



STORYBOARDPRO

Toon Boom Storyboard Pro 5.1
Reference Guide

Legal Notices

Toon Boom Animation Inc.
4200 Saint-Laurent, Suite 1020
Montreal, Quebec, Canada
H2W 2R2

Tel: +1 514 278 8666

Fax: +1 514 278 2666

toonboom.com

Disclaimer

The content of this guide is covered by a specific limited warranty and exclusions and limit of liability under the applicable License Agreement as supplemented by the special terms and conditions for Adobe®Flash® File Format (SWF). For details, refer to the License Agreement and to those special terms and conditions.

The content of this guide is the property of Toon Boom Animation Inc. and is copyrighted.

Any reproduction in whole or in part is strictly prohibited.

Trademarks

Toon Boom® is a registered trademark and Storyboard Pro™ and the Toon Boom logo are trademarks of Toon Boom Animation Inc. All other trademarks of the property of their respective owners.

Publication Date

1/6/2020

Copyright © 2016 Toon Boom Animation Inc., a Corus Entertainment Inc. company. All rights reserved.

Contents

Contents	3
Chapter 1: About Dialog Boxes	7
Change Bitmap Layer Resolution Dialog Box	8
Choose Encoding and Font Dialog Box	9
Export FBX Dialog Box	10
Extract Storyboard Dialog Box	12
Flash Export Settings Dialog Box	13
Import Images Dialog Box	15
List Picker Dialog Box	17
Manage Tool Presets Dialog Box	18
Merge Layers Dialog Box	20
Merge Storyboard Dialog Box	22
New Tool Preset Dialog Box	24
Optimize Project Dialog Box	26
PDF Profile Dialog Box	27
Project Properties Dialog Box	37
Record Sound Dialog Box	45
Record Voice Annotation Dialog Box	46
Rename Panel Dialog Box	47
Rename Scene Dialog Box	48
Rename Sequence Dialog Box	49
Scripts Manager Dialog Box	50
Select Font Dialog Box	52
Show/Hide Captions Dialog Box	53
Smart Add Panel Dialog Box	54
Sound Settings Dialog Box	55
Split Storyboard Dialog Box	57
Spread Layer Motion Dialog Box	58
Toolbar Manager Dialog Box	59
Workspace Manager Dialog Box	60
Chapter 2: About Menus	61
Camera Menu	62
Caption Menu	63
Edit Menu	64
File Menu	65

Help Menu	71
Layer Menu	72
Play Menu	75
Point of View Menu	76
Sound Menu	77
Storyboard Menu	78
Tools Menu	81
Windows Menu	86
Chapter 3: About Toolbars	89
Camera Toolbar	90
Coordinate Toolbar	91
Edit Toolbar	92
File Toolbar	93
Layer Toolbar	94
Navigation Toolbar	96
Adding Additional Buttons	96
Onion Skin Toolbar	98
Playback Toolbar	99
Script Toolbar	100
Sound Toolbar	101
Storyboard Toolbar	102
Text Formatting Toolbar	104
Tool Presets Toolbar	105
Tools Toolbar	106
View Toolbar	109
Workspace Toolbar	111
Chapter 4: About Tool Properties	113
Brush Tool Properties	114
Camera Tool Properties	116
Close Gap Tool Properties	119
Contour Editor Tool Properties	120
Create Layer on Surface Tool Properties	121
Cutter Tool Properties	122
Dropper Tool Properties	123
Eraser Tool Properties	124
Layer Transform Tool Properties	126
Maintain Size Tool Properties	129

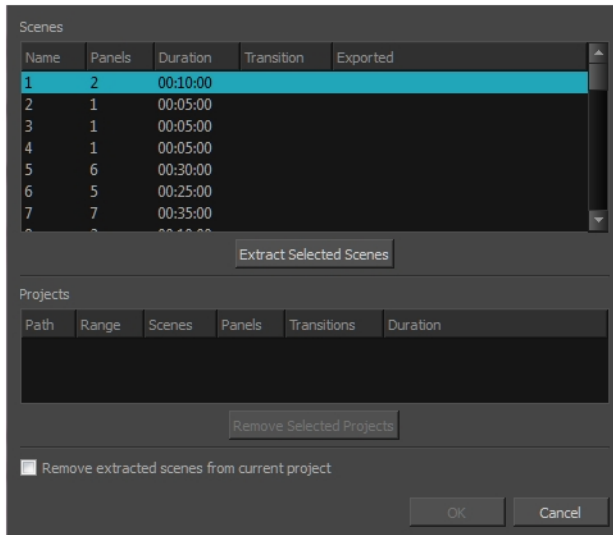
Paint, Paint Unpainted and Unpaint Tool Properties	130
Pencil Tool Properties	132
Perspective Tool Properties	134
Rectangle, Ellipse and Line Tool Properties	135
Select by Colour Tool Properties	137
Select Tool Properties	139
Text Tool Properties	141
Zoom Tool Properties	142
Chapter 5: About Views	143
3D Schematic View	144
Camera and Stage Views	145
Main Area	145
Status Bar	145
Layers List	148
Working in the Stage View	150
Camera Status Bar	150
Camera Tool	151
About the 2D Static Camera	151
Colour View	152
Function Editor View	153
Layers View	155
Library View	157
Message Log View	159
Panel View	160
.....	163
Pitch Mode View	164
Script Editor View	165
Storyboard View	167
Thumbnails View	169
.....	170
Timeline View	171
Tool Properties View	173
Top and Side Views	174
Status Bar	174
Axes	174
Chapter 6: About Windows	177
Advanced Merge Storyboard Window	178

Colour Picker Window	180
Export Bitmap Window	182
Export CSV Window	184
Export to EDL/AAF/XML Window	186
Export Layout Window	189
Export Movie Window	192
Export to PDF Window	194
Export Project Window	197
Export Soundtracks Window	200
Export to Toon Boom Window	202
Find Text Window	205
Import CSV Window	206
Import Project Window	207
Multiwheel Colour Window	208
New Project Window	210
New Resolution Window	211
Panel PDF Options Window	213
PDF Export View/Window	215
Track Changes Window	217
Welcome Screen	218
Chapter 7: About Workspaces	221
Pitch Mode Workspace	222
Thumbnails View	224
Control Panel	225
Playing Back the Storyboard	226
Navigating the Camera View	227
Panel View	228

Chapter 1: About Dialog Boxes

While you work in Storyboard Pro, you will encounter dialog boxes from which you set parameters, options and many other settings, depending on the task you are performing.

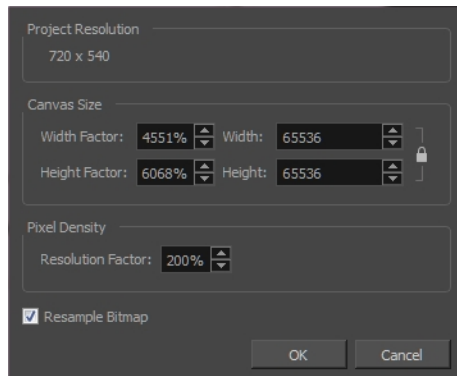
Windows allow you to set parameters and continue working with the window open, so you can further tweak the settings. Here are examples of a dialog box and a window.



Dialog box

Change Bitmap Layer Resolution Dialog Box

The Change Bitmap Layer Resolution dialog box lets you change the resolution of bitmap layers to better suit the needs of your project.



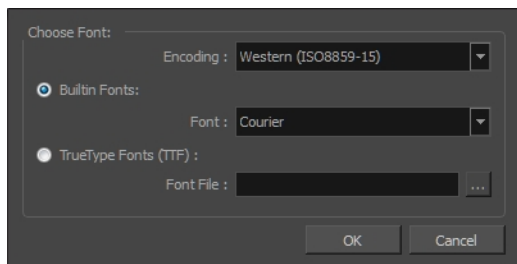
How to access the Change Bitmap Layer Resolution dialog box

1. From the Layers view, select a bitmap layer whose resolution you want to change.
2. Do one of the following:
 - ▶ Right-click the layer and select **Change Bitmap Layer**.
 - ▶ Select **Layer > Change Bitmap Layer Resolution**.

Parameter	Description
Project Resolution	The project resolution set when you initially created the project.
Canvas Size	
Width Factor and Width	Lets you set the width of the canvas by percentage or pixel.
Height Factor and Height	Lets you set the height of the canvas by percentage or pixel.
Pixel Density	
Resolution Factor	Lets you set the resolution of bitmap layers.
Resample Bitmap	Changes the resolution of the bitmap layer without changing the area it covers.

Choose Encoding and Font Dialog Box

The Choose Encoding and Font dialog box lets you select the language encoding and embedded PDF font when exporting Unicode character to a PDF document. These will be used to display the text in a PDF.



For tasks related to this window, see [Exporting to PDF on page 1](#).

How to access the Choose Encoding and Font dialog box

1. In the Export to PDF window, click **New Profile**.
The PDF Profile dialog box opens.
2. Select the **General** tab.
3. In the Font field, click the browse [...] button.

Parameter	Description
Choose Font	
Encoding	Lets you select the type of Unicode encoding for the PDF.
Built-in Fonts	Lets you select any font installed on your system to use for all text in the PDF document.
Font	
TrueType Fonts (TTF)	Lets you select a TrueType font for the PDF.
Font File	

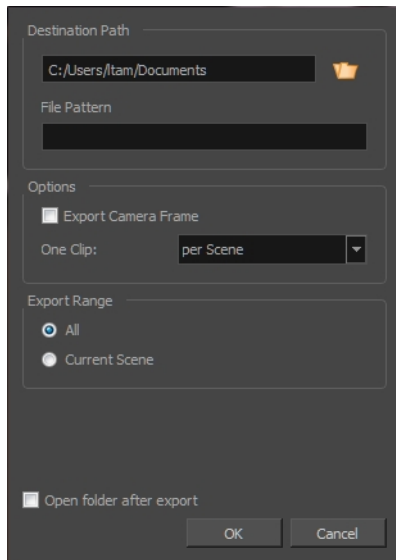
Export FBX Dialog Box

The Export FBX dialog box lets you export a storyboard project in FBX format which allows you to store any motion data (from element motion or Camera angles/zooms), as well as the 2D and 3D elements in your scene. Once exported to FBX, you can open the storyboard elements in a third-party 3D application and continue to work on them. You would only export these elements to FBX once you are finished with them in Storyboard Pro. Normally, you would not bring these elements back into Storyboard Pro.

How to access the Export to FBX dialog box

1. Select **File > Export > FBX**.

The Export to FBX dialog box opens.



Parameter	Description
Destination Path	
Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you set the file name pattern. Leave this field blank to use the default pattern.
Options	
Export Camera Frame	Includes the camera frame's black border in the scene.
One Clip	Per Scene: Exports one clip per scene.
	Per Project: Exports one clip for the entire project.
	Per Sequence: Exports one clip per sequence. This option is available only if your project contains sequences.
Export Range	
All	Includes all the scenes in your project.
Current Scene	Includes only the scene you selected when you opened this dialog box.

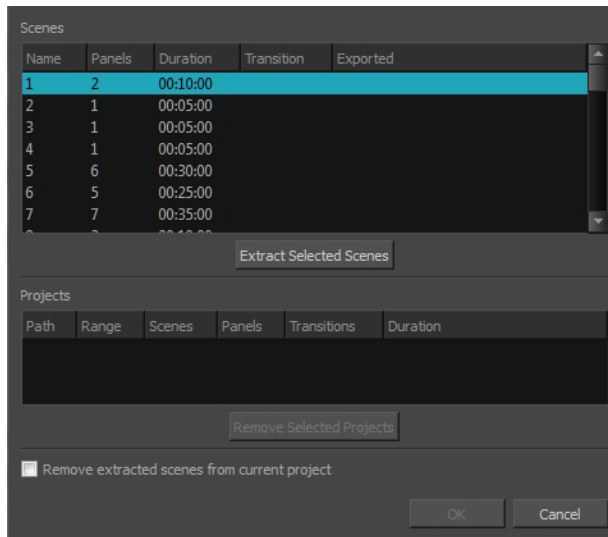
Open folder after export	Opens the folder after export.
--------------------------	--------------------------------

Extract Storyboard Dialog Box

The Extract Storyboard Dialog Box lets you divide a storyboard into several parts. Each export portion of the storyboard will be saved as a different file. You can choose to save an intact copy of the entire storyboard or divide the project into separate files.

How to access the Extract Storyboard dialog box

1. Select **File > Project Management > Extract**.



The Extract Storyboard window opens.

Parameter	Description
Scenes	Lets you select scenes to include in the extraction.
Extract Selected Scenes	Opens the New Storyboard Project dialog box in which you can specify the name of the new storyboard project. The selected scenes will be placed in this project.
Projects	Displays the list of projects which
Remove Selected Projects	Displays the projects that contain extracted scenes.
Remove extracted scenes from current project	Removes the extracted scenes from the project. If you want to keep the entire storyboard project intact, deselect this option.

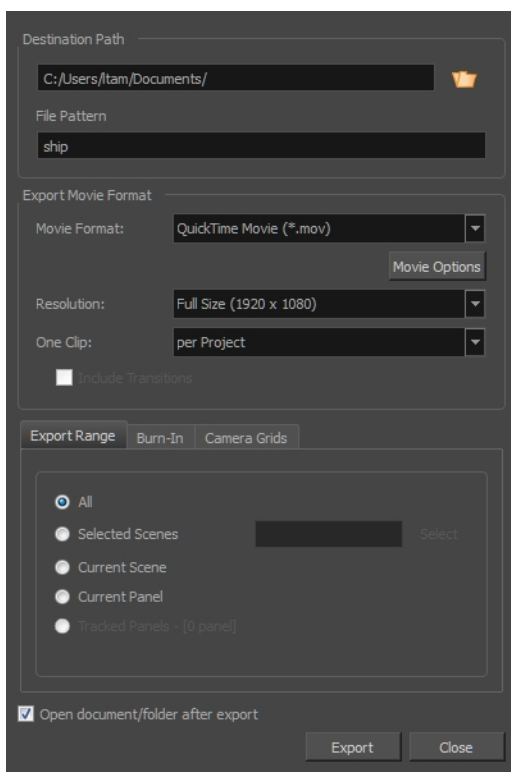
Flash Export Settings Dialog Box


The Flash Export Settings dialog box lets you compress and set the video quality of the movie you are exporting.

How to access the Flash Export Settings dialog box

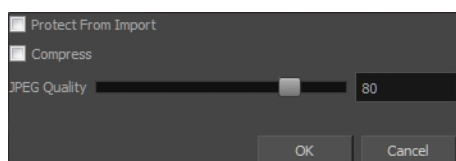
1. Select **File > Export > Movie**.

The Export to Movie window opens.



2. In the Destination Path section, click the Browse  button and choose a folder in which to save your movie.
3. From the Export Movie Format panel:
 - ▶ From the Movie Format menu, select **Flash (*.swf)**.
 - ▶ Select the Resolution from the drop-down menu. This will be a quarter size, half size, or full size of the current storyboard resolution.
4. Click **Options**.

The Flash Export Settings dialog box opens.



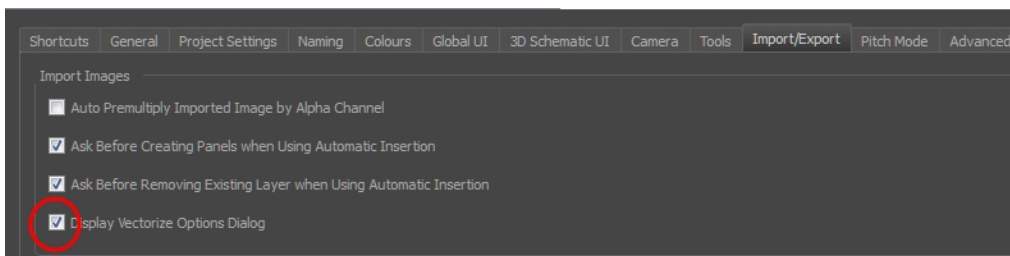
Parameter	Description
Protect from Import	Protects the movie from being imported into another application.
Compress	Compresses movie into a lighter format. The movie may lose some quality, but in turn create a lighter file.
JPEG Quality	Lets you set the quality of the video image. 100 = Full quality, 50 = Average quality at about 1/5th of the size, 25 = Medium quality, loss of high image resolution starts to occur, 10 = Low quality, “macro-blocking” or large pixelation become obvious, 1 = Lowest quality, extreme loss of colour and detail, the image becomes virtually unrecognizable.

Import Images Dialog Box

The Import Images dialog box lets you import an image into your project as layers or scenes. The imported image will be vectorized in colour and fit the camera frame—see [Setting the Vectorization Options on page 1](#).

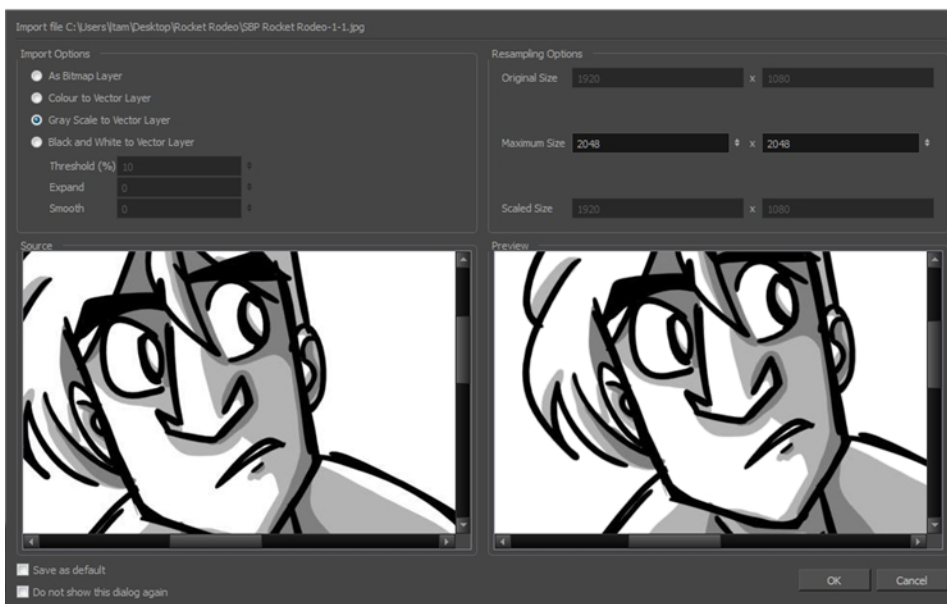
How to access the Import Images dialog box

- Do one of the following:
 - Select **Edit > Preferences** (Windows) or **Storyboard Pro > Preferences** (Mac OS X).
 - Press **Ctrl+U** (Windows) or **⌘ + ,** (Mac OS X).
- In the User Preferences dialog box, select the **Import/Export** tab.
- Select the **Display Vectorize Options Dialog** option.



- Select **File > Import > Images as Layers**.
- In the browser that opens, select an image to import.

The Import Images dialog box opens.

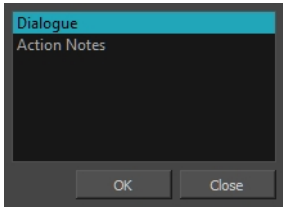


The preview area displays the original image on the left and the resulting image on the right. The preview of the resulting image automatically updates each time you modify a parameter.

Parameter	Description
Import Options	
As Bitmap Layer	Preserves the exact look of the imported images and imports it in a bitmap layer.
Colour to Vector Layer	Preserves the exact look of the imported images and imports it in a vector layer.
Gray Scale to Vector Layer	Imports the selected images as a gray scale in a vector layer.
Black and White to Vector Layer	Imports the images as black line art.
	Threshold (%) : Filters out noise in your images. Noise can be dirt or faint smudges on your scanned images. For example, if your value is set to 70%, all colour values below 70% are converted to white and ignored in the final image. If your value is set to 100%, only completely black lines will be kept.
	Expand : Enter a value between 1 and 100 to thicken lines or the outer edges of the bitmap. Use this option if your line art is too fine or pale so that their visibility is increased in the software.
	Smooth : Enter a value between 1 and 5 to set the smoothness level. Greater smoothness equals less jaggedness and imperfections, but at a greater loss to detail.
Resampling Options	
Original Size	The original dimensions of the imported image.
Maximum Size	Enter a specific maximum size for your imported image to be scaled down to. The original ratio of the image will be preserved during the operation. You can see the final values resulting from the scaling process in the Scale Size fields. Note that you can not use these fields to scale up an image.
Scaled Size	Displays the final size the image will be scaled after it is imported in your project.
Source	Displays the source image you imported.
Preview	Displays a preview of the image when adjusting its parameters.
Save as default	Saves the current settings. Every time you open this dialog box, the new default parameters will automatically be set. The import images commands will still use this new default even if you deselect the Display Vectorize Options Dialog preferences.
Do not show this dialog again	Deselects the Display Vectorize Options dialog option in the Preferences dialog box directly from here.

List Picker Dialog Box

The List Picker dialog box lets you select specific captions for export to a PDF document.



For tasks related to this window, see [Exporting to PDF on page 1](#).

How to access the List Picker dialog box


1. In the Panel PDF Options dialog box, make sure the Export All Captions option must be deselected, then click the Browse button in the Caption List field.

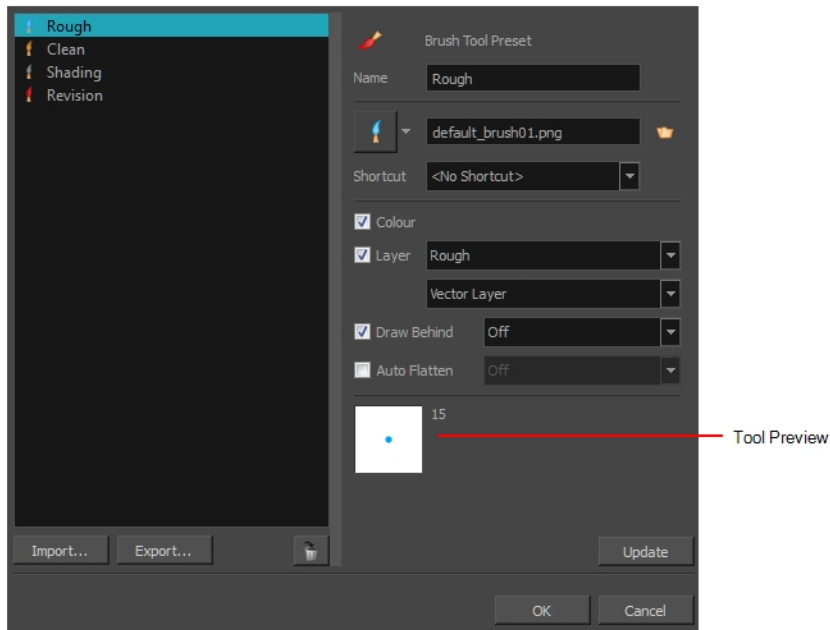
Manage Tool Presets Dialog Box


The Manage Tool Presets dialog box lets you import, export, delete, and update existing tool presets. Any changes you make to the tool presets are reflected in the Tool Presets toolbar.

For tasks related to this dialog box, see [Tool Presets on page 1](#).

How to access the Manage Tool Presets dialog box

1. In the Tool Presets toolbar, click the Manage Tool Presets  button.



Parameter	Description
List of tool presets	Name of the currently selected tool preset.
Import	Lets you import tool presets that other Storyboard Pro artists created—see Importing and Exporting Tool Presets on page 1 .
Export	Lets you export tool presets to share with other Storyboard Pro artists—see Importing and Exporting Tool Presets on page 1 .
	Deletes the selected tool presets.
Name	Name of the currently selected tool preset.
Icon	Lets you select an icon to associate with the selected tool preset or upload your own.
Shortcut	Lets you set a keyboard shortcut to quickly access your preset. By default, the shortcuts are unassigned. To assign a keyboard shortcut, select Edit > Preferences > Shortcuts > Tool Presets (Windows) or Storyboard Pro > Preferences > Shortcuts > Tool Presets (Mac OS X).
Colour	Includes the current colour in the new tool preset.

Layer	Lets you select a drawing layer to be used on the current panel when the tool preset is clicked. When selecting the preset, if the assigned layer exists, it will be selected, if not, it will be created. When changing panels, depending on your global navigation setting, it will look for the layer. If it does not exist, the first layer will be selected. Select the Layer option, assign a layer to the tool preset, and decide whether the layer is vector or bitmap.
Draw Behind	When this option is selected, saves the specified Draw Behind option to the tool preset. When deselected, the current Draw Behind status is unchanged when the tool preset is clicked—see About Brush Modes on page 1 .
Auto Flatten	When this option is selected, saves the specified Auto-Flatten state to the tool preset. When deselected, the current Auto-Flatten state is unchanged when the tool preset is clicked—see About Brush Modes on page 1 .
Tool Preview	Displays the size and colour of the tool preset.

Merge Layers Dialog Box

The Merge Layers dialog box lets you combine selected layers.

Using the Merge Layers dialog box gives you more control when merging layers. You can name the new layer, specify whether it is a vector or bitmap layer, select source layers, and more.

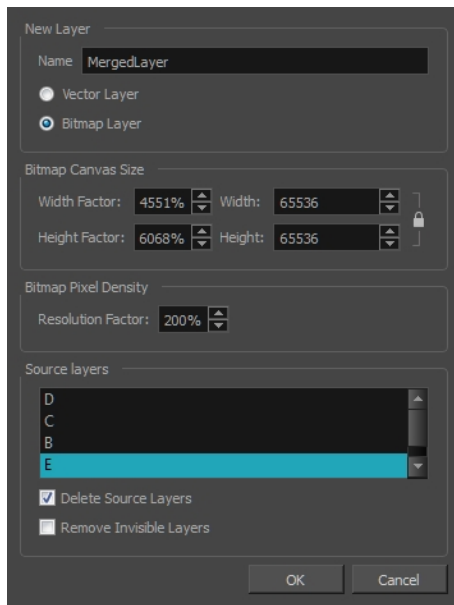
After you have merged a layer, it is still possible to edit it. However, any previously defined motion in the source layers will be lost. If you choose not to allow the layer to be edited, transform motion will be retained. For example, if you are using a .swf file and want to edit its layer, the layer you select will be retained. The rest of the layers will not be part of this layer.

For tasks related to this dialog box, see [Merging Layers on page 1](#).

How to access the Merge Layers dialog box

1. Select the layers to merge.
2. Do one of the following:
 - Right-click and select **Merge Layers**.
 - Select **Layer > Merge Layers**.

The Merge Layers dialog box opens.



Parameter	Description
New Layer	
Name	Name of the new layer.
Vector Layer	Makes the merged layer a vector layer. If there were bitmap layers in your selection, they will be converted to vector.
Bitmap Layer	Makes the merged layer a bitmap layer. If there were vector layers in your

	selection, they will be converted to bitmap.
Bitmap Canvas Size	If your merged layer is bitmap, set the Bitmap Canvas Size parameters. Adjust the Width , Height , or Resolution Factor . These three parameters are linked; changing one, changes the others.
Width Factor and Width	Lets you set the width of the canvas by percentage or pixel.
Height Factor and Height	Lets you set the height of the canvas by percentage or pixel.
Bitmap Pixel Density	
Resolution Factor	Lets you set the resolution of bitmap layers.
Source Layers	
Delete Source Layers	Deletes the source layers.
Remove Invisible Layers	Removes invisible or hidden layers. This option is available only if the Delete Source Layers option is selected. Whether you decide to delete them or not, hidden layers will not be merged, even if selected from the list.

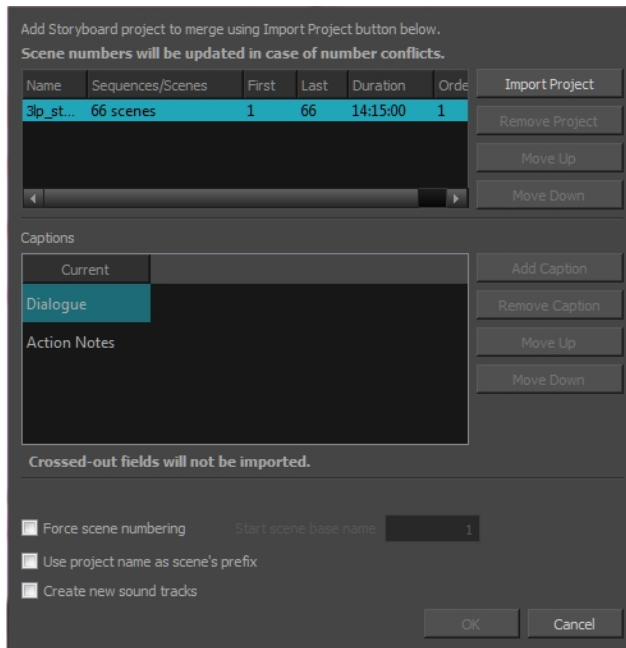
Merge Storyboard Dialog Box

The Merge Storyboard dialog box lets you reassemble a storyboard project that was split or extracted into several files. By merging several projects into one, you can have one final Storyboard Pro project.

How to access the Merge Storyboard dialog box

1. Select **File > Project Management > Merge**.

The Merge Storyboard window opens.



Parameter	Description
List of Storyboard Pro projects	Displays the list of Storyboard Pro project files selected for merging with your current file.
Import Project	Lets you select the Storyboard Pro project files to merge with your current file.
Remove Project	Lets you select any unwanted Storyboard Pro project files and delete them from the list.
Move Up/Move Down	Lets you organize the files into the order in which you wanted them to be imported in relation to your current file.
Captions	
Add Caption	Lets you reinstate a caption if you selected a caption for removal and changed your mind.
Remove Caption	Lets you remove captions to prevent them from being imported into the merged project. Removal will be indicated by highlighting that caption in grey.
Move Up/Move Down	Lets you move the caption text around. If you move a caption from a certain project to a blank row, a new field will be created for this text in the project's panel window.


Force scene numbering	By default, scene numbers will be updated to avoid numbering conflicts, however you can force the scene's numbering.
Start scene base name	If the Force scene numbering option is selected, enter a number in this field. The number you enter will be assigned to the first scene in the import project list section above.
Use project name as scene's prefix	Uses the imported project's name on all scenes in the new merged file. The scene's new name will be its number in the merged file, prefixed by the file it originated from.
Create new soundtracks	Places the sound element from each imported project in a separate soundtrack (row) in the Timeline view. Otherwise, all the sound elements will appear in the same soundtrack in the new merged project.

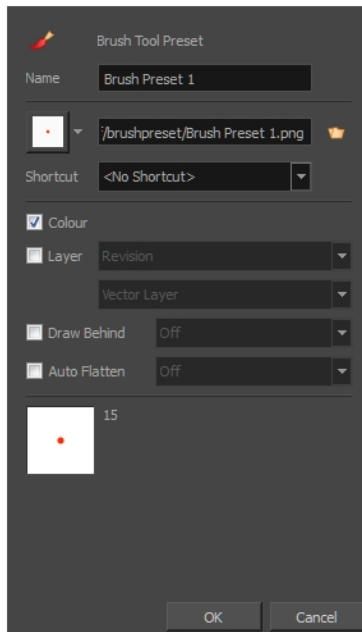
New Tool Preset Dialog Box

The New Tool Preset dialog box lets you create a new tool preset. You will need to select a tool, adjust the properties, and then create a tool preset for it. Once you have created a tool preset, you can make adjustments to fine-tune it, as well as create a keyboard shortcut for it. All tool presets are displayed in the Tool Presets toolbar.

For tasks related to this dialog box, see [Tool Presets on page 1](#).

How to access the New Tool Preset dialog box

1. In the Tool Presets toolbar, click the Manage Tool Presets  button.



Parameter	Description
Name	Name of the currently selected tool preset.
Icon	Lets you select an icon to associate with the selected tool preset or upload your own.
Colour	Includes the current colour in the new tool preset.
Shortcut	Lets you set a keyboard shortcut to quickly access your preset. By default, the shortcuts are unassigned. To assign a keyboard shortcut, select Edit > Preferences > Shortcuts > Tool Presets (Windows) or Storyboard Pro > Preferences > Shortcuts > Tool Presets (Mac OS X).
Layer	Lets you select a drawing layer to be used on the current panel when the tool preset is clicked. When selecting the preset, if the assigned layer exists, it will be selected, if not, it will be created. When changing panels, depending on your global navigation setting, it will look for the layer. If it does not exist, the first layer will be selected. Select the Layer option, assign a layer to the tool preset, and decide whether the layer is vector or bitmap.
Draw Behind	When this option is selected, saves the specified Draw Behind option to the

	tool preset. When deselected, the current Draw Behind status is unchanged when the tool preset is clicked—see About Brush Modes on page 1 .
Auto Flatten	When this option is selected, saves the specified Auto-Flatten state to the tool preset. When deselected, the current Auto-Flatten state is unchanged when the tool preset is clicked—see About Brush Modes on page 1 .
Tool Preview	Displays the size and colour of the tool preset.

Optimize Project Dialog Box

The Optimize Project dialog box allows you to flatten all drawings in your project, remove unused files and reduce the texture size.

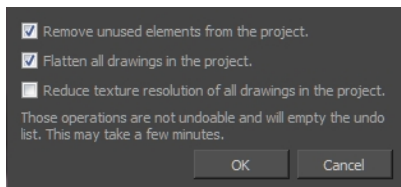
NOTE: Strokes drawn with different colours will not be flattened together.

For tasks related to this dialog box, see [Optimizing a Project on page 1](#).

How to access the Optimize Project dialog box

1. Select **File > Optimize Project**.

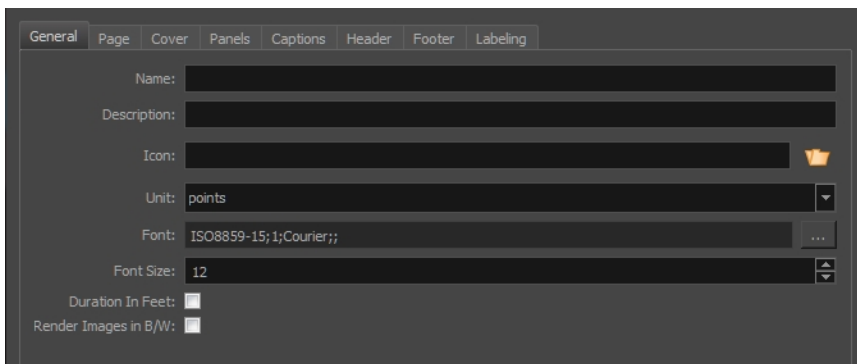
The Optimize project dialog box opens.



Parameter	Description
Remove unused elements from the project	As you create a storyboard you will delete panels or layers, update drawings, unlink sounds, and so on. Some of these files are kept for backup purposes, but they take up space and increase the size of your project on your hard drive. This option removes these unwanted elements.
Flatten drawings in the project	Flattens all the brush or pencil line strokes of all the vector drawings in your project. This means that all overlapping strokes will no longer be editable as single strokes, but only as whole, drawn objects.
Reduce texture resolution of all drawings in the project	Reduces the texture resolution and consequently makes the project file size smaller. The resolution is set so it cannot go below 72 dpi. <div style="border: 1px solid red; padding: 5px; margin-top: 10px;"> <p>IMPORTANT: Warning: This cannot be reversed once you have reduced the resolution. These operations cannot be undone, and will empty the undo list.</p> </div>

PDF Profile Dialog Box

The PDF Profile dialog box lets you modify or create a specific profile which you will use to export a PDF document from your storyboard.



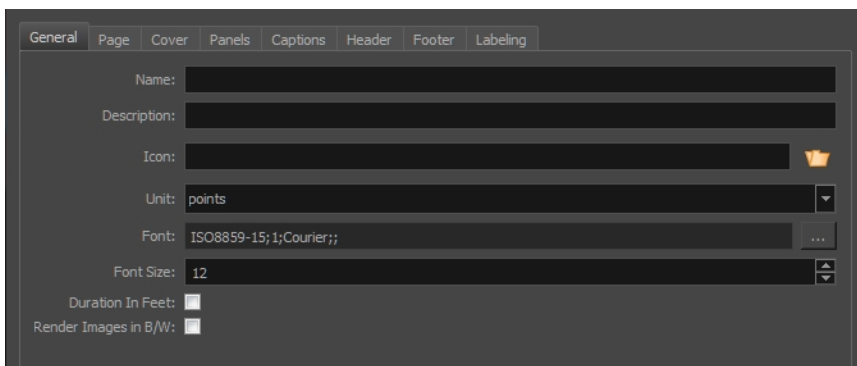
For tasks related to this window, see [Exporting to PDF on page 1](#).

How to access the PDF Profile dialog box

- Do one of the following:
 - From the PDF Export view or window, click **Edit**.
 - From the Export

General Tab

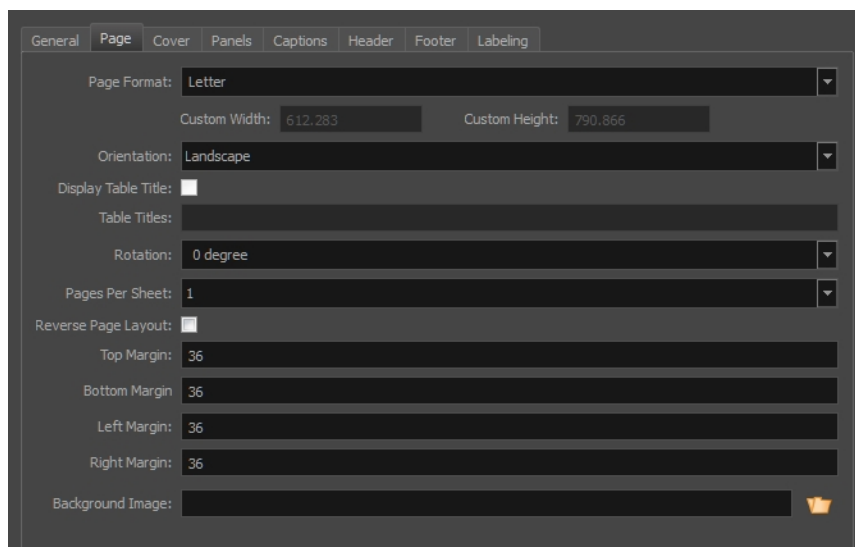
The General tab lets you set up a personalized layout for your PDF.



Parameter	Description
Name	Lets you enter a a name for your custom layout or edit the existing name.
Description	Lets you enter a short description of the layout.
Icon	Lets you Select an image file representing the custom layout you are creating; it will be displayed in the profile list. For best results, your image should be 45x45 pixels.
Unit	Lets you select the unit of measurement (points, mm, cm or inches) used in the

	Page Layout dialog box.
Font	Lets you select any font installed on your system to use for all text in the PDF document. To export Unicode characters to your PDF document, click the [...] button to select the language encoding and the embedded PDF font that will be used to display the text in the PDF document.
Font Size	Lets you define the size of the font.
Duration in Feet	Lets you set the duration value in feet.
Render Image in B/W	Creates a black and white PDF instead of colours.

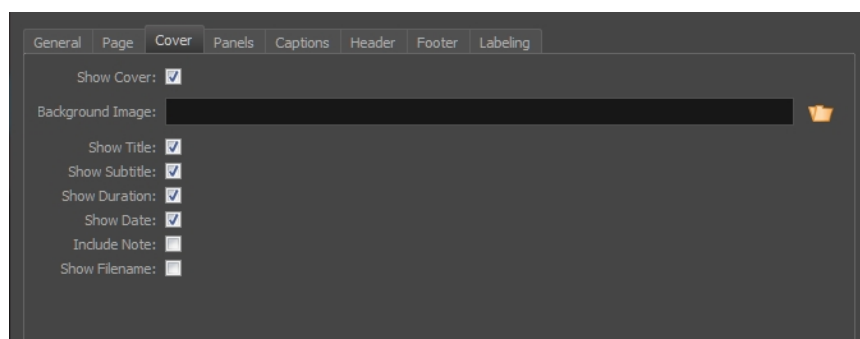
Page Tab



Parameter	Description
Page Format	Select the type of page you want to print on: 11x17, A3, A4, Legal, Letter and Custom. If you select Custom, fill in the desired width and height.
Custom Width	Lets you enter the desired width of your PDF.
Custom Height	Lets you enter the desired height of your PDF.
Orientation	Lets you set the PDF to portrait or landscape orientation.
Display Table Title	Lets you set the titles used in the main table. Use a semicolon (;) to separate each entry. You can also specify the font size after a title. For example: Cut;Picture, 15;Caption, 15;Time
Rotation	Lets you set the degree of clockwise rotation of the storyboard on the printed page.
Pages Per Sheet	Lets you select the number of storyboard pages to print on each sheet.

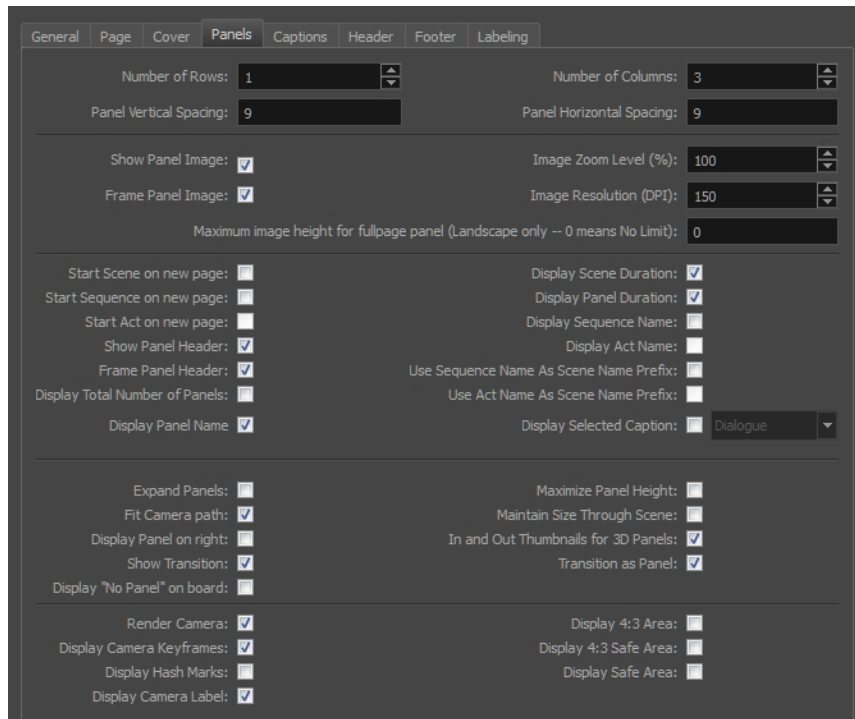
Reverse Page Layout	Lets you reverse the position of the captions in relation to the panels.
Top Margin	Lets you enter the distance from the top page edge.
Bottom Margin	Lets you enter the distance from the bottom page edge.
Left Margin	Lets you enter the distance from the left page edge.
Right Margin	Lets you enter the distance from the right page edge.
Background Image	Lets you select an image to use as a watermark on all pages, except the cover.

Cover Tab



Parameter	Description
Show Cover	Lets you insert a cover as the first page of the PDF.
Background Image	Lets you select an image (PNG, BMP or JPG file format) to use as a watermark on the cover.
Show Title	Displays the project title defined in the storyboard properties.
Show Subtitle	Displays the project subtitle defined in the storyboard properties.
Show Duration	Displays the duration (as a time code or frame) of the selected storyboard panels.
Show Date	Displays the date of export.
Include Note	Lets you include a revision note on the cover page.
Show Filename	Displays the filename of the PDF on the cover.

Panels Tab

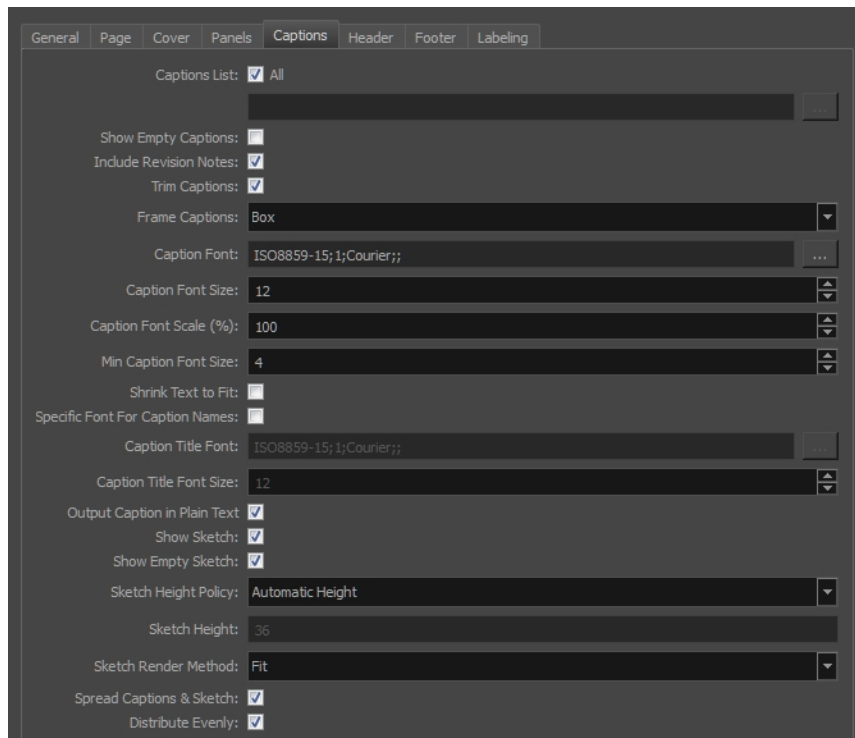


Parameter	Description
Number of Rows	Defines the number of panel rows displayed per page.
Panel Vertical Spacing	Defines the vertical spacing between panels.
Number of Columns	Defines the number of panel columns displayed per page.
Show Panel Image	Displays each panel's visual content.
Frame Panel Image	Displays a rectangle around the panel's visual content on each page.
Image Zoom Level (%)	Displays the image in the panel at a percentage of the original size.
Image Resolution (DPI)	Defines the DPI value of the exported images in the PDF storyboard. The default value is 150. A higher value increases the sharpness of the images, as well as the final file size of your PDF.
Maximum image height for fullpage panel (Landscape only - 0 = No Limit)	Defines the maximum height a panel can have when it is full page.
Start Scene on New Page	Makes each new scene start on a new page.
Start Sequence on New Page	Makes each new sequence start on a new page.
Start Act on New Page	Makes each new act start on a new page.
Show Panel Header	Displays each panel's shot name, panel number, and duration as a header.

Frame Panel Header	Displays a rectangle around the panel header on each page.
Display Total Number of Panels	Displays the total number of panels in the scene in the panel header.
Display Scene Duration	Displays the duration of each scene.
Display Panel Duration	Displays the duration of each panel.
Display Sequence Name	Displays the name of the sequence.
Display Act Name	Displays the name of the act.
Use Sequence Name as Scene Name Prefix	Displays the sequence name as part of the scenes' names.
Use Act Name as Scene Name Prefix	Displays the act name as part of the scenes' names—see What are the Differences Between Sequences, Scenes, Panels and Acts? on page 1
Display Selected Caption	Displays the selected caption.
Expand Panels	Displays camera motion (such as pan, tilt, or zoom) in the image across several panels.
Fit Camers Path	Ensures the camera movement is included in a single panel space.
Display Panel on Right	When using the Vertical profile, displays images on the right side of the page instead of the left.
Show Transition	Displays transition information (Transition type and duration).
Display "No Panel" on Board	Replaces the panel's image with an X and the text "No Panel" above it. This is used when there is not enough space to display a panel on the same page. The panel with the image is normally displayed on the next page or the nearest one with enough space to show the image on.
Maximize Panel Height	Displays the panel at the maximum of its height.
Maintain Size Throughout Scene	Keeps every panel of your printed storyboard the same size.
In and Out Thumbnails for 3D Panels	Renders an in thumbnail and an out thumbnail for the 3D panel, as if the user would have added a snapshot at both ends of the panel.
Transition as Panel	Displays a transition as a panel.
Render Camera	Displays the camera frame and camera path on the PDF export. Disable the option to hide them.
Display Camera Keyframes	Prints the different camera keyframes on the exported images. The actual camera keyframes on each panel are rendered instead of just the in and out frames.
Display Hash Marks	Displays the hash marks, small triangles in the bottom of the camera frames which indicate the ratio of the camera.
Display Camera Label	Prints the In and Out camera labels of your camera moves to your storyboard.
Display 4:3 Area	Prints the 4:3 area on each panel of your storyboard which has a camera movement—see.

Display 4:3 Safe Area	Prints the 4:3 safe area on each panel of your storyboard which has a camera movement. To learn more about the 4:3 safe area—see.
Display Safe Area	Prints the safe area on each panel of your storyboard that has a camera movement. To learn more about the safe area and how you can define its limit—see .

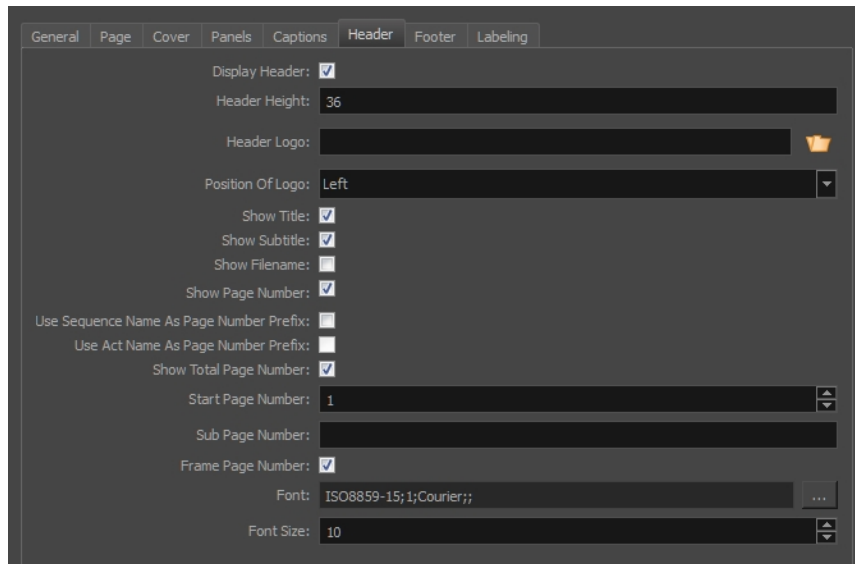
Captions Tab



Parameter	Description
Captions List	Includes every caption in the PDF. You can deselect this option to activate the browsing button. Click the Browse button to display a list of all the captions. Select the ones to export.
Show Empty Captions	Includes the empty captions of your project in the PDF.
Include Revision Notes	Adds revision notes as a new caption.
Trim Captions	Removes empty lines after captions.
Frame Captions	Lets you decide how captions are framed. Options include: <ul style="list-style-type: none"> • Box: Displays a black rectangle around captions on each page. • Line Above: Displays a line above each caption. • No Frame: No frames will be displayed around captions.
Caption Font	Lets you select the font for the caption.

Caption Font Size	Lets you define the size of the font.
Caption Font Scale (%)	Determines the scale factor used when converting a font to a PDF font (screen resolution versus print resolution).
Min Caption Font Size	Lets you set the minimum font size to use when shrinking captions.
Shrink Text to Fit	Reduces size of captions if they do not fit in the panel.
Specific Font for Caption Names	Enables the Caption Title Font and Caption Title Font Size options.
Caption Title Font	Lets you select the font for the caption title.
Caption Title Font Size	Lets you set the size of the font for the caption title.
Output Caption in Plain Text	Ignores text formatting, such as bold, italics, that may be in the caption fields in the interface.
Show Sketch	Prints the Sketch captions to your storyboard.
Show Empty Sketch	Prints the Sketch captions even if they are empty.
Sketch Height Policy	<p>Sets the height rule for the Sketch captions:</p> <ul style="list-style-type: none"> • Automatic Height: Lets Storyboard Pro automatically define the height of each Sketch panel depending on the available space in the current layout. • Evenly Distributed: Keeps the same size of sketch boxes throughout the storyboard. Otherwise, the caption boxes are set to fit the content of each sketch independently. • Fixed Height: Keeps the same height throughout the storyboard. • Max Height: Enables the Sketch Height field in which you can define the maximum height you want your Sketch caption to follow.
Sketch Height	Defines the maximum height a Sketch caption can be. Set the Select Max Height in the Sketch Height Policy to make this option available.
Sketch Render Method	<p>Sets the rule of how your sketch will appear in the Sketch caption.</p> <ul style="list-style-type: none"> • Crop: The sketch will keep its original aspect and be cropped if it does not fit the current Sketch caption size. • Fit: The height of the sketch will fit the height of the caption, any exceeding part on the width may be cropped. • Stretch: The sketch will be resized to fit inside the caption field and will not be cropped.
Spread Captions & Sketch	Adapts the box to the text or sketch and spreads it across the next panel if necessary. When this option is deselected, the caption text or a sketch that is too long or big for the space available in the box will be cut.
Distribute Evenly	Keeps the same size of caption boxes throughout the storyboard. When this option is deselected, the caption boxes are set to fit the content.

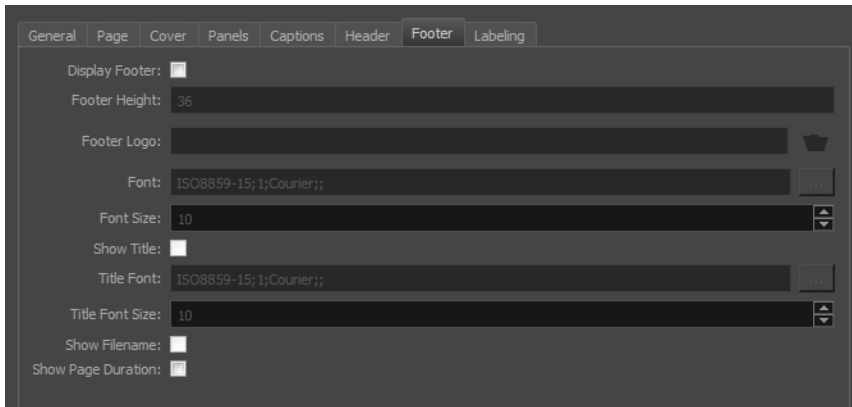
Header Tab



Parameter	Description
Display Header	Displays a header on each page (except the cover). The header includes the project title, project subtitle, and project episode defined in the storyboard properties.
Header Height	Lets you enter the size of the footer for each page except the cover.
Header Logo	Lets you select an image (.bmp, .jpg or .png) to display on the header. Scale the logo to match header's height.
Position of Logo	Sets the position of your logo in the header.
Show Title	Displays the project title defined in the storyboard properties.
Show Subtitle	Displays the project subtitle defined in the storyboard properties.
Show Filename	Displays the filename of the PDF on the cover.
Show Page Number	Displays a page number in the header on each page (except the cover).
Use Sequence Name as Page Number Prefix	Displays the sequence name as part of the page number.
Use Act Name as Page Number Prefix	Displays the act name as part of the page number.
Show Total Page Number	Shows the current page number, as well as the total number of pages of the storyboard (3/7).
Start Page Number	Defines the first number to start the page numbering.
Sub Page Number	By default, the pages are numbered 1, 2, 3, 4, etc... You can define a sub page number in this field. For example, if you set a subpage number "1", the pages will be named 11, 12, 13, 14, and so on. If you set a subpage "_a", the pages will be named 1_a, 2_b, 3_c, 4_d, and so on.

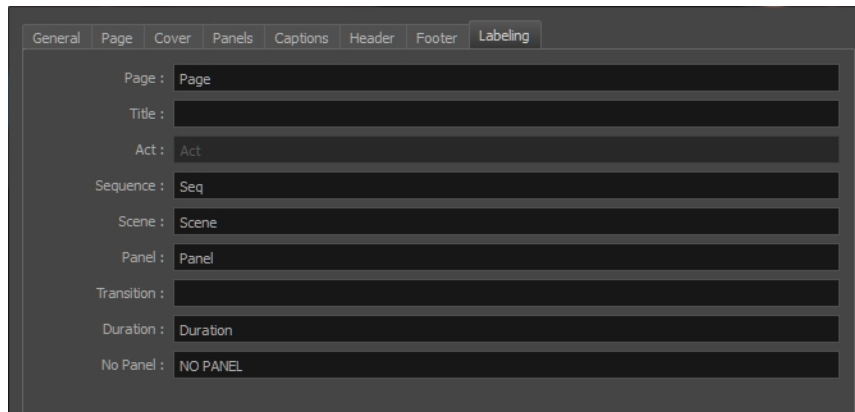
Frame Page Number	Displays a rectangle around the page number in the header on each page.
Font	Lets you select any font installed on your system for the footer text in the PDF document.
Font Size	Lets you define the size of the font.

Footer Tab



Parameter	Description
Display Footer	Displays a footer on each page (except cover). The footer includes the project copyright, defined in the storyboard properties.
Footer Height	Lets you enter the size of the footer for each page except the cover.
Footer Logo	Lets you select an image file to use as the logo in the footer.
Font	Lets you select any font installed on your system for the footer text in the PDF document.
Font Size	Lets you define the size of the font.
Show Title	Displays the project title defined in the storyboard properties.
Title Font	Lets you select the font for the title in the footer.
Title Font Size	Lets you set the font size for the title in the footer.
Show Filename	Displays the filename of the PDF on the cover.
Show Page Duration	

Labeling Tab

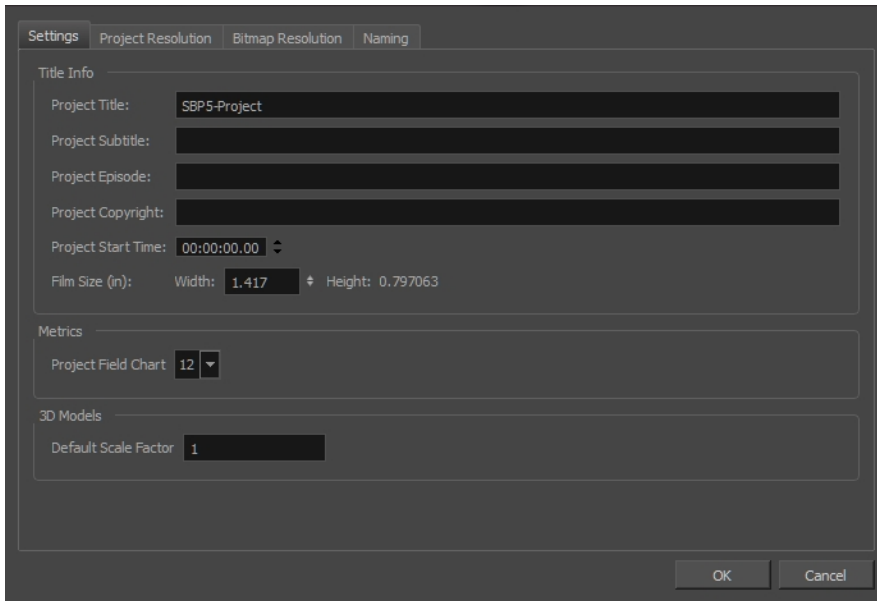


NOTE: Add %1 at the end of the label to place the label and corresponding number on the same line.

Parameter	Description
Page	Lets you enter a substitute for the word <i>page</i> .
Title	Lets you enter a substitute for the word <i>title</i> .
Act	Lets you enter a substitute for the word <i>act</i> .
Sequence	Lets you enter a substitute for the word <i>sequence</i> .
Scene	Lets you enter a substitute for the word <i>scene</i> .
Panel	Lets you enter a substitute for the word <i>panel</i> .
Transition	Lets you enter a substitute for the word <i>transition</i> .
Duration	Lets you enter a substitute for the word <i>duration</i> .
No Panel	Lets you enter a substitute for the words <i>no panel</i> .

Project Properties Dialog Box

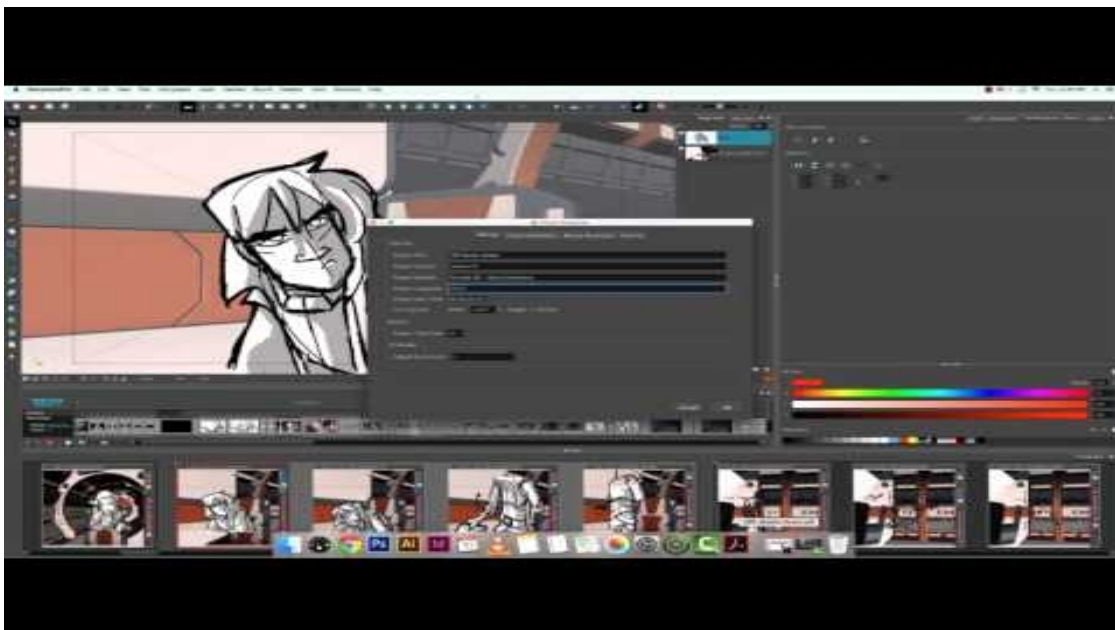
The Project Properties dialog box lets you change the property settings in your project.



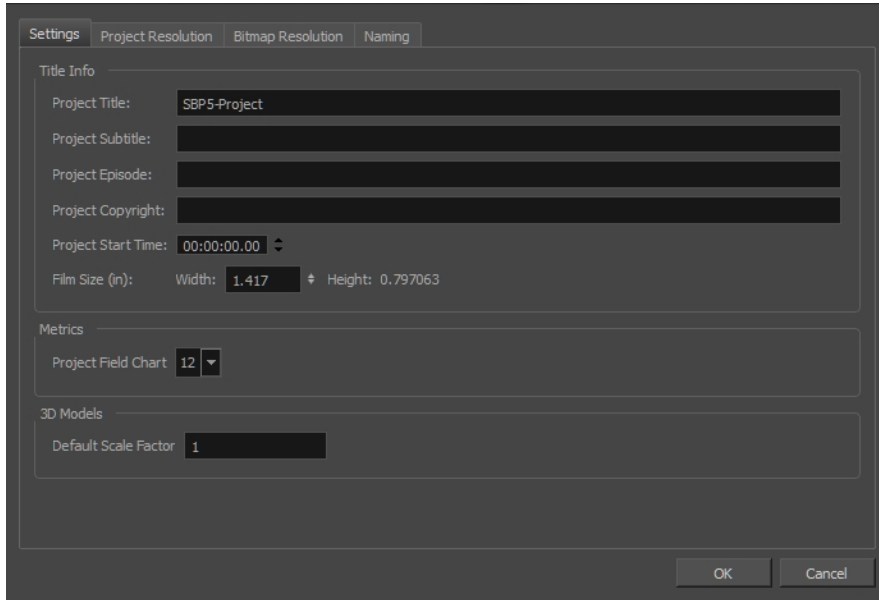
How to access the Project Properties dialog box

1. Do one of the following:
 - ▶ Select **Storyboard > Project Properties**.
 - ▶ Press **Alt + Return**.

Settings Tab



In the Settings tab, you can define the project naming scheme and start time for the current project.



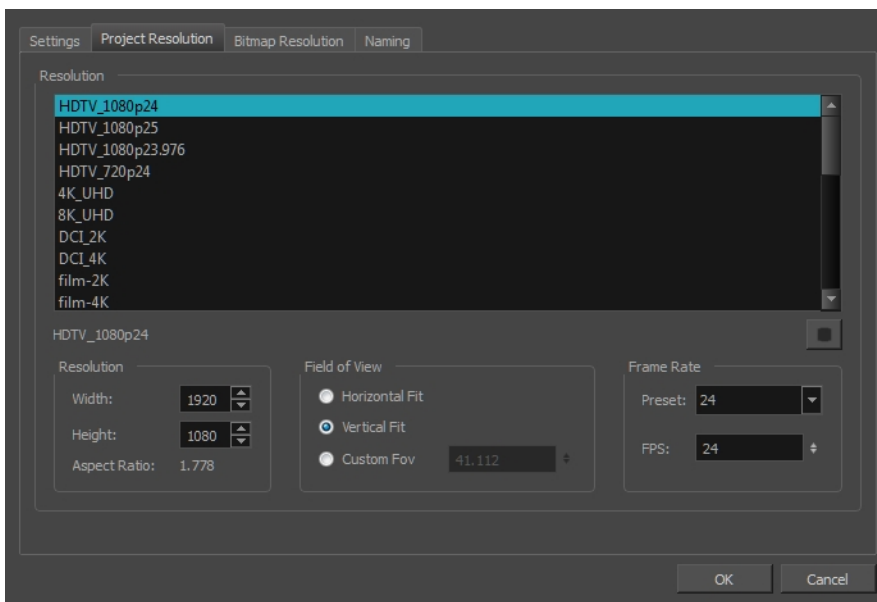
Parameter	Description
Title Info	<p>Project Title: By default, the Project Name already appears in this field if no project title was entered during the creation of this project. The Project Name is the name of the Storyboard Pro project file. The Project Title is the title that will appear in all PDF renders. They can, and often should, be the same.</p>
	<p>NOTE: Special characters (!"/\$) cannot be used for project names because they interfere with the operating system. However, they can be used in the project title.</p>
	<p>Project Subtitle: The name of the project subtitle which appears in the proper places in all PDF renders.</p>
	<p>Project Episode: The episode number. If you want the word “Episode” to appear next to the number, you must include it in the field as well. The information entered in this field will appear after the Project Subtitle in all PDF renders.</p>
	<p>Project Copyright: The copyright date. This can be the month and year or just the year. This information will appear at the bottom of the page in all PDF renders.</p>
	<p>Project Start Time: This time is important when generating an EDL (Editing Decision List) of your project. EDLs are generally used by third party editing software, such as Final Cut Pro. The EDL determines how the panels of your project are distributed in the timeline of the third party software. The numerical value you enter in this field also appears as the start time in the Timeline view.</p>
<p>Film Size: When working on a 3D scene, the film size determines the focal length of the camera. You should use the same value as that used in the 3D</p>	

	software used to create the 3D elements. A value of 1.417 is equivalent to 35mm film.
Metrics	Project Field Chart: Sets the field standard for the project.
3D Models	Default Scale Factor: Sets the scale factor when using 3D models in a project.

Project Resolution Tab



In the Project Resolution tab, you can define the project resolution, aspect ratio, field of view and frame rate for the current project:



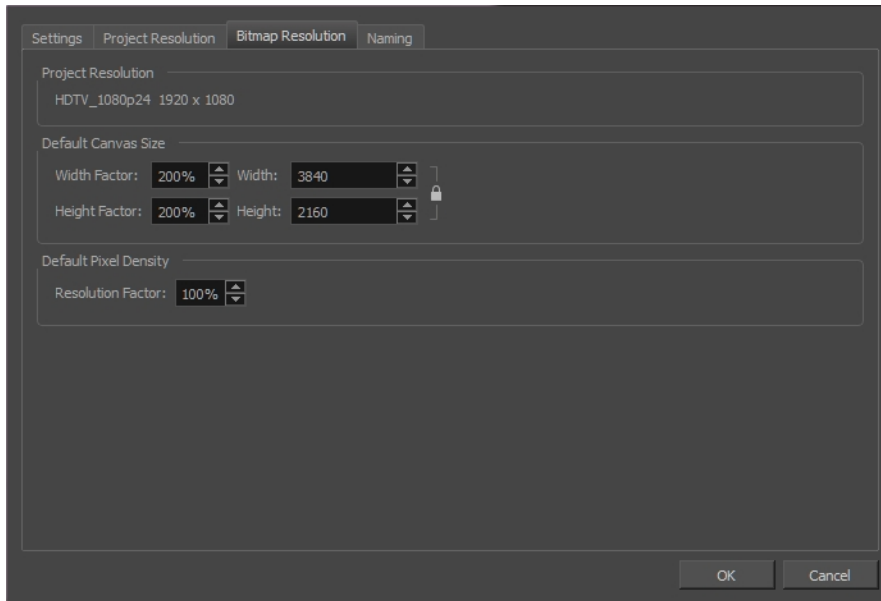
Parameter	Description
Resolution	Lets you define the project resolution. Your project resolution should match the format of the production for which you are creating the storyboard.
	HDTV: High Definition Television delivers a higher quality image than standard television because it has twice the standard number of scanning lines per frame. To take advantage of the superior quality, your output device must be compatible with HDTV technology to make this resolution setting useful.
	HDTV_Vertical: The "vertical resolution" of HDTV_Vertical refers to how the drawing grid is fit into the camera frame. When working with 12 or 16 field drawing grids, the grid is a different aspect ratio from the camera frame. When you fit vertically, you fit the grid with the top and bottom of the camera frame.
	NOTE: The HDTV_Vertical format is ideal when importing images into an HD project.
	film-1.33: Applies to a wide screen film format that conforms to the standard 4:3 pixel aspect ratio.
	film-1.66: Applies to a wide screen film format that conforms to the 16:9 pixel aspect ratio in which the pixel's width is greater than its height.
	film-1.66_Vertical: This is essentially the same as film-1.66. Refers to how the drawing grid is fit into the camera frame. When working with 12 or 16 field drawing grids, the grid is a different aspect ratio from the camera frame. When you fit vertically, you fit the grid with the top and bottom of the camera frame.
	NOTE: The film-1.66_Vertical view is ideal for importing images into film projects.
NTSC: The standard analog television broadcasting system that was used in most of the Americas, Japan, South Korea, Taiwan, Burma, and some Pacific island nations and territories. It conformed to the North American standards on how rectangular pixels were displayed for computer and television screens. This format has been replaced in most regions with HDTV.	
PAL: An analog television encoding system that was used in broadcast television systems in large parts of the world, such as Western Europe, Asia, Australia, most of Africa and some North American countries. This resolution worked best with the European format for television and computer screens, as the rectangular pixels are displayed at a different orientation. This format has been replaced in most regions with HDTV.	
Low: This format is ideal for videos destined for the web, where size and fast download of a video file might take precedence over quality.	
Resolution	Width: Opens the Vectorize Options dialog box when importing bitmap images.

	<p>Height: Opens the Vectorize Options dialog box when importing bitmap images.</p> <p>Aspect Ratio: The aspect ratio describes the number of pixels wide the project is divided by the height. Storyboard Pro always works with square pixels. An aspect ratio of 1:1 indicates that the camera frame is square, and has the same number of pixels defining the width as it does defining the height. The aspect ratio is defined automatically when you enter values for the width and height of the camera frame.</p>
Field of View	<p>Defines how the camera frame fits with the drawing grid in your scene. When working in 3D, a different custom FOV might be more common, so this can be set here as the default FOV for the scenes in your project. The FOV can be adjusted for individual 3D scenes, in order to switch out the camera lens.</p> <p>Horizontal Fit: Fits the drawing grid to the width of the camera frame.</p> <p>Vertical Fit: Fits the drawing grid with the top and bottom of the camera frame.</p>
Frame Rate	<p>Lets you set the frame rate for the project. The higher the frame rate, for example 30 fps, the smoother your animation will look, but the heavier it will be. The lower the frame rate, for example 12 fps, the choppy your animation may look, but the lighter it will be.</p>

Bitmap Resolution Tab

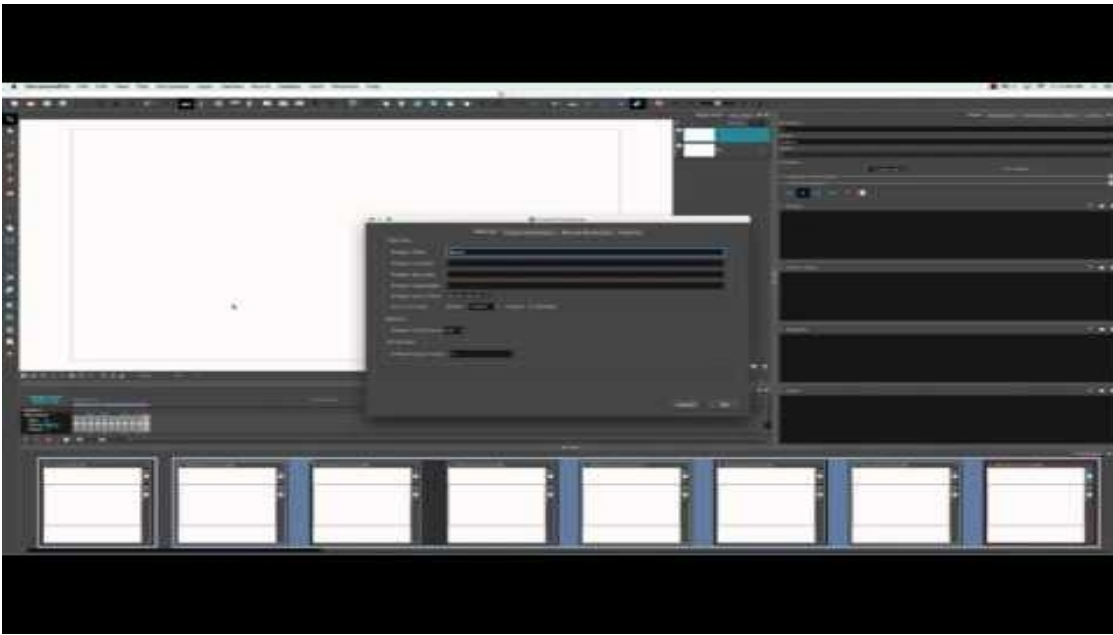


In the Bitmap Resolution tab, you can define the default resolution at which bitmap layers are created. The resolution is based on the number of pixels that fit in the camera frame when the camera is at the default position.

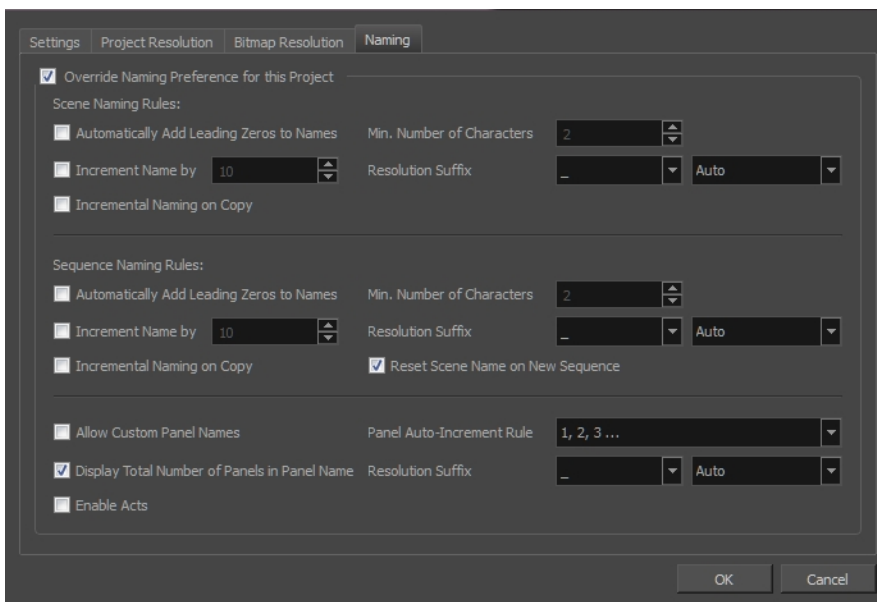


Parameter	Description
Project Resolution	The project resolution set when you initially created the project.
Default Canvas Size	Lets you define the default resolution at which bitmap layers are created. The resolution is based on the number of pixels that fit in the camera frame when the camera is at the default position. NOTE: You can adjust the dimensions of a bitmap drawing layer individually. If you have a camera zoom, for example, then you may want that drawing to be at a higher resolution, so you do not see pixellation when you zoom in. You can adjust this by right-clicking on the layer and selecting Change Bitmap Layer Resolution .
Width Factor and Width	Lets you set the width of the canvas by percentage or pixel.
Height Factor and Height	Lets you set the height of the canvas by percentage or pixel.
Lock/Unlock	Locks the Width/Height Factor and the Width/Height parameters so when you change one, the other displays its equivalent.
Default Pixel Density	
Resolution Factor	

Naming Tab



In the Naming tab, all options affect the Panel window. The changes you make in this tab override your Storyboard Pro preferences and affect the current project only. Your default preferences remain in effect for any new projects you create.



Parameter	Description
Override Naming Preference for this Project	When selected, current preferences for this project are overridden, and all the options on this tab become active.
Scene/Sequence Naming Rules	Automatically Add Leading Zeros to Names: Automatically adds a zero before the scene or sequence name.

	<p>Increment Name By: Opens the Vectorize Options dialog box when importing bitmap images.</p>
	<p>Incremental Naming on Copy: Opens the Vectorize Options dialog box when importing bitmap images.</p>
	<p>Min. Number of Characters: Determines the minimum number of characters the scene names will contain when using leading zeros.</p>
	<p>Resolution Suffix: Lets you set the suffix pattern to use when a suffix is added to a new scene when the name is already in use. You can choose the punctuation mark preceding the suffix from the first drop-down menu:None: Suffix appears immediately following the name of the scene. For example: 12A. _: Suffix appears after an underscore. For example: 12_A. . Suffix appears after a period. For example: 12.A. You can choose which type of suffix to use:Auto: Uses an upper case alphabetical suffix. Once the suffix reaches Z, it will start again at A, preceded by a number. Example: 12_A, 12_B, (...), 12_1A, 12_1B, and so on.Numerical: Uses a numerical suffix. For example: 12_1, 12_2, and so on.Uppercase: Uses an upper case alphabetical suffix. For example: 12_A, 12_B, and so on.Lowercase: Uses a lower case alphabetical suffix. For example: 12_a, 12_b, and so on.</p>
	<p>Reset Scene Name on New Sequence: By default, this option is enabled. Whenever you create a new sequence, the scene naming scheme is reset.</p> <p>For example, the naming will be as follows: Seq 1, Scene 1, Seq 1, Scene 2, Seq 2, Scene 1. When disabled, the scene number always increments. For example, Seq 1, Scene 1, Seq 1, Scene 2, Seq 2, Scene 3.</p>
	<p>Allow Custom Panel Names: Activates the Panel field so you can enter in a custom name for all panels.</p>
	<p>Display Total Number of Panels in Panel Name: Displays a counter at the end of the Panel field which indicates the total number of panels in the selected panel's scene.</p>
	<p>Enable Acts: Displays the Act field, along with the Act number.</p>
	<p>Panel Auto-increment Rule: By default, panel names are named numerically. This option lets you select from three other alphabetical increment rules. The difference between each of them is the behaviour once you reach panel Z.</p>
	<p>Resolution Suffix: Lets you set the suffix pattern to use when a suffix is added to a new scene when the name is already in use. You can choose the punctuation mark preceding the suffix from the first drop-down menu:None: Suffix appears immediately following the name of the scene. For example: 12A. _: Suffix appears after an underscore. For example: 12_A. . Suffix appears after a period. For example: 12.A. You can choose which type of suffix to use:Auto: Uses an upper case alphabetical suffix. Once the suffix reaches Z, it will start again at A, preceded by a number. Example: 12_A, 12_B, (...), 12_1A, 12_1B, and so on.Numerical: Uses a numerical suffix. For example: 12_1, 12_2, and so on.Uppercase: Uses an upper case alphabetical suffix. For example: 12_A, 12_B, and so on.Lowercase: Uses a lower case alphabetical suffix. For example: 12_a, 12_b, and so on.</p>

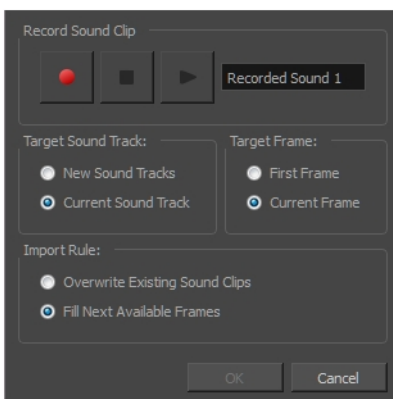
Record Sound Dialog Box

The Record Sound dialog box lets you record sound directly in Storyboard Pro and insert it on the Timeline.

How to access the Record Sound dialog box

1. In the Timeline view, add a new audio track if needed.
2. Position the play head at the frame you want your recording to begin and select the audio track you want to record your sound guide in.
3. Select **File > Import > Record Sound**.

The Record Sound dialog box opens.



Parameter	Description
Record Sound Clip	Lets you record, play/stop and name your sound recording.
Target Sound Track	
New Sound Tracks	Places the recorded sound clips on a new audio track.
Current Sound Track	Places the recorded sound clips on the current audio track.
Target Frame	
First Frame	Places the recorded sound clips starting on the first frame.
Current Frame	Places the recorded sound clips starting on the current frame.
Import Rule	
Overwrite Existing Sound Clip	By default, when you recorded a sound, it will replace sounds that exist in the target frames.
Fill Next Available Frames	Places the sound clip into the first available empty frames after any existing sound selection.

Record Voice Annotation Dialog Box

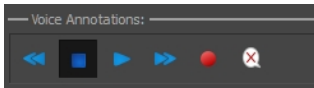
The Record Voice Annotation dialog box lets you create vocal annotations using a microphone connected to your computer and Storyboard Pro.

For tasks related to this dialog box, see [Recording Voice Annotations on page 1](#), [Listening to Voice Annotations on page 1](#) and [Deleting Voice Annotations](#).

How to access the Record Voice Annotation dialog box

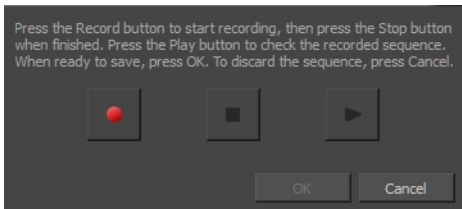
1. In the Thumbnails view, select the panel on which you want to record a voice annotation.
2. Display the Panel view.




The Voice Annotation section appears as part of the panel.



3. Click the Record Voice Annotation  button.

The Record Voice Annotation dialog box opens.



Icon	Tool Name	Description
	Record	Records your voice annotations. Be sure to verify that your microphone is functioning properly.
	Stop or Play	Stops or plays the recording.
	Play Recorded Sound	Plays the voice annotations you recorded.

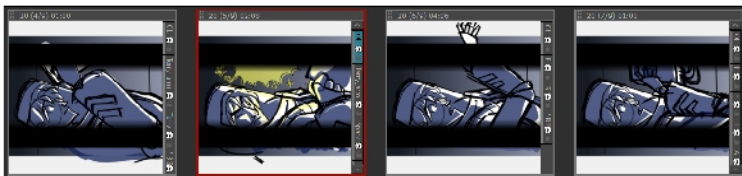
Rename Panel Dialog Box

The Rename Panel dialog box lets you renamed a selected sequence . You can also rename Panel in the Panel view.

For tasks related to this dialog box, see [How to rename sequences with the Rename Sequence command on page 1](#).

How to access the Rename Panel dialog box

1. In the Thumbnails view, select a panel to rename.



2. Select **Storyboard > Rename Panel**.

The Rename Panel dialog box opens.

Parameter	Description
New Name	The new name of the panel.
Renaming Rule for Subsequent Panel	
Current Panel Only	Renames only the selected panel.
Renumber Panels	Rennumbers the current panel, as well as all the panel that follow.
Renumber Selected Panel	Rennumbers the first selected panel of a multiselection, as well as all the following panel that are part of the multiselection.
Renumber Prefix Only	Rennumbers the panel's numerical prefixes beginning at the selected panel. The new name must be a numerical value.
Renumbered Panel Names	Displays the current and new names for all the panels that will be affected by the renaming process.

Rename Scene Dialog Box

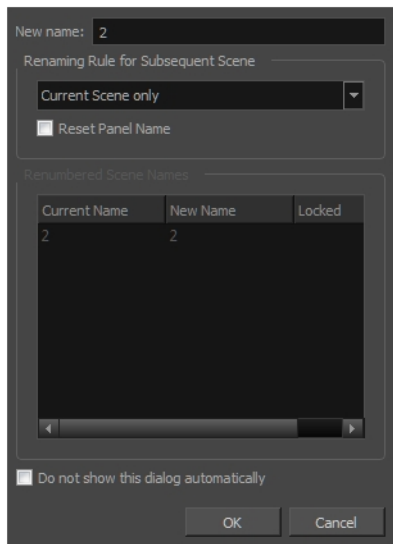
The Rename Scene dialog box lets you renamed a selected scene. You can also rename scenes in the Panel view.

For tasks related to this dialog box, see [Renaming a Scene on page 1](#).

How to access the Rename Scene dialog box

1. In the Thumbnails view, select a scene to rename.
2. Select **Storyboard > Rename Scene**.

The Rename Scene dialog box opens.



Parameter	Description
New Name	The new name of the scene.
Renaming Rule for Subsequent Scene	
Current Scene Only	Renames only the selected scene.
Renumber Scenes	Renums the current scene, as well as all the scenes that follow.
Renumber Selected Scenes	Renums the first selected scene of a multiselection, as well as all the following scenes that are part of the selection.
Renumber Prefix Only	Renums the scenes' numerical prefixes beginning at the selected scene. The new name must be a numerical value.
Reset Panel Name	Resets all panel names according to the current panel time automatic increment rule.
Renumbered Scene Names	Displays the current and new names for all the scenes that will be affected by the renaming process.
Do not show this dialog automatically	Prevents this dialog box from automatically opening every time you move scenes around.

Rename Sequence Dialog Box

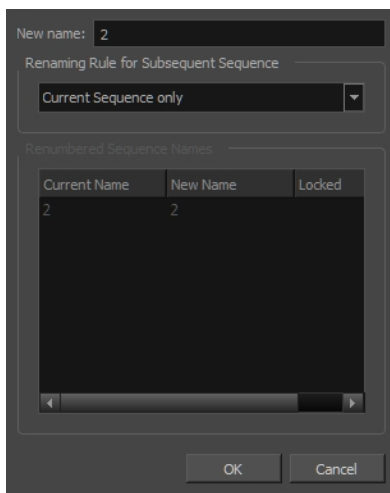
The Rename Sequence dialog box lets you renamed a selected sequence . You can also rename scenes in the Panel view.

For tasks related to this dialog box, see [How to rename sequences with the Rename Sequence command](#) on page 1.

How to access the Rename Sequence dialog box

1. In the Thumbnails view, select a sequence to rename.
2. Select **Storyboard > Rename Sequence**.

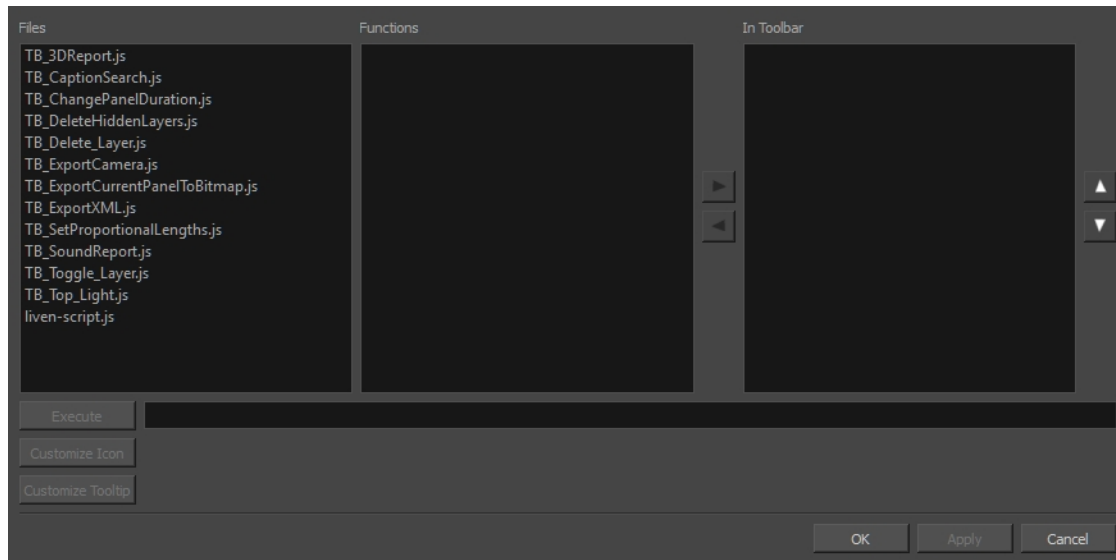
The Rename Sequence dialog box opens.



Parameter	Description
New Name	The new name of the sequence.
Renaming Rule for Subsequent Sequence	
Current Sequence Only	Renames only the selected sequence.
Renumber Sequences	Renums the current sequence, as well as all the sequencethat follow.
Renumber Selected Sequence	Renums the first selected sequence of a multiselection, as well as all the following sequence that are part of the multiselection.
Renumber Prefix Only	Renums the sequence's numerical prefixes beginning at the selected sequence. The new name must be a numerical value.
Renumbered Sequence Names	Displays the current and new names for all the sequence that will be affected by the renaming process.

Scripts Manager Dialog Box

The Scripts Manager dialog box lets you select a script, customize it and add it to the Script toolbar for quickly running a script. You can also execute a selected script.



How to access the Scripts Manager dialog box

1. Select **Windows > Toolbars > Scripting**.

The Script toolbar displays.



2. Click the Manage Scripts  button.

The Scripts Manager dialog box displays.

Parameter	Description
Files	A list of JavaScript files you can execute in Storyboard Pro and add to the Scripting toolbar.
Functions	A list of functions of the selected JavaScript file.
In Toolbar	Functions in the Scripting toolbar.
Arrows	Left/Right: Lets you add or remove a selected function from the Scripting toolbar. Up/Down: Lets you reorder the functions in the Scripting toolbar.
Execute	Runs the selected function.
Customize Icon	Lets you select an icon to represent the selected function that will be added to

	the Scripting toolbar.
Customize Tooltip	Lets you add a tooltip to the button to identify and describe the function .

Select Font Dialog Box

In the Pitch Mode workspace or view, the Show/Hide Captions dialog box lets you format text in caption fields.

By default, the selected caption field has a black background and a gray font. You can change the colours and the font.

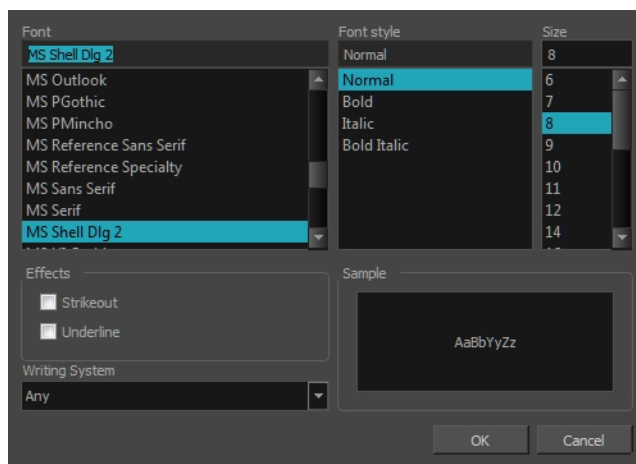
WOLF
"Then I'll huff, and I'll puff, and I'll blow your house in."

For tasks related to this dialog box, see [Customizing Captions on page 1](#).

How to access the Select Font dialog box

1. Select one of the following:
 - ▶ Pitch Mode Workspace: Select **Windows > Workspace > Workspace > Pitch Mode**.
 - ▶ Pitch Mode View: **Select Windows > Pitch Mode View**.

The Select Font dialog box opens.



Parameter	Description
Font	Lets you select a font for text.
Font Style	Lets you set the style of selected text.
Size	Lets you change the size of the select font.
Effects	Lets you strike out and underline selected text.
Sample	Shows a preview of the selected font and the parameters you set.
Writing System	Changes the selected text to a different writing system.

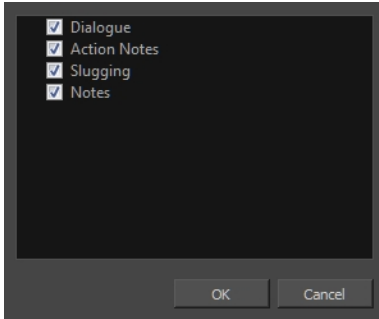
Show/Hide Captions Dialog Box

The Show/Hide Captions dialog box lets you determine which captions to display and hide—see [Hiding Captions on page 1](#).

How to access the Show/Hide Captions dialog box

1. Select **Caption > Show/Hide Captions**.

The Show/Hide Captions dialog box opens.




Parameter	Description
Dialogue, Action Notes, Slugging and Notes	Lets you display selected captions. Deselected captions are hidden.

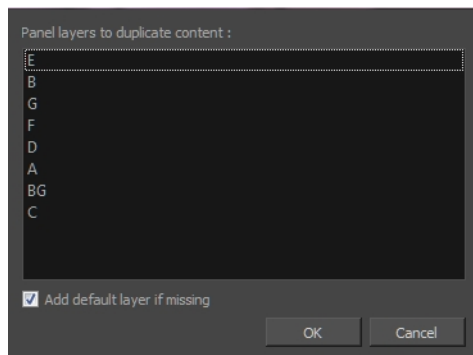
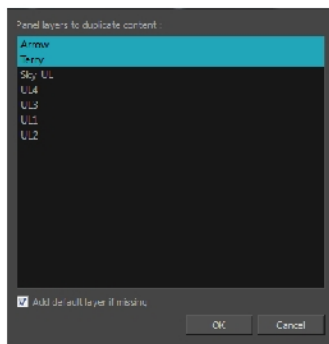
Smart Add Panel Dialog Box

The Smart Add Panel dialog box lets you create a new, duplicated panel that contains specific elements that you select—see [How to use Smart Add Panel on page 1](#).

How to access the Smart Add Panel dialog box

1. In the Thumbnails view, select the panel that contains the elements you want duplicate into the new panel.
2. Do one of the following:
 - Select **Storyboard > Smart Add Panel**.
 - In the Storyboard toolbar, click the Smart Add Panel  button.

The Smart Add Panel dialog box opens.



Parameter	Description
Panel layers to duplicate	Lets you select the layers that contain elements you want to copy into the new panel.
Add default layer if missing	Creates the default layers in the new panel if they are not part of the Smart Add Panel selection list.

Sound Settings Dialog Box

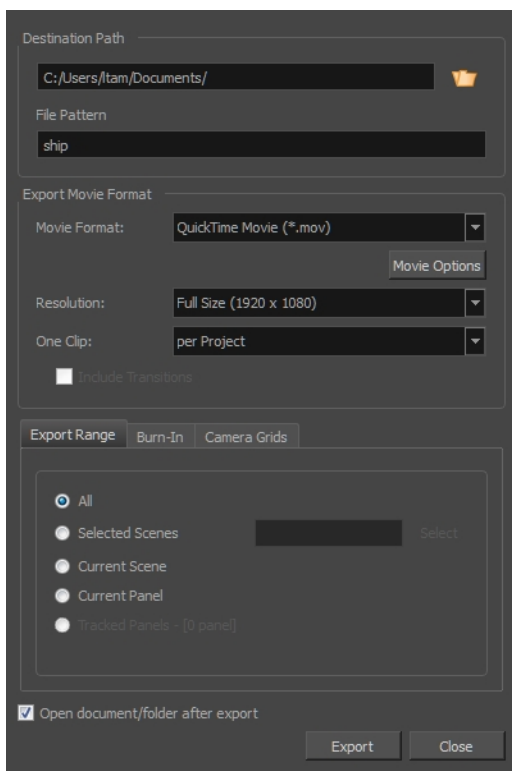
The Sound Settings dialog box lets you set the sound parameters when exporting a QuickTime movie. Some of the QuickTime movie settings will be overridden by the Storyboard Pro project or export settings.

The Sound Settings dialog box is accessed through the Export to movie dialog box, then the Movie Settings dialog box.

How to access the Sound Settings dialog box

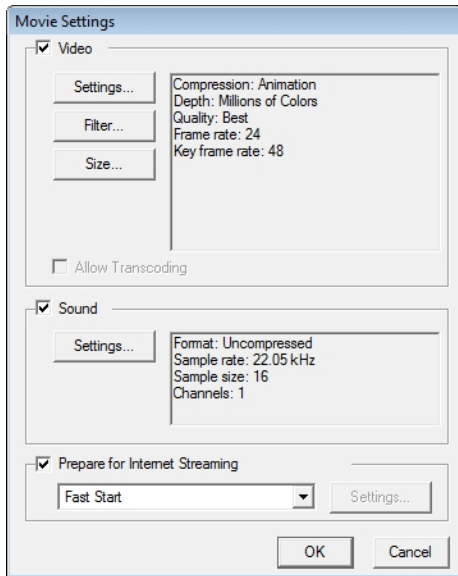
1. Select **File > Export > Movie**.

The Export to Movie dialog box opens.

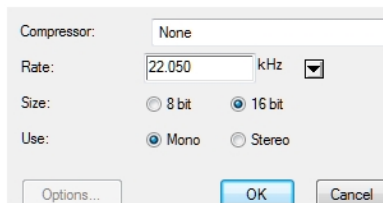


2. Click **Movie Options**.

The Movie Settings dialog box opens.



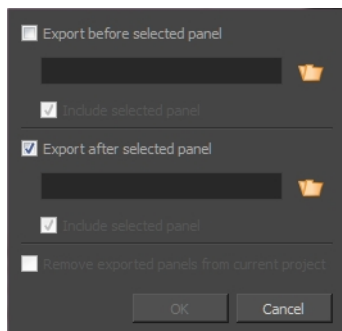
1. In the Sound section, click **Settings**.
The Sound Settings dialog box opens.



Parameter	Description
Compressor	The default setting compression is None. This preserves your original sound file without loss of information. However, an uncompressed sound file will inevitably add “weight” to the overall size of the video export.
Rate	For the rate, it is best to check and match the original properties of your sound file. For example, if your file has an audio sample rate of 48 kHz and you choose a conversion rate of 22.05 kHz, the sound will play at the same speed, but with higher frequencies missing. For a standard film sound quality, choose 44.1 kHz, or 48 kHz for DVD quality. Anything less will make the sound “dull” or less bright. For things like recorded voice, it does not matter so much, but for music, it can make an audible difference. If file size is a consideration, such as with videos for the Internet, then a lower rate may be more practical.
Size and Use	The Size and Use parameters are related. If your original sound file was recorded in one channel (mono), there is no reason to choose the two channel (stereo) option. Although mono can support a 16-bit channel, the extra information is unnecessary. Mono is generally paired with 8-bit and Stereo with 16-bit.

Split Storyboard Dialog Box

The Split Storyboard dialog box lets you divide a storyboard into two parts. Each part can be saved as a different file. You can choose to save either the first half of the project, the last half of the project, or both. You can also choose to preserve the original project intact, or to remove the panels from the original project. The selected panel determines the point of division.



For tasks related to this dialog box, see [Splitting a Storyboard on page 1](#).

How to access the Split Storyboard dialog box

1. In the Timeline, drag the red playhead to the panel where you want the split to take place.
2. Select **File > Project Management > Split**.


Parameter	Description
Export before selected panel	Exports all panels before the selected panel into a new file.
Export after selected panel	Exports all panels after the selected panel into a new file.
Include selected panel	Includes the selected panel in the export.
Remove exported panels from current project	Removes the panels you selected to export from the current project. If you do not select this option, you will be left with an intact copy of your storyboard, along with one or both divisions as a new project file(s).

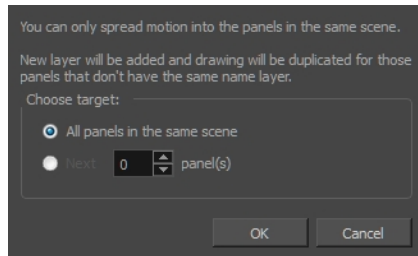
Spread Layer Motion Dialog Box

The Spread Layer Motion dialog box lets you spread the current layer motion across all panels in the same shot or a specified number of adjacent panels after the current panel in the same shot.

A new layer will be added and the drawing will be duplicated for those panels that do not have the same name in the defined range—see [Spreading the Layer Motion on page 1](#).

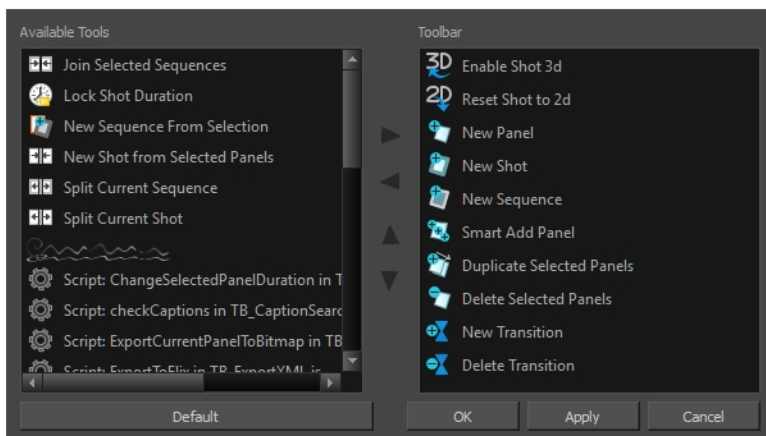
How to access the Spread Layer Motion dialog box

1. Select a layer
2. Do one of the following:
 - ▶ Select **Layer > Spread Layer Motion**.
 - ▶ In the Layer toolbar, click the Spread Layer Motion  button. You may have to add this button to the Layer toolbar by customizing it.The Spread Layer Motion dialog box opens.



Toolbar Manager Dialog Box

The Toolbar Manager dialog box lets you customize a selected workspace, create a new workspace, and organize and rename a workspace.



For tasks related to this dialog box, see [Creating a Workspace on page 1](#).

How to access the Toolbar Manager dialog box

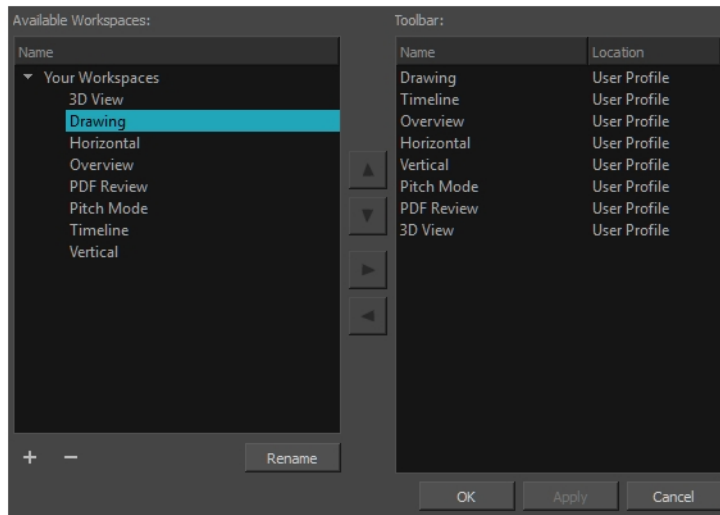
1. Right-click (Windows) or Ctrl+click (Mac OS X) on any button in a toolbar and select **Customize**.

The Toolbar Manager dialog box opens.

Parameter	Description
Available Tools	Displays a list of the available tools you can add to the toolbar.
Default	Resets the toolbar to the default tools available for this toolbar.
Arrows	Lets you organize the list by moving a selected item up or down the list, as well as add and remove items from a toolbar.
Toolbar	Displays the tools available in the selected toolbar.


Workspace Manager Dialog Box

The Workspace Manager dialog box lets you customize a selected workspace, create a new workspace, and organize and rename a workspace.



For tasks related to this dialog box, see [Creating a Workspace on page 1](#).

How to access the Workspace Manager dialog box


1. Do one of the following:
 - Select **Windows > Workspace > Workspace Manager**.
 - Select **Windows > Toolbars > Workspace** and in the Workspace toolbar, click the Workspace Manager  button.

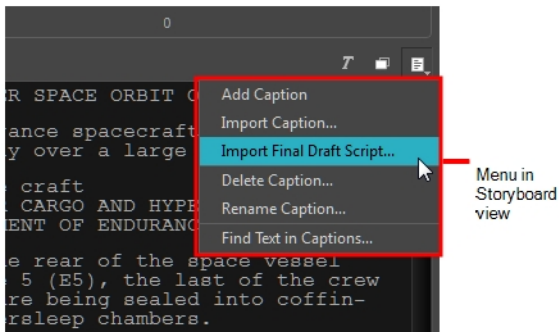
Parameter	Description
Available Workspaces	Displays a list of the available workspaces.
Duplicate Selected Workspace	Copies the selected workspace.
Delete Workspace	Deletes the selected workspace.
Arrows	Lets you organize the list by moving a selected item up or down the list, as well as add and remove items from a selected workspace.
Rename	Lets you rename the selected workspace.
Toolbar	Displays the toolbars available in the selected workspace.

Chapter 2: About Menus

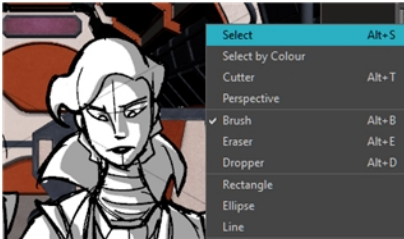
In Storyboard Pro, you can access the commands from the following three types of menus:

Top Menu: Located at the top of the Storyboard Pro interface, the top menu contains most of the commands. Depending on the view you are working in and the selected element, some commands are available and others not.

View Menus: Some views have their own menu containing commands specifically related to that view. To access a view menu, click the View Menu  button in the top-right corner of a view.



Contextual Menus: Each view has a contextual menu containing commands for recurring actions. To access a contextual menu, right-click (Windows) or Ctrl+click (Mac OS X) anywhere in a view.



Camera Menu

The Camera menu lets you enhance your animatics by adding camera movements to the scenes. An example of a camera movement would be if you wanted the camera to go from a wide shot and then zoom in to a close up.

How to access the Camera menu

- At the top of the interface, select **Camera**.

Command	Description
Copy Camera from Selected Panels	Copies a selected camera keyframe from a selected panel.
Paste and Fit Camera on Selected Panels	Pastes a copied camera keyframe in a selected panel.
Align Camera Keyframe with Stage View Position	Fits the camera frame to the current space available in the Stage view while retaining its original ratio. This is very useful in 3D scenes.
Align Camera Keyframe at Beginning of Panel	Opens the Vectorize Options dialog box when importing bitmap images.
Align Camera Keyframe at Current Frame	Opens the Vectorize Options dialog box when importing bitmap images.
Align Camera Keyframe at the End of Panel	Opens the Vectorize Options dialog box when importing bitmap images.
Remove Camera Keyframes at Current Frame	Deletes the camera keyframe at the current location of the red playhead.
Remove Selected Camera Keyframes	Deletes the selected camera keyframes.
Reset Selected Camera Keyframes	
Reset Camera	Removes all the keyframes in your scene and reverts them back to the original Static Camera.
Keyframes Sync Mode	
None	Makes your keyframes remain exactly where they are when you change the panel duration. You will lose keyframes that are not within the range of the scene.
Relative to Camera	Opens the Vectorize Options dialog box when importing bitmap images.
Relative to Shot	Opens the Vectorize Options dialog box when importing bitmap images.

Caption Menu

The Caption menu lets you add captions to panels and the Storyboard view, and delete, rename, format and search captions.

How to access the Caption menu

- At the top of the interface, select **Caption**.

Command	Description
Add Caption to Storyboard	Lets you add captions to the Storyboard view. In the Storyboard view, by default, there is only one caption field which is called <i>Script</i> .
Add Caption to Panels	Lets you add a new caption for your panels. In each panel, there are two caption fields: Dialogue and Action Notes.
Add Sketch to Current Panel	Lets you add drawn indications to a panel's caption just like in a traditional storyboard. First, you must add a Sketch caption to your panel—see Adding a Sketch Caption to a Panel on page 1 . NOTE: You cannot add a sketch caption to the Storyboard view.
Delete Caption	
Panel: "Dialogue"	Removes a caption you no longer need. You can remove captions from the panels or storyboard. NOTE: If remove a caption that has text or a sketch, they will both be removed permanently.
Panel: "Action Notes"	
Storyboard: "Script"	
Rename Caption	
Panel: "Dialogue"	Lets you rename a caption. you no longer need. You can rename captions in the panels or storyboard.
Panel: "Action Notes"	
Storyboard: "Script"	
Format Captions	Once you have imported, dragged and dropped, or typed some text into your storyboard captions, you can use the Format Captions window to enhance it.
Find Text in Captions	Lets you search captions to find a specific part of your text. This is useful when you have a large number of captions and text in your project.
Save Captions Layout as Default	Lets you save your current caption combination and layout. You can save it as the default caption layout for any future Storyboard Pro projects. The next project you create will automatically have this layout by default.
Show/Hide Captions	Shows or hides captions to streamline your project visually.

Edit Menu

The Edit menu lets you repeat and undo actions, cut/copy/paste selected objects, select and manipulate objects, and access the Preferences dialog box.

How to access the Edit menu

- From the top menu, select **Edit**.

Command	Description
Undo	Removes the last change made to your project. Storyboard Pro supports multiple undo, so you can undo changes you made in the order you made them.
Redo	Redoes an operation you have undone. This command is active only after you use the Undo command.
Cut	Removes selected objects. You can then paste the object or its properties to another object.
Copy	Copies selected objects and properties.
Paste	Places an object you cut or copied into the location you select in a view.
Delete	Removes selected objects.
Select All	Selects all drawing objects in the current drawing window in the Drawing, Timeline and Camera views. This helps you manage multiple objects as one when moving them.
Select All Panels in Act	Lets you select all panels in an act.
Select All Panels in Scene	Lets you select all panels in a scene.
Select All Drawings in Scene	Lets you select all drawings in a scene.
Deselect All	Deselects all selected objects in the Drawing and Camera views.
Group Drawing Selection	Groups selected drawing objects in the Camera or Drawing view.
Ungroup	Ungroups a selected group in the Camera view.
Preferences	Opens the Preferences dialog box where you can set your preferences for Storyboard Pro.

File Menu

The File menu lets you open, close, save, optimize, import and export files.

How to access the File menu

- From the top menu, select **File**.

Command	Description
New	Creates a new project while closing any scene already open. The New Project dialog box opens, asking for directory, name, and resolution information.
New from Final Draft Script	Uses your Final Draft script to create a new Storyboard Pro project. This saves you time as it handles the creation of scenes and panels, as well as inserting all the text in the proper captions automatically.
New from Harmony Scenes	<p>You can create a project from Harmony scenes. Before you do this, in Harmony, you must mark the frames you want to use as panels in your project. Frames must be marked in an annotation column called "EM". For each marked frame, a panel is created in Storyboard Pro. If you don't mark your frames, the first frame of each Harmony scene will be used.</p> <p>You must group all your different Harmony scenes in one folder. Storyboard Pro will create one scene per Harmony scene. If your Harmony scene contains several EM markers in the annotation column, Storyboard Pro will create multiple panels within the scene.</p>
Open	Displays the Open Project dialog box where you can browse for a project file. You can open a new project from the current one and the previous project will close.
Open Recent	Displays a list of the most recently opened projects.
Clear	Clears the list of recently opened projects.
Close	Closes the currently opened project, but does not close the Storyboard Pro application.
Save	Saves all changes made to the opened project, drawings, palettes, and palette lists. If you are working on an unpacked project, your changes are saved to the local cache.
Save As	<p>Saves the current file with a different name and at a different location.</p> <p>Saves the current state of a project as another project. The Save As window prompts you for a new name and a different location for this project before saving it. This will create a complete project directory for the new project.</p> <hr/> <p>NOTE: The project name cannot exceed 23 characters. To use longer names, select the Disable project name length limitation option in the Preferences dialog box.</p>

	You can also save a project as a single file by saving it as an .sbpz file— Saving Projects as a Single File on page 1 .
Save and Pack	Saves an unpacked project and reziips it to the original zipped project file—see Saving Projects as a Single File on page 1 .
Project Management	
Split	Divides a storyboard into two parts. Each part can be saved as a different file. You can save the first half of the project, the last half of the project, or both. You can also preserve the original project intact or remove the panels from the original project. The selected panel determines the point of division.
Extract	Divides a storyboard into several parts. Each export will be saved as a different file. You can save an intact copy of the entire storyboard or you can divide the project into separate files.
Merge	After dividing a storyboard project by splitting or extracting it, you can reassemble all the files into a single project file. Using the Merge command, you can bring several projects into one final Storyboard Pro project.
Insert	After splitting a storyboard project, you can reintegrate the scenes from a separate project file.
Merge and Replace	<p>Once the various parts of your project are complete and you are ready to bring it all back into the master project, you can easily merge and replace the changed scenes. To merge and replace scenes, you must keep a copy of your master project intact.</p> <p>What is the difference between merging and merging/replacing? When merging a project, two projects are combined into one; each project appears sequentially in the Thumbnails and Timeline views. A merge and replace integrates scene changes back into the master project; any scenes that were changed are replaced with the new one. As an option, you can keep a copy of the original files for verification purposes.</p> <hr/> <p>NOTE: When merging projects, the sounds in the master project will now move in order to sync with the panels. Because the sounds will follow panels based on their name, it is important to lock scene and panel names before distributing the different scene's extracts, in order to preserve them.</p>
Restore and Open Backup	Lets you locate a previously backed up version of a project and opens it.
Backup Storyboard	Creates a compressed version of your project. Backing up your work provides a safety net against corrupted files and allows you to have several versions of your project at different stages, in case you ever want to go back and work from an earlier point in the production.
Optimize Project	Opens the Optimize Project dialog box from which can remove unused elements, flatten all drawings and reduce the texture resolution in the project. This will reduce the file size of a project and increase the speed at which you can work on a project.

Create Optimized Drawings	<p>When using any of the playback options in Storyboard Pro, the software has to calculate the positioning of all the *.tvgs (Toon Boom vector graphics), the file format that is created from all your drawing strokes. This calculation tends to slow down the rate of playback. There is, however, a way to circumvent this problem.</p> <p>There is a second file format, the *.tvgo (Toon Boom vector graphic optimized) that has all the pixel position information precalculated. Using these drawings should significantly speed up playback—see Advanced Preferences on page 1.</p>
Regenerate All Thumbnails	<p>Lets you get the most up-to-date thumbnails in the Thumbnails view. As you draw, a series of small images (thumbnails) is generated. These thumbnails are automatically refreshed based on the refresh duration you set in the Preferences dialog box (Advanced tab, Delay Before Updating Thumbnails parameter).</p> <p>You can update thumbnails immediately. This removes all cached thumbnails in the Thumbnails and Timeline views, and forces new thumbnails to be regenerated.</p>
Import	
Images as Scenes	<p>Let you import one or several images and automatically create a new scene for each. This is useful if you have a series of bitmap images that you need to include, such as backgrounds or scanned storyboards.</p> <p>The supported image formats include: .bmp, .jpg, .omf, .opt, .pal, .png, .psd, .scan, .sgi, .tga, .tif, .tvg, and .yuv.</p>
Images as Layers	<p>As you build a scene, you may want to use bitmap images for backgrounds and overlays. You may also want to import an image as a reference for a vector drawing you want to create.</p> <p>With Storyboard Pro, you can import a variety of bitmap formats (.jpe, .jpeg, .jpg, .opt, .pal, .png, .psd, .omf, .scan, .sgi, .tga, .tvg, .yuv) which you can combine with vector-animated content to create rich and unique graphic styles.</p> <p>You can import a single image (or multiple images located in the same folder) into a new layer.</p> <div style="border: 1px solid red; padding: 5px; margin-top: 10px;"> <p>IMPORTANT: Storyboard Pro does not support import of 8-bit CMYK or 16-bit RGB or CMYK format .psd files. You can currently import only 8-bit RGBA format .psd files.</p> </div>
Sound Files	<p>Lets you import sound clips (.aif, .aiff, mp3, and .wav) into an audio track at the first frame or at the current frame. If the sound clip does not already exist in your project, Storyboard Pro copies the file from its present location to the audio folder in your storyboard project folder. You must work in the Timeline view.</p>
Record Sound	<p>Lets you record sound directly from Storyboard Pro and insert it in the Timeline view.</p>

Export	
Bitmap	Lets you export a storyboard project to bitmap files in PSD with independent layers, TGA, or JPG format. Your exported data includes a separate bitmap file for each panel in the storyboard. In the case of a .psd file, transform and transition animations are not exported. However, camera moves are rendered into an independent layer. In the case of a .psd file, transform and transition animations are not exported. However, camera moves are rendered into an independent layer.
Layout	
Current Image	Lets you export the current visible frame to a .jpeg, .psd, or .tga image. Note that a .psd file will keep each layer separated and named as in the panel. NOTE: No caption or camera frame will be exported in the image file.
CSV	Lets you the data in a storyboard project in comma separated value (.csv) file format. You can view this data in any application that supports comma separated value files, such as Microsoft Excel. If you do not have Microsoft Excel installed, you can save the .csv file to your computer and open the file in another application.
EDL/AAF/XML	Once a storyboard is complete, you can send it to a Non-linear Editing (NLE) system to complete the animatic in a real editing suite with a direct return on TV or use it as a pre-editing map to replace the storyboard scenes with the final materials (shot in live action or rendered from a 2D or 3D software). You can export your storyboard project, and preserve the timing, motions and sounds edited with Storyboard Pro, directly to Apple Final Cut Pro using EDL or XML formats or to Adobe Premiere, Avid Xpress, or Sony Vegas using AAF format.
Movie	Lets you export your storyboard and animatic as a movie file to share and play back easily for an efficient timing reference. You can export your movie file in three different formats: QuickTime, SWF Movie (Flash), and as image sequences.
PDF	Lets you export your storyboard project as a .pdf file which you can later print or share electronically. This is where you will find the way to set up your visuals to represent a classic storyboard on paper. An extensive number of options, settings and customizing is possible while exporting to PDF.
Soundtrack	Exports a sound file as a merged soundtrack or series of individual files. The exported soundtracks are generated as *.wav files—see Exporting a Sound File on page 1.
To Toon Boom	Lets you export your animatic as Harmony, Animate 2 and Animate Pro 2 scene files. You can export the entire storyboard project or a selection of scenes. Once the export is ready, you can open it in the destination software. When you first save this new scene, the exported

	<p>file will be converted in the proper format depending on the software you used.</p> <p>The following elements of your storyboard will be exported to the Toon Boom project:</p> <ul style="list-style-type: none"> • Layers • Layer motion • Camera moves <p>Before exporting to Toon Boom, you can use the Layers view to deselect specific layers. In the Layers view, deselect the Toon Boom option from the Export To section. Note that this layer will still be exported to Toon Boom, but it will be disabled. You can enter the symbol and re-enable it at anytime.</p> <hr/> <p>NOTE: Transitions and holds in the layer motions are not supported.</p>
FBX	<p>Lets you export your storyboard project in FBX format, which allows you to store any motion data (from element motion or Camera angles/zooms), as well as the 2D and 3D elements in your scene. Once exported to FBX, you can open the storyboard elements in a third-party 3D application and continue to work on them.</p> <p>These elements should only be exported to FBX when you are finished with them in Storyboard Pro. Normally, you would not bring the elements back into Storyboard Pro.</p>
Conformation	
Export Project	<p>Lets you export your storyboard project to Final Cut Pro 6 (an Apple third party editing software), edit it and then import the changes back into your Storyboard Pro project using the conformation feature. The conformation export will produce an XML file containing your entire animatic project structure, as well as images of your panels. You can then import it into Final Cut Pro to recreate the animatic.</p>
Export Selected Panels	Lets you export selected panels only.
Export Tracked Panels	Lets you track changes in your panels and export tracked panels only.
Import Animatic Project	<p>Once you have imported your project's conformation XML into Final Cut Pro 6 and completed editing, you will need to export it once again as an XML file to bring it back into your Storyboard Pro project.</p> <hr/> <p>NOTE: Refer to your third party software's documentation to learn how to export the animatic project in an XML file format.</p> <hr/> <p>IMPORTANT: You can only reimport a modified conformation XML file into the original project from which it was first exported.</p>

Update Captions from CSV	Lets you update the captions in your project. If you generate a .csv sheet (comma separated values) from your project, you can update the file, then import it into Storyboard Pro. Doing so will update all caption fields automatically. You must first generate the CSV from your current project.
Quit	Closes the application.

Help Menu

The Help menu lets you display the Storyboard Pro documentation, Welcome screen and end user license agreement, as well as access the Toon Boom website, and identify the product name and version number.

How to access the Help menu

- At the top of the interface, select **Help**.

Command	Description
Online Help	Opens the Storyboard Pro Help system, complete with instructions on how to use the system. This requires an internet connection.
Getting Started	Opens the Storyboard Pro Getting Started Guide (in PDF format) in a browser window. Requires Acrobat Reader.
Storyboard Pro on the Web	Opens the Toon Boom website, which features a Support and Community > Forum section.
Customer Experience Improvement Program	<p>The Customer Experience Improvement Program allows Toon Boom to collect usage information. The data does not contain any personally identifiable information and cannot be used to identify you. The data will consist of a basic hardware description, a project summary and usage information. The information is used only for software improvement purposes, as well as for sharing with third parties for the same reason.</p> <p>This program is enabled by default but is voluntary. If you prefer not to participate, you can opt out when you first launch the software, by using a global preference, or by a command line argument.</p>
Show End User License Agreement	Displays the End User License Agreement.
Check for Updates	Checks for updates to Storyboard Pro.
Debug Mode	Enables the Debug mode for gathering and displaying precise information about each rendering frame, such as the nodes encountered and action taken. You can view this information in the Message Log view.
About	Identifies the product name and version number.

Layer Menu

The Layer menu lets you manipulate layers, create new layers, change the resolution, and reset the transformation and pivot.

How to access the Layer menu

- At the top of the interface, select **Layer**.

Command	Description
New	
Vector Layer	Adds a vector or bitmap layer to a selected panel. You can add an unlimited number of layers to a panel.
Bitmap Layer	
Group Layer	Opens the Vectorize Options dialog box when importing bitmap images.
Copy Layers	<p>Lets you copy drawing and reuse them in other panels in your storyboard. You can also modify drawing objects and transformations after they have been copied to a new layer, rather than redrawing objects that are similar.</p> <p>When you copy a layer, its original name is retained in the new panel. If a layer with the same name already exists, then you will be prompted to give it a new name or overwrite the existing layer.</p>
Paste Layers	Once you have copied a layer, you can place an instance of it on a selected panel. Copied layers are placed on the clipboard which allows you to paste as many instances of it as needed.
Duplicate Layers	<p>Lets you perform a quick copy and paste in one operation. Unlike copying a layer, you cannot paste multiple copies of a layer on other panels.</p> <p>Duplicating layers is only available within one panel. Duplicated layers retain their names and are appended with a number.</p>
Rename Layers	Lets you rename a layer.
Delete Layers	Lets you delete a layer.
Change Layer Opacity	<p>Lets you adjust the opacity of a layer.</p> <hr/> <p>NOTE: Layer transparency is not supported on Export to Toon Boom and/or FBX.</p> <hr/>
Change Bitmap Layer Resolution	Lets you change the resolution of bitmap layers to better suit the needs of your project.
Merge Selected Layers	<p>Lets you combine layers quickly and simply. If all the layers are vector layers, the new layer is vector. If all the selected layers are bitmap, the resulting layer is bitmap.</p> <p>If there is a mix of vector and bitmap, the resulting layer is bitmap. The newly merged layer is editable.</p>

Merge Layers	Lets you combine layers using the Merge Layers dialog box, which gives you more control when merging layers. You can name the new layer, specify whether it is a vector or bitmap layer, select source layers, and more.
Group Selected Layers	Lets you group or ungroup selected layers.
Ungroup Selected Layers	
Convert to Vector Layer	Lets you switch from one type of layer to another. For example, if you started with a vector layer, you can switch it to a bitmap or drawing layer.
Convert to Bitmap Layer	<p>NOTE: When you convert from vector to bitmap, the vector data is lost, so if you convert back to vector, what you get is a vector region with a bitmap inside of it</p>
Convert to Drawing	
Share Drawing	
Unlink from Shared Drawing	Opens the Vectorize Options dialog box when importing bitmap images.
Blur Bitmap Layer	If the layer you want to blur is on a vector layer, you must first convert it to a bitmap layer—see .
Arrange	
Bring Layer to Front	Moves the selected layer in front of all other layers in the current panel.
Bring Layer Forward	Moves the selected layer up one level in the current panel.
Send Layer Backward	Move the selected layer down one level in the current panel.
Send Layer Back	Moves the selected behind all other layers in the current panel.
Select Next Layer	Lets you select the next layer.
Select Previous Layer	Lets you select the previous layer.
Lock/Unlock Layers	Lets you lock the currently selected layer to protect any objects on it from being changed. Once locked, you can unlock the layer to make changes to any objects on it.
Show/Hide Layers	Lets you show or hide layers which is useful when working with many layers.
Toggle Background Layers	Lets you set certain layers as background elements, so they will not interfere with onion skinning. Sometimes it is helpful not to have onion skinning applied to certain layers while working.
Align Layer to Camera	Opens the Vectorize Options dialog box when importing bitmap images.
Copy End Layer Position to Start	Uses the position of the last frame from the current layer and pastes it over the position of the first frame.

Copy Start Layer Position to Start	Uses the position of the first frame from the current layer and paste it over the last frame.
Spread Layer Motion	<p>You can spread the current layer motion across all panels in the same shot or a specified number of adjacent panels after the current panel in the same shot.</p> <p>A new layer will be added and the drawing will be duplicated for those panels that do not have the same name in the defined range.</p>
Reset Transform	Places the layer back to its default state.
Reset Selected 3D Sub-Objects	Opens the Vectorize Options dialog box when importing bitmap images.
Pivot	
Reset Pivot	Places the pivot back at its default position at the centre of the camera frame.
Center Pivot on Selection	Places the pivot at the centre of a selection.
Set Layer Layout as Default	Once you set up a layer layout in a panel, you can select that panel and save this layout as the default layout to use whenever a new panel is added.

Play Menu

The Play menu lets you preview your project as an animatic in Storyboard Pro at any time during its development process. Using the Playback toolbar, you can preview the visual content, including transformations and transitions, and have it synchronized with sounds.

How to access the Play menu

- At the top of the interface, select **Play**.

Command	Description
Play	Plays and stops the animatic.
Play Selection	Plays the selected panel in the Timeline or Thumbnails view.
Loop	Repeatedly plays back your animatic indefinitely.
Audio Playback	
Camera Preview	Lets you preview camera moves and transitions. When you drag the red playhead while Camera Preview is enabled, it will adjust the Stage view to match the point of view of the camera.
First Panel	Moves the red playhead to the first panel.
Previous Scene	Moves the red playhead to the previous scene.
Previous Panel	Moves the red playhead to the previous panel.
First Frame	Moves the red playhead to the first frame.
Previous Frame	Moves the red playhead to the previous frame.
Next Frame	Moves the red playhead to the next frame.
Last Frame	Moves the red playhead to the last frame.
Next Panel	Moves the red playhead to the next panel.
Next Scene	Moves the red playhead to the next scene.
Last Panel	Moves the red playhead to the last panel.
Go to Frame	Opens the Go to Frame dialog box where you can enter the frame number on which the red playhead to be positioned in the Timeline view.

Point of View Menu

The Point of View menu lets you determine the level at which the current position of the Stage view (zoom, pan and rotation) is remembered when you flip through the panels. The current Point of View mode will also affect the different Reset View commands' behaviour as they will reset according to the Point of View mode.

How to access the Point of View menu

- ▶ In the status bar of the Stage view, click the Point of View menu and make a selection.



- ▶ Select **View > Point of View Mode**.

Parameter	Description
Project	Keeps the zoom, pan and rotation values of the Stage view for the panels of the project.
Scene	Keeps the zoom, pan and rotation values of the Stage view for the panels that are part of the current scene.
Panel	Allows every panel of the project to have its own zoom, pan and rotation value.

Sound Menu

The Sound menu lets you add sound to your storyboard.

How to access the Sound menu

- At the top of the interface, select **Sound**.

Command	Description
New Audio Track	Adds a new audio track to the Timeline view.
Delete Current Audio Track	Deletes the current audio track. When you do so, all the sounds in the audio track are also deleted.
Split Clip at Current Frame	Separates a selected sound clip at the current frame.
Show Waveform	Displays waveforms on audio tracks.
Show Volume Envelope	When audio waveforms are displayed, this option displays the playback sound level for each sound clip.
Show Sound Clip Name	Shows or hides the clip name. By default, names are displayed on audio blocks.
Sound Scrubbing	Lets you play sound forwards or backwards as you scrub through the Timeline view.
Overwrite Sound Clips	Select the Overwrite Existing Sound Clips option so that the resulting audio clip will be position in its entire length, overwriting any existing clip positioned in its way.
Change Frame When Clicking on Audio Tracks	Opens the Vectorize Options dialog box when importing bitmap images.
Lock All Audio Tracks	Locks all audio tracks. If an audio track is already locked, the Lock All Audio Tracks command changes to Unlock All Audio Tracks.

Storyboard Menu

The Storyboard menu lets you work with panels, scenes, sequences and transitions. You can also record annotations, track changes, and view and edit the project properties.

How to access the Storyboard menu

- At the top of the interface, select **Storyboard**.

Command	Description
New	
New Panel	Creates a new panel after the current panel.
New Panel Before	Creates a new panel before the current panel.
New Scene	Creates a new scene after the current scene.
New Scene Before	Creates a new scene before the current scene.
New Scene from Selected Panels	Creates a new scene from the selected panels.
New Sequence	Creates a new sequence from the selected scenes.
New Sequence from Selection	<p>Creates a new sequence from one or more selected scenes in the Thumbnails or Timeline view.</p> <p>Your selection becomes a new sequence. If this is the first sequence added to your project, all scenes before or next to it will be combined as sequences as well, and the sequence markers will be displayed in the Thumbnails or Timeline views. If your selection was part of an existing sequence, it will be split accordingly.</p> <p>NOTE: A single scene cannot be split into two or more different sequences, unless you split the scene first.</p>
Start New Act	Starts a new act in a sequence. Once you have enabled acts in your storyboard project, it indicates that your storyboard is composed of a single long act. You must break it in several smaller acts. Before splitting a project into acts, you must to define the starting panel for each act in your story.
Smart Add Panel	Creates a new panel that contains elements from another panel.
Duplicate Selected Panels	Lets you duplicate selected panels when you need to create an exact copy of an existing one.
Delete Panel	Deletes a selected panel. Note that it is impossible to have an empty project as there is a minimum of one panel.
Rename Panel	Lets you rename one or more panels simultaenously. By default, the rename panels option is locked. You must unlock this option in the Preferences dialog box before you can rename panels. See Renaming Panels on page 1 .
Rename Scene	
Rename Sequence	Lets you rename a sequence. Once you start adding sequences to

	your project, the Sequence field will become visible in the Panel view, allowing you to view the selected sequence's name and edit it if needed.
Lock Scene and Panel Names	Locks scene and panel names.
Unlock Scene and Panel Names	Unlocks scene and panel names.
Lock Scene Duration	Locks the duration of all scenes in your project. This ensures that the current length of every scene is preserved when adding, duplicating, or deleting panels.
Split Panel at Current Frame	Splits the current panel in two, resulting in two identical panels generated from the original. All elements, including layers, will be in both panels. Each panel's length is determined by the position of the red playhead when you perform the operation.
Move Panel In to Current Frame	Lets you adjust the duration and position of a panel by moving its in and out points to a specific frame determined by the position of the red playhead.
Move Panel Out to Current Frame	NOTE: Note that the frame you specify must be contained within the current position of the panel you want to change the in or out point of.
Split Current Scene	Lets you split the current scene in two or break it into three parts. When you split a scene, it is divided before the current panel by default. NOTE: You can change this in your preferences so that when you split a scene, it is broken into three parts and the selected panel is isolated.
Split Current Sequence	Separates a sequence in two.
Join Selected Sequence	Joins two selected sequences.
Join Selected Acts	Joins selected acts. Once an act has been split, it is possible to join acts at any time.
Track Changes	
Auto Tracking Mode	Lets you automatically detect any changes in your project, and adds a visual notification in the Thumbnails and Timeline views.
Track Change by Date	Lets you track changes by date. If a storyboard becomes very large, it may be easier to track changes made on a specific date. Opens the Search by Date dialog box which contains options to help you track changes even more efficiently.
Validate Changes	When you use the Auto Tracking Mode feature, you can use the Validate Changes option to follow up on these changes. Lets you follow up on changes made to your project when using Auto Tracking Mode.

Add Snapshot	Lets you add snapshot markers to specify which frames in a panel will be visible in a PDF file you export. By default, only the first frame of each panel is visible in the PDF file you export. Sometimes, you may need to display a specific frame or several frames from a panel.
Change Panel Duration	Lets you modify the duration of a selected panel.
Add Transition	Lets you add a transition between scenes. Once the transition is created, you can customize it.
Delete Transition	Removes a selected transition.
Delete Transition Duration	Lets you modify the duration of a selected transition.
Enable 3D for Current Scene	<p>Converts a selected scene to 3D which lets you move and rotate 2D and 3D layers in 3D space. Even if you do not have 3D objects in your scene, you can still move 2D objects along the Z-axis to create a multiplane effect. A 3D scene will also allow a camera to be moved in 3D space using the Camera tool.</p> <hr/> <p>NOTE: Converting a scene to 3D applies only to the selected scene, not the entire project.</p> <hr/>
Reset Scene to 2D	<p>Storyboard Pro lets you reset a scene to 2D. When you do so, the following happens:</p> <ul style="list-style-type: none"> • Imported 3D models are removed. • 3D camera moves are removed. • 2D layers that have been moved and rotated in 3D are set back to 2D, removing those transformations.
Record Voice Annotation	<p>Lets you record a voice annotation. You will need a microphone correctly connected to your computer and Storyboard Pro.</p> <p>After the voice annotation has been recorded, the Voice Annotations section indicates the total number of annotations, displaying the order of the current voice annotation in the sequence and the total number of voice annotations associated with the panel. As you record voice annotations, they accumulate in sequence without being overwritten. You can select and play back any of the annotations.</p>
Properties	Opens the Project Properties dialog box where you can change the property settings in your project.

Tools Menu

The Tools menu lets you access all the main tools you need to work in Storyboard Pro.

How to access the Tools menu

- ▶ At the top of the interface, select **Tools**.

Command	Description
Select	Lets you select elements from the Camera view.
Select by Colour	Lets you rapidly select all drawing parts painted or drawn with the colour you have selected in the Colour view.
Contour Editor	Lets you add, remove or modify points on a vector line and control them.
Cutter	Lets you cut a drawing area to move, copy, cut or delete it.
Perspective	Lets you deform a drawing selection and alter its perspective.
Brush	A pressure-sensitive tool for creating a contour shape with a thick and thin line effect, as if created with a paint brush.
Pencil	A pressure-sensitive tool for drawing the final images, such as character nodes, cut-out puppet and clean animation. Creates a central vector shape.
Eraser	A pressure-sensitive tool for precisely erasing parts of a drawing.
Rectangle	Lets you draw straight lines which you can then edit.
Ellipse	
Line	
Text	Lets you type text in your project using various fonts and text attributes.
Paint	Lets you paint both empty and filled zones.
Paint Unpainted	Lets you paint only empty zones. Lines and filled zones remain unchanged.
Unpaint	Lets you unpaint empty and filled zones.
Close Gap	Lets you close small gaps in a drawing by creating small, invisible strokes between the two closest points.
Edit Gradient/Texture	Lets you modify the position of a gradient or texture colour within a specific zone.
Dropper	Lets you pick a colour directly from a drawing.
Hand	Lets you pan the Camera view.
Zoom	Lets you zoom in and out of the Drawing or Camera view.
Rotate View	Lets you rotate the Drawing or Camera view just like with a real animation disc. Can also be used in Perspective view.
3D Navigation	Opens the Vectorize Options dialog box when importing bitmap images.

3D Flying Navigation	Opens the Vectorize Options dialog box when importing bitmap images.
Arrange	
Bring to Front	Moves the selected art to the front (on top).
Bring Forward	Moves the selected art one level forward (closer to the front).
Send Backward	Moves the selected art one level lower (behind).
Send to Back	Moves the selected art behind everything (bottom / back).
Transform	
Flip Horizontal	Flips the current selection horizontally.
Flip Vertical	Flips the current selection vertically.
Rotate 90 CW	Rotates the current selection 90 degrees clockwise.
Rotate 90 CCW	Rotates the current selection 90 degrees counter-clockwise.
Rotate 180	Rotates the current selection 180 degrees.
Convert	
Pencil Lines to Brush Strokes	Changes a centre line pencil stroke to a contour line brush stroke.
Brush Strokes to Pencil Lines	<p>Changes a centre line (pencil) stroke to a contour line (brush) stroke.</p> <p>When drawing on vector layers, you may want to change brush strokes to pencil lines to convert contour strokes into centre line pencil strokes.</p> <hr/> <p>NOTE: Any line thickness information is lost upon conversion from brush to pencil.</p>
Strokes to Pencil Lines	Opens the Vectorize Options dialog box when importing bitmap images.
Break Apart Text Layers	<p>Text contained in a text field is treated as a single drawing object. This option separates text so that each character becomes an individual drawing object that you can select and modify independently.</p> <hr/> <p>NOTE: After your text has been broken apart twice, into a regular drawing object, you can use all the drawing tools such as the Eraser tool, on the drawing. Be aware that if you want to use the Perspective tool on the text, you should create the text on a vector layer before breaking it apart twice; then you can use the Perspective tool on it.</p>
Layer Transform	Lets you reposition, scale, rotate and even skew layers in the Camera view.
Maintain Size	Scales drawing layers when they are moved on the Z-axis to preserve their size in the camera.
Create Layer on Surface	Creates a new layer on top of the hovered surface.
Camera	Lets you add camera movements to scenes and set keyframes to

	animate it over time.
Reframe	<p>Lets you set the position of the content of the panels for the entire scene so it fits the camera frame you defined.</p> <hr/> <p>NOTE: When setting the camera frame using the Reframe tool, it is not possible to reset it to its former position.</p> <hr/>
Flatten	Merges Merges drawing objects and brush strokes into a single layer. If you draw new lines to fix a drawing or line with many brush strokes, it can be useful to flatten them all into a single shape. By default, lines are drawn one on top of each other. If you intend to repaint the lines or modify their shape, it will be easier if they are flattened.

View Menu

The View menu lets you manipulate the view by zooming, panning, or rotating. You can also display the grid and change its size, use the onion skin feature to help with drawing, and set the preview resolution.

How to access the View menu

- At the top of the interface, select **View**.

Command	Description
Toggle Full Screen	<p>Enlarges the selected view to full screen which is done in three stages.</p> <p>First, the selected view enlarges to the maximum width or height, but keeps the tool properties.</p> <p>Second, the view enlarges to full screen.</p> <p>Third, the view returns to its original size.</p>
Zoom In	Zooms in the view.
Zoom Out	Zooms out the view.
Reset Zoom	Resets the view's zoom to its default position.
Rotate View CW	Rotates the Camera view 30 degrees clockwise, like an animation table.
Rotate View CCW	Rotates the Camera view 30 degrees counter-clockwise, like an animation table.
Reset Rotation	Resets the view's rotation to its default position.
Look at Selected	Makes the Stage view perpendicular to a selected drawing layer, allowing you to draw on it. This is useful when rotating 2D layers in 3D space and the Stage view is no longer perpendicular to a Drawing layer, making it impossible to draw on it.
Reset Pan	Resets the view's pan to its default position.

Reset View	Resets the view to its default position.
Reset Stage View To	
Default Drawing Area	Resets the Stage view to show the default drawing area, which is the space situated inside the default camera frame (before the camera is modified).
Current Panel Overview	Resets the Stage view to show the current panel in its entirety
Camera Overview	Resets the Stage view to show an overview of the Camera frames. If a Camera movement was created in the selected panel, it will show the entire space within the camera movement.
Start Camera Frame	Resets the Stage view to focus on the starting camera position of the camera movement on the current panel.
End Camera Frame	Resets the Stage view to focus on the ending camera position of the camera movement on the current panel.
Point of View Mode	Lets you determine at which level the current position of the Stage view (zoom, pan and rotation) is remembered when you are flipping through panels.
Project Level	One global point of view for the entire project.
Scene Level	One point of view per scene.
Panel Level	One point of view per panel.
Grid	
Show Grid	Displays the grid.
Grid Outline Only	Displays the outline of the grid only.
Underlay	Displays the grid under the drawing elements.
Overlay	Displays the grid over the drawing elements.
Square Grid	Displays a standard square grid.
12 Field Grid	Displays a 12-field size grid.
16 Field Grid	Displays a 16-field size grid.
World Grid	Displays a reference grid that remains the same size when you scale objects. This is useful when creating elements in your drawing and you need a reference point.
Extras	
Camera Mask	Shows or hides a black mask around the scene's frame to avoid seeing anything outside the Camera frame. This is handy when you are setting up the scene as it allows you to see the scene's composition better.
Show Safe Area	Shows or hides the TV safety zone and the centre of the camera frame. The safe area adapts to the scene resolution, as well as the safety zone and frame's centre.
Show 4:3 Safe Area	Shows or hides the TV safety zone and the centre of the camera frame for a regular 4:3 resolution. If you are working on a widescreen project, for example, you can easily plan in advance the conversion of your project to a TV format. This way, you can create your project to fit both

	resolutions.
Show 4:3 Area	Shows or hides the 4:3 resolution zone without the centre of the camera frame and TV safety zone.
Show Strokes	Displays the strokes in your drawings so that the invisible lines stand out.
Show Complete Camera Path	Displays all the related camera keyframes and paths in a scene. When this button is deactivated, the Stage view only displays keyframes that are contained in a panel.
Show Layer Path	Opens the Vectorize Options dialog box when importing bitmap images.
Onion Skin	
No Previous Drawing	Removes the previous drawing's onion skin and displays only the next drawing.
Previous Drawing	Displays the previous drawing.
Previous Two Drawings	Displays the previous two drawings.
Previous Three Drawings	Displays the previous three drawings.
No Next Drawing	Do not show the onion skin for all of the next drawings.
Next Drawing	Show the onion skin for the next drawing.
Next Two Drawings	Show the onion skin for the next two drawings.
Next Three Drawings	Show the onion skin for the next three drawings.
Light Table	Turns on the light table so you can see Turns on the light table so you can see the previous and subsequent active layers in washed-out colours. It is useful for seeing the other layers when designing, animating or cleaning up your animation.
Realistic Preview	Gives you a live preview of shapes in Draw Behind mode, which is for painting behind existing art. When using this mode, strokes appear instantly under your work while drawing with the Draw Behind mode.

Windows Menu

The Windows menu lets you customize your workspace to suit your working style, save it as a new workspace, and load it from the Workspace toolbar. You can also show or hide the different toolbars and views in Storyboard Pro.

How to access the Windows menu

- From the top menu, select **Windows**.

Command	Description
Workspace	
Workspace Manager	Opens the Workspace Manager where you can modify, create, delete, rename and reorder your workspaces.
Save Workspace	Saves the current workspace, including any changes you made to it.
Save Workspace As	Lets you save the current workspace with a new name.
Workspace	Lets you open workspaces designed specifically for working with 3D elements, drawing, overview, reviewing PDFs, pitch mode, timeline and horizontal and vertical views.
Toolbars	Lets you show or hide these toolbars: Camera, Edit, File, Layer, Navigation, Sound, Storyboard, Tools, Shows or hides the Side view.iew, Workspace, Coordinate, Onion Skin, Playback, Scripting and Tool Presets.
3D Schematic	Shows or hides the 3D Schematic view.
Function Editor	Shows or hides the Function Editor view.
Camera View	Shows or hides the Camera view.
Colour	Shows or hides the Colour view.
Layers	Shows or hides the Layer Properties view.
Library	Shows or hides the Library view.
Message Log	Shows or hides the Message Log view.
Panel	Shows or hides the Panel view.
Panel PDF Options	Shows or hides the Panel PDF Options view.
PDF Export	Shows or hides the PDF Export view.
Pitch Mode View	Shows or hides the Pitch Mode view.
Side View	Shows or hides the Side view.
Storyboard Pro View	Shows or hides the Storyboard Pro view.
Storyboard	Shows or hides the Storyboard view.
Thumbnails	Shows or hides the Thumbnails view.
Timeline	Shows or hides the Timeline view.
Tool Properties	Shows or hides the Tool Properties view.

Top	Shows or hides the Top view.
Script Editor	Shows or hides the Script Editor view.
Restore Default Workspace	Returns Returns modified workspaces to their original default layout if you do not like the current modifications or inadvertently closed some windows.

Chapter 3: About Toolbars

The Storyboard Pro interface contains toolbars which lets you access many useful tools.

You can add, move and close toolbars, as well as customize them.

For details on each toolbar, refer to the Reference Guide.

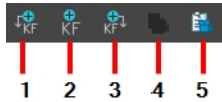
These toolbars are available in Storyboard Pro.

- Camera
- Coordinate
- Edit
- File
- Layer
- Navigation
- Onion Skin
- Playback
- Scripting
- Sound
- Storyboard
- View
- Workspace
- Tool Presets
- Tools

Camera Toolbar

The Camera toolbar lets you add keyframes to the beginning or end of a selected panel, and copy and paste keyframes.






This toolbar is part of the default Storyboard Pro workspace. However, you can hide the toolbar to streamline your workspace.



1. Add Keyframe at Beginning of Current Panel
2. Add Keyframe at Current Panel
3. Add Keyframe at End of Current Panel
4. Copy Camera from Selected Panels
5. Paste and Fit on Selected Panels

How to show or hide the Camera toolbar

- Select **Windows > Toolbars > Camera**.

Icon	Tool Name	Description
	Add Keyframe at Beginning of Panel	Adds a keyframe to the beginning of the currently selected panel.
	Add Keyframe at Current Panel	Adds a keyframe to the current frame which is determined by the position of the red playhead on the Timeline.
	Add Keyframe at End of Current Panel	Adds a keyframe at the end of the currently selected panel.
	Copy Camera from Selected Panels	Copies a selected camera keyframe from a selected panel.
	Paste and Fit on Selected Panels	Pastes a selected camera keyframe from a selected panel.

Coordinate Toolbar

The Coordinate toolbar displays parameters of keyframes or control points in the Camera or Timeline view. You can edit keyframes and control point parameters, such as the position, scale and rotation coordinates.



How to access the Coordinate toolbar

1. Select **Windows > Toolbars > Coordinate**.

Parameter	Description
Translation	The translation fields display the X, Y and Z translation values of the selected layer. You can enter precise values to set the first frame and last frame position of a layer. By default the Z value field is disabled. It will automatically become active when the 3D option is enabled.
Scale	The scale fields display the X, Y and Z scaling values of the selected layer. You can enter precise values to set the first frame and last frame size of a layer. By default the Z value field is disabled. It will automatically become active when the 3D option is enabled.
Rotation	The rotation fields display the X, Y and Z rotation values of the selected layer. You can enter precise values to set the first frame and last frame rotation of a layer. By default the Z value field is disabled. It will automatically become active when the 3D option is enabled.
Skew	The skew field displays skew value of the selected object. You can enter a precise value to set the skew of the object.

Edit Toolbar

The Edit toolbar lets you cut, copy, paste, and delete drawing objects.







This toolbar is part of the default Storyboard Pro workspace. However, you can hide the toolbar to streamline your workspace.

There are also Undo and Redo menus that list the most recent actions you can undo or redo. For example, if you cut a stroke, it will be listed in the Undo menu so you can restore it.



How to access the Edit toolbar

- Select **Windows > Toolbars > Edit**.

Icon	Tool Name	Description
	Cut	Removes selected objects. You can then paste the object or its properties to another object.
	Copy	Copies the selected objects and properties.
	Paste	Pastes the copied objects and properties.
	Delete	Deletes selected objects.
	Undo	Undoes an operation that you just did.
	Redo	Redoes an operation that you just did. This command becomes active only after you use the Undo command.

File Toolbar

The File toolbar lets you create new projects, open existing projects, save the current project as well as save the current project with a different name.

This toolbar is part of the default Storyboard Pro workspace. However, you can hide the toolbar to streamline your workspace.



How to access the File toolbar

- Select **Windows > Toolbars > File**.

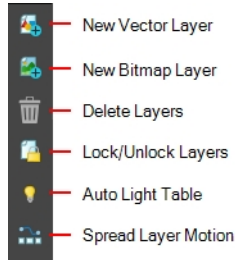
Icon	Tool Name	Description
	New	Lets you create a new project.
	Open	Lets you open an existing project. If a project is already open, you must save it first.
	Save	Saves the current project.
	Save As	Lets you save the currently open project under another name.

Layer Toolbar

The Layer toolbar lets you add and remove vector and bitmap layers. You can also lock and unlock layers, turn on the light table, as well as spread the motion of a layer across all panels or just some of them.

In the default workspace, this toolbar is located on the left-most side of the interface.







This toolbar is part of the default Storyboard Pro workspace. However, you can hide the toolbar to streamline your workspace.



You can display the Layer toolbar horizontally if you find it more efficient for your workflow. Be sure to restart Storyboard Pro in order to see the new position of the Layer toolbar.

How to show or hide the Layer toolbar

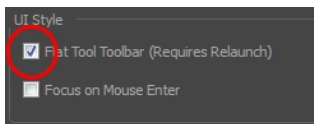
- Select **Windows > Toolbars > Layer**.

Icon	Tool Name	Description
	New Vector Layer	Adds a vector layer to the Layers list.
	New Bitmap Layer	Adds a bitmap layer to the Layers list.
	Delete Layers	Deletes the selected layers.
	Lock/Unlock Layers	Locks or unlocks selected layers.
	Auto Light Table	Turns on the light table.
	Spread Layer Motion	Within the same shot, you can spread the current layer motion across all panels or a specified number of panels after the current panel. A new layer will be added and the drawing will be duplicated for panels that do not have the same name in the defined range. See Spreading the Layer Motion on page 1.

How to display the Layer toolbar as a flat (horizontal) toolbar

1. Do one of the following:

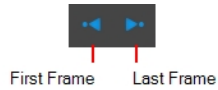
- Select **Edit > Preferences** (Windows) or **Storyboard Pro > Preferences** (Mac OS X).
 - Press **Ctrl+U** (Windows) or **⌘ + ,** (Mac OS X).
3. Select the **Global UI** tab.
 4. In the UI Style section, select the **Flat Tool Toolbar** option.



5. Click **OK** and restart Storyboard Pro.



Navigation Toolbar

The Navigation toolbar lets you quickly display the first and last frame of a panel. These buttons grey out when the playhead is at the start or end of a panel.



How to access the Navigation toolbar







- Select **Windows > Toolbars > Navigation**.

Icon	Tool Name	Description
	First Frame	Displays the first frame of the layer animation.
	Last Frame	Displays the last frame of the layer animation.

Adding Additional Buttons

There are additional buttons you can add to the Navigation toolbar for navigating between panels and scenes.

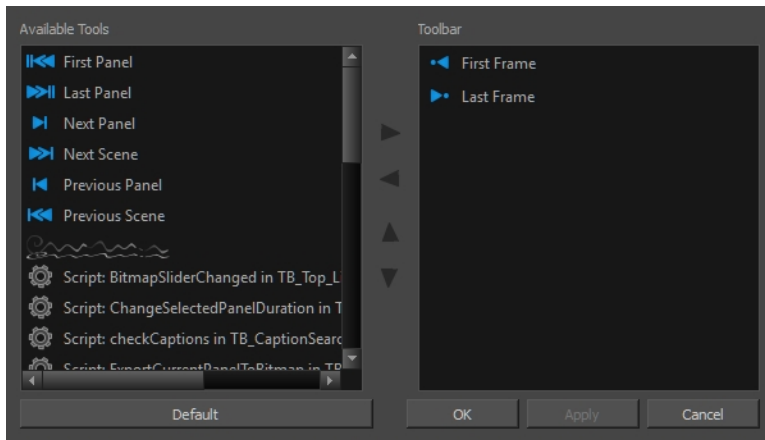
Here are the tools you can add:


Icon	Tool Name	Description
	First Panel	Displays the first panel of the storyboard.
	Previous Scene	Displays the previous scene.
	Previous Panel	Displays the previous panel.
	Next Panel	Displays the next panel. Keyboard shortcut: A.
	Next Scene	Displays the next scene. Keyboard shortcut: F.
	Last Panel	Displays the last panel of the storyboard.

How to add additional buttons to the Navigation toolbar

1. Right-click on an empty area of the Navigation toolbar and select **Customize**.

The Toolbar Manager dialog box opens. The tools available for this toolbar appear in the Available Tools column on the left.



1. Select a tool from the Available Tools column and click the Right Arrow  button.
2. Continue selecting tools and moving them to the Tools column.
3. Click **OK**.

The Navigation toolbar displays the tools you added.



Onion Skin Toolbar

The Onion Skin toolbar displays the next and previous drawings in the Stage view.



1. Onion Skin
2. Show Previous
3. Show Next
4. Flipbook
5. Play
6. Expand Onion Skin

For tasks related to this toolbar, see [Setting the Onion Skin on page 1](#) and [Flipping through Onion-skinned Drawings on page 1](#).

How to access the Onion Skin toolbar

- Select **Windows > Toolbars > Onion Skin**.

Icon	Tool Name	Description
	Onion Skin	Turns the onion skin on or off.
	No Previous Panels	Displays no previous panel.
	Previous Panel	Displays the previous panel in red.
	Previous Two Panels	Displays the previous two panels in red.
	Previous Three Panels	Displays the previous three panels in red.
	No Next Panels	Displays no next panel.
	Next Drawing	Displays the next panel in green.
	Next Two Panels	Displays the next two panels in green.
	Next Three Panels	Displays the next three panels in green.
	Flipbook	Lets you move quickly between onion-skinned drawings.
	Play	Starts and stops playback of the panels.
	Expand Onion Skin	Displays more than the default three previous and three next drawings. You can see some or all of the 15 previous or next drawings. Once you set the number of drawings you want to see, it is used as the default when expanding the onion skin. You can set the default number of available Onion Skin levels in

		the Preferences dialog box (Camera tab, Onion Skin and Light Table section).
--	--	--

Playback Toolbar

The Playback toolbar lets you play back your storyboard. When you create an animatic with transitions and sound, you can play it back in real time in the Stage view to check the timing. In the default workspace, this toolbar is located at the top of the interface.

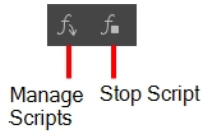


- | | |
|-----------------------------------|-----------|
| 1. First Frame | 5. Play |
| 2. Last Frame | 6. Loop |
| 3. Go to First Frame of Selection | 7. Sound |
| 4. Play Selection | 8. Camera |

Name	Icon	Description	Access
First Frame		Moves the playhead to the first frame of panel.	Select Play > First Frame or press Home .
Last Frame		Moves the playhead to the last frame of panel.	Select Play > Last Frame or press End .
Go to First Frame of Selection		Automatically places the playback marker at the beginning of the panel selection. This selection can be one or many panels. In the Timeline view, you can see the red marker positioning itself at the first frame of the first panel of the selection.	--
Play Selection		Plays back a selection of panels.	Select Play > Play Selection or press Shift+Enter .
Play		Starts and stops playback of the storyboard.	Select Play > Play .
Loop		Repeats playback.	Select Play > Loop .
Sound		Enables sound in the playback.	Select Play > Audio Playback .
Camera		Lets you preview camera moves and transitions.	Select Play > Camera Preview .



Script Toolbar

The Scripting toolbar lets you open the Scripts Manager dialog box and stop a script that is currently running.



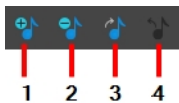
How to access the Scripting toolbar

1. Select **Windows > Toolbars > Scripting**.

Icon	Tool Name	Description
	Manage Scripts	Opens the Scripts Manager dialog box in which you can select a script, customize it and add it to the Script toolbar for quickly running a script. You can also execute a selected script—see Scripts Manager Dialog Box on page 50 .
	Stop Script	Stops the script that is currently running.

Sound Toolbar

The Sound toolbar lets you import sound clips (.wav, .aif, .aiff, or .mp3) into an audio track at the first frame or at the current frame. If the sound clip does not already exist in your project, Storyboard Pro copies the file from its present location to the audio folder in your storyboard project folder. You must work in the Timeline view. MP3 files are not recommended for long sequences because it is a compressed file format. For optimal results, use .wav or .aif sound files when working on a long sequence.



1. New Audio Track
2. Delete Current Audio Track
3. Import Sound Files
4. Delete Sound Clip

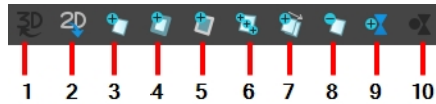
How to show or hide the Sound toolbar

- Select **Windows > Toolbars > Sound**.

Icon	Tool Name	Description
	New Audio Track	Adds a new audio track to the Timeline view.
	Delete Current Audio Track	Deletes the currently selected audio track and its sounds.
	Import Sound Files	Opens the Import Sound clips dialog box from which you can select a sound clip and set
	Delete Sound Clip	Deletes the selected sound clip.

Storyboard Toolbar







The Storyboard toolbar contains all of the basic commands related to adding and deleting panels, scenes, and transitions, as well as switching between the 2D and 3D workspaces. In the default workspace, this toolbar is located at the top of the interface.







- | | |
|----------------------|-----------------------------|
| 1. Enable 3D | 6. Smart Add Panel |
| 2. Reset Scene to 2D | 7. Duplicate Selected Panel |
| 3. New Panel | 8. Delete Selected Panels |
| 4. New Scene | 9. New Transition |
| 5. New Sequence | 10. Delete Transition |

How to access the Storyboard toolbar

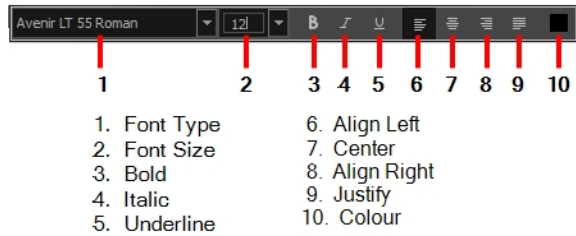
- Select **Windows > Toolbars > Storyboard**.

Name	Icon	Description	Access
Enable 3D		Converts a scene to 3D so you can move and rotate 2D objects in 3D space.	Select Storyboard > Enable 3D for Current Scene .
Reset Scene to 2D		Reset a scene to 2D. When you do so: <ul style="list-style-type: none"> • Imported 3D models are removed. • 3D camera moves are removed. • 2D layers that have been moved and rotated in 3D are be set back to 2D, removing those transformations. 	Select Storyboard > Reset Scene to 2D .
New Panel		Creates a new panel after the current panel. However, you can create a new panel before the current panel. You can also create a new panel that contains elements (layers) from another panel.	Select Storyboard > New > New Panel or press P.
New Scene		Creates a new scene after the currently selected scene.	Select Storyboard > Create Scene .
New Sequence		Adds a new sequence to your project and displays the sequence markers in the Thumbnails and Timeline views.	Select Storyboard New > New Sequence .
Smart Add Panel			Select Storyboard > Smart Add Panel .


Duplicate Selected Panel		Creates an exact copy of an existing panel.	Select Storyboard > Duplicate Selected Panel.
Delete Selected Panel		Deletes a selected panel. Note that it is impossible to have an empty project as there is a minimum of one panel.	
New Transition			Select Storyboard > New Transition.
Delete Transition			Select Storyboard > Delete Transition.

Text Formatting Toolbar

The Text Formatting toolbar lets you format the text in captions.



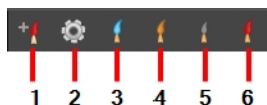
How to access the Text Formatting toolbar

1. In the Panel or Storyboard view, click the Text Formatting  button of a caption.
2. In a caption, select the text to format.

Icon	Tool Name	Description
--	Font Type	Lets you select a font type.
--	Font Size	Lets you select a font size.
B	Bold	Changes the selected text to bold.
<i>I</i>	Italic	Changes the selected text to italic.
<u>U</u>	Underline	Underlines the selected text.
≡ (left)	Align Left	Aligns the selected text to the left.
≡ (center)	Center	Centers the selected text.
≡ (right)	Align Right	Aligns the selected text to the right.
≡ (justify)	Justify	Justifies the selected text.
■	Colour	Opens the Select Colour dialog box from which you can choose a new colour for the selected text.

Tool Presets Toolbar

The Tool Presets toolbar lets you create new tool presets and manage existing ones. There are also four default brush presets available.



1. New Tool Preset
2. Manage Presets
3. Rough Brush
4. Clean Brush
5. Shading Brush
6. Revision Brush

For tasks related to this toolbar, see [Creating a Tool Preset on page 1](#) and [Updating a Tool Preset on page 1](#).

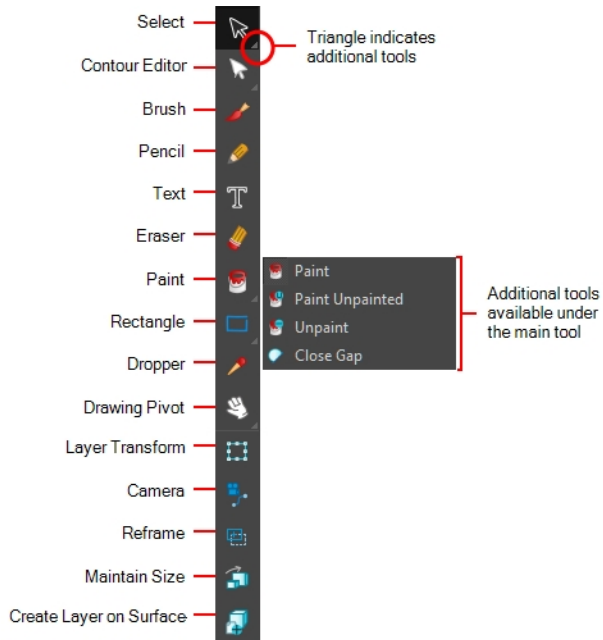
How to access the Tool Presets toolbar

- Select **Windows > Toolbars > Tool Presets**.

Icon	Tool Name	Description
	New Tool Preset	Opens the New Tool Preset dialog box in which you can create a custom tool preset and add it to the Tool Presets toolbar for quick access.
	Manage Presets	Opens the Manage Tool Presets dialog box in which you can update and delete existing tool presets, and import and export tool presets.
	Rough Brush	A blue brush for quickly creating rough drawings.
	Clean Brush	A black brush for creating the clean lines in a drawing.
	Shading Brush	A brush that is set for shading. Any strokes that you draw will appear behind objects.
	Revision Brush	A red brush for making revisions to a drawing. When you activate this brush, a revision layer is created for the current panel.

Tools Toolbar

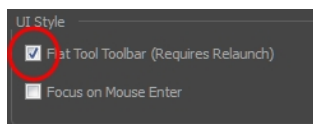
The Tools toolbar contains all the main tools you need to work in Storyboard Pro. In the default workspace, this toolbar is located on the left-most side of the interface. A small triangle at the lower-right corner of a tool indicates additional tools under the main tool. To access these tools, hold down the left mouse button until the additional tools appear, then select one.



You can display the Tools toolbar horizontally if you find it more efficient for your workflow. Be sure to restart Storyboard Pro in order to see the new position of the Tools toolbar.

How to display the Tools toolbar as a flat (horizontal) toolbar







- Do one of the following:
 - Select **Edit > Preferences** (Windows) or **Storyboard Pro > Preferences** (Mac OS X).
 - Press **Ctrl+U** (Windows) or **⌘ + ,** (Mac OS X).
- Select the **Global UI** tab.
- In the UI Style section, select the **Flat Tool Toolbar** option.



- Click **OK** and restart Storyboard Pro.

Tool Name	Icon	Description
Select		Lets you select elements from the Camera view.

Cutter		Lets you cut a drawing area to move, copy, cut or delete it.
Select by Colour		A mode for rapidly selecting all artwork painted or drawn with the colour you click in the Stage view. This work on a single layer.
Contour Editor		Lets you add, remove or modify points on a vector line and control them.
Perspective		Lets you deform a drawing selection and alter its perspective.
Edit Gradient/Texture		Lets you modify the position of a gradient or texture colour within a specific zone.
Brush		A pressure-sensitive tool for creating a contour shape with a thick and thin line effect, as if created with a paint brush.
Pencil		A pressure-sensitive tool for drawing the final images, such as character nodes, cut-out puppet and clean animation. Creates a central vector shape.
Text		Lets you type text in your project using various fonts and text attributes.
Eraser		A pressure-sensitive tool for precisely erasing parts of a drawing.
Paint		Lets you paint both empty and filled zones.
Paint Unpainted		Lets you paint only empty zones. Lines and filled zones remain unchanged.
Unpaint		Lets you unpaint empty and filled zones.
Close Gap		Lets you close small gaps in a drawing by creating small, invisible strokes between the two closest points.
Line		Lets you draw straight lines which you can then edit.
Rectangle		Lets you draw rectangles which you can then edit.
Ellipse		Lets you draw ellipses which you can then edit.
Dropper		Lets you pick a colour directly from a drawing.
Morphing		Lets you control a morphing sequence by placing different types of hints to help Storyboard Pro morph the animation the way you want it.
Hand		Lets you pan the Camera view.
Zoom		Lets you zoom in and out of the Drawing or Camera view.
Rotate View		Lets you rotate the Drawing or Camera view just like with a real animation disc. Can also be used in Perspective view.
3D Navigation		Lets you navigate through a scene in 3D using the following: <ul style="list-style-type: none"> • Left mouse button for rotation. • Middle mouse button for panning.

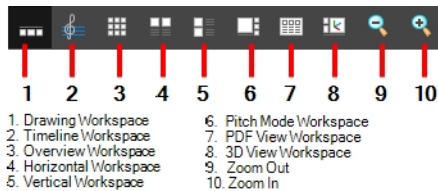
		<ul style="list-style-type: none"> • Right mouse button for zooming in and out.
3D Flying Navigation		<p>Lets you navigate through a scene in 3D using the following:</p> <ul style="list-style-type: none"> • Use the mouse for rotation. • Use the mouse wheel to move forwards or backwards. • Use the arrow keys and PgUp/PgDn to move in all six directions.
Layer Transform		Lets you create a global selection so you can reposition, scale, rotate and skew as one unit, which is useful for cut-out characters.
Camera		Lets you make changes to the framing of scenes or panels, and animate the camera.
Reframe		Lets you set the position of the content of the panels for the entire scene so it fits in the camera frame you define.
Maintain Size		Keeps the visual scale in the Camera view as you move elements in the Z-axis in the Top or Side views.
Create Layer on Surface		Creates a new layers on top of the surface over which you are hovering with the mouse cursor.

View Toolbar

The View toolbar lets you switch between the different workspaces, and zoom in or out on the main area in each workspace.

The first time you open Storyboard Pro, the default Drawing workspace is loaded. There are a total of eight ready-made workspaces.

Use the keyboard shortcuts 3 to 8 to open the corresponding workspaces. There is no keyboard shortcut for the PDF View. You must use the button on the View toolbar.





For tasks related to this toolbar, see [About Workspaces on page 1](#).

How to show or hide the View toolbar

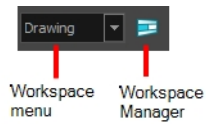
- Select **Windows > Toolbars > View**.

Workspace	Icon	Description
Drawing		This workspace is designed to enable you to draw your storyboard efficiently. The main space is the large Stage view and the Thumbnails view is at the bottom. This workspace also gives you quick and easy access to all your tools, as well as the Panel and Storyboard views.
Timeline		This workspace is designed with the process of animatic creation in mind. The main space is the large Stage view and the Timeline view is at the bottom, where you can easily edit the timing of panels, transitions and sounds. This workspace also gives you quick and easy access to all your tools, as well as the Panel and Storyboard views.
Overview		This workspace is designed to provide an organized overview of your project. The main space is the Thumbnails view where you can efficiently reorganize the order of your panels.
Horizontal		This workspace displays your project as a classic horizontal paper storyboard layout. The main space displays three panels at a time, with the panel information shown below each one.
Vertical		This workspace displays your project as a classic vertical paper storyboard layout. The main space displays two panels at a time, with the panel information shown at the side of each.
Pitch Mode		This workspace displays your project with a different set of views than the other workspaces. Access is only given to a certain number of features. This maximizes the viewing space to focus solely on the story being pitched. The Pitch Mode workspace occupies the entire display screen. There are no toolbars or top menu available.

Workspace	Icon	Description
PDF View		This workspace displays your project with the views required to quickly set up your PDF export.
3D View		This workspace displays your project with the views appropriate for working with 3D objects, including the Camera, Top, Timeline, and Layers views—see Working in a 3D Space on page 1.

Workspace Toolbar

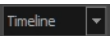

The Workspace toolbar lets you switch to a different workspace and open the Workspace Manager dialog box in which you can rename and reorder workspaces, create a custom workspace and more.



For tasks related to this toolbar, see [Creating a Workspace on page 1](#) and [Reordering the Workspace List on page 1](#).

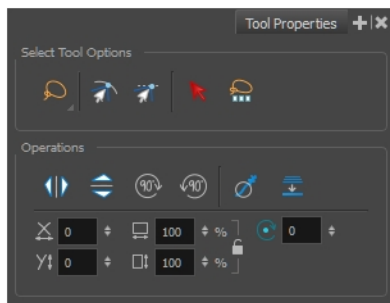
How to show or hide the Workspace toolbar

- Select **Windows > Toolbars > Workspace**.

Icon	Tool Name	Description
	Workspace menu	Lets you switch between the default workspaces.
	Workspace Manager	Opens the Workspace Manager dialog box which lets you—see Workspace Manager Dialog Box on page 60

Chapter 4: About Tool Properties

Each tool in the Tools toolbar has a set of properties that you can customize according to the task you are performing. Some tools, such as the Brush tool, can be customized and saved as a preset. When you select a tool from the Tools toolbar, the Tool Properties view updates to display its properties.



Options and operations related to the Select tool

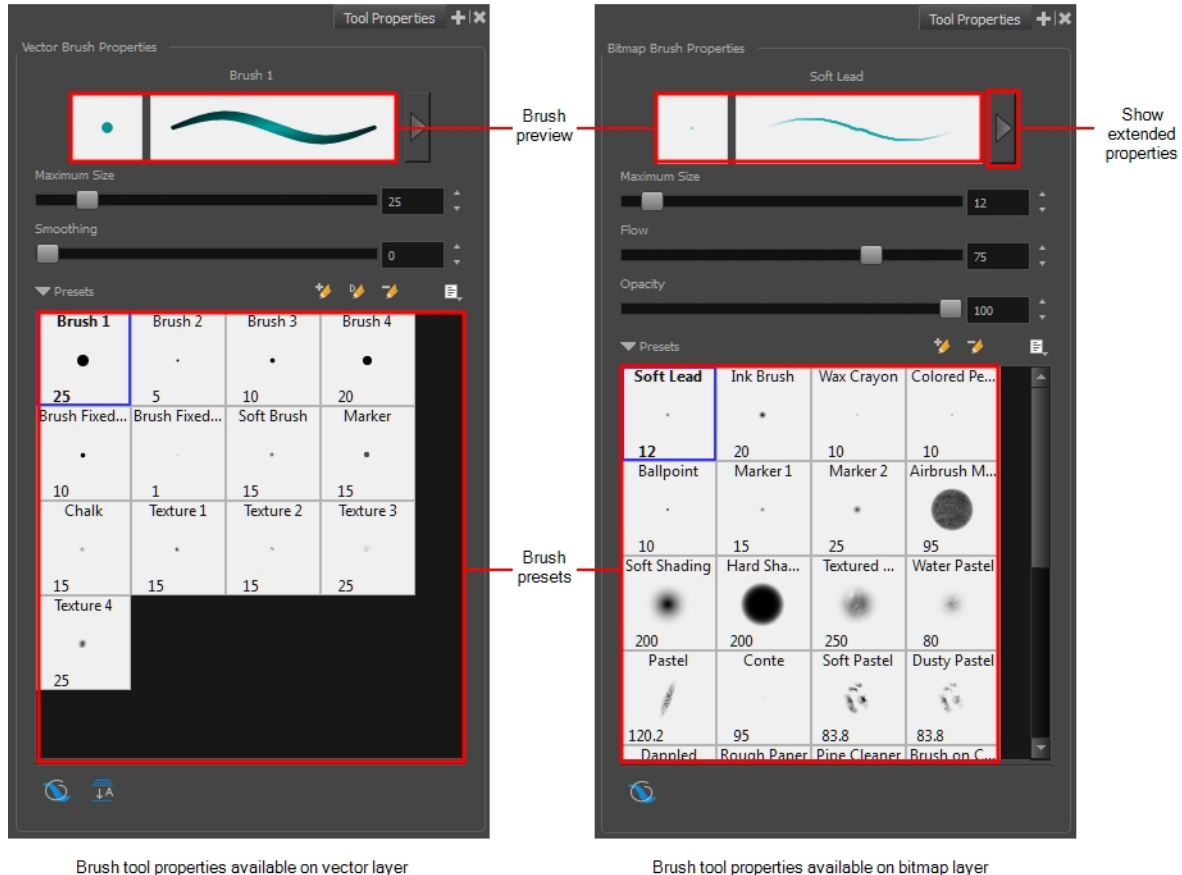
Here are the tool properties available in Storyboard Pro:

- Brush
- Camera
- Close Gap
- Contour Editor
- Cutter
- Dropper
- Ellipse
- Eraser
- Layer Transform
- Line
- Maintain Size
- Paint
- Paint Unpainted
- Perspective
- Rectangle
- Reframe
- Select
- Text
- Unpaint
- Zoom

Brush Tool Properties


The Brush tool is used to draw and sketch on vector and bitmap layers.

The Brush tool is pressure sensitive and lets you create a contour shape with a thick and thin line effect, as if the drawing was made with a brush.









For tasks related to this tool, see [About Drawing Tools on page 1](#) and [About the Brush Tool on page 1](#).

How to access the Brush tool properties

1. In the Stage view, select a layer.
2. In the Tools toolbar, click the Brush  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Brush Properties		
--	Brush Preview	Displays a preview of the selected brush.
--	Show Extended Properties	Opens the Brush Properties window.
--	Maximum Size	Defines the maximum width of the line.

	Flow (bitmap brush only)	Lets you set the range for the rate at which paint flows from the brush. The analogy works better with a pen. The greater the flow, the more ink comes out, which gives you a more consistent line colour and texture. If the flow is light, then the colour and texture of the line may look spotty. The flow works with the pressure sensitivity of a pen tablet.
	Opacity (bitmap brush only)	Lets you you set the transparency for a brush stroke. This works with the pressure sensitivity of a pen tablet.
--	Smoothing (vector brush only)	On vector layers, defines the number of control points added to the centre line.
--	Brush Presets	Displays the presets available which depend on the type of layer you select.
	New Brush	Lets you create a new brush preset.
	New Dynamic Brush	Lets you create a brush that contains a pattern you want to repeat in a drawing on a vector layer—see Using the Dynamic Brush on page 1 .
	Delete Brush	Deletes the currently selected brush.
	Brush Menu	Lets you access commands for create brush presets, deleting and renaming brushes, importing and exporting brushes, and setting the brush preset display.
Operations		
	Draw Behind	When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool. If you want a live preview of your stroke, activate the Realistic Preview option by selecting View > Realistic Preview .
	Flatten (vector brush only)	Merges objects and brush strokes into a single layer.

Camera Tool Properties

The Camera tool lets you animate the camera. You can work with keyframes—adding, deleting, copying, pasting, resetting and much more. Then you can fine-tune them using the Function Editor.















For tasks related to this tool, see [Animating the Camera on page 1](#).






How to access the Camera tool properties

1. In the Tools toolbar, click the Camera  button.

The tool's properties are displayed in the Tool Properties view.

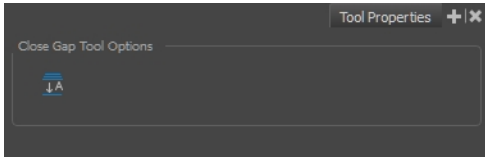
Icon	Tool Name	Description
Camera Transform		
	Add Keyframe at Beginning of Current Panel	Adds a keyframe at the beginning of the currently selected panel. You can also select Camera > Add Keyframe at Beginning of Current Panel .
	Add Keyframe at Beginning of Current Frame	Adds a keyframe at the beginning of the current frame. You can also select Camera > Add Keyframe at Beginning of Current Frame .
	Add Keyframe at End of Current Panel	Adds a keyframe at the end of the currently selected panel. You can also select Camera > Add Keyframe at End of Current Panel .
	Reset Camera	Deletes all keyframes in the selected scene and

		reverts back to the original static camera.
	Copy Camera from Selected Panels	Copies a camera keyframe in a selected panel.
	Paste and Fit Camera on Selected Panels	Pastes a copied camera keyframe in a selected panel.
--	Ease In	Lets you set the velocity at which the camera movement begins. You can enter the duration of the ease in after the first frame in which the gradual change cameramovement begins. For example, if you want to slowly accelerate to the normal cameraspeed from frame 1 to 10, enter a value of 10.
--	Ease Out	Lets you set the velocity at which the camera movement ends. You can enter the duration of the ease out after the first frame in which the gradual change in camera movement begins. Enter the number of frames before the last frame in which the change in camera movement is gradual.
Keyframes		
	Reset Keyframe	Resets the selected keyframe.
	Delete Keyframe	Deletes the selected keyframe from the camera.
	Align Camera Key with Stage View Position	Fits the camera frame to the current space available in the Stage view while retaining its original ratio, which is very useful in 3D scenes. You can also select Camera > Align Camera Key with Stage View Position .
	Go to Selected Keyframe	Moves the playhead to the selected keyframe in the Timeline view. When working in 3D and used in combination with the Camera view, this option comes in very handy for properly frame a shot—see Working in a 3D Space on page 1 .
	Function Editor	Opens the Function Editor where you can edit function curves and parameters. It is a visual graph for adding, removing, and editing keyframes, as well as adjusting the velocity. The Function Editor allows you to display multiple functions in the background as a reference.
	Offset	Lets you set the position of the camera frame centre point. The fields represent, respectively, the X position, Y position, and Z position (enabling you to animate a truck in or truck out movement). You can also use the Camera tool to position the

		camera frame from the Stage or Camera view—see Using the Camera Tool on page 1 .
	Focal Length	Lets you set the camera focal length value . By default the focal length value is set to 36 millimeters. The focal length determines the angle value of the shot.
	Rotation	Lets you set the camera rotation value. When working in a 2D project, only the last field is active, letting you rotate the camera only on the Z-axis (right and left). When working in a 3D project, the three fields become active and respectively represent the rotation value of the X, Y, and Z axis. You can also use the Camera tool to rotate the camera frame from the Stage or Camera view—see Using the Camera Tool on page 1 and Working in a 3D Space on page 1 .
Static Attributes		
	Pivot	Displays the pivot position of the handle for the camera when 3D is enabled. This however does not affect actual camera position.
	Near Plane	The point on the camera cone where the camera is located.
	Far Plane	The far end of the camera cone. Nothing outside the far plane is visible.
Scene/Panel Duration	---	Displays the length of the selected scene or panel in timecode format. The default length of a panel is 1 second.


Close Gap Tool Properties

The Close Gap tool lets you close small gaps in a drawing, creating invisible strokes between the two closest points. This closes the zone. You do not need to trace directly over the gap. You can draw it a few millimetres away and the Close Gap will automatically choose the two closest points and close the gap.




For tasks related to this tool, see [Closing Gaps on page 1](#).

How to access the Close Gap tool properties

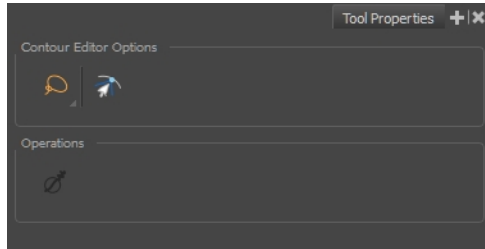
1. In the Stage view, select a vector layer.
2. In the Tools toolbar, click the Close Gap  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
	Flatten	Merges objects and brush strokes into a single layer.


Contour Editor Tool Properties





The Contour Editor lets you reshape drawings. By displaying vector points around a shape and the central vector points in a pencil line, you can pull or push on these points to adjust the brush's line thickness. Points can be selected and deleted. Each point has two Bezier handles for correcting the curves between two points. You can modify shapes by pulling and pushing directly on the segment between the points. You can use it to perfect a central shape pencil line, a contour shape brush line, or even create an elaborate shape from a basic ellipse or square.



For tasks related to this tool, see [About Contour Editor Modes on page 1](#), [Reshaping with the Contour Editor on page 1](#) and [Smoothing a Selection on page 1](#).

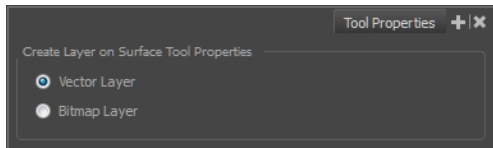
How to access the Contour Editor tool properties

- ▶ In the Tools toolbar, click the Contour Editor  button.

Icon	Tool Name	Description
Contour Editor Options		
	Lasso	A mode for making a freehand selection.
	Marquee	A mode for making a rectangular selection.
	Snap to Contour	A mode for snapping a selection or point to any existing line. Guide lines are displayed temporarily to help you position the anchor point.
Operations		
	Smooth	Smooths out selected strokes and removes extra points.

Create Layer on Surface Tool Properties

Working in the Camera view, the Create Layer on Surface tool lets you create a new vector or bitmap layer on the surface of the 3D object over which you are hovering. The new layer will be positioned at the point in Z depth on which you clicked, and is perpendicular to the camera so you can start drawing.



How to access the Create Layer on Surface tool properties

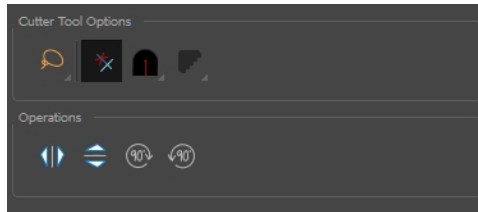
- In the Tools toolbar, click the Create Layer on Surface  button.

The tool's properties are displayed in the Tool Properties view.

Parameter	Description
Create Layer on Surface Tool Properties	
Vector Layer	Creates a new vector layer over the 3D object over which you are hovering.
Bitmap Layer	Creates a new bitmap layer over the 3D object over which you are hovering.

Cutter Tool Properties

The Cutter tool lets you cut a drawing to move, copy, or delete it.














For tasks related to this tool, see [About Cutter Modes on page 1](#) and [Cutting Drawings on page 1](#).

How to access the Cutter tool properties

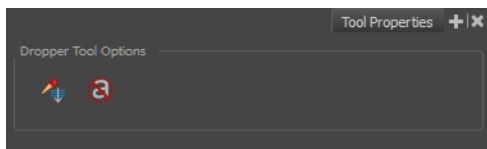
1. In the Tools toolbar, click the Cutter  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Cutter Tool Options		
	Lasso	A mode for making a freehand selection.
	Marquee	A mode for making a rectangular selection.
	Use Mouse Gesture	When using the Lasso  selection type, the Use Mouse Gesture  option lets you automatically delete any extra sections of line in your artwork by simply dragging your mouse over it.
	Tip Style	Lets you select a round, flat, or bevelled tip style.
	Antialiasing	Smooths lines as you cut drawings on bitmap layers. When this option is deselected, the cut lines are jagged.
Operations		
	Flip Horizontal	Flips the selection horizontally.
	Flip Vertical	Flips the selection vertically.
	Rotate 90 CW	Rotates the selection in 90 degree increments clockwise.
	Rotate 90 CCW	Rotates the selection in 90 degree increments counter clockwise.


Dropper Tool Properties

The Dropper tool lets you pick a colour from your drawing without going to the Colour view. When picking a colour with the dropper, the colour is not added to the swatch list. It becomes the current colour.





For tasks related to this tool, see [Using the Dropper Tool on page 1](#).

How to access the Dropper tool properties

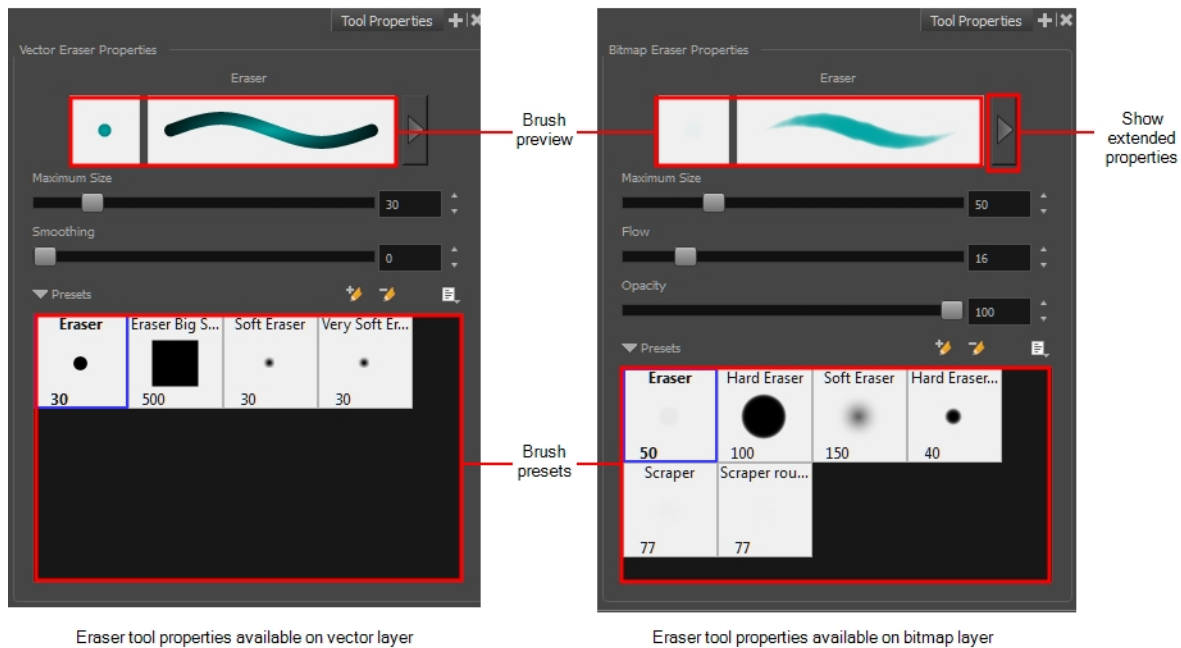
1. In the Stage view, select a layer.
2. In the Tools toolbar, click the Dropper  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
	Sample All Layers	Lets you pick a colour that is a composite of all the layers.
	Transparency	When this option is selected, lets you select colours at 100% opacity, ignoring the alpha channel. When this option is deselected, the alpha channel value of the stroke is retained when picking a colour.


Eraser Tool Properties

The Eraser tool is pressure sensitive, like the Brush tool, giving you more precision when erasing parts of a drawing. You can also use the Select tool to select drawing objects and delete them instead of erasing.






For tasks related to this tool, see [About the Eraser on page 1](#) and [Erasing on page 1](#).

How to access the Eraser tool properties

1. In the Stage view, select a layer.
2. In the Tools toolbar, click the Eraser  button.

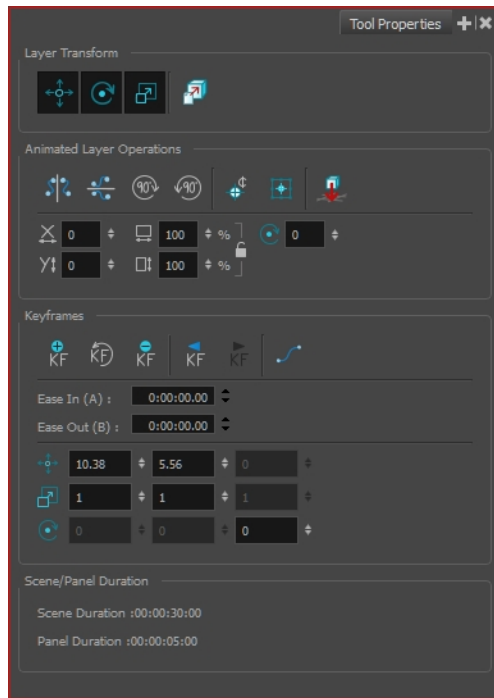
The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Eraser Properties		
--	Brush Preview	Displays a preview of the selected brush.
--	Show Extended Properties	Opens the Brush Properties window.
--	Maximum Size	Defines the maximum width of the line.
--	Smoothing	On vector layers, defines the number of control points added to the centre line.
--	Flow	On bitmap layers, lets you set the rate at which colour flows when drawing.
--	Opacity	On bitmap layers, lets you set the transparency of strokes.
--	Brush Presets	Displays the presets available which depend on the

		type of layer you select.
	New Brush	Lets you create a new brush preset.
	Delete Brush	Deletes the currently selected brush.
	Brush Menu	Lets you access commands for create brush presets, deleting and renaming brushes, importing and exporting brushes, and setting the brush preset display.


Layer Transform Tool Properties

The Layer Transform tool lets you show or hide the translation control, flip, rotate, translate and scale a selected layer. You can also animate layers by setting keyframes and then fine-tune them using the Function Editor.























For tasks related to this tool, see [Animating Layers on page 1](#).







How to access the Layer Transform tool properties

1. In the Tools toolbar, click the Layer Transform  button.

The tool's properties are displayed in the Tool Properties view.

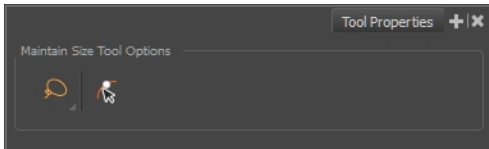
Icon	Tool Name	Description
Layer Transform		
	Show Translate Controls	Shows or hides the translation controls in the Stage view when using the Layer Transform tool on a layer. The controls are displayed by default.
	Show Rotate Controls	Shows or hides the rotation controls in the Stage view when using the Layer Transform tool on a layer. The controls are displayed by default.
	Show Scale Controls	Shows or hides the scale controls in the Stage view when using the Layer Transform tool on a layer. The controls are displayed by default.
	Snap to 3D Surface	Lets you snap a 2D layer or 3D model to a 3D surface and manipulate it.
Animated Layer Operations		

	Flip Vertical	Flips the selection vertically.
	Flip Horizontal	Flips the selection horizontally.
	Rotate 90 CW	Rotates the selection in 90 degree increments clockwise.
	Rotate 90 CWW	Rotates the selection in 90 degree increments counter clockwise.
	Reset Pivot	The Reset Pivot button resets the current layer's pivot point to its original position at the centre of the camera frame. You can also select Layer > Pivot > Reset Pivot .
	Center Pivot on Selection	By default, the pivot is positioned at the center of the camera frame. Use this button to set the pivot at the centre of the selected layer. You can also select Layer > Pivot > Center Pivot on Selection .
	Snap to Ground	Lets you snap a layer to the surface directly below it. The angle of the layer is retained and the lowest point of the layer will connect to the surface.
	Offset X	Lets you enter a value to reposition the selection along the X-axis.
	Offset Y	Lets you enter a value to reposition the selection along the Y-axis.
	Width	Lets you enter a value to resize the width of the selection.
	Height	Lets you enter a value to resize the height of the selection.
	Lock	Locks or unlocks the ratio between the Width and Height values.
	Angle	Lets you enter specific values to rotate the selection. A positive value rotates the selection counter clockwise and a negative value rotates the selection clockwise. NOTE: This field is only available when working in 2D mode.
Keyframes		
	Add Keyframe	Adds a keyframe to the selected layer.
	Reset Keyframe	Resets all the position values to their defaults.
	Delete Keyframe	Deletes the selected keyframe from the layer.

	Previous Keyframe	Displays the previous keyframe.
	Next Keyframe	Displays the next keyframe.
	Function Editor	Opens the Function Editor where you can edit function curves and parameters. It is a visual graph for adding, removing, and editing keyframes, as well as adjusting the velocity. The Function Editor allows you to display multiple functions in the background as a reference.
--	Ease In	Lets you set the velocity at which the layer movement begins. You can enter the duration of the ease in after the first frame in which the gradual change layer movement begins. For example, if you want to slowly accelerate to the normal layer speed from frame 1 to 10, enter a value of 10.
--	Ease Out	Lets you set the velocity at which the layer movement ends. You can enter the duration of the ease out after the first frame in which the gradual change in layer movement begins. Enter the number of frames before the last frame in which the change in layer movement is gradual.
	Offset	Lets you position the layer along the X and Y axes. NOTE: This field is only available when working in 2D mode.
	Scale	Lets you scale the selected layer vertically and horizontally. NOTE: This field is only available when working in 2D mode.
	Rotation	Lets you rotate the selected layer clockwise and counter clockwise.
Scene/Panel Duration	---	Displays the length of the selected scene or panel in timecode format. The default length of a panel is 1 second.


Maintain Size Tool Properties

The Maintain Size tool lets you retain the visual scale of elements as you move them in the Z-axis in the Side or Top views. As you move drawing layers on the Z-axis, they are scaled to preserve their size in the camera.






For tasks related to this tool, see [Maintaining the Size of Elements](#) on page 1.

How to access the Maintain Size tool properties

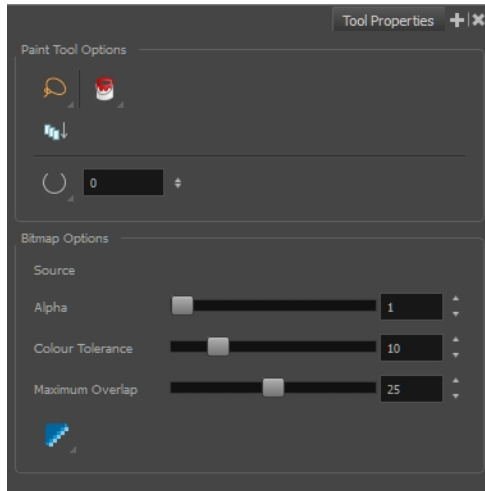
- In the Tools toolbar, click the Maintain Size  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Maintain Size Tool Properties		
	Lasso	A mode for making a rectangular selection.
	Marquee	A mode for making a freehand selection.
	Peg Selection Mode	Lets you switch between selecting peg and drawing layers. Select this option to select peg layers. Deselect this option to select drawing layers.

Paint, Paint Unpainted and Unpaint Tool Properties

The Paint tool has three different modes: Paint, Paint Unpainted, and Unpaint.











For tasks related to this tool, see [Using the Paint Tool on page 1](#) and [About Painting Modes on page 1](#).

How to access the Paint Unpainted or Unpaint tool properties

1. In the Tools toolbar, click the Paint, Paint Unpainted or Unpaint    button.

The tool's properties are displayed in the Tool Properties view.

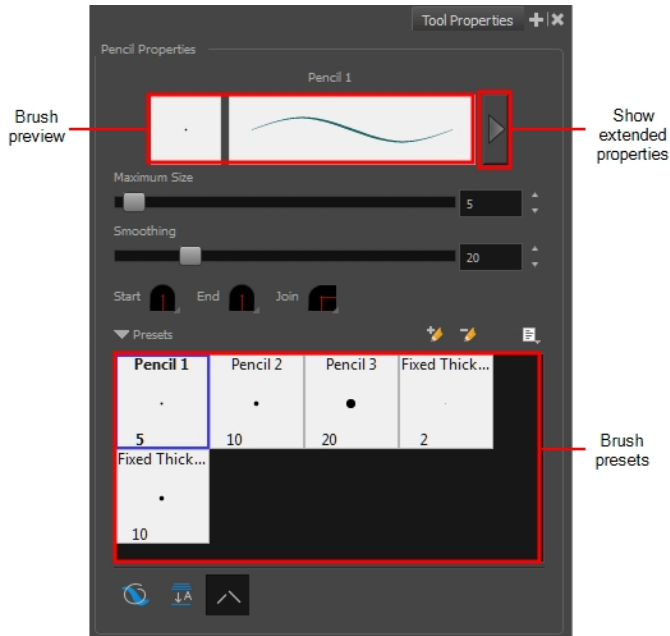
Icon	Tool Name	Description
Paint Tool Options		
	Lasso	A mode for making a rectangular selection.
	Marquee	A mode for making a freehand selection.
	Paint	A mode for painting everything the tool touches, including empty and filled zones.
	Paint Unpainted	A mode for painting only empty zones. Any line or filled zone will remain unchanged.
	Unpaint	A mode for unpainting everything the tool touches, including empty and filled zones.
	Apply to Visible Drawings	Applies paint to several drawings on separate layers on the current frame.
	Auto Close Gap	The Automatic Close Gap option is used while painting drawings with small gaps. Instead of having to close them manually either with the Brush tool or Close Gap tool, Storyboard Pro will analyse the drawing and close the gaps while you paint according to the selected mode. There are four modes available: No Close Gap,

		Close Small Gap, Close Medium Gap, and Close Large Gap
Bitmap Options		
--	Alpha	
--	Colour Tolerance	
--	Maximum Overlap	
	Antialiasing	Smooths lines as you cut drawings on bitmap layers. When this option is deselected, the cut lines are jagged.

Pencil Tool Properties


The Pencil tool creates central lines as you draw on vector layers, adding each stroke on top of the previous ones.

When you select the Pencil tool, the Tool Properties view displays the different Pencil modes that control how the pencil line is drawn.












For tasks related to this tool, see [About the Pencil](#) on page 1 and [About the Pencil Modes](#) on page 1.

How to access the Pencil tool properties

1. In the Stage view, select a layer.
2. In the Tools toolbar, click the Pencil  button.

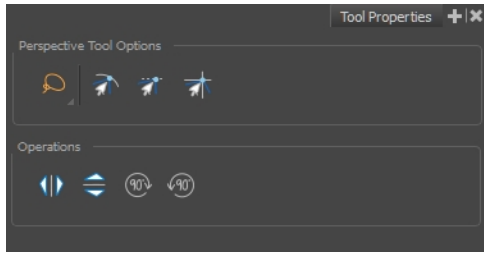
The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Pencil Properties		
--	Brush Preview	Displays a preview of the selected brush.
--	Show Extended Properties	Opens the Brush Properties window.
--	Maximum Size	Defines the maximum width of the line.
--	Smoothing	On vector layers, defines the number of control points added to the centre line.
	Start	Makes the beginning of the line round or flat.
	End	Makes the end of the line round or flat.
	Join	Makes joints round, mitred or bevelled.

	New Brush	Lets you create a new brush preset.
	Delete Brush	Deletes the currently selected brush.
	Brush Menu	Lets you access commands for create brush presets, deleting and renaming brushes, importing and exporting brushes, and setting the brush preset display.
--	Brush Presets	Displays the presets available which depend on the type of layer you select.
Operations		
	Draw Behind	When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool. If you want a live preview of your stroke, activate the Realistic Preview option by selecting View > Realistic Preview .
	Flatten	Merges objects and brush strokes into a single layer.
	Auto Close Gap	Automatically closes strokes with an invisible stroke.


Perspective Tool Properties

The Perspective tool lets you deform a drawing to alter its perspective.












For tasks related to this tool, see [About the Perspective Modes on page 1](#) and [Using the Perspective Tool on page 1](#).

How to access the Perspective tool properties

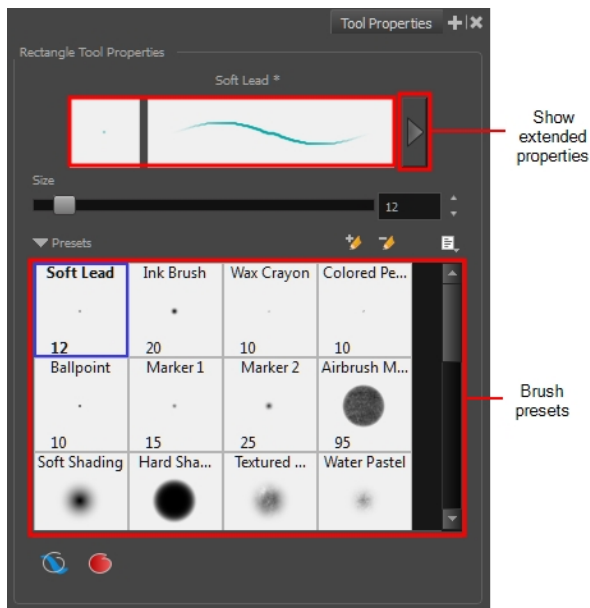
1. In the Tools toolbar, click the Perspective  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Perspective Tool Options		
	Lasso	A mode for making a freehand selection.
	Marquee	A mode for making a rectangular selection.
	Snap to Contour	A mode for snapping the selected anchor point to any existing line. Guide lines are displayed temporarily to help you position the anchor point.
	Snap and Align	A mode for snapping the selected anchor point to any existing line. Guide lines are displayed temporarily to help you position the anchor point.
	Snap to Grid	A mode for snapping objects to the grid.
Operations		
	Flip Horizontal	Flips the selection horizontally.
	Flip Vertical	Flips the selection vertically.
	Rotate 90 CW	Rotates the selection in 90 degree increments clockwise.
	Rotate 90 CCW	Rotates the selection in 90 degree increments counter clockwise.




Rectangle, Ellipse and Line Tool Properties

The Rectangle, Ellipse and Line tools let you draw shapes which you can easily reshape into a more complex drawing.








For tasks related to these tools, see [Drawing with the Rectangle, Ellipse, and Line on page 1](#).

How to access the Rectangle, Ellipse and Line tool properties

1. In the Stage view, select a layer.
2. In the Tools toolbar, click the Rectangle , Ellipse  or Line  button.

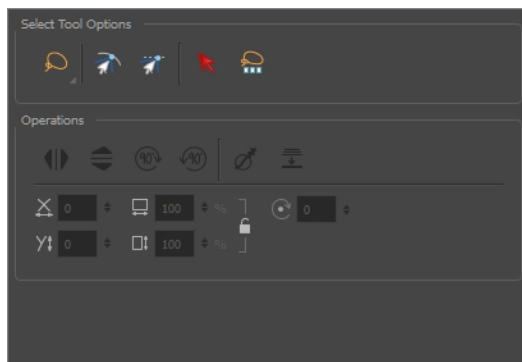
The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Rectangle, Ellipse and Line Properties		
--	Brush Preview	Displays a preview of the selected brush.
--	Show Extended Properties	Opens the Brush Properties window.
--	Size	Defines the size of the line.
--	Smoothing	On vector layers, defines the number of control points added to the centre line.
--	Brush Presets	Displays the presets available which depend on the type of layer you select.
	New Brush	Lets you create a new brush preset.
	Delete Brush	Deletes the currently selected brush.
	Brush Menu	Lets you access commands for create brush presets, deleting and renaming brushes, importing and exporting

		brushes, and setting the brush preset display.
	Draw Behind	When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool. If you want a live preview of your stroke, activate the Realistic Preview option by selecting View > Realistic Preview .
	Auto Fill	Automatically fills rectangles and ellipses with the current colour.


Select by Colour Tool Properties

The Select by Colour tool lets you quickly select all drawing parts painted or drawn with the colour you click in the Stage view.





















For tasks related to this tool, see [Select By Colour Tool on page 1](#).

How to access the Select by Colour tool properties

1. In the Tools toolbar, click the Select by Colour  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Select by Colour Tool Options		
	Lasso	A mode for making a rectangular selection.
	Marquee	A mode for making a freehand selection.
	Snap to Contour	A mode for snapping the selected anchor point to any existing line. Guide lines are displayed temporarily to help you position the anchor point.
	Snap and Align	A mode for snapping the selected anchor point to any existing line. Guide lines are displayed temporarily to help you position the anchor point.
	Select by Colour	A mode for rapidly selecting all artwork painted or drawn with the colour you click in the Stage view. This work on a single layer.
	Select All in Drawings Scene	Selects all drawings in a scene on all layers.
Operations		
	Flip Horizontal	Flips the selection horizontally.
	Flip Vertical	Flips the selection vertically.
	Rotate 90 CW	Rotates the selection in 90 degree increments clockwise.

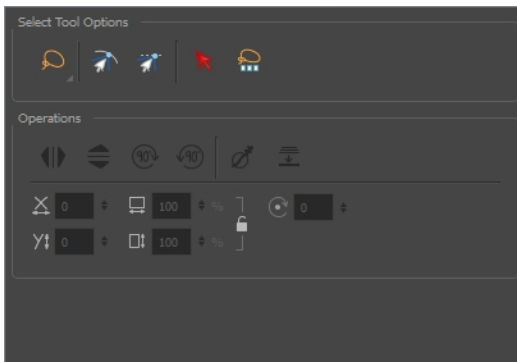
	Rotate 90 CCW	Rotates the selection in 90 degree increments counter clockwise.
	Smooth	Smooths out selected strokes and removes extra points.
	Flatten	Merges objects and brush strokes into a single layer.
	Offset X	Lets you enter a value to reposition the selection along the X-axis.
	Offset Y	Lets you enter a value to reposition the selection along the Y-axis.
	Width	Lets you enter a value to resize the width of the selection.
	Height	Lets you enter a value to resize the height of the selection.
	Lock	Locks or unlocks the ratio between the Width and Height values.
	Angle	Lets you enter specific values to rotate the selection. A positive value rotates the selection counter clockwise and a negative value rotates the selection clockwise.

Select Tool Properties

The Select tool lets you select strokes in the Stage view, and apply basic transformations such as repositioning, rotating, scaling or skewing, using the different handles of the bounding box.

When you use the Select tool and select an object such as a stroke or text, its properties are displayed in the Tool Properties view in the Panel view. For example, if you have pencil selected, the pencil section displays, or if you have text selected, the text section displays.

NOTE: The Select tool, when used to scale, offset or rotate objects, retains your selection when switching layers or panels.





















For tasks related to this tool, see [About the Select Tool Modes on page 1](#), [Selecting on page 1](#) and [About the Select Tool on page 1](#).

How to access the Select tool properties

1. In the Tools toolbar, click the Select  button.

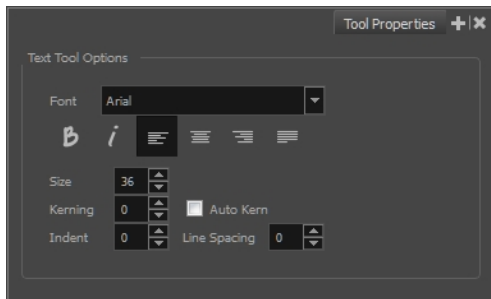
The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Select Tool Options		
	Lasso	A mode for making a rectangular selection.
	Marquee	A mode for making a freehand selection.
	Snap to Contour	A mode for snapping the selected anchor point to any existing line. Guide lines are displayed temporarily to help you position the anchor point.
	Snap and Align	A mode for snapping the selected anchor point to any existing line. Guide lines are displayed temporarily to help you position the anchor point.
	Select by Colour	A mode for rapidly select all drawing parts painted or drawn with the colour you click in the Stage view.

	Select All in Drawings Scene	Selects all drawings in a scene on all layers.
Operations		
	Flip Horizontal	Flips the selection horizontally.
	Flip Vertical	Flips the selection vertically.
	Rotate 90 CW	Rotates the selection in 90 degree increments clockwise.
	Rotate 90 CCW	Rotates the selection in 90 degree increments counter clockwise.
	Smooth	Smooths out selected strokes and removes extra points.
	Flatten	Merges objects and brush strokes into a single layer.
	Offset X	Lets you enter a value to reposition the selection along the X-axis.
	Offset Y	Lets you enter a value to reposition the selection along the Y-axis.
	Width	Lets you enter a value to resize the width of the selection.
	Height	Lets you enter a value to resize the height of the selection.
	Lock	Locks or unlocks the ratio between the Width and Height values.
	Angle	Lets you enter specific values to rotate the selection. A positive value rotates the selection counter clockwise and a negative value rotates the selection clockwise.


Text Tool Properties

The Text tool lets you add text to your project using various fonts and text attributes. Text objects are part of a drawing, so you can manipulate them the same way. You can use the Text tools on both vector and bitmap layers.





For tasks related to this tool, see [About Text on page](#) and [Formatting Text on page 1](#)

How to access the Text tool properties

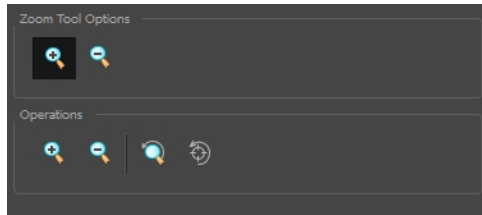
- In the Tools toolbar, click the Text  button.

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Text Tool Properties		
--	Font	Lets you select a font for text.
	Bold	Bolds selected text.
	Italic	Italicizes selected text.
--	Alignment	Lets you align text to the left, right, centered or justified.
--	Size	Lets you change the size of the select font.
--	Kerning	Modifies the space between letters and characters.
--	Auto Kern	Sets the kerning automatically based on the font's predefined standard. A negative value decreases spacing between each character creating a letter overlap and a positive value increases it.
--	Indent	Increases or decreases the indentation on the first line of text. A positive value sets the first line of the paragraph farther to the right and a negative value sets it farther to the left.
--	Line Spacing	Increases or decreases the space between each line of text.

Zoom Tool Properties

The Zoom tool lets you zoom in and out of the Stage, Camera, 3D Schematic, Side and Top views. You can also reset the zoom level and view.







For tasks related to this tool, see [Zooming the Stage View on page 1](#).

How to access the Zoom tool properties

- In the Stage, Camera, 3D Schematic, Side and Top view, click the Zoom  button in the Tools toolbar, .

The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
	Zoom In	Lets you zoom in or out of the Stage, Camera, 3D Schematic, Side and Top views.
	Zoom Out	
	Reset Zoom	Resets the zoom levels back to its default.
	Reset View	Resets the Stage, Camera, 3D Schematic, Side and Top view to its default size.

Chapter 5: About Views

The Storyboard Pro user interface is comprised of different views, each one designed for a specific purpose. You can modify the location and accessibility of the views by adding a new view as a tab or as a window. You can also swap the view locations around, as well as do the following:

- Add a view
- Tab a view
- Dock a view
- Undock a view
- Rename a view
- Close a view
- Move a view
- Resize a view
- Collapse a view
- Expand a view

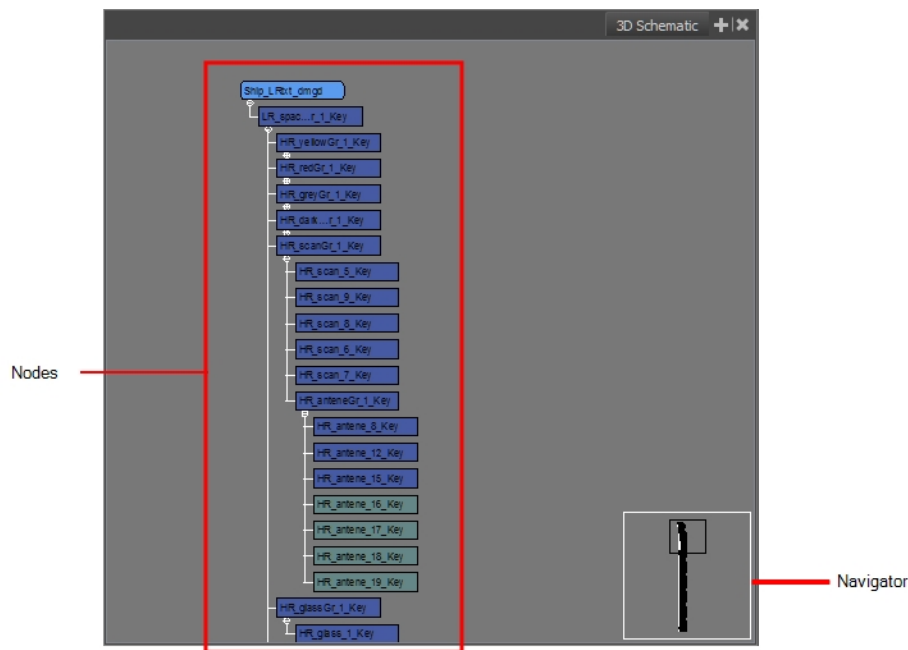
For details about the views in Storyboard Pro, see Reference Guide.

Here is a complete list of the views available in Storyboard Pro.

- 3D Schematic
- Camera
- Colour
- Function Editor
- Layers
- Library
- Message Log
- Panel
- Panel PDF Options
- PDF Export
- Pitch Mode
- Script Editor
- Side
- Stage
- Storyboard
- Thumbnails
- Timeline
- Tool Properties
- Top

3D Schematic View

The 3D Schematic view lets you view the nodes and sub-nodes that make up your 3D object. Using the navigator helps you pan the visible area to move quickly through around a complex set of nodes.



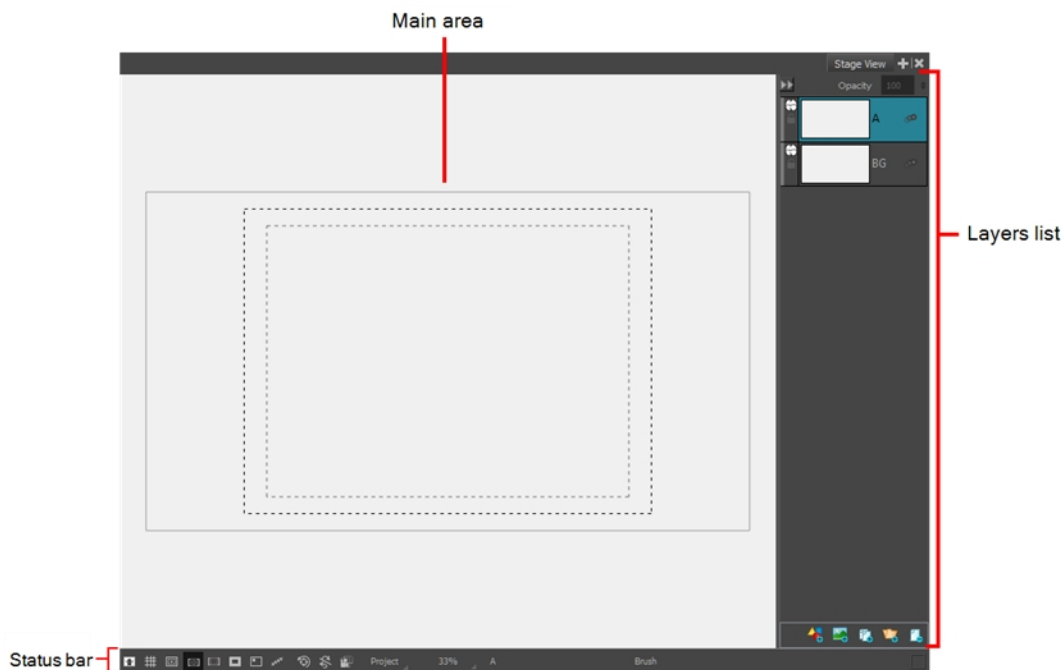
For tasks related to this view, see [About 3D Objects](#) on page 1.

How to access the 3D Schematic view

1. Do one of the following:
 - ▶ In a view area, click the Add View **+** button and select **3D Schematic**.
 - ▶ Select **Windows > 3D Schematic**.

Camera and Stage Views

The Stage and Camera views are the centre of operations in Storyboard Pro. In these views, you can build, draw, paint, animate the camera, create layers, and see your results.



How to access the Camera and Stage views

- ▶ In a view area, click the Add View **+** button and select **Camera** or **Stage**.

Main Area

The main area in these views is where you do all your drawing and painting. In this space, you can display the grid and safe areas, navigate the interface, and access the Colour Picker to choose colours.

Status Bar







The status bar is located at the bottom of the Stage and Camera views and is displayed by default. The status bar contains shortcuts to tools used most often during the animatic stage of the storyboarding process.






NOTE: These tools are not available in the status bar of the Camera view: Thumbnail, Camera Label, Complete Camera Path, Look at Selected, and Point of View.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

1. Thumbnail
2. Grid
3. Safe Area
4. 4:3 Safety
5. 4:3 Area
6. Camera Mask
7. Camera Label
8. Complete Camera Path
9. Reset View
10. Reset Rotation
11. Look at Selected (3D only)
12. Point of View
13. Zoom Factor
14. Layer Name
15. Tool Name
16. Colour Picker

NOTE: You can hide the status bar in the Stage view if you need more space for your work. In the Preferences dialog box (press Ctrl+U (Windows) or ⌘+, (Mac OS X)) select the **Camera** tab, then deselect the **Show Status Bar** option in the Options section.

Tool Name	Icon	Description
Thumbnail		Displays the thumbnail of a selected panel.
Grid		Displays a grid in the Stage and Camera views. The default size is the standard 12-field animation grid, but you can choose another. You can also select View > Grid > Show Grid or press Ctrl+G (Windows) or ⌘+G (Mac OS X)—see Drawing on page 1 .
Safe Area		Shows or hides the TV safety zone and the centre of the camera frame. The safe area adapts to the scene resolution, as well as the safety zone and frame's centre. You can also access this feature from the top menu by selecting View > Extras > Show Safe Area . You can define your own safety limits in the Preferences dialog box—see Camera Preferences on page 1 .
4:3 Safety		Shows or hides the TV safety zone and the centre of the camera frame for a regular 4:3 resolution. If you are working on a widescreen project, for example, you can easily plan in advance the conversion of your project to a TV format. This way, you can create your project to fit both resolutions. You can also select View > Extras > Show 4:3 Safe Area .
4:3 Area		Shows or hides the 4:3 resolution zone without the centre of the camera frame and TV safety zone. You can also select View > Extras > Show 4:3 Area .
Camera Mask		Shows or hides a black mask around the scene's frame to avoid seeing anything outside the Camera frame. This is handy when you are setting up the scene as it allows you to see the scene's composition better. You can also select View > Extras > Camera Mask .

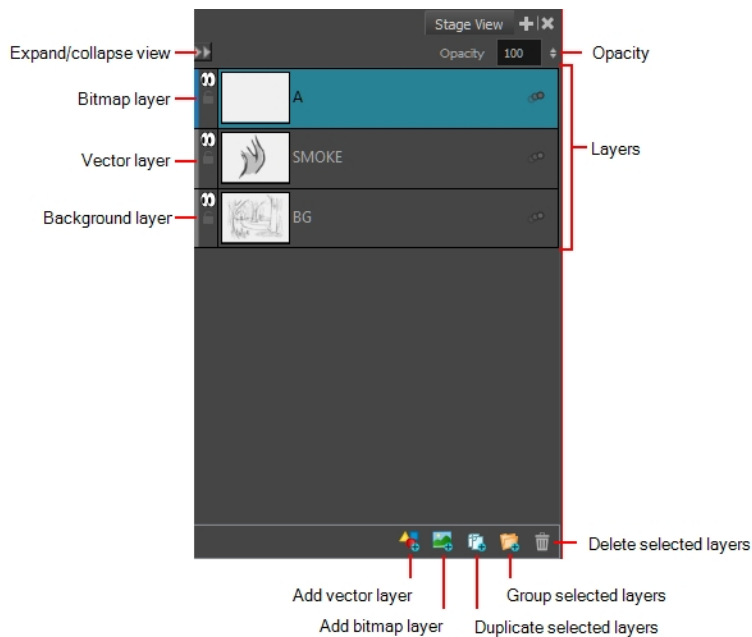
Camera Label (Stage view only)		Shows or hides the IN and OUT indications in the top-left corner of the camera frames, on the start and end position of a camera move for the current panel. When the Camera tool is selected, the labels switch to alphabetical labels that clearly show the different camera keyframes—see Animatic on page 1 .
Complete Camera Path (Stage view only)		Displays all the related camera keyframes and paths in a scene. When this button is deactivated, the Stage view displays only keyframes that are contained in a panel. You can also access this feature by selecting View > Show Complete Camera Path . NOTE: This option is not available in Camera by Panel Compatability mode.
Reset View		Resets any panning, zooming or rotation done in the Stage view and returns the display to its initial settings. You can also select View > Reset View or press Shift+M. NOTE: This option works with the Camera and Stage Views on page 145 .
Reset Rotation		Resets any rotation done in the Stage or Camera view and returns the display to its initial rotation settings. You can also select View > Reset Rotation or press Shift+X.
Look At Selected (3D Only) (Stage view only)		When rotating 2D layers in 3D space, you may find that the Stage view is no longer perpendicular to a drawing layer, making it impossible to draw on it. This option makes the Stage view perpendicular to a selected drawing layer, allowing you to draw on it. NOTE: This option is used when working in 3D space—see Working in a 3D Space on page 1 .
Point of View (Stage view only)	-	The Point of View menu lets you determine the level at which the current position of the Stage view (zoom, pan and rotation) is remembered when you flip through the panels. The current Point of View mode will also affect the different Reset View commands' behaviour as they will reset according to the Point of View mode.—see Point of View Menu on page 76 .
Zoom Factor	-	Lets you enlarge or reduce the Stage or Camera view display. If you want the camera frame size to always match

		the size of your Stage view, select the Fit to View option.
Layer Name	-	Displays the name of the selected layer of the current panel.
Tool Name	-	Displays the name of the selected tool. If you override a tool using an overriding keyboard shortcut, the tool's name turns red—see Drawing on page 1 .
Colour Picker	■	Displays the currently selected colour in the Colour View . You can click the colour swatch to open the Colour Picker and select a new colour.


Layers List

The Layers list is where a scene's layers are superposed to form the final image.

When you import an image or draw in a panel, you are actually adding artwork to one of its layers. By default, each panel has two layers, a background (BG) and a foreground layer (A). As you add layers, they are automatically assigned subsequent letters in alphabetical order, but you can rename them. They are also placed on top of the selected layer or at the very top of other layers if there is no layer selected in the panel.



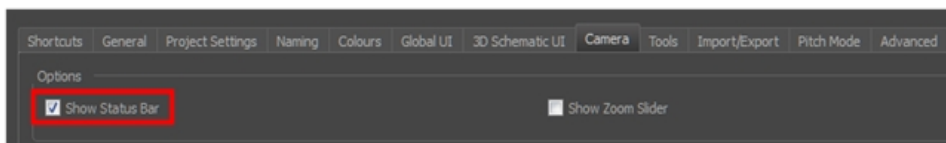
Tool Name	Icon	Description
Add Vector Layer		Adds a vector layer to the Layers list.
Add Bitmap Layer		Adds a bitmap layer to the Layers list.
Duplicate Selected Layers		Duplicates selected layers so you can quickly copy and paste in one operation. Unlike copying a layer, you cannot paste multiple copies of a layer on other panels. Duplicating layers is only available within one panel. Duplicated layers retain their names and are appended with a number.
Group Selected Layers		Groups selected layers. The grouped layer is named <i>Group</i> and appended with an underscore and a number. For example, <i>Group_1</i> . Each time you created a group, the

		number is incremented.
Delete Selected Layers		Deletes the selected layers.

Working in the Stage View

How to show or hide the status bar

1. Do one of the following:
 - Select **Edit > Preferences (Windows)** or **Storyboard Pro > Preferences (Mac OS X)**.
 - Press **Ctrl+U (Windows)** or **⌘ + , (Mac OS X)**.
3. In the Preferences dialog box, select the **Camera** tab.
4. In the Options section, select the **Show Status Bar** option to display the status bar. Deselect it to hide the status bar.



How to zoom the Stage view

- In the status bar, click the Zoom Factor button and select a zoom level.
- Roll the scroll wheel of your mouse to zoom in and out of the Stage view.

NOTE: You can also do this in the 3D workspace in the Camera, Top, and Side views.

How to reset the Stage view

1. Select **View > Reset Stage View To** and one of the following:
 - **Default Drawing Area** to display the entire drawing area.
 - **Current Panel Overview** to always reset the view to fit the camera, regardless of the point of view mode.
 - **Camera Overview** to display the current panel from the camera's point of view.
 - **Start Camera Frame** to display the panel of the first frame in a panel.
 - **End Camera Frame** to display the panel of the last frame in a panel.

Camera Status Bar


The status bar is located at the bottom of the Stage and Camera views and is displayed by default. The status bar contains shortcuts to tools used most often during the animatic stage of the storyboarding process.



- | | | |
|---------------|-------------------|-------------------|
| 1. Grid | 5. Camera Mask | 9. Layer Name |
| 2. Safe Area | 6. Reset View | 10. Tool Name |
| 3. 4:3 Safety | 7. Reset Rotation | 11. Colour Picker |
| 4. 4:3 Area | 8. Zoom Factor | |

Camera Tool

Use the Camera tool when you want to make any changes to the framing of scenes or panels.

You can find the Camera  tool in the Tools toolbar or from the top menu (**Tools > Camera**).

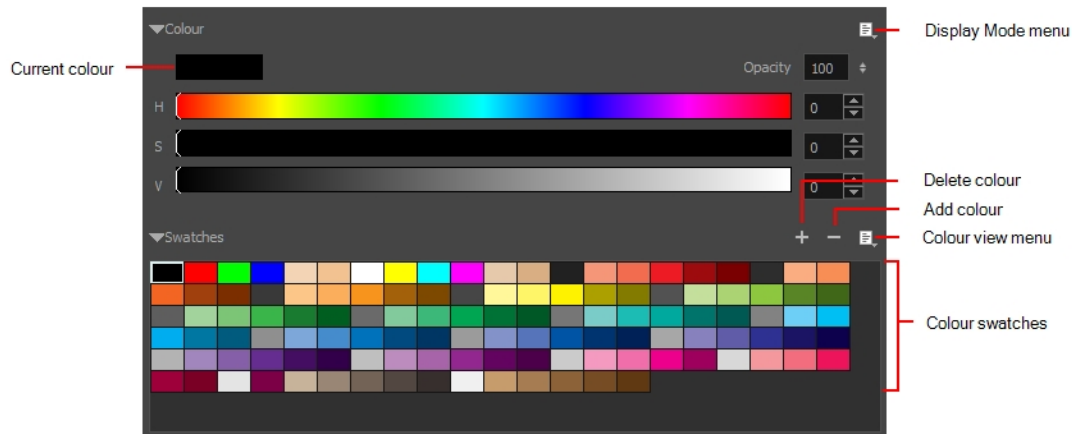
You will use the Camera tool to move the Static Camera and also when you are setting keyframes to animate it over time.

About the 2D Static Camera

The term *Static Camera* is used to describe the framing of an entire scene, where there are to be no changes over time; when the camera is not moving. You can position the Static Camera in a 2D space, as well as a 3D space—see [Working in a 3D Space on page 1](#).

Colour View



The Colour view is where you create colours; it is also necessary for drawing and painting.



For related tasks, see [Adding Colour on page 1](#).

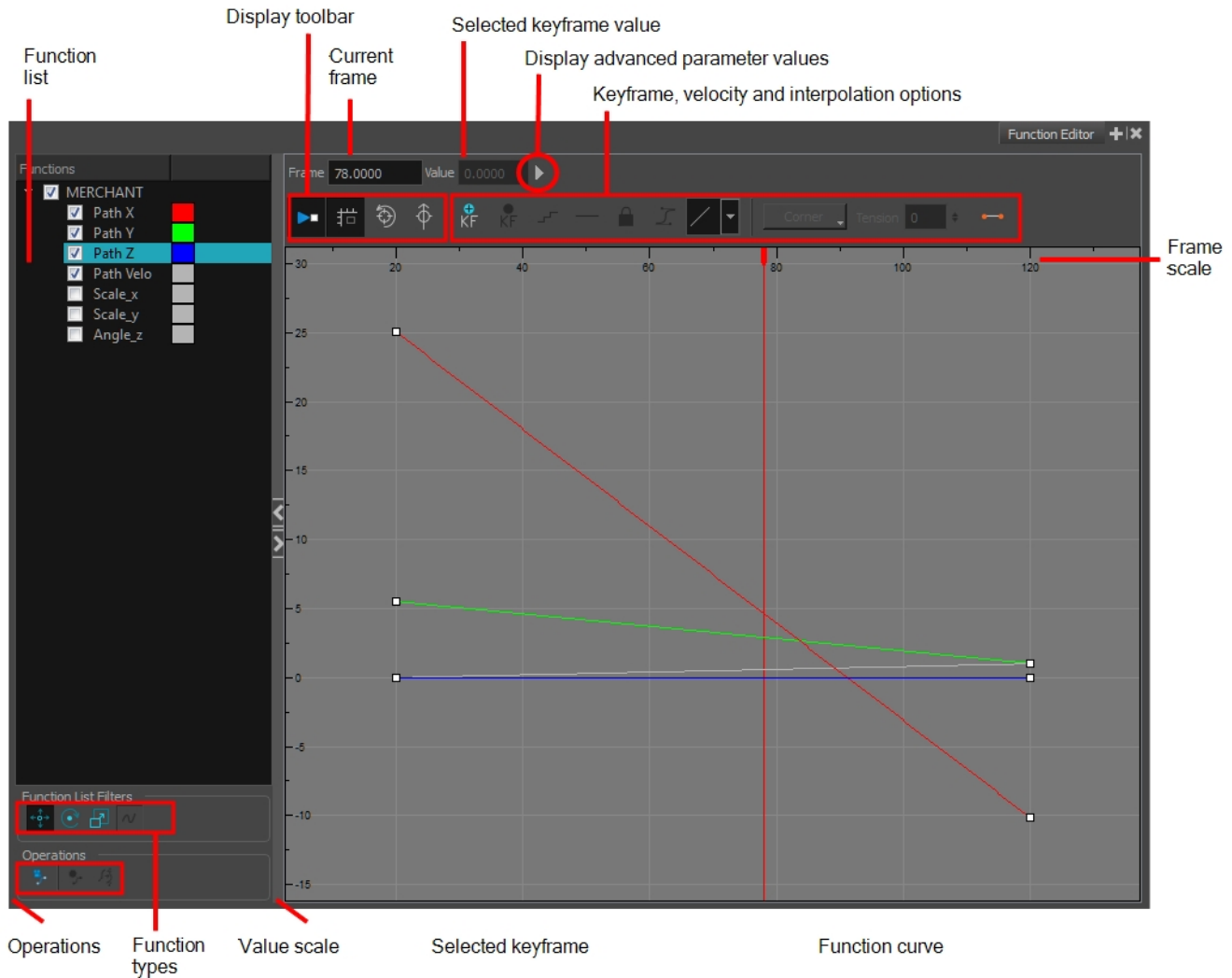
How to access the Colour view

- ▶ In the Panel view, click the Add View **+** button and select **Colour**.

Icon	Tool Name	Description
	--	Displays the currently selected colour swatch.
		Lets you change the display mode to HSV or RGB.
	-	The Delete Colour button lets you delete a selected colour swatch from the Colour view.
	+	Lets you create a new colour swatch from the current colour. The new colour swatch is added at the end of the colour swatches.
		Lets you create new colours and textures, delete colours, switch the display mode from swatch to list, import and export colours and save palettes.
	--	Displays the currently available colours. When you create new colour swatches, they are added to the end of the list.

Function Editor View

The Function Editor view lets you edit function curves and parameters. It contains a visual graph for adding, removing, and editing keyframes, as well as adjusting the velocity. The Function Editor view allows you to display multiple functions in the background as a reference.

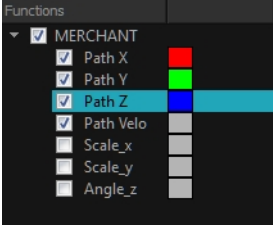



How to access the Function Editor view

- Do one of the following:
 - In a view area, click the Add View **+** button and select **Function Editor**.
 - Select **Windows > Function Editor**.

The Function Editor displays and is blank.
- From the Stage or Camera view, select a layer that contains functions.

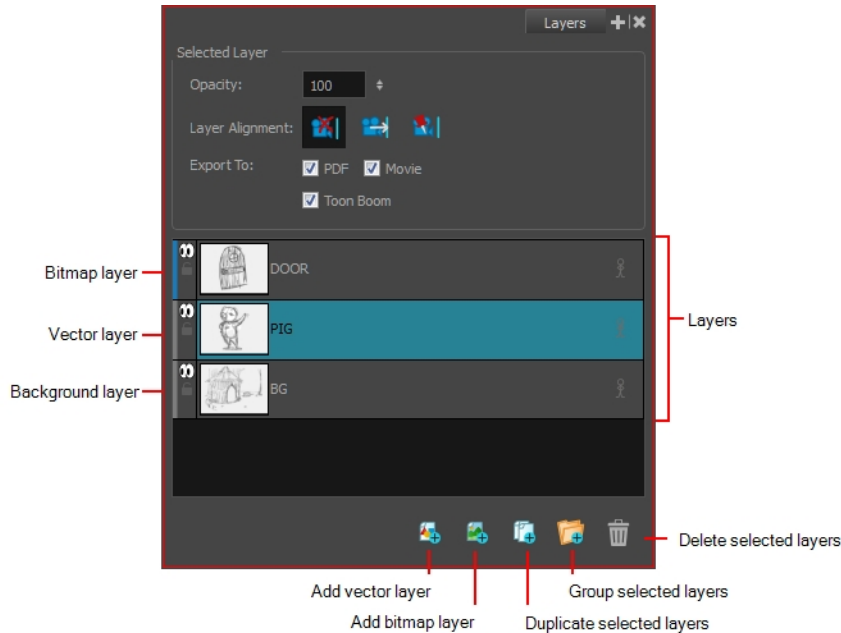
Parameter	Description
Function List	153

	 <p>When selecting a layer, all the corresponding functions are displayed. Select all the functions you want to see and edit; hide the ones you don't.</p>
Display Toolbar	Allows you to modify how the editing area is displayed. You can hide the grid, disable the synchronization with the current frame, reset the zoom level and normalize the function display by stacking them one over the other to compare them regardless of their value range.
Current Frame	Displays the current scene frame.
Selected Keyframe Value	Displays the value of the selected keyframe.
Display Advanced Parameter Values	 <p>Displays the Projection, Bias, Tension and Continuity parameters to adjust the curve around the selected keyframe.</p>
Keyframe, Velocity and Interpolation Options	This toolbar lets you add and delete keyframes, adjust the velocity curve, adjust the segments to motion or stop-motion keyframes and set the velocity to create steps instead of a constant progression.
Operations	Lets you display the Camera functions, add other editable functions and convert to Bezier curves which lets you adjust the ease in and ease out of each keyframe. The more the handle is pulled out horizontally, the slower the animation will be. The more the handle is pulled out vertically, the faster the animation will be.
Function List Filters	Lets you select the different function types to enable or disable all the listed functions of that type.
Operations	Lets you display layer or camera function curves, and add and convert function curves.
Value Scale	Displays the value range for the displayed editing area. It can be referenced to know the value of a keyframe.
Selected Keyframe	The selected keyframe is displayed in red. When selected, the keyframe values are displayed in the corresponding fields.
Function Curve	The thin line going from keyframe to keyframe is the actual curve. The section of a curve located between two keyframes is called a segment.
Frame Scale	The Frame Scale displays the frame range for the displayed editing area. It can be referenced to know the current frame of a keyframe.

Layers View

The Layers view is where a scene's layers are superposed to form the final image.



When you import an image or draw in a panel, you are actually adding artwork to one of its layers. By default, each panel has two layers, a background (BG) and a foreground layer (A). As you add layers, they are automatically assigned subsequent letters in alphabetical order, but you can rename them. They are also placed on top of the selected layer or at the very top of other layers if there is no layer selected in the panel.









For tasks related to this view, see [Layers](#) on page 1.

How to access the Layers view

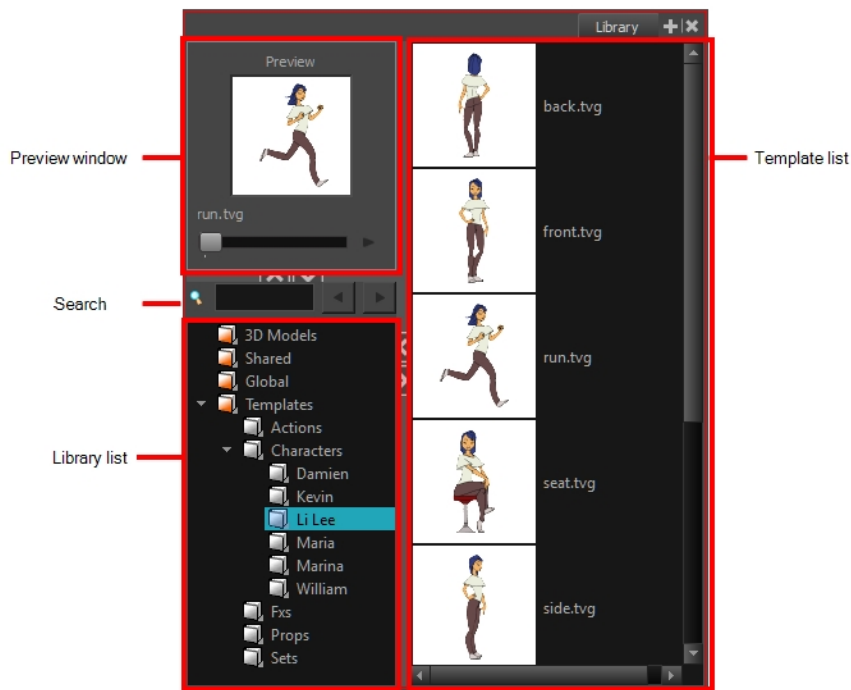
- ▶ In the Panel view, click the Add View **+** button and select **Layers**.

Tool Name	Icon	Description
Selected Layer		
Opacity	--	Lets you adjust the opacity of a selected layer.
Layer Alignment	--	Lets you align layers with the camera—see Aligning Layers with the Camera on page 1.
		No Alignment: The layer is independent of the camera. If the layer is set to No Alignment and you switch to Face Camera, the offset and scale is retained but the rotation is removed. If the layer is set to No Alignment and you switch to Pin to Camera, all layer transformation is reset and animation is removed.
		Face Camera: The layer is oriented to face the camera, so it rotates around its pivot point to always face the camera, but does not move with the camera.

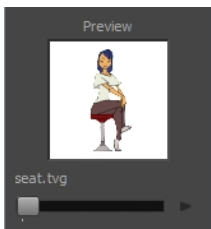
		<p>If the layer is set to Face Camera and you switch to Pin to Camera, all layer transformation is reset and animation is removed.</p> <p>If the layer is set to Face Camera and you switch to No Alignment, the offset and scaling are retained. You should change the rotation keyframes so the layer faced the camera at the current frame.</p>
		<p>Pin to Camera: The layer is oriented to the camera's perspective. Essentially the layer always moves with the camera.</p> <p>If a layer is set to Pin to Camera and you switch to No Alignment or Face Camera, the layer stays at its position at the current frame.</p> <p>If a layer is set to Pin to Camera and set it back to No Alignment or Face Camera, the layer transformation is combined with the camera. The layer is left in place at the current frame.</p>
Export To	--	<p>PDF: Lets you export a storyboard project as a PDF file which you can print or share electronically. You can set up your visuals to represent a classic storyboard on paper—see Exporting to a PDF Document on page 1.</p>
	--	<p>Movie: After your storyboard and animatic are created, you can export it as a movie file to share and play back easily for an efficient timing reference. You can export a movie file in three different formats: QuickTime, SWF Movie (Flash), and as image sequences—see Exporting a Movie on page 1.</p>
	--	<p>Toon Boom: Using Storyboard Pro, you can export your animatic as Stage, Animate 2, and Animate Pro 2 scene files. You export the entire storyboard project or a selection of scenes. When the export is ready, you can open it in the destination software. When you first save this new scene, the exported file will be converted to the proper format depending on the software you used—see Exporting to on page 1.</p>
Add Vector Layer		Adds a vector layer to the Layers list.
Add Bitmap Layer		Adds a bitmap layer to the Layers list.
Duplicate Selected Layers		Duplicates selected layers so you can quickly copy and paste in one operation. Unlike copying a layer, you cannot paste multiple copies of a layer on other panels. Duplicating layers is only available within one panel. Duplicated layers retain their names and are appended with a number.
Group Selected Layers		Groups selected layers. The grouped layer is named <i>Group</i> and appended with an underscore and a number. For example, <i>Group_1</i> . Each time you created a group, the number is incremented.
Delete Selected Layers		Deletes the selected layers.

Library View

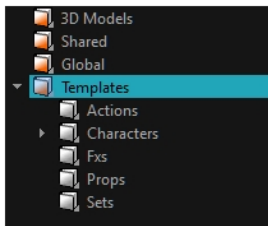
The Library view is used to create and manage templates, as well as the folders containing them.



The Preview window of the Library view lets you preview the contents of the selected template. Audio files cannot be previewed in the Preview window of the Library view.



The Library List is used to navigate through the different libraries and subfolders. You can also open, close and create new libraries from here.



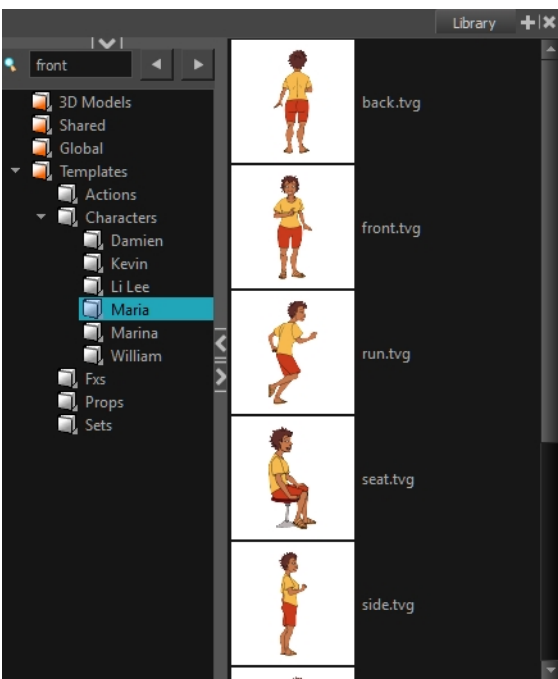
The Library view has two default Library folders:

- **Global:** This is an empty folder you can use to organize your templates. This library is automatically shared between different projects. You can organize this library folder using subfolders. When you save items in the Global library, it is saved by default to a location in your **Documents** folder on your machine.
- **Templates:** This folder contains default templates provided with Storyboard Pro and is stored on your hard drive. The content of this Library is automatically shared between the different projects.

NOTE: To verify the path where files are being stored, hover your cursor over the folder to display the path

The templates contained in the selected Library list can be displayed on the right side of the Library view as thumbnails, in a list or as details.

In the Library view's right side, right-click and select **View > List, Thumbnails** or **Details**.

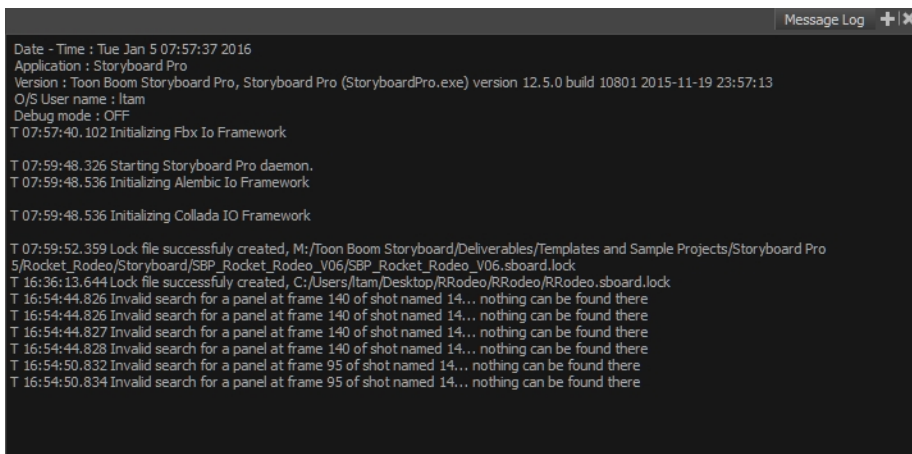


How to access the Library view

- In the Panel view, click the Add View **+** button and select **Library**.

Message Log View

The Message log view displays information gathered during a render task, such as which frames and at what time they were each rendered. The view also contains a list of the colour recovery operations.



```
Message Log + x
Date - Time : Tue Jan 5 07:57:37 2016
Application : Storyboard Pro
Version : Toon Boom Storyboard Pro, Storyboard Pro (StoryboardPro.exe) version 12.5.0 build 10801 2015-11-19 23:57:13
O/S User name : ltam
Debug mode : OFF
T 07:57:40.102 Initializing Fbx Io Framework

T 07:59:48.326 Starting Storyboard Pro daemon.
T 07:59:48.536 Initializing Alembic Io Framework

T 07:59:48.536 Initializing Collada IO Framework

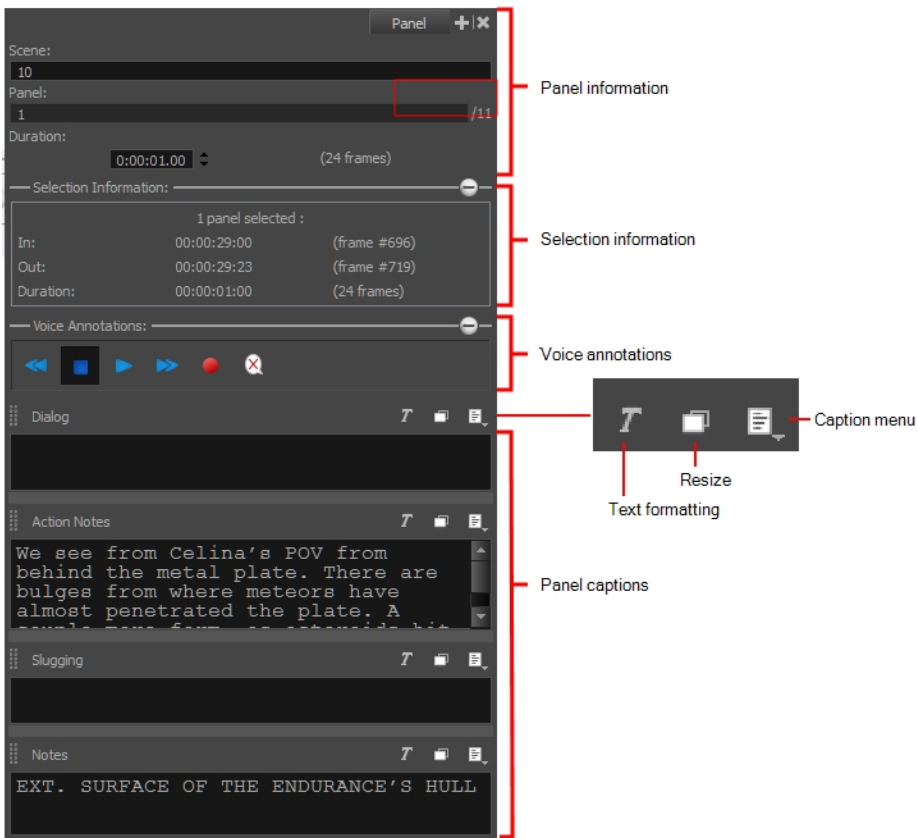
T 07:59:52.359 Lock file successfully created, M:/Toon Boom Storyboard/Deliverables/Templates and Sample Projects/Storyboard Pro
5/Rocket_Rodeo/Storyboard/SBP_Rocket_Rodeo_V06/SBP_Rocket_Rodeo_V06.sboard.lock
T 16:36:13.644 Lock file successfully created, C:/Users/ltam/Desktop/RRodeo/RRodeo/RRodeo.sboard.lock
T 16:54:44.826 Invalid search for a panel at frame 140 of shot named 14... nothing can be found there
T 16:54:44.826 Invalid search for a panel at frame 140 of shot named 14... nothing can be found there
T 16:54:44.827 Invalid search for a panel at frame 140 of shot named 14... nothing can be found there
T 16:54:44.828 Invalid search for a panel at frame 140 of shot named 14... nothing can be found there
T 16:54:50.832 Invalid search for a panel at frame 95 of shot named 14... nothing can be found there
T 16:54:50.834 Invalid search for a panel at frame 95 of shot named 14... nothing can be found there
```

How to access the Message Log view

- Select **Windows > Message Log**.

Panel View






The Panel view displays the different captions related to the current panel, the in, out and duration, and lets you play any voice annotations related to the panel.



How to access the Panel view

- ▶ In the panel view area, click the Add View **+** button and select **Panel**.

Icon	Tool Name	Description
--	Panel Information	This section of the Panel view is where information, such as the duration of the current panel, name of the current panel and name of the scene in which it is part of is displayed. It is possible to edit some of the fields—see Script and Panels on page 1 .
	Selection Information	This collapsible section of the Panel view is where the information, such as the number of selected panels, the in and out of the current selection, as well as the duration of the selected panels. These fields are for reference only; they cannot be edited. Click the Collapse — button to hide the section and leave more room for the Script caption field. Once it

		is collapsed, you can click the Expand  button to display the entire section again.
	Voice Annotations	It is possible to add voice annotations to a panel. This collapsible section is used to control and edit these annotations—see Voice Annotations on page 1 .
	Text Formatting	Displays the Text Formatting toolbar for formatting the text in the Script caption area. See Text Formatting Toolbar on page 104 .
	Resize	When there are two or more panels present, resizes the panel in three different sizes: opens panel fully, opens mid-sized panel or collapses the panel. See
	Caption Menu	Lets you access commands for adding, importing, deleting and renaming captions. You can also import scripts created in Final Draft—see Script and Panels on page 1 .
--	Panel Captions	<p>There are several fields which are collectively known as <i>panel captions</i>. Captions are a method by which you can organize information in your project, and tie that information to a panel. They are fully customizable. These are the default names:</p> <ul style="list-style-type: none"> • Dialogue: Type or copy/paste dialogue from your script that occurs during this shot in the current panel. • Action Notes: Type or copy/paste notes related to the action occurring in the panel. • Slugging: Add notes referring to the timing of the storyboard. Slugging is the timing of the individual recorded lines of dialogue against the board. • Notes: Add anything relevant about the current panel or the shot it represents. For example, the crew working on the shot, required props, ambient sounds, continuity notes or required equipment to complete the shot. <p>The caption fields are named by default, you can easily change the name of these fields by clicking the Caption Menu  button and selecting the Rename Caption option. Once you have changed the names of the captions and you are certain that you want to keep these names throughout the project, you can set the new names as default by selecting Caption > Save Captions Layout as Default from</p>

		the top menu.
--	--	---------------

How to display the Text Formatting toolbar

1. Click the Text Formatting  button.

The Text Formatting toolbar displays.



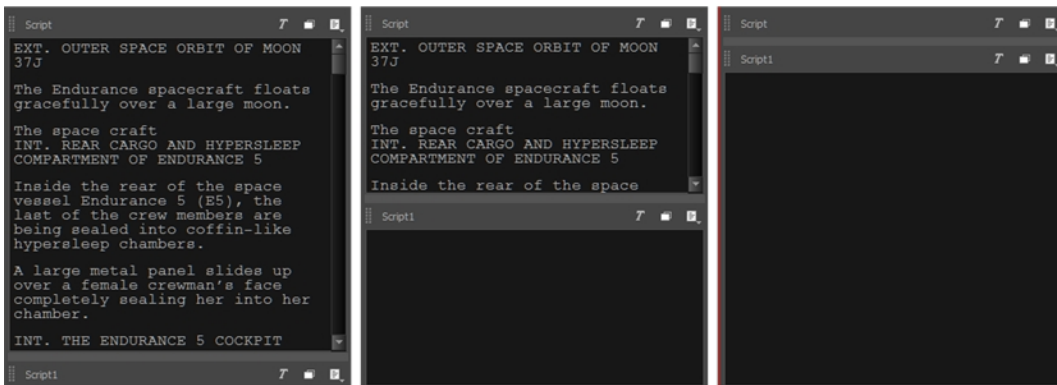
2. Format the text in the panel.

How to resize a panel

1. When there are two or more panels present, do one of the following:

- ▶ Click the Resize  button.

The panel resizes to display the panel to its fullest extent, show a mid-sized panel or collapses the panel to hide its contents.

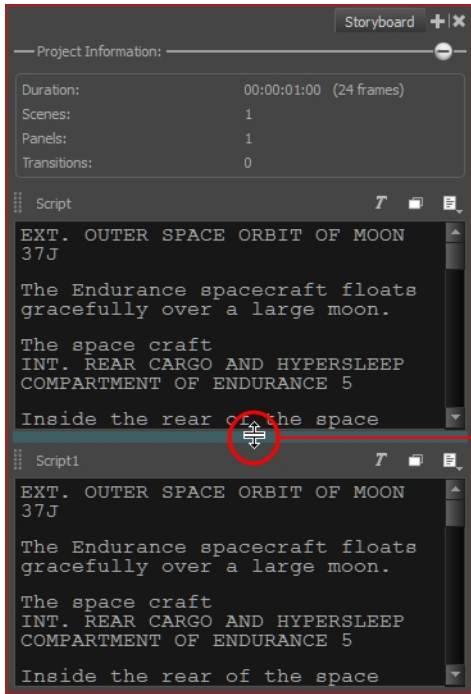


Panel 1 displayed to its fullest extent. Panel 2 is collapsed.

Both panels displayed mid-size.

Panel 1 is collapsed. Panel 2 is displayed to its fullest extent.

- ▶ Hover over a bar between two panels. When the bar turns blue and the divider icon appears, drag up or down to resize the panel.

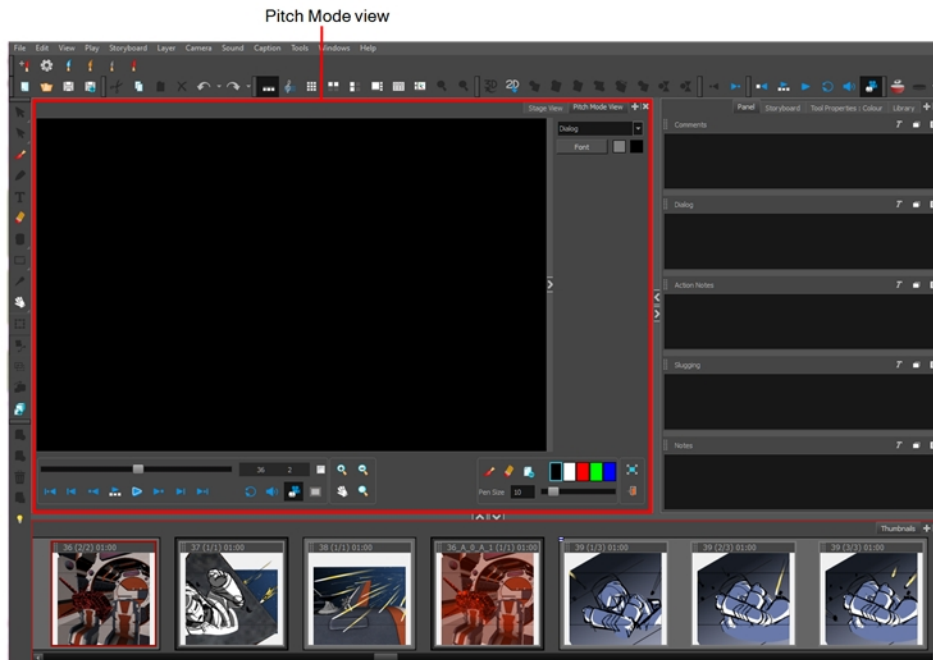


Divider icon

Pitch Mode View

The Pitch Mode view is optimized for pitching your storyboard. When using the Pitch Mode view, the tools and functions that cannot be used are dimmed. You will no longer have access to your drawing layers. To return to the normal mode, you must close the Pitch Mode view.

There is also a Pitch Mode workspace which is similar the Pitch Mode view. This workspace occupies the entire screen and provides access only to a certain number of tools—see [Pitch Mode Workspace on page 222](#).



For task information on this view, see [About Pitching Your Storyboard on page 1](#).

How to access the Pitch Mode view

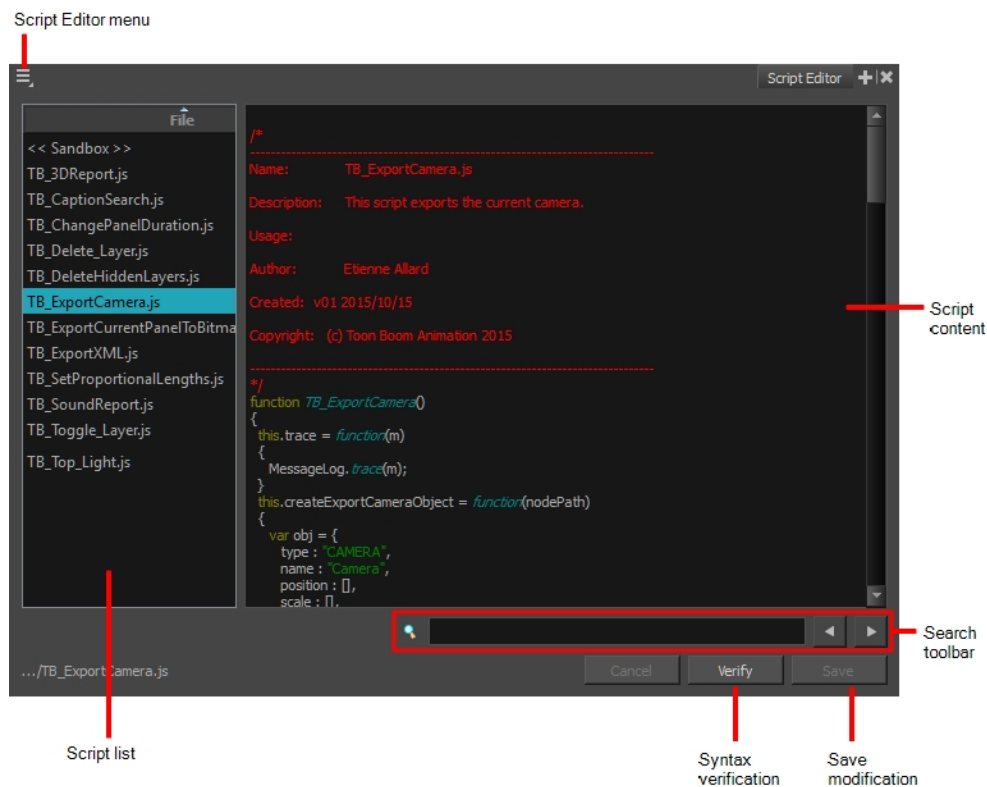
1. Do one of the following:
 - ▶ Select **Windows > Pitch Mode View**.
 - ▶ In the Panel view, click the Add View **+** button and select **Pitch Mode View**.

Script Editor View

The Script Editor view supports Qt Script.

Qt Script provides access to many of the functions supported in the interface. With Qt Script, you can automate a number of Storyboard Pro functions to speed the completion of various repetitive tasks. The Script Editor view allows you to edit existing scripts and create new ones.

For tasks related to this view, see [About Scripting on page 1](#).



How to access the Script Editor view

Do one of the following:

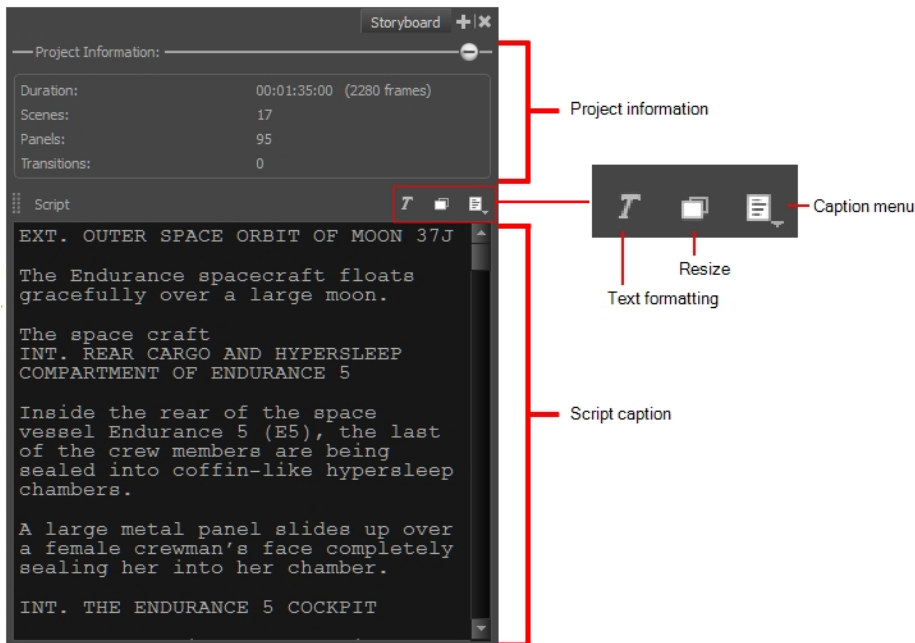
- From the top menu, select **Windows > Script Editor**.
- From any of the other views, click the Add View **+** button and select **Script Editor**.

Parameter	Description
Script list	On the left side of the Script Editor view, all existing script files are listed and can be modified in this view. The script format is JavaScript. Click on a file to display its content in the Script Content window of the view.
Script content	On the right side of the Script Editor view, the contents of the selected script are displayed and can be edited.
Search toolbar	The Search toolbar allows you to search a string within the selected script content. You can use the Previous and Next buttons to navigate through the

	results.
Verify	This function verifies the syntax of the currently displayed script and lists any errors found.
Save	Once you are satisfied with the modifications made to the script, click Save Changes to save the modifications.

Storyboard View

The Storyboard view is where you import or type the script. It also displays valuable information about your storyboard project. The Storyboard view is divided into two areas: Project information and Script caption.



For tasks related to this view, see [Script and Panels](#) on page 1, [Animatic](#) on page 1, and [Storyboard Supervision](#) on page 1.

How to access the Storyboard view

- Do one of the following:
 - In a view area, click the Add View **+** button and select **Storyboard**.
 - Select **Windows > Storyboard**.

Icon	Tool Name	Description
--	Project Information	A collapsible section that displays the following information: duration, number of acts, sequences, scenes, panels, and transitions.
<i>T</i>	Text Formatting	Displays the Text Formatting toolbar for formatting the text in the Script caption area.
	Resize	When there are two or more panels present, resizes the panel in three different sizes: opens panel fully, opens mid-sized panel or collapses the panel.
	Caption Menu	Lets you access commands for adding, importing, deleting and renaming captions. You can also import scripts created in Final Draft—see Script and Panels on page 1.

--	Script Caption	Like panel captions, storyboard captions are fully customizable. The difference is that the information you store here is relevant for the entire storyboard, rather than for a specific panel. This default caption field is specifically there for your script.
----	----------------	---

Thumbnails View



The Thumbnails View displays all the panels of your project in chronological order. You can use this view to navigate through your storyboard, rearrange panels and scenes, and select the panel to display in the Stage view.

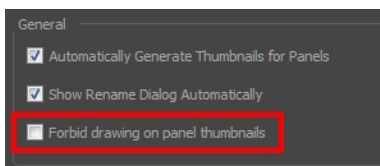
By default, it is not possible to draw in the Thumbnails view and there are no browsing buttons. But you can change these settings in the Preferences dialog box.

How to access the Thumbnails view

- Do one of the following:
 - In a view area, click the Add View **+** button and select **Thumbnails View**.
 - Select **Windows > Thumbnails**.

How to enable drawing in the Thumbnails view

- Do one of the following:
 - Select **Edit File > Preferences** (Windows) or **Storyboard Pro > Preferences** (Mac OS X).
 - Press **Ctrl+U** (Windows) or **⌘ + ,** (Mac OS X).
- In the Preferences dialog box, select the **General** tab.
- In the General section, deselect the **Forbid drawing on panel thumbnails** option.



How to display the next and previous thumbnails

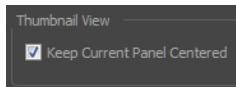
- In the Preferences dialog box, select the **Global UI** tab.
- In the Thumbnails View section, select the **Display Next and Previous Buttons** option.

Two buttons appear on the Thumbnails view to let you display the next and previous thumbnails.



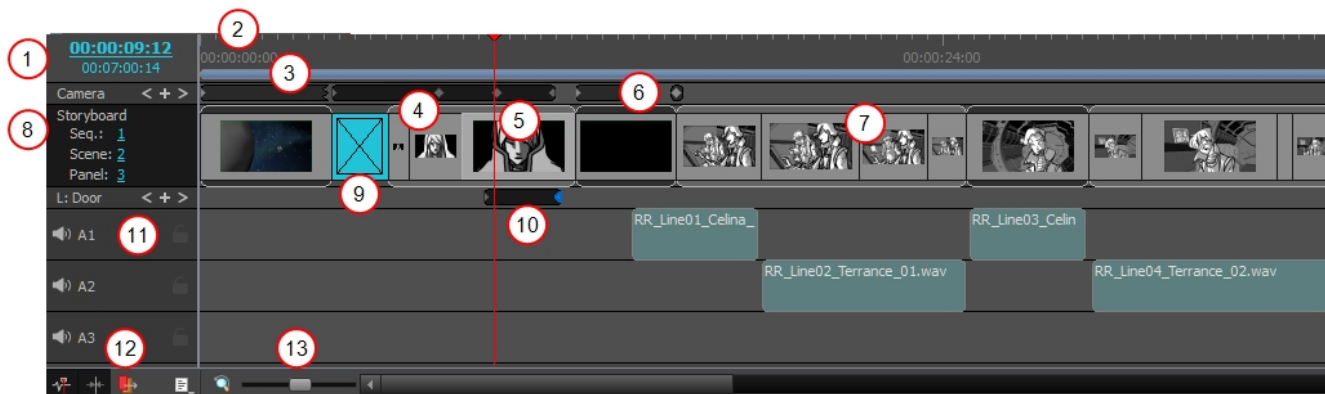
How to keep the current panel centered

1. In the Preferences dialog box, select the **Global UI** tab.
2. In the Thumbnail View section, select the **Keep Current Panel Centred** option.



Timeline View


The Timeline view is where you assemble the timing of a scene's visuals and sounds. You can add sound track layers, as well as edit audio files imported into the sound tracks. You can also add transitions and control the playback of a selected panel or the entire storyboard from this view.



1	The current timecode (playhead position) is displayed in the top-left corner of the Timeline view. The total duration of the project is displayed the current timecode. You can click and drag the timecode to scroll through your project.
2	The names and beginnings of the different acts are indicated by small flags at the top of the Timeline view.
3	Sequences are displayed as blue bars.
4	Scenes are represented by grey frames at the top and bottom of the panels.
5	Each panel displays a thumbnail.
6	Camera movements are displayed as black bars in the Camera track and keyframes as blue diamonds (when selected).
7	The audio blocks appear below the scenes.
8	The current sequence, scene, and panel names are displayed at the beginning of the panel row.
9	Transitions are displayed as blue rectangles between scenes.
10	Layer movements are displayed as black bars in the Layer track and keyframes as blue diamonds (when selected).
11	The soundtrack names and Mute and Lock icons are displayed at the beginning of the audio rows.
12	Sound options are available for manipulating the audio.
13	The Zoom tool increases or reduces the width of the frames in the Timeline view. Move the slider right to increase the width or left to reduce it. You can also press 1 and 2. Reset the zoom by click the Reset Zoom button.

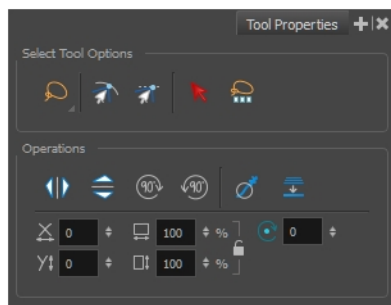
For tasks related to this view, see [About Timing on page 1](#).

How to access the Timeline view

1. Do one of the following:
 - In a view area, click the Add View  button and select **Timeline**.
 - Select **Windows > Timeline**.

Tool Properties View

The Tool Properties view contains the most common options and operations related to the currently selected tool. As soon as you select a tool from the Tools toolbar, the Tool Properties view updates to display its properties.



Options and operations related to the Select tool

For information on specific tools, see [About Tool Properties](#) on page 113.

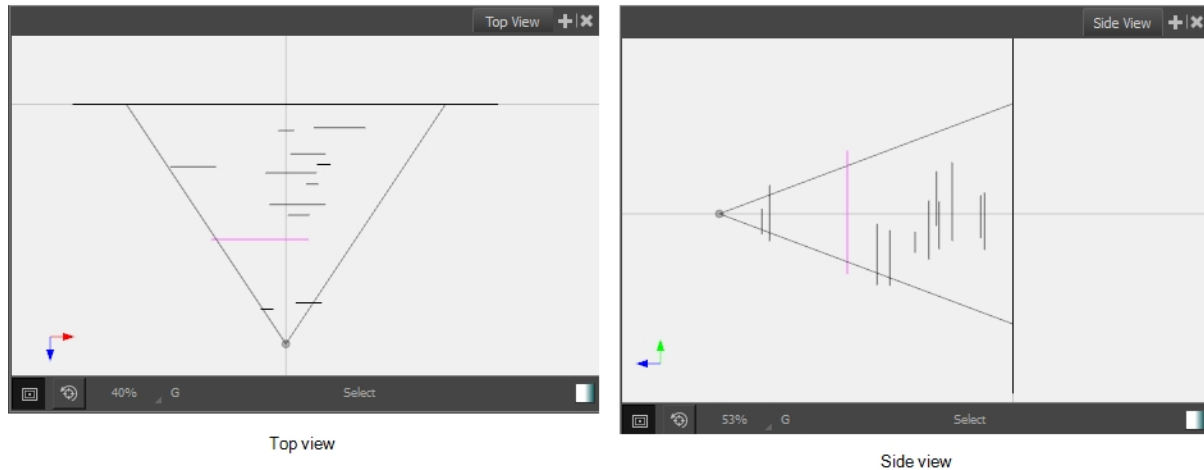
How to access the Tool Properties view

1. Do one of the following:
 - ▶ In a view area, click the Add View **+** button and select **Tool Properties View**.
 - ▶ Select **Windows > Tool Properties**.

Top and Side Views

The Top and Side views are representations of your scene's space viewed from the top and side. The views also display the viewing area that the camera can see.

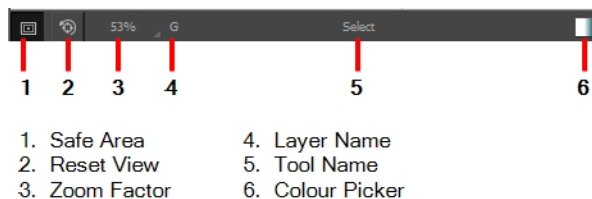
When you move an element along the Z-axis, notice that it seems the object becomes smaller or larger. This is because of the perspective effect. That is, the elements closer to the camera appear larger and elements that are farther away, appear smaller. Because of this, you may need to resize elements once they are positioned.



For tasks related to this view, see [About 3D Space Staging on page 1](#).

Status Bar

The status bar is located at the bottom of the Top and Side views and contains tools for helping you view 3D objects, identify the layer name, the current tool and access the Colour Picker tool.



Axes

The Stage view displays the north/south (NS), east/west (EW) and front/back (FB) offset positions, but you can use the Side and Top views to reposition elements:

- **Top View:** Displays the EW and FB positions.
- **Side View:** Displays the NS and FB positions.

Changing an element's position affects all of its contents.

Because these are 2D layers in your scene, they appear as lines in the Top and Side views (since you are viewing them from their sides). When you import 3D objects, you will see the full 3D object in the Top and Side views.



X (red) and Z (blue) axes



Y (green) and Z (blue) axes

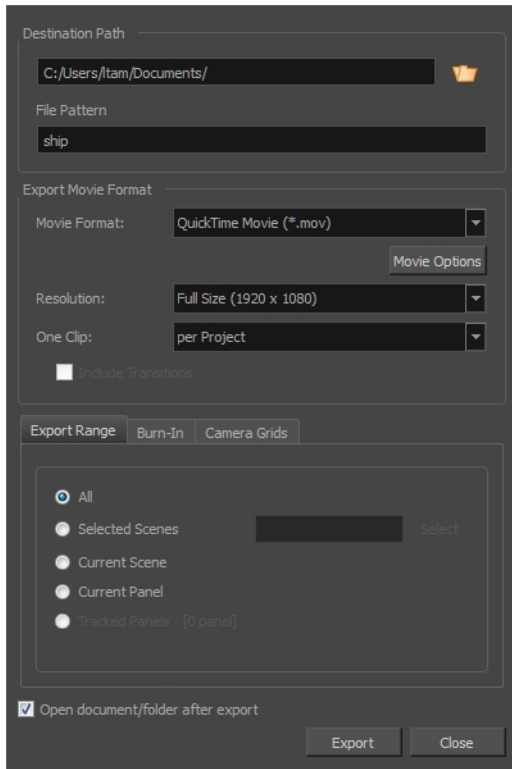
How to access the Top and Side views

1. Do one of the following:
 - ▶ In a view area, click the Add View **+** button and select **Top View** or **Side View**.
 - ▶ Select **Windows > Top View** or **Side View**.

Chapter 6: About Windows

While you work in Storyboard Pro, you will encounter windows from which you set parameters, options and many other settings, depending on the task you are performing.

Windows allow you to set parameters and continue working with the window open, so you can further tweak the settings. Here are examples of a dialog box and a window.



Window

Advanced Merge Storyboard Window

The Advanced Merge Storyboard window lets you merge and replace changed scenes in all the various parts of your project back into the master project.

In order to merge and replace scenes, you must keep a copy of the master project intact.

What is the difference between merging and merging/replacing? When merging a project, two projects are combined into one; each project appears sequentially in the Thumbnails and Timeline views. A merge and replace integrates scene changes back into the master project. Any scenes that were changed are replaced with the new one. As an option, you can keep a copy of the original files for verification purposes.

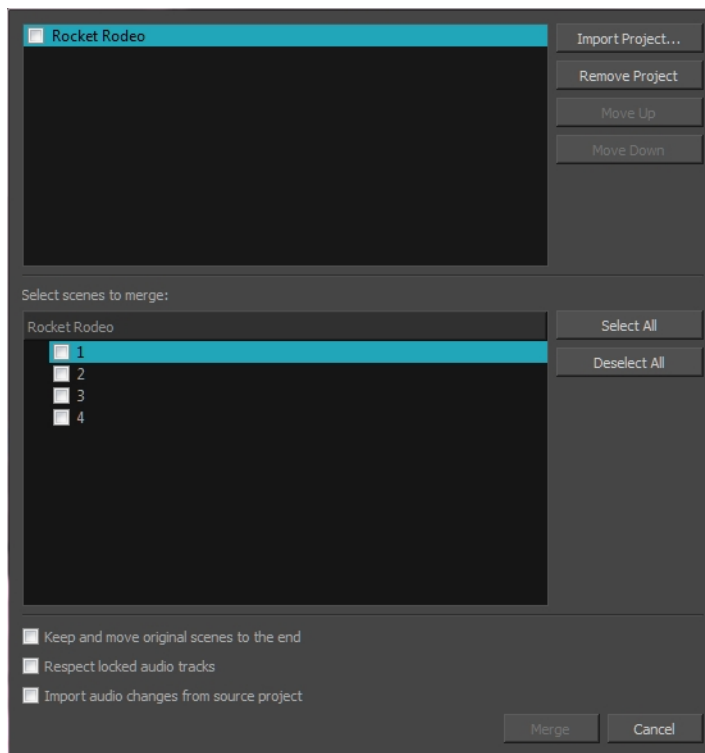
NOTE: When merging projects, the sounds in the master project will now move in order to sync with the panels. The sounds will follow panels based on their name, therefore, it is important to lock scenes and panels names prior to distributing the different scene's extracts, in order to preserve them.

For tasks related to this window, see [Merging and Replacing Scenes](#) on page 1.

How to access the Advanced Merge Storyboard window

1. Open your master project.
2. Select **File > Project Management > Merge and Replace**.

The Advanced Merge Storyboard dialog box opens.

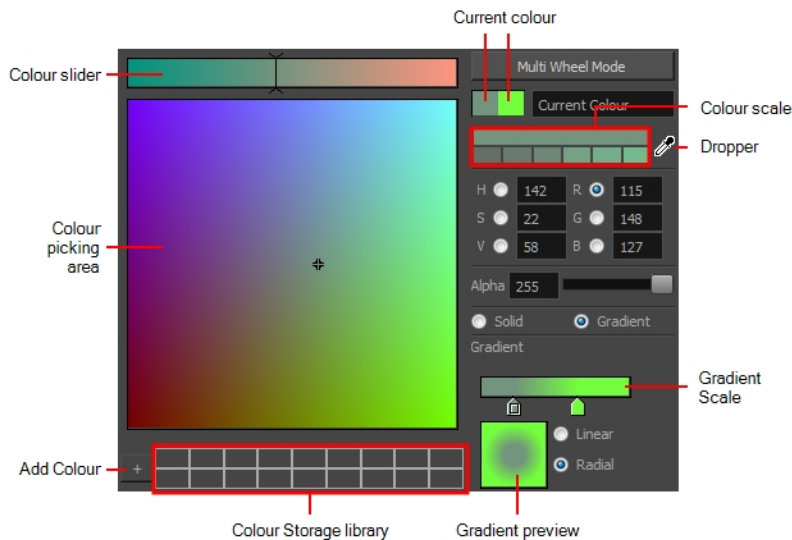


Parameter	Description
-----------	-------------

List of Storyboard Pro projects	Displays the list of Storyboard Pro project files selected for merging with your current file.
Import Project	Lets you select the Storyboard Pro project files to merge/replace with your current file.
Remove Project	Lets you select any unwanted Storyboard Pro project files and delete them from the list.
Move Up/Move Down	Lets you organize the files into the order in which you wanted them to be imported in relation to your current file.
Select scenes to merge	
Select All and Deselect All	Selects or deselects all scenes listed,
Keep and move original scens to the end	Retains a copy of the original scenes, which are placed at the end of the master project. The name of the copy is prefixed sequentially by "1_orig" followed by the original scene name.
Respect locked audio tracks	Ensures that the locked audio tracks will not be synced during the merge and replace. When deselected, audio tracks will be synced regardless if they were locked or not.
Import audio changes from source project	Allows the modifications done in the audio to be applied to the scenes that are replaced.

Colour Picker Window

The Colour Picker window lets you select and customize colours, create solid or gradient colours, store colours in the colour storage library and open the Multiwheel Colour window.



For tasks related to this dialog box, see [About Colours on page 1](#), [Creating a Gradient on page 1](#) and [Editing Gradients and Textures on page 1](#).

How to access the Colour Picker window

1. In the Colour view, make sure the Colour area is expanded by clicking the **Collapse/Expand** arrow.
2. Double-click on the current colour swatch.

The Colour Picker window opens.

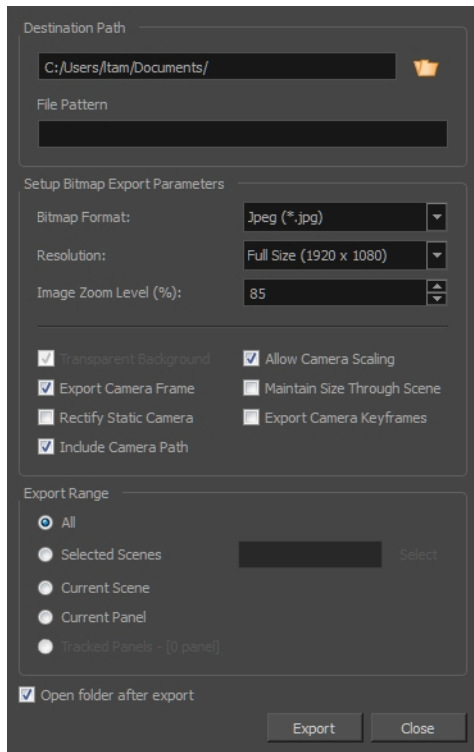
Parameter	Description
Colour slider	Displays the colour gradation of the colour selected in the colour picking area.
Colour picking area	Displays a colour range with a cursor which you can drag to select a colour. This display changes when you select one of the these options: H, S, V, R, B, or B.
Add Colour	Adds the selected colour to the colour storage library.
Colour Storage Library	Lets you save colours you have defined.
Multiwheel Mode	Opens the Multiwheel Colour window—see Multiwheel Colour Window on page 208 .
Current Colour	Displays the current colour on the left side. On the right side is the currently you are modifying.
Colour Scale	Displays the hue selected in the colour picking and colour slider areas, and its different values.
Dropper	Lets you select a colour from any place on your screen. Hold down the Dropper

	and drag to the desired colour and release to select the colour.
H, S, V	Displays the hue, saturation or value of a selected colour in the colour picking area.
RGB	Displays the red, green or blue colour wheel.
Alpha	Lets you change the transparency level by typing in a value or dragging the slider.
Solid	Creates an even, uniform colour.
Gradient	Lets you create a linear or radial gradient—see Creating a Gradient on page 1 and Editing Gradients and Textures on page 1 .
Gradient Scale	Displays a colour range and arrows. Move the arrows to define the gradient colours.
Gradient Preview	Displays a preview of the gradient as you move the arrows on the gradient scale.
Linear	Creates a linear gradient.
Radial	Creates a radial (circular) gradient.

Export Bitmap Window

The Export Bitmap window lets you export a storyboard project to bitmap files in .psd, .tga or .jpg format. The exported data includes a separate bitmap file for each panel in the storyboard.

NOTE: For .psd files, the transform and transition animations are not exported. However, camera moves are rendered into an independent layer.



For tasks related to this window, see [Exporting to Bitmap on page 1](#).

How to access the Export Bitmap window

1. Select **File > Export Bitmap**.

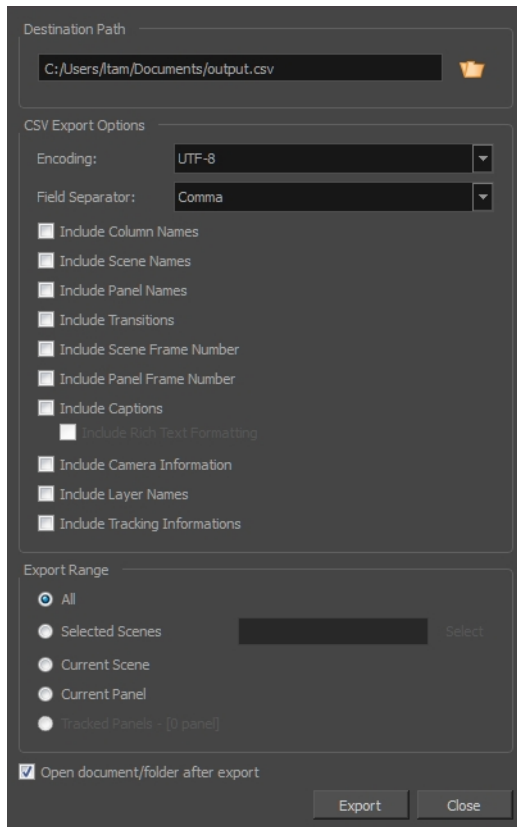
Parameter	Description
Destination Path	
Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you enter a prefix for the file names. If you leave this field blank, by default, the resulting bitmap files will be named: storyboardname-shotnamepanelnumber .psd/tga/jpg .
Setup Bitmap Export Parameters	
Bitmap Format	Lets you set the bitmap files to be in .psd, .jpg or .tga format.

Resolution	Sets the resolution to be a quarter size, half size, or full size of the current storyboard resolution.
Image Zoom Level (%)	Sets the magnification of the image. Enter a value between 0 and 400. The default value is 85%.
Transparent Background	This option is only available when the Adobe Photoshop (.psd) file format is selected. By default this option is enabled and will export your .psd file.
Export Camera Frame	Exports the camera frame black border in the image file.
Rectify Static Camera	When this option is enabled, if there is a rotation in the camera, the camera frame will appear as straight and the image will be rotated instead. When disabled, the camera frame appears as rotated and the image is straight.
Include Camera Path	Ensures that the camera paths and control points appear inside the image. When this option is disabled, they might appear cropped if they exceed the camera frames area.
Allow Camera Scaling	This option is enabled by default. This ensures that when a very wide zoom camera movement is included in a panel, the image resulting from the export will be bigger in relation to the camera scaling used. If you disable this option, the exported image will not follow the camera scaling and export it to fit a normal camera frame.
Maintain Size Through Scene	Ensures that all images exported are the same size. If this option is disabled, it is possible that some images export to a bigger size, for example if there is a traveling camera movement.
Export Camera Keyframes	Prints each camera keyframe on your images.
Export Range	Lets you decide if you want to export the entire storyboard, specific shots, or the last panel you selected. You can enter a space between shot names or click Select to open the Scene Picker dialog box. You can select scenes by sequence (if your project contains sequences).
Open folder after export	Lets you view the location and contents of the exported folder when it is ready.

Export CSV Window

The Export CSV window lets you export the data in a storyboard project in comma separated value (*.csv) file format.

You can view this data in any application that supports comma separated value files, such as Microsoft Excel. If you do not have Microsoft Excel installed, you can save the .csv file to your computer, and then open the file in another application.



For tasks related to this window, see [Exporting a CSV File on page 1](#).

How to access the Export CSV window

1. Select **File > Export CSV**.

Parameter	Description
Destination Path	Lets you specify the location and name of the folder for the storyboard project data.
CSV Export Options	
Encoding	Lets you choose a type of encoder.
Field Separator	Lets you select the field separator. Options include: Comma, Semicolon, Tab and Vertical bar (Pipe)
Export Range	Lets you decide if you want to export the entire storyboard, specific shots, or the last panel you selected. You can enter a space between shot names or

	click Select to open the Scene Picker dialog box. You can select scenes by sequence (if your project contains sequences).
Open document/folder after export	Open the CSV file directly in Microsoft Excel or other application that recognizes the CSV format.

Export to EDL/AAF/XML Window

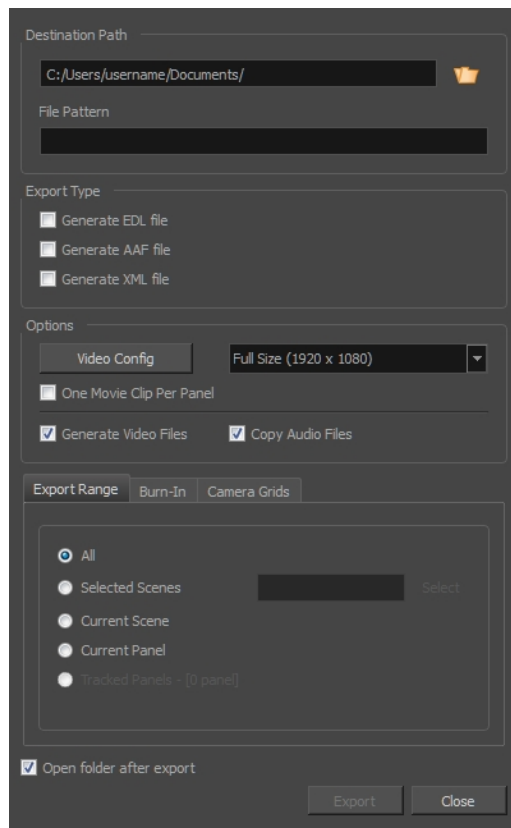
The Export to EDL/AAF/XML window lets you export a storyboard project directly to Apple Final Cut Pro using the EDL or XML formats or to Adobe Premiere, Avid Xpress, or Sony Vegas using the AAF format.

The timing, motions, and sounds edited with Storyboard Pro are preserved.

How to access the Export to EDL/AAF/XML window

1. Select **File > Export > EDL/AAF/XML**.

The Export to EDL/AAF/XML window opens.



Parameter	Description
Destination Path	
Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you set the file name pattern. Leave this field blank to use the default pattern. The following variables can be used to define the file name pattern: <ul style="list-style-type: none"> ▶ %t = Project title ▶ %a = Act name (when acts are enabled) ▶ %q = Sequence name (when project contains sequences) ▶ %s = Scene name ▶ %p = Panel name

	<ul style="list-style-type: none"> ▶ %l = Layer name (when exporting one image per layer) <p>You can add a number between the % sign and the letter of the variable to define a minimum number of characters to use.</p>
Export Type	
	<p>Lets you elect the format in which to store the timing information (timecode for panels and audio tracks). The format will be chosen depending on the destination application:</p> <ul style="list-style-type: none"> • Apple Final Cut Pro (FCP) EDL: In EDL, if you are using audio elements more than once in the timeline, FCP will not be able to reconnect the media. AAF is supported in FCP with a plug-in from Automatic Duck. Final Cut Pro also supports XML. • Adobe Premiere Pro AAF (Windows) • EDL (Mac OS X): With EDL, media must be linked manually one by one. Premiere Pro on Windows cannot open AAF files coming from Windows (and AAF is not supported on the Mac OS X version of Premiere Pro). • Avid Xpress AAF <p>NOTE: If your editing system is not in the list, check its specifications to verify which format can be imported.</p>
Generate EDL, AAF, XML File	Generates an EDL, AAF, or XML file.
Options	
Video Config	The storyboard scenes are exported in QuickTime format. Click Video Config. to configure the video settings (codecs, quality)—see Exporting a QuickTime Movie on page 1 to learn more about the option available via the Video Config. button. Use the resolution menu to define the output resolution since you might not always need to export the storyboard at full resolution (you can select Full, Half or Quarter of a project’s resolution).
One Movie Clip Per Panel	Exports more than one QuickTime movie clip per scene (which might contain more than one panel) e.g. to obtain better granularity during editing since the storyboard will have smaller movie clips.
Generate Video Files	If you only need the EDL, AAF or XML files to be generated, deselect this option so no video files are rendered.
Copy Audio Files	By default, during the export to EDL/AAF, the original sound elements used are copied to the same location as the QuickTime movie clip’s and the EDL or AAF file. If sound elements in the timeline are used more than once, the elements are not duplicated. The EDL/AAF refers to the same sound elements. You can deselect this option if needed.
Export Range Tab	

All	Exports the entire storyboard.
Selected Scenes	Select this option and click Select to open the Scenes Picker dialog box in which you can select specific scenes to export. You can also select your scenes per sequences if your project contains sequences.
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.
Tracked Panels - [0 panel]	Exports panels are marked as tracked. The number of tracked panels will appear beside the option—see Tracking Changes .
Burn In Tab	
Print Time Code	Prints the project timecode on the video as an overlay on your video.
Print Scene Names and Panel Numbers	Prints the scene names and panel numbers as an overlay on your video.
Print Additional Duration	Prints an additional duration on your video, defined by the Units and Repeat menu.
Units	Displays additional duration information using Time Code or Frames units.
Repeat	Displays additional duration information per panel, scene or sequence.
Camera Grid Tab	
Project Safety	Prints the safe area on your video.
4:3 Safety	Prints the 4:3 safe area on each panel of your storyboard that has a camera movement.
4:3 Reference	Prints the 4:3 area on each panel of your storyboard that has a camera movement.
Open folder after export	Opens the folder after export.

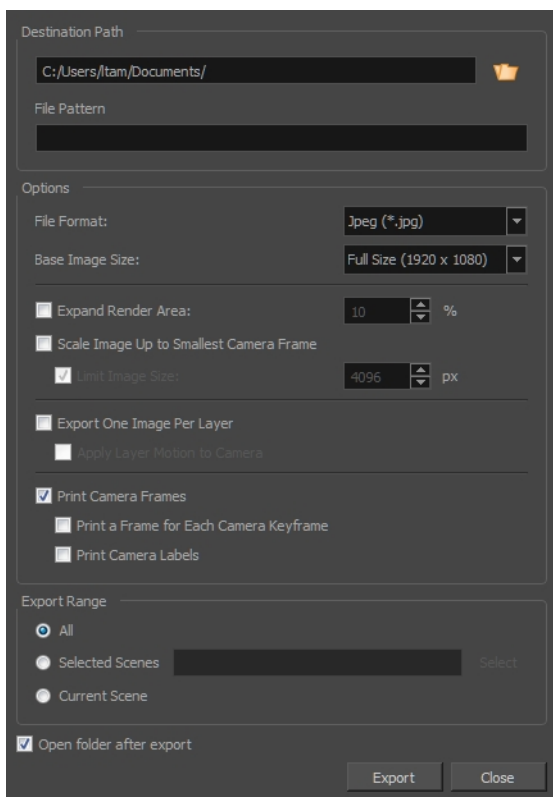
Export Layout Window

The Export Layout window lets you export a layout. All the elements must be positioned appropriately. For example, if you plan to include a camera movement in this scene, you should also set this up, as you can export the camera keyframes to generate a clear and complete layout.

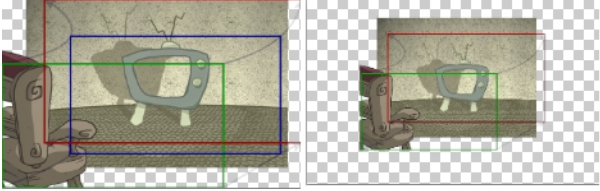
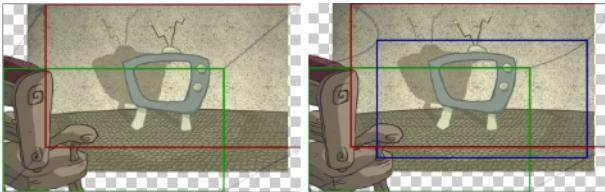
You can also create all the layouts for your production in the same Storyboard Pro project which can be imported later on when you start each scene's project. This will help set up the scene and begin its creation. You can use the layout .psd files to create the background art of each scene and make sure everything is correctly framed and at the right size.

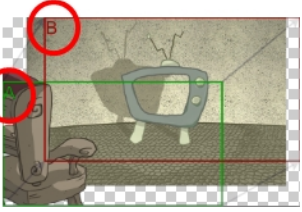
How to access the Export Layout window

- Select **File > Export > Layout**.



Parameter	Description
Destination Path	
Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you set the file name pattern. Leave this field blank to use the default pattern.
Options	
File Format	Lets you select an image format to export your layout: Jpeg (*.jpg), Targa (*.tga) or Photoshop (*.psd).
Base Image Size	Lets you set the resolution to be a quarter size, half size or full size of the current storyboard resolution.

Expand Render Area	<p>This option is disabled by default, meaning the layout image will take the complete PSD area, cropped at the very edge of the canvas. You can enable this option to add a transparent area all around the layout. You must setup the size of this area by using the Scale field lower. The resulting image will be larger.</p> 
Scale Image Up to Smallest Camera Frame	<p>Sets the size of the transparent border around the layout image. By default the value is set to 100% to export the image as is with no transparent area around it. Increase the percentage value to add the extra around the image to create the border.</p>
Limit Image Size	<p>This option is enabled by default, meaning that when you have a camera zoom movement, the size of the layout image will be adjusted accordingly. The resulting percentage will be calculated following the maximal camera zoom value appearing in the layout. This allows the image to be exported at an appropriate resolution, preventing the layout image from appearing pixelated or blurry when the camera zoom occurs. You can disable this option to export the image layout at the normal size.</p>
Export One Image Per Layer	<p>Exports each layer as a separate image.</p>
Apply Layer Motion to Camera	<p>Combines the layer and camera motion to print the end camera frame at its true position on the layer.</p>
Print Camera Frames	<p>This option is disabled by default. You can enable it to export an additional layer to your .psd file displaying the camera frame on it.</p>
Print a Frame for Each Camera Keyframe	<p>This option is disabled by default, meaning that if you have a camera movement with more than a starting and an ending point, only these positions of the camera frame will appear on the camera layer of the exported layout .psd file. You must enable this option if you need to the in-between keyframes to also be displayed.</p> 
Print Camera Labels	<p>Adds the camera position label in the top corner of the camera frames. The camera label is a single alphabet letter determining the order of the camera frame position.</p>

	
Export Range	Lets you decide if you want to export the entire storyboard, the current scene, or specific shots. You can enter a space between shot names or click Select to open the Scene Picker dialog box. You can select scenes by sequence (if your project contains sequences).
Open folder after export	Opens the folder after export.

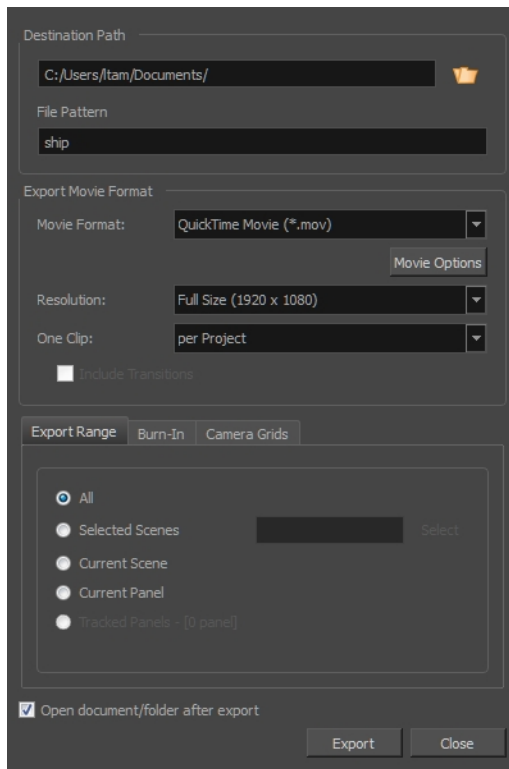
Export Movie Window

The Export Movie window lets you export your storyboard and animatic as a movie file which you can share and play back. You can export your movie file in different formats (QuickTime, SWF movie (Flash), jpeg, targa) and as image sequences.

How to access the Export to Movie window

1. Select **File > Export > Movie**.

The Export to Movie window opens.

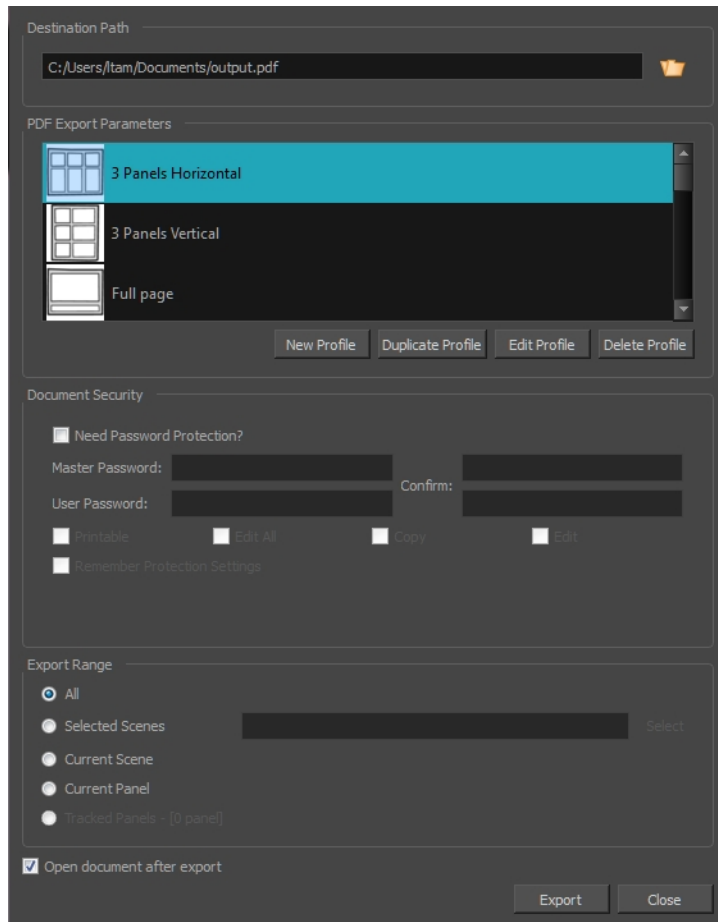


Parameter	Description
Destination Path	Destination Path
Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you set the file name pattern. Leave this field blank to use the default pattern.
Export Movie Format	
Movie Format	Lets you specify the format of the exported movie. Choices include: QuickTime (.mov), Flash (.swf), JPEG (.jpeg) and Targa (.tga).
Movie Options	Opens the Movie Settings dialog box which lets you set the parameters for export a QuickTime movie. Some of the QuickTime movie settings will be overridden by the Storyboard Pro project or export settings. See .
Resolution	Sets the resolution to be a quarter size, half size, or full size of the current

	storyboard resolution.
One Clip	Exports more than one QuickTime movie clip per scene (which might contain more than one panel) e.g. to obtain better granularity during editing since the storyboard will have smaller movie clips.
Include Transitions	Includes transitions in your export movie files.
Export Range Tab	
All	Exports the entire storyboard.
Selected Scenes	Select this option and click Select to open the Scenes Picker dialog box in which you can select specific scenes to export. You can also select your scenes per sequences if your project contains sequences.
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.
Tracked Panels - [0 panel]	Exports panels are marked as tracked. The number of tracked panels will appear beside the option—see Tracking Changes .
Burn-In Tab	
Print Time Code	Prints the project timecode on the video as an overlay on your video.
Print Scene Names and Panel Numbers	Prints the scene names and panel numbers as an overlay on your video.
Print Additional Duration	Prints an additional duration on your video, defined by the Units and Repeat menu.
Units	Displays additional duration information using Time Code or Frames units.
Repeat	Displays additional duration information per panel, scene or sequence.
Camera Grid Tab	
Project Safety	Prints the safe area on your video.
4:3 Safety	Prints the 4:3 safe area on each panel of your storyboard that has a camera movement.
4:3 Reference	Prints the 4:3 area on each panel of your storyboard that has a camera movement.
Open document/folder after export	Opens the folder after export.

Export to PDF Window

The Export to PDF window lets you export a storyboard project as a PDF file or share electronically.



For tasks related to this window, see [Exporting to PDF on page 1](#).

How to access the Export to PDF window

1. Select **Export > PDF**.

Parameter	Description
Destination Path	Lets you specify the name and location of the PDF file you are creating.
PDF Export Parameters	
3 Panels Horizontal	This is a classic layout of a printed storyboard. It consists of three panels per page, including captions, in an horizontal arrangement.
3 Panels Vertical	This is a classic layout of a printed storyboard. It consists of three panels per page, including captions, in a vertical arrangement.
Full Page	This layout consists of one large panel per page, including captions.
Overview 2x4 Panels	This layout consists of a total of eight panels per page, organized on two rows of four, with captions in the middle.

Overview 4x3 Panels	This layout consists of a total of 12 panels per page, organized in three rows of four. No caption is included.
Typical Japanese Format	This layout consists of a total of five panels by page, aligned on the left side of the page. Captions and duration are aligned in two consecutive rows on the right side. Note that your PDF reader and system may require an additional font package in order to display the PDF file properly.
Alternate Vertical Layout	This layout consists of a total of 5 panels per page, aligned on the left side of the page. Captions are organized on the right size of each panel. This export also includes a cut and a duration column, and displays the duration of each scene at the beginning of every new one.
Overview 8x10	This layout consists of a total of 80 panels per page, organized in ten rows of four. No caption is included.
Alternate Japanese Format	This layout consists of a total of 5 panels per page, aligned on the left side of the page. This export includes vertical columns for the dialog, action, slugging, notes, and time (duration) column which is displayed near the end of each scene (optionally). The scene name appears near the top of the first panel of a scene. The caption titles appear at the top and do not repeat at each panel. The total duration appears at the bottom of the page.
New Profile	Creates a completely new layout.
Duplicate Profile	Makes a copy of the selected layout from the list.
Edit Profile	Lets you edit the selected layout from the list.
Delete Profile	Deletes the selected layout from the list.
Document Security	
Need Password Protection	Adds password protection to the PDF file.
Master Password	Lets you enter an administrator password. The owners of this password will not be bound by document security. The password must have a minimum of six characters.
User Password	Lets you enter a user password. The owners of this password are bound to the protection options you define. The password must have a minimum of six characters.
Confirm	Lets you re-enter the master and user passwords to validate them.
Printable	Gives the user permission to print the storyboard.
Edit All	Gives users the following PDF permissions: <ul style="list-style-type: none"> • Changing the Document • Document Assembly • Filling of Form Fields • Signing • Creation of Template Pages
Copy	Gives users the following PDF permissions:

	<ul style="list-style-type: none"> • Content Copying • Content Copying for Accessibility
Edit	<p>Gives users the following PDF permissions:</p> <ul style="list-style-type: none"> • Commenting • Filling of Form Fields • Signing
Remember Protection Settings	Keeps your settings as the default.
Export Range	
All	Exports the entire storyboard.
Selected Scenes	Select this option and click Select to open the Scenes Picker dialog box in which you can select specific scenes to export. You can also select your scenes per sequences if your project contains sequences.
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.
Tracked Panels - [0 panel]	Exports panels are marked as tracked. The number of tracked panels will appear beside the option—see Tracking Changes .
Open document after export	Opens the PDF file after export.

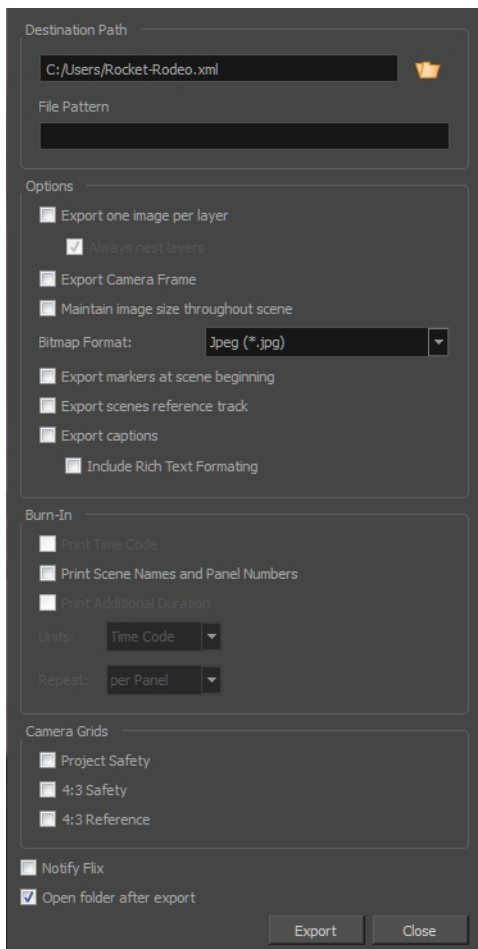
Export Project Window

The Export Project window lets you export a storyboard project to a Final Cut Pro 6, so you can edit it and then import the changes back into your Storyboard Pro project—see [Confirmation on page 1](#).

How to access the Export Project window

1. Select **File > Conformation > Export Project**.

The Export Project window opens.



Parameter	Description
Destination Path	
Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you set the file name pattern. Leave this field blank to use the default pattern.
Options	
Export One Image Per Layer	Keeps layers on separate images instead of flattening each panel's layers into one flat image file.
	Always Nest Layers: Nests the scene's layers inside one single clip. When this

	option is deselected, layers will not be nested into clips and will export as individual video tracks. This is true as long as a panel has either layer motion or a camera move, as it is not possible to export both without nesting. If a panel contains both motion on layers and a camera move, the panel will be nested into the V1 track. option to nest your scene's layers inside one single clip. When this option is deselected, layers will not be nested into clips and will export as individual video tracks. This is true as long as a panel has either layer motion or a camera move, as it is not possible to export both without nesting. If a panel contains both motion on layers and a camera move, the panel will be nested into the V1 track
Export Camera Frame	Includes the camera frame's black border.
Maintain image size throughout scene	Prevents image files from being different sizes depending on the camera frames and movements on each panel. To avoid the image from being pixelated when the camera is zoomed in, the image must be rendered larger. The area where the camera is the most zoomed in must be the same size as the project resolution. This means that the rest of the image has to be exported in proportion to the smallest area.
Bitmap Format	Lets you select a bitmap image format: Targa (*.tga)Photoshop (*.psd)Portable Network Graphics (*.png)Jpeg (*.jpg).
Export Markers at scene beginning	Places a chapter marker at the beginning of each scene. These markers are used to find the in point of each scene when conforming from Final Cut Pro to Harmony. The marker are named "Scene: NAME_OF_SCENE" and have a unique scene ID and chapter marker as their comment.
Export scenes references track	Generates .png images with the scene named burned in. When exporting to Final Cut Pro, this option must be enabled. The track will be used by Harmony when conforming the XML from Final Cut Pro to find the scene in the XML.
Export captions	Includes all captions in XML when exporting, so you can see it as a comment (metadata) in Final Cut Pro or Premiere. You can edit the data of the caption and conform back to Storyboard Pro.
	Include Rich Text Formatting: Exports captions in RTF format. Deselect this option to export captions as plain, readable text.
Burn-In	
Print Time Code	Prints the project timecode on the video as an overlay on your video.
Print Scene Names and Panel Numbers	Prints the scene names and panel numbers as an overlay on your video.
Print Additional Duration	Prints an additional duration on your video, defined by the Units and Repeat menu.
Units	Displays additional duration information using Time Code or Frames units.
Repeat	Displays additional duration information per panel, scene or sequence.
Camera Grids	
Project Safety	Prints the safe area on your video.
4:3 Safety	Prints the 4:3 safe area on each panel of your storyboard that has a camera movement.

4:3 Reference	Prints the 4:3 area on each panel of your storyboard that has a camera movement.
Notify Flix	When new XML data is exported, sends Flix a message so it will automatically update its asset database. Note that Flix must be installed on your computer.
Open folder after export	Opens the folder after export.

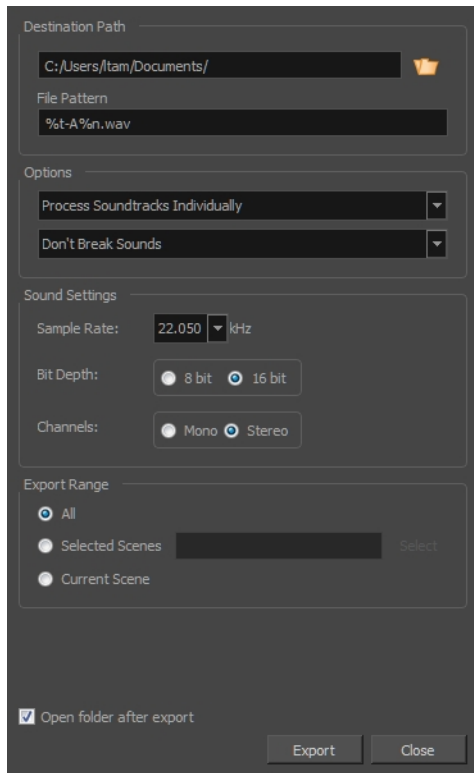
Export Soundtracks Window

The Export Soundtracks window lets you export a project's soundtrack as an audio .wav file. You can export the different soundtracks as one audio file or export all soundtracks separately.

How to access the Export Soundtracks window

1. Select **File > Export > Soundtrack**.

The Export Soundtracks window opens.



Parameter	Description
Destination Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you set the file name pattern. The default File Pattern is %t-A%n.wav. <ul style="list-style-type: none"> • %t = Project title • %n = Soundtrack number
Options	
Process Soundtracks Individually	Exports the different sound layers to be exported as individual soundtracks.
Merge All Soundtracks	Merges all the sound layers onto one single soundtrack.
Don't Break Sound	Exports the sound layers as one complete soundtrack. Depending on whether you selected to export the sound layers individually or merged, one single soundtrack will be exported or one soundtrack per layer will be exported.

Break Sound Per Scene	Divides the soundtracks in sound files per scene. Depending on whether you selected to export the sound layers individually or merged, one single soundtrack will be exported per scene or one soundtrack per layer will be exported per scene.
Break Sound Per Sequence	Divides the soundtracks in sound files per sequence. Depending on whether you selected to export your sound layers individually or merged, one single soundtrack will be exported per sequence or one soundtrack per layer will be exported per sequence.
Break Sound Per Act	Divides the soundtracks into sound files per act. Depending on whether you selected to export your sound layers individually or merged, one single soundtrack will be exported per act or one soundtrack per layer will be exported per act.
Sound Settings	
Sample Rate	Lets you select the Khz sample rate value. A higher value results in a better quality sound but heavier file.
Bit Depth	Sets the audio file bit depth to 8 or 16 bit. A higher bit value will result in a better quality sound but heavier file.
Channels	Lets you select the exported audio files channels to be either Mono or Stereo.
Export Range	
All	Exports the entire storyboard's soundtrack.
Selected Scenes	Opens the Scenes Picker dialog box so you can select specific scenes in which to export the soundtrack. In the Scene Picker dialog box, you can select your scenes by sequences if your project contains sequences.
Current Scene	Exports only the currently selected scene's soundtrack.
Open folder after export	Storyboard Pro automatically opens the folder that contains the exported audio files.

Export to Toon Boom Window

The Export to Toon Boom window lets you export an animatic as Harmony, Animate 2 or Animate Pro 2 scene files. You can export the entire storyboard project or a selection of scenes. You can export the entire storyboard project or a selection of scenes. When the export is ready, you can open it in the destination software. When you first save this new scene, the exported file will be converted in the proper format depending on the software you used. The following elements of your storyboard will be exported: layers, layer motion and camera moves.

Before exporting to Toon Boom, you can use the Layers view to deselect specific layers. In the Layers view, deselect the Toon Boom option from the Export To section. Note that this layer will still be exported to Toon Boom, but it will be disabled. You can enter the symbol and re-enable it at anytime.

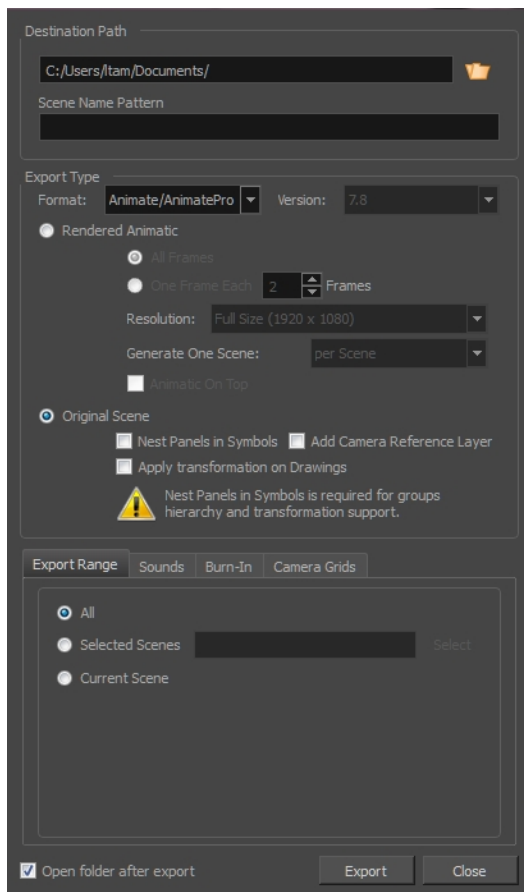
NOTE: Transitions and holds in the layer motions are not supported by the Export to Toon Boom option.

To learn more about the Layers view, see [About Layers on page 1](#).

How to access the Export to Toon Boom window

1. Select **File > Export > Export to Toon Boom**.

The Export to Toon Boom dialog box opens.




Parameter	Description
Destination Path	
Path	Lets you specify the location and name of the folder for the exported file.
File Pattern	Lets you set the file name pattern. Leave this field blank to use the default pattern.
Export Target	
Export to Animate/Animate Pro	Exports your animatic to Animate or Animate Pro.
Export to Harmony	Exports your animatic to Harmony Server or Harmony Stand Alone.
	Format: Select To Database if you are using Harmony Server or Offline for Harmony Stand Alone.
	Version: Depending on the Harmony version you have, select either 7.8 or 9.2 or higher.
Export Style	
Rendered Animatic	Exports a storyboard to be rendered in bitmap images and exports to Animate/Animate Pro/Harmony scene. For each scene in your storyboard, an Animate/Animate Pro/Harmony scene will be created. Use this option if you have 3D content and want to export to Animate, Animate Pro, or Harmony 9.2 and earlier. And also to export to Harmony if you have bitmap drawing layers.
	All Frames: Renders the full storyboard project.
	One Frame Each: Renders only one frame for every chosen number of frames you specify. For example, if you choose to render every 5 frames, then a new image will appear every fifth frame, with each image being held for 5 frames to maintain the timing.
	Resolution: Lets you select the render size of the project: Full size, half size or quarter size.
	Generate One Scene: Generates a scene by scene or by selected sequences and panels.
	Animatic on Top: If you generate scenes based on sequences or acts, this option becomes available. When enabled, the animatic is rendered and placed as the top layer and column in Harmony or Animate.
Original Scene	Exports the storyboard in a project where the vector drawings, layers and camera settings are kept as is. For each shot or scene in your storyboard, a Harmony/Animate scene is created.
	Nest Panels in Symbols: Upon export to Harmony or Animate, the panel's content will be nested inside symbols. Instead of having several layers in your root timeline, you will have a single one. You will need to enter the symbol to edit its content.
	Add Camera Reference Layer: Adds a layer containing the different camera frames on top of the other layers to use as a reference in Harmony and Animate.

	Apply Transformation on Drawings: Applies transformation on the first and last position of each panel. The in-between animation will be lost.
Export Range Tab	
All	Exports the entire storyboard.
Selected Scenes	Select this option and click Select to open the Scenes Picker dialog box in which you can select specific scenes to export. You can also select your scenes per sequences if your project contains sequences.
Current Scene	Exports only the currently selected scene.
Sounds Tab	
Keep Original Files	Keeps and uses all original sound files.
Process Soundtracks Individually	Creates one audio file per soundtrack.
Merge All Soundtracks	Creates a single audio file, gathering sounds from every soundtrack of your storyboard
Burn-In Tab	
Print Time Code	Prints the project timecode on the video as an overlay on your video.
Print Scene Names and Panel Numbers	Prints the scene names and panel numbers as an overlay on your video.
Print Additional Duration	Prints an additional duration on your video, defined by the Units and Repeat menu.
Units	Displays additional duration information using Time Code or Frames units.
Repeat	Displays additional duration information per panel, scene or sequence.
Camera Grid Tab	
Project Safety	Prints the safe area on your video.
4:3 Safety	Prints the 4:3 safe area on each panel of your storyboard that has a camera movement.
4:3 Reference	Prints the 4:3 area on each panel of your storyboard that has a camera movement.
Open folder after export	Opens the folder after export.

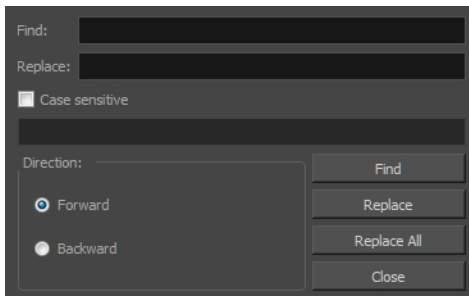
Find Text Window

The Find Text window lets you find a specific part of your text. This can become very handy when you have a large number of captions and text in your project.

How to access the Find Text Windows

1. In the Panel or Storyboard view, select any caption field.
2. Do one of the following:
 - ▶ Click the Caption Menu  button and select **Find Text in Captions**.
 - ▶ Select **Caption > Find Text in Captions**.
 - ▶ Press **Ctrl+Shift+F** (Windows) or **⌘+Shift+F** (Mac OS X).

The Find Text in Captions dialog box opens.



Parameter	Description
Find	Lets you type in the word to search.
Replace	Lets you type in the word that will replace the word you are searching.
Case sensitive	The case of the word is included as a search factor.
Text field	This is where information about the search is displayed.
Direction	
Forward and Backward	Searches for the word in the forward or backward direction.
Find	Locates the first word found in the search and displays it in the Storyboard or Panel view. The word is highlighted in blue.
Replace	Replaces the searched word with the word you specified in the Replace field.
Replace All	Replaces all instances of the word you are searching and replaces it with the word you specified in the Replace field.

Import CSV Window

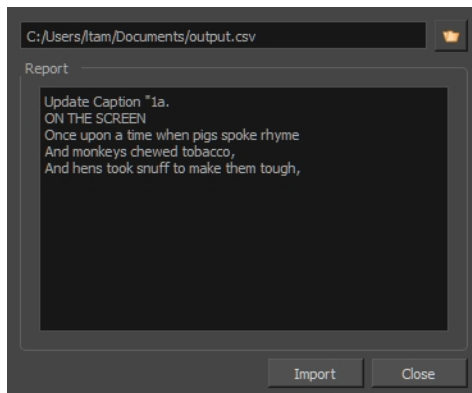
The Import CSV window lets you update your spreadsheet if there are major changes, such as the dialogue. Working this way allows you to import the updated CSV into Storyboard Pro to update all caption fields.

For tasks related to this window, see [Updating Captions from CSV on page 1](#).

How to access the Import CSV window

1. Open the Storyboard Pro project you want to update.
2. Select **File > Update Captions from CSV**.

The Import CSV window opens.



Parameter	Description
Folder location	Lets you locate the <code>.csv</code> file.
Report	Displays the caption fields that were updated. Any captions you modify in the <code>*.csv</code> file are also updated in the caption fields of your Storyboard Pro project. CSV files exported from Storyboard Pro are UTF-8. CSV files can be modified in Microsoft Excel if all the characters are part of the Latin character set. If non-Latin characters are used, the CSV files can be edited using Open Office. CSV files exported from Storyboard Pro can be edited in either Microsoft Excel or Open Office. Excel does not display non-English characters properly and will not recognize them when importing to Storyboard Pro.

Import Project Window

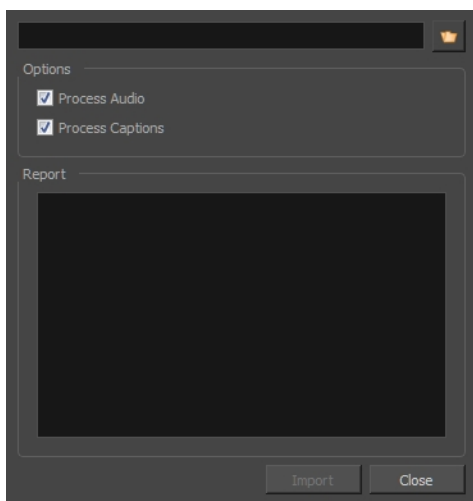
The Import Project window lets you import an XML file that was exported to Final Cut Pro to complete editing.

NOTE: Refer to your third party software's documentation to learn how to export the animatic project in an XML file format.

IMPORTANT: You can only reimport a modified conformation XML file into the original project from which it was first exported.

How to access the Import Project window

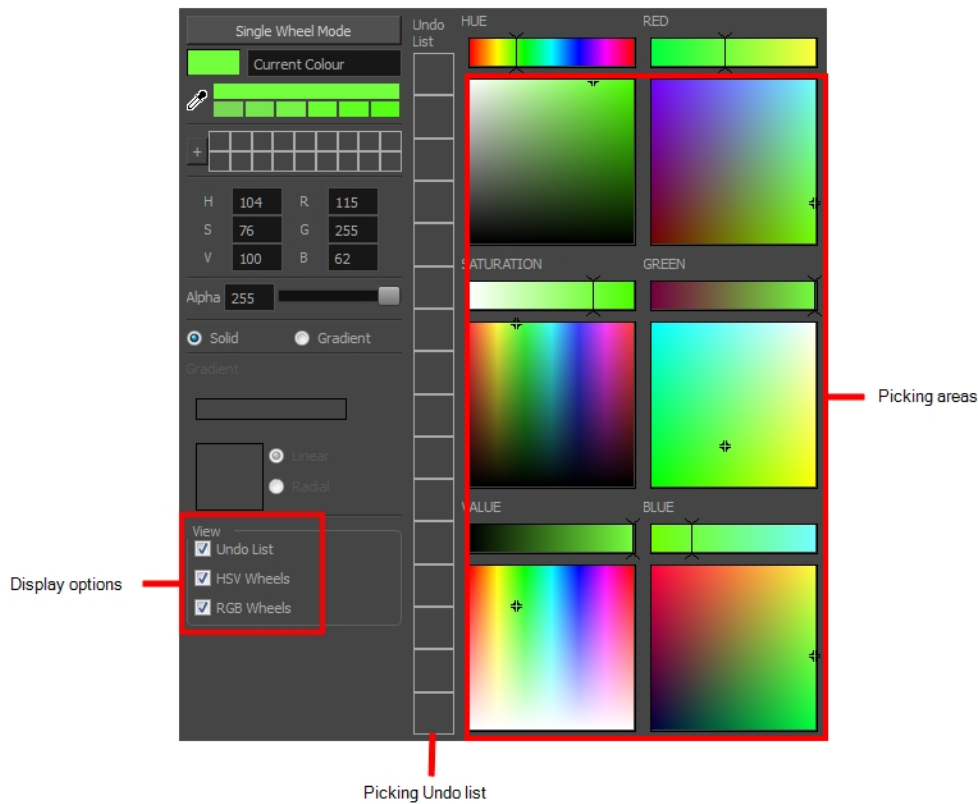
1. In your original storyboard project, select **File > Conformation > Import Animatic Project**.



Parameter	Description
Options	
Process Audio	Audio tracks will be conformed. This option is enabled by default. Deselect this option if you do not want to conform the audio.
Process Captions	Captions will be conformed. All captions are updated when importing back to Storyboard Pro. This option is enabled by default. Deselect this option if you do not want to conform the captions.
Report	Displays error information relative to the conformation process.

Multiwheel Colour Window

The Multiwheel Colour window lets you select and customize colours, create solid or gradient colours, store colours in the colour storage library, open the Colour Picker window and undo actions.



For tasks related to this dialog box, see [About Colours](#) on page 1, [Creating a Gradient](#) on page 1 and [Editing Gradients and Textures](#) on page 1.

How to access the Multiwheel Colour window

1. In the Colour view, make sure the Colour area is expanded by clicking the **Collapse/Expand** arrow.
2. Double-click on the current colour swatch.
The Colour Picker window opens.
3. Click **Multiwheel**.
The Multiwheel Colour window opens.


Parameter	Description
Single Wheel Mode	Opens the Colour Picker window—see Colour Picker Window on page 180.
Current Colour	Displays the current colour on the left side. On the right side is the currently you are modifying.
Colour slider	Displays the colour gradation of the colour selected in the colour picking area.

Colour picking area	Displays a colour range with a cursor which you can drag to select a colour. This display changes when you select one of the these options: H, S, V, R, B, or B.
Dropper	Lets you select a colour from any place on your screen. Hold down the Dropper and drag to the desired colour and release to select the colour.
Colour Scale	Displays the hue selected in the colour picking and colour slider areas, and its different values.
Add Colour	Adds the selected colour to the colour storage library.
Colour Storage Library	Lets you save colours you have defined.
Alpha	Lets you change the transparency level by typing in a value or dragging the slider.
Solid	Creates an even, uniform colour.
Gradient	Lets you create a linear or radial gradient—see Creating a Gradient on page 1 and Editing Gradients and Textures on page 1 .
Gradient Scale	Displays a colour range and arrows. Move the arrows to define the gradient colours.
Gradient Preview	Displays a preview of the gradient as you move the arrows on the gradient scale.
Linear	Creates a linear gradient.
Radial	Creates a radial (circular) gradient.
View	
Undo List	Shows or hides the Undo list.
HSV Wheels	Shows or hides the HSV colour wheels.
RGB Wheels	Shows or hides the RGB colour wheels.
Undo List	Displays a list of actions you can undo by clicking a swatch in the list.
HSV	Displays the hue, saturation or value of a selected colour in the colour picking area.
RGB	Displays the red, green or blue colour wheel.

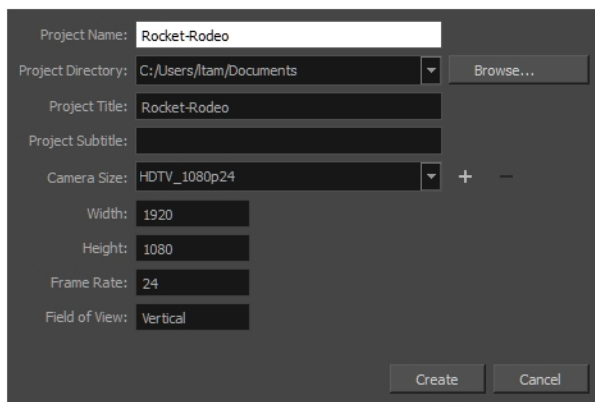
New Project Window

The New Project window lets you create a new project. If a project is already open and you want to create a new one, use the File menu. Note that the content of the project directory will appear when you save the project for the first time.

How to access the New Project window

- Do one of the following:
 - Select **File > New**.
 - In the File toolbar, click the New  button.
 - Press Ctrl+N (Windows) or ⌘ +N (Mac OS X).

The New Project dialog box opens.



Parameter	Description
Project Name	The name of the storyboard project. This name will appear as the file name.
Project Directory	The location of your new project.
Project Title	The name of the project. It is a good idea to use the same name for the project name and project title.
Project Subtitle	The titles that will appear on the appropriate pages of PDF exports.
Camera Size	Displays a list of resolutions for you to choose from for your project.
Width	The parameters of the resolution you chose from the Camera Size menu. Note that you cannot change these parameters.
Height	
Frame Rate	
Field of View	
Add	Opens the New Resolution window from which you can create a custom resolution—see Creating a Custom Resolution .
Remove	Removes a custom resolution from the Camera Size menu.

New Resolution Window

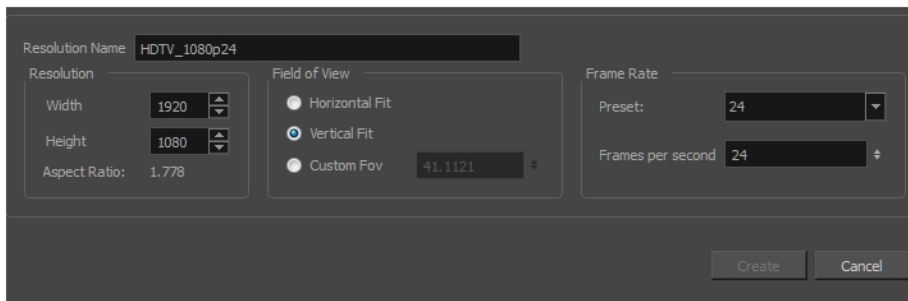
The New Resolution window lets you create a custom resolution. Your new resolution will appear in the Camera Size menu of both the New Project window and Welcome screen.

See [Creating a Project on page 1](#) and [Deleting a Custom Resolution on page 1](#).

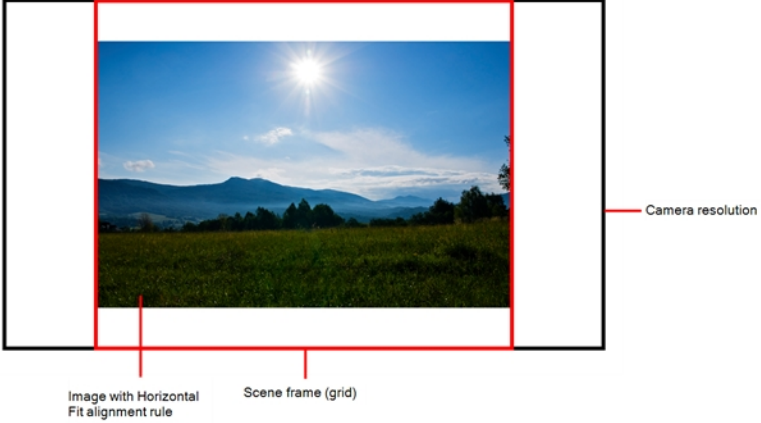

How to access the New Resolution window

1. In the Welcome screen or New Project window, click the Add + button to add a new resolution to the list.

The New Resolution box opens.

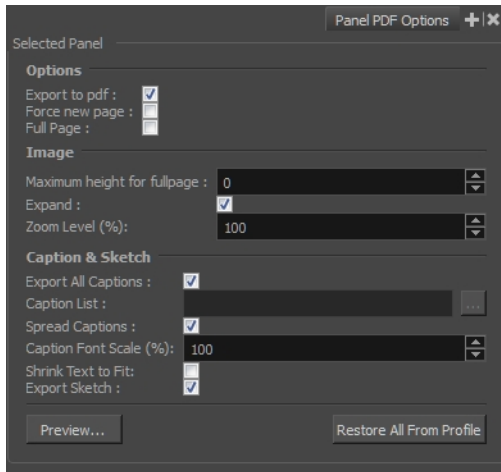


Parameter	Description
Resolution Name	This is name you give the custom resolution. Your new resolution will appear in the Camera Size menu of both the New Project window and Welcome screen.
Resolution	
Width	This is the width of the resolution that will be created.
Height	This is the height of the resolution that will be created.
Aspect Ratio	Displays the ratio between the horizontal and vertical dimensions of the camera framing. Each resolution setting has a preset aspect ratio that cannot be changed.
Field of View	
Horizontal Fit	Enlarges or shrinks (but not distort) to your image height to match the full width of the scene frame (alignment grid).

	
<p>Vertical Fit</p>	<p>Enlarges or shrinks (but not distort) to your image height to match the full height of the scene frame (alignment grid).</p> 
<p>Custom Fov</p>	<p>After selecting this option, enter a value, in degrees, of the angle that you want the camera cone to be. Increasing this value will make the camera cone wider (the angle is more obtuse). Widening the FOV will make the grid and all elements appear farther away. Decreasing the default value will create the opposite effect.</p>
<p>Frame Rate</p>	
<p>Preset</p>	
<p>Frames per Second</p>	<p>Sets the frame rate for your project. The higher the frame rate, for example 30 fps, the faster the animation will play. The lower the frame rate, for example 12 fps, the slower your animation will play. Avoid going under 12 frames per second as your animation will have a choppy playback. The human eye requires a minimum of 12 frames per second to perceive a fluid animation.</p>

Panel PDF Options Window

The Panel PDF Options window lets you set the export options to apply to selected panels in your storyboard.



For tasks related to this window, see [Exporting to PDF on page 1](#).

How to access the Panel PDF Options window

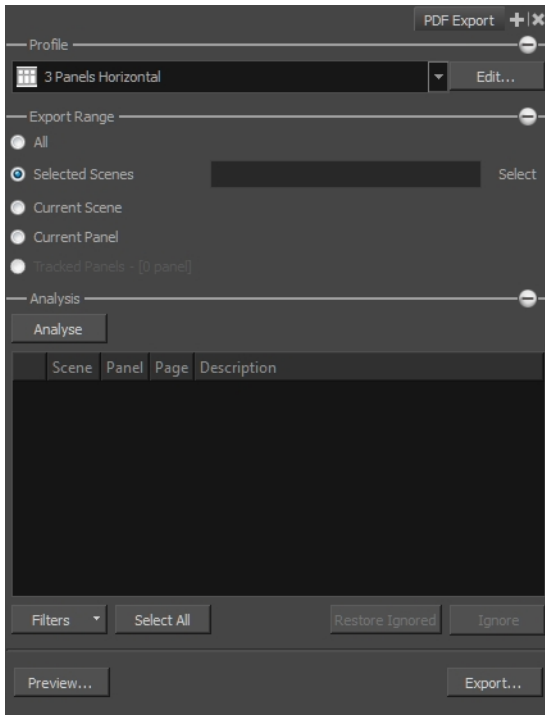
1. Select **Windows > Panel PDF Options**.

Parameter	Description
Options	
Export to PDF	Exports the selected panel. This option is enabled by default. Deselect this option if you do not want to export this particular panel.
Force New Page	Starts panel on a new page.
Full Page	Prints panel on a full page.
Image	
Maximum Height for Full Page	Lets you set the maximum image height for a full page panel. Applies to landscape orientation only. 0 = No Limit.
Expand	Displays camera motion (such as pan, tilt, or zoom) in the image across several panels.
Zoom Level (%)	Size, in percentage, that the panel will appear within its frame.
Caption & Sketch	
Export All Captions	This option is enabled by default. All captions from this panel will be exported to PDF. If you want to select specific captions to export, deselect this option and use the Caption List option to make your selections.
Caption List	This option is unavailable when the Export All Captions option is enabled. When available, click the Browse button to open the List Picker for selecting specific captions to export.
Spread Captions	Adapts the box to the text and spreads it across the next panel if necessary.

	When this option is deselected, caption text is cut if it is too long or big for the space available in the box.
Caption Font Scale (%)	Select the scale, in percentage, the text will appear in the captions of this panel.
Shrink Text to Fit	Shrinks captions if they do not fit in the panel.
Export Sketch	Exports the sketch caption field of this panel.
Preview	Creates a quick PDF of the page containing the selected panel(s), using the current default PDF export profile for the other panels.
Restore All from Profile	Returns the options to the current default PDF export profile.

PDF Export View/Window

The PDF Export view/window lets you export a storyboard project as a PDF file.



For tasks related to this window, see [Exporting to PDF on page 1](#).

How to access the PDF Export view/window

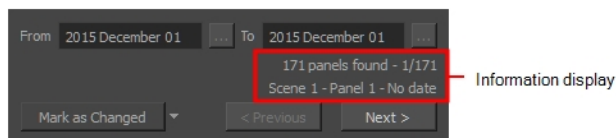
1. Select **Windows > PDF Export**.

Parameter	Description
Profile	
Drop-down Menu	Lets you select a profile for the export.
Edit	Opens the PDF Profile dialog box from which you can edit a selected profile.
Export Range	
All	By default, the export range is set to All, which means your entire storyboard project will be exported.
Selected Scenes	Select this option and click Select to open the Scenes Picker dialog box in which you can select specific scenes to export.
Current Scene	Exports only the currently selected scene to PDF.
Current Panel	Exports only the selected panels to PDF.
Tracked Panels	Exports panels that are marked as tracked. The number of tracked panels will appear beside the option—see Tracking Changes on page 1 .

Analysis	
Analyse	<p>Starts the analysis of your PDF options.</p> <p>If no issue is encountered, the list will remain empty and the word Done! will appear beside the Analyse button.</p> <p>If issues are encountered, they will appear in the list area. The scene, panel, and page numbers will be indicated, as well as a description of the problem found.</p>
Filters	<p>A menu will lets you select the type of issues you want the analysis to display. Options include: Text Overflow, Text Overlap, and Camera Pan issues.</p>
Select All	
Restore Ignored	<p>Resets an ignores issue and removes the red X beside it in the list.</p>
Ignore	<p>Removes an issue from the list of issues encountered during the PDF analysis.</p>
Preview	<p>Generates a PDF preview of the selected issue.</p>
Export	<p>Exports a PDF file of your storyboard.</p>

Track Changes Window

The Track Changes window lets you track changes by date. If a storyboard becomes very large, it may be easier to track changes made on a specific date.



For tasks related to this window, see [Tracking Changes on page 1](#).

How to access the Track Changes window

- Select **Storyboard > Track Changes > Track Changes by Date**.

Parameter	Description
From and To	Lets you define a particular time range in which to track changes. If you want to track changes done on one specific day, place that day's date in both the From and To fields. Click the From button and select the first date. Only the dates at which a change occurred will be available. The other dates will appear dimmed.
Information display	The first line displays the number of panels found in the storyboard that have been modified during the defined time range, and the panel that is currently selected. The second line displays information about the currently selected panel, such as which scene it is part of, the name of the panel, and the date it was last modified.
Mark as Changed	Marks the currently selected panel as being edited on the current date; this is the default option. Click the button to activate it.
Mark as Scene Changed	Marks the scene of the currently selected panel as being edited on the current date.
Mark All as Changed	Marks all the storyboard panels as being edited on the current date.
Previous and Next	Navigates from one modified panel to the next.

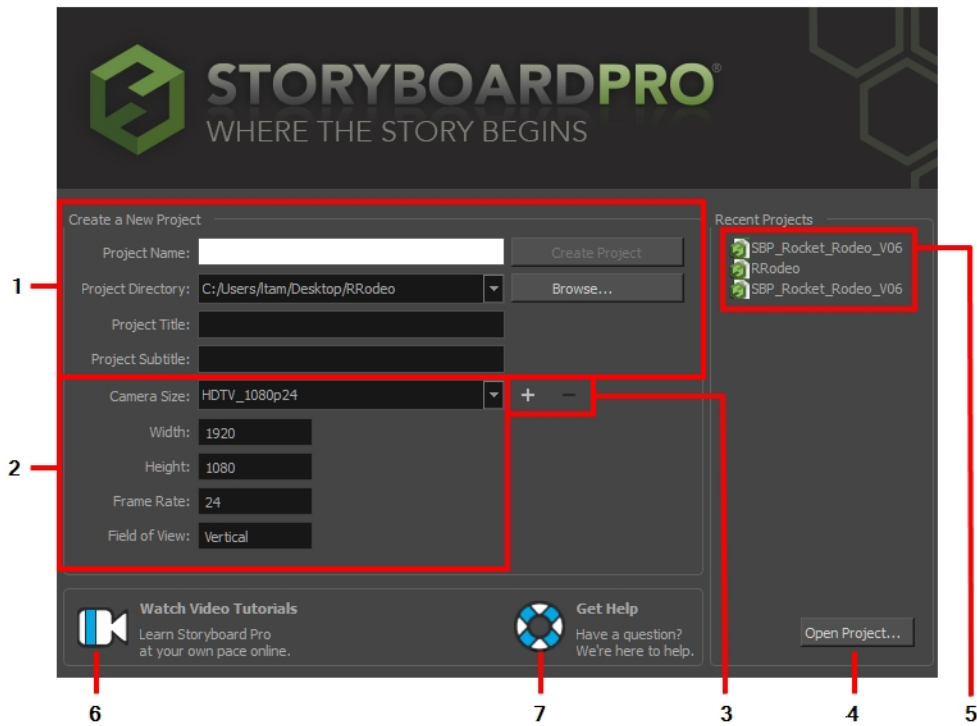
Welcome Screen

When you open Storyboard Pro for the first time, two screens are displayed. The first screen provides links for:

- Learning how to use Storyboard Pro.
- Details on what's new in this version of Storyboard Pro.
- Joining the Toon Boom Forum where you can mingle with other Storyboard Pro users, ask questions, and get answers to your questions.



When you close the first Welcome screen, the second one displays. This is where you can create and open projects. However, if a scene is already open, you can display the Welcome Screen by selecting **Help > Show Welcome Screen**.











1. Create and name projects
2. Set the project resolution
3. Add or delete a custom project resolution
4. Open projects by browsing
5. Open recent projects
6. Watch Storyboard Pro video tutorials
7. Access the Storyboard Pro documentation

Chapter 7: About Workspaces

The Storyboard Pro workspace is comprised of several views. You can customize your workspace to suit your work style, save it as a new workspace, and load it from the Workspace toolbar.

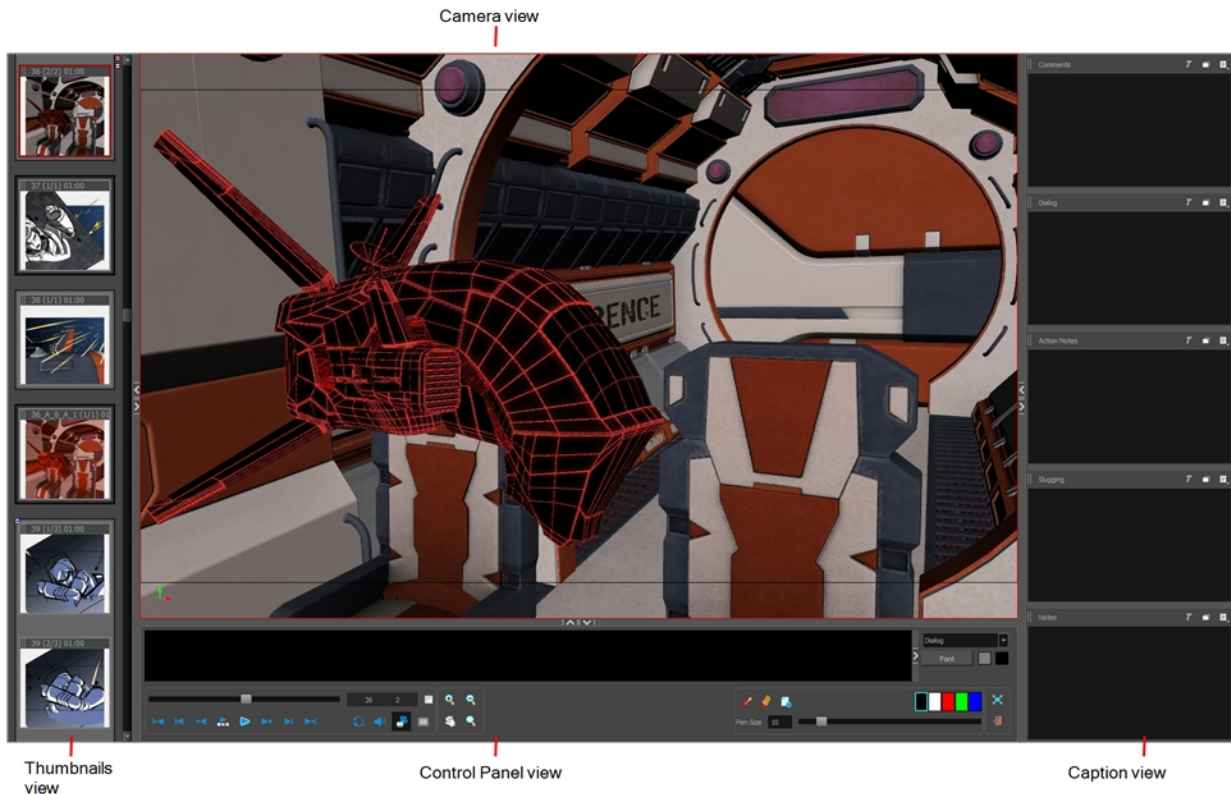
The first time you open Storyboard Pro, the default Drawing workspace is loaded. There are a total of eight ready-made workspaces.

Workspace	Icon	Description
Drawing		This workspace is designed to enable you to draw your storyboard efficiently. The main space is the large Stage view and the Thumbnails view is at the bottom. This workspace also gives you quick and easy access to all your tools, as well as the Panel and Storyboard views.
Timeline		This workspace is designed with the process of animatic creation in mind. The main space is the large Stage view and the Timeline view is at the bottom, where you can easily edit the timing of panels, transitions and sounds. This workspace also gives you quick and easy access to all your tools, as well as the Panel and Storyboard views.
Overview		This workspace is designed to provide an organized overview of your project. The main space is the Thumbnails view where you can efficiently reorganize the order of your panels.
Horizontal		This workspace displays your project as a classic horizontal paper storyboard layout. The main space displays three panels at a time, with the panel information shown below each one.
Vertical		This workspace displays your project as a classic vertical paper storyboard layout. The main space displays two panels at a time, with the panel information shown at the side of each.
Pitch Mode		This workspace displays your project with a different set of views than the other workspaces. Access is only given to a certain number of features. This maximizes the viewing space to focus solely on the story being pitched. The Pitch Mode workspace occupies the entire display screen. There are no toolbars or top menu available.
PDF View		This workspace displays your project with the views required to quickly set up your PDF export.
3D View		This workspace displays your project with the views appropriate for working with 3D objects, including the Camera, Top, Timeline, and Layers views—see Working in a 3D Space on page 1 .

Pitch Mode Workspace

The Pitch Mode workspace contains a different set of views than the other workspaces, and occupies the entire display screen. Access is only given to a certain number of features. This maximizes the viewing space by removing any unnecessary distractions such as toolbars and buttons, allowing your audience to focus solely on the story being pitched. It also has an easy comment feature that is not available in the other workspaces. The views in this workspace do not have tabs or names. You cannot add or remove views. However, you can hide the side views temporarily to maximize the Camera view.

There is also a Pitch Mode view that behaves in almost the same way as the Pitch Mode workspace, but provides access to the other views and menus—see [Pitch Mode View on page 164](#).



For task information on this workspace, see [About Pitching Your Storyboard on page 1](#).

How to access the Pitch Mode workspace

Do one of the following:

- From the View toolbar, click the Pitch Mode  button.



- From the Workspace toolbar, select **Pitch Mode**.
- Select **Windows > Workspace > Workspace > Pitch Mode**.
- Press 8.

How to exit the Pitch Mode workspace

- In the Control Panel view, click the Exit Pitch Mode  button.

NOTE: To exit the workspace, you can also switch to another workspace using the top menu.

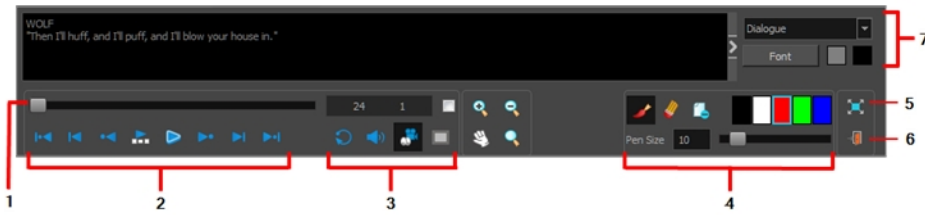
Thumbnails View

The Thumbnails view is very similar to the Thumbnails view found in the other workspaces and the View menu. It allows you to see the scenes, panels, and transitions in your storyboard. The main difference is that you cannot see the drawing layers included in the panel, only the composited image of all your layers—see [Thumbnails View on page 169](#).

You can easily navigate through the thumbnails without clicking on them by using the default keyboard shortcuts A and F.

Control Panel

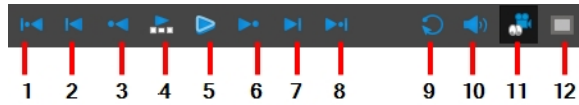
The Control Panel view is where you play back the storyboard, see the dialogue or selected caption for the current panel, and access the comments settings and tools—see [Navigating your Storyboard on page 1](#)



1. Scene scrubber
2. Playback toolbar
3. Camera and audio tools
4. Comments setting and tools
5. Full screen mode
6. Exit Pitch mode
7. Selected caption settings

Playing Back the Storyboard

The Playback toolbar lets you play back your storyboard. When you create an animatic with transitions and sound, you can play it back in real time to check the timing—see [Playing Back Your Animatic](#) on page 1.







- | | |
|------------------------|----------------------|
| 1. First Panel | 7. Next Scene |
| 2. Previous Scene | 8. Last Panel |
| 3. Previous Panel | 9. Loop Mode |
| 4. Play Selected Panel | 10. Audio Mode |
| 5. Play All Panels | 11. Camera Mode |
| 6. Next Panel | 12. Camera Mask Mode |

Navigating the Camera View

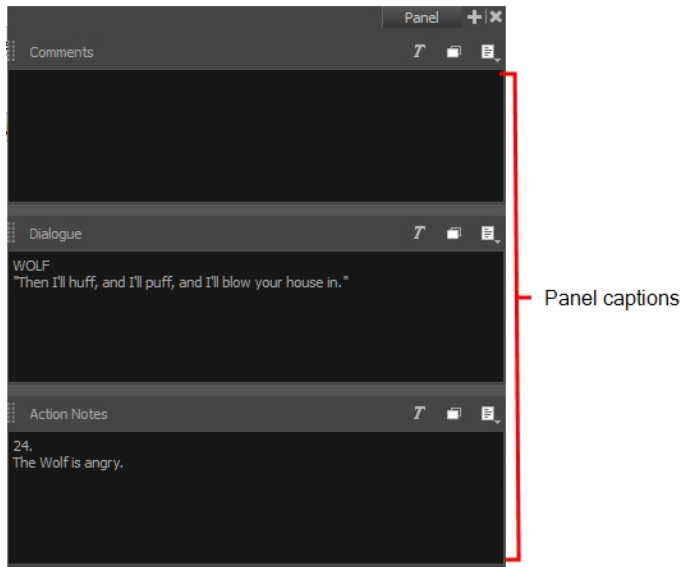
If you want to zoom in and out or pan in the Camera view, you can use the View tools in the Control Panel view.



- ▶ To navigate in the Camera view, deselect the Camera Mode  button in the Control Panel view.

Icon	Tool Name	Keyboard Shortcut
	Zoom In	2
	Zoom Out	1
	Pan	Spacebar
	Zoom Tool	2 for zoom in 1 for zoom out When the Zoom tool is selected, hold Alt as you click to zoom out.

Panel View



The Panel view displays the captions related to the current panel. You can see the dialogue, action notes or any other caption available in your storyboard. You can also add, remove or edit captions—see [Captions on page 1](#).