



STORYBOARDPRO

Toon Boom Storyboard Pro 5.1.1
Release Notes

Legal Notices

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Chapter 1: Toon Boom Storyboard Pro 5.1.1

Here are the new features, changes and improvements in Toon Boom Storyboard Pro 5.1.1:

- [Changes in Storyboard Pro 5.1.1 \(12.6.2.12144\)](#) on page 3
- [Changes in Storyboard Pro 5.1.1 \(12.6.2.12026\)](#) on page 3
- [Changes in Storyboard Pro 5.1.1 \(12.6.2.11710\)](#) on page 4
- [Changes in Storyboard Pro 5.1.1 \(12.6.2.11648\)](#) on page 4
- [Changes in Storyboard Pro 5.1.1 \(12.6.2.11592\)](#) on page 5

Changes in Storyboard Pro 5.1.1 (12.6.2.12144)

Feature	Description
Project Management	It is now possible to extract or split a project in SBPZ format.
Packed File (.sbpz)	<p>Removed the dialog box that allows the closing of a project without saving, when the saving to a SBPZ file is cancelled or fails. If saving to the SBPZ fails, use the "Save As" command to save to a different location or a different format.</p> <p>Added a hidden preference called "PROJECT_CACHE_FOLDER_ROOT" that is used to specify the location of the project cache used when opening a SBPZ file:</p> <p>PROJECT_CACHE_FOLDER_ROOT: If this preference is empty, StoryboardPro will use the default location to unpack SBPZ files when they are opened. Environment variables are supported, \$VARNAME or \${VARNAME} on MacOS and %VARNAME% on Windows. For example:</p> <pre><if condition="windows"> <string id="PROJECT_CACHE_FOLDER_ROOT" value="%TEMP%/StoryboardPro Project Cache" shortDesc="Root folder used for unpacking projects. " longDesc="" facilityOverride="true"/> </if></pre>

Fixes

- Fixed: Saving to SBPZ files that are larger than 4GB on Windows platform.
- Fixed: A possible crash on undo after dropping a template containing 3D models in a scene.

Changes in Storyboard Pro 5.1.1 (12.6.2.12026)

Fixes

- Fixed: A crash with the select by colour, when multiple layers were selected and one of them was empty.
- Fixed: Language detection on Mac OS Sierra. It was not detecting Japanese and Chinese locale and was starting in English.
- Added support for 23.876 NDF timecode in XML exports.

Changes in Storyboard Pro 5.1.1 (12.6.2.11710)

Feature	Description
Packed File (.sbpz)	New icons for Packed Project (.sbpz) files.
	Prompt for recovery when opening a project by double-clicking it in a file browser, and there is a project in the cache left after a crash.
	Improve project recovery dialog box to have the option to recover, skip or delete the recovered project.
	Packed projects (.sbpz) can now be used with merge and insert project management commands.
	Prompt to save when closing a recovered project, and no changes have been done in the current session.
Storyboard Backup Files (.sboard)	Display a list of available .sboard files when opening a .sbbkp, and none of the .sboard files match the name of the archive.

Fixes

- Fixed: The colour of the lock/unlock scale ratio buttons in the Tool properties when using the light coloured interface.
- Fixed: Duplicating a panel will not use the right shared drawing when multiple shared drawings have the same name.
- Fixed: Crash when project merge dialog is opened and double-clicking a project in a file browser.
- Fixed: Changes to .sboard are saved in .sbpz when closing project and clicking "Don't Save".
- Fixed: Changes made prior to the Save As command and saved in the cache, are not saved in packed file when using the Save As command to save to a regular .sboard.
- Fixed: Packed project (.sbpz) can be corrupted or deleted if Storyboard Pro is closed during the save operation, after using the File > Save and Pack command.
- Fixed: No validation for project with the same name when creating a new project in .sbpz format.

Changes in Storyboard Pro 5.1.1 (12.6.2.11648)

Fixes

- Fixed: A copy of the current .sboard is created when using Save As.
- Fixed: Wrong project is open from a .sbbkp file when multiple .sboard are in the backup. Storyboard Pro will open the .sboard that has the same name as .sbbkp file.

Changes in Storyboard Pro 5.1.1 (12.6.2.11592)

Feature	Description
3D Schematic	Added shortcut commands to select parent and child sub-objects, as well as siblings. These shortcut commands are in the 3D Schematic category and are named as follows: Select Child Subnode, Select Next Sibling Subnode, Select Parent Subnode, Select Previous Sibling Subnode.

Fixes

- Fixed: A special case where the Create Project button was grayed out after typing the project name and project title.
- Fixed: Canvas size of new bitmap layer that did not use default values after creating a template.
- Fixed: Unselecting vector strokes using SHIFT with the perspective tool, unselects the whole selection.
- Fixed: Templates created in Harmony have static transformation on sub-object; these cannot be imported in Storyboard Pro.

Chapter 2: 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 3: 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 4: 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.