

Particle Effects Templates

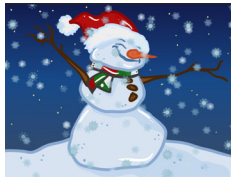
Toon Boom Animation provides several particle effects templates designed to help the user enhance the look of a scene. The Particle Effect Template Package contains advanced effects which are compatible with Toon Boom Animate Pro.

What the Particle Effects Template Package Contains

The Particle Effects Template Package contains the following:



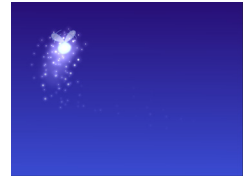
Water Ripple



SnowFall



Old Movie



Pixie Dust

How to Install the Effects Templates

Once you have downloaded the Particle 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 Effects Template package:

1. Double-click on the Particle 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

How to use the Effects 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:

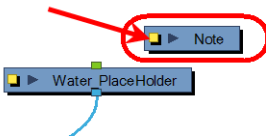
1. In the Library view's folder list, select **Templates > Effects**.
2. In the Library's right window, right-click (Windows) or [Ctrl]+click (Mac OS X) and select **View > Thumbnails**.
3. Select the Effect template you want to use. You can double-click on the template to play it back in the Preview window.
4. In the Timeline view, extend the scene's timing to 300 frames.
5. In the Library, select the template and use drag and drop to copy 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.

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

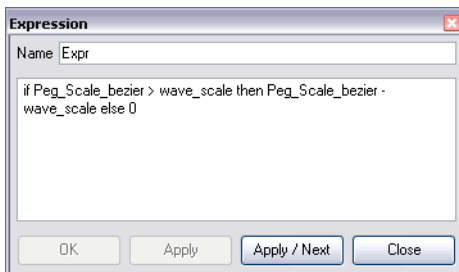


Water Ripple Effect



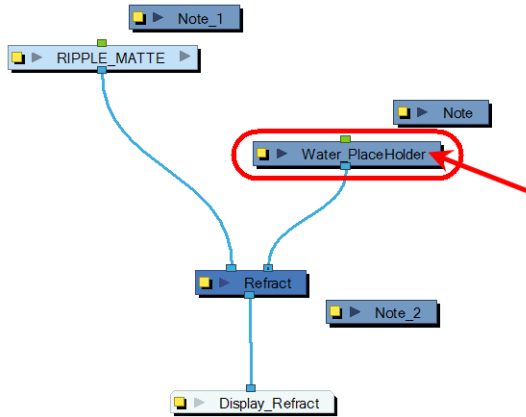
The **Water Ripple** effect uses an advanced feature called Expression Columns.

A Water Ripple is composed of several waves appearing one after the other and following each other at the exact same distance. Scaling up a matte composed of several circles would not produce a natural look. That's where the Expression Columns come in useful.

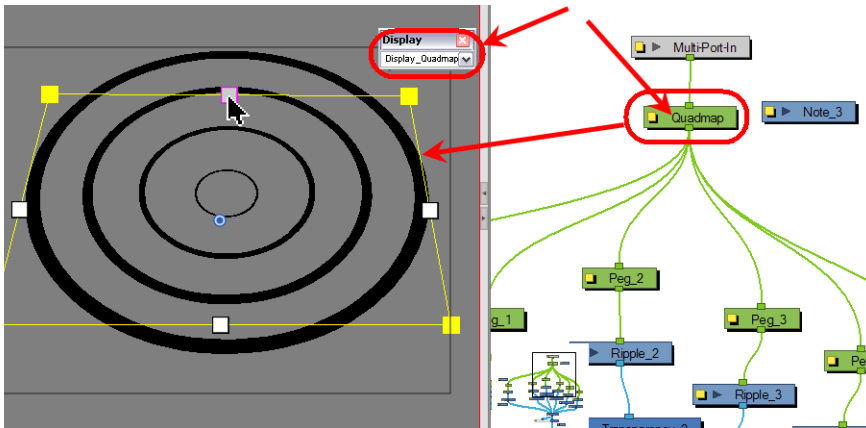


In this Water Ripple effect, a single rim was animated, scaling up and fading out. An expression column was then used to animate a second wave but with different timing. The expression column contains a mathematical code that waits for the wave to be five times larger than its initial size before starting a second wave. At this point a second expression column is used and follows the same rules before releasing a third wave and so on.

You can use this effect unmodified and simply replace the *Water_PlaceHolder* module with your own artwork.



You can also modify the ripple angle by modifying the Quadmap module position. It is recommended that you set your Global Display toolbar to *Display_Quadmap* and display the Control Parameters [C] to do so.



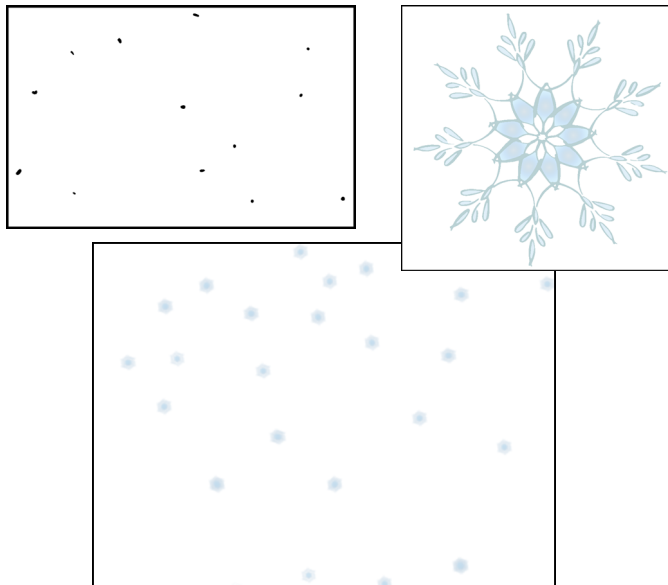
If you want to modify the distance between the waves, you have to change the value entered in the *wave_scale* expression column.

SnowFall Effect

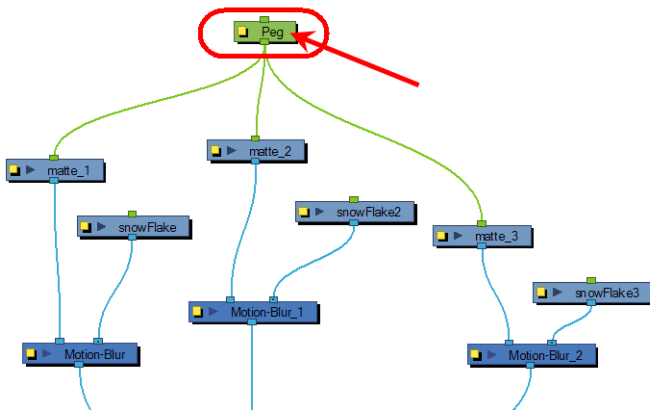


The **SnowFall** effect mainly uses the Motion-Blur module. The Motion-Blur module is not used to create a blurry trail, instead it is used to replace a set of points by a snowflake drawing.

The main purpose of this effect is to create a beautiful snowfall which is simple to produce, yet easy to modify. There are three snowflake drawings that are placed on a different layers (drawing element) and there are three matte drawings. The mattes form a group of points which correspond to the position of the snowflakes. A matte and a snowflake are then connected in the Motion-Blur module and the dots are automatically replaced by the snowflake drawing. Depending on the dot size, the snowflake will be more or less transparent.



To modify the snowfall look, all you have to do is to modify the drawings of the snowflakes. and the snowflakes will automatically update. To alter the speed at which the snow falls or the angle from which it is falling, just modify the main peg trajectory and function curve.

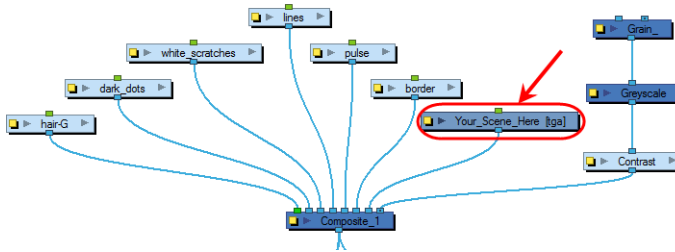


Old Movie Effect

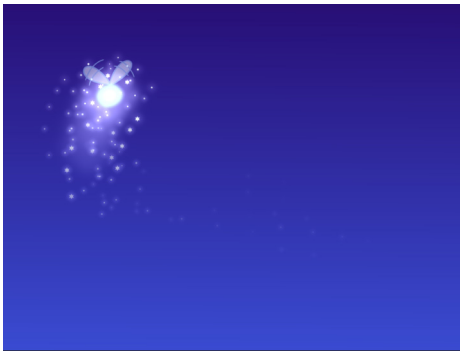


The **Old Movie** effect is composed of several modules and artwork. It uses modules such as Transparency, Blur, Blur-Radial, Glow and Matte-Resize. The parameter values are set randomly in the exposure sheet using the *Random Fill* feature.

To apply the Old Movie effect just replace the *Placeholder* module with your scene's final output or the image that you want to apply the effect to.



Pixie Dust Effect



The Pixie Dust effect is mainly created with Expression columns. A drawing of some dust containing several dots is used to create the trail. To increase the length of the trail duplicate the dust drawing module as many times as necessary until the trail gets to the length you want. Each module is hooked to a different expression column. These expressions columns create the trail timing by making the first dust drawing follow the firefly's trajectory one frame late. The second dust drawing follows the first one, also one frame later and so on. A series of Transparency modules is also used to create a progressive fade on the trail.

To modify the look of the trail, you can modify the main dust and firefly drawings.