

Chapter Contents

- Mouse versus tablet drawing
- Exploring the Draw and Fill tools

Drawing in Anime Studio

Anime Studio offers a large selection of tools to help you craft the perfect character, environment, or prop. This can be a bit overwhelming if you are unfamiliar with Anime Studio's interface or drawing on a computer. This chapter will help ease you into the process.

Mouse versus Tablet Drawing

Lesson 1

If you're accustomed to drawing traditionally with a pen or pencil, you will discover quite quickly that drawing with a mouse requires a different skillset. The way a mouse moves, the difference in control, and the lack of intimacy can really take some time getting used to. While initially overwhelming, it is possible to map your mind towards mouse drawing.

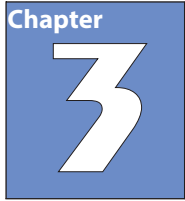
A graphic tablet is like a digital drawing pad that allows you to sketch on screen using a utensil that resembles a pen or pencil. What's nice is that Anime Studio was built to work with certain graphic tablets, thus making Plug and Play easy.

In this book, we will be creating cartoon assets with a mouse. This is the most universal way as most users have this accessory for their computer. In addition, the book covers both freehand and point drawing styles. We will be using point drawing for the majority of this book.

Learning about Wacom tablets

Wacom is a very well-known brand of graphic tablets which work well with Anime Studio. This is because Smith Micro Software teamed up with Wacom while building Anime Studio to deliver seamless compatibility. What's great about Wacom tablets is that they correspond to the amount of pressure you apply to your lines. For instance, if you apply a lot of pressure at the start of a line and then end the line with light pressure, you will see a difference in width just as you would with a real pen or pencil. This option can be turned off in Anime Studio, but most artists welcome it. If you're interested in tablet drawing, Wacom has many different tablets varying in size and features. You can visit www.wacom.com for more details. Images below are different kinds of Wacom tablets in use.





Drawing in Anime Studio

Laboratory Activities

Lab 3.1 Arrange and Fill Colors

Lab 3.1 Team Work

Lab 3.2 Freehand Drawing

Lab 3.3 Tracing Lego Batman

Lab 3.4 Reveal the Character

Chapter 3 Project 1 Batman VS Superman

Chapter 3 Project 2 Clean the Earth

Chapter 3 Project 3 Climate Change

Chapter 3 Project 4 Drug Addiction Kills

ARRANGE AND FILL COLORS

Drawing in Anime Studio

Lab Exercise 3.1

Task: Arrange the object and fill it with colors

Expected Output File: Smiley.pdf

Work File: Lab 3.1 Arrange and Fill color.anime

- ❶ View the expected output indicated above.
- ❷ Launch the Anime Studio.
- ❸ Open the Anime Studio work-file named: **Lab 3.1 Arrange and Fill color. anime** located in Chapter 3.
- ❹ Use the **Pan** and **Zoom** tool to easily navigate to the canvas. **Select Shape** tool is very useful as you drag each part to its proper location to form Smiley later.

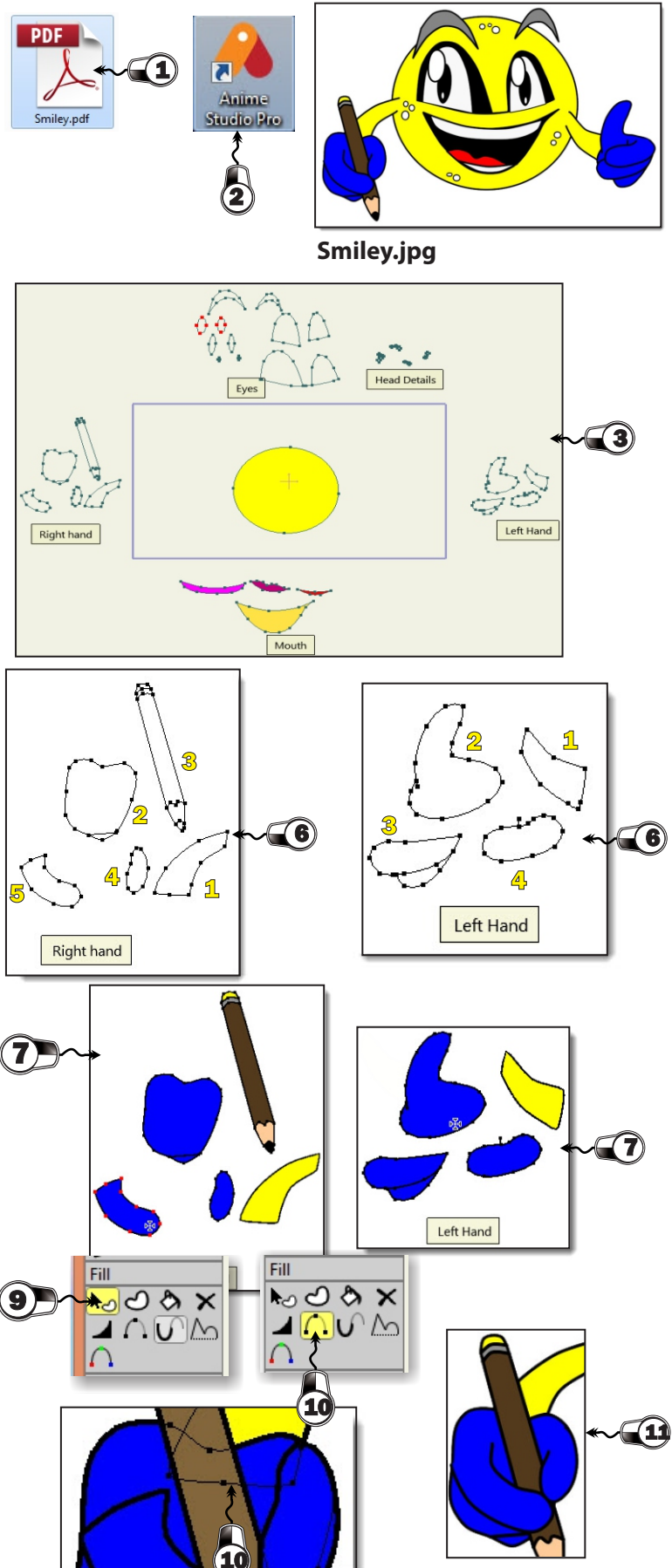
Fill Color first (using the Paint Bucket tool)

- ❺ Fill each part with the same color as specified in the expected output file. To do all the coloring, refer to the detailed steps in your work text.
- ❻ Follow the number sequence as shown in filling each part of the right and left hand respectively.
- ❼ Review from our expected output file for the colors to pick.
- ❽ Save this project file to your folder.

Hiding lines using Hide Edge

As you have noticed when combining parts of Smiley, lines overlap with each other. To solve this issue you need to hide these lines using a powerful tool called Hide Edge which is located in the Draw tools group.

- ❾ One example is the hand of Smiley, after arranging all the parts, you need to hide lines/portions of each part to look like a properly hand drawn. First select the part or piece that you need to modify using the **Select Shape** tool.
- ❿ Click the **Hide Edge** tool then click the edge-lines that we need to hide as shown.
- ⓫ The picture shown is the finished product after hiding the edge-lines.
- ⓬ Do the same to all overlapping lines of Smiley then save your project to your folder.



TEAM WORK

Lab Exercise 3.1

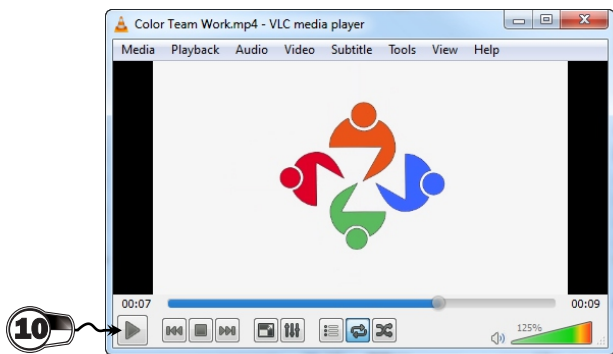
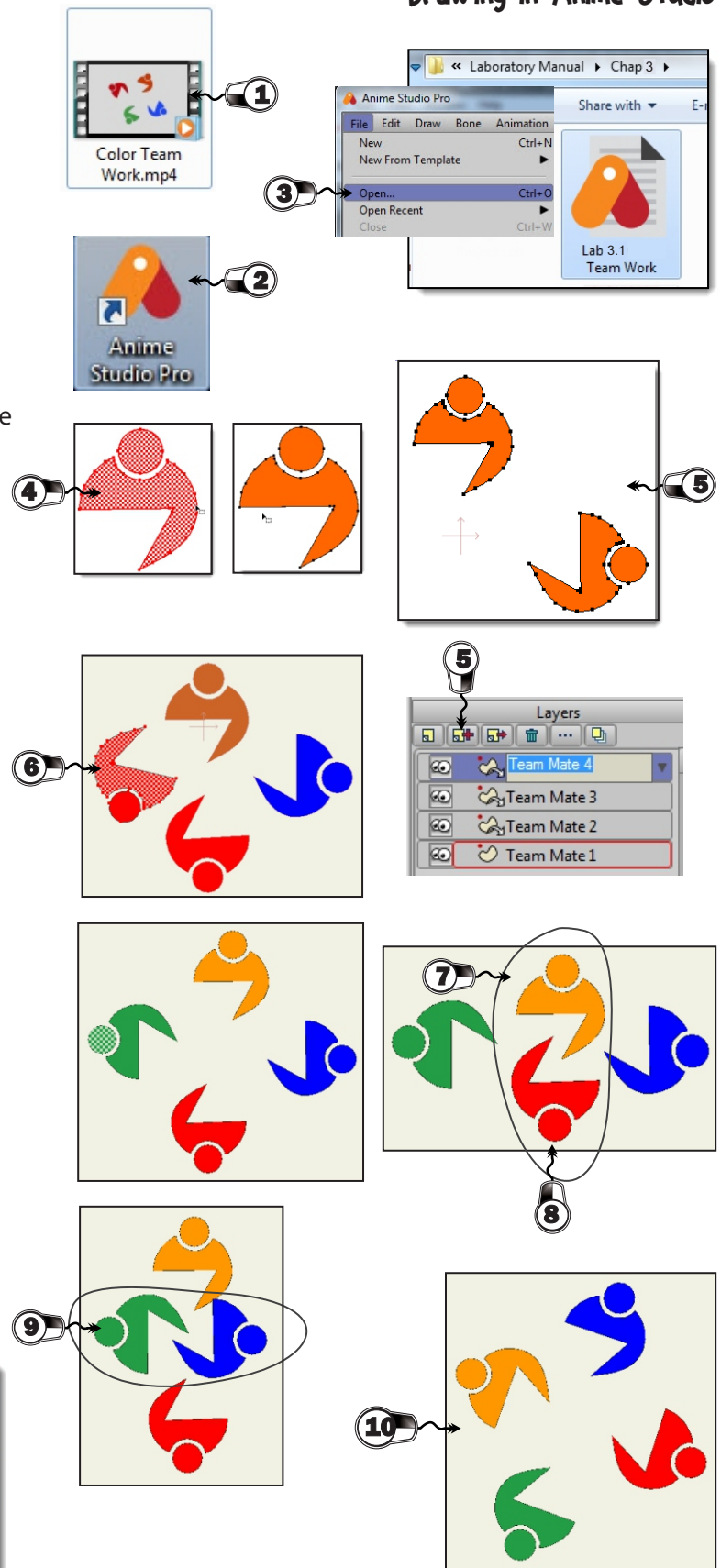
Task: Animate the shapes simultaneously

Expected Output File: Team Work.mp4

Work File: Lab 3.1 Team Work.anime

- ❶ View the expected output file indicated above.
- ❷ Launch the Anime Studio.
- ❸ Open the Anime Studio work-file named: **Lab 3.1 Team Work. anime** located in Chapter 3.
- ❹ Using the **Select Shape** and **Paint Bucket** tools, color the shape then duplicate as shown in the picture(right). Take note that each object should be in separate layer and with a different color.
- ❺ Duplicate the layer by clicking the **Duplicate Layers** button in the layers panel in order to complete the four objects or team as shown.
- ❻ After copying each layer, you need to **rotate it** and follow the orientation shown in the picture. Use the **Transform Layer** tool to rotate each object.
- ❼ This time, our team mates are ready for animation. Select the **Team Mate 1** layer. Move to **Frame 30** then drag it towards the center as shown.
- ❽ Select the **Team Mate 3** layer. Move to **Frame 30** then drag it towards the center
- ❾ Do the same steps for **Team Mate 2** and **Team Mate 4** respectively in **Frame 60**.
- ❿ After doing that, rotate the team as shown in our expected output provided earlier.
- ⓫ Complete the animation and save this project to your folder.

Drawing in Anime Studio



Final Output