



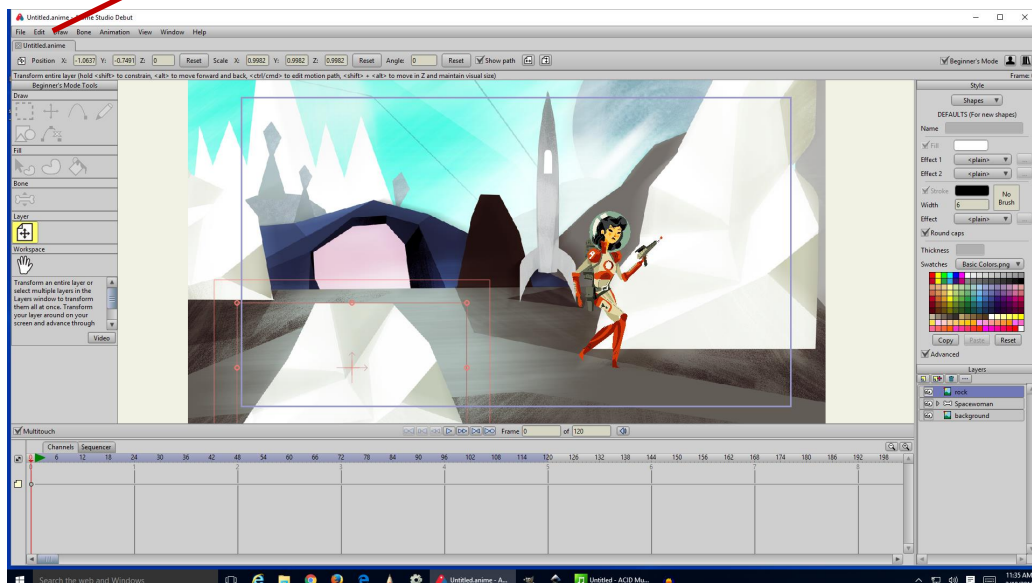
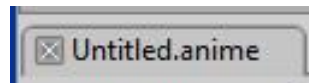
2-D Animation with Anime Studio Debut 1 1

Learn how to create your own animation! Choose from a library of characters, backgrounds, special effects and more!

Double click the logo displayed on the Desktop.

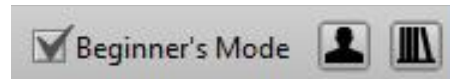


Anime Studio will always displayed a different animation screen each time you open. To create on a blank screen, press the X located at the top left corner.



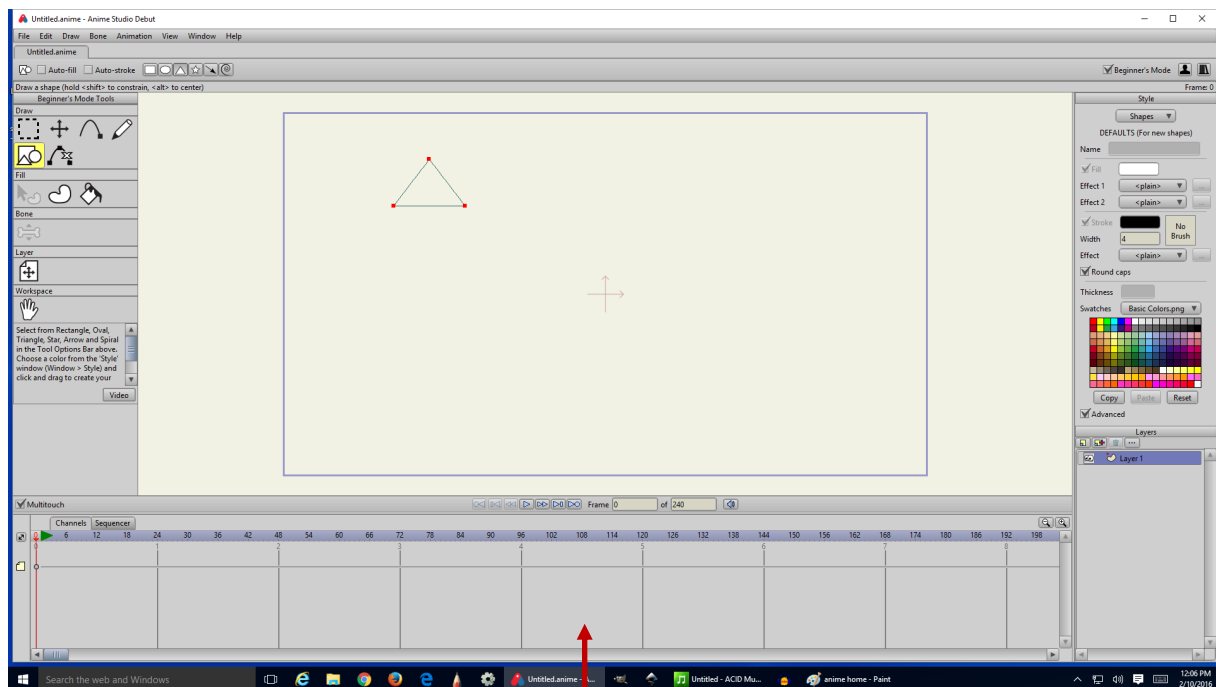
Choose **File > New**

At the top right, check **Beginner's Mode**.



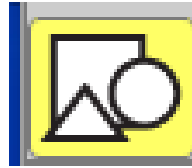
A blank space will appear for you to add content.

Editing tools



Where you record your animation

Choose the **Draw Shape** tool to pick a shape.



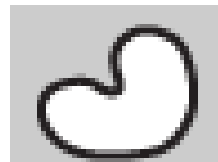
At the top, turn auto fill and auto stroke options off so you can create curves.

Select a shape from the top.

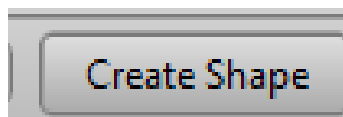
The **shift** and **alt** keys will allow you to draw a perfect circle.

Switch to **Create Shape tool** and drag box over shape.

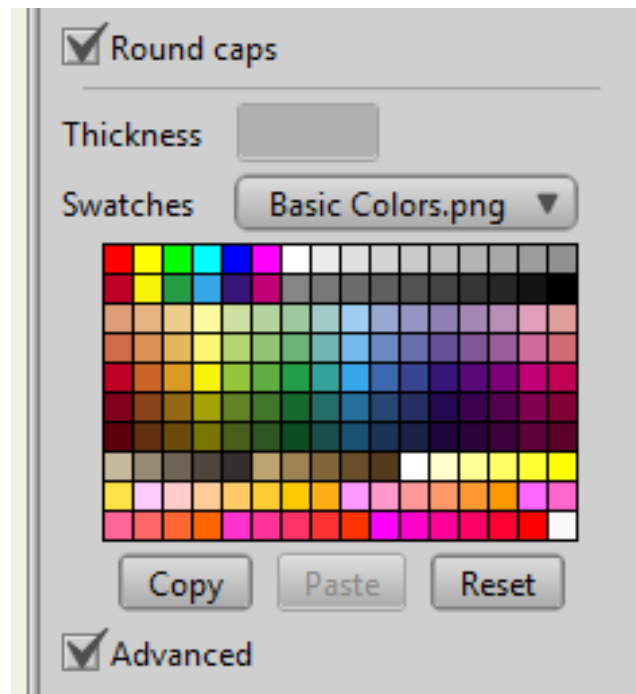
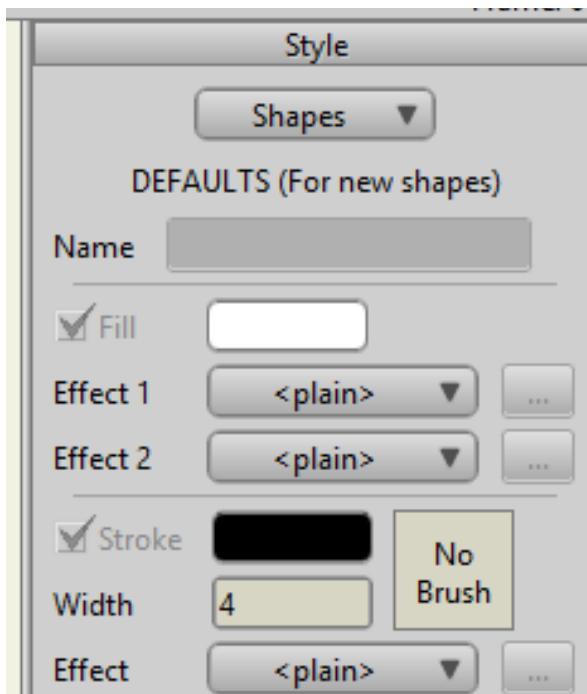
This will add the holes in your circle.



Click the Create Shape button.

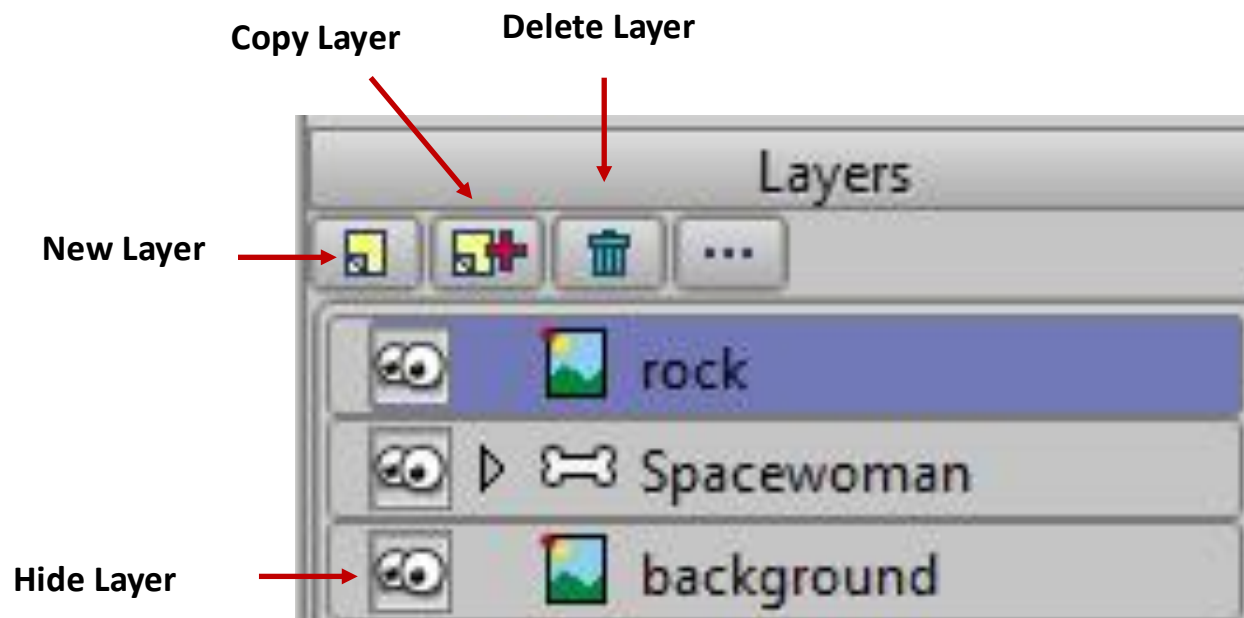


This will allow you to change the *color*, *width* and *effects*. Those tools can be found on the right hand side.

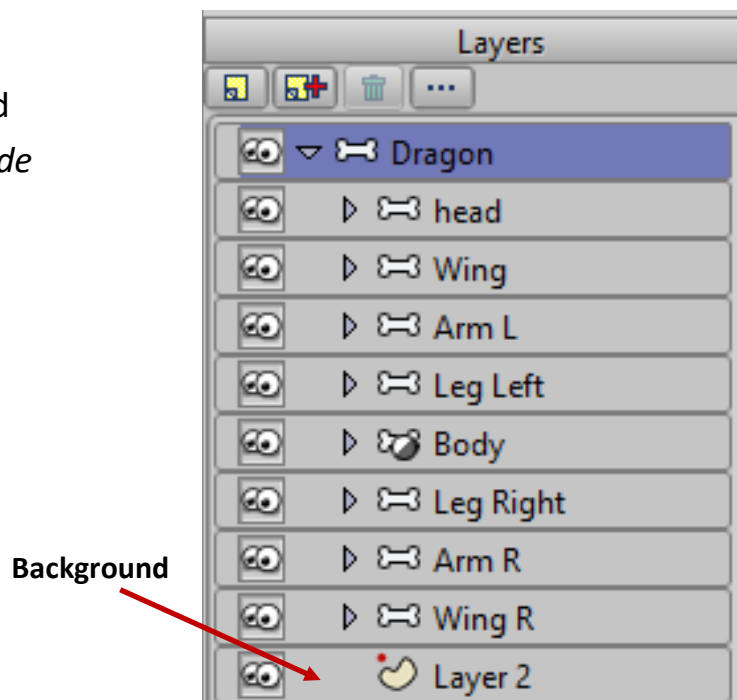


A Closer Look: Understanding Layers

Layers are like sheets of paper on top of one another. In Anime Studio Debut 11, each object has its own layer. To edit an object, click on the object's layer.



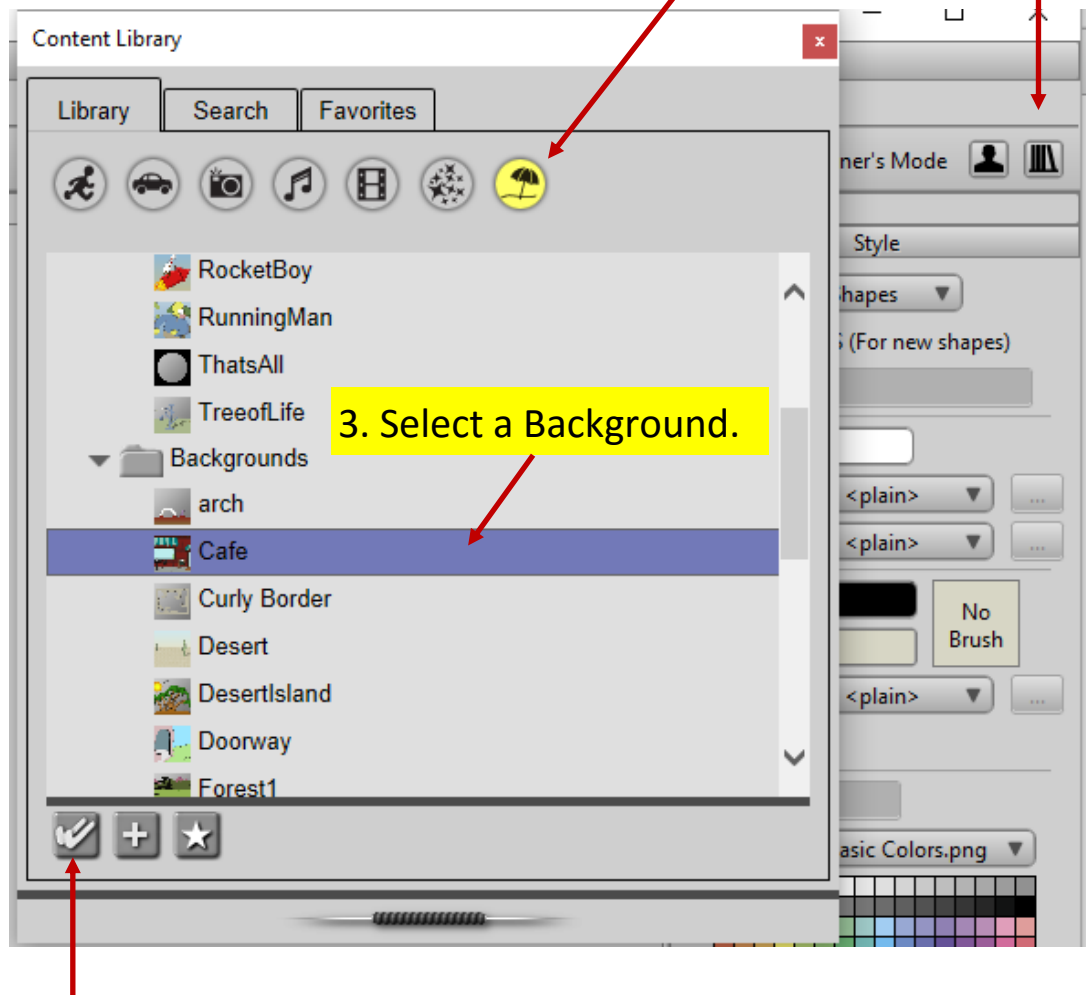
In order for the dragon to be in front of the background, you need to drag the Background Layer *inside* the Dragon Layer.



A Closer Look: Importing a Background

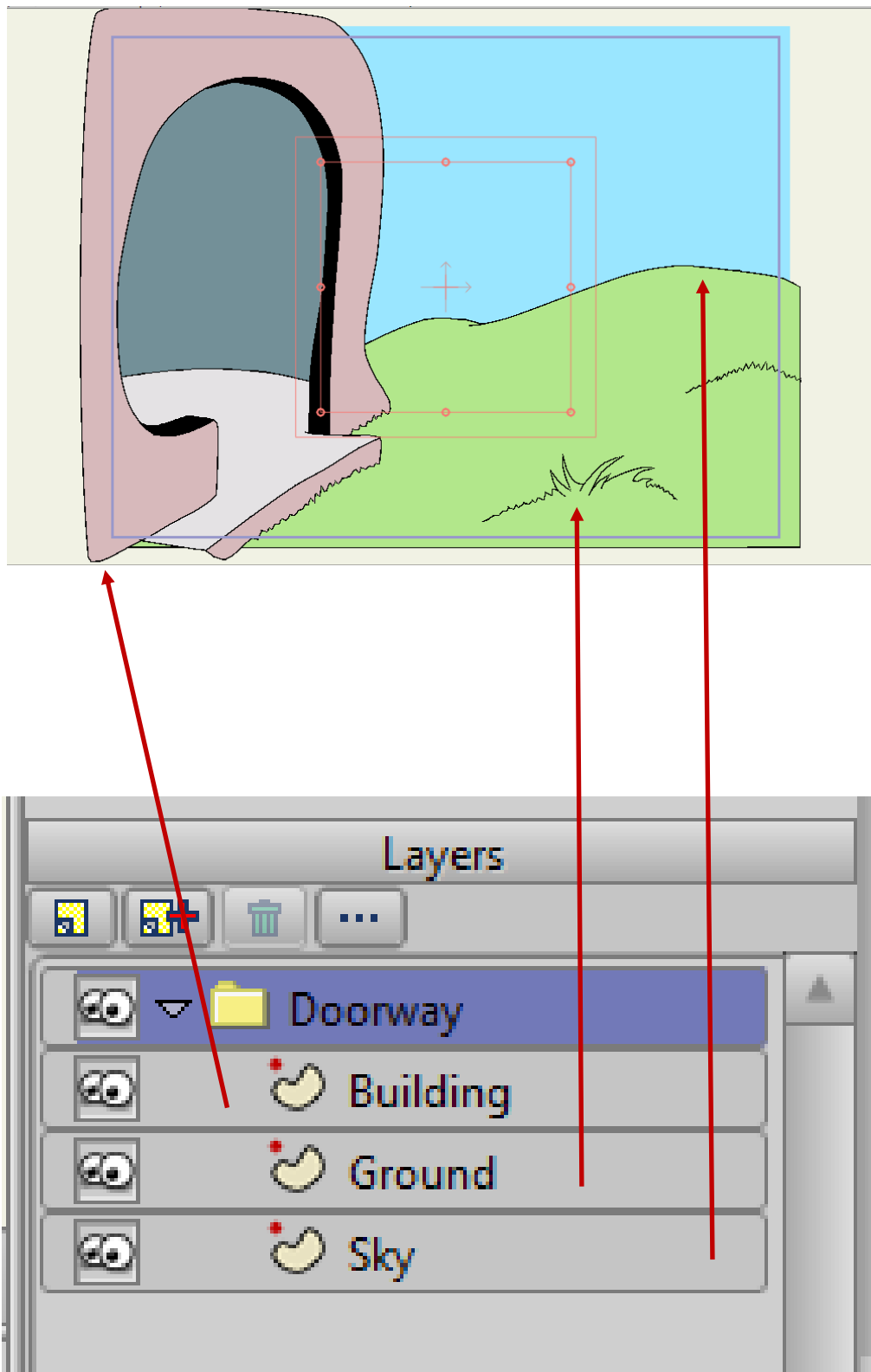
1. At the top right, click the **Library** tool.

2. Scroll over and click **Scenes**.



4. Click the **double check mark**.

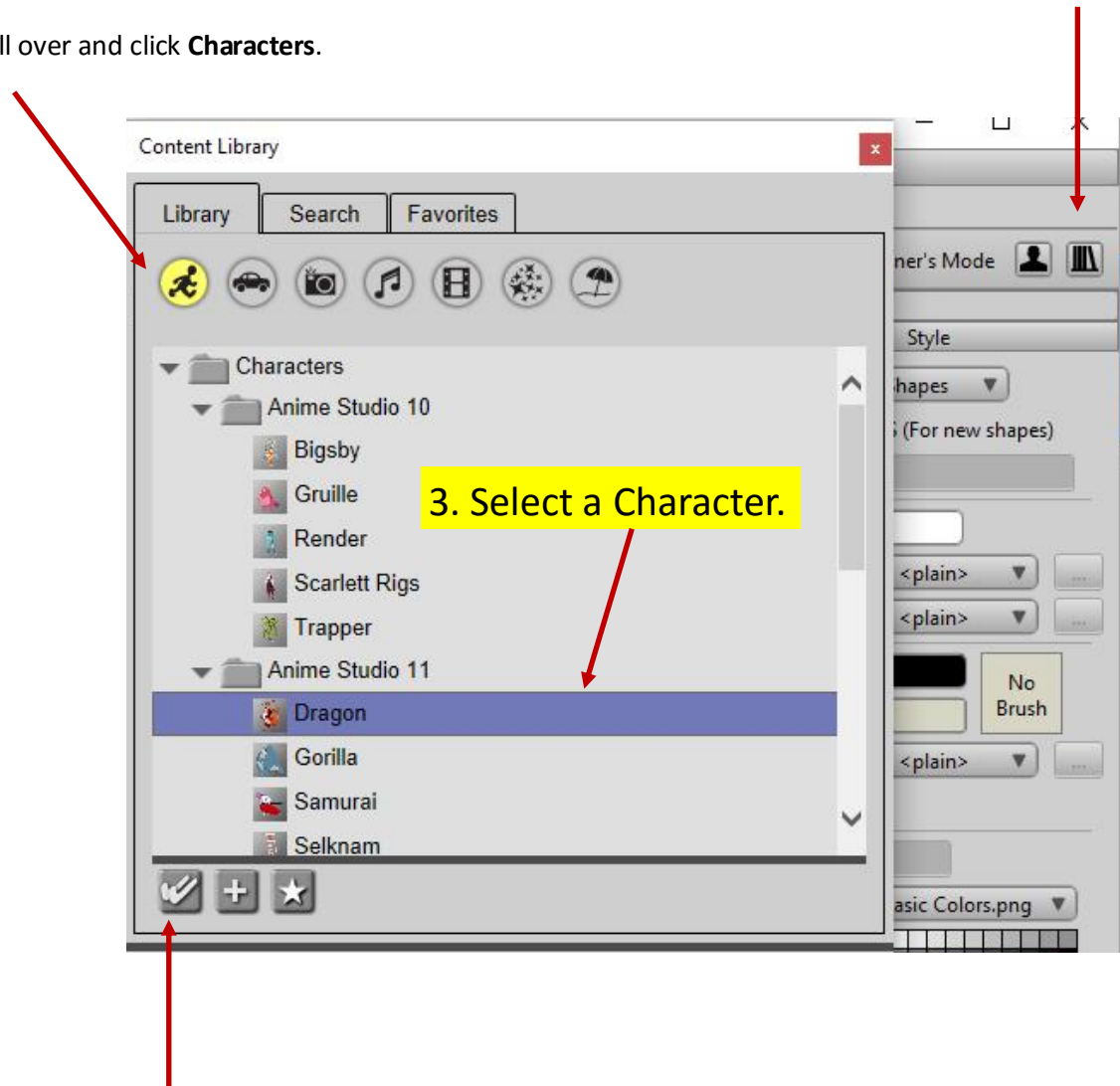
The background will display many layers. Each layer has a different object.
You must click on a layer to edit *size*, *shape*, *color*, or *effects*.



A Closer Look: Importing a Character

1. At the top right, click the **Library** tool.

2. Scroll over and click **Characters**.



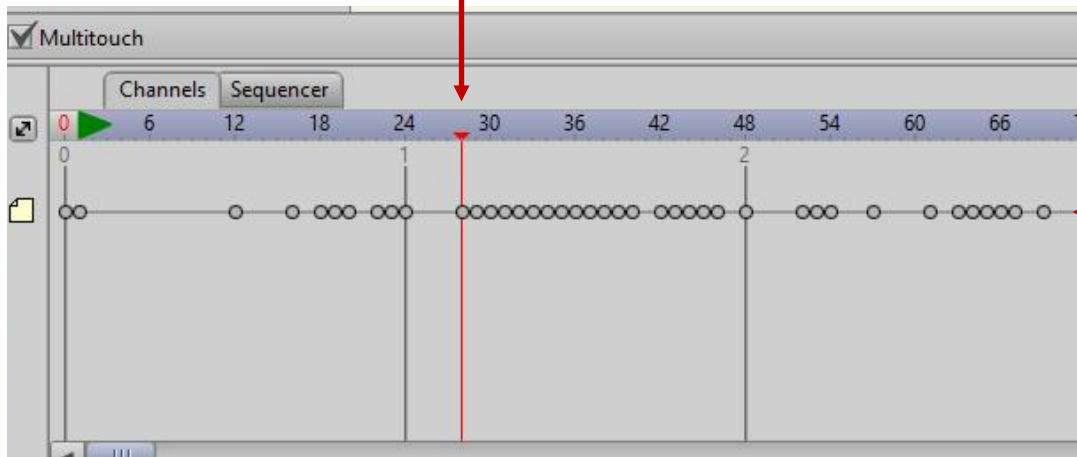
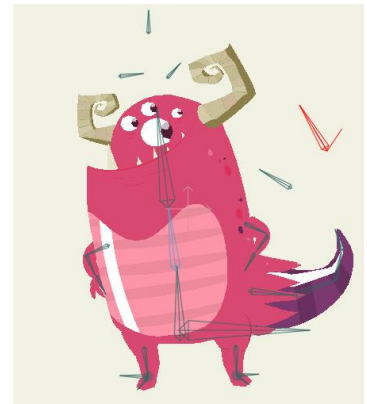
4. Click the **double check mark**.

5. Select **Play** to see it move.



A Closer Look: Animating Your Character

1. To add animation, the red line on the timeline must be greater than 0. The red line shows where your animation will appear.



Dots
represent
movement.

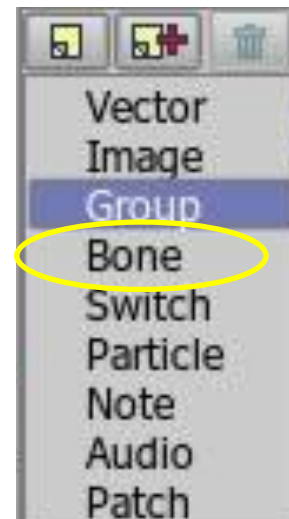
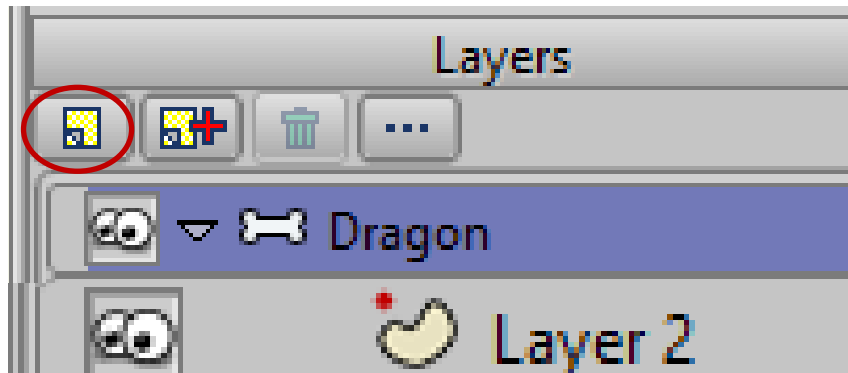
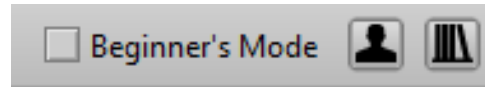


2. On the left hand side, choose the **Bone** tool.
3. With your mouse, move body parts of your character. When you release the mouse, a dot will be added to the timeline. This dot represents a movement.
4. To *delete* the character's movements, click and drag your mouse over the dots on the timeline. Press delete on your keyboard.
5. When you have manipulated enough bones, click the rewind button, then press play to see your animation.



A Closer Look: Adding Bones

1. If you drew an original picture, you must add bones to animate it.
2. You must uncheck Beginner's Mode in order to add bones. Beginner's Mode is in the top right corner above your editing tools.

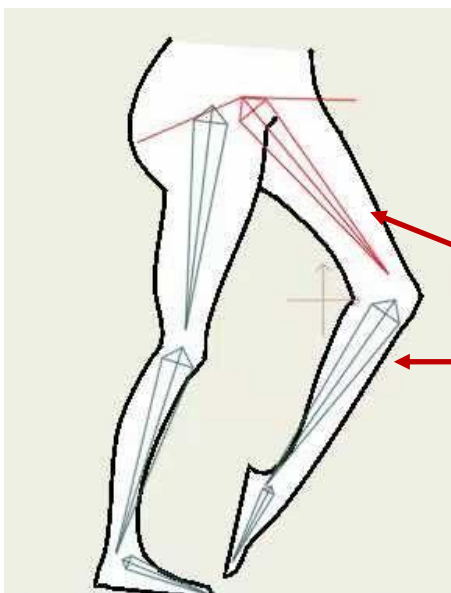


3. On the right hand side, click on the **New Layer** tool and select **Bone**. Click and drag your drawing layer underneath your Bone layer.

4. Click the **Add bones** tool.



5. Choose a body part you want to move. Click and drag your mouse over that space until a bone has formed. This will not look like a real bone.



This is what the bones will look like.

- **Website:** <http://my.smithmicro.com/anime-studio-debut.html>
- **Videos:** <http://my.smithmicro.com/anime-studio-2D-animation-software-video-tutorials.html#Debut>
- **Webinars:** <http://my.smithmicro.com/anime-studio-webinars.html>



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