

You are here:

[About](#)>[Computing & Technology](#)>[Animation](#)>[Software Reviews](#)>[Guide Review: Toon Boom Studio 2.5](#)



Search

[Home](#)

[Essentials](#)

[2D Animation Tutorials](#)[Money-Saving Tips for Animators](#)[Recommended Reading](#)[FAQs](#)[Glossary of Terms](#)

[Articles & Resources](#)

[Tutorials](#)[Screen Magic](#)[Video Game Animation](#)[Tips and Tricks](#)[Software Reviews](#)[Industry News](#)[Industry Profiles](#)[History of Animation](#)[Education Resources](#)[Career Guides](#)[Other Industries](#)[Reference Materials](#)[Media Gallery](#)[Related Topics](#)[FAQs and Glossary Terms](#)

[Articles](#)

[Forums](#)

[Help](#)

### FREE Gift

with sign up to About's FREE Animation newsletter! **Limited time offer.**

[See Online Courses](#)

## Animation

- [Stay up to date!](#)
- [Email to a friend](#)
- [Print this page](#)

### Most Popular

- [Free Animation Programs](#)
- [Your First Animation](#)
- [Pixar](#)
- [Flash Animation 2](#)
- [Javascript functions](#)

### What's Hot

- [Avoiding the System Bog](#)
- [3D Studio Max Lesson 1.2](#)
- [Javascript functions](#)
- [Your First Animation](#)
- [Introduction](#)

## Toon Boom Studio 2.5



From [Adrien-Luc Sanders](#),  
Your Guide to [Animation](#).

**FREE GIFT** with Newsletter! [Act Now!](#)

Guide Rating - ★★★★★

### The Bottom Line

It's easy to see why Toon Boom Studio has been the choice of many major animation studios for their 2D animation and 2D special effects needs. With 3D scene planning, advanced drawing modes, automated lip sync mapping, dynamic cameras and effects, and integrated sound scrubbing, it's a complex and richly-featured tool ideal for serious animators; the software is a great advance in the animation field, while maintaining the familiar and comfortable feel of cel animation methods.

[Publisher's Site](#)

- Pros
- Intuitively mimics traditional methods of 2D animation in computerized form
  - Allows importing directly from scanner to animation software
  - Makes transformations from bitmap to vector simple and easy
  - Detailed color and effects possible with remarkable ease
  - Can import files from Flash, for those switching programs
- Cons
- Tools and toolboxes can be daunting and enigmatic at first glance
  - Not ideal for animation novices; requires knowledge of concepts
  - Timeline and playback controls take some adjusting to
  - Output settings don't have many options beyond filetype and a few minor tweaks

### Description

- Toon Boom Studio 2.5 is one of many animation tools produced by Toon Boom.
- The software is used by studios and individuals worldwide to create superior cel-style animations.
- The latest release includes support for French language use and documentation.

## Guide Review - Toon Boom Studio 2.5

Toon Boom Studio 2.5 has definitely bewitched me, although it's not for the beginner. It did take a while to get used to the interface, as very little beyond the drawing stage is easily recognizable; I had to investigate and play "what's this do?" with many of the panels, but each time I was pleasantly surprised. Really, a quick glance at the tutorials is all that you need to get oriented; the instructions are clear and concise, and once you get settled in it's amazing what you can do in a fraction of the time of traditional methods, but still using the same principles.

With Toon Boom Studio and a graphics tablet, you can even go so far as to go completely paperless, doing all of your scene planning, rough sketching, final linework, and color in a purely digital environment. Even intermediate-level animators can produce professional results, and save them as templates for effortless reuse. In addition, the camera effects add an extra depth to the animations.







The best part about Toon Boom Studio 2.5 is that you can move from paper to the PC without re-learning the art of traditional animation; in this respect, I think that it does a better job than Flash of adapting from one medium to another. The principles have to be reapplied using different tools, yes, but for the most part very little changes, bringing a comfortable familiarity to the process. In the end, it's just like applying pencil and paint to paper and cels: the same tools, with significant upgrades.

[Publisher's Site](#)

[Important product disclaimer information about this About site.](#)

### Most Popular Video



-  [David Pogue: DVD's to Your Door](#)
-  [David Pogue: Digital Binoculars](#)
-  [David Pogue Organizes Home Media](#)
-  [David Pogue: Slim Video Cameras](#)
-  [Satellite Radio on the Hip](#)
-  [See other videos at About.com](#)

[Topic Index](#)

[XML](#)

[+ MY YAHOO!](#)

[back to top](#)

 [email to a friend](#)  font size

**About**

[Our Story](#) | [Be a Guide](#) | [Advertising Info](#) | [Work at About](#) | [Site Map](#) | [Icons](#) | [Help](#)

©2005 About, Inc. All rights reserved.

