



Boarding with style.



And power.

Toon Boom Storyboard Pro is the leading storyboarding system for visual storytelling, perfectly suited to traditional and paperless methods. Truly completing the production pipeline, Storyboard Pro helps you take an idea and translate it into a visual story that will become a complete production, whether animated or live-action.

Ideal for storyboard artists and art directors

Work faster with layers and intuitive vector drawing tools

Maintain a traditional workflow while maximizing the benefits of working digitally

Leverage the reuse of assets by accessing drawings from the projects library

Update and reorder digital panels instantly

Essential for directors and producers

Enjoy complete pipeline integration

Accelerate the review and approval process with multi-tracking

A must for every visual storyteller and writer

Draw, animate and edit in one powerful package

Develop multilayer panels with constant reference to script

Preview story in real-time synched with sound tracks

Access advanced tools and ready-made templates



Export to PDF format with foreign language encoding support.

Create rich-looking panels using creative drawing tools.



Enjoy total timeline control, with unlimited sound tracks and editable duration of panels and transitions.





Use the overview layout to view and re-arrange your storyboard sequence, show story continuity, or to share concepts.

Create an entirely digital storyboard

Toon Boom Storyboard Pro comes with an intuitive interface presenting either an elegant traditional panel window layout or an overview window layout that fits into your content creation process. Easy to learn and use, Storyboard Pro mimics the traditional storyboarding process, navigating with just a graphic tablet pen in a user-friendly environment.

Flexible configuration

Storyboard Pro fits easily into your current production environment. Produce a paperless storyboard and animatic using a Wacom tablet to preserve the paper feeling. Use a TabletPC for portable storyboarding during production meetings, final touch-up on stage or at home.



Developed in conjunction with expert storyboard artists, Toon Boom Storyboard Pro speeds up production planning and enables you to reach new heights with increased production integration.

From script to animatic, Storyboard Pro covers the entire visual pre-production process enabling you to translate stories into images.



Animate your storyboard

It's more than a storyboard with independent motion per layer, dynamic camera moves and unlimited sound tracks, all in real-time.



Visualize your ideas

From mind to matter, create with true WYSIWYG vector based drawing tools and pitch directly inside Storyboard Pro.



Shorten time to production

An integrated storyboard pipeline facilitates data exchange and the creation of production libraries for assets re-use.



Reduce costs

Paperless logistics means no shipping cost and instant delivery, no more time spent on printing and copying machines. Save up to 30% compared to traditional paper storyboarding methods.



STORYBOARD

THE POWER OF DIGITAL STORYBOARDING

PRO 1.5

Full featured storytelling.

Digital Drawing

- Draw with a complete set of WYSIWYG vector-based tools to create resolution-independent drawings, including:
 - **IMPROVED** Brush tool for freehand drawing, using solid colour, gradient or textured pen styles
- Basic shape tools (Line, Rectangle, and Ellipse)
- Text tool with essential wording feature and independent attributes for each character (Font, Size, Bold, Italic) with automatic or user-defined kerning for multiple lines of text, with independent alignment modes, indentation and spacing, Unicode with Input Method Editor support for typing foreign languages
- Eraser tool for correction and removal
- Use Draw behind mode to quickly paint behind lines without adding new layer
- Cutter tools, ideal for rectangular image cropping and freehand for custom cut selections
- Paint tool for filling areas with solid colours, gradients or textures
- Close Gap tool for closing a shape so that it can be filled with a colour, without adding a visible line
- Modify, transform or re-colour drawing object brush strokes and colour fills
- Create brush textures to recreate the look of natural media tools, such as graphite, charcoal or pencil
- Manage colour palettes using a colour picker that supports solid colours, gradients and textures, as well as an independent transparency value for each colour
- Apply the Transform tools to drawing objects to prepare them for transformations in the animatic
- Flip horizontally or vertically selected objects or layer content
- Flatten strokes inside a layer to optimize and reduce overlapped objects
- Merge layers to group them together
- Switch on Light Table to see through layers and clean drawings
- Quickly flip panels with onion skinning to draw key frames as you go
- Support screen rotation on Windows Tablet PC

Scenes, Panels and Layers

- Add an unlimited number of panels per scene for complex scene descriptions
- Duplicate, re-order, join or detach panels from a scene easily
- Create and manage an unlimited number of layers in a panel, using the transparent layering architecture
- Key frame layer's position, scaling and rotation between the first frame and last frame over time
- Spread layer's motion over several panels to create quickly multi-panels background panning
- Create smooth layer movement using drag-and-drop layer path elements
- Define ease-in and ease-out acceleration for smooth layer motion
- Enjoy easy layer manipulation using drag-and-drop to rearrange layer order, swap layers between panels and merge layers together
- Customize layer display (Hide or Visible, Rename) and attributes (Lock, Export availability on PDF or animatic)
- **NEW** Display In, Out and Duration of selected elements
- **NEW** Overlay safety area and 4:3 safety while working on widescreen project

Transitions

- Place transitions between shots
- Select different types of transitions (Cut, Dissolve, Wipe)
- Define the length of the transition

Captions

- Include captions for each panel with information such as notes, dialogue, slug lines and costume
- Use the Global Captions field for overall comments, production notes, storyboard contact information
- Create an unlimited number of panels and storyboard captions
- Type notes directly into caption fields
- Customize the caption categories
- Save caption layouts as a template for future storyboards
- Search tool to find caption text easily
- Import TXT files directly into a caption field
- Support Pen Input panel user interface on Windows Tablet PC

Sound

- Use voice annotation to add comments quickly
- Add an unlimited number of voice annotations to a panel
- Record voice annotations without using an external application

Timeline

- Display thumbnail images for each panel
- Manage panel and transition duration using drag-and-drop
- Import an unlimited number of audio files
- Link audio tracks to panels to keep sound files in synch during editing
- Expand sound files for overlapping dialogue, sound and music
- Set sound file duration directly in the timeline using drag-and-drop
- Display sound file waveforms to synchronize shots
- Edit each sound file volume envelopes
- Turn individual soundtracks on or off
- Shift and shuffle selections, panels or sound files all at once
- **NEW** Roll panels to change median editing point without affecting global timing
- **NEW** Split a panel at the current frame to insert extra panels within the same scene
- **NEW** Show the camera frame while scrubbing through a panel

Image and Audio Libraries

- Reuse assets from the built-in image template library including Characters, Locations, Props and Actions
- Access an unlimited number of user libraries easily to work with custom and frequently used drawings and sounds
- Set user libraries as global to Toon Boom Storyboard Pro or localize it to the current Storyboard project
- Import libraries from Harmony or Digital Pro

Camera

- Play back a panel with dynamic camera movements in real-time using the Camera tool at any time during storyboard development
- Key frame camera position, zoom and roll between the first frame and last frame in a panel
- Create smooth camera movement using drag-and-drop camera path elements

- Define ease-in and ease-out acceleration for smooth camera motion
- Copy camera key frames to create complex camera motion over several panels

Playback

- Play animatics in real-time without any rendering, including all camera movements and synchronized sound
- Play back the current panel or the entire storyboard
- Toggle playback to loop storyboard output
- Turn sound playback on or off
- **NEW** Display camera mask during playback

Import

- Import TVG, OPT, PAL, SCAN, SGI, TGA, YUV, OMF, PSD, PNG and JPG image formats
- Import a group of images to automatically create a storyboard
- **IMPROVED** Import PSD and preserve independent layers in panel
- Import SWF animation file format
- Import PDF file format
- Import WAV, AIFF, and MP3 sound files

Export

- Support SWF and MOV animation formats to export the current panel, selected panels or full storyboard project
- Configure SWF and MOV formats (audio and video codec, compression)
- Overlay time code on exported movie
- **NEW** Overlay panels and scene number as well as local scene time code on exported movie
- **IMPROVED** Support PDF format with password protection and foreign language encoding support
- Select a layout from a list of standard storyboard page layouts
- **IMPROVED** Customize page layout properties, with header and footer
- **NEW** Place bitmap on both header and footer
- **NEW** Display 4:3 safety in PDF panels
- Save new and updated page layouts
- **IMPROVED** Select the information you want to print, including data on the panel, scene name, start and end times, duration, transition, text in caption fields and layers
- Print extended panel to include the scope of the entire scene
- Set snapshot markers to print timing positions inside a panel
- **IMPROVED** Support EDL and AAF format, allowing the creation of standard CMX EDL files or Legacy AAF and the export of QuickTime movie files for each panel or scene synched with EDL to export storyboard timeline to major editing applications
- Produce a sequence of still JPEG or TGA images at current storyboard frame rate or one per panels
- Export PSD images with independent layers
- **NEW** Activate PSD background transparency
- **NEW** Export current visible frame to JPEG, TGA and PSD
- **IMPROVED** Create CSV files containing all panel information and bring it into any spreadsheet application such as Microsoft Excel
- **IMPROVED** Generate all panels into Toon Boom Harmony and Digital Pro scenes
- **NEW** User definable filename pattern when exporting EDL, AAF, Bitmap or Image Sequence

SYSTEM REQUIREMENTS

Mac OS X Systems

- OS: Mac OS X v10.4 and v10.5
- PowerPC G5 (Minimum) and Intel (Recommended)
- 512 MB of Ram (Minimum), 1 GB (Recommended)
- 110 MB of available hard disk space for the software
- Video card fully supporting OpenGL with 128 MB of RAM
- Monitor supporting 1280x1024 resolution
- Wacom tablets for drawing (Optional)

Microsoft Windows Systems

- OS: Microsoft Windows Vista, XP and TabletPC
- 2 GHz Intel Pentium 4 processor (Recommended)
- 512 MB of Ram (Minimum), 1 GB (Recommended)
- 110 MB of available hard disk space for the software
- NVIDIA® video card fully supporting OpenGL with 128 MB of RAM
- Monitor supporting 1280x1024 resolution
- Wacom tablets for drawing (Optional)

Flexible motion-layer based panel display for fully controllable dynamic camera capabilities

Complete set of drawing tools, including pressure-sensitive brush when using a digital graphic tablet

Customizable caption fields for searchable textual content, such as scene descriptions and comments

Extensive import and export capabilities, including printing, integration with Harmony/Digital Pro, Final Draft, EDL, AAF, CSV, PDF, PSD, SWF, AI, JPG, TGA, PNG and QuickTime file formatting

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