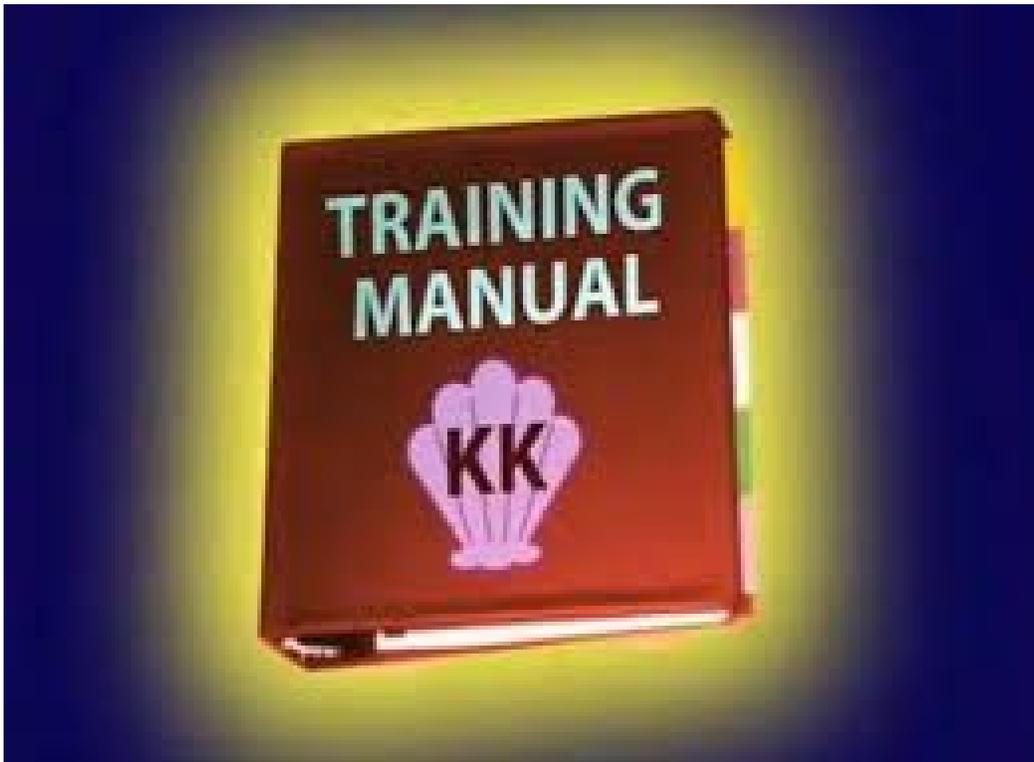


UPLOAD 2D RIGGED CHARACTER ON A MAC (TOON BOOM)



Uploading a 2D Character Into Toon Boom On a Mac

You've made it to the clean up portion of your 2D animation in Toon Boom

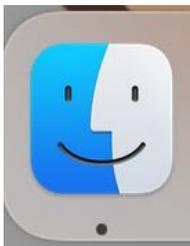


Now that you're a 2D animator and have a 2D rig ready to use I'm sure you think it's time to just hop into Toon Boom and start animating! Ha ha haha-**WRONG!**



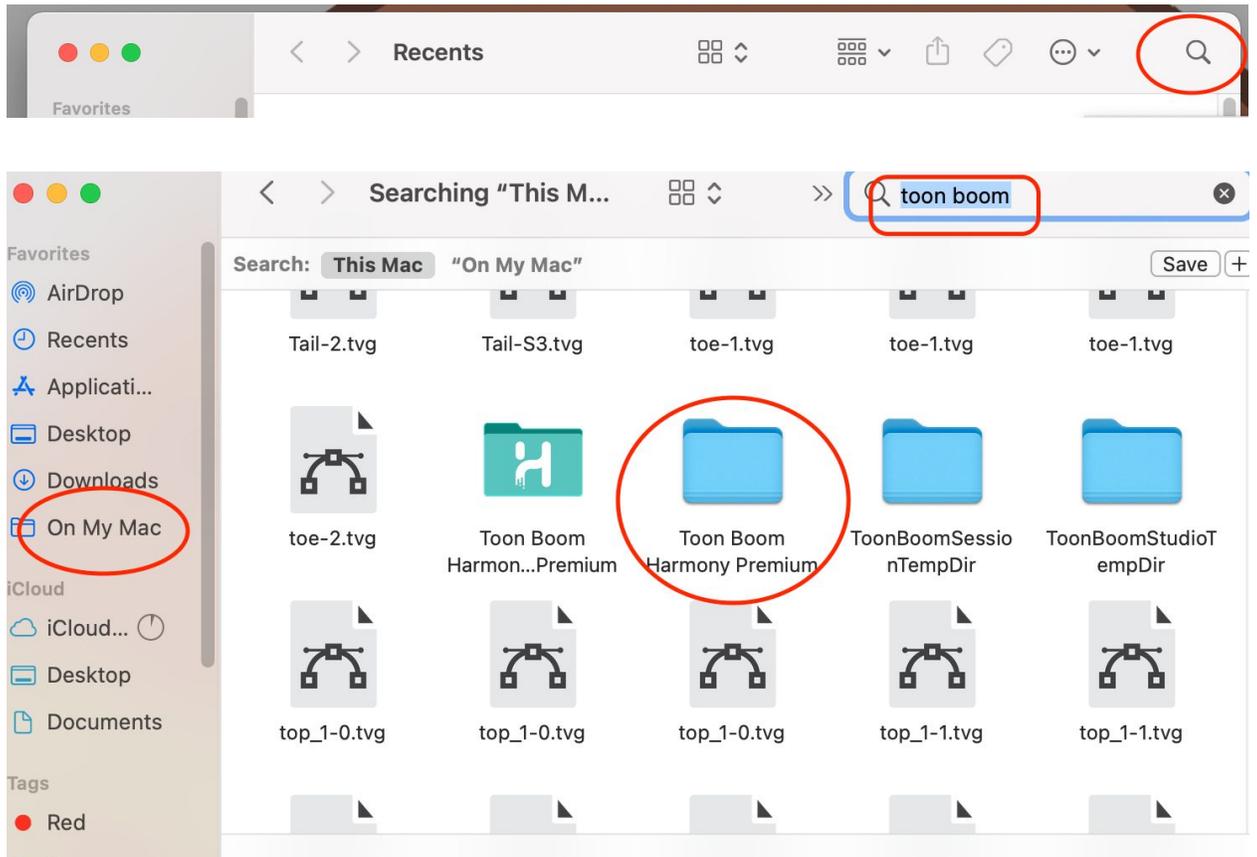
Before you even *open* Toon Boom do this:

- ★ Open finder on mac



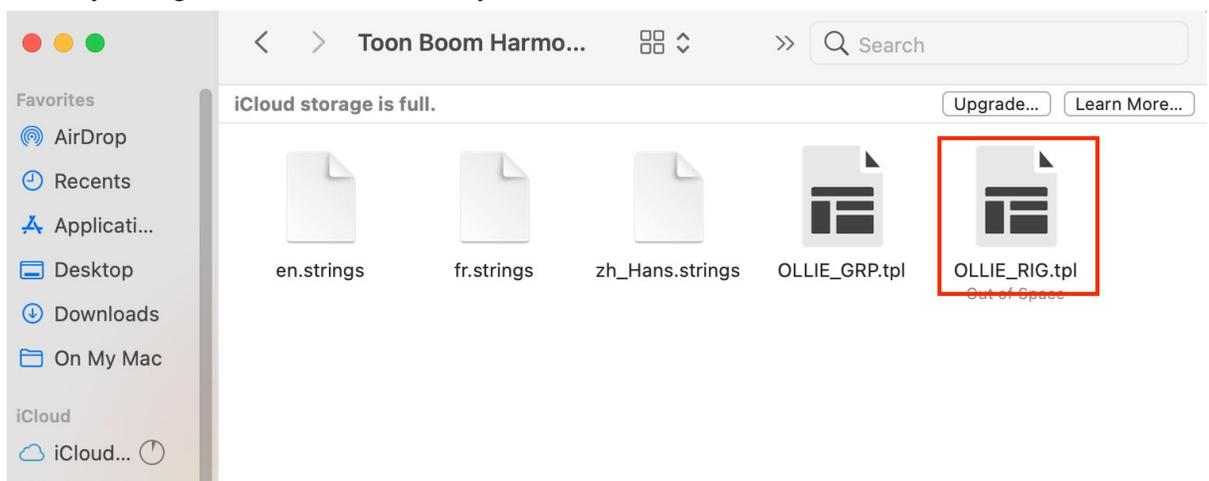
Le "finder" ^

- ★ In the finder window click on the search icon and look for “toon boom” in the “On My Mac” section



This is the folder you want to choose!!

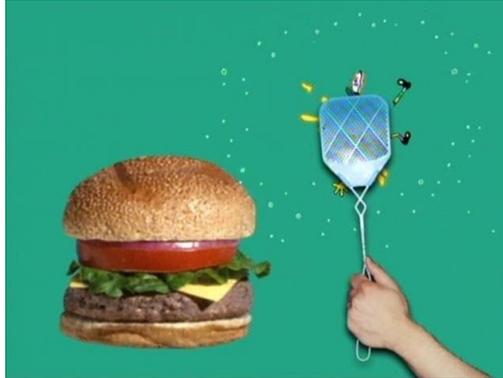
- ★ Select and open the blue folder that says “Toon Boom Harmony Premium”
- ★ Have your rig downloaded and ready to throw in this folder like so:



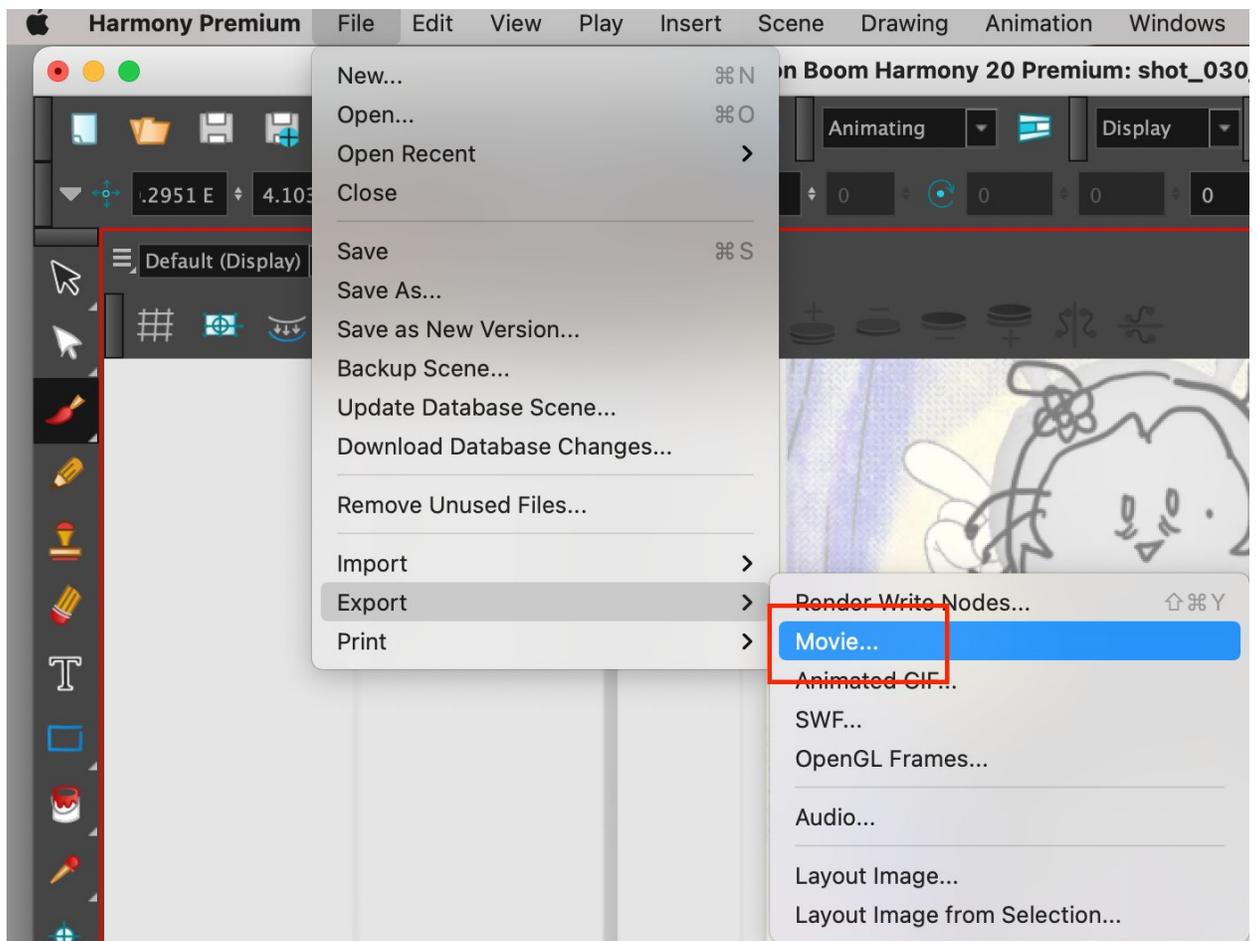
- ★ Mine here has two different rigs in it so don't mind that, but this is what it should look like!

Toon Boom Time!

- ★ Now it's time to open up Toon Boom
- ★ "Can I clean up my key frames now?!"
- ★ ***SLAP* Not yet, Eager McBeaver.**



- ★ First open up the file you wish to clean up - the most recent and exact file you need
- ★ Once open -> FILE (at the top) -> EXPORT -> MOVIE



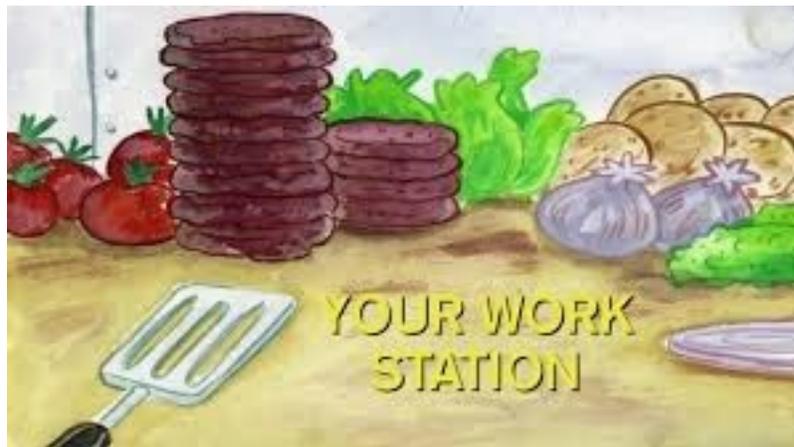
- ★ Export as an .MP4! -> if your mac does not have this capability here's what to do:
 - Export the shot as an .mov (named as shot_#_forRig)

- Upload it to your own personal google drive
- Use the cloud converter on google (easy and free)
- Download that .MP4 to your mac

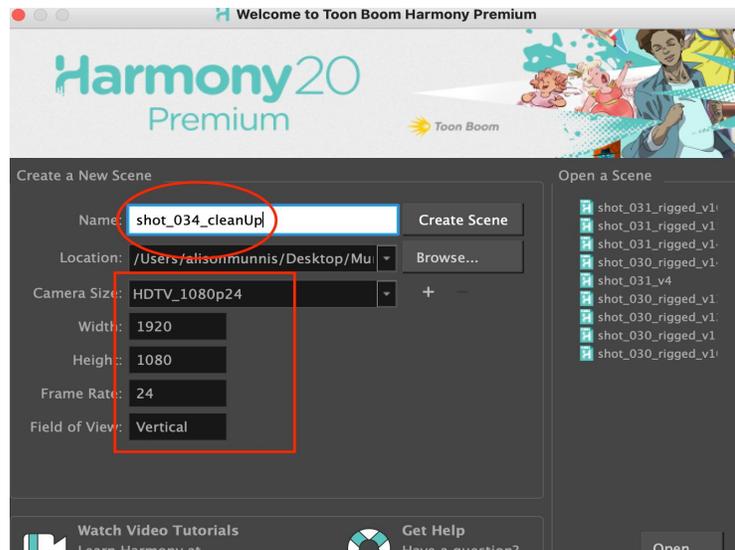
I know this seems convoluted but you *have* to do this because while our girl Toon Boom loves to export an .mov, she does *not* like to import anything but an .MP4. She's picky that way.

- ★ The reason you need this .MP4 is because you're going to upload it into a new Toon Boom file where you will be doing your clean up. You don't want to work in the file you already have because it's far too messy and problems *WILL* arise from attempting this so JUST DO AS I SAY AND ALL WILL BE WELL AMIGO :)
- ★ Now that you have an .MP4 of your rough keyframes, you can save that to a special place (your shot's Toon Boom file would probably be best since it's easy to remember and it's more tidy).

Creating Your Rigged File



- ★ Now it's time to create that new clean up file for your shot!
- ★ **Nope!** Not cleaning up that animation *quiiite* yet. We still have to go over some basic house keeping with your new shot clean up file
- ★ Here's what we start with:



- ★ You'll want with your ahead of

to make sure team waaaaay time (like in the

Preproduction stage) what frames per second (fps) you all want your film to be. Whatever you decide is what you put in the frame rate section - for *Forget Me Not* it's 24fps. Also make sure you have 1920 by 1080 as your size and camera ratio, since that's the usual standard. This should be the default settings when you open but you just want to be certain it matches the parameters of the shot for which you already set up and did the keyframes

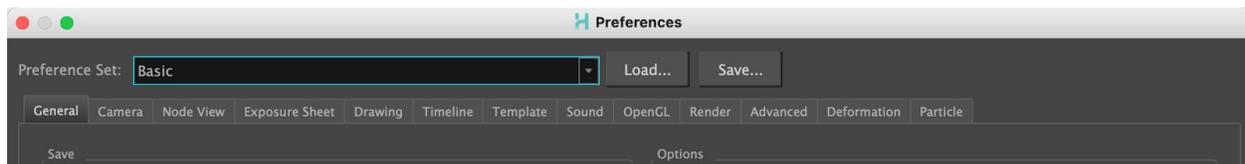
- ★ Something that's pretty important that we now have to do is import some preferences and keyboard shortcuts.

<https://drive.google.com/drive/folders/1uOqoMm4tTd0mIO6kPcWW4PW6Vhp0MRFB?usp=sharing>

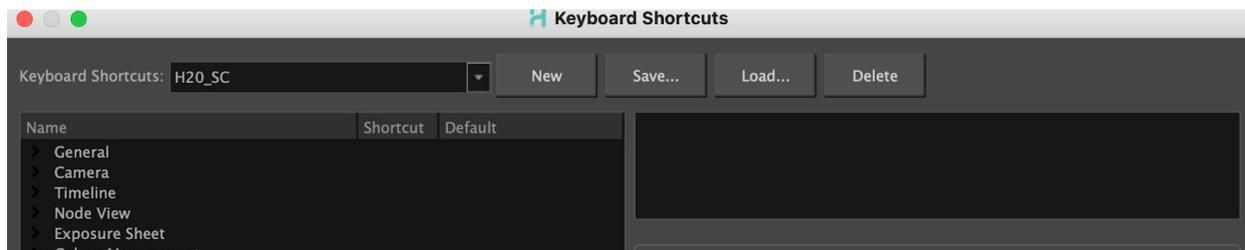
- ★ This ^ is a link to a file with all that you will need for this tech paper. You'll want this whole folder nested in the main Toon Boom Folder all of your shots are nested in. You do NOT need it in each shot folder. You just need it in one place, somewhere memorable and convenient.

- ★ Now click at the top of your screen on Harmony Premium

- ★ -> Preferences

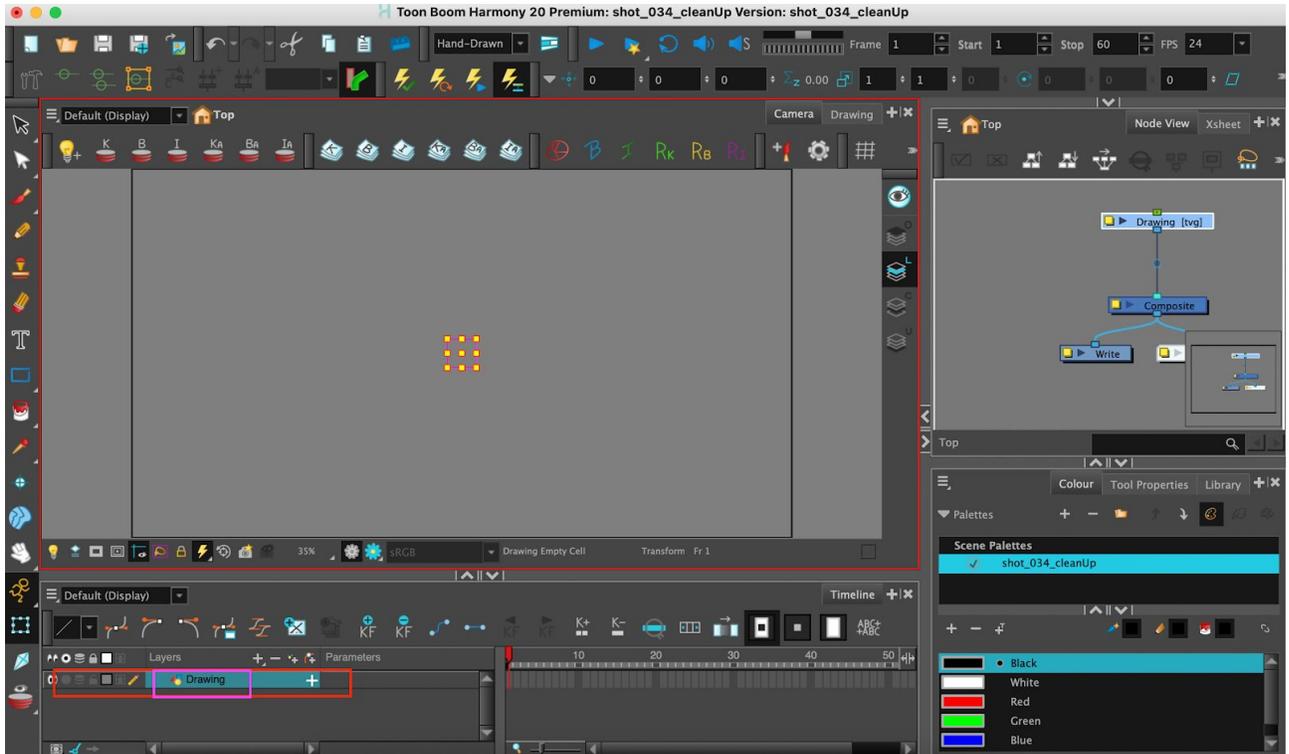


- ★ ->Load
- ★ Select the H20_Prefs.xml
- ★ ->Save
- ★ Go click again on Harmony Premium
- ★ Now ->Keyboard Shortcuts
- ★ ->Load
- ★ Select H20_SC.xml
- ★ ->Save
- ★ ->Ok



- ★ At this point you will have to quit Toon Boom, and re-open it to test to see if the new preferences and shortcuts work. If when you open Toon Boom and press "n" and now you're in pencil tool mode, it's working!

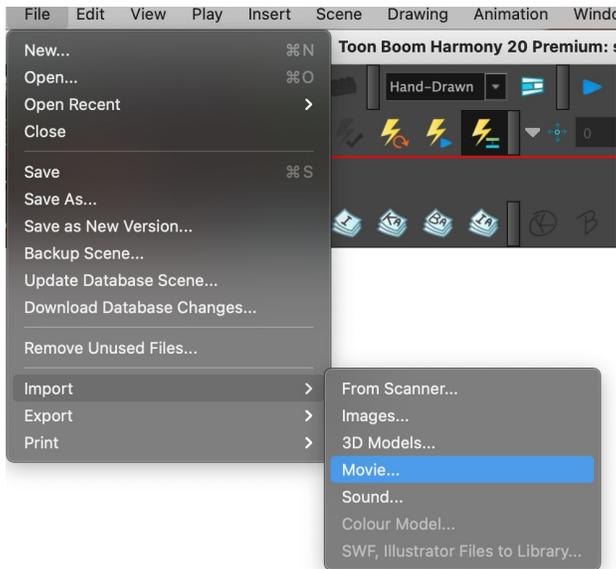
- ★ So now that your clean up animation file is created and open, go to the timeline portion of your screen and delete the default drawing layer. It's cursed. Don't use it.



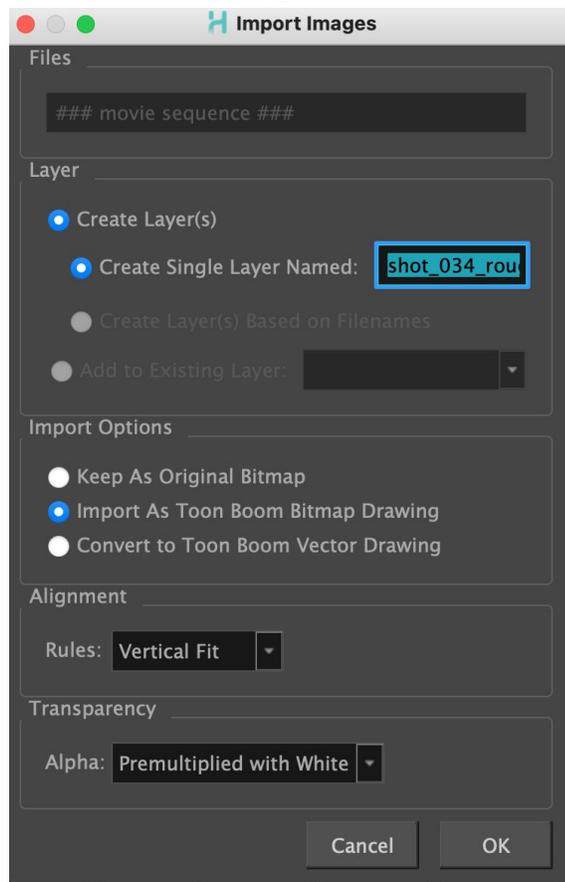
- ★ Once you've deleted it, go to the area just above the layers where there's a little plus sign and right click -> Colour Card
- ★ This adds a blank white background which you will need in order to see your rendered animation



- ★ Now that little bit of house-keeping is done, go to FILE -> IMPORT -> MOVIE



- ★ Find and select the MP4 you exported from earlier
- ★ Once it's imported a window like this will appear:



Importing this movie into toon boom turns it into a layer, and this is where you name that layer. We'll want to name it something like this (shot_yourShotNumber_rough) to signify

these are the rough keyframes and to keep our layers more organized, especially if you'll be using multiple rigs in your file, like I did.

- ★ You'll want to organize your layers like this and delete any audio file that came with it for now:



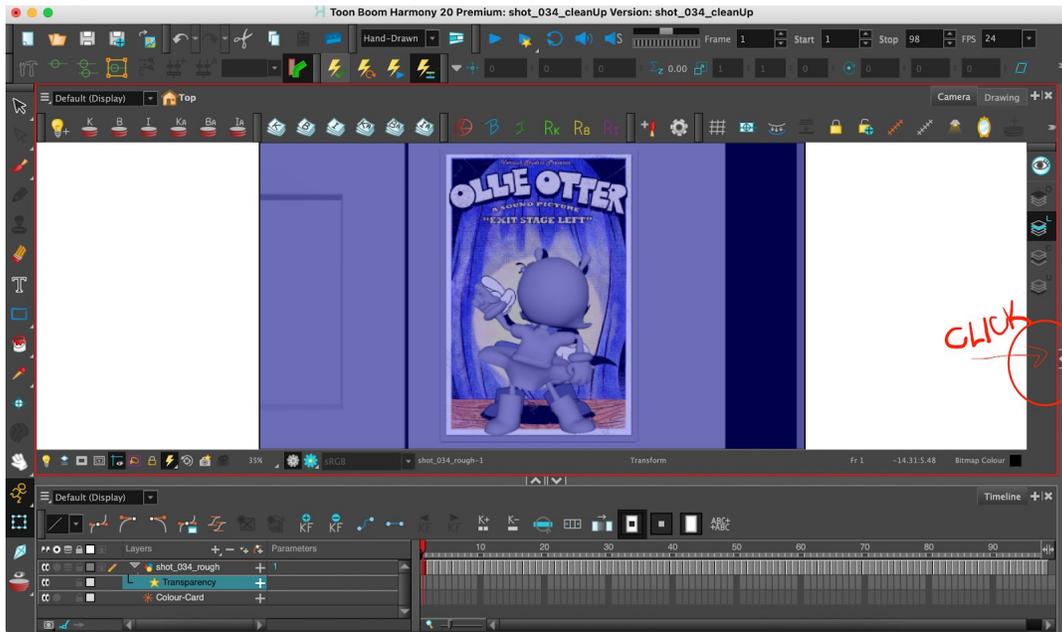
NODES:



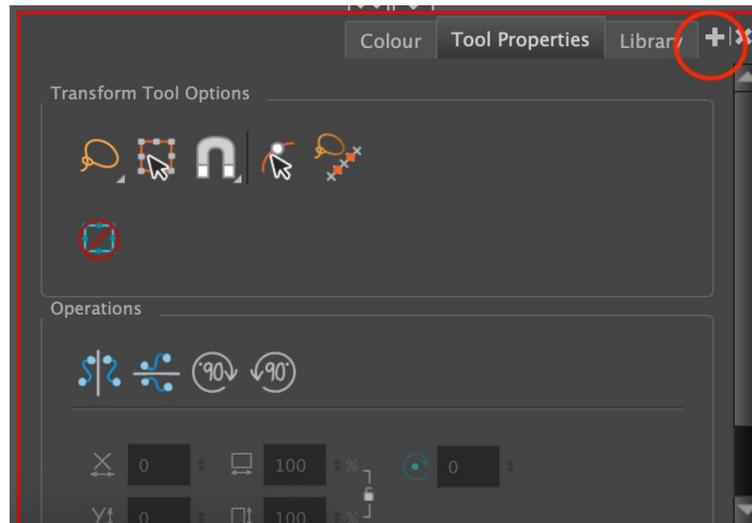
No
One
Does
mak E
Super rigged animation without them

- ★ Now here is where I introduce you to the Node View, which is paramount for this whole operation of clean up.

- ★ Firstly, you'll want to be sure the Node View is handy and easily accessible within your workspace. Go to the right side panel of Toon Boom

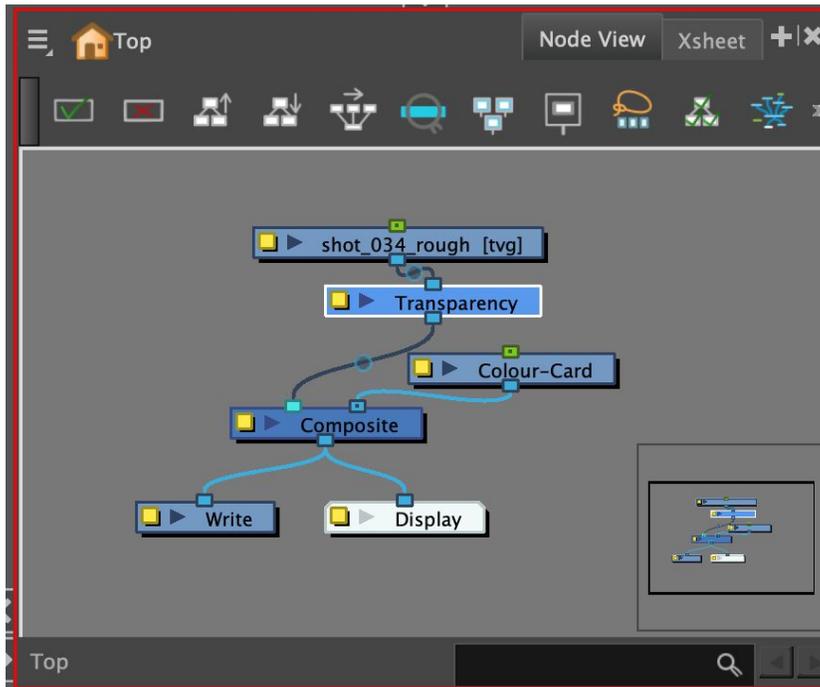


- ★ When it opens you may see the Tool Properties already there, or a tab that says Colour, but either way at the top you'll want to click the little plus button:



- ★ Mine is already preset, so this may not be exactly the same tabs you'll have already up, but the idea of the little plus is still the same!
- ★ Click Node View
- ★ Now you're going to want to add a transparency node to the one that says the name of your rough keyframe layer. You're probably thinking "the node what and the who now?!" No worries, friend, I will show :)
- ★ Right now your Node view may look something like this, maybe even a little messier:

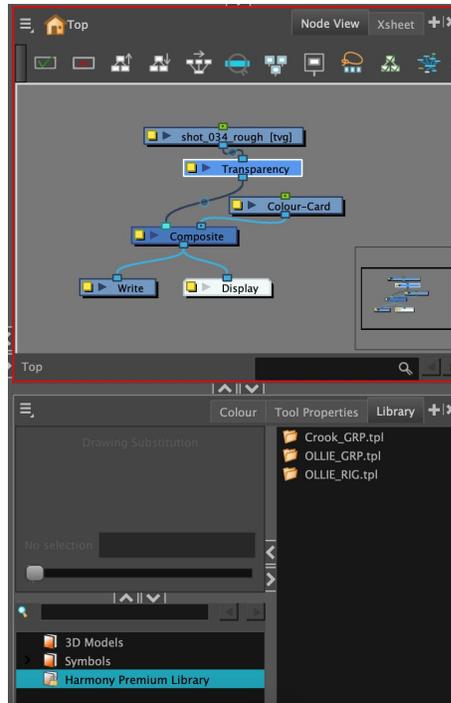
- ★ Click/drag + option key transparency into the little line connecting to the shot_034_rough to the composite so it snaps in there and looks like this:



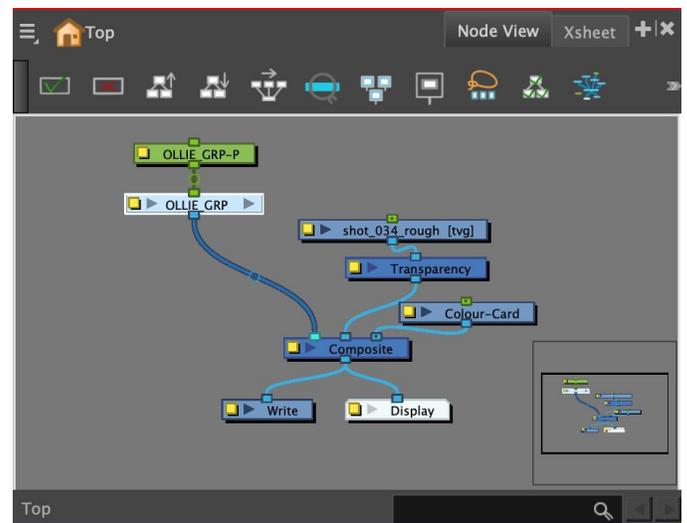
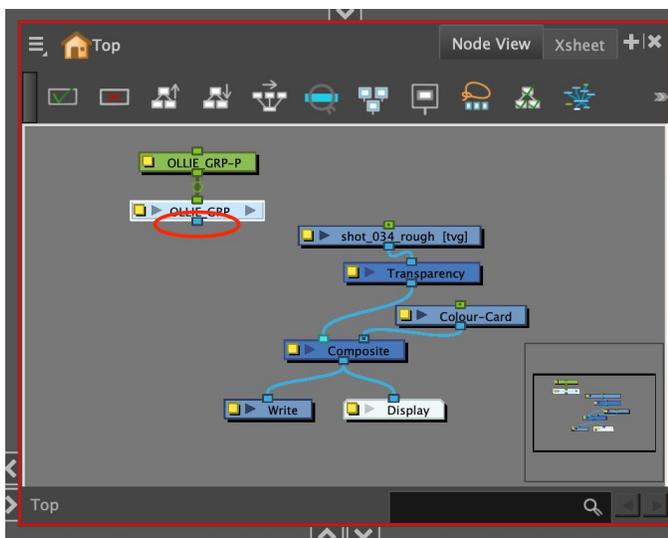
- ★ You'll also want to arrange your nodes to look like this so it's neater when you actually bring the rigs in....which is right now!

The Rig:

- ★ Before you even dream of cleaning up your animation, you need to get your rig layer set up and ready to go!
- ★ Now that you know NODES, you know that they are essential to working with a rig, so with that being said open up your Library in the side view port right under your Node View like so:



- ★ Simply click on “Harmony Premium Library” and select the rig you placed in that folder from before.
- ★ Click and drag the rig into the Node View viewport
- ★ BOOM!! There’s your rig
- ★ NO! You’re not done yet
- ★ Select the bottom node of the rig, and click and drag the tiny blue box on the bottom to the composite node to snap it into view so that it looks like this before and after:



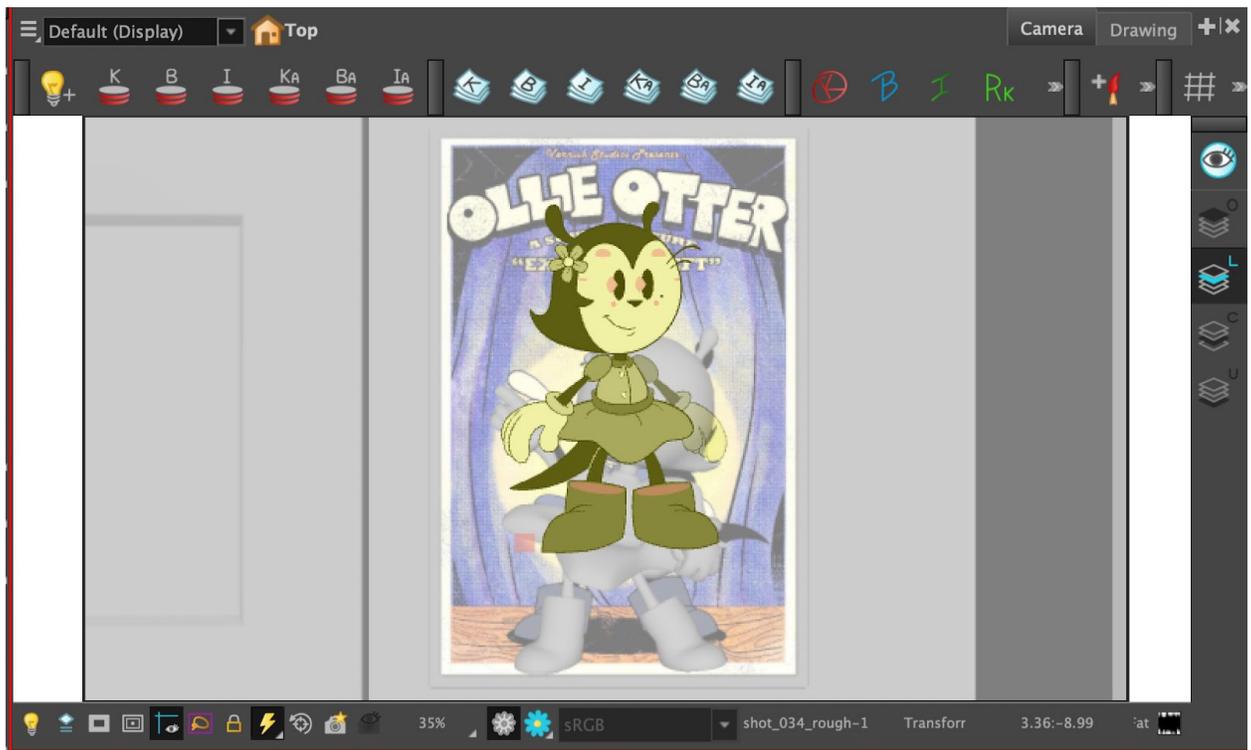
- ★ Do yourself a favor and add a transparency node to the rig (come on you know how to do that by now, super star). You’ll want to add it to the stem beneath the bottom node of

the character rig. This will make it easier to match the poses of your rough animation!
When you want to render and export the final version, simply right click the node and -> Delete

- ★ At this point your rig should be completely visible (but transparent) in the camera view and yes....your moment of triumph is here....



- ★ YOU CAN CLEAN UP YOUR ROUGH ANIMATION WITH THE RIG!!!



****Important Bonus Info!****

- ★ When posing your rig always make sure it has the yellow highlight on the part of the body you wish to pose as opposed to a purpley-blue color! You want to animate the PEG not the DRAWING itself. Yellow = peg, Purplely/Blue = drawing.
- ★ To select the peg just click on the part you want to pose and then press “b”. If you want to select more of the rig, keep pressing “b” on your selection until you have what you want.
- ★ To activate the deformers to warp the rig shapes into the placements you like, press “ ` ” - this is the key that has “ ~ ” on it as well (the accent mark key under the “esc” button).
- ★ One last important thing to know before you start cleaning up is z-depth in the coordinate window

->WINDOWS

->TOOLBARS

->COORDINATE

- ★ The third box (far right one) is your z-depth box. This is how you move drawings forward/backward so that you can put hands/arms in front of or behind the character, move ears/hair in front/behind, etc. You'll want to click on the object you want to move forward or back, go to the z-depth box, and type in using very small increments, like 0.0001, then depending on whether you want it to move front (F) or back (B) is what letter you type after the number. For example I want to move Ollie's hand in front of her face so I will put “0.0001 F” into the z-depth box.