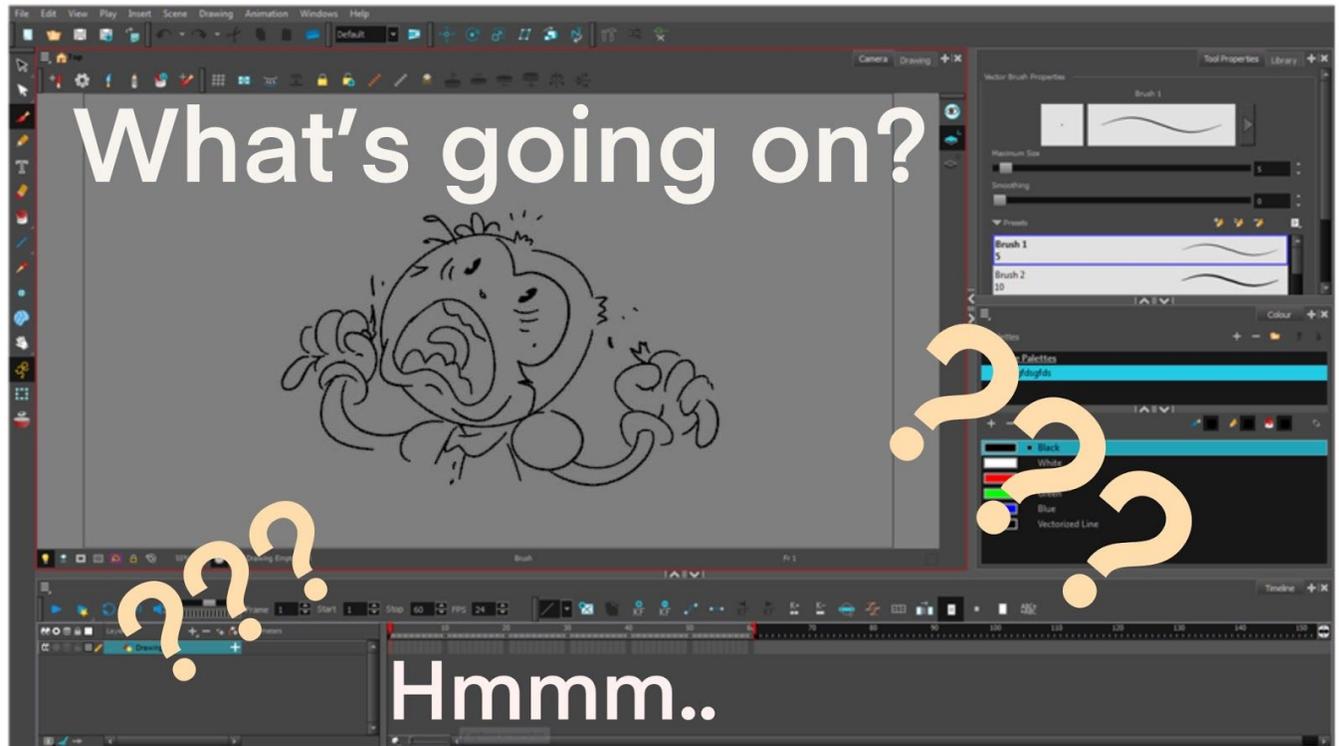


# My Video Doesn't Import in Toon Boom



## Introduction

Congratulations you are on the 2D team and chose to suffer in toon boom rather than Maya!

Toon Boom is a very practical animation program as it is meant for 2D animation program and if you've animated in Photoshop, procreate or rough animator than you're in luck because Toon Boom is much more practical. Using Toon Boom you can do simple frame by frame animations, ink and pain and even use a rigg to get the job done easier and cleaner. In this tiny tech paper I will Show the proper way to import a video into Toon Boom along with some basic set up and some handy tricks in Adobe Premiere.

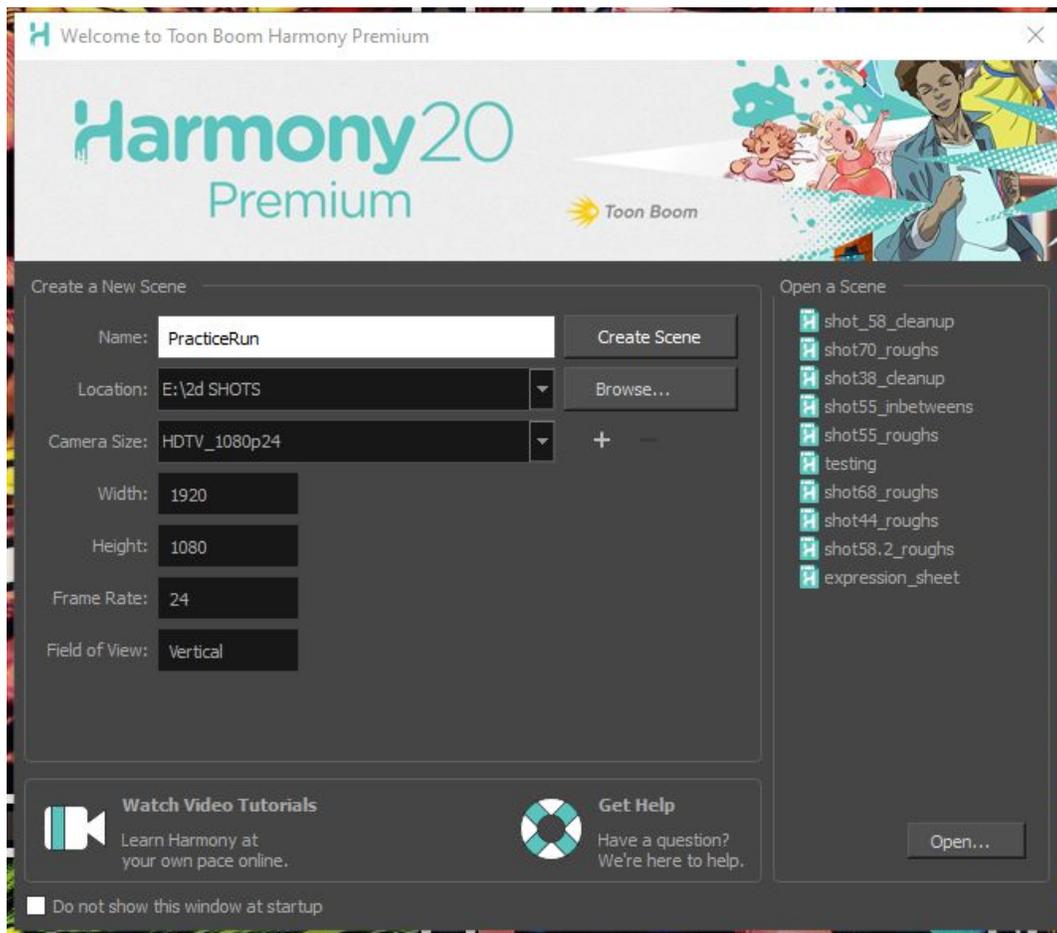
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## Preparing for rough animation

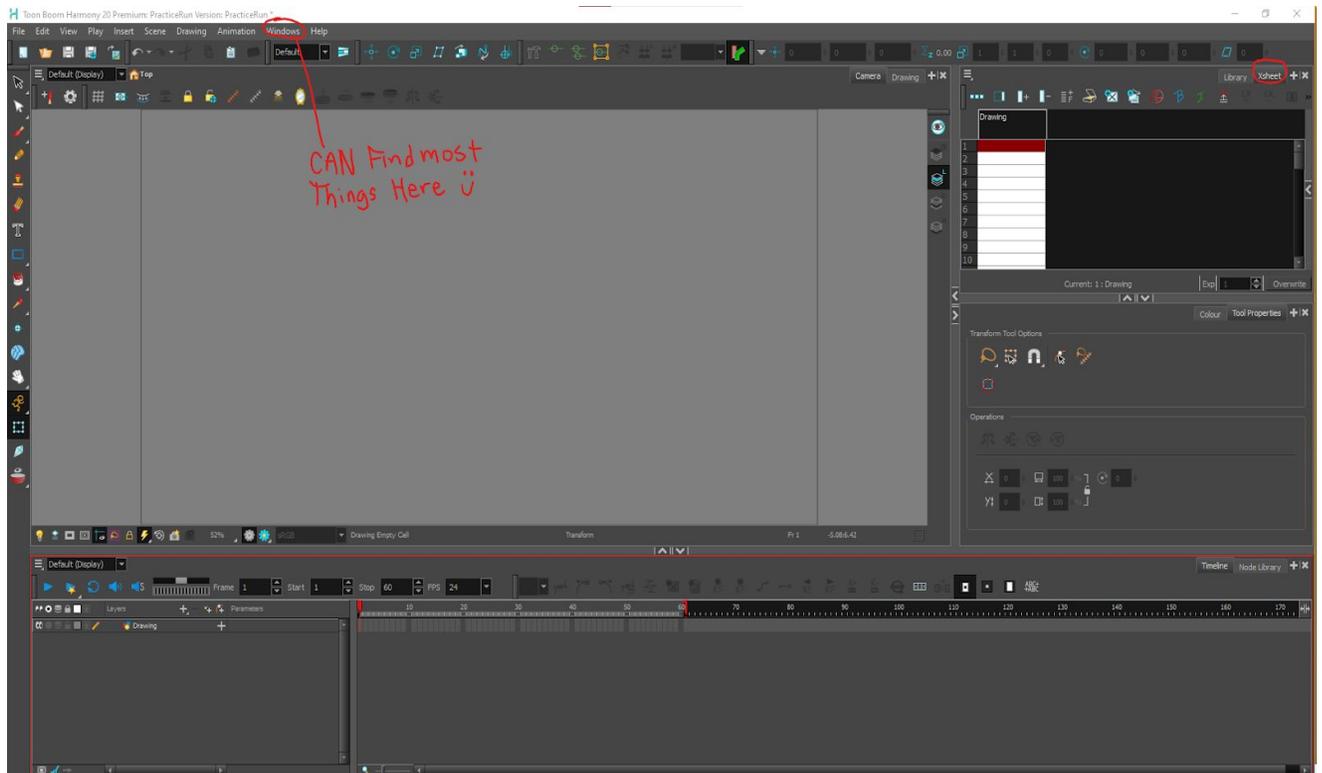
Before you start setting up Toon Boom you and your team should have already planned ahead and packed down the story, Storyboards and general timing for your shots through some sort of layout. Now it is time to set up your Go Pro or regular cell phone and start recording your reference footage so that you can start drawing again.

To set up your station you should have the following settings which are pretty standard. Get with your 2D lead to double check you are all on the same formatting\*



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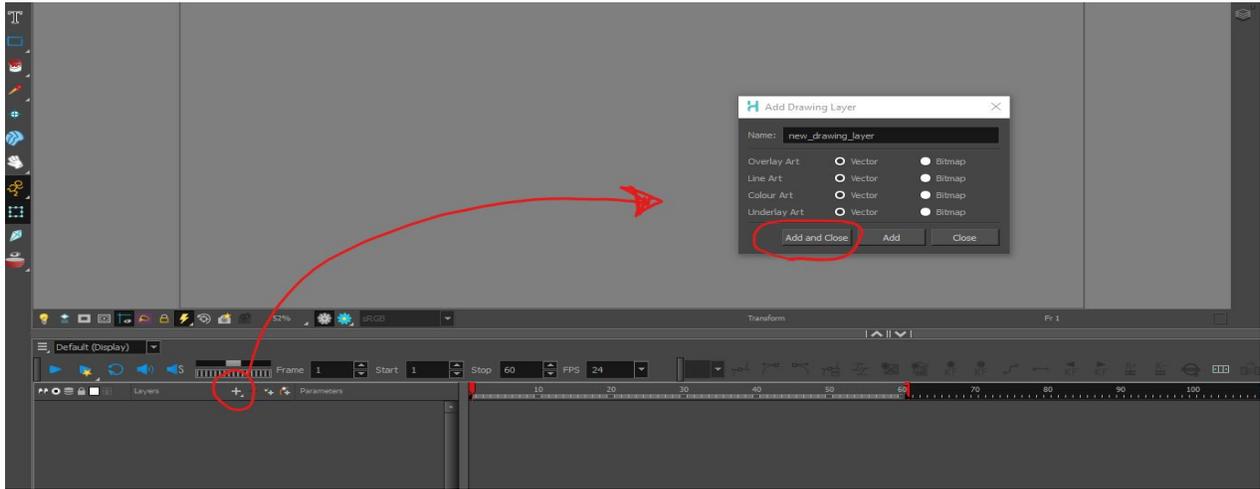
Create a New scene in a safe folder you can move around, like Adobe Premiere, Harmony creates folders where it's recommended to store all your assets to avoid losing data and avoid future problems overall. So, before doing roughs to start we need to make sure that we have certain things in our workspace to make things easier as we work. \*



Make sure that you delete the initial Drawing layer and create your own to avoid future problems with potential Rigs and other imports in Harmony. Even though Toon Boom is very convenient and aims to be efficient it still has some bugs that you simply must be patient with.\*

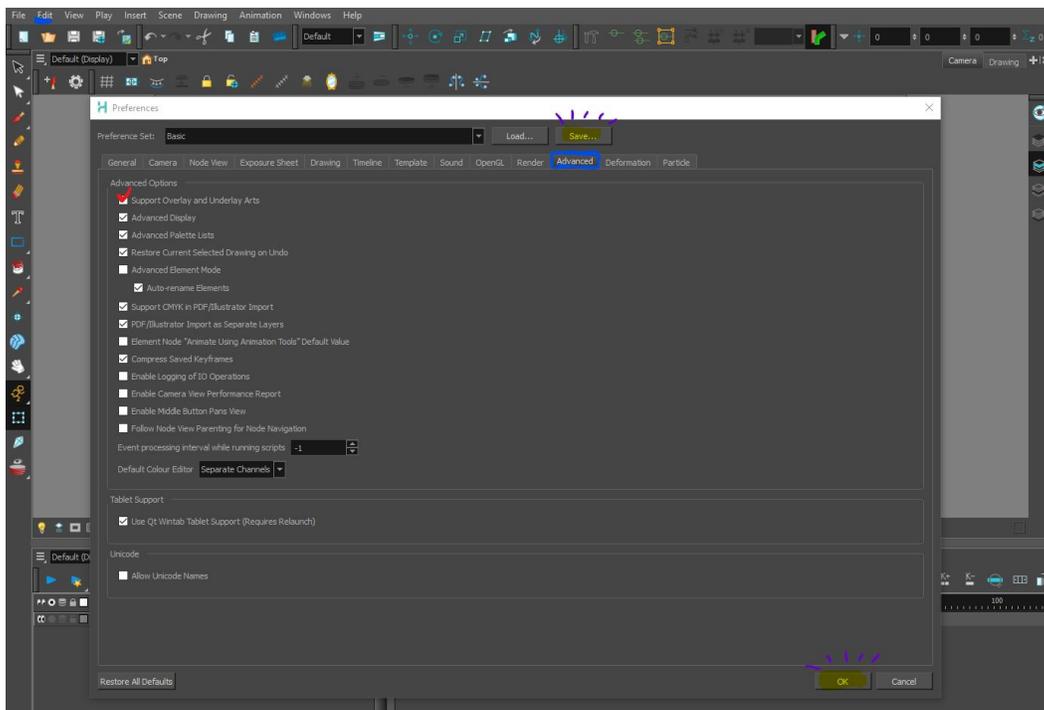
Go to: PLUS SIGN> DRAWING> NAME LAYER> ADD AND CLOSE

Make sure everything is vectors and not bitmap to keep the lines clean. Bitmap can have really cool effects and brushes but it can get pixelated if not used in a proper stylized manner.



Turn on your layers within the drawing layer to give you more options to have Line art, Color art, Overlay and Underlay. This can come in handy when dealing with a lot of details on the character

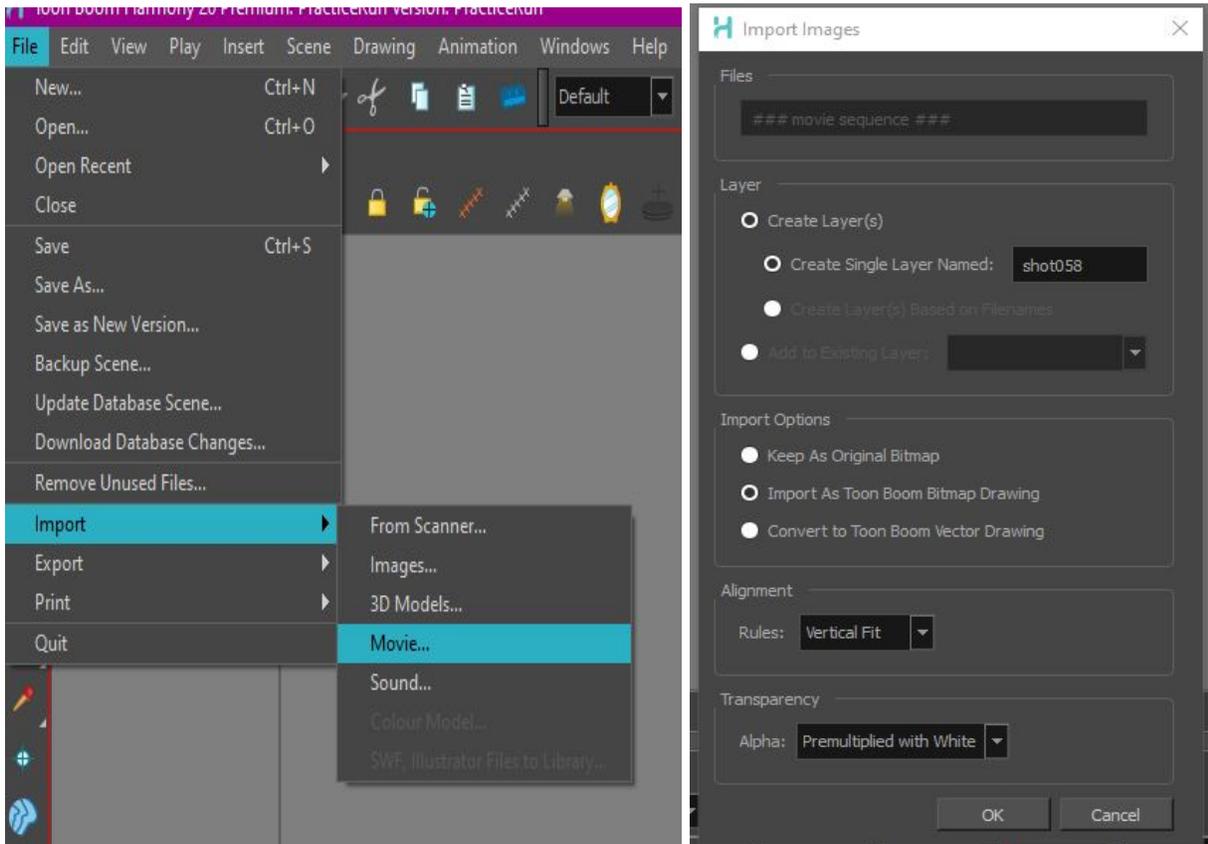
Go to EDIT> PREFERENCES> ADVANCED> SUPPORT OVERLAY...> SAVE> OK



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## Time to import reference video

Now that you have everything set up it's time to bring in any videos you may want to use. Simply go to FILE>IMPORT>MOVIE\*



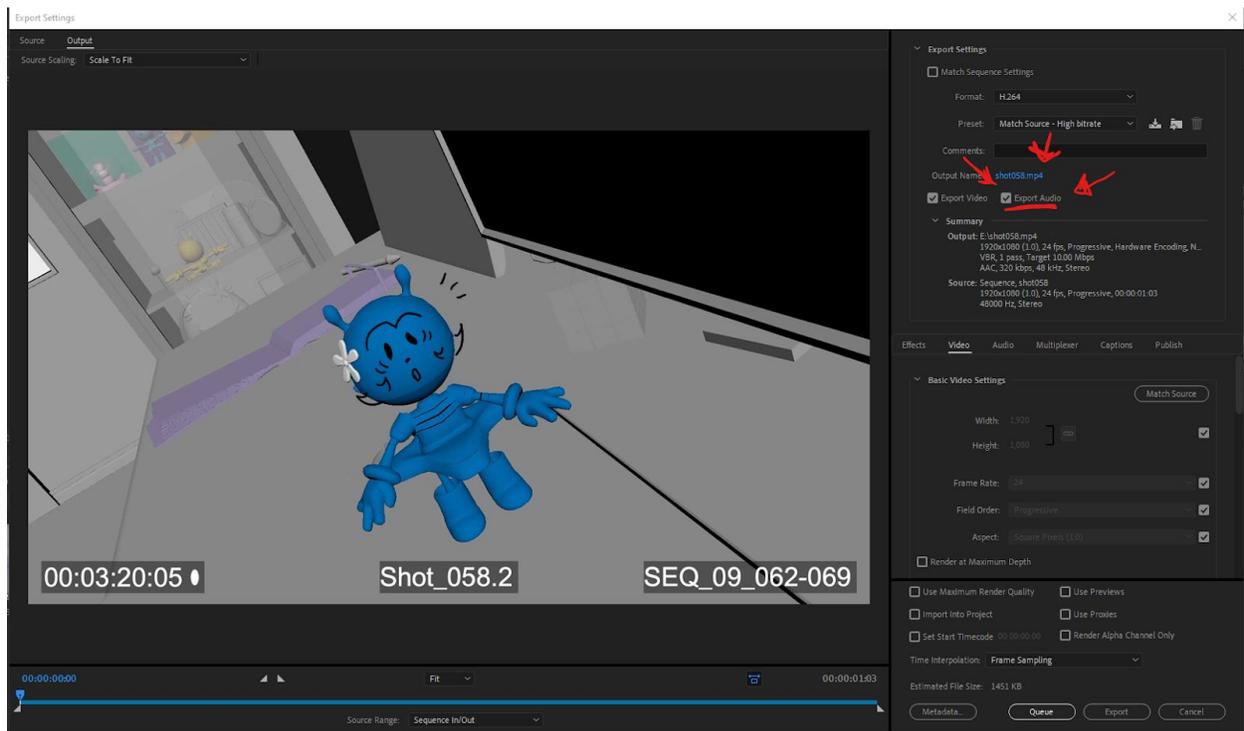
\*Press ok when the import images windows appear, nothing should be changed unless you're told to do so.

It is recommended to import MP4 videos and not MOVs (I'm not entirely sure why not however our Harmony tech lead said not to do it SOOO just don't, Do not anger Toon Boom)

## BUT WAIT MY MP4 isn't IMPORTING

You followed the guide and your MP4 isn't doing the job well most likely the root comes from the video itself. Something is wrong with the file that tampers with the integrity of the clip. So now we must head to Adobe premiere.

When exporting a video from adobe premiere make sure you export the movie with both sound and video checked on even if your video has no. \*



I would not check on the sound when exporting my videos with the paranoia that I would accidentally export unwanted sound but dont be like me. Despite the MP4 missing a sound channel my video would work normally in any other video player so don't be fooled. Mute the track and just double triple check that before exporting and you should be good.\*

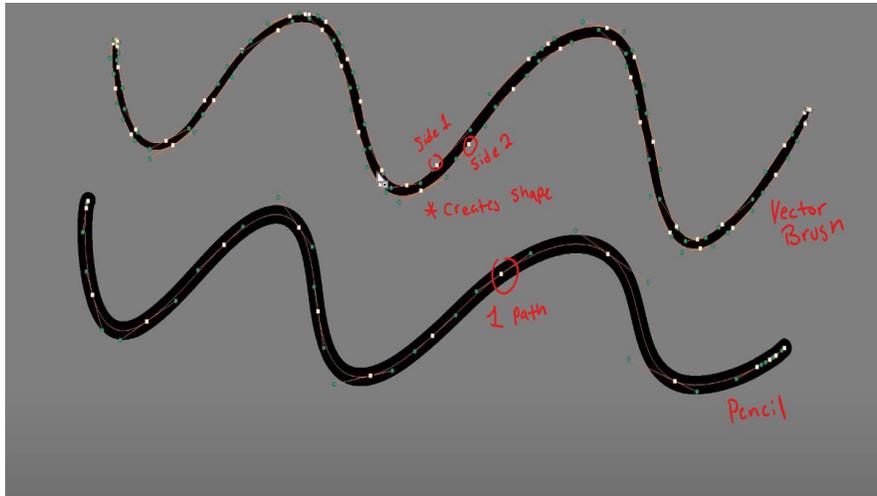
If any of your Videos is having issues importing then run it through premiere and just re export just to be safe. If it still doesn't work maybe start a new Toon Boom file something else could be wrong and haunt you later. Good Luck!

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## Your Video is in!

Now that your video is in then you can add a new Drawing layer and use the pencil tool to start roughing things out.

You may be enticed to use the brush tool instead of pencil but you are aiming to draw in vectors and using the pencil is a cleaner route.\*



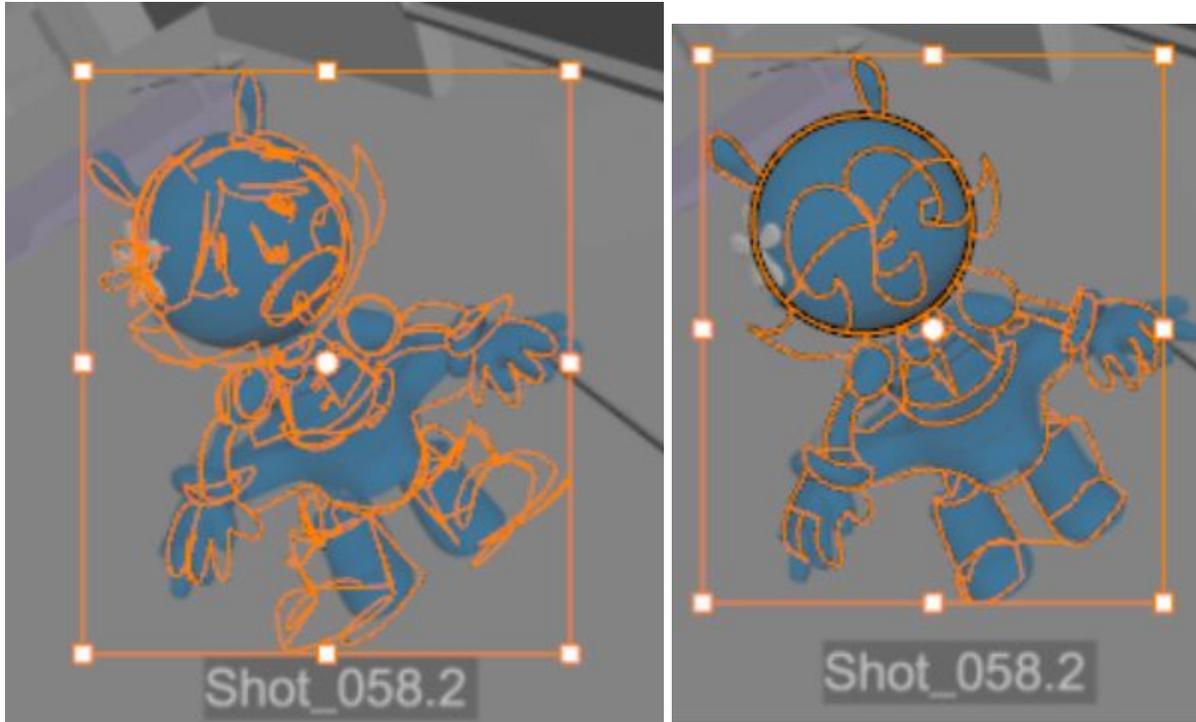
The pencil tool allows you to select your stroke through one spline that runs in the middle as opposed to the brush that turns each stroke into a shape allowing you to manipulate the entire border of your line which is more difficult to adjust curves in a quick fashion.

### TIPS

\*Holding T and slicing through your drawings lets your clean up intersecting lines which makes clean up a bit easier for your doodles.

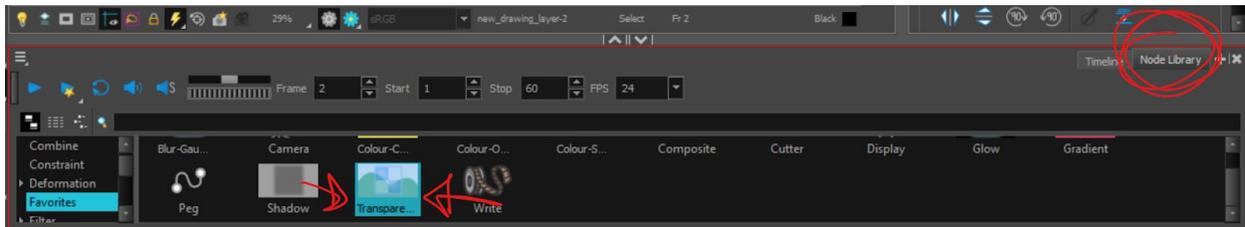
\*F5 lets you adjust the exposure of a drawing

\*Remember don't be too sketchy when drawing with vectors it will make the drawings harder to adjust.\*

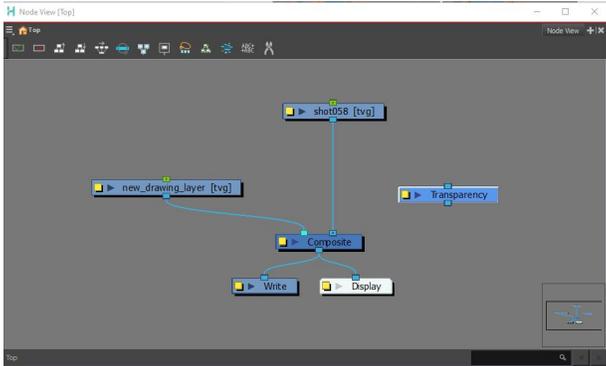


If you are having a hard time drawing over the video then add a transparency node. Learning to use the Node view can be very helpful. Explore the Node Library to see all the different tools you can use to affect your layers and/or Rig.

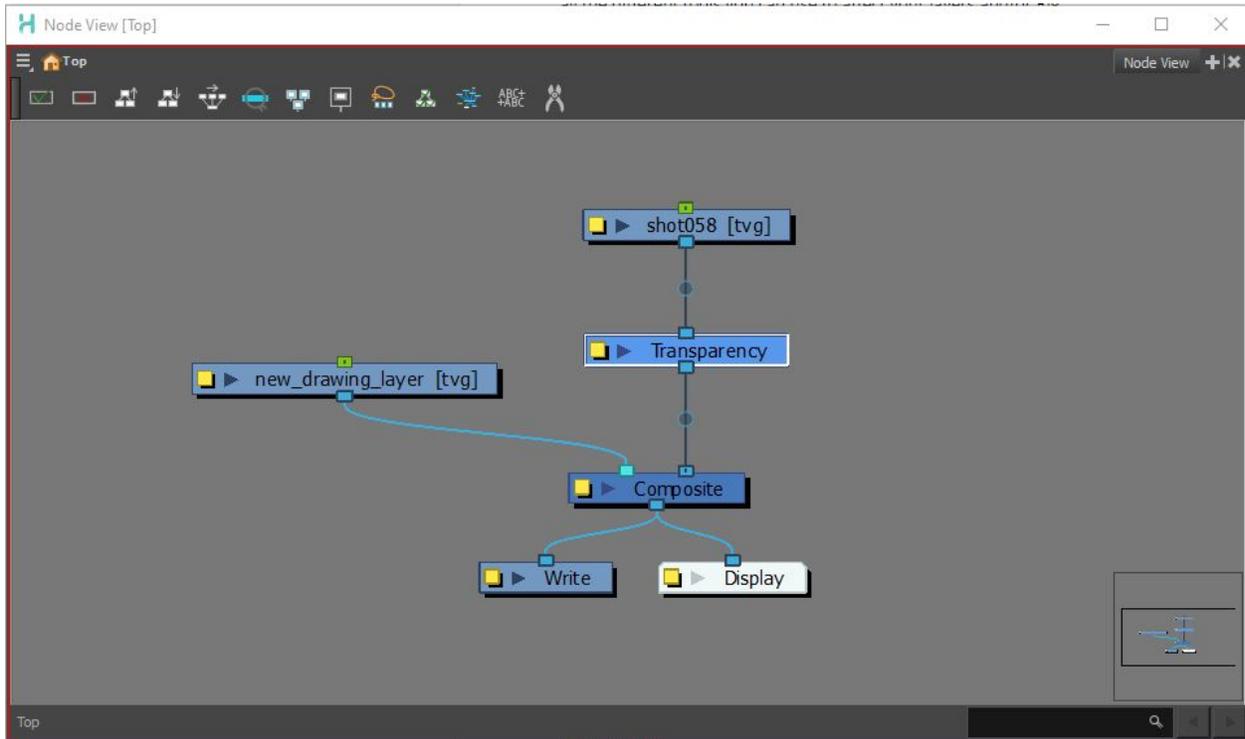
- To add Transparency go to Node library and type transparency into the search bar. \*



- Open Node View\*
- Drag the transparency node to your node view\*

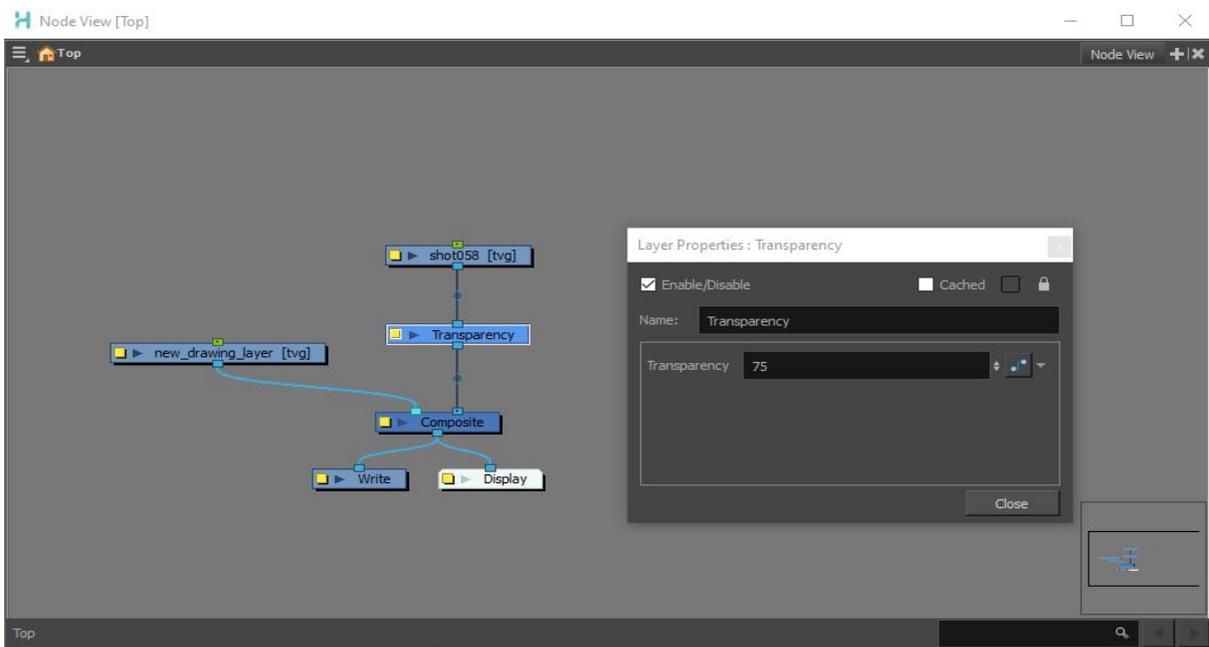


- While holding ALT wedge the transparency node between your drawing layer and the composition\*



\*With the transparency node selected Press A and D to activate or deactivate the transparency

\*Press the yellow box to open the option menu and mess with transparency percentages then close when done.\*



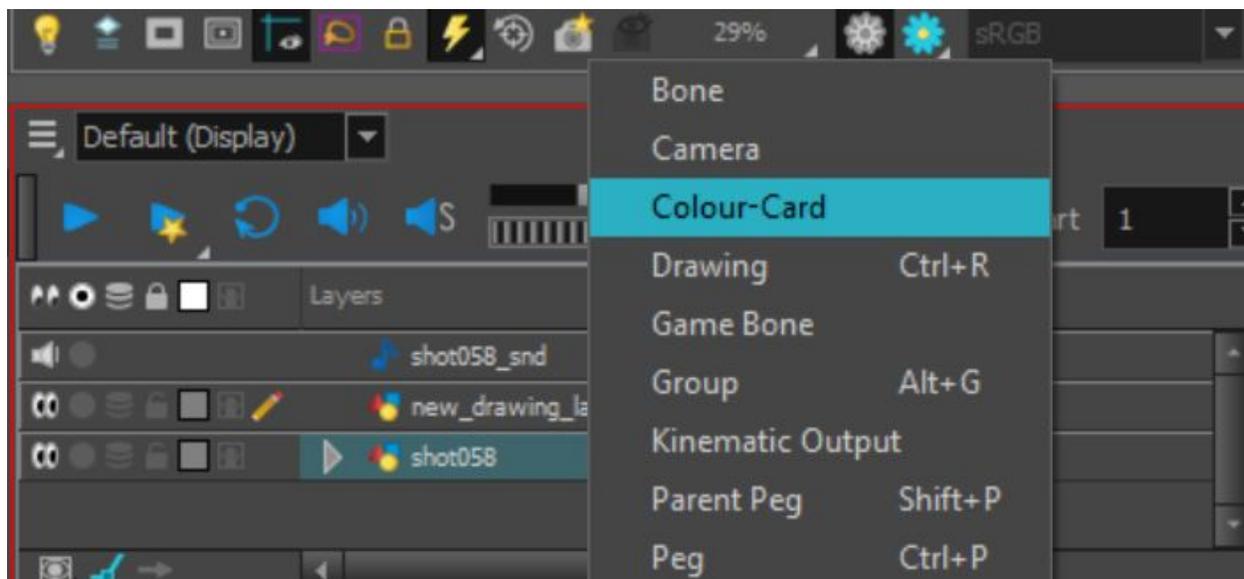
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## Exporting animation

Just like importing a video is fairly straightforward Exporting is pretty easy too.

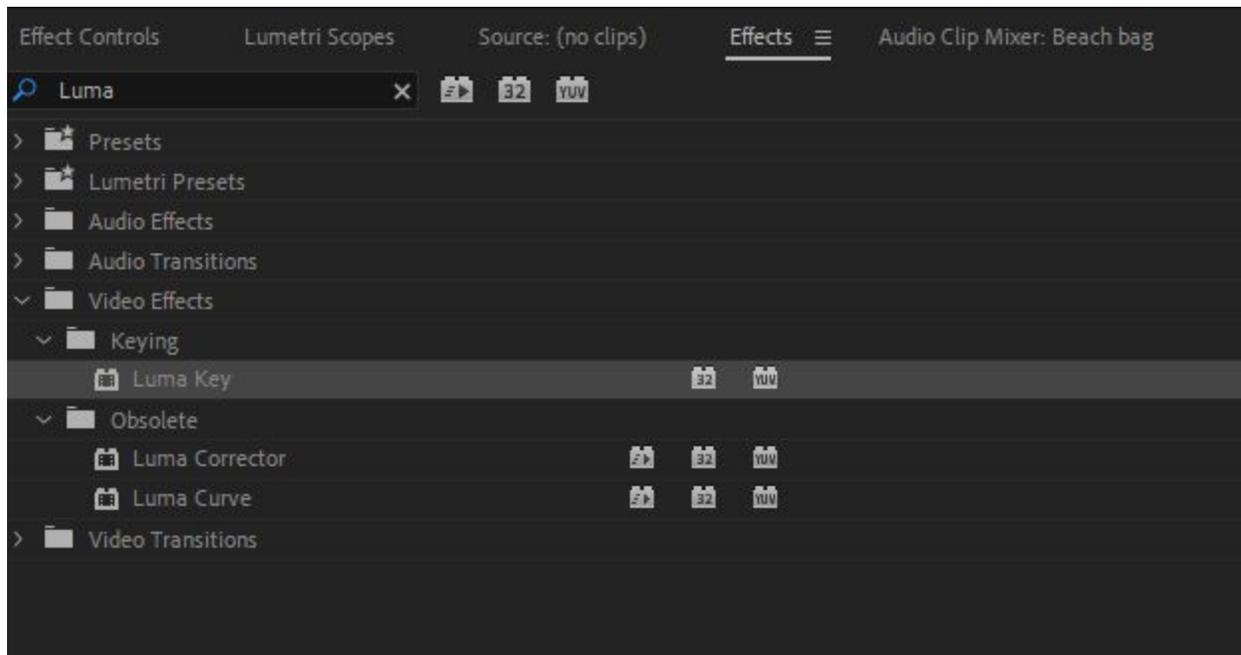
Go to FILE>EXPORT>MOVIE

There are many different formats to export your footage but they will give you a black background if you don't add one. Instead of adding a shape to the background, Try adding a color card into your scene which can be found using the plus sign or in the Node library.\*

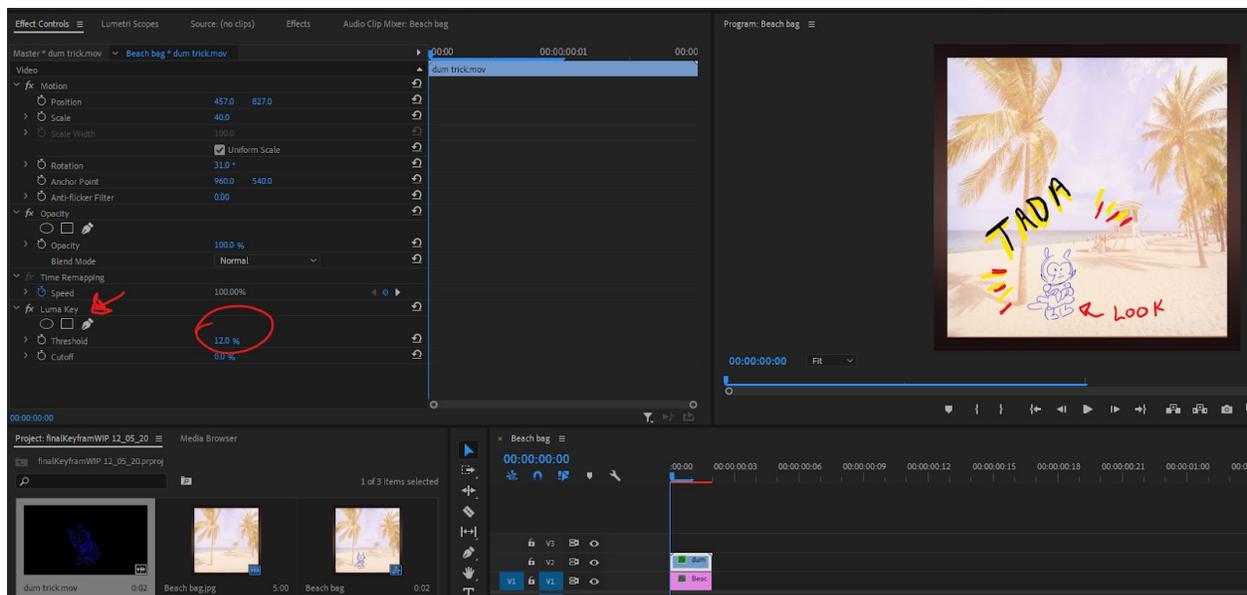


Fun Trick MP4s don't usually have transparent backgrounds so to remove the black background while editing your videos in Premiere you can add an effect to your footage to remove all Black in the scene so be careful not to draw in black "ink" change up the color grade and chose a slightly different black from the generic one toon boom provides.

To use effect go to WINDOWS>EFFECTS>SEARCH BAR:LUMA KEY>DRAG TO VIDEO CLIP\*



Use your effects control panel to adjust the intensity of the black removal (usually pick a small number) \*



BOOM you have a transparent Background for your animation

Have Fun with this in future projects.

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## Conclusion

Hopefully This paper was remotely useful and gives some useful tricks to make things a bit easier. Google is your friend and below are a few links that helped me.

## Resources

Toon Boom

- <https://youtu.be/XJdsJKxR4J4>
- <https://youtu.be/S8JCFy4xCcQ>
- <https://youtu.be/3XAUj0COlhs>

Adobe Premiere

- <https://youtu.be/2ntQ-QPipY4>
- [https://youtu.be/lelBXj\\_beDk](https://youtu.be/lelBXj_beDk) LUMA KEY