

When you open Anime Studio for the first time, you will be greeted by a splash screen designed to help you get started with the software. Feel free to register your product if you wish to receive updates. You can download the bonus content package if you wish, and Content Paradise can be accessed at any time through the Help menu if you want to browse their items at some point.

However, we really have no use for the splash screen beyond this. This splash screen will launch each time you open the software, unless you click on the Don't show this again button on the bottom, as shown in the picture(right).

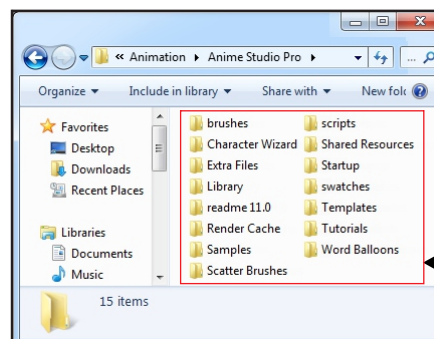
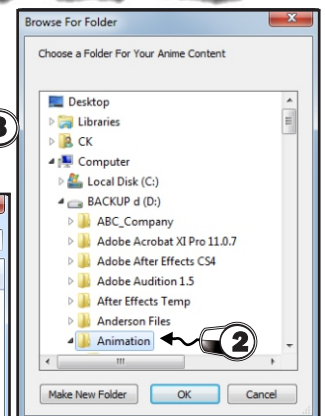
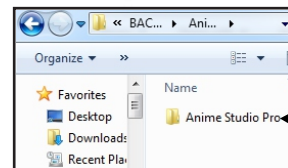
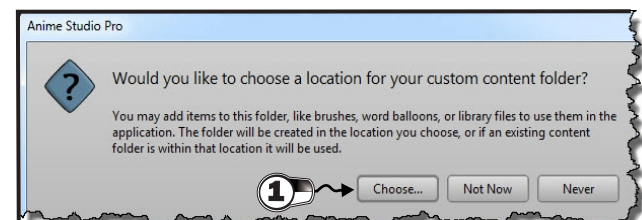
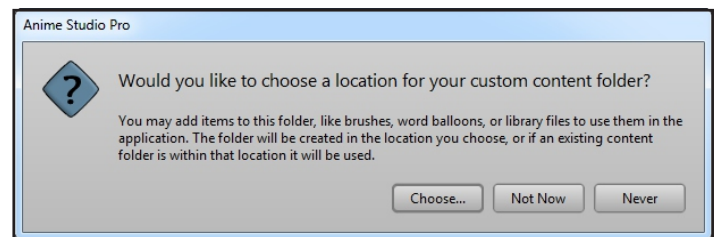


## Creating your content folder

The next prompt you will have to deal with involves setting up a folder for your library. The library allows us to house reusable assets or objects along with brushes, audio files, and so on. The library will be discussed more in a later chapter, but it may be best to set the folder up now so you don't have to deal with this message, as shown in the pictures below, each time Anime Studio is launched:

The following are the steps required to set up your content folder:

- 1 Select **Choose** from the prompt window.
- 2 Your file browser will appear. Locate a folder where you would like to store these assets. This is usually a folder that is easy to access and is in a safe spot so it doesn't accidentally get deleted.
- 3 A progress bar will appear indicating the folder is being created.
- 4 If you go to your file browser and look at the folder you just selected, you will find subfolders indicating different library items, as shown in the following screenshot:



## The Startup File

When you launch Anime Studio, a random startup file by default opens and shows a rigged cartoon character as shown below. This quirky character is one of random Anime Studio Pro 11's mascot and it gives you an opportunity to play with it using the tools available or even use the character in one of your future projects.

In this section you will modify some things to create movements for this character. Altering the dots or keyframes on the timeline, makes the character movements differ from its original rigged configuration. You can undo changes to restore it to its original movements.

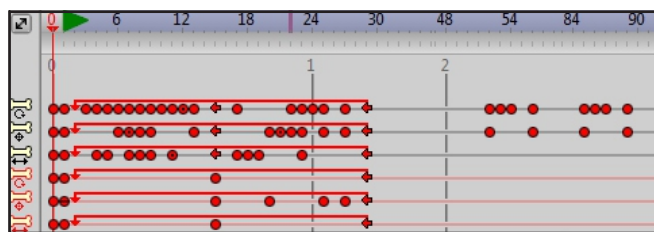
Use the **Manipulate Bones** tool and the timeline, to do these task as shown in the picture(immediate right).

Perform the following steps below to create movements.

- ❶ Make sure you are on **frame 0** in your timeline, to do this, click zero(0) to move to frame zero as shown in the picture(right).
- ❷ Select the **Manipulate Bones** tool under the Bone group of tools, see the picture shown.
- ❸ Click the character's left hand and hold it down while dragging as shown.
- ❹ Move your cursor by dragging your mouse and noticed that how the character's hand follows. Also, take note that the arm pieces bend and move in conjunction to the hand. This is how rigged bones works. Try other parts as well.
- ❺ Move a bone dial(Menace) back and forth and observe how the part related to it moves. Don't forget to Undo(CTRL+Z) to restore the body parts to its original position.

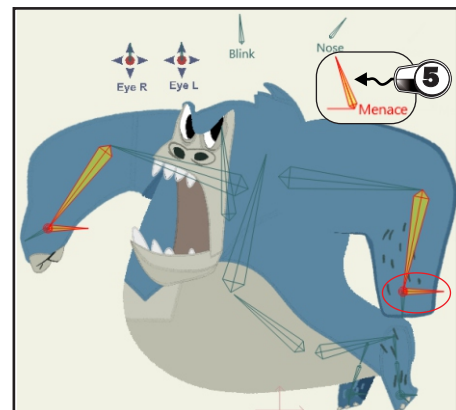
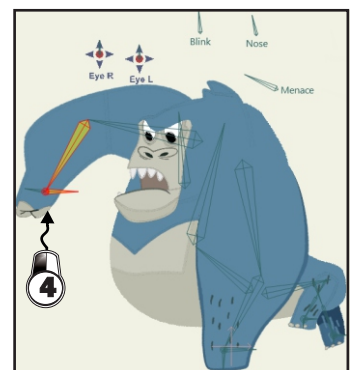
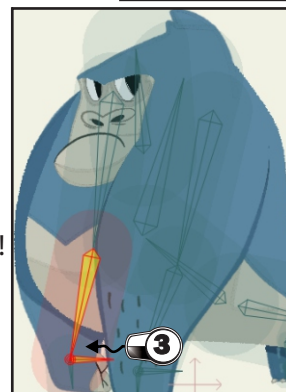
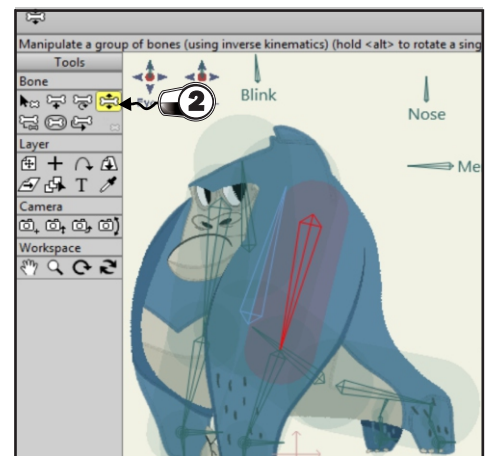
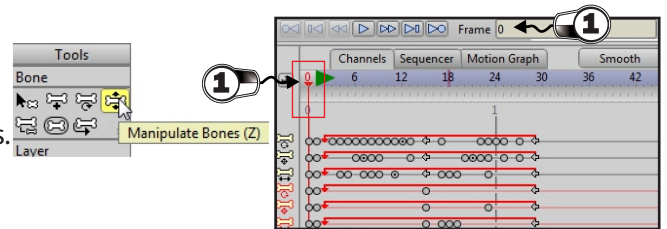
This gives you an idea of how you can move the bones with the body parts of a character. But what if you want to do some animation with these bones? Well, that's easy! If you look at the bottom of the program, you will notice a long area with numbers. This is referred to as the timeline shown in the following screenshot:

### Timeline



#### NOTE...

If you cannot locate this Gorilla Character, Go to File> Import > Characters> Anime Studio 11 > Gorilla.

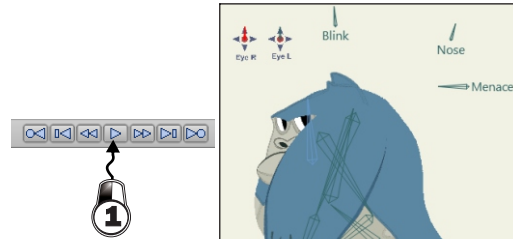


## Watching and Altering Animation

Let's have some fun and try to animate this character on screen by performing the following steps below:

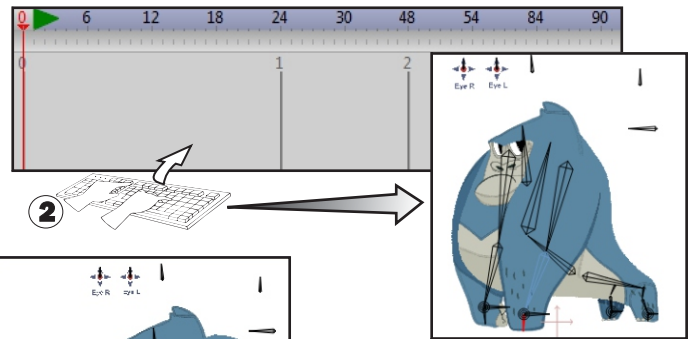
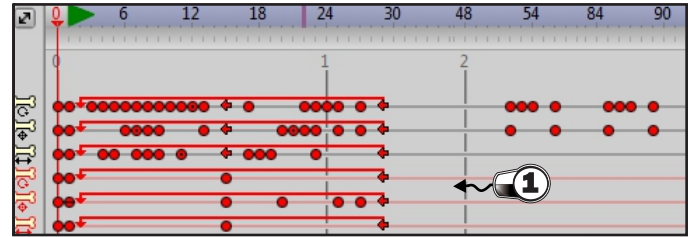
### Watching the Animation

- 1 To view the animation, press the Spacebar or you may click the Play/Stop button located at the top of the timeline.

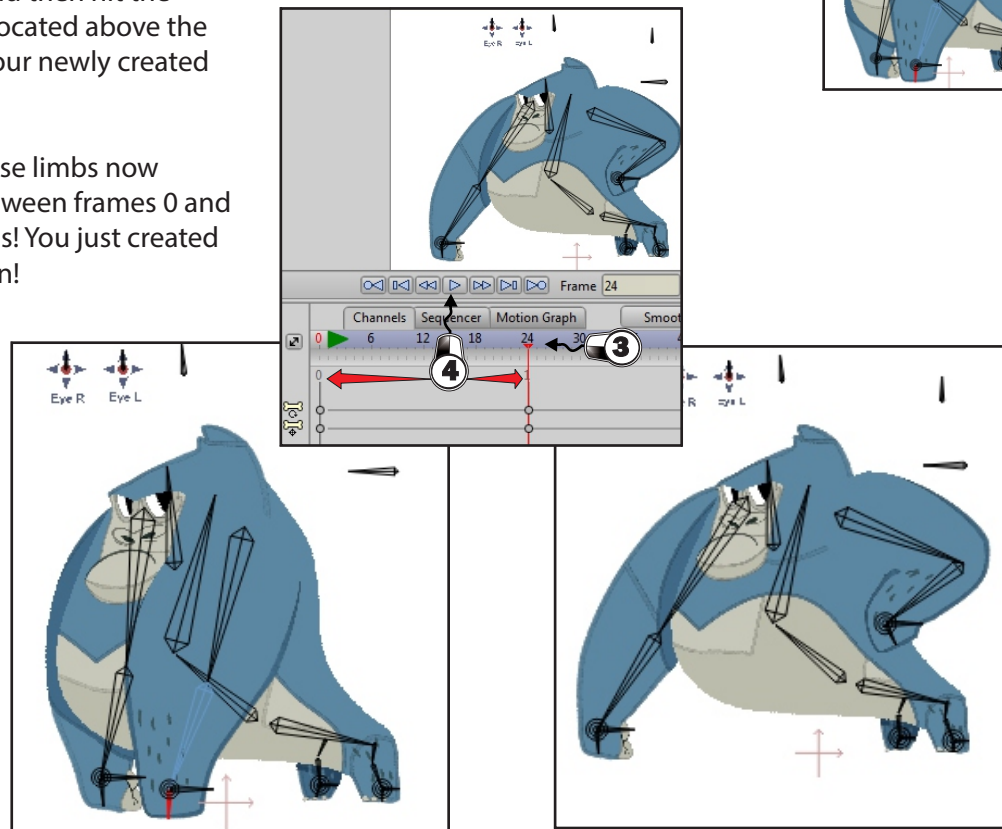


### Altering the Animation

- 1 Hold down your mouse button and highlight all the keyframes on the timeline.
- 2 Hit now the **Delete** key on your keyboard, this will ensure that you have a clean slate when starting or creating a new animation.
- 3 In the timeline, be sure that you are at frame 0, now click on the number **24** to move your pointer to frame 24, then move the limbs of the character. Anime Studio will then record and create in-betweens of the recent movements(moving limbs) that you did to the character. Follow the limbs positions shown in the picture below.
- 4 Click on frame 1 and then hit the Play/Stop button located above the timeline to view your newly created animation.



You should see these limbs now move/animate between frames 0 and 24. Congratulations! You just created your first animation!



Limbs position at Frame 0

Limbs position at Frame 24

Part 2

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# Animating with **Anime Studio**

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Laboratory Manual



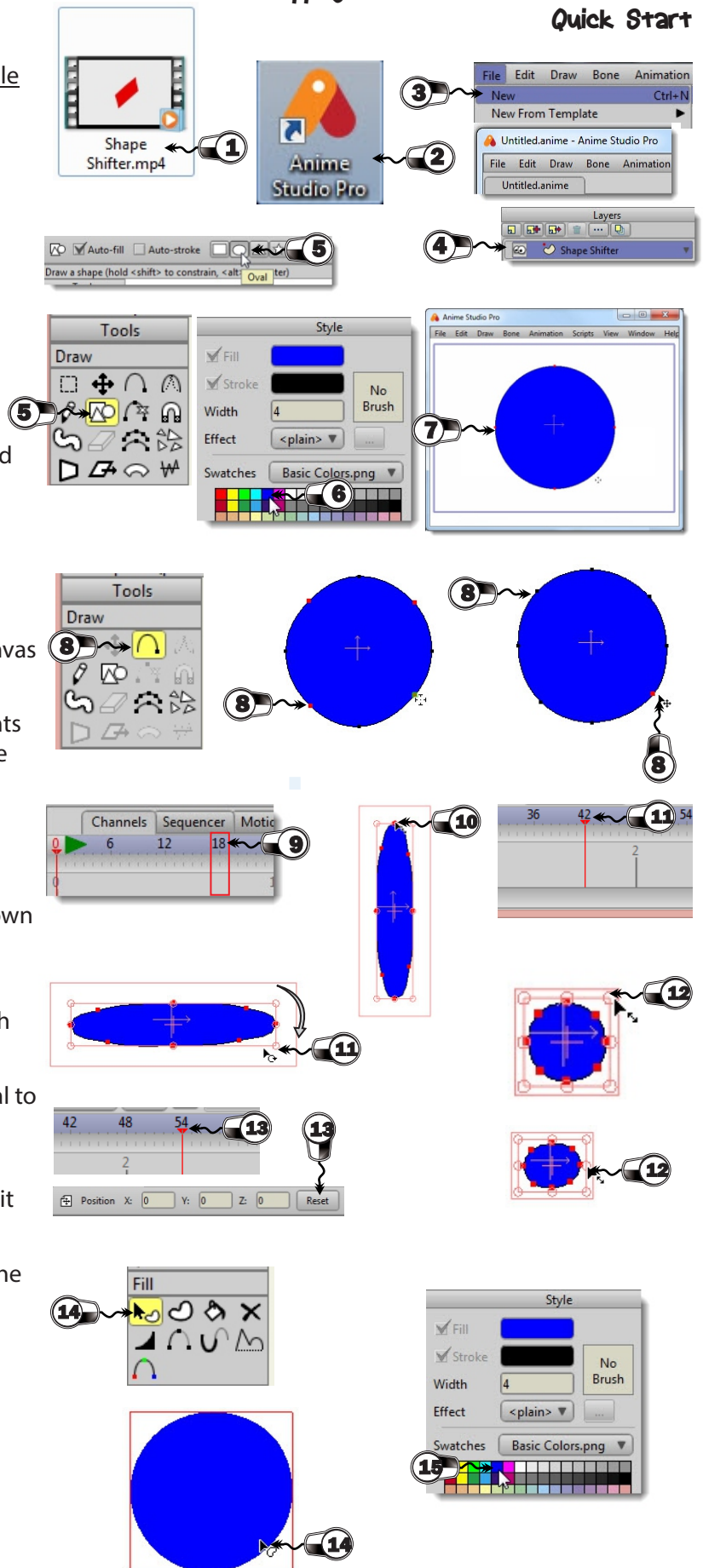
# SHAPES SHIFTER

## Lab Exercise 2.2

Task: Draw a shape similar to the expected output file  
 Expected Output File: Shape Shifter.mp4  
 Work File: None

- ❶ View the expected output file indicated above.
- ❷ Launch the Anime Studio application from your desktop.
- ❸ Create a new Anime Studio file.
- ❹ Double-click Layer 1 in the Layers Panel and re-name it as **"Shape Shifter"**, then click OK.
- ❺ Click **Draw Shape** tool below, then choose Oval on the top bar and make sure Auto-fill is checked and Auto-stroke is unchecked.
- ❻ On the **Style palette- Color Swatch** click and choose the color **Blue**.
- ❼ Draw an **oval** within the frame/work area or canvas as shown in picture(right).
- ❽ Click on the Add Point tool, then add some points on each of the middle points of the oval and use Transform Points tool back to its oval form.
- ❾ In the timeline, click **Frame 18**, then use the Transform Point tool to re-shape the oval as shown in the picture(right).
- ❿ At **Frame 30**, using the same tool(**Transform Point**), click the upper-middle point then stretch the Oval (right) upward.
- ⓫ At **Frame 42**, using the same tool rotate the oval to the right-down and re-shape it, as shown in the picture(right).
- ⓬ At the same frame, re-shape the oval and make it smaller.
- ⓭ At **Frame 54**, click the Reset button located at the top bar to reset the shape.
- ⓮ On the same frame, click **Select Shape** tool and click the Oval on the work area(right).
- ⓯ Click the color **blue** in the Style Palette-color swatch, to restore the color of this shape.

## Stepping into the World of Animation Quick Start



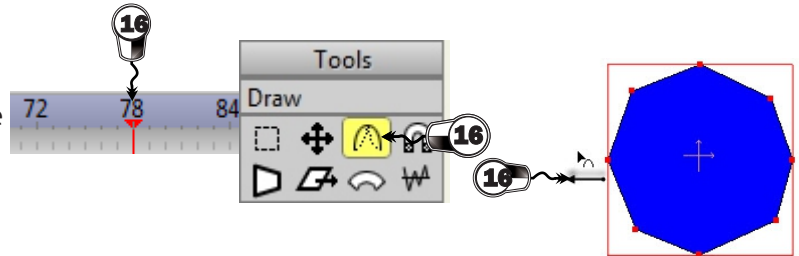
## SHAPES SHIFTER CONTINUES...

## Stepping into the World of Animation

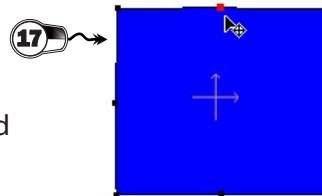
### Quick Start

#### Lab Exercise 2.2 Continuation

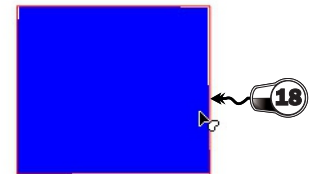
- 16 At **Frame 78**, click **Curvature** tool to sharpen the oval shape and to form an octagon shape, click the shape and drag the mouse to the left.



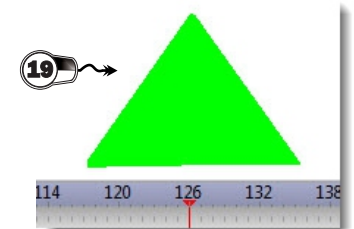
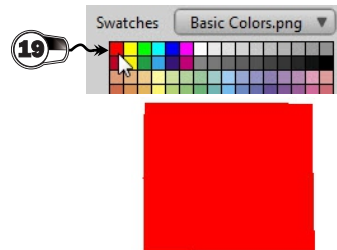
- 17 On the same frame, using the **Transform Point** tool again, transform or re-shape the oval into a square shape. Move the points one at a time.



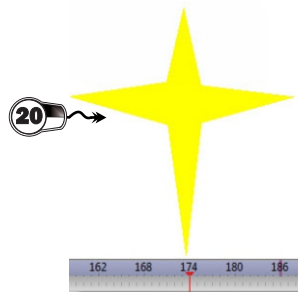
- 18 At the same frame, click on **Select Shape Tool (Q)** again and select the Square you have just reshaped



- 19 Then color it red using the color swatch of the Style Palette. Now reshape it to a **triangle** as shown with a green color.



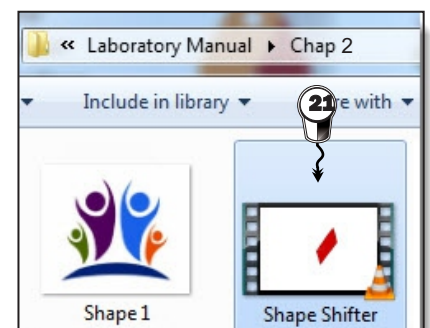
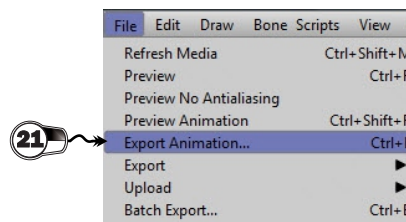
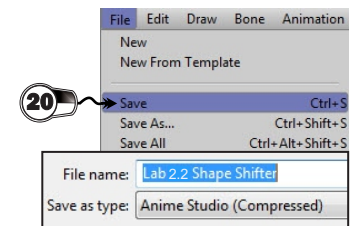
- 20 Reshape again and form a **cross** with a color yellow as shown in the picture.



- 21 When done, save this project file to your folder.

If you want to view your animation, you can press **CTRL+R** to render, else if you want to create a short clip you may export it to produce a Mp4 file, click **File>>Export Animation**, then choose Mp4 as your output format and click **OK**.

Now compare your work to the video we have provided earlier - as your expected output



# SHAPE DUPLICATION

## Stepping into the World of Animation Quick Start

### Lab Exercise 2.2

Task: Produce an animation similar to the expected output file

Expected Output File: Shape Duplication.mp4

Work File: None

- ❶ View the expected output file indicated above. Take note, in order to exactly get the animation flow you may scrub slowly the video to get the details of the animation.
- ❷ Launch the Anime Studio.
- ❸ Create a new Anime Studio file.
- ❹ Double-click Layer 1 in the Layers Panel and re-name it as "**Shape Duplication**", then click OK.
- ❺ Click **Draw Shape** tool, then choose Rectangle on the top bar and make sure **Auto-fill** is checked and **Auto-stroke** is unchecked.
- ❻ On the Style Palette- Color swatch pick the color Orange.
- ❼ Draw a Square in the work area / canvas, this will be the our first shape.
- ❽ In Timeline | Channel tab, click on Frame 12.
- ❾ Click the **Transform Points** tool and duplicate the square using the copy(CTRL+C) & paste(CTRL+V) keyboard commands. A point will be added in the timeline.
- ❿ On the same frame (frame 12), select the upper square then use the **Curvature** tool, drag your mouse pointer outward to make the upper square to form a circle shape as shown in the picture. Add some points to the duplicated square.
- ⓫ Now, continue creating the other new shapes while duplicating to arrive a similar animation provided earlier. Recreate and use the steps you have learned from the previous activities and also in your worktext as well.
- ⓫ Again, for your reference and guide, view or watch the video provided located in the SeLS Templates folder usually located in your desktop, Animation folder. Slowing down the video would help you get the detailed steps of this activity. When done, save this project file to your folder and **export your animation** to Mp4 format.

