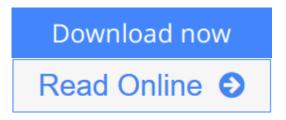
# Anime Studio 6: The Official Guide



By Kelly L. Murdock



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Get ready to harness the amazing capabilities of Anime Studio 6, an easy-to-use but powerful 2D animation software package. ANIME STUDIO 6: THE OFFICIAL GUIDE shows budding and professional animators alike how to use all the unique and powerful features of the newest version including complete coverage of the vector-based graphics; layers; bone-based systems; animating keyframes; particles, motion blur, and other effects; and how to export animations to YouTube or Facebook. The accompanying DVD features professional animation samples, all project files and final examples from the tutorials in the book, and a 30-day trial version of Anime Studio 6 Pro.

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# **Editorial Review**

#### Review

PART I: GETTING STARTED WITH ANIME STUDIO. 1: Understanding Anime Studio. 2: Exploring the Anime Studio Interface. 3: Managing and Configuring the Workspace. 4: Working with Layers. 5: Getting Help. PART II: DRAWING IN ANIME STUDIO. 6: Using Vector Layers. 7: Using the Drawing Tools. 8: Working with Text. 9: Editing Points. 10: Editing Curves. 11: Filling Shapes and Using Outlines. 12: Setting Object Style. PART III: USING BONES. 13: Changing the View with Cameras. 14: Working with Bones. PART IV: ANIMATING IN ANIME STUDIO. 15: Understanding Keyframes and Tweening. 16: Working with the Timeline. 17: Manipulating Animation Graphs. 18: Working with Sound. PART V: RENDERING AND EXPORTING. 19: Rendering the Final Scene. 20: Exporting to Flash. PART VI: WORKING WITH IMAGE, GROUP, SWITCH, AND NOTE LAYERS. 21: Exporting to AVI and Quick Time. 22: Adding Image Layers. 23: Organizing Layers into Groups. 24: Using Switch Layers and Lip Synching. 25: Commenting with note Layers. 26: Working with the Content Library. 27: Importing Content. 28: Downloading Ne Content. PART VIII: WORKING WITH 3D. 29: Using 3D Layers. 30: Using Anime Studio with Other 3D Packages. PART IX: ADDING SPECIAL EFFECTS. 31: Using Particle Layers. 32: Using Motion Blur and Depth of Field. PART X: EXTENDING ANIME STUDIO WITH SCRIPTS. 33: Working with Actions. 34: Customizing the Interface. 35: Using Lua. Appendix A: Anime Studio Keyboard Shortcuts. Index.

#### About the Author

Kelly has more than 15 years experience in the computer graphics arena, especially in the area of 3D graphics. Included in the experience is a variety of tasks from high-end CAD product design and architectural pre-visualization to virtual reality and games. Kelly is best known for his international best-selling books on graphics including the 3ds max Bible, Illustrator Bible and Naked Maya. He also is the author of Poser 6 and 7 Revealed as well as Edgeloop Character Modeling for 3D Professionals. Kelly currently works as a freelance designer for Logical Paradox Design, a company that he founded with his brother.

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