

# Goo and Glow Effects

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

## About The Goo and Glow Effect

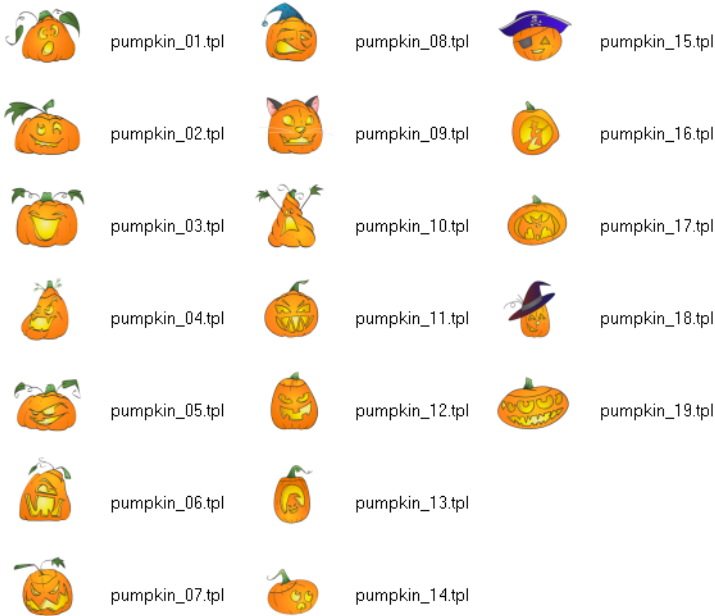


The Glue effect is a popular asset in Toon Boom Animate Pro. It is often used as a joint solution for cut-out puppets, but here you will discover that it can have a scarier use.

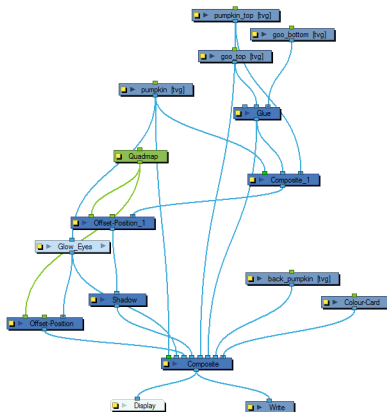
Did you know that the Glue effect can be used to create goo, slobber and even monsters? With this new effect template, you are in for a real spooky treat!

# What the Goo and Glow Effects Template Package Contains

The Goo and Glow Effects Template Package contains the following pumpkin designs:



These pumpkins are contained in the Goo\_and\_Glow effect template, which you can use to create glowing jack-o'-lanterns and slimy pumpkins with.



# How to Install the Effect Templates

Once you have downloaded the Goo and Glow 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 Effect Templates package:**

1. Double-click on the Effect Templates Package.
2. Follow the Install window instructions.
3. After the installation is complete, you will find the templates inside the Library view:  
**Templates > Effects > Goo\_and\_Glow\_Pumpkins**

# How to Use the Goo and Glow Effect

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

## Importing the Effect Template

**To import the effect template:**

1. In the Library view's folder list, select **Templates > Effects**.
2. Select the **Goo\_and\_Glow** template. You can double-click on the template to play it back in the Preview window.
3. In the Timeline view, extend the scene's timing to 100 frames.
4. In the Library, select the template and drag and drop it into the Network view.

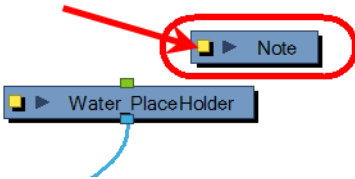
The Effect modules should now appear in your Network view and are ready to use. You can choose one of the supplied pumpkins or you can create your own.

## Setting the Goo and Glow Effect

The 19 pumpkin designs provided in this package can be swapped in the Camera or Timeline view. You can also create your own pumpkin design and integrate it in the effect.

### Note Modules

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



### Choosing Your Pumpkin

You can choose any of the 19 different pumpkin designs to enhance your project. You can also design your very own jack-o'-lantern and replace the placeholder layers.

#### To choose your pumpkin:

1. Make sure you already imported the Goo\_and\_Glow effect in the Timeline or Network view.
2. In the Tools toolbar, select the Transform tool.
3. In the Camera view, select the pumpkin's body.
4. In the Library view's Drawing Substitution panel, scroll through the available drawings.
5. Note the name of the selected drawing.
6. In the Camera view, select the pumpkin's top.
7. In the Library view's Drawing Substitution panel, scroll to the top drawing corresponding to the selected body. It matches the pumpkin's body name.
8. Repeat the same process for the Back\_Pumpkin if necessary.
9. In the Timeline view, select the goo\_top layer.
10. In the Library view's Drawing Substitution panel, select the corresponding drawing.
11. In the Timeline view, select the goo\_bottom layer.
12. In the Library view's Drawing Substitution panel, select the corresponding drawing.

## Creating Your Own Pumpkin

If you want to draw your own jack-o'-lantern and use this effect, you will have to create four drawings:

- Pumpkin's body
- Pumpkin's top piece
- Top goo
- Bottom goo

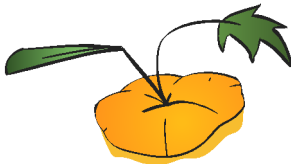
You could also create a back piece for your pumpkin if you design it at an angle that requires it.

### To create your own pumpkin:

1. Make sure you already imported the Goo\_and\_Glow effect in the Timeline or Network view.
2. In the Timeline view, select the **pumpkin** layer's content and delete it.
3. Select the **pumpkin** layer's first cell.
4. In the Tools toolbar, select the desired drawing tool.
5. In the Colour view, select the desired colour.
6. In the Camera view, draw the pumpkin's body.



7. In the Timeline view, select the **pumpkin\_top** layer's content and delete it.
8. Select the **pumpkin\_top** layer's first cell.
9. In the Camera view, draw the pumpkin's top piece.

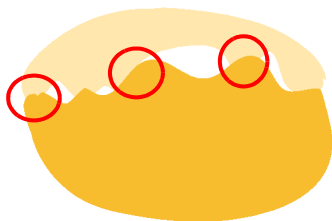


10. In the Timeline view, select the **goo\_top** layer's content and delete it.
11. Select the **goo\_top** layer's first cell.

12. In the Camera view, draw the goo top piece. Make the bottom part of the drawing as a wave.



13. In the Timeline view, select the `goo_bottom` layer's content and delete it.
14. Select the `goo_bottom` layer's first cell.
15. In the Camera view, draw the bottom part of the goo. Draw the upper part of the body as a wave. The highest part of the wave has to overlap the goo top drawing. Leave some spots where the two drawings are not overlapping, this will give you several goo strings when you will pull on the pumpkin's top piece.



16. If you need a back part of your pumpkin, in the Timeline view, select the `pumpkin_back` layer's content and delete it.
17. Select the `pumpkin_back` layer's first cell.
18. In the Camera view, draw the pumpkin's back piece.



You are now ready to animate your gooey jack-o'-lantern!