



In The Park

Instruction Sheet

Take a walk in the park! Welcome to the first in a series of **Toon Boom Studio™ Professional Templates!** Use these templates to create your own snappy animations the cut-out way. No need to draw: just build your characters, animate them and let your imagination flow!

The *In the Park* templates introduce you to four characters: two young boys, one imaginary friend and the park guard. The templates include several backgrounds, props and animated sequences that will help you create your own animated story.

While you are having fun playing with the templates, you'll also be learning how to animate using cut-outs and reuse your work using templates. You'll also get the opportunity to study and learn from the animated movements we've provided to apply to your own creations.

Remember to share your masterpieces with family members, friends and the Toon Boom team!

What are templates, you ask?

Templates contain animation elements, such as drawings, bitmaps, pegs, or anything that you can use in **Toon Boom Studio™**. Templates can even include multiple elements combined with various effects. You can use templates in any project to reuse your work. You can even use templates to share your work with others.

What kind of templates is included?

BGs: this catalog includes several background elements, including bushes, clouds, sky, three buildings, four trees, the park's front gate, a sand box, flowers, and more.

Characters: this catalog includes four cut-out characters. There are two poses for each character and one walk-cycle. Each character includes drawings of all the standard mouth positions and is ready to be lip-synched. They also include a number of different eye expressions that can be easily changed to match your animation. Use them as is for your animation, or study the movement to use for another character.

- Der Der: includes two additional poses: playing in the park and waving bye.
- Ted: includes one additional pose: playing in the park.
- Upa: the walk cycle is a rolling cycle. Also includes one additional pose: find out what is in his belly pocket.
- Parker: includes two additional poses: screaming at the little boys and a shadow pose with Der Der and Ted hanging by their pants.

Props: this catalog contains drawings of various park objects, like a sand castle, a rolling ball, a toy truck, a flag, a stick, a bucket, a shovel, a tricycle, a yo-yo, and a spring horse.

Animation: In this catalog, you'll find a 30-second animation containing 17 scenes. This animation has been completely built from the templates.



Ok, so how do I use the templates?

To get these templates to work for you and explore the endless creative possibilities within **Toon Boom Studio™**, you must:

1. Download the templates from the provided link in your Order Confirmation message. Decompress the templates files using **Stuffit™** <http://www.stuffit.com> or **WinZip®** <http://www.winzip.com>.
2. Start **Toon Boom Studio™** and create a new animation set.
3. On Windows, right-click (or press command and click on the Mac), the left side of the Library window and select **Open Library** from the pop-up menu. Browse to the location of your "In the Park" templates and select "In the Park.tbc".
4. To use a template, simply drag it from the Library window to the Timeline or Exposure Sheet. You can then modify and animate the contents of the template in any way without affecting the original.

What can you do with templates?

After you get the templates into your animation, you can do all sorts of things, like:

- Record a dialog with your friends and lip-sync the characters to the dialog.
- Animate the cut-out characters and combine them with the animation cycles in the templates to create full scenes.
- Create multiplane camera moves through the 3D scene space.
- Change color and/or apply effects to your characters or props.

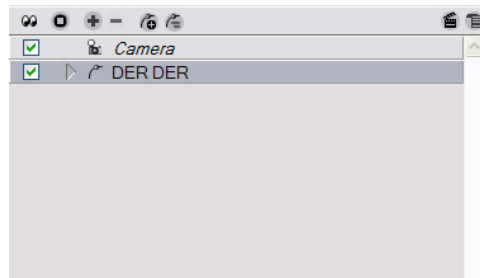
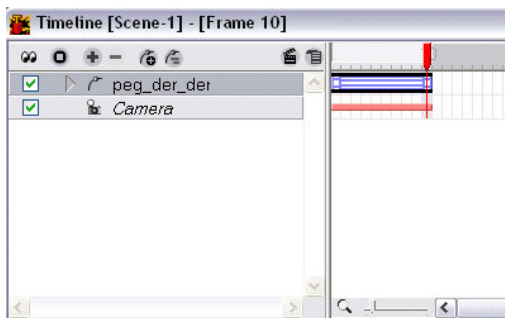
If you are feeling particularly creative, you can add your own animation content. With **Toon Boom Studio™**, you can easily:

- Draw your own characters.
- Lip sync drawings to a voice track you create.
- Import bitmap images of your friends and add them to the scene!

Here are the steps to animate cutout animation:

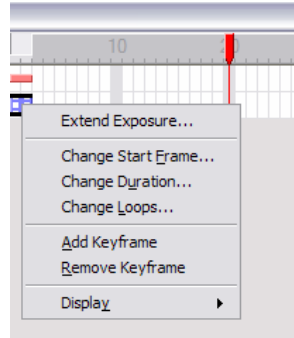
Example using the file DER DER RIG.tbt

1. Drag DER DER RIG.tbt from the library to the timeline and close Der Der's peg



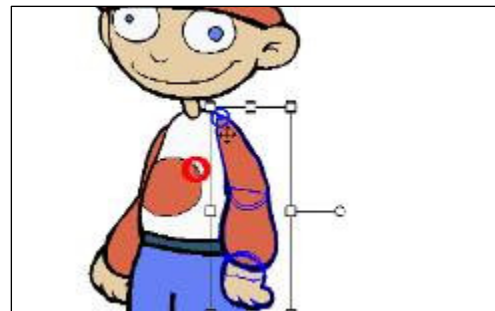
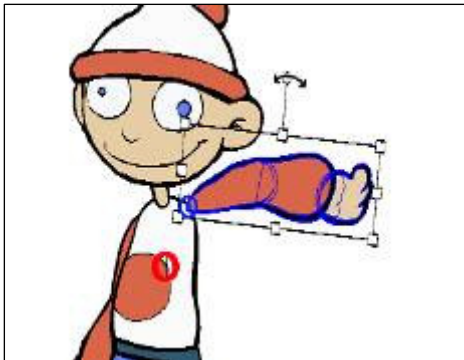
2. In the timeline move the red slider to the 20th frame (example)

3. Right click on the peg and select Extend exposure



4. Select the transform tool from the scene planning toolbar

5. Select Der Der's shoulder with the transform tool



6. Using the Rotation Handle rotate the arm



7. Press the play button from the playback tool bar

Need More Help?

See the **Integrated Application Help** and the **User Guide** for information on how to perform all of the tasks we talked about here.

You can also ask for help from members of the User Group on the support page of our Website:
<http://www.toonboom.com/support/forums/ToonBoomStudio>