

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[®] **PRO | 11**
Complete Animation for Professionals and Digital Artists



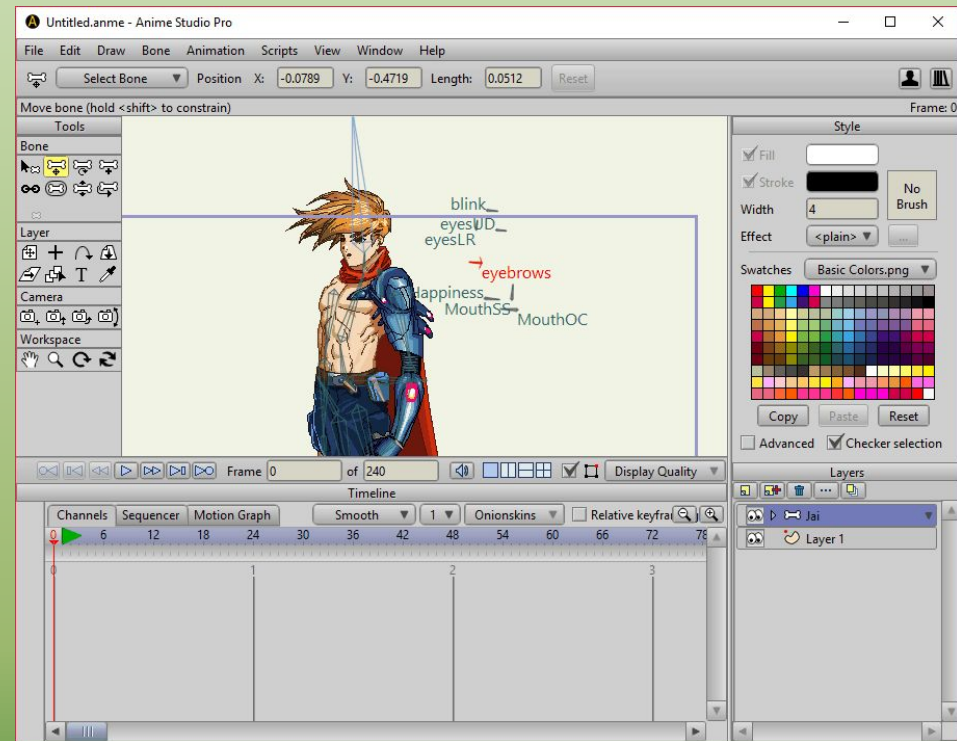
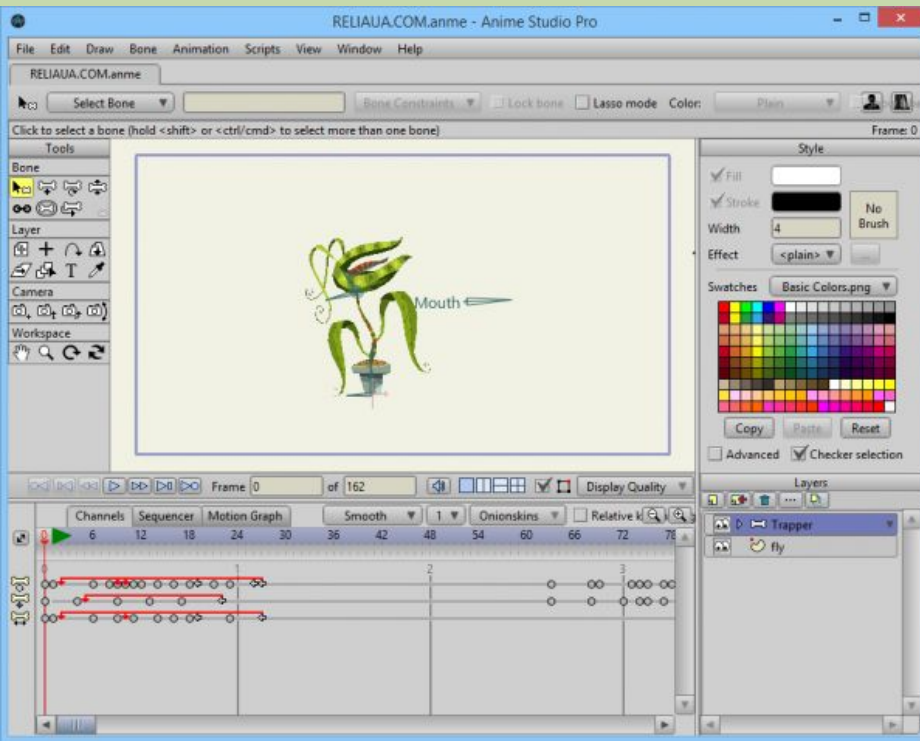
ANIME STUDIO®

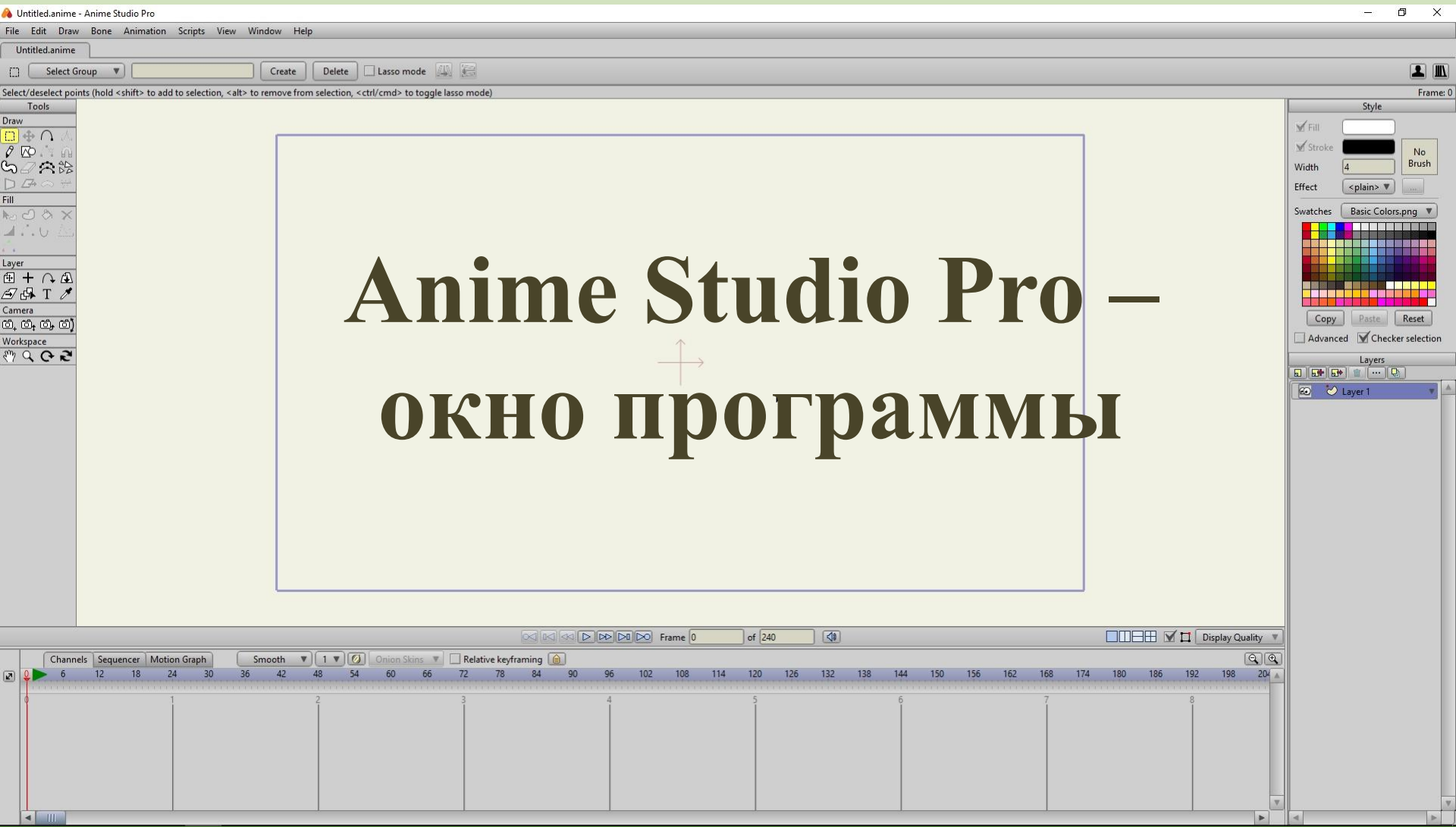
Anime Studio Pro – создание мультипликации





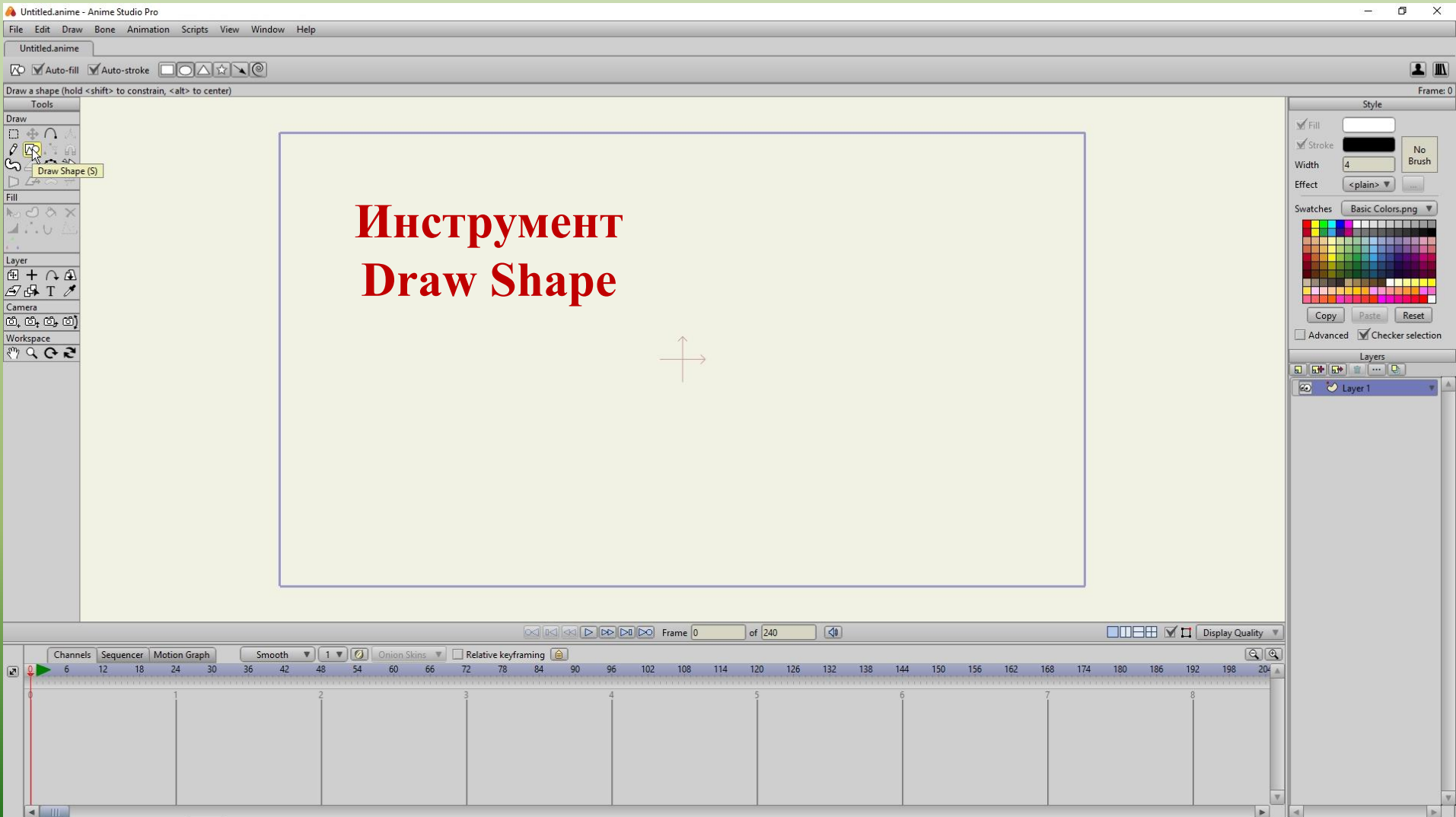
Anime Studio Pro – обзор программы





Anime Studio Pro – окно программы

Процесс создания анимации «Мячик»



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

Tools

Draw



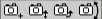
Fill



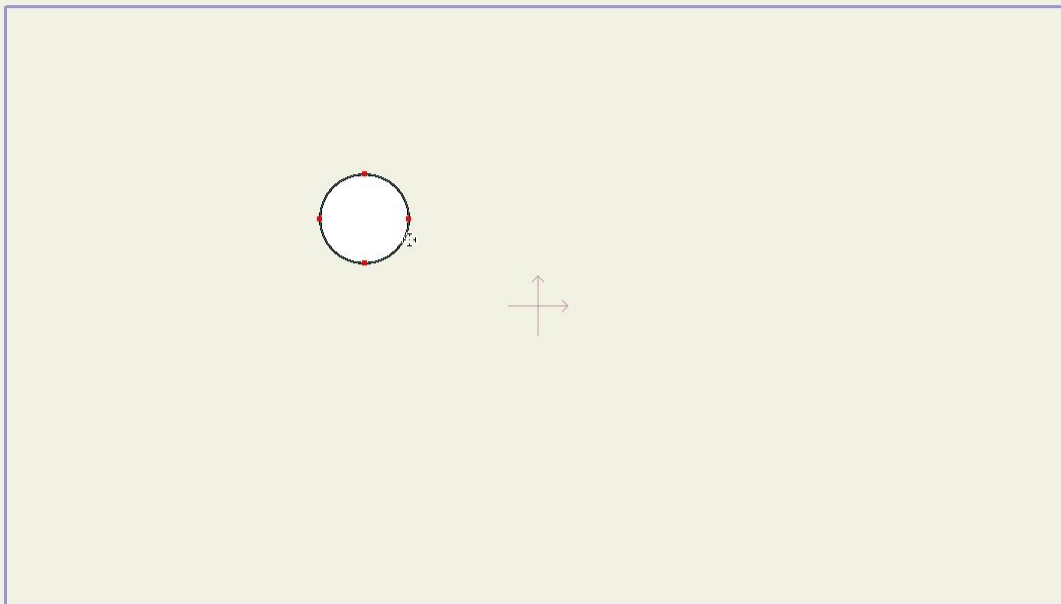
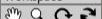
Layer



Camera



Workspace



Frame: 0

Style

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

Layers

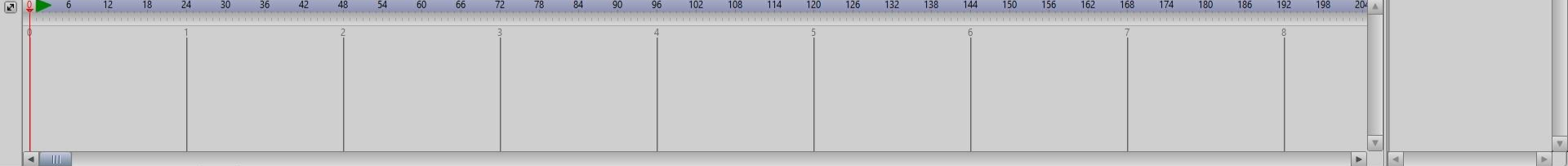
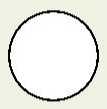
Layer 1

Frame 0 of 240

Display Quality

Channels Sequencer Motion Graph
Smooth 1 Onion Skins Relative keyframing
Timeline with frame markers from 0 to 204.

**Инструмент
Select Shape**



Click on a shape to select it (hold <shift> to select additional shapes, <alt> to deselect shapes, <cmd>/<ctrl> to invoke the Eyedropper tool)

Tools

Draw

-
-
-
-
-
-
-

Fill

-
-
-

Layer

-
-
-

Camera

-
-
-

Workspace

-
-
-

Color Picker



Color Picker

Red 12
Green 160
Blue 229
Alpha 255
0CA0E5

OK Cancel

Style

Fill

Stroke No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

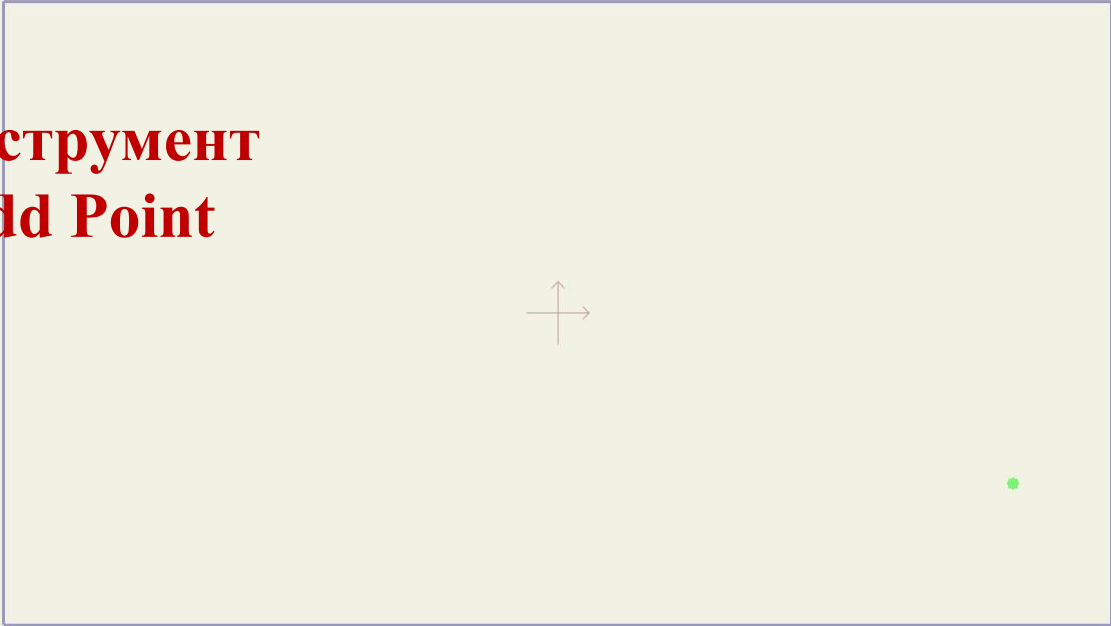
Advanced Checker selection

Layers

- Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Инструмент Add Point



Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Frame 0 of 240

Display Quality

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

1 2 3 4 5 6 7 8

Style

Fill [Blue]

Stroke [Black] No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced Checker selection

Layers

Layer 1

Tools

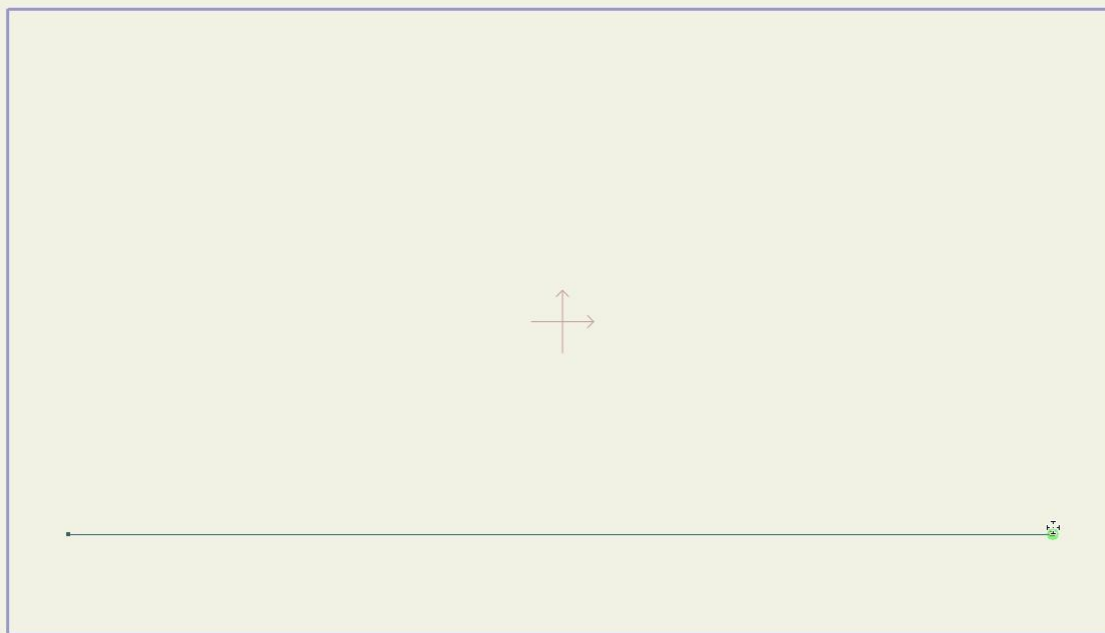
Draw

Fill

Layer

Camera

Workspace



Style

Fill: 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

Frame 0 of 240

Display Quality

Timeline with frame markers from 0 to 204.

Tools

Draw

- Select Points (G)

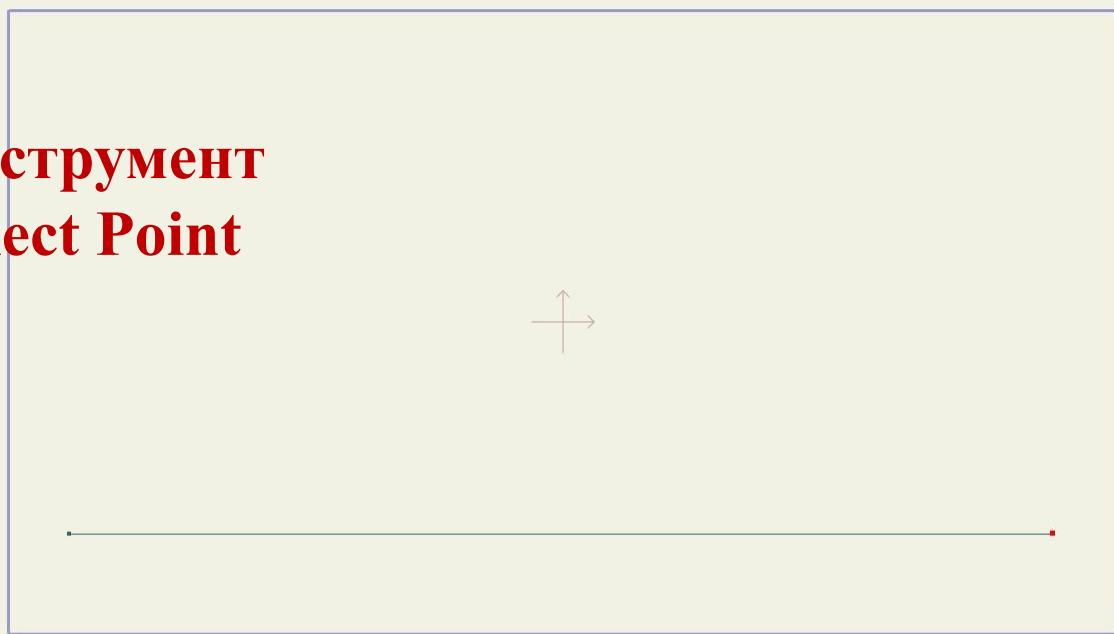
Fill

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

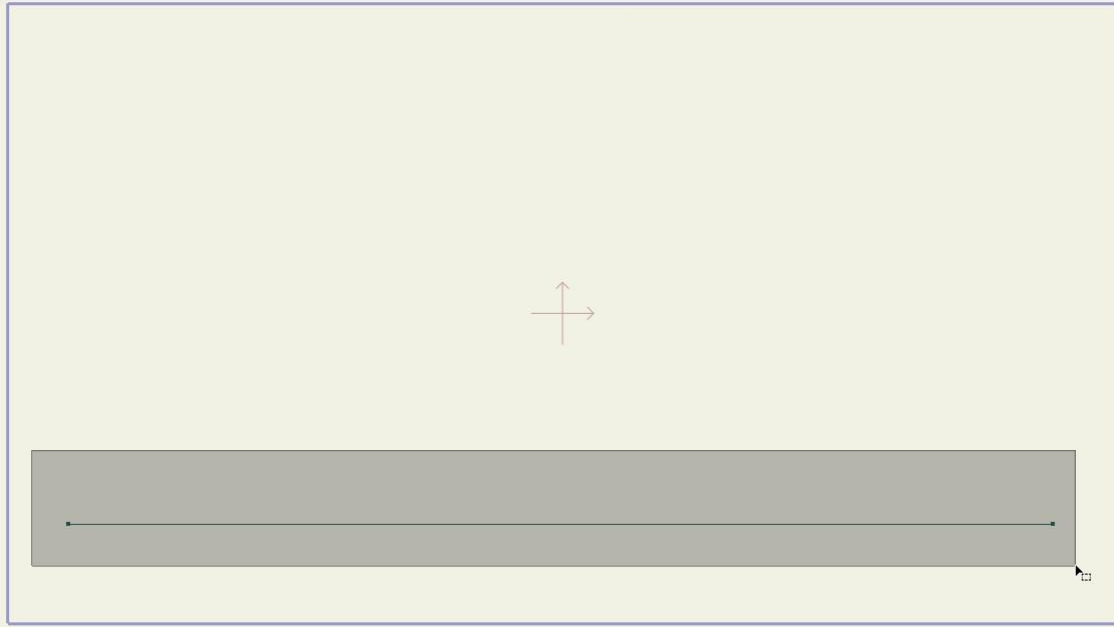
Layers

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



Style

Fill

Stroke No Brush

Width

Effect

Swatches Basic Colors.png

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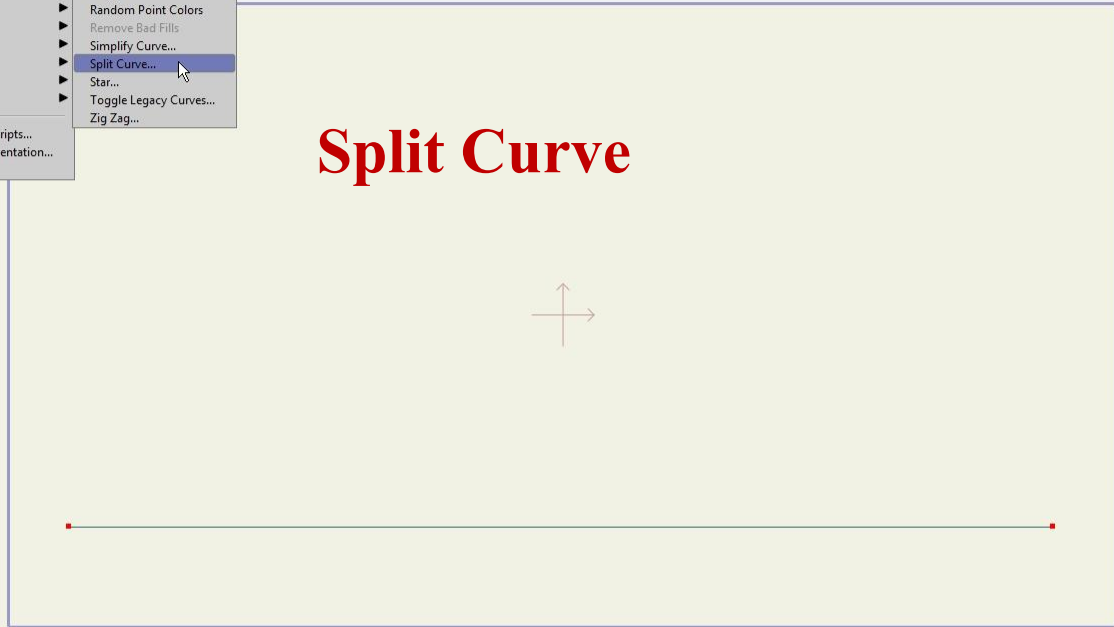
Timeline

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

1 2 3 4 5 6 7 8

- 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: [Blue swatch]

Stroke: [Black swatch] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced Checker selection

Layers

Layer 1

Timeline with frame markers from 0 to 204.

Tools

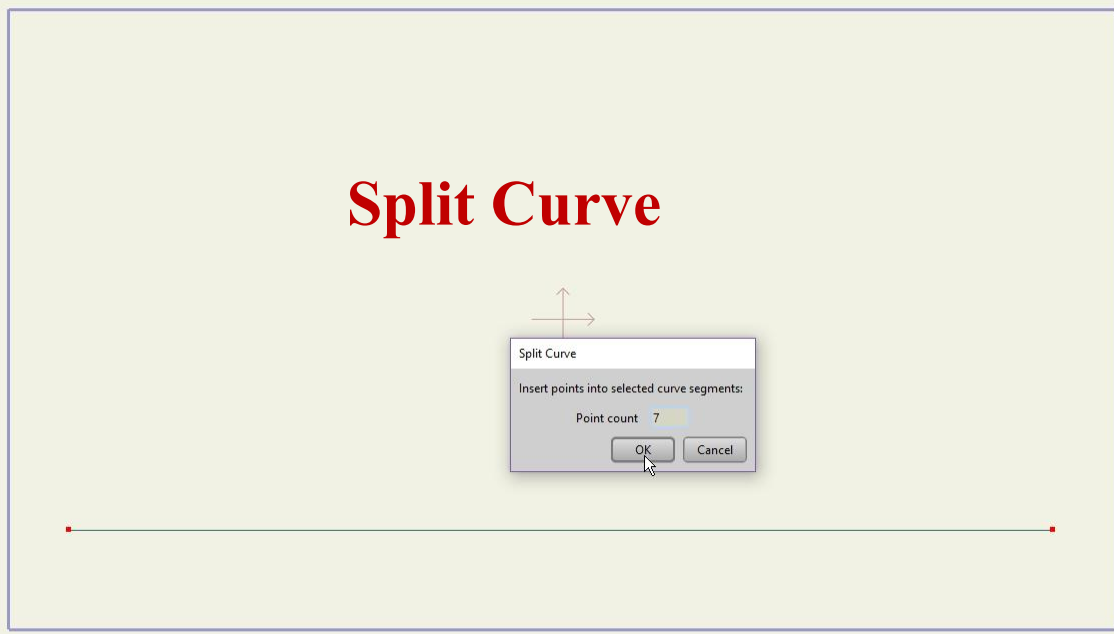
Draw

Fill

Layer

Camera

Workspace



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

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



Fill



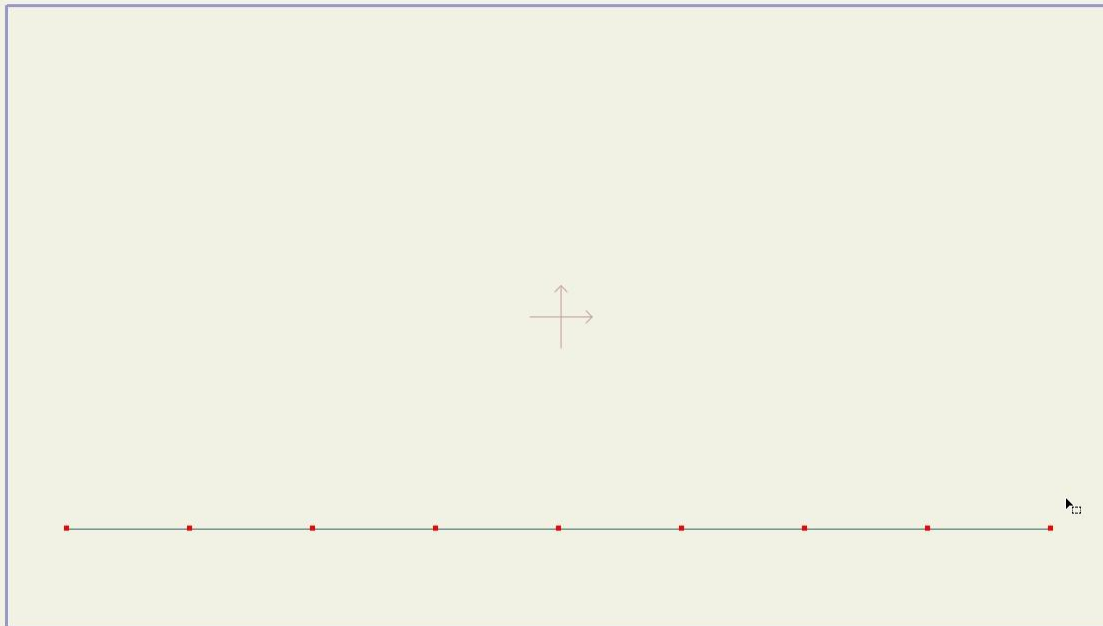
Layer



Camera



Workspace



Style

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

Layers

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

Timeline showing a sequence of frames from 0 to 204, with a red vertical line at frame 0.

Tools

Draw

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

Fill

- Fill
- Stroke

Layer

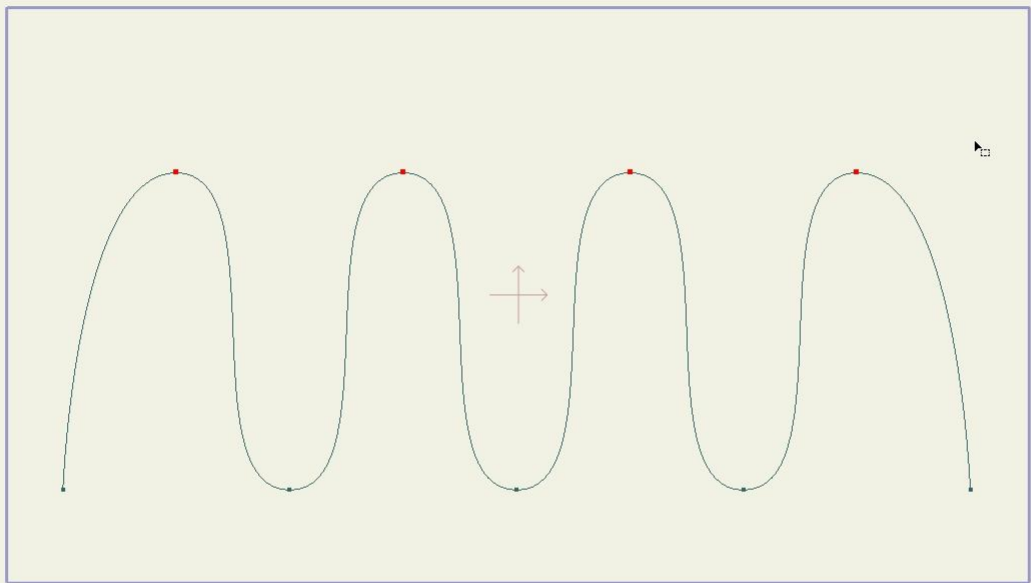
- Layer
- Group
- Lock
- Unlock

Camera

- Camera
- Reset
- Follow

Workspace

- 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

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

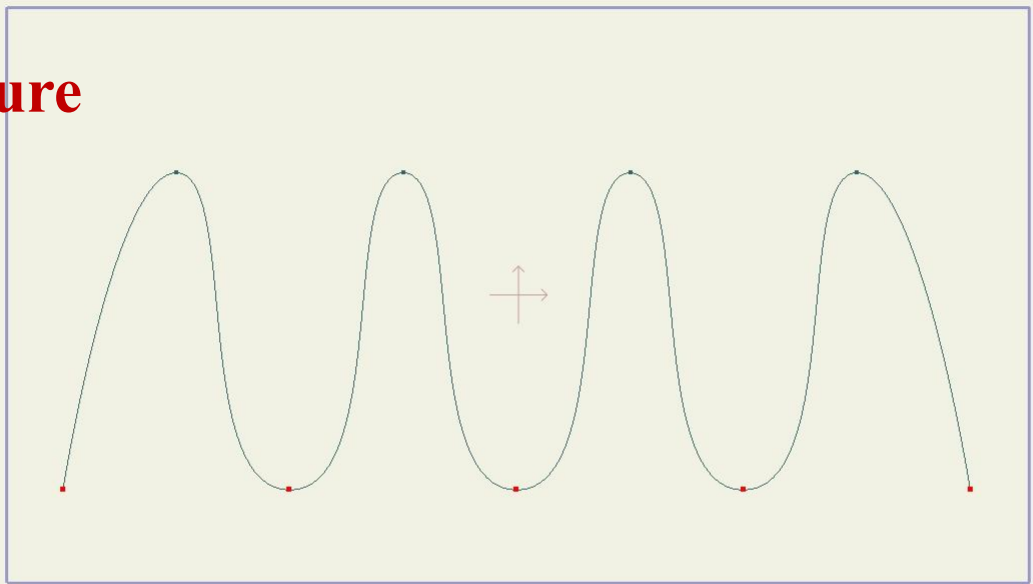
Drag side to side to adjust the curvature through the selected points (hold <ctrl/cmd> to select points)

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



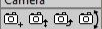
Fill



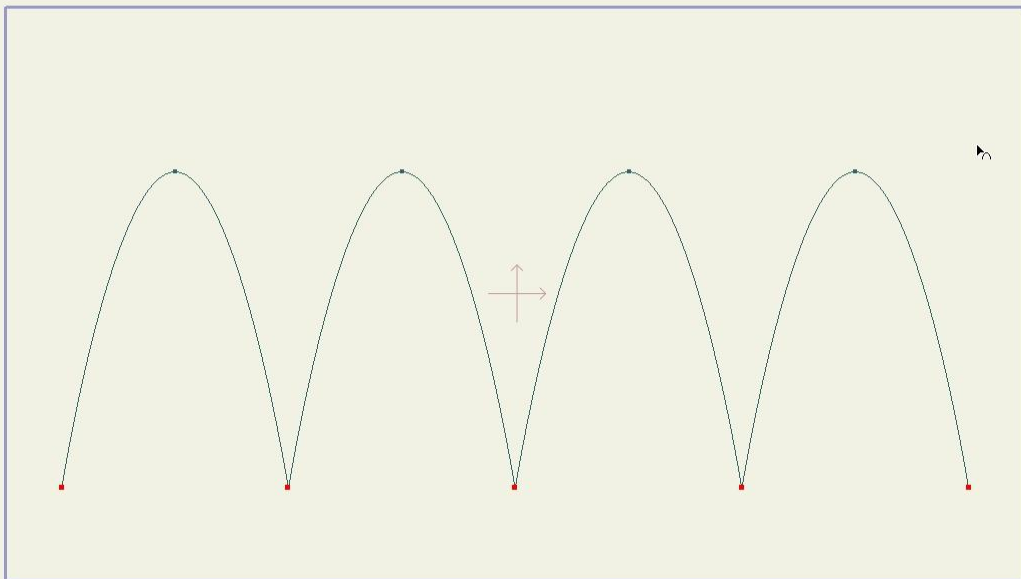
Layer



Camera



Workspace



Style

Fill

Stroke No Brush

Width 4

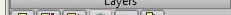
Effect <plain>

Swatches Basic Colors.png

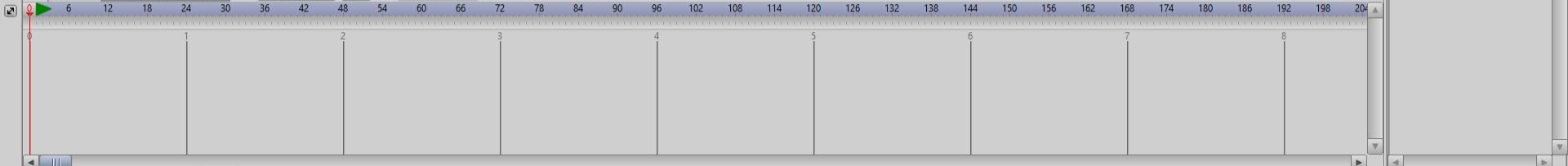
Copy Paste Reset

Advanced Checker selection

Layers



Layer 1



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



Frame: 0

Style

Fill Stroke Width Effect



Swatches Basic Colors.png



Copy Paste Reset

Advanced Checker selection

Layers

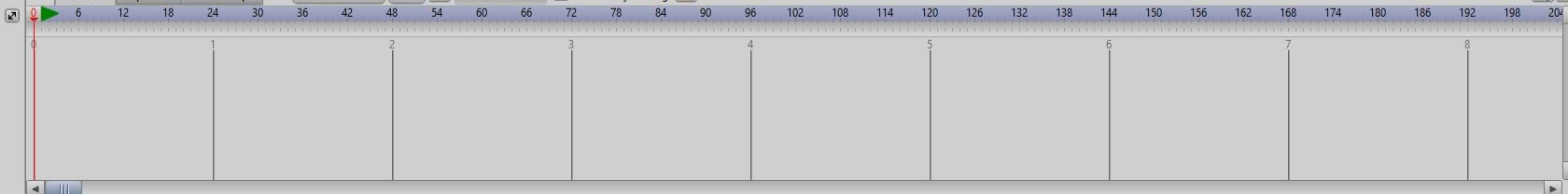


Layer 1

Frame 0 of 240

Display Quality

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing



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

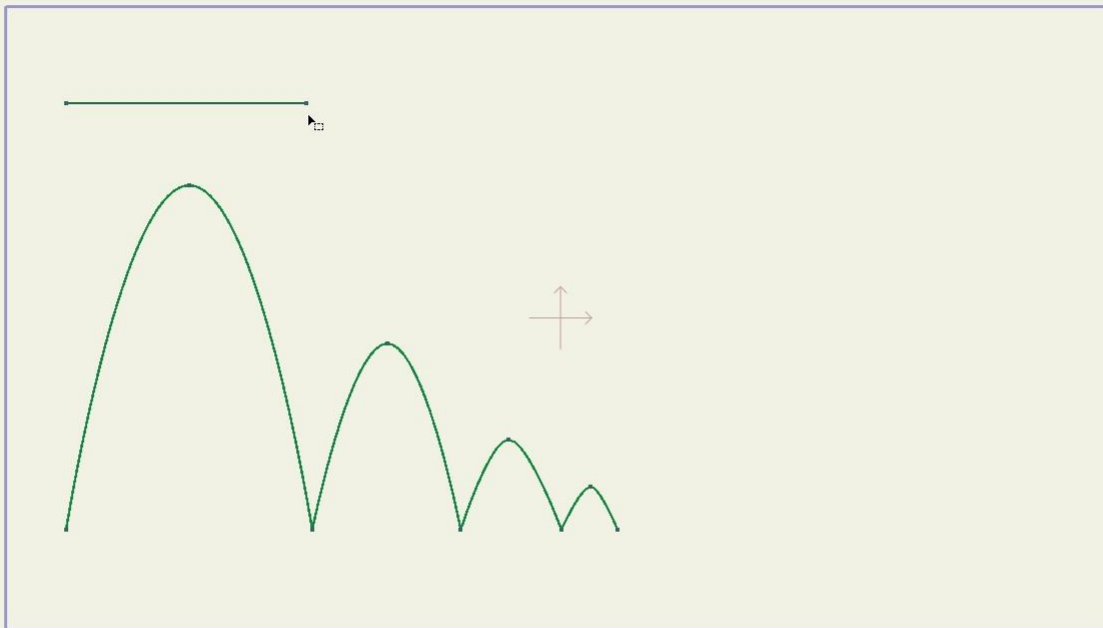
Draw

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

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

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

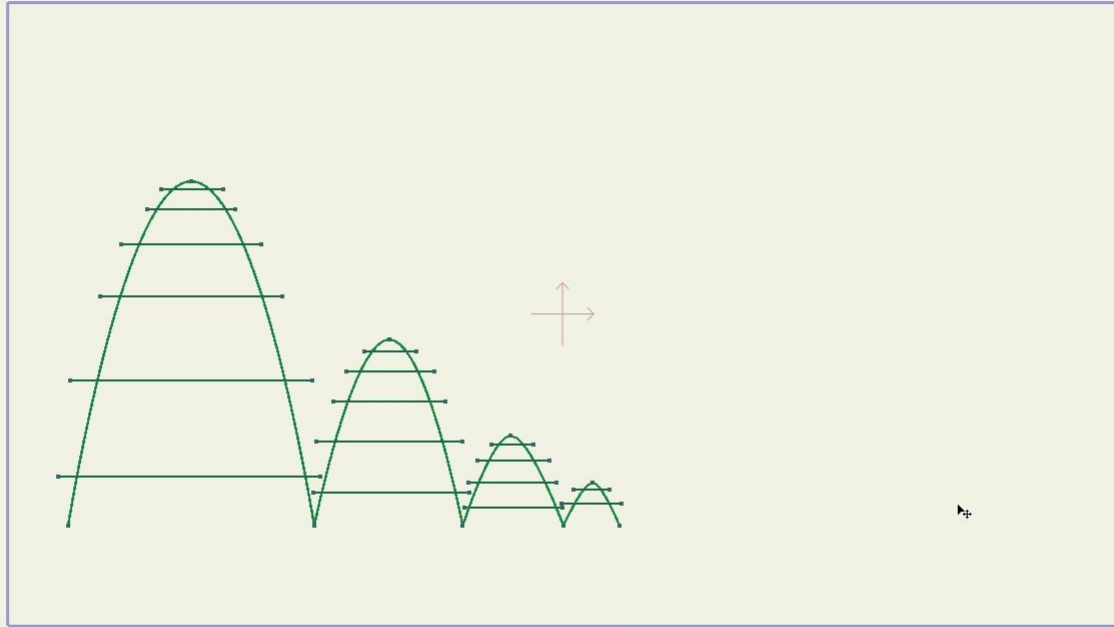
Draw

Fill

Layer

Camera

Workspace



Style

Fill Stroke

Width 4 No Brush

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

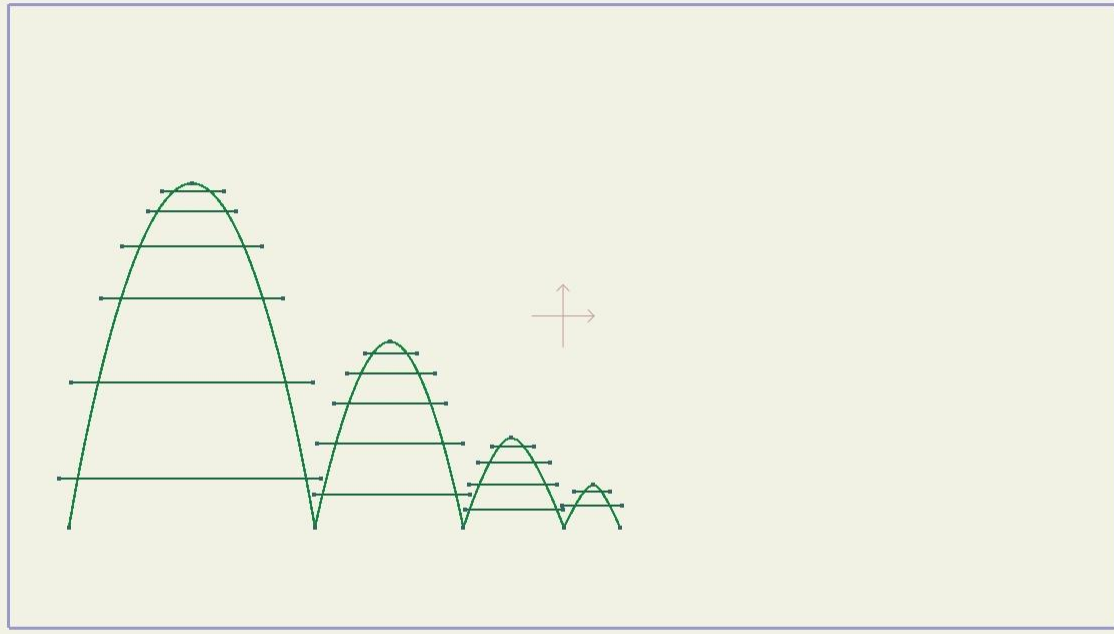
Draw
[Icons for drawing tools]

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

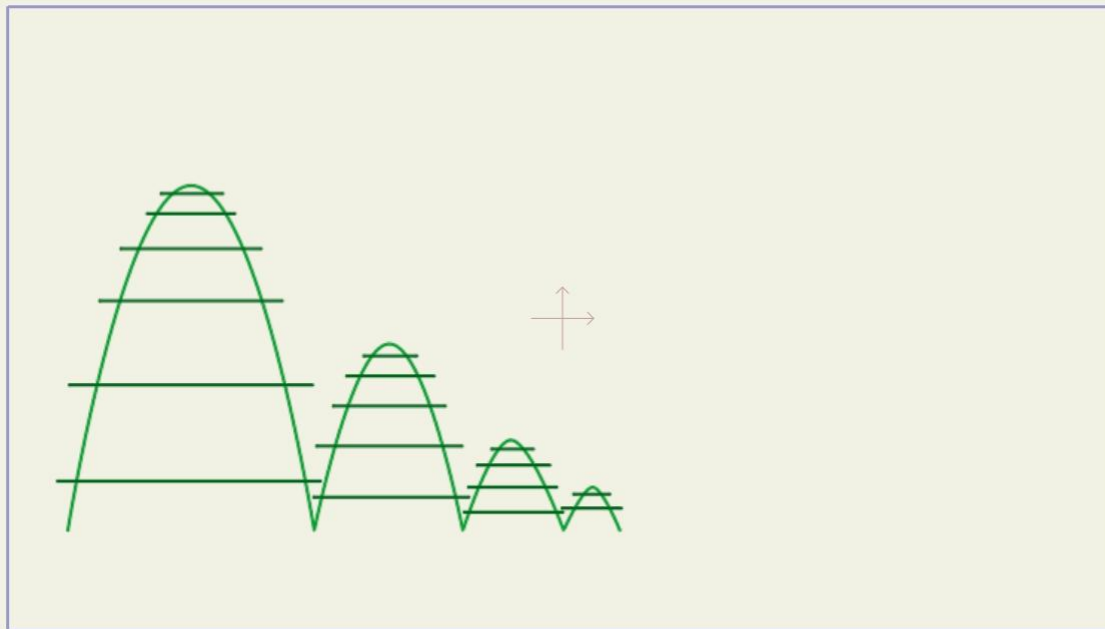
- Vector
- Image
- Group
- Group With Selection
- Bone
- Switch
- Frame By Frame
- Particle
- Note
- Audio
- Patch
- Text

Timeline

Frame 0 of 240

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

[Timeline axis with frame 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 and Sequencer interface with frame markers and playback controls.

Tools

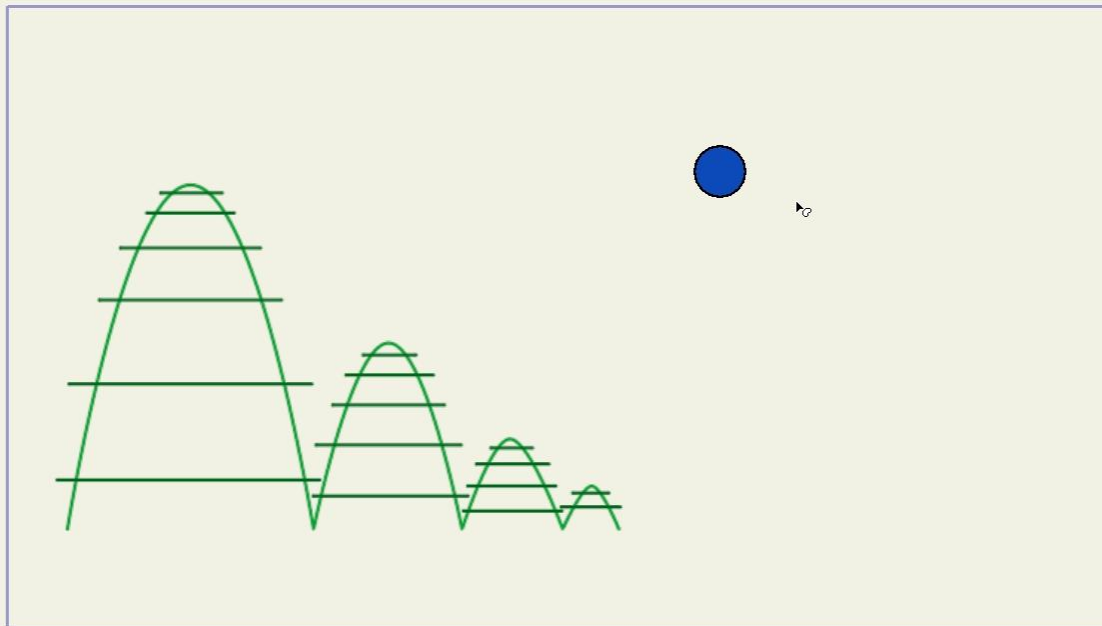
Draw

Fill

Layer

Camera

Workspace



Style

Fill: [Blue] Stroke: [Black] Width: 4 Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced Checker selection

Layers

- Мяч
- Траектория

Timeline

Frame 0 of 240

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Timeline axis with frame markers from 6 to 204.

Tools

Draw

Fill

Layer

Camera

Workspace

Tools

Tools

Tools

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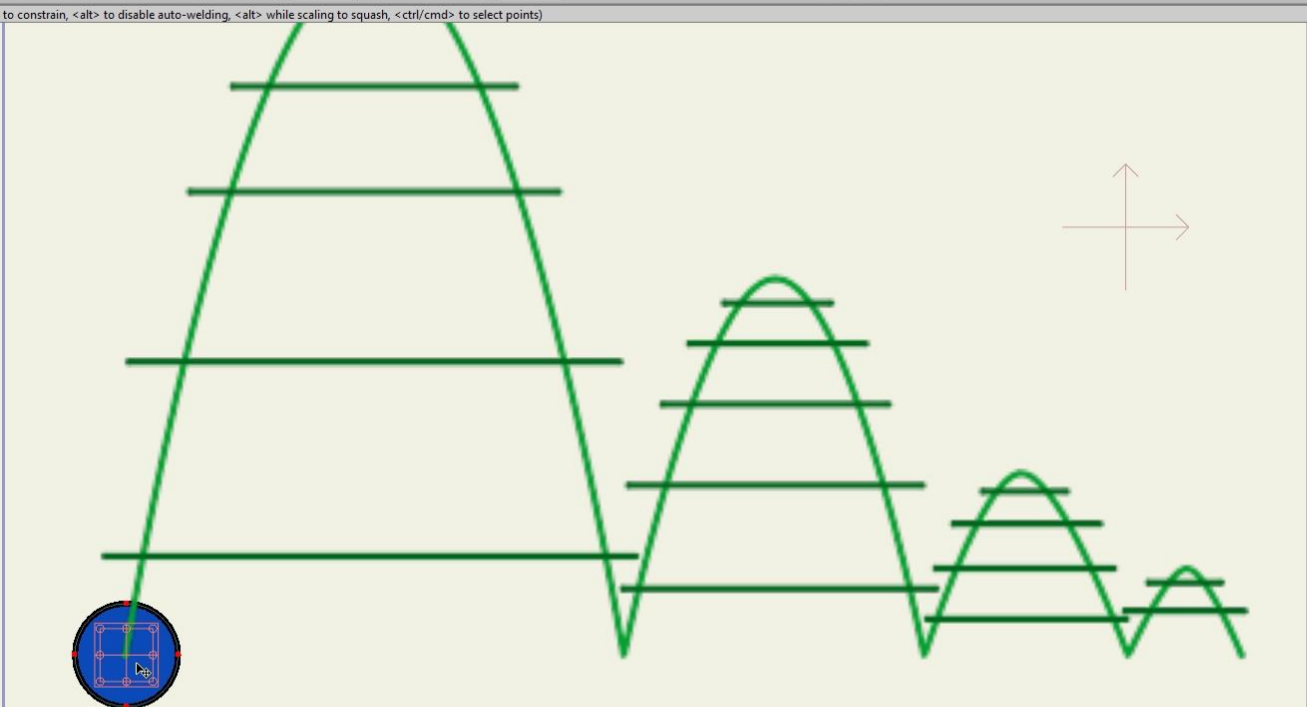
Tools

Tools

Tools

Tools

Tools



Style

Fill [Blue]

Stroke [Black] No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png



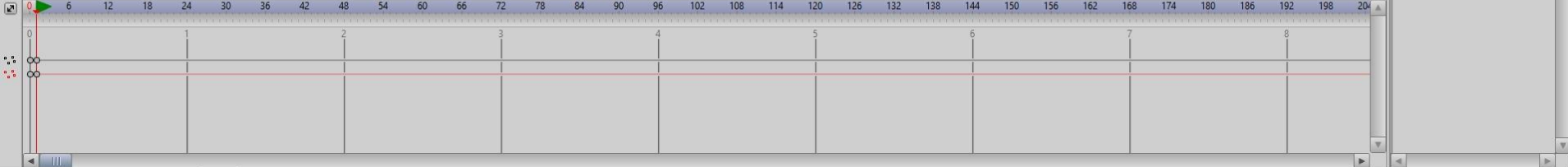
Copy Paste Reset

Advanced Checker selection

Layers

Траектория

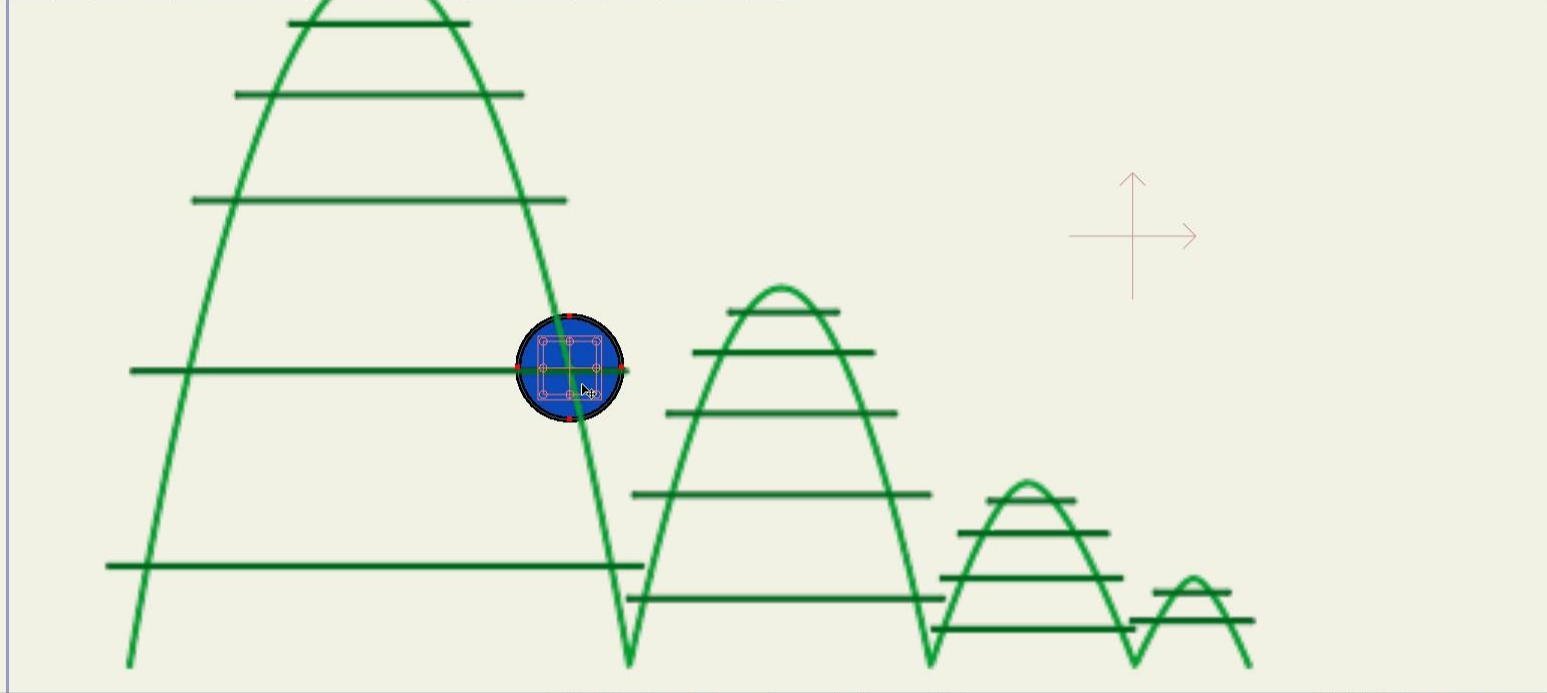
Мяч



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

Reset View

Drag mouse to pan around the workspace

Tools

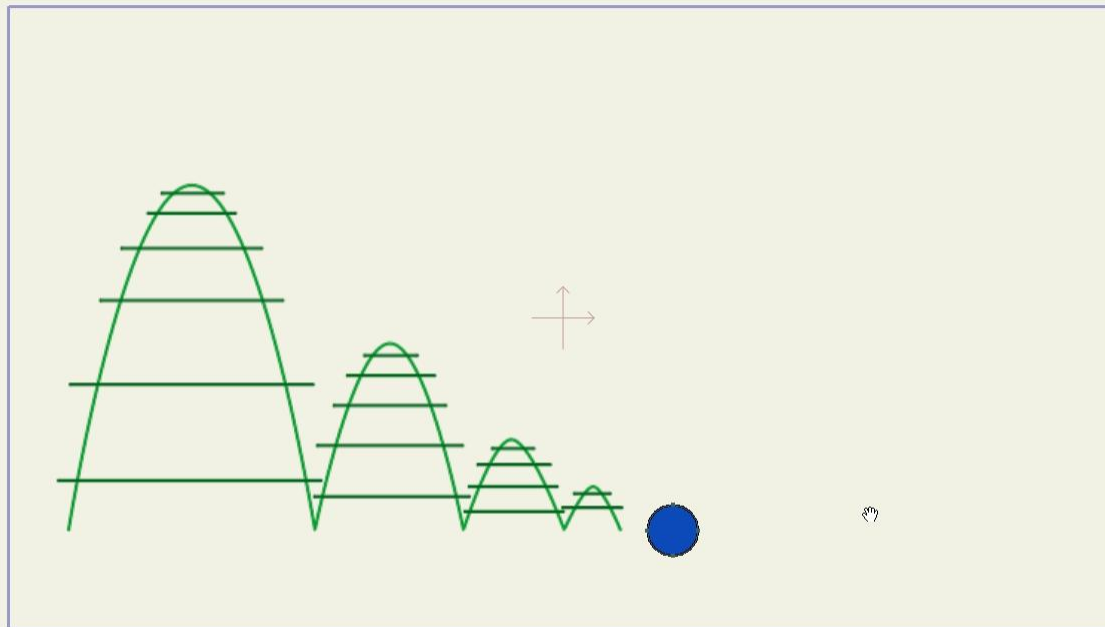
Draw

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

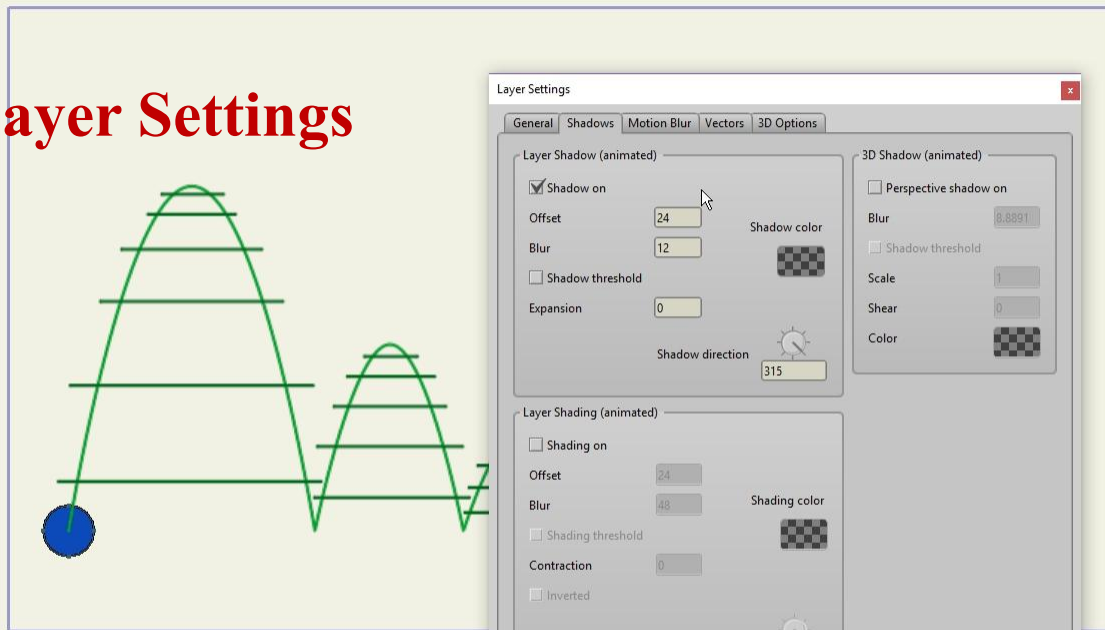
Channels Sequencer Motion Graph

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

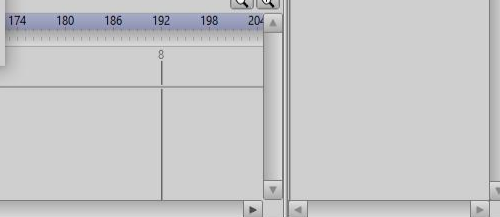
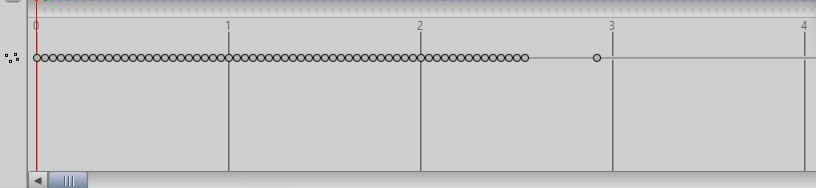
Contraction 0

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

Special
Layer
Camera
Workspace



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

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

- 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

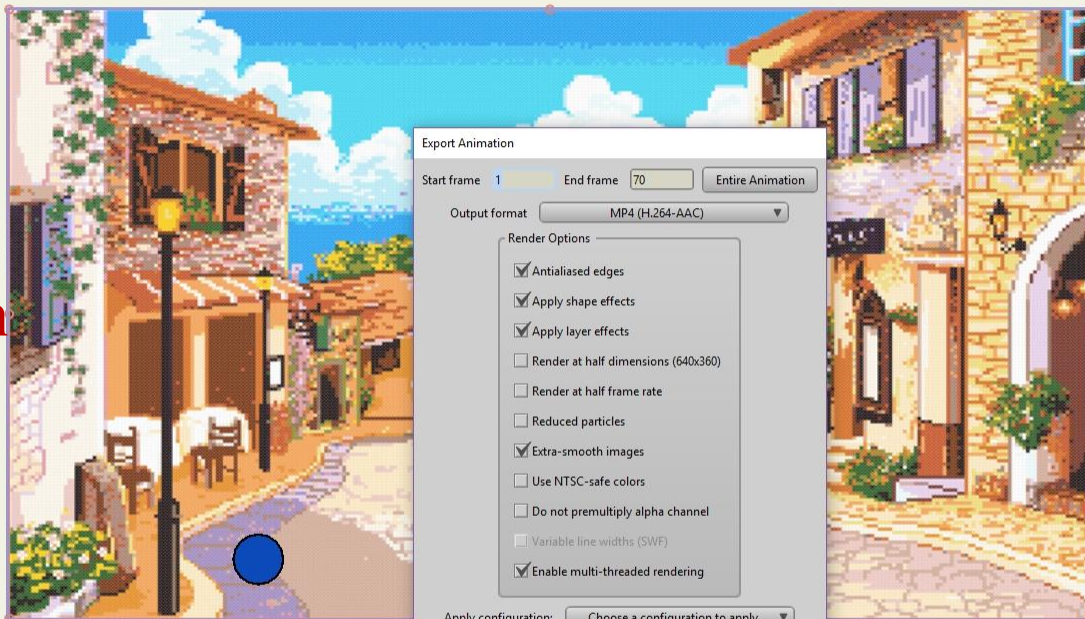
Frame 0 of 240 Display Quality

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



Export Animation



Export Animation

Start frame 1 End frame 70 Entire Animation

Output format MP4 (H.264-AAC)

Render Options

- Antialiased edges
- Apply shape effects
- Apply layer effects
- Render at half dimensions (640x360)
- Render at half frame rate
- Reduced particles
- Extra-smooth images
- Use NTSC-safe colors
- Do not premultiply alpha channel
- Variable line widths (SWF)
- Enable multi-threaded rendering

Apply configuration: Choose a configuration to apply

Edit Configurations... OK Cancel

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

Frame 0

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Frame 0 of 240 Display Quality

Timeline with frame numbers from 0 to 204.