



Toon Boom Harmony Premium Associate Certification Study Guide

Goal

The purpose of the Toon Boom Harmony Premium Associate Certification exam is to assess the skills of high school students according to the learning objectives listed in this document. Those certified as Toon Boom Harmony Premium Associates have proven their understanding of animation principles and shown a general competency with the software and are ready to continue their journey toward specialization at a post-secondary level.

Resources

To prepare students for the certification exam, you can use the Toon Boom Learn Portal and follow the specified preparation journey for Associate certification in Toon Boom Harmony Premium. The learning content is composed of written and video tutorials, sample material, and assignments for hands-on practice. Find your resources here:

- Toon Boom Learn Portal: learn.toonboom.com
- Associate Certification Exam Preparation (Harmony Premium) Journey: learn.toonboom.com/journeys/certification-exam-preparation-premium

Educators can use the following *Learning Objectives and Study Resources Alignment* guide to prepare students for the exam. At any point, the module and course number or name can be typed in the Learn Portal Search toolbar to retrieve the study contents.



Learning Objectives and Study Resources Alignment

Certification ID	Category	Learning Objective	Learn Portal Modules and Courses [Number: Name]
SHA.01.0	History of Animation	Identify key historical events that contributed to the development of the animation industry.	MO-PRIN-001: History of Animation
SHA.02.0	Animation Techniques	Assess and recommend different animation techniques based on style, requirements, and advantages.	MO-PRIN-002: Animation Techniques
SHA.03.0	Animation Principles	Analyze, assess, and identify animation principles and how to apply them when animating.	MO-PRIN-004: Animation Principles
SHA.04.0	Animation Pipeline	Deconstruct an animation pipeline and identify the roles involved.	MO-PRIN-003: Animation Workflow
SHA.05.0	Efficiency and Organization	Apply critical thinking to organize thoughts, ideas, assets, working files, and deliverables.	MO-PRIN-005: Animation Basic Concepts
SHA.06.0	Project Creation	Demonstrate ability to create and set up a project file fitting the final output requirements.	MO-PRIN-005: Animation Basic Concepts MO-HFND-001: Project Creation
SHA.07.0	Interface Navigation	Demonstrate ability to navigate and customize the user interface to optimize work efficiency.	MO-HFND-003: Interface Overview with Harmony Premium
SHA.08.0	Drawing Tools	Demonstrate ability to use drawing tools in vector environments to create artwork suitable for all steps in the project.	MO-HFND-004: Drawing with Harmony Premium
SHA.09.0	Bitmap Drawing	Demonstrate ability to use drawing tools in bitmap environments.	MO-LAY-001: Layout Cleanup
SHA.10.0	Design	Apply artistic skills and processes to create a variety of character and prop designs in a consistent style.	MO-DES-001: Character Design with Harmony Advanced and Premium
SHA.11.0	Layout	Apply technical and artistic skills and processes to create location design and background layouts with perspective.	MO-LAY-001: Layout Cleanup MO-LAY-001A: Background Layout Using Drawing Guides in Harmony



SHA.12.0	Layers	Demonstrate ability to create and organize layers based on ordering rules and type.	MO-HFND-005: Layers with Harmony Premium
SHA.13.0	Paperless Animation	Apply artistic skills and processes to create frame-by-frame paperless animations based on animation principles.	MO-HFND-006: Introduction to Animation with Harmony Premium CO-ANIMIP: Introduction to Paperless Animation with Advanced and Premium
SHA.14.0	Timing and Drawing Exposure	Demonstrate ability to adjust animation timing and drawing exposure.	MO-PRIN-005: Animation Basic Concepts
SHA.15.0	Visual Reference Tools	Identify essential visual reference tools and their purpose in a production context.	MO-HFND-006: Introduction to Animation with Harmony Premium
SHA.16.0	Colour Styling	Analyze mood requirements and apply artistic skills to create colour schemes.	MO-DES-003: Colour Styling
SHA.17.0	Colour Palettes	Apply technical skills to create and structure colour palettes.	MO-HFND-006: Introduction to Animation with Harmony Premium
SHA.18.0	Painting	Apply technical skills to paint frame-by-frame paperless animation efficiently.	MO-HFND-004: Drawing with Harmony Premium MO-ANIMIP-005: Introduction to Paperless Animation Ink and Paint with Harmony Advanced and Premium
SHA.19.0	Rigging	Demonstrate understanding of fundamental rigging concepts. Apply critical thinking and problem-solving skills to break down and rig characters for animation.	CO-RIG: Rigging 1 with Harmony Premium
SHA.20.0	Cut-out Animation	Apply artistic and technical skills to create coherent and believable cut-out animation based on animation principles.	CO-ANIMCO: Cut-out Animation 1 with Harmony Premium
SHA.21.0	Library and Templates	Demonstrate ability to structure and share assets through a library.	MO-RIG-009: Updating the Rig MO-LAY-005: Layout Posing Library



SHA.22.0	Lip-Sync	Demonstrate ability to animate characters and mouths synchronized with dialog, action, and mood.	MO-RIG-004: Lip-sync Drawing Substitution MO-EXC-005: Lip-Sync Animation
SHA.23.0	Sound	Demonstrate ability to import, time, and edit sound.	MO-ANIMIP-006: Staging and Camera Motions for a Paperless Animation Scene HFND-007: Importing Content with Harmony Premium
SHA.24.0	Import	Demonstrate ability to import third-party images and integrate them in a project.	HFND-007: Importing Content with Harmony Premium
SHA.25.0	Staging	Apply technical skills to position elements on the stage and build a composition.	MO-HFND-008: Staging with Harmony Premium
SHA.26.0	Keyframes and Motion	Identify and understand the purpose of various components and parameters involved in computer generated trajectories.	MO-ANIMCO-001: Keyframing Animation with Harmony Premium MO-HFND-009: Camera Motion with Harmony Premium
SHA.27.0	Camera Move	Demonstrate ability to position and animate a camera on a stage in 2D and 3D environments.	MO-HFND-009: Camera Motion with Harmony Premium
SHA.28.0	Playback	Demonstrate understanding of the concept of playback range, loops, and frame rate.	MO-HFND-010: Basic Effects with Harmony Premium MO-PRIN-005: Animation Basic Concepts
SHA.29.0	Compositing and Effects	Apply technical skills to composite scenes, bring elements together, light the components, and add effects.	MO-HFND-010: Basic Effects with Harmony Premium
SHA.30.0	Node System	Demonstrate understanding of the nodal system's purpose and flow. Demonstrate ability to troubleshoot it.	MO-HFND-010: Basic Effects with Harmony Premium MO-PRIN-005: Animation Basic Concepts



SHA.31.0	3D Space	Understand 3D spatial staging and element positioning.	MO-HFND-008: Staging with Harmony Premium MO-PRIN-005: Animation Basic Concepts
SHA.32.0	Exporting	Demonstrate ability to export a project to share it with others.	MO-HFND-008: Staging with Harmony Premium MO-HFND-010: Basic Effects with Harmony Premium