



## Toon Boom Studio 1.0

[www.toonboomstudio.com](http://www.toonboomstudio.com)

BAT RATING: 



Be brave when you bring stick figures to life.  
Be careful what you wish for on the Web.

Watch out, cause there's a new studio in town and its characters are about as well-rounded as a vector bolt from Mars!

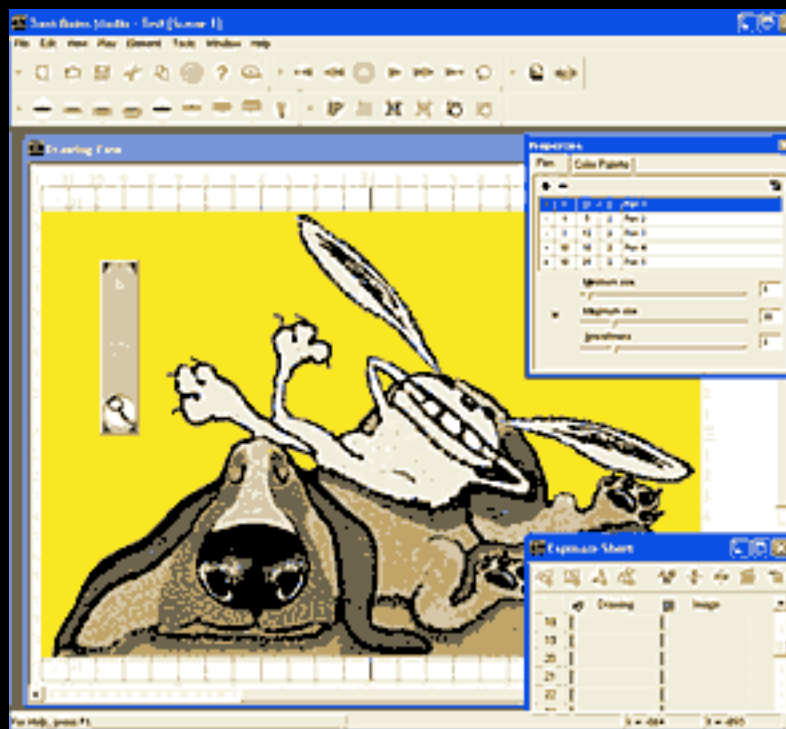
With this 2D animation package and its 3D stage, you'll be punching up scenes quicker than you can say **Bam!** A baby Boomer, **Toon Boom Studio 1.0** is little cousin to the Goliath, industry-standard package **USAnimation**. Designed to make Web animation good breezy fun for animators of all stripes, this vector-based Flash-compatible software offers super flexibility by blending various workflows.

Traditional animators will **Toon**-in readily with such familiar items as electronic exposure sheets and storyboarding tools. Digital animators will feel the mighty heartbeat of the **USAnimation** system; the underlying blueprint. The **Macromedia** Flash-happy will move seamlessly between the two animation programs, while Illustrator buffs will find an engine for turning line drawings into full-flesh action figures.

### ***Take-Off...***

Open the studio for the first time and a new session appears. Two modes are possible: Drawing and Sceneplanning. While

bitmaps may be imported as well as vectors, in Drawing Mode you can create right in the software using vector graphics tools. You'll probably choose to fire up a drawing tablet, or import Freehand or Illustrator files, rather than wrestle with a fidgety mouse. Flash movies can also become background images. Ink and Paint tools make for effective color-fills or gradients, and sound can be imported using any file type supported by your PC. Sound files can be used repeatedly in an animation, and altered by trimming from start to stop. Finally, in Drawing Mode you'll find a spectacular feature: Sound and lip-sync tools. Yup, Toon Boom can analyze a voice track and figure out lip position to match the sound file. You can then view representative images or alphabetical equivalents of the sound for reference or template as you draw characters' lip positions. **Shazaam!**



Drawings prepared, you're set to enter Sceneplanning Mode. Here, you fiddle with your elements; rotate, resize, and adjust position in a 3D space, giving plenty of control over the interaction of characters and elements. View from top, side, and camera angles.

Using a fairly standard timeline approach, Sceneplanning Mode lets you map movements of your characters / elements over time. With a unique new feature called pegs—which you attach to your drawn elements—you can change an element's size, motion, and speed over time. A single camera is used to film, while multiple cameras within a scene can zoom, pan, and such, with motions automatically interpolated for seamless transitions between effects.

So don't be pushed around by your telephone pad doodles.  
Put em to work on the Web!

This package is comic relief for the **Toon Boom** generation.  
Get your toes wet with a downloadable trial version at:

[www.toonboomstudio.com](http://www.toonboomstudio.com)

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