

Quick Start Guide

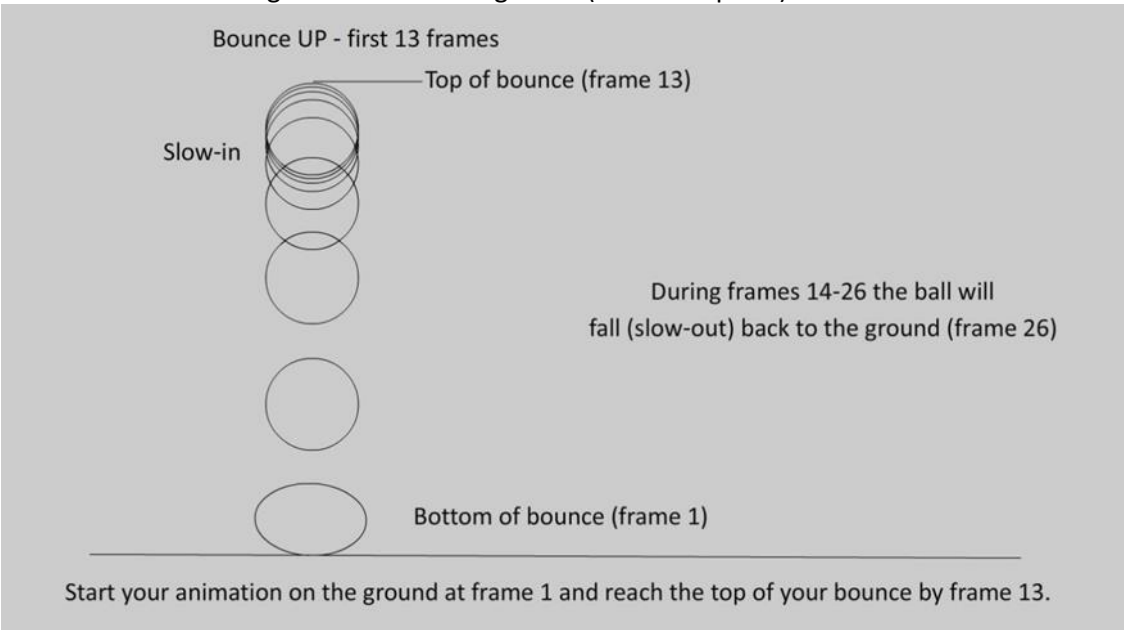
Animating characters and objects

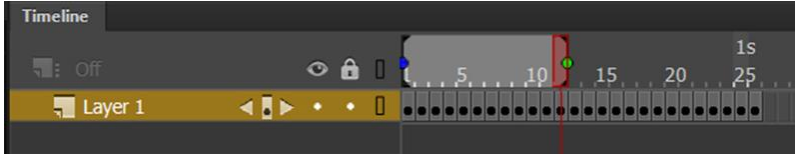

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Animate a ball: Bouncing on the spot

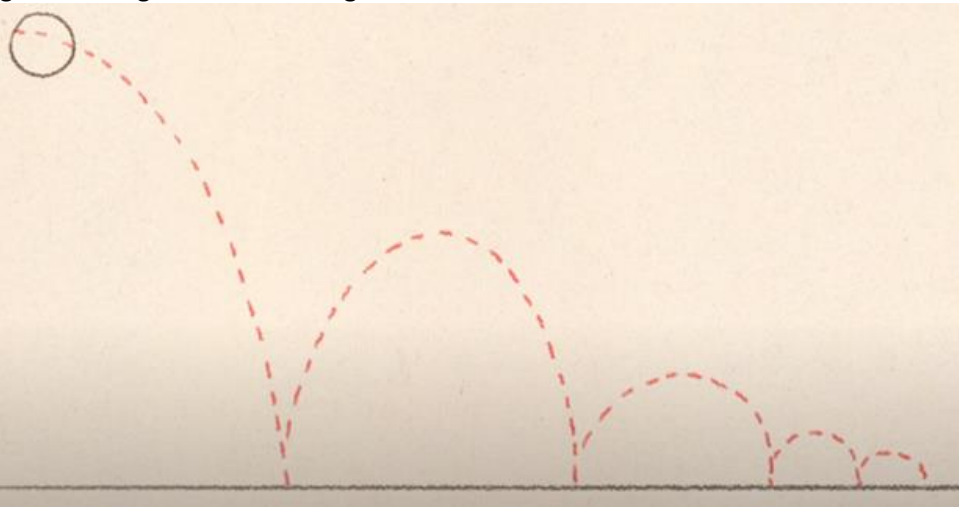
These six steps guide you through animating a ball bouncing on the spot in Toon Boom or Adobe Animate, from starting the animation from the ground, using Onion Skin mode and bracket ranges for precision and keyboard arrows to measure and position each frame to achieve a smooth slow-in and slow-out effect.

Step	Action
1	Choose animation option: <ul style="list-style-type: none">Choose between animating a:<ul style="list-style-type: none">ball object or asset, orball drawing, drawn frame by frame.
2	Start animation: <ul style="list-style-type: none">Start animating the ball from the ground (its lowest point) on the first frame.  <p>Bounce UP - first 13 frames</p> <p>Top of bounce (frame 13)</p> <p>Slow-in</p> <p>Bottom of bounce (frame 1)</p> <p>During frames 14-26 the ball will fall (slow-out) back to the ground (frame 26)</p> <p>Start your animation on the ground at frame 1 and reach the top of your bounce by frame 13.</p>

<p>3</p>	<p>Use Onion Skin mode:</p> <ul style="list-style-type: none"> • Use Onion Skin mode and set the bracket range so that the end bracket meets the current frame for precise animation. <p>Tip: The bracket range allows you to view the frame your timeline is showing, plus the previous frames only.</p> <p>If you select the highest ball during the bounce, you'll see all the previous frames, from the ground to the high point.</p>  
<p>4</p>	<p>Frame insertion and nudging:</p> <ul style="list-style-type: none"> • Use the keyboard arrows to precisely measure and position each frame of the slow-in and slow-out. • Example: <ul style="list-style-type: none"> ○ From the top (frame 13) of the bounce, insert (F5) a single frame (frame 14) and nudge the ball down by tapping the down arrow once. ○ Insert (F5) another single frame (frame 15) then nudge the ball down by tapping the down arrow two times.. ○ Insert (F5) another single frame (frame 16) then nudge the ball down by tapping the down arrow four times.
<p>5</p>	<p>Repeat insertion and nudging:</p> <ul style="list-style-type: none"> • Continue the process, inserting single frames and adjusting the ball's position based on the doubling principle for a perfect slow-out, until the desired animation sequence is achieved.
<p>6</p>	<p>Export as MP4:</p> <ul style="list-style-type: none"> • After completing your animation, go to: <ul style="list-style-type: none"> ○ (Adobe Animate) File > Export > Export Video/Media ○ (Toon Boom) File > Export > Movie. • Choose the MP4 format and set export options (resolution, frame rate, etc.). • Click Export to save your animation directly as an MP4 file.

Animate another ball: Bouncing across your screen

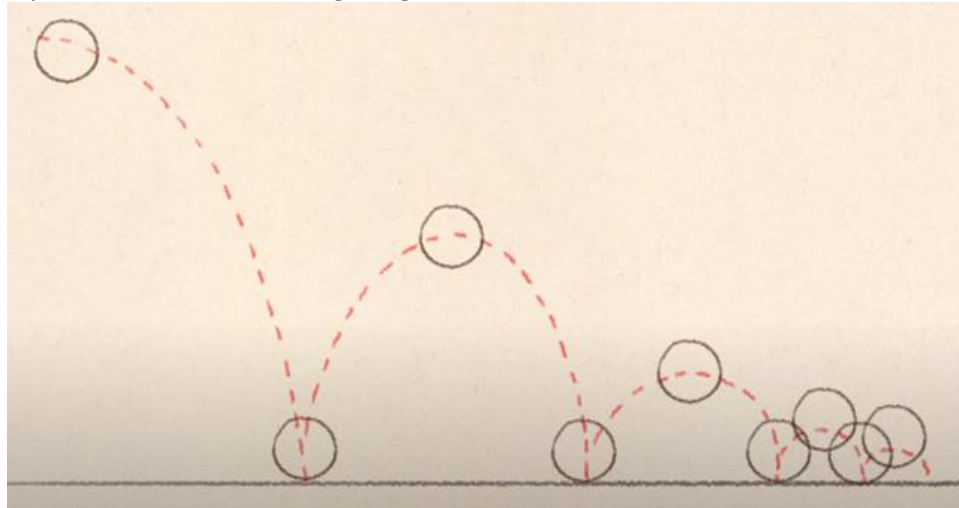
These nine steps guide you through animating a ball bouncing across your screen in Toon Boom or Adobe Animate, incorporating the use of arcs to determine the trajectory and distance for each bounce.

Step	Action								
1	<p>Refer to these four notes as you work through this guide:</p> <table border="1"> <tr> <td>A</td> <td> <p>Set up a digital file:</p> <ul style="list-style-type: none"> • Sketch all main bouncing ball key frames on a single layer as a guide. • Lock the layer. </td> </tr> <tr> <td>B</td> <td> <p>Prepare animation frames:</p> <ul style="list-style-type: none"> • On a new layer above, create separate blank keyframes for animation. • Use the brush tool to draw each key drawing on the timeline. </td> </tr> <tr> <td>C</td> <td> <p>Review animation keys:</p> <ul style="list-style-type: none"> • Use the time slider and playback options to view animation keys. • Resolve animation arcs and positions before proceeding to breakdowns and in-betweens. • Refine each key drawing using the guide layer. </td> </tr> <tr> <td>D</td> <td> <p>Draw breakdowns and in-betweens:</p> <ul style="list-style-type: none"> • Add new blank frames and draw breakdowns. • Use the time slider to view breakdowns in relation to keys. • Repeat for in-betweens, continually refining the animation. </td> </tr> </table>	A	<p>Set up a digital file:</p> <ul style="list-style-type: none"> • Sketch all main bouncing ball key frames on a single layer as a guide. • Lock the layer. 	B	<p>Prepare animation frames:</p> <ul style="list-style-type: none"> • On a new layer above, create separate blank keyframes for animation. • Use the brush tool to draw each key drawing on the timeline. 	C	<p>Review animation keys:</p> <ul style="list-style-type: none"> • Use the time slider and playback options to view animation keys. • Resolve animation arcs and positions before proceeding to breakdowns and in-betweens. • Refine each key drawing using the guide layer. 	D	<p>Draw breakdowns and in-betweens:</p> <ul style="list-style-type: none"> • Add new blank frames and draw breakdowns. • Use the time slider to view breakdowns in relation to keys. • Repeat for in-betweens, continually refining the animation.
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2	<p>Create ball representation:</p> <ul style="list-style-type: none"> • Draw a circle representing the ball above the ground line. • Choose size and position according to your preference. • Determine the starting position, e.g. top-left of the screen. 								
3	<p>Plan ball trajectory:</p> <ul style="list-style-type: none"> • Decide on the desired trajectory and distance for the ball's bounce using arcs as a guide. Arcs get smaller and tighter as the ball bounces: 								

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Draw keyframes:

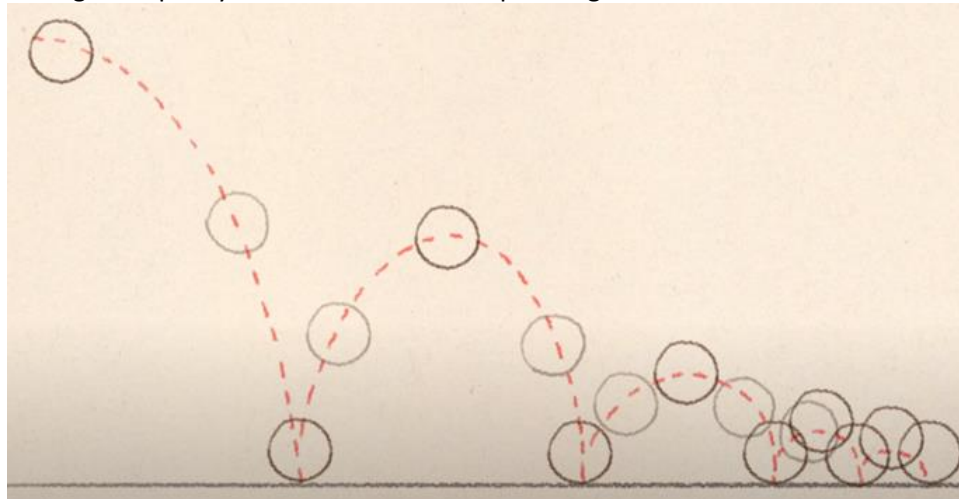
- Draw all keyframes on a new layer using the arcs as a guide. Keyframes represent the top of arcs and where arcs hit the ground.
- Squash the ball when hitting the ground.



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Add breakdown frames:

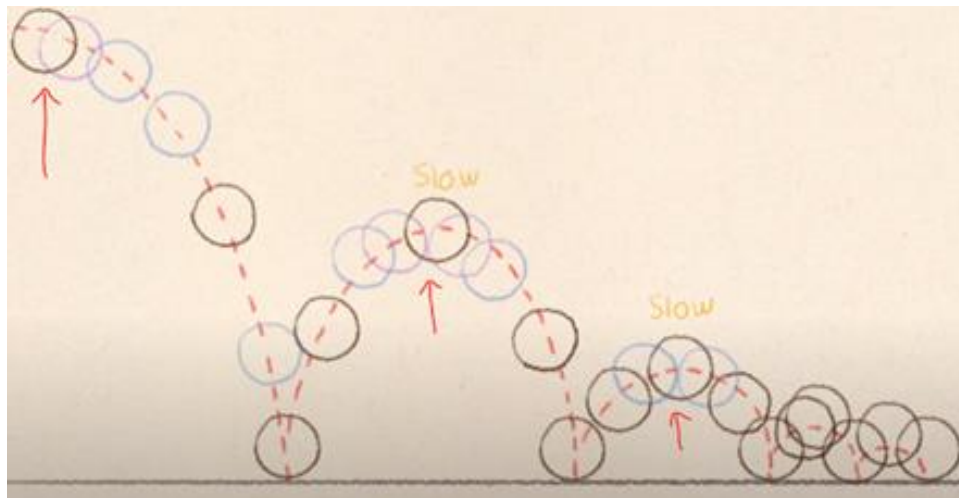
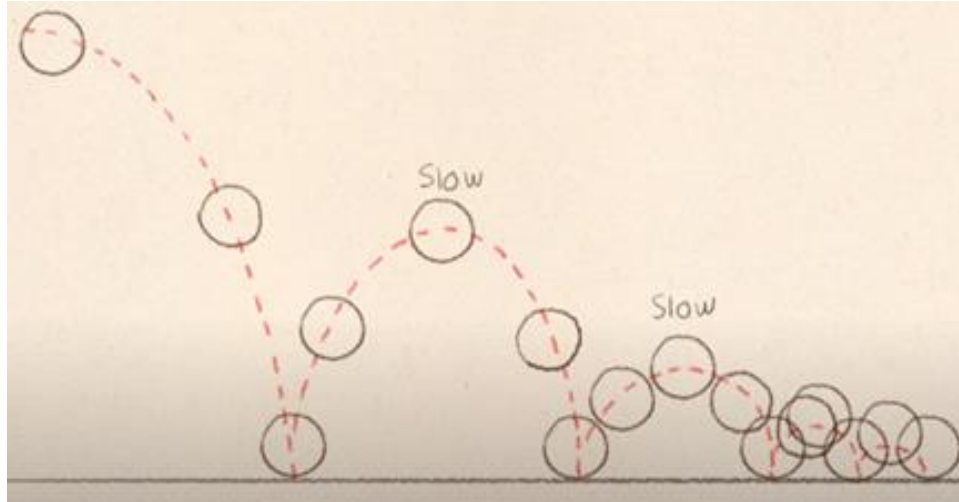
- Draw breakdown frames between keyframes.
- Use lighter opacity for breakdowns to help distinguish them.

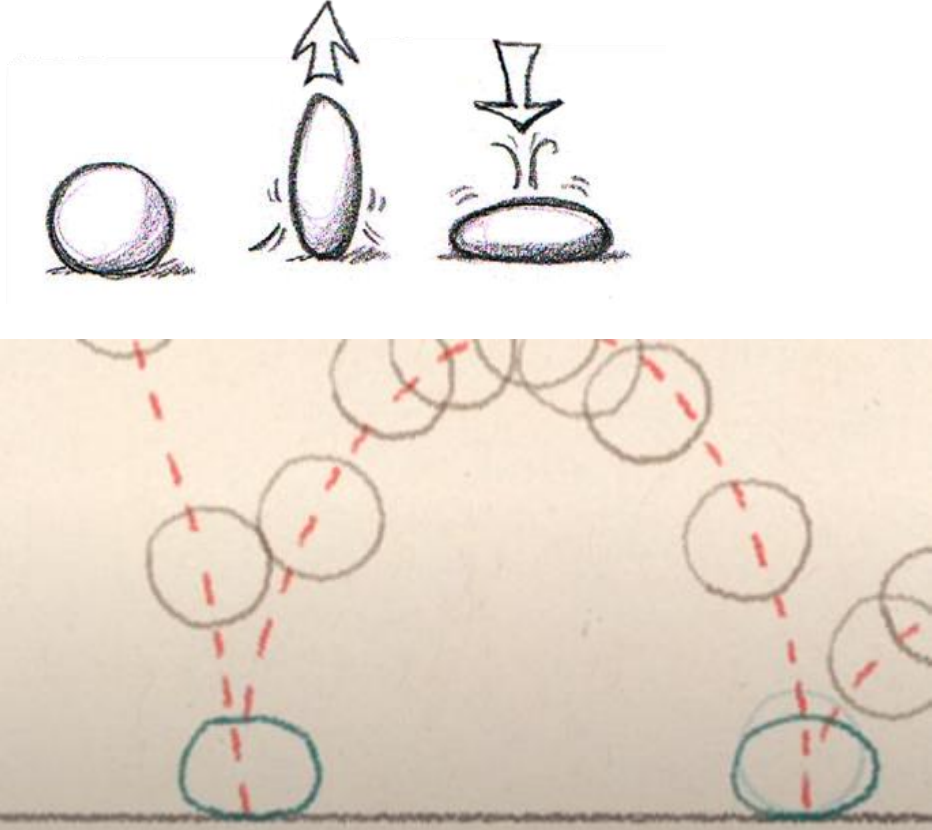


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Focus on in-betweens – slow-in and slow-out

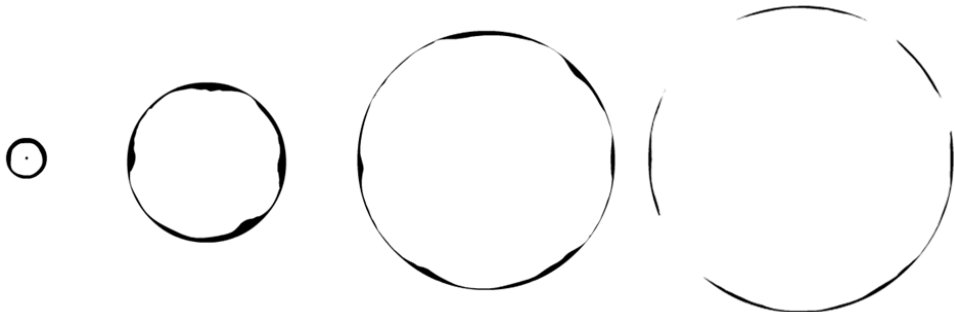



- Apply the slow-in and slow-out principle to the top of arcs where the ball's speed slows down.

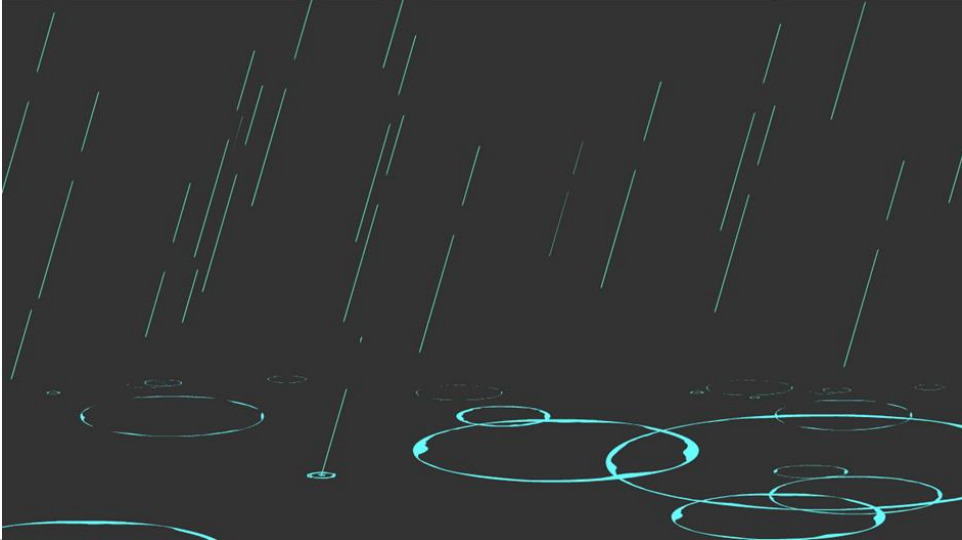


7	<p>Focus on in-betweens – squash and stretch</p> <ul style="list-style-type: none"> • Add squash to frames touching the ground and stretch to frames leaving the ground. 
8	<p>Check for inconsistencies:</p> <ul style="list-style-type: none"> • Play the ball bounce on loop to check for any inconsistencies.
9	<p>Export as MP4:</p> <ul style="list-style-type: none"> • After completing your animation, go to: <ul style="list-style-type: none"> ○ (Adobe Animate) File > Export > Export Video/Media ○ (Toon Boom) File > Export > Movie. • Choose the MP4 format and set export options (resolution, frame rate, etc.). • Click Export to save your animation directly as an MP4 file.

Animate a rain shower

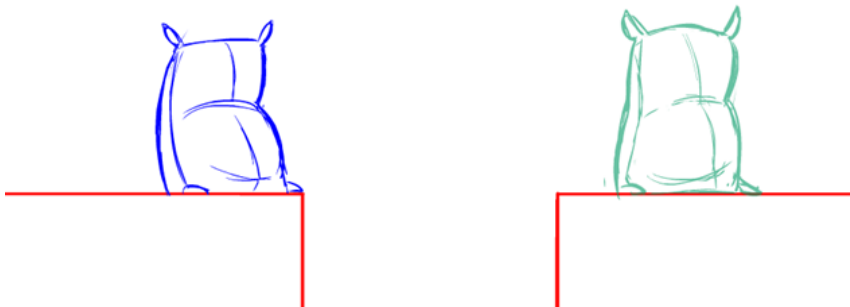
These seven steps guide you through animating a rain shower in Adobe Animate, from creating a radial ripple through to a droplet landing, and finally duplicating both elements and offsetting the timings.

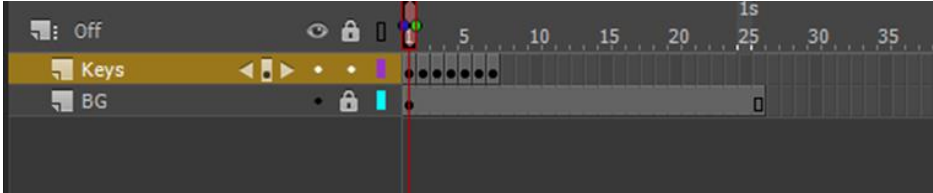
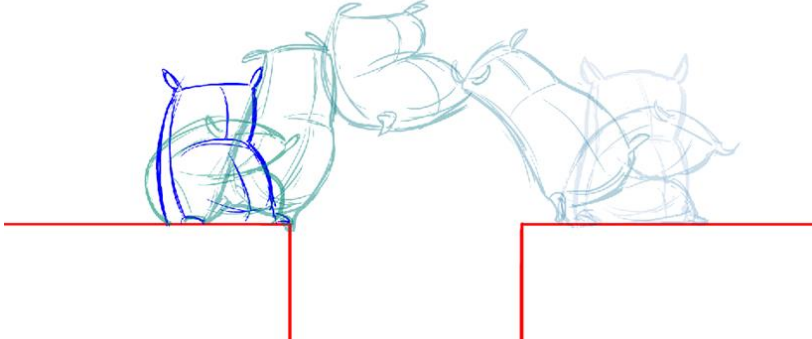
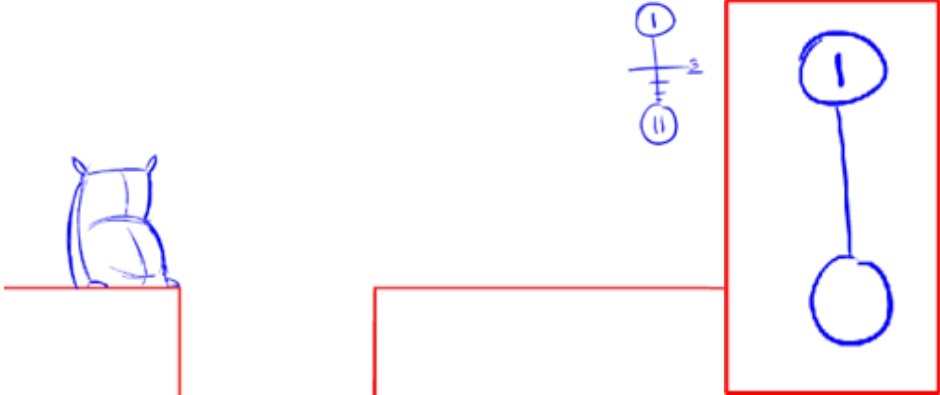
Step	Action
1	Create radial ripple: <ul style="list-style-type: none">Create a radial ripple starting as a small circle that quickly spreads and dissipates: 
2	Animate, then skew: <ul style="list-style-type: none">Animate the ripple as a circle (i.e. as seen from above - see Step 1).Skew the ripple to match the perspective of the ground plane. 
3	Start droplet animation: <ul style="list-style-type: none">Start the animation with a few frames of a falling droplet before the ripple begins, represented as a dotted or broken straight line: 
4	Droplet landing: <ul style="list-style-type: none">Make the droplet disappear almost immediately as it lands in the centre of the radial ripple at the start of the ripple animation. 

5	Duplicate animation: <ul style="list-style-type: none">• Duplicate the completed droplet and ripple animation, placing them in different locations on the screen.
6	Adjust timing: <ul style="list-style-type: none">• Offset the timing of each duplicated droplet to create the overall effect of a rain shower. 
7	Export as MP4: <ul style="list-style-type: none">• After completing your animation, go to File > Export > Export Video.• Choose the MP4 format and set export options (resolution, frame rate, etc.).• Click Export to save your animation directly as an MP4 file.

Animate a flour sack jumping

These 12 steps guide you through animating a flour sack jumping in Toon Boom or Adobe Animate, from planning and drawing your key pose drawings, planning timing, using squash, stretch, and anticipation, and adjusting your in-betweens for a smooth sequence.

Step	Action
1	Thumbnail key pose drawings: <ul style="list-style-type: none">• Thumbnail out key pose drawings for your flour sack animation• Keep the drawings consistent with the model sheet – maintain mass, volume, shapes, and details from one pose to the next. <p>Note: Keyframes are the main poses and dictate a character's overall performance.</p>
2	Set up digital file: <ul style="list-style-type: none">• Set up a digital file in Toon Boom or Adobe Animate.
3	Plan key pose drawings: <ul style="list-style-type: none">• Plan your key pose drawings, including:<ol style="list-style-type: none">a. start pose (stationary)b. anticipation (with some squash)c. jumping (plan a smooth arc for your jump, and plan timing so the character floats through the top of the arc before falling to the other side and landing)d. landing (follow-through and settle into end pose). <p>Optional: Create a simple background on a separate layer, featuring two platforms separated by a gap for the flour sack to jump across.</p>
4	Draw flour sack keyframes: <ul style="list-style-type: none">• On a new layer, draw the flour sack's key drawings, blocking in the first and last keyframes to maintain consistency with the model sheet. 

5	<p>Extend background layer:</p> <ul style="list-style-type: none"> You can create your animation on a single layer beneath. Extend the background layer for the duration of the shot. 
6	<p>Experiment with squash and stretch:</p> <ul style="list-style-type: none"> Experiment with squash and stretch in key and breakdown drawings to add life to your animation. 
7	<p>Plan timing with charts:</p> <ul style="list-style-type: none"> Plan timing by adding timing charts to the corner of each key drawing to manage how many in-betweens you need to draw, and their spacing between keys.  <p>Example: The drawings in the steps below are animated on twos. Each drawing is held for two frames.</p>

<p>8</p>	<p>Use anticipation:</p> <ul style="list-style-type: none"> • Anticipation generally has a slow-in, with more drawings between the breakdown and the anticipation pose, as indicated in this timing chart: <div data-bbox="391 359 1091 758" style="text-align: center;"> </div>
<p>9</p>	<p>Use squash and stretch:</p> <ul style="list-style-type: none"> • Use squash during anticipation and stretch as the character leaps into action: <div data-bbox="391 873 878 1327" style="text-align: center;"> </div> <ul style="list-style-type: none"> • Refer to the model sheet to ensure your breakdowns and in-betweens maintain consistency in masses and volumes, especially as they squash and stretch: <div data-bbox="391 1413 1349 1822" style="text-align: center;"> </div>

10	Loop playback and adjust: <ul style="list-style-type: none">• Use the looping playback option to watch your animation repeatedly, checking for inconsistencies and smooth arcs, paths, and spacing.• Add more in-betweens to create a smoother sequence where necessary.
11	Export as MP4: <ul style="list-style-type: none">• After completing your animation, go to:<ul style="list-style-type: none">○ (Adobe Animate) File > Export > Export Video/Media○ (Toon Boom) File > Export > Movie.• Choose the MP4 format and set export options (resolution, frame rate, etc.).• Click Export to save your animation directly as an MP4 file.