Read Me First

Welcome to the Read Me First document for Toon Boom Storyboard Pro.

The Read Me First includes the following topics:

1. Toon Boom Storyboard Pro Features
2. System Requirements
3. Installing Toon Boom Storyboard Pro on Windows
4. Installing Toon Boom Storyboard Pro on OS X
5. Known Issues

Toon Boom Storyboard Pro Features

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 helps you take an idea and translate it into a visual story that will become a complete production, whether animated or live-action. 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. Its advanced features make it the tool of choice to create an entirely digital storyboard.

Toon Boom Storyboard Pro provides a:

- Flexible layer-based panel display with motion camera capabilities
- Complete set of drawing tools, including pressure-sensitive brush tool when using a digital graphic tablet and pen
- Customizable caption fields to insert fully searchable textual content, such as scene descriptions and comments
- Advanced timeline to control timing and automatically generate an animatic with sound tracks and transitions between shots
- Real-time animatic creation with dynamic camera moves
- Extensive import and export capabilities, including printing, with Harmony/Opus/Solo, EDL, AAF, CSV, PDF, PSD, SWF, AI, JPG, TGA, PNG and QuickTime file formatting.

System Requirements

Microsoft Windows

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
Video card fully supporting OpenGL with 128 MB of RAM
Monitor supporting 1280x1024 resolution
Wacom tablets for drawing (Optional)

Apple OS X Systems

OS: Mac OS X v10.4
PowerPC G5 and Intel
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)

Installing Toon Boom Storyboard Pro on Windows

1. Do one of the following:

- Insert the Toon Boom Storyboard Pro CD into your CD drive. An auto-run screen appears from which you can launch the installation program.

■ If the auto-run feature of your CD drive does not start automatically, browse the contents of the CD and double-click setup.exe to run the installation program.

2. Follow the onscreen instructions to complete the installation.

3. Installing the HASP USB hardware key (dongle)

■ Once you have followed the instructions and installed Storyboard and the HASP USB hardware key driver, plug the dongle into your computer's USB port. The dongle should light up to show you that it is installed and functioning correctly.

Installing Toon Boom Storyboard Pro on OS X

1. Do one of the following:

■ Insert the Toon Boom Storyboard Pro CD into your CD drive. An auto-run screen appears from which you can launch the installation program.

■ If the auto-run feature of your CD drive does not start automatically, browse the contents of the CD and double-click setup.exe to run the installation program.

2. Follow the onscreen instructions to complete the installation! That's it!

3. Installing the HASP USB hardware key (dongle)

■ Once you have followed the instructions and installed Storyboard and the HASP USB hardware key driver, plug the dongle into your computer's USB port. The dongle should light up to show you that it is installed and functioning correctly.

Known Issues

■ Dragging a marquee for a multiple panel selection does not scroll the layout view. Hold down the [Shift] key and select the multiple panels as you scroll. This resolves this issue.

■ Storyboard does not fully support templates containing morphing sequences from Harmony/Solo. Results may not be as expected.

■ The only TGA depths supported by storyboard are 8, 24 and 32 bits. Importing a 16bit TGA will give an error message.

■ Flattening textured brush strokes may cause some of these strokes to appear with rough edges.

■ The Preview Template pane in the Library tab of the Tools panel does not show the proper transformations. Drag the template into the scene/panel to resolve this issue.

■ Issues with Vector drawings coming from Harmony/Solo and painted in color art mode. The color art may disappear after some manipulations such as undo/redo. To avoid this problem, always add color art in Line Art mode.

■ Importing images tends to create very large vector files. We recommend that you always import images with the smallest size resolution possible (72dpi). This will avoid generating very large vector files and in turn will make Storyboard run much smoother.

■ Export to PDF - Page Layout images/icons only supports PNG image format at the present time.

■ EDL exported from Storyboard can only be opened when Final Cut Pro is running in English. To run Final Cut Pro in English, place English at the top of the language list in the International option of Mac OS X System Preferences.

■ Drawing with the brush tool when using a GeForce FX 5200 with 64 MB of memory will sometime cause the drawing view to become black. This can be prevented by enabling the "Forbid drawing on panel thumbnails" option in the General tab of the preferences.

■ Pressure sensitivity doesn't always work on Windows Vista using the v6.02-1 drivers from Wacom. Installing the previous version of the Wacom drivers, v6.00-5b, solves the problem.