

# Animation



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## Product Summary

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### Toon Boom Studio 1.0



Toon Boom Studio  
2D Animation Software for the  
Web

**Guide Rating** - ★★★★★

- Pros**
- Exquisite control over characters and objects.
  - Exploits traditional animation technique.
  - Simplifies some Flash animation awkwardness.

- Cons**
- Really chews up the memory.
  - Toon Boom's vector art is tough to edit.
  - No Action Script or interactivity.

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#### **The Bottom Line -**

Trained animators moving into Web work will appreciate the familiar tools for creating action. Workflow is also organized in the fashion of professional animation. Documentation is really excellent. The Flash program is also required for programming interactivity.

#### **Product Description**

- Toon Boom supports stylus/tablet including pressure sensitivity.
- Camera moves are implemented like a multiplane camera. The camera is a player in the cinematic action.
- This is the Greatest! Every graphic application should have Toon Boom's rotating drawing surface.

#### **Guide Review**

#### **Professional Standards**

Many companies have made animation tools for the Web. Toon Boom is the first to presume that there's a trained animator at the controls. It knows how an animator thinks about movement. It knows how animators plan, calculate and execute their craft. It has the handles we look for to create subtle verisimilitude.

If you *don't* have the background, you may find Toon Boom tough. You'll learn a lot about tweaking the qualities of movement. Every control comes with a calculus curve with which you tweeze the motion. You can skip it if you wish but it's there when you need it. Easing is not Flash's forté, Toon Boom has it nailed. Characters inhabit a 3D space that automates totally precise and realistic

size changes. Camera movements come alive.

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