

# Bubble-Shadow Effects Templates

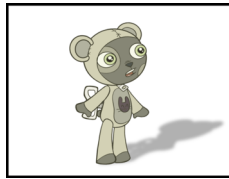
Toon Boom Animation provides several effects templates designed to help the user enhance the look of a scene.

## What the Effects Template Package Contains

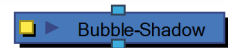
The Bubble-Shadow Effects Template Package contains the following:



*Thick Outline*



*Drop Shadow*



*Bubble-Shadow Module*

## How to Install the Effects Templates

Once you have downloaded the Bubble-Shadow Effects Template Package, you are ready to install it.

Make sure to close Toon Boom Animate Pro before you start the installation process.

**To install the Bubble-Shadow Effects Template package:**

**For Mac:**

1. Double-click on the Bubble-Shadow Effects Template Package.
2. Follow the Install window instructions.
3. After the installation is complete, you will find the templates inside the Template Library view:  
**Templates > Effects.** You will also find a new effect module called **Bubble-Shadow** in your Module Library view under the Plugins tab.

**For Windows:**

1. Extract the contents of the Bubble-Shadow Effects Template \*.zip file.
2. Double-click on the \*.exe file to install the two effects templates.

After the installation is complete, you will find the templates inside the Template Library view:

**Templates > Effects.**

3. In the same folder, locate the Bubble-Shadow.dll file.
4. Open My Computer, then double-click on the drive where you keep all your program files.
5. Follow one of the following paths:
  - ▶ Windows (32 bits)  
Program Files > Toon Boom Animation > Toon Boom Animate Pro 2 > nt > plugins
  - ▶ Windows (64 bits)  
Program Files (x86) > Toon Boom Animation > Toon Boom Animate Pro 2 > nt > plugins
6. Drag and drop the Bubble-Shadow.dll file from the Bubble-Shadow Effects folder to the **plugins** folder.

You will find a new effect module called **Bubble-Shadow** in your Module Library view under the Plugins tab.

## How to Use the Effect Templates

Before you can use the effect templates, you must first create or open a Toon Boom Animate Pro scene.

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

**To select and import the effect template:**

1. In the Library view's folder list, select **Templates > Effects**.
2. In the Library's right window, right-click (Windows) or [Ctrl]+click (Mac OS X) and select **View > Thumbnails**.
3. Select the effect 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 Library, select the template and drag and drop it into the Network view.

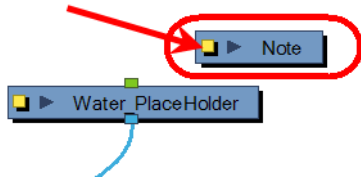
The effect module should now appear in your Network view and is ready to use. If the effect template contains artwork it should be visible in the Camera view.

## How to Connect and Modify the Effects

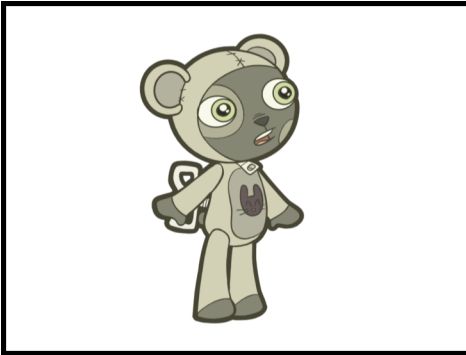
Now that you have imported the effect into your scene, you are ready connect it to your artwork.

The two effects provided in this package use different modules and advanced features. Read the following information to learn more.

In the effect's network, you will find Note modules containing information about the modules and their connections.

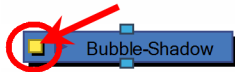


## Thick Outline

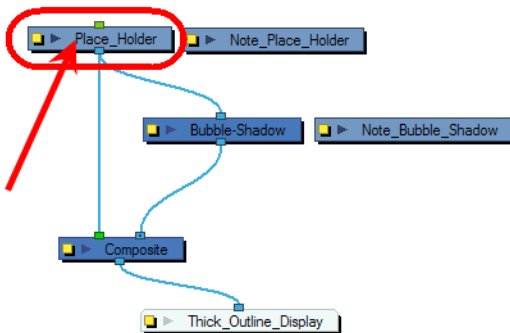


The **Thick Outline** effect uses a new plugin effect called **Bubble-shadow**. The Bubble-shadow module can be used only on vector outputs. Use the Matte-resize module for bitmap outputs. The Bubble-shadow output is also vector based.

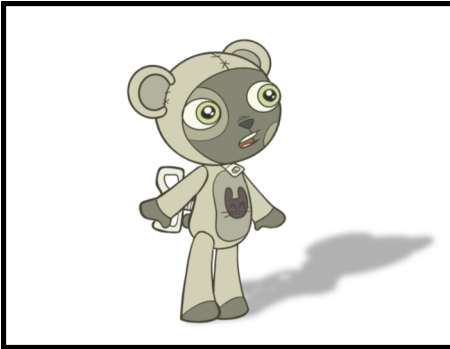
You are free to adjust and animate any parameters available in the **Bubble-shadow Editor**. To edit the Bubble-shadow, click on the yellow button.



To use the Thick Outline template on your own artwork, replace the **Place\_Holder** module with your own vector drawing module.

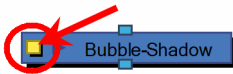


## Drop Shadow

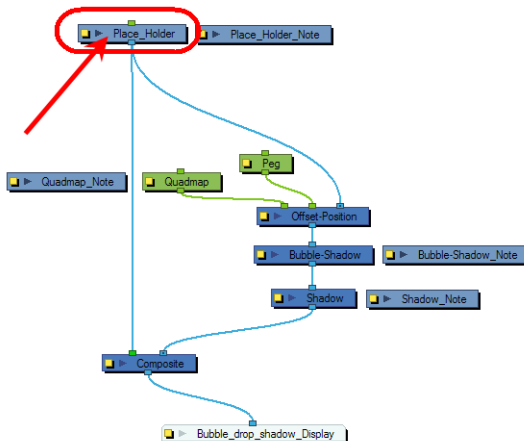


The Drop-shadow effect also uses the new plugin effect called **Bubble-shadow**. The Bubble-shadow module can be used only on vector outputs. Use the regular Shadow module for bitmap outputs. The Bubble-shadow output is also vector based.

You are free to adjust and animate any parameters available in the **Bubble-shadow Editor**. To edit the Bubble-shadow, click on the yellow button.



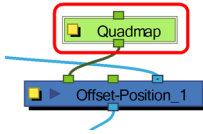
To use the Drop-shadow template on your own artwork, replace the **Place\_Holder** module with your own vector drawing module.



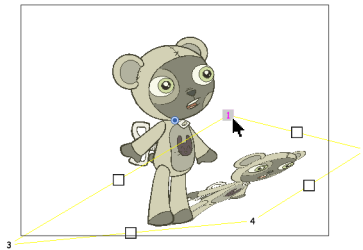
To adjust the shadow position and angle, modify the Quadmap module.

**To modify the Quadmap module:**

1. Select the Quadmap Module in the Network View.

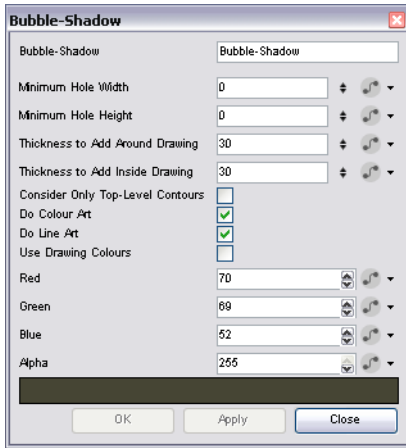


2. In the Tools toolbar, make sure the Animate mode is disabled.
3. In the Tools toolbar, select the Transform tool.
4. In the top menu, select View > Show > Control.  
The Quadmap contour controls appear.
5. In the Camera View, move the Quadmap Contour Controls to the desired position.



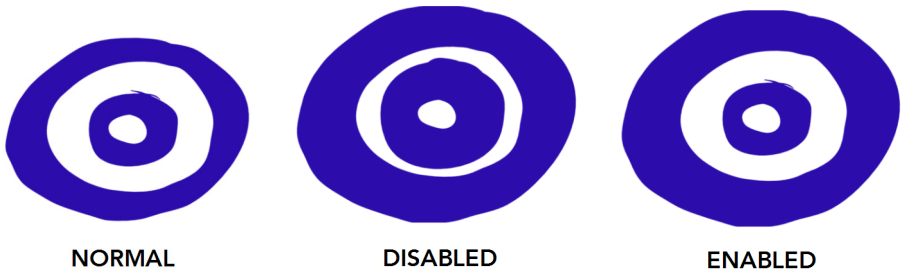
6. In the top menu, select View > Show > Control to hide the Quadmap's parameters.

## Bubble-Shadow Module



The **Bubble-Shadow** module requires a vector input. Its output is vector based. You can modify the following parameters to customize the bubble-shadow look:

- **Minimum Hole Width:** Holes that have a width smaller than the value entered in the field won't be considered in the bubble-shadow shape.
- **Minimum Hole Height:** Holes that have a height smaller than the value entered in the field won't be considered in the bubble-shadow shape.
- **Thickness to Add Around Drawing:** The value entered in the field will be added to the drawing contour to make it thicker and give it a more bubbly shape.
- **Thickness to Add Inside Drawing:** The value entered in the field will be added to the holes inside the drawing making them smaller.
- **Consider Only Top-Level Contours:** If a drawing is flattened, this option will only apply the thickness parameters to the external shape. For example, if a drawing is composed of two ellipses, one inside the other one, only the external one will be modified.



- **Do Colour Art:** The Colour Art layer will be considered or not considered in the bubble-shadow shape.
- **Do Line Art:** The Line Art layer will be considered or not considered in the bubble-shadow shape.
- **Use Drawing Colours:** The original drawing's colours will be used in the Bubble-shadow shape instead of the pre-determined colour in the Bubble-shadow Editor.
- **Red, Green, Blue, Alpha:** Use these parameters to select a colour for the Bubble-shadow image. If the Use Drawing Colours option is enabled, the selected colour will be overwritten.
- Click on the Colour rectangle to edit the colour with the Colour Picker window.

