



Toon Boom Storyboard Pro Associate Certification Study Guide

Goal

The purpose of the Toon Boom Storyboard Pro 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 Storyboard Pro Associates have proven their understanding of storyboarding and storytelling 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 Storyboard Pro. 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 (Storyboard Pro) Journey: learn.toonboom.com/journeys/certification-exam-preparation-storyboard-pro

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]
SSA.01.0	Efficiency and Organization	Apply critical thinking to organize thoughts, ideas, assets, working files, and deliverable.	MO-SBFND-001: Storyboard Concepts MO-SBADV-001: Efficient Project Creation
SSA.02.0	Project Creation	Demonstrate ability to create and set up a project file fitting the final output requirements.	MO-STRIAL-001: How to Create and Set Up Your Project MO-SBFND-002: Project Creation
SSA.03.0	Interface Navigation	Demonstrate ability to navigate and customize the user interface to optimize work efficiency.	MO-SBFND-003: Interface
SSA.04.0	Storyboarding	Apply artistic skills and processes to create storyboard panels communicating ideas and concepts clearly.	MO-SBFND-001: Storyboard Concepts
SSA.05.0	Captions and Script	Analyze a script to break it down into visual scenes and populate captions based on key moments, actions, and type.	MO-STRIAL-001: How to Create and Set Up Your Project MO-SBFND-006: Script and Captions MO-SBADV-004: Advanced Panels and Captions
SSA.06.0	Drawing Tools	Demonstrate ability to use drawing tools in vector environments to create artwork suited for all steps in the project.	MO-STRIAL-002: How to Draw Panels MO-SBFND-008: Drawing and Colour
SSA.07.0	Bitmap Drawing	Demonstrate ability to use drawing tools in bitmap environments.	MO-SBFND-008: Drawing and Colour
SSA.08.0	Layout	Apply technical and artistic skills and processes to create location design and background layouts with perspective.	MO-SBADV-006: Background Layout with Storyboard Pro



SSA.09.0	Layers	Demonstrate ability to create and organize layers based on ordering rules and type.	MO-STRIAL-002: How to Draw Panels MO-SBFND-007: Layers
SSA.10.0	Panel and Scene Manipulation	Demonstrate ability to create and organize panels in a structure fitting the script and actions.	MO-STRIAL-002: How to Draw Panels MO-SBFND-005: Panels MO-SBFND-009: Animatic
SSA.11.0	Handling Artwork on Multiple Panels	Understand the purpose of manipulating artwork on multiple panels simultaneously and demonstrate the ability to execute the operation.	MO-SBFND-008: Drawing and Colour
SSA.12.0	Visual Reference Tools	Identify essential visual reference tools and their purpose in a production context.	MO-SBFND-008: Drawing and Colour
SSA.13.0	Sharing and Libraries	Demonstrate the ability to share assets through a library and between panels.	MO-SBADV-010: Library and Templates
SSA.14.0	Colour	Use judgment and critical thinking to apply colour to a storyboard highlighting key elements as well as generating mattes and shading.	MO-SBFND-008: Drawing and Colour
SSA.15.0	Timing	Use creativity, critical thinking, and problem solving skills to time scenes and action to create a coherent and well rythmed story.	MO-SBFND-009: Animatic
SSA.16.0	Import	Demonstrate the ability to import third-party images and integrate them a project.	MO-SBFND-006: Script and Captions MO-SBFND-008: Drawing and Colour
SSA.17.0	Staging	Apply technical skills to position elements on the stage and build a composition.	MO-SBFND-007: Layers
SSA.18.0	Keyframes and Motion	Create layer motion using keyframes to plan scenes and enhance the storytelling clarity.	MO-STRIAL-003: How to Build an Animatic
SSA.19.0	Camera Move	Demonstrate ability to position and animate a camera on a stage in a 2D and 3D environment.	MO-STRIAL-003: How to Build an Animatic MO-SBFND-009: Animatic MO-SBANIM-004: Animatic Cameras



SSA.20.0	3D Space	Understand 3D space and spatial reasoning to manipulate and stage 3D objects and 2D planes in a 3D environment.	MO-SBADV-011: 3D Storyboard
SSA.21.0	Sound	Demonstrate the ability to import, time, and edit sound.	MO-SBFND-009: Animatic
SSA.22.0	Basic Effects	Apply artistic and technical skills to add basic blur effects to layers to enhance motions and composition.	MO-SBADV-007: Effects
SSA.23.0	Exporting	Demonstrate ability to export a project as print and video media to share it with others.	MO-SBFND-010: Project Export