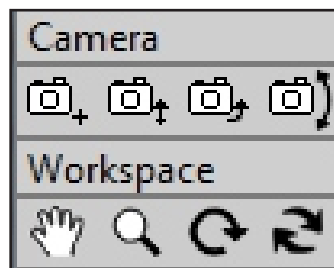


Changing your View of the Action

Lesson 5

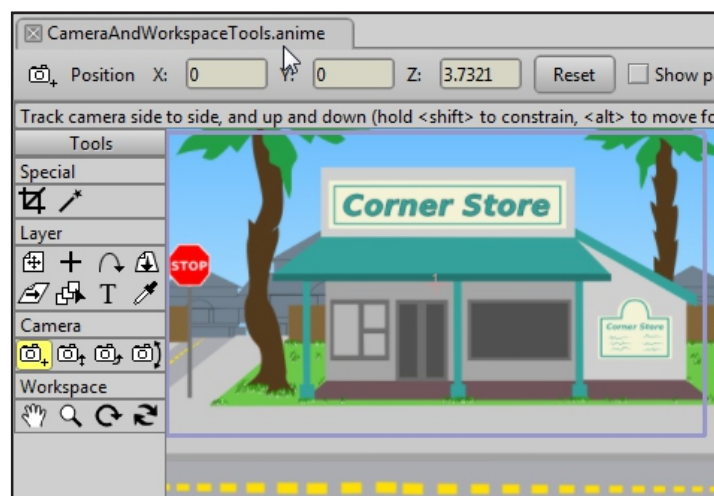
One of the coolest things about Anime Studio is the ability to control the camera, effectively altering how every asset appears on screen at once. You can move, zoom, pan, and rotate a scene to simulate many different effects. The tools are very easy to use and act just like any other tool in regards to how keyframing and the timelines work.



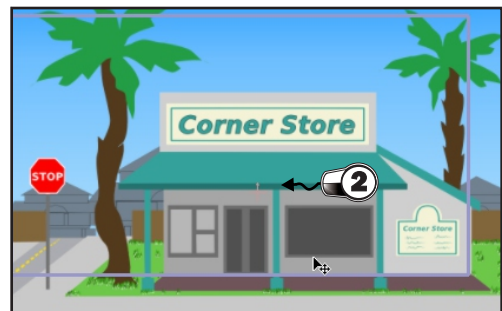
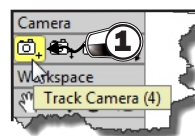
On top of that, the **Workspace tools** allow us to alter the view of the document without affecting the animation in any way. You will be using these a lot when you need to get a different angle of the action when molding your creations.

Camera tools

Let's open up the work file for this section, CameraAndWorkSpaceTools.anime, to see these tools in action.



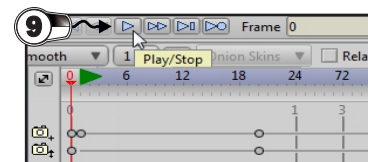
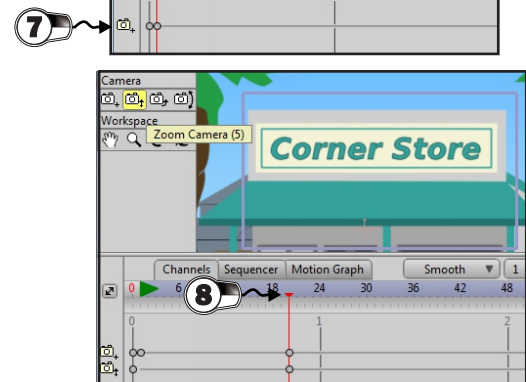
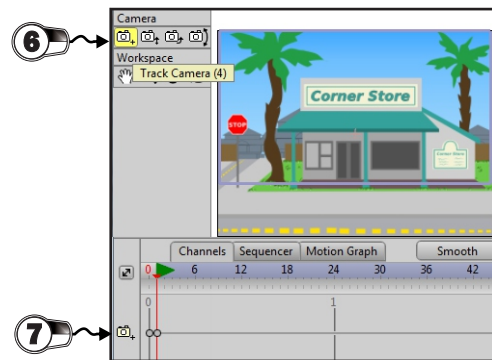
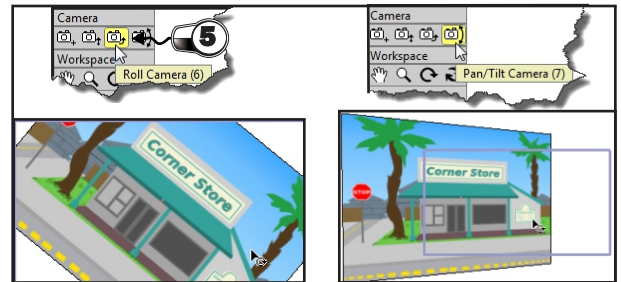
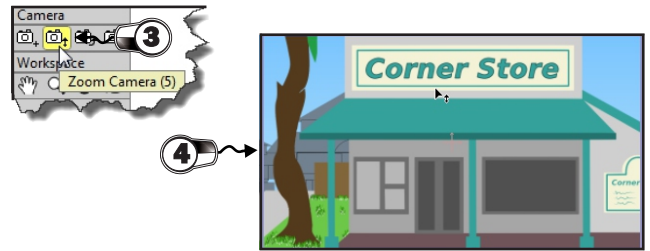
- 1 While on frame 0, select the Track Camera tool from the bottom of your toolbar on the left-hand side (under the Camera heading). This looks like a camera with a plus sign next to it and the shortcut key is 4.
- 2 Click and hold down your mouse button in the center of the document and move around. Notice how we can move the scene anywhere we want. This is great if we want to do a tracking shot of someone walking down the street or if we want to slowly reveal something that was originally off-screen.



- ③ Now take the Zoom Camera tool, the next tool in the camera list (it has an up arrow on the icon), and perform the same steps as you did with the Track Camera tool. You can also press 5 on your keyboard to select this tool.
- ④ You should notice how you can zoom in and out. This, of course, has noticeable benefits with being able to create close-up shots for your characters or to zoom out for wide-angle shots.
- ⑤ The last two tools on the list, rotate and pan (6 and 7 on your keyboard), allow us to rotate the view of the camera as well as do a 3D panning effect.
- ⑥ Animating a camera works just like anything else in Anime Studio. Select the **Track Camera tool** again, advance to frame 1, and click once on the document to set a keyframe.
- ⑦ You'll notice that the Track Camera icon appears in the Channels tab.
- ⑧ Go to frame 20 and zoom the document using **Zoom Camera tool** then drag it with **Track Camera tool**.
- ⑨ Go back to your first keyframe and hit the Play button. Notice how movement has been interpolated between the two keyframes. The same premise applies for every camera tool on the list.

NOTE...

Like many of the tools, you can adjust the values of the camera numerically on the top toolbar. This can be useful for precise movements.

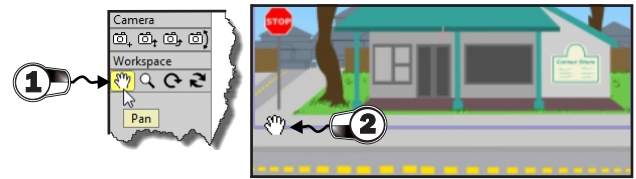


The Camera tools can make moving several layers at once easier. Plus, it brings a cinematic quality to your work. Be sure to keep these tools in mind.

Workspace tools

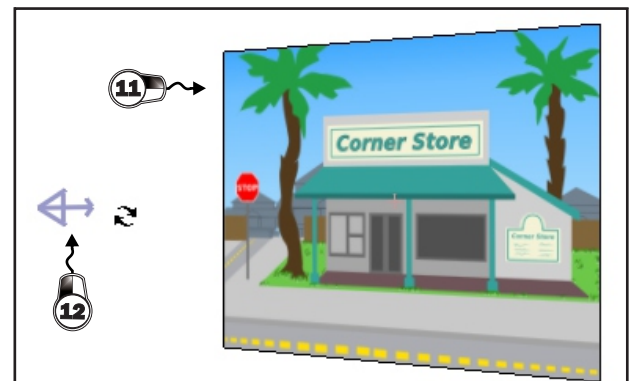
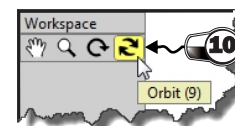
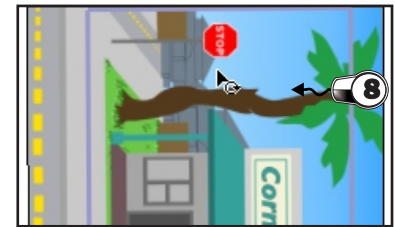
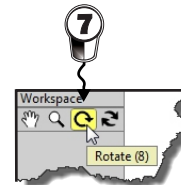
Keep the same document open for this section as we explore the Workspace tools by performing the following steps:

- ❶ Click on the hand icon underneath the Workspace label on your toolbar. It will be labeled as Pan.
- ❷ Put the cursor in the center of the document and click-and-drag around. What we are doing here is adjusting the view for you, not the movie itself.
- ❸ Additionally, if you have a **right mouse** button, you can hold it down and move around to generate the same effect. If you only have **one mouse** button, you can use the **spacebar**. This is a useful shortcut and can save time.
- ❹ The **Zoom tool**, which is next to the Pan tool (and looks like a magnifying glass), allows you to zoom in and out of your workspace.
- ❺ Just hold down the left mouse button and move from left to right. Left will zoom out, while right will zoom in.
- ❻ You can do the same thing if you have a wheel on your mouse by scrolling it up and down (scrolling up will zoom out, scrolling down will zoom in).
- ❼ The **Rotate tool**, which is the third tool in the Workspace section, allows you to rotate the canvas like a piece of paper.
- ❽ This may make certain things easier to draw (if you need an upside-down perspective, for instance).
- ❾ The **Orbit tool**, which is the fourth and last one on the list, gives you a 3D view of the canvas.
- ❿ When you first click the canvas with this tool, you will be introduced to a completely different perspective of the workspace.
- ⓫ You can hold down your left mouse button to move the workspace around in this view. This is great if you need to see how all the elements are working within your document's 3D space.
- ⓬ The purple arrow on your workspace represents your camera. As you can see in the following screenshot, it truly does inhabit 3D space! If you track the camera with the Z properties, you can choose how close or far away it sits from the action.

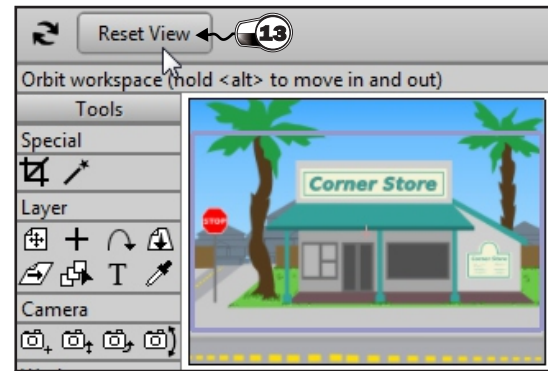


NOTE...

This is useful if something is off-screen and you need to move the workspace to see it. Or perhaps, you'd like to center an asset on your screen for easier access when working.



- 13 When you're done, click on Reset to bring the view back to the default point.



While the Workspace tools don't affect the action your audience will be seeing, they are also important. You need to be comfortable with your workspace to achieve the best results. The easiest way for you to do this would be to take advantage of the mouse shortcuts. That way everything will become second nature when working with the other tools.

NOTE...

Near the bottom of your Anime Studio window are four square icons. One looks whole, the second is split into two, while the third and fourth ones are split into threes and fours. Clicking on these will give you multiple views of your canvas. You could use the Orbit tool in one while keeping the canvas stationary in the other. This is great if you want to get multiple views of the action while building your scenes.

SUMMARY

There are many elements when it comes to mapping out and perfecting animation. Becoming accustomed to the different Layer tools and layer types will be vital in your success. While the Channels timeline controls all the movement in our projects, don't forget to take advantage of the Sequencer and Motion Graph timeline. Finally, the Camera and Workspace tools will help you change the view of action for the audience and yourself. All of these basic concepts will come into place as we prepare to start creating our cartoon.

In the next chapter, we will be focusing on some of the settings that you can find in the Layer Settings panel. We will also be taking an in-depth look at the Style palette and different brush types, which will help when we start animating our cartoon.