

## **Workout Series Video**

### ***Photo Animation Puppet***

#### **Part 1: Setting Up a Workspace**

This chapter provides a brief overview of the various windows used during the creation of a photo cut-out character.

#### **Part 2: Importing a Picture**

In this chapter, you will learn how to import the picture which you will use to create your cut-out character. You will also be provided with tips on how to take a picture of a model and how to choose an existing picture to get the best results.

#### **Part 3: Breaking Down the Picture**

In this chapter, you will learn how to plan and breakdown your photo cut-out character using the handy tools available in Toon Boom Studio.

#### **Part 4: Rigging the Character**

In this chapter, you will learn how to link all of your character's elements together and create a skeleton-like hierarchy between the different pieces.

#### **Part 5: Setting the Pivots**

In this chapter, you will learn how to set the pivots on the different pieces and limbs of your cut-out puppet to enable it to move naturally.

#### **Part 6: Saving a Puppet in the Library**

In this chapter, you will learn how to store your completed cut-out character in your library, so it is available for use whenever you need it.