



Buffy
the Vampire Slayer
Tooncast Studio™
User Manual

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Let's Get Started

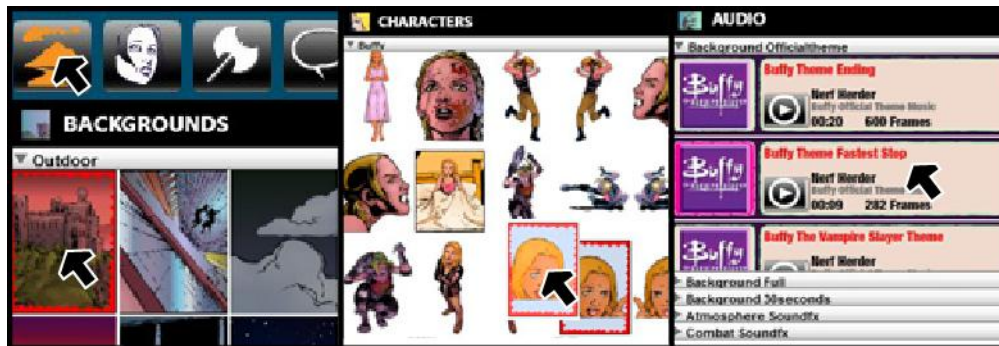
Buffy the Vampire Slayer Tooncast Studio gives you all the tools you need to make and share your own Buffy motion comics. We call them Tooncasts. If you can point and click, drag and drop, then you can make and share a Tooncast. First, here's a quick overview of the Tooncast Studio desktop:

The screenshot shows the Tooncast Studio interface with several callout boxes:

- Help Menu:** Check for updates and user manual.
- File Menu:** Save, open and share files.
- Content Tabs:** These are the content group selections. Click on a tab to display its content. This opens the Content Navigator.
- Layer Ladder:** These 16 slots represent each item you place on the Stage.
- Help Windows:** These two windows display help information.
- Content Navigator:** These are the "drawers" with all the content (characters, backgrounds, music, etc.) that you will use in your Tooncast. It appears on the Stage every time you click on a Content Tab.
- The Stage:** This is where you build, view and edit your Tooncast. You simply drag a piece of content (character, prop, etc.) from the Content Navigator onto the Stage to place it in your Tooncast.
- Transport Controls:** These let you to play, pause and adjust the position within the Tooncast.
- Span Editor:** This is how you extend or delete elements in your Tooncast. It controls the point in time and the length of time an object will appear in the Tooncast.

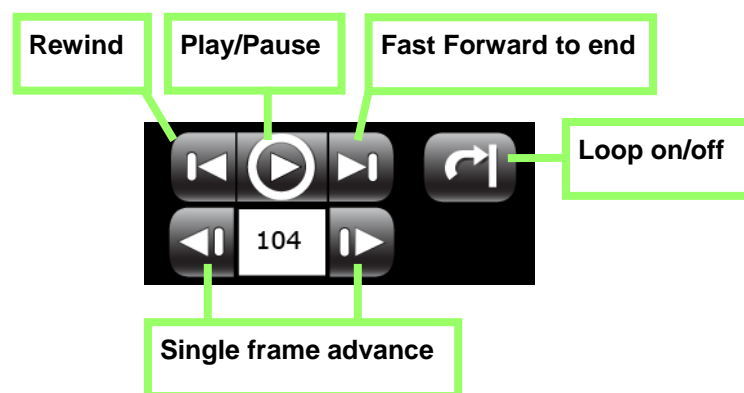
Making your first Tooncast is as easy as 1-2-3!

With a few swift clicks of the mouse, you'll be well on your way to making your own Buffy the Vampire Slayer Tooncast! **TO START**, find the Content Tabs, located to the upper right of the Stage. Clicking on any of these tabs will bring up the Content Navigator which will display the corresponding Buffy images of sounds – we call them “assets” - you can use to create your Tooncast. From left to right, the Content Tabs are Backgrounds, Characters, Props, Graffiti, Overlays and Audio.



1	2	3
<p>Click on the Backgrounds tab</p> <p>This will open the Content Navigator which will display all the content within the Backgrounds tab.) When the Content Navigator opens, double click the Castle background. This will place it on the Stage.</p>	<p>Click on the Characters tab</p> <p>This opens the Content Navigator. Click on the clip of Buffy blinking and pointing. Drag it over the Stage and release your mouse. You can now move Buffy around the Stage with your mouse. Place her in the lower left corner, now click and hold for 300 frames.</p>	<p>Click on the Audio tab</p> <p>Click on the second audio selection in the Background Officialtheme drawer, “Buffy Theme Faster Stop,” and drag it onto the Stage. Unlike the animations step 1 & 2, the audio is placed as soon as you drag it over the Stage and release your mouse. Use the Play button to preview audio before adding it.</p>

You just made your first Buffy Tooncast! **TO WATCH** your new Tooncast, click on the **REWIND** button to take you back to the **FIRST FRAME** of your Tooncast. Next, click on the **PLAY** button.



OK, so your first Tooncast is a little short and maybe it doesn't have much of a plot - but you've just taken **your first big step** on the road to success with the Buffy the Vampire Slayer Tooncast Studio.

Understanding Frames and Editing

When you click and drag Buffy and her images and animations across the Stage you are adding them to a sequence of frames that Tooncast Studio records. Every cartoon that you see on TV or in the movie theater is really just a sequence of frames that are shown very quickly, one frame after another. In fact, the frames are shown so quickly that our eyes don't even notice them as frames anymore, and what we see is the illusion of movement.




This trick that cartoons play on our eyes is called the **Persistence of Vision**. Don't let these words intimidate you. It's really a simple concept we take for granted, because we see it every day. See for yourself how this works by looking at your first short Buffy Tooncast again.

4	5	6
<p>Click and drag the Frame shuttle back and forth</p> <p>The Frame Shuttle slides left and right on the Span Indicator directly below the Stage. You are making Buffy's eye blink by dragging the Frame Shuttle back and forth. This blends the frames together and gives your eyes the illusion of movement. As you can see, putting static frames together makes a real motion picture!</p>	<p>Click on the Graffiti tab</p> <p>To go to the first frame, click and drag the Frame Shuttle to the left until it stops. Click on the Graffiti tab. The Content Navigator will appear over the Stage. Click on the first text bubble and drag it onto the Stage. Then release the mouse, locate the text bubble above Buffy's head, now click and hold for about 100 frames or more.</p>	<p>Click and drag the Frame shuttle till the last frame with Buffy</p> <p>Click and drag the Frame Shuttle to the right until you find the last frame with Buffy. Go one more frame and then click the Scissor button to delete the remaining frames from your Tooncast. Click the Save button, give your Tooncast a title and click "Save Tooncast."</p>

Editing your Tooncast

Good! You have already begun to edit your Tooncast. We are now going to place a few more assets and then edit them using the Layer Ladder and the Span Editor buttons. These buttons control **WHEN, WHERE** and **HOW** your selection appears on the Stage.

You'll be using these buttons every time you want to extend or delete something from your Tooncast. You can use these controls at any time. Thus, you always have an opportunity to fine-tune and improve your Tooncast!

		
<p style="text-align: center;">7</p> <p style="text-align: center;">Click on the Overlays tab</p> <p>To go to the first frame, click the Rewind button. Click on the Overlays tab. Click on the Panels Drawer, click on the Building panel and drag it onto the Stage. Place it to the right of Buffy. Now click once to place it on the Stage.</p>	<p style="text-align: center;">8</p> <p style="text-align: center;">Add another Panel</p> <p>Select the Castle panel which is next to the one you just place on the Stage. Place on top of Building panel. Now click once to place it on the Stage.</p>	<p style="text-align: center;">9</p> <p style="text-align: center;">Now look at the Layer Ladder</p> <p>Notice the order of the assets in the Layer Ladder (to the right of the Stage). They are in the same order as you placed the assets on the Stage. The only exception is the background music. (More on the Layer Ladder in the next section.)</p>

Special note: There are three ways to place an asset onto the Stage.

Auto unspool

1) Double click the selected asset inside the Content Navigator. This will place the asset in the center of the Stage fully unspooled while leaving you still at your current frame.

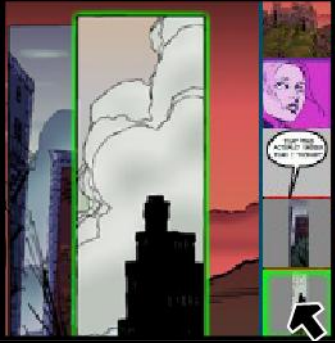

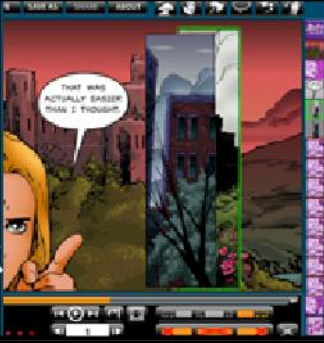
2) Select the asset. Click and drag the selected asset over the Stage. Once over the Stage release mouse and position on the stage then click mouse button once to place it. This will fully unspool the asset where you have located it on the Stage while leaving you at your current frame.

Manual unspool

3) Select the asset. Click and drag the selected asset over the Stage. Once over the Stage release mouse and position on the stage then click hold the mouse button to place it. TIP: Using manual unspool allows you to drag, rotate and size the asset in real time while it is unspooling.

Using the Layer Ladder

The Layer Ladder tells you two things about your Tooncast: 1) What objects you have placed in your Tooncast, and 2) Where they are on the Stage in relation to each other. One way to understand layers in Tooncast Studio is to imagine each object on the Stage as a layer in your Tooncast. With the Layer Ladder, you can shuffle the layers of your Tooncast so objects appear in front of or behind other objects on the Stage.

		
<p style="text-align: center;">10</p> <p style="text-align: center;">Within the Layer Ladder, click on the Castle panel</p> <p>Clicking on the Castle panel icon in the Layer Ladder will cause the icon and the panel on the Stage to glow with a green highlight.</p> <p>Notice that the Castle now appears in front of the Building on the Stage.</p>	<p style="text-align: center;">11</p> <p style="text-align: center;">Click and drag the Castle icon in the Layer Ladder so it is above the Building icon</p> <p>When you shuffle objects in the Layer Ladder, this changes the display order of assets on the Stage. Assets at the top of the Layer Ladder appear <u>behind</u> assets that are lower down on the Layer Ladder.</p>	<p style="text-align: center;">12</p> <p style="text-align: center;">Rewind and play</p> <p>Continue reading this manual for Tooncast creation tips and tricks!</p>

Experimenting and Sharing

Tooncast Studio contains almost all of the tools you will need to create your own Tooncast. The only tool missing is something only you can provide - **CREATIVITY**. Your creativity is the key ingredient to a great Tooncast. So, remember to experiment with the Tooncast Studio. We've given you a lot to work with.

The tutorials and suggestions provided in this manual are only here to show you how to use Tooncast Studio. They are merely a starting point. Once you have mastered these tools, **you can do anything!** Just because we tell you to start with a background, that doesn't mean it's the only way to begin. Who says you can't make a Tooncast without any background? You can make a "stationary" prop **fly** across the screen, or make characters suddenly appear and disappear. You can experiment with **sounds** and **noises**. (And how often do you get to use **special effects** in everyday life?) **The possibilities are endless!** Go ahead... Make a masterpiece!

If you think you have made a way cool Tooncast, then share it with your friends, or other Buffy fans. Remember you can even post it on your Facebook profile or send it to us: buffy@tooncasts.com - we would love to see them too!

A Step-by-Step Buffy Tooncast Tutorial



1 Click NEW

Click NEW
To clear the Stage before starting a new Tooncast "Motion Comic."

2 Click the Background Tab

Click the Background Tab to open the Content Navigator. Notice the Content Navigator opens in the center of the Stage. By clicking on the black title bar at the top and dragging, you can move the Content Navigator anywhere inside the application. TIP: You may be able to expand the size of the application window and place the Content Navigator over to the right.



3 Click and Drag a Background onto the Stage

Select the **third** background from the Content Navigator by clicking that background's icon and dragging it onto the Stage. Once over the Stage, release the mouse. The background will be automatically placed in the correct location on the Stage. Now click and hold the mouse down for a couple seconds. Notice the frame counter is changing. Next, **double** click the **first** background in the top row. This will auto-insert that background beginning at your current frame, giving you two backgrounds that will play sequentially in your animation.

4 Select the Background you want to work with

The Layer Ladder is located to the right of the Stage. It gives you a visual representation of all the assets you have placed on the Stage.

In the Layer Ladder click and select the background that is currently showing on the Stage. When selected it will glow with a green halo.

5 Advance to the next background in the animation

Located directly below the Stage is the Span Preview. (When an item is highlighted in the Layer Ladder, the Span Indicator shows the position in the timeline for each element in your Tooncast.) To the left and right of the Span Preview are the Span Navigation buttons. You can use these controls to quickly jump forward and backward through the spans shown in the Span Preview for the currently selected layer.

6 View your Tooncast frame by frame

Located below the Stage and Span Preview are the Transport controls. These controls include Play/Pause, Rewind and Fast Forward to End. You can also use the Single Frame Advance buttons located on each side of the Frame counter to conveniently move through your Tooncast a frame at a time. Hold down on them to continuously do so. Two of these buttons are the Single Frame Advance buttons located on each side of the Frame counter. (see red arrows)

Click the right arrow to advance from frame 179 to 180. Click the left arrow to go back to frame 179.



7 Click the Characters Tab

Click again on the Characters tab. Select the third row down and the fourth Buffy from the left. Click and drag the selected Buffy over the Stage. Once over the Stage release your mouse.

(DO NOT click on your mouse as this will place her and we first want to shrink her to fit.)

8 Shrink Buffy

Use the down keyboard arrow to make Buffy smaller. (Likewise, the up keyboard arrow will make her larger.) Once Buffy is smaller, position her in the lower left corner of the Stage and finally click to record her animation into the Tooncast.

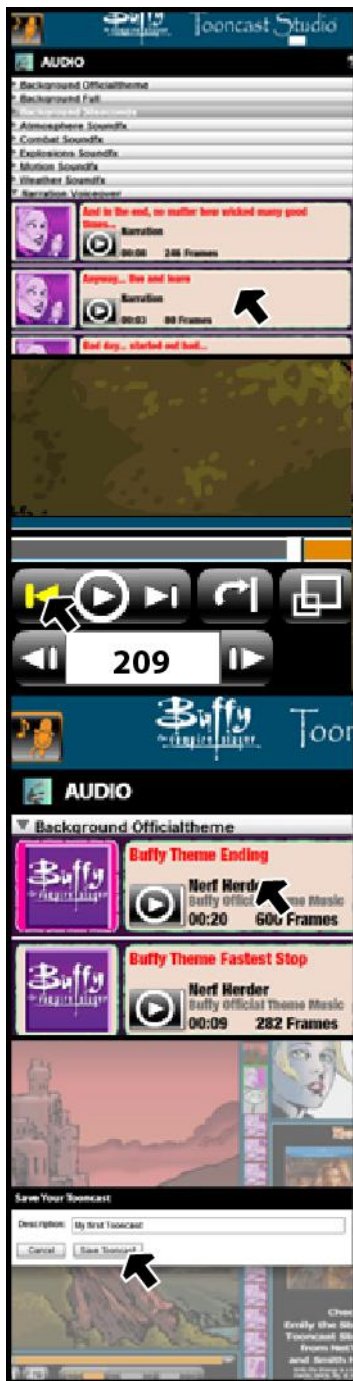
9 Extend Buffy to end of Tooncast

Select Buffy in the Layer Ladder (located to the right of the Stage). Once selected, both Buffy in the Layer Ladder and on the stage will be highlighted in green. The Span Editor controls (located below the stage) will become active. Click on the Extend to End button to extend Buffy to the end of your Tooncast.



10 Add Dialogue to the Tooncast

Click on the Graffiti Tab, select the first Dialogue Bubble in the top row, "That was actually easier than I thought" and then drag it onto the Stage. Move it to the right of Buffy's head then click once to place on the Stage.



11 **Click the Audio Tab**

Click the Audio Tab then open the “Narration Voiceover” Drawer. Select the first narration and drag it to the Stage. Release the mouse. This time you do not need to click again to add it to the Tooncast.

12 **Click Rewind**

Click the Play button and watch your Tooncast! Then click Rewind again.

13 **Click the Audio Tab**

Click the Audio Tab, then open the “Background Official Theme” Drawer. Select the first audio clip (“Buffy Theme Ending”) and drag it to the Stage. Release the mouse. As with the narration audio you do not need to click again to add it to the Tooncast.

14 **Click Save**

Click on the Save button to save your Tooncast. Once you have entered a title, click the Save Tooncast button. Congratulations! You have just made and saved a Tooncast. Now you know all the main steps to creating your very own custom Tooncasts!

Sizing & Repositioning Content

All content except audio and can be resized or repositioned; *backgrounds*, characters, props, graffiti (captions and dialogues) and overlays. There are two methods to change the size of the content: 1.) Using the keyboard arrow keys before it has been placed on the Stage. (*Backgrounds can also be resized using this method but cannot be resized once placed on the Stage.*) 2.) Directly changing the content after it has been placed on the Stage using controls shown around it when it is directly selected.

Method 1: Using keyboard arrow keys

(Before proceeding with this part of the tutorial it is best to click the NEW button to clean the Stage of all content.)

Click NEW to clear Stage


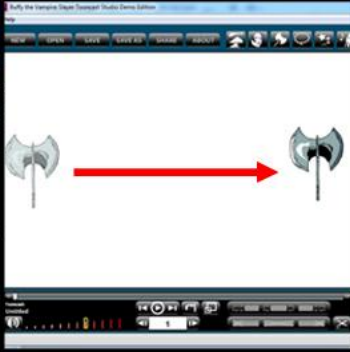
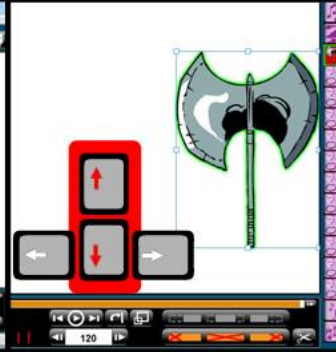


<p style="text-align: center;">1</p> <p>Click on the Character tab</p> <p>Select the first Buffy asset and drag it onto the Stage. Once over the Stage release your mouse.</p> <p>Note: Do not click the mouse yet (as this would place it on the Stage)!</p>	<p style="text-align: center;">2</p> <p>Using the keyboard arrow keys to Scale</p> <p>The UP arrow increases the size; DOWN arrow decreases the size. Once you have the size you like, click the mouse to start the animation. <i>(TIP: you can increase character size over time by holding the mouse while you hold the arrow key.)</i></p>	<p style="text-align: center;">3</p> <p>Using the keyboard arrow keys to Rotate</p> <p>The RIGHT arrow rotates right; LEFT arrow rotates left. <i>(TIP: you can rotate while holding the mouse while you hold the arrow key.)</i></p>

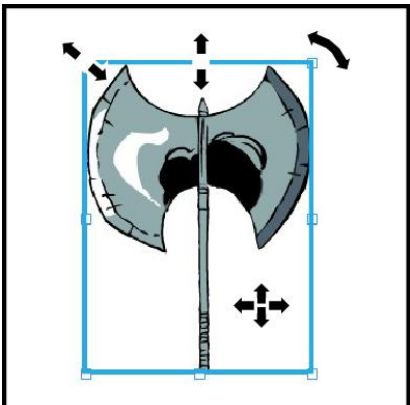
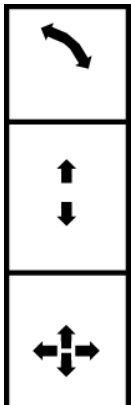
Note: there are two ways to change the size of a piece of content while recording your animation: 1) Select the content, drag it over the Stage and use the keyboard arrow keys to change the size. Then click to place it on the Stage. 2) Select the content, drag it over the Stage. Click and hold the mouse button down while at the same time using the keyboard arrow keys to change the size over time.

Method 2: Use the Layer Ladder and directly select the content on the Stage
 (Before proceeding with this part of the tutorial it is best to click the New button to start with a fresh Tooncast.)

Sizing and repositioning the whole span

		
<p style="text-align: center;">1</p> <p style="text-align: center;">Click on the Prop tab</p> <p>Click on Prop tab and then select the Axe and drag it over the Stage.</p>	<p style="text-align: center;">2</p> <p style="text-align: center;">Place Prop and drag</p> <p>Place Prop on the far left of the Stage. Click and drag it from the left to the right of the Stage. Once it is at the right side of the Stage release the mouse.</p>	<p style="text-align: center;">3</p> <p style="text-align: center;">Select the Prop in the Layer Ladder</p> <p>Select the Prop in the Layer Ladder. Now click once on the Prop on the Stage and drag it to the bottom of the Stage. Click rewind and notice the whole span has moved. Using the controls displayed around the selected object on the Stage you can resize, rotate and scale it!</p>

Sizing or repositioning a single frame

		<p style="text-align: center;">Object Editing controls</p> <p style="text-align: center;">Click on the Prop on the Stage</p> <p>Click on Prop and you will get a non-glowing Prop with a bounding box. Now your changes will only happen in this single frame.</p> <p>The top control rotates the object.</p> <p>The middle control changes the object's size.</p> <p>The bottom control moves the whole object</p>
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Content Navigator

Helpful tips before starting

- Before accessing the Backgrounds, Props, Characters, Graffiti, Overlays (Special Effects) or Audio, be certain that you are at the appropriate frame in your Tooncast. To do this, drag the Frame Shuttle or use the other frame navigation controls until you locate the desired frame.
- To de-select an object chosen from the Content Navigator click outside the Stage area.



BACKGROUNDS

Backgrounds are visual settings or scenes in which your Tooncast take place. Experiment with different backgrounds to give your Tooncast a different look and feel. Backgrounds are always in the same background slot in the Layer Ladder so you can add as many as you want. No two Backgrounds can be in the same frame. However you can place one after another. Backgrounds can be placed in a Tooncast at any time, in any frame.

Adding a Background

- **Click on the BACKGROUND Tab** located above the Stage.
This opens the Content Navigator to the Background drawers. Be sure to explore each of the different drawers they represent different categories of backgrounds: Indoor, Outdoor, Possessed and Color. These drawers make it easier to find the right background for your Tooncast.



CHARACTERS

Characters are the actors in your Tooncast. Buffy is the star and many of her friends and allies are here also. She has a selection of still poses and animated clips to choose from. As you place Buffy and her friends on the Stage, you will notice that they also appear as icons in the Layer Ladder to the right of the Stage.

To Add a Character

- **Click on the CHARACTER Tab** located above of the Stage.
Be sure to explore each of the different drawers – one for Buffy, one for the other heroes and one for villains and demons.
- **Click on your desired CHARACTER pose** to have it appear on the Stage.
- **Drag the mouse** off the Content Navigator and position the Character anywhere on the Stage. Remember once your mouse is over the Stage, the Character is attached to your mouse until you either click again on the Stage to place it or click outside of the Stage to release it.
- **Click the mouse** to anchor the Character on the Stage. Remember, some Characters will animate, advancing your Tooncast a few frames.



PROPS

Props are various objects placed on the Stage to help create your Tooncast story and make it more interesting. Some props are animated and move, such as the “grenade.” Other props are static, or motionless, like the “moon” or “portrait.” As you place your props on the Stage, you will notice that they also appear as icons in the Layer Ladder to the right of the Stage. Note that the same prop cannot be placed in a Tooncast frame more than once.

Adding a Prop

- **Click on the Prop Tab** located above the Stage.
The Content Navigator has a selection of Slayer Props. Be sure to explore each of the different drawers as they represent different categories: Weapons, Vehicles and Augmentation
- **Click on your desired Prop** and drag it onto the Stage.
- **Move your mouse** to position the Prop anywhere on the Stage.
- **Click the mouse once** to anchor the Prop in that frame.
- To place a prop through the entire cartoon or just part of it, see page 20, describing the use of the Span Editor.



GRAFFITI

Graffiti includes various character dialog, captions and of course lots of Boom!pow!thwap! Place these in your Tooncasts to help create a mood or message for a friend. Some items of Graffiti are animated and others are static. As you place your Graffiti on the Stage, you will notice that they also appear as icons in the Layer Ladder to the right of the Stage. Note that the same Graffiti cannot be placed in the same Tooncast frame more than once.

Adding a Graffiti

- **Click on the Graffiti Tab** located above the Stage.
Be sure to explore each of the different drawers they represent different categories: Dialogue, Boom!pow!thwap! and Captions.
- **Click on your desired Graffiti** and drag it onto the Stage.
- **Move your mouse** to position the Graffiti anywhere on the Stage.
- **Click the mouse once** to anchor the Graffiti in that frame.



OVERLAYS

Overlays are various special effects that go over the top of the background and usually most everything else. As you place your Overlay on the Stage, you will notice that it also appears as an icon in the Layer Ladder to the right of the Stage. Note that the same Overlay cannot be placed in a Tooncast frame more than once.

Adding a Overlay

- **Click on the Overlay Tab** located above the Stage.
- **Click on desired overlay** from the Content Navigator and drag it onto the Stage.
- **Move your mouse** to position the Overlay anywhere on the Stage.
- **Click the mouse once** to anchor the Overlay in that frame.



AUDIO

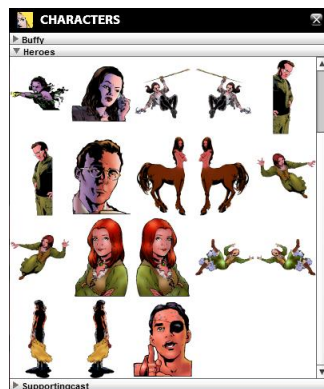
Audio consists of background music, voice-overs (character dialog) and sound effects. As you choose pieces of Audio, you will notice that they are displayed in one of three places: At the very top of the Layer Ladder which is where the background audio will appear; the very bottom of the Layer Ladder is where

the Sound Effect will appear. Audio cannot be placed in any other slots than these. The audio slots cannot be dragged up and down the Layer Ladder.

To Add Sound

- **Click on the AUDIO Tab** located to the upper right above the Stage.
- **Click on the PLAY Button** on any piece of audio inside the Content Navigator.
- **Click on the Audio you like** and drag it onto the Stage. Unlike all other content, once the Audio is over the Stage it auto-inserts starting at the current frame.
(NOTE: Make sure you have navigated your Tooncast to the frame you want your Audio selection to start playing at before adding to the Stage.)

Content Navigator

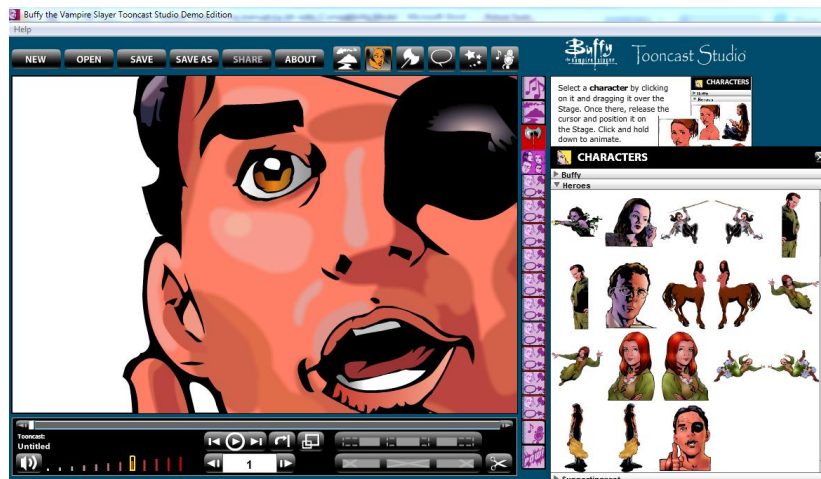


Click on any of the Content Tabs, located to the upper right above the Stage to open the Content Navigator. The Content Navigator is where you can see the content sets and preview each individual content item before clicking & dragging it onto the Stage.

All visible content displayed in the Content Navigator can be clicked on and then dragged onto the Stage. Once over the Stage, release the mouse, then click once more to place it on the Stage. If you have clicked on a selected item and wish not to use it, drag it off the Stage and click once to release it from your mouse.

The Content Navigator has clickable Drawers, each of them contains different groups of content related to the tab.

By default the Content Navigator opens in the center of the Stage. It can be repositioned anywhere on your screen. It can also be closed by clicking the “X” box in the top right.



To open it again just click on any of the Content Tabs.

File Menu



The File Menu is located at the top of your screen. Using the File menu you can OPEN, SAVE and SHARE your Tooncasts.

“**NEW**” Click this button to clear the Stage of any and all content. If you have not saved your current Tooncast, you will be reminded to save before opening the new one.

“**OPEN**” Click this button to open a Tooncast you have saved. A dialog will open displaying a list of your previously saved Tooncasts. Click on the saved Tooncast you wish to open and then click the Open button.

“**SAVE**” Click this button to save your Tooncast. A dialog will open and prompt you to enter a description of your Tooncast. If this is the first time you are saving this Tooncast, a new Tooncast will be created. If you are saving a previously opened Tooncast, the last saved version of the Tooncast will be replaced with the current one.

“**SAVE AS**” Click this button to create a new saved Tooncast. If you are saving a previously opened Tooncast it will **not** be replaced when you save using Save As.

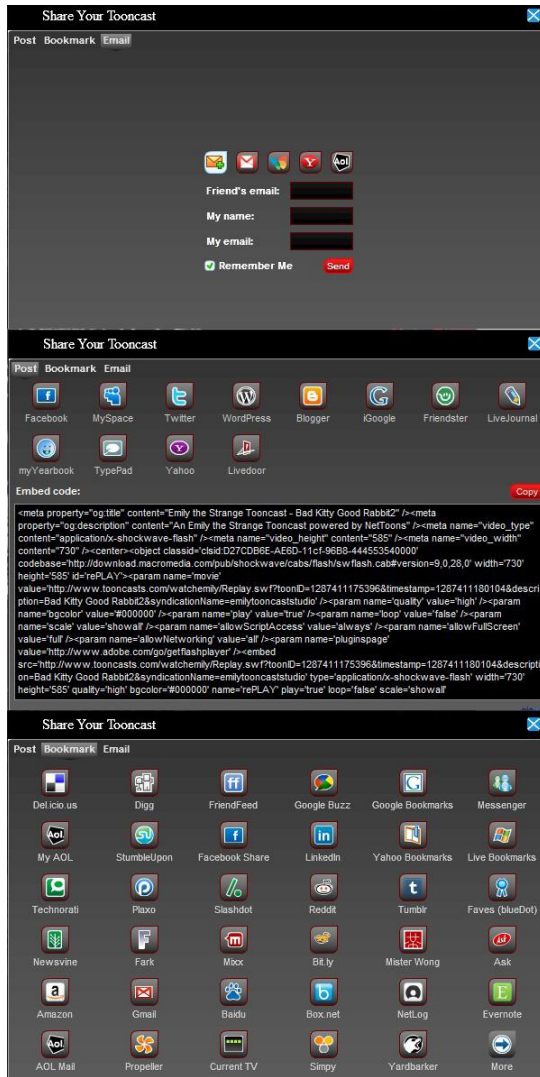
“**SHARE**” Click this button to share a saved Tooncast with your friends and family via email or social network such as Facebook. The Share button will be enabled immediately after you have saved your Tooncast. If you make any changes to a Tooncast, you must save them before you can share your changed version. **Sharing requires that you have an active Internet connection.**

“**ABOUT**” Click this button to learn more about the people who created Buffy the Vampire Slayer Tooncast Studio.

Sharing

There are three ways to share a Tooncast with your friends: Emailing a person directly, Posting to your favorite social networking site such as Facebook and Bookmarking. You can always share in more than one way, such as through Facebook and with email. It is simple to share - after clicking on the **Share** button just follow the menu prompts to post or email. Enter any email address that you wish to send to and hit the Send button. When posting to Facebook you will be asked to login if you have not done so prior to posting.

Remember only saved Tooncasts can be shared.



Click on the Email Tab

You can either import your email address book or type your friend's email address directly in. You need to type your email address and name so your friend knows who the Tooncast is from. Your friend(s) will be sent an email which has a link in it. They can click that link and watch your Tooncast in their browser anytime!

Click on Post

You can post your Tooncast directly into various social networks such as Facebook. Click on the icon of the social network you wish to publish to. Then click the Copy button to copy a special URL into your clipboard. Open your browser and paste the URL. If you are not logged into the social network, you will be prompted to do so before your Tooncast is published into your account. You may be prompted to perform additional steps depending on the social network you are using.

Click on Bookmark

You can save an online bookmark to your Tooncast using many popular bookmark services. Click on the icon of the service you wish to create a bookmark for. Then click the Copy button to copy a special URL into your clipboard. Open your browser and paste the URL. If you are not logged into the service, you will be prompted to do so before the bookmark is created.

Share your masterpieces with us. Email your best Tooncast to NetToons and perhaps we will share them with the world. Who knows, you may have what it takes to be a big time movie director. Be discovered by emailing us your Tooncast at buffy@tooncasts.com

Layer Ladder



Background Audio

Background

General Asset

Voiceover Audio

SoundFX Audio

The Layer Ladder consists of 16 slots that contain visual representations of each item that has been placed on the Stage. The very top slot contains the icon for Background audio. Just below that is Background slot.

Below these two slots are 12 slots where icons for the characters, props, graffiti and overlays will appear as you place them on the Stage. Icons in this group of 12 can be moved by clicking on them and dragging them. This will allow you to change the layering order of the items as they appear on the Stage, moving from the background to foreground as you go from top to bottom in the Layer Ladder. The last two slots are for voiceovers (character dialog) and sound effects. The first two and the last two slots cannot be dragged. Clicking on any of the slots will cause the Span Editor to become active.

Again, the “Background audio” slot (the topmost slot in the Layer Ladder) is for background music. The “Voiceover audio” slot (the second slot from the bottom in the Layer Ladder) is where character dialog are represented. The “SoundFX audio” (the bottom slot in the Layer Ladder) is for special sound effects. Once you have placed audio in these slots you can activate the Span Editor by clicking on one of these sound icons in the Layer Ladder. This enables you to control when the audio starts and stops in the Tooncast. (See the Span Editor section for more details)

Note: These sound slots cannot be dragged or moved within the Layer Ladder.

What Can and Cannot be Edited at a Particular Frame

Everything in your Tooncast is related to the timeline. While creating a Tooncast you will often ask yourself if the objects you are looking for are before the current frame, at this frame or after this frame. The Layer Ladder offers a handy way for you to quickly visualize your objects in the timeline. By looking at the Layer Ladder you can see a graphical representation of the objects as they are placed in the timeline. In the example below you can see an Axe that is to the left and slightly ghosted out in a Layer Ladder slot it means it is before the current frame (the frame you are at now). Next you see a grenade that is centered and is not ghosted this means it is in the current frame. Below this slot in the Layer Ladder is a cigarette butt and it is to the right and slightly ghosted out. This means it is in frame yet to come.



Notice where the Shuttle is in the three images below. In the top image it is and after the orange bar, meaning it is has played already. In the middle image the Shuttle is inside the orange bar, meaning it is playing and can be edited. The image on the bottom has its Shuttle outside and before the orange bar and means will play after the first two in this timeline. This can be easily seen in the following example.

Has played	Is playing	Will play
1	2	3
<p>Place Prop Axe</p>	<p>Place Prop Hand Grenade</p>	<p>Place Cigarette Butt</p>
<p>In the first frame place the Prop Axe. Advance to last frame of animation.</p>	<p>In the last frame of the Axe place Grenade. Advance to the last frame of this animation.</p>	<p>In the last frame of the Grenade place the cigarette butt. Using the Shuttle, scrub back and forth to see the change in the Layer Ladder.</p>

The Span Editor



The “Span Editor” allows you to add to or delete from spans in a Tooncast. It controls the point in time and the length of time an object will appear. To access the Span Editor you first need to click on any of the icons in the Layer Ladder. The spans in the selected layer will then be highlighted on the Stage and the Span Editor will be activated. Move the shuttle into the span you wish to edit.



There are two rows of controls in the Span Editor: The top row controls are for extending the selected span and the bottom row controls are for trimming and deleting the selected span.



Extend this span backward to the end of the preceding span or the beginning of the Tooncast.



Extend this span backward and forward.



Extend this span forward to the beginning of the following span or the end of the Tooncast.



Trim this span from the **current frame** backward to the beginning of this span.



Delete this span entirely.



Trim this span from the **current frame** to the end of this span.

Transport Controls

Located at the bottom of the application and just below the Stage are the Transport Controls. They include the Play/Pause, Rewind, Fast Forward to End, Single Frame, Frame Counter, Loop, Audio, Forward and Back Span, Extend, Delete and Scissor buttons.

The Scissor button will delete all elements in the current frame and all frames after it. You will be prompted to confirm that you want to do this just to be safe. Be careful as this trims everything in the Tooncast, all elements from this point forward.

Once you have saved your Tooncast or open a previously saved Tooncast its name will be displayed in the bottom right hand side of the Transport Window.

Understand the Span Preview

When you select a slot in the Layer Ladder, the Span Preview will display bars using one or more colors depending on the Layer Ladder slot and the spans that you have placed in that layer. The Span Preview allows you to see where your spans are in your Tooncast. The images below are examples of different views you may see. The two arrows to the right and left of the Span Preview allow you to quickly jump between the individual spans. These are called the Span Navigation controls. You can also click and drag on the shuttle and directly move to a specific span.

This image shows 3 backgrounds within a Tooncast highlighted in orange, green and blue.



This image shows 2 Voiceover audio clips (orange and green). Notice there is no voiceover at the beginning or the end (grey).



This image shows 1 Prop (orange) placed in 3 different locations in the Tooncast.



That is a quick overview of the features of the Tooncast application the rest is up to you, be creative, experiment and do not be afraid to make mistakes. Think up an idea that only you can imagine and start expressing yourself. Be sure to show off all of your Tooncasts.

Glossary

Content Navigator

The Content Navigator contains all of the asset (images, animations, and sounds) that you can use to create a Tooncast.

Content Tabs

Content Tabs are used to open the Content Navigator to display specific groups of assets (backgrounds, characters, props, graffiti, overlays and audio).

The Content Navigator displays assets based on which Content Tab is selected. The assets are divided into a number of Drawers filled with individual pieces of content.

Drawers

Drawers are individual groups of assets displayed in the Content Navigator that you can use to craft your Tooncasts.

File Menu

This is the area to the upper left of the Stage that lets you open, save and share your Tooncasts.

Layer

For each asset uses one layer. You can place only one asset per each layer. Using the Layer Ladder you can rearrange the layers to bring asset in front of or behind other assets. The exceptions to this rule are the audio and background assets, they cannot be rearranged and they can also have more than one asset in the same layer.

Layer Ladder

The Layer Ladder provides a visual reference to the layering of all the items that you have put into your Tooncast. This helps you organize and edit the objects within your Tooncasts. The Layer Ladder can be used to move items around in space; you can move an item in front of or behind other items by simply moving the order in the Layer Ladder. The Layer Ladder can also be used to access other editing functions such as the Span Editors.

Span

A span is a contiguous use of a particular asset in a layer. Spans can be viewed by selecting the asset in the Layer Ladder which will activate the Span Preview in the Transport Bar. A Span can be edited by using the Span Editor controls.

Span Editor

The Span Editor is where you control the length of time (or “span”) an asset will be placed on the Stage. The Span Editor allows you to fine tune exactly where and in which frames will an asset appear on the Stage.

Span Preview

The Span Preview provides a visual representation of the spans that are in the currently selected layer. It is activated by selected the desired layer (slot) in the Layer Ladder or double-clicking an object on the Stage.

Stage

The Stage is the large open area where you compose your motion comic, or Tooncast.

Transport Control

The Transport is a group of controls that let you easily navigate through the timeline of your Tooncast. You can use the Transport controls to quickly move to the beginning or end of your Tooncast or step through frame-by-frame.

Tooncast

A Tooncast is an animated "motion comic" that you make with Buffy the Vampire Slayer Tooncast Studio.

Tooncasting

"Tooncasting" is when you take a Tooncast and share it with friends and others through email or social media. When you share a Tooncast and a friend goes to view it you have "Tooncasted." A person who watches your Tooncasts goes to a special landing page to see what you are Tooncasting.

BUFFY THE VAMPIRE SLAYER Season 8 Motion Comic © 2010 Twentieth Century Fox Film Corporation. All Rights Reserved.
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