

**SMITHMICRO**  
SOFTWARE

- *CREATE YOUR ANIMATIONS  
IN ANY STYLE*
- *APPLY POWERFUL BONE RIGGING  
AND LIP-SYNCING*
- *SPEED UP WORKFLOW WITH SMART  
BONES AND AN INTUITIVE TIMELINE*



**ANIME STUDIO<sup>®</sup>** **PRO | 11**  
Complete Animation for Professionals and Digital Artists



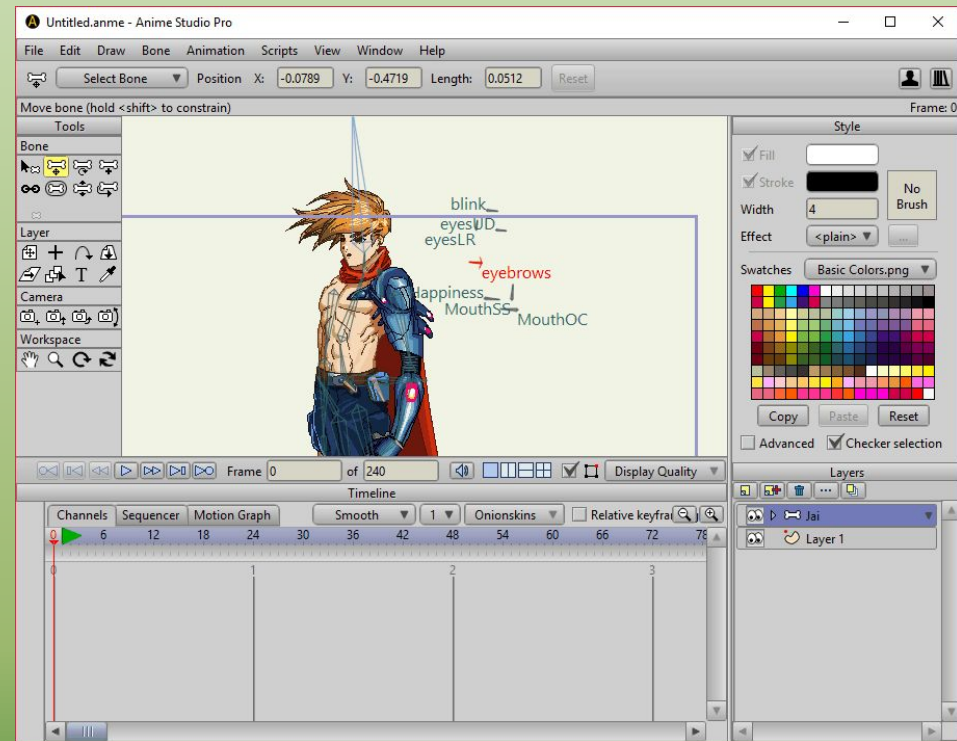
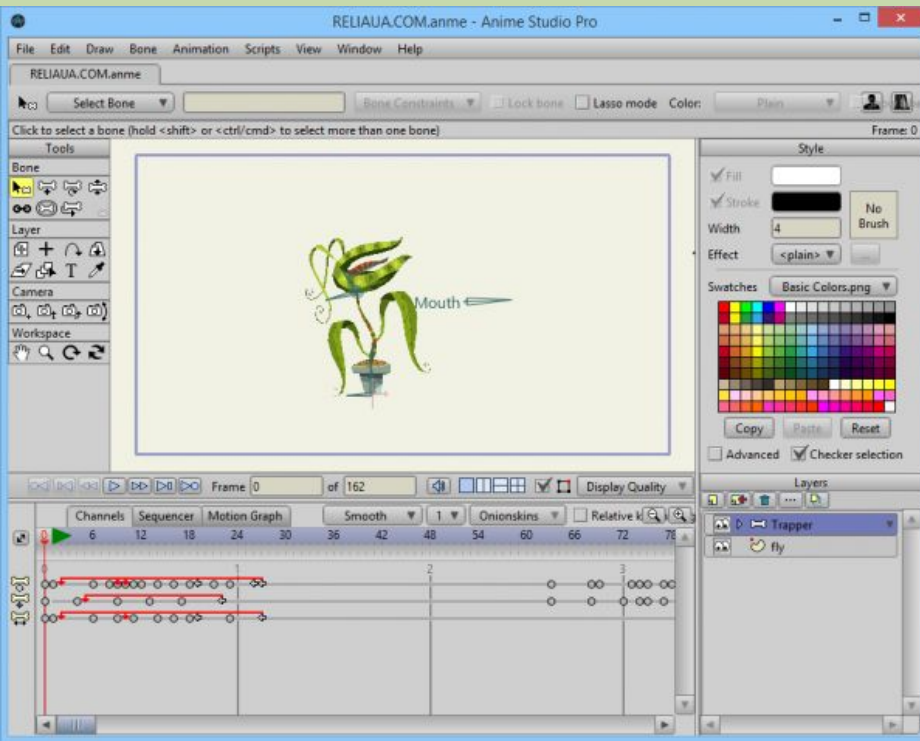
ANIME STUDIO®

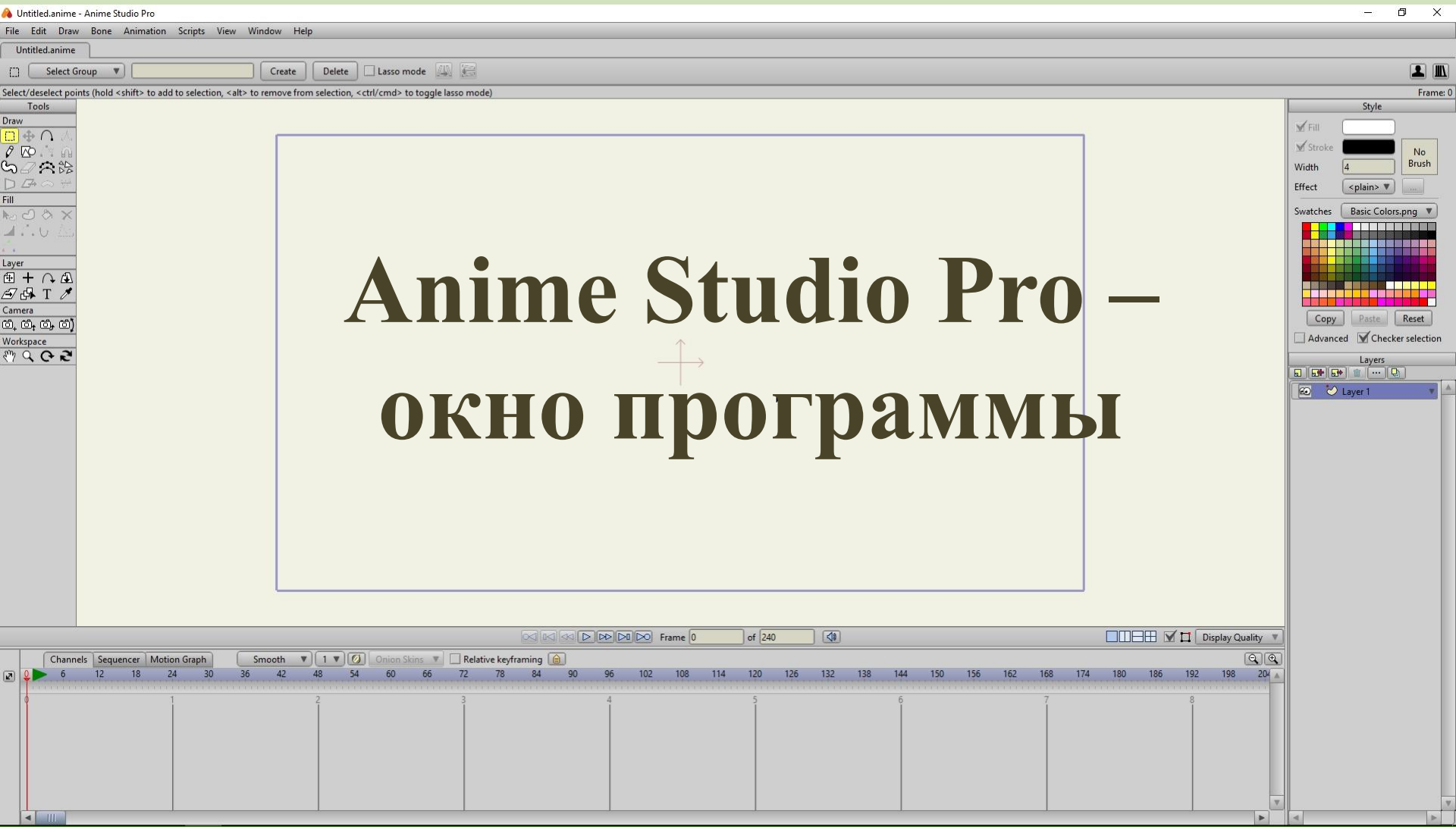
# Anime Studio Pro – создание мультипликации





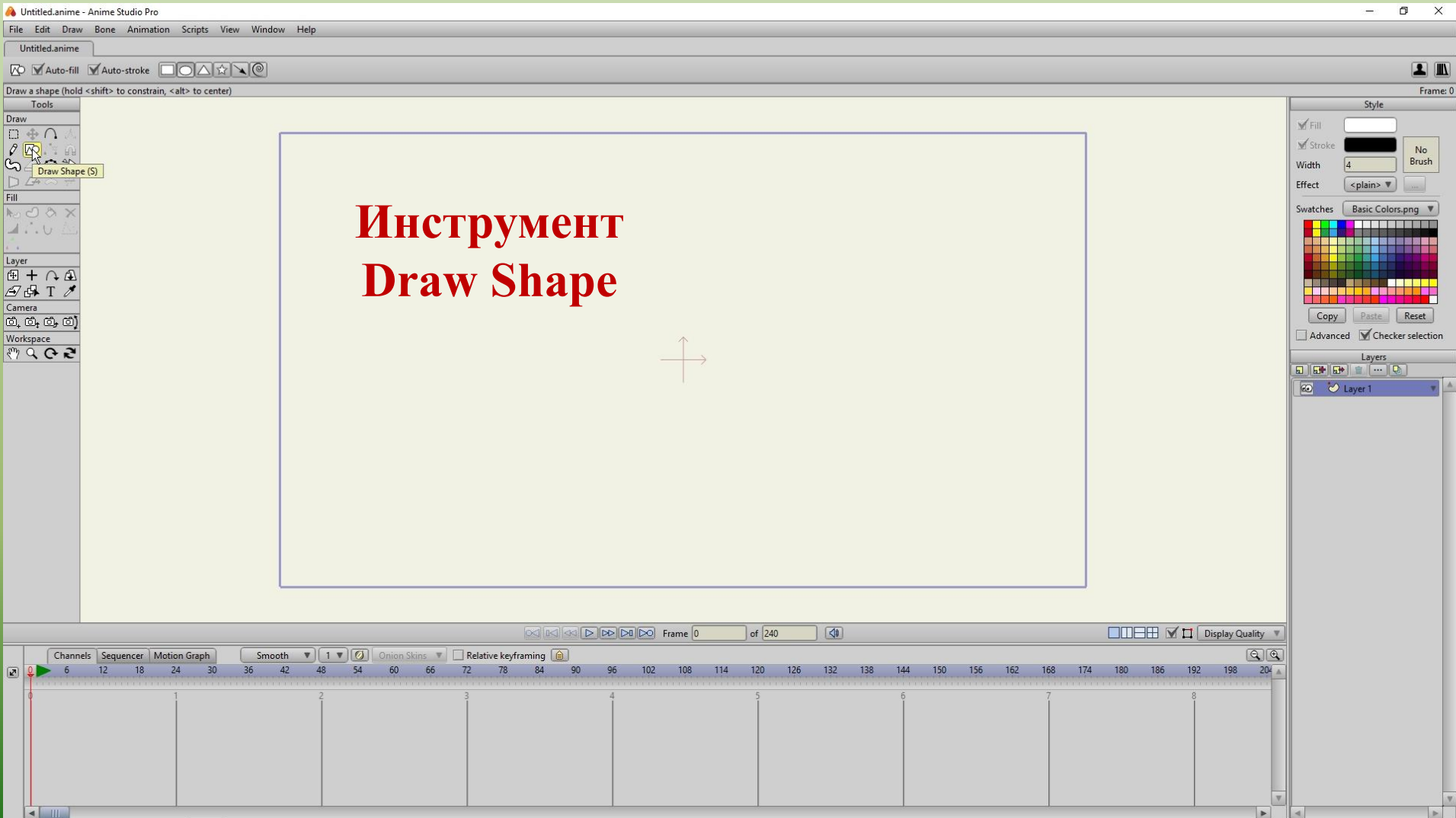
# Anime Studio Pro – обзор программы





# Anime Studio Pro — окно программы

# Процесс создания анимации «Мячик»



Draw a shape (hold <shift> to constrain, <alt> to center)

Tools

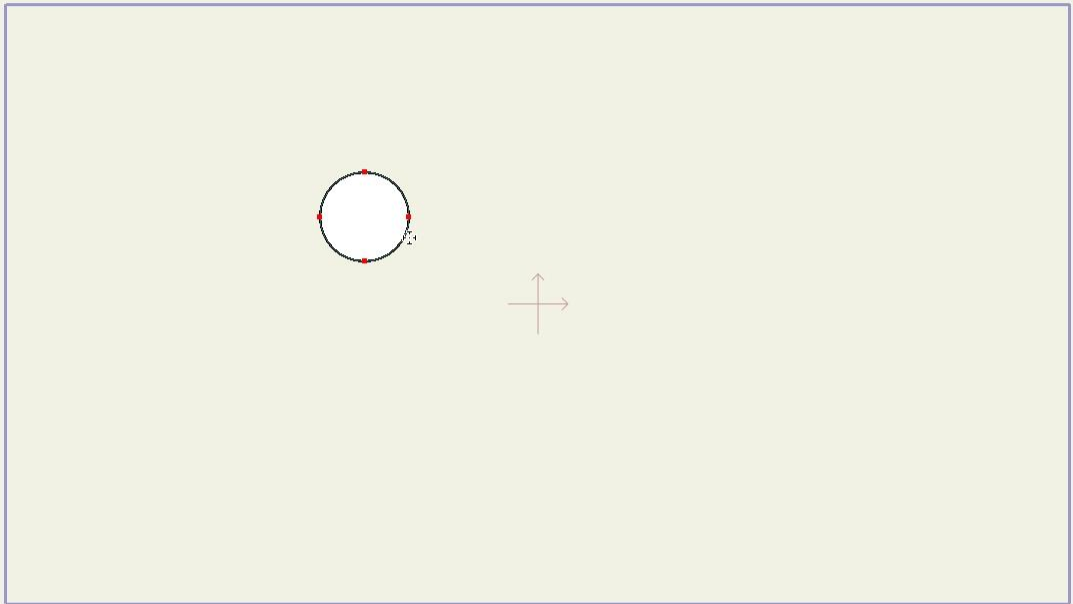
Draw

Fill

Layer

Camera

Workspace



Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

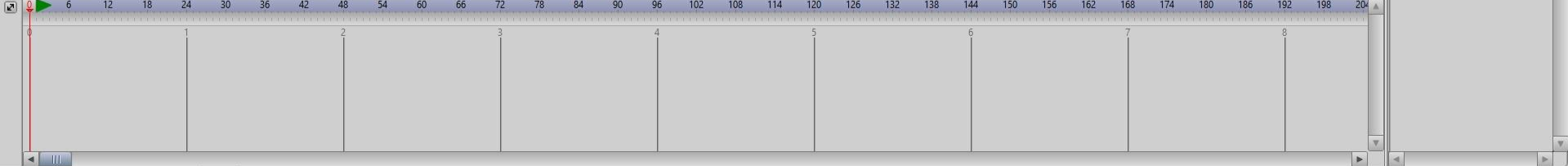
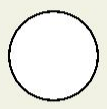
Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Frame 0 of 240 Display Quality

Timeline: 0, 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96, 102, 108, 114, 120, 126, 132, 138, 144, 150, 156, 162, 168, 174, 180, 186, 192, 198, 204

**Инструмент  
Select Shape**



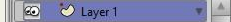


Color Picker



Color Picker dialog box showing a color selection interface. The selected color is a blue, with RGB values of Red: 12, Green: 160, Blue: 229, and Alpha: 255. The hex code is # 0CA0E5. The dialog includes an OK button and a Cancel button.

Style panel showing Fill (checked), Stroke (checked), Width (4), and Effect (<plain>). Includes a Swatches panel with a color palette and buttons for Copy, Paste, and Reset.



Timeline and animation controls. Includes Channels, Sequencer, and Motion Graph tabs. The timeline shows frame numbers from 0 to 240. The Motion Graph tab is active, showing a smooth curve for the selected layer.



Tools

Draw

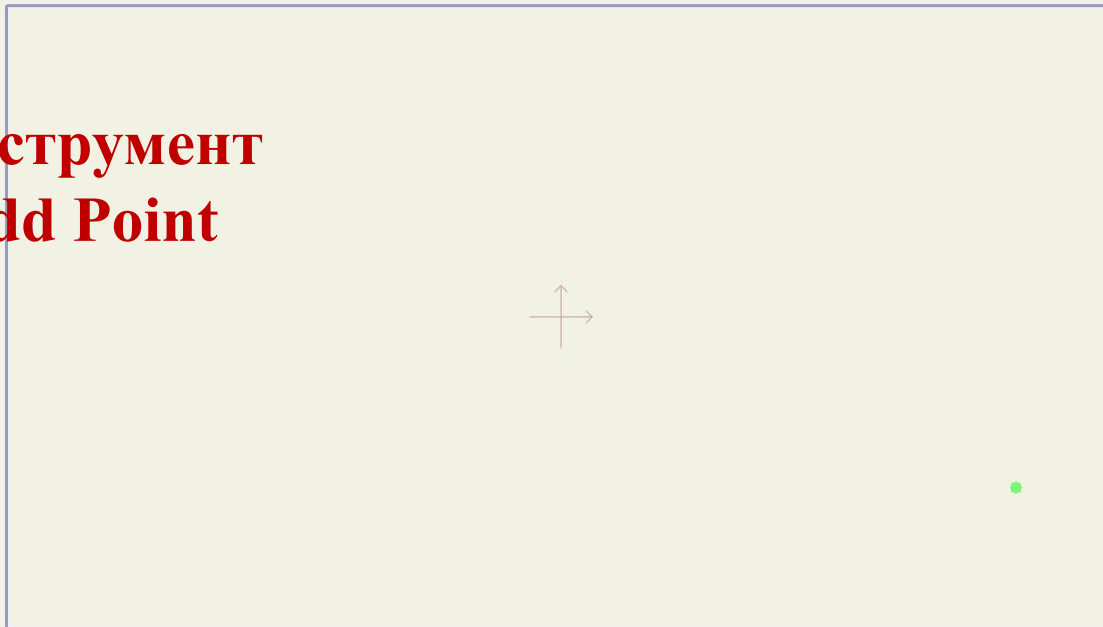
Fill

Layer

Camera

Workspace

# Инструмент Add Point



Style

Fill: [Blue swatch]

Stroke: [Black swatch] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced Checker selection

Layers

Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Frame 0 of 240

Display Quality

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Tools

Draw

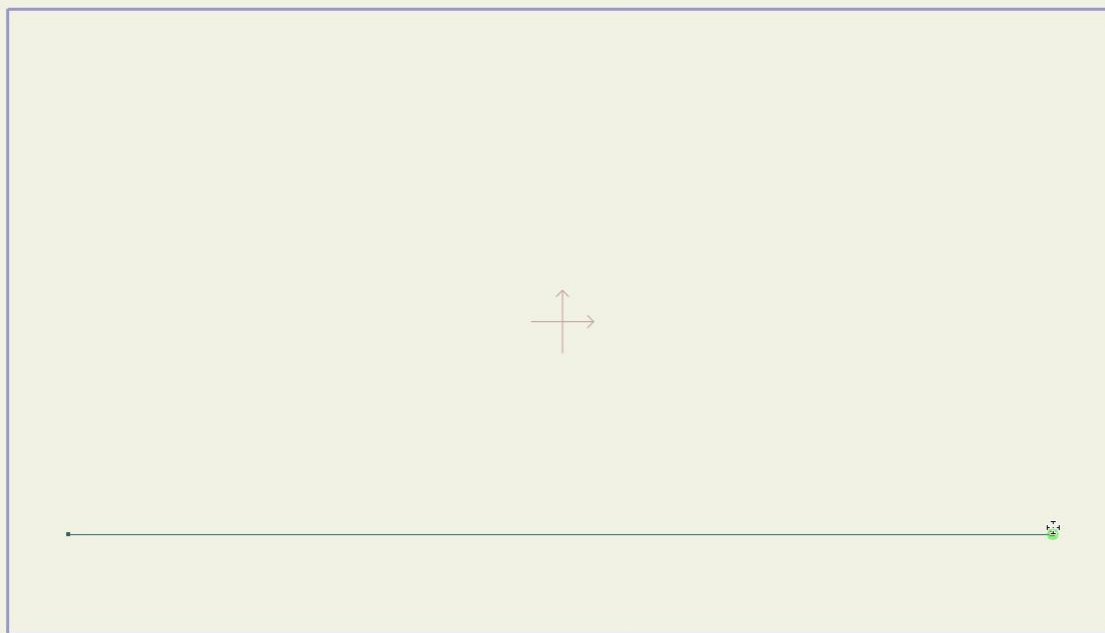
- Rectangle
- Circle
- Line
- Curve
- Freehand
- Eraser
- Weld
- Auto-weld
- Auto-fill
- Auto-stroke
- Sharp corners

Fill

- Fill
- Stroke
- Width
- Effect

Layer

- Layer
- Camera
- Workspace



Style

- Fill: Blue
- Stroke: Black
- Width: 4
- Effect: <plain>
- Swatches: Basic Colors.png
- Copy Paste Reset
- Advanced Checker selection

Layers

- Layer 1

Timeline

Frame 0 of 240

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Tools

Draw

- Select Points (G)

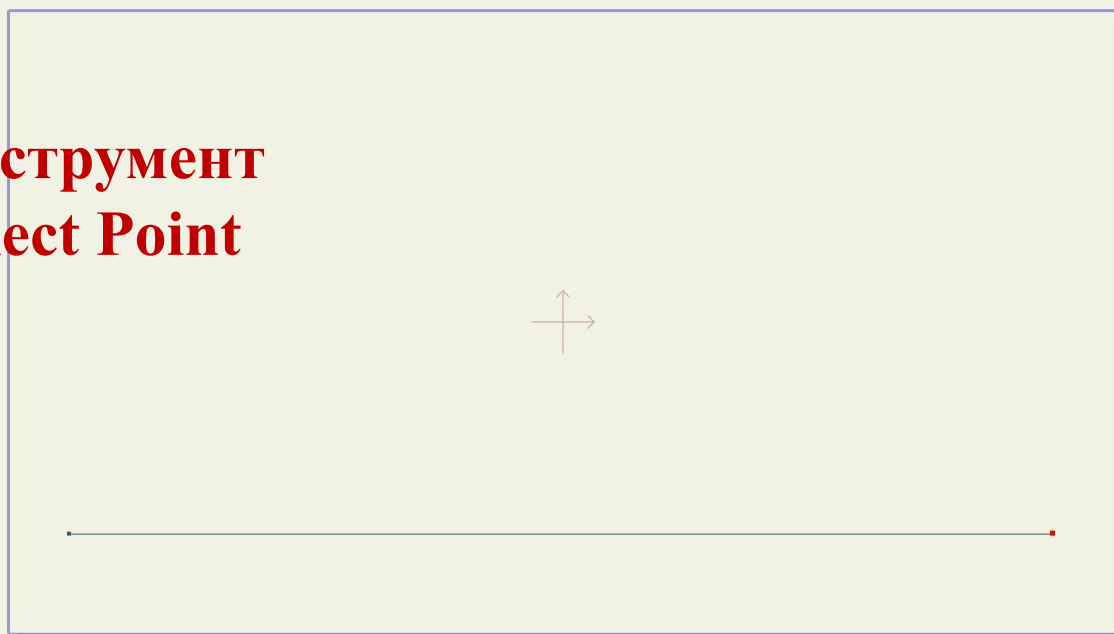
Fill

Layer

Camera

Workspace

# Инструмент Select Point



Style

Fill: [Blue swatch]

Stroke: [Black swatch] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Layer 1

Frame 0 of 240

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative Keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Select/deselect points (hold <shift> to add to selection, <alt> to remove from selection, <ctrl/cmd> to toggle lasso mode)

Tools

Draw



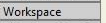
Fill



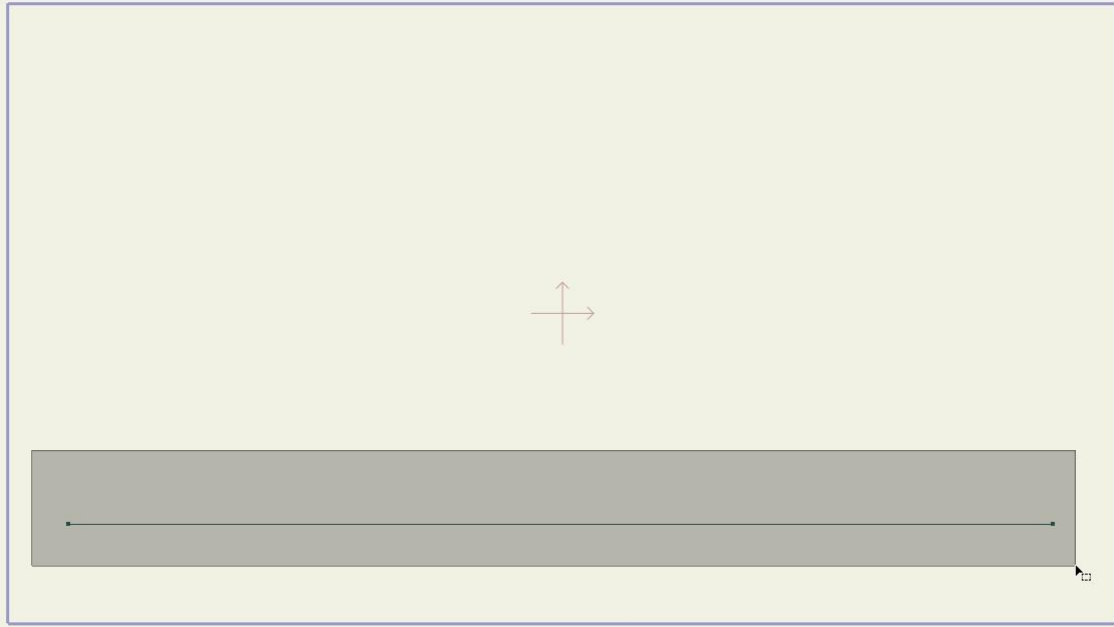
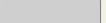
Layer



Camera



Workspace



Style

Fill: [Blue swatch]  
Stroke: [Black swatch] No Brush  
Width: 4  
Effect: <plain>  
Swatches: Basic Colors.png  
[Color palette grid]  
Copy Paste Reset

Advanced Checker selection

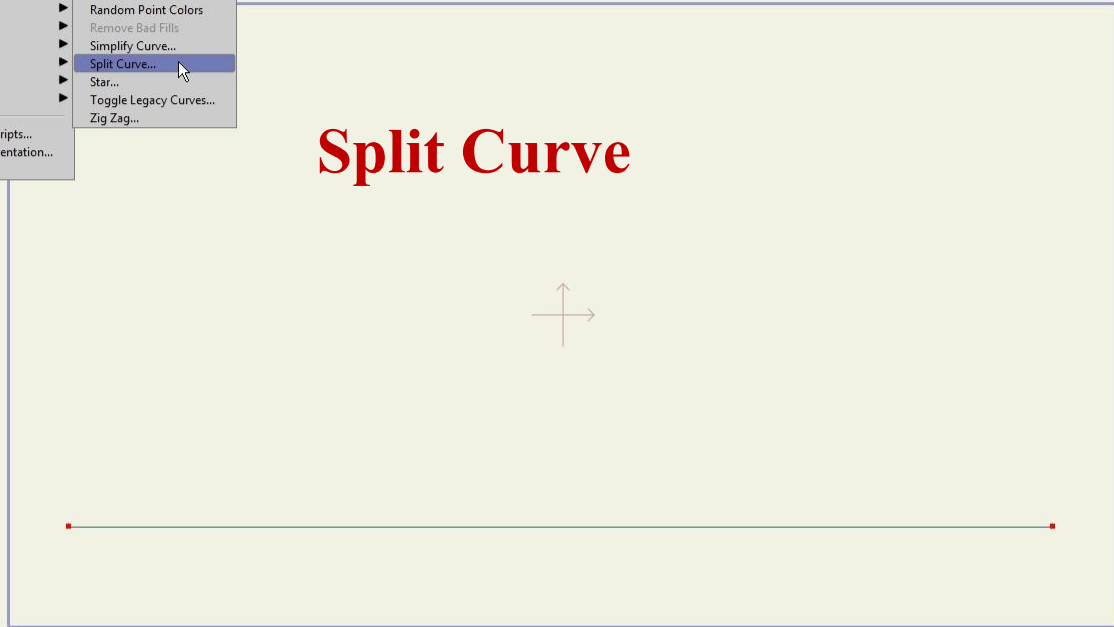
Layers

[Layer 1]

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing  
Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

- 3D
- Camera
- Draw
  - Apply Sketchy Effect
  - Auto Weld
  - Gear...
  - Polygon...
  - Random Point Colors
  - Remove Bad Fills
  - Simplify Curve...
  - Split Curve...**
  - Star...
  - Toggle Legacy Curves...
  - Zig Zag...
- Image
- Layer Effects
- Particle Effects
- Script Writing
- Sound
- Text
- Tiling
- Visibility
- Warp
- Other Popular Scripts...
- Scripting Documentation...
- Install Script...

# Split Curve



Style

Fill  No Brush

Stroke  Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Tools

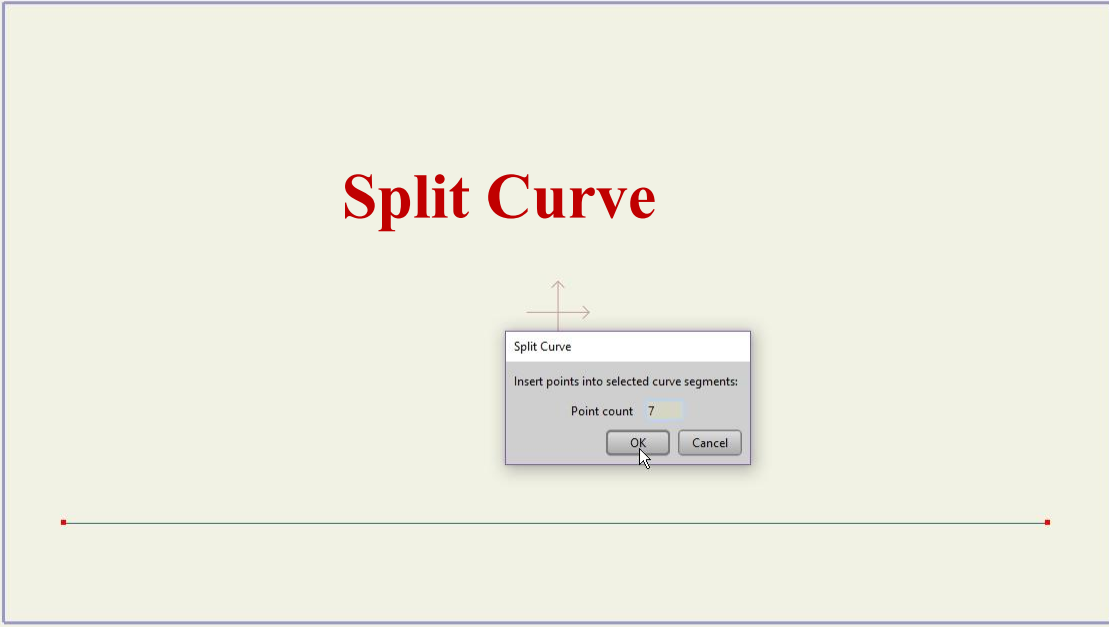
Draw

Fill

Layer

Camera

Workspace



Style

Fill

Stroke

Width 4

Effect

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Frame 0 of 240

Display Quality

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Timeline (0 to 204)

Select/deselect points (hold <shift> to add to selection, <alt> to remove from selection, <ctrl/cmd> to toggle lasso mode)

Tools

Draw



Fill



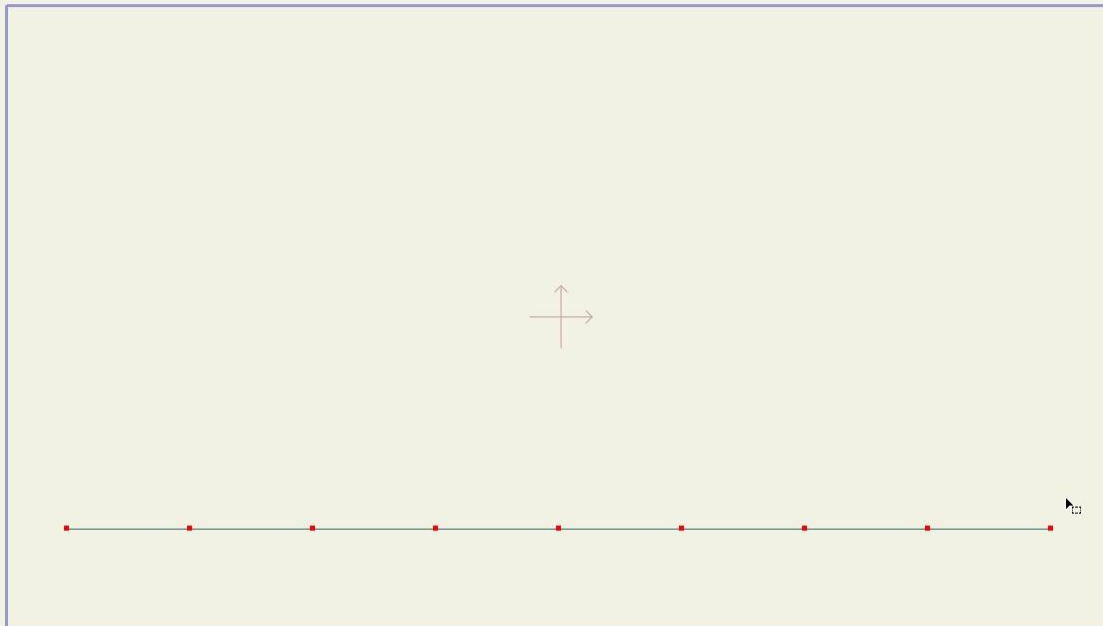
Layer



Camera



Workspace



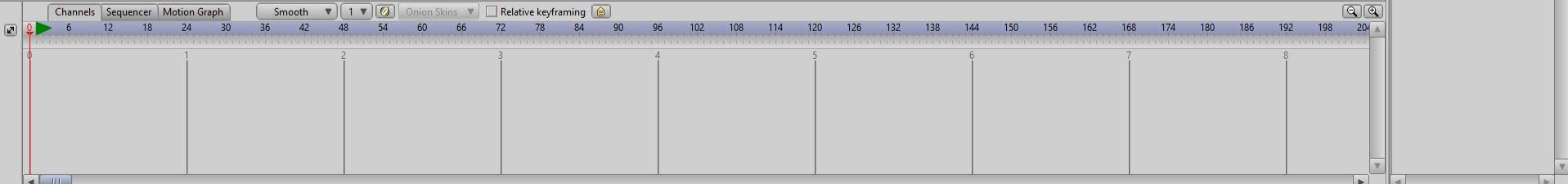
Frame: 0

Style

Style panel with options for Fill (blue), Stroke (black), Width (4), Effect (<plain>), Swatches (Basic Colors.png), Copy, Paste, Reset, Advanced, and Checker selection.

Layers

Layers panel showing a single layer named 'Layer 1'.



Tools

Draw

- Line
- Rectangle
- Circle
- Freehand
- Bezier
- Text
- Image

Fill

- Fill
- Stroke

Layer

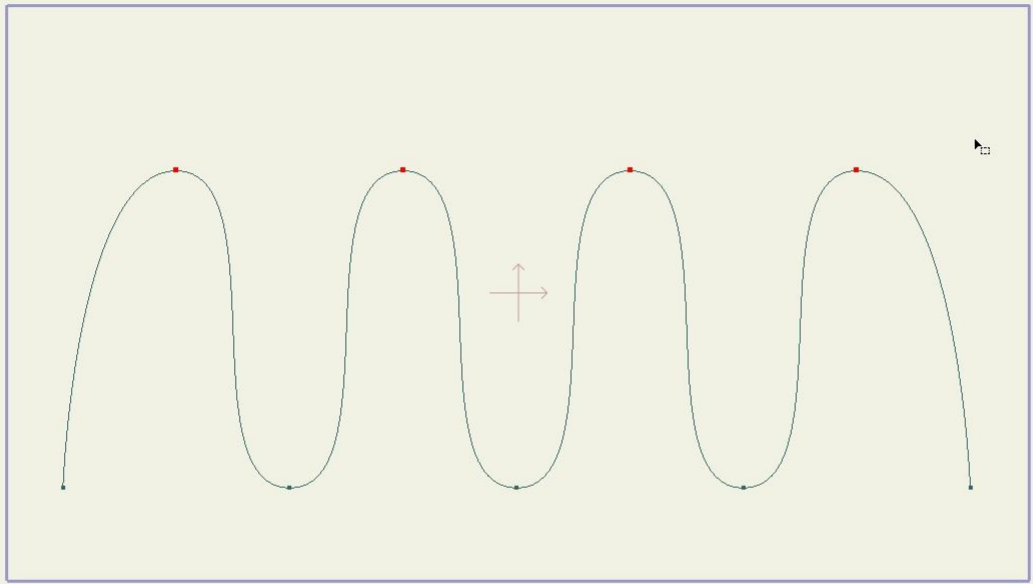
- Group
- Copy
- Paste
- Move
- Lock
- Unlock

Camera

- Reset
- Follow
- Lock
- Unlock

Workspace

- Reset
- Lock
- Unlock



Style

- Fill: Blue
- Stroke: Black
- Width: 4
- Effect: <plain>

Swatches: Basic Colors.png

- Copy
- Paste
- Reset

Advanced  Checker selection

Layers

- Layer 1

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing



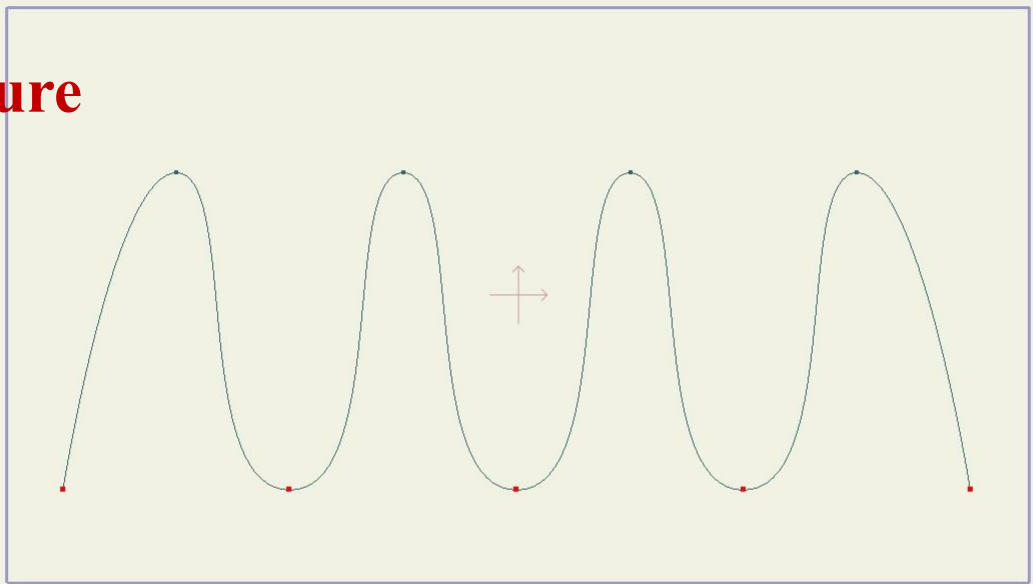
Drag side to side to adjust the curvature through the selected points (hold <ctrl/cmd> to select points)

Tools

Draw

- Line
- Rectangle
- Circle
- Curve
- Curve (C)
- Freehand
- Eraser
- Fill
- Layer
- Camera
- Workspace

# Curvature



Style

Fill: [Blue Box]

Stroke: [Black Box] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Frame 0 of 240

Smooth 1 Onion Skins Relative keyframing

Channels Sequencer Motion Graph

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Drag side to side to adjust the curvature through the selected points (hold <ctrl/cmd> to select points)

Tools

Draw



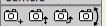
Fill



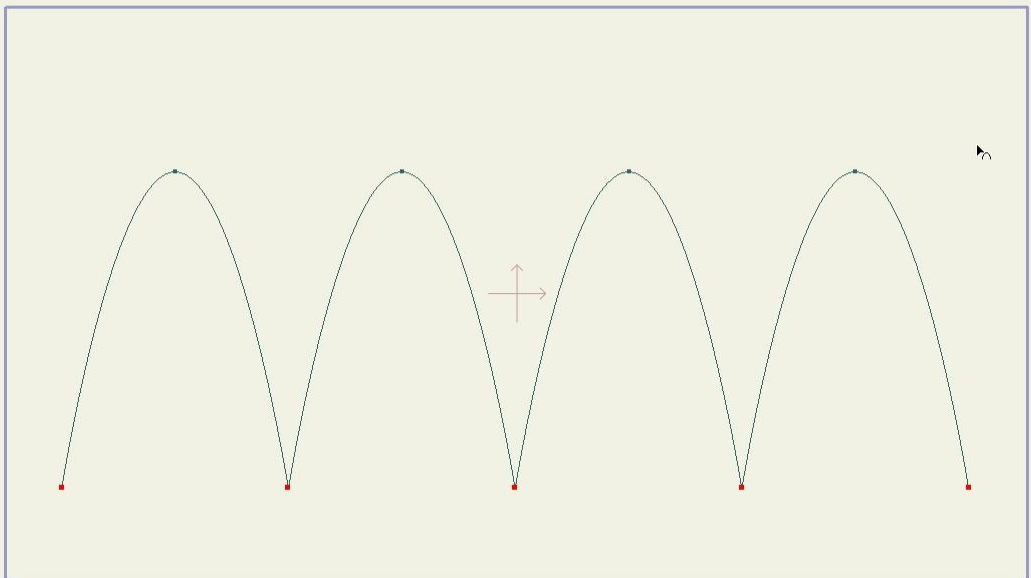
Layer



Camera



Workspace



Style

Fill:

Stroke: No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Timeline interface with tracks for Channels, Sequencer, and Motion Graph. The timeline shows frame numbers from 0 to 204. The Motion Graph track is currently selected and shows a red vertical line at frame 0.

Move/Scale/Rotate selected points (press <space> to weld, hold <shift> to constrain, <alt> to disable auto-welding, <alt> while scaling to squash, <ctrl/cmd> to select points)

Tools

Draw



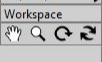
Fill



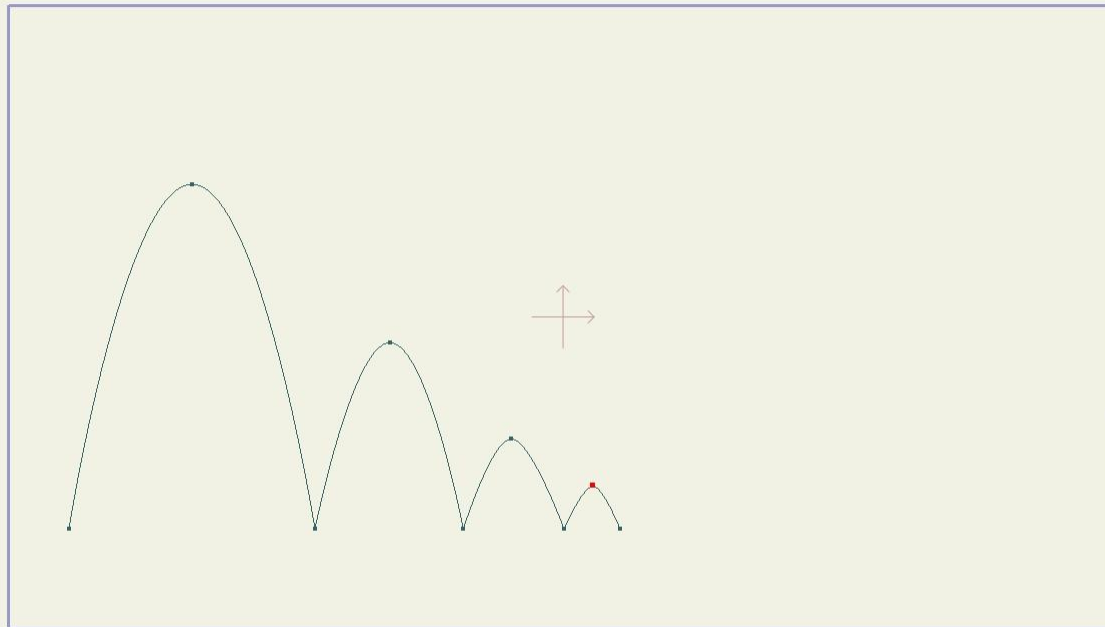
Layer



Camera



Workspace



Style Frame: 0

Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Select edges to define a shape (press <space> to create shape, hold <shift> to modify current selection, hold <ctrl/cmd> to toggle lasso mode)

Tools

Draw

Fill

Layer

Camera

Workspace



Style

Fill  Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Frame 0 of 240

Smooth 1 Onion Skins Relative keyframing

Channels Sequencer Motion Graph

0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Select edges to define a shape (press <space> to create shape, hold <shift> to modify current selection, hold <ctrl/cmd> to toggle lasso mode)

Tools

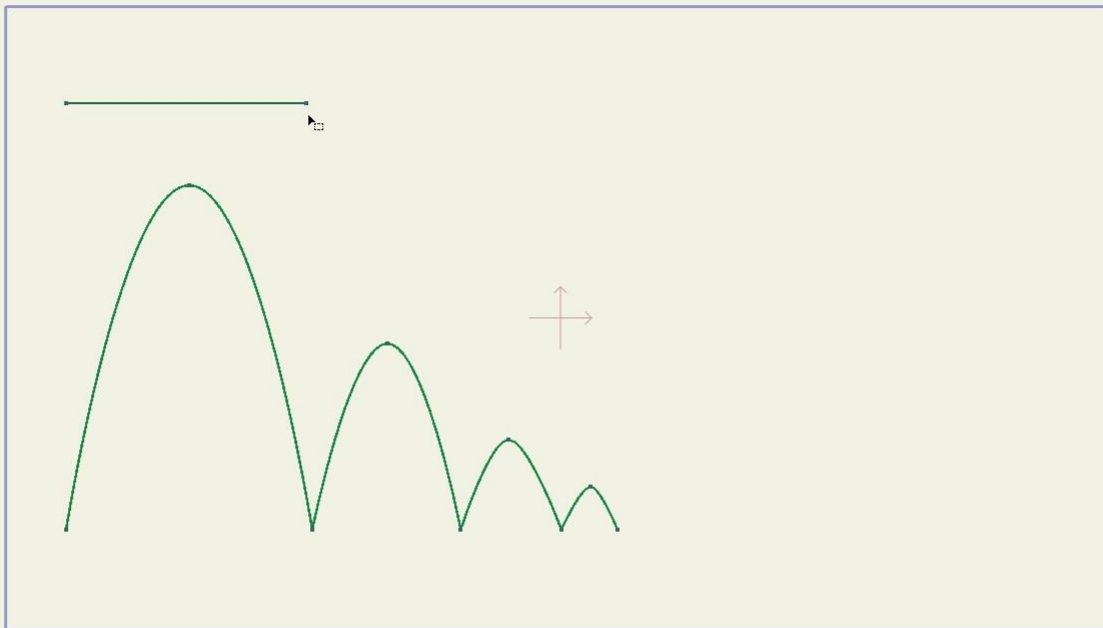
Draw

Fill

Layer

Camera

Workspace



Style

Fill [Green]

Stroke [Green] No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Frame 0 of 240

Display Quality

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Untitled 2.anime

Select Group Reset Position X: 0 Y: 0 Scale X: 1 Y: 1 <-Apply Rotation: 0 <-Apply  Auto-weld  Auto-fill  Auto-stroke

Move/Scale/Rotate selected points (press <space> to weld, hold <shift> to constrain, <alt> to disable auto-welding, <alt> while scaling to squash, <ctrl/cmd> to select points)

Tools

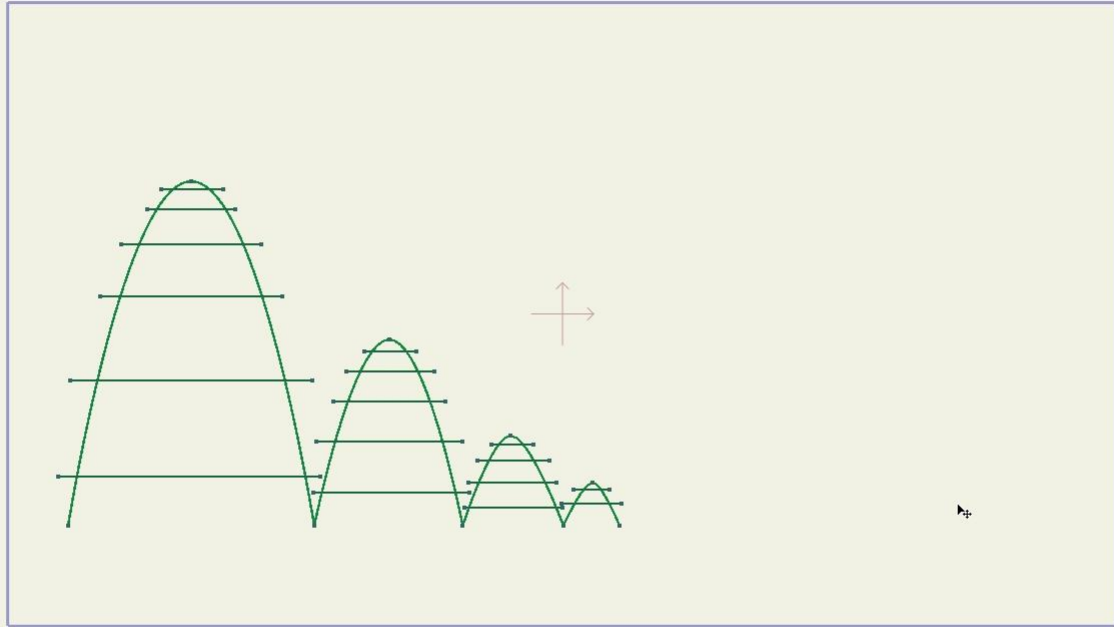
Draw

Fill

Layer

Camera

Workspace



Style

Fill  Stroke

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Frame 0 of 240

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Untitled 2.anime  
Select Group Reset Position X: 0 Y: 0 Scale X: 1 Y: 1 <<Apply Rotation: 0 <<Apply  Auto-weld  Auto-fill  Auto-stroke

Move/Scale/Rotate selected points (press <space> to weld, hold <shift> to constrain, <alt> to disable auto-welding, <alt> while scaling to squash, <ctrl/cmd> to select points)

Tools

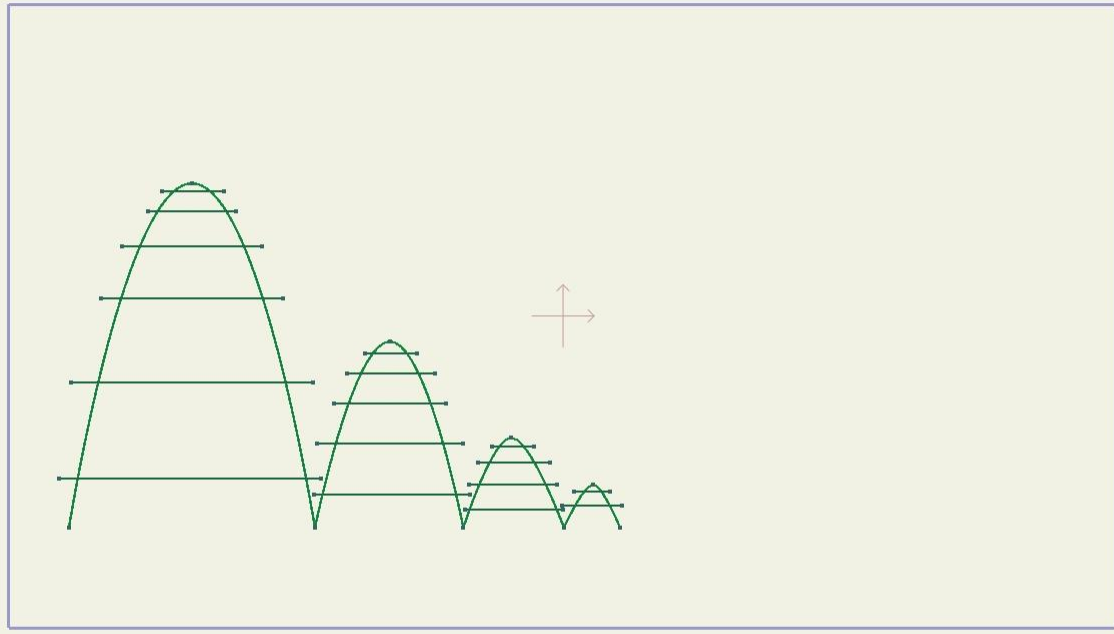
Draw  
[Icons for drawing tools]

Fill  
[Icons for fill tools]

Layer  
[Icons for layer tools]

Camera  
[Icons for camera tools]

Workspace  
[Icons for workspace tools]



Style

Fill [Green]  
 Stroke [Green] No Brush  
Width 4  
Effect <plain>

Swatches Basic Colors.png  
[Color palette]  
Copy Paste Reset

Advanced  Checker selection

Layers

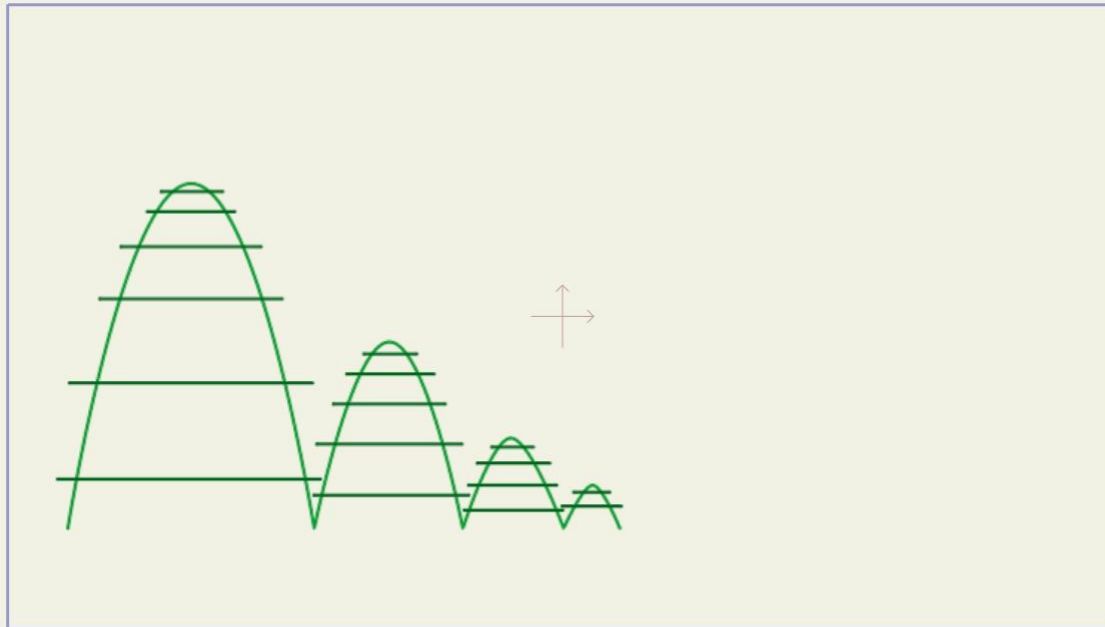
- Vector
- Image
- Group
- Group With Selection
- Bone
- Switch
- Frame By Frame
- Particle
- Note
- Audio
- Patch
- Text

Timeline

Frame 0 of 240

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

[Timeline axis with markers from 0 to 204]



Style panel with options for Fill, Stroke, Width, Effect, Swatches, Copy, Paste, Reset, Advanced, and Checker selection.

Layers panel showing a single layer named 'Layer 1'.

Timeline interface with Channels, Sequencer, and Motion Graph tabs, and a frame counter.



Tools

Draw

- Line
- Circle
- Rectangle
- Triangle
- Star
- Freehand
- Eraser
- Fill
- Stroke
- Width

Fill

- Color
- Gradient
- Pattern

Layer

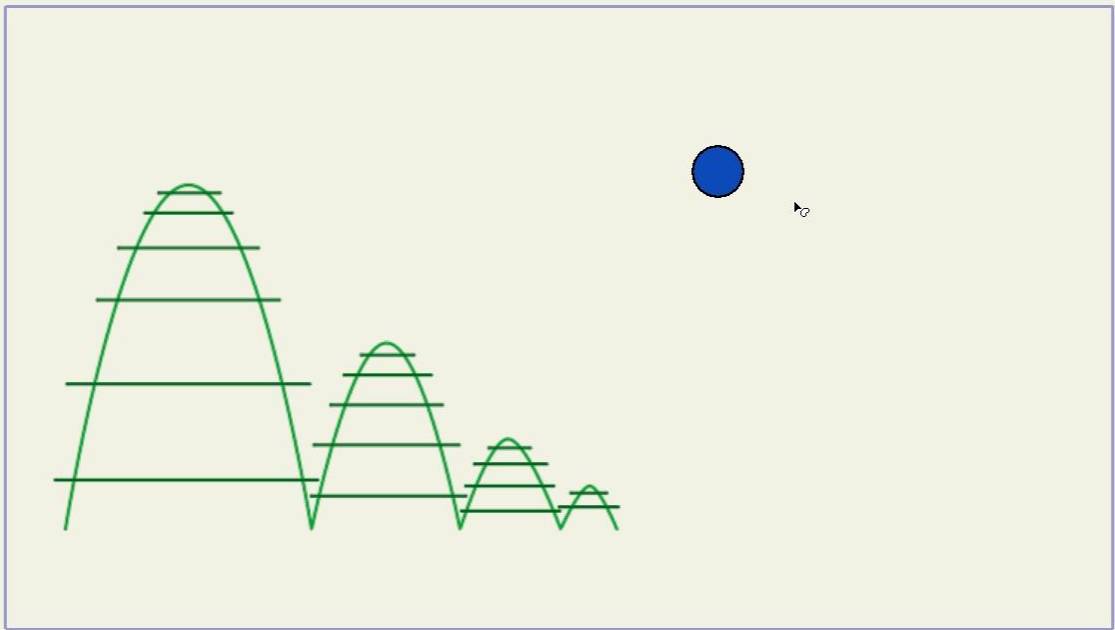
- Group
- Align
- Lock
- Hide

Camera

- Reset
- Follow
- Follow X
- Follow Y

Workspace

- Zoom
- Fit
- Reset



Style

Fill: [Blue]

Stroke: [Black]  No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Мяч
- Траектория

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Timeline with frame markers from 0 to 204 in increments of 6.

Tools

Draw

Fill

Layer

Camera

Workspace

Tools

Tools

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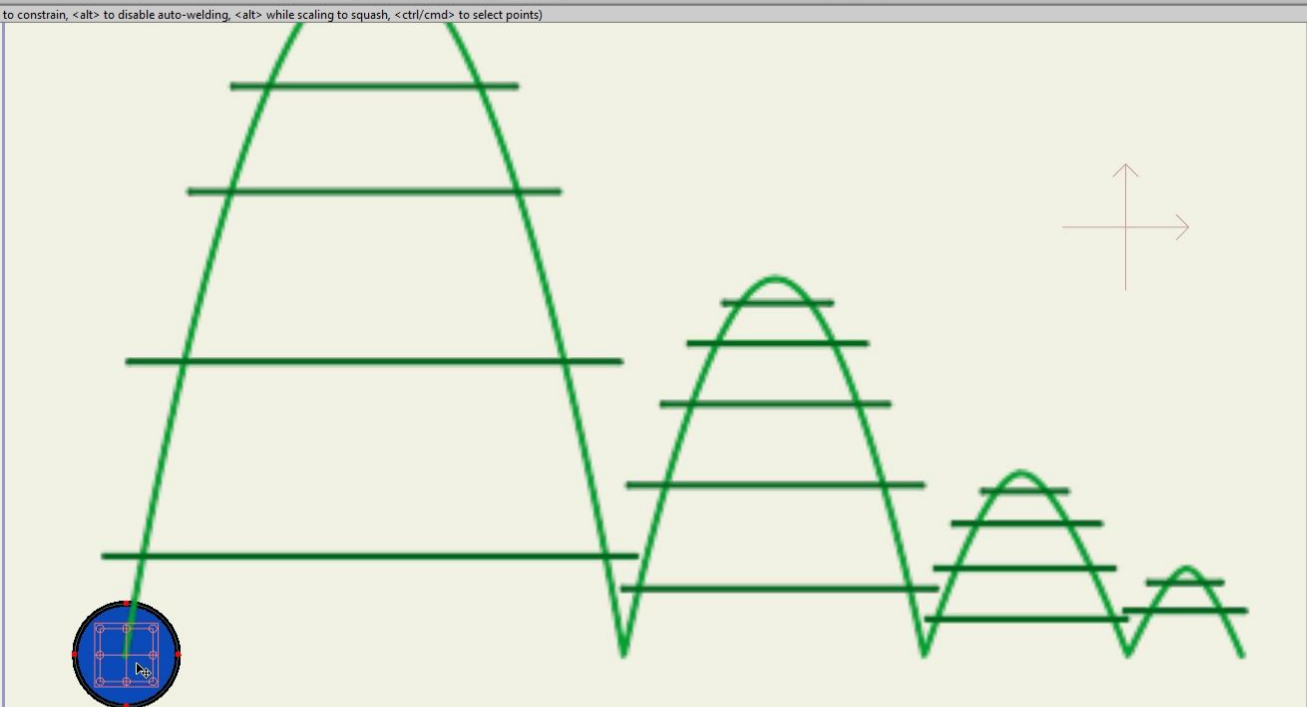
Tools

Tools

Tools

Tools

Tools



Style

Style panel with options for Fill, Stroke, Width, Effect, Swatches, Copy, Paste, Reset, Advanced, and Checker selection.

Layers

Layers panel showing two layers: 'Траектория' and 'Мяч'.

Timeline and animation controls including Channels, Sequencer, Motion Graph, Smooth, Onion Skins, Relative keyframing, and a frame counter.

Move/Scale/Rotate selected points (press <space> to weld, hold <shift> to constrain, <alt> to disable auto-welding, <alt> while scaling to squash, <ctrl/cmd> to select points)

Tools

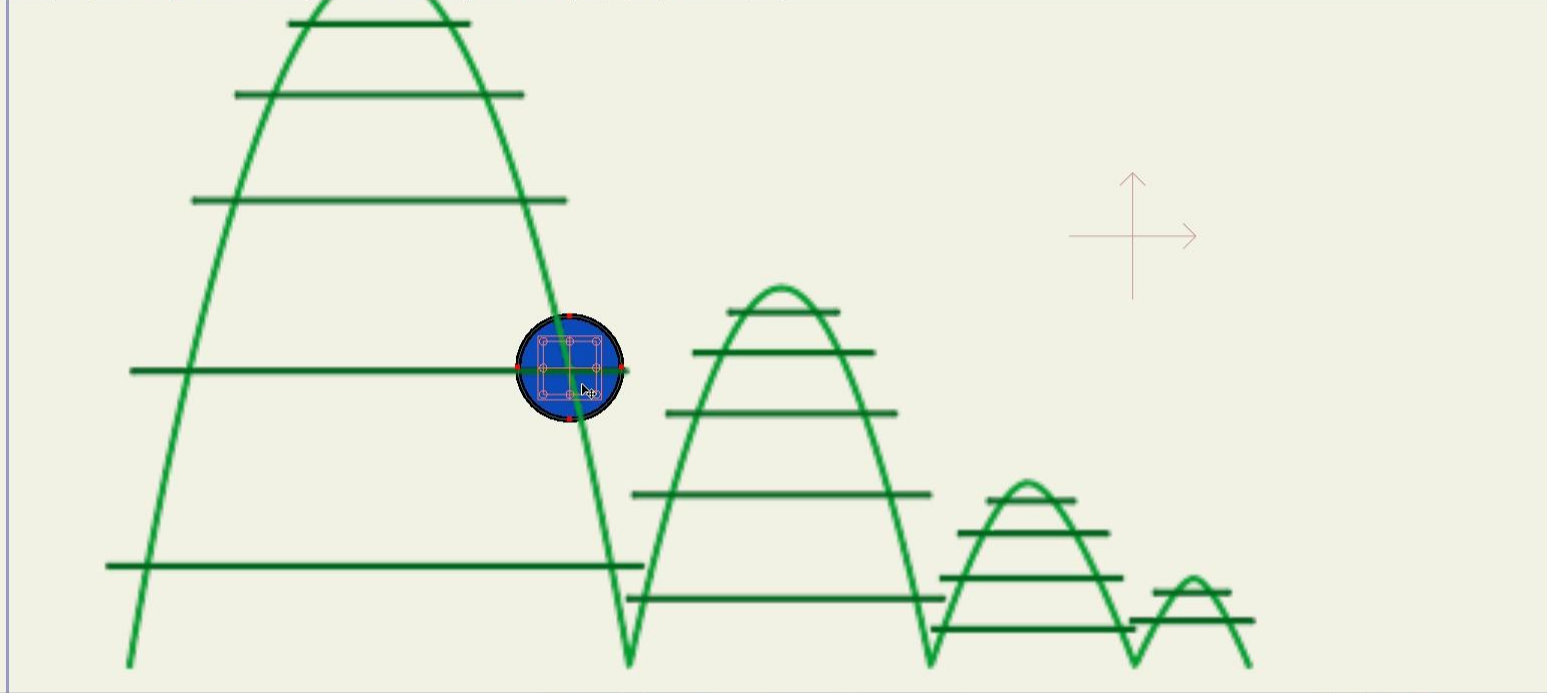
Draw

Fill

Layer

Camera

Workspace



Style

Fill: [Blue]

Stroke: [Black] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced Checker selection

Layers

- Траектория
- Мач

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Reset View

Drag mouse to pan around the workspace

Tools

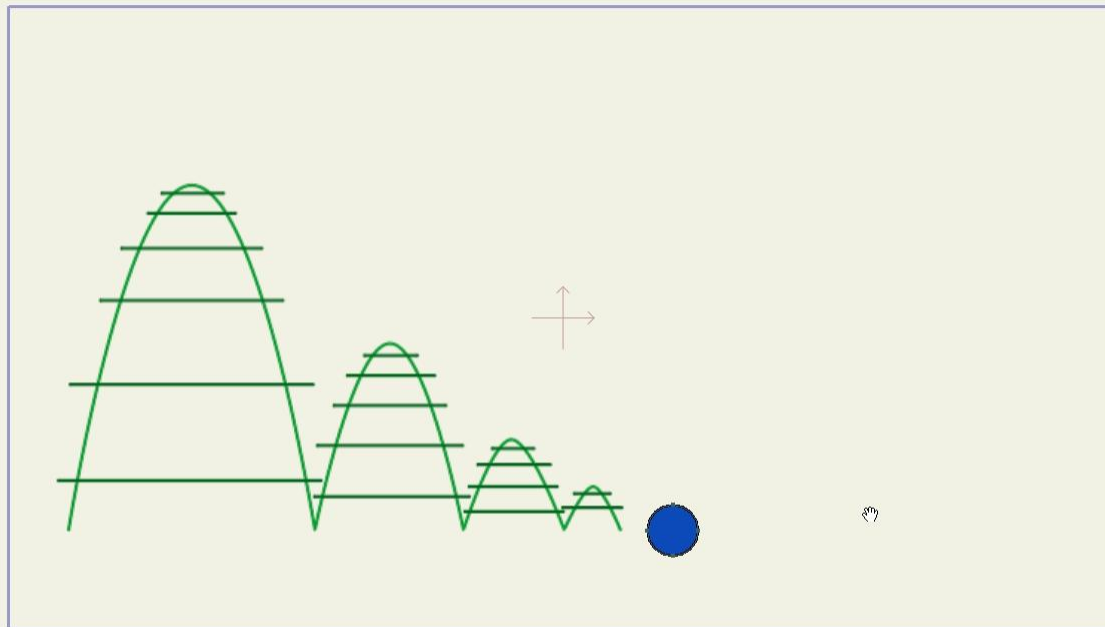
Draw

Fill

Layer

Camera

Workspace



Style

Fill: [Blue swatch]

Stroke: [Black swatch]

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Траектория
- Мяч

Frame 70 of 240

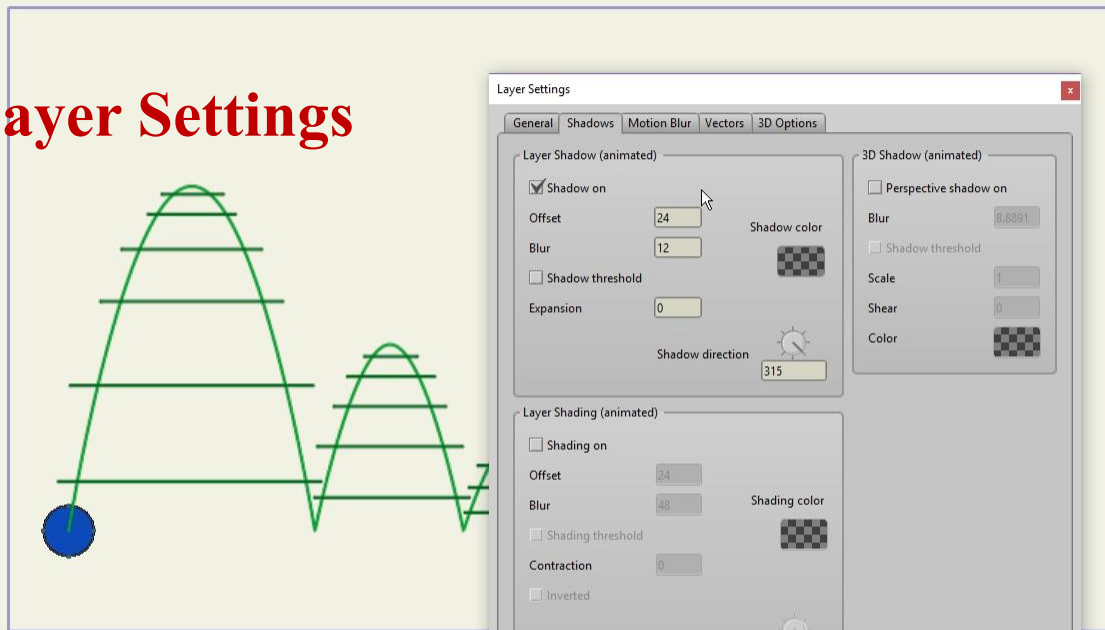
Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative Keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204



# Layer Settings



Layer Settings

General Shadows Motion Blur Vectors 3D Options

Layer Shadow (animated)

- Shadow on
- Offset: 24
- Blur: 12
- Shadow threshold
- Expansion: 0
- Shadow color: [Checkerboard]
- Shadow direction: 315

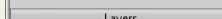
3D Shadow (animated)

- Perspective shadow on
- Blur: 8.8881
- Shadow threshold
- Scale: 1
- Shear: 0
- Color: [Checkerboard]

Layer Shading (animated)

- Shading on
- Offset: 24
- Blur: 48
- Shading threshold
- Contraction: 0
- Inverted
- Shading color: [Checkerboard]
- Shading direction: 315

OK Apply Cancel



Tools

Special

Layer

Camera

Workspace



Style

Fill: Blue

Stroke: No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Advanced:  Checker selection:

Layers

- Vector
- Image
- Group
- Group With Selection
- Bone
- Switch
- Frame By Frame
- Particle
- Note
- Audio
- Patch
- Text

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204



Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Траектория
- Мач
- Фон.png

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

- New Ctrl+N
- New From Template
- Open... Ctrl+O
- Open Recent Ctrl+R
- Close Ctrl+W
- Save Ctrl+S
- Save As... Ctrl+Shift+S
- Save All Ctrl+Alt+Shift+S
- Revert
- Gather Media...
- Export As Version 9 File...
- Export As Version 10 File...
- Project Settings... Ctrl+Shift+P
- Import
- Refresh Media Ctrl+Shift+M
- Preview Ctrl+R
- Preview No Antialiasing
- Preview Animation Ctrl+Shift+R
- Export Animation... Ctrl+E
- Export
- Upload
- Batch Export... Ctrl+B
- Quit Ctrl+Q

Reset Scale X: 1.5951 Y: 1.4353 Z: 1.4353 Reset Angle: 0 Reset Show path

Move forward and back, <ctrl/cmd> to edit motion path, <shift> + <alt> to move in Z and maintain visual size



Style

Fill  Stroke No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Траектория
- Мач
- Фон.png

Frame 0 of 240

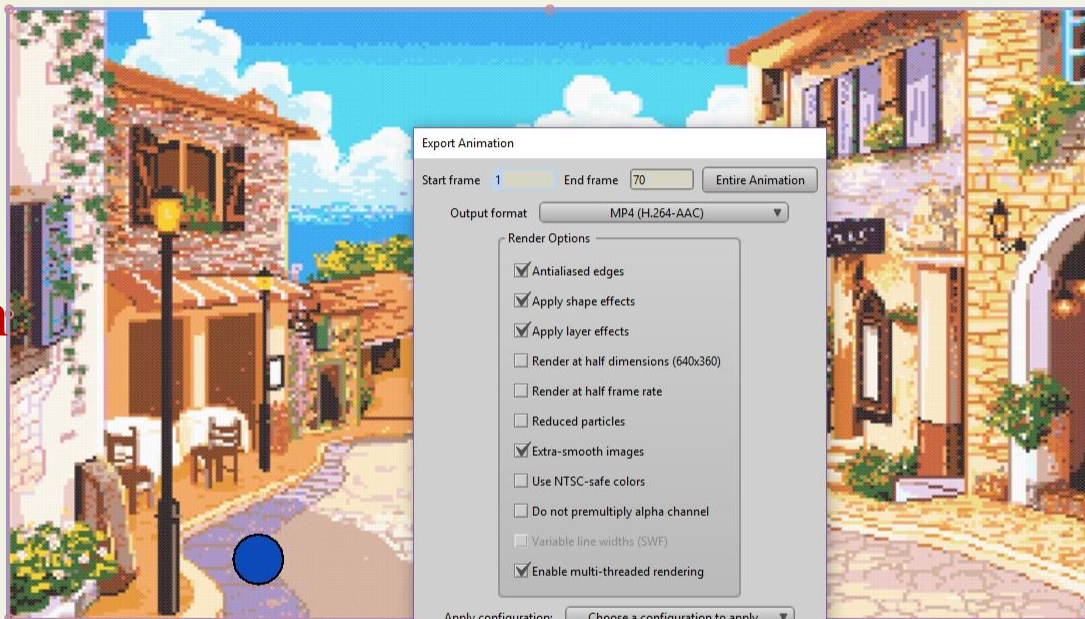
Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204





# Export Animation



Style  
Fill: [Blue]  
Stroke: [Black] No Brush  
Width: 4  
Effect: <plain>  
Swatches: Basic Colors.png  
Copy Paste Reset  
Advanced  Checker selection  
Layers  
Траектория  
Мяч  
Фон.png  
Display Quality

Timeline and Sequencer  
Channels Sequencer Motion Graph  
Smooth 1 Onion Skins Relative keyframing  
Frame 0 of 240  
Timeline markers: 0, 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96, 102, 108, 114, 120, 126, 132, 138, 144, 150, 156, 162, 168, 174, 180, 186, 192, 198, 204