

Toom Boom Orientation Challenge

Toon Boom is a frame by frame animation software

Add clips to show as many steps as you can and provide explanations of what you did where images cannot be included.

Use your table for this orientation. If you do not like the tablet, it will not be necessary for the animation assignments.

1. Name your scene Orientation Lastname_Firstname
2. Set your pencil to a max size 25
3. Draw a rectangle on your screen.
4. Use the contour editor to change that rectangle into a triangle. It doesn't have to be perfect. Just show that you know how to use the tool.
5. Go to your select icon. Tap the button on your shape. Circle the image. How are they different?
6. Use the cutter tool to remove only a part of the image.
7. Select the brush tool.
8. Create a still 3 set the max size to 35 and the min size to 0.
9. Draw a line on your tablet and try using different pressures.
10. Draw a circle with the pencil or brush (you will probably find one that you prefer)
11. Add a colour to your options. Create a gradient colour with 4 different colours. The alpha is also here for transparency. Notice the difference between radial and linear.
12. Go to paint bucket -> stroke and try to create shading. You will draw a line then fill in the space with a new colour. Hint "k" will show all the lines you have drawn for stroke and close gap options,
13. Turn on onion skins so you can see your previous and future frames to help position the ball.
14. Create a ball bouncing animation that loops 5 times.
 - a. Go to frame 1 and draw a ball.
 - b. Fill the ball in with your chosen colour.
 - c. Use the stroke effect to make the left side seem darker
 - d. Copy the ball ctrl c

- e. Move to the next frame .
 - f. Paste the ball ctrl v
 - g. Duplicate photo shift alt d
 - h. Move ball to next position.
 - i. Repeat
15. Add an original colour to the ball that changes 3 times during this animation.
 16. Adjust the light so the ball bounces across the screen and it appears like the light is in the middle (start with a shadow on the left side, finish with a shadow on the right).
 17. Create a peg for this layer
 18. Add a keyframe to the start and end of the peg.
 19. Create a simple background for the ball to roll through on a different layer.
 20. Create a shadow for the ball that moves from the left of the ball to the right at the ball moves across the screen.
 21. Save your animation and hand it in as orientationname (your name)