

**SMITHMICRO**  
SOFTWARE

- *CREATE YOUR ANIMATIONS  
IN ANY STYLE*
- *APPLY POWERFUL BONE RIGGING  
AND LIP-SYNCING*
- *SPEED UP WORKFLOW WITH SMART  
BONES AND AN INTUITIVE TIMELINE*



**ANIME STUDIO<sup>®</sup>** **PRO | 11**  
Complete Animation for Professionals and Digital Artists



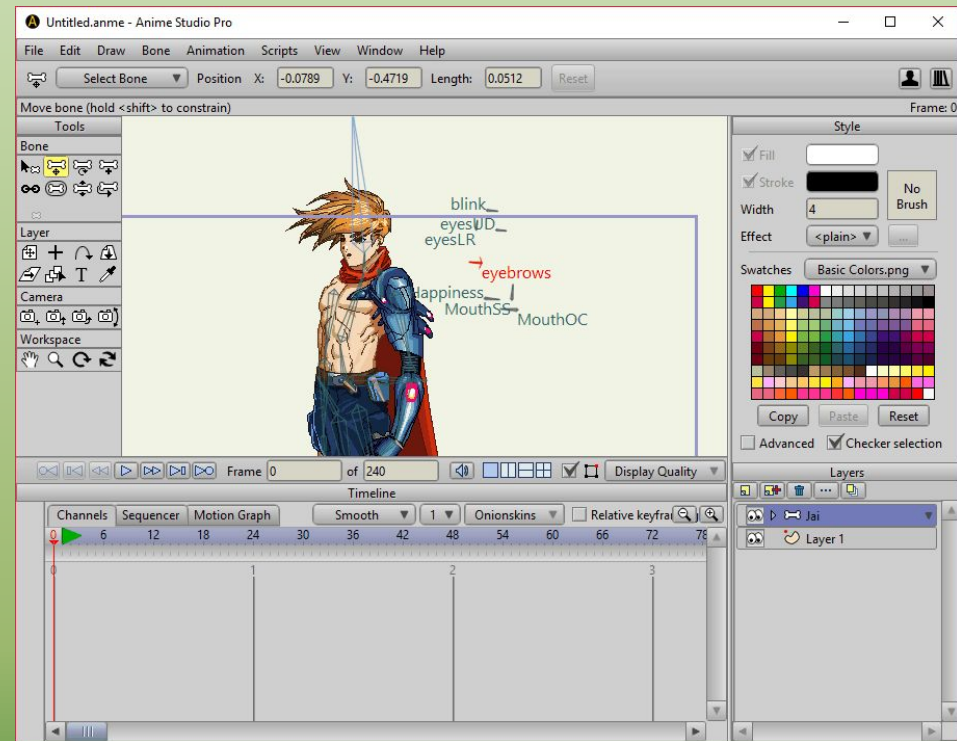
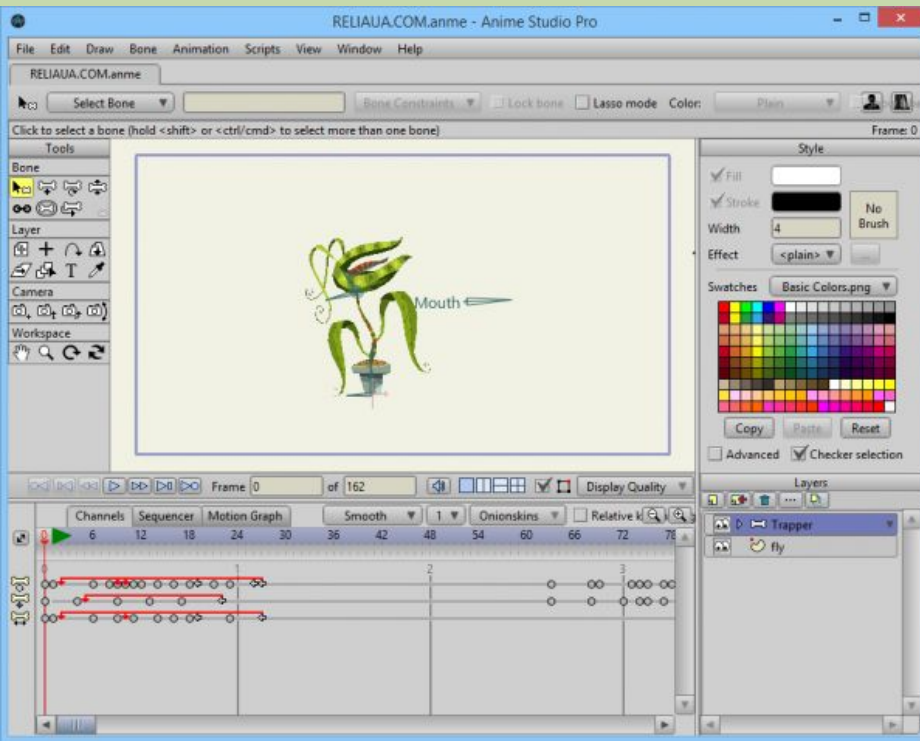
ANIME STUDIO®

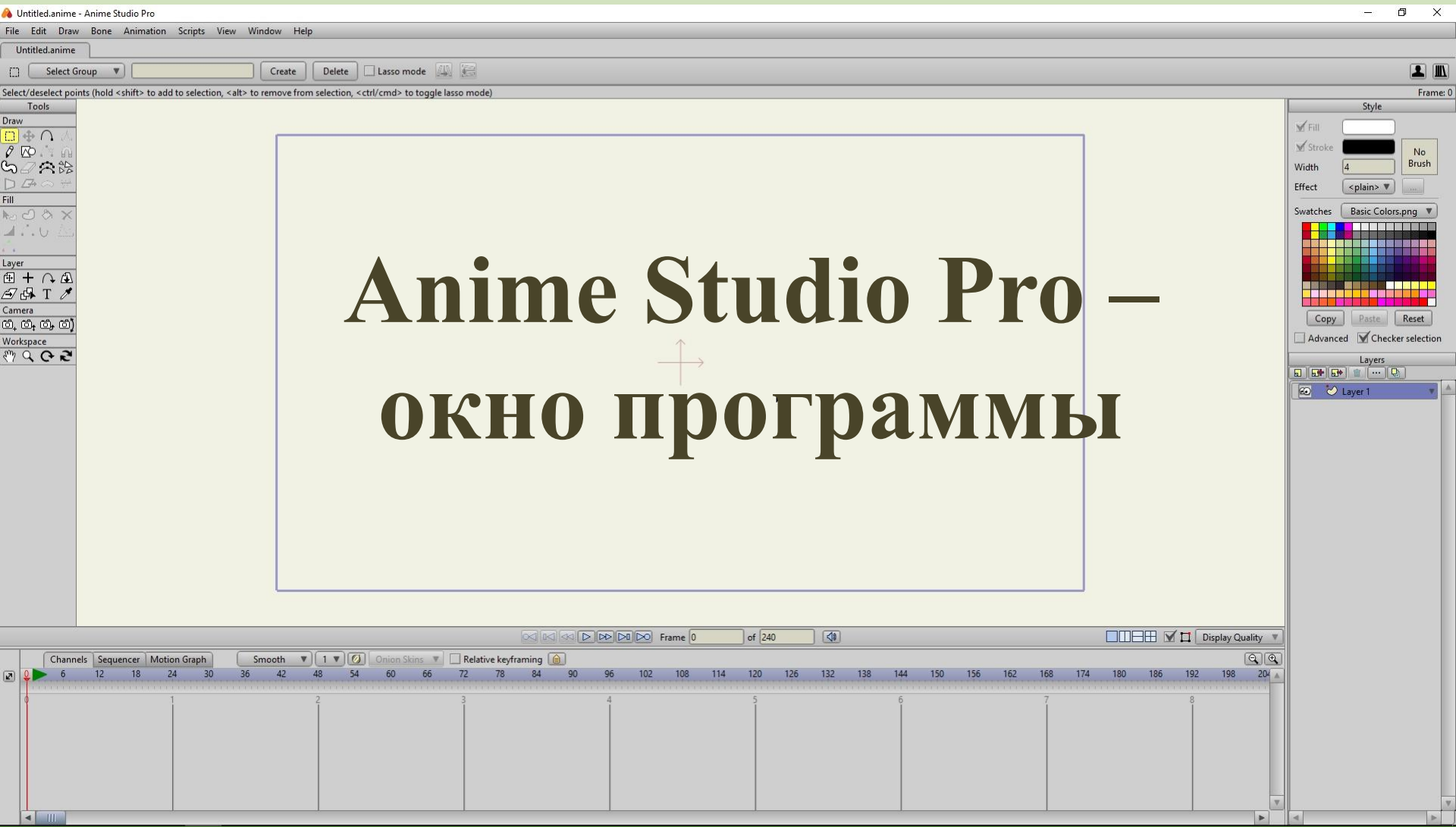
# Anime Studio Pro – создание мультипликации





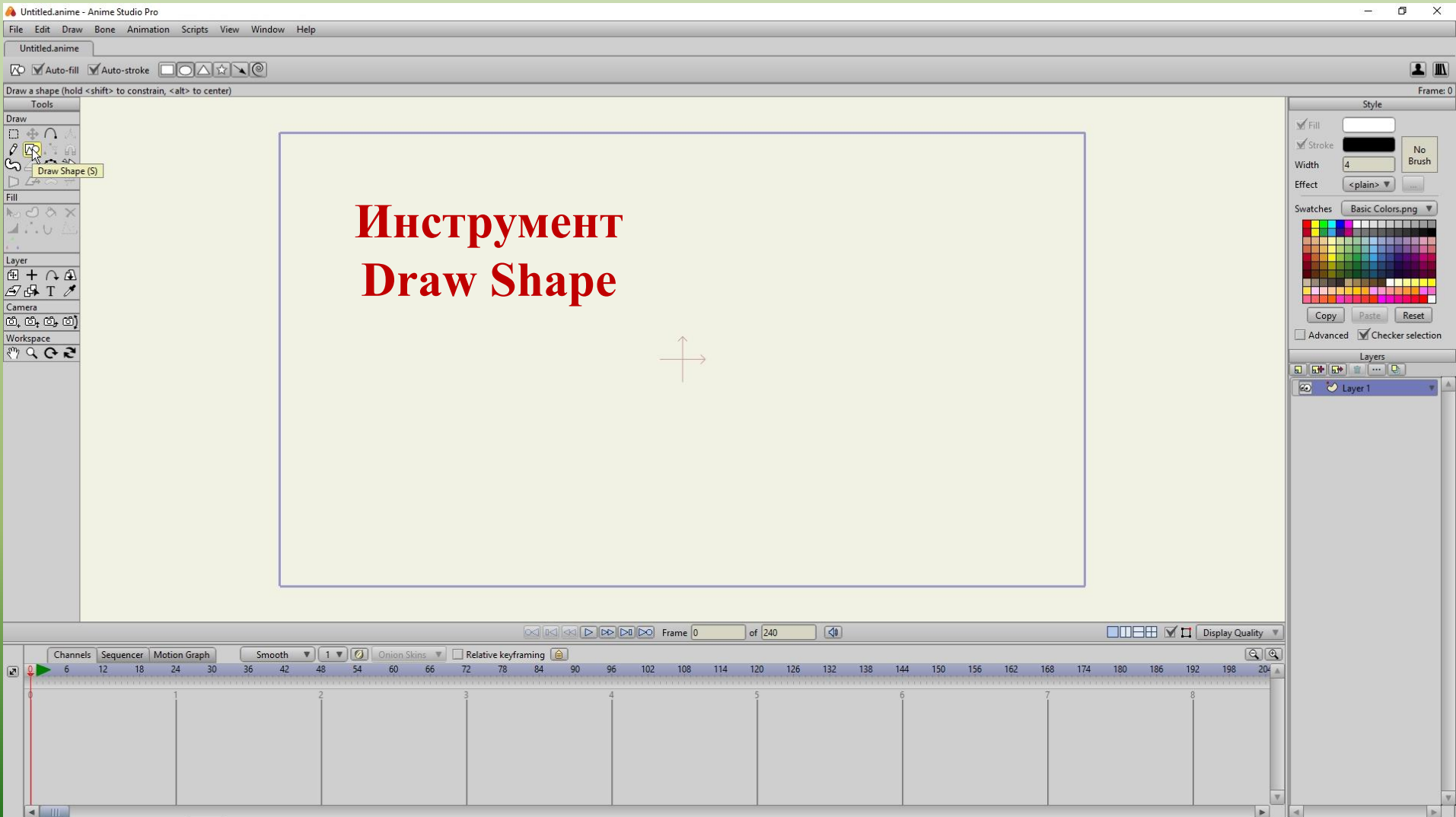
# Anime Studio Pro – обзор программы





# Anime Studio Pro – окно программы

# Процесс создания анимации «Мячик»



Draw a shape (hold <shift> to constrain, <alt> to center)

Tools

Draw



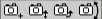
Fill



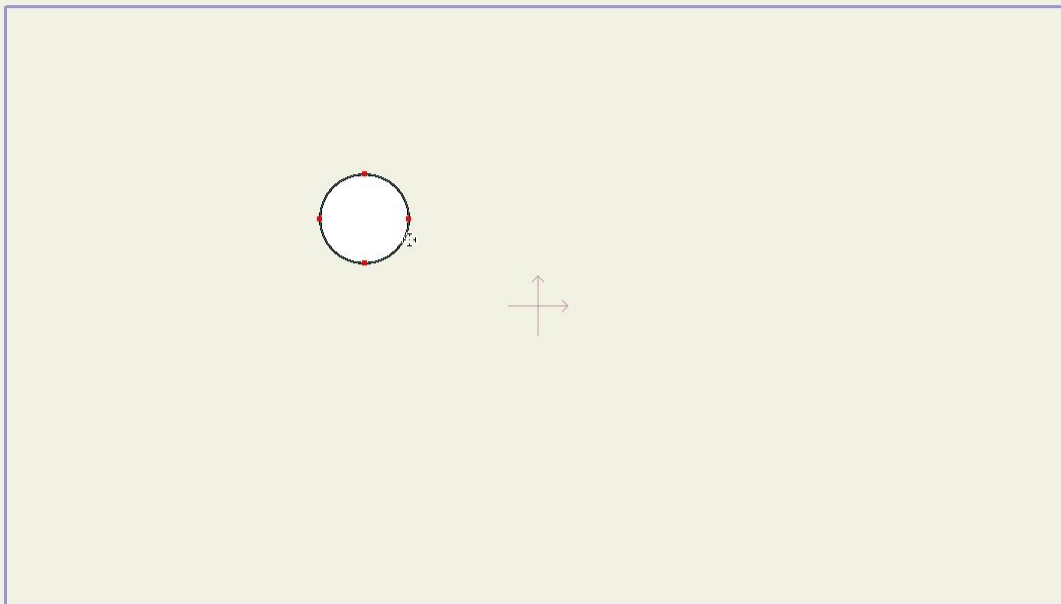
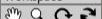
Layer



Camera



Workspace



Style

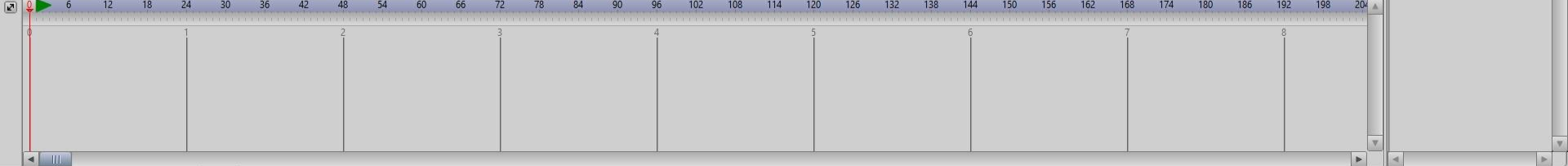
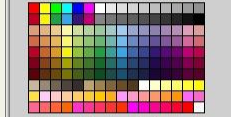
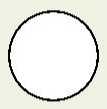
Style panel with options for Fill, Stroke, Width, Effect, Swatches, Copy, Paste, Reset, Advanced, and Checker selection.

Layers

Layers panel showing a single layer named 'Layer 1'.

Timeline and animation controls including Channels, Sequencer, Motion Graph, Smooth, Onion Skins, Relative keyframing, and a frame counter.

**Инструмент  
Select Shape**





Click on a shape to select it (hold <shift> to select additional shapes, <alt> to deselect shapes, <cmd>/<ctrl> to invoke the Eyedropper tool)

Tools

Draw

- 
- 
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- 

Fill

- 
- 
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Layer

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Camera

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Workspace

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- 

# Color Picker



Color Picker

Red 12  
Green 160  
Blue 229  
Alpha 255  
# 0CA0E5

OK Cancel

Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

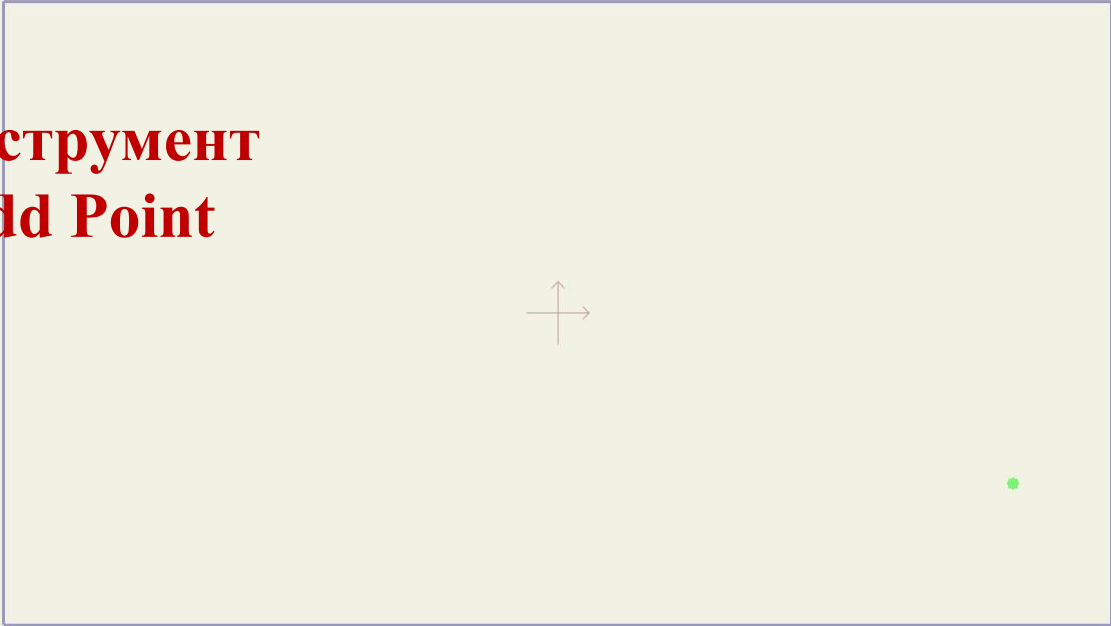
Layers

- Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing



# Инструмент Add Point



Tools

Draw

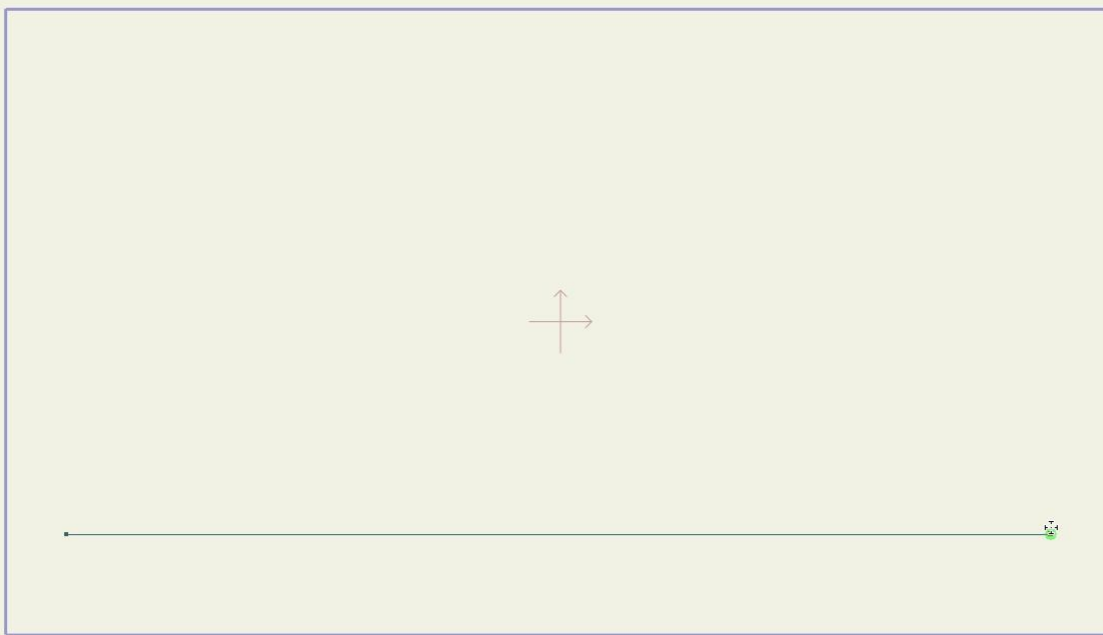
- Rectangle
- Circle
- Line
- Curve
- Freehand
- Eraser
- Weld
- Auto-weld
- Auto-fill
- Auto-stroke
- Sharp corners

Fill

- Fill
- Stroke
- Width
- Effect

Layer

- Layer
- Camera
- Workspace



Style

- Fill: Blue
- Stroke: Black
- Width: 4
- Effect: <plain>
- Swatches: Basic Colors.png
- Advanced:
- Checker selection:

Layers

- Layer 1

Timeline

Frame 0 of 240

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Tools

Draw

Select Points (G)

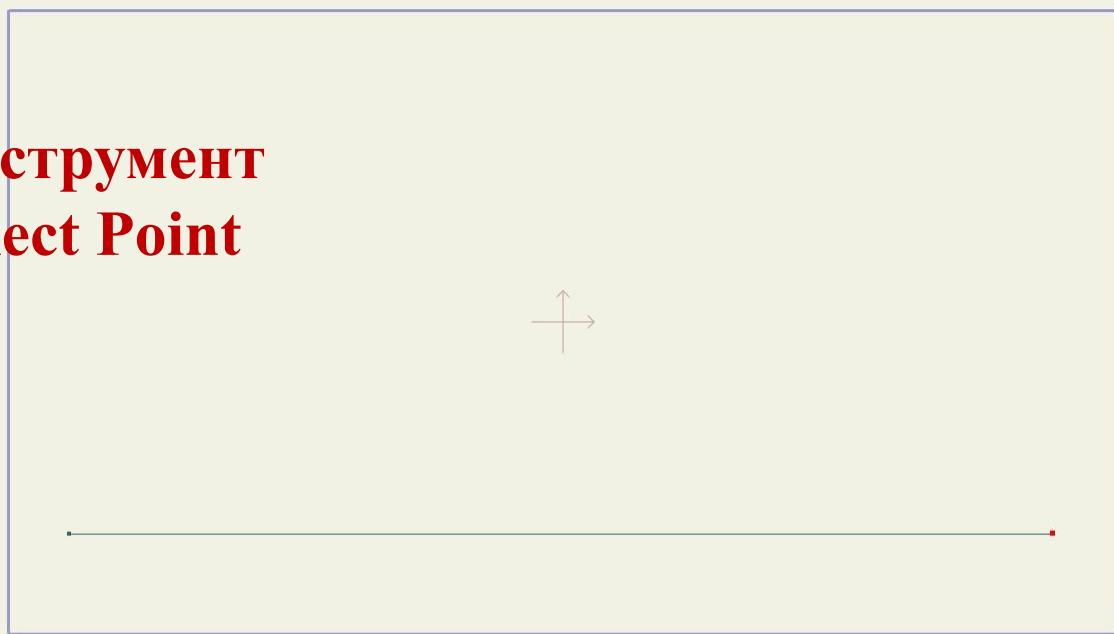
Fill

Layer

Camera

Workspace

# Инструмент Select Point



Style

Fill: [Blue swatch]

Stroke: [Black swatch] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

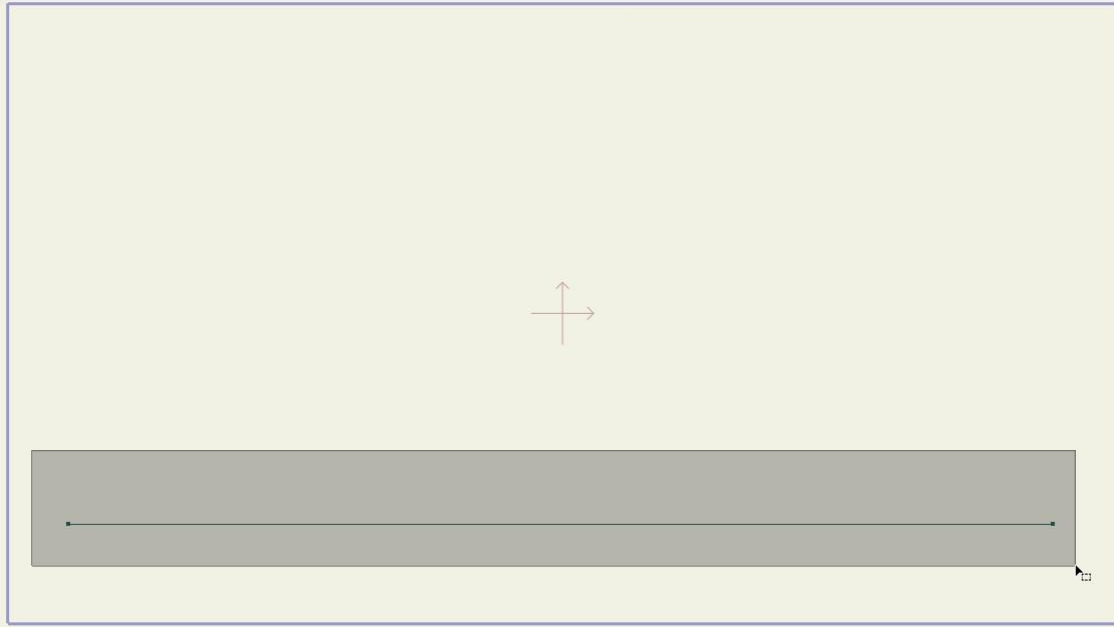
Layers

Layer 1

Frame 0 of 240

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative Keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204



Style

Fill

Stroke  No Brush

Width

Effect

Swatches Basic Colors.png

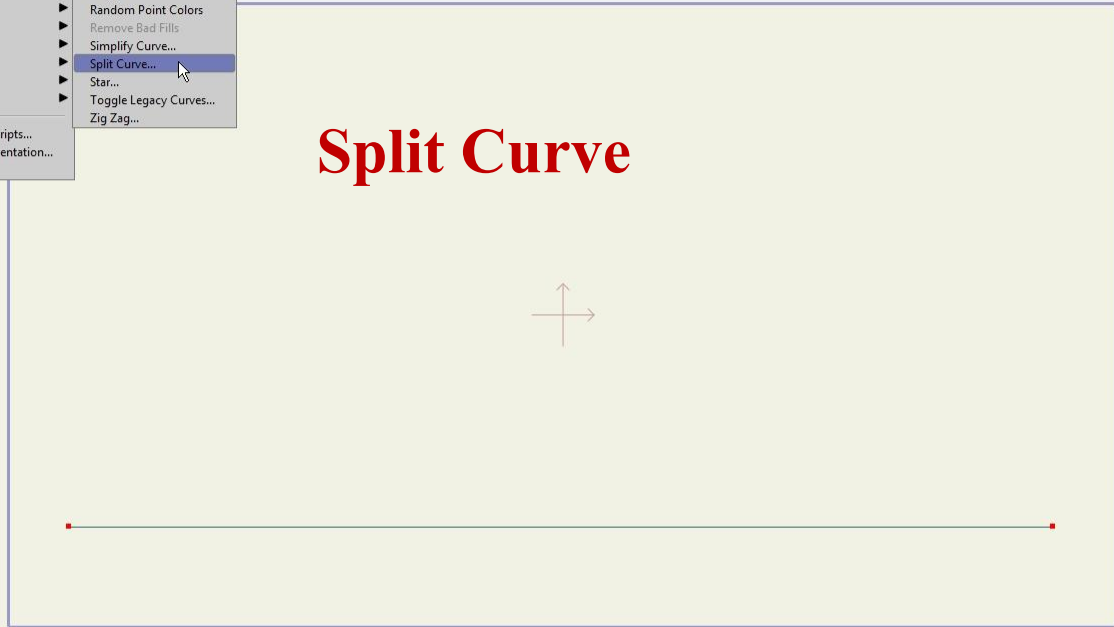

Timeline

0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

1 2 3 4 5 6 7 8

- 3D
- Camera
- Draw
  - Apply Sketchy Effect
  - Auto Weld
  - Gear...
  - Polygon...
  - Random Point Colors
  - Remove Bad Fills
  - Simplify Curve...
  - Split Curve...**
  - Star...
  - Toggle Legacy Curves...
  - Zig Zag...
- Image
- Layer Effects
- Particle Effects
- Script Writing
- Sound
- Text
- Tiling
- Visibility
- Warp
- Other Popular Scripts...
- Scripting Documentation...
- Install Script...

# Split Curve



Style

Fill  Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative Keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Tools

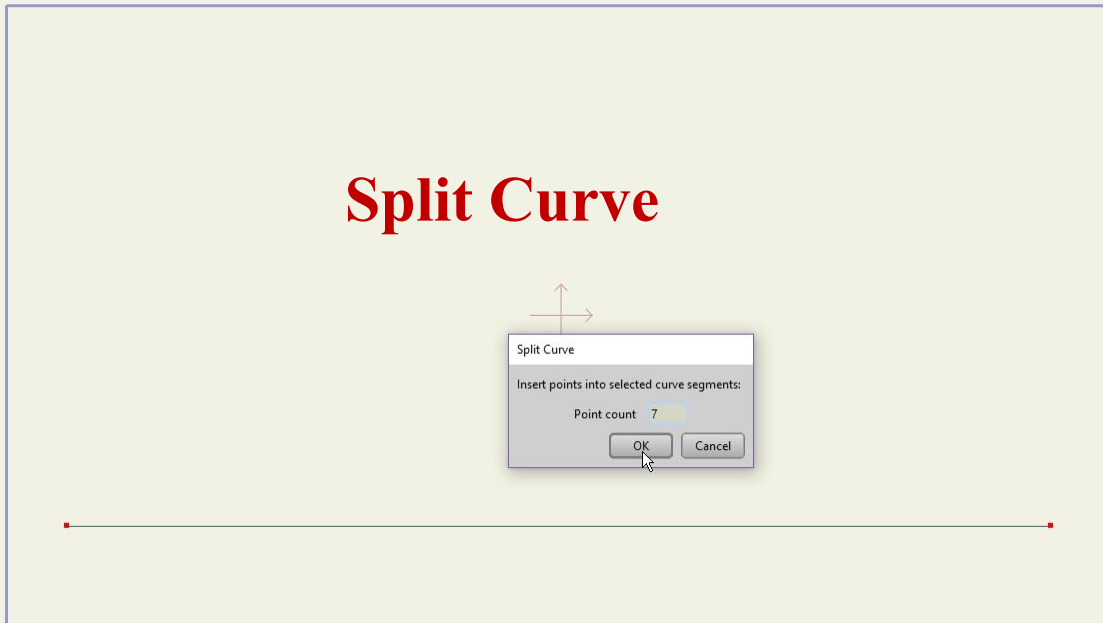
Draw

Fill

Layer

Camera

Workspace



Style

Fill

Stroke

Width 4

Effect

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Frame 0 of 240

Display Quality

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Select/deselect points (hold <shift> to add to selection, <alt> to remove from selection, <ctrl/cmd> to toggle lasso mode)

Tools

Draw



Fill



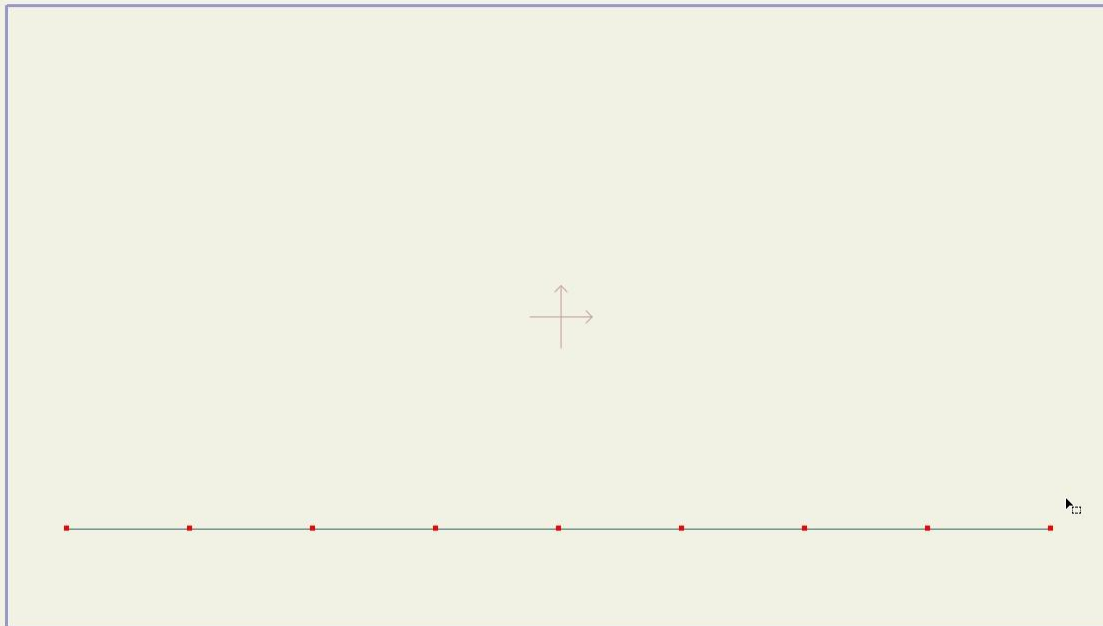
Layer



Camera



Workspace



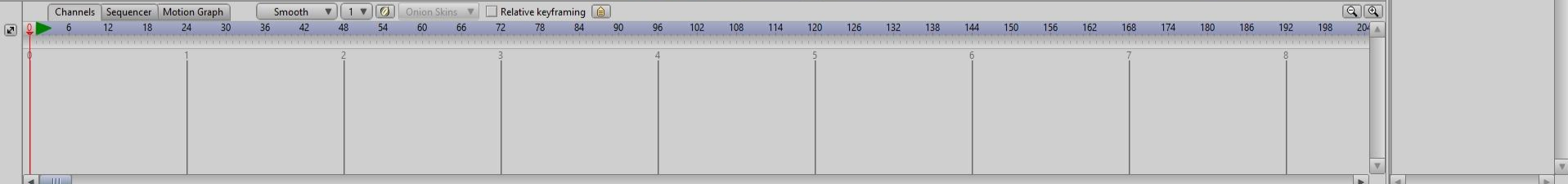
Frame: 0

Style

Style panel with options for Fill (blue), Stroke (black), Width (4), Effect (<plain>), Swatches (Basic Colors.png), Copy, Paste, Reset, and checkboxes for Advanced and Checker selection.

Layers

Layers panel showing a single layer named 'Layer 1'.





Select/deselect points (hold <shift> to add to selection, <alt> to remove from selection, <ctrl/cmd> to toggle lasso mode)

Tools

Draw

- Line
- Rectangle
- Circle
- Bezier
- Freehand
- Eraser
- Fill
- Stroke
- Text
- Image

Fill

- Fill
- Stroke
- Stroke
- Stroke
- Stroke
- Stroke

Layer

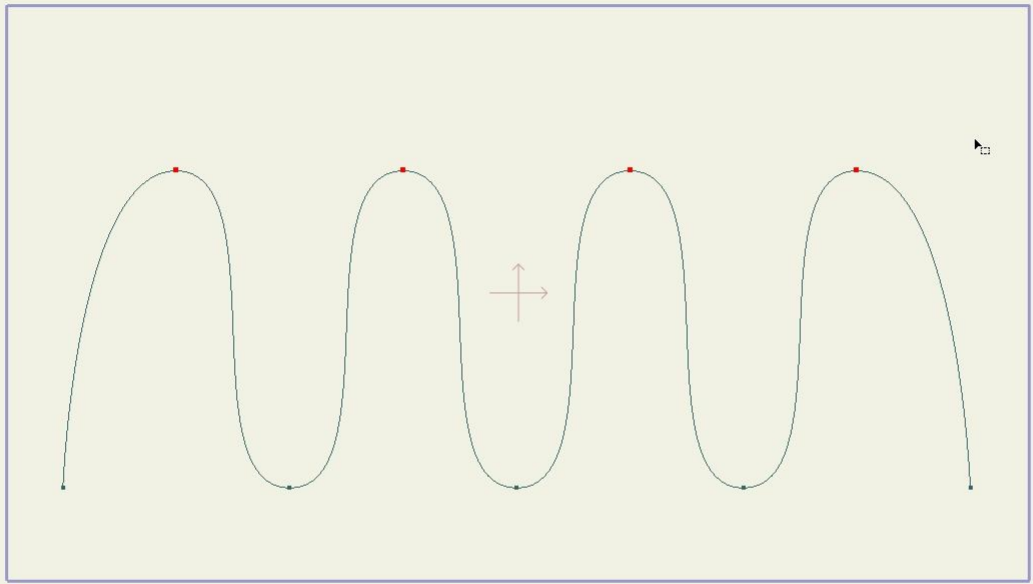
- Layer
- Layer
- Layer
- Layer
- Layer

Camera

- Camera
- Camera
- Camera
- Camera
- Camera

Workspace

- Workspace
- Workspace
- Workspace
- Workspace
- Workspace



Style

- Fill: Blue
- Stroke: Black
- Width: 4
- Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Layer 1

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

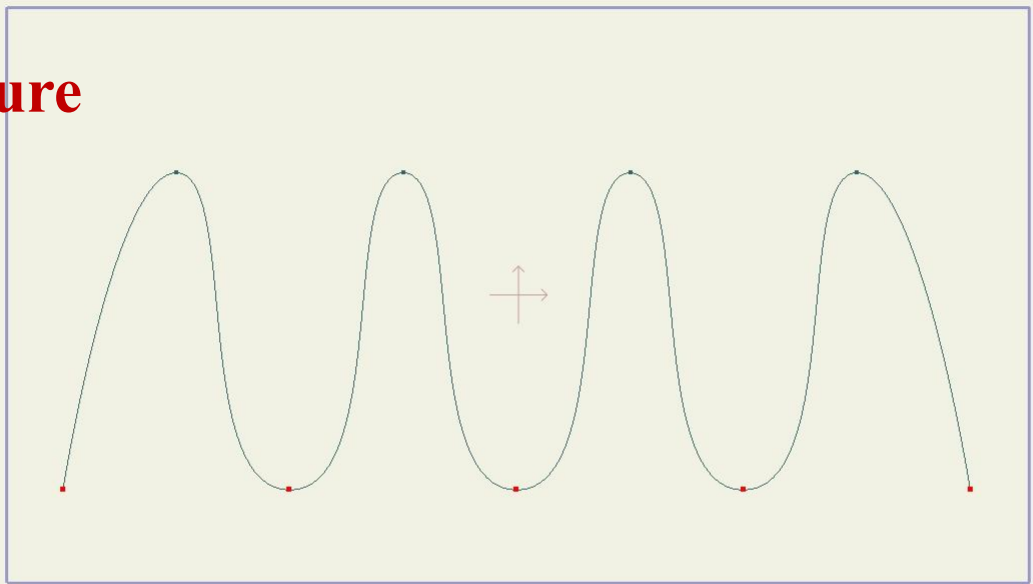
Drag side to side to adjust the curvature through the selected points (hold <ctrl/cmd> to select points)

Tools

Draw

- Line
- Rectangle
- Circle
- Curve
- Curve (C)
- Freehand
- Eraser
- Fill
- Layer
- Camera
- Workspace

# Curvature



Style

Fill: [Blue Box]

Stroke: [Black Box] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Frame 0 of 240

Smooth 1 Onion Skins Relative keyframing

Channels Sequencer Motion Graph

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Drag side to side to adjust the curvature through the selected points (hold <ctrl/cmd> to select points)

Tools

Draw



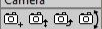
Fill



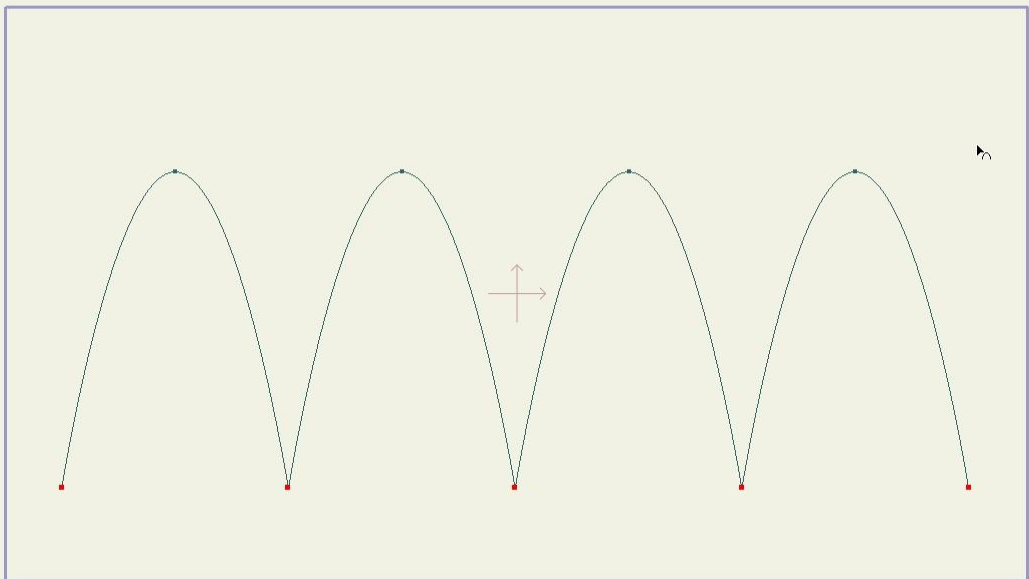
Layer



Camera



Workspace



Style panel with options for Fill (blue), Stroke (black), Width (4), and Effect (<plain>). Includes a Swatches palette with 'Basic Colors.png' and buttons for Copy, Paste, and Reset. There are also checkboxes for 'Advanced' and 'Checker selection'.

Layers

Layers panel showing a single layer named 'Layer 1' with a blue selection icon.

Timeline interface with a ruler from 0 to 204. Includes tabs for Channels, Sequencer, and Motion Graph. Below the ruler is a track with vertical markers at intervals of 6 frames.

Move/Scale/Rotate selected points (press <space> to weld, hold <shift> to constrain, <alt> to disable auto-welding, <alt> while scaling to squash, <ctrl/cmd> to select points)

Tools

Draw



Fill



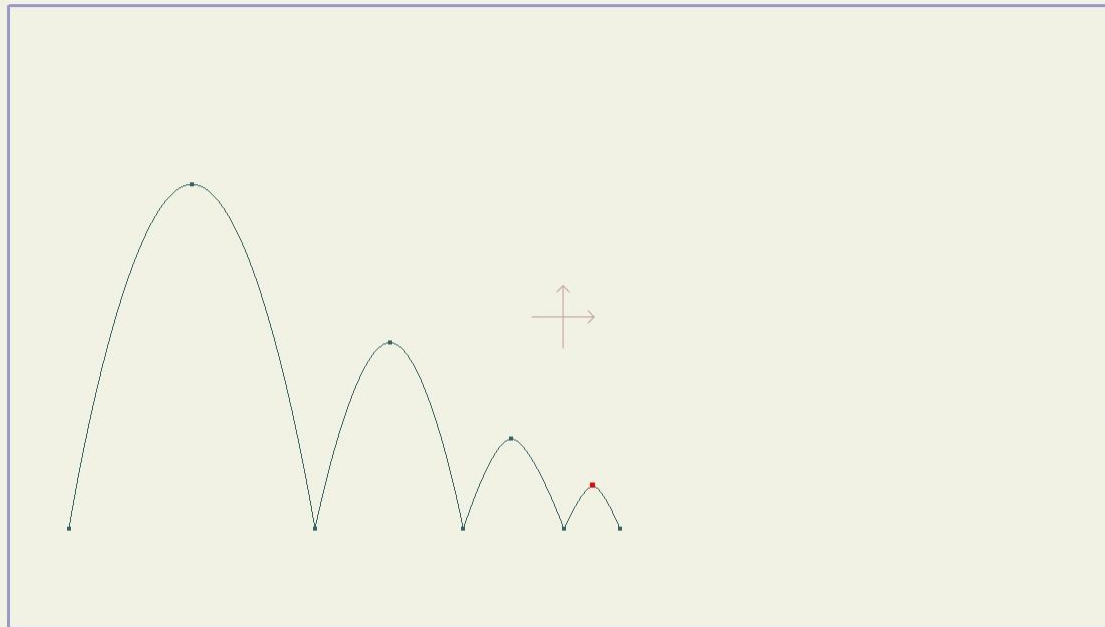
Layer



Camera



Workspace



Style Frame: 0

Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Select edges to define a shape (press <space> to create shape, hold <shift> to modify current selection, hold <ctrl/cmd> to toggle lasso mode)

Tools

Draw

- Rectangle
- Circle
- Line
- Curve
- Freehand
- Eraser
- Fill

Fill

- Fill
- Stroke
- Stroke Width

Layer

- Layer
- Group
- Group
- Group

Camera

- Camera
- Camera
- Camera

Workspace

- Workspace
- Workspace
- Workspace



Style

Fill

Stroke   No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Layer 1

Frame 0 of 240

Smooth 1 Onion Skins Relative keyframing

Channels Sequencer Motion Graph

Timeline with frame numbers: 0, 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96, 102, 108, 114, 120, 126, 132, 138, 144, 150, 156, 162, 168, 174, 180, 186, 192, 198, 204.

Select edges to define a shape (press <space> to create shape, hold <shift> to modify current selection, hold <ctrl/cmd> to toggle lasso mode)

Tools

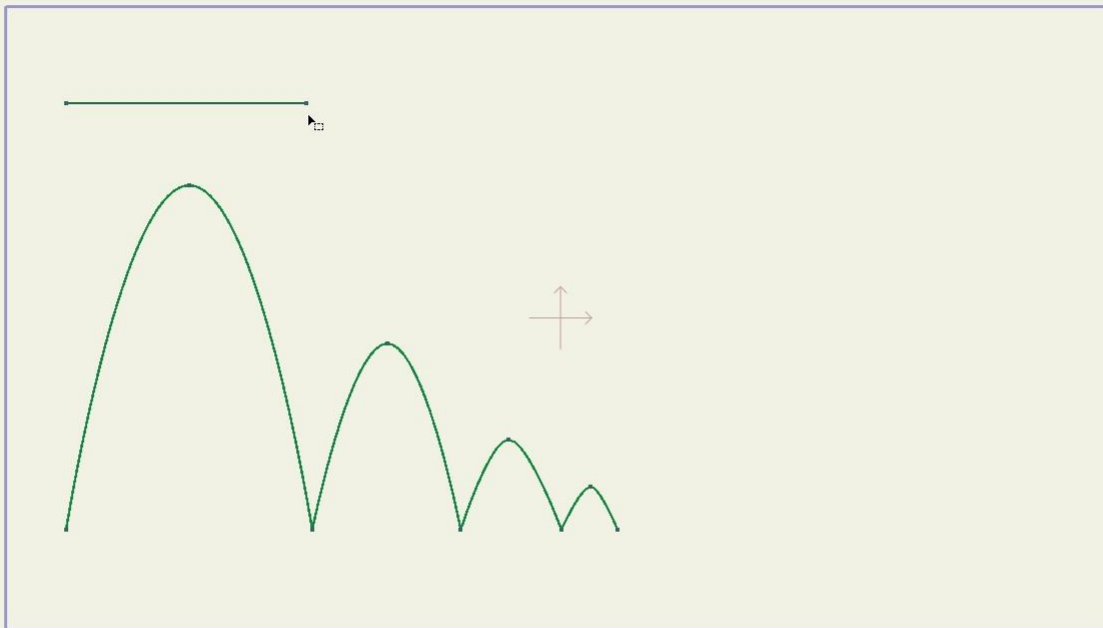
Draw

Fill

Layer

Camera

Workspace



Style

Fill [Green]

Stroke [Green] No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Frame 0 of 240

Display Quality

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Untitled 2.anime

Select Group Reset Position X: 0 Y: 0 Scale X: 1 Y: 1 <-Apply Rotation: 0 <-Apply  Auto-weld  Auto-fill  Auto-stroke

Move/Scale/Rotate selected points (press <space> to weld, hold <shift> to constrain, <alt> to disable auto-welding, <alt> while scaling to squash, <ctrl/cmd> to select points)

Tools

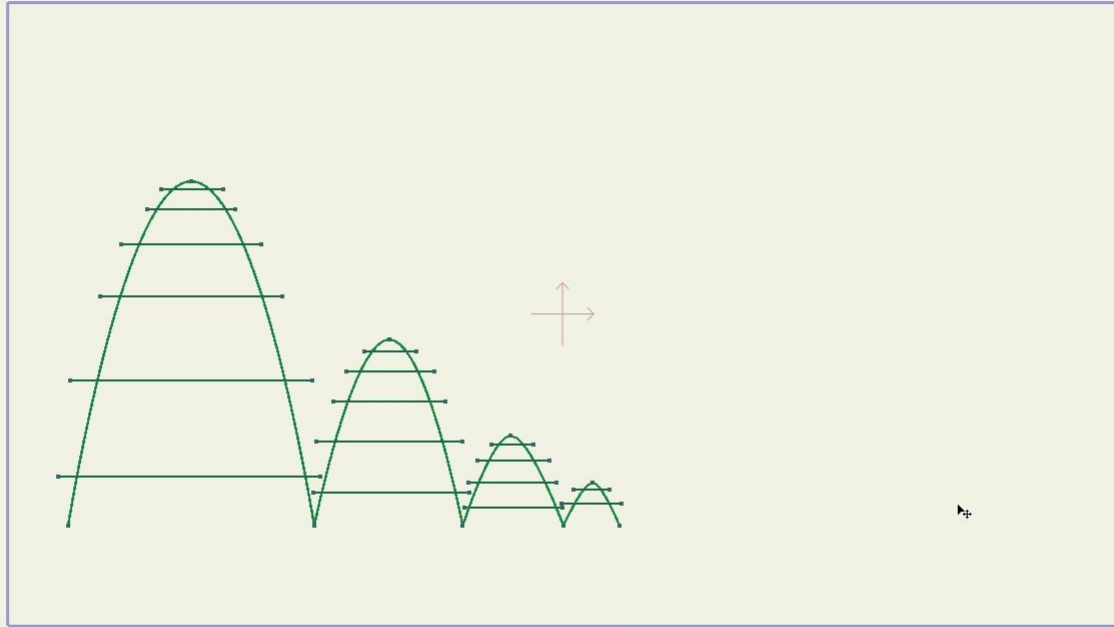
Draw

Fill

Layer

Camera

Workspace



Style

Fill  Stroke

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Advanced  Checker selection

Layers

Layer 1

Frame 0 of 240

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204



Move/Scale/Rotate selected points (press <space> to weld, hold <shift> to constrain, <alt> to disable auto-welding, <alt> while scaling to squash, <ctrl/cmd> to select points)

Tools

Draw

- Line
- Curve
- Bezier
- Circle
- Rectangle
- Triangle
- Star
- Text
- Image
- Image Mask
- Image Fill
- Image Stroke
- Image Blend
- Image Layer
- Image Group
- Image Bone
- Image Switch
- Image Frame By Frame
- Image Particle
- Image Note
- Image Audio
- Image Patch
- Image Text

Fill

- Fill
- Stroke
- Width
- Effect

Layer

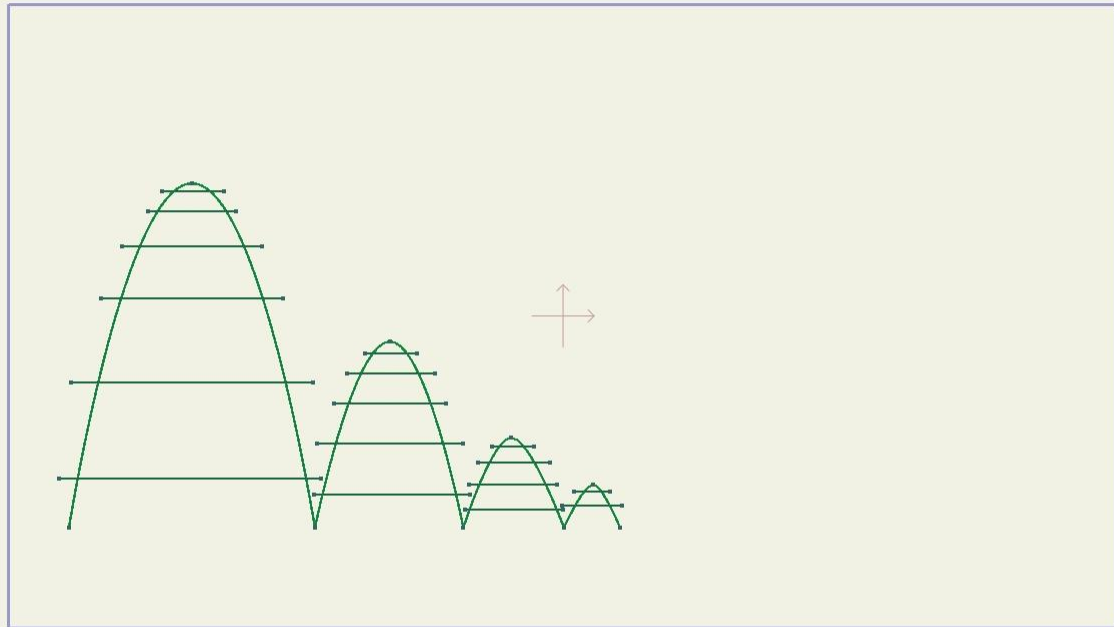
- Layer
- Group
- Group With Selection
- Bone
- Switch
- Frame By Frame
- Particle
- Note
- Audio
- Patch
- Text

Camera

- Camera
- Image
- Image Mask
- Image Fill
- Image Stroke
- Image Blend
- Image Layer
- Image Group
- Image Bone
- Image Switch
- Image Frame By Frame
- Image Particle
- Image Note
- Image Audio
- Image Patch
- Image Text

Workspace

- Workspace
- Image
- Image Mask
- Image Fill
- Image Stroke
- Image Blend
- Image Layer
- Image Group
- Image Bone
- Image Switch
- Image Frame By Frame
- Image Particle
- Image Note
- Image Audio
- Image Patch
- Image Text



Style

- Fill
- Stroke
- Width: 4
- Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

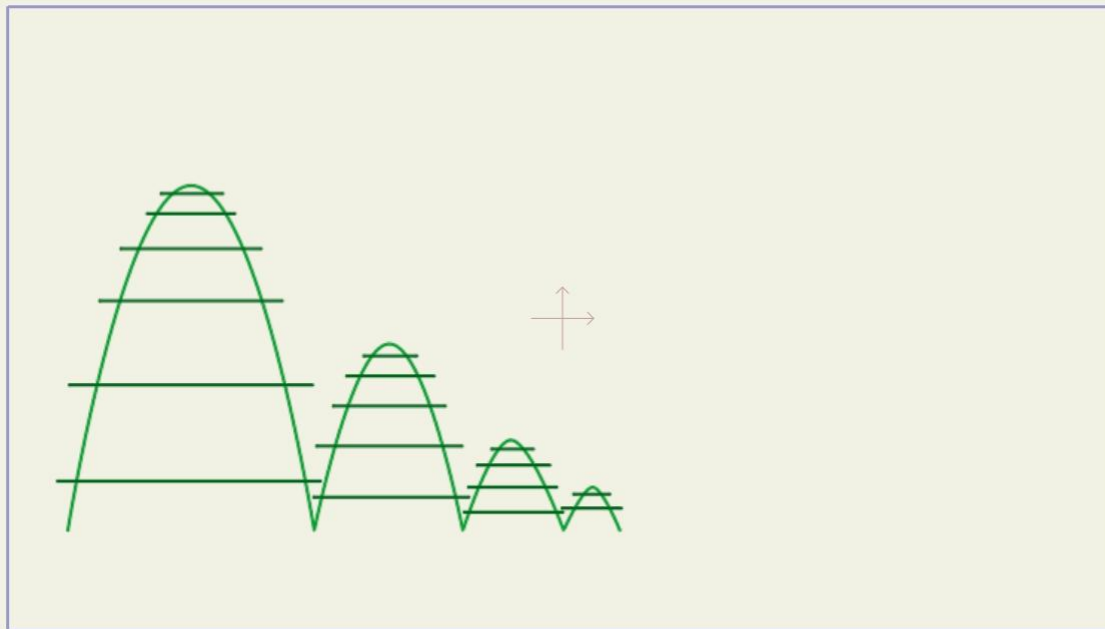
- Vector
- Image
- Group
- Group With Selection
- Bone
- Switch
- Frame By Frame
- Particle
- Note
- Audio
- Patch
- Text

Frame 0 of 240

Smooth 1 Onion Skins Relative keyframing

Channels Sequencer Motion Graph

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204



Style panel with options for Fill, Stroke, Width, Effect, Swatches, Copy, Paste, Reset, Advanced, and Checker selection.

Layers panel showing a single layer named 'Layer 1'.

Timeline and Sequencer area with frame markers from 0 to 204 and various animation controls.

Click on a shape to select it (hold <shift> to select additional shapes, <alt> to deselect shapes, <cmd/ctrl> to invoke the Eyedropper tool)

Tools

Draw

- Line
- Circle
- Rectangle
- Triangle
- Star
- Freehand
- Eraser
- Fill
- Stroke
- Width

Fill

- Color
- Pattern
- Gradient

Layer

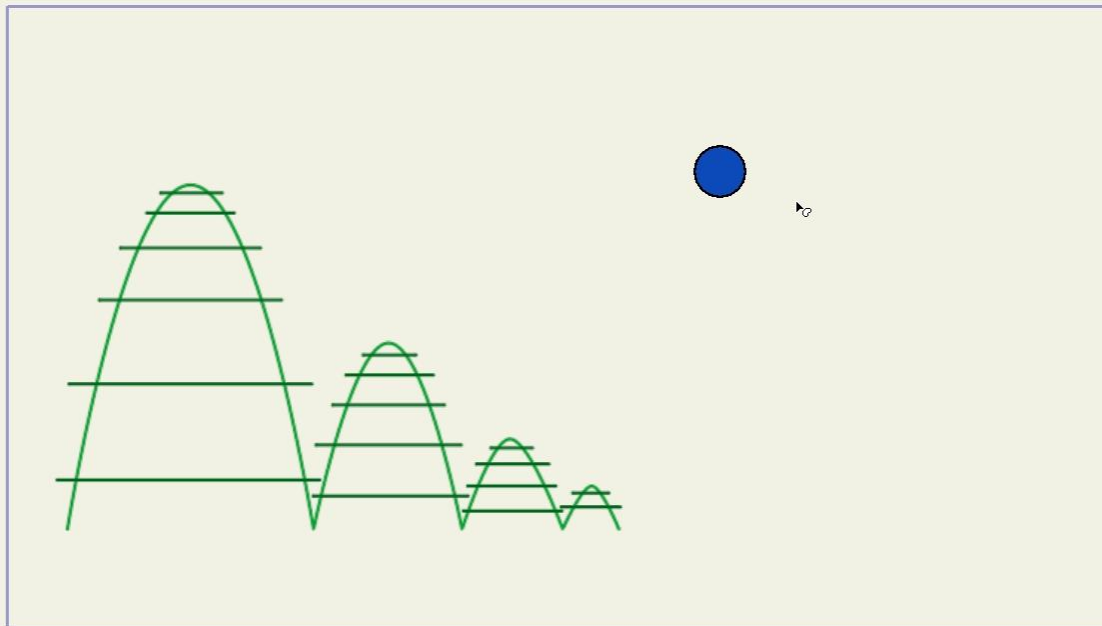
- Group
- Align
- Lock
- Unlock

Camera

- Reset
- Position
- Zoom

Workspace

- Reset
- Zoom
- Fit



Style

Fill: [Blue] Stroke: [Black] Width: 4 Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Мяч
- Траектория

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Tools

Draw

Fill

Layer

Camera

Workspace

Tools

Tools

Tools

Tools

Tools

Tools

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Tools

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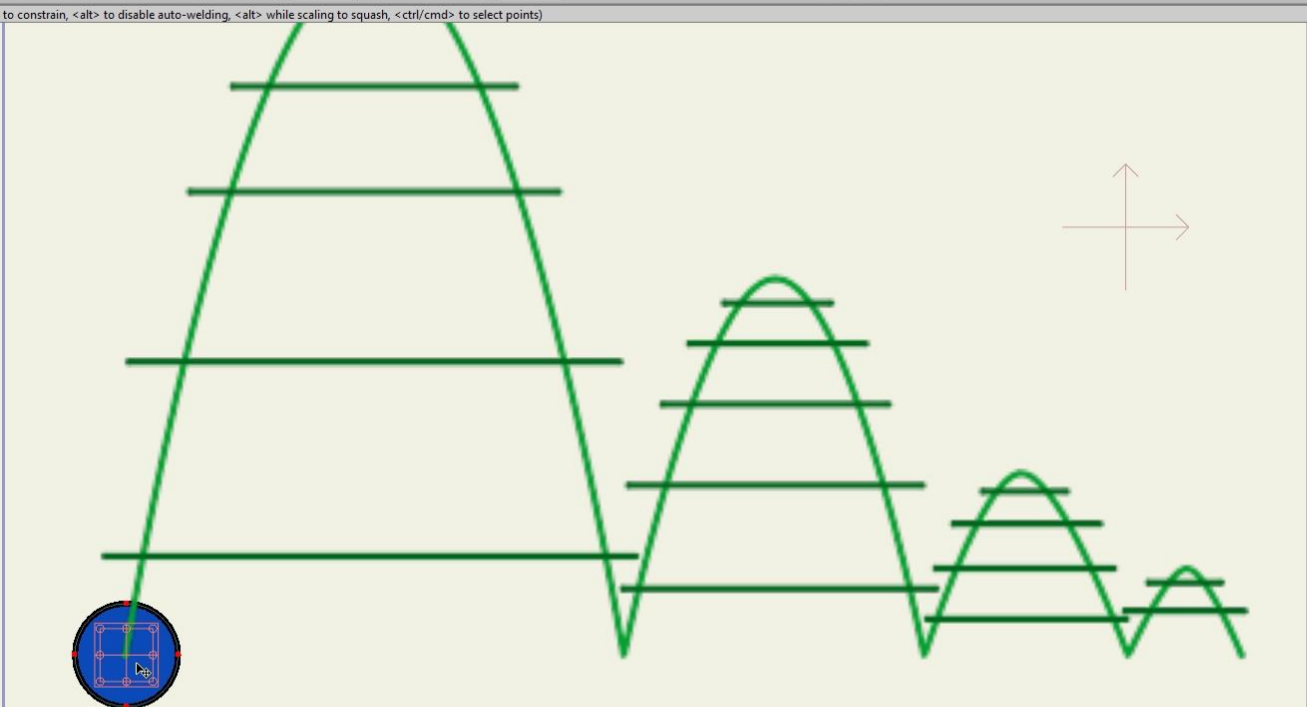
Tools

Tools

Tools

Tools

Tools



Style

Fill: [Blue]

Stroke: [Black] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced Checker selection

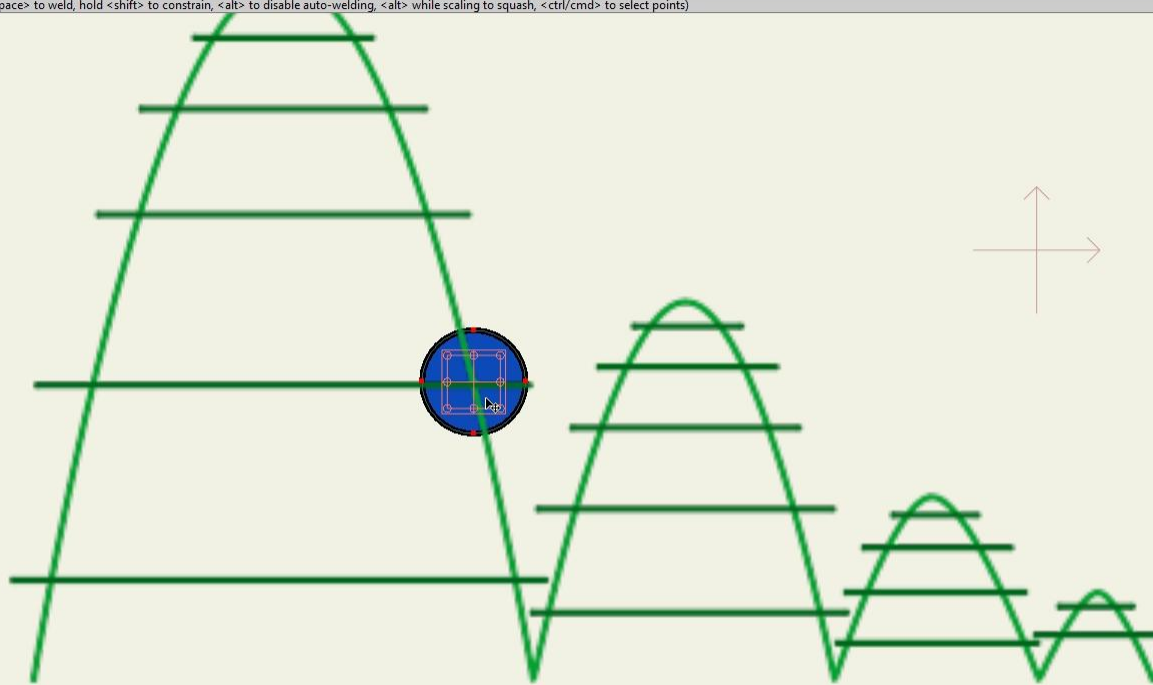
Layers

- Траектория
- Мяч

Frame 1 of 240

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204



Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Траектория

Мач

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Reset View

Drag mouse to pan around the workspace

Tools

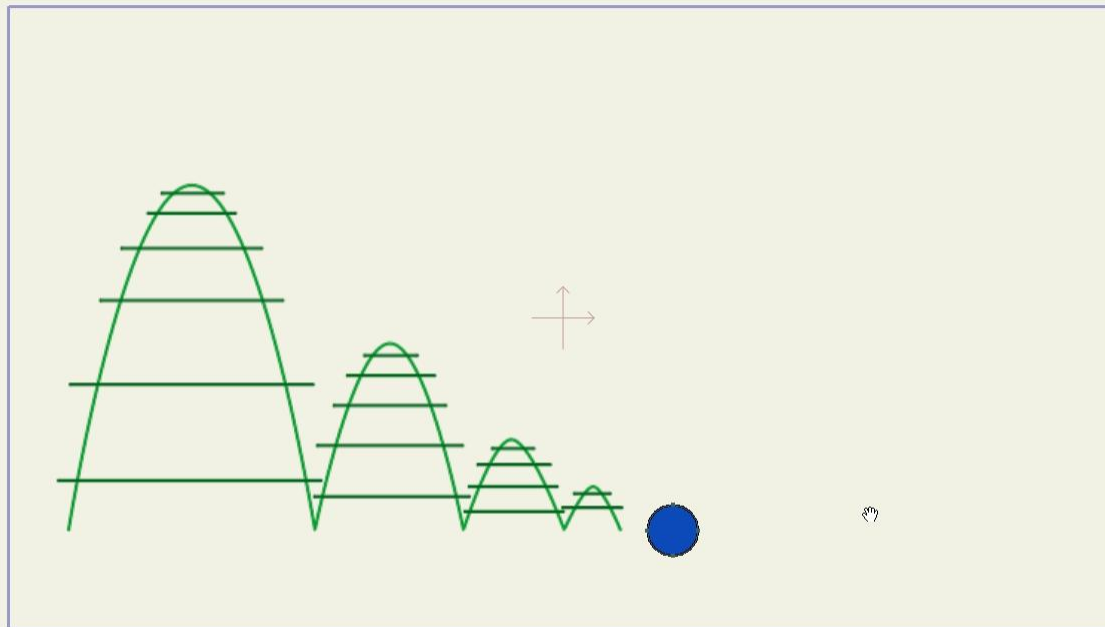
Draw

Fill

Layer

Camera

Workspace



Style

Fill: [Blue]

Stroke: [Black]

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Траектория
- Мяч

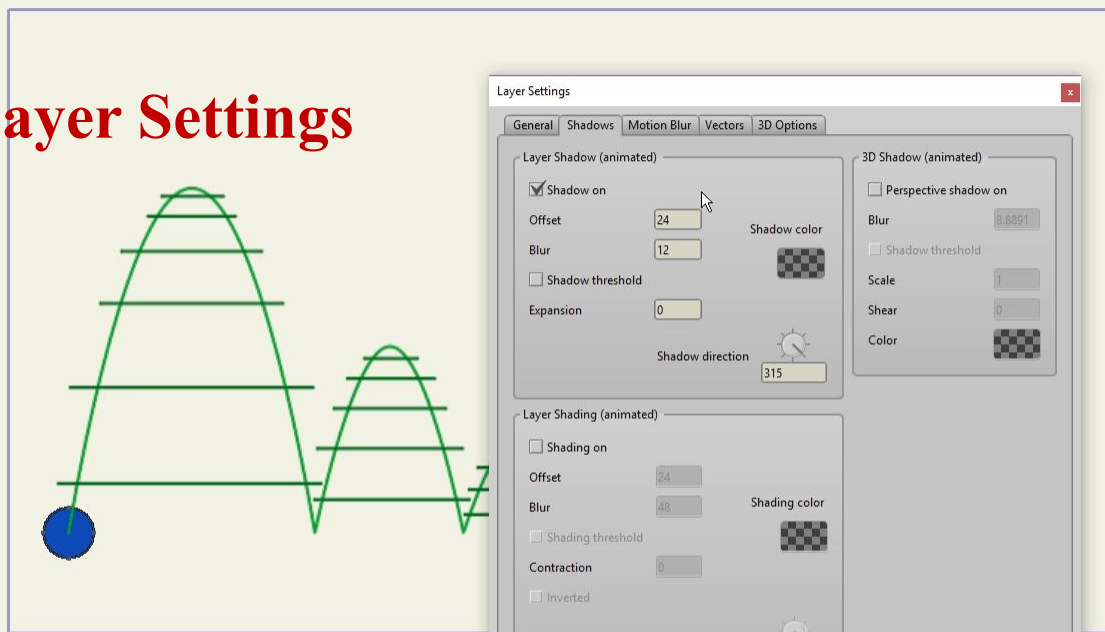
Frame 70 of 240

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative Keyframing

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

# Layer Settings



Layer Settings

General Shadows Motion Blur Vectors 3D Options

Layer Shadow (animated)

- Shadow on
- Offset: 24
- Blur: 12
- Shadow threshold
- Expansion: 0
- Shadow color: [Checkerboard]
- Shadow direction: 315

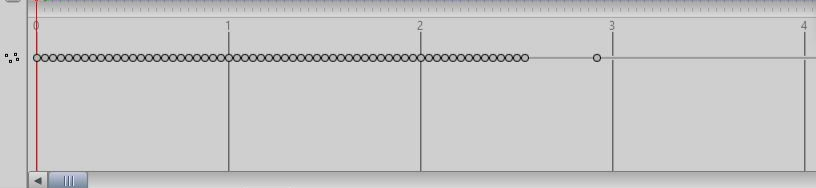
3D Shadow (animated)

- Perspective shadow on
- Blur: 8.8881
- Shadow threshold
- Scale: 1
- Shear: 0
- Color: [Checkerboard]

Layer Shading (animated)

- Shading on
- Offset: 24
- Blur: 48
- Shading threshold
- Contraction: 0
- Inverted
- Shading color: [Checkerboard]
- Shading direction: 315

OK Apply Cancel





Tools  
Special  
Layer  
Camera  
Workspace



Style  
Fill: Blue  
Stroke: No Brush  
Width: 4  
Effect: <plain>  
Swatches: Basic Colors.png  
Copy Paste Reset  
Advanced  Checker selection

Layers  
Vector  
Image  
Group  
Group With Selection  
Bone  
Switch  
Frame By Frame  
Particle  
Note  
Audio  
Patch  
Text

Channels Sequencer Motion Graph  
Smooth 1 Onion Skins Relative keyframing  
Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204



Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Траектория
- Мач
- Фон.png

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing



- New Ctrl+N
- New From Template
- Open... Ctrl+O
- Open Recent Ctrl+R
- Close Ctrl+W
- Save Ctrl+S
- Save As... Ctrl+Shift+S
- Save All Ctrl+Alt+Shift+S
- Revert
- Gather Media...
- Export As Version 9 File...
- Export As Version 10 File...
- Project Settings... Ctrl+Shift+P
- Import
- Refresh Media Ctrl+Shift+M
- Preview Ctrl+R
- Preview No Antialiasing
- Preview Animation Ctrl+Shift+R
- Export Animation... Ctrl+E
- Export
- Upload
- Batch Export... Ctrl+B
- Quit Ctrl+Q

Reset Scale X: 1.5951 Y: 1.4353 Z: 1.4353 Reset Angle: 0 Reset Show path

Move forward and back, <ctrl/cmd> to edit motion path, <shift> + <alt> to move in Z and maintain visual size



Style Frame: 0

Style panel with options for Fill, Stroke, Width, Effect, Swatches, Copy, Paste, Reset, and Advanced/Checker selection.

Layers

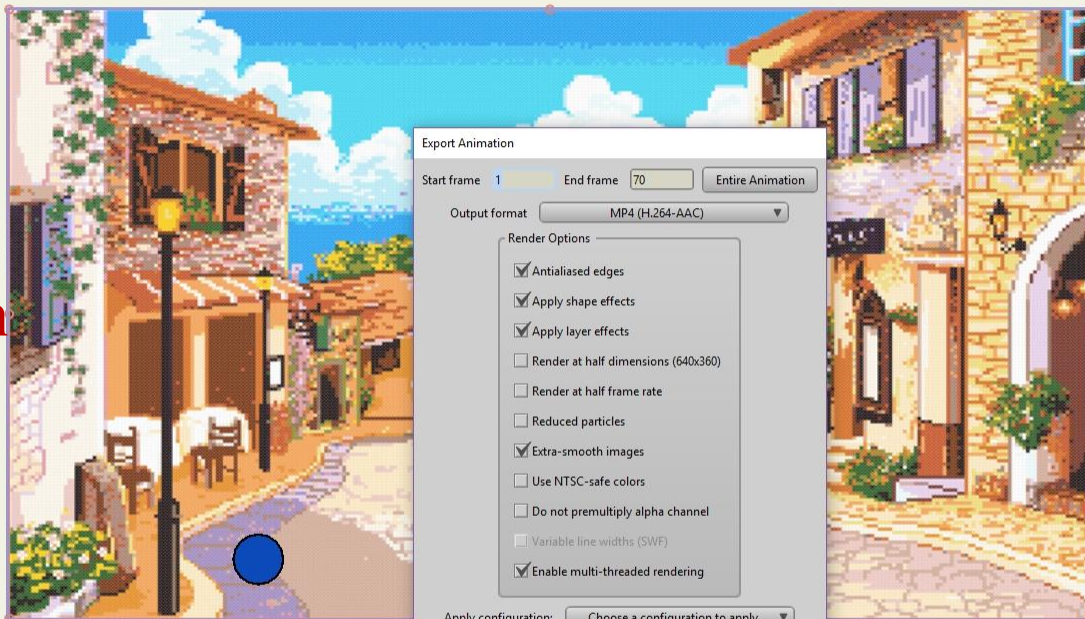
- Траектория
- Мач
- Фон.png

Frame 0 of 240 Display Quality

Timeline interface with tracks for Channels, Sequencer, and Motion Graph. Includes a timeline ruler and playback controls.



# Export Animation



**Export Animation**

Start frame 1 End frame 70 Entire Animation

Output format MP4 (H.264-AAC)

Render Options

- Antialiased edges
- Apply shape effects
- Apply layer effects
- Render at half dimensions (640x360)
- Render at half frame rate
- Reduced particles
- Extra-smooth images
- Use NTSC-safe colors
- Do not premultiply alpha channel
- Variable line widths (SWF)
- Enable multi-threaded rendering

Apply configuration: Choose a configuration to apply

Edit Configurations... OK Cancel

Style

Fill [Blue]

Stroke [Black] No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Траектория
- Мяч
- Фон.png

Frame 0

Display Quality

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Frame 0 of 240

Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204