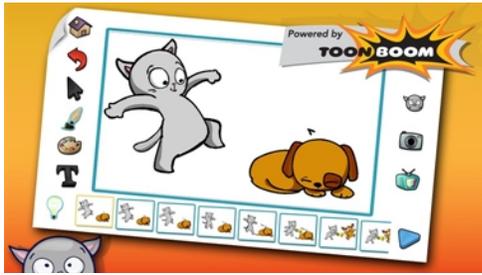




Flip Boom Draw Window 8 Documentation

Flip Boom Draw Window 8 Documentation



Watch the video!

With Flip Boom Draw's multi-touch gestural interface, use your fingers to create animation in a natural and intuitive way.

Learn everything there is to know about Flip Boom Draw to:

- Doodle, scribble and animate with your fingertips.
- Make your drawings come to life!
- Use the clip art images to create a masterpiece.
- Take photos and add fun cartoons to them.
- Learn how to animate quickly and easily.

This documentation is divided as follows:

- [Interface Manipulation](#) on page 4
- [Projects](#) on page 6
- [Drawing](#) on page 9
- [Animation](#) on page 14
- [Importing Artwork](#) on page 17
- [Share](#) on page 19

Legal Notices

Toon Boom Animation Inc.
4200 Saint-Laurent, Suite 1020
Montreal, Quebec, Canada
H2W 2R2

Tel: +1 514 278 8666
Fax: +1 514 278 2666

toonboom.com

Disclaimer

The content of this guide is covered by a specific limited warranty and exclusions and limit of liability under the applicable License Agreement as supplemented by the special terms and conditions for Adobe® Flash® File Format (SWF). For details, refer to the License Agreement and to those special terms and conditions.

The content of this guide is the property of Toon Boom Animation Inc. and is copyrighted.

Any reproduction in whole or in part is strictly prohibited.

Trademarks

Toon Boom Studio® is a registered trademark, and the Toon Boom logo are trademarks of Toon Boom Animation Inc.

Credits

Art Development: Shabana Ali, Marie-Eve Chartrand, Tania Gray, Natalia Solari, Anouk Whissell

Technical Editor: Peter Cawthorne, Liven Tam

Technical Reviewer: Mac Begin, John Payne

Technical Writer: Shabana Ali, Marie-Eve Chartrand, Anouk Whissell

Publication Date

2013-12-11

Copyright © 2013 Toon Boom Animation Inc., a Corus® Entertainment Inc. company. All rights reserved.

PUSG101FDR8EN

Interface Manipulation

This section is divided as follows:

- [How to Zoom In and Zoom Out below](#)
- [How to Pan in the Canvas below](#)
- [How to Reset the Canvas Position below](#)
- [How to Navigate in the Page View below](#)
- [How to go to the Toon Boom Animation Web Page on the facing page](#)

How to Zoom In and Zoom Out

While you are working on your drawing, you can enlarge it to give you a better view. It is easy to do this by making a pinch movement on the screen with your thumb and index finger.

To zoom in and out of your drawing:

1. To zoom your drawing, place your thumb and index finger on the screen.
2. Move your thumb and index finger apart to zoom in.
3. Move your thumb and index finger closer together to zoom out.

How to Pan in the Canvas

While you are working on your drawing, you can move it around to give you a better view. It is easy to do this by making a simple movement on the screen with your index finger and middle finger.

To pan in the canvas:

1. To pan in the canvas, place your index and middle fingers on the screen.
2. Drag both fingers around and the drawing will follow the movement.

How to Reset the Canvas Position

After zooming in and panning your drawings, you might want to reset the canvas to its original position.

To reset the canvas:

1. Double tap on the canvas. The canvas will reset itself automatically.

How to Navigate in the Page View

The Page view allows you to see all of the drawings and pages in your animation. You can easily navigate through them using your fingers.

To navigate in the Page view:

1. Slide your finger left or right along the Page view to pan through the pages of your animation.
If you have several pages, you can swipe your finger across the page view and it will make it pan faster.
2. To select a page, just tap on it once.

How to go to the Toon Boom Animation Web Page

The Toon Boom Animation web page has more information about Flip Boom Draw and provides links to Toon Boom's other exciting products.

To go to the Toon Boom Animation web page:

Tap on the Powered by Toon Boom  button. The web browser opens.

Projects

This section is divided as follows:

- [How to Create a New Project](#) below
- [How to Open a Project](#) below
- [How to Save a Project](#) below
- [How to Rename a Project](#) on the facing page
- [How to Duplicate a Project](#) on the facing page
- [How to Delete a Project](#) on the facing page
- [How to Load a Demo Project](#) on the facing page
- [Can I modify the demo projects?](#) on page 8

How to Create a New Project

When you want a new project and you are finished playing with the current one or want to remove the demo project, you can create a new blank one.

To create a new project:

1. Tap on the **Home**  button.
2. Tap on the **New Project**  button in the home Screen.
You now have a blank project.

How to Open a Project

You can open any existing project to either view it or perform more work on it.

To open a project:

1. Tap on the **Home**  button.
2. In the Home Screen window that just appeared, choose the project you want to open from the list and tap on the project's  thumbnail.
3. Tap on the **Play**  button to play the project.

How to Save a Project

When you create a new project, you need to save it.

To save a project:

1. Tap on the **Home**  button.

How to Rename a Project

When you create a new project or if you want to give an existing project a new name you can do the following:

To name a project:

1. In the Home Screen window, slide your finger upwards on the project you want to rename.
2. In the bottom Settings bar that just opened, tap on the **Rename**  button.
3. In the Rename pop-up window, type the new project name.

4. Tap on the **Confirmation**  button.

How to Duplicate a Project

If you want to duplicate some projects, you can do the following:

To duplicate a project:

1. In the Home Screen window, slide your finger upwards on the project you want to rename.
2. In the bottom Settings bar that just opened, tap on the **Duplicate**  button.

How to Delete a Project

If you want to delete some projects, you can do the following:

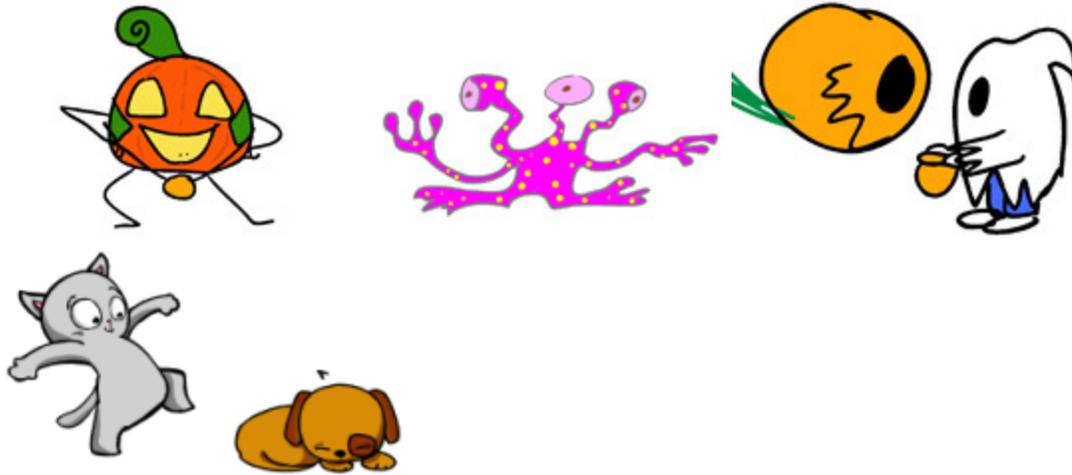
To delete a project:

1. In the Home Screen window, slide your finger upwards on the project you want to rename.
2. In the bottom Settings bar that just opened, tap on the **Delete**  button.

How to Load a Demo Project

You can always load one of the demo projects included with Flip Boom Draw at any time, even after you create a new project.

The demo projects use these buttons:



To load a demo project:

1. Tap on the **Home**  button.
2. In the Home Screen window that just appeared, choose the demo project you want to open from the list

and tap on the project's  thumbnail.

3. Tap on the **Play**  button to play the demo project.

Can I modify the demo projects?

If you open the demo project and save it with a new name, you can then draw in the project and add your own changes to it.

Drawing

This section is divided as follows:

- [Can I use a Stylus to draw with? below](#)
- [How to Draw with the Brush Tool below](#)
- [How to Switch Tools below](#)
- [How to Change the Colour on the next page](#)
- [How to Erase with the Eraser Tool on the next page](#)
- [How to Cancel Your Last Operation \(Undo\) on the next page](#)
- [How to Change the Size of the Brush and Eraser Size on page 11](#)
- [How to Paint with the Paint Tool on page 11](#)
- [How to Select Objects on page 11](#)
- [How to Use the Text Tool on page 13](#)

Can I use a Stylus to draw with?

You can use a stylus which is compatible with your tablet. A number of companies now produce pens specifically for mobile devices, e.g. Wacom Bamboo Stylus. Also, some Windows 8 tablets already come with a stylus. Flip Boom Draw supports pen pressure as long as the device itself supports pen pressure.

How to Draw with the Brush Tool

Flip Boom Draw lets you create your own animation! Make sure to create a new project and get started!

To draw with the Brush tool:

1. Tap on the **Brush**  tool. You can also use the Dynamic Brush  tool to draw triple lines. See [How to Switch Tools below](#).
2. To draw, drag your finger on the screen over the white canvas.
3. Now you can draw whatever you like!



If the Eraser  tool or Paint  tool appears instead, you can easily change it to the Brush  tool, see the section called [How to Switch Tools below](#).

How to Switch Tools

Flip Boom Draw has a Brush  tool, a Dynamic Brush  tool, a Paint  tool, and an Eraser  tool. Only one tool is active at a time, to use one or the other, you need to switch between them.

To switch between tools:

1. Tap on either the Brush  tool, Dynamic Brush  tool, Paint  tool, or Eraser  tool, depending on which one is displayed.
2. In the Tools window that appears, tap on the tool you want to use.
3. Tap outside the Tools window to close it.
4. Continue drawing or erasing on the canvas.

How to Change the Colour

With Flip Boom Draw, you can draw with different colours. By default, Flip Boom Draw is set to use black, but you can change the colour at any time.

To change the colour:

1. Tap on the **Colour Palette**  button.
2. In the Colour Palette window that just appeared, tap on the colour you want to use.
3. Tap outside the Colour Palette window to close it.
4. Now you can continue drawing or painting with your new colour.

How to Erase with the Eraser Tool

You can erase any bits and pieces which you do not want in your drawing.

To erase using the Eraser tool:

1. Tap on the **Eraser**  tool.
2. To erase, rub your finger over the line which you want to erase, see how it disappear!



By default, Flip Boom Draw uses the Brush  tool. If this tool appears instead, you can easily change it to the Eraser  tool; see the section called [How to Switch Tools on the previous page](#).

How to Cancel Your Last Operation (Undo)

If you want to cancel your last operation, use the Undo  button.

To cancel your last operation:

1. Tap on the **Undo**  button.
The last operation you made is canceled.

Tapping the Undo  button repeatedly, cancels operations one-by-one going backward in the order you did them.

How to Change the Size of the Brush and Eraser Size

Flip Boom Draw lets you change the sizes of your Brush  tool and Eraser  tool.

To change the size of the tool:

1. Tap on either the **Brush**  tool or the **Eraser**  tool, depending on which one is displayed.
2. In the Tools window that just appeared, move the Tool Size slider toward the Small Dot  icon (left) to make the tool size smaller or toward the Big Dot  icon to make the tool size bigger (right).
3. Tap outside the Tools window to close it.
4. Now you can continue drawing.

How to Paint with the Paint Tool

Use the Paint  tool to fill your drawings with colour. The Paint tool only works inside a closed shape, if the shape you want to colour is not closed you will need to close any gaps before you can use this tool. You can also use the Paint tool to repaint strokes with a new colour.

To erase using the Eraser tool:

1. Tap on the **Paint**  tool.
2. To paint, in the canvas, tap inside your closed shapes.



By default, Flip Boom Draw uses the Brush  tool. If this tool appears instead, you can easily change it to the Paint  tool; see the section called [How to Switch Tools on page 9](#).

How to Select Objects

Use the Select  tool to select strokes in your canvas. Once a stroke is selected, a blue selection box becomes available. You can then change the size, rotation and colour of the selected strokes. You can also copy, cut, or delete the selected strokes.

This section is divided as follows:

- [How to Modify the Selection on the next page](#)

- [How to Group Objects](#) below
- [How to Reorder Groups and Strokes](#) on the facing page

To select an object:

1. Tap on the **Select**  tool.
2. In the canvas, tap on a stroke or drag a box around the several strokes to select.

How to Modify the Selection

You can delete, move, rotate and resize a selection.

To delete a selected object:

1. Once the object is selected, tap on the **Delete**  button.

To resize and reposition a selected object:

1. Once the object is selected, use one finger to drag the selection to a new location.
2. Use two fingers to rotate the selection by rotating your fingers.
3. Use two fingers to scale the selection by moving your fingers closer together and further apart.

To deselect an object:

1. Tap outside of the selection anywhere on the canvas.

How to Group Objects

It can be useful to group some of your drawn objects. For example, you could group the eyes, mouth and nose of a character with its head. This way when you animate, pieces don't get left behind!

If you need to edit or move a single object separately from a group that you created, you need to break that group apart.

To group objects:

1. Tap on the **Select**  tool.
2. In the canvas, tap on a stroke or drag a box around the several strokes to select.
3. In the Select Options window that opens, tap on the **Group**  button.
4. Tap outside the selection to deselect.

To ungroup objects:

1. Tap on the **Select**  tool.
2. In the canvas, tap on the group to select.

3. In the Select Options window that opens, tap on the **Ungroup**  button.
4. Tap outside the selection to deselect.

How to Reorder Groups and Strokes

Use the Send to Back button to move selected groups behind all other groups and strokes.

Use the Bring to Front button to move any selected strokes in front of all other groups and strokes.

To reorder objects:

1. Tap on the **Select**  tool.
2. In the canvas, tap on the stroke or group to reorder.
3. In the Select Options window that opens, tap on the **Bring to Front**  or **Send to Back**  button.
4. Tap outside the selection to deselect.

How to Use the Text Tool

Flip Boom Draw allows you to write text on your drawings by using the Text  tool.

To use the Text tool:

1. Tap on the Text tool.
2. Tap on the canvas where you want to add text.
3. In the Text window, type the text you want to write.
4. Move the **Size**  slider toward the left to make the font smaller or toward the right to make the font bigger.
5. Tap on the **Text Align**  buttons to change the text alignment.
6. Select the font style you want from the Font drop-down menu.
7. Tap on the **Confirmation**  button to add the text to your drawing.

Animation

This section is divided as follows:

- [How to Play an Animation below](#)
- [How to Stop the Animation Playback below](#)
- [How to Change the Playback Speed below](#)
- [How to Add a New Page on the facing page](#)
- [How to Duplicate a Page on the facing page](#)
- [How to Delete a Page on the facing page](#)
- [How to Add a Page in the Page View on page 16](#)
- [How to See the Previous Page on page 16](#)

How to Play an Animation

When you load a Flip Boom Draw demo project, you can play it back to see the animation. See [How to Load a Demo Project on page 7](#).

To play the animation:

1. Tap on the **Play**  button. The animation will play over and over in a loop until you tap the **Stop**  button.
2. Tap the **Close**  button to go back to the drawing interface.

You can play every animation this way.

How to Stop the Animation Playback

When you play an animation, it will play in loop until you stop it.

To stop the animation playback:

1. Tap the **Stop**  button.
2. Tap the **Close**  button to go back to the drawing interface.

How to Change the Playback Speed

You can make your animation play faster or slower.

To change the playback speed:

1. Tap on the **Play**  button. The animation will play over and over in a loop until you tap the **Stop**  button.
2. Move the **Speed**  slider toward the left to slow the playback down or toward the right to speed up the playback speed.

How to Add a New Page

To animate an object, you need to draw it in slightly different positions over several pages. Once you have done your first drawing, such as a ball, you need to add a new page and draw a new ball in a different location. This gives the illusion of movement when playing back all the pages.

To add a new page:

1. Draw something on the canvas such as a ball on the ground.
2. In the Page view, tap on the next page. If you are at the end of your animation, a new page is automatically added and you can create your new drawing.



By default, the Show Previous Page  option is enabled. If this is not the case see the section called [How to See the Previous Page on the next page](#).

3. On the canvas, draw your second object, such as a ball, in a slightly different position. If you position the ball higher up on the canvas, it will give the illusion of moving upwards.

How to Duplicate a Page

You can easily make duplicate of a page in your animation, this will save you having to draw it again.

To duplicate a page and add it to your animation:

1. In the page view, select the page to duplicate.
2. From the bottom of the screen, slide your finder upwards.
3. In the Settings bar that just appeared, tap on the **Duplicate**  button.
A duplicate of the page is placed after the one which you chose to duplicate.

How to Delete a Page

You can delete a page in your animation.

To delete a page:

1. In the page view, select the page to delete.

2. From the bottom of the screen, slide your finder upwards.

3. In the Settings bar that just appeared, tap on the **Delete**  button.
The selected page is deleted.

How to Add a Page in the Page View

You can add new pages in the Page view between existing drawings.

To insert a new page:

1. In the Page view, select the drawing you want to add a page after.
2. From the bottom of the screen, slide your finder upwards.

3. In the Settings bar that just appeared, tap on the **Insert After**  button.
A blank page is placed after the one which you chose to duplicate.

How to See the Previous Page

When you animate an object that moves over time, it is useful to check the correct position of your drawing by comparing its current location with its position on the previous page.

To see your previous page:

1. Tap on the **Show Previous Page**  button to enable or disable the option.
2. Animate your drawings.

Importing Artwork

Flip Boom Draw lets you take a photo and import it as a background to your animation. You can also use clip arts found in the library.

This section is divided as follows:

- [How to Take a Photo](#) below
- [How to Use Clip Arts](#) below

How to Take a Photo

You can use the Camera option to take a picture using your tablet. This picture will be placed as a background for your entire animation. You can draw over the picture and animate fun stuff!

To take a photo:

1. Tap on the **Camera**  button.
2. Using your tablet, frame the image you want to take.
3. Tap in the screen to take the picture.
4. Tap on the OK button to use the picture.
The picture appears behind your animation.

To remove the background photo:

1. Tap on the **Remove Background Photo**  button.

How to Use Clip Arts

Flip Boom Draw has a clip art library you can use to enhance your animation.

To use clip arts:

1. Tap on the **Library**  button.
2. Use your finger to slide the clip art collection from left to right to see its content.
3. Tap on the clip art you want to use and drag it on the canvas,

To create your own clip art:

1. Tap on the **Library**  button.
2. In the Page view, select the drawing you want to save as a clip art.
3. Using your finger drag the page in the library

To create a new collection:

1. Tap on the **Library**  button.
2. Tap on the **Collection Manager**  button.
3. Tap on the **New**  button to add a collection.
4. Tap on the new collection to select it.
5. Tap outside the Collection Manager window to close it.

To delete a collection:

1. Tap on the **Library**  button.
2. Tap on the **Collection Manager**  button.
3. Tap on the **Delete**  button to add a collection.
4. Tap the **Delete** confirmation button.
5. Tap outside the Collection Manager window to close it.

To select a collection:

1. Tap on the **Library**  button.
2. Tap on the **Collection Manager**  button.
3. Tap on the collection you want to select.
4. Tap outside the Collection Manager window to close it.

Share

This section is divided as follows:

- [How to Export a Video of Your Animation below](#)
- [Can I share my finished project with friends? below](#)
- [Can I access my project files? below](#)

How to Export a Video of Your Animation

If you like the animation you that you made, you can easily take a video of it and add it to your SkyDrive account or email it to a friend.

To export a video of your animation:

1. Tap on the **Share**  button.
2. Tap on either the SkyDrive or Email option.
3. Select the directory where to save the file of the email address to send the video to.
4. Let the video export.
5. If you used the SkyDrive option, go to your SkyDrive app and watch the video.

Can I share my finished project with friends?

You can share videos of your finished projects using the Share feature provided by Windows 8. See [How to Export a Video of Your Animation above](#).

Can I access my project files?

Yes, you access the individual project files as long as your export them from the Home Screen and save them somewhere on your device.

To export a project:

1. In the Home Screen window, slide your finger upwards on the project you want to export.
2. In the bottom Settings bar that just opened, tap on the **Export**  or **Export All**  button.
3. In the pop-up window, type the project name you want to export the file as.
4. Browse for the location where to save the file.
5. Tap on the **Save** button.

