



STORYBOARDPRO

**Toon Boom Storyboard Pro 5.5
Release Notes**

Legal Notices

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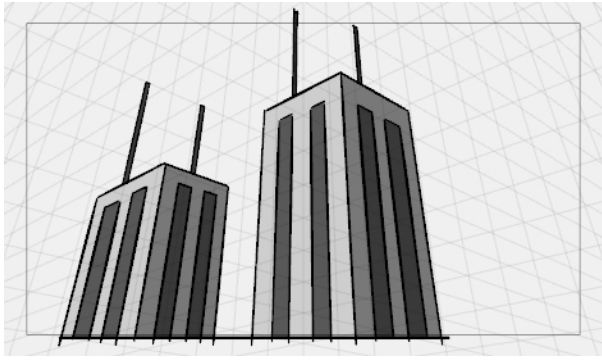
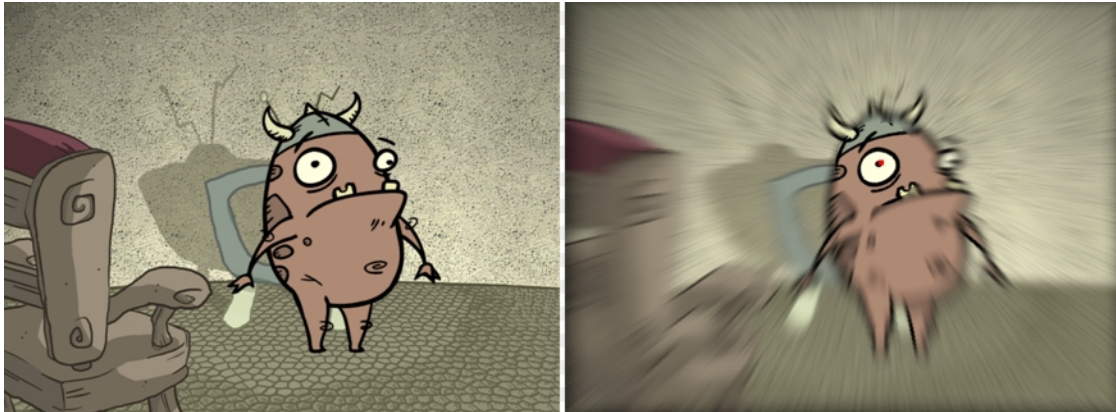
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Chapter 1: Toon Boom Storyboard Pro 5.5

The following describes new features, changes and improvements included in Toon Boom Storyboard Pro 5.5.

Drawing and Drawing Tools

<p>Drawing Guides</p>	<p>Vanishing points and guides to assist when drawing. Guides can be added and managed from the Guides view. See About Drawing Guides on page 1.</p> 
<p>Perspective Tool</p>	<p>The perspective tool now works with textured vector drawings. See Deforming a Drawing Using the Perspective Tool on page 1.</p> <p>Improved the Perspective tool to project the perspective when modifying drawings.</p>
<p>Generate Auto-Matte</p>	<p>Command to automatically generate mattes for selected layers. See Generating Auto-Matte Layers on page 1.</p>
<p>Radial Zoom Blur</p>	<p>New type of blur available for bitmap layers. See Blurring Layers on page 1.</p>  <p style="text-align: center;">Original image Image with Radial Zoom Blur radiating from a centre</p>
<p>Directional Blur</p>	<p>New type of blur available for bitmap layers. See Blurring Layers on page 1.</p>

	
Brush Tool	The maximum brush size has been increased from 500 to 1600.

Exports

Conformation	Export Project command now supports AAF format to allow the conformation of changes from Avid Media Composer to Storyboard Pro.
	New option in the Export Project dialog box called Expand Render Area to Scene Camera. This renders panels using the area covered by the camera on all the panels of a scene.
AAF Export	Stereo tracks are exported as a single stereo track rather than two mono audio tracks when exporting to AAF.
Captions	Text from captions can be rendered as an overlay when exporting to Bitmap, Movie, EDL, AAF and XML. This is done from the Captions tab of the export dialog box.
Bitmap Export	PNG is now available as an export format when exporting to bitmap.
	New option in Bitmap Export dialog box called Expand Render Area to Scene Camera. This is used to render panels using the area covered by the camera on all the panels of a scene.
Flip Scenes	New functionality to flip all the panels in a scene. See Flipping Scenes on page 1 .
PDF	The option called Rectify Static Camera is now available when exporting PDFs.
	It is now possible to export and import PDF profiles. See Importing and Exporting Custom PDF Profiles on page 1

Sound Editing

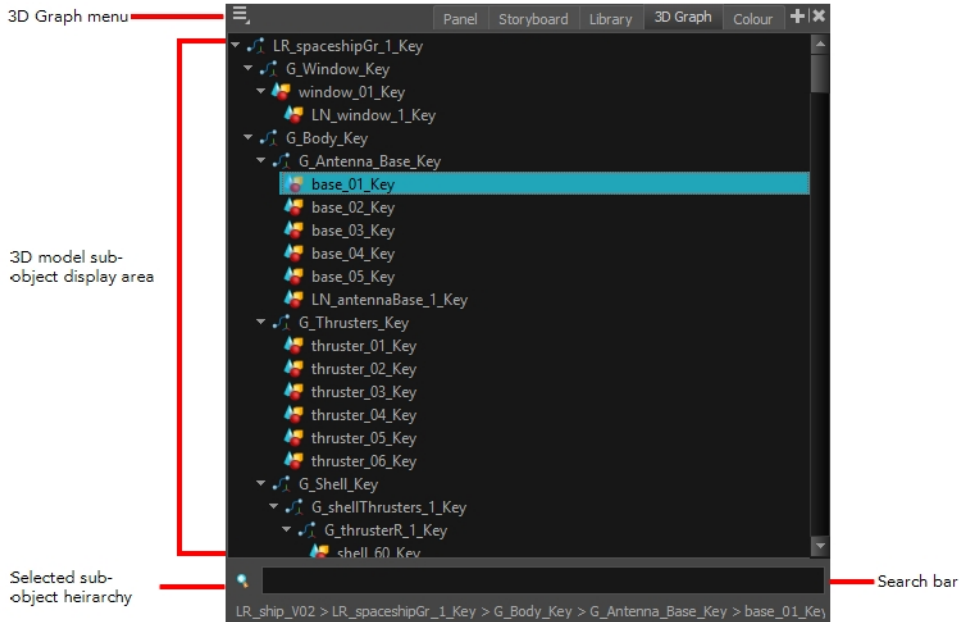
Sound Editing	Audio clips under transitions now synch with the transition they are under when changing the duration of the panel.
	Improved the display of the waveform on low volume audio clips. The wave-

	form is displayed using a log function rather than a linear function.
	New option to allow playing sound past the last panel. See Play Menu on page 1 .
	Solo mode on audio tracks allows isolating tracks without muting other tracks. See Solo Mode on page 1 .

Timeline

Frames	New commands to add and remove frames on the selected panels. See Changing the Panel Duration on page 1 .
Markers	Markers can now be added in the timeline. These markers can be added during playback if a shortcut is set to the command. See About Markers on page 1 .
Audio	It is now possible to copy and paste audio on multiple tracks.
Zoom	The zoom level in the timeline adapts to the length of the project. You can zoom out to see the full timeline.
Volume	Volume keyframes are preserved when splitting an audio clip.

Changes and Improvements

Preferences	Preferences from previous version can be migrated when starting Storyboard Pro 5.5 for the first time.
3D Graph View	<p>The 3D Schematic view has been replaced by the 3D Graph view.</p>  <p>3D Graph menu</p> <p>3D model sub-object display area</p> <p>Selected sub-object heirarchy</p> <p>Search bar</p>
Captions	A default font and font size can now be set for captions. See Default Caption Format Dialog Box on page 1 .
TV and Action Safe	The TV and action safe guides can be displayed as masks. Click and hold the Safe

Guides	Area button in the Stage view status bar to switch between display modes.
Project First Frame/Project Last Frame	Replaced the go to First Panel and Last Panel with go to the Project First Frame and Project Last Frame.
QuickTime no Longer Required	QuickTime is no longer required to import and play back sound in Windows.
	QuickTime is no longer required to create movies in Windows. Storyboard Pro can now generate movies in WMV format.
Retina	Retina and high pixel density display support. On macOS, OpenGL views do not use retina display.

Chapter 1: Toon Boom Storyboard Pro 5.1 (12.6.1.11319)

Here are the new features, changes and improvements in Toon Boom Storyboard Pro 5.1:

Features

Feature	Description
Animating Layers	The new layer track in the Timeline view lets you set layer keyframes and navigate between them—see Animating Layers on page 1 .
Moving Bounding Box Contents Without Selecting Objects	To make it easier to move selected objects without having to position the cursor over a stroke, you can set the Select Tool Bounding Box is Movable option in the Preferences dialog box (Tools tab). This lets you place the cursor anywhere inside the bounding box and move its contents. This option applies to these tools: Select, Select by Colour, and Cutter.
Export to Toon Boom	When exporting to Toon Boom, you can now set the sample rate, bit depth, channels, and file name pattern of audio files—see Export to Toon Boom Window on page 1 .
Saving Projects as a Single File	You can reduce the number of files and protect the integrity of projects by saving (packing) the project in a single file. A packed project file is appended with the .sbpz extension—see Saving Projects as a Single File on page 1 .
Storyboard Pro in Chinese and Japanese	Storyboard Pro is now available in Chinese and Japanese. The Getting Started Guide is also available in these languages.
PDF Export	Japanese-specific PDF export profiles were renamed and modified.

Fixes

- Fixed a crash which sometimes occurred when moving newly-added camera keyframes in the Timeline view.
- Fixed an issue where the split menu entry was not disabled when the playhead was not over a valid panel. Using the command could cause a crash.
- Fixed an issue where, in some specific cases, playing a project may crash the rendering thread.
- Fixed an issue where dragging a 3D model from a library folder, other than the 3D Models folder, to the project created new models instead of reusing them properly.
- Fixed an issue where bitmap layer templates created in Storyboard Pro 4.2 would sometimes not convert properly when used in the latest version of Storyboard Pro.
- Fixed an issue where importing an image as a bitmap layer twice would result in a clone of the first image, not an import.
- Fixed the Convert to Vector Layer and Convert to Bitmap Layer buttons as they were not working properly.

- Fixed an issue where file names and expected file names were different when exporting a scene to Toon Boom with exactly 100 frames.
- Fixed the exportToFCPXML script function so it can be called from the command line.
- Fixed an issue where the compression type value was not retained in the video settings dialog box.
- Fixed an issue where overwriting multiple sounds in the Timeline would resize and delete the wrong sound.
- Fixed the colour of the timecode overlay that appears when moving a sound in the Timeline view.
- Using the Split Panel at Current Frame option no longer enables animation on all the layers.
- The Layers list no longer scrolls when there is a large number of layers in the list and the state of a layer is changed.
- The Track Changes dialog box now displays line returns properly.
- The loading and saving of pen styles is now more robust.
- The list of Eraser presets has been modified.
- The Export PDF and Export to Toon Boom windows were modified to fit a wider range of resolutions.
- Fixed translation issues in the PDF export.
- Fixed an issue where there were double drop-down menus when right-clicking on certain thumbnails.
- Fixed an issue where .osb files could not be imported in the Chinese version of Storyboard Pro.
- The help printed command line was updated to run with the -help option.

Chapter 2: Toon Boom Storyboard Pro 5 (12.5.1.11135)

Here is what was fixed in Toon Boom Storyboard Pro 5:

Changes in Storyboard Pro (12.5.1.11135)

- Fixed issue with Auto-save timer.

Changes in Storyboard Pro (12.5.1.11100)

- Fixed issue where audio content may be lost through specific manipulations in the Timeline view.






Chapter 3: Toon Boom Storyboard Pro 5

Here are the new features, changes, and improvements in Toon Boom Storyboard Pro 5:

Features

Storyboard Pro 5 is backward compatible with previous versions. This means projects created in previous versions can be opened in Storyboard Pro 5. However, the project file format has changed in Storyboard Pro 5; projects saved in this new version cannot be opened in previous versions.

3D

Feature	Description
 Snap to 3D Surface	A new option in the Layer Transform tool allows your model to maintain contact with the surface no matter what changes you make. This makes it much faster to block out shots, and also works with 2D artwork—see Snapping to Surface on page 1 .
 Snap to Ground	A new option in the Layer Transform tool lets you snap a layer to the surface directly below it. The angle of the layer is retained and the lowest point of the layer will connect to the surface—see Snapping to Surface on page 1 .
 Create Layer on Surface	Working in the Camera view, the new Create Layer on Surface tool lets you create a new vector or bitmap layer on the surface of the 3D object over which you are hovering. The new layer will be positioned at the point in Z depth on which you clicked—see Creating 2D Layers on Surface of 3D Objects on page 1 .
Navigation	Three-button mouse navigation lets you quickly navigate the Stage view by holding down the Shift+Ctrl keys and using the left, centre, and right mouse buttons—see Navigating 3D Space on page 1
	 3D Navigation and  3D Flying Navigation are new tools for navigating through a 3D scene in the Stage view using your mouse buttons, mouse wheel, and arrow keys. These tools are available from the Tools toolbar—see Navigating 3D Space on page 1 .
3D Import Formats	Storyboard Pro can now import 3D formats as 3D elements in your project. The new formats are two popular data exchange formats: Collada (.dae) and Alembic (.abc).
Maintain Size Tool	The new Maintain Size tool lets you retain the size of the visual scale of elements as you move them in the Z-axis in the Side or Top views. As you move drawing layers on the Z-axis, they are scaled to preserve their size in the camera. This tool is available from the Tools toolbar—see Maintaining the Size on page 1 .
3D Object Scaling	Setting the scale factor of 3D objects before import makes your workflow more efficient. You can set the Scale Factor in two places depending on how many 3D objects you plan to import and the 3D application used to create them—see Determining the Scale Factor on page 1 .
Animate Sub-objects	After adding 3D objects to a scene, you may want to animate a part of the

	object, called a <i>sub-object</i> —see Animating 3D Objects on page 1.
FBX Conversion Option	When importing 3D objects, there is a new option to convert 3D files directly to the file format and save them so the next time you reload the scene, it is quicker as Storyboard Pro does not have to reconvert them. This improves workflow in situations where multiple 3D files (with their own relative paths) were loaded by storing them in a single file.
Washed Display for 3D Objects	When working with 3D objects, you can display the layers with washed out colours. This helps you work with multiple 3D objects more easily—see Displaying 3D Objects on page 1.

Layers

Feature	Description
Layers List in Stage View/Layers View	The list of layers in the Stage view and the Layers view has been redesigned—see Layers View on page 1.
Grouping Layers	You can now group layers to organize your work and keep your list of layers uncluttered. You can group selected layers or create an empty group layer and add layers to it—see Grouping Layers on page 1.
Animating Layers	You can now animate a 2D layer using multiple keyframes, not just the beginning and ending frames. After selecting a layer, activate the new Animate button and use the Layer Transform tool to move elements, and then set keyframes—see Motion on page 1 and Animating Layers on page 1.

Drawing

Feature	Description
Sharing Drawings	When there is a drawing that occurs across multiple panels, you can share (link) the drawing. This way, any changes you make to one of the drawing affects all other instances, making it faster and more efficient when managing and producing your storyboard—see Sharing Drawings on page 1.
Customizable Tips	New customizable bitmap drawing tool tips allow you to change the roundness, hardness, and angle of the tips, as well as add randomness.
Paint Tool	The Paint tool can now be used with raster (bitmap) layers.

Motion

Feature	Description
Function Editor View	This new view lets you edit function curves and parameters. It contains a visual graph for adding, removing, and editing keyframes, as well as adjusting the velocity. The Function Editor view allows you to display multiple functions in the background as a reference—see Modifying a Path on page 1 and Function Editor View on page 1.

Export

Feature	Description
Export to QuickTime	The default codec when exporting to QuickTime is H.264, which is natively supported by Mac OS X.
Export to Flix	New options and functionalities have been added to streamline the export from Storyboard Pro to Flix: <ul style="list-style-type: none"> • Notify Flix through the Export Project dialog box so its asset database is updated. Note that Flix must be installed on your computer. • Ability to open a project directly from Flix and select the panel in the project. • Scripts to export to Flix with the touch of a button—see Exporting for Conformation on page 1 and Exporting to Flix on page 1.
Conformation	Improved XML conformation including: <ul style="list-style-type: none"> • New options to export captions as metadata in the XML with the option to export with rich text formatting. • New option when conforming back an XML to conform captions called Process Captions. This option is available in the Import Project window. • You can now specify the name of the exported XML when exporting to XML using Conformation > Export Project.
Japanese PDF Profile	A new profile for exporting to PDF, called Alternate Japanese Format, is available.

Miscellaneous

Feature	Description
Qt Application Scripting	With Qt Application scripting, you can manage assets more efficiently. You can create scripts to automate manual tasks or create new tools for quick access—see About Scripting on page 1 .
23.976 NDF Timecode	Support for 23.976 NDF timecode in the timeline enables the seamless transfer of animatics from Storyboard Pro to the editing suite. You can now work using this frame rate and directly export animatics and timelines with panels, sound, transitions, and timing to editing suites via EDL, AAF, and XML. This frame rate is available here: <ul style="list-style-type: none"> • Project Properties dialog box (Project Resolution tab) • Welcome screen (Camera Size, HDTV_1080p23.976)
Zoom Timeline	The new Zoom tool lets you increase or reduce the width of the frames in the Timeline view. The Zoom tool is located at the bottom-left of the Timeline view.

Changes and Improvements

Feature	Description
Dark Style Interface	Storyboard Pro is now set to a dark theme by default. You have the option of switching to a light theme through the Preferences dialog box (Global UI tab).
Terminology	The 3D Nodes view has been renamed <i>3D Schematic</i> .
	The term <i>nodes</i> has been changed to <i>sub-objects</i> .
Preferences Dialog Box	New Tab: A new tab is available called <i>Colour</i> . It contains the colour preferences that were transferred from the Global UI tab.
	General Tab: <ul style="list-style-type: none"> (new) Default Layer Alignment: Sets the default alignment used when creating a layer. The 3D Experimental Feature option has been removed.
	Advanced Tab: The default Number of Samples is now set to 4 for Full Scene Antialiasing. This option is enabled by default.
Layers	The First and Last Frame Transform tools have been replaced by the Layer Transform tool.
	When aligning layers with the camera, the behaviour has changed when setting the layer to no alignment, face the camera or pin to the camera—see Aligning Layers with the Camera on page 1 .
Bitmap Drawing Tools	Improved raster (bitmap) drawing tools—see Brush Tool Properties on page 1 and Drawing with Bitmap Brushes on page 1 .
Navigation Toolbar	To make it easier to go to the first and last frame of a panel, the Navigation toolbar is now displayed by default in the Storyboard Pro workspace and contains two tools: First Frame and Last Frame—see Navigation Toolbar on page 1 .
Camera Movement	When using the Camera tool, you can rotate the camera on the X and Y axes, and move the camera centre by dragging it on the X, Y or Z axis—see Positioning the Camera on page 1 .
Conformation	<ul style="list-style-type: none"> The conformation process was improved when a nest is created in FCP or Premiere Pro. Some issues were fixed when importing images that were added in FCP/Premiere Pro when conforming back the XML (they were not framing properly). Improved export to PSD with layers when exporting to XML with PSD image format. The number of layers is now maintained instead of being flattened.