

Lesson	Title	Content
<i>TVPaint Interface</i>		
01 01	Introduction to the interface	<p>Discover and understand most useful panels and spaces in TVPaint interface :</p> <ul style="list-style-type: none"> - Menu bar (create project, save, open, undo/redo, various panels...) - left / right drawers - what is the link between Main panel and Tool panel - drawing space - timeline, layer stack and project tab (brief introduction) - 3 main shortcuts : zoom in / out, rotate and pan + how to locate them in the interface - tool tips
01 02	Create a project	<ul style="list-style-type: none"> - discover, understand and master how to create a new project (without camera) and the different options (framerate, fields, ratio, etc.) - discover, understand and master save options in Preferences - discover and understand the "Share manager"
<i>Animation : extra tools</i>		
02 01	Animation basics	<ul style="list-style-type: none"> - discover "auto create frame" - discover the light table - discover and understand timing notions (through tail and sprocket) - discover, understand and master the following notions : "exposure", "instance" and "image" - discover "pre" and "post" behaviours
02 02	Intervals and lightbox (Inbetween and Light Table...)	<ul style="list-style-type: none"> - understand "auto break" and distinguish it from "auto create frame" - understand and master the light table and its feature "out of pegs" - discover and understand the shortcut "kill current frame"
02 03	Loop Animation	<ul style="list-style-type: none"> - discover, understand and master how to copy, paste and reverse image selections + drag and drop - understand "pre" and "post" behaviours with "loop" mode.
02 04	Identify animation's images	<ul style="list-style-type: none"> - discover, understand and master "Bookmarks" and the related shortcuts (CTRL + Shift + right or left) - discover, understand and master "Image mark" panel - discover understand and master "Flips" panel and how to link them to a shortcut - discover, understand and master "Rename" - discover, understand and master "Mark in / out"
02 05	Animation : extra tools	<ul style="list-style-type: none"> - discover, understand and master "Still images" - discover, understand and master "Increase / Decrease Layer Length" - discover, understand and master "Animator Stroke" (with CTRL key) - discover, understand and master "Start Frame"

02 06	Layer basics	<ul style="list-style-type: none"> - discover and understand 4 basic presets from "New" Layer button and their roles - master "pre" and "post" behaviour (all modes explained) - discover, understand and master simple options, such as "rename" or "duplicate" a layer - discover, understand and master layer blending modes and opacity - discover, understand and master background options (none, colour or check) - discover, understand and master display options + shortcuts (=, arrows...) and how to lock a layer - discover, understand and master how to merge one or several layers
02 07	Layer advanced techniques	<ul style="list-style-type: none"> - discover, understand and master Colour groups (edit them, rename them, etc.), how to move them at the same time with CTRL key and how to use Colour groups panel - master how to create Layer presets and their options - discover, understand and master options from Preferences > Startup tab
02 08	Manage animation and sound	<ul style="list-style-type: none"> - discover, understand and master how to manage soundtracks (import, split, volume, colour groups...) and what dependencies are - discover, understand and master the timeline for notes and the stopwatch
Colours and textures		
03 01	Colorize an animation : the old way	<ul style="list-style-type: none"> - discover, understand and master the paint bucket (aliasing, smooth, opacity, fill and auto pick) - discover, understand and master the option "fill inside" when using a filled shape (aliasing, smooth, opacity, fill and include lines) - discover, CTG layers
03 02	Texturize an animation : the old way	<ul style="list-style-type: none"> - discover, understand and master papers, stencils, how to preserve the Alpha channel (transparency) and how to merge manually 2 layers - reminder : layer blending modes and pre / post behaviours
03 03	CTG layer basics	<ul style="list-style-type: none"> - how to select sources - CTG advantages : it avoids gaps, it automatically update changes from source(s) and it has no blank between two coloured areas - make the difference between "Exclusion", "Eraser" and "Speed fill tool".
03 04	CTG layer options	<ul style="list-style-type: none"> - how to load structure - reminder : "auto break" - understand "apply current squiggle on empty instances" - understand "apply change" and "squiggles visible" - understand "extract colour" and options
03 05	Create a palette for CTG layer	<ul style="list-style-type: none"> - display the palette - modify a colour (rename, change colour, etc.) - create a palette from a model sheet - understand "use these colours only" (lock colours)
03 06	Texturize an animation with CTG layer	<ul style="list-style-type: none"> - discover, understand and master "Texturizer" : apply, parameters, warping grid, etc. - discover and understand the "Library"
Storyboard and animatic		
04 01	Discover the Project tab (get started with Project tab)	<ul style="list-style-type: none"> - discover project tab - how to create thumbnails - how to change views and their good sides - discover the camera tool - discover "publish" feature

04 02	Create a storyboard	<ul style="list-style-type: none"> - discover, understand and master how to create a new project and a new project with camera - understand and master the difference between scenes and clips - understand and master how to write notes - understand and master icons from Project tab - reminder : how to animate and create layers - understand and master display options of the camera (viewfinder, etc.) - understand and master clip's options (hide, groups, etc.)
04 03	Turn a storyboard into an animatic	<ul style="list-style-type: none"> - understand master rhythm between scenes and clips - understand and master how to use sound tracks (the difference between global sound and local sound) - reminder : pre / post behaviour - understand and master how to use the camera tool (place it, change its size, its speed, its borders, etc.)
04 04	Publish a storyboard	<ul style="list-style-type: none"> - understand and master how to publish a storyboard (EDL, PDF and HTML)
Export / import		
05 01	Export a project	<ul style="list-style-type: none"> - discover, understand and master exporting options : tabs (project, clip, layer structure and brushes), formats (AVI, PNG, PSD, etc.), modes (RGB, RGBA), compressions, additional options (slates, notes, background...)
05 02	Import or open a project	<ul style="list-style-type: none"> - discover, understand and master how to import a TVPaint file (AUR, MIR, TVP, TVPP) - discover, master and understand how to import an image sequence or a video (AVI, PNG, TGA, JPG, PSD, QT...)
Drawing tools		
06 01	Guidelines	<ul style="list-style-type: none"> - discover, understand and master guides and their options : line, segment, circle, ellipse, grid, vanishing points, safe border, and image. through concrete samples (perspective landscapes, animating waves, use model sheets, etc.)
06 02	Select, cut, move, (re)size and deform (w	<ul style="list-style-type: none"> - discover cut brush tool and its options (smooth, display, optimize, etc.) - discover, understand and master crop tool, position tool, transform tool and warp tool (to imitate cut out animation)
06 03	Drawing tools : shapes	<ul style="list-style-type: none"> - make the difference between drawing shapes (line, stroke, ellipse, rectangle, etc.) and filling shape (see tutorial about colouring) - discover and master the tool panel and its 10 different brushes - reminder : papers - discover, understand and master line smoothing
06 04	Drawing tools : modes	<ul style="list-style-type: none"> - discover, understand and master drawing modes (color, erase, pantograph, noise - but Alpha Diff.) for the pen brush, pencil brush, mechanical pen, air brush, watercolour brush and text brush - a few useful shortcuts - discover, understand and master peculiar drawing modes from Erase tool and Special tool.
06 05	Drawing tools : settings	<ul style="list-style-type: none"> - discover, understand and master parameters such as size, power, opacity, drying, grain, profiles etc... following the brushes. Gradient will be explained later. - other useful shortcuts - discover and understand conenctions (constant, pressure, speed, direction and invert)

06 06	Gradiations (gradients)	<ul style="list-style-type: none"> - how to make simple gradients with the pain bucket or a filling shape (sky of blue's gradient) - complex gradient linked to drawing tools : melting metal, fire, etc.) - how to create a gradient, save it and open it.
Brushes and custom panels		
07 01	Custom brushes : basics	<ul style="list-style-type: none"> - reminder : tutorial 06-02 and tutorial 06 04 and explain Alpha Diff drawing mode - reminder : papers - discover, udnerstand and master "Warp", "Projection", Aaliasing", "Handle", "Stamp in place" and "Reset". - udnerstand and master connections following the parameters
07 02	Animated custom brushes	<ul style="list-style-type: none"> - discover, understand and master animated custom brushes on concrete examples (subtle brushes, animation guides, etc.) - useful shortcuts
07 03	Custom brushes : advanced settings	<ul style="list-style-type: none"> - discover, understand and master stamp modes (alpha, max, smear source, etc.) - discover, understand and master "Edit brush" - discover, understand and master "Wet profile" (with Alpha / Alpha max only), especially to make sand brushes
07 04	Save a brush	<ul style="list-style-type: none"> - discover and understand the different ways to save a brush : bin, brush history panel and custom panels - discover and understand the importance of the custom panels (save brushes, use separators, give names, change icons, create icons, export / import panels, embed panel in a project). Concrete example with Tool presets - reminder : the Share manager
07 05	Custom panels	<ul style="list-style-type: none"> - discover and understand howt to manager colours and papers - discover and understand actions : shortcuts, george script, etc. (concrete example : Creation Pack, Handy panel and Sketch panel) - understand how to assign an action or a brush to shortcuts
FX Stack		
08 01	FX : basics	<ul style="list-style-type: none"> - discover FX : organization (colour, stylize, etc.), how to apply them, how to use a key, how to use several FX, etc.
08 02	FX : create shadows	<ul style="list-style-type: none"> - discover, understand and master "Toon shading" - discover, understand and master "Image source" - discover, understand and master "Drop shadow" - discover, understand and master "Perspective 4 points"
08 03	FX : modify lines	<ul style="list-style-type: none"> - discover, understand and master "Add border" - discover and understand "Optical flow -> random" - discover, understand and master "Motion blur" and other blurs - discover and understand "Brush spreading" - discover and understand "Histogram" - discover, understand and master " Line colorize"
08 04	FX : create graphical elements	<ul style="list-style-type: none"> - discover and understand "Transition" - discover, understand and master "Color keyer" - discover, understand and master "Auto paint" - master "Optical flow"
08 05	FX : Keyframer	<ul style="list-style-type: none"> - discover, udnerstand and master "Keyframer" through concrete examples : move a layer, move another element - discover, understand and master the "Path recorder"

08 06	FX : Multiplan camera	- discover, understand and master the "Multiplane camera" - reminder : Library
08 07	FX : Particle generator	- discover and understand the "Particle generator" through concrete examples (bubbles, rain, snow flakes, smoke)
08 08	FX : Combine Particle generator with other	- combine Particles generator with other FX : Posterize, Auto pain, Keyframer, etc...
<i>Combine FX and other tools</i>		
09 01	Title a movie with some effects	- discover, understand and master the "Drawing recorder" - reminder : Auto paint and particles, Stencils and particles - discover and understand the Volumetric light
09 02	From analog to numerical (digital...)	- discover, understand and master "Video input" (for Line tests) - reminder : import a sequence - discover, understand and master "Pegs registration" - discover, understand and master "Scan cleaner" - reminder : Export "Clip : Layer structure"
09 03	Rotoscoping	- reminder : import a sequence - discover and understand "1pt Stabilization" and "Pixel Tracker" - frame per frame rotoscoping - rotoscoping with "Convolve grid" and "Scan cleaner" - rotoscoping with "Smear (source)" stamp mode