**Toon-Boom Animation Workshop Outline**

Goal: To teach the team how to animate traditionally with TBA.

Part 1: How it is similar to Flash. – Explain how the program is similar to flash and give them all of the proper hotkeys and shortcuts.

Part 2: The process of animating in the program. – Explain the 2D animation process and how it can be applied and used in Toon Boom

Part 3: The X-Sheet. Explain what an X-sheet is and what it does. Make sure everyone knows how to use it.

Part 4: Discuss the new tools the program offers. – Give a clear accurate description of how the program works and of its useful tools.

Part 5: Onion skinning. – Describe the tool and how it is the key to the animation. Explain how it works in Toon-Boom.

Part 6: Actually Animating. - Describe the animation process and how a proper pipeline can be set up within the program.

Part 7: Exporting – Teach everyone the capabilities of exporting the scenes.