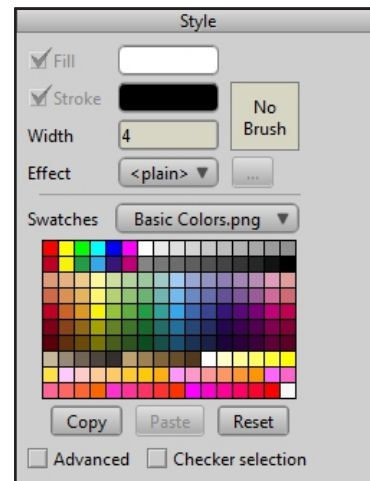


Designing with the Style Palette

Lesson 5

Up to this point, we have referred to the **Style palette** to change our stroke and fill colors as well as adjust line thickness. The Style palette is capable of much more though; it gives us many options for stylizing our assets. Through the Style palette, you can apply color effects, change your brush, and create universal styles that can be easily accessed at any time. The Style palette is shown in the following screenshot:

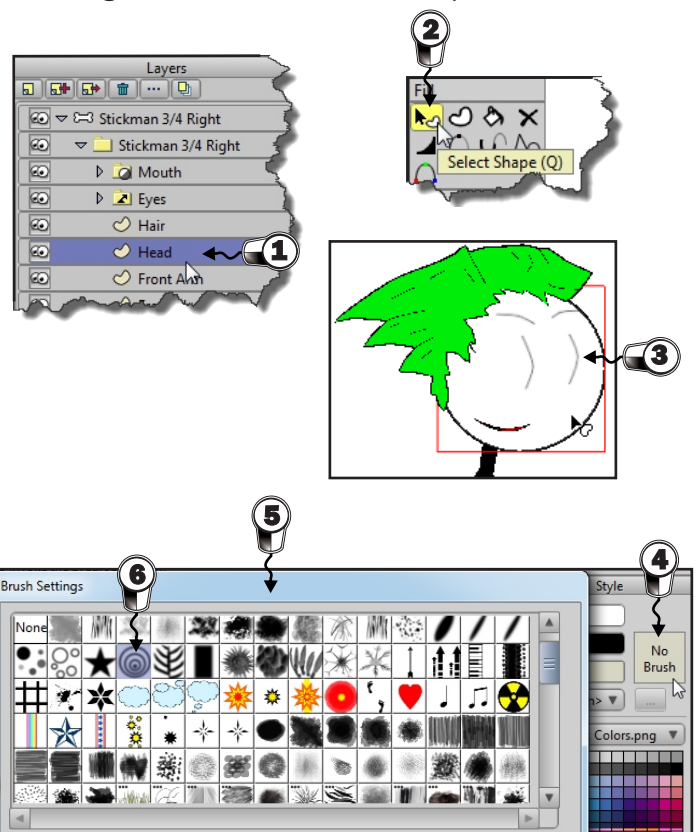
For this part of the chapter, please open the work file *Style Palette.anime*. You will see a familiar face. Our green friend will make a good practice for playing with the different Style palette features.



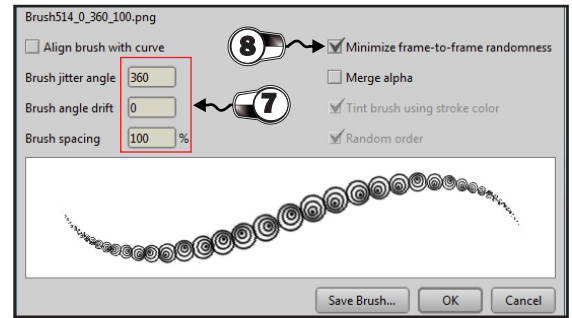
The Brush types

Like your fill-and-stroke colors, brushes can be set either before or after you draw out a vector shape. This makes swapping brushes easy and experimenting a very approachable task. Learn how to change your brush type in the following steps below. Assuming the same work file **LayerSettings MotionBlur.anime** is still open.

- 1 Click on the **Head** layer of the character.
- 2 Select the **Select Shape** tool from the toolbar.
- 3 Click on the Head of the character.
- 4 On the Style palette is a box currently labeled **No Brush**. Click on this box.
- 5 A list of several brushes will appear. As you can see, you have many options to choose from when it comes to creating stylized drawings.
- 6 Click through the **brushes** to see how each looks on the character.



- ⑦ There are options you can adjust for each brush, such as **Brush jitter** angle and **Brush spacing**. This can also alter the look of your vector. Having a higher jitter angle can create a more chaotic look, while a higher spacing number can widen the area between each part of the brush stroke.
- ⑧ The **Minimize frame-to-frame randomness** option can help control your lines if they appear wobbly or distorted during export. The Brush Settings panel is shown in the following screenshot:



You can also create your own brushes by adding PNG files to the brushes folder, which is located in the Anime Studio Pro folder in your file browser. With Version 10, you can now make multibrushes, which allow you to add multiple images to a brush that can be randomized when drawn out. This can add an entirely new level of customization. Be sure to give it a try if you're looking for something more than the built-in brush sets.

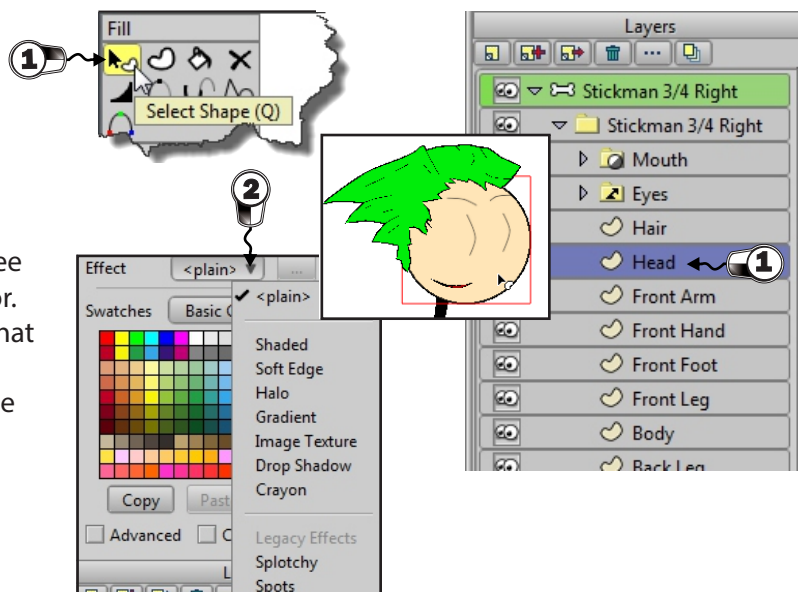
Playing around with these brush types is the key. If you have a type of style in mind for your cartoon, this can really help solidify your look. For instance, you may want everything to look like it was drawn with chalk or crayon. Adjusting your brush type can help achieve this.

The Fill Color Effects

There are a few color effects you can apply to your vector graphics. These range from shading to softening effects. It is usual to apply these effects after the object has been drawn out; that way you can experiment and adjust the desired effect. We will try a few of these effects in the following steps:

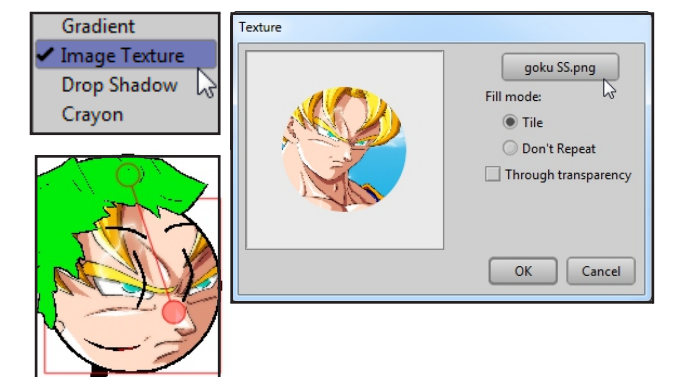
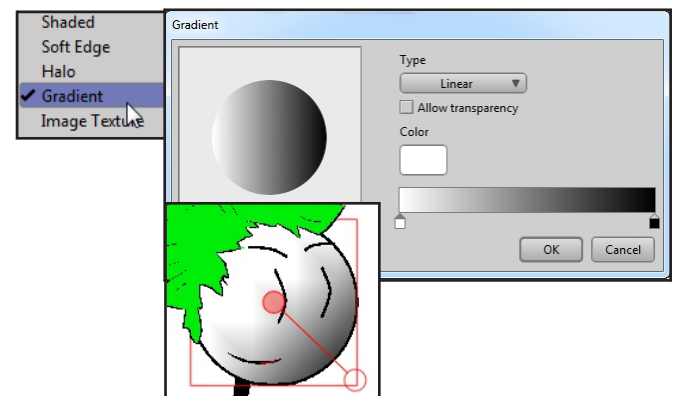
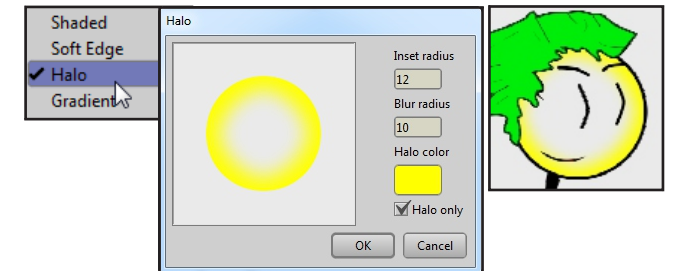
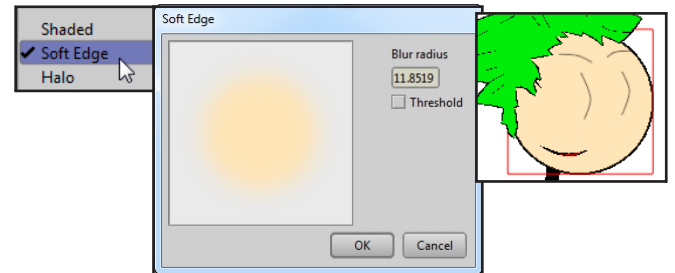
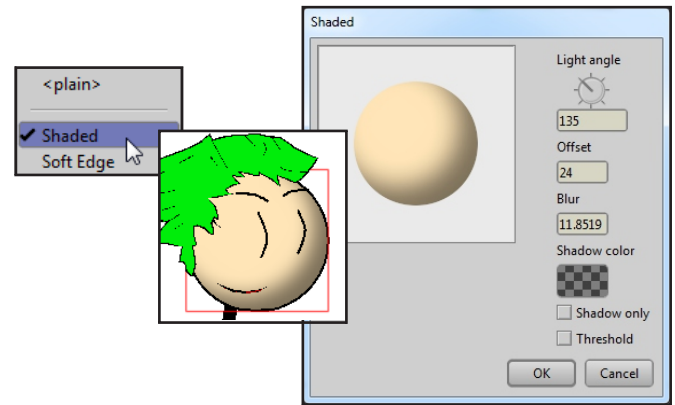
Work file: **LayerSettings MotionBlur.anime**

- ① Select the **Select Shape** tool and click on the shape in the **Head layer**, like you did with the brush exercise.
- ② Click on the **Effect** drop-down menu to see all the effects you can apply to your vector. Each setting gives you different options that will alter the final appearance of your object. The following is a screenshot of the Effect drop-down menu:

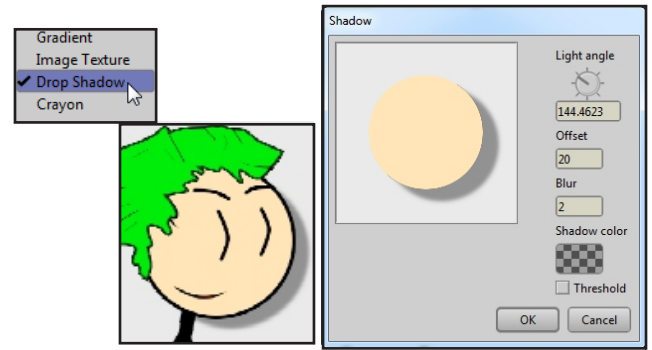


③ The following are the options listed in the **Effect** drop down menu:

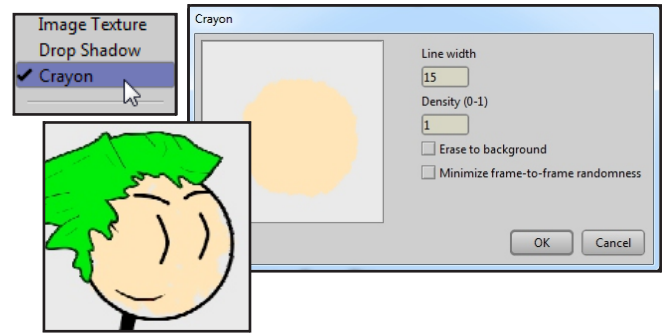
- Shaded:** This effect will apply a shade to your vector, similar to how the shading effects work in our Layer Settings. Shading a vector has the advantage of letting you focus on one shape at a time. This may be useful if you have multiple shapes making up a layer and don't want them all affected by the shade (or if you want to apply multiple different-looking shades).
- Soft Edge:** This effect will make the vector look blurry, assuming it doesn't have a stroke. The advantage of applying a color effect instead of making the layer itself blurry, like the shade effect, comes down to being able to control specific shapes of your choosing.
- Halo:** This effect will create a color that surrounds the inside of your shape. This color difference will be in the shape of an oval or halo. You can adjust the size of this coloring as well as the blurriness and color.
- Gradient:** Creating this color effect will allow you to choose at least two colors and have them fade from one to another. This is great for going from a dark to light color, as an example. You can choose the colors, where they appear, as well as if the gradient is linear, radial, reflected, or angled. To add more colors to your gradient, simply click anywhere below the horizontal preview to add more swatches. When you apply a gradient, a red line with two circles will appear over your object. Use the Select Shape tool to move this line or ovals to adjust the angle and spread of your gradient, as shown in the following screenshot:
- Image Texture:** With this effect, you can select an image from your hard drive and apply it as a skin of sorts to the selected object. You can choose to either tile the image (repeat it) or have the image wrap around the object as best as it can.



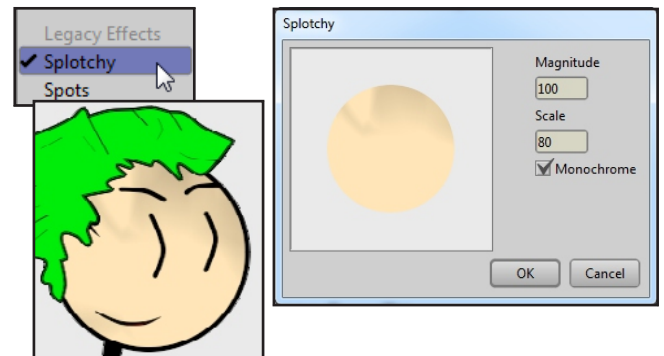
- **Drop Shadow:** This option creates a drop shadow for the selected object. This is similar to how the drop shadow in the Layer Settings panel works. Which one you use will come down to preference and how much control you need.



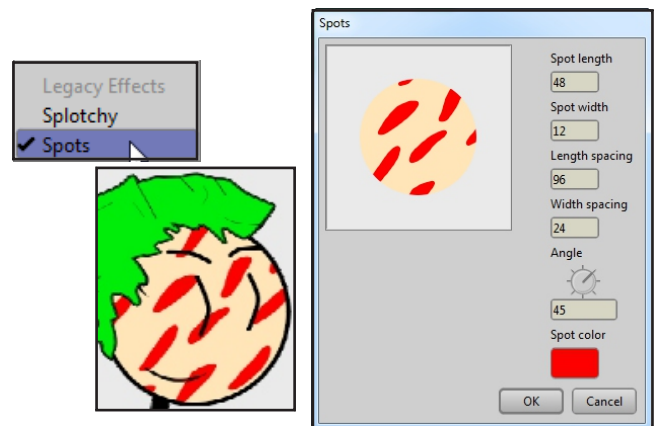
- **Crayon:** This effect creates the illusion that your object was colored in by a kid with a crayon. It certainly isn't an effect for everyone, but could very easily have its uses. You can adjust the intensity of the strokes as well as the density.



- **Splotchy:** This effect will give your object a textured or splotchy look. You can adjust the size of the splotches, as well as the intensity, to hone in on the look you are trying to achieve. This is considered a legacy effect, which means it's older and has some issues when it comes to rendering and wrapping around bones. Keep this in mind if you decide to use it.



- **Spots:** This effect will give your object, you guessed it, spots! You can change the color as well as how frequently the spots appear on your vector shape. This is also considered a legacy effect.



We will be using a few of these effects as we start creating our animated cartoon. Don't be afraid to play with some of these effects yourself as you start to discover your own style.

NOTE...

If you're having a hard time viewing the different color effects, try unchecking the **Checker selection** option located at the bottom of the Style palette.



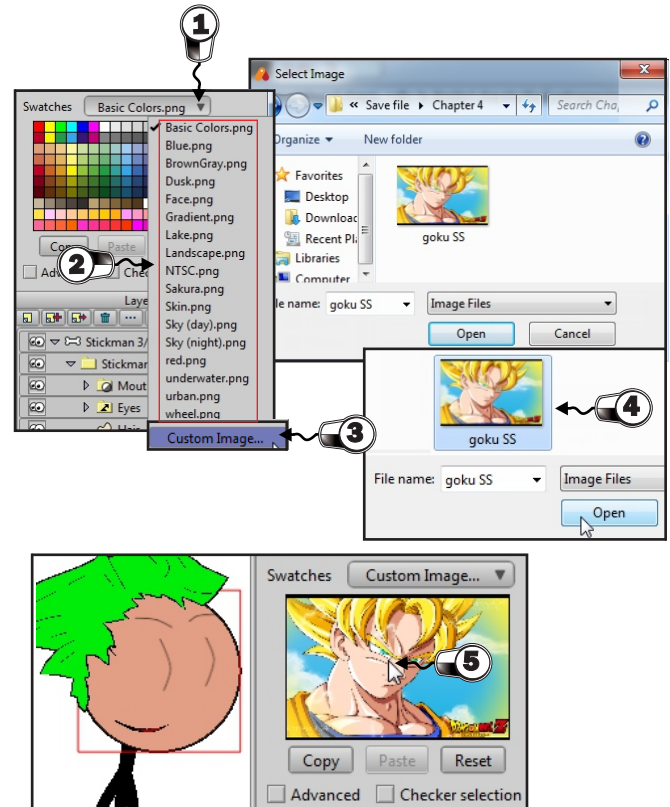
Swatches

There may come a point where you will want to use colors only from a select spectrum. This has its uses if you are trying to go with a certain color theme for your animation, or maybe there are various colors you plan to reuse often. The Style palette allows you to swap and create different swatches.

With the release of Anime Studio 9.5, we now have the ability to copy, paste, or reset our stroke and fill colors in the swatch section. This can be useful for transferring colors and save a step as it removes the need for using the Eyedropper tool.

Let's check out how swatches work using the following steps:

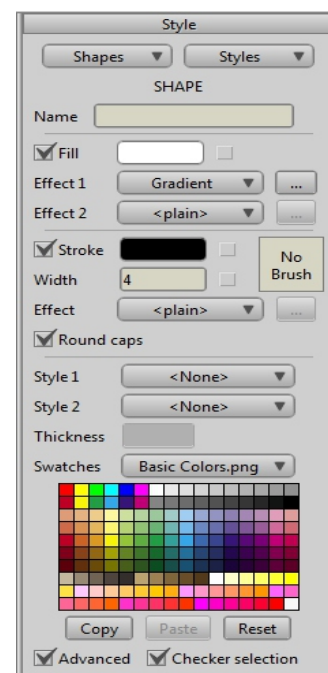
- 1 Click on the **Swatches** drop-down menu to reveal several preset swatches.
- 2 Explore the different color presets.
- 3 Click on the **Custom Image...** option on the bottom of the drop-down list. This prompts you to locate an image on your computer.
- 4 If you don't have an image, you can use the one included in this chapter's work files, which is labeled / named **gokuSS.png**.
- 5 After selecting this image, you can use it as a color swatch for your project. Simply click anywhere on the image to get a sampling of the color in that area. The following screenshot shows the red color being applied from the custom swatch.



Be sure to take advantage of this, especially if you are picky about what colors go into your projects.

The Advanced Style properties

At the bottom of the Style palette is a checkbox labeled Advanced. Clicking this on will expand the window to give you more options to play with. Many of these build-on some of the preceding lessons. The following screenshot (right) shows how the Style palette will look like with advanced properties is open.



The explanation of these advanced properties is as follows:

- The **Style 1** and **Style 2** buttons allow you to create preset colors and designs for your assets. You can create a style using the **Styles drop-down** menu at the top. You can then apply that style using either the **Style 1** or **Style 2** drop-down menus near the bottom of the palette. As an example, let's say you create a skin tone in the Styles drop-down menu at the top and apply it to a character (by using the Select Shape character and applying the style through the **Style 1** or **Style 2** menus). Later, you decide to change the skin tone. You could pull that style up from the top drop-down menu and change it. The alteration will affect all assets that are currently using that style in your document. This is shown in the following screenshot:
- When in **Advanced** mode, you can place two color effects onto an object at the same time. As an example, you could use a gradient and create a drop shadow for an asset.
- Your stroke can also have effects applied to it. Not only can you use the color effects we overviewed previously, but there's also **Sketchy** and **Angled Pen**, which alters the look of your lines.
- **Round Caps** will give your strokes rounded edges.

