

---

---

# Storyboard Pro 20 Quick Start Guide

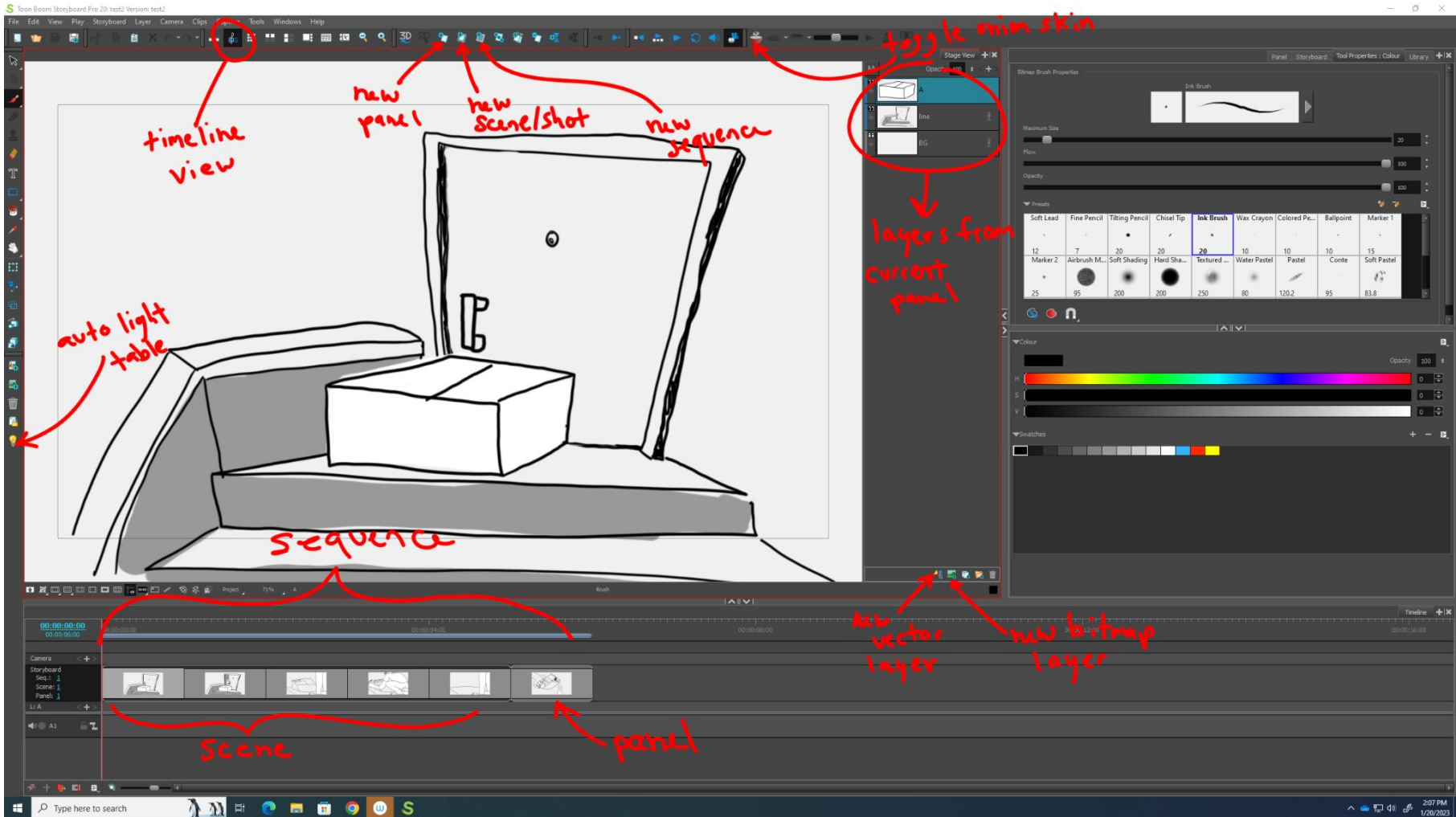
Gil Goletski

---

---

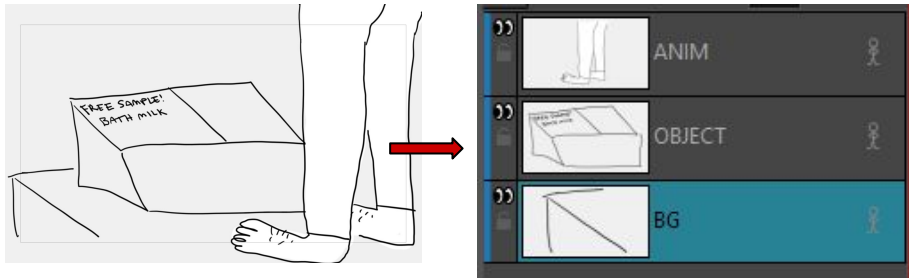
# PANELS/SCENES/SEQUENCES/ACTS

- **Panel:** describes changes in actions such as character facial expressions, body language and other movements within a scene.
  - **Scene/Shot:** A collection of panels indicating action within a single location/“camera” angle. A scene/shot begins and ends when there is a camera angle change. (Note: “Shot” is terminology for a live-action collection of panels from one camera angle within Storyboard pro, the terminology language can be changed from Animation to Live-action within the Preferences menu)
  - **Sequence:** A collection of scenes/shots in one location, grouped in blue on the timeline above your panel thumbnails.
  - **Act:** Indicated with pink brackets in the thumbnail view, and a pink flag over your panels in timeline view. Indicates the overarching story beats of your animation.
-



# KEY INTERFACE OPTIONS

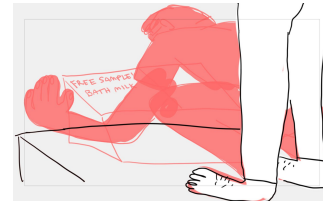
**Panel Layers:** Each panel you create in Storyboard Pro has its own unique layers.



**Timeline view:** There are several ways to view panels and sequences in SP, timeline view allows you to view your panels in a timeline like how you would in a video editing program (recommended)



**Onion Skin:** Allows you to view one or multiple previous or upcoming panels semi-transparently while drawing current panel. Previous frames are shown in red while future frames are in green.

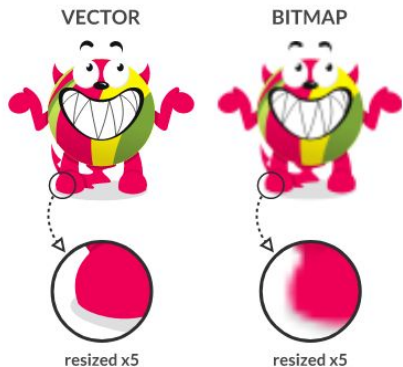



**Auto Light Table:** Grays out unselected layers while keeping selected layer opaque to prevent drawing on the incorrect layer




# VECTOR vs BITMAP

## Which one should I use?



VECTOR  ← new vector layer

- Made of strokes/mathematical equations
- Individual strokes can be edited without sacrificing quality.
- Auto-fill can be added quickly.
- Drawings can be resized without quality loss.
- Smaller file size
- Can be converted to bitmap easily (rasterize)
- Limited brushes/textures/more “digital” looking.
- Unsuitable for photorealism/images with lots of texture/gradients

BITMAP (aka RASTER)  ← new bitmap layer

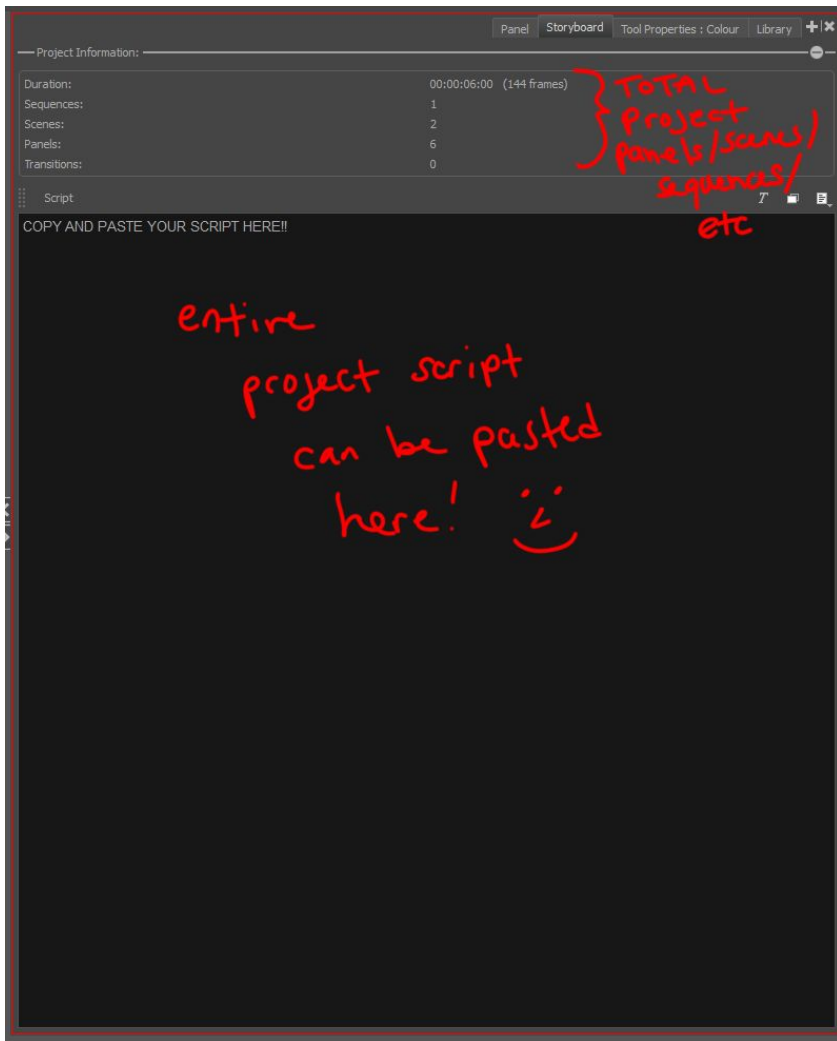
- Made of pixels
- More brush options/textures
- Better for wider ranges of colour, gradients, etc.
- Better for high detail images like photos
- Pixelates when sized up
- Larger file size
- Cannot be vectorized easily



FIG.1  
Pixel-based raster image

FIG.2  
Vector-based graphic

vector-conversions.com



# STORYBOARD

- A place to copy & paste your script.
- Tells you the duration of project and how many scenes & panels there are.

Panel | Storyboard | Tool Properties : Colour | Library + X

Sequence:  
1

Scene:  
1

Panel:  
1

Duration:  
0:00:01.00 (24 frames)

Selection Information:  
1 panel selected :

In: 00:00:00:00 (frame #0)  
Out: 00:00:00:23 (frame #23)  
Duration: 00:00:01:00 (24 frames)

Voice Annotations:

Dialog  
GIL: Huh? What's this?

Action Notes  
Gil opens the door

Slugging

Notes  
SFX: door unlatching, opening

selected panel # and scene, seq it belongs to.

panel duration

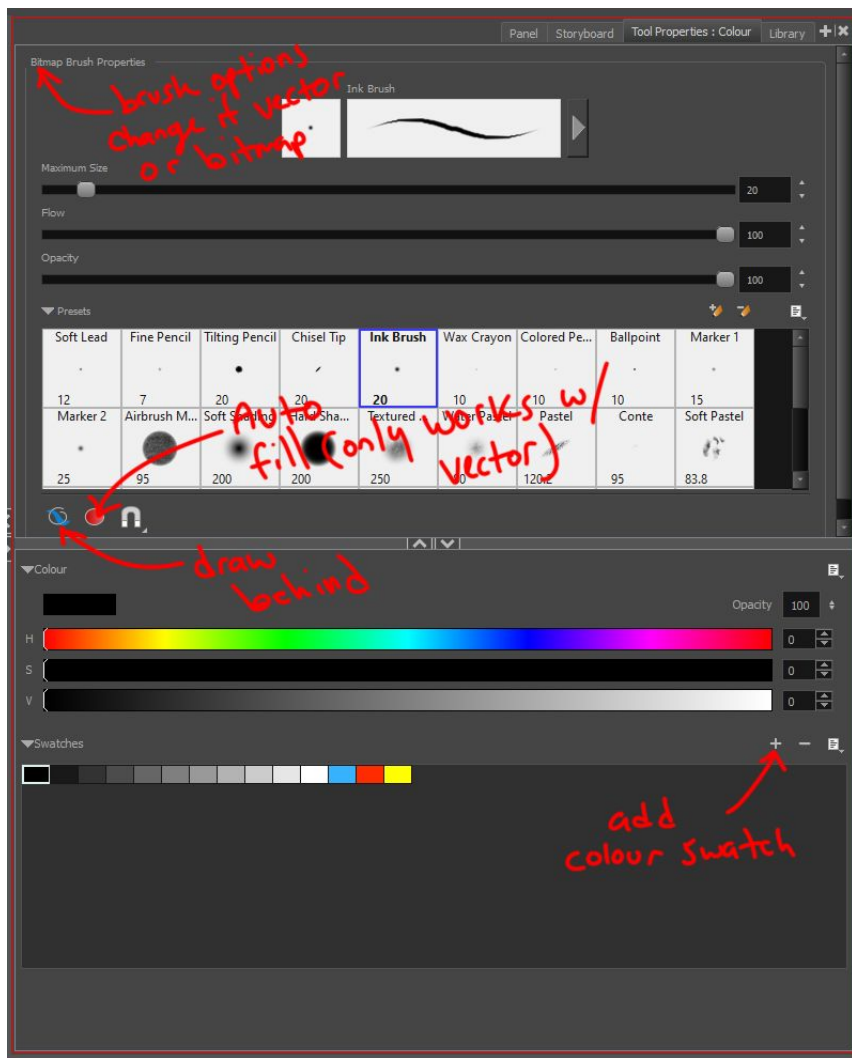
any dialogue goes here

direction for character anim

extra notes like Sfx etc.

# PANEL

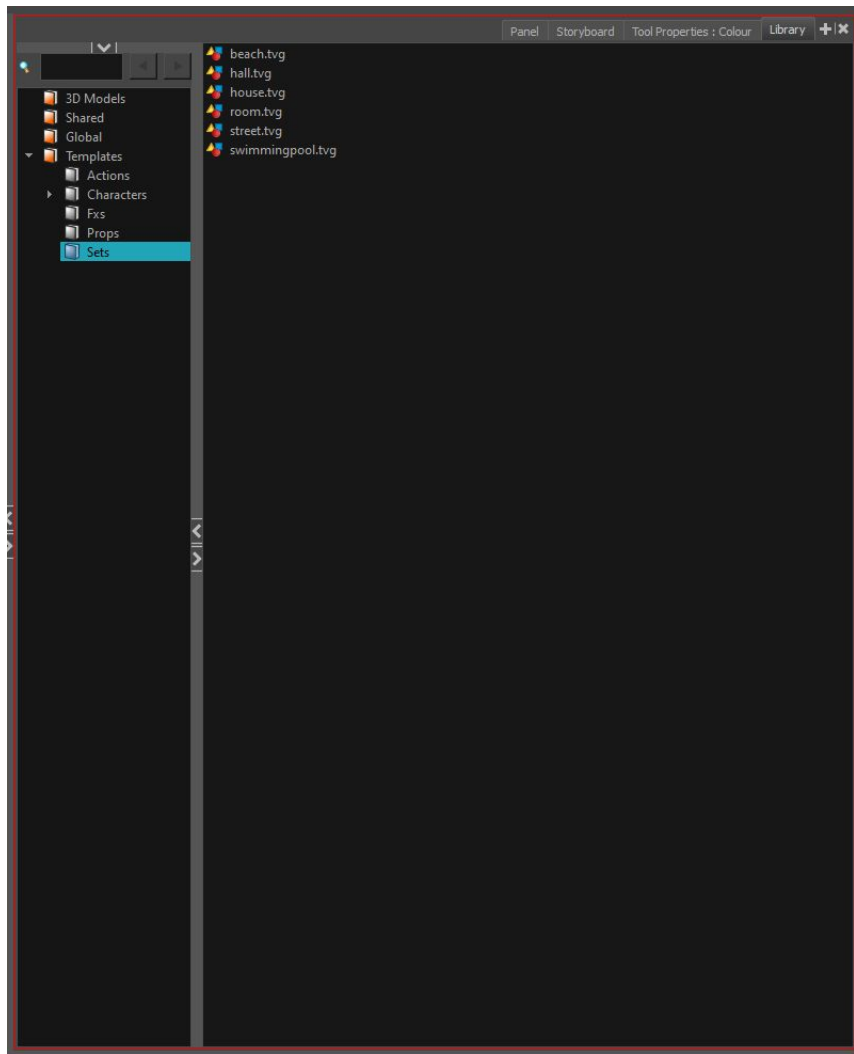
- Add/change scene name, panel number
- Change timing/duration of panel (H:MM:SS.FF)
- Add dialogue, action notes, slugging, or any other notes in the indicated text boxes.



# TOOL PROPERTIES

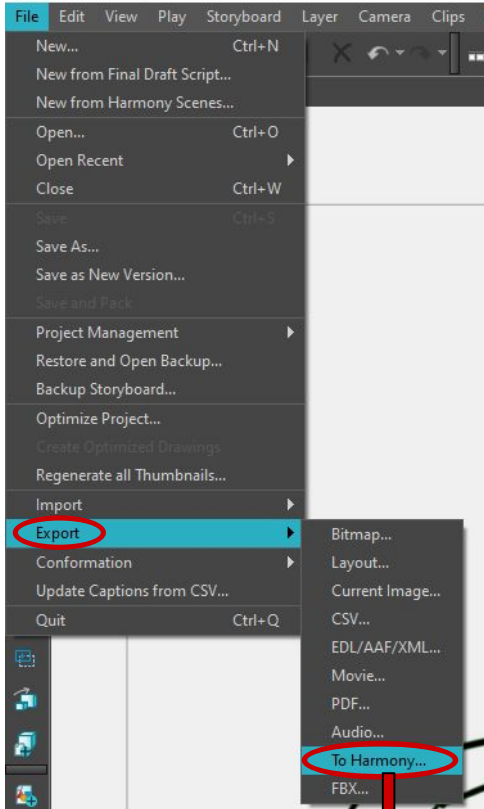
- Edit parameters of the tool or brush you are using
- Brush parameters can be changed and saved as presets
- Each tool has its own unique parameters, take the time to familiarize yourself with each of them





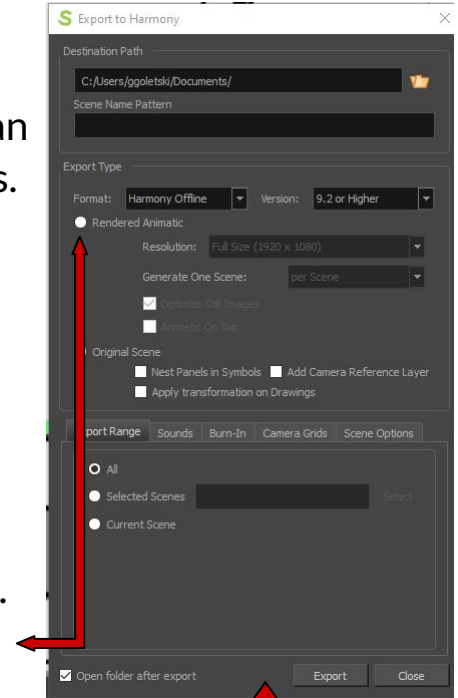
# LIBRARY

- Reusable elements in your storyboards
  - Folders can be added from your PC and organized within Library
  - Can be elements that are reused often in your storyboard such as sounds and other SFX, drawings that can be recycled with small changes, 3D models, etc.
-

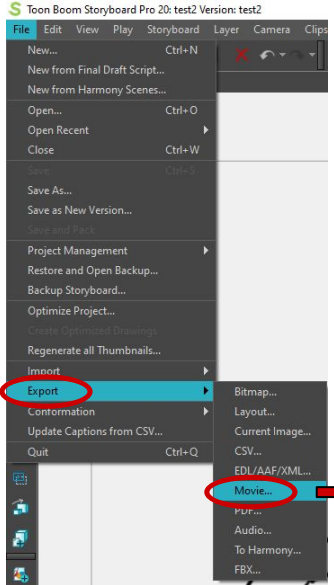


# EXPORTING TO HARMONY

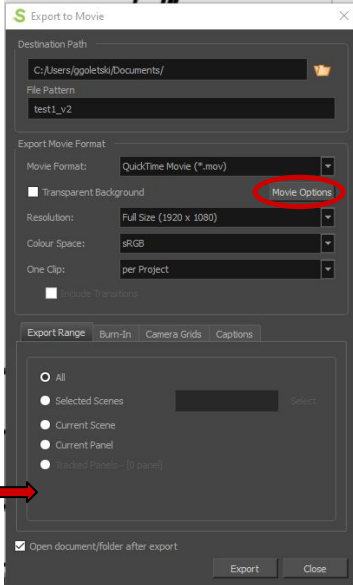
- Storyboards created in Storyboard Pro 20 can be easily exported to Harmony in a few clicks.
- To do this navigate to File > Export > To Harmony...
- In the new dialogue window, name your storyboard (defaults to naming convention `ProjectName_Sequence#_Scene#`).
- Storyboard pro will create a new folder for each sequence in your storyboard.
- You can also render as an animatic movie file.



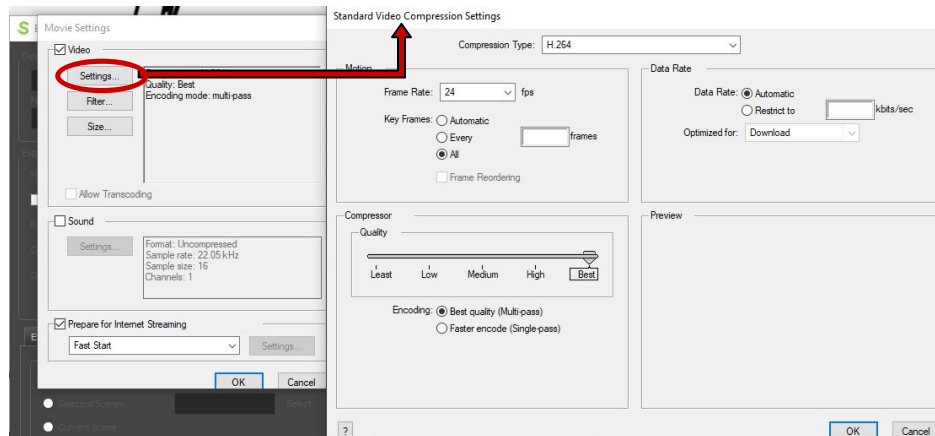
1.



2.



3.



# EXPORT TO .mov

1. Navigate to File>Export>Movie...
2. In the Export to Movie dialogue box, choose a file path and name your movie. Make sure you are exporting in the same dimensions as your project. Exporting as a Quicktime MOV file is recommended.
3. Click the "Movie Options" button to bring up the Movie Settings box. Click the "Settings" button to bring up another window, "Standard Video Compression Settings"
4. Make sure your frame rate matches that of your project.
5. Set Key Frames to "All" and Quality to "Best".
6. Compression types H.264 or Animation are recommended (H.264 for the smallest file, Animation for the best quality)
7. Click "OK" in both dialog boxes and return to "Export to Movie". Click Export.
8. Open and view your movie file to ensure there are no errors.