



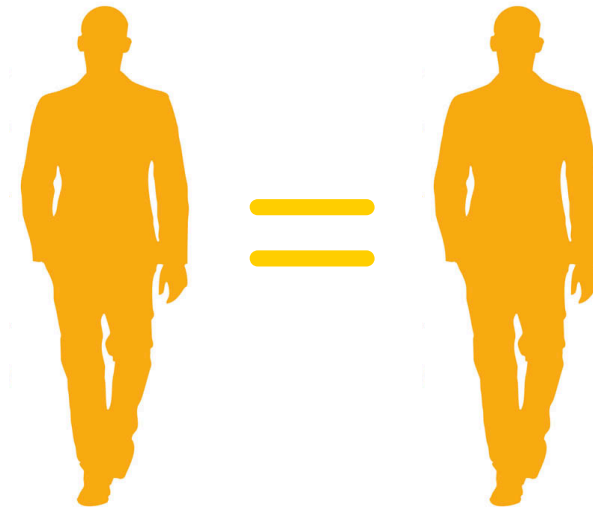
Toon Boom

Bring Your Stories To Life

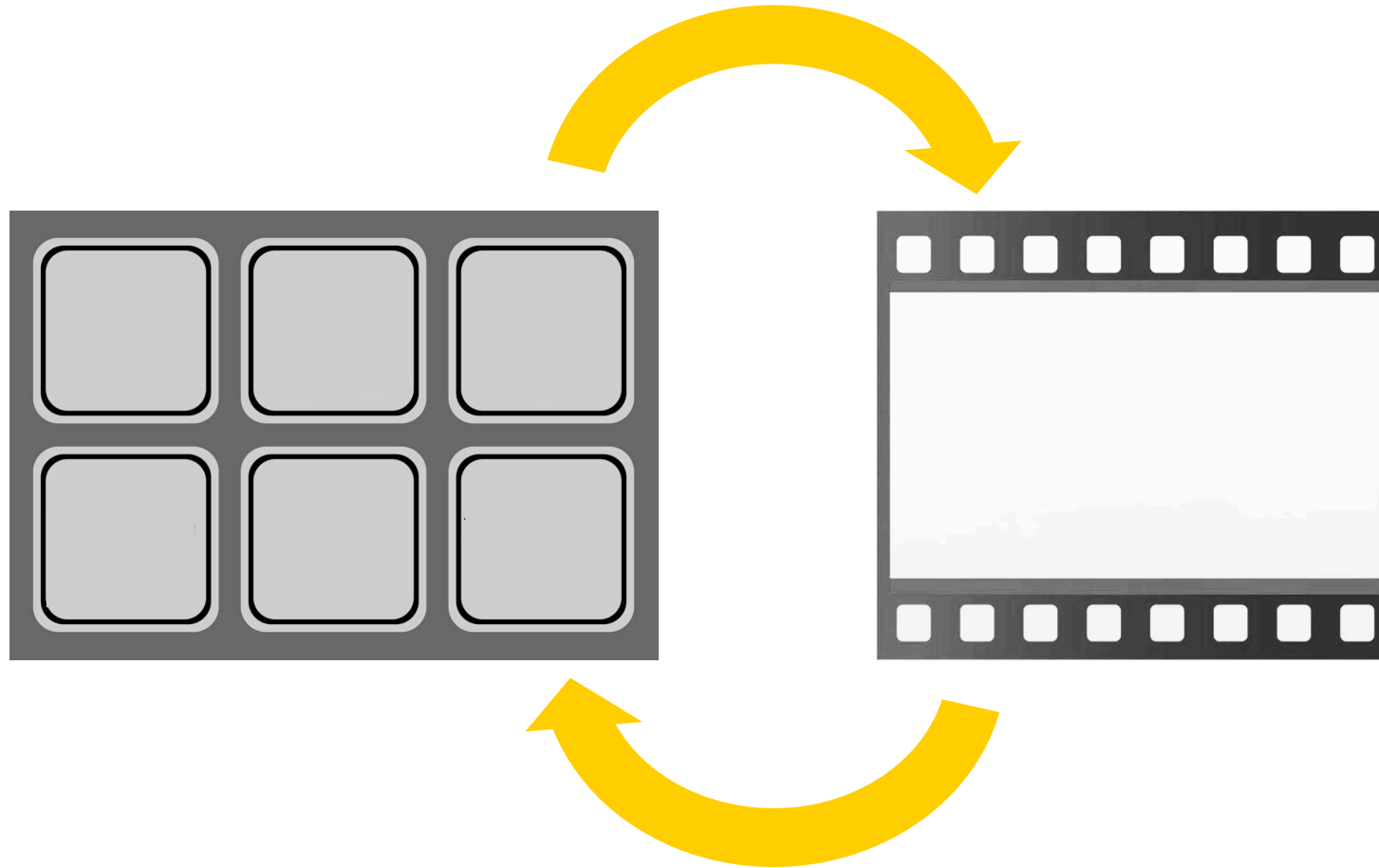
What is Conformation?

To conform:

- to give the same shape, outline, or contour
- to make something correspond to a model or plan



What is Conformation in Storyboard Pro?



What is Conformation in Storyboard Pro?

To conform a storyboard:

- to match the storyboard with the animatic created in a third-party application (Timing, Panels, Transitions, Camerawork, and Sound)

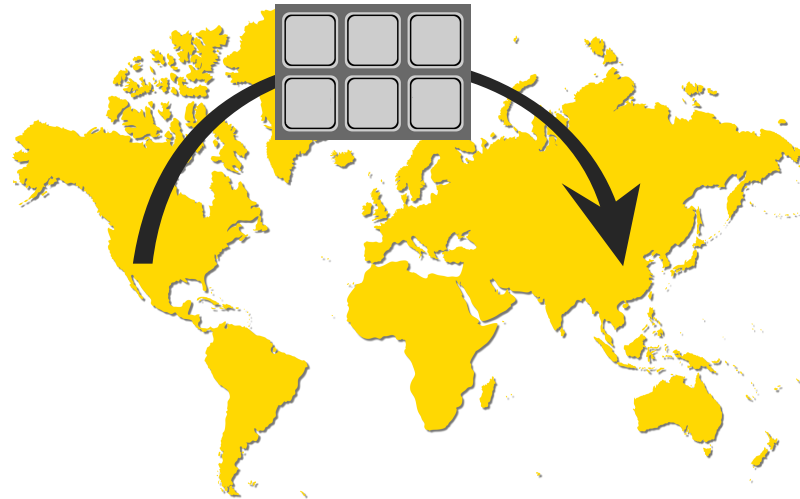
Automated conformation:

- to use the automatic conformation feature in Storyboard Pro, the source storyboard used to create the animatic has to be exported from Storyboard Pro

Why Conform Storyboards?

Match paper and PDF storyboard:

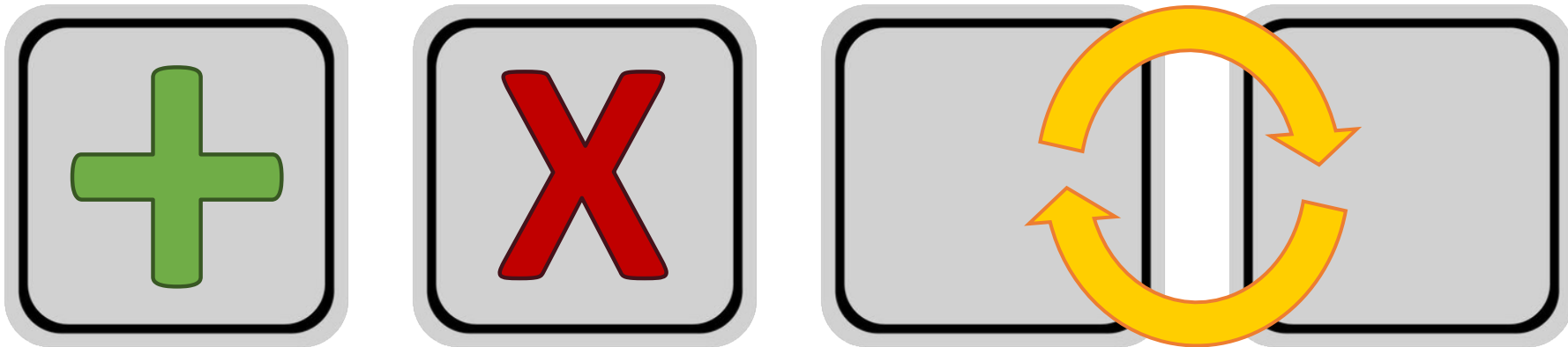
- Animators, either in-house or overseas, use the printed storyboard as a reference for layout and animation. It's important that it matches any changes done in the animatic.



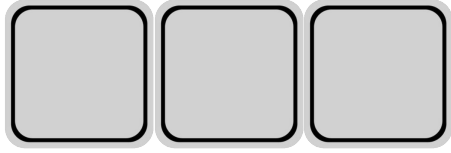
Why Conform Storyboards?

Retake and Approval:

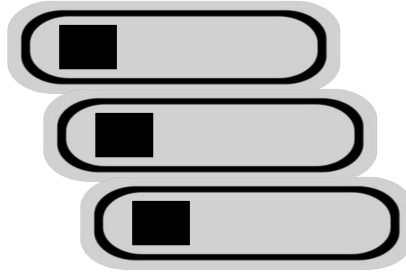
- During the animatic creation in a third-party app, the director may review the board and make changes (add panels, remove some or reorder scenes). These need to be conformed back into the storyboard.



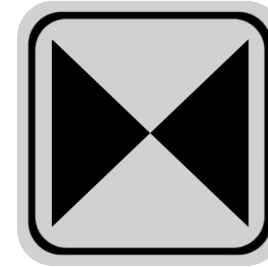
What is Exported?



Panels as Clips



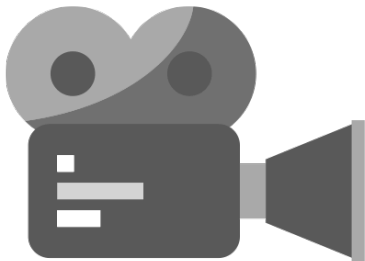
Layers as Nested Clips
(XML)



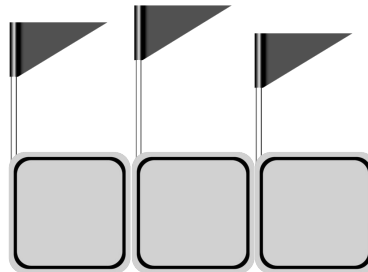
Transitions Type



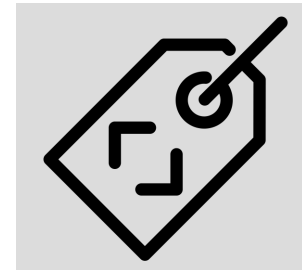
Sounds and Volume



Camera Move as Clips



First Frame as Marker



Captions as Metadata



Scene Reference Track

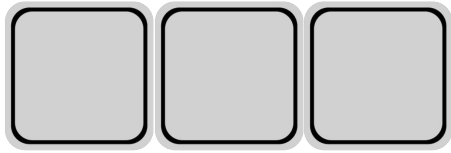
What is Metadata?

A summary of basic information about data:
music file, book, document, etc.

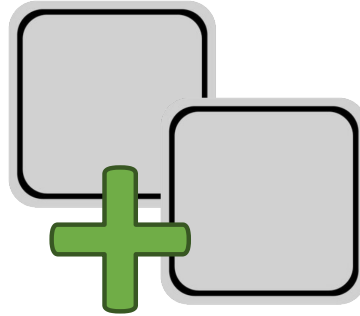
The information answers questions like:
who, what, when, and where

Metadata for a book could be:
author, book title, publication date, and country of origin

What is Conformed Back in Storyboard Pro?



Panel Ordering and Duration



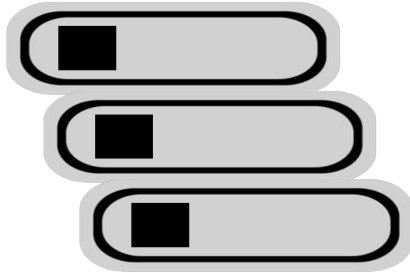
Duplicated Panels



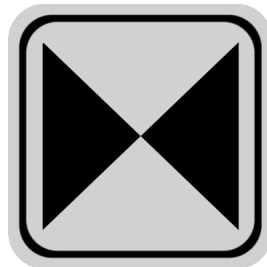
Deleted Panels



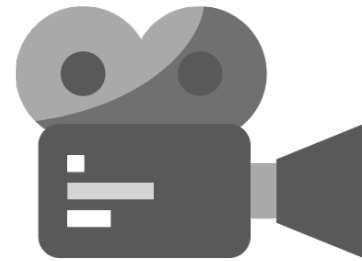
New Clips as Panels



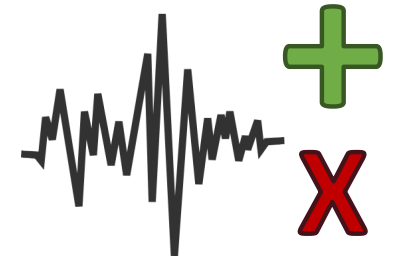
Layers and Adjustments in
Nested Clip as Layers and
Motions (XML)



Transition Types
and Duration



Clip Adjustments as
Camera Moves



Sound Duration,
Sound Clips and
Volume Keyframes