



What's New in Storyboard Pro2?

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# What's New in Storyboard Pro?

## Camera Capabilities



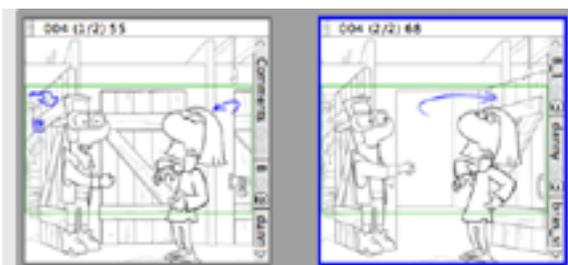
In Storyboard Pro Service Pack 1, Toon Boom has made improvements to optimize the workflow for working with the camera tool.

- **Selectable Camera Frames in the Camera View**

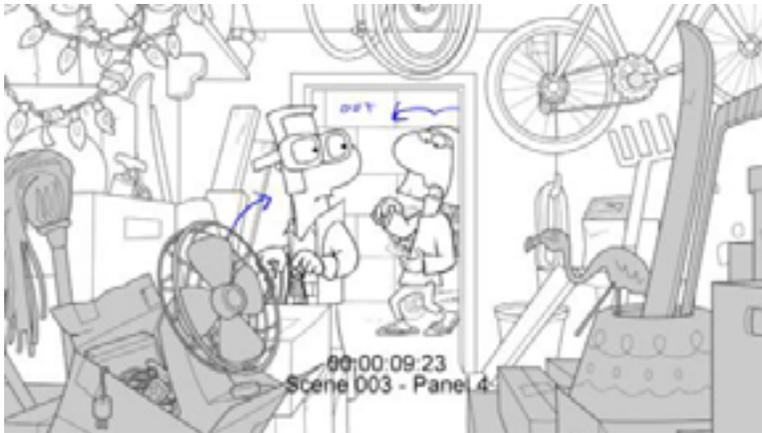
To copy the position of a camera, you can now simply select the camera frame inside the Camera view and use the basic Copy and Paste commands or shortcuts.

- **Copy Camera Keyframes From Selected Panels**

It is now possible to copy and paste camera keyframes by selecting a panel. This prevents having to zoom in the Timeline view and select the actual keyframes, which can be time consuming.



# Animatic Capabilities



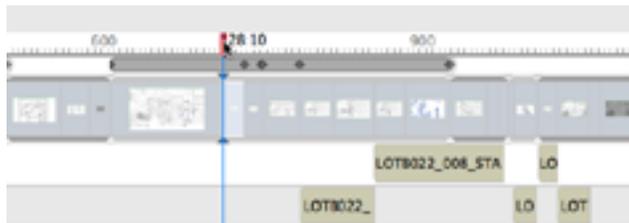
In Storyboard Pro Service Pack 1, the animatic capabilities have been improved, allowing a better control over timing and a smoother workflow.

- **Export One Movie Clip Per Scene**

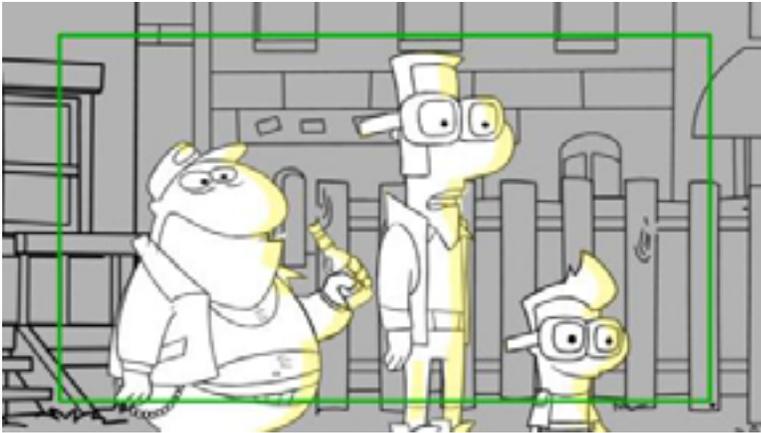
If for example you are working in a live-action, 3D production or a pipeline outside of the Harmony solution, you can now export one movie clip per scene. This allows you to import the movie clip into a 3D software of your choice and be able to animate on top of this movie clip.

- **Snapping**

Now you can turn on the Snapping option. The timeline playhead will automatically snap between panels and at the start and end of sounds. This is useful when performing editing operations.



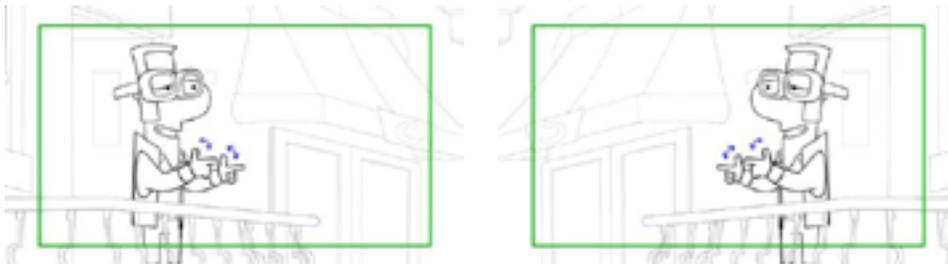
# Content Creation Tools



In Storyboard Pro Service Pack 1, the storyboard artist will discover improvements to the content creation tools and functions that will help to optimize the workflow.

- **Flip With No Artwork Selected**

It is often useful when designing a storyboard to be able to quickly flip artwork from the centre of the camera as it allows you to see what the framing looks like from the opposite view. If you have selected artwork, it flips from the centre of the selection. If there is no artwork selected, the entire layer will be flipped.

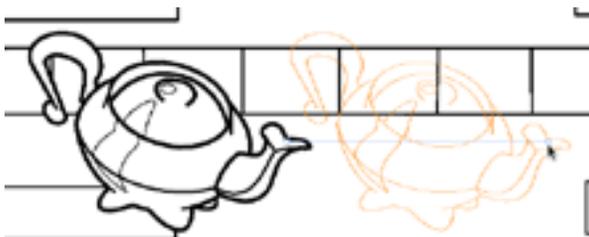


- **Draw Straight Lines with the Brush Tool**

When using the Brush tool, you can now draw straight lines in 15 degree increments by holding [Shift]+[Alt]. This improvement prevents the artist from having to constantly switch between the Brush and the Line tools when creating artwork that require straight lines.

- **Drag Lock**

As a useful alternative to moving a selection on a straight line by using the nudge keys, you can now hold down [Shift] while moving the selected artwork. This constrains movement to 15 degree increments.



# Texture Optimization



When performing a Project Optimization, textures are automatically cropped and reduces the drawing size by removing the texture area which is not visible. The appearance of the drawings remains unchanged, but the performance is significantly improved. This makes it easier for users who are interested in using texture brushes within Storyboard Pro to create more of a traditional look.