

Table of Contents

Lesson 00 : Introduction and typographic conventions

Lesson 01 : First approach of TVPaint Animation






The various program panels	1- 2
The Menu panel	1- 2
Main panel	1- 3
Color picker	1- 3
Toolbox	1- 3
Current project window	1- 4
The Timeline	1- 4
The Panel Bin	1- 4
Main menu	1- 5
Info Bar	1- 6
Some useful tips	1- 7
Move a window	1- 7
Close, minimize or maximize a window	1- 7
Sliders and mini-sliders	1- 7
Alphanumeric fields	1- 8
Progress bar	1- 8
Working with projects	1- 8
Create a new project	1- 8
View data relative to your project	1- 9
Name a project	1- 10
Working with several projects	1- 10
Working in fullscreen mode	1- 10
Close a project	1- 11
The <i>Help</i> main menu	1- 11
InLine support	1- 11
The About... window	1- 11
The Check for Updates option	1- 11
To quit the program	1- 12
The <i>Preferences</i> panel	1- 12
The General tab	1- 12
The Display tab	1- 15
The Interface tab	1- 17
The Memory & Cache tab	1- 19
The Sound tab	1- 19
The Startup tab	1- 20
Some details	1- 21
Working without the notion of DPI	1- 21
The notion of pixel aspect ratio	1- 21
Video fields	1- 22

Lesson 02 : Drawing basics

Manage drawing tools	2- 2
Presentation of the drawing tools	2- 2
Settings the tools	2- 4
Settings of the brush profile	2- 5
Activate Line smoothing	2- 6
Use colors	2- 7
R,G,B and H,S,L systems (cursor tab)	2- 7
Picker tab	2- 7
Mixer tab	2- 8

Bin tab	2 - 8
Color History	2 - 9
A Color and B Color	2 - 9
Recover a color from the screen	2 - 9
The color variation panel	2 - 10
Use filling tools	2 - 10
Filling tools presentation	2 - 10
Floodfill's smooth, opacity and anti-aliasing	2 - 10
Color gradients	2 - 10
Opacity mapping	2 - 12
Some remarks for using the Opacity function	2 - 13
Using papers	2 - 14
How to use papers	2 - 13
Create and manage your own papers	2 - 16
Selection, crop and transform	2 - 16
The various types of selections	2 - 16
Complex selections and brush creation	2 - 16
The transformation tools	2 - 17
The panning tool	2 - 17
The transform tool	2 - 18
The warp tool	2 - 19
Further details	2 - 20
Notion of pixel opacity	2 - 20
The drawing modes	2 - 21
The Re-apply option	2 - 23
Drawing tool history	2 - 23
Zoom and View options	2 - 24
Notion of pixel opacity	2 - 25
Rotation of the workspace	2 - 25
Flip Horizontally and Vertically	2 - 26
The coordinates	2 - 27
Use the grid	2 - 27
Use the guides	2 - 28
The safe area	2 - 28
Display settings	2 - 29
History panel	2 - 29

Lesson 03: Spacial Management of Layers

Layers and timeline	3 - 2
First drawing	3 - 2
Rename a layer	3 - 2
Create a New layer	3 - 3
The advantage of working with several layers	3 - 4
The current layer	3 - 4
Show and hide a layer	3 - 5
Flip layers	3 - 5
Erase the content of a layer	3 - 6
Modify the global opacity of a layer	3 - 6
Merge layers	3 - 7
Blending Modes concept	3 - 7
The blending mode > color	 3 - 9
The blending mode > behind	 3 - 9
The blending mode > erase	 3 - 9
The blending mode > shade	 3 - 9
The blending mode > light	 3 - 10
Further details	3 - 10

Delete, duplicate a layer	3 - 10
Lock a layer	3 - 10
Reduce a layer	3 - 10
Use groups	3 - 11
Use masks	3 - 12
Preserve alpha channel	3 - 13
Display masks and papers	3 - 13

Lesson 04: Temporal Management of Layers




Animation layers	4 - 2
Creation and concept of an Animation layer	4 - 2
Add images	4 - 3
Movement and orientation within the timeline	4 - 3
Create a brush	4 - 4
The first animation	4 - 5
Play an animation	4 - 6
The Remote Control	4 - 8
Play an animation on fullscreen	4 - 8
Other movement methods	4 - 8
Fielded projects	4 - 9
The Navigator	4 - 9
Select, erase the contents of the images in an Animation layer	4 - 10
Flip the images of an Animation layer	4 - 11
Move the layers in the timeline	4 - 11
Further details	4 - 12
Show, hide the icons	4 - 12
Similarities with Image layers	4 - 12
The Auto Fit option in the timeline	4 - 12
Start frame, negative images	4 - 12
Using the Bookmarks	4 - 13
Use the Image mark Panel	4 - 13
Name an instance	4 - 14
The Stroke Animator option	4 - 14
The Preview settings panel	4 - 14
The Stopwatch	4 - 15

Lesson 05: Handling TVPaint Animation projects and Layout

Handling TVPaint Animation projects	5 - 2
Introduction	5 - 2
Save a project	5 - 2
Use the requester	5 - 2
Save a template	5 - 4
Load an existing project	5 - 4
Modify a project	5 - 4
Load an image or animation	5 - 6
Dependencies	5 - 8
Export files	5 - 8
Video options	5 - 12
The Video Input panel	5 - 12
The Video Output panel	5 - 14
The Panel Bins feature	5 - 15
Locate the Panel Bins	5 - 15
Working with the Panel Bins	5 - 15
Some exceptions	5 - 18
More options	5 - 20

Working with Rooms

- The aim of a room
- Customized your rooms

 PRO	5 - 21
 PRO	5 - 21
 PRO	5 - 22

Lesson 06: The steps to creating an animated image

Introduction	6 - 2
Working with hand-made drawings	6 - 2
Scan and print your images	6 - 2
Cropping a project	6 - 3
Clean-up the sequence	6 - 4
Flip an image	6 - 4
Working directly with TVPaint Animation	6 - 5
The sketch Panel	6 - 5
Managing the images of an animation layer	6 - 8
Move and duplicate one or several images	6 - 8
Insert or delete one or several instances	6 - 9
Cut, Copy, Paste layers	6 - 10
Use the Peg-holes registration	6 - 10
Working with instances	6 - 12
Introduction	6 - 12
What is instance?	6 - 12
Some vocabulary	6 - 13
The contents of the cells	6 - 14
Splitting an instance into two smaller instances	6 - 14
How to use the instances for animating	6 - 14
The Faux-Fix feature	6 - 17
How to change the line's color	6 - 18
Erase the content of an image instance	6 - 18
Navigate in the layer	6 - 18
Add exposure cells in an instance	6 - 19
Remove exposure cells from an instance	6 - 19
Delete selected images	6 - 20
Split a layer	6 - 21
Merge layers	6 - 22
Stretch a layer	6 - 23
Shrink an Animation layer	6 - 23
Pre and Post-behavior	6 - 24
How to use several layers at the same time	6 - 24
The Recompute Exposures option	6 - 26
The Animator Panel	6 - 26
Clip	6 - 27
Layer	6 - 27
Instance	6 - 28
Exposure	6 - 28
Miscellaneous	6 - 28
The classical tools of the animator	6 - 29
Rotate workspace	6 - 29
Using the light table	6 - 30
The Out-of-Pegs feature	6 - 32
The TimeLine Notes	6 - 34
The inking process	6 - 37
The floodfill tool	6 - 37
The Auto Pick Color option	6 - 40
Create shadows	6 - 41
To finish the animation	6 - 41
Camera movements	6 - 41




Lesson 07: Other TVPaint Animation drawing tools

The others drawing modes	7 - 2
The Shade and Light drawing modes	7 - 2
The Darken only and Lighten only drawing modes	7 - 2
The Saturate and Unsaturate drawing modes	7 - 3
The Smooth and Sharp drawing modes	7 - 4
The Burn and Dodge drawing modes	7 - 4
The Colorize and Tint drawing modes	7 - 5
The Negative and Solarize drawing modes	7 - 5
The Grain and Noise drawing modes	7 - 6
The Emboss drawing mode	7 - 7
The Add and Sub drawing modes	7 - 7
The Multiply and Screen drawing modes	7 - 7
The Alpha Diff drawing mode	7 - 8
The Panto drawing mode	7 - 9
The Healing drawing mode	7 - 10
The others blending modes	7 - 12
The Colorize blending mode	7 - 12
The Tint blending mode	7 - 12
The Saturate blending mode	7 - 12
The Value blending mode	7 - 13
The Add blending mode	7 - 13
The Sub blending mode	7 - 13
The Multiply blending mode	7 - 13
The Screen blending mode	7 - 13
The Replace blending mode	7 - 13
The Substitute blending mode	7 - 14
The Mix blending mode	7 - 14
The Difference blending mode	7 - 14
The Divide blending mode	7 - 14
The Overlay blending mode	7 - 14
The Dodge (Light2) blending mode	7 - 15
The Burn (Shade2) blending mode	7 - 15
The Hard Light blending mode	7 - 15
The Soft Light blending mode	7 - 15
The Grain Extract blending mode	7 - 15
The Grain Merge blending mode	7 - 16
The Subtract blending mode	7 - 16
The Darken Only blending mode	7 - 16
The Lighten Only blending mode	7 - 16
Clipboard and spare	7 - 17
The clipboard	7 - 17
The Spare image	7 - 17
The Merge drawing mode	7 - 18
The Impressionist drawing mode	7 - 18
To perfectly master the drawing tools.	7 - 19
Using Drying, Grain and Light	7 - 19
The Warp brush	7 - 19
The Special brush	7 - 20
The Text tool	7 - 21
The Cut Brush tool options	7 - 23
The notion of Animated brushes	7 - 29
Floodfill using a brush	7 - 30
The connections	7 - 31
The connections Profiles	7 - 33






The drawin tool panel : Bin tab	7 - 36
The tool bin panel	7 - 36
Load and save the custom panel	7 - 37
The drawing recorder	7 - 37


Lesson 08: Sound and XSheet

Audio multi tracks		8 - 2
How to add audio multi tracks to a project		8 - 2
The audio tracks parameters		8 - 3
The audio tracks preview		8 - 4
The preferences panel options		8 - 6
The XSheet Layers and XSheet Panel		8 - 7
Introduction and principle		8 - 7
The projects used in this chapter		8 - 8
First approach of the XSheet panel		8 - 8
The Timeline tab		8 - 10
The XSheet tab		8 - 10
A few simple options of the XSheet panel		8 - 11
How to create a XSheet layer		8 - 12
How to create and manage the sources		8 - 13
A concrete example		8 - 14
How to manage the content of a XSheet layer		8 - 14
Select and move several images in a XSheet layer		8 - 16
The icons of the XSheet tab		8 - 17
Select a default source		8 - 18
About the projects		8 - 18
The steps to create a Lip-Sync		8 - 19
Calibrate the options relative to the audio track		8 - 20
Positioning syllables and phonemes		8 - 20
Create some source columns		8 - 21
Create some XSheet Layers		8 - 22











Lesson 09 : Create and manage a storyboard

What is a storyboard		9 - 2
Create a storyboard		9 - 2
Define the project		9 - 2
First clip and first drawing		9 - 3
Manage your storyboard		9 - 4
Create scenes and clips		9 - 4
Change scenes and clips		9 - 4
Storyboard's aspect		9 - 7
Turn a storyboard into an animatic		9 - 9
What is an animatic		9 - 9
Give a duration to your clips		9 - 9
Add sound		9 - 11
Making a camera movement		9 - 13
Configure your camera		9 - 15
Export your storyboard / animatic		9 - 18
Three kinds for exporting		9 - 18
PDF Export		9 - 18
HTML Export		9 - 19
EDL Export		9 - 21
Export to...		9 - 22

Lesson 10: Working with FX Stacks





The effect stack or FX stack	10 - 2
Initial study of the FX stack	10 - 3
Working in real time	10 - 3
The various viewing modes	10 - 4
Some operations	10 - 4
Apply FX	10 - 5
Working with animation keys	10 - 6
Manage the effect's progress	10 - 7
Managing effects with several parameters	10 - 8
The path	10 - 10
Moving from key to key	10 - 10
The contextual menu for the keys	10 - 10
Contract, stretch a key line	10 - 11
Use the selections	10 - 11
More details about the FX stack	10 - 11
A more complex effect: the Rendering > Lighting effect	10 - 11
Single effect, multiple effects	10 - 13
Current effect, preview and collapsing of effects	10 - 14
Swap two effects	10 - 15
Reset and rename effects	10 - 15
Undo/Redo of the FX Stack	10 - 16
Save the settings of the FX stack	10 - 16
FX stack and TVPaint Animation projects	10 - 16
Introduction to the video effects	 10 - 16

Lesson 11: The effects of the Blur and Transition groups


The Blur group effects	11 - 2
The Blur > Cubic blur effect	11 - 3
The Blur > Gaussian blur effect	11 - 3
The Blur > Chroma blur effect	 11 - 4
The Blur > Center blur effect	11 - 4
The Blur > Radial blur effect	11 - 5
The Blur > Directional blur effect	11 - 5
The Blur > Median blur effect	11 - 5
The Median blur in Smooth mode	11 - 6
The Median blur in Light halo mode	11 - 6
The Median blur in Dark halo mode	11 - 6
The Median blur in Light mark mode	11 - 7
The Median blur in Dark mark mode	11 - 7
The Median blur in Double edge mode	11 - 7
The Median blur Impressionist mode	11 - 8
The Blur > Deinterlace effect	 11 - 8
The Blur > Motion blur effect	 11 - 9
The Transition group effects	11 - 12
The Transition > Block effect	 11 - 13
The Transition > Blind effect	 11 - 13
The Transition > Classic effect	 11 - 14
The Transition > Fade effect	11 - 14
The Transition > Slide effect	 11 - 14
The Transition > Rotary effect	 11 - 14
The Transition > Page Turn effect	 11 - 15
Increasing the transition possibilities by using the FX-stack	 11 - 15

Lesson 12: The effects of the Color and Key groups









Color channels	12 - 2
-----------------------	--------

The effects of the Color menu		12 - 2
The Color > Black & White converter effect		12 - 2
The Color > Color Adjust effect		12 - 3
The Color > Color eraser effect		12 - 6
The Color > Color replacer effect		12 - 6
The Color > Curves effect		12 - 7
The Color > Histogram effect		12 - 8
The Color > Sliders effect		12 - 10
The Color > Scan cleaner effect		12 - 11
The Color > Image Source effect		12 - 11
The effects of the Key menu		12 - 12
The Keying > Luma Keyer effect		12 - 12
The Keying > Color Keyer effect		12 - 13
The Keying > Chroma Keyer effect		12 - 15
The Keying > Alpha Control effect		12 - 17
The Keying > Advanced Keyer effect		12 - 18
The Keying > Cross Keyer effect		12 - 19




Lesson 13: The effects of the Stylize group

Introduction		13 - 2
The Stylize > Glow effect		13 - 2
The Stylize > Grain effect		13 - 2
The Stylize > Bevel effect		13 - 3
The Stylize > Drop shadow effect		13 - 3
The Stylize > Toon Shading effect		13 - 4
The Stylize > Erode effect		13 - 7
The Stylize > Add Border effect		13 - 7
The Stylize > Bloom effect		13 - 7
The Stylize > Blender effect		13 - 8
The Stylize > Mosaic effect		13 - 8
The Stylize > Posterize effect		13 - 8
The Stylize > Noise effect		13 - 9
The Stylize > Print effect		13 - 9
The Stylize > Negative effect		13 - 10
The Stylize > Solarize effect		13 - 10
The Stylize > Color range effect		13 - 10
The Stylize > HalfTone effect		13 - 11
The Stylize > Lumix effect		13 - 11
The Source Image notion		13 - 12
The Colors > Image Source effect		13 - 13
The Stylize > Convolve effect		13 - 16

Lesson 14: The effects of the Distortion group

The Distortion > Flip effect		14 - 2
The Distortion > Mirror effect		14 - 2
The Distortion > Kaleidoscope effect		14 - 3
The Distortion > Perspective : 4 points effect		14 - 7
The Distortion > Wave effect		14 - 8
The Distortion > Tornado effect		14 - 8
The Distortion > Bump effect		14 - 9
The Distortion > Displacement Mapping Effect		14 - 10
The Distortion > Wrapping Grid effect		14 - 11
The Distortion > Optical Flow effect		14 - 15









Lesson 15: The effects of the Motion and Paint groups

The Paint > AutoPaint effect	15 - 2
Management of Paths	15 - 4
The Path recorder	15 - 4
The Path manager	15 - 5
Save paths	15 - 6
The Pixel Tracker	15 - 7
The Motion > Keyframer effect	15 - 9
1st example : movement, zoom and motion blur	15 - 9
2nd example: Pitch, Heading, Bank and Pivot	15 - 11
3rd example	15 - 13
4th example	15 - 15
The Motion > Shaker effect	15 - 16
The Motion > Stabilization effects	 15 - 17
The Motion > Stabilization 1 point effect	 15 - 17
The Motion > Stabilization 2 points effect	 15 - 18

Lesson 16: The Motion > Multiplane Camera effect

The concept	16 - 2
The blur caused by focusing	16 - 2
Editing table and computer multi plane camera	16 - 3
The project used in this chapter	16 - 3
3D views	16 - 4
Positioning in space	16 - 5
The View tab	16 - 5
The Planes tab	16 - 7
Create an animation with the multi plane camera effect, part 1	16 - 7
The Position, Pivot and Size parameters	16 - 8
Create an animation with the multi plane camera effect, part 2	16 - 8
Create an animation with the multi plane camera effect, part 3	16 - 9
Creating movement: move the camera	16 - 10
Create and manage focusing blurs	16 - 10
Make the kid run	16 - 12
The multi plane camera wizard	16 - 12
Other situations	16 - 14

Lesson 17: The effects of the Rendering group

The Rendering > Lens Flare effect	17 - 2
Lens Flares of the <i>generic</i> type	17 - 3
Streak type Lens Flares	17 - 6
Lens Flares of the <i>Image</i> type	17 - 7
The Render order for lens flares	17 - 7
The Lens Flare Obscuration layer	17 - 8
The Rendering > Lighting effect	17 - 9
The Rendering > Volumetric Light effect	 17 - 11
The Rendering > RotoTracking effect	 17 - 13
The Rendering > Healing Tracker effect	 17 - 20
The Rendering > Background Generator effect	17 - 23
The Rendering > Plasma effect	 17 - 24
The Rendering > Perlin Noise effect	 17 - 25
The Rendering > Text effect	 17 - 26
The Rendering > Multiline Text effect	 17 - 27
The Rendering > Time Code generator effect	17 - 29
The Rendering > Pattern Generator effect	 17 - 30

Lesson 18: The Rendering > Particles Generator effect

Presentation and concept	18 - 2
Learn by example	18 - 2
The tabs of the Particles Generator effect	18 - 3
The World tab	18 - 4
The Emitters tab	18 - 7
The Emitters > Particles tab	18 - 9
The Emitters > Particles > Current tab	18 - 12
The tab Emitters > Particles > Shape	18 - 15
The Emitters > Current tab	18 - 18

Lesson 19: The advanced functions of TVPaint Animation

Customized windows	19 - 2
Adding an action	19 - 3
The actions at your disposal	19 - 4
How to manage the created actions	19 - 4
How to manage the panels	19 - 5
How to use the TVPX format	19 - 6
How to use the plug-ins	19 - 7
The Color Factory plug-in	19 - 8
The Canon plug-in	19 - 10
The Direct Show plug-in	19 - 10
The Waveform plug-in	19 - 10
How to use the scripting language « George »	19 - 11
Introduction: what is George ?	19 - 11
Finding, Editing and Using George Scripts	19 - 11
A few examples of George Scripts	19 - 12
Programming in George language	19 - 13
Instructions et commands	19 - 13
An example of program written in George Language.	19 - 14
Commands Description	19 - 15
A few useful options	19 - 16
How to use the variables	19 - 17
The operators at your disposal	19 - 18
The Param and Parse instructions, the launching modes.	19 - 19
The character strings	19 - 20
The arrays	19 - 21
Functions and procedures	19 - 22
How to create libraries of functions and procedures	19 - 23
The Startup.grg file	19 - 24
How to create a Plug-in for TVPaint Animation	19 - 24
Adding arguments	19 - 24



Appendix :

The video cards compatible with TVPaint Animation	A - 2
The digital camera working with the Canon Plug-in	A - 3
The George instructions	A - 4
The George language commands	A - 5
The main characteristics of the export formats	A - 6
The available keyboard shortcuts and commands	A - 8
The technical support and Internet resources	A - 16