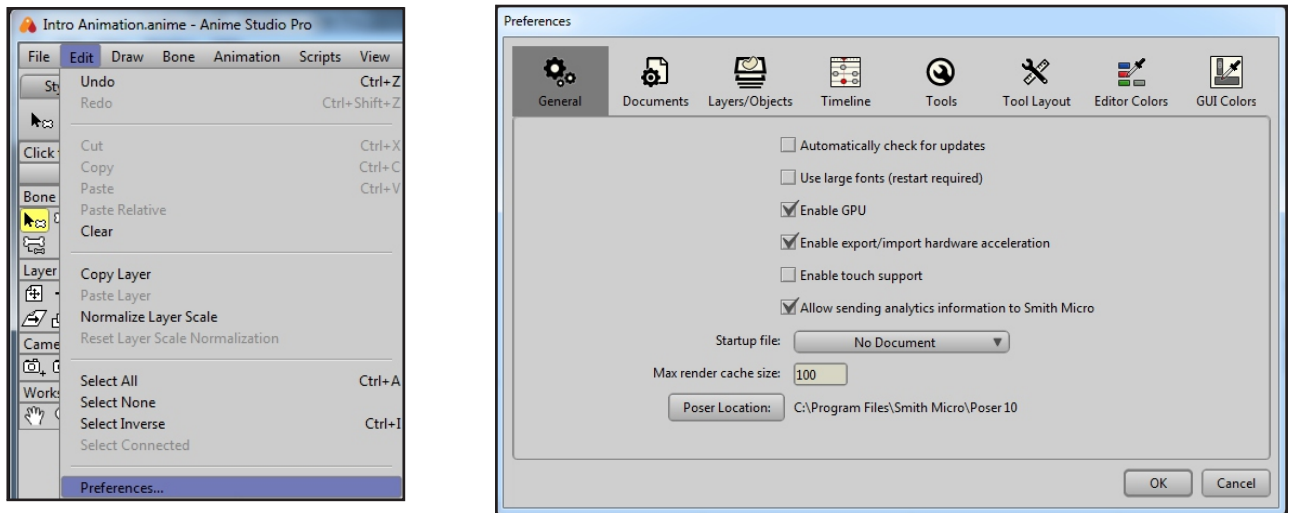


Before diving into details in Anime Studio, it is essential to take a look at the program's preferences. This will allow us to adjust the colors of the user interface as well as set some of the more advanced options. Most options here will more than likely remain untouched. However, it's good to know what you can adjust, should you decide to modify some preferences down the road.

Exploring the Options tab

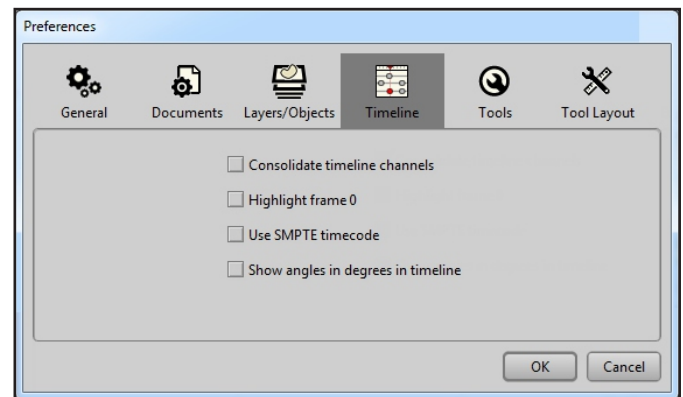
In order to access the program's preferences, go to **Edit** at the top of the window and choose **Preferences**. A new window will appear, as shown in the following screenshot:



The following are some of the major preferences in the **Options** tab:

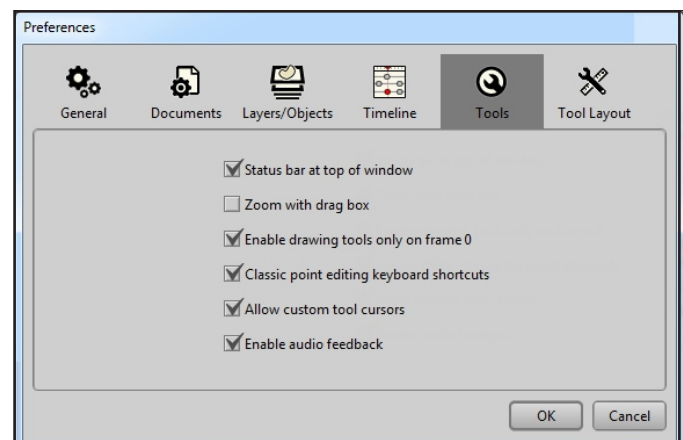
- **Consolidate timeline channels:**

This is present by default in the Pro version of Anime Studio. This option, when checked, creates a less complicated timeline at the expense of flexibility. For this book, we will not be checking this option. To access, click **TIMELINE** as shown in the picture(right).



- **Enable drawing tools only on frame 0:**

This disallows the user to use drawing tools past frame 0. When this is disabled, it can be useful for frame-by-frame animation. Since Anime Studio was not designed to work this way, it can cause conflicts and confusion in more complicated projects. For this book, the option will be left enabled (in other words, we will only be drawing on frame 0). To access, click **TIMELINE** as shown in the picture(right).

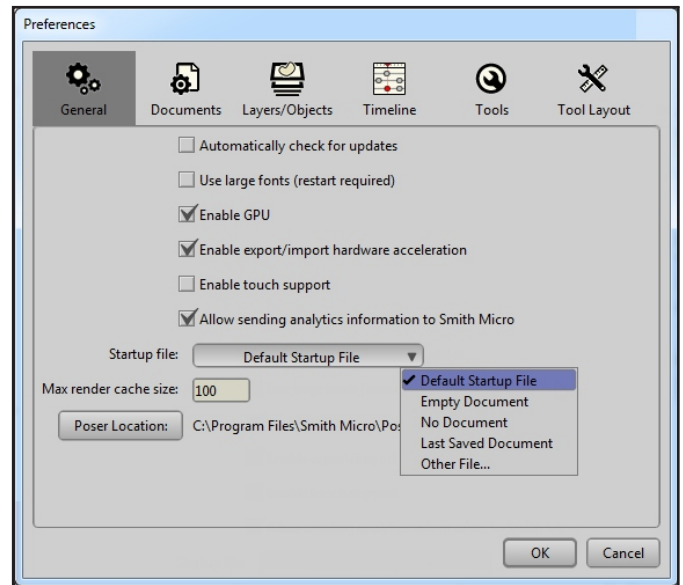


- **The Startup File**

This drop-down menu allows you to select what file you'd like to see whenever you launch or boot Anime Studio. By default, as we know by now, we get an anime style character rigged with bones as our current startup file. With this menu, you can choose a new file or opt out of having any file launch with the software.

NOTE...

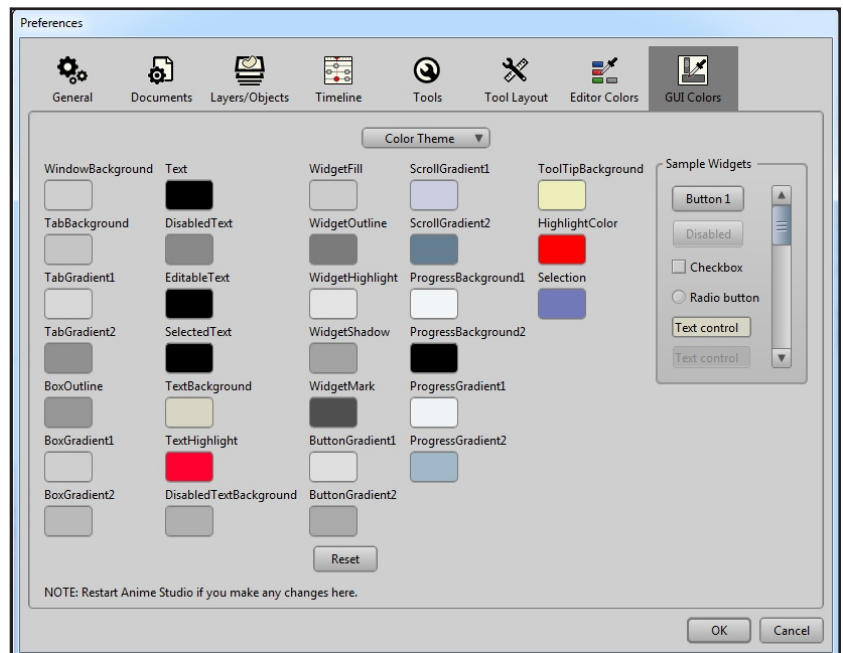
What about the other options? Don't worry; it's usually best to leave these sets to their defaults when first starting out. Later on, if you decide you need to tweak some of these settings, you can always go back to this window through the **Edit** menu.



Modifying properties with the Editor Colors and GUI Colors tabs

The GUI Colors tab in the Preferences window allows you to change the colors in the Anime Studio interface. The Editor Colors tab deals more with the tools of Anime Studio. Here you can change the way the background color looks in your workspace as well as adjust the default line thickness when creating strokes with your objects, as shown in the following screenshot:

The **GUI Colors** tab allows you to adjust the color theme for the entire Anime Studio interface. There are built-in themes you can access from the **Color Theme** drop-down menu. Plus, you can adjust all of the colors individually to create your own look. This book will be using the default color scheme.



Part 2

Animating with **Anime Studio**

Laboratory Manual

BONE SETUP

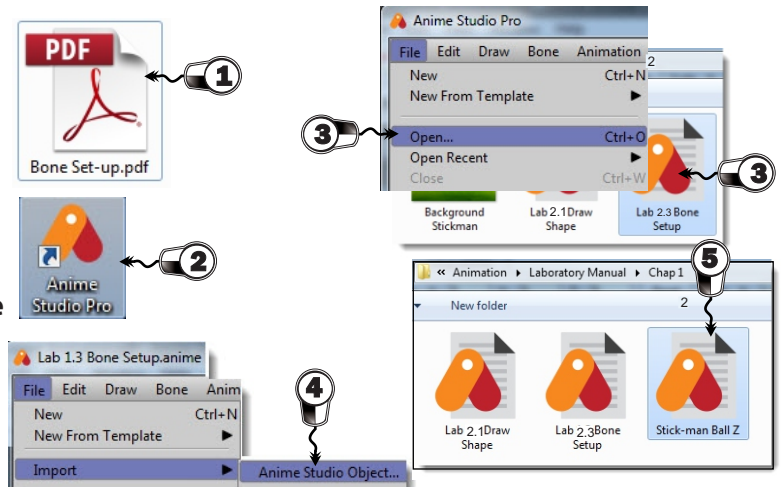
Lab Exercise 2.3

Task: Add Bones to a character, ready for animation

Expected Output File: Bone Setup.pdf

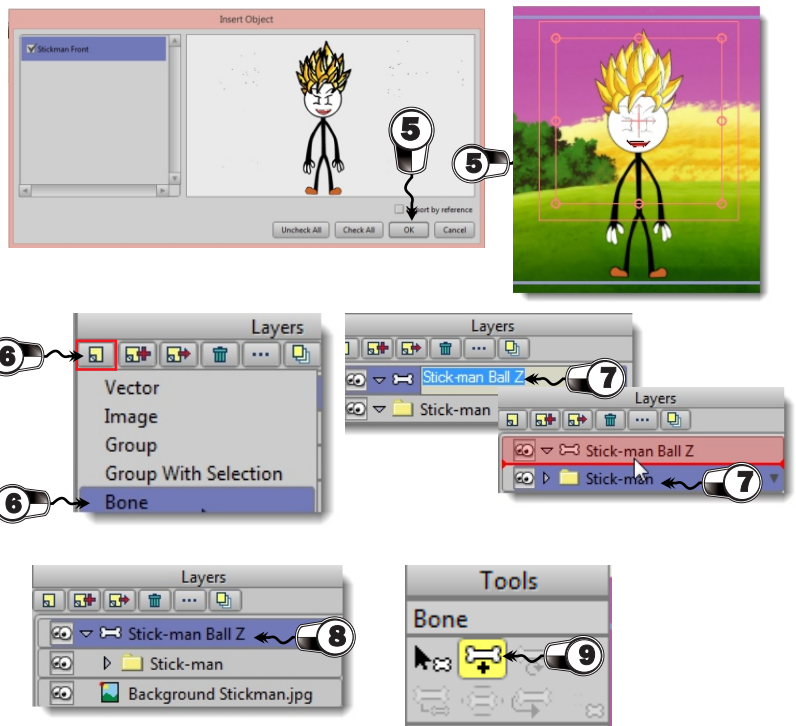
Work File: Lab.2.3 Bone Setup.anime

- ➊ View the expected output file indicated above.
- ➋ Launch the Anime Studio Application on your desktop.
- ➌ Open the Anime Studio template file **Lab 2.3 Bone Setup.anime** located in Chapter 2 folder. A full background will be loaded in your canvas.
- ➍ Click **File | Import | Anime Studio Object**.
- ➎ Import the Anime Studio work file **Stick-man Ball Z.anime** located in the same folder, then click OK.
Stickman will be in front of your background.



Adding Bone

- ➏ On the Layers panel **add** a new **Bone Layer** and name it: **Stick-man Ball Z**.
- ➐ Drag the **Stick-man Front Group Layer** to the **Stick-man Ball Z Bone Layer**.
- ➑ When done, click the **Stick-man bone layer**.
- ➒ Now let's start adding bones to our Stickman, click on the **Add Bone** tool now.
- ➓ We will start with the main bone, in the middle of the body of Stickman, which what we usually call **Torso and pelvis**, add a bone as shown in the picture. Use these tools below to zoom in/out, navigate through to the canvas and even move or pan within the work area.



- ➑ While the bone is still selected, add another bone for the shoulder-to-neck part. Take note on the parent to child bone set-up, refer to your worktext for details.
- ➑ Continue adding bone, now for the head as shown right.
- ➑ Complete the bones of Stickman as shown right. Please include the hair strands as well.
- ➑ When you are done, save this project file to your folder with a new filename.

