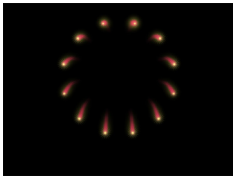


Illuminating Effects Templates

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

What the Illuminating Effects Template Package Contains

The Illuminating Effects Template Package contains the following:



Fireworks



Sword Slash



Tv Screen

How to Install the Effect Templates

Once you have downloaded the Illuminating 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 Template 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

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 Template 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 200 frames.
5. In the Library, select the template and drag and drop it into the Network view.

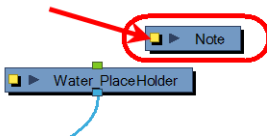
The Effect Modules should now appear in your Network view and is ready to use. If the effect contains artwork it should be visible in the Camera view.

How to Connect and Modify the Effects

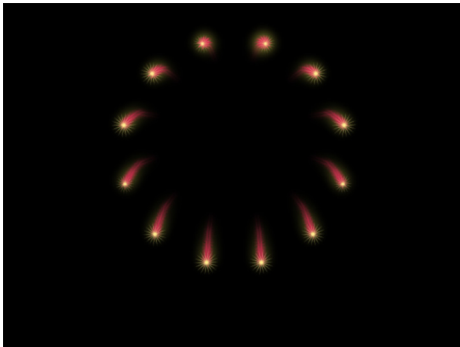
Now that you have imported the effect into your scene, you are ready connect them to your artwork.

The two effects provided in this package use different modules and 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.



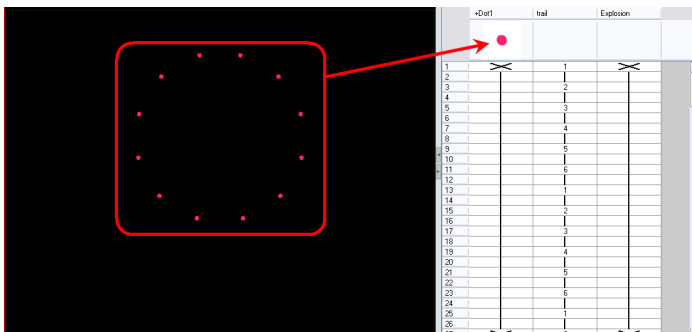
Fireworks



The **Fireworks** effect uses Motion-Blur, Sparkle and Glow modules.

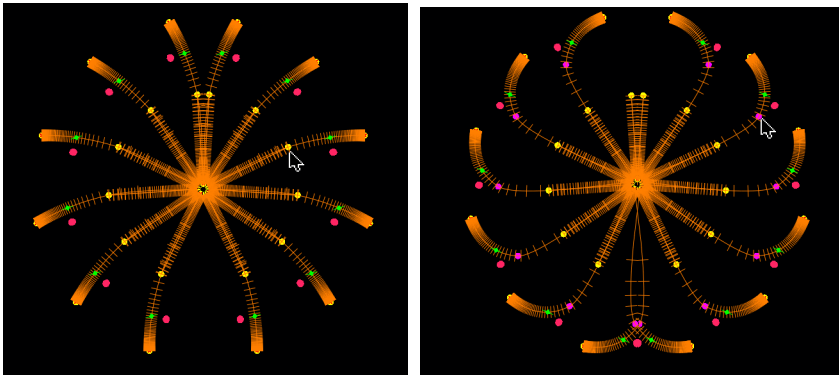
This effect is fairly advanced and contains multiple connections.

The fireworks is composed of 12 dots. The dot drawing is the same for all the trails. If you modify one, they will all modify at once since they all use the same drawing.

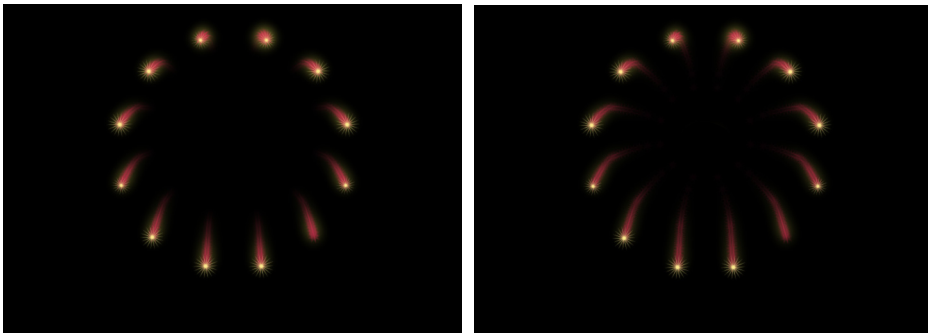


The dot trajectory is the same for all the trails. Half the trajectories are flipped using a parent peg. Ten of the trajectories receive a new angle using a parent peg. If you modify

the main trajectory, all of the trails' trajectories will update at once since it is the same one reused all over.



There are 24 Motion-Blur modules used to create the trails on the dots and glows. You can modify one of the Motion-Blur modules' function curves and all the Motion-Blur modules will update at once since they are all connected to the same functions.

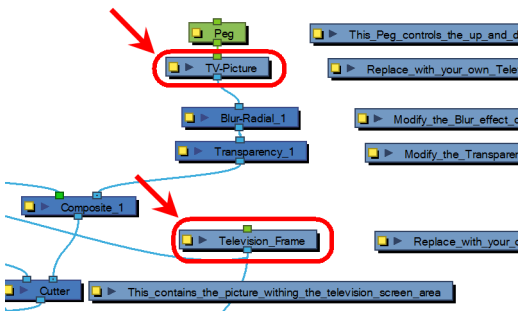


TV Screen

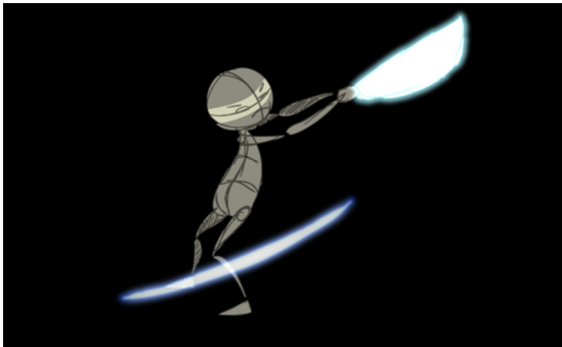


The **TV Screen** effect is composed of several modules and artwork. It uses modules such as Transparency, Colour-Override, Blur-Radial, Glow, Matte-Resize, Greyscale and Grain.

To apply the TV Screen effect just replace the **TV-Picture** and **Television_Frame** module with your scene's final output or the image that you want to apply the effect to.



Sword Slash



The **Sword Slash** effect is composed of several modules and animation. It uses modules such as Transparency, Colour-Override, Blur-Radial, Glow, Matte-Resize and Sparkle.

The Sword Slash effect is composed of three groups:

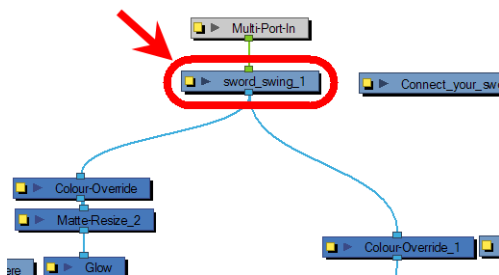
- Sparkle
- Flash Fx
- Sword and Sword Fx

You can use the animation and effect as it is and retrace your character over the animation guide.

You can also include this effect in an already existing scene by:

- Positioning the *Sparkle* in the appropriate location
- Connect the *Sword and Sword Effect* to your own sword
- Draw your own *Flash Fx* matching your animation

To connect the *Sword and Sword Effect* to your scene, replace the `sword_swing_1` module with your own sword animation.



To connect the *Flash_Fx* effect to your own scene, replace the `flash_fx` module with your own animation.

