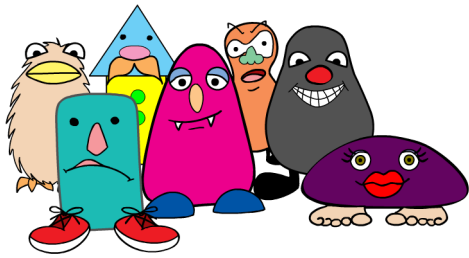


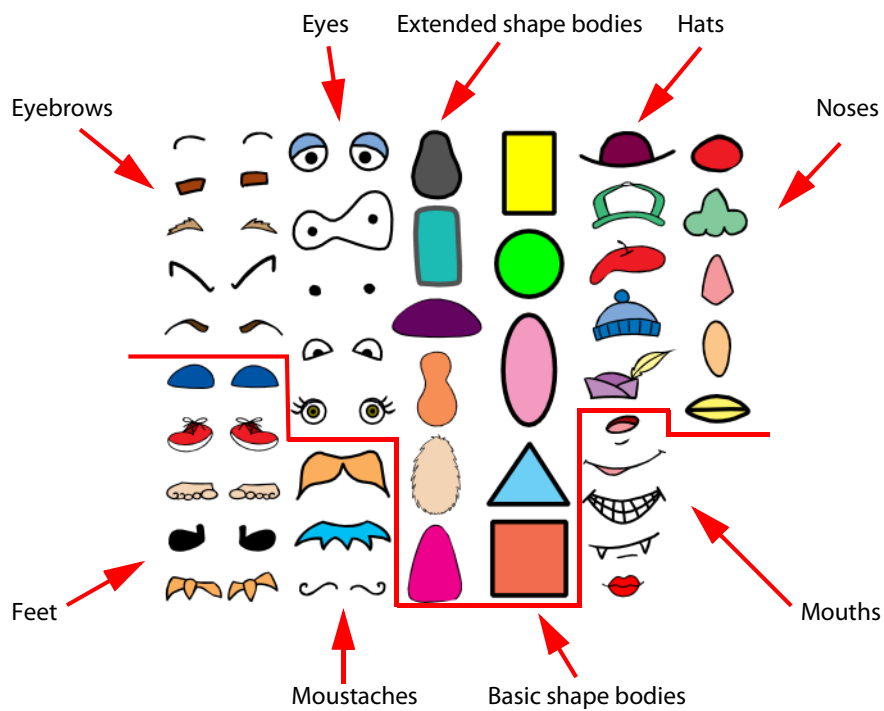
# Basic Shape Friends



Toon Boom Animation provides you with several simple sets of funny faces and body parts designed to acquaint the you with elementary character construction. The Basic Shape Friends Package contains templates for simple body shapes and body parts, such as eyes, noses, hats and shoes, etc which are compatible with Flip Boom All-Star 2.

## What the Basic Shape Friends Package Contains

The following is included in the Basic Shape Friends Package:



# How to Install the Basic Shape Friends Templates

Once you have downloaded the Graphics package, you are ready to install it. Make sure to close Flip Boom All-Star 2.0 before you start the Graphics package installation process.

## To install the Graphics package on Windows:

1. Download the Graphics package and unzip it in a place where you can find it easily, such as your desktop.
2. Find your My Computer and open it.
3. In the My Computer folder, double-click on the hard drive icon to open its contents.
4. From your hard drive folder, open the following string of folders: Program Files > Toon Boom Animation > Flip Boom All-Star 2.0 > Resources > Templates.
5. Drag the graphics folders from the location where you unzipped it to the Templates folder (Drag the folders BasicShapes 1 to 7).
6. When the files have finished transferring close the entire window.
7. Launch Flip Boom All-Star 2.0 and open or create a new project.
8. Click on the Image Library button to make the Image Library appear.
9. Scroll through the Collections until you find the one with all your new graphics.

## To install the Graphics package on Mac:

1. Download the Graphics package and unzip it in a place where you can find it easily, such as your desktop.
2. Access Finder then double-click on Applications to display its contents.
3. Right-click (or [Ctrl]+click if your mouse only has a single button) on the Flip Boom All-Star 2.0 icon and select "Show package contents".
4. In the Contents folder go to Resources > Templates.
5. Drag the graphics folder(s) from the location where you unzipped it to the Templates folder.
6. When the files have finished transferring close the entire window.
7. Launch Flip Boom All-Star 2.0 and and open or create a new project.
8. Click on the Image Library button to make the Image Library appear.
9. Scroll through the Collections until you find the one with all your new graphics.

# How to Use the Basic Shape Friends Templates

Although creating an animation can be exciting, the idea of drawing characters can be daunting. Toon Boom Animation wants to let you know that anyone can animate! To take some of the fear out of character design, Toon Boom has created a Basic Shape Friends template series to illustrate that even simple drawings can become memorable characters.

## Importing the Basic Shape Friends Template

To begin, you must first create new a Flip Boom All-Satr 2 scene. After this, you must import the templates into your newly created scene.

To import the Basic Shape Friends templates:

1. In the Image Library use the white arrows to scroll back and forth to view all the available image template collections. Click on a collection thumbnail to reveal the templates that it contains in the section below.
2. Select the body shape that you desire. Choose from our selection of Basic Shape bodies or Extended Shape bodies.



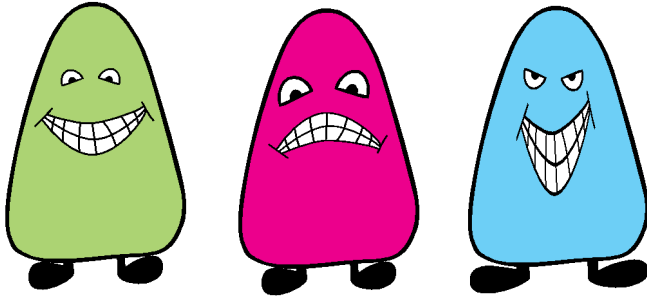
Note how these shapes could easily be rendered by using an pen tablet and drawing directly in the software, or by using a combination of drawing tools, including the various shape tools provided in the software.

3. Click on an template thumbnail and use the Import Template button (bottom right) to import it into the Drawing Space. You can also click and drag the template thumbnail directly into the Drawing Space. By default, the body or body part will appear in the centre of the Drawing and Camera view.
4. In the Tools toolbar, select the Select tool.
5. In the Camera view, click on the body or body part and drag it to the desired location. You may also resize or repaint using the Select and Paint tools.
6. Repeat Step 3 to Step 5 for the character's mouth, eyes, eyebrows, nose, mouth, feet and if you so choose, moustache and hat.

You should now have a completed character.



## Personalizing the Templates



If you want to multiply the possibilities, you can modify the templates and create even more characters!

With the same four templates you can create at least three or four different characters. Using the Paint tool, you can change the colour of the body or the feet. Using the Select tool you can scale, squash and stretch the mouth and the eyes to give the character a different expression.

Once you find the perfect match, you simply need to animate your puppet and enjoy your new production cast of Basic Shape Friends!

