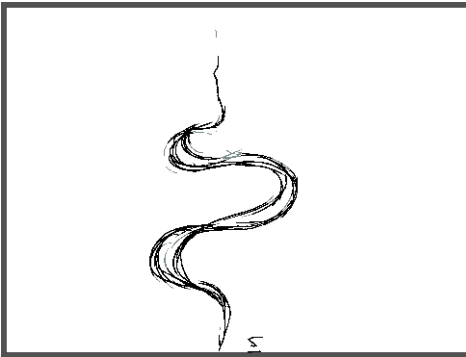


Animation Charts 4

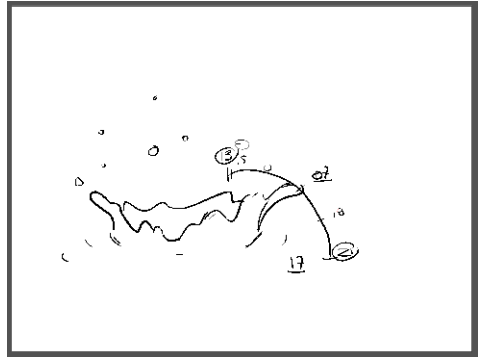
Toon Boom Animation provides several animation charts designed to help the user animate different actions. The Animation Charts 4 package contains fx animation such as; a smoke cycle, a bubble bursting, and an electric arc.

What is in the Animation Charts 4 Package?

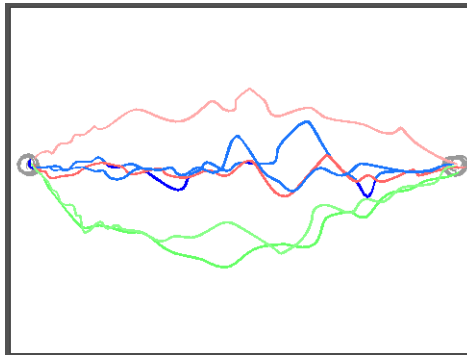
This package contains the following:



Smoke Cycle



Bubble Bursting



Electric Arc Cycle

How to Install the Animation Charts

Once you have downloaded the Animation Charts 4 package, you are ready to install them.

To install the Animation Charts 4 package:

1. Double-click on the Animation Charts 4 package.
2. Follow the Install window instructions.
3. After the installation is complete, you will find the chart templates inside the Library view:
Templates > Animation_Charts

How to use the Animation Charts

Before you can use the animation charts, you must first create and open an Animate Pro scene.

Once your scene is opened, you must choose the animation chart template which you want to use and import it into your scene.

To select and import the animation chart template:

1. In the Library view's folder list, select **Templates > Animation_Charts**.
2. In the Library's right window, right-click (Windows) or [Ctrl]+click (Mac) and select **View > Thumbnails**.
3. Select the animation chart template you want to use. You can double-click on the template to play it back in the Preview window.
4. In the Timeline view, extend the scene's timing to 60 frames.
5. In the Template Library, select the template and drag and drop it into the Timeline view's left side or the Network view.

The animation chart should now appear in your Camera view and is ready to use.

Use the Chart to Help you Animate

Now that you have imported the animation chart into your scene, you are ready to animate. These charts can be used to animate in Paperless or Cut-out Animation.

The animation charts contain the Key and Breakdown poses. Follow the chart to create the keys and breakdowns. Then add the missing in-betweens.

Key Poses

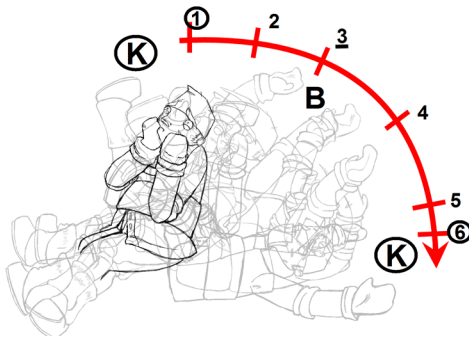
A key is one of the main poses in an action or movement. For example, if a sitting character is falling on his back, the sitting position would be the first key pose and the final position where the character is on his back would be the second key pose.

Breakdown Poses

A breakdown is a pose between two keys. These are important because they describe rotation trajectories, timing eases, elbow bending, etc.

In-between Poses

The in-betweens are the poses used to fill-in between the key poses and breakdown poses. These are the extra drawings used to make the animation smooth.



Keys, Breakdowns and In-Betweens Markers

In the Animation Charts, the keys, breakdowns and in-betweens are indicated in several ways.

- Key drawings are:
 - ⇒ Indicated as a circled number on the Guide Layer
 - ⇒ Indicated as a circled number on the actual drawings
- The breakdown drawings are:
 - ⇒ Indicated as a underlined number on the Guide Layer
 - ⇒ Indicated as a underlined number on the actual drawings
- There are no in-between drawings in the animation chart. The user must create them.
 - ⇒ The Guide Layer contains red numbers indicating the in-betweens to be created

Note

There are no in-betweens to be added in the electric arc cycle unless you want it to be slower.

The Guide Layer

Each animation chart contains a Guide Layer indicating the motion curve and the timing.

There are two types of Guide Layer:

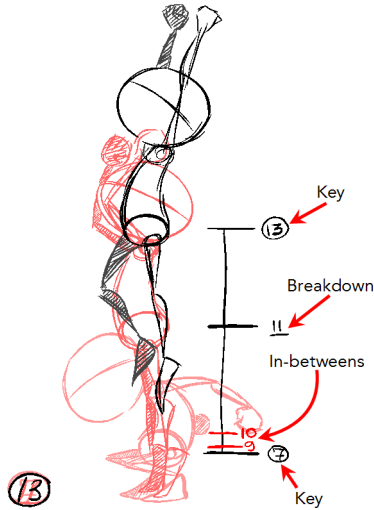
- Animation Style
- Numbered Sequence

Animation Style

In this example, you can see the action line with the Keys, Breakdowns and In-betweens. The in-betweens are marked in red to indicate to the user where he needs to add poses. You can also see the existing keys and breakdowns.

Notice that the in-betweens 9 and 10 are placed very close to number 7. This is because the actual character poses on 9 and 10 have to be similar to pose number 7. The key number 7 is the name of the drawing but also the frame where it is positioned. This means that in-betweens 9 and 10 have to be placed on frame 9 and 10. The fact that the poses

are similar to pose 7 creates an easing motion and makes the animation appear less mechanical. This also gives the spring to the jump action.



Numbered Sequence

In this example, you can see the action line with the Keys, Breakdowns and In-betweens. The in-betweens are marked in red to indicate to the user where he needs to add poses. You can also see the existing keys and breakdowns.



Animating

Once you understand the purpose of the guide layer included in the selected animation chart, you can begin animating. You can follow the pose using either your own cut-out or paperless character, or you can use the sample templates included in the Library if you simply intend to practice.

Paperless Animation

To do paperless animation, also known as tradigital animation, you simply need to add a new layer on top of the animation chart and start creating your poses following the chart.

You can also load the ballerina character: Chapter04_Designing_a_Character_Example.tpl provided in the sample material, which you can download from:

- <http://www.toonboom.com/products/animatepro/eLearning/>

If you are animating in the Drawing view, you will need to enable the Light Table in order to see the guide and animation chart.

If you are working in the Camera view and you want to hide the guide and animation chart, simply disable the layers in the Timeline view or the modules in the Network view.

Cut-out Animation

To do cut-out animation, simply import your cut-out character template on top of the animation chart and start creating your poses following the chart.

You can also load the character sample template: **Ballerina_MASTER.tpl**.

If you are working in the Camera view and you want to hide the guide and animation chart, simply disable the layers in the Timeline view or the modules in the Network view.

You are now ready to animate!