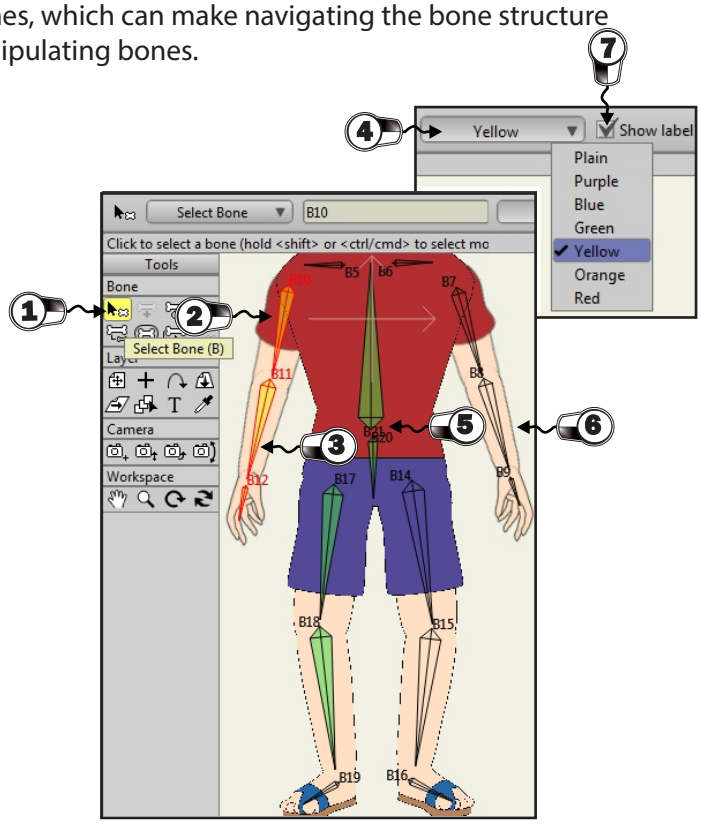
Labeling, Coloring, and Hiding Bones

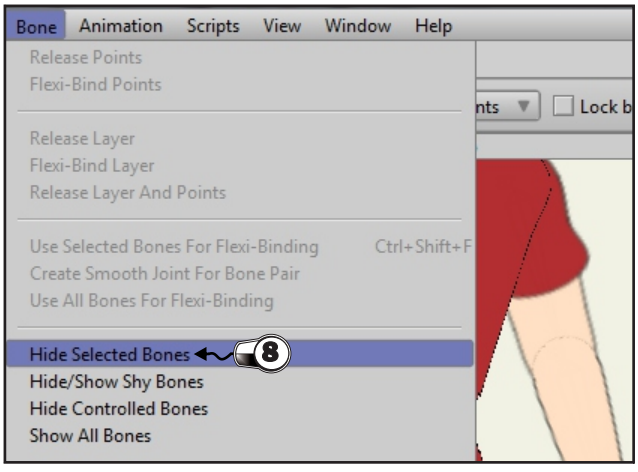
Lesson 3

If you have a lot of bones on screen, it may be a good idea to color code or display the labels of the bones on your canvas. Open the work file **`Color-HideBone.anime`**. The character's back arm is hidden from the view. Not to mention, the body's bones intersect with this arm's bones, which can make navigating the bone structure confusing. This lesson lessens the confusion when manipulating bones.

Let's color code the bones that make up each section of the body by performing the following steps below.



1. Click the **Select bone** tool from the toolbar located left in the Tools panel.
2. Click on the top most bone of the Right arm.
3. Keeping the *Shift* key pressed, left-click on the remaining three bones that make up that arm.
4. Click the **Color** button as shown. It's currently set to **Plain**. Click on this button and select **Yellow** from the list, as shown in the following screenshot. Notice how the bones of the arm are now colored yellow, allowing them to stand out from all the other bones.
5. You can repeat this process if you wish by selecting other bone segments of the body and assigning them with different colors.
6. You don't have to color code whole limbs if you don't want to. Pick a coloring system that works best for you when it comes to organization.
7. You can also choose to switch on labels with selected bones (located next to the **Color** button). This is useful, especially if you plan to use Smart Bones, which you will be witnessing in a moment.
8. Now, with Anime Studio Pro, if you select a bone and navigate to **Bone | Hide Selected Bones**, the bone will vanish from your workspace. This allows you to easily interact with other bones that may be clashing with it. You can bring all bones back into view by navigating to **Bone | Show All Bones**.



Organizing bones is just as important as laying over your layers. Keep these features in mind, especially when characters start to become more complicated.

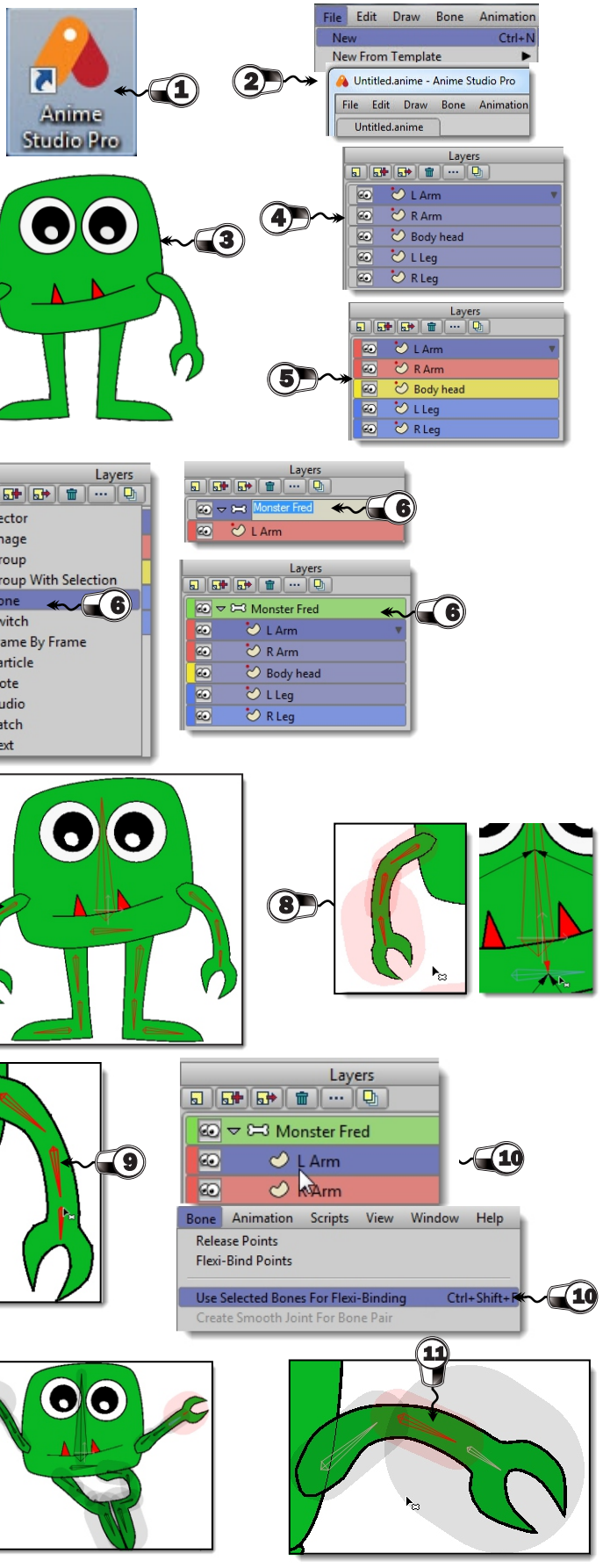
6 Bringing a Cartoon Character to Life

Laboratory Activities

Flexi-Binding Fred

Lab Exercise 6.3

Task: Do the Flexi-Binding to this character
Expected Output File: None
Work File: FlexiBinding Fred.png



1. Launch the Anime Studio application from your desktop.
2. Create a new Animation Studio project.
3. Draw this character or use any of the tracing techniques to make it faster then color it.
4. When creating the character make sure the Arms left and right are on a separate layer as well as the body and the legs, see picture right for your reference on the different layers of your character.
5. Choose a color for the layers and color it by parts, as shown.
6. If you are done drawing all the parts of Fred, add a new Bone layer and name it "Monster Fred". then drag all the layers to the new bone layer you have just created.
7. Now add bones to the different parts of Fred using the tools below. See the image shown for the bones to add. Refer to Chapter 6 of your work text on how to add bones..

   Add Bone (A) Select Bone (B)

8. Make sure that the bone strength is correctly set and the child bone is also correctly connected to its parent bone, use the tools below to adjust the strength and re-parent the bones:

   Bone Strength (S) Reparent Bone (P)

9. If all is set, it's time to do Flexi binding. Bind every bone to its proper layer, as discussed in Chapter 5 work text, use this tool below to select each bone.

   Select Bone (B)

10. After selecting each bone, click on its layer represented of that bone. For example the L Arm for Left Arm, in the menu, click on **Bone | Use Selected Bone for Flexi-Binding.**
11. Now let us test that bone using the Manipulate Bones tool. Do this to all the bones in this project.

    Manipulate Bones (Z)

12. Save this project file to your folder.