

**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



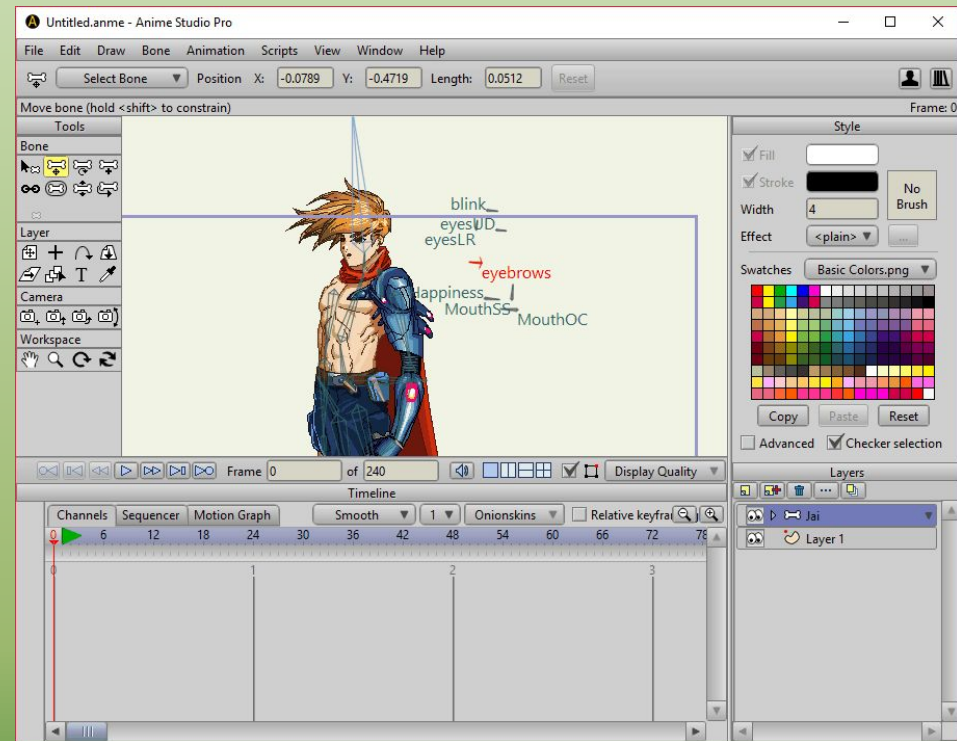
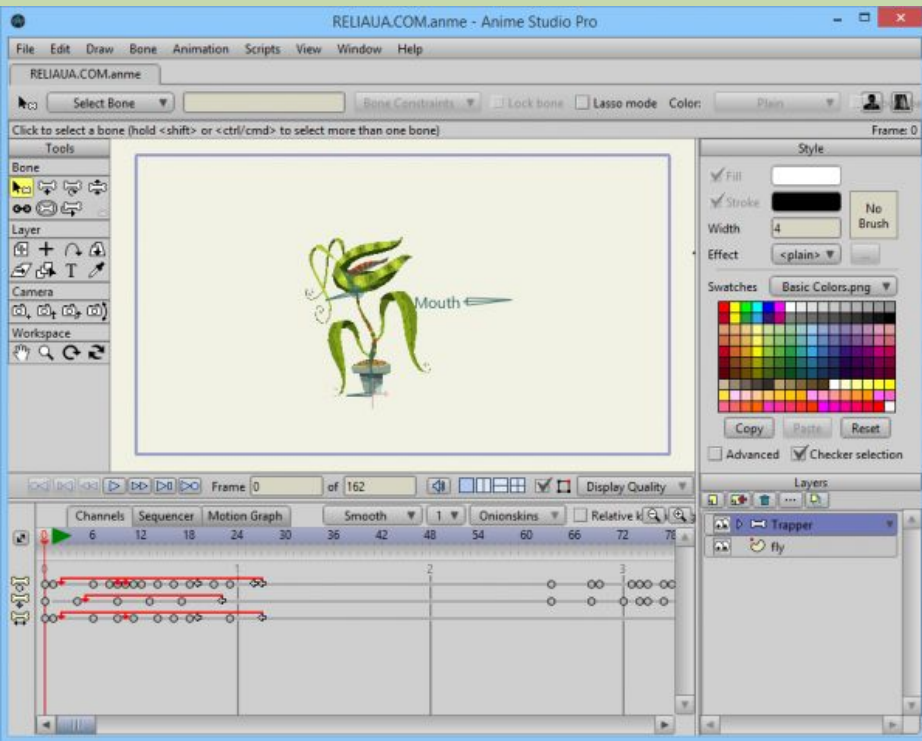
ANIME STUDIO®

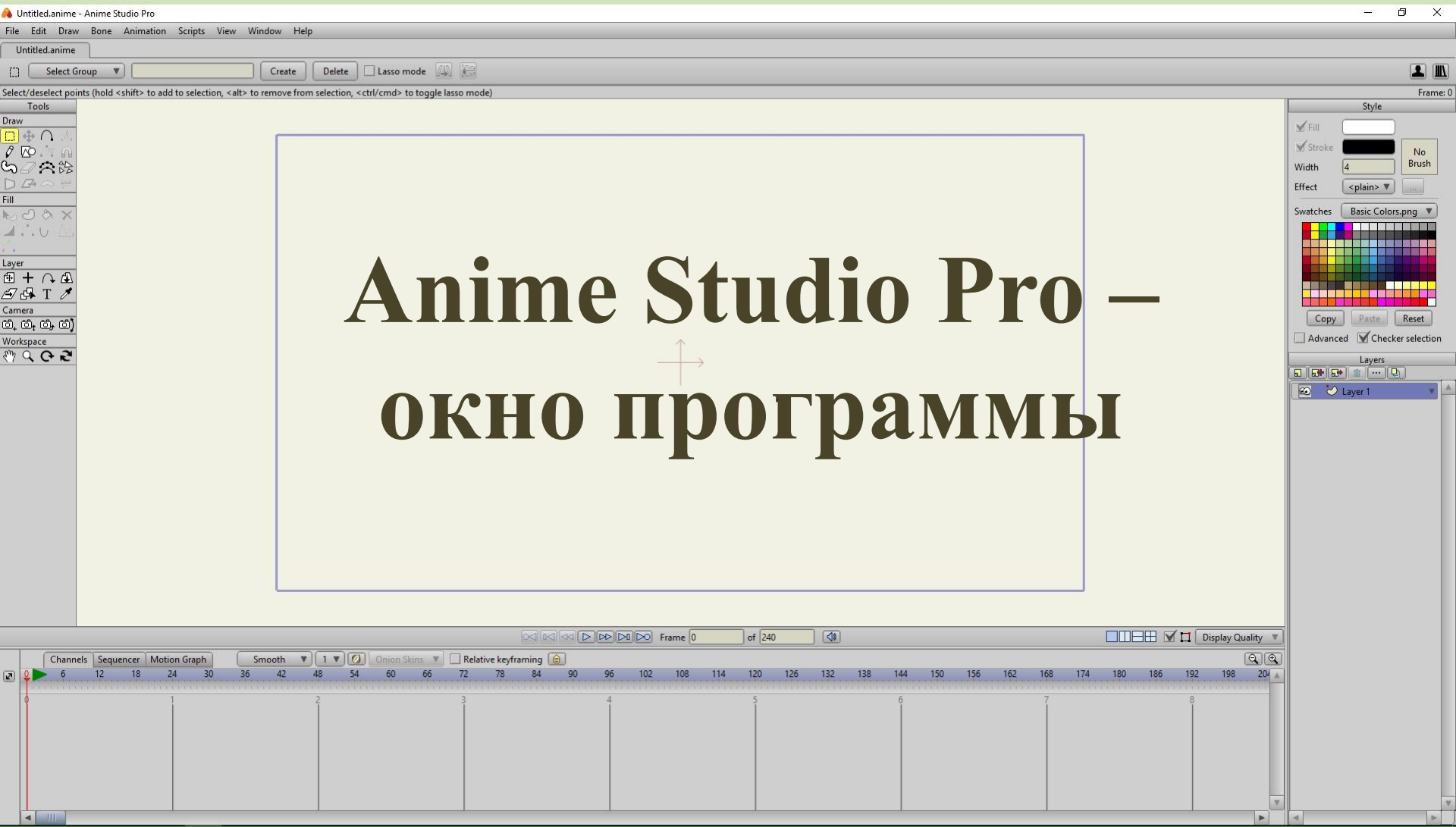
# Anime Studio Pro – создание мультипликации





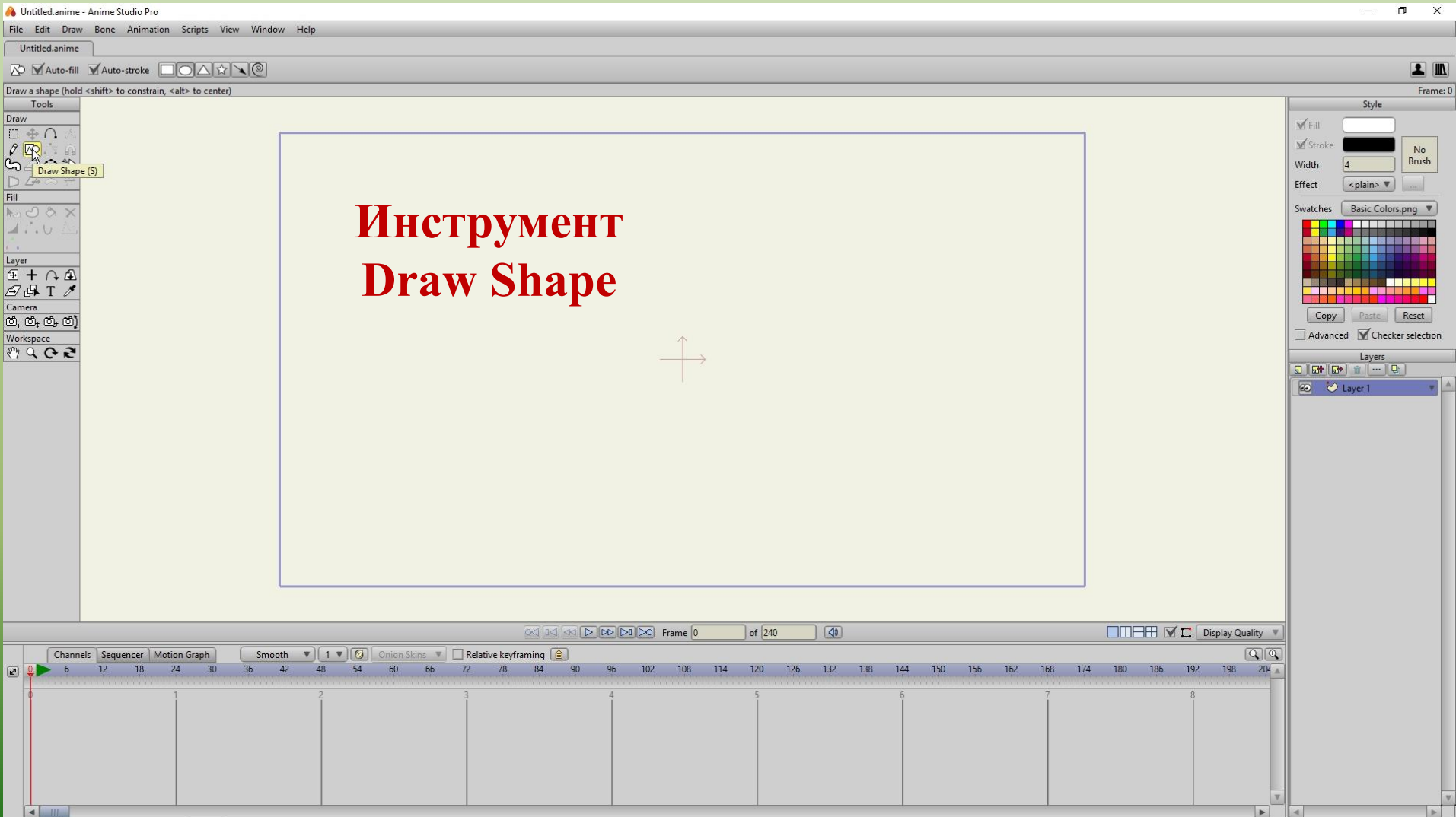
# Anime Studio Pro – обзор программы





# Anime Studio Pro – окно программы

# Процесс создания анимации «Мячик»



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

Tools

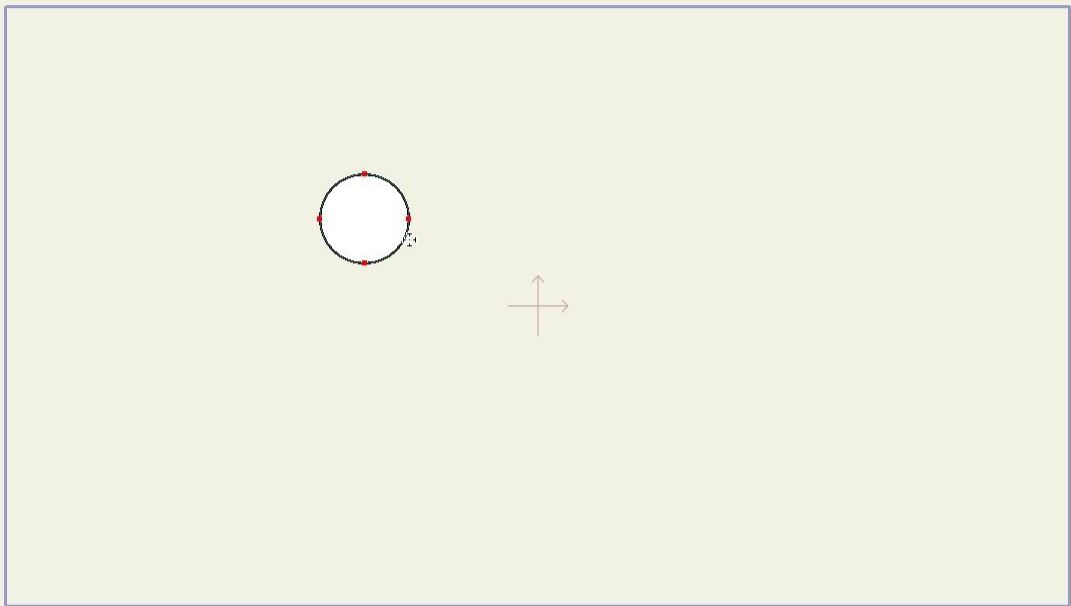
Draw

Fill

Layer

Camera

Workspace



Style

Fill  Stroke

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

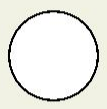
Frame 0 of 240

Channels Sequencer Motion Graph

Smooth 1 Onion Skins Relative keyframing

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

Инструмент  
Select Shape



Tools

Draw

- Rectangle
- Circle
- Line
- Curve
- Freehand
- Eraser
- Fill
- Layer
- Camera
- Workspace

# 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

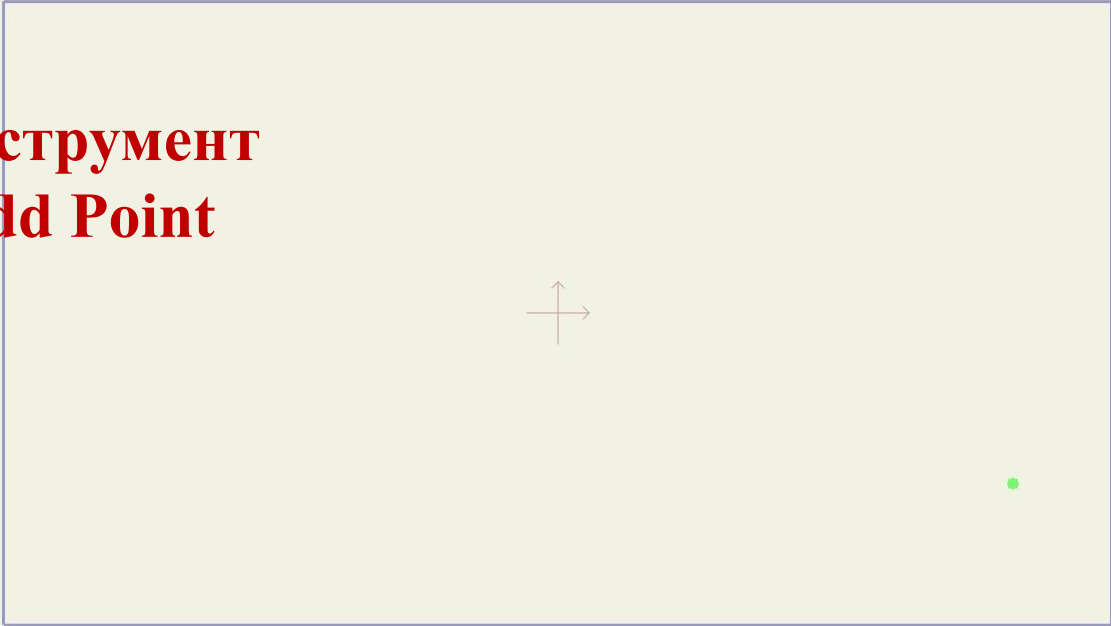
- Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

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



# Инструмент Add Point



Style

Fill

Stroke  No Brush

Width 4

Effect <plain>

Swatches Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layer 1

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

Tools

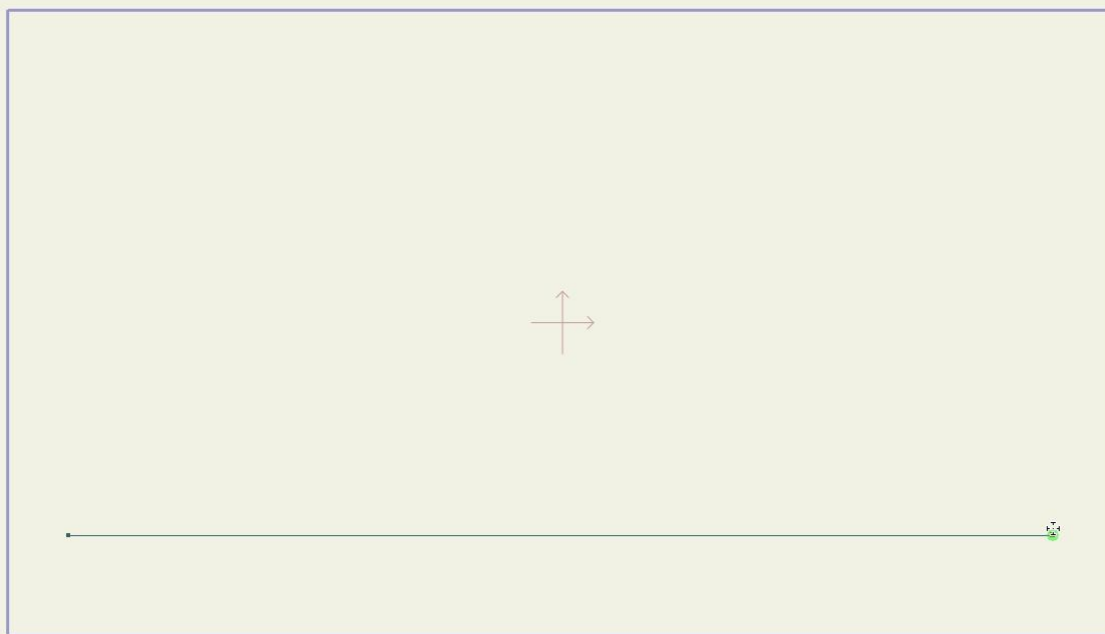
Draw

Fill

Layer

Camera

Workspace



Style

Fill: [Blue swatch]

Stroke: [Black swatch]

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 with frame markers from 0 to 204.

Tools

Draw

- Select Points (G)

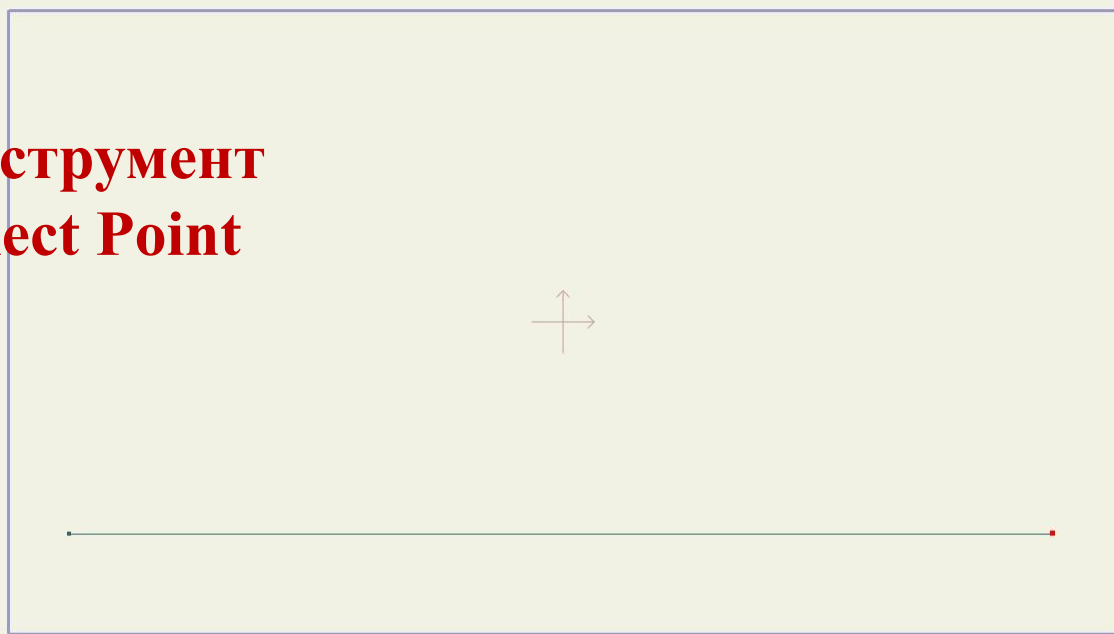
Fill

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

Tools

Draw



Fill



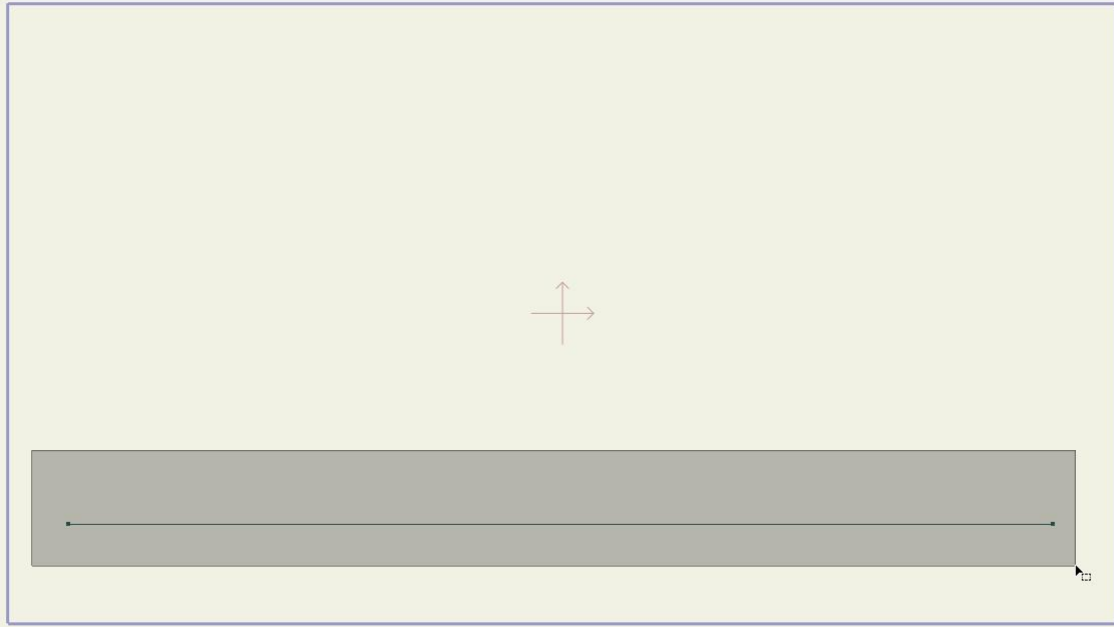
Layer



Camera



Workspace



Style

Fill:

Stroke: No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

Layer 1

Timeline interface with Channels, Sequencer, and Motion Graph tabs. The timeline shows frame numbers from 0 to 204 in increments of 6. The current frame is 0.

- 3D
- Camera
- Draw
- Image
- Layer Effects
- Particle Effects
- Script Writing
- Sound
- Text
- Tiling
- Visibility
- Warp
- Other Popular Scripts...
- Scripting Documentation...
- Install Script...

- Apply Sketchy Effect
- Auto Weld
- Gear...
- Polygon...
- Random Point Colors
- Remove Bad Fills
- Simplify Curve...
- Split Curve...
- Star...
- Toggle Legacy Curves...
- Zig Zag...

le lasso mode)

# Split Curve



Timeline tracks for Channels, Sequencer, and Motion Graph.

Tools

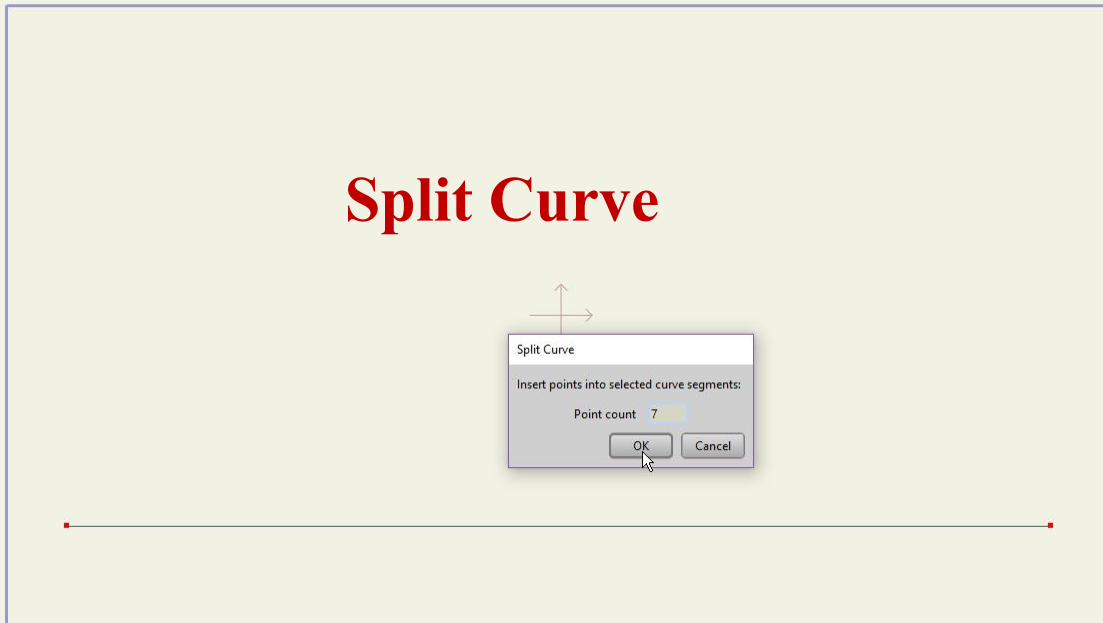
Draw

Fill

Layer

Camera

Workspace



Style

Fill No Brush

Stroke

Width 4

Effect <plain>

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 with frame numbers from 0 to 204.

Tools

Draw



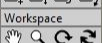
Fill



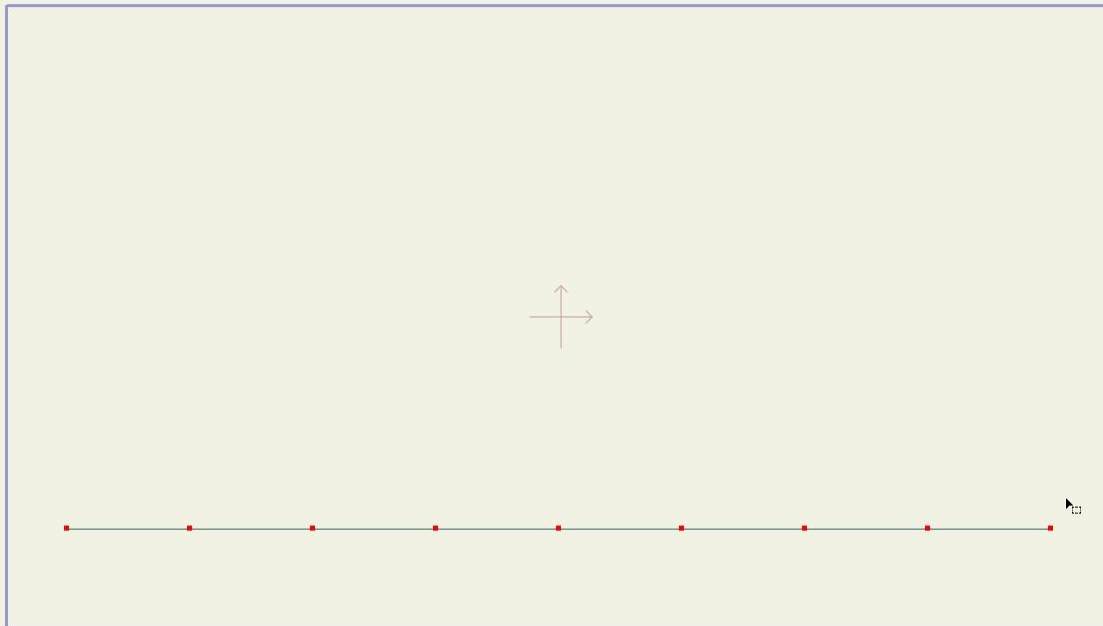
Layer



Camera



Workspace



Style

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

Layers

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

Timeline showing a sequence of frames from 0 to 204, with a red vertical line at frame 0.

Tools

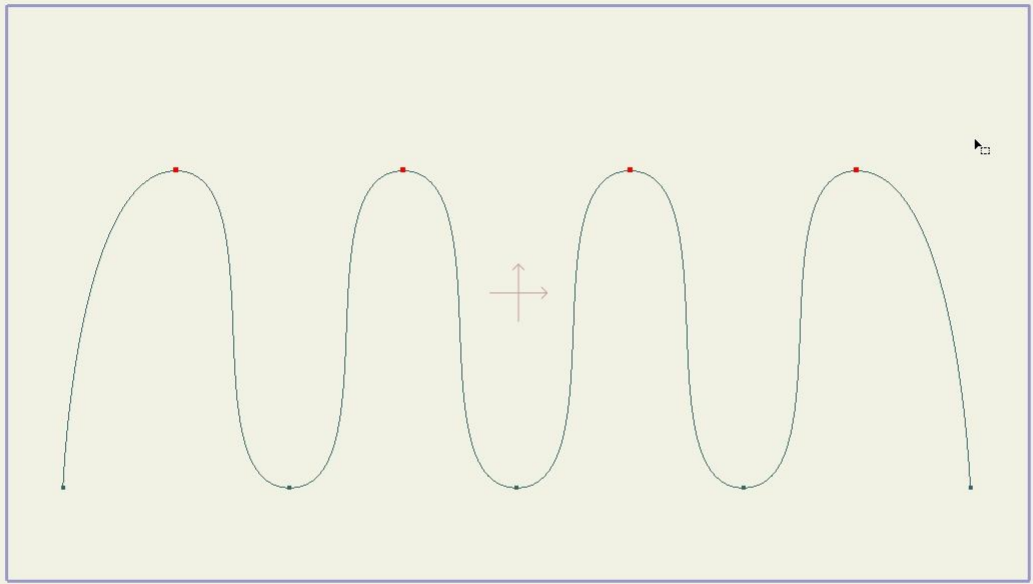
Draw

Fill

Layer

Camera

Workspace



Style

Fill: Blue

Stroke: Black

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

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



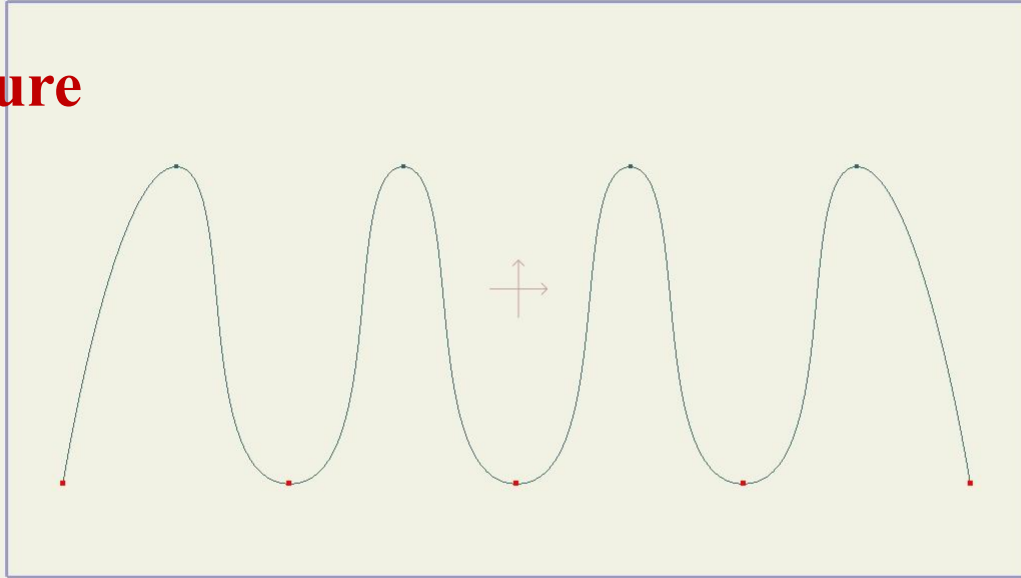
Drag side to side to adjust the curvature through the selected points (hold <ctrl/cmd> to select points)

Tools

Draw

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

# Curvature



Style

Fill: [Blue]

Stroke: [Black] 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

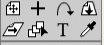
Draw



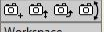
Fill



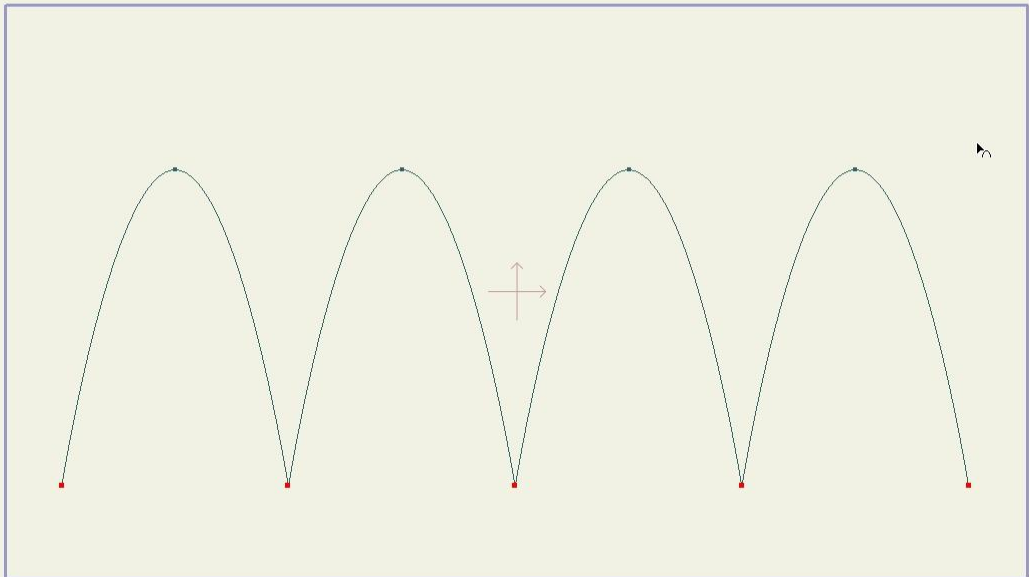
Layer



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.

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

Timeline header with tabs for Channels, Sequencer, and Motion Graph. Includes settings for Smooth, Onion Skins, and Relative keyframing.

Timeline grid showing frame numbers from 0 to 204 in increments of 6. A red vertical line marks the current frame at 0.

Untitled 2.anime

Select Group Reset Position X: 0.0962 Y: -0.5404 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



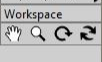
Fill



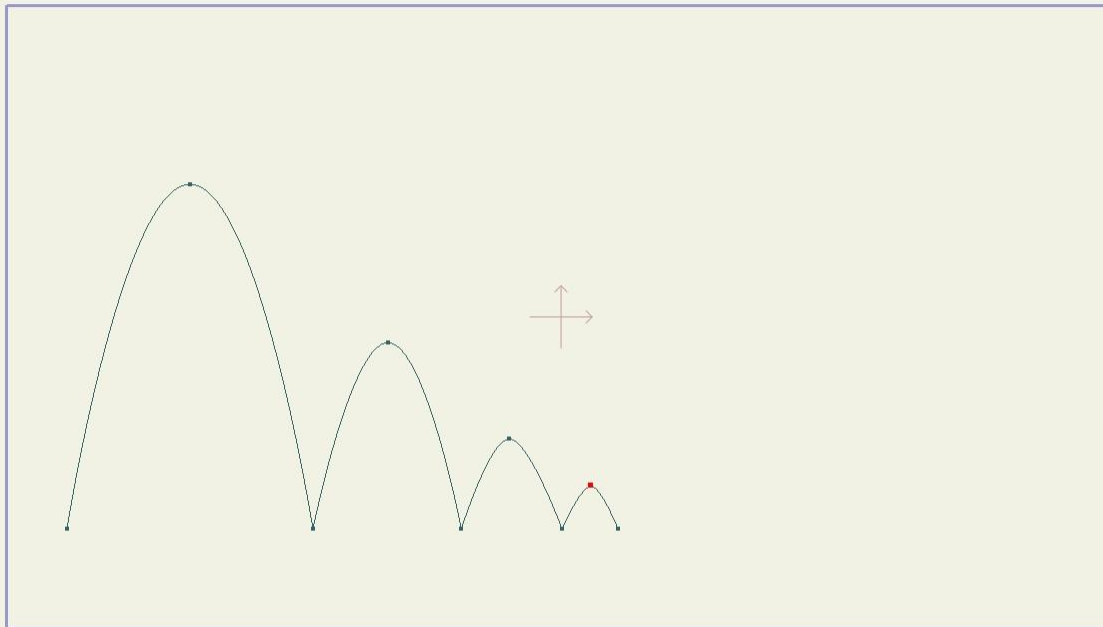
Layer



Camera



Workspace



Style Frame: 0

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 Display Quality

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

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

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

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

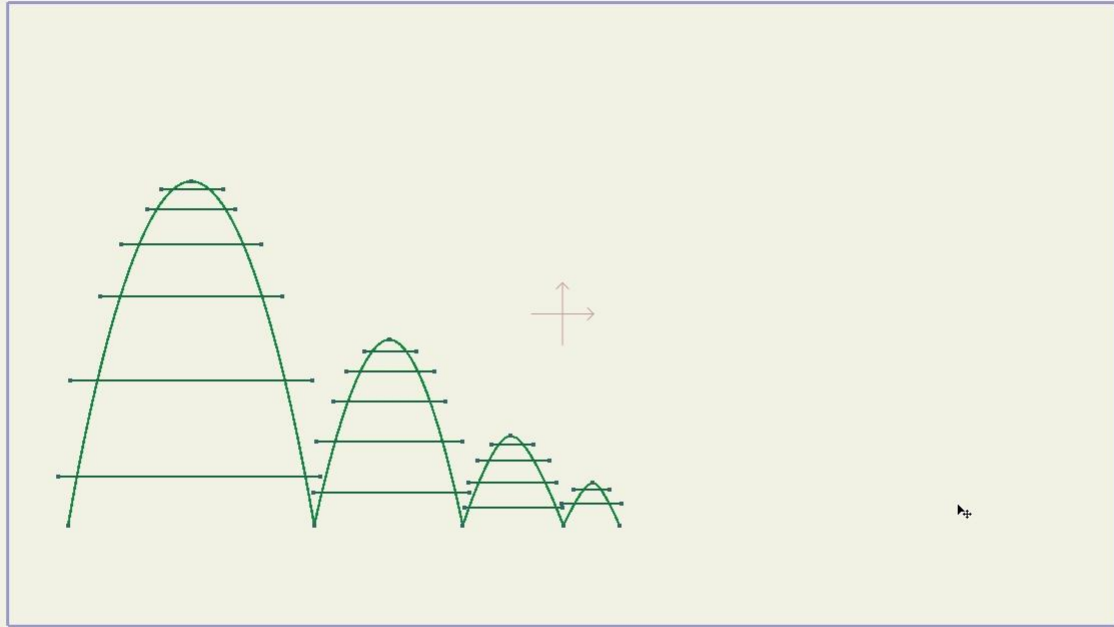
Draw

Fill

Layer

Camera

Workspace



Style

Fill  Stroke

Width 4 No Brush

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 markers from 0 to 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

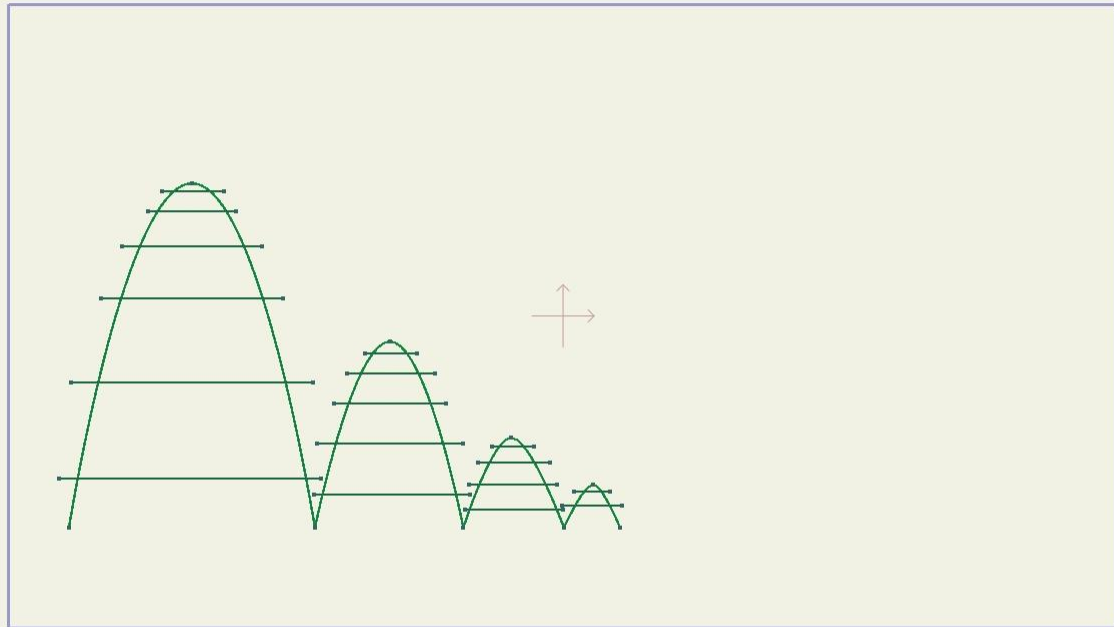
Draw  
[Icons for drawing tools]

Fill  
[Icons for fill tools]

Layer  
[Icons for layer tools]

Camera  
[Icons for camera tools]

Workspace  
[Icons for workspace tools]



Style

Fill [Green]  
 Stroke [Green] No Brush  
Width 4  
Effect <plain>

Swatches Basic Colors.png  
[Color palette]  
Copy Paste Reset

Advanced  Checker selection

Layers

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

Timeline

Frame 0 of 240

Channels Sequencer Motion Graph | Smooth | 1 | Onion Skins | Relative keyframing

[Timeline axis with markers from 0 to 204]

Tools

Draw



Fill



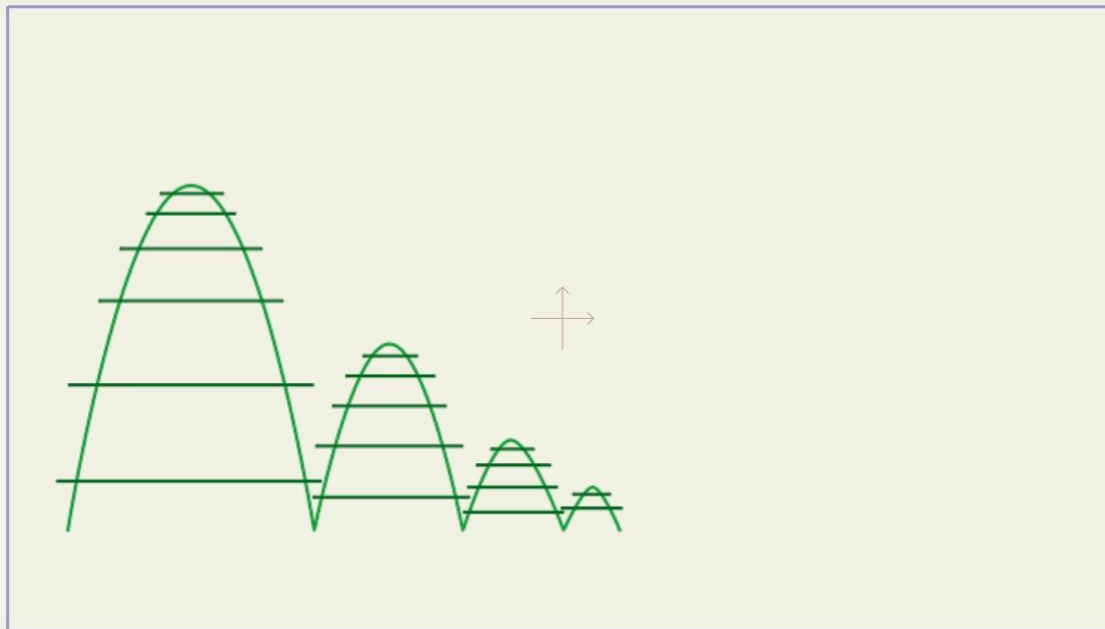
Layer



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' with various layer management icons.

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



Tools

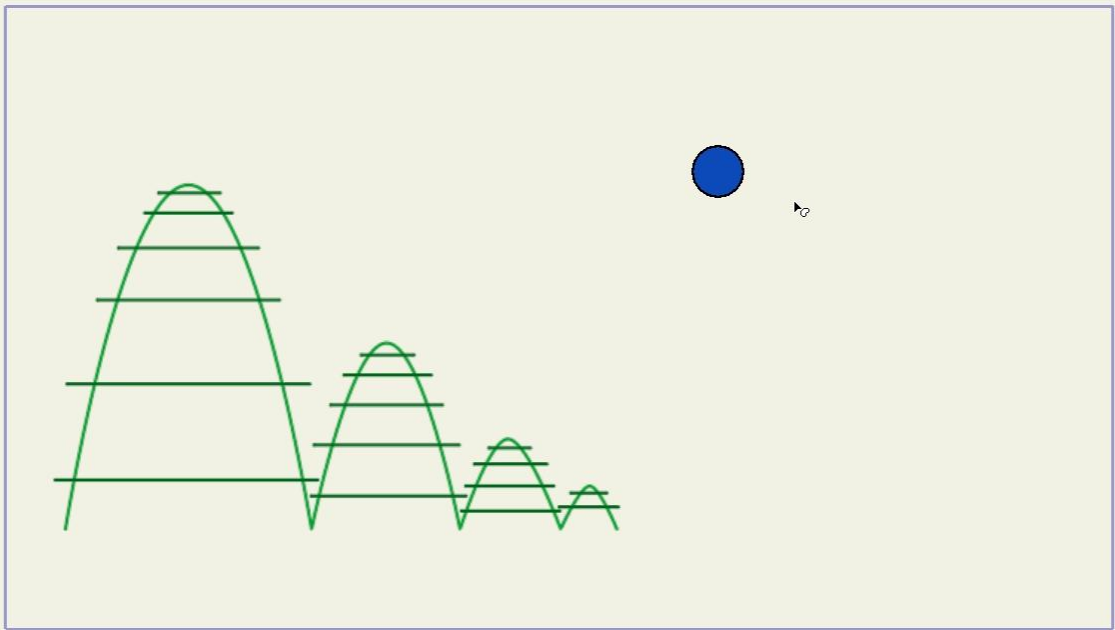
Draw

Fill

Layer

Camera

Workspace



Style

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

Swatches: Basic Colors.png

Copy Paste Reset

Advanced  Checker selection

Layers

- Мяч
- Траектория

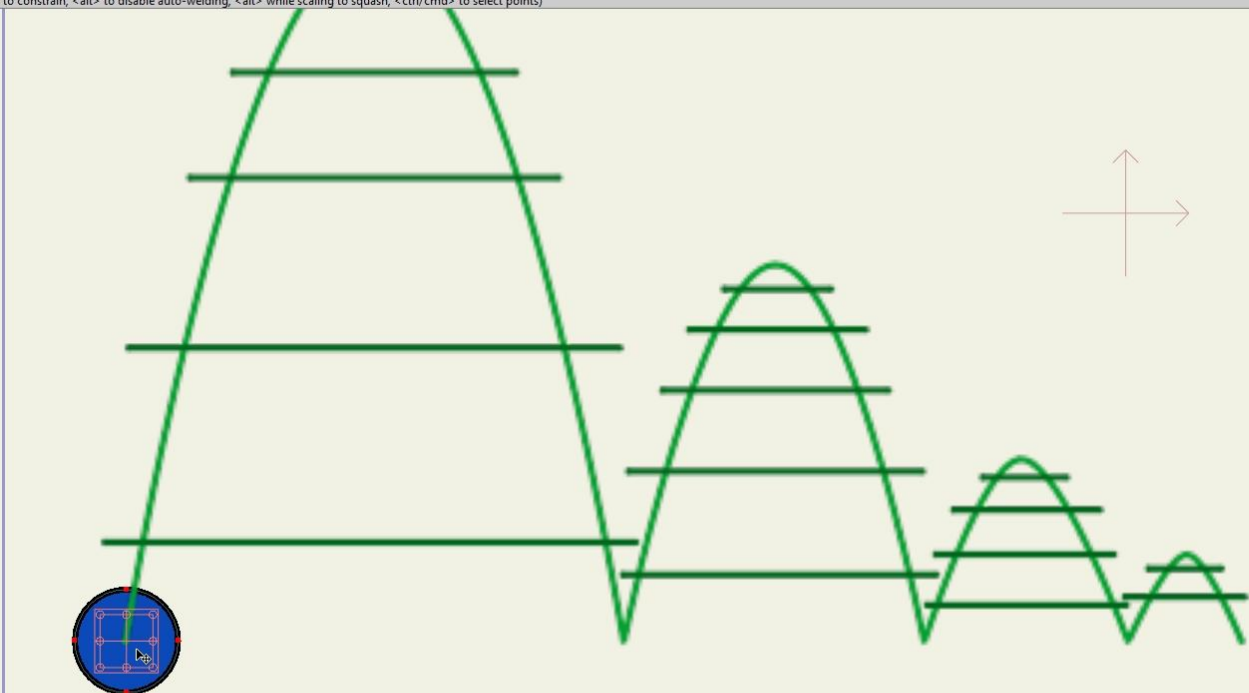
Channels Sequencer Motion Graph

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



Style

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

Swatches: Basic Colors.png

Copy Paste Reset

Advanced Checker selection

Layers

- Траектория
- Мяч

Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

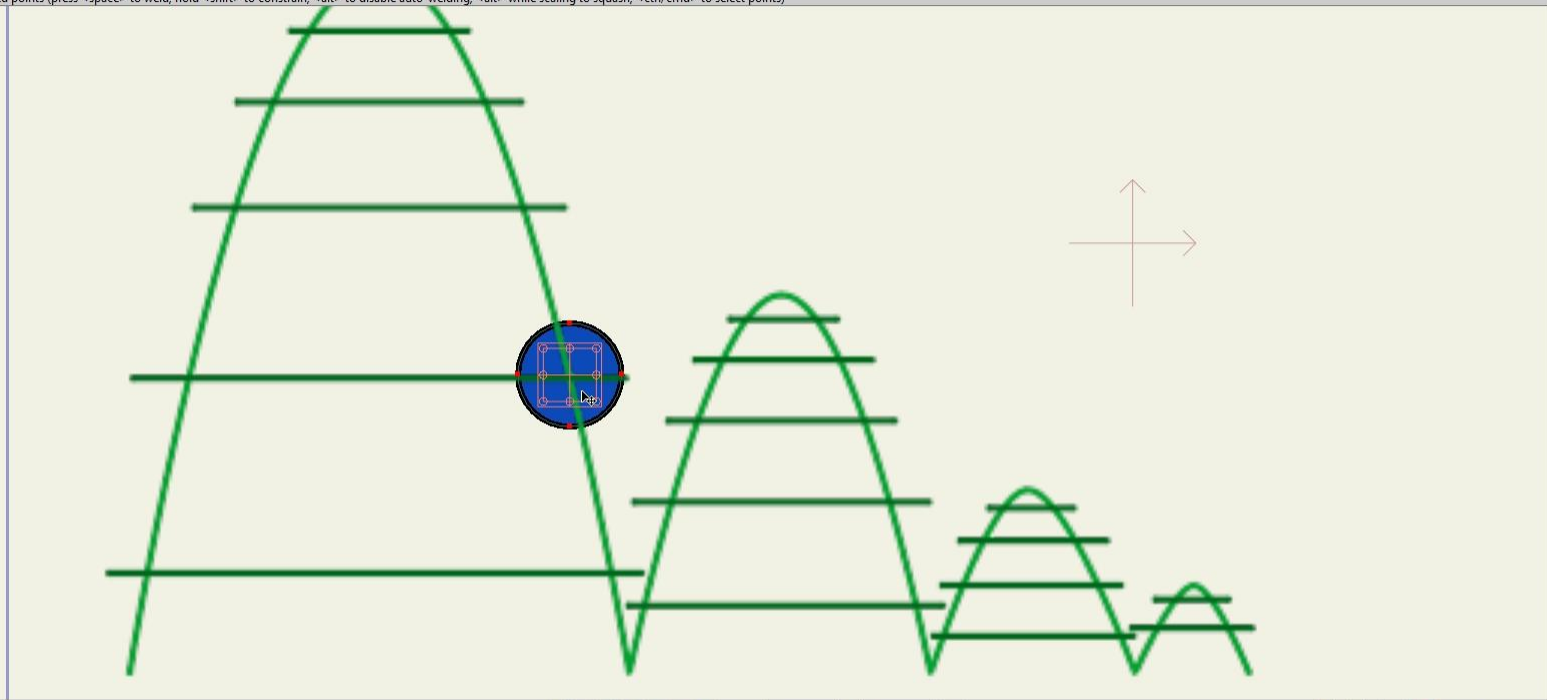
Timeline: 0 6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150 156 162 168 174 180 186 192 198 204

Untitled 2.anime  
Select Group | Reset | Position X: -0.8895 Y: -0.2081 | 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  
Copy Paste Reset  
 Advanced  Checker selection

Layers

- Траектория
- Мач

Frame 12 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

Reset View

Drag mouse to pan around the workspace

Tools

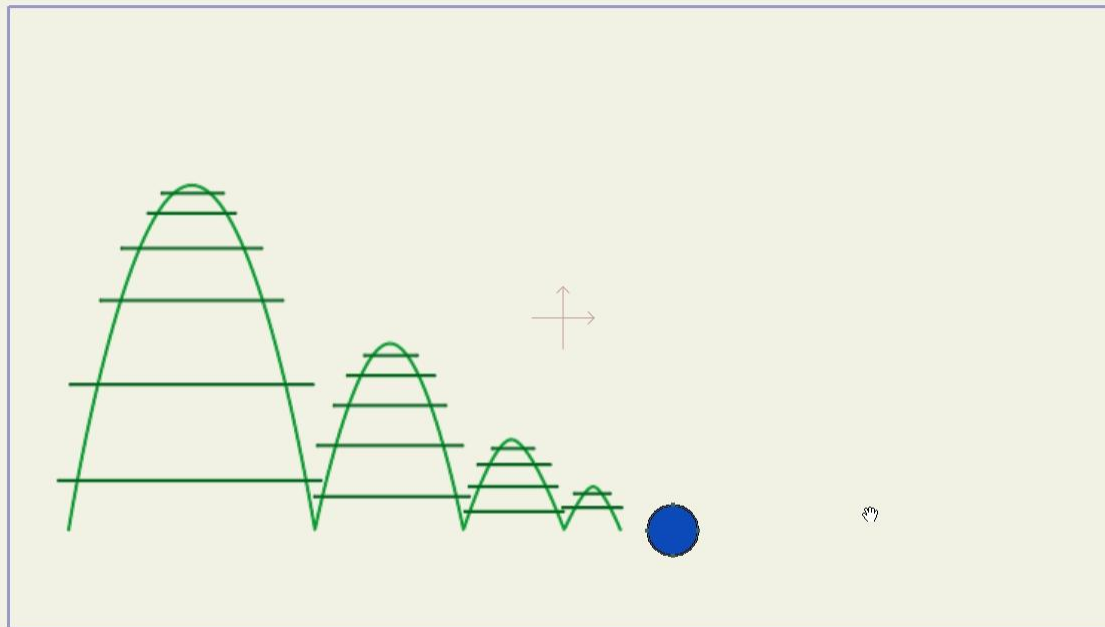
Draw

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

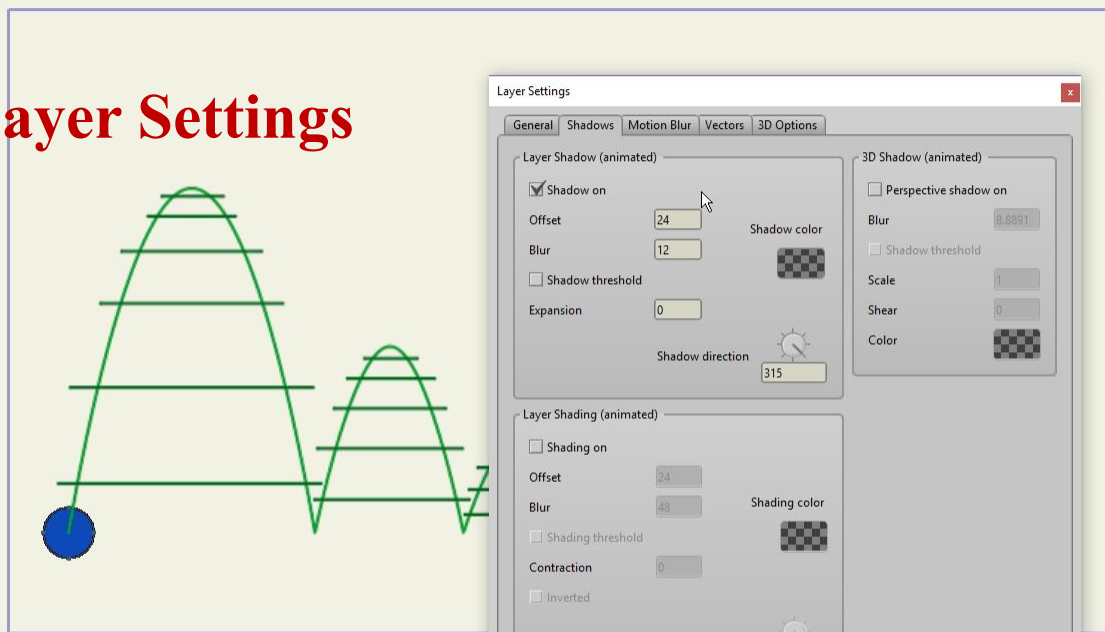
Frame 70 of 240

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  
Width: 4  
Effect: <plain>  
Swatches: Basic Colors.png  
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

Fill: [Blue swatch]

Stroke: [Black swatch] No Brush

Width: 4

Effect: <plain>

Swatches: Basic Colors.png

Copy Paste Reset

Advanced Checker selection

- Layers
- Траектория
  - Мач
  - Фон.png

Frame 0 of 240 Display Quality

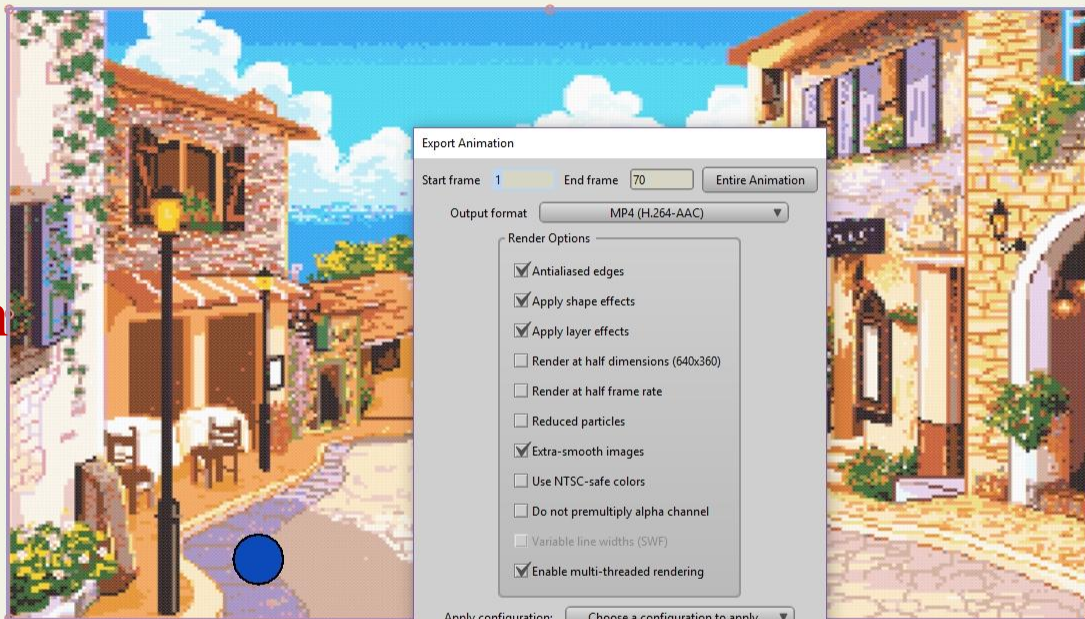
Channels Sequencer Motion Graph Smooth 1 Onion Skins Relative keyframing

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





# 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 with frame numbers from 0 to 204.