Using AnimaShooter α

Applicable to: AnimaShooter Capture | Pioneer, v. 3.8.12.4
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**WELCOME**

AnimaShooter is a professional user-friendly stop motion animation software with support for Canon DSLR cameras and web cameras.

**ANIMASHOOTER CAPTURE**

AnimaShooter Capture is a user-friendly stop-motion animation software with support for Canon DSLR cameras. Easy to learn, easy to use. AnimaShooter Capture supports any Canon digital reflex camera which is able to be remotely controlled from PC and has Live View feature. Remember to test your camera with AnimaShooter Capture (in trial mode) to ensure compatibility.

**ANIMASHOOTER PIONEER**

AnimaShooter Pioneer is a user-friendly stop-motion animation software with support for webcams. Supported resolution is up to 3840x2400 (WQUXGA). AnimaShooter will work with any UVC compatible web camera. The USB video device class (also USB video class or UVC) is a USB device class that describes devices capable of streaming video like webcams, digital camcorders, etc. Make sure to test your camera with AnimaShooter before purchasing a license.

**ADDITIONAL RESOURCES**

For more information on AnimaShooter, visit www.animashooter.com

To download the latest version of AnimaShooter, visit www.animashooter.com (www.animashooter.com)

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www.animashooter.com
ANIMASHOOTER WORKFLOW OVERVIEW

The overall process for creating a movie is described below. You don't have to do every step, and you might do others that aren't listed. The real workflow isn't necessarily linear.

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer

1. CREATE A NEW PROJECT

To capture frames or create a video in AnimaShooter, you first create a project. To create a project click this button.

In the window that appears, type a name for the project in the Name field and click Save. You can change a project's properties at any time. To customize settings for your project, click this button.

You can copy or move your project to another computer to continue editing the project or to make a backup.

2. CONNECT YOUR CAMERA

Plug-in your camera to computer with USB cable.

If you're using AnimaShooter Capture: switch your camera to Manual (M) mode. Set camera quality setting to L, RAW, RAW+L. Turn camera ON and give AnimaShooter a second or two to discover it.

Once your camera name displayed, press Connect button.

3. CAPTURE FRAMES

Click Capture button to make a shot. Wait until the shooting process completes. You can capture multiple frames at once. Before the capture button locate the drop down panel. Click button with number of frames you want to capture by one press.

4. TEST YOUR SEQUENCE

Switch to Timing tab to check your animation with Ram-preview feature. Look at the Timeline. Yellow line at the bottom of Timeline marks the range of frames to be played. Set a range of frames to play and press Play button or spacebar to see Ram-preview in action.

5. CREATE A VIDEO

When your project is finished, you can encode a video of various formats. You can export your video files for publishing, sharing, broadcast delivery, further audio mixing or post-production. To further polish your project, you can apply some filters to your sequence or video: adjust contrast and/or saturation, remove noise.

6. CREATE A SEQUENCE

The most common method of exchanging video across editing and compositing programs is a sequence of numbered images. AnimaShooter can export captured frames in form of sequence of JPG, PNG, TIFF, WEBP, BMP images. You can import your image sequence into an editing program of your choice (AfterEffects, Premiere Pro, etc.).
QUICK DSLR CAMERA SETUP
How to make a first shot

Applicable to: AnimaShooter Capture

1. PLUG-IN CAMERA
Plug-in camera to computer with USB cable. Power your camera by AC power if possible. If you use a battery, make sure it is fully charged.

2. SET MODE TO M
Set your camera to Manual (M) mode.

3. TURN CAMERA ON
Now turn camera ON and give AnimaShooter a second or two to discover it.

4. CLICK CONNECT BUTTON
Once your camera name displayed, click Connect button.

5. CREATE A NEW PROJECT
Click this button to create a new project.

6. MAKE A SHOT
Click Capture button to make a shot. Wait until shooting process completes.

7. DONE!
SET UP YOUR CAMERA FOCUS

Applicable to: AnimaShooter Capture

1. SWITCH YOUR LENS TO AF MODE
To enable remote focus control, please make sure your lens Autofocus | Manual Focus switch is in AF mode (autofocus).

2. THE AF-MF INDICATOR
Check the indicator above Focus panel in AnimaShooter.

3. SET FOCUS
Set focus, using on screen arrow buttons.
CAMERA CONNECTION TROUBLESHOOTING

In case you experiencing any issues with AnimaShooter

Applicable to: AnimaShooter Capture

1. ISSUE: ON PRESSING CAPTURE BUTTON, WARNING MESSAGE APPEARS

POSSIBLE CAUSE #1
AnimaShooter is unable to process RAW data due to lack of memory available (RAM).

SOLUTION #1
1. Close AnimaShooter.
2. Turn camera OFF and disconnect it from the computer.
3. Turn camera ON and set Image Quality to JPEG L (Large).
4. Reconnect camera and restart AnimaShooter.

2. ISSUE: WEBCAMER CONNECTION IS UNAVAILABLE WHEN USING ANIMASHOOTER CAPTURE

POSSIBLE CAUSE #1
Current capturing source is DSLR.

SOLUTION #1
1. If connection is enabled, click Disconnect.
2. Change source to Webcams: click button with two gears icon.
3. Click Webcams button.
4. Click Connect.

3. ISSUE: ANIMASHOOTER NEVER DETECTS MY CAMERA

POSSIBLE CAUSE #1
Computer itself has problems connecting to the camera.

SOLUTION #1
1. Verify if the computer itself can see the camera. Windows pops up a new device message, once your camera connected. If you see the message, it means that computer itself can see the camera.
2. Check if Canon EOS Utility can see your camera.
3. Make sure your camera is supported and listed here (http://www.animashooter.com/userdocs/index?l=en&t=c).

POSSIBLE CAUSE #2
Anti-virus software may block camera detection.

SOLUTION #2
1. If you have anti-virus software, make sure to white-list AnimaShooter so that it can access your camera. See how to add an exclusion to Windows Defender Antivirus (https://support.microsoft.com/en-us/help/4028485/windows-10-add-an-exclusion-to-windows-defender-antivirus).

POSSIBLE CAUSE #3
Another software is connected to the camera (Dropbox may be a client of the camera).

SOLUTION #3
1. Make sure Dropbox is not a client of the camera.
2. Close any other applications that might connect to your camera.

POSSIBLE CAUSE #4
4. ISSUE: THE LIVE VIEW IS BLACK

POSSIBLE CAUSE #1
Usually this is just a matter of camera settings and/or lighting.

SOLUTION #1
1. Increase the shutter speed (TV) (to at least 1").
2. Decrease the aperture (AV).
3. Increase the ISO.
4. Increase the amount of light in the room.
The power supply to the camera is interrupted.

SOLUTION #4
1. Power your camera by AC power if possible. If you do use a battery, make sure it is fully charged. If you use AC power, remove the battery.

POSSIBLE CAUSE #5
Wi-Fi connection enabled.

SOLUTION #5
1. Deactivate your camera’s Wi-Fi.

POSSIBLE CAUSE #6
Poor USB cable connection. Many connectivity issues related to the poor USB cable connection. The most common causes are:
1. The USB cable is too long.
2. The USB cable is defective.
3. The USB port on the computer, hub or camera is damaged.

SOLUTION #6
1. Use shorter USB cables or use a better USB extension cable.
2. Try using a different USB cable and port.
3. Use direct connection to your computer - do not use USB-hub to connect your camera.

5. ISSUE: THE PROGRAM DOES NOT START

POSSIBLE CAUSE #1
Wacom Tablet driver blocking other programs. It is reported that when Wacom Tablet driver is running, some programs won’t launch (AnimaShooter, Telegram, OneDrive, VLC Media Player, XnViewMP and others).

SOLUTION #1
1. Delete all Wacom drivers.
2. Windows (10/8/7): Disable Wacom drivers service at startup. Press the Windows+R keys to open the Run dialog, type services.msc, press Enter. Find a Wacom service. Click on Wacom service -> right click -> Stop. Now try to start AnimaShooter again.
ENABLE LIVE VIEW SCOPES WINDOW

AnimaShooter is able to show Y Waveform, RGB Parade and Vectorscope in real time

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer

1. EVOKE LIVE VIEW SCOPES WINDOW
Click this button to evoke Live View Scopes window.

2. WAVEFORM
Waveform shows the intensity of both the luminance (brightness) and chrominance (color) levels of an image, depending on the waveform you choose. Unlike the histogram, the waveform displays the levels of each pixel in its location on the image.

3. TYPES OF WAVEFORM AND BRIGHTNESS LEVEL SETTING
You can easily choose which type of waveform you’d like to see: the RGB waveform (shows the RGB signals separated); the luma waveform (displays the brightness of shots) and the chrominance (shows you all three red, green, and blue channel levels as a composite). The display brightness level in the oscilloscope can be adjusted.

4. VECTORSCOPE
The vectorscope displays the hue and the amount of color in an image.
CAPTURE RAW IMAGE

A camera raw image file contains minimally processed data from the image sensor. Raw image files are sometimes called digital negatives, as they fulfill the same role as negatives in film photography.

Applicable to: AnimaShooter Capture

1. SETUP YOUR CAMERA TO CAPTURE RAW

Disconnect your camera from computer and set the Quality setting to RAW.

2. CONNECT YOUR CAMERA AND START ANIMASHOOTER

Start AnimaShooter and open existing or create a new project. Make sure your camera is ready to take shots.

3. CLICK CONNECT

Click Connect and wait a second for the live signal display.

4. ENABLE RAW

Click RAW button. AnimaShooter can save captured image in formats such as .CRW or .CR2.

5. CREATE A NEW PROJECT OR OPEN AN EXISTING PROJECT

Click Create a new project or Recent projects and load an existing project.

6. MAKE A SHOT

Click Capture button to make a shot. Wait until shooting process completes.

7. RIGHT CLICK ON THE CAPTURED FRAME

Right click on the captured frame to open Preview Window.

8. CLICK RAW BUTTON

When the Preview Window opens, press the RAW button. AnimaShooter will open default File Explorer window to show you image file you have just captured.

9. DONE!

Now you can get all of the benefits of RAW.
HIGH RESOLUTION VIDEO EXPORT

Make a video: WebM, OGV, AVI or uncompressed video

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer

1. OPEN PROJECT
Click Open project file or Recent projects and load an existing project. If you don't have a project yet: See how to create a new project and make a first shot.

2. SWITCH TO TIMING TAB
Switch to Timing tab and look at the bottom of the Timeline. Yellow line on the bottom of Timeline marks the range of frames to be exported.

3. CLICK ALL BUTTON
If you wish to export all of the frames in your project - click All button. You can adjust range manually.

4. CLICK VIDEO TAB
Click Video tab to set up video format, quality, frame size, export options.

5. SET UP VIDEO FORMAT AND QUALITY
Specify video format (AVI, OGV or WebM) and set video quality.

6. SET UP VIDEO SIZE AND OPTIONS
Specify video size. You can set frame size up to 8k (7640 x 4320 pixels). Note that frame dimensions (width and height) must be a multiple of 8.

7. CLICK ENCODE VIDEO BUTTON
Click Encode Video to start encoding.

8. WAIT
Wait until process completes.

9. DONE! NOW CLICK VIEW VIDEO BUTTON
Click View Video to see the results.
TROUBLESHOOTING: LIVEVIEW BIGGER THAN CAPTURED IMAGES

Applicable to: AnimaShooter Capture

PROBLEM
LiveView size from your camera is far bigger than the captured images.

POSSIBLE CAUSE
AnimaShooter expects to receive images of maximum quality (L or RAW) while your camera produces images of lower size (S, S2 etc.).

SOLUTION
Please, set Image Quality to L (Large).

STEP 1: TURN CAMERA OFF
Turn camera OFF and disconnect it from the computer.

STEP 2: SET QUALITY TO L
Turn camera ON and set Quality setting to L (Large).

STEP 3: RECONNECT
Reconnect your camera to the computer and click Connect button.

STEP 4: MAKE A SHOT
Make a shot by clicking Capture button.
COPY A SEQUENCE
How to copy a sequence of frames

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer, AnimaShooter Junior

1. LOAD YOUR PROJECT
Open an existing project.

2. SELECT FRAMES TO COPY
Use Ctrl + Click or middle mouse button to select a range of frames to be copied. Let’s say you going to copy a sequence of five frames: 1-2-3-4-5.

3. COPY FRAMES
Hold Ctrl + Alt, press the left mouse button and drag the orange arrow from the first frame to the last one.

4. RELEASE THE LEFT MOUSE BUTTON
Now you have a longer sequence with frames: 1-2-3-4-5-1-2-3-4-5.
SEQUENCE EXPORT
Export your frames as a sequence of JPG, PNG, TIFF or WEBP images

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer

1. OPEN PROJECT
Click Open project file or Recent projects and load an existing project.

2. SWITCH TO TIMING TAB
Switch to Timing tab and look at the bottom of the Timeline. Yellow line on the bottom of Timeline marks the range of frames to be exported.

3. CLICK ALL BUTTON
Click this button if you wish to export all of the frames. You can always adjust range manually.

4. CLICK SEQUENCE TAB
Click Sequence tab to set up image format and export options.

5. SET OUTPUT FORMAT
Choose an export format (PNG, JPG, TIFF, WebP, BMP).

6. SET EXPORT POLICY
If current frame size doesn’t match the actual size of captured image, you need to set up the export policy. AnimaShooter can stretch image to fit the frame size or crop image.

7. START EXPORT
Click folder icon (1) to select the output folder. Then click Start Export button (2) to begin export. Wait until the export process completes.

8. BROWSE FOR EXPORTED IMAGES
Click View Exported Frames button.

9. DONE! NOW YOU HAVE A SEQUENCE OF NUMBERED IMAGES
The most common method of exchanging video across editing and compositing programs is a sequence of numbered images. You can import your image sequence to an editing program of your choice (AfterEffects, Premiere Pro, etc.).
IMPORT FRAMES
Import arbitrary frames or a sequence of frames, using single file name as a mask

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer, AnimaShooter Junior

1. CREATE A NEW OR OPEN AN EXISTING PROJECT
Click Create a new project or Recent projects to load an existing project.

A. IMPORT A SPECIFIED AMOUNT OF FRAMES

A1. CLICK ADD BUTTON
Click Add button. To find it, look at the lower left corner of AnimaShooter window.

A2. CLICK FRAMES BUTTON
Click Frames button to open file selection dialog.

A3. SELECT FRAMES
You can select any amount of image files in arbitrary order. Click Open to start import.

B. IMPORT A SEQUENCE OF NUMBERED IMAGES, USING SINGLE FILE NAME AS A MASK

B1. CLICK ADD BUTTON
Click Add button. To find it, look at the lower left corner of AnimaShooter window.

B2. CLICK SEQUENCE BUTTON
Click Sequence button to open file selection dialog.

B3. SELECT ONE FRAME
Select one file and click Open. AnimaShooter will import a sequence of numbered images, using selected file name as a mask. For example, if you choose Scene_002 (6).png file, the following files will be imported:

- Scene_002 (1).png
- Scene_002 (2).png
- Scene_002 (3).png
- ...
- Scene_002 (293).png
MAKE VIDEO EASILY

AnimaShooter is primarily for capturing stop motion animation. Though AnimaShooter is not video editing software it is quite suitable for stitching frames together. You can always use AnimaShooter to convert your frames into a video.
OFFLINE ACTIVATION

The Offline Activation Process allows you to activate the software even if your computer is not connected to the Internet, although an Internet connection from another computer will be required to create and receive a License file (the “CDM”) for the unconnected computer.

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer

1. INSTALL ANIMASHOOTER

Install AnimaShooter on unconnected computer and click Click to activate button.

2. CREATE THE PRE-LICENSE FILE (.LIC)

Switch to Offline Activation tab. Enter your Activation Code and click Create pre-License LIC file.

3. SEND YOUR .LIC FILE BY EMAIL

Send your .LIC file to our Support Team by email: support@animashooter.com. It is important that you send your .LIC file from the email address that was used in the ordering process. You will receive a response letter with .CDM file attached.

4. TRANSFER THE .CDM FILE BACK TO THE UNCONNECTED COMPUTER

In order to activate the software you must take this CDM License file and transfer it to the unconnected computer into the same directory where the .LIC file was located.

5. RESTART ANIMASHOOTER

After restart AnimaShooter should be activated and run normally.
SET THE LIGHTBOX COLOR
You can set any color for your Lightbox window

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer, AnimaShooter Junior

1. OPEN THE LIGHTBOX WINDOW
Open the Lightbox window and drag it to the desired position.

2. OPEN SETTINGS DIALOG
Open Settings dialog and go to the Lightbox settings.

3. SET COLOR
Use color scroll to set the Lightbox color.
# KEYBOARD & KEYPAD SHORTCUTS

List of the most useful keyboard and keypad shortcuts

Applicable to: AnimaShooter Capture, AnimaShooter Pioneer, AnimaShooter Junior

<table>
<thead>
<tr>
<th>Hotkey Combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CTRL + D</code></td>
<td>Duplicate frame</td>
</tr>
<tr>
<td><code>CTRL + C</code></td>
<td>Copy frame</td>
</tr>
<tr>
<td><code>CTRL + V</code></td>
<td>Paste frame</td>
</tr>
<tr>
<td><code>CTRL + A</code></td>
<td>Select all frames</td>
</tr>
<tr>
<td><code>END</code></td>
<td>Go to the end of Timeline</td>
</tr>
<tr>
<td><code>←</code></td>
<td>Step one frame backward</td>
</tr>
<tr>
<td><code>CTRL + S</code></td>
<td>Save project</td>
</tr>
<tr>
<td><code>CTRL + O</code></td>
<td>Open project</td>
</tr>
<tr>
<td><code>F3</code></td>
<td>Recent projects</td>
</tr>
<tr>
<td><code>ENTER</code></td>
<td>Make a shot</td>
</tr>
<tr>
<td><code>HOME</code></td>
<td>Go to the beginning of Timeline</td>
</tr>
<tr>
<td><code>→</code></td>
<td>Step one frame forward</td>
</tr>
<tr>
<td><code>CTRL + Z</code></td>
<td>Undo</td>
</tr>
<tr>
<td><code>CTRL + Y</code></td>
<td>Redo</td>
</tr>
<tr>
<td><code>CTRL + X</code></td>
<td>Cut frame</td>
</tr>
<tr>
<td><code>F6</code></td>
<td>Switch to maximized UI layout</td>
</tr>
<tr>
<td><code>CTRL + P</code></td>
<td>Properties dialog</td>
</tr>
</tbody>
</table>

## CONTROL ANIMASHOOTER VIA KEYPAD

Use these shortcuts with either your keyboard's right-hand number pad or separate (wired or wireless) numeric keypad.

- **Enter**: Make a shot
- **Home / Page Up**: Go to the beginning of Timeline
- **End / Page Down**: Go to the end of Timeline
- **←**: Step one frame forward
- **→**: Step one frame backward
- **Del**: Delete frame
- **- (minus)**: Cancel deletion (when prompted)
- **0**: Play/Pause RAM-preview or Video player (Num Lock must be ON)