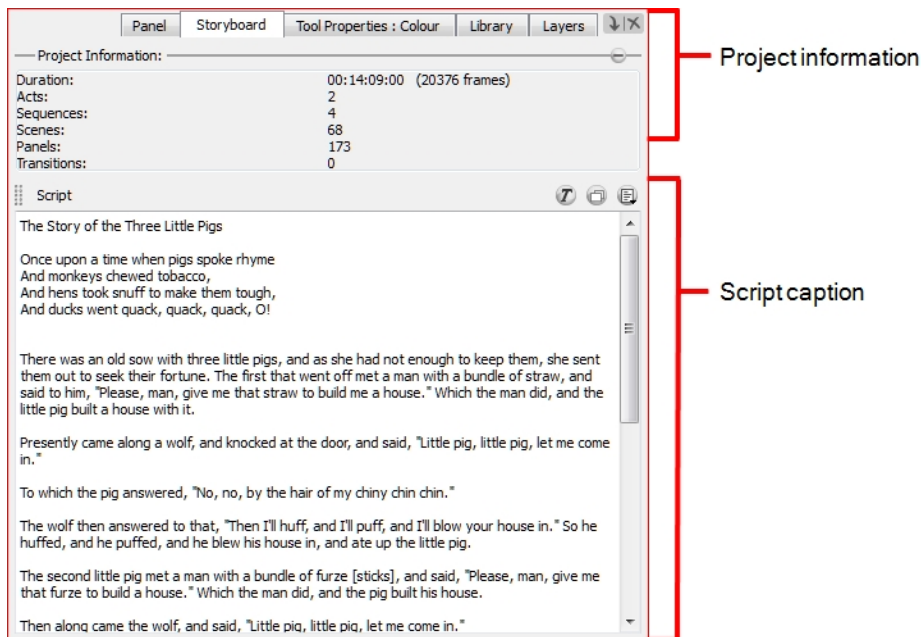
Panel View

The Panel view displays the different captions which are related to the current panel, as well as other useful information.



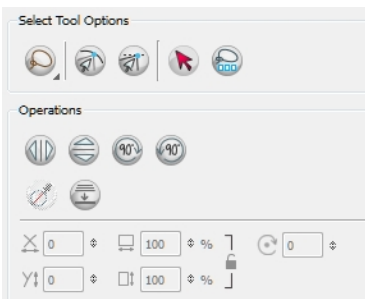
Storyboard View

The Storyboard view is where you import or type your script. It also displays valuable information about your storyboard project. The Storyboard view is divided into two areas: Project information and Script caption.



Tool Properties View

The Tool Properties view contains the most common options and operations related to the currently selected tool. As soon as you select a tool from the Tools toolbar, the Tool Properties view is updated.



Options and operations related to the Select tool

Interface Navigation

Storyboard Pro supports Zoom In, Zoom Out, Rotate, Pan and Reset View Position for easy interface navigation.

- **Zoom In:** Zooms into the view. Press [2] or select **View > Zoom In**.
- **Zoom Out:** Zooms out of the view. Press [1] or select **View > Zoom Out**.
- **Zoom In and Zoom Out:** Hold down [Spacebar] and your middle mouse button while moving the mouse up or down.
- **Reset Zoom:** Resets the view's zoom to its default position. Press [Shift]+[Z] or select **View > Reset Zoom**.
- **Pan the view:** Hold down the keyboard shortcut [Spacebar] and drag your mouse in the direction you want to pan the view.
- **Reset Pan:** Resets the view's pan to its default position. Press [Shift]+[N] or select **View > Reset Pan**.
- **Reset View:** Resets the view to its default position. Press [Shift]+[M] or select **View > Reset View**.
- **Reset View to Default Drawing Area:** Resets the Stage view to show the default drawing area, which is the space situated inside the default camera frame (before the camera is modified). Select **View > Reset Stage View To > Default Drawing Area**.
- **Reset View to Current Panel:** Resets the Stage view to show the current panel in its entirety. Select **View > Reset Stage View To > Current Panel Overview**.
- **Reset View to Camera Overview:** Resets the Stage view to show an overview of the Camera frames. If a Camera movement was created in the selected panel, it will show the entire space within the camera movement. Select **View > Reset Stage View To > Camera Overview**.

NOTE: This option is only available when the Point of View Mode is set to the Scene or Panel Level. Select **View > Point of View Mode > Scene Level** or **Project Level**.

- **Reset View to Start Camera:** Resets the Stage view to focus on the starting camera position of the camera movement on the current panel. Select **View > Reset Stage View To > Start Camera Frame**.

NOTE: This option is only available when the Point of View Mode is set to the Scene or Panel Level. Select **View > Point of View Mode > Scene Level** or **Project Level**.

- **Reset View to End Camera:** Resets the Stage view to focus on the ending camera position of the camera movement on the current panel.
Select **View > Reset Stage View To > End Camera Frame**.

NOTE: This option is only available when the Point of View Mode is set to the Scene or Panel Level. Select **View > Point of View Mode > Scene Level** or **Project Level**.

- **Reset Rotation:** Resets the view's rotation to its default position. Press [Shift]+[X] or select **View > Reset Rotation**.
- **Rotate CW:** Rotates the Stage view clockwise, like an animation table. Press [V] or select **View > Rotate View CW**.
- **Rotate CCW:** Rotates the Stage view counter-clockwise, like an animation table. Press [C] or select **View > Rotate View CCW**.
- **Toggle Full Screen:** Maximizes the application on your screen space. Press [Ctrl]+[Shift]+[F] (Windows) or [⌘]+[Shift]+[F] (Mac OS X) once to make the application go full screen, click again to resolve to normal view. You can also select **View > Toggle Full Screen**.

Chapter 3: Script and Panels

A complete storyboard is not only made of drawing panels, but also includes valuable written directions and information, such as action notes, dialogue, and more. In Storyboard Pro, the editing of these text fields, called *captions*, is as easy as a drag and drop. You can also reorder, rearrange and modify your panels and scenes very easily, without having to go back to the photocopy machine, scissors, and tape.

Importing a Script

If your script is in *.txt or *.rtf file format, you can use the Import Caption command to import it into the Script caption.

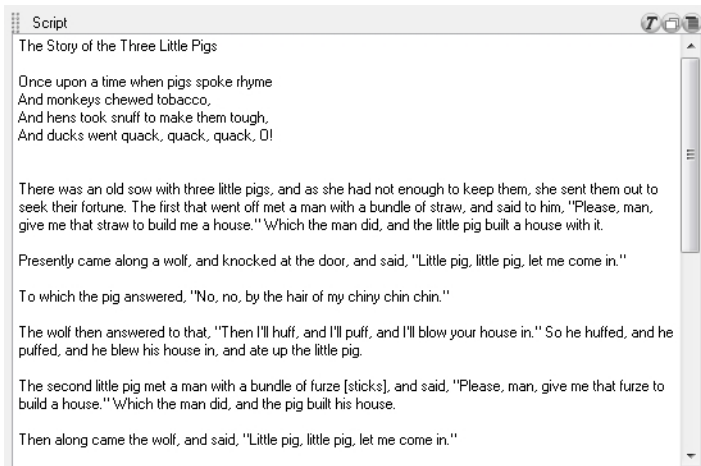
To use the Import Caption command to import your script:

1. In the Storyboard view, click the Caption Menu  button and select **Import Caption**.

The Import Caption browser opens.

2. Select your *.txt or *.rtf file and click **Open**.

The script appears in the Script caption field.



Adding Text to Panel Captions

The quickest and easiest way to add text to your caption fields is to drag and drop it. For example, if you imported your script into the Storyboard view's Script caption field, you can select the text you need and drop it in the desired panel's caption field.

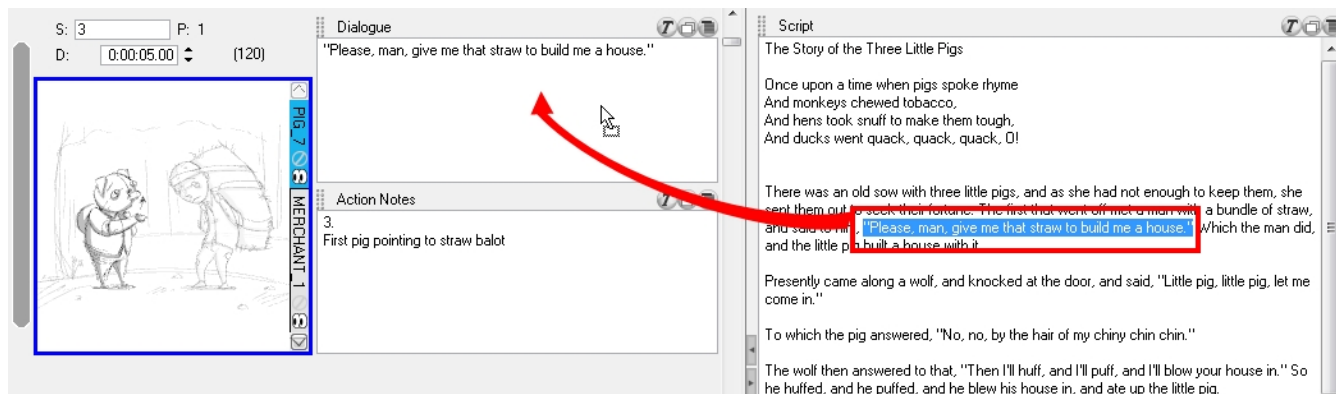
To drag and drop text from your imported script:

1. (Optional) Switch to the Vertical workspace by selecting **Windows > Workspace > Workspace > Vertical**.
2. In the Thumbnails view, select the panel to which you want to add text to a caption.
3. In the Storyboard view:
 - ▶ In the Vertical workspace, the Storyboard view is on the right side of the screen, under the Panel view. Click the **Storyboard** tab to switch to this view.
 - ▶ If the Storyboard view is not displayed in your workspace, select **Windows > Storyboard**.

- In the Script caption field, highlight the part of the text you want to drag and drop.

NOTE: You can drag and drop text from any caption field to another; it does not absolutely have to be from the Script caption.

- In the Script caption, click and drag the selected text and drop it in the destination caption of your panel.



- Repeat this until you have copied all the necessary text into your project's caption fields.

NOTE: You can also copy and paste text from external applications such as Microsoft sWord or from a PDF files.


Creating Panels

When you are creating a panel, the new panel is added after the current panel.

To create panels:

- In the Thumbnails view, select the panel to which you want to add a panel.




- Do one of the following:
 - In the Storyboard toolbar, click the Create Panel  button.
 - Select **Storyboard > Create Panel**.
 - Press [P].

A new panel is added to the storyboard, and is part of the same scene as the current panel.



Creating Scenes

To create a scene:


- ▶ In the Storyboard toolbar, click the New Scene  button or select **Storyboard > New > New Scene**. A new scene, containing one blank panel, is added after the current scene.

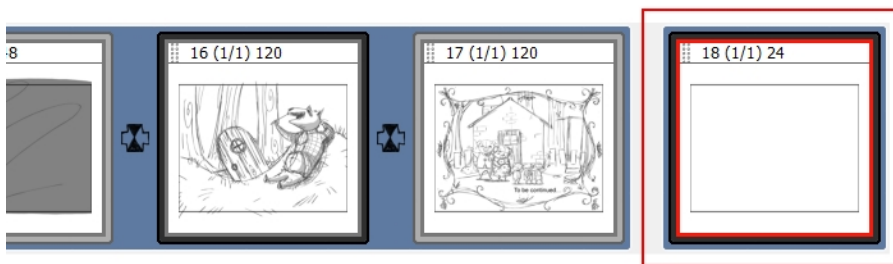


Creating Sequences

By default, when you start building your storyboard using the New Scene button or command, the scenes that are created are not part of a sequence. If you want to start adding sequences to your project, you must use the New Sequence button for every new scene beginning a new sequence. This will add a new scene to your project and show the sequence markers in the Thumbnails and Timeline views.

To create a new sequence:

- ▶ In the Storyboard toolbar, click the New Sequence  button or select **Storyboard > New > New Sequence**.

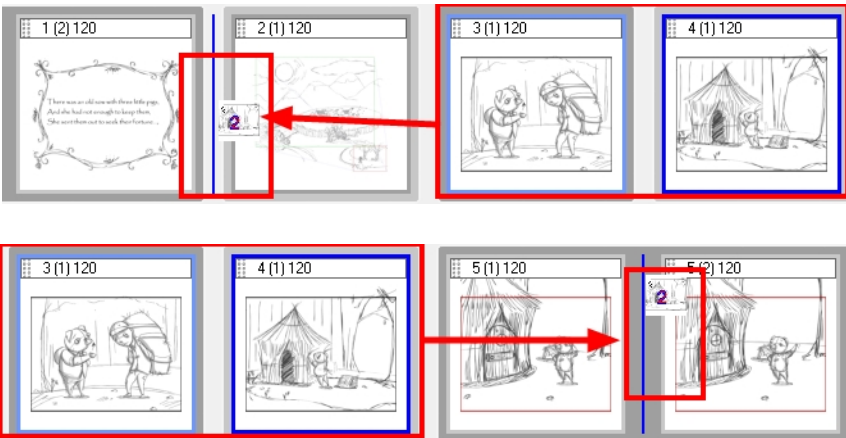


A new scene is added to your project and is now the starting point of a new sequence. If this is the first sequence you add to a project, all scenes prior to it will be combined as a sequence as well. The sequence markers will also become visible in both the Thumbnails and Timeline views.

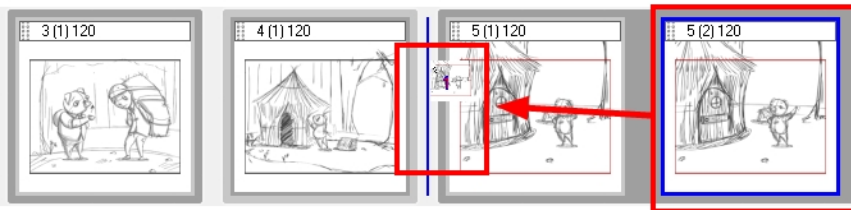
Reordering Panels

To reorder panels, drag and drop your selection where you see a blue straight line. You can drop your selection between two scenes or in the middle of a scene. Dropping a panel in the middle of a scene will include it in the scene; it will not split it.

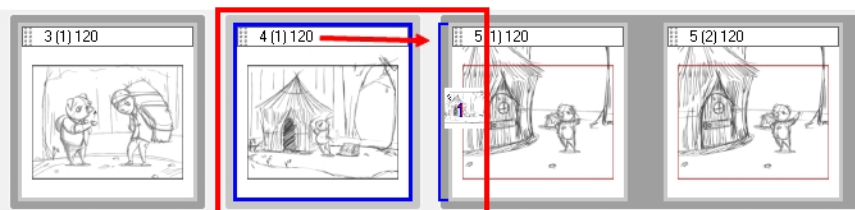
Remember that if you select more than one panel to move, you must drag them by clicking the current panel in the selection. Clicking any other panel in the selection will deselect the rest.



You can drag and drop a selection to remove it from a scene. Just drag the selection out and drop it between two scenes when you see a straight blue line appear.



You can drag and drop a selection so it joins another scene. Just drag the panel onto the edge of the scene you want it to attach to, and drop it when you see a right-facing or left-facing bracket appear.



Chapter 3: Layers

There are three types of layers you can use depending on the type of graphics and artwork you are aiming to achieve: bitmap, vector, and 3D.

Bitmap Layers: Allow you to create 2D graphics that are resolution independent. Bitmap graphics are made of pixels on a grid that resemble tiny dots, which altogether make up the drawing you are creating or artwork you are importing. Bitmap graphics impart a more natural and soft look to your work. The colour is defined on a pixel-by-pixel basis.

Vector Layers: Allow you to create 2D graphics that are made of many individual, scalable objects. Each object is created by a mathematical equation rather than pixels, so they always display at the highest quality. Because they are scalable, vector objects are resolution independent. You can increase and decrease the size of vector objects and your lines remain crisp and sharp, which is ideal for cartoons! On vector layers, the colour is defined for the whole stroke.



Vector objects can consist of lines, curves, and shapes that you can edit and transform using control handles. Vector graphics are not restricted to rectangular shapes like bitmap graphics. You can place vector objects over other objects, and the object below will show through.

3D Layers: Allow you to import 3D objects into layers, creating a project that mixes 2D and 3D styles.

Adding Layers

You can add an unlimited number of layers to a panel.



To add a layer to a panel:

1. From the Thumbnails view, select the panel to which you want to add a new layer.
2. Do one of the following:
 - ▶ Select **Layer > New Vector Layer** or **New Bitmap Layer**.
 - ▶ Click the New Vector Layer  or New Bitmap Layer  button in one of these areas: Layers toolbar, Stage view, or Layers panel.

Deleting Layers

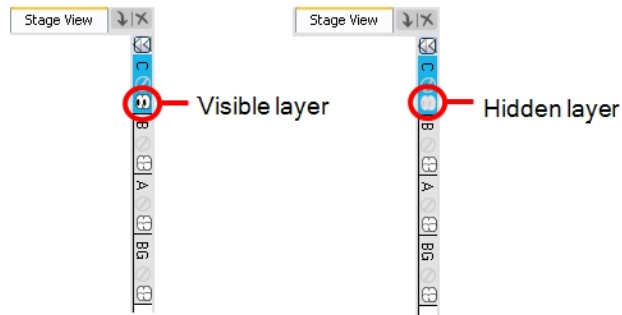
You can delete layers you no longer need. This keeps your project clean and tidy.

To delete a layer from a panel:

1. Select a layer.
2. Do one of the following:
 - ▶ In the Layer toolbar, click the Delete Layer  button.
 - ▶ From the Layers panel, click the Delete Layer  button.

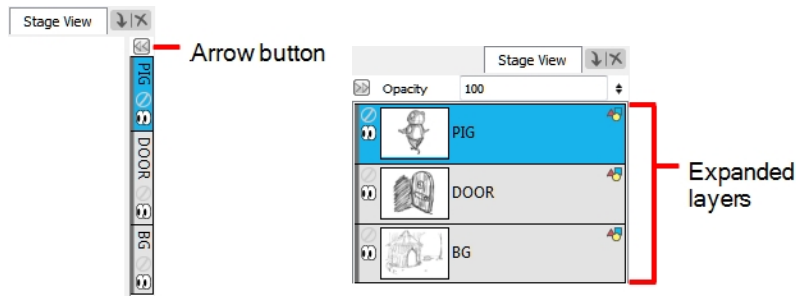
Hiding and Showing Layers

Working with many layers, it may be useful to hide certain layers.




To view layers in the Stage view:

- ▶ In the Stage view, click the arrow button to expand the layer tabs.



To show or hide a layer:

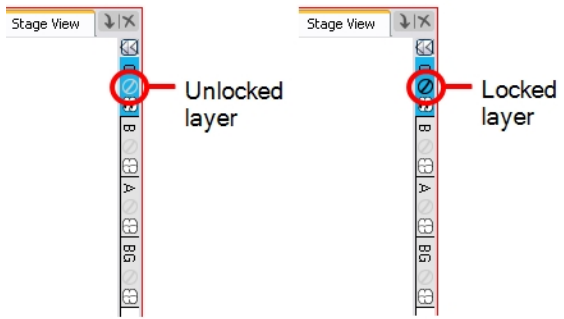
1. Select the tab of the layer you want to show or hide.
2. Do one of the following:
 - ▶ Click the Show/Hide Layer  icon.
 - ▶ Select **Layer > Show/Hide Layers**.

Locking and Unlocking Layers

You can lock the currently selected layer to protect any objects on it from being changed. Once locked, you can unlock the layer to make changes to any objects on it.

To lock or unlock a layer:

1. Select the tab of the layer you want to lock or unlock.
2. Click the Lock icon, located directly under the layer name.




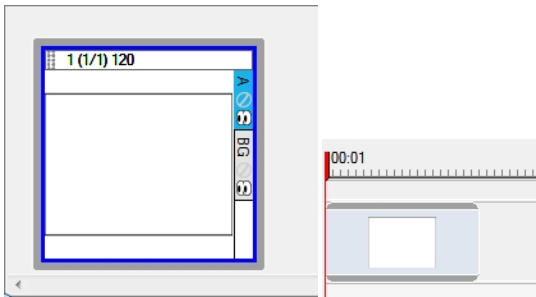
Chapter 4: How to Draw

Once you start Storyboard Pro, you can start to draw in the currently selected panel and layer. But first, you must decide on the style of drawing you are trying to achieve, and therefore, the type of layer you will be using: vector or bitmap. Whichever you decide upon, the associated tools become available for that type of layer.

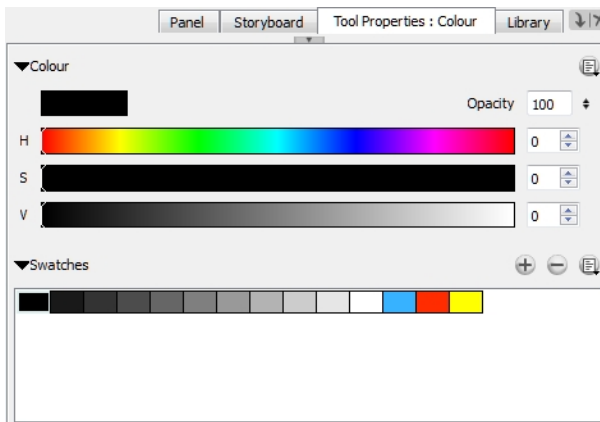
These are the general steps to start drawing in Storyboard Pro.

To draw:

1. In the Timeline or Thumbnails view, click a panel.
2. Select a vector or bitmap layer on which to draw.
3. In the Tools toolbar, select the Brush  tool or press [Alt]+[B].



4. In the Stage view, start drawing.
5. You can change the current colour by adjusting the sliders in the Colour view, or click a swatch to use that colour.



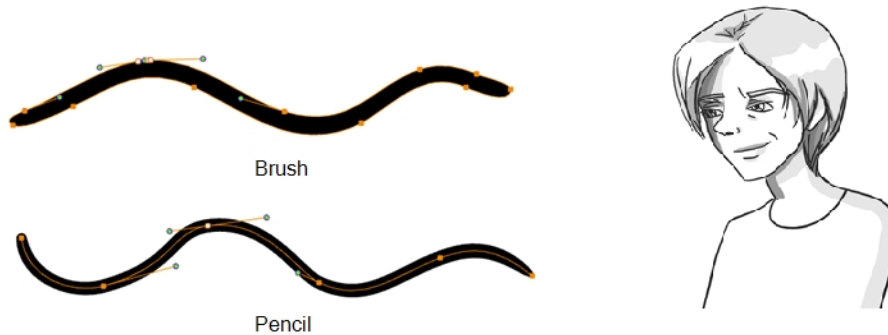
Drawing on a Vector Layer

Vector layers allow you to create 2D graphics that are made of many individual, scalable objects. Each object is created by a mathematical equation rather than pixels, so they always display at the highest quality. Because they are scalable, vector objects are resolution independent. You can increase and decrease the size of vector objects and your lines remain crisp and sharp, which is ideal for cartoons! On vector layers, the colour is defined for the whole stroke.

You can place vector objects on top of other vector objects, but each object will still be able to be manipulated independently.

When drawing on a vector layer, you will be using a brush, pencil, or textured brush.

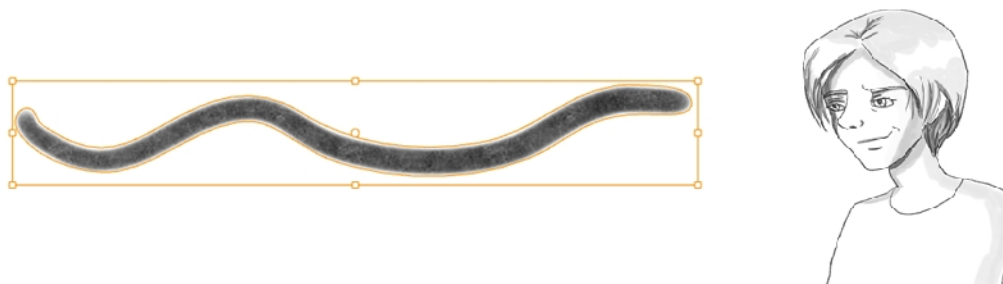
Using a Vector Brush or Pencil



Vector brushes produce files that are very light, and are ideal for long projects because you do not have to compromise on efficiency during playback. Also, you can modify the shape of the lines after you draw them using the Contour Editor or Perspective tool. The strokes are stored as separate lines until the drawing is flattened.

- **Advantage:** File sizes are light.
- **Disadvantage:** Cannot get natural media-style textured drawings.
- **Recommended Use:** For clean drawings, sketchy vector drawings, drawings you want to reuse from different distances (close, mid, far).

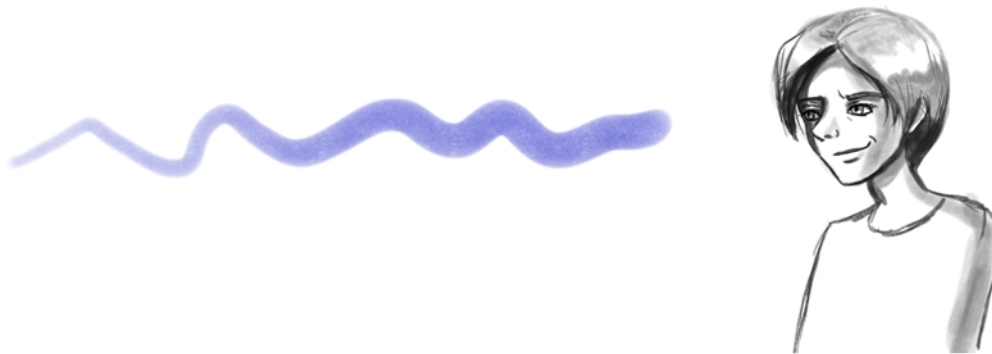
Using a Textured Brush



Textured brushes allow you to create lines that feel more like natural media, like working with a pencil on paper for example. With this kind of stroke, you can still move the strokes around after you draw them. You cannot, use the Contour Editor or Perspective tool on this kind of line.

- **Advantage:** You can get a natural media feel, and still have the ability to modify the position of lines after you draw them.
- **Disadvantage:** File sizes can get heavy. Although some strokes can be flattened, they cannot be flattened when you use different colours. Also, you can only have one colour/shade applied for the entire length of the line.
- **Recommended Use:** For textured drawings in which you can adjust the position of the lines later.

Drawing on a Bitmap Layer



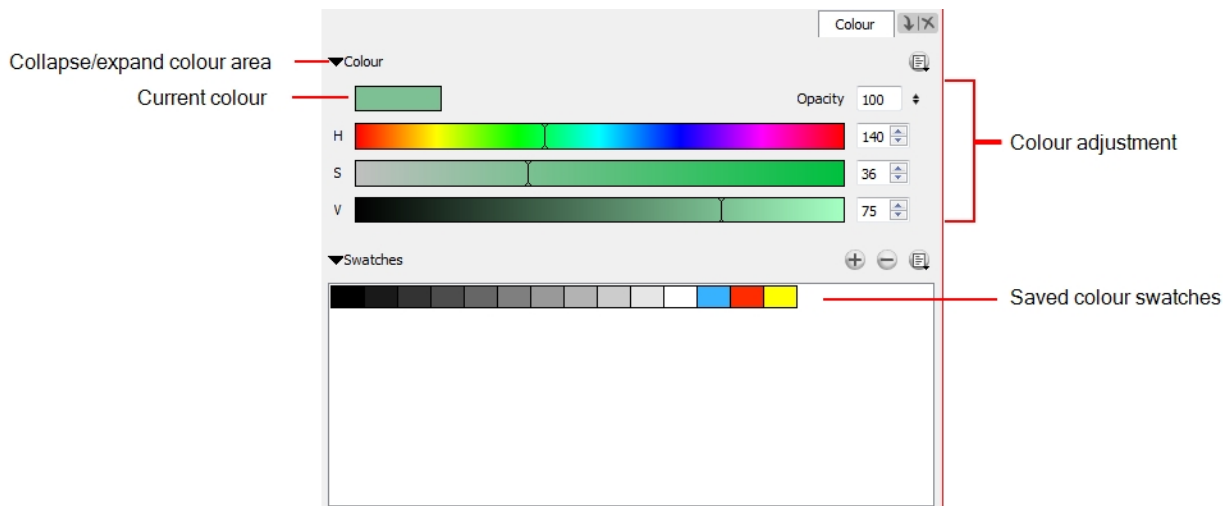
Bitmap layers allow you to create 2D graphics. The bitmap lines you create are made of pixels on a grid that resemble tiny dots, which altogether make up the drawing you are creating or artwork you are importing. Bitmap graphics impart a more natural and soft look to your work. The colour is defined on a pixel-by-pixel basis.

Drawing on a bitmap layer allows you to draw in a similar way to how you would in a bitmap tool like Photoshop or Painter. Although you cannot modify the position of the lines after you draw them, you can draw and erase. Instead of drawing lines, you are laying down the individual pixels. This gives you finer control over the brush itself, as well as the shading and colour of the drawing. However, the strokes cannot be edited with the Contour Editor or Perspective tool. It is more efficient for storing texture information than a textured brush on a vector layer, so if you are creating drawings with a lot of texture, this may be a better option.


- **Advantage:** File sizes are not as heavy as when you use textured brushes on a vector layer, since each stroke does not have to be remembered individually. Also, you have full artistic control over the style of the drawing.
- **Disadvantage:** You cannot modify the lines after you draw them. Simply draw and erase, like you would on paper. Also, it can be difficult to reuse the drawing at multiple distances.
- **Recommended Use:** When creating drawings with a lot of texture, for a natural media feel. Particularly when you want a wide variety in colour and shading, this is where you will see the real advantage.

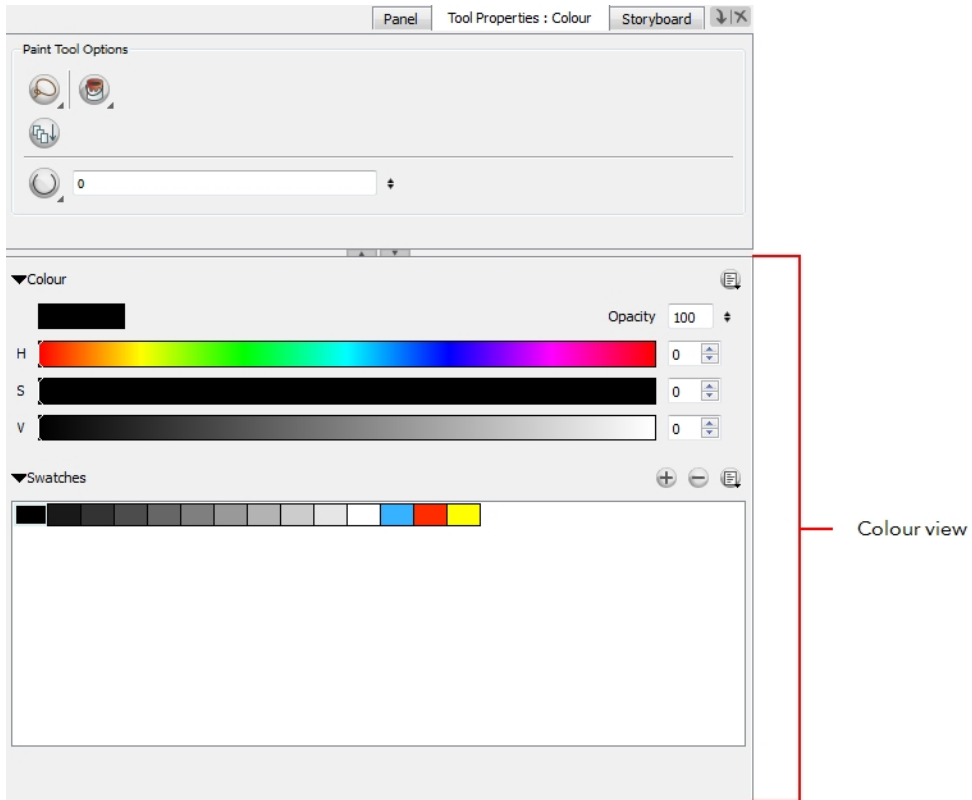
Chapter 5: How to Paint

To paint drawings and select colours, you will use the Colour view. There is an active colour swatch at the top, that indicates the current colour. You can modify the colour and opacity using the sliders beneath. If you are going to frequently use a colour, then you can save this colour for reuse by creating a colour swatch out of it.



To paint a drawing:

1. In the Tools toolbar, select the Paint  tool, press [Alt] +[I] or select **Tools > Paint**.
2. In the Panel view, select the **Tool Properties: Colour** tab..



3. In the Colour view, select a colour from the palette.
4. In the Stage view, start painting on your drawing by clicking the area to be painted. Note that the area to be painted must be closed.



NOTE: The Paint tool only paints vector drawings. To colour bitmap drawings, use the Draw Behind mode.

Chapter 6: How to Create Templates

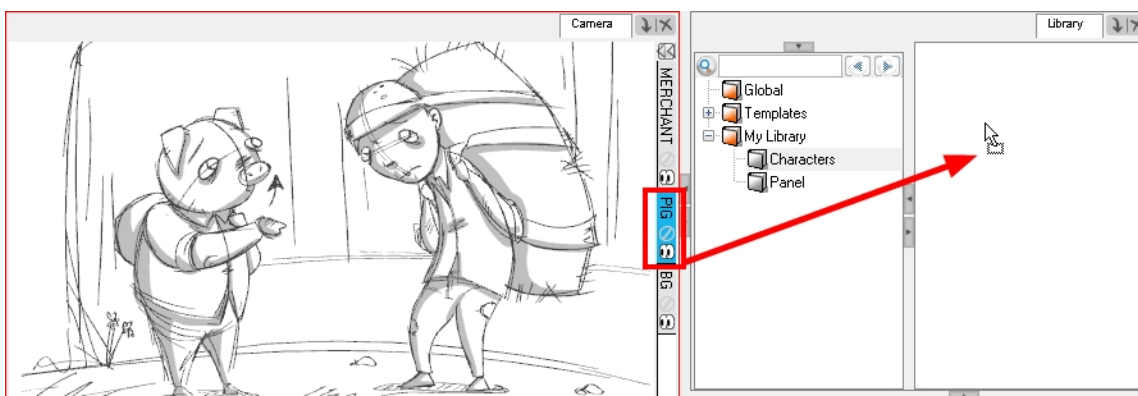
A template is an individual copy of the artwork stored in the library. This artwork can be reused in different scenes. Once a template is stored in the library, you can access it from any project, as many times as needed. Dragging a template into your project copies the content in it. It does not link it to the original, which means you can modify this individual copy.

Creating a Template from the Stage View

From the Stage view, you can create a template from a panel's layer or a selection of layers. Note that if a motion was created on the selected layer, it will be included in the template.

To create a template from the Stage view:

1. In the Library view, select a folder to store your template.
2. In the Stage view, select one or more layer tabs and drag them to the right side of the Library view.

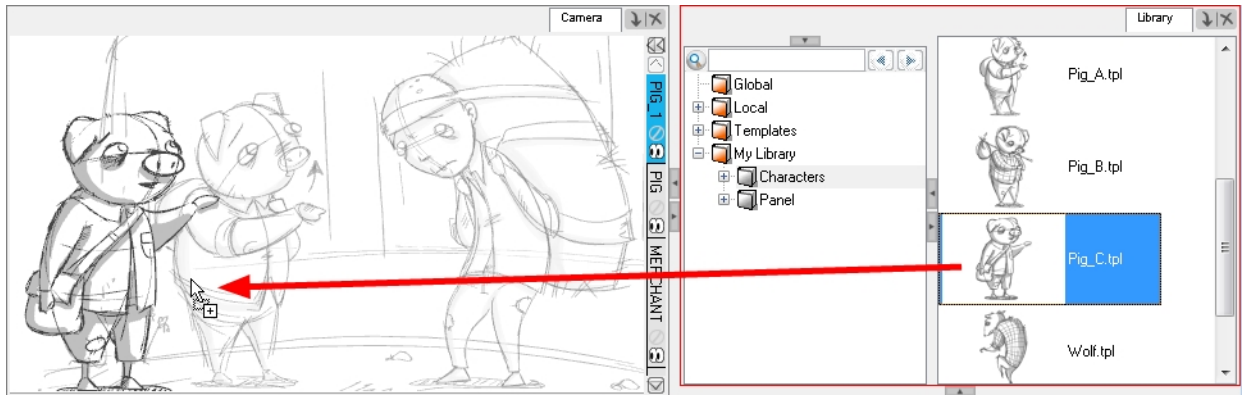


3. In the Rename dialog box, rename the new template. If you want to rename a template after it is created, right-click it and select **Rename**.

You can insert layers and panel templates into the Stage view.

To insert a template in the Stage view:

1. In the Thumbnails view, select the panel in which you want to insert the template.
2. In the Library view, select the template you want to insert.
3. Drag the selected template to the Stage view.



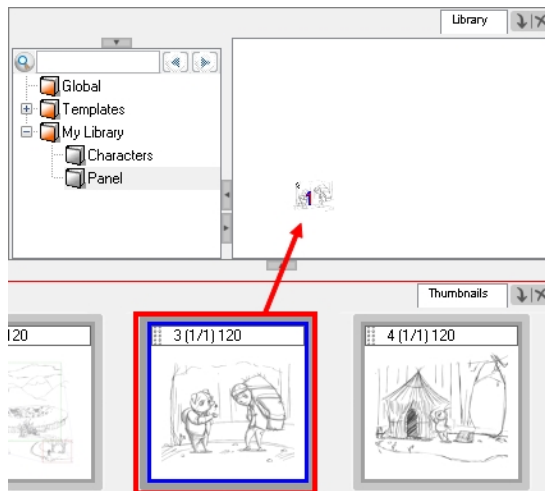
- ▶ If you drag a template of an entire panel into a selected panel, it will add all the content of the template into the existing selected panel.

Creating a Template from the Thumbnails View

From the Thumbnails view, you can create a template from an entire panel. Note that if there is a layer or camera motion in the selected panel, it will be included in the template.

To create a template from the Thumbnails view:

1. In the Library view, select a folder to store your template.
2. In the Thumbnails view, select a panel and drag it to the right side of the Library view.



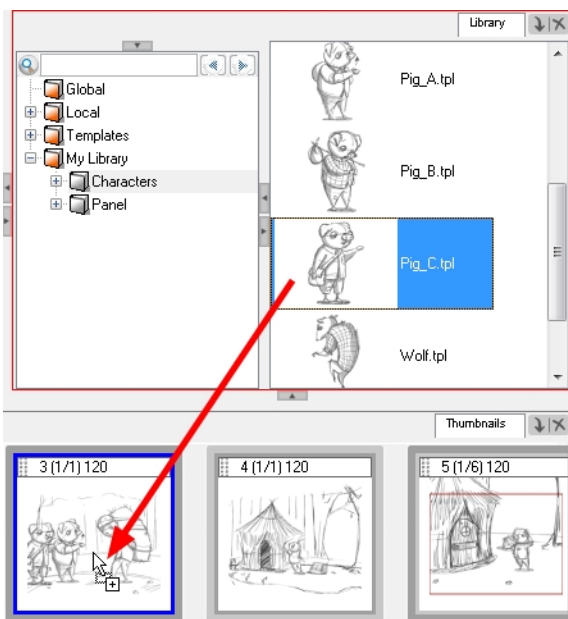
3. In the Rename dialog box, rename the new template. If you want to rename a template after it is created, right-click it and select **Rename**.
4. Click OK.



You can insert layers and panel templates into the Thumbnails view.

To insert a template in the Thumbnails view:

1. In the Thumbnails view, select the panel in which you want to insert the template.
2. In the Library view, select the template you want to insert.
3. Drag the selected template to the selected panel in the Thumbnails view.

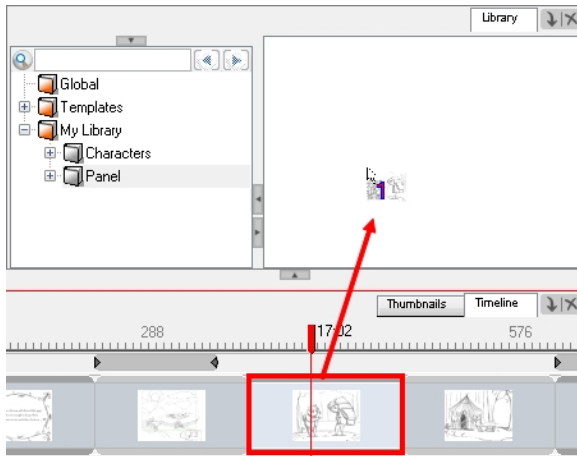


Creating a Template from the Timeline View

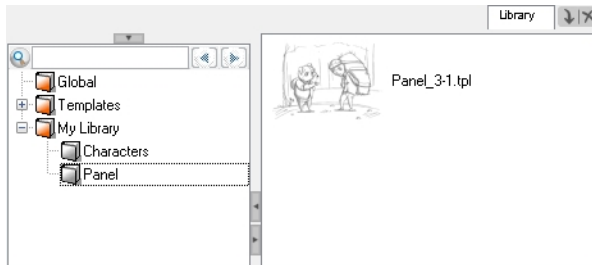
From the Timeline view, you can create a template out of an entire panel or a sound clip. Note that if there is a layer or camera motion in the selected panel, it will be included in the template.

To create a template from the Timeline view:

1. In the Library view, select a folder to store your template.
1. In the Timeline view, select a panel or sound clip and drag it to the right side of the Library view.



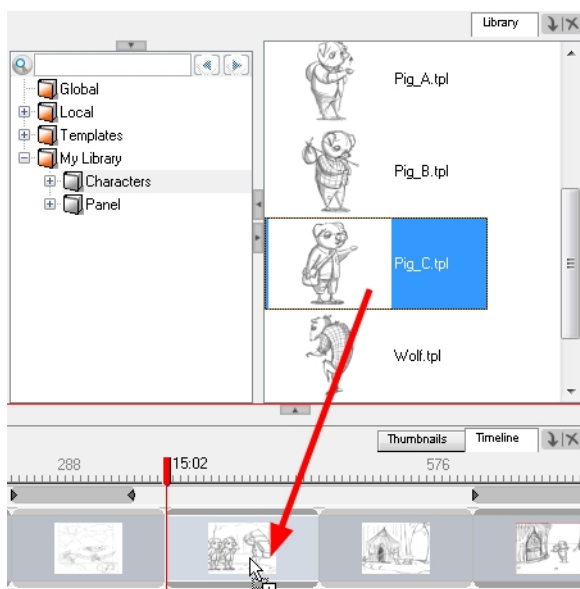
2. In the Rename dialog box, rename the new template.
If you want to rename a template after it is created, right-click it and select **Rename**.
3. Click OK.



You can insert layers, panel, and sound clip templates into the Timeline view.

To insert a template in the Timeline view:

1. In the Timeline view, select the panel in which you want to insert the template.
1. In the Library view, select the template you want to insert.
2. Drag the selected template to the selected panel in the Timeline view.



- ▶ If you are inserting a sound clip template, drag the template into a sound layer in the Timeline view.

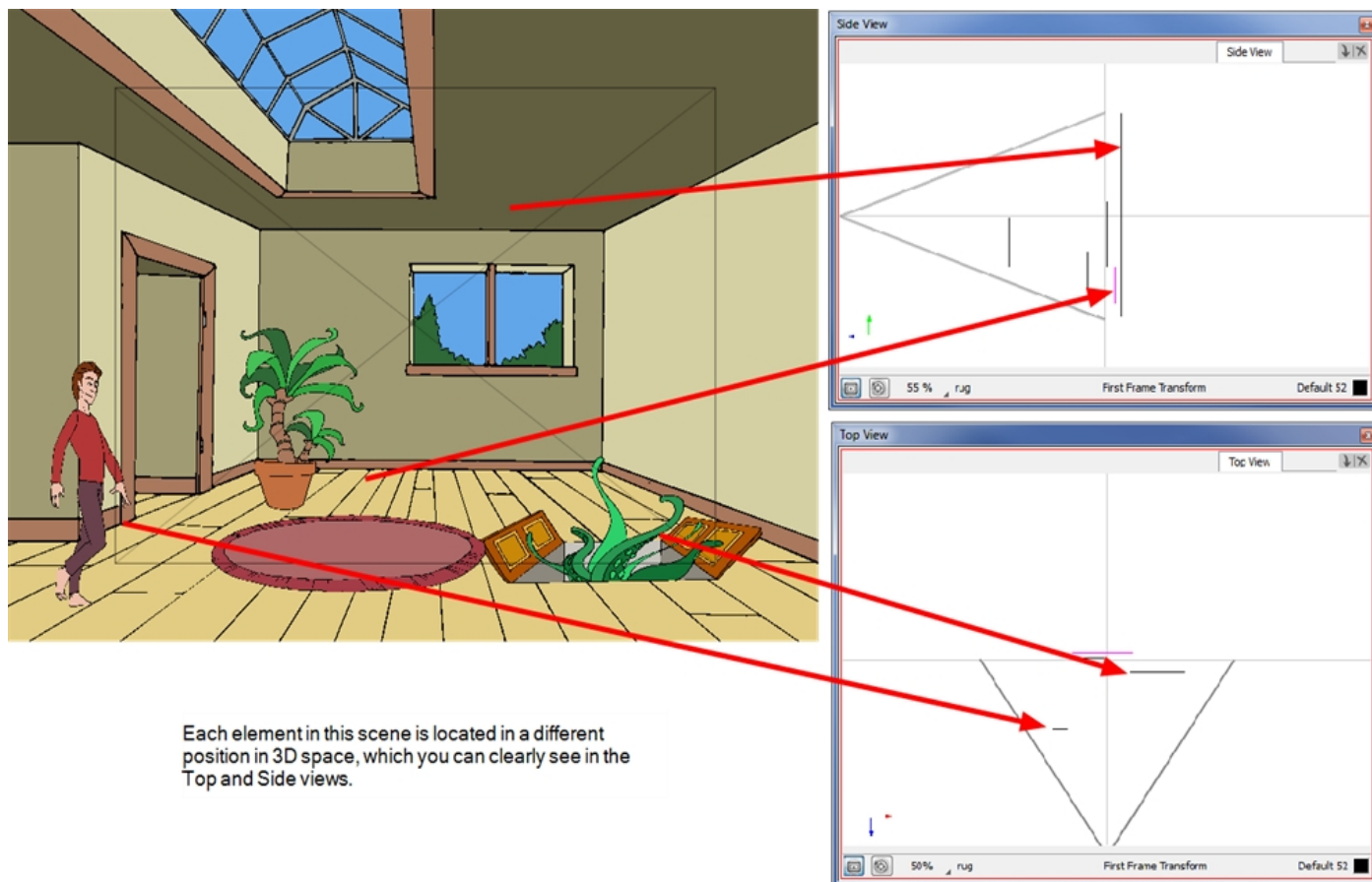
Chapter 7: How to Work in the 3D Space

Storyboard Pro brings your animation into the third dimension by letting you import 3D objects into your scene. You can place, manipulate, and modify 3D objects and add new depth to your storytelling.

Viewing Objects from the Top and Side

The Top and Side views are representations of your scene's space viewed from the top and side. The views also display the viewing area that the camera can see.

When you move your element along the Z-axis, notice that it seems the object becomes smaller or larger. This is because of the perspective effect. That is, the elements closer to the camera appear larger and elements that are further away, appear smaller. Because of this, you may need to resize your elements once they are positioned.



The Stage view displays the NS/EW/FB offset positions, but you can also use the Side view and Top view windows to reposition elements:

- **Top View:** Displays the EW and FB positions.
- **Side View:** Displays the NS and FB positions.

Changing an element's position affects all the contents in that element.

Because these are 2D layers in your scene, they appear as lines in the Top and Side view windows (since you are viewing them from their sides). When you import 3D objects, you will see the full 3D object in the Top and Side view windows.

To access the Top and Side views:


- ▶ In the Panel view, click the View Menu  button and select **Top View** or **Side View**.

Converting Your Scene to 3D

By default, newly created scenes are set to the 2D mode, so your project is not encumbered with unnecessary features if you plan to work in 2D for more than a few scenes. Once your scene has been converted to 3D, you can move and rotate 2D and 3D layers in 3D space. This means that even if you do not have any 3D objects in your scene, you can still move 2D objects along the Z-axis to create a multiplane effect. A 3D scene will also allow a camera to be moved in 3D space using the Camera tool.

NOTE: Converting a scene to 3D applies only to the selected scene, not the entire project.

To enable the 3D option:


1. In the Thumbnails view, select the scene you want to convert to 3D.
2. Do one of the following:
 - ▶ In the Storyboard toolbar, click the Enable 3D  button.
 - ▶ Select **Storyboard > Enable 3D for Current Scene**.
3. Drag and drop a 3D object, that you have imported into the Library, to a panel or into the Stage view.

Resetting Your Scene to 2D

Storyboard Pro lets you reset your scene to 2D. When you do so, the following happens:

- Imported 3D models are removed.
- 3D camera moves are removed.
- 2D layers that have been moved and rotated in 3D are be set back to 2D, removing those transformations.

To reset a scene to 2D, do one of the following:


- ▶ In the Storyboard toolbar, click the Reset Scene to 2D  button.
- ▶ Select **Storyboard > Reset Scene to 2D**.

Positioning Elements in 3D Space

Because you will be placing these objects in 3D space, you should have the Top View and Side View windows open.

- **Top View:** Select **Windows > Top View** or right-click the tab area and select **Top View**.
- **Side View:** Select **Windows > Side View** or right-click the tab area and select **Side View**.

To position a 2D element in 3D space:

1. Open your project library and drag one or more elements into your scene. By default, the elements appear in the NS/EW/FB offset position of zero in the 3D space.
2. Click the First Frame Transformation  button and select one of the elements in your scene from the Stage view.

A bounding box appears around the element and the layer appears highlighted in purple in the Top and Side views.

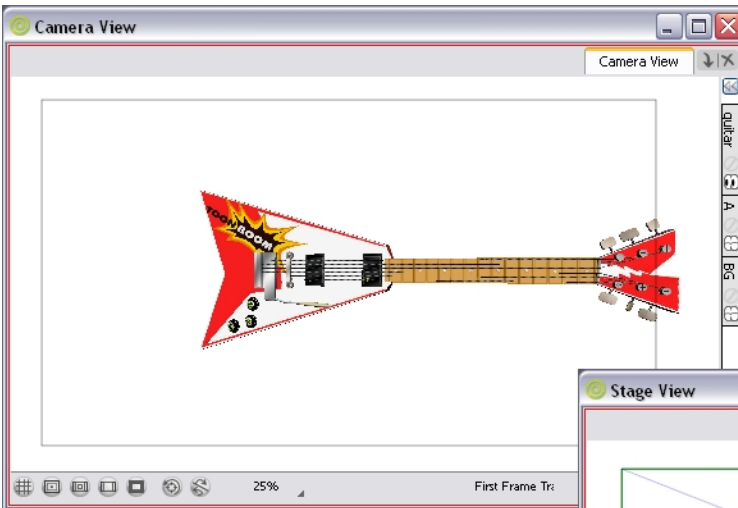
3. Drag and place the object in the 3D space. Use the view that will allow you to move the element to the right position:
 - **Stage View:** Changes the EW and NS positions.
 - **Top View:** Changes the EW and FB positions.
 - **Side View:** Changes the NS and FB positions.

As you drag the element around in 3D space, the position of the element automatically changes in the other views.

Previewing the Panel with the Camera View

In the Stage view, the perspective is from a fixed point in space, which is where the camera is placed by default.

If you switch to Camera view and preview the scene, the perspective is from the camera, so you can see exactly what the camera captures as it moves from one keyframe to another.

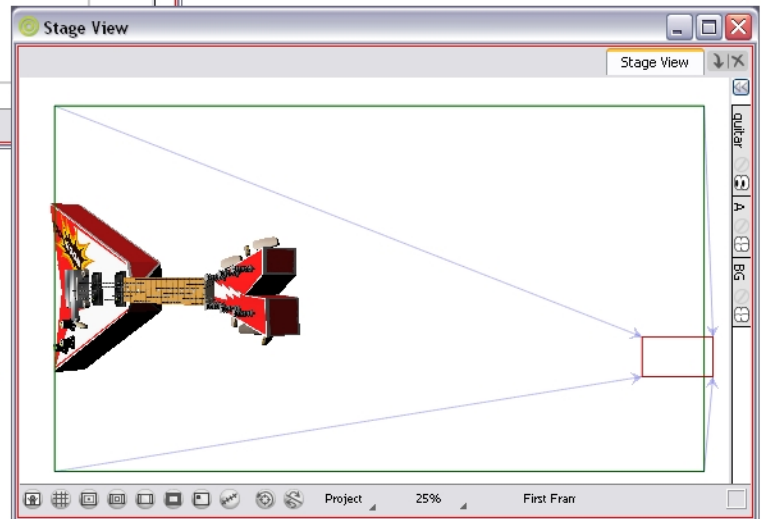


The Camera view window displays the current frame from the point of view of the camera.

Because the camera at the first keyframe is facing the guitar, you see the front face of the guitar.

Because the perspective in the Stage view is locked at the default position, it displays the objects from that perspective.

The guitar in this example is in the same position as above, but from the Stage view perspective, its angle is different.



Therefore, if you make changes to the camera position, especially if you change the camera's focus, use the Camera view to preview the camera move accurately.

To display the Camera view:

- ▶ Select **Windows > Camera View** or right-click the tab area and select **Camera View**.

Importing 3D Objects to the Library

When creating your animated project, you can import four types of 3D files by dragging them to the Timeline view. The supported 3D file formats are: *.osb, *.3ds, *.obj and *.fbx. When you import a 3D model, it is automatically added to the Library in the 3D Models folder according to its format. You can then reuse that 3D model easily within your project file.

NOTE: It is recommended to use the .fbx format as it allows the textures to be packaged with the model.

When you import a 3D model into your library, each time you drag it into your scene, it continues to refer to the original model (it does not make a copy of the 3D model). The 3D Models library is also local to your project file, so you must import your 3D models in each project file.

To import a 3D object into the Library:

1. In the Library view, right-click on the 3D Models library folder, and select **Import Files**.

The browser window opens.

2. Locate your 3D file and click **Open**.

The selected 3D file appears in the Library view in a folder labeled according to its format (for example, OsbModels for *.osb files).

3. Select the subfolder that represents the format of the model you imported. All the 3D models that match that format appear in the Library tab.
4. Drag the 3D model to the Stage view.

The 3D model appears in its original size and is located at the zero NS/EW/FB position. The 3D model appears in all three view windows.

NOTE: When deleting a 3D model from the 3D Models folder of the Library, every instances of the model used in the project will be deleted at once. A warning message will prompt you to confirm or cancel the action.

Chapter 8: How to Create an Animatic

An animatic is the next step in the storyboarding process which involves adding sound, camera movements, animation, and scene transitions. Storyboard Pro has all the tools necessary to synchronize your storyboard with sound, add camera and layer movements, and transitions before you export to the final video format.

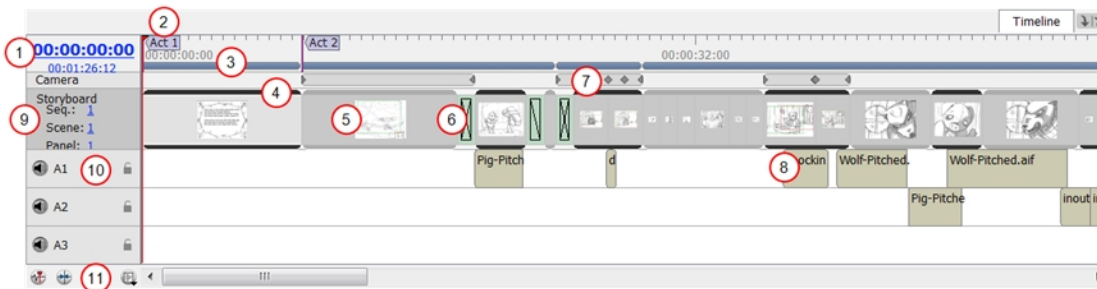
Timeline View

The Timeline view is where you assemble the timing of your scene's visuals and sounds. You can add sound track layers to this timeline, as well as edit audio files imported into the sound tracks. You can also add transitions and control the playback of a selected panel or the entire storyboard from this view.

When setting up your animatic in Storyboard Pro, you will want to be in the Timeline view, so you can easily change the duration of your panels, add sound and transitions, and play back your animation with a display of the time or frames.

To enable the Timeline view, do one of the following:

- ▶ Select **Windows > Timeline**.
- ▶ In Workspace toolbar, select **Timeline**.
- ▶ Press [4].

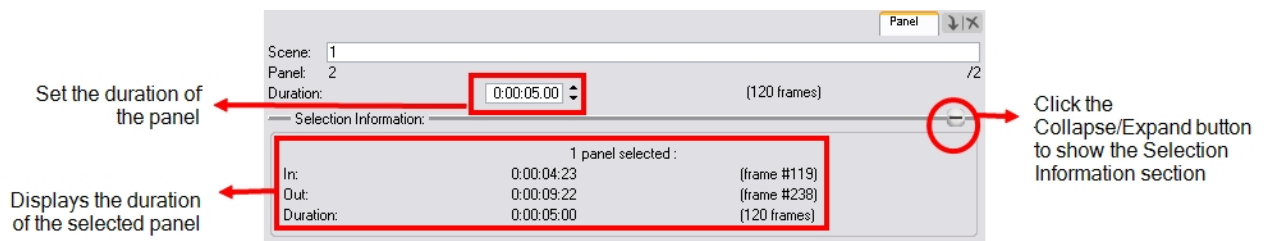


1. The current timecode (time marker's position) is always displayed in the top-left corner of the Timeline view. Under the current timecode, the total duration of the project is displayed. You can click and drag the timecode to scroll through your project.
2. The names and beginnings of the different acts are displayed as little flags at the top of the Timeline view.
3. Sequences contained in your project are displayed as blue bars.
4. The different scenes of your project are represented by grey frames at the top and bottom of the panels.
5. The different panel blocks display a thumbnail at their centre.
6. Transitions are displayed as green rectangles between scenes.
7. Camera movements are displayed as grey bars in the Camera row and keyframes as darker grey diamond shapes.
8. The audio blocks are below the scenes.
9. The current sequence, scene, and panel names are displayed at the beginning of the panels' row. You can click the names and drag the cursor left or right to scroll through your project.

10. The soundtracks names as well as Mute and Lock icons are displayed at the beginning of the Timeline view.
11. Sound options are available at the bottom of the Timeline view for easy access.

Setting the Panel Duration

A very accurate way of setting the duration of a panel is to use the Panel view. The Panel view will display, amongst other things, the exact Time Code information for the selected panel.



To set the panel duration in the Panel view:

1. In the Timeline or Thumbnail view, select a panel to adjust.
2. Go to the Panel view.
3. In the Duration field, use the up and down arrows or directly type a value to make the selected panel longer or shorter.

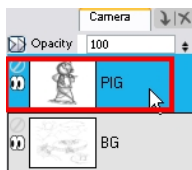



Animating Layers

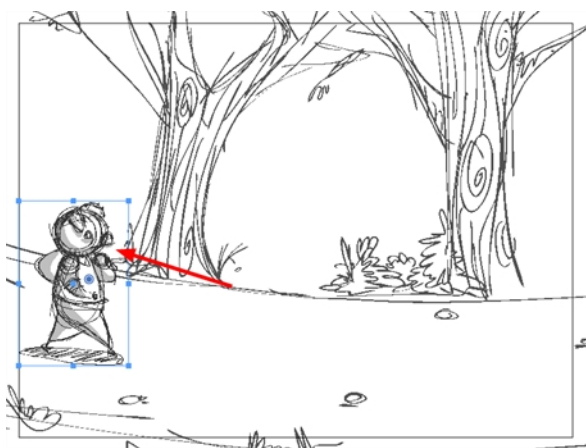
Animating a layer is very simple when you use the First Frame Transform and Last Frame Transform tools.

To set the first position for a layer's animation:

1. In the Timeline view, select the panel with the layer you want to animate.
2. In the Stage view, select a layer to animate.





3. From the Tools toolbar or the Tools menu, select the First Frame Transform  tool.
4. Using the transformation handles, scale, rotate and move your layer.

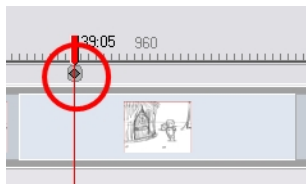


Animating the Camera

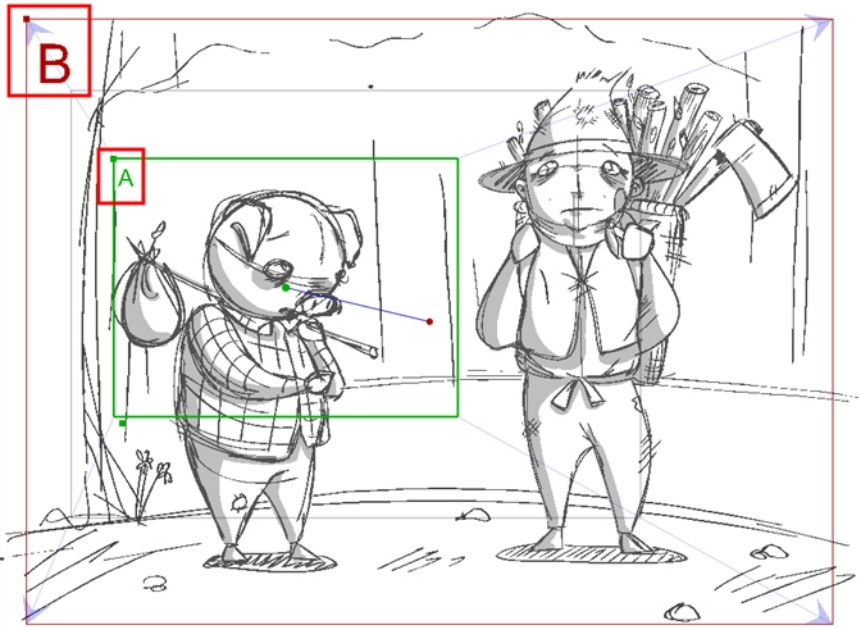
In order to create any animated camera for a scene, you will need at least two keyframes. Create these keyframes before you change the position of your camera if you plan to move it. Below are four methods to add keyframes to the Timeline view.

To add a keyframe at the current frame:

1. In the Timeline view, drag the red playhead to the frame on which you want add a keyframe.
2. From the Tools toolbar or the Tools menu, select the Camera  tool.
3. Do one of the following:
 - ▶ From the top menu, select **Camera > Add Camera Keyframe at Current Frame**.
 - ▶ In the Tool Properties view, click the Add Keyframe  button.




A keyframe is added in the Timeline view at the exact position of the red playhead.

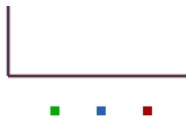



To position camera keyframes in a 2D project:

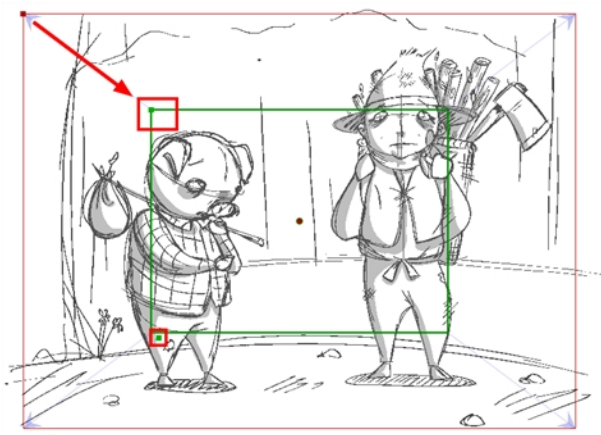
1. To display the Camera Status toolbar, select **Edit > Preferences (Windows)** or **Storyboard Pro > Preferences (Mac OS X)**.

The Preferences dialog box opens.

2. Select the **Camera** tab.
3. In the Options section, select the **Show Status Bar** option.
4. Click OK.
5. From the Tools toolbar or the Tools menu, select the Camera  tool.
6. In the Stage view, click to select the camera keyframe you want to modify. If you have more than one keyframe within a scene, you will see more dots here. Use these dots to select the desired keyframe when moving the frame in Stage view. The order is ascending from left to right.



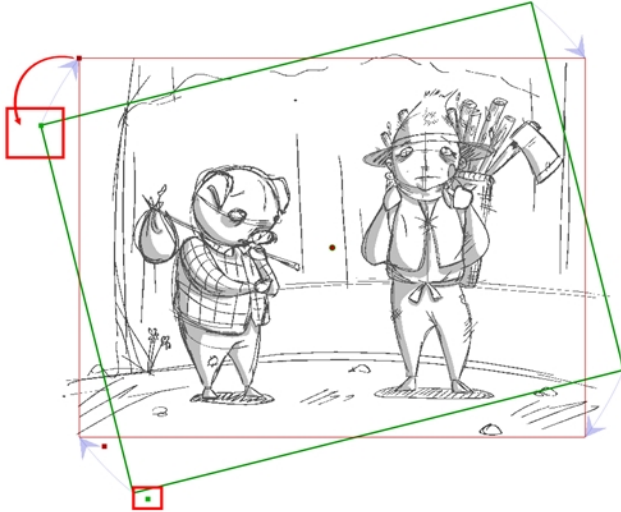
7. Use one of the following methods to modify the camera keyframe:
 - ▶ To position the selected keyframe along the Z axis, creating a truck in or truck out movement, drag the top-left corner of the frame when you see the Truck  icon. If you want to modify the Zoom level, use the Field of View field in the Tool Properties view.




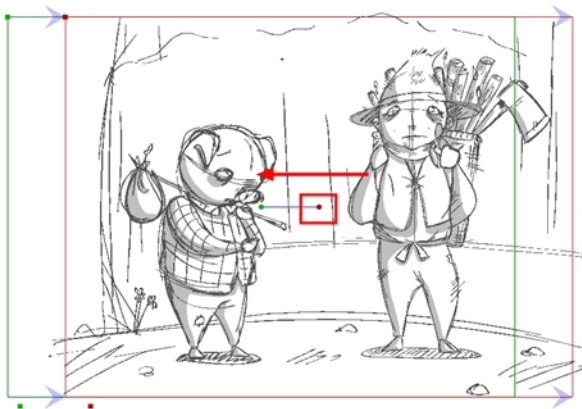
When you release the mouse, the keyframe is set, and blue arrows appear to indicate the direction of the camera movement. In this case, it would be zooming out from position A to position B.

- ▶ To rotate the selected keyframe, drag the top-left corner of the frame when you see the Rotate (↻) icon.





- ▶ To move the selected keyframe, drag the frame from the centre pivot point or the outer edge of the camera frame when you see the Drag  icon.



Keyframe B was dragged to the right of keyframe A. When the Camera pans, it will pan from left to right.


- ▶ You can also nudge the selected keyframe by pressing [Up], [Down], [Left] and [Right] on the keyboard.

At this point, if you wanted to, you could select the B position keyframe and move it to a new location. The scene, when played back, will contain a camera that moves from position A to position B.

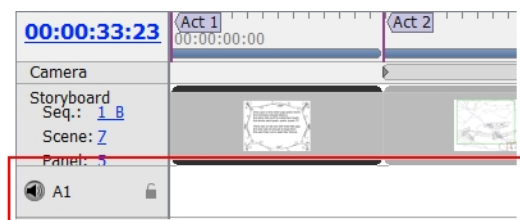
Adding Sound

You can add new audio tracks to your project. To do so, you must work in the Timeline view.

To add an audio track:

1. Display the Timeline view.
2. Do one of the following:
 - ▶ Select **Sound > New AudioTrack**.
 - ▶ In the Timeline view, right-click the area below the thumbnails and select **New AudioTrack**.
 - ▶ In the Sound toolbar, click the New Audio Track  button.

Once you add a new audio track, you are ready to import a sound.




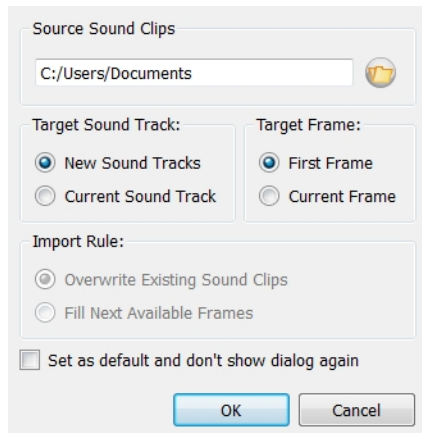
You can import sound clips (WAV, AIF, AIFF, or MP3) into an audio track at the first frame or at the current frame. If the sound clip does not already exist in your project, Storyboard Pro copies the file from its present location to the audio folder in your storyboard project folder. You must work in the Timeline view.

IMPORTANT: MP3 files are not recommended for long sequences, as it is a compressed file format. For optimal results, use WAV or AIF sound files when working on a long sequence.

To import a sound clip:

1. In the Timeline view, select an audio track.
2. Do one of the following:
 - ▶ Select **File > Import Sound Clips**.
 - ▶ Right-click the audio track and select Import Sound Clips.

- ▶ In the Sound toolbar, click Import Sound Files  button. The Import Sound Clips dialog box opens.



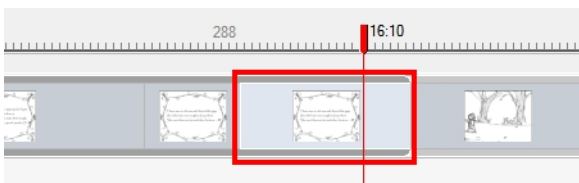
3. Select the sound clip you want to import by typing in the file path or using the Browse button to search for the file you want to use.
4. In the Target Sound Track section, specify whether you want to create an audio track and import the clip into it or import the clip into the selected audio track.
5. In the Target Frame section, indicate the frame at which the sound will begin.
6. If you selected the Current Sound Track option, specify the Import Rule:
 - ▶ **Overwrite Existing Sound Clips:** By default, when you import a sound, it will replace sounds that exist in the target frames.
 - ▶ **Fill Next Available Frames:** Import the sound clip into the first available empty frames after any existing sound selection.
7. Select the Set as default and don't show dialogue again option if you want to use the current settings the next time you import sound and open a browse box to select a sound automatically.


Creating a Transition

It is simple to add a transition between scenes. Once it is created, you can customize it.

To create a transition between two scenes:

1. In the Timeline view, select a panel in the scene in which you want to add a transition.



2. Do one of the following:
 - ▶ From the Storyboard toolbar, click the New Transition  button.
 - ▶ Select **Storyboard > Add Transition**.

- ▶ Right-click the scene thumbnails and select **Add Transition**.



A transition is inserted between shots. By default, the transition is a dissolve, although, it can easily be changed to an edge or clock wipe by selecting the transition, and either double-clicking it or changing its type in the Panel view. You can also use the Panel view to change the duration of the transition.

Chapter 9: How to Export

Now that you have finished your storyboard or animatic, it is time to export it as images, PDF, or a movie file. Depending on whether or not you plan to edit your movie in a third party software or export snapshots, Storyboard Pro supports several export formats.

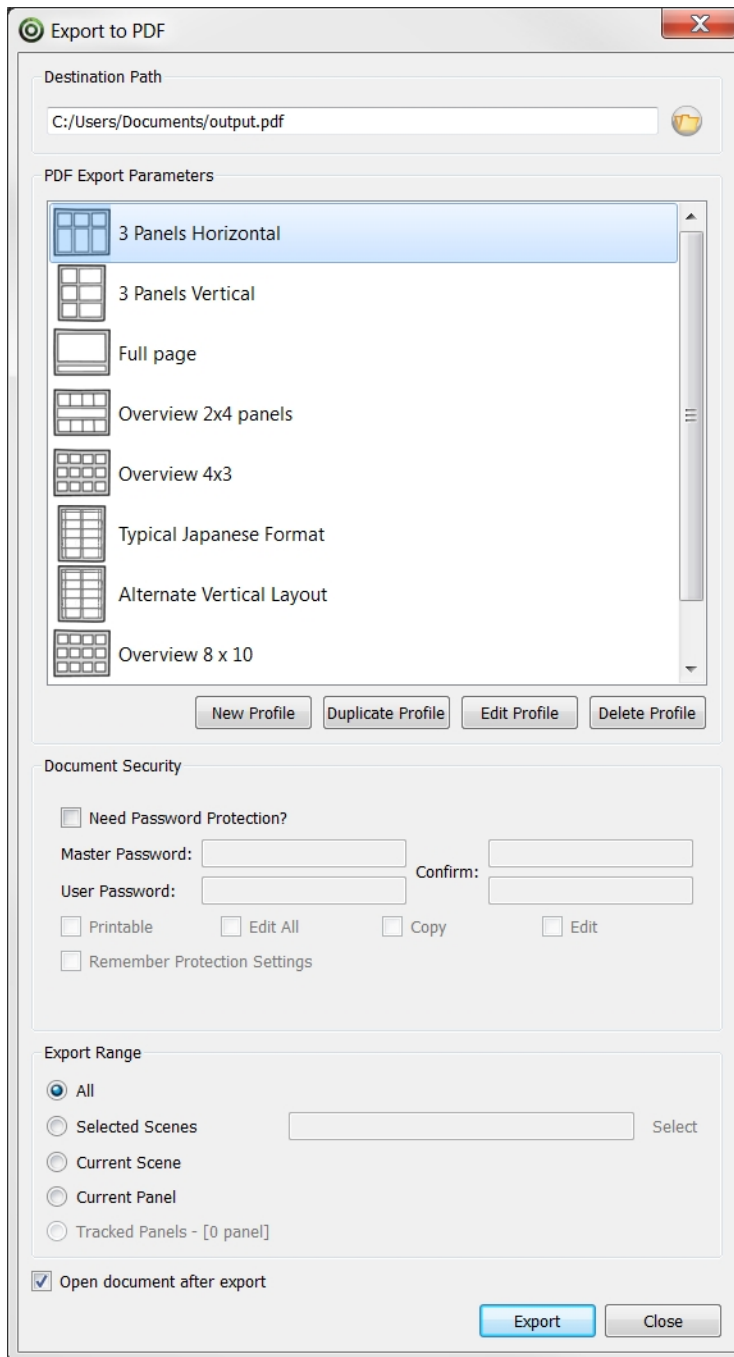
Exporting a PDF

You can export your storyboard project as a PDF file which you can later print or share electronically. This is where you will find the way to set up your visuals to represent a classic storyboard on paper. An extensive number of options, settings and customizing is possible while exporting to PDF.

To create a PDF:

1. Select **File > Export > PDF**.

The Export to PDF dialog box opens.



2. In the Destination Path field, specify the location and name of the file that will contain the PDF.
3. In the PDF Export Parameters section, select a layout for the PDF file.
4. In the Export Range section, select whether to generate a file including the entire storyboard, specific shots, or the currently selected panel(s).
5. To view the file when it is ready, select the **Open document after export** option.

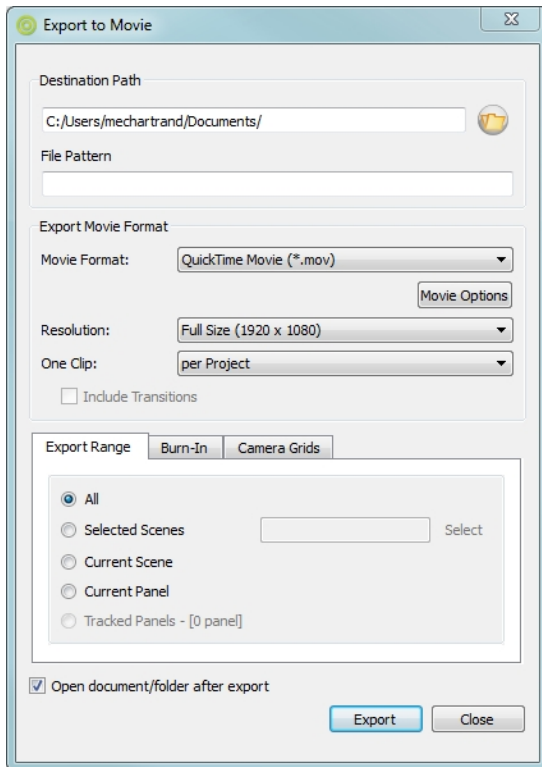
Exporting a Movie


Once you have created your storyboard and animatic, you can export it as a movie file to share and play back easily for an efficient timing reference. You can export your movie file in three different formats: QuickTime, SWF Movie (Flash), and as image sequences.

To export a QuickTime Movie:

1. Select **File > Export > Movie**.

The Export To Movie dialog box opens.



2. In the Destination Path, select a folder in which to save your movie. You can type in the exact path or use the Browse  button to browse to a specific folder on your system.
3. From the Export Movie Format panel:
 - ▶ From the Movie Format menu, select **QuickTime Movie (*.mov)**.
 - ▶ From the Resolution menu, select the resolution: A quarter size, half size, or full size of the current storyboard resolution.
4. Click **Movie Options** to modify some of the QuickTime movie settings.

Exporting to Toon Boom

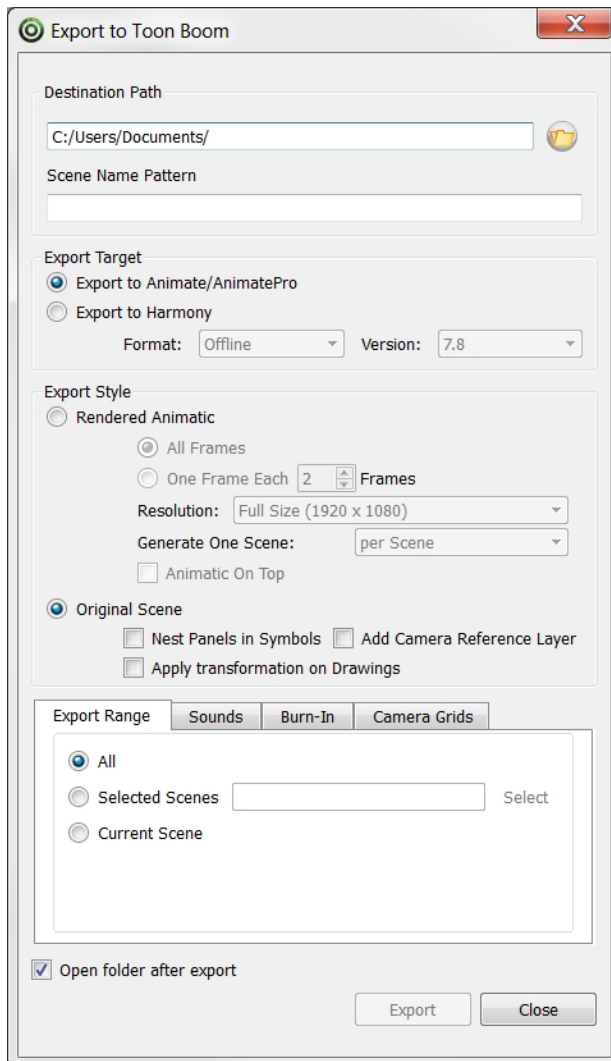
The following elements of your storyboard will be exported to the Toon Boom project:


- Layers
- Layer motion
- Camera moves

To export to Toon Boom:

1. Select **File > Export > Export to Toon Boom**.

The Export to Toon Boom dialog box opens.



2. In the Destination Path, select a folder in which to save your storyboard project. You can type in the exact path or use the Browse  button to browse to a specific folder on your system. You should create a folder for your exported project since Storyboard Pro will generate several files during the export.
3. In the Export Target section, select the Toon Boom animation software you want to export to:
 - ▶ **Export to Animate/Animate Pro:** Select this option to export to either Animate or Animate Pro.

- ▶ **Export to Harmony:** Enable this option to either export to Harmony Server or Harmony Stand-alone.
 - To determine if your export will be created for Harmony Server or Stand-alone, in the Format menu, select the **Offline** option for a Stand-alone export or **To Database** for a Network format.
 - Depending on which Harmony version you have, select either **7.8** or **9.2 or higher**.
4. From the Export Style section:
- ▶ Select the **Rendered Animatic** option to export a storyboard to be rendered in bitmap images and contained in an Animate / Animate Pro/Harmony scene. For each scene in your storyboard, an Animate / Animate Pro/Harmony scene will be created. You should use this option if you have 3D content, and want to export to Animate, Animate Pro, or Harmony 9.2 and under. Also, use this option to export to Harmony if you have made use of bitmap drawing layers.
 - ▶ Select **Original Scene** to export your storyboard in a project where the vector drawings, layers and camera settings are kept as is. For each shot scene in your storyboard, a Harmony/Animate scene is created.
5. Select the **Open document/folder after export** option to view the file when it is ready.

Exporting to FBX

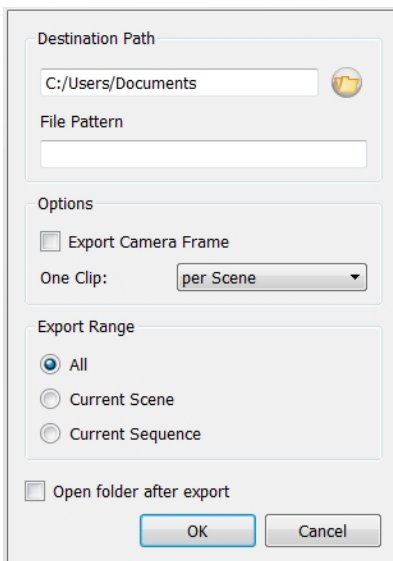
You can export your storyboard project in FBX format, which allows you to store any motion data (from element motion or Camera angles/zooms), as well as the 2D and 3D elements in your scene. Once exported to FBX, you can open the storyboard elements in a third-party 3D application and continue to work on them.


You would only export these elements to FBX once you are finished with them in Storyboard Pro. Normally, you would not bring these elements back into Storyboard Pro.

To export a storyboard to FBX format:

1. Select **File > Export > FBX**.

The Export to FBX dialog box opens.



2. In the Destination Path section, click the Browse  button and choose a folder in which to save your image sequence.

3. In the File Pattern field, type a name for the exported files.
4. To include the camera frame's black border in the scene, select the **Export Camera Frame** option.
5. From the One Clip list, select one of the following:
 - ▶ **Per Scene**: Exports one clip per scene.
 - ▶ **Per Project**: Exports one clip for the entire project.
 - ▶ **Per Sequence**: Exports one clip per scene. This option is available only if your project contains sequences.
6. In the Export Range section, select how many scenes to include in the exported files:
 - ▶ **All**: Includes all the scenes in your project.
 - ▶ **Current Scene**: Includes only the scene you selected when you opened this dialog box.
 - ▶ **Current Sequence**: Includes only the scenes from the sequence you selected when you opened this dialog box. This option will only be visible if your project contains sequences.
7. Click OK.

Your objects are saved as an FBX file in the folder you specified.