

# Photo Animation Puppet Workout - Table of Contents

## Part 1: Setting Up a Workspace

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

## Part 2: Importing a Picture

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

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

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

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

Learn how to set the pivots on the different pieces and limbs of your cut-out puppet to enable it to move naturally.