PENCIL CHECK

PREMIERE ANIMATION LINE TESTING

PRO

Installation and Getting Started Guide

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Welcome to Toon Boom Pencil Check Pro

Toon Boom Pencil Check Pro is a complete solution for verifying your traditional animation sequences. Capture your drawings using a variety of media devices such as camera and scanner, or import bitmap images and more. You can also paint and correct drawings. Toon Boom Pencil Check Pro also includes camera motion planning and annotation columns in your digital exposure sheet.

This guide includes the following topics:

For additional information about using the product, see the Toon Boom Pencil Check Pro Help. To open the help, select **Help > Toon Boom Pencil Check Pro Help**.

Introduction

Pencil Check Pro's intuitive interface means that you can perform basic procedures almost immediately (creating columns, typing exposure, etc.) and more complex procedures soon after.

Here are a few highlights of Toon Boom Pencil Check Pro:

- Supports the widest variety of devices available for a line test application and fits into your pipeline.
- An extensive feature set including real-time capture preview, vectorization presets, automatic removal of paper, paper feeder support for batch capture, alignment and registration for acquisition of large backgrounds and automatic matte creation for instant overlay preview.
- Toon Boom's exposure sheet lets you fill the xsheet manually, randomly or sequentially, adjust the duration on-the-fly or simply let the capture module fill it for you.
- Xsheet can display the sound waveform for accurate timing.
- Draw or import annotations as if you had a paper margin and mark key and breakdown drawings.
- Paperless line testing thanks to unique vector and pressure-sensitive drawing tools.
- Sketch, draw, clean and paint in colour to produce a high quality line test.
- Comes with all the tools required for animation such as Onion Skin, Light Table, Backlight and Rotary animation table to fully mimic a traditional animation workspace.
- Preview your line test animation with a real-time playback interface synchronised with sound and camera motion. Define the transparency and colour of each column to identify drawings easily.

Check Your System Requirements

Toon Boom Pencil Check Pro supports Windows and Mac OS X. Your hardware must meet these minimum requirements to run it.

Recommended Mac OS X System Requirements

- OS: Mac OS X v10.4 or Mac OS X v10.5 (Leopard)
- PowerPC G5 (Minimum) or Intel Core processors
- 1 GB (Recommended), 512 MB of RAM (Minimum)
- 250 MB of available hard disk space for the software
- Video card fully supporting OpenGL with 128 MB of RAM
- Monitor supporting 1280 x 1024 resolution
- Wacom tablets for drawing (Optional)
- Capture device supporting QuickTime or Image Capture interface (Optional)

Recommended Windows System Requirements

- OS: Microsoft Windows Vista or XP
- 2 GHz Intel Pentium 4 processor (Recommended)
- 1 GB (Recommended), 512 MB of RAM (Minimum)
- 250 MB of available hard disk space for the software
- NVIDIA video card fully supporting OpenGL with 128 MB of RAM
- Monitor supporting 1280 x 1024 resolution
- Wacom tablets for drawing (Optional)
- Capture device supporting DirectShow, WIA or TWAIN interface (Optional) Installing Toon Boom Pencil Check Pro

Installing Toon Boom Pencil Check Pro

Installing on Mac

Follow these instructions to install Toon Boom Pencil Check Pro on a Mac OS X operating system:

1. Insert the CD-ROM into your computer.
2. Double-click the Mac OS X folder to open the installation package.
3. Double-click the installation package (an MPKG file) to launch the installation program.
4. Follow the onscreen instructions.

Installing on Windows

Follow these instructions to install Toon Boom Pencil Check Pro on a Windows operating system:

1. Insert the CD-ROM into your computer.
   If the installation package does not open automatically, use Windows Explorer to locate and open the folder in your CD-ROM drive. Double-click the executable file (EXE file) to launch the installation program.
2. Follow the onscreen instructions.

Now that you have installed Pencil Check Pro, you want to start using it. But how do you use Toon Boom Pencil Check Pro to get the most productivity in the shortest amount of time?

Refer to: **User Guide**: Introduction

Preparing To Create Your Line Test

To help you start working, read this section and refer to the cross references for further information. Soon you will be line-testing as if it is second nature to you.

The recommended steps when preparing your Pencil Check Pro project are:

- Getting your paper exposure sheet ready
- Ordering your animation sequences
- Getting your background and layout planning

Following these steps will help you perform your line test smoothly.

Getting Started

After you install Toon Boom Pencil Check Pro you can launch the application.

Launching Toon Boom Pencil Check Pro

To open Toon Boom Pencil Check Pro:

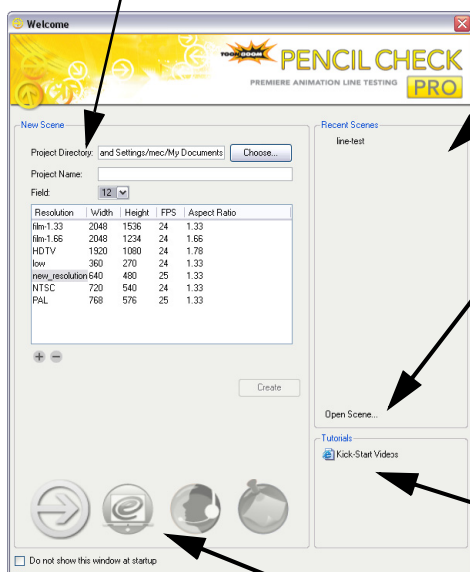▸ **Macintosh**: Double-click the Toon Boom Pencil Check Pro

    icon or select **Applications > Toon Boom Pencil Check Pro**.

▸ **Windows**: Double-click the Toon Boom Pencil Check Pro

    icon or select **Start > Programs > Toon Boom Animation > Toon Boom Pencil Check Pro**.

Toon Boom Pencil Check Pro opens, displaying the Welcome Screen.

Create a new Pencil Check Pro scene here.

Open recent Pencil Check Pro scene here.

Select Pencil Check Pro files here

Direct access to video tutorials, will help you understand and improve your line testing techniques.

Link to Pencil Check Pro on the Web

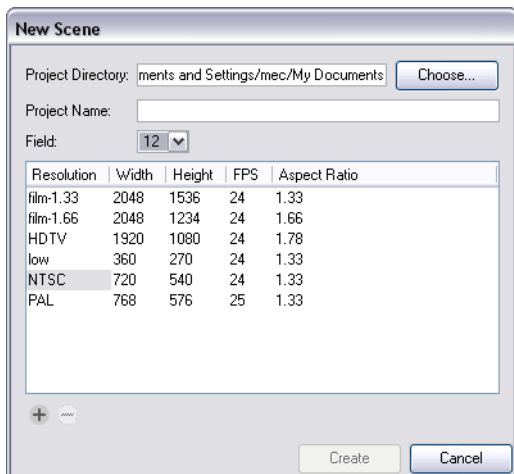Refer to: **User Guide:** Launching Pencil Check Pro.

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Creating Your Scene

Once you launch Toon Boom Pencil Check Pro you are ready to create your new scene.

To create a new scene:
1. Do one of the following:
   ‣ Launch the program to display the welcome screen.
   ‣ Select **File > New**.
   ‣ In the File toolbar, click on the New ⬜ button.

2. Click on the Choose button to browse a project directory.
3. In the Project Name field, type in the name of your scene.
4. Use the Field drop-down menu to select a field size for your scene.
5. In the Resolution field, you can select the resolution, aspect ratio and frame rate.
6. Click on the Create button when you are done.
   The new project is created and placed in the directory you selected.

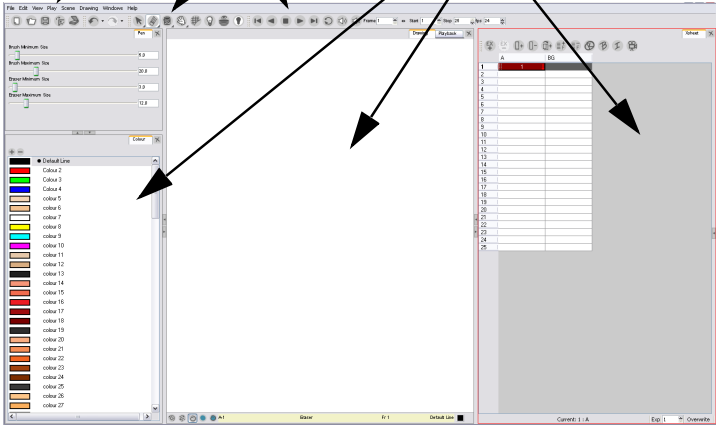Refer to: **User Guide:** Launching Pencil Check Pro.

Pencil Check Pro Interface

This is the Pencil Check Pro interface:

Top Menu   *Toolbars*   *Views*

The interface is composed of the top menu, toolbars, and one or more embedded windows, called views.

There are six views and five toolbars:

- • Drawing view
- • Colour view
- • Model view
- • Pen view
- • Playback view
- • Xsheet view
- • File toolbar
- • Edit toolbar
- • Drawing Tools toolbar
- • Xsheet Tools toolbar
- • Playback toolbar

Understanding the use and capability of these will enhance your productivity in Pencil Check Pro.

Refer to: **User Guide:** Launching Pencil Check Pro.

Setting the Scene Length

By default, when you create a scene, Pencil Check Pro provides two drawing columns: A and BG, both are 24 frames long. Before capturing your image, you may need to modify the default scene length to suit your own needs.

To set the scene length:

1. Select **Scene > Set Scene Length**.
   The **Set Scene Length** dialog box opens.
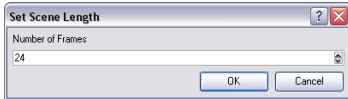
2. In the Number of Frames field, type the amount of frames needed.
3. Click on the OK button.

Refer to: **User Guide:** Launching Pencil Check Pro.

Capturing Images

Now that your scene length is set, you need to capture your images. You can either capture from a Live or a Progressive Device.

To capture your images:

1. In the Xsheet view, select the cell or column header in which you want to import your captured images.
2. Select **File > Capture**. You can also click on the Capture button. The default keyboard shortcut is [S].
   The **Capture** dialog box opens.
3. In the Device tab, select your device in the Device field.
4. In the Peg field, indicate the location of the peg holes.
5. Enable or disable the following options:
   ▸ **Capture and Advance**: Enable this option if, every time you press the Capture button you want to move to the next cell, instead of overwriting the current one.
   ▸ **Flip Drawings**: Enable this option to mirror the drawings horizontally and capture them this way.
6. Click on the Configure button to access and adjust your device's parameters using its own configuration panel.

7. In the Adjustment tab, set the type of capture you want in the Type field.
   ‣ **Black and White**: The system will capture your drawings as black and white zones.
   ‣ **Grey**: The system will capture your drawings as greyscale images.
   ‣ **Colour**: The system will capture your drawing as colour images.
8. In the Adjustment tab, set the following capture parameters:
   ‣ If you selected a Colour capture, adjust the Gamma and Luma.
   ‣ If you selected a Grey capture, adjust the Luma, Black and White.
   ‣ If you selected a Black and White capture, adjust the Luma and Threshold.
9. In the Vectorization section, choose the desired vectorization style:
   ‣ **Black and White**: This style will vectorize your drawings as a solid black line.
   ‣ **Grey**: This style will vectorize your drawings as a mix of vector contour and greyscale bitmap filling.
   ‣ **Colour**: This style will vectorize your image as a bitmap texture within a vector frame.
   ‣ **Custom** ⊕ : This allows you to create your own custom vectorization parameters via the Vectorization Parameters interface.The **Vectorization Parameters** dialog box will automatically open once you select this option.
10. Click on the Capture button to record the image.
11. If you have more than one drawing, set the next drawing in place and press the Capture button again.
12. Repeat the previous step until the capture is completed.
13. Click on the Close button.
    Your drawings are now available in the exposure sheet.

Refer to: **User Guide:** Capture.

Playing Back Your Line Test

After the images are captured and the first quick timing is established, you can verify your animation in real time by performing a quick render in the Playback view.

To playback your line test in Playback view:

▸ In the Playback View, click on the Play ▶ button on the Playback toolbar a first time to load your frames.

    ▸ Press the Play Backward ◀ button in the Playback toolbar to play the animation backward.

    ▸ Press the Stop ■ button in the Playback toolbar to stop the playback.

    ▸ Press the Loop ↻ button in the Playback toolbar to repeat your playback indefinitely.

Refer to: **User Guide:** Playback.

Modifying Your Timing

After verifying your playback, you may need to modify your timing.

Increase Exposure

Increasing exposure adds one more exposure to a selected cell. Repeating this action adds an extra cell each time. This is a quick way to extend a drawing exposure and is always set in Insert mode. It will always push down the existing exposure.

To use Increase Exposure:

1. In the Xsheet view, select a cell.

Drawing_4	Drawing_5
1	1
2	2
23	3
3	4
4	1
t	2
44	3

2. To Increase the exposure:

    ▸ Right-click (Windows) or [Ctrl]+click (Mac OS X) on the selected cell and select **Exposure > Increase Exposure**. The default keyboard shortcut is [+].

    ▸ Select **Scene > Exposure > Increase Exposure**.

The drawing's exposure increases.

Decrease Exposure

Decreasing exposure removes one more exposure from a selected cell. Repeating this action removes an extra cell each time. This action is a quick way to reduce a drawing exposure.

To use Decrease Exposure:
1. In the Xsheet or Timeline View, select a cell.
2. Right-click (Windows) or [Ctrl]+click (Mac OS X) on the selected cell and select **Exposure > Decrease Exposure**. The default keyboard shortcut is [-].
3. Right-click (Windows) or [Ctrl]+click (Mac OS X) on the selected cell and select **Exposure > Clear Exposure and Pull**. The default keyboard shortcut is [Z].

Increase/Decrease Exposure Field

You can also increase or decrease the exposure of a selected drawing by using the Increase/Decrease Exposure field.

To increase and decrease exposure using the Xsheet field:
1. In the Xsheet view, select the cell to modify.
2. In the Xsheet bottom right corner, increase or decrease the drawing's exposure clicking on the up or down arrow.
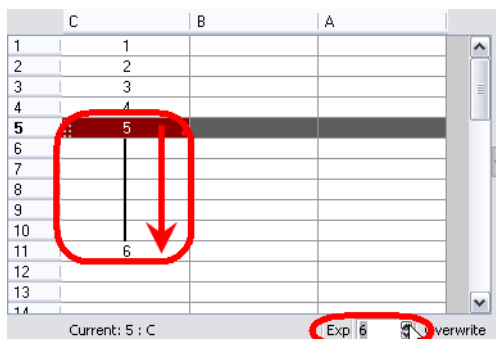
Rendering Your Line Test

Once you are satisfied with your line test, you can export it to a movie.

To export a QuickTime movie:
1. Select **File > Export > QuickTime Movie**.
   The **Export to QuickTime** dialog box opens.
2. In the Export To option, browse to the desired directory by clicking on the Browse button.
   The Browse dialog box opens.
3. In the File Name field, name the output file.
4. Click on the Save button.
5. In the Export Range section, select the frame range to render.
6. In the Time Code section, click on a radio button to indicate if you want to add a time code in your final render.
7. In the Options section, click on the Video Options button to set the video options.
8. In the Options section, click on the Sound Options button to set the sound options.
9. Click on the OK button to start the render.

Documentation

In addition to this booklet, you can learn how to use Toon Boom Pencil Check Pro with our easy-to-use documentation package.

Toon Boom Pencil Check Pro User Guide

How to use all the features available in Toon Boom Pencil Check Pro The use of these features are explained in a production-like environment.

Help

In Toon Boom Pencil Check Pro, select **Help > Help** to open the searchable pdfs. The default keyboard shortcut is [F1].

The help system includes the Toon Boom Pencil Check Pro *User Guide and the Keyboard Shortcuts document.*

To search in the PDF documents using Adobe Acrobat Reader, do the following:

1. Open the PDF file in Adobe Acrobat Reader. You can double click on the PDF file and it should open.
2. Click on **Edit > Search**.

OR

1. Open the PDF file in Adobe Acrobat Reader.
2. Click on the **Search/Find** droplist in the Reader menubar.
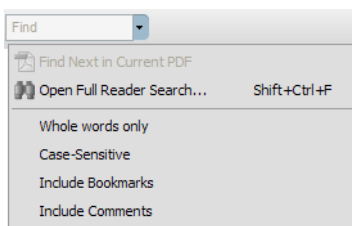
3. Select **Open Full Reader Search**. The advanced search feature opens.

Keyboard Shortcuts

Lists the default shortcuts and shows you how to customize them.

Video Tutorials

Toon Boom Pencil Check Pro's free video tutorials will introduce you to the application and are available from the Welcome Screen.