



STORYBOARDPRO

Toon Boom Storyboard Pro 5.5
Reference Guide

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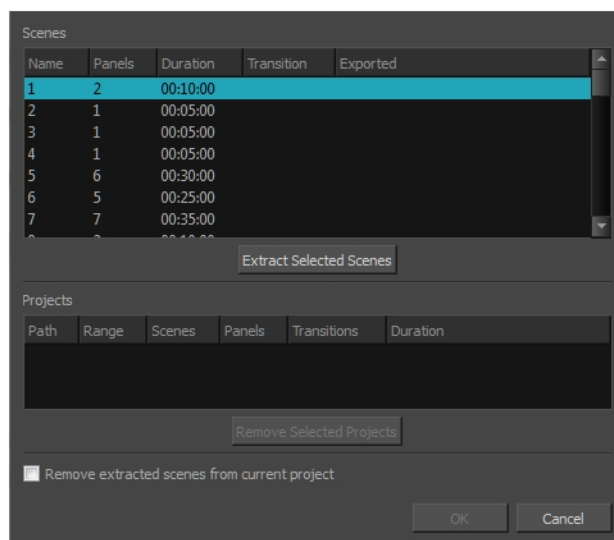
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Chapter 1: About Dialog Boxes

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

Advanced Merge Storyboard Dialog Box

The Merge and Replace dialog is useful if you have extracted or split your project into different project to allow different project collaborators to work on it, but have kept a copy of the original project (or master project). With this dialog, you can replace the original scenes in the master project with the updated scenes in the extracted project.

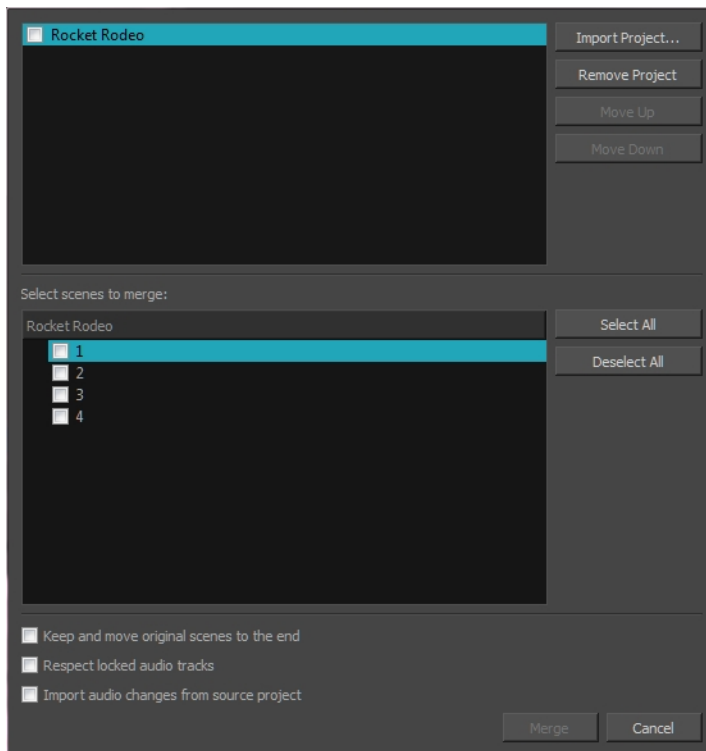
Optionally, you can keep a copy of the original scenes so that you can compare them. You can also customize which scenes from the extracted projects should be imported into the master project.

NOTE: When merging projects, the video and sound clips in the master project will remain synchronized with the cue time of their respective panels. Clips that extend beyond the boundaries of a panel will be synchronize with the panel in which they are cued, not the panel in which they end.

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
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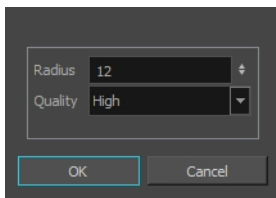
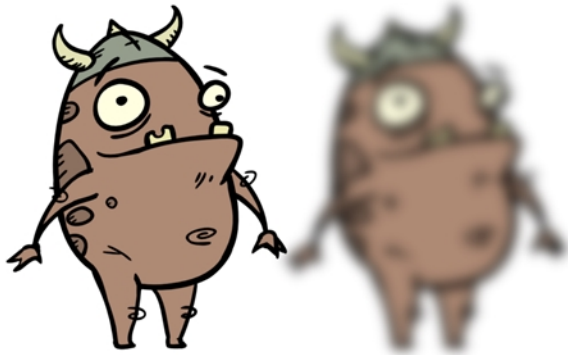
List of Storyboard Pro projects	<p>Displays the list of Storyboard Pro project files selected for merging with your current file.</p> <div style="border: 1px solid green; padding: 5px; margin: 10px 0;"> <p>NOTE: A checkbox appears to the left of every project in the list. Checking that checkbox will select every scene in that project for merging into the current project.</p> </div>
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	<p>The list of scenes in the project that is currently selected in the projects list at the top. A checkbox appears left of each scene in the list. Checking this checkbox will make it so the scene is merged from the selected project into the current project.</p> <p>If the project being imported contains sequences, the sequences will also be in the list, and scenes will be listed under their respective sequence. You can check the checkbox next to a sequence to simultaneously select all scenes in the sequence.</p>
Select All	Checks every scene in the selected project for merging into the current project.
Deselect All	Unchecks every scene in the selected project.
Keep and move original scenes to the end	Creates a backup of each scene in the master project that gets replaced by a scene in the imported projects. The backup scene will be placed at the end of the project, and its scene name will have the _orig prefix added to it.
Respect locked audio tracks	Ensures that the sound clips in locked audio tracks do not get moved to remain synchronized with their respective panels.

Import audio changes from source project	Imports the changes done to the audio tracks and sound clips of the imported projects into the current project.
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Blur Dialog Box

T-SBADV-007-003

The Blur effect softens, fogs or obscures the image evenly in all directions. This effect is useful when you want to make images cloudy and not detailed. For example, you can make a drawing object that is farther back or in the background of your scene appear blurry due to the laws of atmospheric perspective. Other uses include the general softening of objects such as snow, stars and shadows that do not naturally have a hard outline.



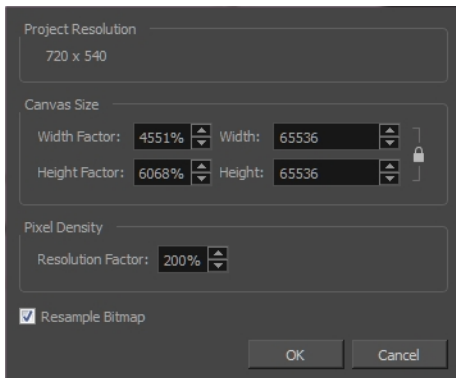
How to access the Blur dialog box

- Select **Layer > Apply Effect on Bitmap Layer > Blur**.

Parameter	Description
Radius	Size of the blur. The larger the value, the greater the strength or reach of the blur.
Quality	Select High for a slow and accurate operation or Low for a faster operation with a more raw look.

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.



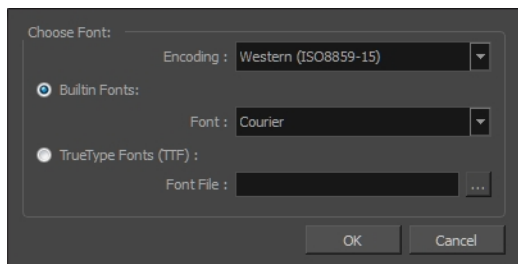
How to access the Change Bitmap Layer Resolution dialog box

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.



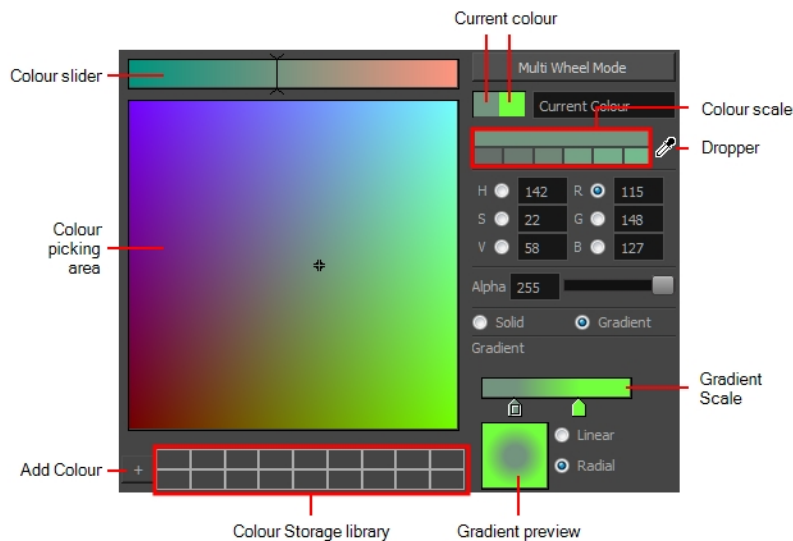
How to access the Choose Encoding and Font dialog box

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	

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.



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 95 .

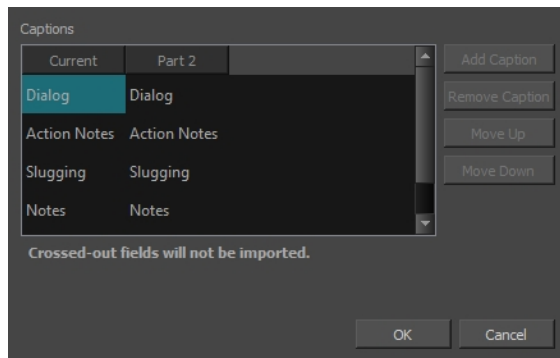
Current Colour	Displays the current colour on the left side. On the right side is the currently you are modifying.
Colour Scale	Displays the hue selected in the colour picking and colour slider areas, and its different values.
Dropper	Lets you select a colour from any place on your screen. Hold down 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.
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.

Customize Captions Dialog Box

The Customize Captions dialog box allows you to configure how the caption fields in a project you're inserting are matched with the caption fields in your current project. You can associate caption fields from the project being inserted with caption fields in the current project, and decide whether the unmatched caption fields are added to your project or discarded.

How to access the Customize Captions dialog box

1. In your current project, in the Timeline view, move the timeline playhead over the scene after which you want the project to be inserted.
2. From the top menu, select **File > Project Management > Insert**.
The Open Storyboard Project window appears.
3. Browse to and select the ***.sboard** or ***.sbpz** file of the project you want to select and click on **Open**.
4. In the dialog prompting you to confirm how to manage the caption fields of the project being inserted, click on **Customize**.



Parameter	Description
Captions list	<p>The list of captions being merged. The left column is for the caption fields in the current project, and the right column is for the caption fields in the project being inserted.</p> <p>Captions that are aligned horizontally will be matched, and the value of these captions in the inserted project will be added to that caption field in the current project. By default, captions that have the same name will already be aligned together. Should you need to customize the way the caption fields in both projects are matched, keep in mind the following behaviors:</p> <ul style="list-style-type: none"> • If a caption field of one of the project being merged is aligned with one of the caption fields in the current project, the values for that

Parameter	Description
	<p>merged project's field will be added to the current project's field it is aligned with, for all the scenes that are imported from that merged project, even if these fields don't have the same name.</p> <p>For example, if the current project has a caption field named Action and the project being merged has a caption field named Action Notes, and they are both aligned horizontally, once the projects are merged, the value of the Action Notes caption field for the scenes being imported will be stored in the Action field.</p> <ul style="list-style-type: none"> • If a caption field for the project getting merged is below all the fields in the current project, it will be added as a new field to the current project. • If a caption field for the project getting merged is below all the fields in the current project and is crossed out, it will be ignored. • If a caption field for the project getting merged is aligned with one of the fields of the current project and is crossed out, this field will be empty for all the scenes that are imported from that project. • If a caption field is added to the project but has the same name as an existing caption field, it will have a suffix number.
Add Caption	If you have removed a caption from one of the project getting inserted, you can select the removed caption and click on this button to add it back.
Remove Caption	Ignores the currently selected caption field for the inserted project. The values for that caption field will not be imported in the current project.
Move Up	Moves the selected caption field up in the list of captions, changing which caption field in the original project it is matched with.
Move Down	Moves the selected caption down in the list of captions, changing which caption field in the original project it is matched with.

Default Caption Format Dialog Box

The Default Caption Format dialog box lets you set the default font face and font size of all new captions added to your project.

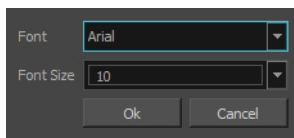
The Default Caption Format is automatically applied when typing captions into a caption field that was previously empty, but does not affect the format of existing captions or of new text typed into existing captions.

The Default Caption Format is saved in your local preferences and affects all projects.

How to access the Default Caption Format dialog box

1. From the top menu, select **Captions > Captions Default Format**.

The Default Caption Format dialog box opens.

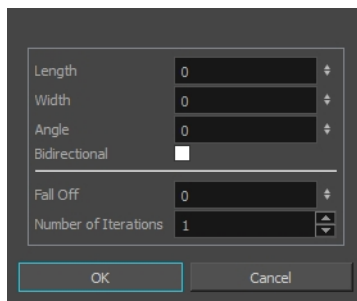


Parameter	Description
Font	Sets the default font face for new captions.
Font Size	Sets the default font size for new captions.

Directional Blur Dialog Box

T-SBADV-007-005

The Directional Blur effect creates a motion blur that pulls and smears the image from one contour edge to a different direction or angle. This effect is useful in creating the impression of speed, such as the streaks of colour that follow a car travelling at high speed. The look of the blur is similar to the look achieved using Gaussian blur when applied with multiple iterations.



How to access the Directional Blur dialog box

- Select **Layer > Apply Effect on Bitmap Layer > Directional Blur**.

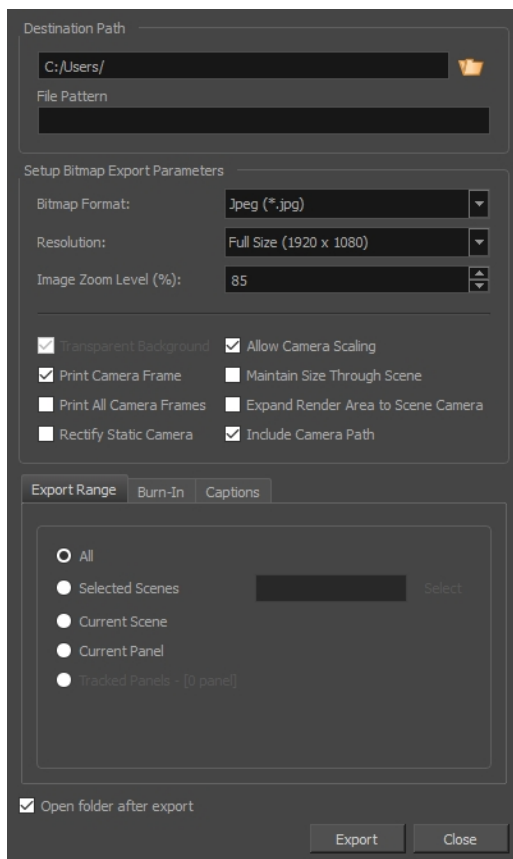
Parameter	Description
Length	Length of the blur.
Width	Thickness of the blur.
Angle	The direction in which the blur is applied: sideways, up, down, 90 degrees, 45 degrees, and so on.

Bidirectional	Applies the blur on both sides of the pixel.
Fall Off	The distance where the blur fades from the edge of the image. Select a value between 0 and 1. A fall-off rate of 0 causes the blur to fade out slowly, distributing the blur evenly from the edge of the character to the farthest edge of the blur. A fall-off rate of 1 causes the blur to fade out quickly, so the blur is heaviest closer to the edge of the image.
Number of Iterations	The number of times the blur is applied to the image. A higher number of iterations creates smoother transitions between colours and increases the blur, but also increases render time.

Export Bitmap Dialog Box

The Export Bitmap window lets you export a storyboard project to bitmap files in .jpg, .tga, .psd or .png 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.

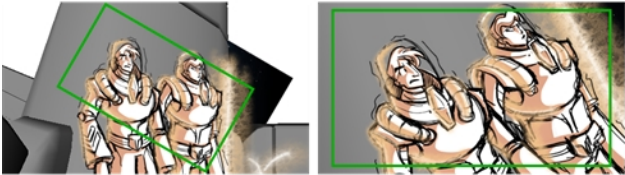
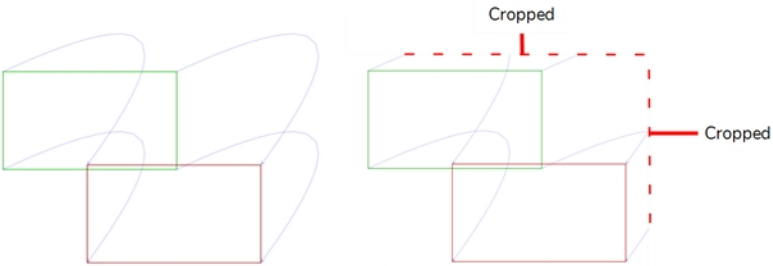





How to access the Export Bitmap window

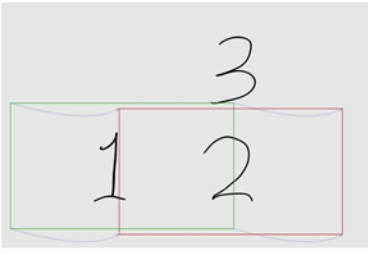
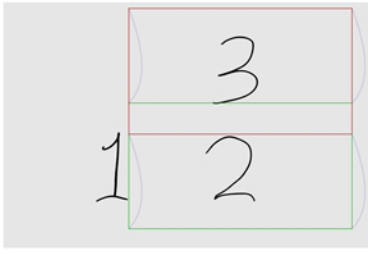
- Select **File > Export Bitmap**.

Parameter	Description
Destination Path	
Path	Lets you specify the name and location of the XML/AAF file you are creating.

File Pattern	<p>Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using the following variables:</p> <ul style="list-style-type: none"> • %t - Project title • %a - Act number • %q - Sequence number • %s - Scene number • %p - Panel number <div style="border: 1px solid #add8e6; padding: 10px; margin-top: 10px;"> <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p> </div>
Setup Bitmap Export Parameters	
Bitmap Format	<p>Allows you to select an image format in which to save the exported bitmaps:</p> <ul style="list-style-type: none"> • Jpeg (*.jpg): A very compact image format with lossy compression. • Targa (*.tga): An image format with basic lossless compression. • Photoshop (*.psd): The format used to store Adobe Photoshop projects. This format is uncompressed. • Portable Network Graphics (*.png): An image format with strong lossless compression.
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 .psd files with

	<p>a transparent background instead of an opaque white background.</p>
<p>Export Camera Frame</p>	<p>Exports the camera frame black border in the image file.</p>
<p>Rectify Static Camera</p>	<p>If the camera is at an angle in a panel, and there is no camera movement in that panel, enabling this option will render the panel as if the camera was at a straight angle.</p>  <p>Without rectified camera With rectified camera</p>
<p>Include Camera Path</p>	<p>Ensures the exported images include all the areas covered by the camera movements. If this option is disabled, the exported images will cover the camera keyframes and everything in-between, but may not include parts of the panels that are covered by curvilinear camera movements.</p>  <p>With the Include Camera Path option Without the Include Camera Path option</p>
<p>Allow Camera Scaling</p>	<p>This option is enabled by default. This ensures that when a camera close-up is included in a scene, the exported image is larger so that the closest camera frame is at least the size of the chosen resolution. This way, the image will not appear pixelated when zooming in on the closest camera frame. If disabled, the exported images will be the size of the chosen resolution.</p> <p>In the following example, the camera zooms out, but the image is exported big enough that the closest (smallest) camera frame is exactly the size of the export resolution. That way, if the image is zoomed in to the closest camera frame, it does not look scaled:</p>

	 <p>Project Resolution: 740 x 540 pixels</p> <p>Closest Camera Frame is exported at 720 x 540 pixels to display without any scaling</p> <p>Farthest Camera Frame is adjusted proportionally to 816 x 612 pixels</p>
<p>Maintain Size Through Scene</p>	<p>Ensures that the elements from the exported panels retain their size across the different panels of the same scene. For example, when exporting a scene where the camera zooms in on a character through two different panels, this option will make it so the character is the same size in both exported images. In the same situation with this option unchecked, both bitmaps will be just big enough so that their closest camera frame is as big as the chosen export resolution.</p> <p>In the following example, the camera zooms out on the scene throughout two panels. In the exported images, the scene elements are the same size, but the image canvas increases in size as the camera zooms out:</p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p>Panel 1:</p>  </div> <div style="text-align: center;"> <p>Panel 2:</p>  </div> </div> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p>NOTE: By default, exported bitmaps cannot be larger than 4096 x 4096 pixels, which might cause this option not to work as expected when exporting scenes with camera zooms.</p> </div>
<p>Expand Render Area to Scene Camera</p>	<p>By default, exported panels only cover the area covered by the camera movements in the panel. With this option enabled, exported panels will cover the area covered by the camera movements in all the panels in their scene combined. That way, if all the exported panels in a scene are combined, the elements of the scene will all be in their proper position</p>

	<p>respective to each other.</p> <p>In the following example, the camera goes from 1 to 2 in the first panel, then from 2 to 3 in the second panel, but both panels are exported to cover the whole camera movement, from 1 to 2 to 3:</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Panel 1:</p>  </div> <div style="text-align: center;"> <p>Panel 2:</p>  </div> </div>
<p>Print Camera Frame</p>	<p>Prints the camera frame onto the exported images. If a panel has a camera movement, a camera frame will be printed for the position of the camera at the beginning of the panel as well as for the position of the camera at the end of the panel.</p>
<p>Print All Camera Frames</p>	<p>Prints a camera frame for each camera keyframe in the panel.</p>
<p>Export Range Tab</p>	
<p>All</p>	<p>Exports the entire storyboard.</p>
<p>Selected Scenes</p>	<p>Select this option to export a specific selection of scenes. Then, click on the Select button to open the Scenes Picker dialog box, in which you can:</p> <ul style="list-style-type: none"> • Type the number of a sequence or of a scene in the Sequence or Scene fields in the Filter section, to only show matching sequences or matching scenes in the list. • Click and drag to select a range of scenes. • Hold the Ctrl key and click on each scene you want to add to your selection. • Hold the Shift key, then click on the first scene and the last scene you want to add to your selection, to select every scene between those two scenes inclusively. • If your project has sequences, click on a sequence to select every scene in that sequence.

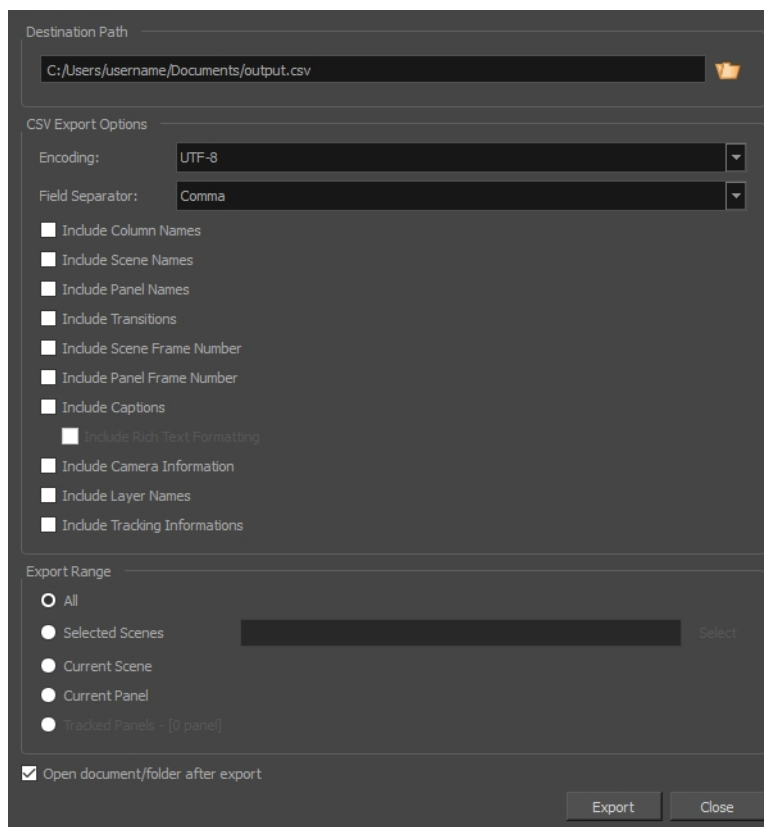
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.
Tracked Panels - [0 panel]	Exports panels on which tracking changes is enabled.
Burn-In Tab	
Print Scene Names and Panel Numbers	Prints the scene names and panel numbers as an overlay on your video.
Captions Tab	
Print Captions	Choose whether to not print captions (None) or select one of your project's captions to print into the exported movies. By default, a Storyboard Pro project has Action Notes, Dialog, Slugging and Notes captions, but you can also choose to print custom captions if your project has any.
Font	Select which font the captions will be printed in. By default, they will be printed in Arial.
Height %	Sets the size of caption lines relative to the height of the exported movies. For example, if exporting a movie at 1080p with 3% Height captions, each caption line will be 32 pixels in height.
Position	Prints the captions at either the Top Left, Top Centre, Top Right, Bottom Left, Bottom Centre or Bottom Right of the panels. By default, captions are printed to the Bottom Centre.
Max Lines	Sets the maximum amount of caption lines to print on each panel. If a caption being printed requires more than the maximum amount of lines, it will be cut off with an ellipsis (...) at the end.

	<p>NOTE: Even if captions are printed at the bottom, they will be aligned to the top of the space reserved for them, which is calculated by the amount of Max Lines x the Height %. Therefore, if this setting is too high and captions are printed at the bottom, they may appear closer to the middle of the picture than to the bottom.</p>
Text Colour	Select the font colour in which to print the captions.
Bg Colour	Select the background colour on which to print the captions. If the checkbox is unchecked, the captions will be printed directly into the rendered picture. Otherwise, they will be printed in rectangular boxes of the chosen colour.
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 dialog allows you to export the metadata in a storyboard into a Comma Separated Value (.csv) format table. You can then view and edit the Comma Separated Value (.csv) file in any standard spreadsheet editor, such as Microsoft Excel, OpenOffice Calc or Google Sheets. This can be useful if you need to analyze any specific aspect of your project. If you export your project's captions, you can also edit them, then import the edited .csv file back into Storyboard Pro to update your project's captions. This can be useful if you want to review and edit your storyboard's captions in bulk using a more lightweight interface.

The exported .csv file will contain one row for each exported panel. It will also have at least one column, the **Object Id** column, which stores a special identifier composed of 16 hexadecimal characters for each panel in your storyboard, making sure that Storyboard Pro can identify which row belongs to which panel in your project. Besides the identifier, you can select which type of data gets exported for each panel.



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 select the text encoding for the .csv file. By default, this option is set to UTF-8 .
Field Separator	Lets you select the field separator character for the .csv file, among the following options: Comma, Semicolon, Tab or Vertical bar (pipe) .
Include Column Names	Adds an extra header row at the top which indicates the purpose of each column in the table.
Include Sequence Names	Adds a Sequence column which indicates the number of the sequence for each panel.
Include Scene Names	Adds a Scene column which indicates the number or name of each scene for each panel.
Include Panel Names	Adds a Panel column which indicates the number or name of each panel.
Include Transitions	Adds a column for each transition in the project, between the rows corresponding to the two panels that are joined by the transition.
Include Scene Frame Number	Adds a column that indicates the length of the scene in frames.
Include Panel Frame Number	Adds a column that indicates the length of the panel in frames.
Include Captions	Adds a column for each caption type in your project, and which will indicate the content of each caption type for each panel.
Include Rich Text Formatting	If your captions have any formatting, check this option to export the content of your captions in HTML, which will preserve the formatting of your captions. If this option is unchecked, your captions will be exported in plain text. They will be easier to read and edit, but if you re-import the .csv file into your project, the formatting of the captions will be lost.
Include Camera	Indicates whether the camera is static or dynamic (animated) for each

Information	panel.
Include Layer Names	This will add as many columns as the amount of layers in the panel that has the most layers. For each panel, the name of each layer in the panel will be indicated. Layers at the bottom are listed in the leftmost layer column, and layers at the top are listed in the rightmost layer column.
Include Tracking Information	Indicates whether or not the panel is tracked, the date at which the panel started getting tracked, and the tracking notes added to that panel, if any.
Export Range	
All	Exports the entire storyboard.
Selected Scenes	<p>Select this option to export a specific selection of scenes. Then, click on the Select button to open the Scenes Picker dialog box, in which you can:</p> <ul style="list-style-type: none"> • Type the number of a sequence or of a scene in the Sequence or Scene fields in the Filter section, to only show matching sequences or matching scenes in the list. • Click and drag to select a range of scenes. • Hold the Ctrl key and click on each scene you want to add to your selection. • Hold the Shift key, then click on the first scene and the last scene you want to add to your selection, to select every scene between those two scenes inclusively. • If your project has sequences, click on a sequence to select every scene in that sequence.
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.
Tracked Panels - [0 panel]	Exports panels on which tracking changes is enabled.

Open document/folder after export	Open the .csv file in your machine's spreadsheet editor immediately after creating it.
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Export to EDL/AAF/XML Dialog Box

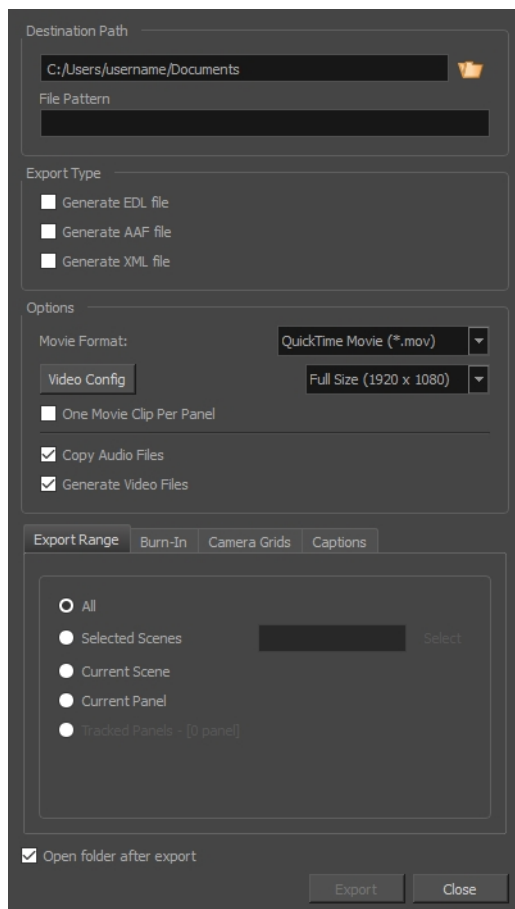
The Export to EDL/AAF/XML window lets you export a storyboard project directly to Apple Final Cut Pro using the EDL or XML formats or to Adobe Premiere, Avid Xpress, or Sony Vegas using the AAF format.

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 name and location of the XML/AAF file you are creating.

File Pattern	<p>Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using the following variables:</p> <ul style="list-style-type: none">• %t - Project title• %a - Act number• %q - Sequence number• %s - Scene number• %p - Panel number <div data-bbox="565 669 1427 926" style="border: 1px solid #add8e6; padding: 5px;"><p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p></div>
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">• Generate EDL file: Can be imported in Final Cut Pro, Avid Media Composer and Adobe Premiere. <div data-bbox="722 1323 1269 1617" style="border: 1px solid #90ee90; padding: 5px;"><p>NOTE: Due to limitations with the EDL format, only the first four soundtracks can be exported, and sound clips that are used multiple times in the project will only appear one time in the exported sequence.</p></div> <ul style="list-style-type: none">• Generate AAF file: Can be imported in Avid Media Composer, Avid Xpress, Sony Vegas and Adobe Premiere.

	<div data-bbox="722 191 1268 604" style="border: 1px solid green; padding: 10px; margin-bottom: 10px;"> <p>NOTE: Due to limitation with the AAF format, Slide-in and Slide-out transitions will be converted to Dissolve transitions, Clock Wipe transitions will always be exported as 12 o'clock (0 degree) clockwise transitions, and Edge Wipe transitions will be exported as either Horizontal, Vertical or Corner Wipe transitions.</p> </div> <ul style="list-style-type: none"> • Generate XML file: Can be imported in Final Cut Pro and Adobe Premiere. <div data-bbox="643 737 1349 909" style="border: 1px solid green; padding: 10px;"> <p>NOTE: If your editing system is not mentioned above, check its specifications to verify which format can be imported.</p> </div>
<p>Generate EDL, AAF, XML File</p>	<p>Generates an EDL, AAF, or XML file.</p>
<p>Options</p>	
<p>Movie Format</p>	<p>Movie clips can be exported in Windows Media Video (*.wmv) format on Windows and in QuickTime Movie (*.mov) format on either Windows or Mac OS if QuickTime Player is installed. This option can not be changed if only one movie format is available for export.</p> <div data-bbox="565 1381 1430 1556" style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p>NOTE: Not all editing systems support importing Windows Media Video files. Check with your software's documentation to see which movie file types are supported.</p> </div>
<p>Video Config</p>	<p>Click this button to configure the video settings. When exporting in QuickTime, this allows to set the video codec, framerate and quality. When exporting in WindowsMedia Video allows to set the video bit rate and variable bit rate quality. The resolution drop-down right of the Video Config button can be used 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.</p>

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, the project's sound files are copied to the same directory as the EDL/XML/AAF files and the video files when exporting. Sound clips that are used several times in the project will only be copied once and linked to several times in the EDL/XML/AAF sequence. When this option is unchecked, the project's sound tracks and their editing data will still be exported into the EDL/XML/AAF sequence. Only the actual sound files will be missing.
Export Range Tab	
All	Exports the entire storyboard.
Selected Scenes	<p>Select this option to export a specific selection of scenes. Then, click on the Select button to open the Scenes Picker dialog box, in which you can:</p> <ul style="list-style-type: none"> • Type the number of a sequence or of a scene in the Sequence or Scene fields in the Filter section, to only show matching sequences or matching scenes in the list. • Click and drag to select a range of scenes. • Hold the Ctrl key and click on each scene you want to add to your selection. • Hold the Shift key, then click on the first scene and the last scene you want to add to your selection, to select every scene between those two scenes inclusively. • If your project has sequences, click on a sequence to select every scene in that sequence.
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.

Tracked Panels - [0 panel]	Exports panels on which tracking changes is enabled.
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.
Captions Tab	
Print Captions	Choose whether to not print captions (None) or select one of your project's captions to print into the exported movies. By default, a Storyboard Pro project has Action Notes, Dialog, Slugging and Notes captions, but you can also choose to print custom captions if your project has any.
Font	Select which font the captions will be printed in. By default, they will be printed in Arial.

Height %	Sets the size of caption lines relative to the height of the exported movies. For example, if exporting a movie at 1080p with 3% Height captions, each caption line will be 32 pixels in height.
Position	Prints the captions at either the Top Left, Top Centre, Top Right, Bottom Left, Bottom Centre or Bottom Right of the panels. By default, captions are printed to the Bottom Centre.
Max Lines	<p>Sets the maximum amount of caption lines to print on each panel. If a caption being printed requires more than the maximum amount of lines, it will be cut off with an ellipsis (...) at the end.</p> <div style="border: 1px solid green; padding: 10px; margin: 10px 0;"> <p>NOTE: Even if captions are printed at the bottom, they will be aligned to the top of the space reserved for them, which is calculated by the amount of Max Lines x the Height %. Therefore, if this setting is too high and captions are printed at the bottom, they may appear closer to the middle of the picture than to the bottom.</p> </div>
Text Colour	Select the font colour in which to print the captions.
Bg Colour	Select the background colour on which to print the captions. If the checkbox is unchecked, the captions will be printed directly into the rendered picture. Otherwise, they will be printed in rectangular boxes of the chosen colour.
Open folder after export	Opens the folder after export.

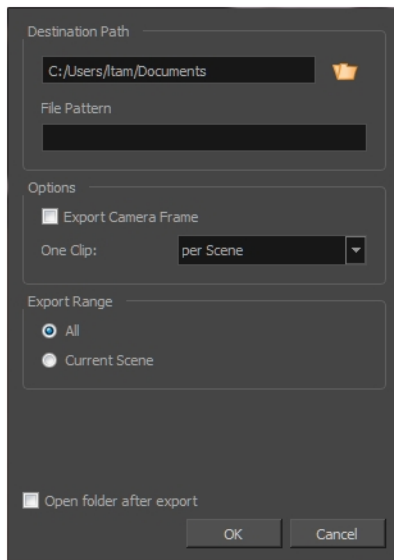
Export to FBX Dialog Box

The Export FBX dialog box allows you export scenes, sequences or your entire animatic into animated Filmbox (.fbx) files. This can be useful if your project has 3D elements. The exported Filmbox (.fbx) file will contain all the 2D and 3D elements in your animatic as well as their animation. You can then import it in a third-party software and use it as a template to create the 3D animations for your production.

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 name and location of the XML/AAF file you are creating.
File Pattern	<p>Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using the following variables:</p> <ul style="list-style-type: none"> • %t - Project title • %a - Act number

	<ul style="list-style-type: none"> • %q - Sequence number • %s - Scene number <div style="border: 1px solid #add8e6; padding: 10px; margin-top: 10px;"> <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p> </div>
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.
Current Sequence	Includes only the scenes from the sequence you selected when you opened this dialog box. This option will only be visible if your project contains sequences.
Open folder after export	Opens the folder after export.

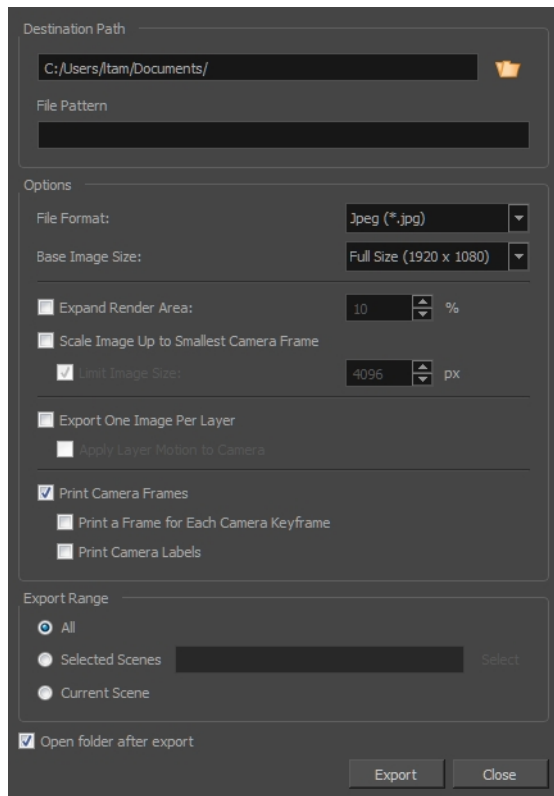
Export Layout Dialog Box

The Export Layout window lets you export some or all the scenes of your project into layout images, which can be used to properly position scene elements when working on different aspects of the scene throughout the production. For example, a layout can be imported in Harmony to accelerate its set up and properly position the elements and camera keyframes of the scene. Also, a layout exported into .psd format can serve as the base to create the background art for the scene so that it's properly adapted to the scene's layout, action and camera movements.

Layout images can be rendered with all layers combined or with one image per layer, and can optionally include camera keyframes and movements. Layouts can be exported in .psd (with separate layers), .tga, .jpg or .png format.

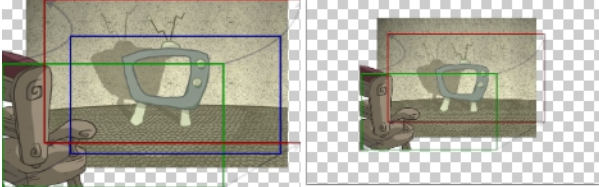
How to access the Export Layout window

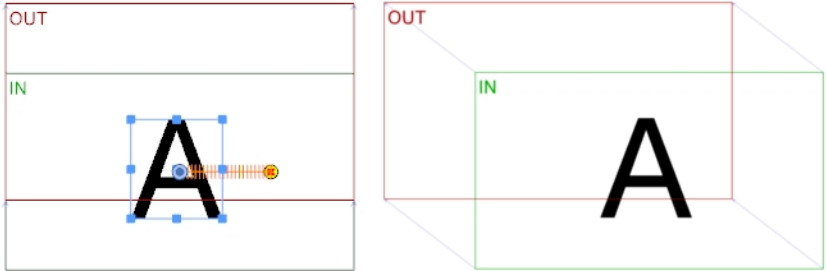
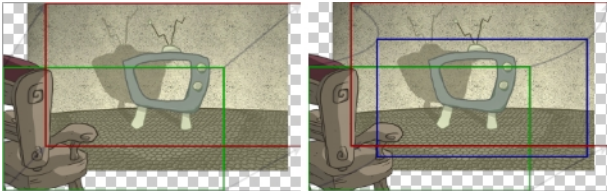
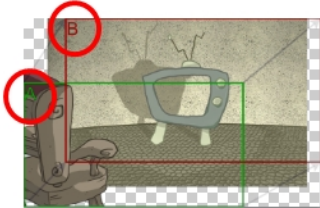
- Select **File > Export > Layout**.



Parameter	Description
Destination Path	

Path	Lets you specify the name and location of the XML/AAF file you are creating.
File Pattern	<p>Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using the following variables:</p> <ul style="list-style-type: none"> • %t - Project title • %a - Act number • %q - Sequence number • %s - Scene number <div style="border: 1px solid #add8e6; padding: 5px; margin-top: 10px;"> <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p> </div>
Options	
File Format	<p>Allows you to select an image format in which to save the layout images:</p> <ul style="list-style-type: none"> • Jpeg (*.jpg): A very compact image format with lossy compression. • Targa (*.tga): An image format with basic lossless compression. • Photoshop (*.psd): The format used to store Adobe Photoshop projects. This format is uncompressed. • Portable Network Graphics (*.png): An image format with strong lossless compression.
Transparent Background	When exporting in Photoshop (*.psd) format, enable this option to render the layers on a transparent background instead of a solid white background.
Base Image Size	Allows you to select whether you export at the same size as your project's resolution, at half its dimensions or at a quarter of its dimensions.

<p>Expand Render Area</p>	<p>Expands the area to render into the layouts. By default, only the area of the scene that is covered by the camera is rendered, and exported layout images are cropped at the edges of the camera frames. If enabled, this option adds space around the render area and captures extra details outside the camera frames. By default, the render area is expanded by 10%. You can use the input field to the right of the option to change this ratio.</p> 
<p>Scale Image Up to Smallest Camera Frame</p>	<p>Ensures that when a camera close-up is included in a scene, the exported image is larger so that the closest camera frame is at least the size of the chosen image size. This way, the layout does not appear pixelated when zooming in on the closest camera frame. If disabled, the size of the exported images will be based off the chosen Base Image Size and Expand Render Area options.</p>
<p>Limit Image Size</p>	<p>If the Scale Image Up to Smallest Camera Frame option is enabled, this ensures images do not get scaled up too much. If enabled, images will be limited to 4096 pixels in width and height by default.</p>
<p>Export One Image Per Layer</p>	<p>Exports each layer as a separate image file. If Print Camera Frames option is enabled, the camera frames and camera movements will be printed on each layer.</p>
<p>Apply Layer Motion to Camera</p>	<p>When exporting one image per layer and with camera frames, if your layers are animated, this option allows you to combine the layer's animation with the camera movement that is printed on it. By following the resulting camera movement, the layer will appear to be animated just like it is in your animatic.</p> <p>For example, in a scene where a drawing layer moves towards the right, and the camera moves up, the camera movement that will be printed on the layer's layout image will be combined with that layer's animation, and the resulting camera movement will go up and towards the left, so that the layer itself appears to move towards the right.</p>

	 <p>A scene with a camera movement and a layer motion.</p> <p>The layout image with the camera movement and the layer motion combined.</p>
<p>Print Camera Frames</p>	<p>Prints the first and last camera frame of each scene into the exported layout images. If exporting in .psd format, the camera frames will be printed on a separate layer.</p>
<p>Print a Frame for Each Camera Keyframe</p>	<p>If a scene contains a camera movement with more than two keyframes, this prints each camera keyframe into the layout.</p> 
<p>Print Camera Labels</p>	<p>Adds the camera position label in the top-left corner of each camera frame. Camera frames are labeled with a letter of the alphabet indicating their respective order.</p> 
<p>Export Range</p>	
<p>All</p>	<p>Exports the entire storyboard.</p>
<p>Selected Scenes</p>	<p>Select this option to export a specific selection of scenes. Then, click on the Select button to open the Scenes Picker dialog box, in which you can:</p>

	<ul style="list-style-type: none">• Type the number of a sequence or of a scene in the Sequence or Scene fields in the Filter section, to only show matching sequences or matching scenes in the list.• Click and drag to select a range of scenes.• Hold the Ctrl key and click on each scene you want to add to your selection.• Hold the Shift key, then click on the first scene and the last scene you want to add to your selection, to select every scene between those two scenes inclusively.• If your project has sequences, click on a sequence to select every scene in that sequence.
Current Scene	Exports only the currently selected scene.
Open folder after export	Opens the folder after export.

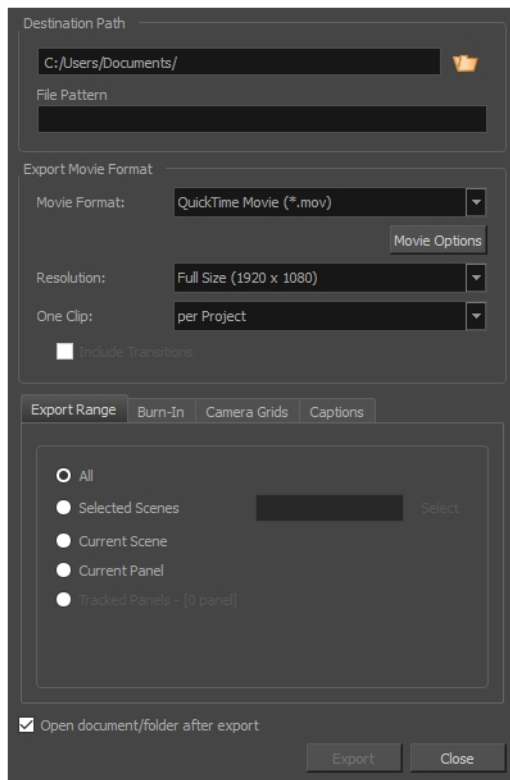
Export to Movie Dialog Box

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	
Path	Lets you specify the name and location of the XML/AAF file you are creating.
File Pattern	Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using

	<p>the following variables:</p> <ul style="list-style-type: none"> • %t - Project title • %a - Act number • %q - Sequence number • %s - Scene number <div style="border: 1px solid #add8e6; padding: 5px; margin-top: 10px;"> <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p> </div>
Export Movie Format	
Movie Format	<p>Lets you specify the format of the exported movie. Choices include: Windows Media Video (*.wmv), QuickTime Movie (*.mov), Flash (.swf), Jpeg (*.jpg), Targa (.tga) and Portable Network Graphics (*.png)</p> <div style="border: 1px solid #90ee90; padding: 5px; margin-top: 10px;"> <p>NOTE: The option to export to Windows Media Video is only available on Windows, and the option to export to QuickTime Movie is only available on machines with QuickTime Player installed.</p> </div>
Movie Options	<p>Opens the Movie Settings dialog box which lets you set the parameters for exporting a QuickTime movie. Some of the QuickTime movie settings will be overridden by the Storyboard Pro project or export settings.</p>
Resolution	<p>Sets the resolution to be a quarter size, half size, or full size of the current storyboard resolution.</p>
One Clip	<p>Allows you to select how to separate the exported movie files:</p> <ul style="list-style-type: none"> • Per Scene: Create one movie file for each scene in your project. • Per Sequence: Create one movie file for each sequence in your project, if any. • Per Project: Export your whole animatic into a single video file.

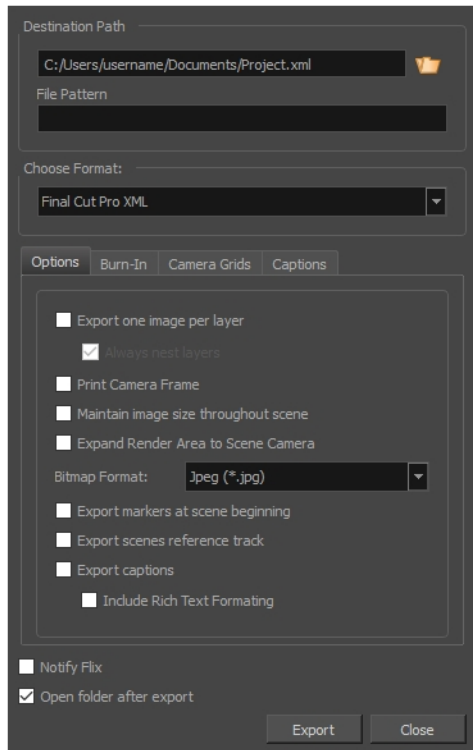
Include Transitions	Includes transitions in your export movie files.
Export Range Tab	
All	Exports the entire storyboard.
Selected Scenes	<p>Select this option to export a specific selection of scenes. Then, click on the Select button to open the Scenes Picker dialog box, in which you can:</p> <ul style="list-style-type: none"> • Type the number of a sequence or of a scene in the Sequence or Scene fields in the Filter section, to only show matching sequences or matching scenes in the list. • Click and drag to select a range of scenes. • Hold the Ctrl key and click on each scene you want to add to your selection. • Hold the Shift key, then click on the first scene and the last scene you want to add to your selection, to select every scene between those two scenes inclusively. • If your project has sequences, click on a sequence to select every scene in that sequence.
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.
Tracked Panels - [0 panel]	Exports panels on which tracking changes is enabled.
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	Prints an additional duration on your video, defined by the Units and

Duration	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.
Captions Tab	
Print Captions	Choose whether to not print captions (None) or select one of your project's captions to print into the exported movies. By default, a Storyboard Pro project has Action Notes, Dialog, Slugging and Notes captions, but you can also choose to print custom captions if your project has any.
Font	Select which font the captions will be printed in. By default, they will be printed in Arial.
Height %	Sets the size of caption lines relative to the height of the exported movies. For example, if exporting a movie at 1080p with 3% Height captions, each caption line will be 32 pixels in height.
Position	Prints the captions at either the Top Left, Top Centre, Top Right, Bottom Left, Bottom Centre or Bottom Right of the panels. By default, captions are printed to the Bottom Centre.
Max Lines	Sets the maximum amount of caption lines to print on each panel. If a caption being printed requires more than the maximum amount of lines, it will be cut off with an ellipsis (...) at the end.

	<p>NOTE: Even if captions are printed at the bottom, they will be aligned to the top of the space reserved for them, which is calculated by the amount of Max Lines x the Height %. Therefore, if this setting is too high and captions are printed at the bottom, they may appear closer to the middle of the picture than to the bottom.</p>
Text Colour	Select the font colour in which to print the captions.
Bg Colour	Select the background colour on which to print the captions. If the checkbox is unchecked, the captions will be printed directly into the rendered picture. Otherwise, they will be printed in rectangular boxes of the chosen colour.
Open document/folder after export	Opens the folder after export.

Conformation - Export Project / Selected Scenes / Tracked Scenes Dialog Box

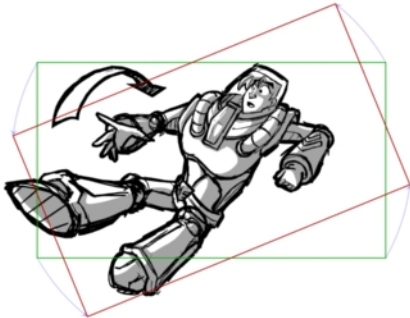
The Export Project dialog box lets you export your storyboard to a third-party software using XML or AAF format. You can then edit your project, and import the changes back into Storyboard Pro.



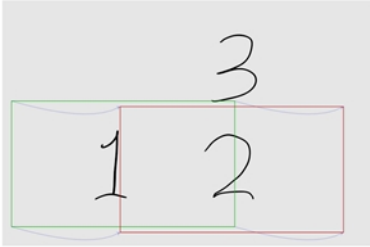
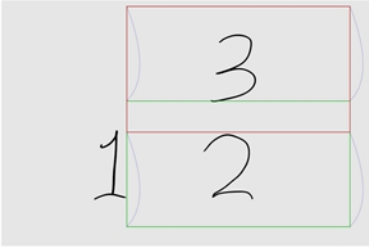
How to access the Export Project dialog box

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

Parameter	Description
Destination Path	
Path	Lets you specify the name and location of the XML/AAF file you are creating.
File Pattern	<p>Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using the following variables:</p> <ul style="list-style-type: none"> • %t - Project title

	<ul style="list-style-type: none"> • %a - Act number • %q - Sequence number • %s - Scene number • %p - Panel number <div style="border: 1px solid #add8e6; padding: 10px; margin-top: 10px;"> <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p> </div>
Choose Format	
Format	Lets you select export format, Final Cut Pro XML or Media Composer AAF.
Options	
Export One Image Per Layer	Exports the drawing layers in your panels as separate video clips instead of flattening them together to make one clip per panel. This option is only available when exporting in Final Cut Pro XML format.
Always Nest Layers	When exporting one image per layer, this will store all the layers for a single panel into a nested clip. By default, different layers are spread on different video tracks, except when a panel contains both camera movements and layer animations.
Print Camera Frame	<p>Prints the camera frames on the exported images. The first camera frame will be printed in green, and the last camera frame will be printed in red.</p> 

<p>Maintain image size throughout scene</p>	<p>By default, the resolution of each image that is exported so that, at the end of a camera zoom-in, or at the beginning of a camera zoom-out, there is no pixelation. This means that the smallest camera frame in each panel must be at least the same resolution of the project. Hence, panels with small camera frames will have to be exported at a bigger resolution than other panels. For example, the following panel must be exported in a bigger resolution than the project's resolution, so that the smallest camera frame has the same resolution as the project:</p> <p>Project Resolution: 720 x 540 pixels Smaller Camera Frame Resolution: 720 x 540 pixels Biggest Camera Frame Resolution: 1354 x 1016 pixels</p> <p>This can also mean that, within a same scene, a panel that has a camera zoom-in or zoom-out will have to be exported in a bigger resolution than the other panels in the scene. With this option enabled, all the panels in any given scene are exported in the same resolution.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: The panels will appear as expected in your video editing software regardless of whether or not this option is enabled.</p> </div>
<p>Expand Render Area to Scene Camera</p>	<p>By default, exported panels only cover the area covered by the camera movements in the panel. With this option enabled, exported panels will cover the area covered by the camera movements in all the panels in their scene combined. That way, if all the exported panels in a scene are combined, the elements of the scene will all be in their proper position respective to each other.</p> <p>In the following example, the camera goes from 1 to 2 in the first panel, then from 2 to 3 in the second panel, but both panels are exported to cover the whole camera movement, from 1 to 2 to 3:</p>

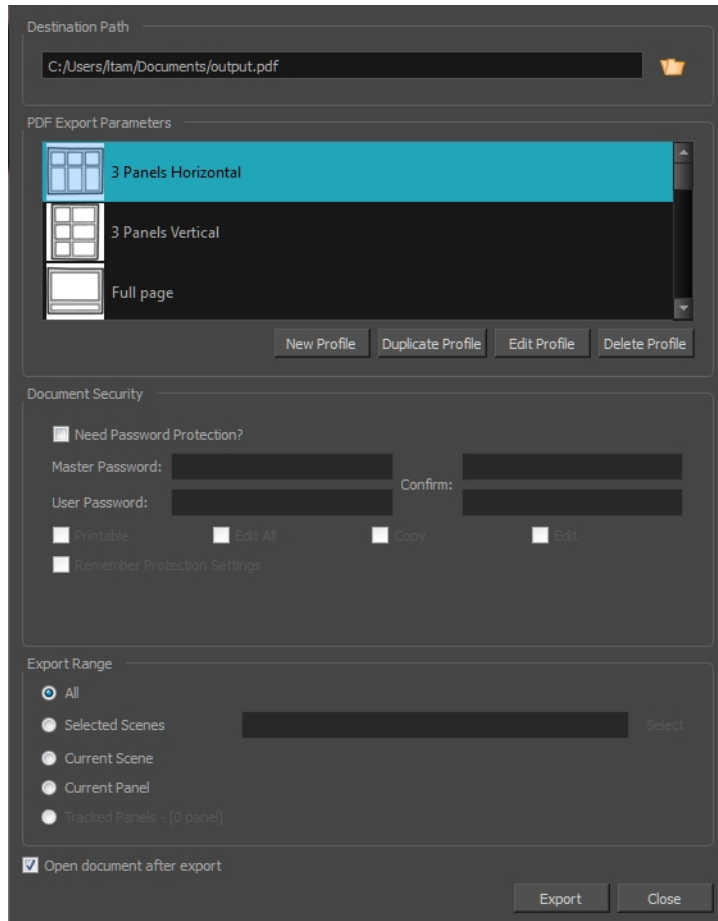
	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Panel 1:</p>  </div> <div style="text-align: center;"> <p>Panel 2:</p>  </div> </div>
Bitmap Format	<p>Allows you to select the image format in which to save the exported panels:</p> <ul style="list-style-type: none"> • Jpeg (*.jpg): A very compact image format with lossy compression. • Targa (*.tga): An image format with basic lossless compression. • Photoshop (*.psd): The format used to store Adobe Photoshop projects. This format is uncompressed. • Portable Network Graphics (*.png): An image format with strong lossless compression. <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p>NOTE: Since the images exported for conformation are generally not imported into the Storyboard Pro project when you re-import your sequence, the quality of exported images is not critical. Hence, the default image format for conformation is Jpeg (*.jpg). Although Jpeg images do not preserve picture quality, they are quicker to export and do not use a lot of disk space.</p> </div>
Export Markers at scene beginning	<p>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 Storyboard Pro. The markers are named "Scene:" followed by the name of their respective scene, and they have a unique scene ID and chapter marker as their comment.</p>
Export scenes references track	<p>Adds an extra video track to the sequence in which images indicating the number of the current scene are displayed.</p>
Export captions	<p>Includes the captions of each panel as metadata in the exported sequence. The captions can be edited in the sequence, and importing modified captions will update the captions in the Storyboard Pro project.</p>
Include Rich Text Formatting	<p>If you're exporting the project's captions and your captions have special text formatting, this will export the captions in HTML instead of plain text, to</p>

	preserve their formatting. If you export your captions in plain text, then re-import them, they will lose their formatting. However, plain text captions are easier to read and edit in third party software.
Burn-In	
Print Scene Names and Panel Numbers	Prints the scene names and panel numbers as an overlay on your video.
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.
Captions	
Print Captions	Choose not to print captions (None) or select one of your project's captions to print into the exported bitmaps. By default, a Storyboard Pro project has Action Notes, Dialog, Slugging and Notes captions, but you can also choose to print custom captions if your project has any.
Font	Select which font the captions will be printed in. By default, they will be printed in Arial.
Height %	Sets the size of caption lines relative to the height of the exported bitmaps. For example, if exporting bitmaps at 1080p with 3% Height captions, each caption line will be 32 pixels in height.
Position	Prints the captions at either the Top Left, Top Centre, Top Right, Bottom Left, Bottom Centre or Bottom Right of the bitmap. By default, captions are printed to the Bottom Centre.

Max Line	<p>Sets the maximum amount of caption lines to print on each panel. If a caption being printed requires more than the maximum amount of lines, it will be cut off with an ellipsis (...) at the end.</p> <p>NOTE: Even if captions are printed at the bottom, they will be aligned to the top of the space reserved for them, which is calculated by the amount of Max Lines x the Height %. Therefore, if this setting is too high and captions are printed at the bottom, they may appear closer to the middle of the picture than to the bottom.</p>
Text Colour	Select the font colour in which to print the captions.
Bg Colour	Select the background colour on which to print the captions. If the checkbox is unchecked, the captions will be printed directly into the rendered picture. Otherwise, they will be printed in rectangular boxes of the chosen colour.
Notify Flix	When new XML data is exported, a message is sent to Flix 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 to PDF Window

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



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 side 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	Gives users the following PDF permissions: <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	<p>Select this option to export a specific selection of scenes. Then, click on the Select button to open the Scenes Picker dialog box, in which you can:</p> <ul style="list-style-type: none"> • Type the number of a sequence or of a scene in the Sequence or Scene fields in the Filter section, to only show matching sequences or matching scenes in the list. • Click and drag to select a range of scenes. • Hold the Ctrl key and click on each scene you want to add to your selection. • Hold the Shift key, then click on the first scene and the last scene you want to add to your selection, to select every scene between those two scenes inclusively. • If your project has sequences, click on a sequence to select every scene in that sequence.
Current Scene	Exports only the currently selected scene.
Current Panel	Exports only the currently selected panel.
Tracked Panels - [0 panel]	Exports panels on which tracking changes is enabled.
Open document after export	Opens the PDF file after export.

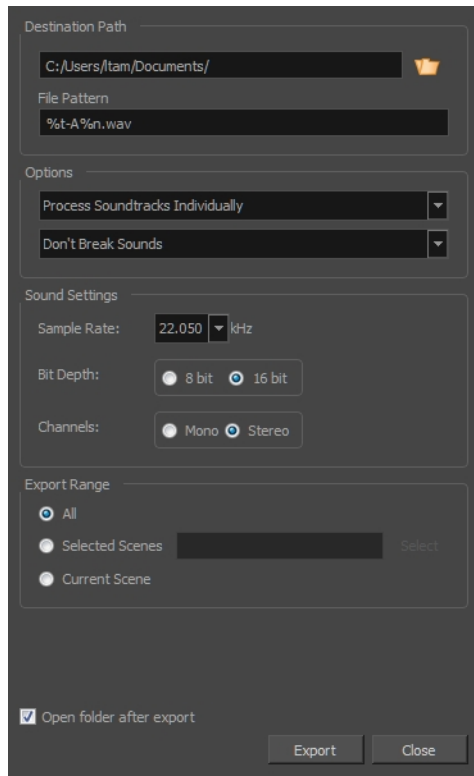
Export Soundtracks Dialog Box

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 name and location of the XML/AAF file you are creating.
File Pattern	<p>Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using the following variables:</p> <ul style="list-style-type: none"> • %t - Project title • %a - Act number

	<ul style="list-style-type: none"> • %q - Sequence number • %s - Scene number • %n - Audio track number <div style="border: 1px solid #add8e6; padding: 10px; margin-top: 10px;"> <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p> </div>
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	Sets the frequency rate of the exported audio files. It is recommended to export sound files at the rate at which they were originally created. For reference, the standard sample rate is 48.0 kHz for broadcasting and DVD.
Bit Depth	<p>Sets the precision level of each wavelength in the sound file. The standard bit depth is 16 bit. Setting this to 8 bit will cut the size of audio files in half, but will significantly impact sound quality.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: On Windows, audio can only be exported in 16 bit unless QuickTime Player is installed.</p> </div>
Channels	Allows you to select whether to export sound in Mono or Stereo . Stereo sound uses a separate track for the left and right speakers, which allows to simulate a realistic sound environment. Mono uses a single track for both speakers, which saves disk space.
Export Range	
All	Exports the entire storyboard's soundtrack.
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 sequence 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.

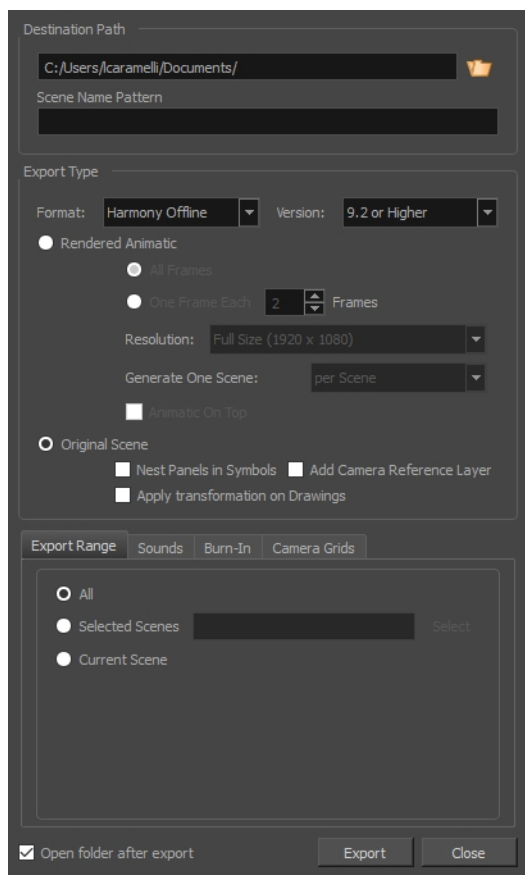
Export to Toon Boom Dialog Box

The Export to Toon Boom window lets you export an animatic as Harmony 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.

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 name and location of the XML/AAF file you are creating.

File Pattern	<p>Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full pattern using the following variables:</p> <ul style="list-style-type: none"> • %t - Project title • %a - Act number • %q - Sequence number • %s - Scene number <div style="border: 1px solid #add8e6; padding: 5px; margin-top: 10px;"> <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p> </div>
Export Type	
Format	Lets you select whether to export your animatic into Harmony Offline scenes, Harmony Database scenes or Animate/Animate Pro scenes.
Version	When exporting Harmony Offline or Harmony Database scenes, lets you select whether to export scenes that are compatible with Harmony version 7.8 or with Harmony version 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,

	<p>then a new image will appear every fifth frame, with each image being held for 5 frames to maintain the timing.</p>
	<p>Resolution: Allows you to select the resolution of rendered frames relative to the project resolution between the following options: Full Size, Half Size or Quarter Size.</p>
	<p>Generate One Scene: Allows you to select how to separate the project into Harmony scenes:</p> <ul style="list-style-type: none"> • Per Scene: Generates one scene for each scene in your project. • Per Sequence: Generates one scene for each sequence in your project. • Per Act: Generates one scene for each act in your project.
	<p>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.</p>
Original Scene	<p>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.</p>
	<p>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.</p>
	<p>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.</p>
	<p>Apply Transformation on Drawings: Applies transformation on the first and last position of each panel. The in-between animation will be lost.</p>
Export Range Tab	
All	Exports the entire storyboard.

Selected Scenes	<p>Select this option to export a specific selection of scenes. Then, click on the Select button to open the Scenes Picker dialog box, in which you can:</p> <ul style="list-style-type: none"> • Type the number of a sequence or of a scene in the Sequence or Scene fields in the Filter section, to only show matching sequences or matching scenes in the list. • Click and drag to select a range of scenes. • Hold the Ctrl key and click on each scene you want to add to your selection. • Hold the Shift key, then click on the first scene and the last scene you want to add to your selection, to select every scene between those two scenes inclusively. • If your project has sequences, click on a sequence to select every scene in that sequence.
Current Scene	Exports only the currently selected scene.
Sounds Tab	
Keep Original Files	<ul style="list-style-type: none"> • Keep Original Files: Copies the sound clips from your project into the exported scenes, without mixing them. • Process Audio Tracks Individually: Creates a mixed sound file for each audio track and stores each sound file into its own sound layer in the exported scene. • Merge All Audio Tracks: Creates a single sound file with all the audio tracks merged and stores it into a single sound layer in the exported scene.
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
File Pattern	Allows you to enter the prefix or the pattern for the names of the exported files. You can leave this field blank to use the default file naming pattern, type in a file name to use it as a prefix, or type a full

	<p>pattern using the following variables:</p> <ul style="list-style-type: none"> • %t - Project title • %a - Act number • %q - Sequence number • %s - Scene number • %n - Sound track number <p>TIP: Numbers used in file naming patterns are automatically padded by zeros as needed. You can type a number between the % sign and the variable letter to determine the amount of characters you want the variable to use. For example, with the variable %4s, scene 1 would appear as scene 0001.</p>
Sample Rate	<p>Sets the frequency rate of the exported audio files. It is recommended to export sound files at the rate at which they were originally created. For reference, the standard sample rate is 48.0 kHz for broadcasting and DVD.</p>
Bit Depth	<p>Sets the precision level of each wavelength in the sound file. The standard bit depth is 16 bit. Setting this to 8 bit will cut the size of audio files in half, but will significantly impact sound quality.</p> <p>NOTE: On Windows, audio can only be exported in 16 bit unless QuickTime Player is installed.</p>
Channels	<p>Allows you to select whether to export sound in Mono or Stereo. Stereo sound uses a separate track for the left and right speakers, which allows to simulate a realistic sound environment. Mono uses a single track for both speakers, which saves disk space.</p>
Burn-In Tab	
Print Time Code	<p>Prints the project timecode on the video as an overlay on your video.</p>
Print Scene Names and Panel Numbers	<p>Prints the scene names and panel numbers as an overlay on your video.</p>

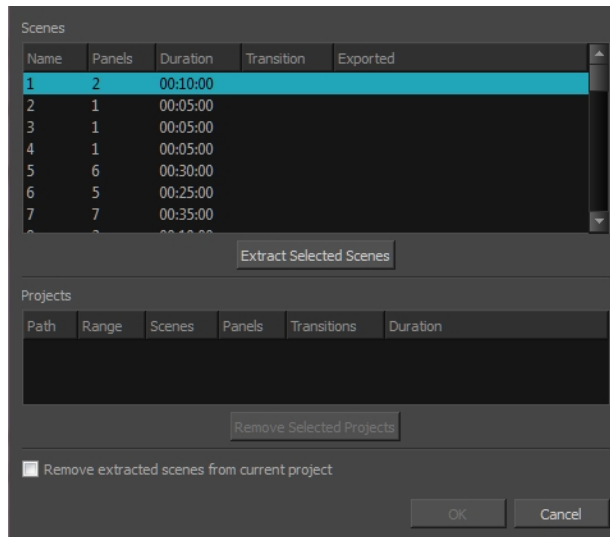
Print Additional Duration	Prints an additional duration on your video, defined by the Units and Repeat menu.
Units	Displays additional duration information using Time Code or Frames units.
Repeat	Displays additional duration information per panel, scene or sequence.
Camera Grid Tab	
Project Safety	Prints 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.

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	The list of scenes in your project. You can select one or several scenes in this list, and decide to save the selected scenes into their own project.
Extract Selected Scenes	Prompts you to select the location and project name in which to save the scenes that are selected in the Scenes list. Once you are done, a new item containing the range of scenes that you selected will be added to the Projects list below. NOTE: This adds a project to extract to the list of projects, but the projects are not actually extracted until you click the OK button.
Projects	Displays the list of projects which you have chosen to extract. This list will contain a new item every time you select scenes in the Scenes list, then choose a location and name for them with the Extract Selected Scenes

	button.
Remove Selected Projects	Removes the project that is currently selected in the Projects list from the list. Use this button if you made a mistake in the scenes and projects you want to extract and need to try again.
Remove extracted scenes from current project	Removes the extracted scenes from the project. If you want to keep the entire storyboard project intact as a master project, uncheck this option.

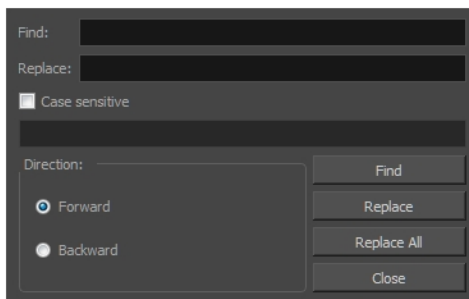
Find Text Window

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.

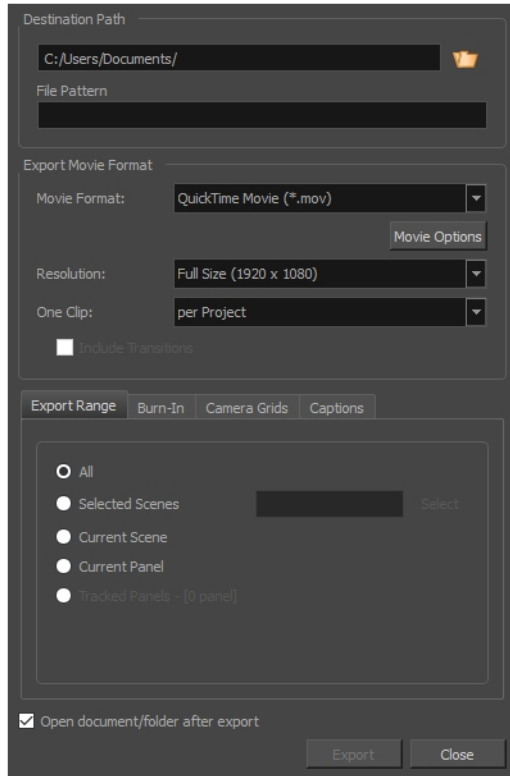
Flash Export Settings Dialog Box

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**.

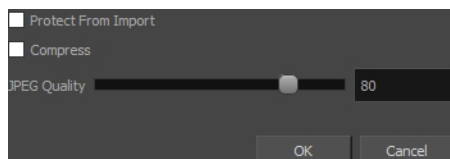
The Export to Movie window opens.



2. In the Movie Format drop-down, select **Flash (*.swf)**.

3. Click **Options**.

The Flash Export Settings dialog box opens.

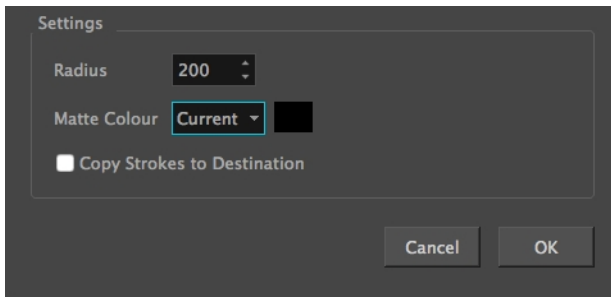


Parameter	Description
Protect from Import	Protects the movie from being imported into another application and

	have its assets extracted.
Compress	Applies standard lossless compression to the exported Flash file, to make it use less disk space.
JPEG Quality	Allows you to set the JPEG compression quality of bitmap images in the exported Flash file. All bitmap images in a Flash movie are encoded in JPEG format to save space. Increasing this setting will increase the quality of bitmap images in the exported movie, and decreasing this setting will make it use less disk space.

Generate Auto-Matte Dialog Box

The Generate Auto-Matte dialog box enables you to quickly fill in sketch objects, hiding anything that is behind the object.



How to access the Generate Auto-Matte dialog box

1. Select **Layer > Generate Auto-Matte**.

Parameter	Description
Radius	The radius used for matte generation. The default value is 200. The minimum value is 1 and the maximum value is 9999.
Matte Colour	Use the Current selected colour or use a Custom colour for matte generation. If Custom colour is selected, click on the Colour icon in the dialog box to edit and set the desired colour.
Copy Strokes to Destination	If checked, the layer strokes will be copied to the matte layer.

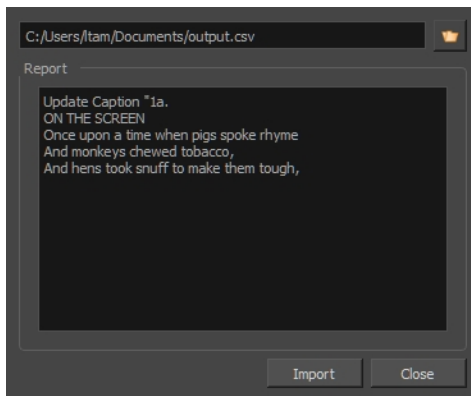
Import CSV Window

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.

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.



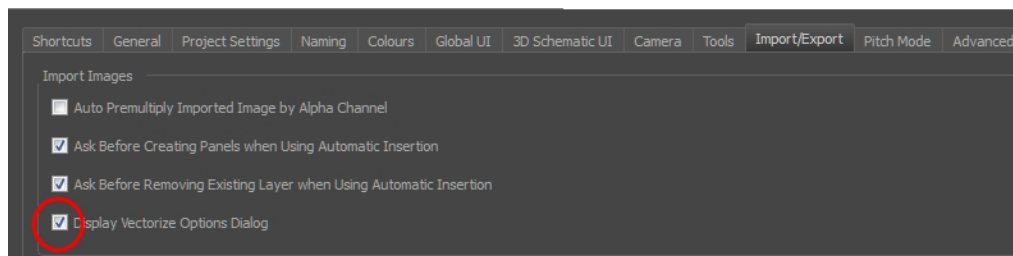
Parameter	Description
Folder location	Lets you locate the .csv file.
Report	Displays the caption fields that were updated. Any captions you modify in the *.csv file are also updated in the caption fields of your Storyboard Pro project. CSV files exported from Storyboard Pro are UTF-8. CSV files can be 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 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.

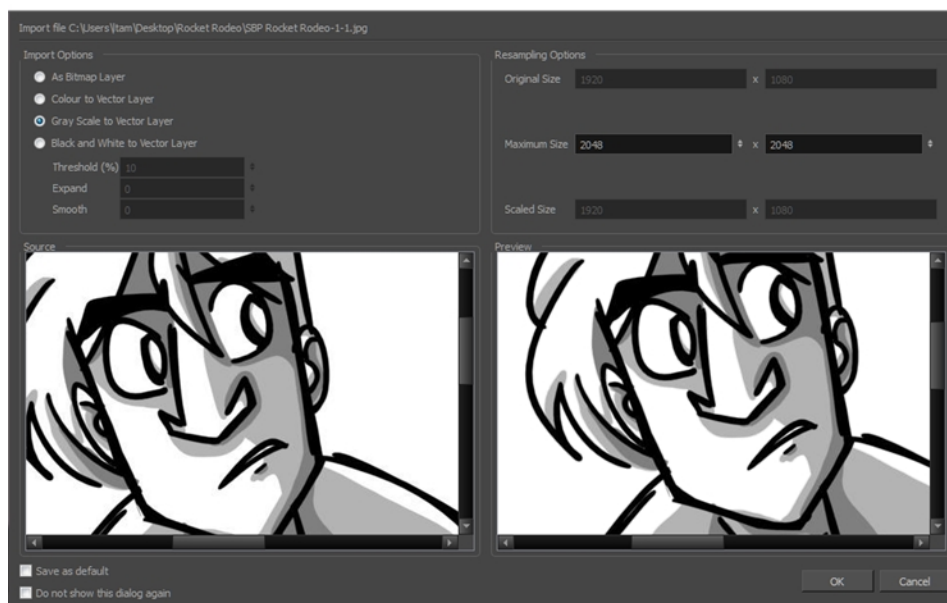
How to access the Import Images dialog box

1. Do one of the following:
 - Select **Edit > Preferences** (Windows) or **Storyboard Pro > Preferences** (macOS).
 - Press .
2. In the User Preferences dialog box, select the **Import/Export** tab.
3. Select the **Display Vectorize Options Dialog** option.



4. Select **File > Import > Images as Layers**.
5. 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.

Import Project Window

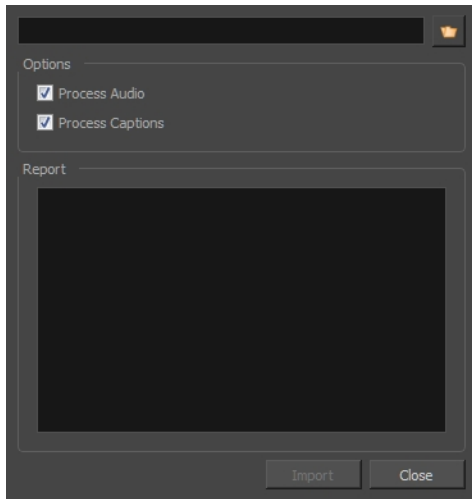
The Import Project window lets you import an XML file that was exported to Final Cut Pro to complete editing.

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

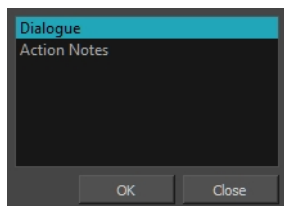
1. In your original storyboard project, select **File > Conformation > Import Animatic Project**.



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.

List Picker Dialog Box

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




How to access the List Picker dialog box

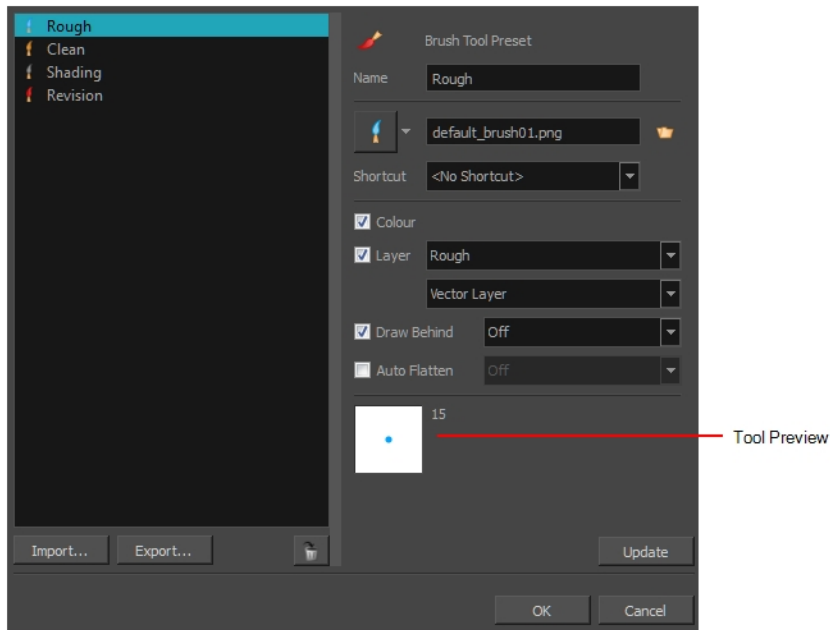
1. In the Panel PDF Options dialog box, make sure the Export All Captions option must be deselected, then click the Browse button in the Caption List field.


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.

How to access the Manage Tool Presets dialog box

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

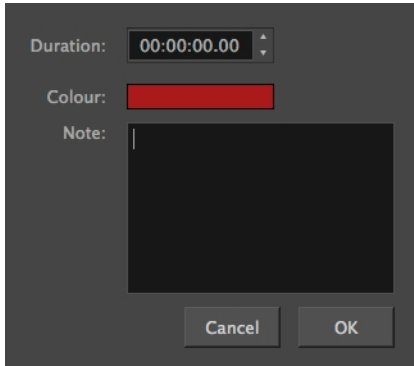


Parameter	Description
List of tool presets	Name of the currently selected tool preset.
Import	Lets you import tool presets that other Storyboard Pro artists created.
Export	Lets you export tool presets to share with other Storyboard Pro artists.
	Deletes the selected tool presets.
Name	Name of the currently 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 (macOS).
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
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
Tool Preview	Displays the size and colour of the tool preset.

Marker Dialog Box

The Marker dialog box enables you to change the previously-set or default parameters of a marker.



How to access the Marker dialog box

- Select **Storyboard > Markers > Edit Marker**.

Parameter	Description
Duration	Express the duration of the marker in time code. The default value is 00:00:00.00. This parameter will not appear in the marker's tooltip until the default value is changed.
Colour	Sets the colour of the marker. The default value is red. Once this parameter is changed, every marker added afterwards will have this colour until a new colour is set.
Note	Gives a name to the marker. The note can represent an action, noise, object and so on, that happens at the time marked by the marker. This parameter will not appear in the marker's tooltip unless something is entered in the text field.

Merge Layers Dialog Box

The Merge Layers dialog box lets you combine selected layers. Using the Merge Layers dialog box gives you more control over the way you are merging layers than the Merge Selected Layers command. Among other things, you can pick a name for the resulting layer, specify whether it is a vector or bitmap layer, select the source layers, and more.

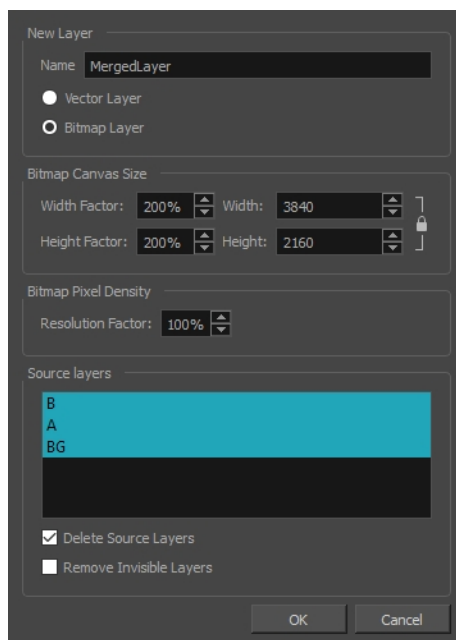
NOTE:

- When merging layers, the animation on all layers being merged is discarded.
- If you quickly merge a bitmap layer with a vector layer, the resulting layer will be a bitmap layer.
- Layers containing a 3D object cannot be merged.
- The artwork in hidden layers is not added to the merged artwork.

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 are bitmap layers in your selection, they will be converted to vector rectangles with a bitmap texture inside them.
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.

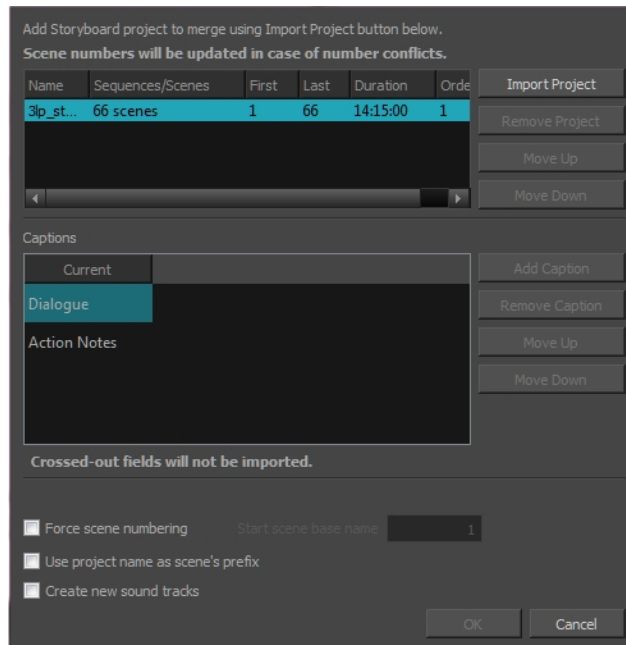
Merge Storyboard Dialog Box

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.



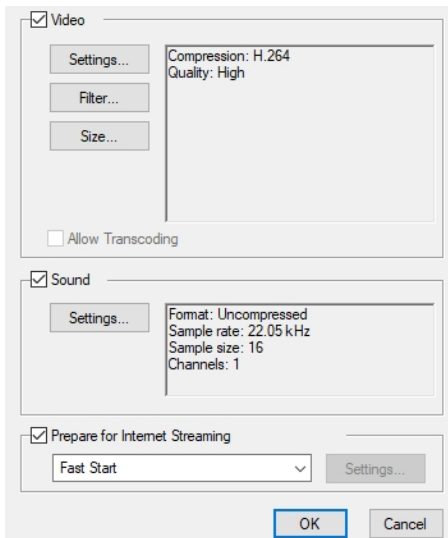
Parameter	Description
List of Storyboard Pro projects	Displays the list of Storyboard Pro projects selected for merging into your current project.
Import Project	Allows you to browse for and select a Storyboard Pro project to add to the list of projects to merge.
Remove Project	Removes the selected project from the list of projects to merge.
Move Up	Moves the selected project up in the list of projects to merge.
Move Down	Moves the selected project down in the list of projects to merge.

Captions list	<p>Allows you to make sure the caption fields in the projects being merged are properly matched with the caption fields in your project. The left column is for the caption fields of your current project. They cannot be modified from this dialog. The other columns are for the caption fields of the projects getting merged.</p> <p>In most cases, the caption fields for the projects being merged will match and Storyboard Pro will automatically align caption fields that have the same name together. In the case of exceptions, you can reorganize the caption fields of the projects being merged, minding that the following behaviours will take place:</p> <ul style="list-style-type: none"> • If a caption field of one of the project being merged is aligned with one of the caption fields in the current project, the values for that merged project's field will be added to the current project's field it is aligned with, for all the scenes that are imported from that merged project, even if these fields don't have the same name. <p>For example, if the current project has a caption field named Action and the project being merged has a caption field named Action Notes, and they are both aligned horizontally, once the projects are merged, the value of the Action Notes caption field for the scenes being imported will be stored in the Action field.</p> <ul style="list-style-type: none"> • If a caption field for the project getting merged is below all the fields in the current project, it will be added as a new field to the current project. • If a caption field for the project getting merged is below all the fields in the current project and is crossed out, it will be ignored. • If a caption field for the project getting merged is aligned with one of the fields of the current project and is crossed out, this field will be empty for all the scenes that are imported from that project. • If a caption field is added to the project but has the same name as an existing caption field, it will have a suffix number.
Add Caption	If you have removed a caption from one of the projects getting imported, you can select the removed caption and click on this button to add it back.
Remove Caption	Ignores the currently selected caption field for the project it is under. The values for that caption field and project will not be imported in the current project.

Move Up	Moves the selected caption field up in the list of captions, changing which caption field in the original project it is matched with.
Move Down	Moves the selected caption down in the list of captions, changing which caption field in the original project it is matched with.
Force scene numbering	By default, if any scene being merged to the current project has the same name as a scene that is already in the project, it will have a suffix letter added to it. With this option enabled, all scenes in the project will be re-numbered sequentially.
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 resulting project.
Use project name as scene's prefix	Scenes that are added to the current project from other projects will have their project name as a suffix, so you can easily identify which projects they came from and to avoid naming conflicts.
Create new soundtracks	Imports the sound tracks from the other projects by adding them as new sound tracks to the current project. If this option is unchecked, the sound clips of other projects will be inserted in the current project's existing sound tracks and new sound tracks will only be created if the merged projects have more sound tracks than the current project.

QuickTime Movie Settings Dialog Box

The QuickTime Movie Settings dialog box allows you to configure the video and audio compression settings when exporting a QuickTime Movie (.mov) file. It uses Apple QuickTime's interface.

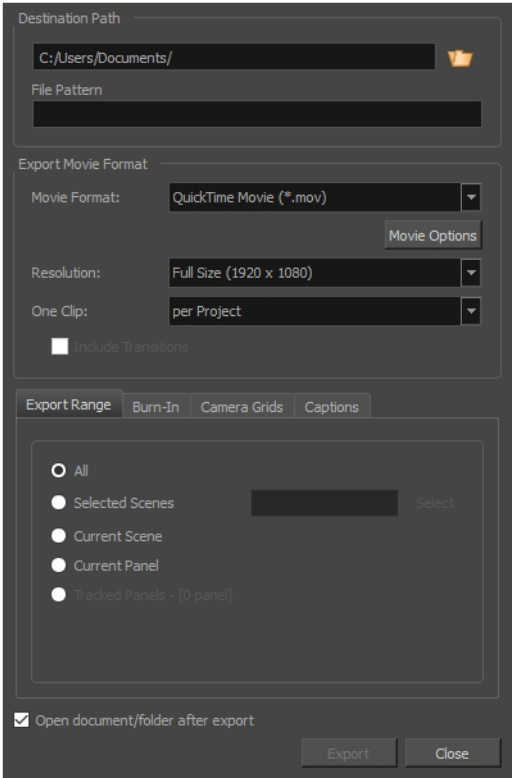


NOTE: On Windows, [Apple QuickTime](#) must be installed to be able to export QuickTime Movie (.mov) files.

How to access the QuickTime Movie Settings dialog box

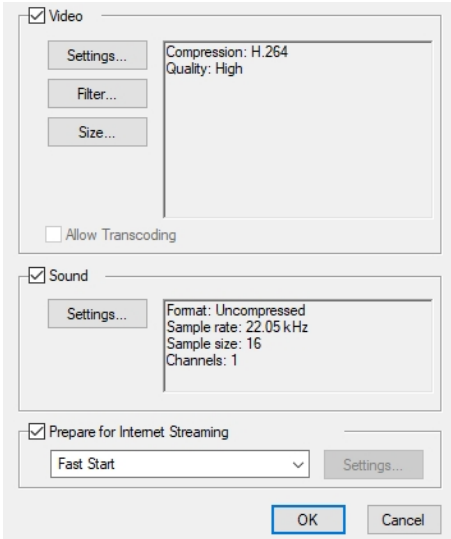
1. Select **File > Export > Movie**.

The Export to Movie dialog box opens.



2. Click **Movie Options**.

The Movie Settings dialog box opens.

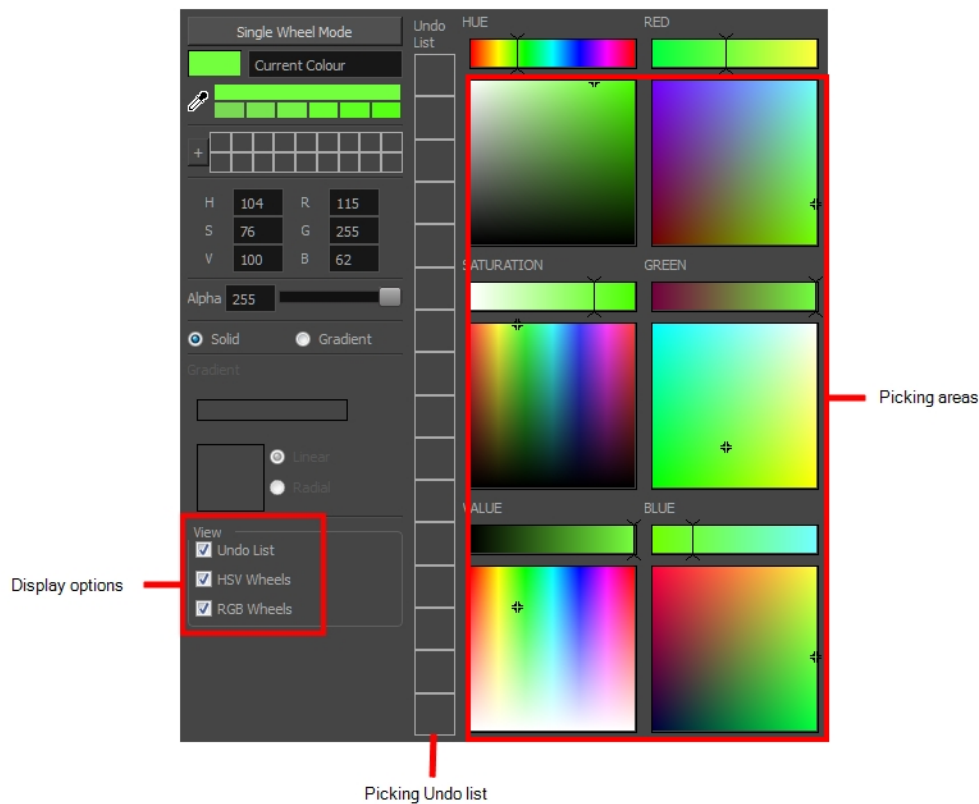


Parameter	Description
Video	

Settings	Opens the Standard Video Compression Settings dialog box. This is where you can set the video compression settings for the movie you will export—see QuickTime Standard Video Compression Settings Dialog Box on page 158 .
Filter	Opens the Choose Video Filter dialog box, where you can select from a range of filters to apply to your video export.
Size	Opens the Export Size Settings dialog box. This dialog is available because of the way the Apple QuickTime interface is designed, but its settings are not taken in account by Storyboard Pro. The size of the exported video is determined by Storyboard Pro.
Sound	
Settings	Opens the Sound Settings dialog box. This is where you can you set the sound compression settings for the movie you will export—see QuickTime Sound Settings Dialog Box on page 152 .
Prepare for Internet Streaming	<p>If this option is enabled, the video will be optimized to start playing while it is downloading, as videos do in web browsers and web-based streaming applications.</p> <ul style="list-style-type: none"> • Fast Start: The video plays as soon as enough data required to start playback has been downloaded. • Fast Start - Compressed Header: Same as Fast Start, except the header is compressed for an even faster start. Requires QuickTime 3.0 or later. • Hinted Streaming: Allows you to optimize the movie file for streaming through QuickTime Server Software. Click on the Settings button to configure how hints are created in your movie file.

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.



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 16 .
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.
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.

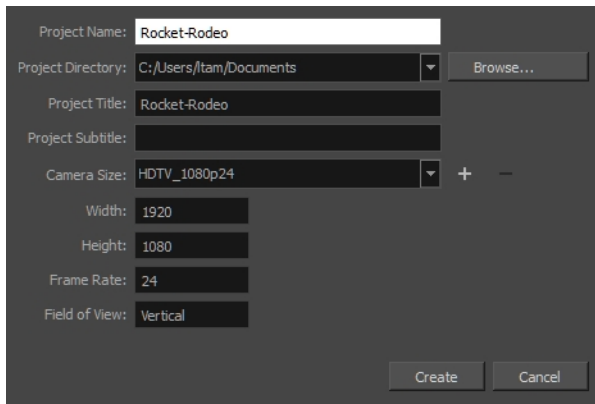
New Project Window

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.
Remove	Removes a custom resolution from the Camera Size menu.

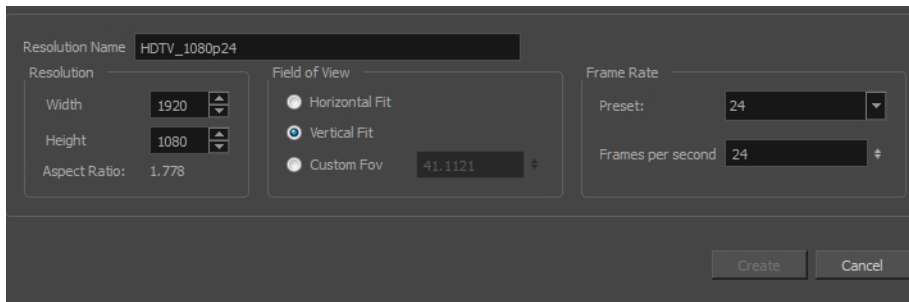
New Resolution Window

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.

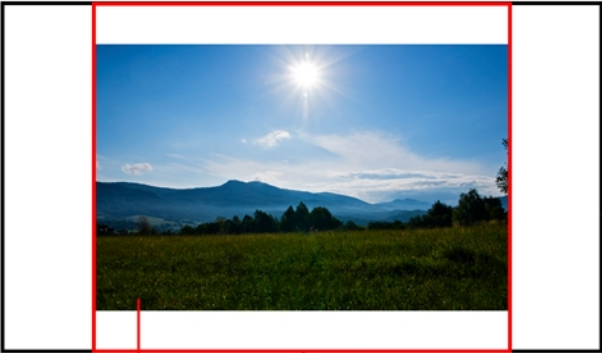

How to access the New Resolution window

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 scene. For example, if the scene width and height are the same value, this ratio equals 1. The standard aspect ratio for widescreen televisions is 1.777. For legacy displays, it is 1.333.
Field of View	
Horizontal Fit	Adjusts the image's size so that its width matches the scene's width, without affecting its aspect ratio.

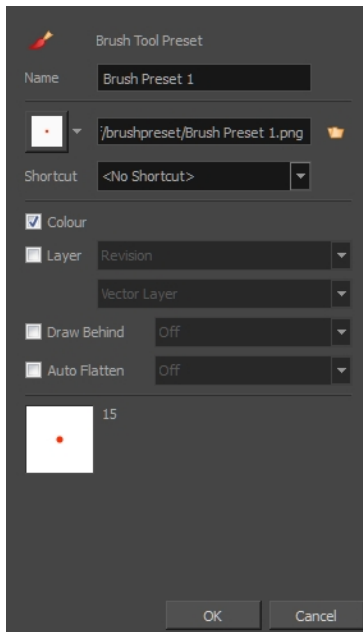
	 <p>Image with Horizontal Fit alignment rule</p> <p>Scene frame (grid)</p> <p>Camera resolution</p>
Vertical Fit	<p>Adjusts the image's size so that its height matches the scene's height, without affecting its aspect ratio.</p>  <p>Image with Vertical Fit alignment rule</p> <p>Scene frame (grid)</p> <p>Camera resolution</p>
Custom Fov	<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>
Frame Rate	
Preset	
Frames per Second	<p>The amount of frames in your scene that should play out every second. The standard framerate for film production is 24 fps. However, televisions in some countries play at 25 fps.</p>

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.

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 (macOS).

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
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
Tool Preview	Displays the size and colour of the tool preset.

Optimize Project Dialog Box

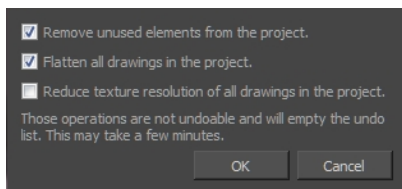
The Optimize Project dialog box allows you to flatten all drawings in your project, remove unused files and reduce the texture size.

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

How to access the Optimize Project dialog box

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

The Optimize project dialog box opens.

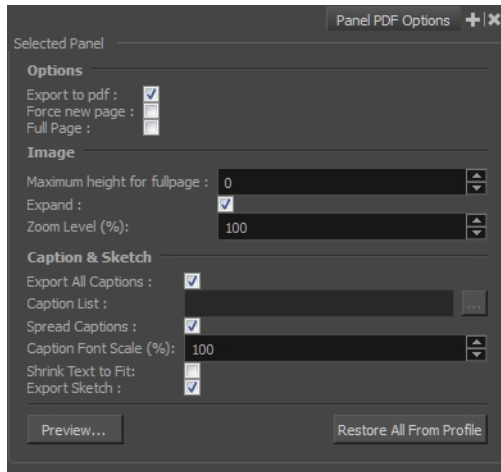


IMPORTANT: Performing projects optimizations will clear the Undo list. The operations performed by this dialog cannot be reversed.

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 resolution of bitmap textures in drawings that have an unnecessarily high pixel density.

Panel PDF Options Window

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



How to access the Panel PDF Options window

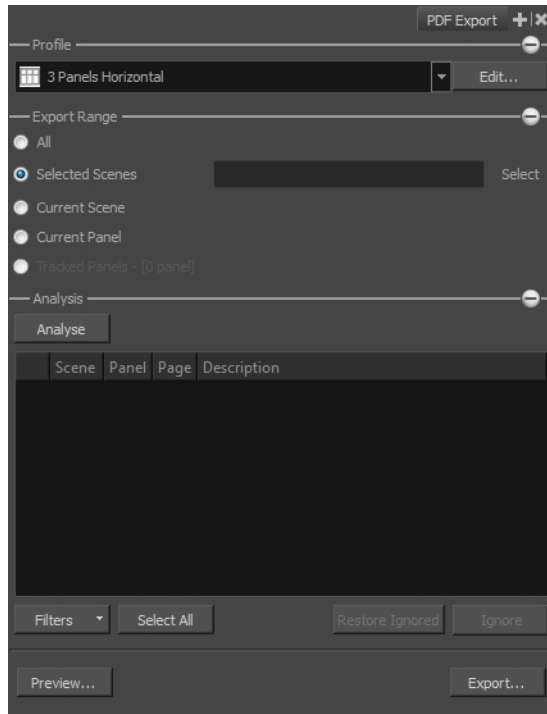
1. Select **Windows > Panel PDF Options**.

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.



How to access the PDF Export view/window

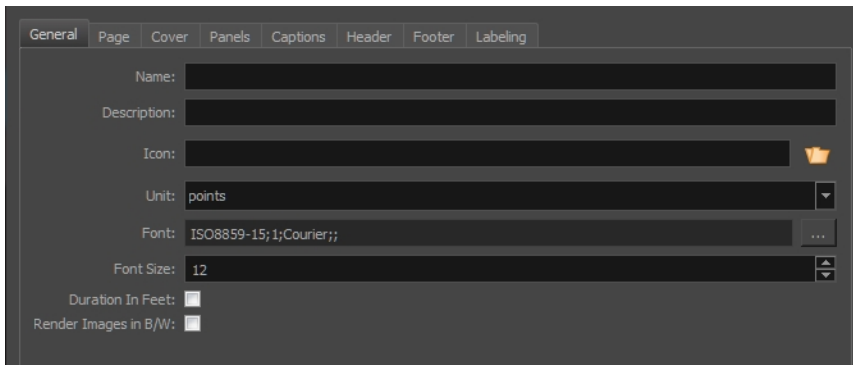
1. Select **Windows > PDF Export**.

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.
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.</p> <p>Options include: Text Overflow, Text Overlap, and Camera Pan issues.</p>
Select All	
Restore Ignored	Resets an ignores issue and removes the red X beside it in the list.
Ignore	Removes an issue from the list of issues encountered during the PDF analysis.
Preview	Generates a PDF preview of the selected scene(s). If you select more than one panel in a scene, the complete scene will be previewed.
Export	Exports a PDF file of your storyboard.

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.

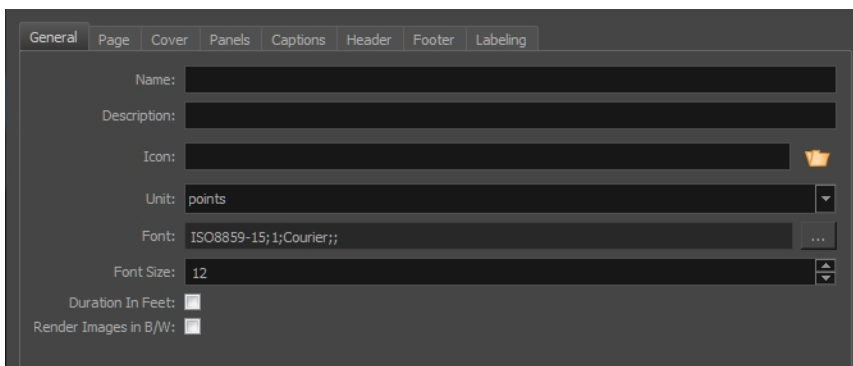


How to access the PDF Profile dialog box

- Do one of the following:
 - From the PDF Export view or window, click **Edit**.
 - Access Top Menu > File > Export > PDF. In the Export to PDF dialog box, click .
 - Access Top Menu > File > Export > PDF. In the Export to PDF dialog box, click  and select **Edit Profile**.

General Tab

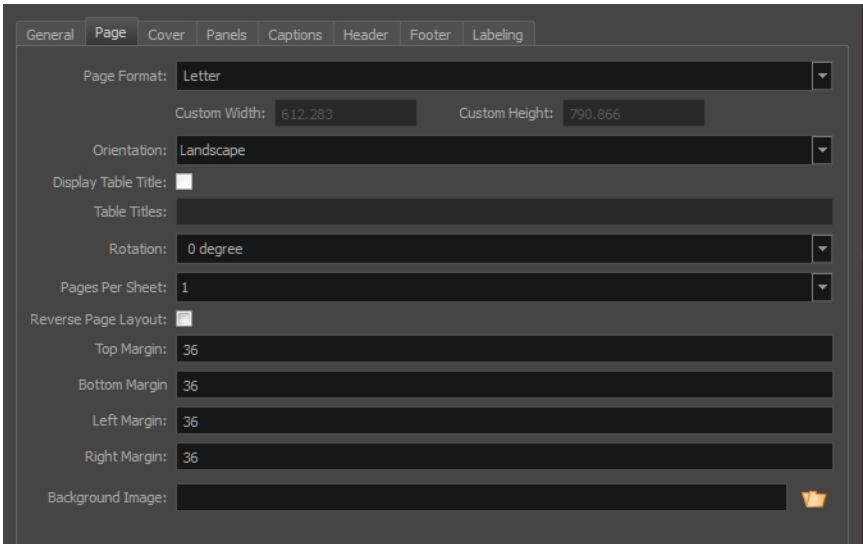
The General tab lets you set up a personalized layout for your PDF.



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. This description only appears in the PDF Profile dialog box.
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, Panels, Header and Footer tab of the PDF Profile dialog box. The unit measurement is used for margin, spacing, height and width of a panel, header or footer.
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. The foot measurement was used mostly by traditional animators. In the XSheet, a foot contains 16 frames.
Render Image in B/W	Creates a black and white PDF instead of colours.

Page Tab

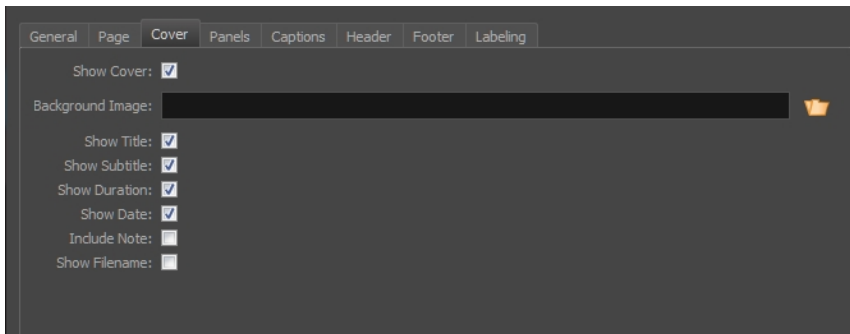


Parameter	Description
Page Format	Select the type of page you want to print on: <ul style="list-style-type: none">• 11x17• A3• A4• Legal• Letter• Custom If you select Custom, fill in the desired width and height.
Custom Width	Lets you enter the desired width of your PDF. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Custom Height	Lets you enter the desired height of your PDF. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Orientation	Lets you set the PDF to portrait or landscape orientation.

	<p>Options include:</p> <ul style="list-style-type: none"> • 0 degree • 90 degrees • 180 degrees • 270 degrees
Display Table Title	<p>Lets you set the titles used in the main table.</p> <p>Use a semicolon (;) to separate each entry. You can also specify the font size after a title. If you write more titles than the number of columns in the storyboard, the PDF will only use those written first. The font size value must be written after the title and a coma.</p> <p>If you want to make sure that each title respects the naming of the captions, you can write <caption_titles> as the title. This entry will affect all of the captions in the storyboard.</p> <p>For example: Cut;Picture,15;Caption,15;Time</p>
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. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Bottom Margin	Lets you enter the distance from the bottom page edge. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Left Margin	Lets you enter the distance from the left page edge. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Right Margin	Lets you enter the distance from the right page edge. The value will be

	written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Background Image	Lets you select an image to use as a watermark on all pages, except the cover.

Cover Tab

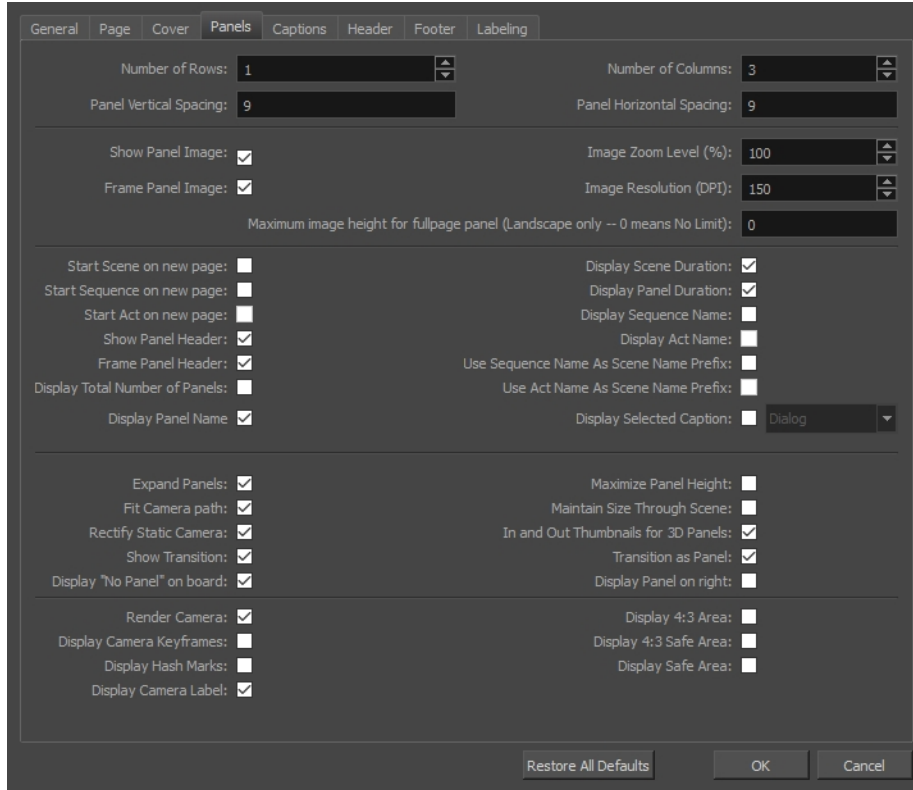


Parameter	Description
Show Cover	Lets you insert a cover as the first page of the PDF.
Background Image	Lets you select an image (.bmp, .jpg or .png) to use as a watermark on the cover.
Show Title	Displays the project title defined in the storyboard properties.
Show Subtitle	Displays the project subtitle defined in the storyboard properties. You can find the properties in the Top Menu > 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

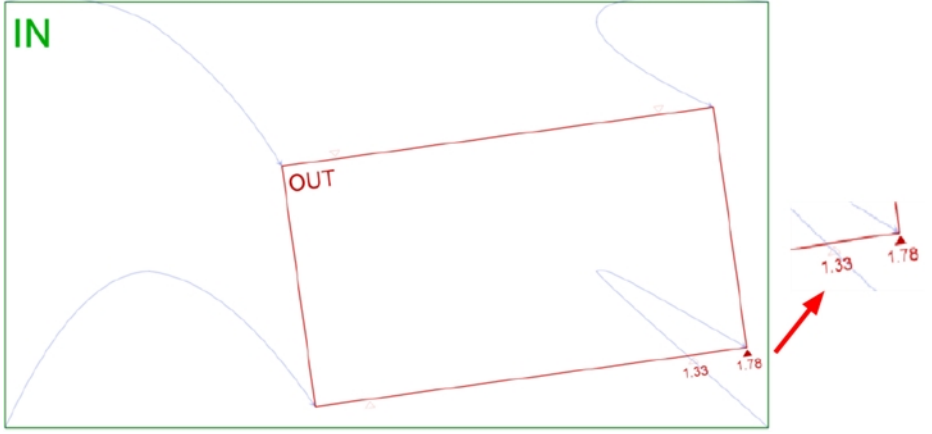


Parameter	Description
Number of Rows	Defines the number of panel rows displayed per page.
Panel Vertical Spacing	Defines the vertical spacing between panels. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Panel Horizontal Spacing	Defines the horizontal spacing between panels. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
Number of Columns	Defines the number of panel columns displayed per page.

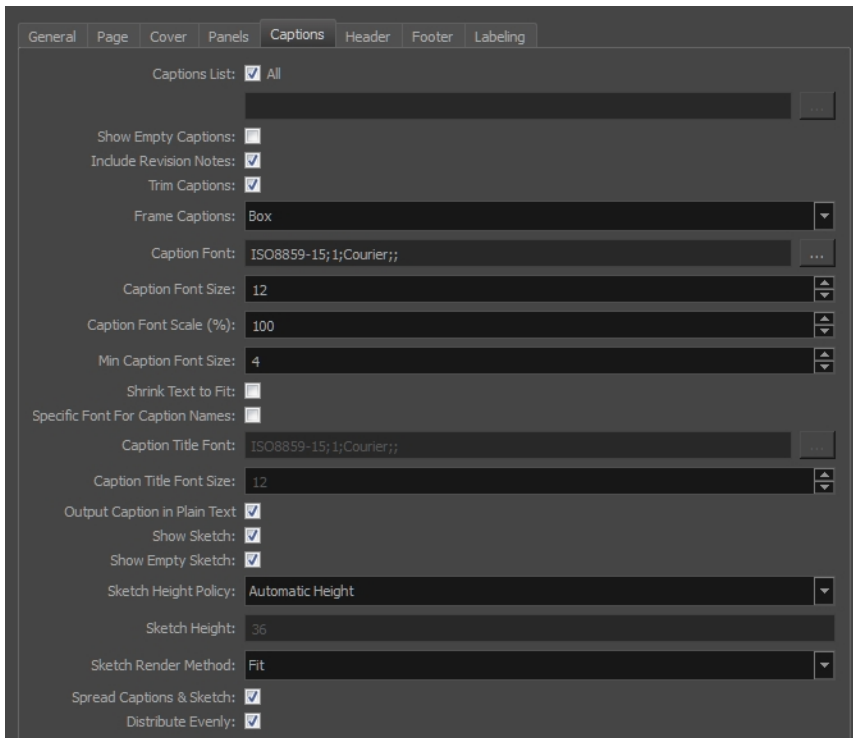
Show Panel Image	Displays each panel's visual content.
Frame Panel Image	Displays a rectangle around the panel's visual content on each page.
Image Zoom Level (%)	Displays the image in the panel at a percentage of the original size.
Image Resolution (DPI)	Defines the DPI value of the exported images 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. This option is grayed out by default. To activate it, enable the option called Enable Acts in the General tab of the Preferences dialog box.
Use Sequence Name as Scene Name Prefix	<p>Displays the sequence name as part of the scenes' names. For example, if scene 18 appears in the second sequence, it will be written like this: 2-18.</p> <p>This option can also be set at the same time as Use Act Name As Scene Name Prefix. If so, the prefix for the act will appear before the prefix for the sequence. Thus, if scene 18 from the second sequence is in the first act, it will be written like this: 1-2-18.</p>
Use Act Name as Scene Name Prefix	<p>Displays the act name as part of the scenes' names. For example, if scene 18 appears in the first act, it will be written like this: 1-18.</p> <p>This option can also be set at the same time as Use Sequence Name As Scene Name Prefix. If so, the prefix for the sequence will appear after the prefix for the act. Thus, if scene 18 from the second sequence is in the first act, it will be written like this: 1-2-18.</p>
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 Camera Path	Ensures the camera movement is included in a single panel space.
Rectify Static Camera	Aligns the camera frame to the frame of the output image. The output image will match the content of the camera frame.
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.
Display Panel on Right	When using the Vertical profile, displays images on the right side of the page instead of the left.
Render Camera	<p>Displays the camera frame and camera path on the PDF export. Disable the option to hide these. Enable the option to access:</p> <ul style="list-style-type: none"> • Display Camera Keyframes • Display Hash Marks • Display Camera Label • Display 4:3 Area • Display 4:3 Safe Area • Display Safe Area
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. To see this change, enable the Render Camera option.
Display Hash Marks	Displays the hash marks, small triangles, on the bottom of the camera frames, which indicate the ratio of the camera. To see this change, enable the Render Camera option.

	
<p>Display Camera Label</p>	<p>Prints the In and Out camera labels of your camera moves to your storyboard. But if the Display Camera Keyframes option is selected, In and Out will be replaced by letters (A, B, C, and so on), representing each camera keyframe. To see this change, enable the Render Camera option.</p>
<p>Display 4:3 Area</p>	<p>Prints the 4:3 area on each panel of your storyboard which has a camera movement. To see this change, enable the Render Camera option.</p>
<p>Display 4:3 Safe Area</p>	<p>Prints the 4:3 safe area on each panel of your storyboard which has a camera movement. To see this change, enable the Render Camera option.</p>
<p>Display Safe Area</p>	<p>Prints the safe area on each panel of your storyboard that has a camera movement. To see this change, enable the Render Camera option.</p>

Captions Tab

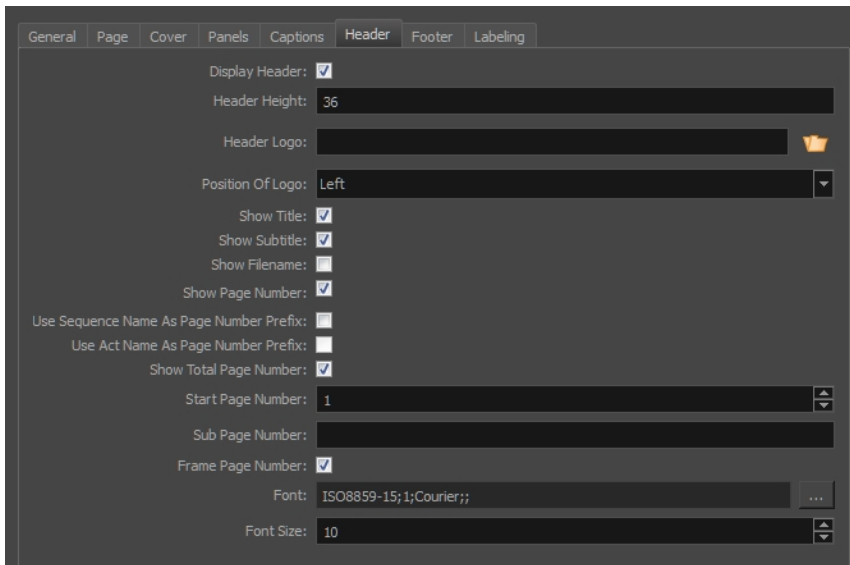


Parameter	Description
Captions List	Includes every caption in the PDF. You can deselect this option to activate the browsing button. Click the Browse button to display a list of all the captions. Select the ones to export.
Show Empty Captions	Includes the empty captions of your project in the PDF.
Include Revision Notes	Adds revision notes as a new caption. Revision notes can only exist on panels that were marked as changed.
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. This option needs to be enabled to give access to: <ul style="list-style-type: none">• Show Empty Sketch• Sketch Height Policy• Sketch Height• Sketch Render Method
Show Empty Sketch	Prints the Sketch captions even if they are empty. To see this change, enable the Show Sketch option.
Sketch Height Policy	Sets the height rule for the Sketch captions: <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.

	<ul style="list-style-type: none"> • 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. <p>To see this change, enable the Show Sketch option.</p>
Sketch Height	<p>Defines the maximum height a Sketch caption can be. Set the Select Max Height in the Sketch Height Policy to make this option available. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.</p> <p>To see this change, enable the Show Sketch option.</p>
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. <p>To see this change, enable the Show Sketch option.</p>
Spread Captions & Sketch	<p>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.</p>
Distribute Evenly	<p>Keeps the same size of caption boxes throughout the storyboard. When this option is deselected, the caption boxes are set to fit the content.</p>

Header Tab

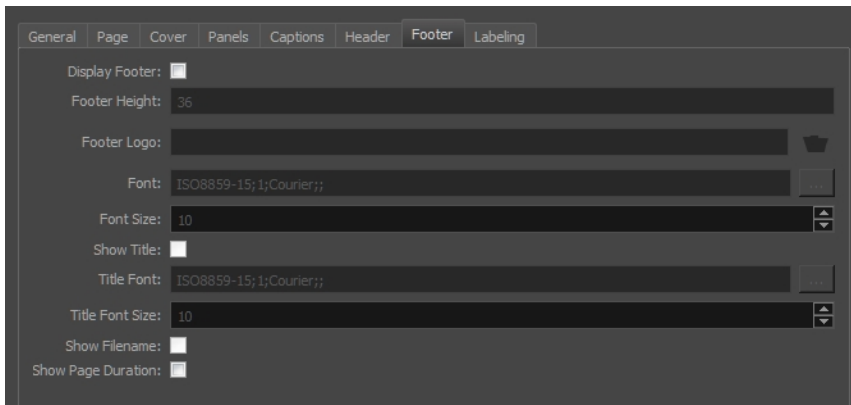


Parameter	Description
Display Header	Displays a header on each page (except the cover). The header includes the project title, project subtitle, and project episode defined in the storyboard properties.
Header Height	Lets you enter the size of the footer for each page except the cover. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.
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. You can find the properties in the Top Menu > Storyboard > Properties.
Show Subtitle	Displays the project subtitle defined in the storyboard properties. You can find the properties in the Top Menu > Storyboard > Properties.

Show Filename	Displays the filename of the PDF on the cover.
Show Page Number	<p>Displays a page number in the header on each page (except the cover). Affects the following options:</p> <ul style="list-style-type: none"> • Use Sequence Name as Page Number Prefix • Use Act Name as Page Number Prefix • Show Total Page Number • Start Page Number • Sub Page Number
Use Sequence Name as Page Number Prefix	<p>Displays the sequence name as part of the page number. For example, if the panels (or at least the first panel) on page 25 are in the third sequence, the page number will appear as Page 3-25.</p> <p>This option can also be set at the same time as Use Act Name As Page Number Prefix. If so, the prefix for the act will appear before the prefix for the sequence. Thus, if the panels from page 25 are also in the first act, the page number section will display as: Page 1_3-25. In this example, the underscore is used after the act number because it is followed by the prefix of the sequence.</p>
Use Act Name as Page Number Prefix	<p>Displays the act name as part of the page number. For example, if the panels (or at least the first panel) on page 25 are in the first act, the page number will appear as Page 1-25.</p> <p>This option can also be set at the same time as Use Sequence Name As Page Number Prefix. If so, the prefix for the act will appear before the prefix for the sequence. Thus, if the panels from page 25 are also in the third sequence, the page number section will display as Page 1_3-25. In this example, the underscore is used after the act number because it is followed by the prefix of the sequence.</p>
Show Total Page Number	Shows the current page number, as well as the total number of pages of the storyboard. To see this change, enable the Show Page Number option. For example, if this option is enabled, Page 3/7 will display, but if this option is disabled, Page 3 will display.
Start Page Number	Defines the first number to start the page numbering. To see this change, enable the Show Page Number option.

<p>Sub Page Number</p>	<p>Use this option to insert new panels between two other panels, or new scenes between two other scenes, without affecting page numbering. By default, pages are numbered 1, 2, 3, 4, etc.</p> <p>You can define a subpage number in this field. For example, if you set a subpage as 1, the pages will display as 11, 12, 13, 14, and so on. If you set a subpage as _a, the pages will display as 1_a, 1_b, 1_c, 1_d, and so on. If you set a subpage as -1, the pages will display as 1-1, 1-2, 1-3, 1-4, and so on. To see this change, enable the Show Page Number option.</p>
<p>Frame Page Number</p>	<p>Displays a rectangle around the page number in the header on each page.</p>
<p>Font</p>	<p>Lets you select any font installed on your system for the footer text in the PDF document.</p>
<p>Font Size</p>	<p>Lets you define the size of the font.</p>

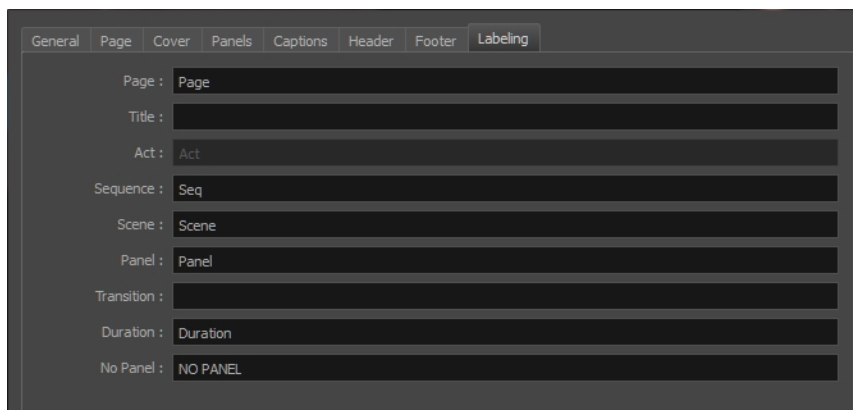
Footer Tab



Parameter	Description
<p>Display Footer</p>	<p>Displays a footer on each page (except cover). The footer includes the project copyright, defined in the storyboard properties.</p>
<p>Footer Height</p>	<p>Lets you enter the size of the footer for each page except the cover. The value will be written in a way to reflect the set unit type in the General tab of the PDF Profile dialog box.</p>

Footer Logo	Lets you select an image file (.bmp, .jpg or .png) to use as the logo in the footer. Scale the logo to match footer's height.
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	Displays the duration per page. For example, (03:11).

Labeling Tab



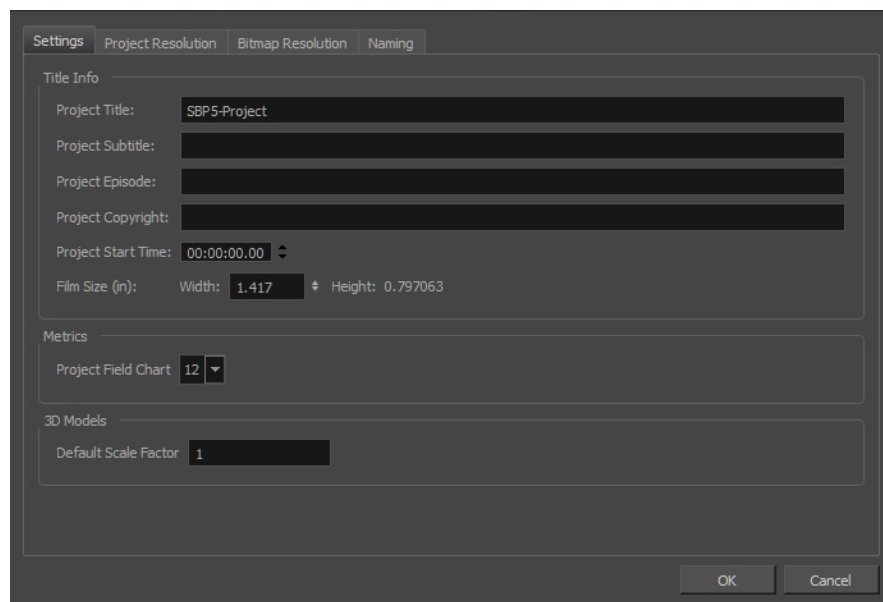
NOTE: Add %1 at the end of the label to place the label and corresponding number on the same line.

Parameter	Description
Page	Lets you enter a substitute for the word page.

Title	Lets you enter a substitute for the word title.
Act	Lets you enter a substitute for the word act. This option is grayed out by default. To activate it, enable the Enable Acts option in the General tab of the Preferences dialog box. Then, select the Display Act Name option in the Panels tab of the PDF Profile dialog box.
Sequence	Lets you enter a substitute for the word sequence. To see this change, select the Display Sequence Name option in the Panels tab of the PDF Profile dialog box.
Scene	Lets you enter a substitute for the word scene.
Panel	Lets you enter a substitute for the word panel.
Transition	Lets you enter a substitute for the word transition. To see this change, select the Transition As Panel option in the Panels tab of the PDF Profile dialog box.
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> . To see this change, select the Display "No Panel" on board option, in the Panels tab of the PDF Profile dialog box.

Project Properties Dialog Box

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

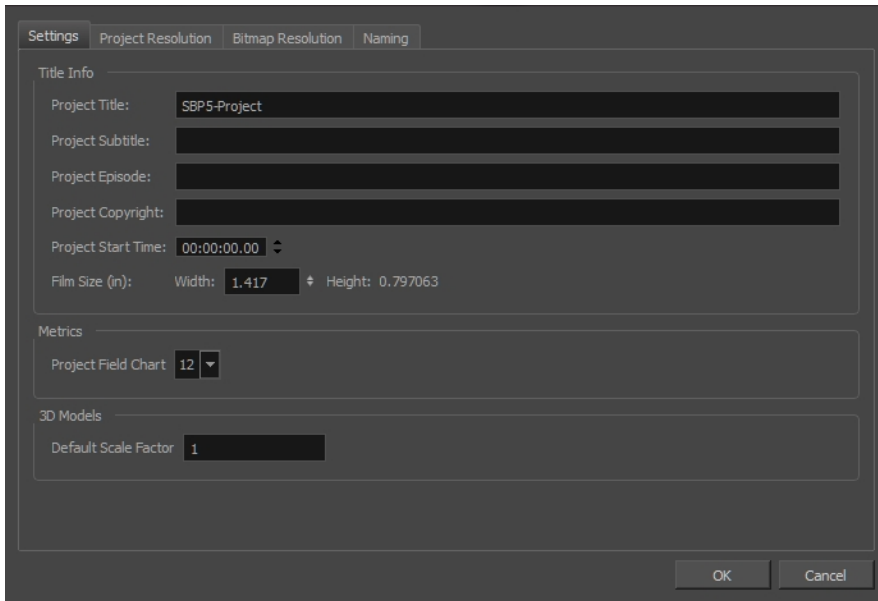


How to access the Project Properties dialog box

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.

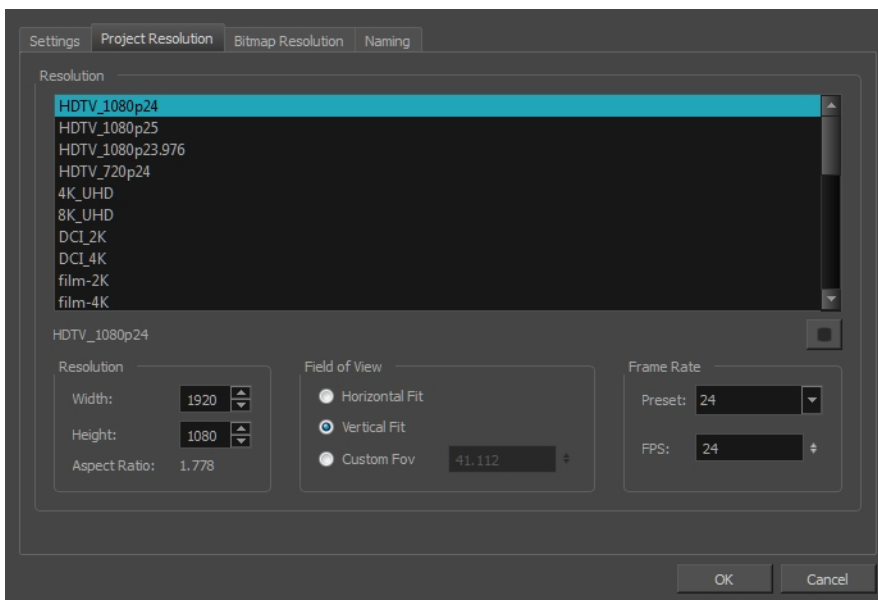


Parameter	Description
Title Info	<p>Project Title: By default, the Project Name already appears in this field if no project title was entered during the creation of this project. The Project Name is the name of the Storyboard Pro project file. The Project Title is the title that will appear in all PDF renders. They can, and often should, be the same.</p> <div style="border: 1px solid green; padding: 5px; margin: 10px 0;"> <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> </div>
	<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 software used to create the 3D elements. A value of 1.417 is equivalent to 35mm film.</p>
Metrics	<p>Project Field Chart: Sets the field standard for the project.</p>
3D Models	<p>Default Scale Factor: Sets the scale factor when using 3D models in a project.</p>

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:



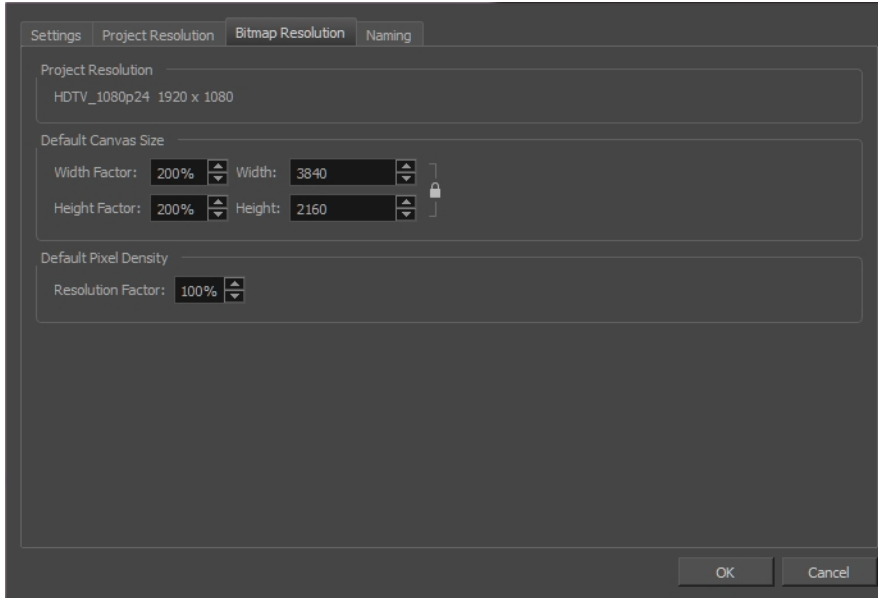
Parameter	Description
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Resolution	<p>Lets you define the project resolution. Your project resolution should match the format of the production for which you are creating the storyboard.</p>
	<p>HDTV: High Definition Television delivers a higher quality 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.</p>
	<p>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.</p> <p>NOTE: The HDTV_Vertical format is ideal when importing images into an HD project.</p>
	<p>film-1.33: Applies to a wide screen film format that conforms to the standard 4:3 pixel aspect ratio.</p>
	<p>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.</p>
	<p>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.</p> <p>NOTE: The film-1.66_Vertical view is ideal for importing images into film projects.</p>
	<p>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</p>

	<p>television screens. This format has been replaced in most regions with HDTV.</p>
	<p>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.</p>
	<p>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.</p>
Resolution	<p>Width:</p>
	<p>Height:</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 choppiier 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.

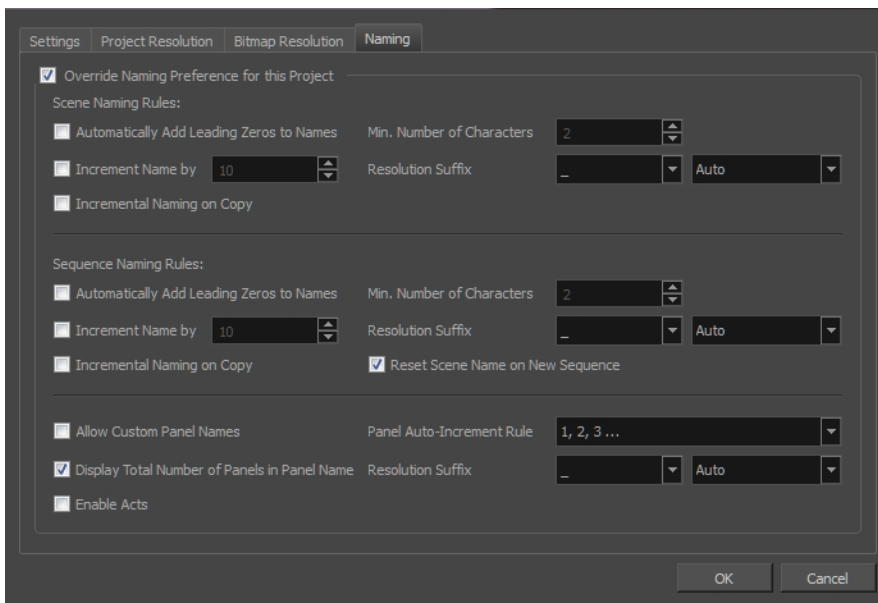


Parameter	Description
Project Resolution	The project resolution set when you initially created the project.
Default Canvas Size	Lets you define the default resolution at which bitmap layers are created. The resolution is based on the number of pixels that fit in the camera frame when the camera is at the default position. <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p>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.</p> </div>
Width Factor and Width	Lets you set the width of the canvas by percentage or pixel.
Height Factor and	Lets you set the height of the canvas by percentage or pixel.

Height	
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.

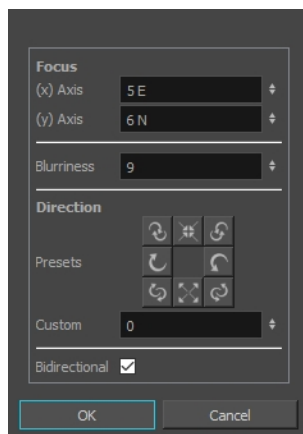
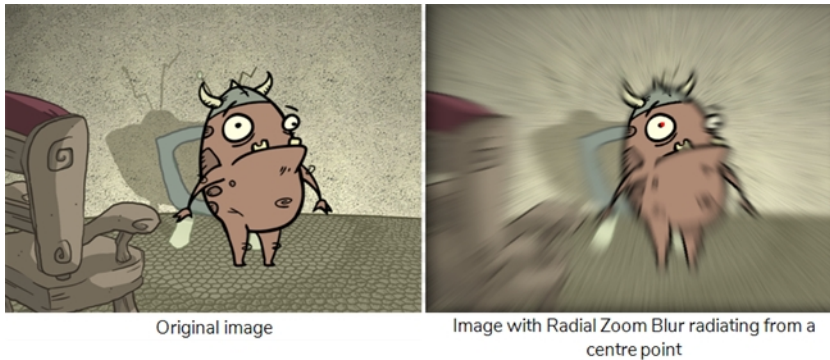
	<p>Increment Name By:</p>
	<p>Incremental Naming on Copy:</p>
	<p>Min. Number of Characters: Determines the minimum number of characters the scene names will contain when using leading zeros.</p>
	<p>Resolution Suffix: Lets you set the suffix pattern to use when a suffix is added to a new scene when 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. 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:</p> <p>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:</p> <p>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.</p> <p>Numerical: Uses a numerical suffix. For example: 12_1, 12_2, and so on.</p> <p>Uppercase: Uses an upper case alphabetical suffix. For example: 12_A, 12_B, and so on.</p> <p>Lowercase: Uses a lower case alphabetical suffix. For example: 12_a, 12_b, and so on.</p>
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Radial Zoom Blur Dialog Box

T-SBADV-007-007

The Radial Zoom Blur effect creates blurs around a centre point, simulating the look of a zooming or rotating camera.



How to access the Radial Zoom Blur dialog box

- Select **Layer > Apply Effect on Bitmap Layer > Radial Zoom Blur**.

Parameter	Description
Focus	
(x) and (y) Axis	Lets you set the x and y coordinates individually for the centre.
Blurriness	Amount of blur applied to the layer.
Direction	

Presets	Lets you select preset blur types. A set of preset radial, zoom, and spiral blurs are available to get you started. You can then adjust the type to customize the blur.
Custom	Lets you select a custom blur direction. Create your own blur by entering a value for the direction of the blur lines.
Bidirectional	Applies the blur on both sides of the pixel.

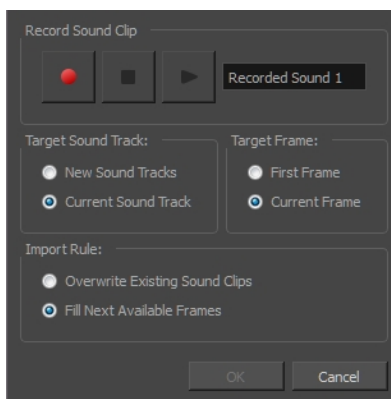
Record Sound Dialog Box

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.

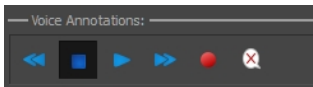
Record Voice Annotation Dialog Box

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

How to access the Record Voice Annotation dialog box

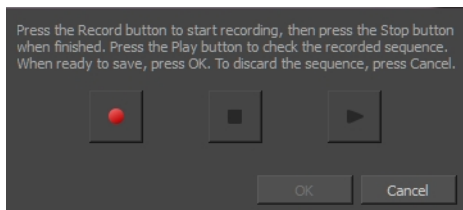
1. In the Thumbnails view, select the panel on which you want to record a voice annotation.
2. Display the Panel view.




The Voice Annotation section appears as part of the panel.



3. Click the Record Voice Annotation  button.

The Record Voice Annotation dialog box opens.



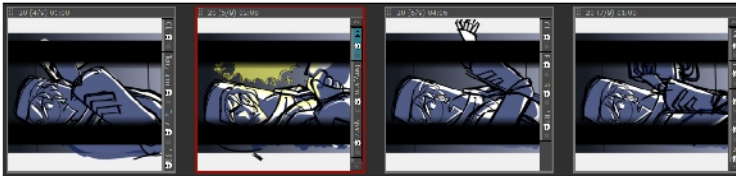
Icon	Tool Name	Description
	Record	Records your voice annotations. Be sure to verify that your microphone is functioning properly.
	Stop or Play	Stops or plays the recording.
	Play Recorded Sound	Plays the voice annotations you recorded.

Rename Panel Dialog Box

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

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.

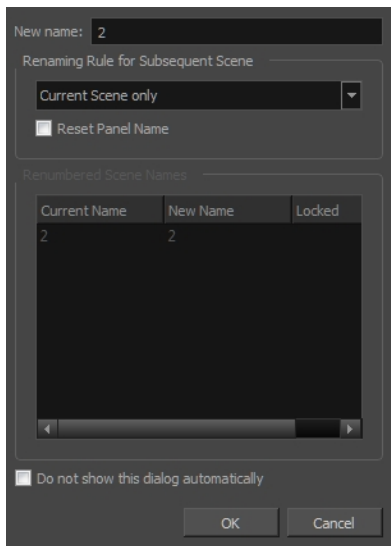
Rename Scene Dialog Box

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

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	Rennumbers the current scene, as well as all the scenes that follow.
Renumber Selected Scenes	Rennumbers the first selected scene of a multiselection, as well as all the following scenes that are part of the selection.
Renumber Prefix Only	Rennumbers 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.

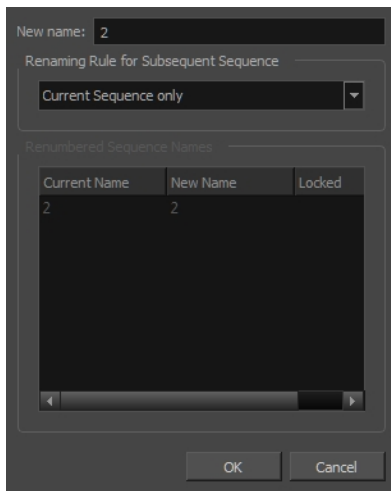
Rename Sequence Dialog Box

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

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.

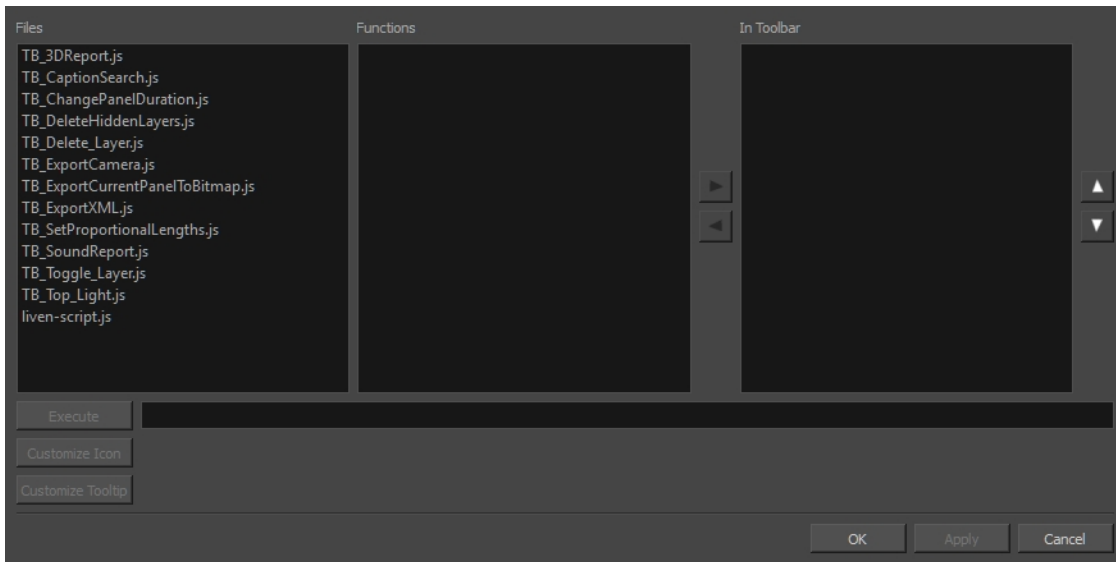


Parameter	Description
New Name	The new name of the sequence.
Renaming Rule for Subsequent Sequence	
Current Sequence Only	Renames only the selected sequence.
Renumber Sequences	Renumbers the current sequence, as well as all the sequencethat follow.
Renumber Selected Sequence	Renumbers the first selected sequence of a multiselection, as well as all the following sequence that are part of the multiselection.
Renumber Prefix	Renumbers the sequence's numerical prefixes beginning at the selected

Only	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

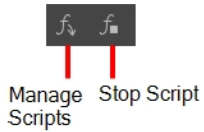
The Scripts Manager dialog box lets you select a script, customize it and add it to the Script toolbar for quickly running a script. You can also execute a selected script.



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

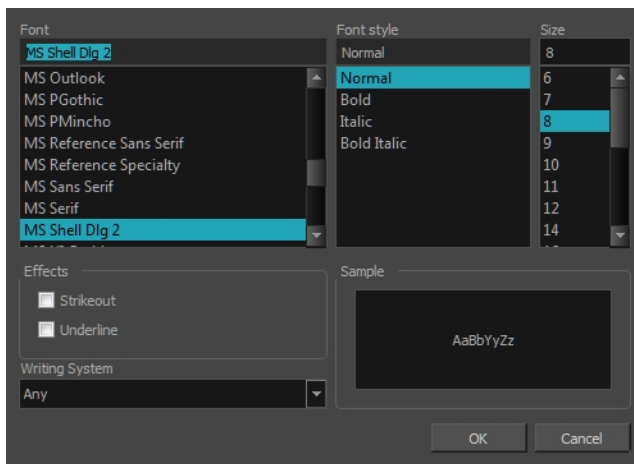
In the Pitch Mode workspace or view, the Show/Hide Captions dialog box lets you format text in caption fields. By default, the selected caption field has a black background and a gray font. You can change the colours and the font.

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

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.
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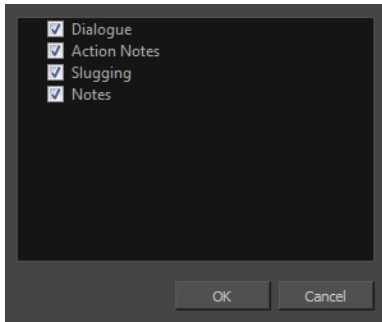
Show/Hide Captions Dialog Box

The Show/Hide Captions dialog box lets you determine which captions to display and hide.

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.

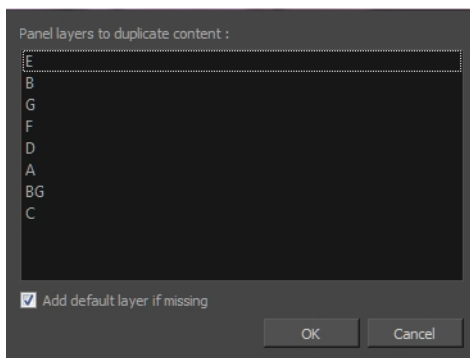
Smart Add Panel Dialog Box

The Smart Add Panel dialog box lets you create a new, duplicated panel that contains specific elements that you select.

How to access the Smart Add Panel dialog box

1. In the Thumbnails view, select the panel that contains the elements you want to 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.

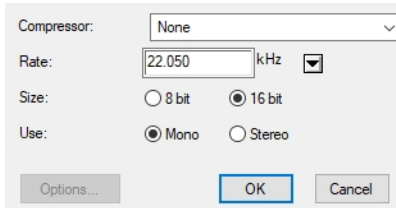
The Smart Add Panel dialog box opens.



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.

QuickTime Sound Settings Dialog Box

The Sound Settings dialog box lets you set the audio compression settings when you want to export a QuickTime Movie (.mov) file.

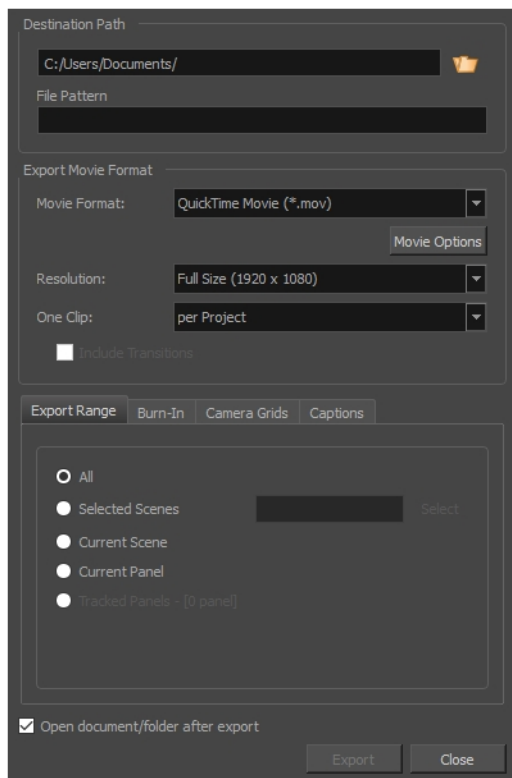


NOTE: On Windows, [Apple QuickTime](#) must be installed to be able to export QuickTime Movie (.mov) files.

How to access the Sound Settings dialog box

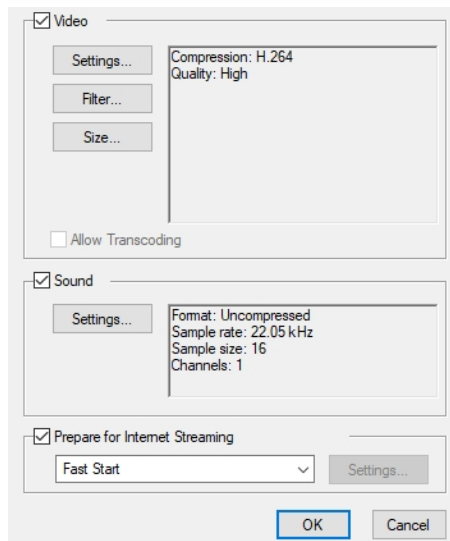
1. Select **File > Export > Movie**.

The Export to Movie dialog box opens.



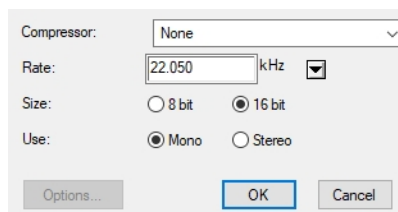
2. Click **Movie Options**.

The Movie Settings dialog box opens.



1. In the Sound section, click **Settings**.

The Sound Settings dialog box opens.

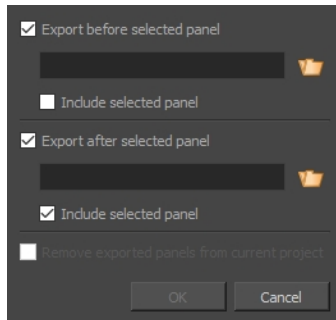


Parameter	Description
Compressor	Lets you select a compression type. The default setting is None . This exports your audio as is without performing any lossy compression or conversion, preserving its fidelity. Other compressors can be used if you need your movie's audio track to be exported in a specific format, or if disk space or download speed is critical, but they may impact the quality of your movie's soundtrack negatively.
Rate	Lets you select the audio rate at which to export. It is best to export your audio at a rate that matches the rate of your original sound files. 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 higher frequencies will be missing, making it sound muffled. For reference, the standard sound quality is 48 kHz for broadcasting and DVD. Lower rates are liable to impact the quality of your movie's soundtrack negatively, but they can be useful if disk space or download speed is critical.

Parameter	Description
Size	Lets you select the encoding size. Also known as <i>Bit Depth</i> , this determines the amount of precision used to record each wavelength in the soundtrack. The standard size is 16-bit . If you choose 8-bit , the amount of disk space your sound track requires is halved, but the audio will sound muffled.
Use	Lets you decide whether to use the Mono or Stereo channel mode. Stereo sound has a separate sound track for the left and the right speakers, allowing to make the origin of each sound realistically match the origin of their corresponding action. If you choose Mono, your sound track may use less disk space, but both the left and right channels will be merged into a single track.

Split Storyboard Dialog Box

The Split Storyboard dialog box allows you to separate the current project into two different projects, which can be shared and edited independently. You can choose to export one half of the project into a different project and keep the other half in the current project, or you can choose to split the current project into two new projects and keep the current project as an original copy.



How to access the Split Storyboard dialog box

1. In the Timeline, move the timeline playhead to the panel where you want the split to take place.

NOTE: You can choose in which project the current panel will go later.

2. Select **File > Project Management > Split**.

Parameter	Description
Export before selected panel	Exports all panels before the selected panel into a new project.
Path	Using the Browse 📁 button, you can browse to the location where you want to save the first half of the project, and type in its project name.
Include selected panel	Includes the selected panel in the first half of the project.
Export after selected panel	Exports all panels after the selected panel into a new project.
Path	Using the Browse 📁 button, you can browse to the location where you want to save the second half of the project, and type in its project name.


Include selected panel	Includes the selected panel in the second half of the project.
Remove exported panels from current project	Removes the panels you selected to export from the current project. If you do not select this option, the current project will preserve a copy of the panels getting exported into new projects.

Spread Layer Motion Dialog Box

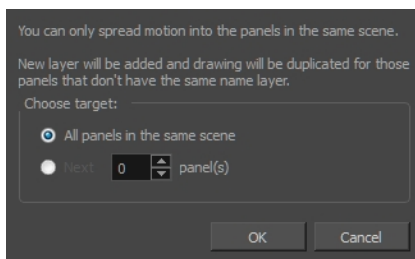
The Spread Layer Motion dialog box lets you spread the current layer motion across all panels in the same shot or a specified number of adjacent panels after the current panel in the same shot.

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.

How to access the Spread Layer Motion dialog box

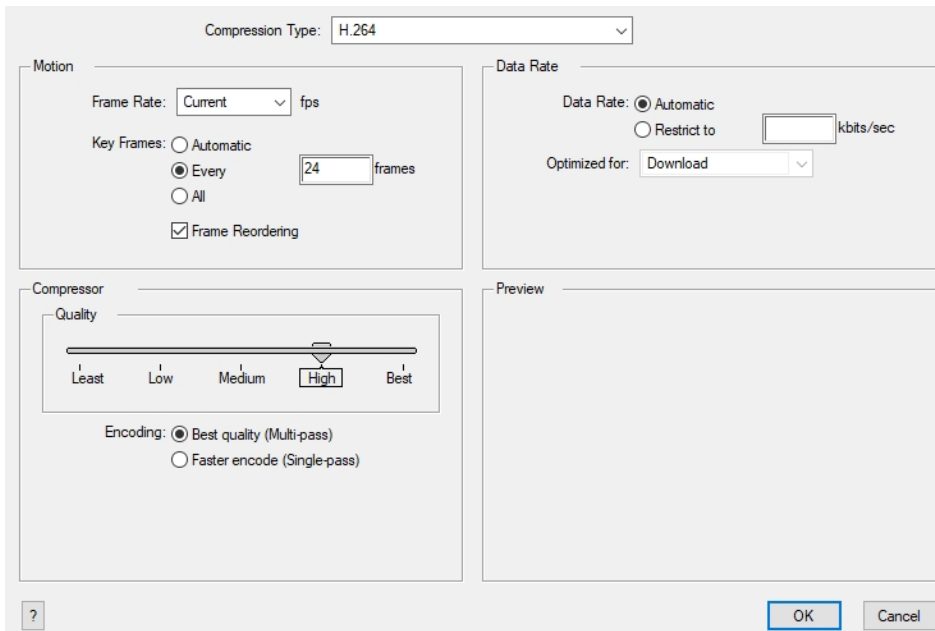
1. Select a layer
2. Do one of the following:
 - ▶ Select **Layer > Spread Layer Motion**.
 - ▶ In the Layer toolbar, click the Spread Layer Motion  button. You may have to add this button to the Layer toolbar by customizing it.

The Spread Layer Motion dialog box opens.



QuickTime Standard Video Compression Settings Dialog Box

The Standard Video Compression Settings dialog box lets you configure the video compression settings when exporting a QuickTime Movie (.mov) file.

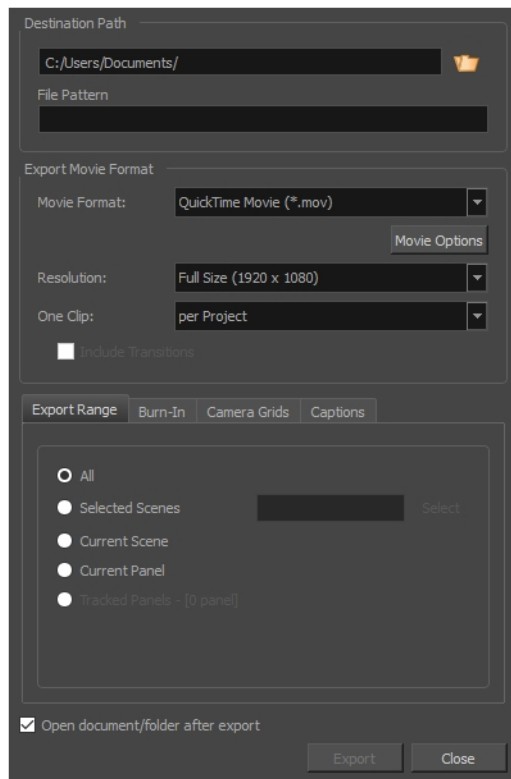


NOTE: On Windows, [Apple QuickTime](#) must be installed to be able to export QuickTime Movie (.mov) files.

How to access the Standard Video Compression Settings dialog box

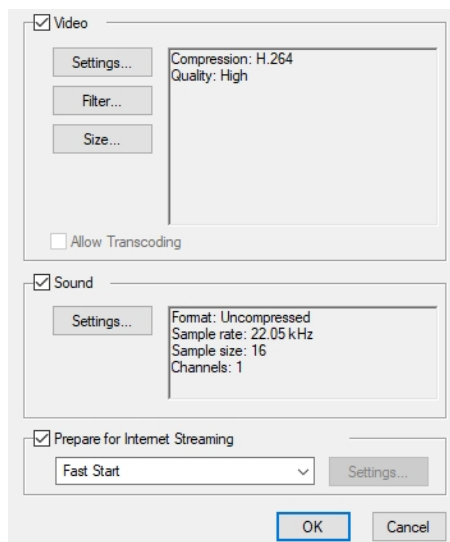
1. Select **File > Export > Movie**.

The Export to Movie dialog box opens.



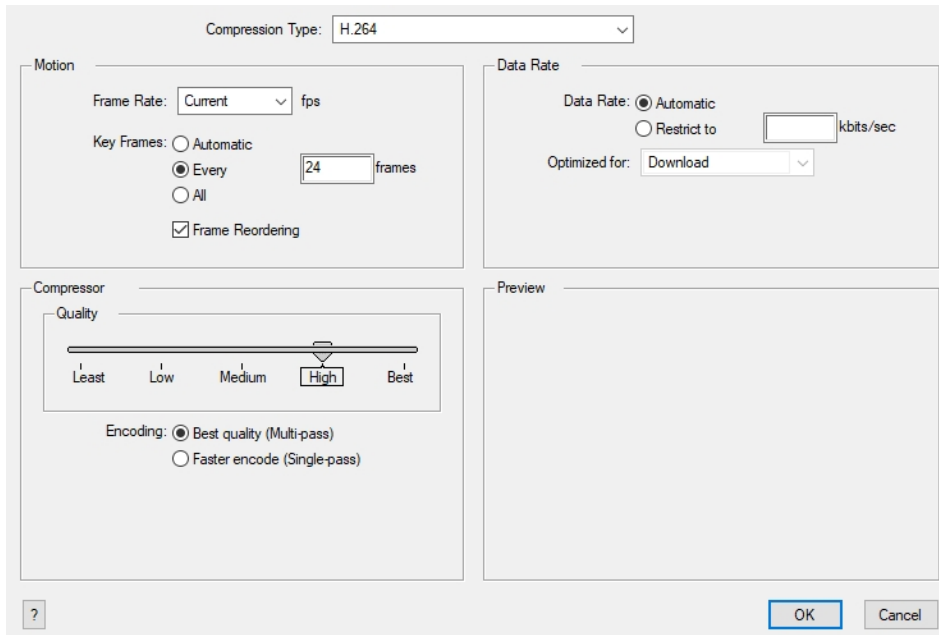
2. Click **Movie Options**.

The Movie Settings dialog box opens.



1. In the Video section, click **Settings**.

The Standard Video Compression Settings dialog box opens.



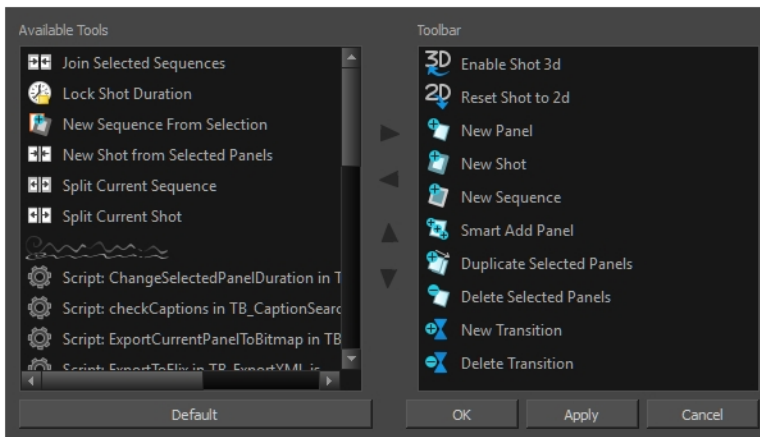
Parameter	Description
Compression Type	<p>Allows you to select the codec to use for the video stream of your movie file. The availability of codecs may vary between machines. If you are unsure of which codec is best fit for you, it is recommended to use H.264 for maximum portability, and to use Animation if quality is more important.</p> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <p>NOTE: The Animation codec, among a few others, allows you to set the colour depth to Millions of Colors+, which supports transparency.</p> </div>
Motion	
Frame Rate	The amount of frames per second for the video stream. Leave this setting to Current to use your project's frame rate.
Key Frames	Some codecs compress the video by recording a limited amount of <i>keyframes</i> , which are frames in which the entire picture is encoded, pixel by pixel and, in-between, recording <i>deltas</i> , which are frames that are only defined by their difference with the previous frame. This significantly reduces the size of the movie file. However, the less keyframes a movie has, the more it is likely to encounter decoding errors, and the harder it is for players to scrub or jump to a specific time in the video. This option

Parameter	Description
	<p>allows you to decide when keyframes are inserted in the video stream.</p> <p>Automatic: Lets the encoder decide when keyframes should be inserted.</p> <p>Every ... frames: Allows you to set the exact interval, in frames, at which keyframes should be inserted.</p> <p>All: Encodes every frame as a keyframe. This option will significantly impact file size, but will make it easier to scrub through the video without causing any rendering error.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: If you are using the H.264 codec, you must set the Key Frames option to All, or you will get an error message when you confirm the compression settings.</p> </div>
Frame Reordering	Encodes frames in a different order than the one at which they are meant to be displayed. This allows for more efficient compression, but may not be compatible with some players.
Compressor	
Depth	Allows you to set the colour depth for your video. A lower colour depth will reduce the size of the video stream but will have significant impacts on picture quality.
Quality	Lets you choose a quality setting for the video compression. A higher quality setting will increase the size of the movie file, but will look better. A lower quality setting will reduce the size of the movie file, but will cause blurriness and compression artifacts to appear in the picture.
Scan Mode / Interlaced	<p>Allows you to choose between the following scan modes:</p> <ul style="list-style-type: none"> • Interlaced: Frames are encoded starting with their odd-numbered scanlines, then their even-numbered scanlines. • Progressive: Frames are encoded whole, from the highest scanline to the lowest scanline.

Parameter	Description
	<p>NOTE: Some codecs will display a drop-down allowing you to select Interlaced or Progressive, while others will simply have an Interlaced checkbox.</p>
Aspect Ratio	<p>Allows you to select one of the following aspect ratios:</p> <ul style="list-style-type: none"> • 4:3: For output on standard definition displays. • 16:9: For output to widescreen displays.
Filter	<p>When exporting with the PNG compression type, this determines the algorithm with which each pixel is encoded relative to other pixels. Leaving this option to Best will export in the most space-efficient filter, without compromising picture quality. Picking a filter may increase rendering speed a bit, at the expense of some disk space.</p>
Data Rate	
Automatic	<p>Lets the encoder use the optimal bit rate for your compression settings.</p>
Restrict To	<p>Allows you to specify the encoding bit rate.</p> <p>NOTE: This setting will override other compression settings, so that the specified bit rate is respected.</p>
Optimized For	<p>Optimize the encoding to be responsive depending on the intended viewing method:</p> <ul style="list-style-type: none"> • CD/DVD-ROM: Optimizes the bit rate for a video that will be played using an optical disc player. • Download: Optimizes the bit rate for a file that is going to be downloaded, then viewed from the user's hard drive. • Streaming: Optimized the bit rate for a video that will be streamed from the web and played as the video is being downloaded.

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.



How to access the Toolbar Manager dialog box

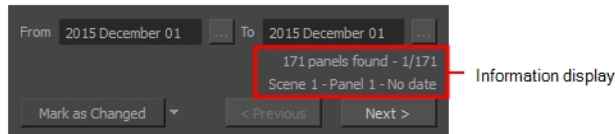
1. Right-click (Windows) or Ctrl+click (macOS) on any button in a toolbar and select **Customize**.

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.

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.



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.

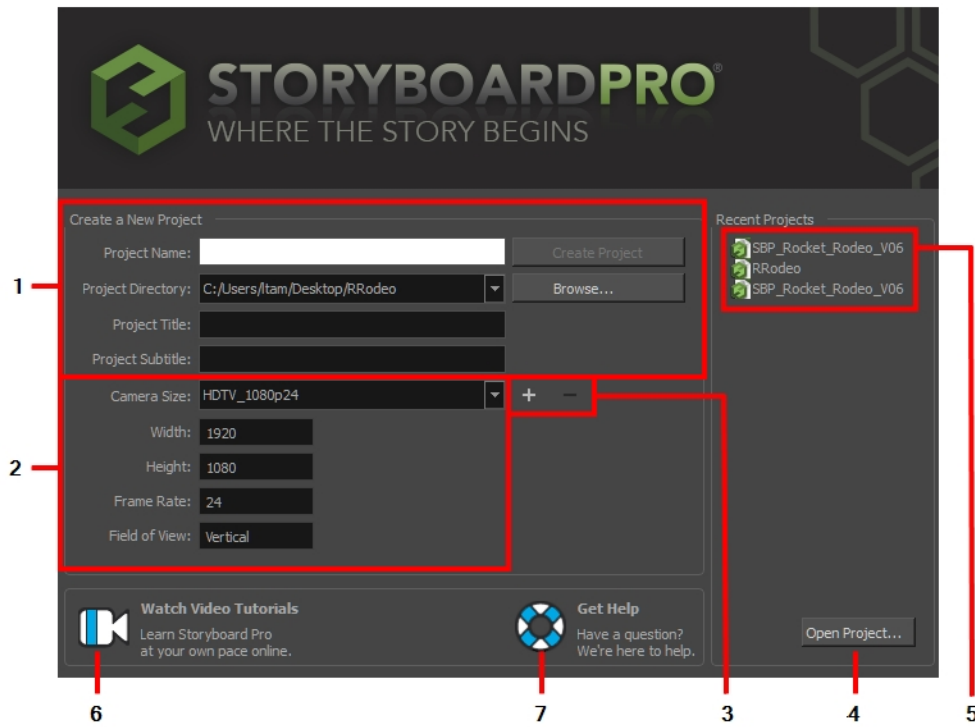
Welcome Screen

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.



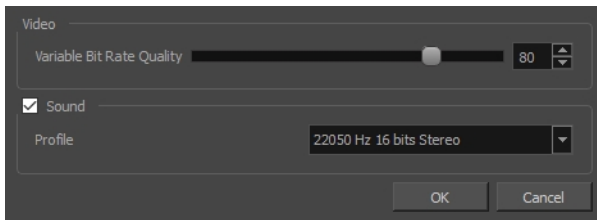
When you close the first Welcome screen, the second one displays. This is where you can create and open projects. However, if a scene is already open, you can display the Welcome Screen by selecting **Help > Show Welcome Screen**.



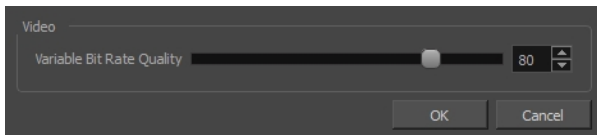
1. Create and name projects
2. Set the project resolution
3. Add or delete a custom project resolution
4. Open projects by browsing
5. Open recent projects
6. Watch Storyboard Pro video tutorials
7. Access the Storyboard Pro documentation

WMV Settings Dialog Box

The WMV Settings dialog box lets you set the video and audio settings when exporting a Windows Media Video movie.



The WMV Settings dialog box is accessed through the Export to Movie dialog box. It can also be accessed from the Export to EDL/AAF/XML dialog box. In the latter case, it will not have sound options, since audio is not exported into video files when exporting EDL/AAF/XML sequences.



NOTE: The option to export to Windows Media Video is only available on Windows.

How to access the WMV Settings dialog box when exporting movies

1. From the top menu, select **File > Export > Movie**.
The Export to Movie dialog box opens.
2. Set the Movie Format to Windows Media Video (*.wmv).
3. Click on **Movie Settings**.

How to access the WMV Settings dialog box when exporting EDL/AAF/XML files

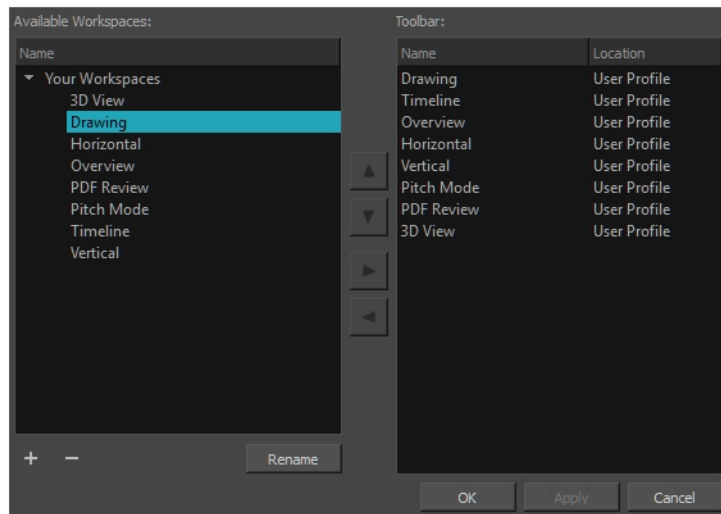
1. From the top menu, select **File > Export > EDL/AAF/XML**.
The Export to EDL/AAF/XML dialog box opens.
2. Set the Movie Format to Windows Media Video (*.wmv).
3. Click on **Video Config**.

Parameter	Description
Video	


Variable Bit Rate Quality	Lets you choose a quality setting ranging from 5 to 100 for the video stream. The higher the quality of the export, the larger the resulting file.
Sound	
Profile	<p>Lets you choose among preset combinations of audio sample rates, sample sizes and channel modes for the audio stream:</p> <ul style="list-style-type: none"> • Sample rate: Available sample rates are 8000 Hz, 16000 Hz, 22050 Hz and 44100 Hz. The default setting is 22050 Hz. It is best to export your audio at a rate that matches the rate of your original sound files. For example, if your file has an audio sample rate of 48000 Hz and you choose a sample rate of 22050 Hz, the sound will play at the same speed, but higher frequencies will be missing, making it sound muffled. For reference, the standard sound quality is 44000 kHz for films, and 48000 kHz for DVD. Lower rates are liable to impact the quality of your movie's soundtrack negatively, but they can be useful if disk space or download speed is critical. • Sample size: Also known as <i>Bit Depth</i>, this determines the amount of precision used to record each wavelength in the soundtrack. The standard size is 16-bit. If you choose 8-bit, the amount of disk space your sound track requires is halved, but the audio will sound muffled. • Channel mode: Stereo sound has a separate sound track for the left and the right speakers, allowing to make the origin of each sound realistically match the origin of their corresponding action. If you choose Mono, your sound track may use less disk space, but both the left and right channels will be merged into a single track. <div data-bbox="643 1419 1430 1556" style="border: 1px solid green; padding: 5px;"> <p>NOTE: Exporting in 8-bit audio requires Apple QuickTime to be installed.</p> </div>

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.



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.

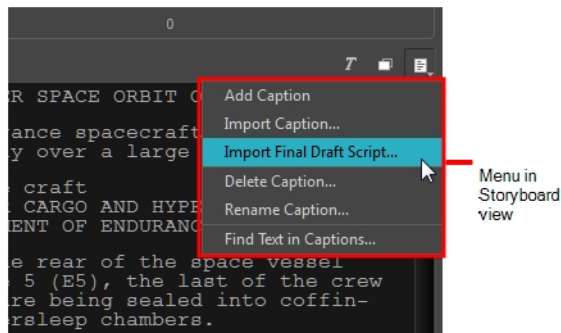
Toolbar	Displays the toolbars available in the selected workspace.
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Chapter 2: About Menus

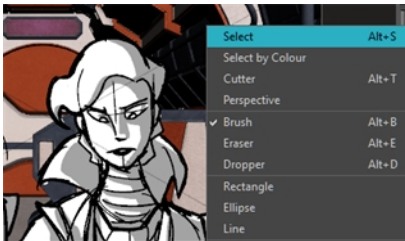
In Storyboard Pro, you can access the commands from the following three types of menus:

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 (macOS) anywhere in a view.



Main Menus

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	
Align Camera Keyframe at Current Frame	
Align Camera Keyframe at the End of Panel	
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	
Relative to Shot	

Caption Menu

The Caption menu lets you add captions to panels and the Storyboard view. In addition, it enables you to 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. 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 you 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.
Captions Default Format	Lets you set the default caption font and font size for new captions that are added to the project.

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> <div style="border: 1px solid green; padding: 5px; margin: 10px 0;"> <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> </div> <p>You can also save a project as a single file by saving it as an .sbpz file.</p>
Save and Pack	Saves an unpacked project and rezips it to the original zipped project file.
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> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <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> </div>
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.</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>

	<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>
Sound Files	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.
Record Sound	Lets you record sound directly from Storyboard Pro and insert it in the Timeline view.
Export	
Bitmap	Lets you export a storyboard project to bitmap files in .psd (with separate layers), .tga, .jpg or .png format. A separate bitmap file is exported for each panel in the storyboard. When exporting .psd files, animations and transitions are not exported, but camera movements 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	Lets you export scenes into layout images, which can be used to set up animation scenes or to create background art based on the scene layout and camera movements. Layout images can be rendered with all layers combined or with one image per layer, and can optionally include camera frames and movements. Layouts can be exported in .psd (with separate layers), .tga, .jpg or .png format.
Current Image	Lets you export the current frame into a .jpeg, .psd, .tga or .png image. Note that .psd files will contain each layer in the panel, named by their layer name.

	<p>NOTE: No caption or camera frame will be exported in the image file.</p>
CSV	<p>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.</p>
EDL/AAF/XML	<p>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).</p> <p>You can export your storyboard project and preserve the timing, motions, and sounds edited with Storyboard Pro, directly to Apple Final Cut Pro 7 or Adobe Premiere using the EDL or XML formats, or to Avid Xpress, Sony Vegas or Adobe Premiere using the AAF format.</p>
Movie	<p>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 different movie formats (Windows Media Video, QuickTime or Flash) and as image sequences (.jpeg, .tga or .png).</p>
PDF	<p>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.</p>
Soundtrack	<p>Exports a sound file as a merged soundtrack or series of individual files. The exported soundtracks are generated as *.wav files.</p>
To Toon Boom	<p>Lets you export your animatic as Harmony, Animate 2 and Animate Pro 2 scene files. You can export the entire storyboard</p>

	<p>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 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> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: Transitions and holds in the layer motions are not supported.</p> </div>
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 Pro project to Final Cut Pro (an Apple third-party editing software) or Media Composer (an Avid third-party editing software). You may then edit your project, and import the changes back into your Storyboard Pro project using the Conformation feature. The Conformation export will produce an XML or an AAF file containing the entire animatic project structure, as well as images of your panels. You can then import the XML into Final Cut Pro and the AAF into</p>

	Media Composer to recreate your animatic.
Export Selected Panels	Lets you export selected panels only.
Export Tracked Panels	Lets you export tracked panels only.
Import Animatic Project	<p>Once you have imported your project's conformation (XML or AAF) into the-third party software and completed editing, you will need to export it once again as an XML or AAF file to bring it back into your Storyboard Pro project.</p> <p>NOTE: Refer to your third party software's documentation to learn how to export the animatic project in an XML or AAF file format.</p> <p>IMPORTANT: You can only reimport a modified conformation XML or AAF 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	When enabled, information is logged in the Message Log view about the preview generated in the Camera view, each time the preview is refreshed. In OpenGL preview mode, summary

	<p>information is logged about the amount of nodes to process and the time it takes to generate the preview. In Render Preview mode, detailed information about each composite and effect that is processed is logged.</p>
About	<p>Identifies the product name and version number.</p>

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 drawing layer to the current panel, in which you can draw with the whole suite of vector drawing tools available in Storyboard Pro. Most of the artwork in vector layers is made of vector shape information, which is lightweight and scalable.
Bitmap Layer	Adds a bitmap drawing layer to the current panel, in which you can draw using the bitmap drawings tools available in Storyboard Pro. Artwork in bitmap layers is saved as a grid of pixels, each of which storing their colour information. It is not scalable and is more heavyweight, but may be better suited for textured artwork.
Group Layer	Adds a group layer to the current panel. Groups can contain one or several layers, and even other groups. If you manipulate or animate a group, all of its elements will be subjected to the same transformations as the group itself.
Copy Layers	Copies the currently selected layers to the clipboard, so that you can paste the copies in the same panel or into a different panels.
Paste Layers	Pastes the layers copied with the Copy Layers command into the current panel.
Duplicate Layers	Instantly creates a copy of the selected layer and puts it in the current panel.
Rename Layers	Allows you to rename the selected layer.

Delete Layers	Deletes the selected layer.
Change Layer Opacity	Allows you to set the opacity level of the selected layer.
Change Bitmap Layer Resolution	Allows you to set the canvas size and pixel density of the selected bitmap layer. It may be required to expand a layer's canvas if you intend to move, shrink or zoom out on the layer. It may also be necessary to increase a bitmap layer's pixel density before you draw in it if you intend to scale it up or to zoom in on it. Otherwise, the artwork is liable to appear pixelated.
Merge Selected Layers	<p>Merges the selected layers into a single layer.</p> <div style="border: 1px solid green; padding: 5px; margin: 10px 0;"> <p>NOTE: If all the selected layers are vector layers, the merged layer will be a vector layer. If at least one of the selected layer is a bitmap layer, the merged layer will be a bitmap layer.</p> </div>
Merge Layers	Opens the Merge Layers dialog box, which allows you to merge the selected layers into a single layer and gives you more options than the Merge Selected Layers command.
Group Selected Layers	Puts the selected layers inside a new group layer.
Ungroup Selected Layers	Breaks the selected group layer. All its layers will be outside the group, and the group will be deleted.
Convert to Vector Layer	Convert a bitmap layer to a vector layer. If any artwork is in the bitmap layer, it will be converted to a vector object with a bitmap texture inside it.
Convert to Bitmap Layer	Converts a vector layer to a bitmap layer. If any artwork is in the vector layer, it will be flattened and rasterized into a single bitmap canvas.
Convert to Drawing	If you have imported an animated template or a template containing multiple elements, for example, a template created in Harmony, or a template made from importing a Flash Movie

	<p>(.swf) file, you might not be able to edit it with the drawing tools. This is because the template is not a simple drawing layer. This option will convert the layer containing a template to a flat drawing layer that can be edited freely. It can also be used to convert a group of layers into a single drawing.</p> <div style="border: 1px solid green; padding: 10px; margin: 10px 0;"> <p>NOTES</p> <ul style="list-style-type: none"> • In Storyboard Pro, a drawing layer can only contain one drawing for the whole panel, whereas a template may be animated and contain several frames with different drawings in each frame. If you convert an animated template to a drawing, the appearance of the template at current frame will be used to generate a static drawing layer. • Converting a template or a group to a drawing will discard any 3D object they contain. </div>
Share Drawing	<p>Adds the selected drawing to the library of shared drawings, which can be opened, navigated and edited in the Library view. You can then import the drawing into other panels. Since the drawing is shared, making changes to that drawing in one panel will apply the same changes to that drawing in all the other panels it was added to.</p>
Unlink from Shared Drawing	<p>If you have a shared drawing in a panel, and you want to make changes to that drawing without affecting it in other panels where it is shared, this option will convert the shared drawing into its own independent drawing in the current panel only. The drawing will remain shared in other panels where it was added.</p>
Apply Effect on Bitmap Layer	
Blur	<p>Applies a simple blurring effect to the selected bitmap layer.</p>
Radial Zoom Blur	<p>Applies a blur that follows one of several preset movement patterns to the selected bitmap layer.</p>
Directional Blur	<p>Applies a blur that follows a specific direction, in a straight line,</p>

	to the selected bitmap layer.
Generate Auto-Matte	Opens the Auto-Matte dialog box, enabling you to fill in sketch objects, hiding anything that is behind the object. You can create new layers by generating auto-matte of selected vector layers. This menu option is grayed-out if no layers are selected, or if none of the selected layers are non-empty vector layers.
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	Moves 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	Selects the next layer in the layer list.
Select Previous Layer	Selects the previous layer in the layer list.
Lock/Unlock Layers	Locks or unlocks the selected layer. When a layer is locked, it is protected from changes to its artwork and from transformations.
Show/Hide Layers	Shows or hides the selected layer. A hidden layer does not appear in the storyboard and cannot be changed or transformed.
Toggle Background Layers	Sets the selected layer as a background layer. Background layers are not taken in account when Onion Skin is enabled.
Align Layer to Camera	When working in 3D, if the camera has been rotated on the x-axis or y-axis, drawing layers will no longer be facing the camera. This instantly rotates the layer so that it faces the camera.

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	Resets the selected layer to its default position, size and angle.
Reset Selected 3D Sub-Objects	Resets the selected sub-objects of a 3D model to their default position, size and angle.
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 the animatic in the Stage or Camera view.
Play Selection	Plays the selected panel in the Timeline or Thumbnails view.
Loop	If pressed, your animatic will repeat indefinitely when playing. Otherwise, it will stop when the end is reached.
Audio Playback	Plays the soundtrack during playback.
Include Audio in Playback Range	If enabled and the soundtrack ends after the last panel, playback will continue until the end of the sound track instead of stopping at the end of the last panel.
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.
Project First Frame	Moves the timeline playhead to the first frame of the project.
Previous Scene	Moves the timeline playhead to the previous scene.
Previous Panel	Moves the timeline playhead to the previous panel.
Panel First Frame	Moves the timeline playhead to the first frame of the current panel.
Previous Frame	Moves the timeline playhead to the previous frame.

Next Frame	Moves the timeline playhead to the next frame.
Panel Last Frame	Moves the timeline playhead to the last frame of the current panel.
Next Panel	Moves the timeline playhead to the next panel.
Next Scene	Moves the timeline playhead to the next scene.
Last Panel	Moves the timeline playhead to the last panel.0
Project Last Frame	Moves the timeline playhead to the last frame of the project.
Go to Scene	Opens the Go to Scene dialog box, which allows you to select a scene in your project and instantly move the timeline playhead to that scene.
Go to Frame	<p>Opens the Go to Frame dialog in which you can enter a frame number and instantly move the timeline playhead to that specific frame.</p> <div data-bbox="678 1119 1427 1333" style="border: 1px solid green; padding: 5px;"><p>NOTE: The frame number is based on the start time of your project. If your project starts at frame 0, entering 0 will move the timeline playhead to the first frame of your project.</p></div>

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	If enabled, this option lets you overwrite a sound, by dragging and dropping another sound on it.
Change Frame When Clicking on Audio Tracks	
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> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: A single scene cannot be split into two or more different sequences, unless you split the scene first.</p> </div>

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.
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	<p>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.</p>
Move Panel Out to Current Frame	<p>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.</p>
Add Frame to Panel	<p>Lets you adjust the duration of a panel one frame at a time.</p>
Remove Frame from Panel	<p>NOTE: By default, when changing the duration of a panel, the position of existing Camera and Layer keyframes in the panel are adjusted to the new duration of a panel. However, since the position of keyframes is always in whole frames, they might not get adjusted as expected when adjusting the duration of a panel one frame at a time. This behavior cannot be changed for Layer keyframes.</p>
Split Current Scene	<p>Lets you split the current scene in two or break it into three parts.</p> <p>When you split a scene, it is divided before the current panel by default.</p> <p>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.</p>
Split Current Sequence	<p>Separates a sequence in two.</p>
Join Selected Sequence	<p>Joins two selected sequences.</p>
Join Selected Acts	<p>Joins selected acts. Once an act has been split, it is possible to join acts at any time.</p>
Markers	

Add Marker	Creates a new timeline marker at the current frame.
Edit Marker	Allows you to change the colour and to add a note to the currently selected timeline marker.
Delete Marker	Deletes the currently selected timeline marker.
Delete All Markers	Deletes all timeline markers in the project.
Go to Next Marker	Moves the timeline cursor to the next marker in the project.
Go to Previous Marker	Moves the timeline cursor to the previous marker in the project.
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> <div style="border: 1px solid green; padding: 5px; margin: 10px 0;"> <p>NOTE: Converting a scene to 3D applies only to the selected scene, not the entire project.</p> </div>
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	Allows you to select and reposition, scale, rotate and skew brush strokes, pencil lines, shapes and other parts of your artwork.
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	Allows you to edit the vector contours of brush strokes, pencil lines and shapes in your artwork. You can add, remove, tweak and move vector points, move the Bezier handles of the vector points as well as deform vector outlines.
Cutter	Allows you to cut a part of your artwork, then reposition, scale, rotate and skew it.
Perspective	Allows you to deform artwork by applying a perspective effect on it.
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 outlines. Pencil lines are made of central vector lines, making them easier to tweak and edit than brush strokes.
Eraser	A pressure-sensitive tool for erasing parts of a drawing.

Rectangle	Draws a straight line segment going from one point to the other.
Ellipse	
Line	
Text	Allows you to add text and to format it.
Paint	Allows you to fill colour zones with a colour or texture.
Paint Unpainted	Allows you to quickly fill empty zones in your artwork with a colour or texture, leaving filled zones unchanged.
Unpaint	Allows you to empty filled colour zones of their colour and texture.
Close Gap	Allows you to close open shapes so that they can be filled with the Paint tool. By drawing a stroke near a small gap in a shape, this tool will create a small invisible stroke connecting the two closest points around the gap.
Edit Gradient/Texture	Allows you to adjust the position, angle and size of gradients and textures in a colour zone.
Dropper	Allows you to select a colour by clicking on a colour in your artwork.
Hand	Allows you to pan the Stage and Camera views.
Zoom	Allows you zoom in and out of the Stage and Camera views.
Rotate View	Lets you rotate the Stage and Camera views just like with a real animation disc.
3D Navigation	
3D Flying Navigation	

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> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: Any line thickness information is lost upon conversion from brush to pencil.</p> </div>

Strokes to Pencil Lines	
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> <div style="border: 1px solid green; padding: 10px;"> <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> </div>
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> <div style="border: 1px solid green; padding: 10px;"> <p>NOTE: When setting the camera frame using the Reframe tool, it is not possible to reset it to its former position.</p> </div>
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

	<p>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.</p>
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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>Cycles through the following display modes:</p> <ul style="list-style-type: none"> • Normal Full-Screen: The main application window becomes full screen. • View Full-Screen: The selected view becomes full screen and all other views are collapsed. • Normal: The main application window is restored to its original size and collapsed views are expanded.
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	If the current layer is animated, this displays the animation path of the layer in yellow in the Stage and Camera views, with notches along the path indicating the position of the layer on each frame of the animation.
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 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.

<p>Realistic Preview</p>	<p>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.</p>
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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.

View Menus

3D Graph View Menu

The 3D Graph View menu gives you access to commands related to the 3D Graph view, such as selecting sub-objects, and disabling and enabling sub-objects.

How to access the 3D Graph View menu

- In the upper-left corner of the 3D Graph view, click the Menu  button.

Command	Description
Edit	
Select All	Selects all the items in the 3D graph (all the parts of the 3D model).
Deselect All	Deselects all the items in the 3D graph (all the parts of the 3D model).
Select First Child Sub-Object	Jumps to the first child sub-object of a selected parent sub-object. Use the Select Next Sibling sub-object menu option to continue down the list of children.
Select Parent Sub-Object	Jumps to the parent sub-object of a selected child sub-object.
Select Next Sibling Sub-Object	Selects the next child sub-object of the same parent sub-object.
Select Previous Sibling Sub-Object	Selects the previous child sub-object of the same parent sub-object.
Sub-Objects	
Enable	Enables the selected sub-object in the 3D graph list. Enabling the sub-object displays the corresponding part of the 3D model in the Camera and Stage views. You can make a multi-selection with this command.
Disable	Disables the selected sub-object in the 3D graph list. Disabling

	<p>the sub-object hides the corresponding part of the 3D model in the Camera and Stage views. It will also disable the sub-object children of this sub-object. A sub-object cannot have its shape hidden and be disabled at the same time. You can make a multi-selection with this command.</p>
Show Shape	<p>Shows the selected sub-object shape in the 3D graph list. Showing the sub-object shape displays the sub-object in the Camera and Stage views. You can make a multi-selection with this command.</p>
Hide Shape	<p>Hides the selected sub-object shape in the 3D graph list. Hiding the sub-object shape hides the sub-object in the Camera and Stage views. A sub-object cannot have its shape hidden and be disabled at the same time. You can make a multi-selection with this command.</p>
Separate Sub-Tree	<p>The layer containing the 3D objects is duplicated. In this new layer, the selected sub-object(s) and their children are displayed and all others have their shapes hidden. In the original layer, the selected sub-object(s) and their children have their shape hidden. The new layer is grouped with the original layer. Any transformation in the original layer is transferred to the parent group. If you selected multiple sub-objects to separate, all the sub-objects and their children are visible on the newly-created layer.</p>
Separate	<p>The layer containing the 3D objects is duplicated. In this new layer, the selected sub-object(s) are displayed and all others have their shape hidden. In the original layer, the selected node(s) have their shape hidden. The new layer is grouped with the original layer. Any transformation in the original layer is transferred to the parent group. If you selected multiple sub-objects to separate, all the sub-objects are visible on the newly-created layer.</p>
Extended Mode	
	<p>Shows the complete sub-object hierarchy. In this mode, you can see every sub-object of the 3D model, even those that cannot be selected or manipulated.</p>

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.

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> <div style="border: 1px solid green; padding: 5px; margin: 10px 0;"> <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> </div> <p>You can also save a project as a single file by saving it as an .sbpz file.</p>
Save and Pack	Saves an unpacked project and rezips it to the original zipped project file.
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> <div style="border: 1px solid green; padding: 10px; margin-top: 10px;"> <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> </div>
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.</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>

	<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>
Sound Files	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.
Record Sound	Lets you record sound directly from Storyboard Pro and insert it in the Timeline view.
Export	
Bitmap	Lets you export a storyboard project to bitmap files in .psd (with separate layers), .tga, .jpg or .png format. A separate bitmap file is exported for each panel in the storyboard. When exporting .psd files, animations and transitions are not exported, but camera movements 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	Lets you export scenes into layout images, which can be used to set up animation scenes or to create background art based on the scene layout and camera movements. Layout images can be rendered with all layers combined or with one image per layer, and can optionally include camera frames and movements. Layouts can be exported in .psd (with separate layers), .tga, .jpg or .png format.
Current Image	Lets you export the current frame into a .jpeg, .psd, .tga or .png image. Note that .psd files will contain each layer in the panel, named by their layer name.

	<p>NOTE: No caption or camera frame will be exported in the image file.</p>
CSV	<p>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.</p>
EDL/AAF/XML	<p>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).</p> <p>You can export your storyboard project and preserve the timing, motions, and sounds edited with Storyboard Pro, directly to Apple Final Cut Pro 7 or Adobe Premiere using the EDL or XML formats, or to Avid Xpress, Sony Vegas or Adobe Premiere using the AAF format.</p>
Movie	<p>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 different movie formats (Windows Media Video, QuickTime or Flash) and as image sequences (.jpeg, .tga or .png).</p>
PDF	<p>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.</p>
Soundtrack	<p>Exports a sound file as a merged soundtrack or series of individual files. The exported soundtracks are generated as *.wav files.</p>
To Toon Boom	<p>Lets you export your animatic as Harmony, Animate 2 and Animate Pro 2 scene files. You can export the entire storyboard</p>

	<p>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 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> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: Transitions and holds in the layer motions are not supported.</p> </div>
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 Pro project to Final Cut Pro (an Apple third-party editing software) or Media Composer (an Avid third-party editing software). You may then edit your project, and import the changes back into your Storyboard Pro project using the Conformation feature. The Conformation export will produce an XML or an AAF file containing the entire animatic project structure, as well as images of your panels. You can then import the XML into Final Cut Pro and the AAF into</p>

	Media Composer to recreate your animatic.
Export Selected Panels	Lets you export selected panels only.
Export Tracked Panels	Lets you export tracked panels only.
Import Animatic Project	<p>Once you have imported your project's conformation (XML or AAF) into the-third party software and completed editing, you will need to export it once again as an XML or AAF file to bring it back into your Storyboard Pro project.</p> <p>NOTE: Refer to your third party software's documentation to learn how to export the animatic project in an XML or AAF file format.</p> <p>IMPORTANT: You can only reimport a modified conformation XML or AAF 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.

Chapter 3: About Toolbars

The Storyboard Pro interface contains toolbars that quickly give you access many useful tools. You can add, move and remove toolbars in your workspace. Some toolbars have optional buttons that are hidden by default, but which can be added.

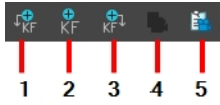
The following toolbars are available in Storyboard Pro.

- 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**.

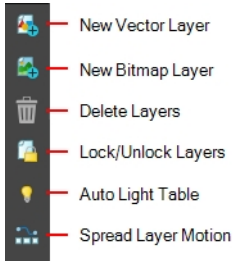
Icon	Tool Name	Description
	New	Lets you create a new project.
	Open	Lets you open an existing project. If a project is already open, you must save it first.
	Save	Saves the current project.
	Save As	Lets you save the currently open project under another name.

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.

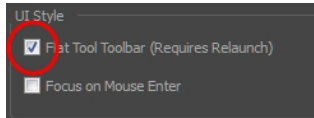
How to show or hide the Layer toolbar

- 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.

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

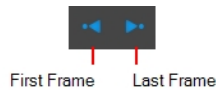
1. Do one of the following:
 - Select **Edit > Preferences** (Windows) or **Storyboard Pro > Preferences** (macOS).
 - Press .
3. Select the **Global UI** tab.
4. In the UI Style section, select the **Flat Tool Toolbar** option.



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.

Additional Buttons

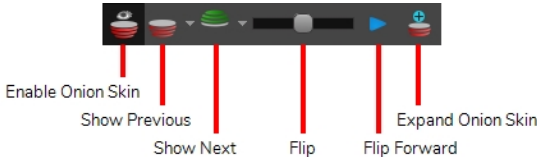
There are additional buttons you can add to the Navigation toolbar for navigating between panels and scenes.

Here are the tools you can add:

Icon	Tool Name	Description
	Project First Frame	Displays the storyboard's first panel at its first frame.
	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.
	Project Last Frame	Displays the storyboard's last panel at its last frame.

Onion Skin Toolbar





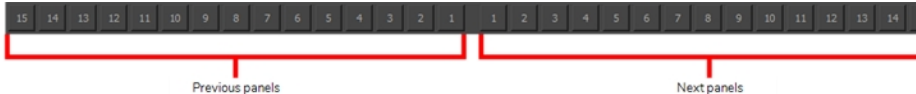
The Onion Skin toolbar displays the next and previous drawings in the Stage view.



How to access the Onion Skin toolbar

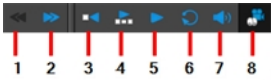
- Select **Windows > Toolbars > Onion Skin**.

Icon	Tool Name	Description
	Enable Onion Skin	Enables or disables Onion Skin.
	No Previous Panels	Does not include any previous panel in the Onion Skin.
	Previous Panel	Includes the previous panel in the Onion Skin.
	Previous Two Panels	Includes the previous two panels in the Onion Skin..
	Previous Three Panels	Includes the previous three panels in the Onion Skin.
	No Next Panels	Does not include any next panel in the Onion Skin.
	Next Drawing	Includes the next panel in the Onion Skin.
	Next Two	Includes the two next panels in the Onion Skin.








	Panels	
	Next Three Panels	Includes the next three panels in the Onion Skin.
	Flip	Dragging this slider allows you to flip through the panels that are included in the Onion Skin.
	Flip Forward	Click and hold this button to flip through the panels included in the Onion Skin.
	Expand Onion Skin	<p>Displays the Expand Onion Skin dialog, which contains buttons for the 15 previous panels and the 15 next panels. While this dialog is showing, only the panels that are toggled on in this dialog will be included in the Onion Skin.</p>  <p>This allows you to set up the Onion Skin including panels very far behind and after the current panel. Also, since only selected panels are included, this allows you to include specific panels in the Onion Skin without including every panel in-between that panel and the current panel.</p> <p>For example, if you only want the third previous panel to be in the onion skin, all you have to do is toggle that panel on. But if you want every panel from the first previous panel to the third previous panel to be included, you have to toggle each of them on.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: The Onion Skin will return to its normal setting once you close the dialog. Therefore, you must leave it on for as long as you need the Onion Skin to use the settings in this dialog.</p> </div>


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.



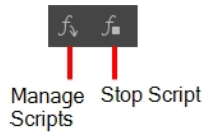
- | | |
|-----------------------------------|-----------|
| 1. First Frame | 5. Play |
| 2. Last Frame | 6. Loop |
| 3. Go to First Frame of Selection | 7. Sound |
| 4. Play Selection | 8. Camera |

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.
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Script Toolbar

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



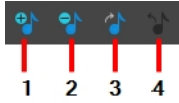
How to access the Scripting toolbar

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 146.
	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

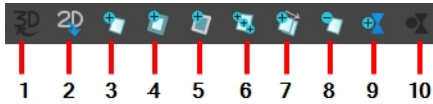
How to show or hide the Sound toolbar

- 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

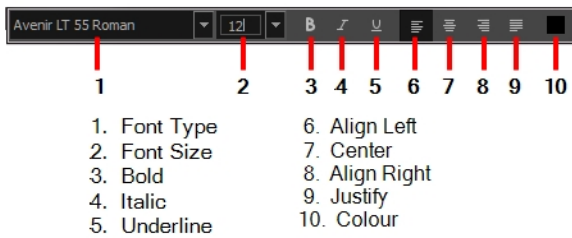
- ▶ Select **Windows > Toolbars > Storyboard**.

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.	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.



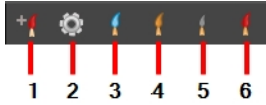
How to access the Text Formatting toolbar

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.
≡	Align Left	Aligns the selected text to the left.
≡	Center	Centers the selected text.
≡	Align Right	Aligns the selected text to the right.
≡	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

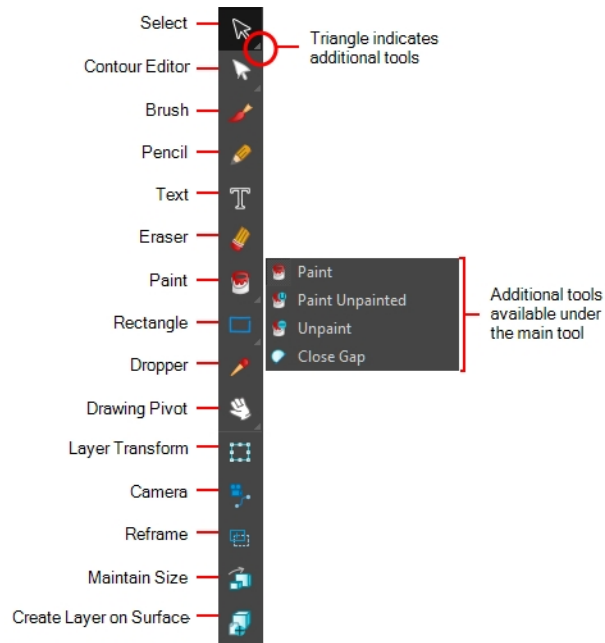
How to access the Tool Presets toolbar

- 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

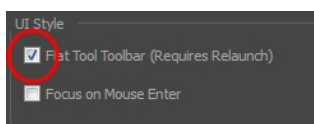
The Tools toolbar contains all the main tools you need to work in Storyboard Pro. In the default workspace, this toolbar is located on the left-most side of the interface. A small triangle at the lower-right corner of a tool indicates additional tools under the main tool. To access these tools, hold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













By default, the Tools toolbar displays several of its tools in pop-up menus that must be opened. It is possible to make the Tools toolbar display every tool in its individual button instead by enabling the Flat Tools Toolbar preference. This makes the selection of tools quicker. However, because there is not enough vertical space to display all tools, some tools will be hidden from the Tools toolbar by default. Which tools are displayed in the Tools toolbar when Flat Tools Toolbar is enabled can be customized. The order in which tools are listed in Flat Tools Toolbar mode can also be customized.













How to make every tool in the Tools toolbar display in buttons rather than pop-up menus








1. Do one of the following:
 - Select **Edit > Preferences** (Windows) or **Storyboard Pro > Preferences** (macOS).
 - Press .
2. Select the **Global UI** tab.
3. In the UI Style section, select the **Flat Tool Toolbar** option.



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

Tool Name	Icon	Description
Select		Allows you to select and reposition, scale, rotate and skew brush strokes, pencil lines, shapes and other parts of your artwork.
Cutter		Allows you to cut a part of your artwork, then reposition, scale, rotate and skew it.
Select by Colour		Allows you to quickly select all zones painted with the colour you click on in a single drawing layer.
Contour Editor		Allows you to edit the vector contours of brush strokes, pencil lines and shapes in your artwork. You can add, remove, tweak and move vector points, move the Bezier handles of the vector points as well as deform vector outlines.
Centerline Editor		Allows you to tweak and deform a brush stroke by manipulating the points at the centre of its line rather than its contour.
Perspective		Allows you to deform artwork by applying a perspective effect on it.
Edit Gradient/Texture		Allows you to adjust the position, angle and size of gradients and textures in a colour 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 outlines. Pencil lines are made of central vector lines, making them easier to tweak and edit than brush strokes.
Text	T	Allows you to add text and to format it.
Eraser		A pressure-sensitive tool for erasing parts of a drawing.

Paint		Allows you to fill colour zones with a colour or texture.
Paint Unpainted		Allows you to quickly fill empty zones in your artwork with a colour or texture, leaving filled zones unchanged.
Unpaint		Allows you to empty filled colour zones of their colour and texture.
Close Gap		Allows you to close open shapes so that they can be filled with the Paint tool. By drawing a stroke near a small gap in a shape, this tool will create a small invisible stroke connecting the two closest points around the gap.
Line		Draws a straight line segment going from one point to the other.
Rectangle		Draws a rectangle.
Ellipse		Draws an ellipse.
Polyline		Allows you to draw shapes, segmented lines or complex curved lines by clicking to create each point in the sequence of line segments.
Dropper		Allows you to select a colour by clicking on a colour in your artwork.
Hand		Allows you to pan the Stage and Camera views.
Zoom		Allows you zoom in and out of the Stage and Camera views.
Rotate View		Lets you rotate the Stage and Camera views just like with a real animation disc.
3D Navigation		Lets you navigate through a scene in 3D using the following: <ul style="list-style-type: none"> • Left mouse button for rotation.

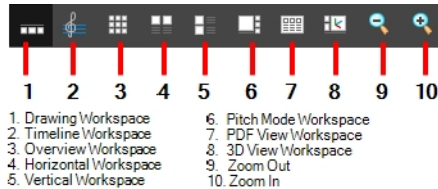
		<ul style="list-style-type: none">• Middle mouse button for panning.• Right mouse button for zooming in and out.
3D Flying Navigation		Lets you navigate through a scene in 3D using the following: <ul style="list-style-type: none">• Use the mouse for rotation.• Use the mouse wheel to move forwards or backwards.• Use the arrow keys and PgUp/PgDn to move in all six directions.
Layer Transform		Allows you to select drawing layers and position, rotate, scale and skew them.
Camera		Allows you to position and rotate the camera, as well as to animate camera movements.
Reframe		Allows you to offset the position of the content of the panels for the entire scene so that 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.



How to show or hide the View toolbar

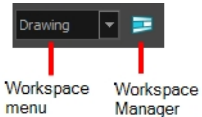
- Select **Windows > Toolbars > View**.

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.

Workspace	Icon	Description
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.

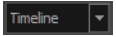

Workspace Toolbar

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.



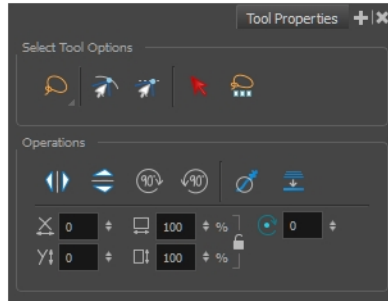
How to show or hide the Workspace toolbar

- 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

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:

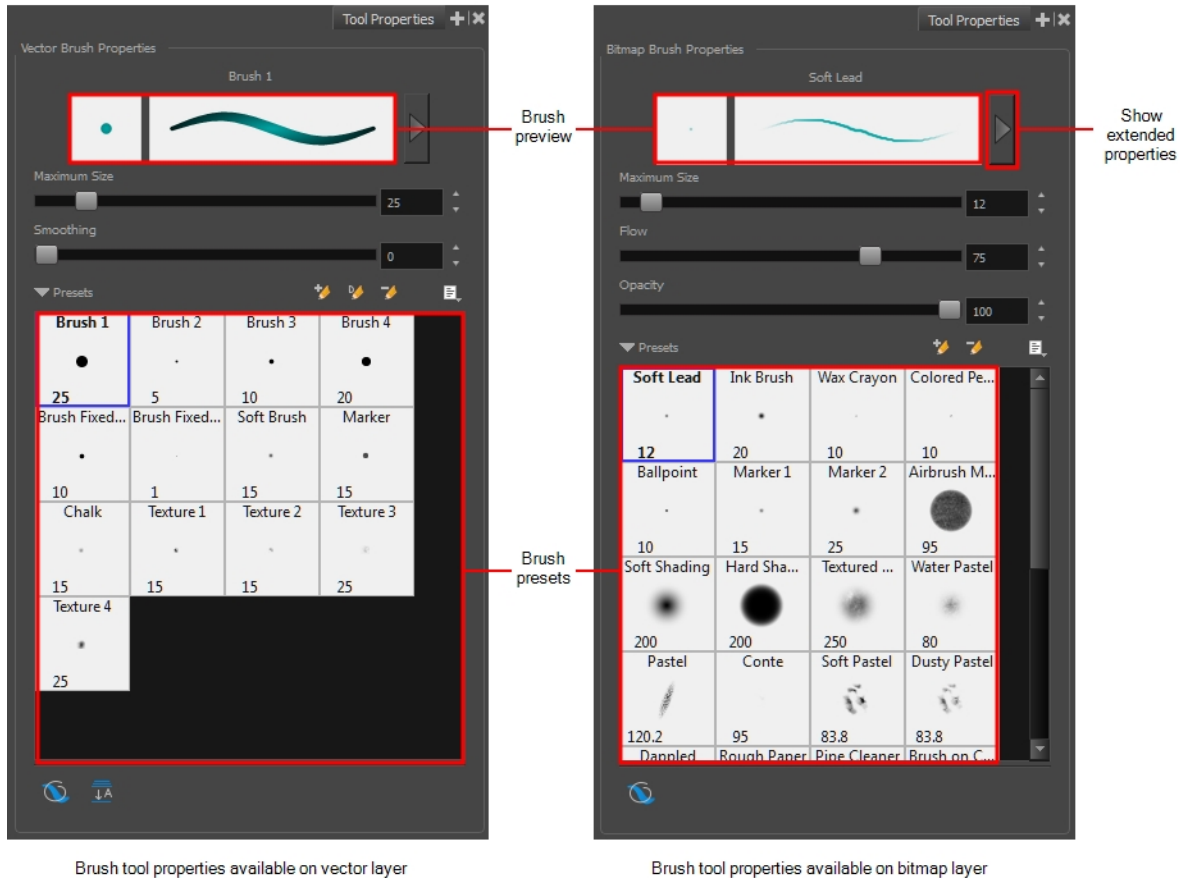
- Brush
- Camera
- Close Gap
- Contour Editor
- Cutter
- Dropper
- Ellipse
- Eraser
- Layer Transform
- Line
- Maintain Size
- Paint
- Paint Unpainted
- Perspective
- Rectangle
- Reframe
- Select
- Text
- Unpaint

- 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.



Brush tool properties available on vector layer





Brush tool properties available on bitmap layer



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.

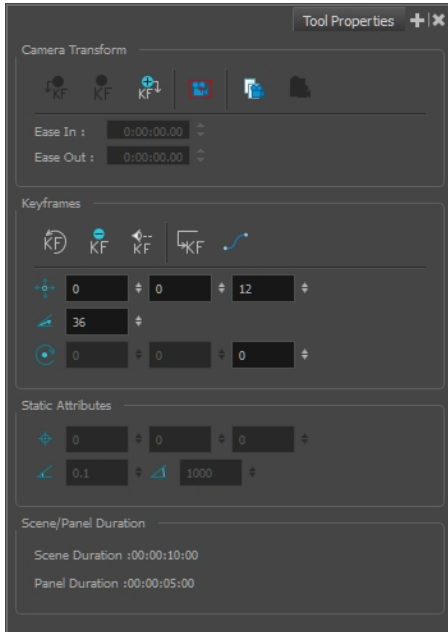
Icon	Tool Name	Description
Brush Properties		
--	Brush Preview	Displays a preview of the selected brush.

--	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 opacity for each instance of the brush tip that gets printed into your canvas. Contrary to the Opacity parameter, the flow parameter has a cumulative effect. This means that a lower flow will make your brush strokes more transparent towards its extremities and more opaque in its center. Your stroke's flow will also accumulate if you draw over it. By default, your brush's flow varies with the amount of pressure you put on your tablet pen.
	Opacity (bitmap brush only)	Lets you set the opacity of your brush strokes. Contrary to the Flow parameter, the Opacity parameter is non-cumulative. Your whole brush stroke's opacity will not exceed the Opacity parameter. By default, the Opacity parameter varies depending on the amount of pressure you put on your tablet pen.
--	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.
	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 enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush. If you want a live preview of your stroke, activate the Realistic Preview option by selecting View > Realistic Preview from the top menu.
	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.















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 .

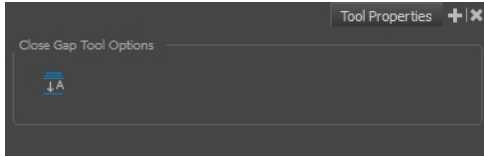
	Add Keyframe at End of Current Panel	<p>Adds a keyframe at the end of the currently selected panel.</p> <p>You can also select Camera > Add Keyframe at End of Current Panel.</p>
	Reset Camera	Deletes all keyframes in the selected scene and reverts back to the original static camera.
	Copy Camera from 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	<p>Lets you set the velocity at which the camera movement begins.</p> <p>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.</p>
--	Ease Out	<p>Lets you set the velocity at which the camera movement ends.</p> <p>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.</p>
Keyframes		
	Reset Keyframe	Resets the selected keyframe.
	Delete Keyframe	Deletes the selected keyframe from the camera.
	Align Camera Key with	Fits the camera frame to the current space

	Stage View Position	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
	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.
	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


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.



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.

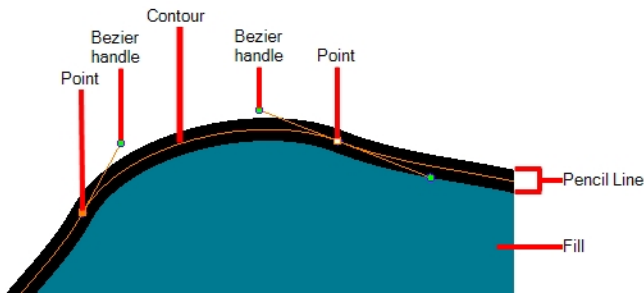
The tool's properties are displayed in the Tool Properties view.

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

Contour Editor Tool Properties

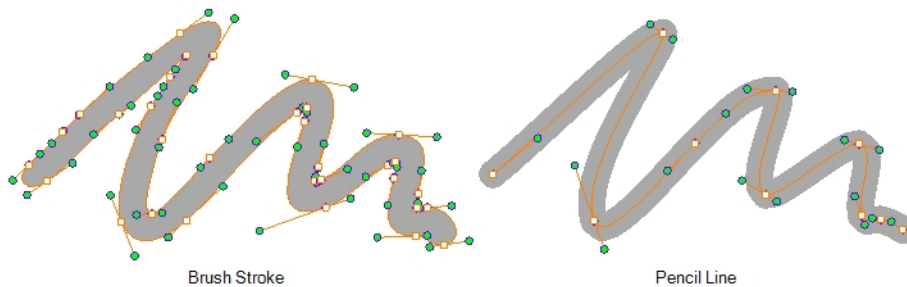
The Contour Editor lets you reshape vector shapes, brush strokes and lines in your drawings.

Artwork in Storyboard Pro is made of vector shapes. Vector shapes are defined by points, the lines joining the points together (contours) and the curve vectors, represented by Bezier handles, which make the curve of said lines.



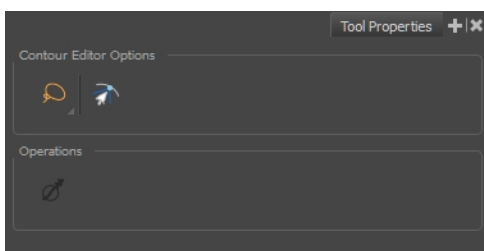
The Contour Editor tool allows you to select a contour or point, and change the position of points, add and remove points from the shape, rotate, lengthen and shorten curve handles to influence the curve of contours between those points, or drag contours between points to change their curve directly.

Since pencil lines are defined by a single line with a line width, you can use the Contour Editor to easily modify the shape of pencil lines. In contrast, brush strokes are full vector shapes, so the Contour Editor can be used to modify their shape.








The Contour Editor can be used to tweak vector artwork in all sorts of ways. It can be used to perfect a pencil line, correct shapes, or create complex shapes out of a basic ellipse or rectangle.

NOTE: If you use the Contour Editor, Perspective or Envelope tool on a textured brush stroke, it will deform its texture to fit the new shape of the brush stroke. Note that this will resample the texture, which is liable to make it lose quality.



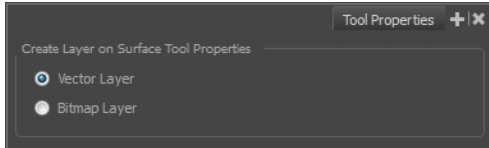
How to access the Contour Editor tool properties

- ▶ 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

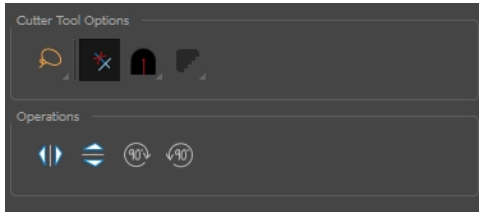
- In the Tools toolbar, click the Create Layer on Surface  button.

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.





How to access the Cutter tool properties

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

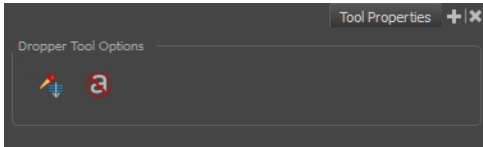
The tool's properties are displayed in the Tool Properties view.

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.



How to access the Dropper tool properties

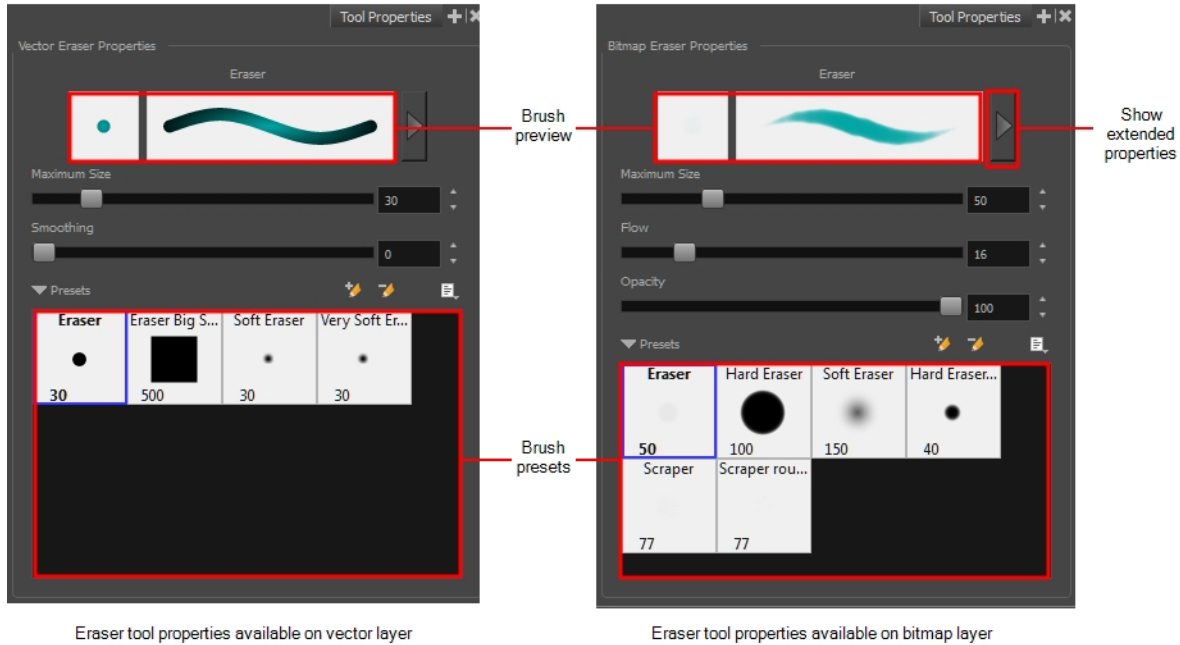
1. In the Stage view, select a layer.
2. In the Tools toolbar, click the Dropper  button.

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	<p>When this option is selected, lets you select colours at 100% opacity, ignoring the alpha channel.</p> <p>When this option is deselected, the alpha channel value of the stroke is retained when picking a colour.</p>

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.






How to access the Eraser tool properties

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

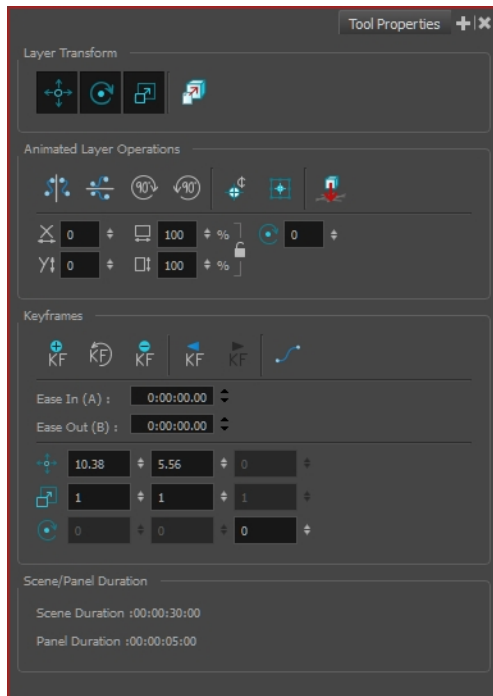
The tool's properties are displayed in the Tool Properties view.

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.
























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

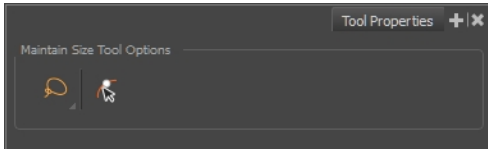
		view when using the Layer Transform tool on a layer. The controls are displayed by default.
	Snap to 3D Surface	Lets you snap a 2D layer or 3D model to a 3D surface and manipulate it.
Animated Layer Operations		
	Flip Vertical	Flips the selection vertically.
	Flip Horizontal	Flips the selection horizontally.
	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.


		<p>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.</p>
--	Ease Out	<p>Lets you set the velocity at which the layer movement ends.</p> <p>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.</p>
	Offset	<p>Lets you position the layer along the X and Y axes.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: This field is only available when working in 2D mode.</p> </div>
	Scale	<p>Lets you scale the selected layer vertically and horizontally.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: This field is only available when working in 2D mode.</p> </div>
	Rotation	<p>Lets you rotate the selected layer clockwise and counter clockwise.</p>
Scene/Panel Duration	---	<p>Displays the length of the selected scene or panel in timecode format. The default length of a panel is 1 second.</p>

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.



How to access the Maintain Size tool properties

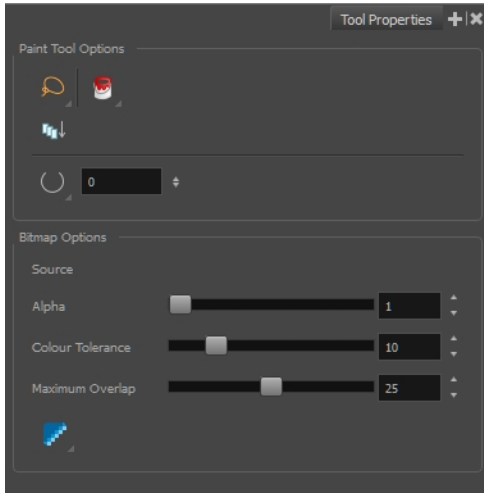
- In the Tools toolbar, click the Maintain Size  button.

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.





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.

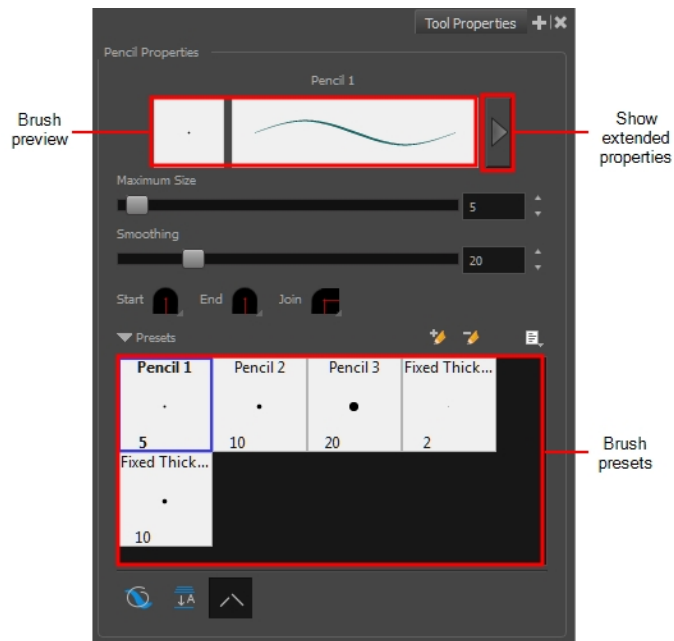
Icon	Tool Name	Description
Paint Tool Options		
	Lasso	A mode for making a rectangular selection.
	Marquee	A mode for making a freehand selection.
	Paint	A mode for painting everything the tool touches, including empty and filled zones.
	Paint Unpainted	A mode for painting only empty zones. Any line or filled zone will remain unchanged.
	Unpaint	A mode for unpainting everything the tool touches, including empty and filled zones.
	Apply to Visible	Applies paint to several drawings on separate

	Drawings	layers on the current frame.
	Auto Close Gap	<p>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.</p> <p>There are four modes available: No Close Gap, Close Small Gap, Close Medium Gap, and Close Large Gap</p>
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.














How to access the Pencil tool properties

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

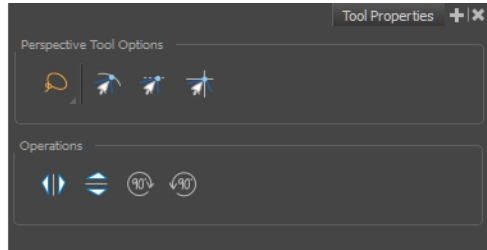
The tool's properties are displayed in the Tool Properties view.

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 enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush. If you want a live preview of your stroke, activate the Realistic Preview option by selecting View > Realistic Preview from the top menu.
	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.





How to access the Perspective tool properties

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

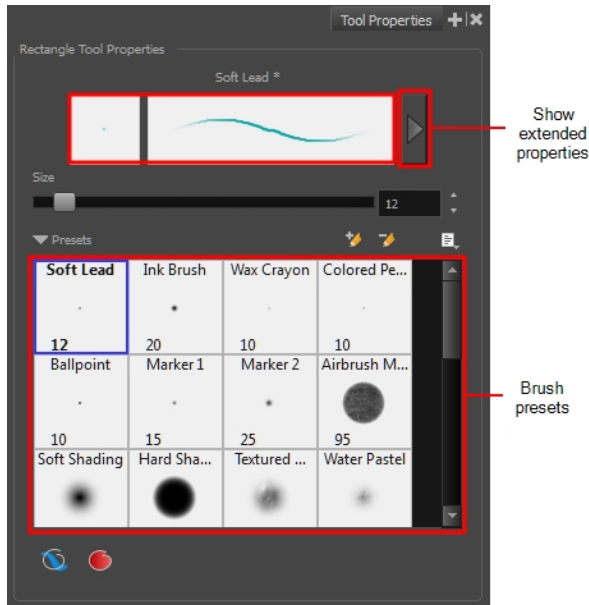
The tool's properties are displayed in the Tool Properties view.

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.








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.

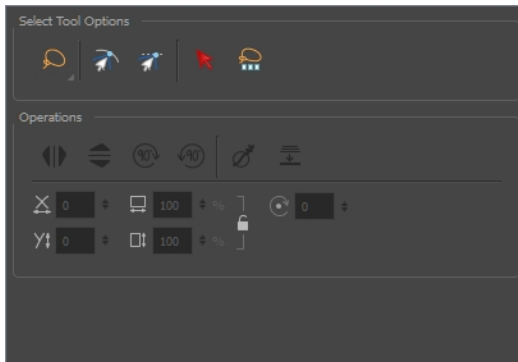
The tool's properties are displayed in the Tool Properties view.

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 enabled, your brush strokes will appear behind the existing artwork. Note that they will appear over your artwork while drawing your stroke, until you release the brush. If you want a live preview of your stroke, activate the Realistic Preview option by selecting View > Realistic Preview from the top menu.
	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.














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	Allows you to quickly select all zones painted with the colour you click on in a single drawing 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

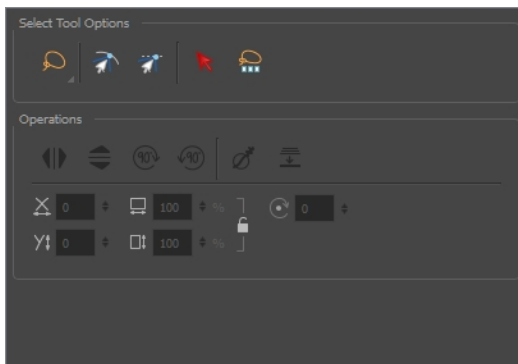
		counter clockwise and a negative value rotates the selection clockwise.
--	--	---

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.

















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.

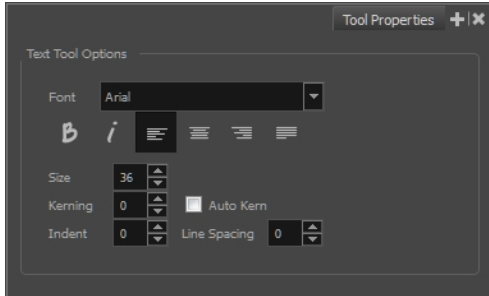
Icon	Tool Name	Description
Select Tool Options		
	Lasso	A mode for making a rectangular selection.
	Marquee	A mode for making a freehand selection.
	Snap to Contour	A mode for snapping the selected anchor point to any existing line. Guide lines are displayed temporarily to help you position the anchor 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.



How to access the Text tool properties

- In the Tools toolbar, click the Text **T** button.

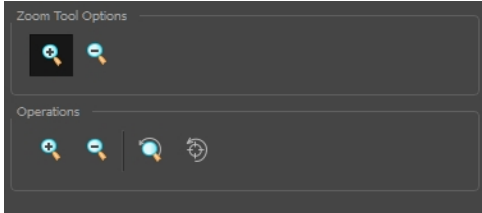
The tool's properties are displayed in the Tool Properties view.

Icon	Tool Name	Description
Text Tool Properties		
--	Font	Lets you select a font for text.
B	Bold	Bolds selected text.
<i>i</i>	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.



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	Lets you zoom out of the Stage, Camera or 3D Schematic view.
	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 .

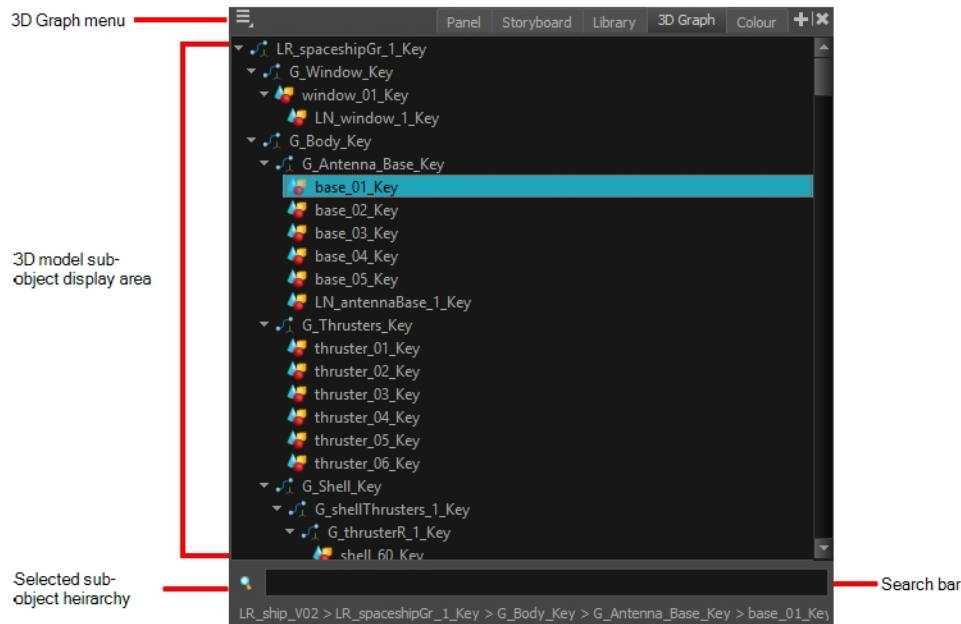
Here is a complete list of the views available in Storyboard Pro.

- 3D Schematic
- Camera
- Colour
- Function Editor
- Guides
- Layers
- Library
- Message Log
- Panel
- Panel PDF Options
- PDF Export
- Pitch Mode
- Script Editor
- Side

- [Stage](#)
- [Storyboard](#)
- [Thumbnails](#)
- [Timeline](#)
- [Tool Properties](#)
- [Top](#)

3D Graph View



The 3D Graph view lets you view the sub-objects that make up your 3D model.



How to access the 3D Graph view

- Do one of the following:
 - From the top menu, select **Windows > 3D Graph**.
 - From any of the other views, click the **Add View +** button and select **3D Graph**.

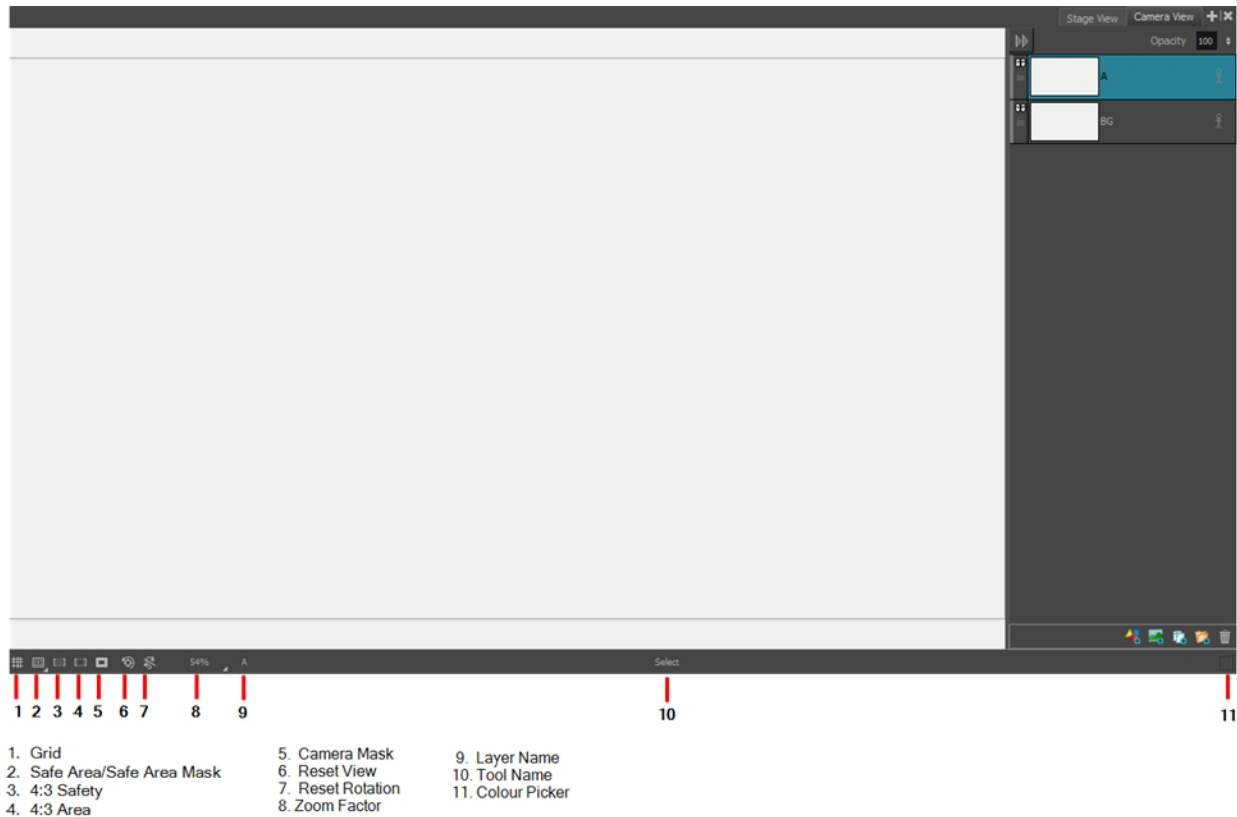
Section	Description
3D Graph menu	Access commands through this menu.
3D model sub-object display area	Displays the parts (sub-objects) of the selected 3D model.
Selected sub-object hierarchy path	Displays the selected sub-object's parent hierarchy chain within the 3D model.
Search bar	Use this field to search for a specific sub-object within the 3D model.

Sub-Object Icon	Type
	In the 3D model sub-object display area, sub-objects with geometry are preceded by this icon. Geometry sub-objects have a transformation.
	In the 3D model sub-object display area, sub-objects with a transformation are preceded by this icon.
Sub-Object Text Colour	State
White	The sub-object shape is visible and the sub-object is enabled.
Red	The sub-object and its children are disabled.
Yellow	The sub-object shape is hidden.
Disabled	One of the sub-object parents is disabled.

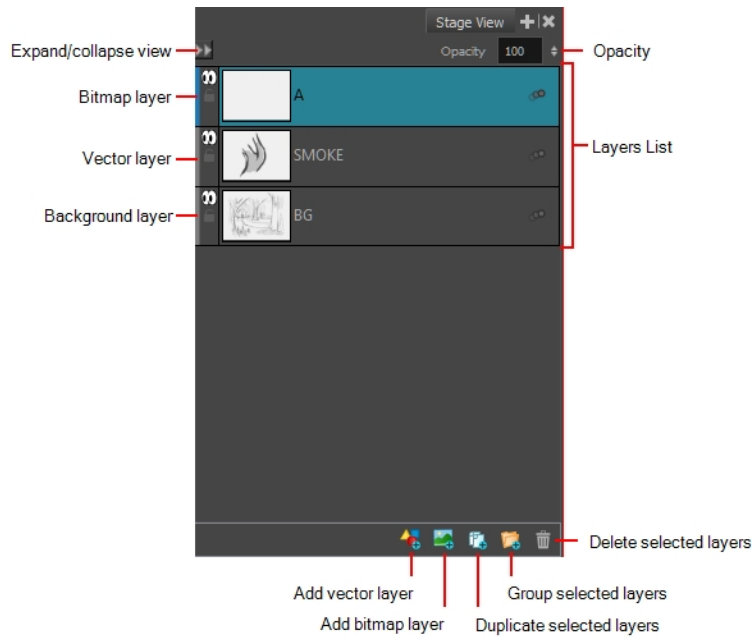
Camera View

If you switch to the Camera view to preview the scene, the perspective is from the camera lens, so you can see exactly what the camera captures as it moves from one keyframe to another.

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: You can hide the status bar in the Camera 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.








How to access the Camera view

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

Tool Name	Icon	Description
Grid	#	<p>Displays a grid in the Stage and Camera views. The default size is the standard 12-field animation grid, but you can choose another.</p> <p>You can also select View > Grid > Show Grid or press Ctrl + G (Windows) or ⌘ + G (Mac OS X).</p>
Safe Area		<p>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.</p> <p>You can also access this feature from the top menu by selecting View > Extras > Show Safe Area.</p> <p>You can define your own safety limits in the Preferences dialog box.</p>
Safe Area Mask		<p>Option of Camera and Stage views to turn on a gray layer showing TV safe area while viewing boards.</p>

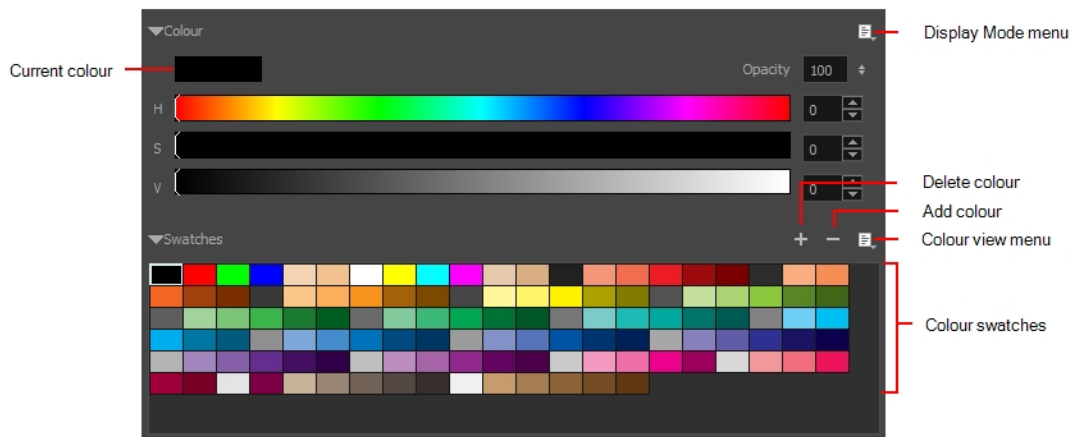
		<p>NOTE: You can create a keyboard shortcut for showing the Action and Title Safe Areas masks.</p>
4:3 Safety		<p>Shows or hides the TV safety zone and the centre of the camera frame for a regular 4:3 resolution. If you are working on a widescreen project, for example, you can easily plan in advance the conversion of your project to a TV format. This way, you can create your project to fit both resolutions.</p> <p>You can also select View > Extras > Show 4:3 Safe Area.</p>
4:3 Area		<p>Shows or hides the 4:3 resolution zone without the centre of the camera frame and TV safety zone.</p> <p>You can also select View > Extras > Show 4:3 Area.</p>
Camera Mask		<p>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.</p> <p>You can also select View > Extras > Camera Mask.</p>
Reset View		<p>Resets any panning, zooming or rotation done in the Stage view and returns the display to its initial settings.</p> <p>You can also select View > Reset View or press Shift + M.</p> <p>NOTE: This option works with the Camera View on page 295.</p>
Reset Rotation		<p>Resets any rotation done in the Stage or Camera view and returns the display to its initial rotation settings.</p> <p>You can also select View > Reset Rotation or press Shift + X.</p>
Zoom Factor	-	<p>Lets you enlarge or reduce the Stage or Camera view display. If you want the camera frame size to always</p>

		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.
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	-	<p>The Layers list is where a scene's layers are superposed to form the final image.</p> <p>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 layer (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.</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 Group and appended with an underscore and a number. For example, Group_1. Each time you creat a group, the

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



Colour View

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



How to access the Colour view

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

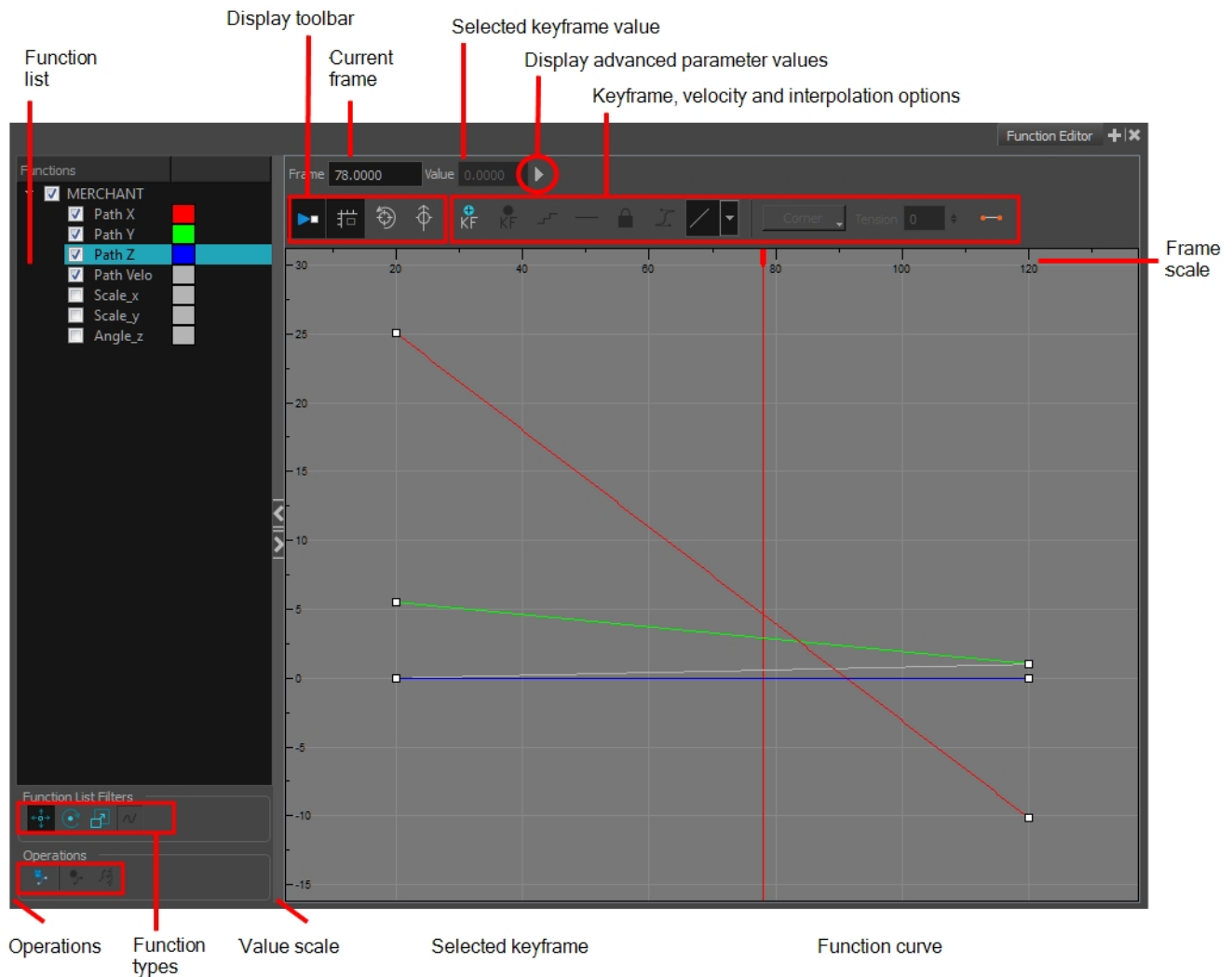
Icon	Tool Name	Description
Current colour	--	Displays the currently selected colour swatch.
Display Mode menu		Lets you change the display mode to HSV or RGB.
Delete Colour	-	The Delete Colour button lets you delete a selected colour swatch from the Colour view.
Add Colour	+	Lets you create a new colour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

Function Editor View

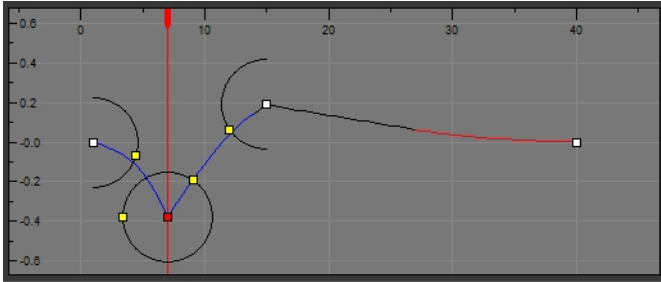
The Function Editor view lets you edit function curves and parameters. It contains a visual graph for adding, removing, and editing keyframes, as well as adjusting the velocity. The Function Editor view allows you to display multiple functions in the background as a reference.

A motion path is easy to manipulate. One important concept to understand is that a trajectory contains both keyframes and control points. Both can be used to shape a path; each have their own behaviour, however only keyframes appear in the Timeline view.

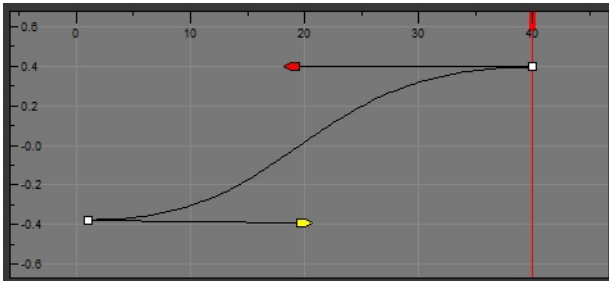
- **Keyframes** have a transformation value and a position in space at a given frame. Keyframes are locked in time.
- **Control points** have a position but no fixed frame or timing. It is mainly used to deform a trajectory. There are no velocity handles available on a control point. The velocity segments are set between keyframes only, making curves and trajectories much smoother. Control points can only be added on a 3D path.



There are two methods of working in the Function Editor — Ease type function and Bezier type function. The use of these functions is a personal preference. When working with the Ease function, the ease in and ease out values can be set in frame counts; Bezier does not have this capability.



Ease function



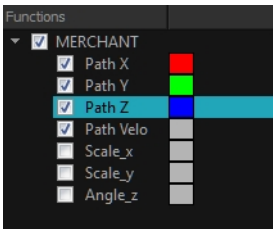
Bezier function


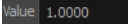






How to access the Function Editor view







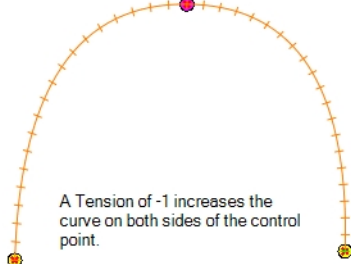
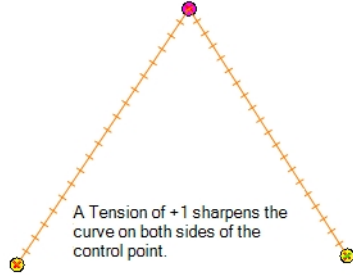

1. Do one of the following:
 - ▶ In a view area, click the Add View **+** button and select **Function Editor**.
 - ▶ Select **Windows > Function Editor**.

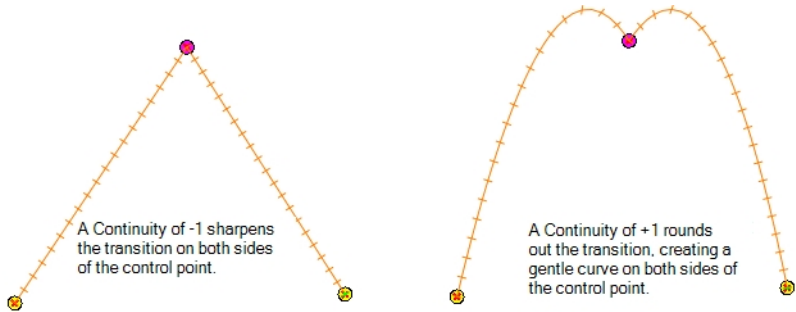

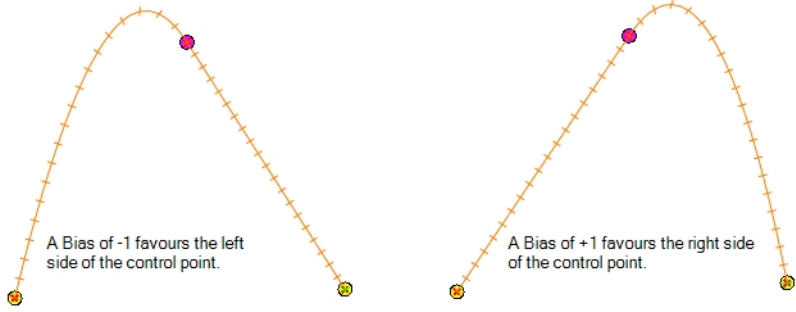





The Function Editor displays and is blank.


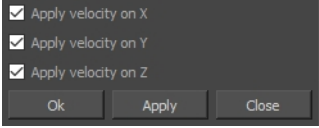


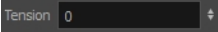





2. From the Stage or Camera view, select a layer that contains functions.




Parameter	Description
Function List	

	<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 do not want to see nor edit.</p> <p>To display a function, select its check-box. To hide a function, deselect its check-box.</p> <p>You can change the color of the function by double-clicking the color box, and choosing another color from the dialog box that displays.</p>
	Displays the current scene frame.
	Displays the value of the selected keyframe.
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.
 Show Current Frame	Displays the frame currently selected.
 Toggle Grid	Displays/hides the grid.
 Reset View	Optimizes the horizontal and vertical view of your keyframes, for better viewing.
 Reset View Vertically	Optimizes the vertical view of your keyframes for better viewing.
	Clicking the arrow gives access to various parameters enabling you to modify the layer animation by adjusting the curve around the selected keyframe.
 Right Angle	Available when paths other than velocity are selected. In Ease function, this is the angle value of the line on the right side of the selected keyframe. In Bezier function, this is the angle value of the handle on the right side of the selected keyframe.

 Left Angle	<p>Available when paths other than velocity are selected. In Ease function, this is the angle value of the line on the left side of the selected keyframe. In Bezier function, this is the angle value of the handle on the left side of the selected keyframe.</p>
 Right Ease Out	<p>Applicable in Ease function. The velocity of the right ease out. The number of frames that will be included during the ease-out.</p>
 Left Ease Out	<p>Applicable in Ease function. The velocity of the left ease out. The number of frames that will be included during the ease-out.</p>
 Right Length	<p>Available when paths other than velocity are selected. The length value of the Bezier handle on the right side of the selected keyframe.</p>
 Left Length	<p>Available when paths other than velocity are selected. The length value of the Bezier handle on the left side of the selected keyframe.</p>
 Tension	<p>Available when a velocity path is selected. Controls how sharply the path bends as it passes through a control point or keyframe. The higher the value, the more drastic the curve. The lower the value, the more gradual the curve.</p> <div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div style="text-align: center;">  <p>A Tension of -1 increases the curve on both sides of the control point.</p> </div> <div style="text-align: center;">  <p>A Tension of +1 sharpens the curve on both sides of the control point.</p> </div> </div>
 Continuity	<p>Available when a velocity path is selected. Controls the smoothness of a transition between the segments joined by a point.</p>

	
 Bias	<p>Available when a velocity path is selected. Controls the slope of the path so it flows towards one side of the motion point or the other.</p> 
<p>Keyframe, Velocity and Interpolation Options</p>	<p>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.</p>
 Add Keyframe	<p>Adds a keyframe at the current frame.</p>
 Remove Keyframe	<p>Deletes selected keyframes.</p>
 Hold Value Editor	<p>Creates a stepped curve to hold the same value over a selected number of frames. This works well when you are animating drawings on 2s, for example, and you want to hold the same value for a function over those two frames.</p>
 Reshape to Stop Motion Keyframe	<p>Converts a motion keyframe into a stop-motion keyframe.</p>
 Lock in Time	<p>Converts a keyframe into a control point, or a control point into a</p>

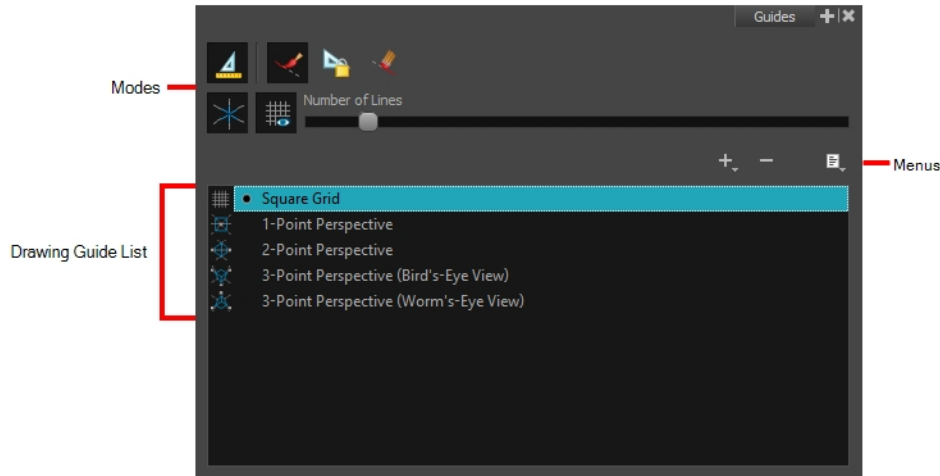
	keyframe. More specifically, indicates whether the point is locked to a specific frame (keyframe) or only locked to a specific position and the curve can flow through it freely as other points are being added, moved, or adjusted (control point).
 Apply Velocity Editor	<p>Gives access to the Velocity Editor dialog box. You can apply velocity on the x, y, or z axes, independently.</p> 
	Defines the ease-in ease-out type for your animation. Click the down arrow to access velocity pre-set choices.
	Gives access to various Bezier handle manipulation options. Click the down arrow to choose a pre-defined option.
	Enables you to enter a value for the tension on velocity movement. The higher the value, the more tension on the velocity curve.
 Stop-Motion Keyframe	Converts a motion keyframe into a stop-motion keyframe. The same value is applied to all frames until the next keyframe. Motion changes to the next keyframe's position, when the next keyframe is reached.
Function List Filters	Enables you to quickly select or deselect all functions within a category.
 Show Motion	Displays the functions related to motion.
 Show Rotation	Displays the functions related to rotation.
 Show Scale	Displays the functions related to scale.
 Show Other	Displays other parameters not included in the Show Motion, Show Rotation and Show Scale filters.
Operations	Lets you display the Camera functions, add other editable functions and convert to Bezier.

 Show Camera Functions	Displays the functions related to the camera.
 Add Editable Functions	Enables you to view the functions of a layer that has no keyframes.
 Convert to Bezier Functions	Enables you to switch from Ease function to Bezier function. Bezier curves enables 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.
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.




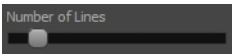



Guides View

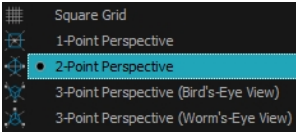
The Guides view enables you to manage drawing guides for a given storyboard panel. Use Drawing Guides to assist you in creating a drawing with perspective.

Guides can be added, selected, renamed, deleted, cut, copied, pasted and reordered. Guides can also be exported to a file and re-imported later.



Icon	Name	Description
Options		
	Enable Guide	Enables or disables drawing guides.
	Align with Guide	<p>When enabled:</p> <ul style="list-style-type: none"> The Brush, Pencil, Line and (optionally) Eraser tools are constrained by the Drawing Guide to draw/erase straight lines only. <p>When disabled:</p> <ul style="list-style-type: none"> The drawing tools are not constrained by the Drawing Guide, allowing you to do freehand strokes. The guide acts as a visual aid only.
	Lock Guide	Locks the editing of a Drawing Guide to prevent its accidental modification while drawing.

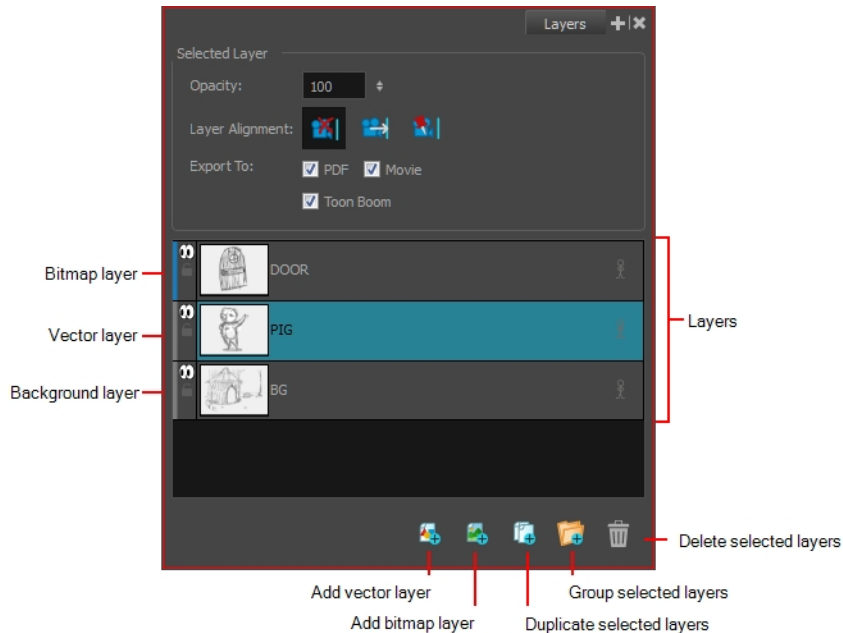
Icon	Name	Description
	Enable Guide with Eraser	Toggles the use of Drawing Guides with the Eraser tool.
	Full Cursor Display	<p>When enabled:</p> <ul style="list-style-type: none"> • Drawing Guide axes extend to the edge of the drawing area. <p>When disabled:</p> <ul style="list-style-type: none"> • Drawing Guide axes are short. • Drawing Guide axes disappear while drawing a stroke.
	Show Reference Lines	Toggles the display of a visual reference consisting of lines that converge towards the vanishing point(s).
	Number of Lines	<p>Adjusts the amount of reference lines to display.</p> 
Guides List		
	New Guide	<p>Allows you to add a guide to the panel's guides list. You can add a guide of one of the following types:</p> <ul style="list-style-type: none"> • Square grid • 1-point perspective • 2-point perspective • 3-point perspective (bird's eye view) • 3-point perspective (worm's eye view)
	Delete Guide	Deletes the selected Drawing Guide(s) from the panel's guides list.
	Guides View Menu	Opens a menu with the following commands:
	Rename Guide	Renames the selected Drawing Guide.

Icon	Name	Description
	Cut	Cuts the selected Drawing Guide(s) from the list and adds it to the clipboard.
	Copy	Copies the selected Drawing Guide(s) to the clipboard.
	Paste	Pastes Drawing Guide(s) from the clipboard to the panel's guides list. Pasted guides are inserted under the selected guide.
	Import Guides	Imports Drawing Guides from a source file and inserts them at the bottom of the panel's guides list. Duplicate guides are filtered out to avoid cluttering the list.
	Export Selected Guides	Exports the selected Drawing Guide(s) to a destination file.
	Drawing Guides List	Displays the panel's list of guides and allows you to select which guide to display and use. 

Layers View


The Layers view is where a scene's layers are superimposed 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 layer (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.







How to access the Layers view

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

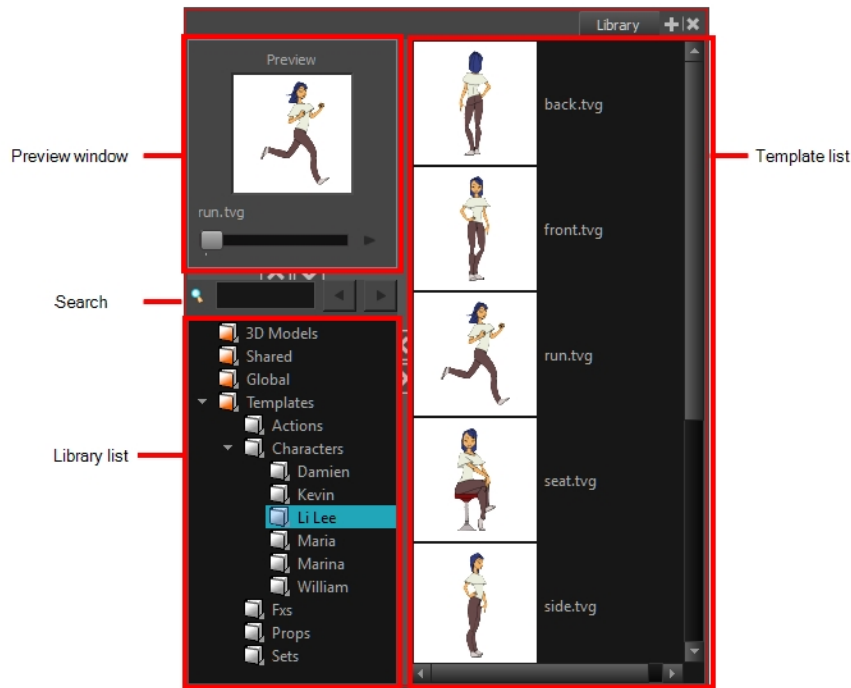
Tool Name	Icon	Description
Selected Layer		
Opacity	--	Lets you adjust the opacity of a selected layer.
Layer Alignment	--	Lets you align layers with the camera.
		No Alignment: The layer is independent of the camera. If the layer is set to No Alignment and you switch to Face Camera, the offset and scale 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.
		<p>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> <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 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	--	PDF: Lets you choose if the selected layer will be included when exporting the project to PDF.
	--	Movie: Lets you choose if the selected layer will be rendered when exporting the project to video files or image sequences.
	--	Toon Boom: Lets you choose if the selected layer will be included when exporting the project to Toon Boom Harmony scene.
Add Vector Layer		Adds a vector layer to the Layers list.

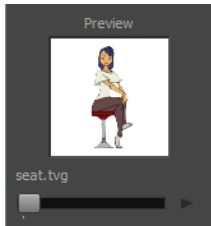
Add Bitmap Layer		Adds a bitmap layer to the Layers list.
Duplicate Selected Layers		Duplicates selected layers so you can quickly copy and paste in one operation. Unlike copying a layer, you cannot paste multiple copies of a layer on other panels. Duplicating layers is only available within one panel. 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 create a group, the number is incremented.
Delete Selected Layers		Deletes the selected layers.

Library View

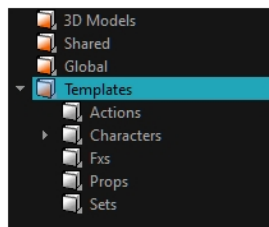
The Library view is used to create and manage templates, as well as the folders containing them.



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.



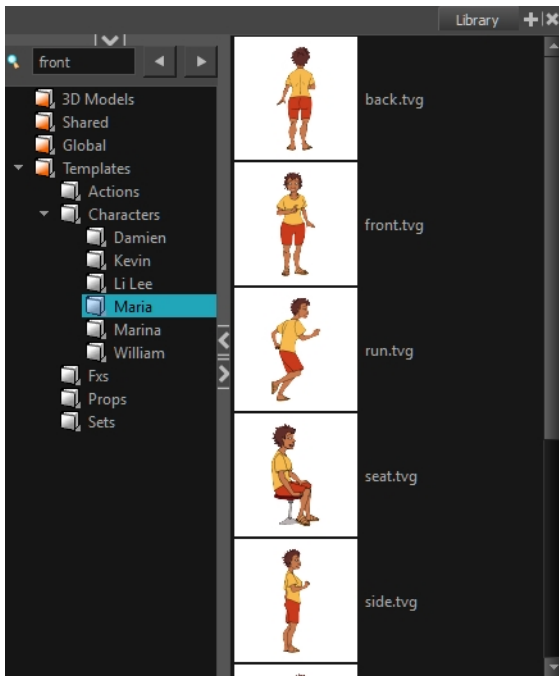
The Library view has two default Library folders:

- **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**.

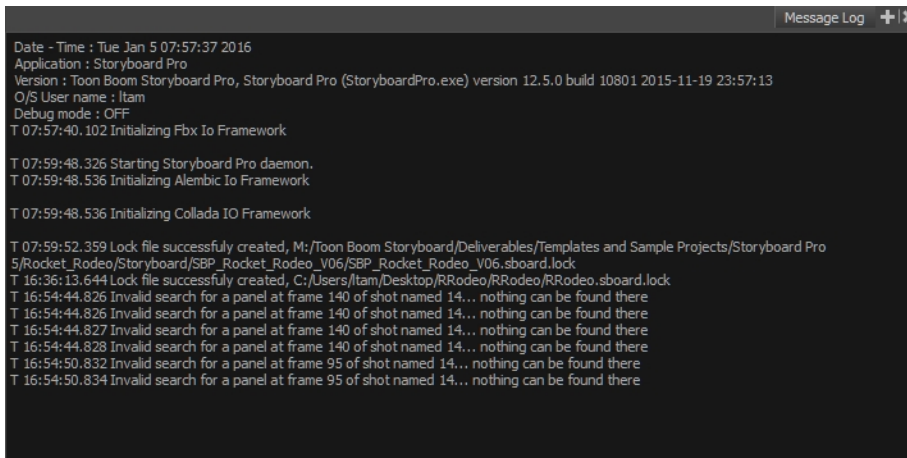


How to access the Library view

- ▶ 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 : Itam
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

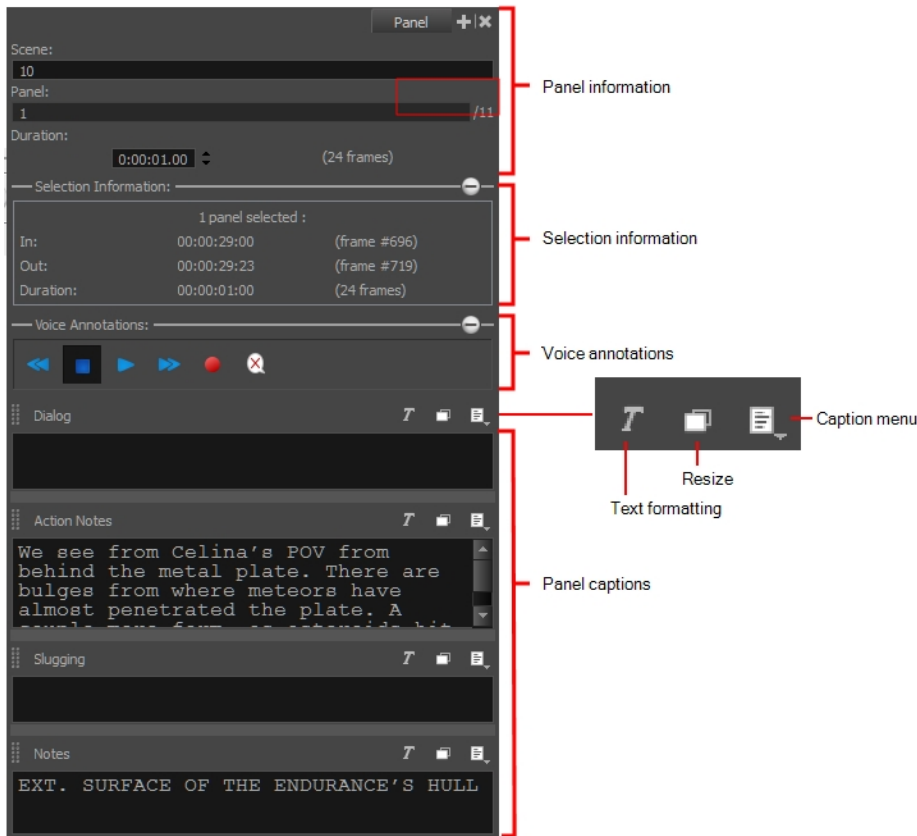
T 07:59:52.359 Lock file successfully created, M:/Toon Boom Storyboard/Deliverables/Templates and Sample Projects/Storyboard Pro
5/Rocket_Rodeo/Storyboard/SBP_Rocket_Rodeo_V06/SBP_Rocket_Rodeo_V06.sboard.lock
T 16:36:13.644 Lock file successfully created, C:/Users/Itam/Desktop/RRodeo/RRodeo/RRodeo.sboard.lock
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 field.
	Selection Information	This collapsible section of the Panel view is where the information, such as the number of

		<p>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.</p> <p>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.</p>
	Voice Annotations	<p>It is possible to add voice annotations to a panel. This collapsible section is used to control and edit these annotations.</p>
	Text Formatting	<p>Displays the Text Formatting toolbar for formatting the text in the Script caption area.</p>
	Resize	<p>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.</p> <p>See</p>
	Caption Menu	<p>Lets you access commands for adding, importing, deleting and renaming captions. You can also import scripts created in Final Draft.</p>
--	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.

		<ul style="list-style-type: none"> • 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 the top menu.</p>
--	--	---

How to display the Text Formatting toolbar

1. Click the Text Formatting  button.


The Text Formatting toolbar displays.



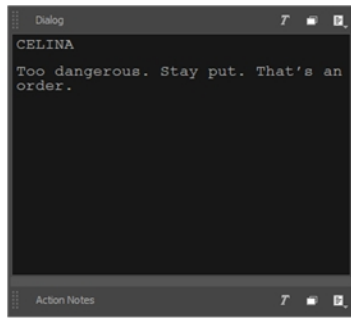
2. Format the text in the panel.

How to resize a panel

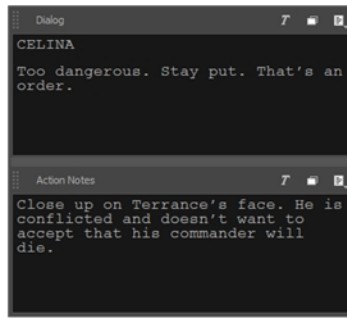
1. When there are two or more panels present, do one of the following:

- Click on the Collapse / Expand  button.

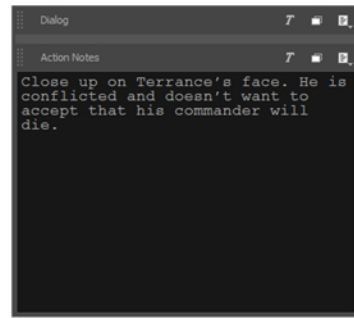
The panel toggles between fully expanded, expanded and collapsed.



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

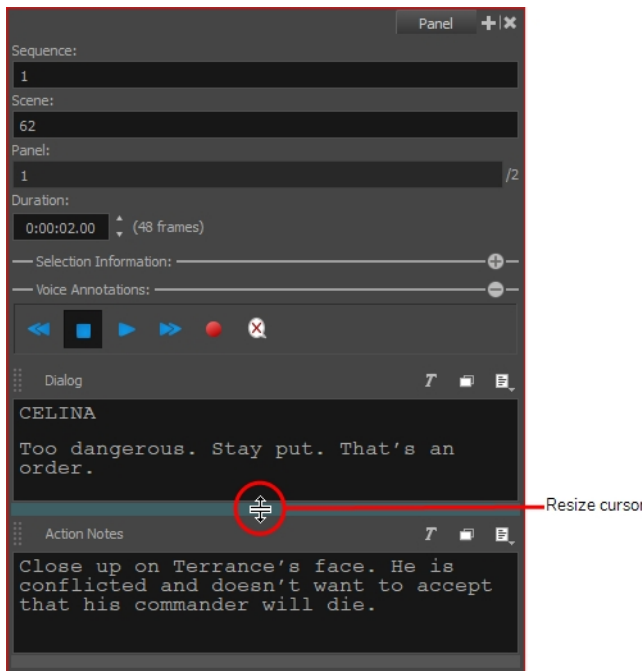


Both panels displayed mid-size.



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

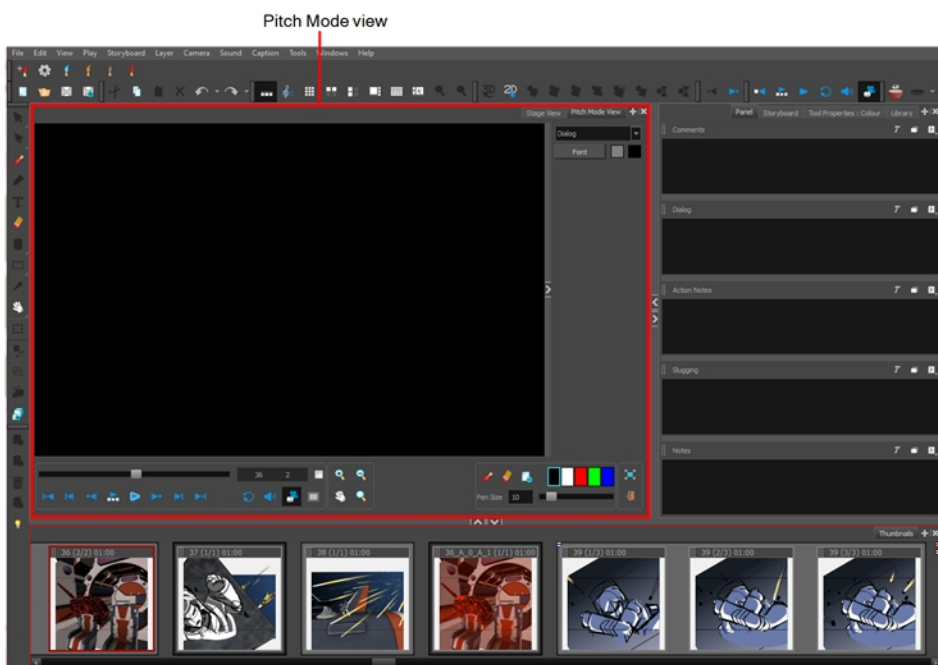
- Hover over a bar between two panels. When the bar turns cyan and the resize cursor appears, click and drag to resize the panel.



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 341.



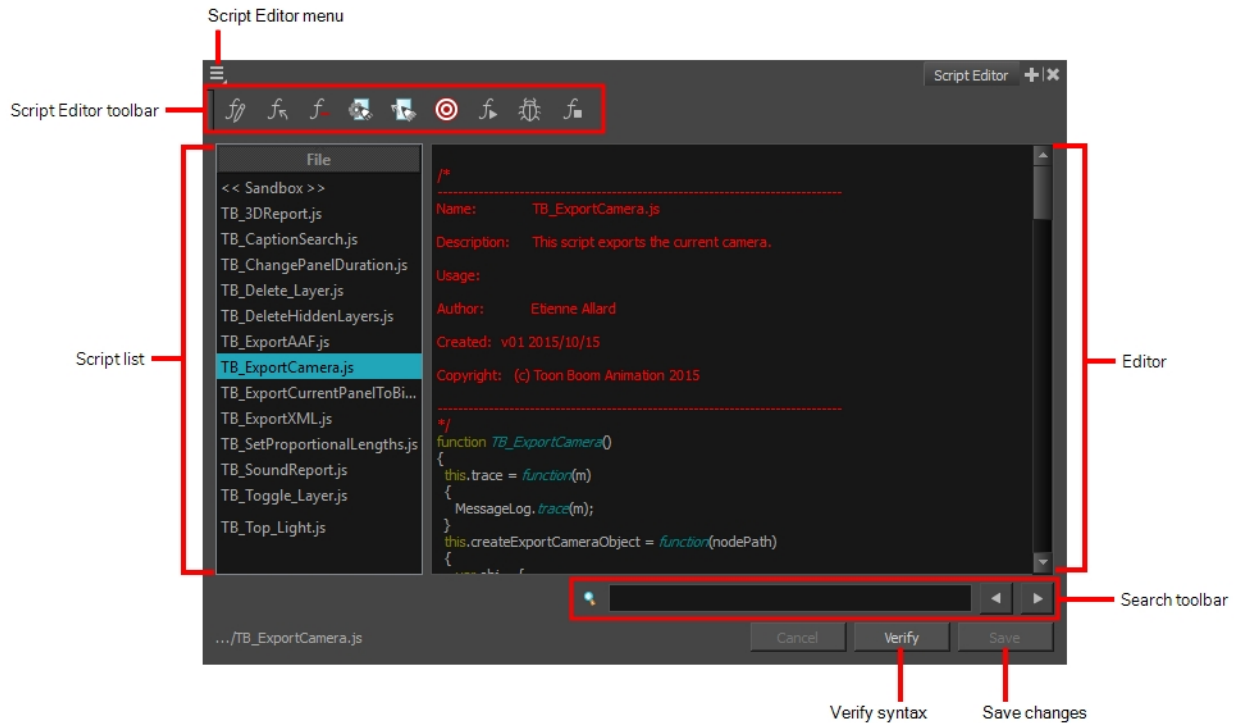
How to access the Pitch Mode view

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.

The Scripting view allows you to edit scripts to run in Storyboard Pro directly from the application. It displays a list of available scripts, from which you can select an existing script, edit it, test it and save it. The Script Editor will highlight the syntax of your script for easy reading.



How to access the Script Editor view

Do one of the following:

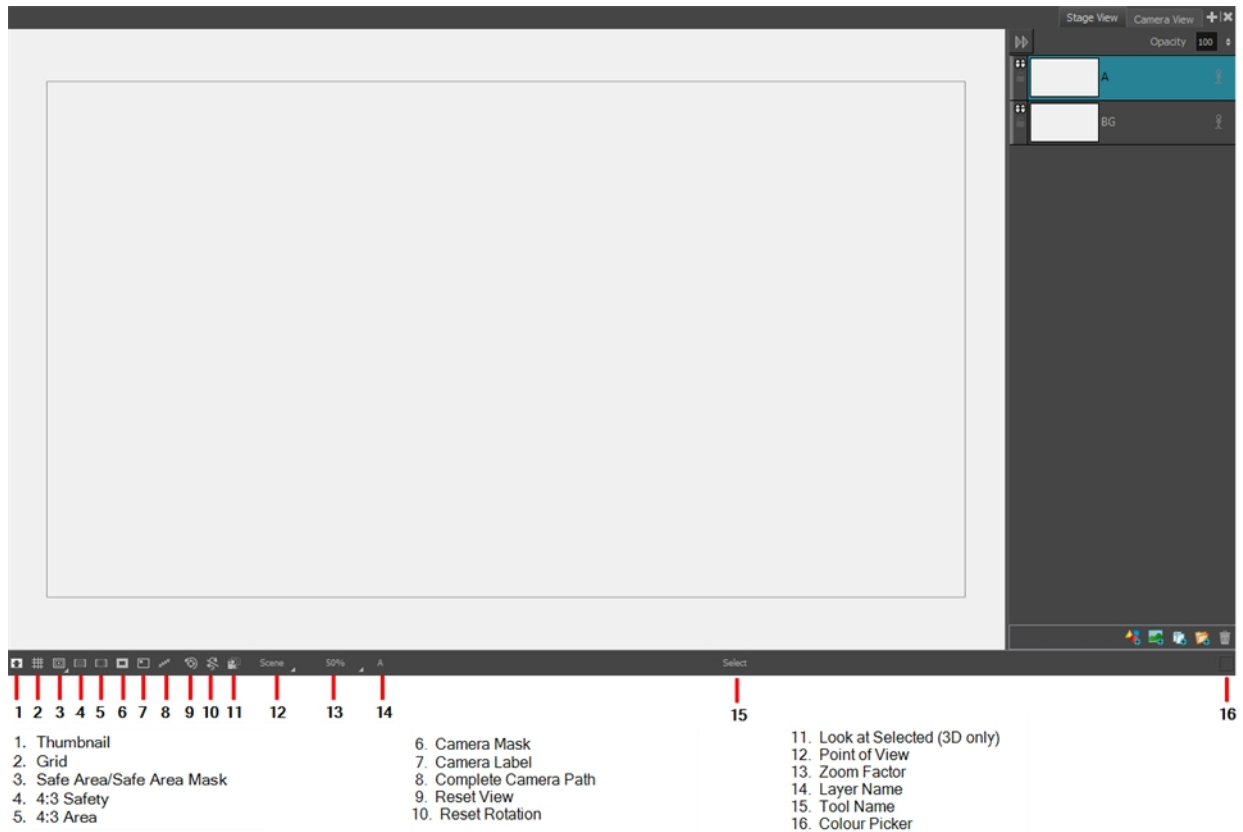
- From the top menu, select **Windows > Script Editor**.
- From any of the other views, click the Add View **+** button and select **Script Editor**.

Parameter	Description
Script list	<p>The list of script files. Selecting a script will open it in the editor and allow you to make changes to it.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: The << Sandbox >> item at the top of the list does not correspond to an actual script file. It is a temporary container to type and test code, but changes to the sandbox will not be saved.</p> </div>

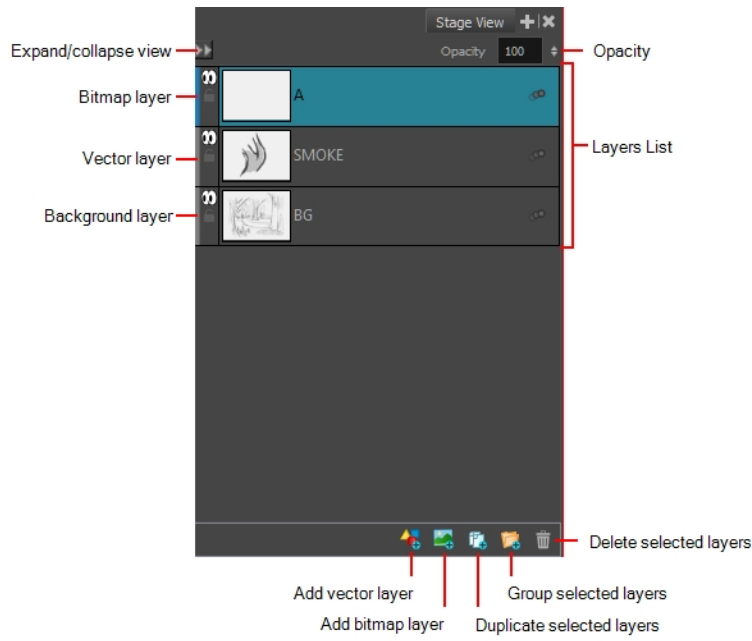
Editor	A syntax highlighting text editor in which the script is loaded and can be edited.
Search toolbar	Allows you to search for a keyword within the script.
Verify	Verifies that the script has no syntax error.
Save	Save the modifications to the script to its corresponding script file.

Stage View

In the Stage view, the perspective is from a fixed point in space, as if standing on the stage looking at the various elements.












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.










How to access the Stage view


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

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) .
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.
Safe Area Mask		Option of Camera and Stage views to turn on a gray

		<p>layer showing TV safe area while viewing boards.</p> <p>It is possible to gray out safety zones. Hold the left mouse button over the icon and select Safe Area Mask.</p> <p>You can also access this feature from the top menu by selecting View > Extras > Show Safe Area.</p> <p>You can define your own safety limits in the Preferences dialog box.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>NOTE: You can create a keyboard shortcut for showing the Action and Title Safe Areas masks..</p> </div>
4:3 Safety		<p>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.</p> <p>You can also select View > Extras > Show 4:3 Safe Area.</p>
4:3 Area		<p>Shows or hides the 4:3 resolution zone without the centre of the camera frame and TV safety zone.</p> <p>You can also select View > Extras > Show 4:3 Area.</p>
Camera Mask		<p>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.</p> <p>You can also select View > Extras > Camera Mask.</p>
Camera Label		<p>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.</p>
Complete Camera		<p>Displays all the related camera keyframes and paths in a</p>

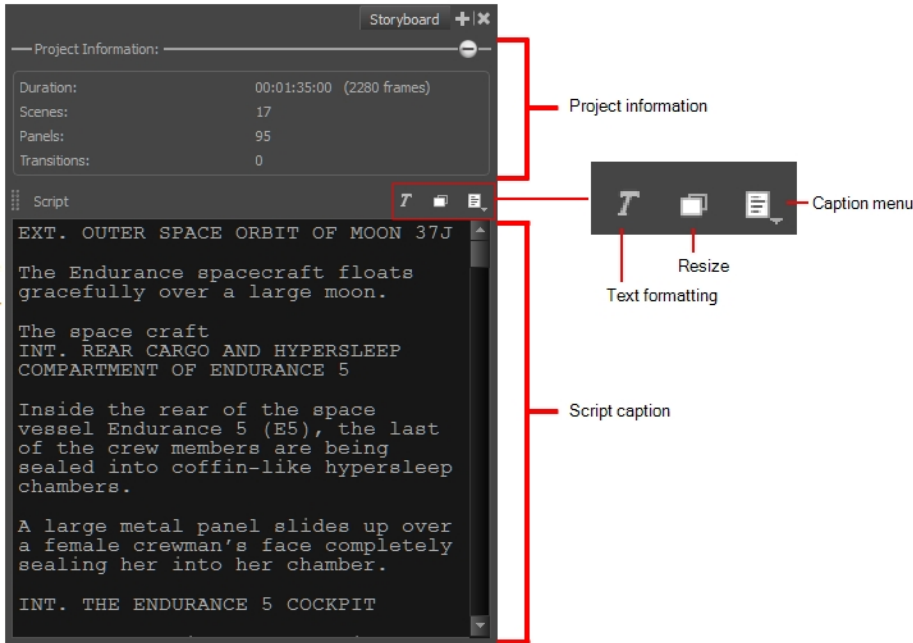
Path		<p>scene. When this button is deactivated, the Stage view displays only keyframes that are contained in a panel.</p> <p>You can also access this feature by selecting View > Show Complete Camera Path.</p> <div data-bbox="763 394 1429 529" style="border: 1px solid green; padding: 5px;"> <p>NOTE: This option is not available in Camera by Panel Compatibility mode.</p> </div>
Reset View		<p>Resets any panning, zooming or rotation done in the Stage view and returns the display to its initial settings.</p> <p>You can also select View > Reset View or press Shift + M.</p> <div data-bbox="763 793 1429 928" style="border: 1px solid green; padding: 5px;"> <p>NOTE: This option works with the Stage View on page 324.</p> </div>
Reset Rotation		<p>Resets any rotation done in the Stage or Camera view and returns the display to its initial rotation settings.</p> <p>You can also select View > Reset Rotation or press Shift + X.</p>
Look At Selected (3D Only)		<p>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.</p> <div data-bbox="763 1444 1429 1579" style="border: 1px solid green; padding: 5px;"> <p>NOTE: This option is used when working in 3D space.</p> </div>
Point of View	-	<p>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 216.</p>

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.
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	-	<p>The Layers list is where a scene's layers are superposed to form the final image.</p> <p>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 layer (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.</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

		<p>Group and appended with an underscore and a number. For example, Group_1. Each time you create a group, the number is incremented.</p>
Delete Selected Layers		Deletes the selected layers.

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.



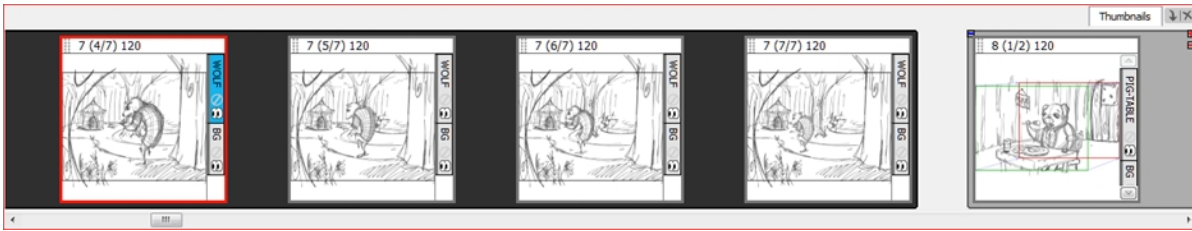
How to access the Storyboard view

1. 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.
--	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.

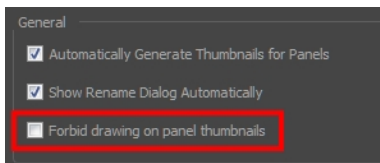
By default, it is not possible to draw in the Thumbnails view and there are no browsing buttons. But you can change these settings in the Preferences dialog box.

How to access the Thumbnails view

1. 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

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



How to display the next and previous thumbnails

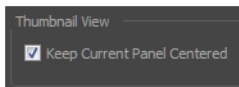
1. In the Preferences dialog box, select the **Global UI** tab.
2. In the Thumbnails View section, select the **Display Next and Previous Buttons** option.

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



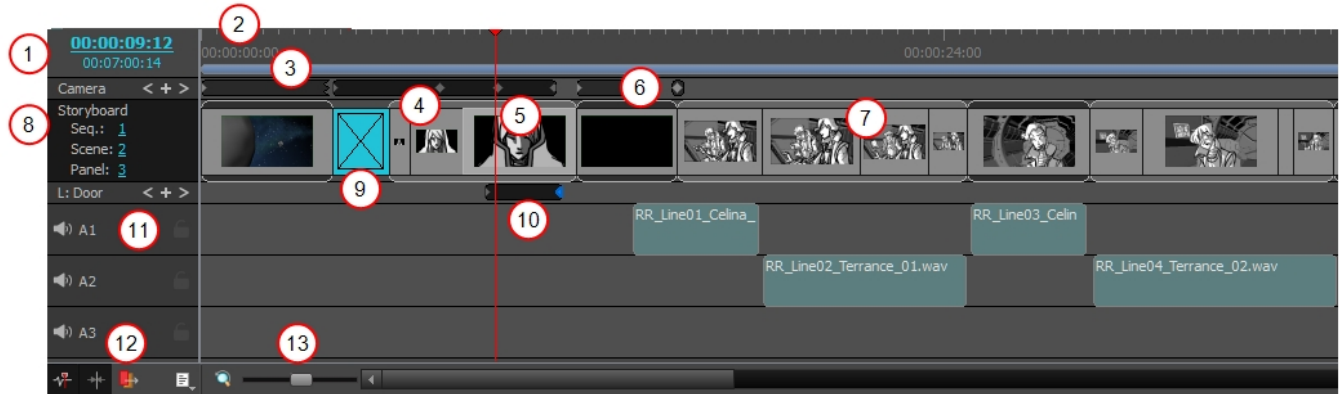
How to keep the current panel centered

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.
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

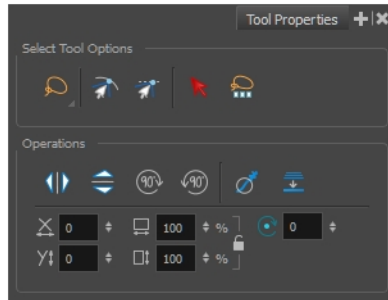
	diamonds (when selected).
11	The soundtrack names and Mute and Lock icons are displayed at the beginning of the audio rows.
12	Sound options are available for manipulating the audio.
13	The Zoom tool increases or reduces the width of the frames in the Timeline view.

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 251](#).

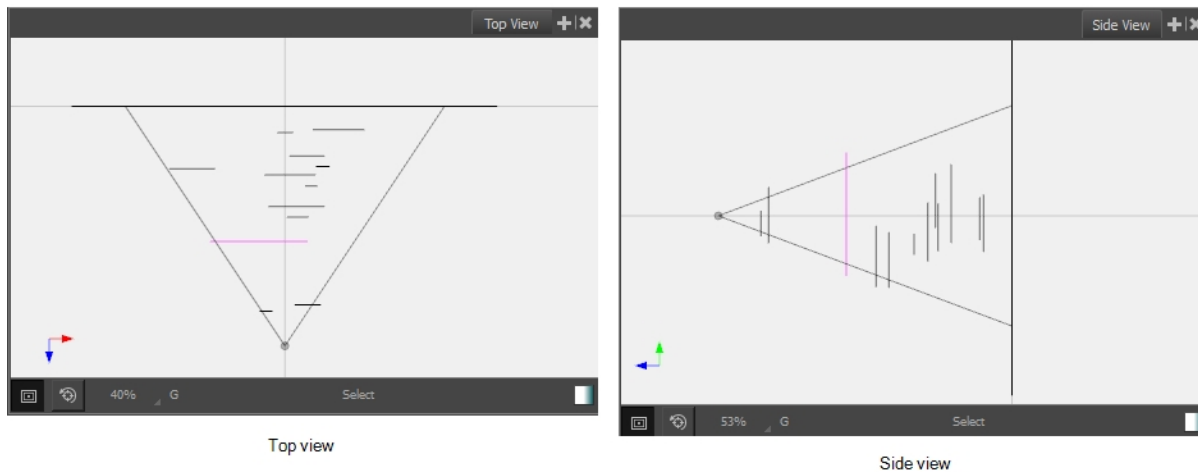
How to access the Tool Properties view

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

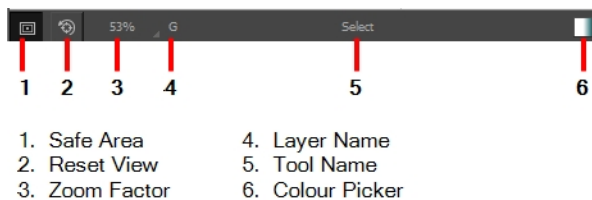
The Top and Side views are representations of your scene's space viewed from the top and side. The views also display the viewing area that the camera can see.

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.



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 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.

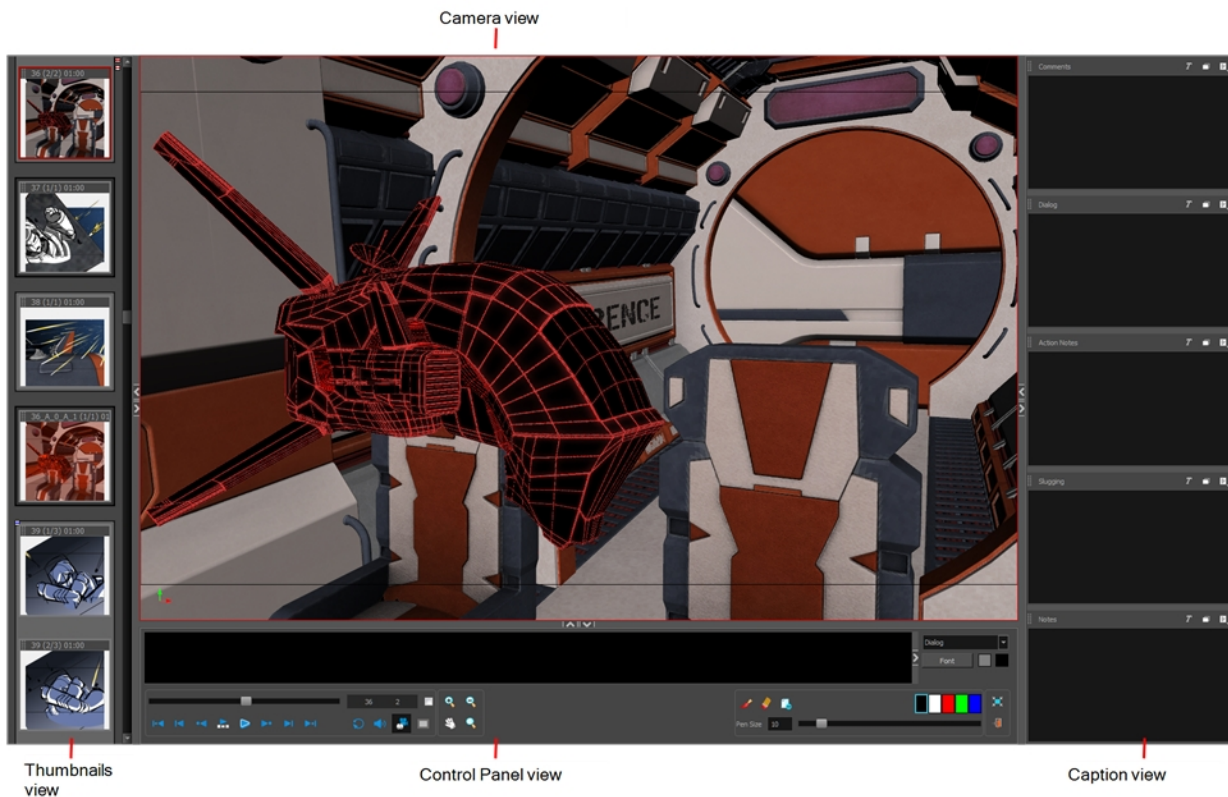
Workspace	Icon	Description
Drawing		This workspace is designed to enable you to draw your storyboard efficiently. The main space is the large Stage view and the Thumbnails view is at the bottom. This workspace also gives you quick and easy access to all your tools, as well as the Panel and Storyboard 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

Workspace	Icon	Description
		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.

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.



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.

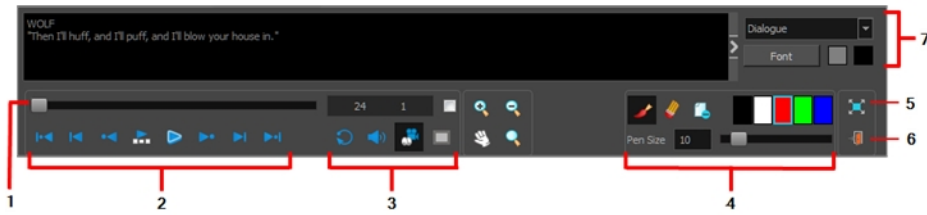
Thumbnails View

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 332](#).

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

Control Panel

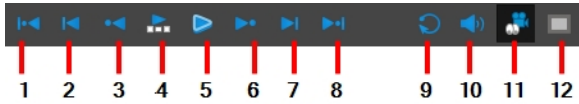
The Control Panel view is where you play back the storyboard, see the dialogue or selected caption for the current panel, and access the comments settings and tools



- 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.







- | | |
|------------------------|----------------------|
| 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

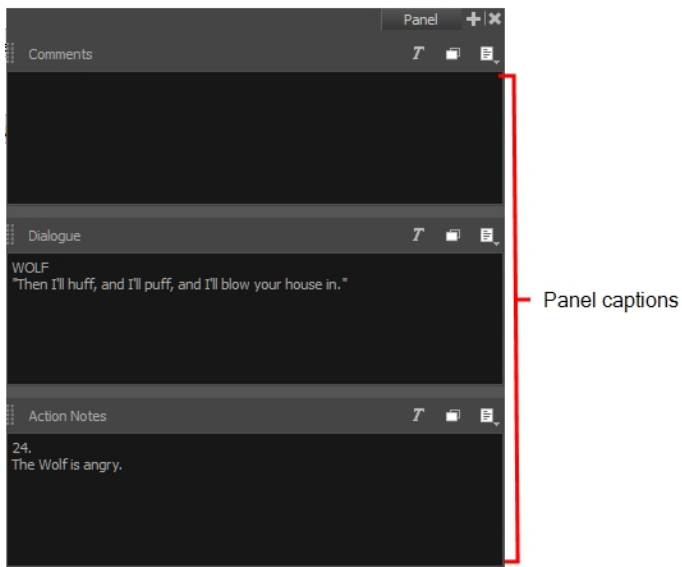
If you want to zoom in and out or pan in the Camera view, you can use the View tools in the Control Panel view.



- ▶ 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 Comments captions.

