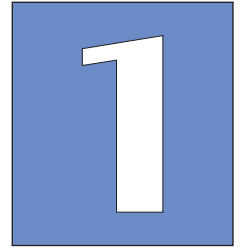


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# Animating with Anime Studio

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## Chapter Contents

- Introducing Anime Studio
- Opening Anime Studio for the first time
- Editing Anime Studio preferences
- Setting up your first document
- Summary

# Stepping into the World of Animation

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While I'm sure you are excited to jump in and start animating a cartoon using Anime Studio, there are a few steps we need to take beforehand. Cartoon production, no matter how you approach it, is a very involving process and animation is but one piece only of the puzzle.

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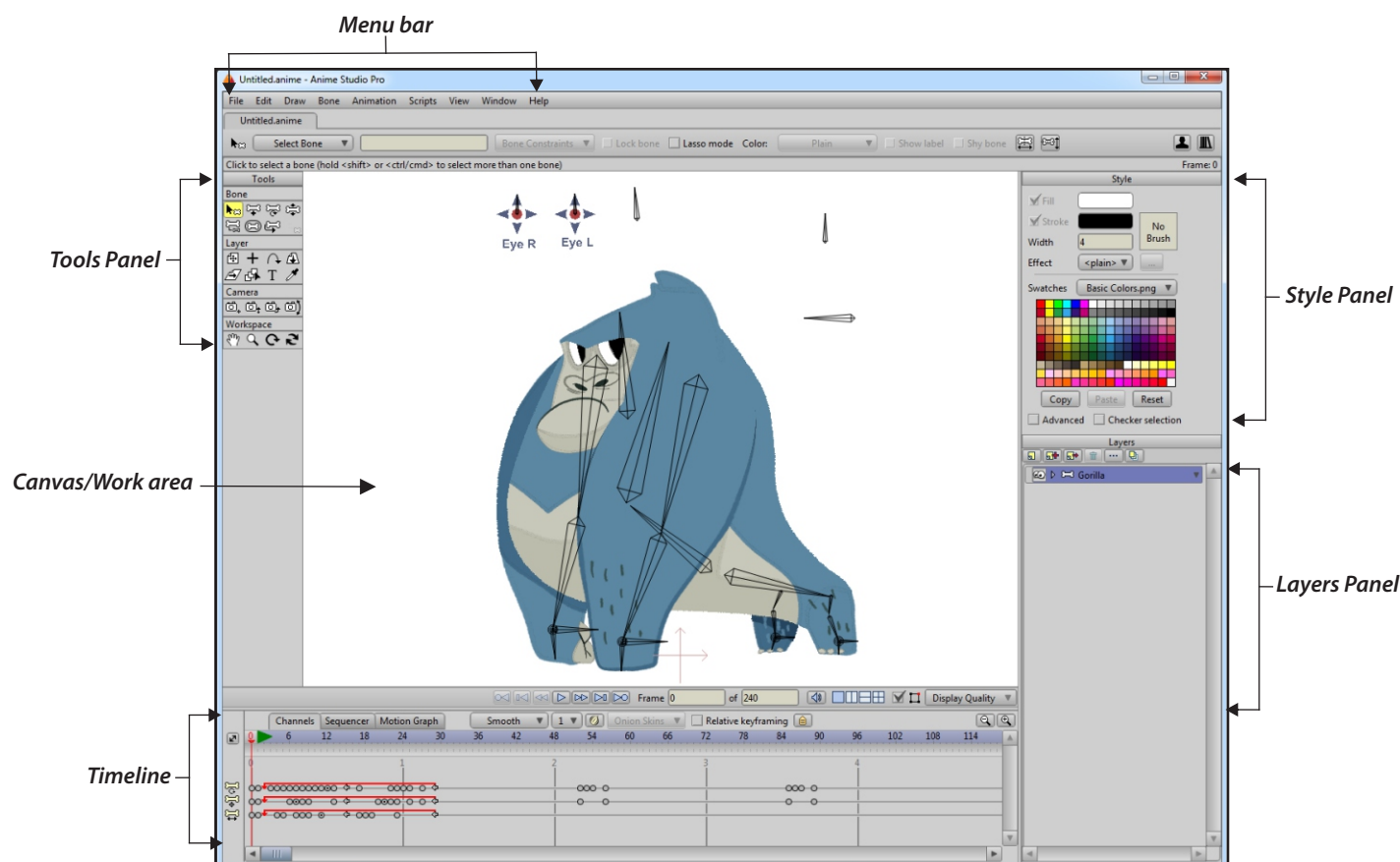
# Introducing Anime Studio

## Lesson 1

Anime Studio was originally developed under the name of Moho in 1999 by Mike Clifton at LostMarble. In 2007, Smith Micro bought the rights and began marketing Moho as Anime Studio, and it has since then seen seven versions released under the new name. Anime Studio's claim to fame is its easy-to-use bone system. The software makes cut-out animation easy to achieve and has other features from competing software, such as the ability to tween (or interpolate) between two points on the timeline. In other words, the software does most of the heavy lifting for the cartoonist. There are two versions the consumer has to choose from: Debut, that is designed keeping beginners and hobbyists in mind, and Pro, that is designed for professionals and serious animators. This book will be using the Pro version of the software, as shown in the picture below.

Because Anime Studio's focus is on cut-out animation, frame-by-frame isn't a primary focus. With a little tweaking (and a lot of patience), this animation type can be achieved. However, for this book we will be focusing primarily on the use of Anime Studio's bone system. It should also be pointed out that Anime Studio is not used just for the creation of anime-type cartoons. In fact, the majority of cartoons created with the software are similar to what you'd see on most television channels all over the world. The software allows you to create any type of animation. There's nothing limiting you but your imagination.

## The Anime Studio Interface



Part 2

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# Animating with **Anime Studio**

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Laboratory Manual

## BASIC ROUTINE

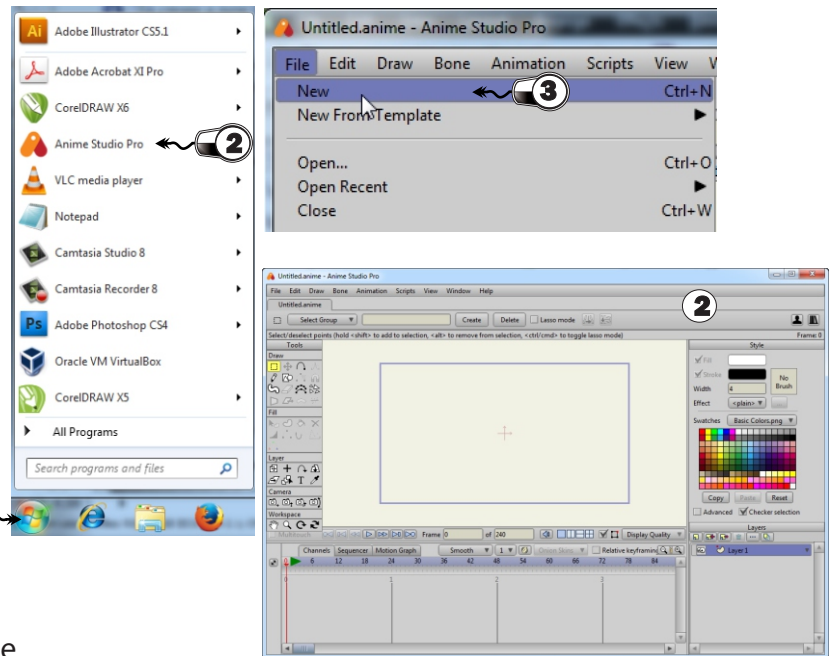
There are common and most used routine when taking task in this laboratory manual. Below are the steps of some repetitive task mentioned.

### A. Launching Anime Studio & creating a new file

- 1 Click the Start button.
- 2 Click Anime Studio Pro>>Anime Studio

### B. Creating a new Anime Studio file

- 3 To create a new file, click *File>>New* or use the keyboard shortcut keys: *Ctrl+ N*.

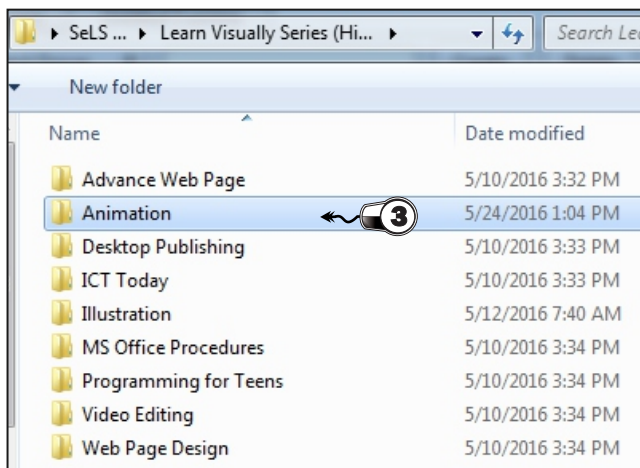
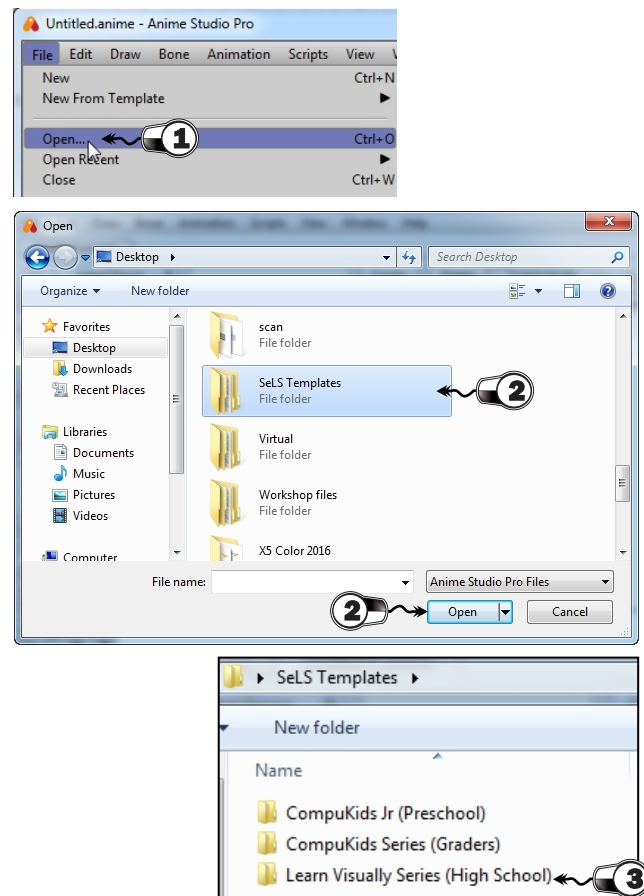


### C. Viewing the Expected Output file

- 1 Locate the file then double-click to view the expected output file, usually these files are PDF's or Jpeg files.

### D. Opening a SeLS Template or Work file

- 1 Click *File >> Open*.
- 2 Locate from the desktop and navigate to the *SeLS Templates* then click *Open*.
- 3 Open the *Learn Visually Series* folder then choose the *Animation* folder.

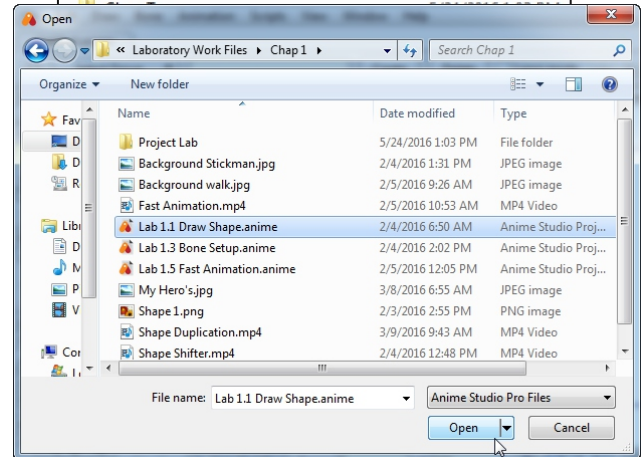
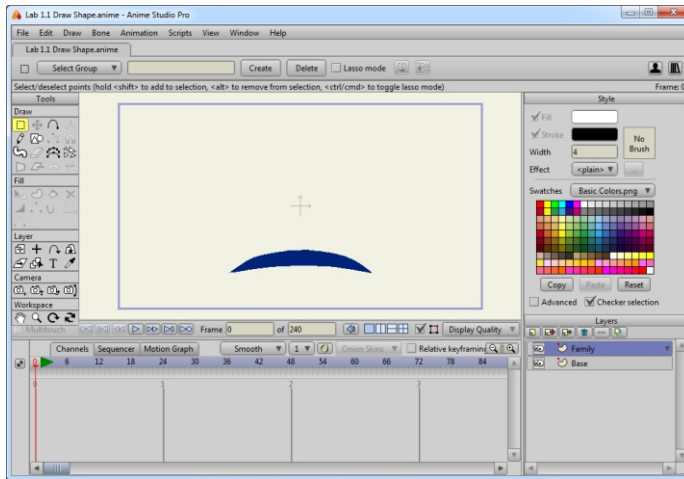


## BASIC ROUTINE CONTINUED.....

- ④ Click Laboratory Work Files folder.
- ⑤ Inside that folder, choose the corresponding chapter folder, then open the work file or template that is being asked.
- ⑥ Click Open.

Name	Date modified
Laboratory Work Files	5/24/2016 1:03 PM
Worktext WorkFiles	5/24/2016 1:03 PM

Name	Date modified
Chap 1	5/24/2016 1:03 PM
Chap 2	5/24/2016 1:03 PM
Chap 3	5/24/2016 1:03 PM
Chap 4	5/24/2016 1:03 PM
Chap 5	5/24/2016 1:03 PM



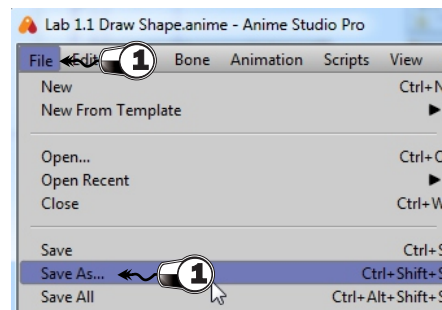
An opened template/work file

## E. Saving an activity or a Project

- ① Click File>>Save As...
- ② Navigate to your folder where you want to save your activity file or project. In the filename field, type your family name + name of the activity/project.

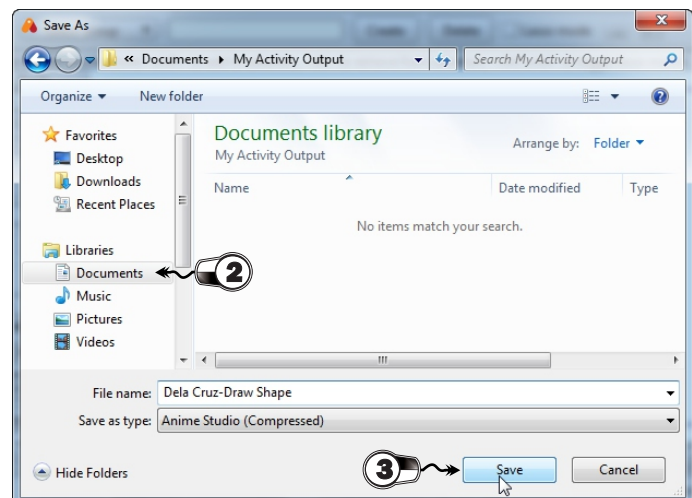
Example: *Dela Cruz-Draw Shape.anime*

- ③ Click Save.



Name	Date modified
Dela Cruz-Draw Shape.anime	5/24/2016 1:58 PM

An Anime Studio file saved

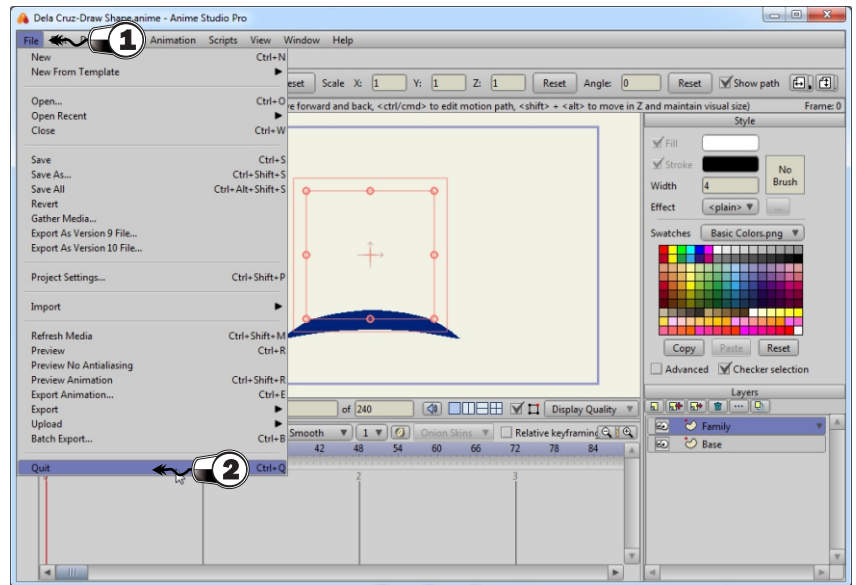
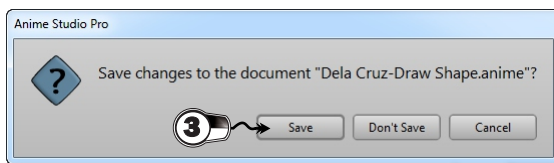




## BASIC ROUTINE CONTINUED.....

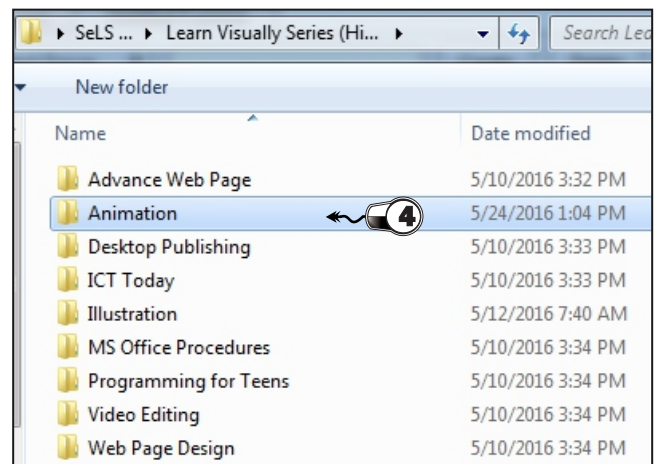
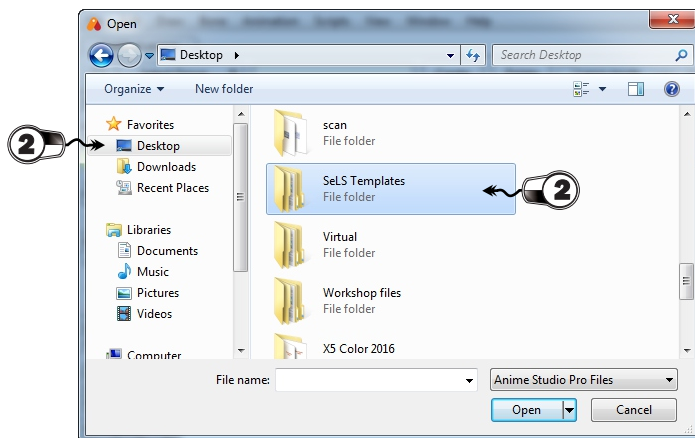
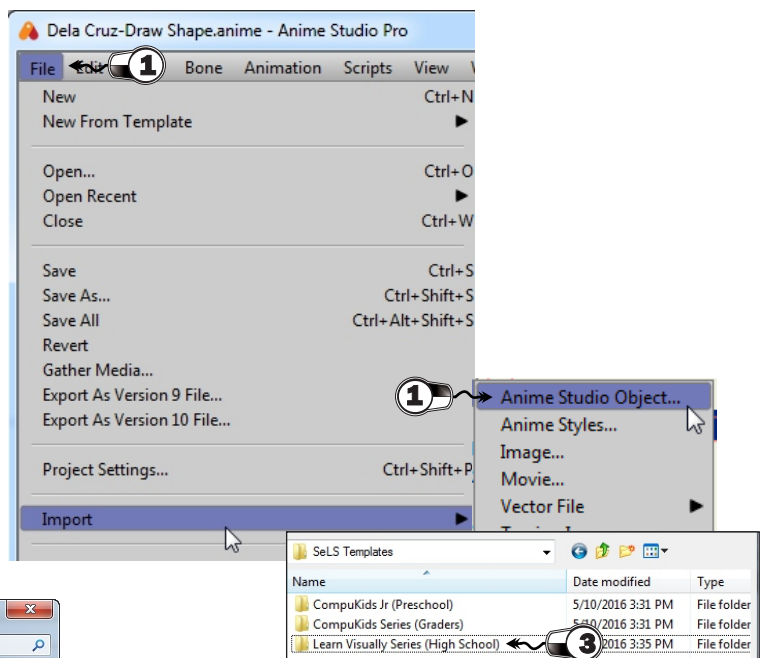
### F. Closing Anime Studio

- ❶ Click File.
  - ❷ Click Quit or press Ctrl+Q on your keyboard.
- Before closing, Anime Studio prompts you to save the current file or not before quitting.
- ❸ Click Save if you want or click No to disregard your changes.



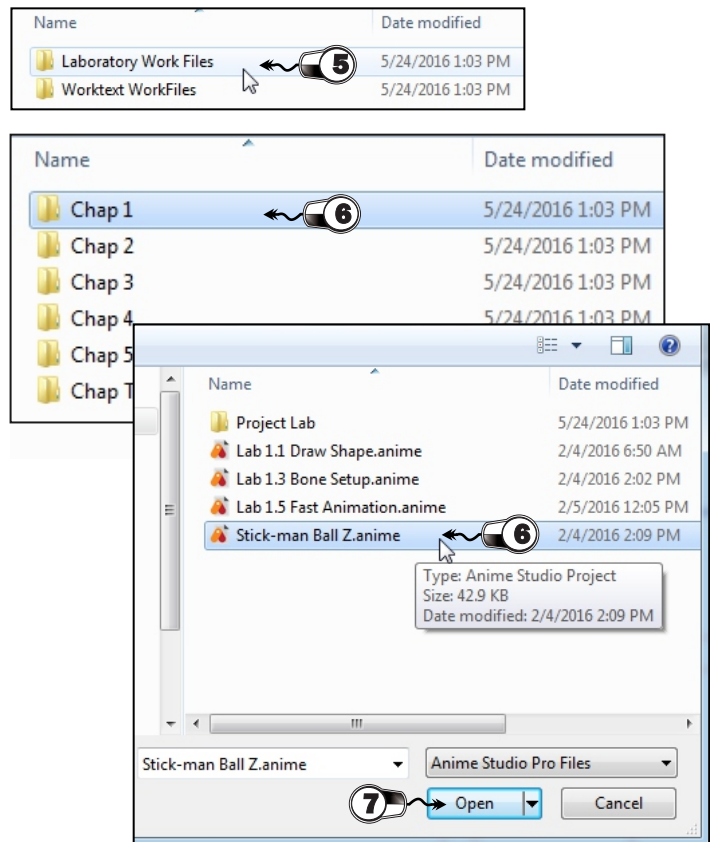
### G. Importing a Work file

- ❶ In Anime Studio, click File>>Import>>Anime Studio Object.
- ❷ Click the desktop icon and navigate to the SeLS Templates folder.
- ❸ Open the Learn Visually Series folder.
- ❹ Double-click to open the Animation folder.



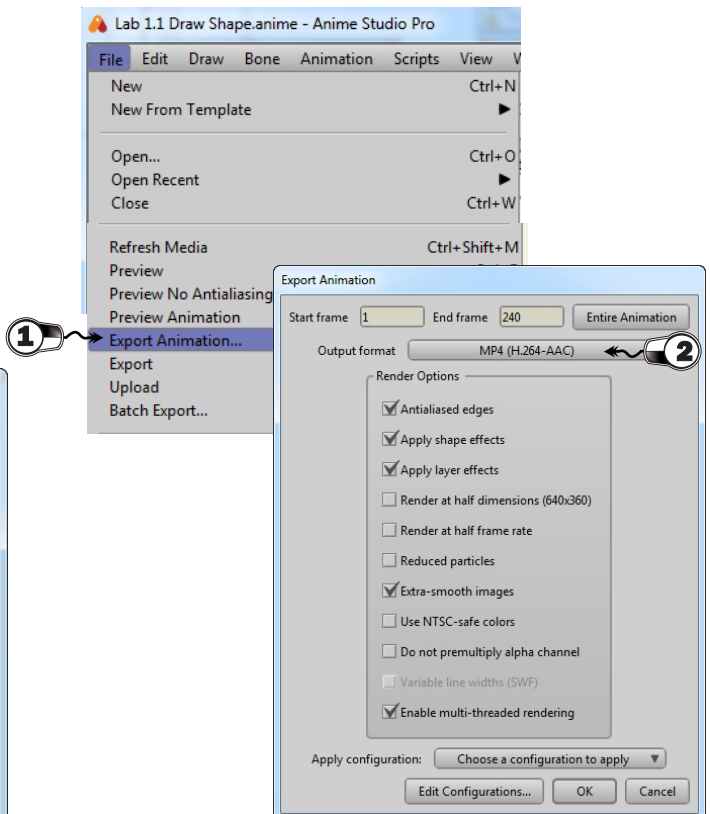
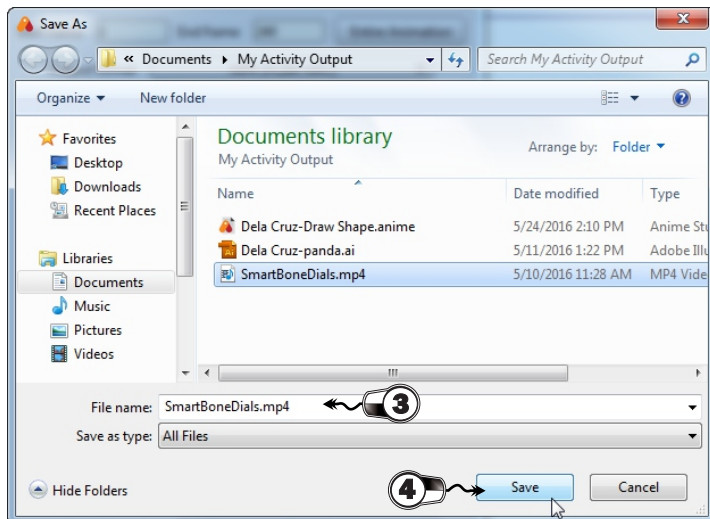
## BASIC ROUTINE CONTINUED.....

- ⑤ Double click the Laboratory Work Files folder.
- ⑥ Open the corresponding chapter, then locate the file to import, then click Open.
- ⑦ Click Open.



## H. Exporting & creating a Video Clip

- ① Click File>>Export Animation.
- ② Click the drop-down arrow for your output format and choose Mp4 then click OK.
- ③ Type the name of your activity/project, then navigate to the folder where you want to save your video clip.
- ④ Click save.





## DRAWING SIMPLE SHAPE

### Lab Exercise 2.1A

Task: Draw a shape similar to the expected output.

Expected Output File: Drawing Simple Shape.pdf

Work File: Shape 1.png

- ❶ View the expected output file indicated above.
- ❷ Launch the Anime Studio application from your desktop.
- ❸ Open the Anime Studio practice file named: **Lab 2.1 Draw Shape. anime** located in *Chapter 2* folder.
- ❹ Now, double click the file **Shape1.png** to view this image, this will be your guide in drawing.
- ❺ Click the **Family** layer in the Layers Panel.
- ❻ Below are the tools to use to complete this activity, refer to your work text for the detailed steps on how to use each tool.



Add Point (A)



Flip Horizontally

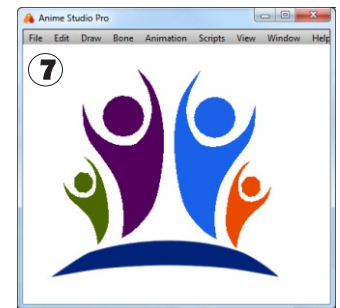
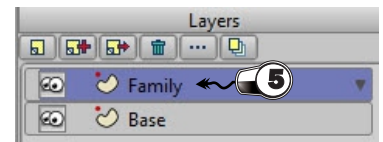
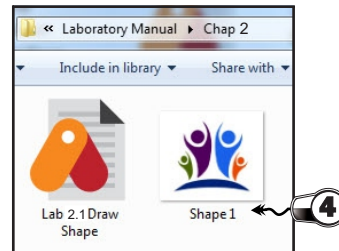
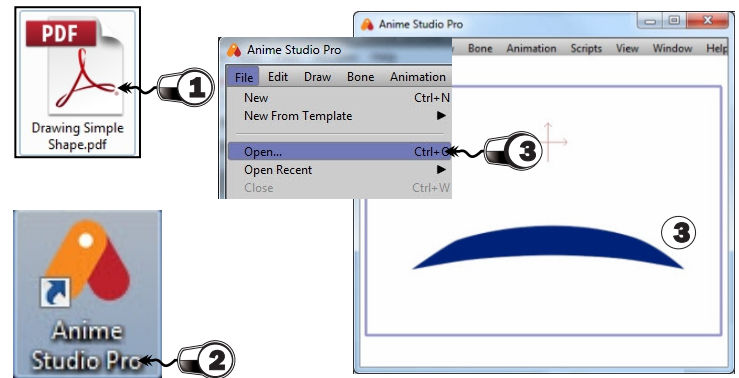


Draw Shape (S)



Transform Points (T)

- ❼ Your task is to draw different shapes that will look like the picture on your right. Use the tools above then save this project file to your folder.



Lab 2.1 Draw Shape

## SHAPING HEROES

### Lab Exercise 2.1B

Task: Create a hero similar to the picture

Expected Output File: My Heroes.pdf

Work File: My Heroes.jpg

- 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 Refer to your work text for the steps on how to create the different shapes and the tools below to create your own hero:



Transform Points (T)



Draw Shape (S)



Flip Horizontally

- ❺ Reminders, before you create a shape, make sure that the Auto-fill and Auto-stroke at the top bar are checked, then just select first a color on the basic color swatch in the Style Palette.
- ❻ Refer to the last picture (right) for your output. and save this project file to your folder.

