

Toon Boom Storyboard Pro: Feature Details

Digital Drawing

- Draw with a complete set of WYSIWYG vector-based tools to create resolution-independent drawings, including: Brush tool for freehand drawing, using solid colour, gradient or textured pen styles
 - Basic shape tools (Line, Rectangle, and Ellipse)
 - Text tool with essential wording feature and independent attributes for each character (Font, Size, Bold, Italic) with automatic or user-defined kerning for multiple lines of text, with independent alignment modes, indentation and spacing, Unicode with Input Method Editor support for typing foreign languages
 - Eraser tool for correction and removal
 - Use Draw behind mode to quickly paint behind lines without adding new layer
 - Cutter tools, ideal for rectangular image cropping and freehand for custom cut selections
 - Paint tool for filling areas with solid colours, gradients or textures
 - Close Gap tool for closing a shape so that it can be filled with a colour, without adding a visible line
 - Modify, transform or re-colour drawing object brush strokes and colour fills
 - Create brush textures to recreate the look of natural media tools, such as graphite, charcoal or pencil
 - Manage colour palettes using a colour picker that supports solid colours, gradients and textures, as well as an independent transparency value for each colour
 - Apply the Transform tools to drawing objects to prepare them for transformations in the animatic
 - Flip horizontally or vertically selected objects or layer content
 - Flatten strokes inside a layer to optimize and reduce overlapped objects
 - Merge layers to group them together
 - Switch on Light Table to see through layers and clean drawings
 - Quickly flip panels with onion skinning to draw keyframes as you go
 - **NEW** Access extended set of Tools and Tools Properties for finer drawing
 - **NEW** Set independent colours for Brush, Pencil and Paint tools for more convenient sketching
 - **NEW** Select strokes based on the current colour selection for faster cleanup
 - **NEW** Create a custom brush using a stroke or a series of strokes for stamping
 - **NEW** Create and reuse brushes with specific settings for more efficiency
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Scenes, Panels and Layers

- Add an unlimited number of panels per scene for complex scene descriptions
- Duplicate, re-order, join or detach panels from a scene easily
- Create and manage an unlimited number of layers in a panel, using the transparent layering architecture
- Key frame layer's position, scaling and rotation between the first frame and last frame over time
- Spread layer's motion over several panels to create quickly multi-panels background panning
- Create smooth layer movement using drag-and-drop layer path elements
- Define ease-in and ease-out acceleration for smooth layer motion
- Enjoy easy layer manipulation using drag-and-drop to rearrange layer order, swap layers between panels and merge layers together
- Customize layer display (Hide or Visible, Rename) and attributes (Lock, Export availability on PDF or animatic)
- Display In, Out and Duration of selected elements
- Overlay safety area and 4:3 safety while working on widescreen project
- **NEW** Save As and Auto-Save capabilities
- **NEW** Lock panel names for file protection
- **NEW** Work with both horizontal and vertical layer displays as per your preference
- **NEW** Create a new panel using all or only specific layers of your currently selected panel for more efficiency
- **NEW** Set different transparency levels per layer
- **NEW** Customize the naming of the panels, as well as overwrite them on a project by project basis
- **NEW** Easily track the changes made to panels for faster revision

Captions

- Include captions for each panel with information such as notes, dialogue, slug lines and costume
- Use the Global Captions field for overall comments, production notes, story boarder contact information
- Create an unlimited number of panels and storyboard captions
- Type notes directly into caption fields
- Customize the caption categories
- Save caption layouts as a template for future storyboards
- Search tool to find caption text easily
- Import TXT files directly into a caption field
- **NEW** Support of rich text in captions for nicer presentation
- **NEW** Add a sketch caption on a panel by panel basis

Sound

- Use voice annotation to add comments quickly
 - Add an unlimited number of voice annotations to a panel
 - Record voice annotations directly without using an external application
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Timeline

- Display thumbnail images for each panel
- Manage panel and transition duration using drag-and-drop
- Import an unlimited number of audio files
- Link audio tracks to panels to keep sound files in sync during editing
- Expand sound files for overlapping dialogue, sound and music
- Set sound file duration directly in the timeline using drag-and-drop
- Display sound file waveforms to synchronize shots
- Edit each sound file volume envelopes
- Turn individual soundtracks on or off
- Shift and shuffle selections, panels or sound files all at once
- Roll panels to change median editing point without affecting global timing
- Split a panel at current frame to insert extra panels within a same scene
- Show camera frame while scrubbing through a panel

Image and Audio Libraries

- Reuse assets from the built-in image template library including Characters, Locations, Props and Actions
- Access an unlimited number of user libraries easily to work with custom and frequently used drawings and sounds
- Set user libraries as global to Toon Boom Storyboard or localize it to the current Storyboard project
- Import libraries from Toon Boom Harmony (7.8) or Animate Pro 2

Camera

- Play back a panel with dynamic camera movements in real-time using the Camera tool at any time during storyboard development
- Key frame camera position, zoom and roll between the first frame and last frame in a panel
- Create smooth camera movement using drag-and-drop camera path elements
- Define ease-in and ease-out acceleration for smooth camera motion
- Copy camera keyframes to create complex camera motion over several panels
- **NEW** Add camera keyframes to expand camera movements across panels for more impressive motion

Playback

- Play animatics in real-time without any rendering, including all camera movements and synchronized sound
- Play back the current panel or the entire storyboard
- Toggle playback to loop storyboard output
- Turn sound playback on or off
- Display camera mask during playback
- **NEW** Use thumbnails for real-time playback
- **NEW** Enjoy full scene antialiasing for smoother drawing
- **ENHANCED** Generate an optimized version of the drawings for smoother/real-time playback

Transitions

- Place transitions between shots
 - Select different types of transitions (Cut, Dissolve, Wipe)
 - Define the length of the transition
 - **NEW** View transitions in real-time during the playback in Camera view
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Import

- Import TVG, OPT, PAL, SCAN, SGI, TGA, YUV, OMF, PSD, PNG, BMP and JPG image formats
- Import a group of images to automatically create a storyboard
- Import PSD and preserve independent layers in panel
- Import SWF animation file format
- Import PDF file format
- Import MP3, WAV, AIF and AIFF audio formats
- **NEW** Import of Final Draft 8 (Final Draft 7 files still supported for backward compatibility)
- **NEW** Assemble a storyboard project from scanned images using the specified naming convention

Export

- Support SWF and MOV animation formats to export the current panel, selected panels or full storyboard project
 - Configure SWF and MOV formats (audio and video codec, compression)
 - Overlay time code on exported movie
 - Overlay panels and scene number as well as local scene time code on exported movie
 - Support PDF format with password protection and foreign language encoding support
 - Select a layout from a list of standard storyboard page layouts
 - **ENHANCED** Customize page layout properties, with header and footer
 - Place bitmap on both header and footer
 - Display 4:3 safety in PDF panels
 - Save new and updated page layouts
 - Select the information you want to print, including data on the panel, scene name, start and end times, duration, transition, text in caption fields and layers
 - Print extended panel to include the scope of the entire scene
 - Set snapshot markers to print timing positions inside a panel
 - **ENHANCED** Support EDL and AAF format, allowing the creation of standard CMX EDL files or Legacy AAF and the export of QuickTime movie files for each panel or scene synced with EDL to export storyboard timeline to major editing applications
 - Produce a sequence of still JPEG or TGA images at current storyboard frame rate or one per panels
 - Export PSD images with independent layers
 - Activate PSD background transparency
 - Export current visible frame to JPEG, TGA and PSD
 - Create CSV files containing all panel information and bring it into any spreadsheet application such as Microsoft Excel
 - Generate all panels into Toon Boom Animate 2 and Animate Pro 2 scenes
 - User definable filename pattern when exporting EDL, AAF, Bitmap or Image Sequence
 - **NEW** Customize the PDF export on a panel by panel basis for better layout export
 - **NEW** Review PDF Export with Analyze functionality for faster corrections
 - **NEW** Export to Final Cut Pro
 - **NEW** Final Cut Pro Conformation (Import / Export)
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