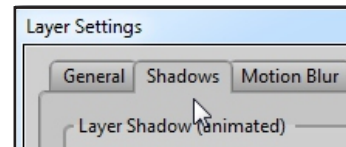
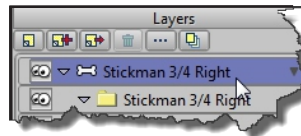
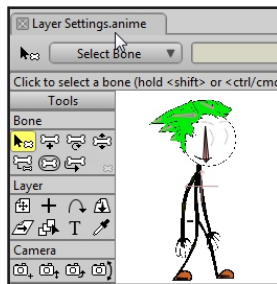


# Applying Shadows and Shades to the Layer

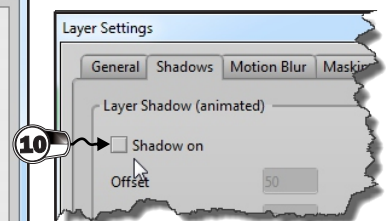
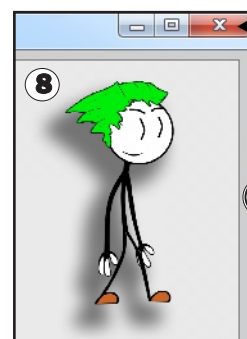
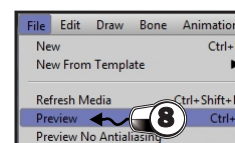
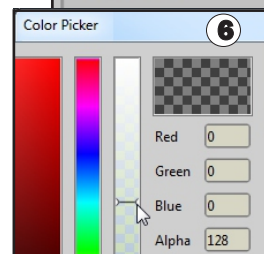
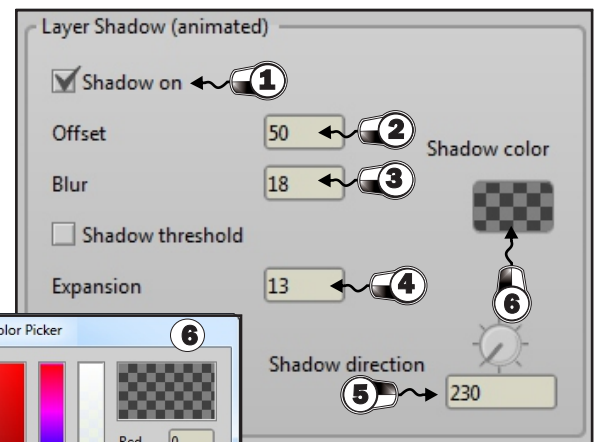
## Lesson 4

Under the Shadows tab are three options that allow you to create different shading and shadowing effects for your layers. This can be great if you want to add a quick drop shadow or create the effect that your layer is being shaded due to different lighting.

You may keep your Layer Settings.anime project file open for this part of the exercise. With your Layer Settings panel still open, be sure to click on the **Shadows** tab to the right-hand side of the General tab. The following steps will help you understand how to apply shadows to your layer:

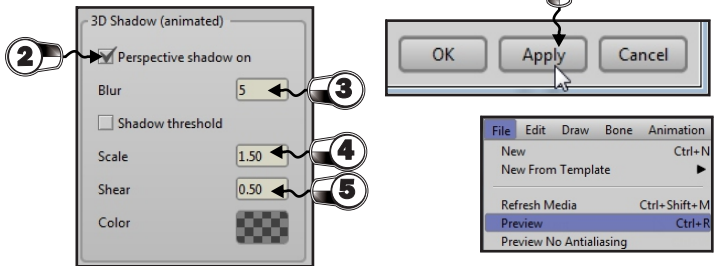
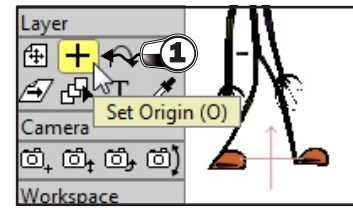


- 1 Check the **Shadow on** checkbox.
- 2 Set the **Offset** field to 50. This value determines how detached the shadow appears from the layer.
- 3 Set the **Blur** value to 18. Increasing this value will make the shadow appear more out of focus. A lower number will give the shadow a sharper look.
- 4 Set the **Expansion** value to 13. Expansion determines how far your shadow reaches out from the origin point.
- 5 Changing the **Shadow direction** value will determine where your shadow falls on the layer. For this example, let's set the direction to a value of 230. You can either enter this number yourself or use the directional wheel and set it using your mouse.
- 6 The **Shadow color** option is a color-picker that allows you to set the color of the shadow. You can also set the transparency of the color in this box. This is indicated by the vertical slider with the white color fading into a checkered pattern. For this example, let's leave the shadow color as is. The Shadows tab is shown in the following screenshot:
- 7 Click on the **Apply** button.
- 8 Go to **File | Preview** and view the result. You can see a shadow has been applied to the character, as shown in the following screenshot:
- 9 Once you are done viewing the preview, close the window and return to your **Layer Settings** window.
- 10 Uncheck the **Shadow on** checkbox.



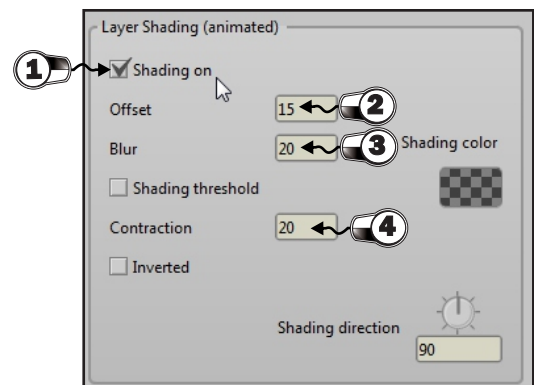
A 3D shadow works in a similar fashion. The exception is that it is meant to mimic a 3D perspective. This means that the shadow can appear to be going into the horizon or towards the camera. Let's check it out in the following steps:

- ❶ The 3D shadow is also dependent on your layer's origin point. Select the **Set Origin tool** and position the anchor between the two feet of the character. This will let the shadow grow naturally from the body. See picture shown(right).
- ❷ Click on the **Perspective shadow on** checkbox in the **Layer Settings** panel.
- ❸ As you know, adjusting the **Blur** value will alter the focus of the shadow. Let's set this to **5**.
- ❹ **Scale** will determine the size of the shadow. Enter **1.5** in this field.
- ❺ **Shear** will alter the angle of how the shadow is drawn. Also enter **0.5** in this field for this exercise.
- ❻ Click on **Apply** and preview the frame (**Ctrl + R**). You will see a shadow applied to your image, as shown in the following screenshot:
- ❼ If the shadow doesn't look the way you want, tweak with the shear and scale settings. Creating the ideal shadow for your situation will often come down to trial and error.
- ❽ Close the preview window and return to your Layer Settings panel.
- ❾ Uncheck the **Perspective shadow on** checkbox.



The **Shading on** button allows us to automatically apply a shading effect to the layer. This usually occurs inside the layer, as opposed to outside like the shadows. The following steps will help you understand how to apply shading to your layer:

- ❶ Click to check the **Shading on** checkbox.
- ❷ The **Offset** field value will shift the shade further from the outside of the layer if this number increases. For this exercise, let's enter **15**.
- ❸ The **Blur** sets the focus of the shade. Let's enter **20** for this field.
- ❹ **Contraction** determines how far the shade effect reaches. The bigger this number, the more of a shaded look you will have. Enter **20**.

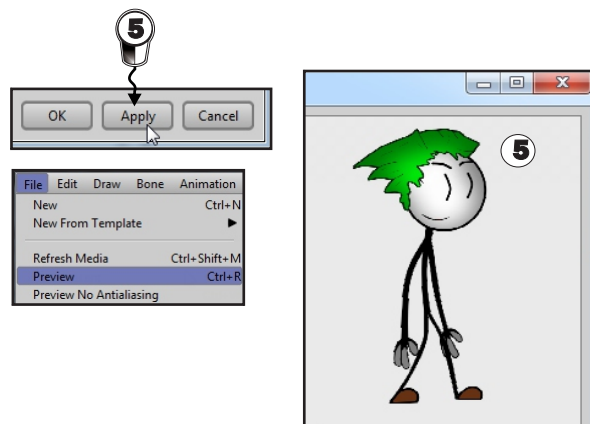


- ⑤ Click on **Apply** and preview the frame(CTRL+R). Check out the shaded effect in the following screenshot:

Shadows and shading can add an extra dimension to your characters or assets. While it may be more effective to create these effects yourself, don't be afraid to try out these settings first. After tweaking the settings, you may be surprised by the results!

#### NOTE...

Checking the Inverted checkbox under the Shade on section will create the effect that light is shining on your layer as opposed to a shadow being casted. Give it a try and see how it can affect your artwork.

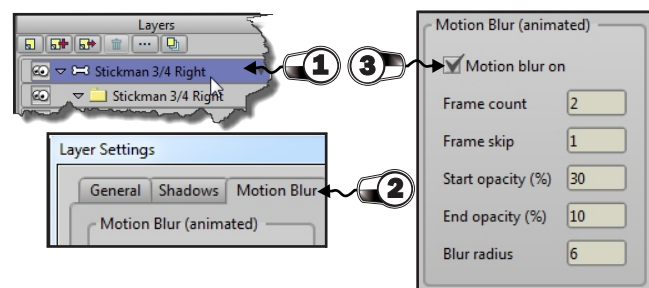
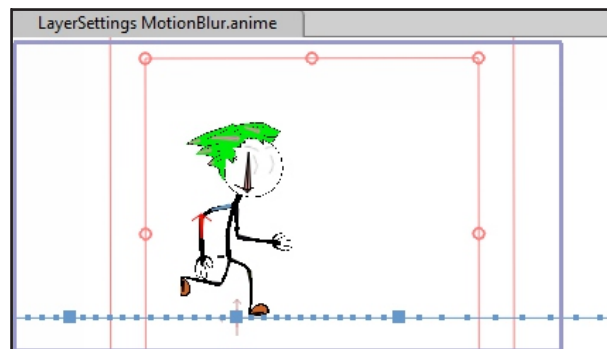


## Creating a Motion Blur

A motion blur can help if you want to create the illusion of an object moving incredibly fast. You may want to apply this during a quick camera pan to further sell the fast motion. Another example could be a fast-moving object, such as a car speeding across the highway or an asteroid plummeting towards the earth. Where you decide to use it is up to you!

Open the work file **LayerSettings MotionBlur.anime**. You will see a small animation of our green hair Stickman character running from left to right. This will work as a basic example of creating a motion blur. The following steps will help you understand how to create a motion blur:

- ① Double-click on the **Stickman 3/4 Right bone layer** to bring up the **Layer Settings** panel.
- ② Click on the **Motion Blur** tab. The Motion Blur tab is shown in the following screenshot(right).
- ③ Check the **Motion blur on** checkbox.



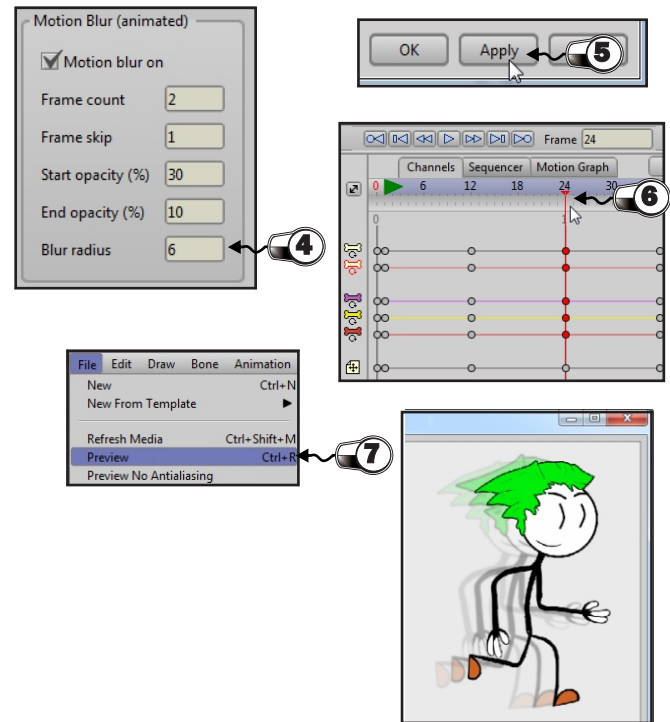
- ④ You can adjust how the motion blur looks from here. You can choose how many frames at a time the motion blur will affect, how many frames it'll skip (if any), opacity for the trail, and the blurriness. We can leave all these options at their defaults for this exercise.

- ⑤ Click on **Apply**.

- ⑥ Page forward on your timeline to frame **24**.

- ⑦ Go to **File | Preview** to see **frame 24** rendered.

This will allow us to see the motion blur as it would appear in the middle of the animation. You can see the motion blur effect applied to the character, see screenshot(right).



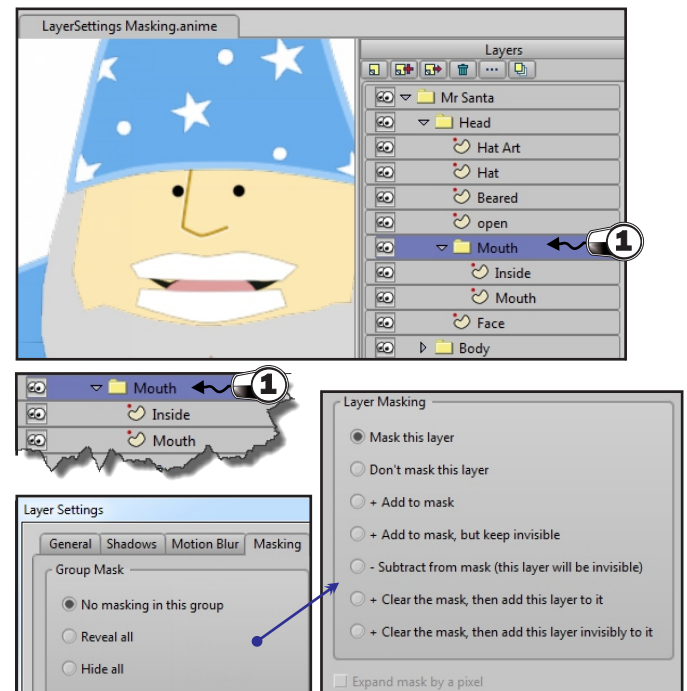
The ability to add a motion blur is just one more feature in your vast Anime Studio tool set. The effect won't always be needed, but you may find moments where it will add an extra pop to your animations.

## Masking the Layer

There may come a time when you want to hide a layer in a certain way or reveal bits through the shape of another layer. Or maybe you have some pupils moving in your eyes and want them to be hidden when they intersect with the boundaries of the eyes, just as an example.

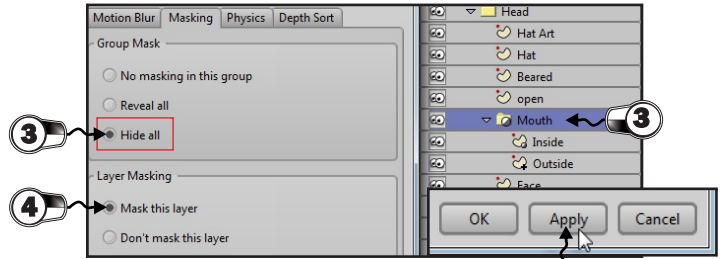
Masking can only be achieved with a Group or Bone layer with sublayers. To pull up an example file like this, open up **LayerSettings Masking.anime** from the book's work files and perform the following steps:

- ① Double-click on the Group layer labeled **Mouth Group** to bring up the Layer Settings panel.
- ② Click on the **Masking** tab. The following screenshot shows the Masking tab:





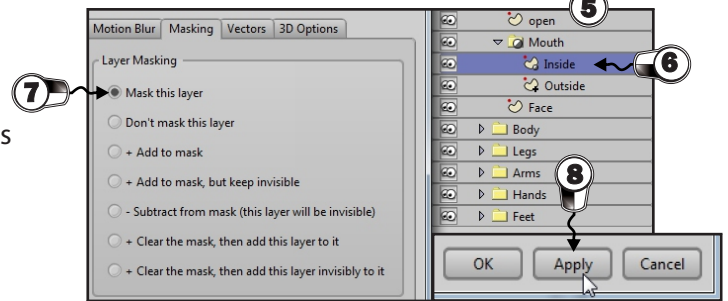
- ③ In order to begin masking, we first need to indicate the main layer (in this case, the **Mouth Group** layer) that is going to contain masking. To do this, let's click on the **Hide all option**, which is listed in the Group Mask section.



- ④ We can leave the **Layer Masking** section with **Mask this layer** selected.

- ⑤ Click on the **Apply** button.

- ⑥ With the **Mouth Group** layer expanded in the Layers panel, click on the first sublayer named **Inside**. Your Layer settings will now focus on this sublayer.

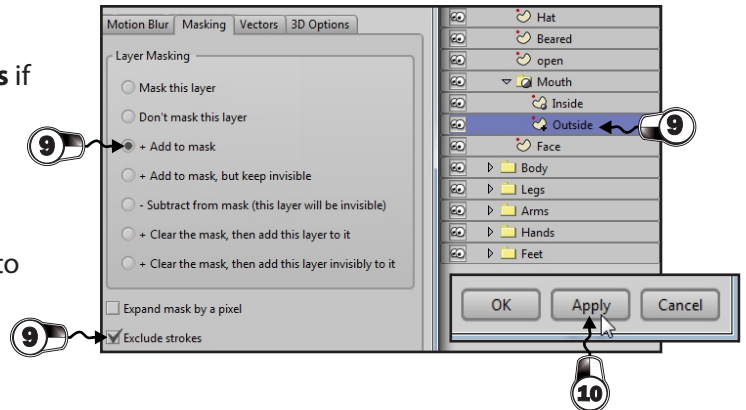


- ⑦ For the **Inside** sublayer, select **Mask this layer** from the list.

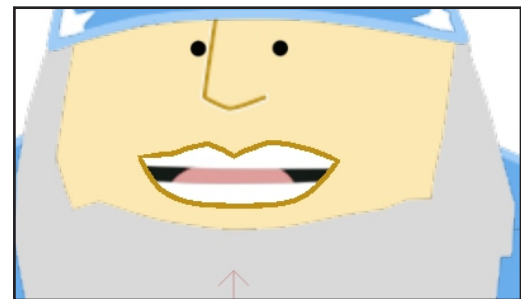
- ⑧ Click on the **Apply** button.

- ⑨ For **Outside** sublayer, we are going to select **+Add to mask** and check the **Exclude Strokes** if not checked.

- ⑩ Click on the **Apply** button one more time.



What we have done here is tell Anime Studio to hide the **Inside** sublayer of the mouth, but to keep the outside layer on-screen. However, since we are masking this Mouth Group layer, you will notice that the inside sublayer of the mouth is visible through the Outside layer. This can provide some interesting results. The following screenshot(right) is just one example of what masking can do.



Masking can be a bit difficult to understand. Because you need to work with a Group or Bone layer to get it to work, plus the many masking options to choose from, trial and error will be the key when working with this technique. Amazing things can be done with masks. We will take a look at one example in Chapter 8, Animating Your Characters.

#### NOTE...

Since Anime Studio 9.5, the layers on the Layers panel now indicate what kind of mask they are currently using. For instance, the Character layer has a + sign next to it to indicate it is working with the +Add to mask function. Additionally, if you right-click on any of these masked layers, you can choose a different mask setting from the list without having to go into the Layer Settings panel. This makes experimenting with masks a lot less tedious.