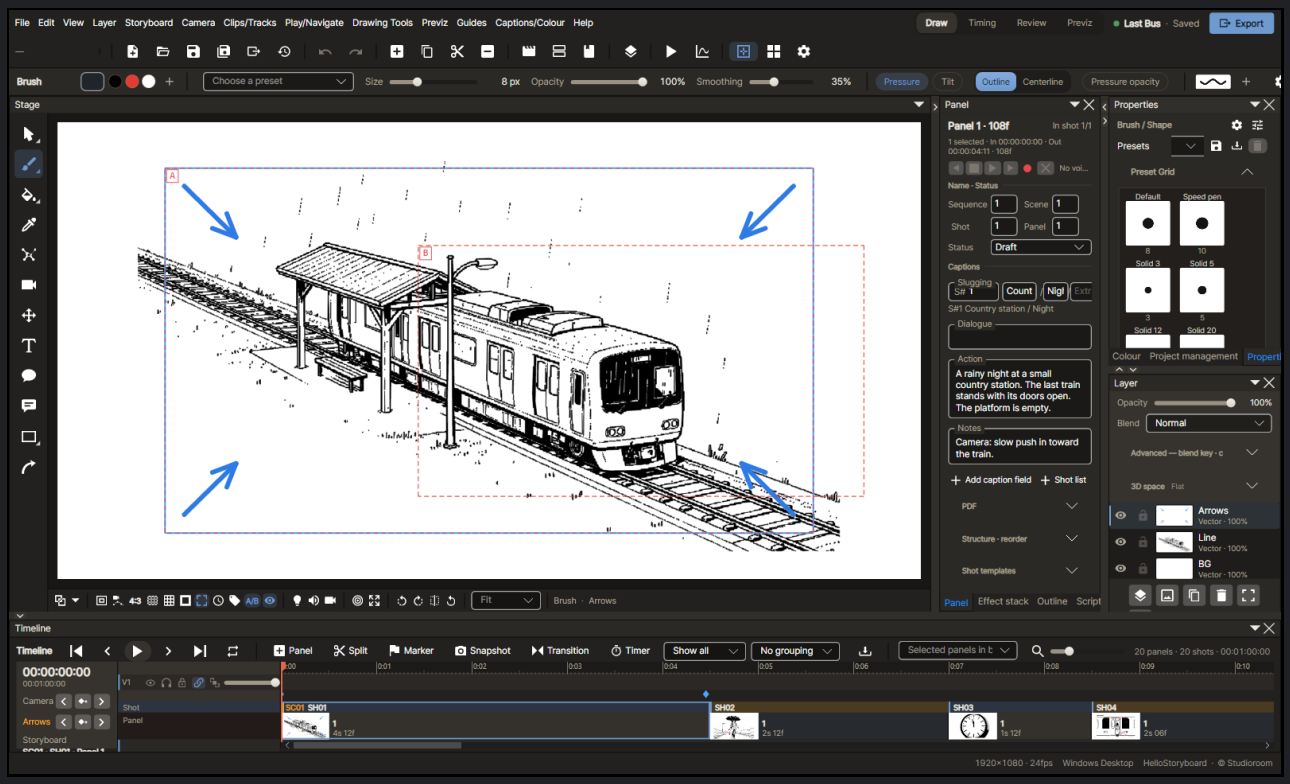
HelloStoryboard

User Manual · Desktop



Storyboards and animatics in one place

Draw, set timing, add sound, and send it out as PDF, movie or to the edit suite.

Version **1.0.13** · as of 2026-11-22

Windows · macOS (Apple Silicon) — tablets have their own "Tablet edition" manual

Project file **.hboard** · single file **.hboardpk** — both editions open the same files

The shortcut, menu and PDF profile lists in this manual were generated directly from the program source, and the pictures are screenshots of the real program. If the manual and the program disagree, the program is right.

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CHAPTER 01

1. Getting Started

HelloStoryboard is a program for making **storyboards and animatics**. You draw, give panels durations, add sound and reference video, and export the result as a PDF, a movie or a sequence for the edit suite.

The same **.hboard** project works on Windows, Mac and tablets. Start boards at your desk, take them out on a tablet to revise, then come back and export. Tablet use is covered separately in the **Tablet edition manual**.

On first launch, the interface follows **your computer's language** (English unless it is Korean or Japanese). Change it with **Language** on the welcome screen or **Language · 언어 · 言語** at the top of Preferences.

What this program is not

- It is not a final-art tool — once the boards are done, production work moves on to other tools.
- It is not a 3D production tool. Its 3D goes as far as **standing layers up in space and placing reference models**.
- It is not a video editor. Sound and video tracks are there **for timing**.
- There is no collaboration server. Splitting and merging projects is done by **exchanging files**.

Your first storyboard in 5 minutes

1. In **File › New Project** (`Ctrl` + `N`), set the name, save location, format (folder/single file), camera size and frame rate, and create the project.
2. Draw the first panel with the **Brush** (`B`). Change the size with `[` `]` .
3. Add a panel with `Q` , and move to the previous or next panel with `A` / `F` .
4. Write the slug, dialogue and action in the **Panel** pane on the right.
5. In the timeline, drag the end of a card to set its duration, then press `Ctrl` + `Space` to play it back.
6. Make a PDF or movie from **Export** at the top right.

> **Tip** Your work is **auto-saved every 30 seconds**. Still, it's a good habit to press `Ctrl` + `S` at every major milestone.

Trial and licensed version

The trial has **no time limit**, and opening, drawing, editing and saving all work. It differs from the licensed version in three ways — you can create up to **15 panels per project**, export is limited to **PDF and images** (movies, EDL/XML, shot layouts, shot lists (CSV, Excel), the HTML review, 3D files, .sboard, audio and the AI video package need the licensed version), and exported images and PDFs, as well as the drawing area, carry a watermark. Locked features stay visible, and clicking one shows how to unlock it.

Edition	How to get licensed
Direct purchase (Windows, Mac, Android APK)	Enter your key in **Help › License information...**. No internet connection, account or device registration is needed.

Edition	How to get licensed
Schools and institutions (education)	With an education key, License information shows **Education (school / institution) · N seats** and the institution's name.
Google Play · App Store edition (tablet)	The app is free. A **one-time in-app purchase** (not a subscription) makes it the licensed version. When you change devices, use **Restore Purchase**.

> **Note** **Opening, editing and saving are never blocked, even in the trial.** We never hold your work files hostage with an expiry date. Projects with more than 15 panels still open and save — only adding more is blocked.

CHAPTER 02

2. A Tour of the Screen

The window is divided into the **menu bar · toolbar · tool options bar · work area · status bar**, and the whole work area is made of **docking panels**. You can stack them as tabs, split them, and pull them out into their own windows.

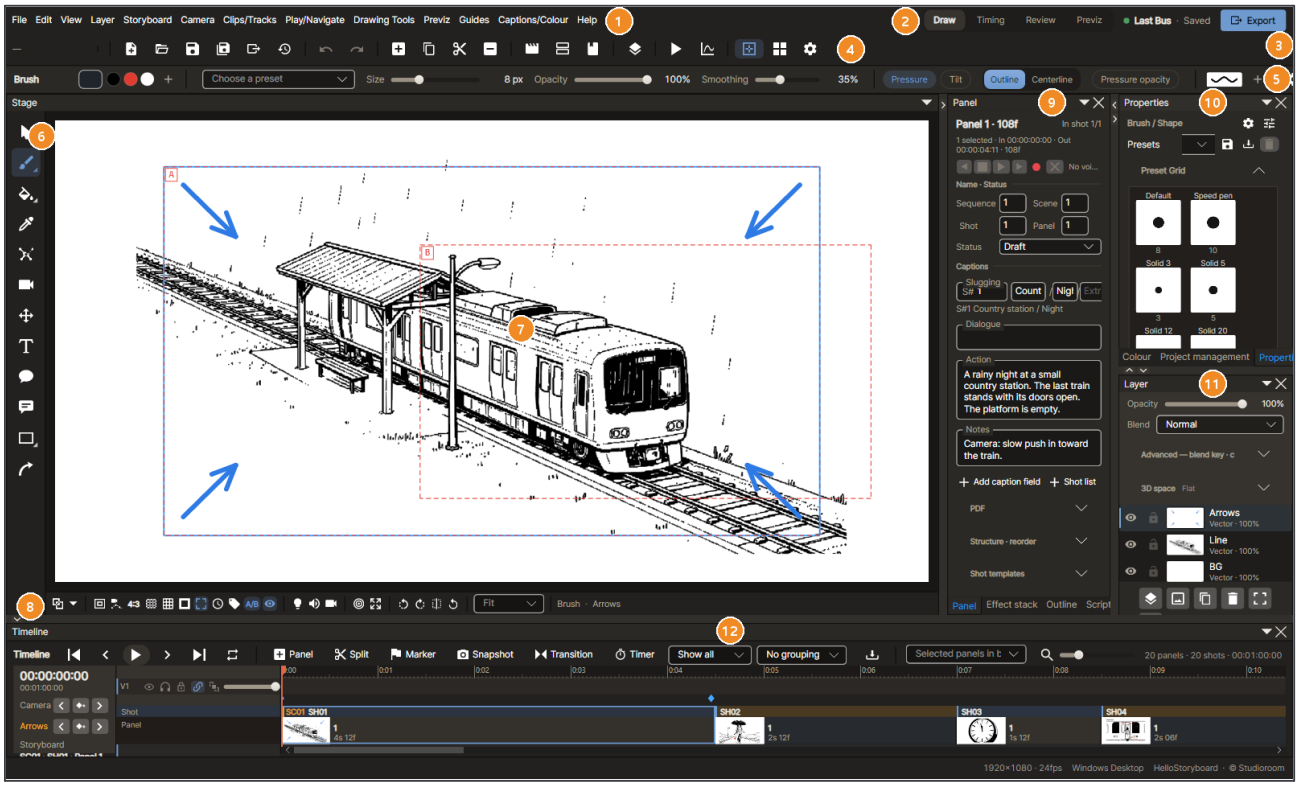

Figure 1 The default screen (Draw workspace). The numbers match the table below.

	Name	What it does
1	**Menu bar**	Every command lives here. The toolbar and shortcuts call the same commands.
2	**Workspace switcher**	**Draw · Timing · Review · Previz** — swaps the whole panel layout to suit the task.
3	**Export**	Opens the window for making PDFs, movies, images and files for the edit suite.
4	**Toolbar**	Frequent commands such as New, Open, Save and Undo; adding, duplicating and splitting panels; playback.
5	**Tool options bar**	Values for the current tool, such as color, size, opacity and pen pressure. Its contents change when you switch tools.
6	**Tool rail**	Brush, eraser, fill, selection, camera, text, speech balloon, review note, shapes, arrow. Press and hold a slot with a triangle in its bottom-right corner to open its group.
7	**Stage**	Where you draw. The blue rectangle is the camera frame; outside it is white paper by default.
8	**Bar below the Stage**	View buttons such as onion skin, grid, safe areas, view rotation and fit to view.
9	**Panel pane**	The selected panel's name, status and captions (slug, dialogue, action, notes — field names sit on the borders). Tabs at the bottom switch to Outline and Script.

	Name	What it does
10	**Properties**	Detailed values for the current tool, stroke or transition.
11	**Layer**	The layer list with visibility, lock, opacity and blend.
12	**Timeline**	Panel cards, playhead, camera and layer keys, sound and video tracks.

Workspaces — Draw · Timing · Review · Previz

The four buttons at the top right **swap the whole panel layout** to suit the task. Changes you make to a layout are remembered separately for each workspace. Save your own layouts in **View › Workspace**. **Previz** docks the **Make previz** panel beside the Stage and switches to the camera view — 3D space view, dummy video and the AI video package are gathered in the **Previz menu**.

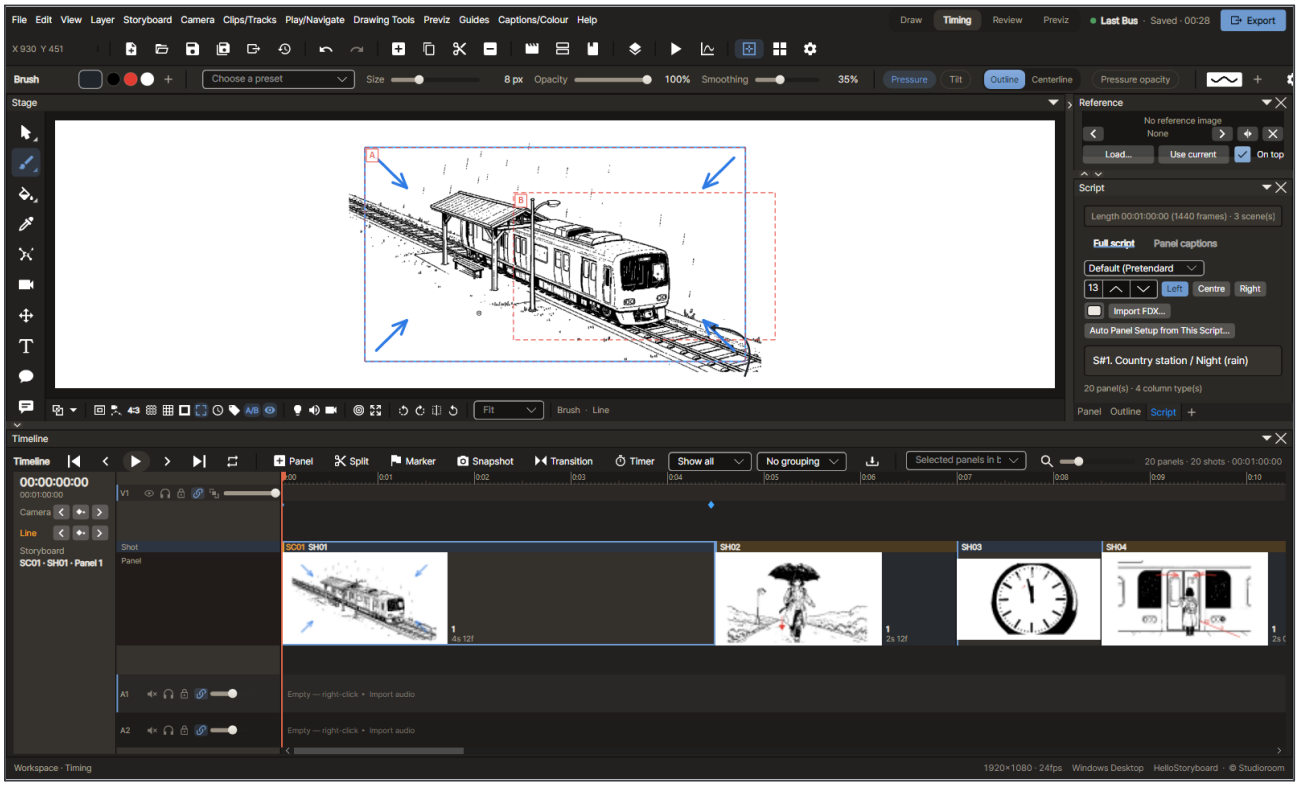

Figure 2 **Timing** workspace — the timeline grows and cards show the drawings. Use it for matching panel durations, sound and camera moves.

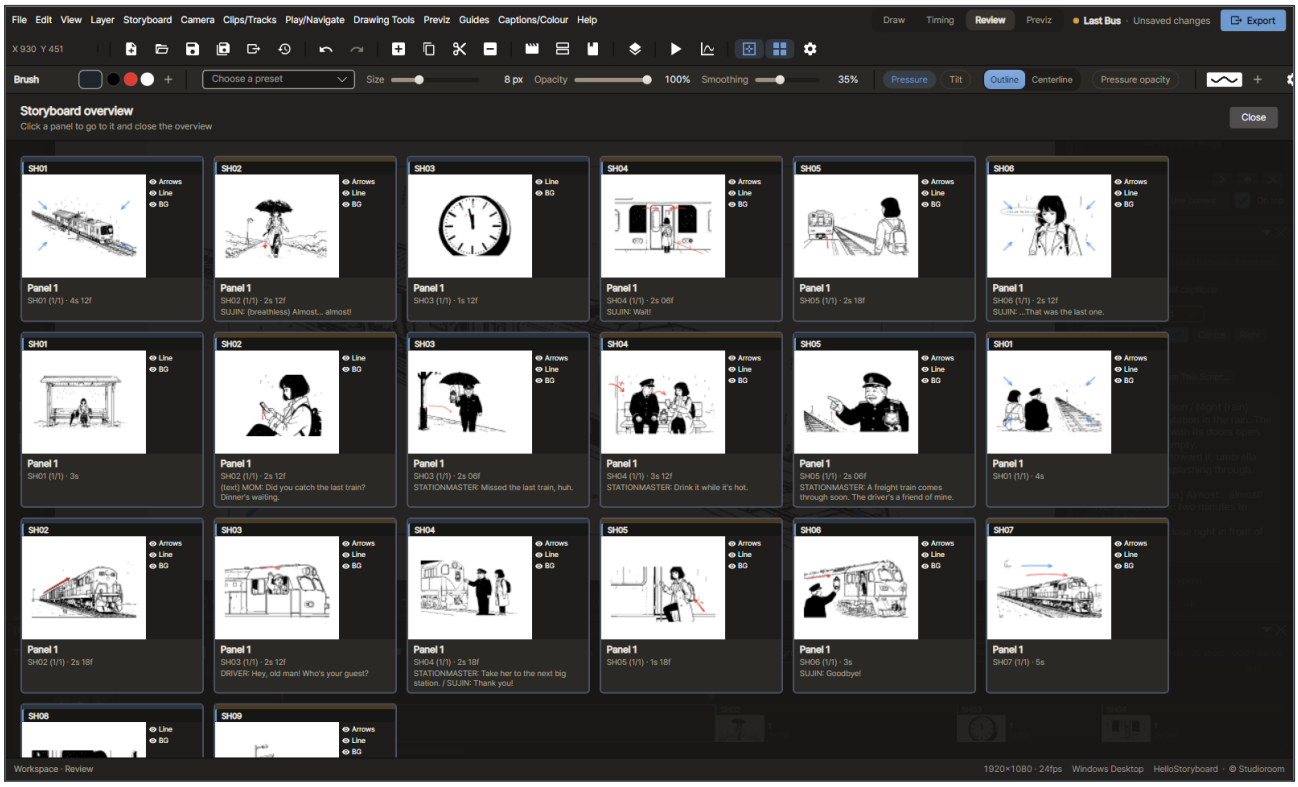

Figure 3 The **Storyboard overview** in the **Review** workspace — skim every panel as a card. Click a card to go to that panel.

17 docking panels

Panel	What it does
Stage	Where you draw. The camera frame, guides and onion skin overlay here. **It cannot be closed.**
Timeline	Panel cards, playhead, camera and layer keys, sound/video tracks, markers, transitions.
Outline	The sequence › scene › shot › panel tree. Drag to reorder.
Panel	The selected panel's name, status and captions, plus review notes and before/after comparison.
Layer	Layer list, visibility, lock, opacity, blend, 3D space.
Colour	Color picking and swatches (project colors).
Properties	Detailed values for the current tool, stroke or transition.
Reference	A reference image board. It can stay on top. Hover over it and use the **wheel** (or the 1 and 2 keys) to zoom; drag while zoomed to pan; double-click to fit.
Script	Script notes and every panel caption on one screen.
Thumbnails	Skim large panel drawings only.
Guides	List of guide lines, perspective and isometric guides.
Effect stack	Effects for every layer in this panel at once.
Audio levels	Per-track level, gain, mute and solo.
Function Editor	Edit the value curves of camera and layer keys directly.
Project management	Checks that assets actually exist and relinks missing ones.
Message log	A history of notices such as auto-save and export.

Panel	What it does
Make previz	Stands the scene's characters and camera up as 3D dummies and makes a dummy video (the "Camera and 3D Space" chapter).

Use the **‹ ›** **arrows** on the dividers between panes to collapse and expand panes such as the right column or the timeline (a collapsed pane also expands when you drag its divider). The pane holding the Stage does not collapse. Collapsed panes are remembered with the workspace layout.

> **Note** Closing a panel removes it from the layout. Reopen it from **View › Panel** or the **+** at the end of the tab row. If the layout gets tangled: **View › Panel › Reset panel layout**.

13 menus

The menu bar holds 266 items in all (not counting submenus). Toolbar buttons and shortcuts all call the same menu commands — there are no separate paths.

Menu	What's here (first items)
File	New Project · Open... · Open Recent · Save · Save As... · Import · Export ...
Edit	Spelling... · Check spelling automatically · Undo · Redo · Cut · Copy · Paste ...
View	Dedicated panels · Float model sheet · Show review note pins · Reviewer mode (notes only) · Import notes from returned file... · Next open note · Panel ...
Layer	Add vector layer · Add bitmap layer · Add vector layer (all panels in this shot) · Add bitmap layer (all panels in this shot) · Duplicate layer · Delete layer · Delete all layers with this name (selected panels) ...
Storyboard	Add panel · Add Panel Before · Shot templates · Create reverse panel · Reframe... · Auto Panel Setup from Script... · Timing from dialogue... ...
Camera	Add camera keyframe · Camera Key at Panel Start · Camera Key at Panel End · Align Camera Key with Stage View · Delete camera keyframe · Clear all camera keys · Copy camera keys ...
Clips/Tracks	Record audio... · Paste clip (at the playhead) · Find audio clip... · Project sounds... · Split audio clip at playhead · Split selected video clip (playhead) · Select all audio clips ...
Play/Navigate	Play / Stop · Play Selection · Previous panel · Next panel · Previous frame · Next frame · Panel first frame ...
Drawing Tools	Brush · Pencil · Eraser · Select · Cutter · Text · Speech balloon ...
Previz	Make previz... · Project to 2D Underdrawing · Sync 3D Perspective Guide · Card previz (2.5D) · Export 3D dummy video... · Export 3D Scene (.usda / .gltf)... · AI video package... ...
Guides	Add horizontal guide · Add vertical guide · Add diagonal guide · Guide list... · Delete all guides · Add 1-point perspective guide · Add 2-point perspective guide ...
Captions/Colour	Save the current caption set-up as the default · Reset default caption fields · Add caption field... · Add shot list field · Colour picker... · Add the current colour to the swatches · Delete selected swatch
Help	Quick Start Guide (2 min)... · User manual... · Shortcut list... · License information... · Privacy Policy...

From the next chapter on, every item is described, **one chapter per menu**. Items that open a window are shown with that window. If you'd rather read in working order, start with the "Projects", "Drawing" and "Camera and 3D Space" chapters that follow them.

CHAPTER 03

3. File

Create, open and save projects, and exchange files with the outside world. Import (images, sound, video, other tools' storyboards) and export (PDF, movie, edit suite) are here.

Item	What it does
New Project	Opens the project settings window (name, resolution, fps, save location) and creates the project. The Script screen follows once it is created.
Open...	Opens a project (project.json or .hbproj in a folder, or a .hboardpk single file) or an .sboard file. The current project is saved right away if it has been saved before; if it has never been saved, you are asked.

Open Recent

Recently opened projects. Missing files are dimmed.

Item	What it does
(loading...)	The list is filled when it opens.

Item	What it does
Save	Saves the current project (staging → journal commit, so a crash midway never damages the old file).
Save As...	Saves a copy under another name or location and opens it.

Import

Brings outside files into the project.

Item	What it does
Image...	Adds an image file as an image layer (copied into the project).
Artwork as vector...	Traces the lines of an image file into vector strokes — turns boards drawn on paper into editable strokes.
SVG...	Imports SVG curves and fills as vector strokes. Anything it can't carry over (gradient meshes, etc.) is reported.
3D Model (OBJ)...	Adds an OBJ reference model as a 3D model layer that you can rotate into place.
Audio...	Adds a sound file as a clip on the audio track at the playhead.
Video...	Adds reference video (mp4, mov) to the video track. It can also sit over the drawing.
.sboard Project...	Imports another tool's project file as a new project — shots, panels, durations, layers, vector strokes, textured brushes, camera, captions, sound and video.
Numbered Panel Images...	Adds a set of numbered images such as "01.png, 02.png..." as one panel each.
Update captions from CSV...	Reads back an exported CSV table after you edit it, updating the captions (dialogue, action, notes...) in one go.
HTML Review Comments (JSON)...	Reads a comments file (JSON) saved from the HTML review page and adds the comments as review notes. Comments already imported are skipped.

Item	What it does
Brushes (.xml · .tbr · .abr · .brush · .brushset · .sut)...	Reads a brush preset file and adds it to the preset list — for Procreate brushes, the tip and grain images plus size, spacing and opacity (approximated).

Export

Sends things out. The options for each type are in the Export window.

Item	What it does
Export window... (PDF · image · movie · layout)	In one window, pick PDF, image, movie, layout, EDL/XML, CSV, 3D dummy video or AI package, set the range (all, current shot, scene, sequence...) and export. The trial and free versions export PDF and images only.
Interactive HTML Review...	A single review page (.html) that opens in any browser — the reviewer flips through, plays, leaves comments and pins, and sends them back as JSON (licensed version).
Shoot Shot List (Excel .xlsx)...	Shots, panels, timecode, duration, shot size, angle, lens and dialogue as an Excel sheet (licensed version).
Revision summary PDF...	A summary PDF bundling review notes and before/after comparisons — for sending only what changed.
Audio (WAV)...	Just the sound, with all tracks mixed, as a WAV. Licensed version only.
.sboard Project...	Exports as a .sboard project folder — shots, panels, durations, captions and layer pictures (licensed version).

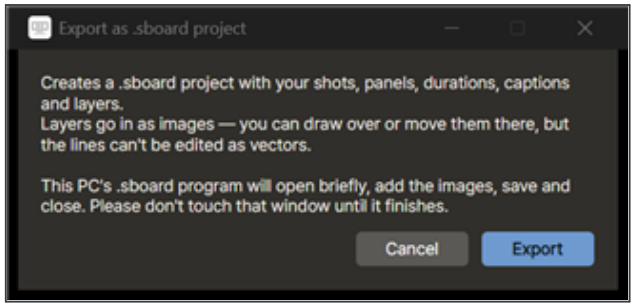

Figure 4 File › Export › .sboard Project...

Item	What it does
Project properties...	Project-wide settings such as name, resolution, fps, aspect ratio and caption fields.

Single file (.hboardpk)

Packs a folder project into one file for sending and receiving.

Item	What it does
Open single file...	Unpacks a .hboardpk into the cache and opens it. Saving packs it again.
Save as single file...	Saves the current project as a single .hboardpk file.
Recover from cache...	Recovers what was left in the cache if the app crashed while you were editing a single file.
Detach from single file	Breaks the link with the single file — from then on, saving goes only to the unpacked working folder, not to the .hboardpk (to save elsewhere, use "Save As").

Edit-suite round trip (conformation)

Exchanges files with editing software.

Item	What it does
Send to the edit suite… (EDL and XML together)	Movie and sound for each shot plus EDL/XML (FCP7) in one folder — ready to load straight into the edit suite.
Read back the edit… (edited XML · EDL)	Reads back the order and durations changed in the edit suite, shows the plan, and applies it after you confirm.
What is an edit-suite round trip?	Explains this feature.

Item	What it does
Backup — make one now / restore a chosen point…	Makes a backup now, or picks an earlier backup point to restore.
Recover unsaved work…	Recovers work left in auto-save after an abnormal shutdown.
Undo last restore	Cancels the restore you just did and goes back to how things were before it.
Save version…	Saves the current state as a permanent backup with a name (e.g. First draft) — restore it from the "Backup" window. Saved projects only.
Merge Another Project…	Appends another project's shots and panels to the end of this project.
Merge Back Revised Panels…	When panels you split off come back revised, merges them back into the same panels (matched by panel Id).
Split Project Here…	Moves everything from the selected panel to the end into a new project and deletes it from this one (one Undo restores it). To leave the original untouched, use "Extract Selected Panels…".
Extract Selected Panels…	Splits off only the selected panels into a new project (for giving a reviewer just a part).
Optimise project…	Clears out unused image assets and the trash to shrink the folder. It can't be undone, so it runs only after you type "optimise".

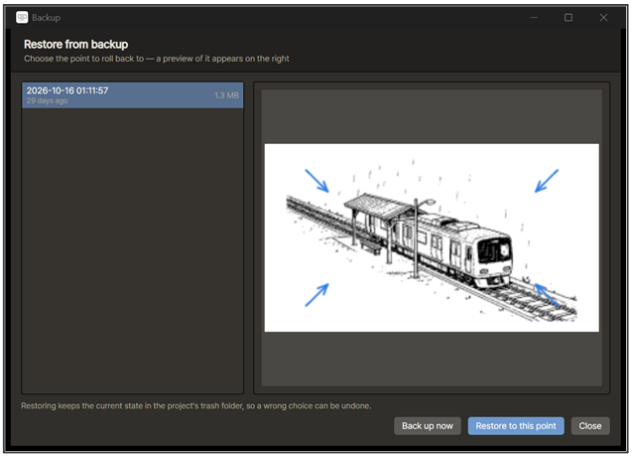

Figure 5 File › Backup — make one now / restore a chosen point…

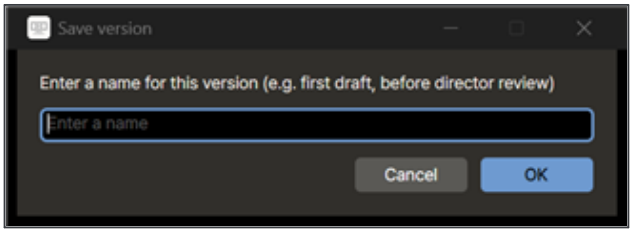

Figure 6 File › Save version…

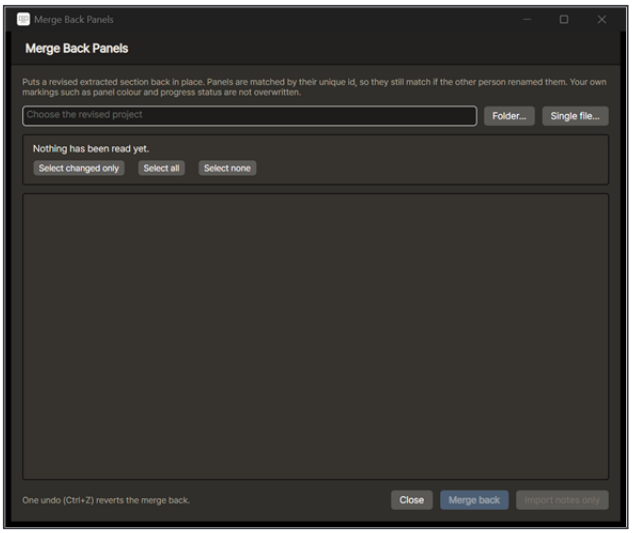

Figure 7 File › Merge Back Revised Panels...

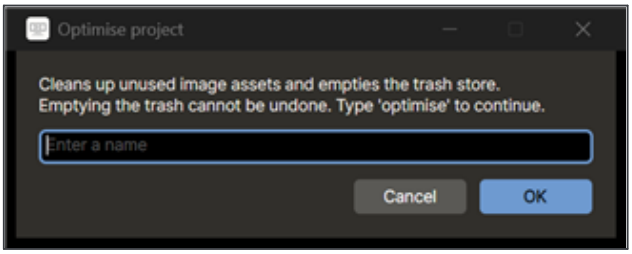

Figure 9 File › Optimise project...



Figure 8 File › Split Project Here...

CHAPTER 04

4. Edit

Undo, selection, copy and paste, commands for refining artwork, Preferences and shortcuts.

Item	What it does
Spelling...	Checks caption spelling against a dictionary (set the dictionary in Preferences).
Check spelling automatically	Underlines misspelled words as you type.
Undo	Undoes the last edit.
Redo	Redoes what you undid.
Cut	Cuts the selected strokes and text (on a bitmap layer, the selected pixels) to the clipboard.
Copy	Copies the selected strokes and text (on a bitmap layer, the selected pixels) to the clipboard.
Paste	Pastes copied strokes and text onto the current layer, slightly offset (pixels on a bitmap layer). To paste in the same spot, use "Paste in Place".
Paste in Place	Pastes exactly where it was copied from.
Delete	Deletes the selected strokes and text (on a bitmap layer, the selected pixels). For panels, use "Delete panel" or Del in the panel list.
Duplicate	Makes one more copy of the selected strokes and text beside them (for panels, use "Duplicate panel").
Invert selection	Inverts the pixel selection on a bitmap layer.
Grow selection (+2 px)	Grows the pixel selection on a bitmap layer by 2px (for stroke thickness, use the Select tool's thickness gauge).
Shrink selection (-2 px)	Shrinks the pixel selection on a bitmap layer by 2px.
Select all	Selects all the artwork on the current layer.
Select lines on all layers of the selected panels	Selects the lines on every visible, unlocked vector layer of the panels selected in the timeline (this panel, if only one) (Ctrl+Shift+A). Lines from other panels show as blue ghosts and move along with them.
Multi-panel edit (apply to same-named layers in the selected panels)	When on, edits also apply to same-named layers in the selected panels.
Break text into art	Turns text strokes into letter-shaped strokes (so they display without the font).
Merge selected strokes (into one filled shape)	Merges the selected strokes into one filled shape.
Group selected strokes	Groups the selected strokes — they are always selected and moved together. Unlike merging, the strokes stay as they are (v2.6).
Ungroup selected strokes	Ungroups the group containing the selected strokes.
Merge the current layer's art (by colour)	Merges the layer's strokes into one per color, to make it lighter.
Apply the current line grain to the selected strokes	Applies the current brush's line texture band and paper grain to the selected strokes (removes them if the brush has no texture).

Item	What it does
Selected Brush Strokes → Pencil Lines	Turns brush strokes into pencil (centerline) strokes.
Selected pencil strokes → brush strokes	Turns pencil strokes into brush (outline) strokes.
Copy the selected art to the selected panels	Copies the selected artwork to the selected panels, in the same position.
Simplify selection (fewer points)	Reduces the points in strokes to make them lighter.
Welcome screen...	Shows the welcome screen (new project, recent list, language) again.
Preferences...	The app settings window: drawing, input, playback, language, license and more.

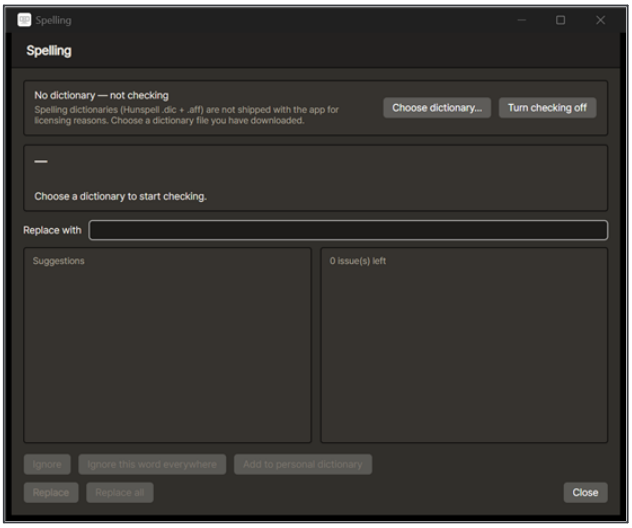

Figure 10 Edit › Spelling...

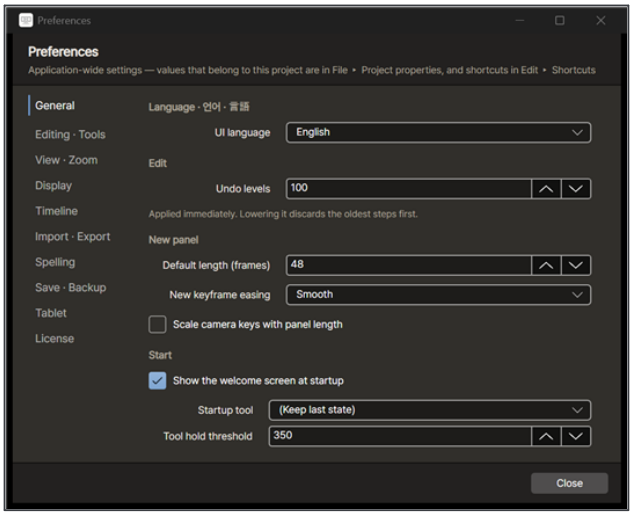

Figure 11 Edit › Preferences...

Preference sets

Choose a saved settings set.

Item	What it does
(loading...)	The list is filled when it opens.

Shortcuts

Shortcuts.

Item	What it does
Edit shortcuts...	View and change the shortcut table. The wheel and grid slots are set here too.
Export...	Saves the shortcut layout to a file.
Import...	Reads a shortcut layout file.

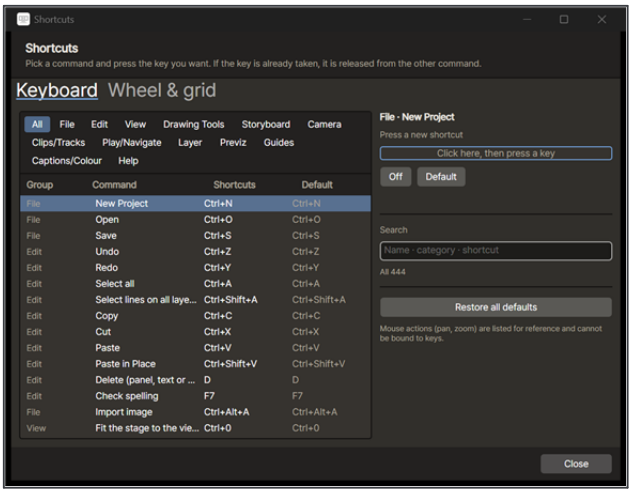

Figure 12 Edit › Shortcuts › Edit shortcuts...

Sets

Choose a saved shortcut set.

Item	What it does
(placeholder)	The set list is filled when it opens.

CHAPTER 05

5. View

How you see the screen — zoom, rotation, onion skin, full screen, pitch mode, panel layouts (workspaces) and dedicated screens.

Dedicated panels

Screens that open separately.

Item	What it does
Script...	The Script screen — enter a script and have it set up as panels automatically.
Project management...	Project summary (location, canvas, structure, length) and asset list — relink missing files with "Relink...".
Effect stack...	Stacks layer effects (blur, color correction...).
Audio levels...	Shows each track's peak level (it clips above 0 dB) and sets gain, mute and solo.

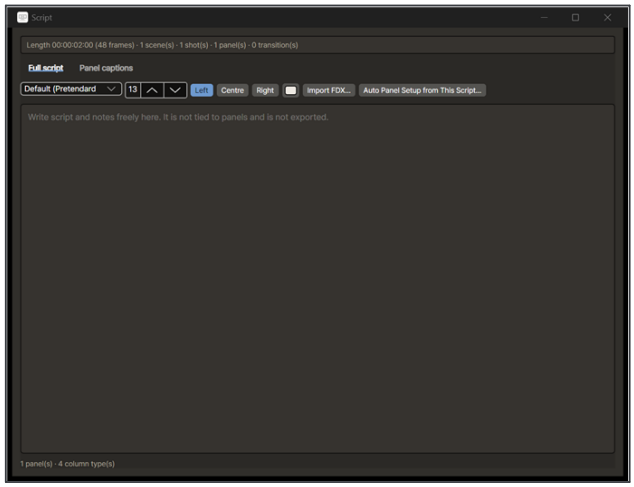

Figure 13 View › Dedicated panels › Script...

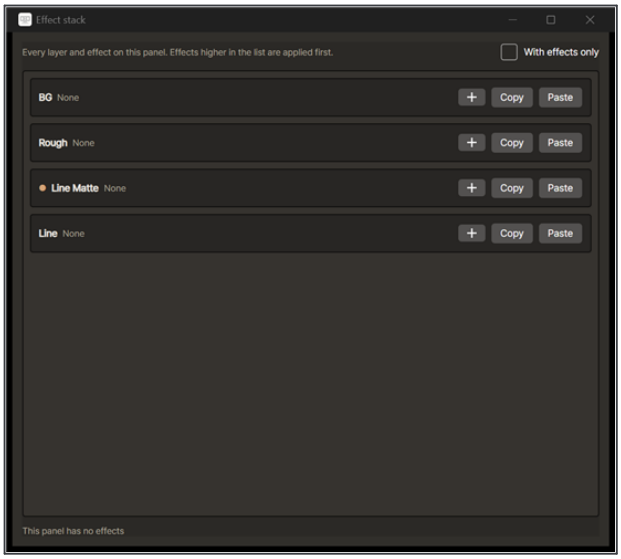

Figure 14 View › Dedicated panels › Effect stack...

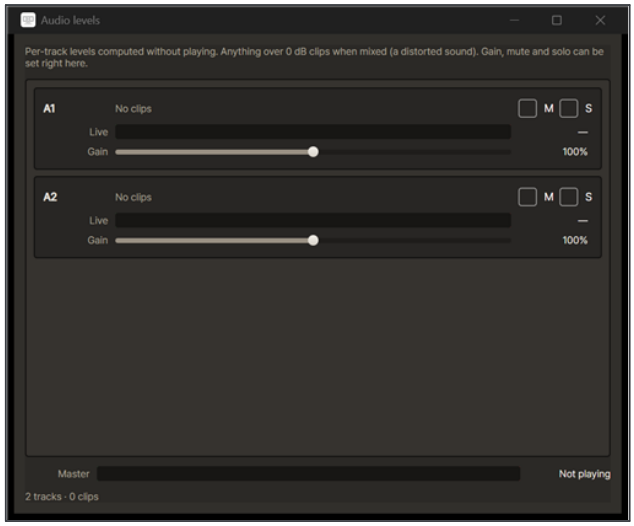

Figure 15 View › Dedicated panels › Audio levels...

Item	What it does
Float model sheet	Shows reference images as a floating card over the Stage — drag to move, resize from the corner; they never go into the drawing.
Show review note pins	Shows or hides the review note pins on the Stage.
Reviewer mode (notes only)	A mode where you can write notes but cannot change the artwork.
Import notes from returned file…	Opens the import-back window — choose the returned file and click "Import notes only" (artwork and captions stay as they are).
Next open note	Jumps to the next unresolved note.

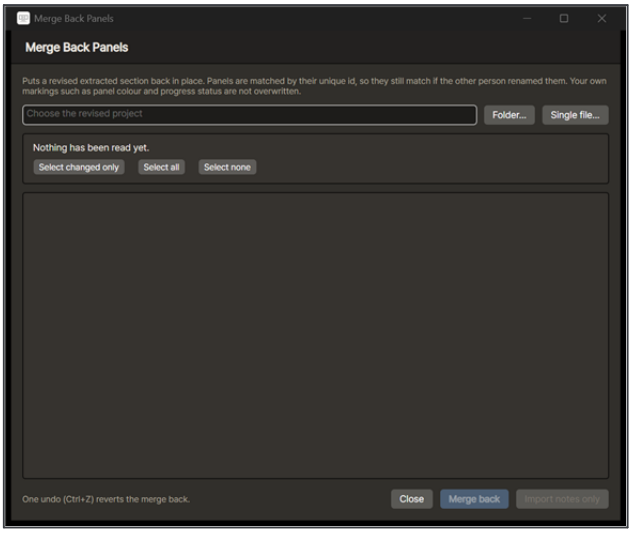

Figure 16 View › Import notes from returned file…

Panel

Shows or hides docking panels.

Item	What it does
(loading…)	The list is filled when it opens.

Item	What it does
Manage toolbar…	Sets the visibility and order of toolbar sections in one window.

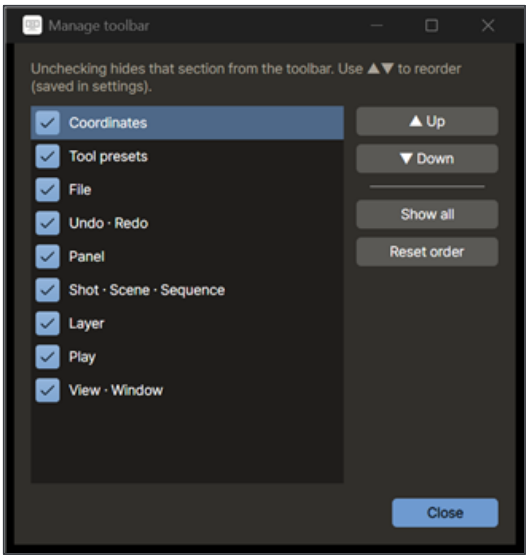

Figure 17 View › Manage toolbar...

Toolbar sections

Show or hide each toolbar section (check mark), or show all.

Item	What it does
(loading...)	The list is filled when it opens.

Item	What it does
Zoom In	Zooms in on whatever is under the mouse (Stage, timeline, reference image).
Zoom Out	Zooms out on whatever is under the mouse (Stage, timeline, reference image).
Fit to screen	Shows the whole canvas (or camera frame).
Look at selected	Fits the selected artwork into view.
Rotate left	Rotates only the view to the left (the drawing stays as it is).
Rotate right	Only the view, to the right.
Mirror	Flips only the view horizontally to check composition balance.
Reset rotation and flip	Resets view rotation and flip.
Onion skin	Shows the previous and next panels through the current one.
Onion flip — previous	Moves the onion reference to the previous panel.
Onion flip — next	Moves the onion reference to the next panel.
Storyboard overview	Toggles the Storyboard overview, which shows every panel in a card grid (click a card to go to that panel).
Full screen	Full screen without window borders.
Pitch mode (presentation)	For presenting — just the Stage, large; the panel layout is temporary.

Workspace

Saves and loads panel layouts. The Draw, Timing, Review and Previz buttons at the top right are layouts of the same kind.

Choose

Choose a saved layout.

Item	What it does
(loading…)	The list is filled when it opens.

Item	What it does
Save current layout…	Saves the current layout under a name.

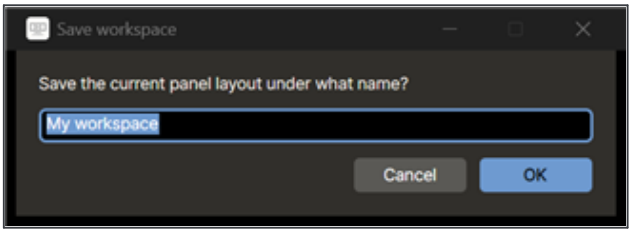

Figure 18 View › Workspace › Save current layout…

Delete

Deletes a saved layout.

Item	What it does
(loading…)	The list is filled when it opens.

Item	What it does
Export…	Saves panel layouts to a file.
Import…	Reads a layout file.

Item	What it does
Show guides	Shows or hides guide lines.
Show perspective guides	Shows or hides perspective guides.
Snap (guides · grid · alignment)	Snaps to guides, the grid and alignment points while you draw.

CHAPTER 06

6. Layer

Create and organize layers in a panel, and work with layer animation (motion keys).

Item	What it does
Add vector layer	A new vector (stroke) layer.
Add bitmap layer	A pixel layer — its resolution is set by "Bitmap resolution" below.
Add vector layer (all panels in this shot)	Adds a vector layer with the same name to every panel in this shot at once (panels that already have a layer by that name are skipped). One Undo reverts it.
Add bitmap layer (all panels in this shot)	Adds a bitmap layer with the same name to every panel in this shot at once (panels that already have a layer by that name are skipped).
Duplicate layer	Makes an exact copy of the selected layer.
Delete layer	Deletes the selected layer.
Delete all layers with this name (selected panels)	In the selected panels (this panel, if only one is selected), deletes every layer with the same name as the current layer in one go. Locked layers and a panel's last layer are kept. One Undo reverts it.
Delete all hidden layers (selected panels)	Deletes, in one go, the layers whose eye is turned off in the selected panels. Locked layers and a panel's last layer are kept.
Copy Layers	Copies layers to the clipboard.
Paste Layers (into this panel)	Pastes copied layers into this panel.
Align Layer to Camera	Removes the 3D tilt so the layer faces the camera.
Reset Layer 3D	Sets depth and tilt to 0.
Share Drawing with All Panels in Shot	Shares the selected layer's drawing with every panel in the same shot (change it in one place and all of them change).
Share drawing with selected panels	Several panels share the same drawing (change it in one place and all of them change).
Unshare drawing	Ends sharing so this panel has its own drawing.
Hide background layers (view only)	Hides the background in the view only (output is unchanged).
Colour Other Layers (View Only)	Shows the other layers in a monotone color for each layer name.
Fade Other Layers (Light Table)	Fades the other layers.

Other Layers Opacity

How strongly the light table fades.

Item	What it does
(loading...)	The list is filled when it opens.

Item	What it does
Merge selected layers	Merges the selected layers into one.
Show selected layers	Shows them.
Hide selected layers	Hides them.
Lock selected layers	Locks them against editing.
Unlock selected layers	Unlocks them.
Move up	Up one step.
Move down	Down one step.
Bring to Front	To the top.
Send to Back	To the bottom.
Group	Groups the selected layers.
Ungroup	Ungroups a group.
Edit 3D Pose...	The angle and pose of a 3D model layer.
Auto-Matte...	Creates a gap-free matte shape that fills the silhouette of the selected vector layer's artwork and puts it on a new layer below (asks whether to replace it if one already exists).

Bitmap resolution

Changes the pixel scale of the selected bitmap layer — the artwork is re-rendered, so lowering it reduces sharpness.

Item	What it does
0.5× (light)	Half the canvas resolution.
1× (same as canvas)	Same as the canvas.
2× (fine)	Double.
4× (very fine)	Four times.

Item	What it does
Convert to bitmap layer (strokes → pixels)	Bakes the vector layer into pixels.
Pivot to drawing centre	Moves the layer motion's pivot to the center of the drawing.
Reset pivot (canvas centre)	Pivot to the canvas center.
Add layer keyframe	Layer motion key at the current frame.
Delete layer keyframe	Deletes the key at the current frame.
Clear all layer keys	All of this layer's motion keys.
Copy layer keys	Keys to the clipboard.
Paste layer keys	Pastes the copied keys.
Apply layer motion across panels	The same motion on the selected panels.

Item	What it does
Copy End Position to Start	End key value to the start key.
Copy Start Position to End	Start key value to the end key.
Reset layer transform (motion keys and pivot)	Resets the motion keys and pivot.

CHAPTER 07

7. Storyboard

Create, split and move panels, shots, scenes and sequences; durations and numbering; markers, transitions, thumbnails and review marks.

Item	What it does
Add panel	New panel after the selected panel.
Add Panel Before	New panel before the selected panel.

Shot templates

Lays a framing guide (a locked "Framing" layer, left out of exports and onion skin) on the selected panel.

Item	What it does
Over the shoulder (OTS)	Over-the-shoulder.
Two shot	Two-shot.
Close-up	Close-up.
Medium shot	Waist up.
Full shot	Full body.
Establishing (wide)	Wide.
Insert	Insert (props, hands).

Item	What it does
Create reverse panel	Right after a panel with a shot template, creates the reverse panel with the template mirrored left to right.
Reframe...	Suggests a new framing for a drawn panel as a shot size and angle.
Auto Panel Setup from Script...	Reads a script (PDF, DOCX, HWP, text) and sets up scenes, shots, panels and dialogue/action captions.
Timing from dialogue...	Sets panel durations from dialogue character count and TTS length.
Auto-Duck BGM Under Dialogue (-12dB)	Automatically lowers the background music by 12 dB while dialogue plays.
Create dialogue panels (one panel per line)	Splits panels at each line of dialogue.
Smart Add Panel... (duplicate only the chosen layers)	New panel duplicating only the chosen layers.
Duplicate panel	Duplicates the selected panel after it.
Split panel at the playhead	Splits the panel in two at the playhead (camera, layer keys and snapshots split with it).
Delete panel	Deletes the selected panels and closes the gap (in animatic editing mode, leaves a gap).

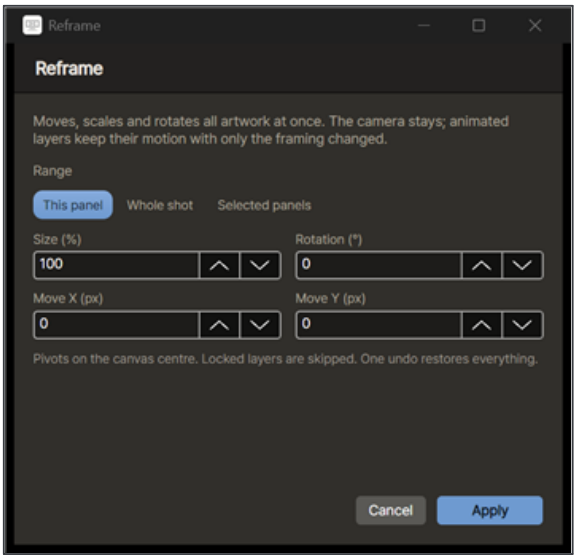

Figure 19 Storyboard › Reframe...

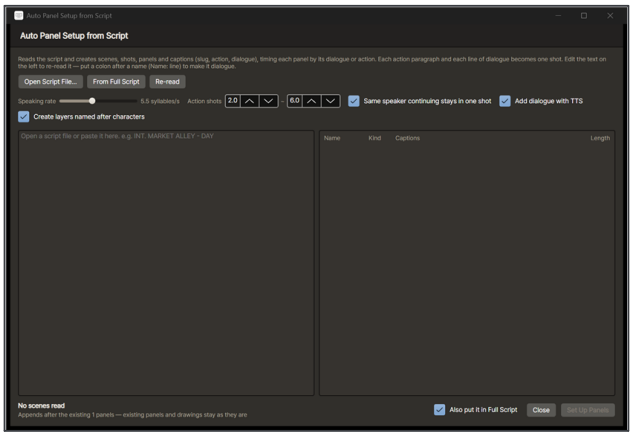

Figure 20 Storyboard › Auto Panel Setup from Script...

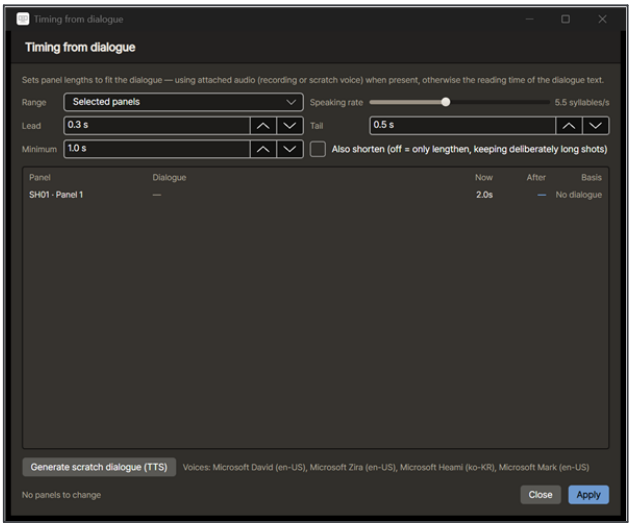

Figure 21 Storyboard › Timing from dialogue...

Panel colour (selected panels)

Card color stripe.

Item	What it does
Default	No color.
Blue	Blue.
Green	Green.
Purple	Purple.
Orange	Orange.
Red	Red.
Yellow	Yellow.

Gaps · Animatic

Empty stretches (gaps) on the timeline and animatic editing.

Item	What it does
Animatic editing mode	A mode where deleting a panel leaves its place as a gap.
Delete panel (leave a gap)	Deletes the panel but leaves an empty stretch of the same length.
Close the gap before this panel	Removes the empty stretch before it.
Close all gaps	All empty stretches.
Set panel in-point to the current frame	Panel start to the playhead.
Set panel out-point to the current frame	Panel end to the playhead.

Item	What it does
Add shot	New shot after.
Add scene	New scene after.

Hierarchy · Selection

Hierarchy display and selection by level.

Item	What it does
Use sequence level	Uses three levels: Sequence › Scene › Shot (off: Scene › Shot).
Select all panels in this sequence	The whole sequence containing the selected panel.
Select All Panels in Scene	The whole scene.
Select All Panels in Shot	The whole shot.

Item	What it does
Add sequence	New sequence after.

Shot · Scene · Sequence

Submenu for splitting and moving boundaries.

Item	What it does
New shot started here	New shot from the selected panel.
Duplicate shot (with panels)	Duplicates the shot with its panels.
Flip shot horizontally	Flips every panel in the shot left to right.
Move selected panels to another shot…	Moves the selected panels to another shot.
New scene started here	New scene from the selected panel.
New sequence started here	New sequence from the selected panel.

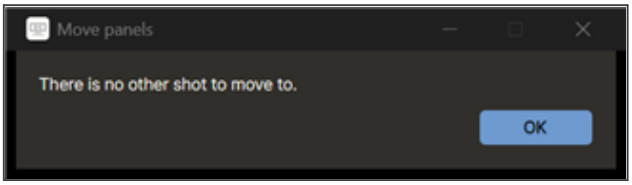

Figure 22 Storyboard › Shot · Scene · Sequence › Move selected panels to another shot...

Item	What it does
Renumber...	Renames shots and panels by the naming rules.
Add marker	Marker at the playhead.



Figure 23 Storyboard › Renumber...

Marker

Marker submenu.

Item	What it does
Marker list...	Marker list window.
Go to Next Marker	Next marker.
Go to Previous Marker	Previous marker.
Delete all markers	Clears all.

Item	What it does
Add transition	A dissolve or other transition between the selected panel and the next.
Show / hide snapshots	Marks/unmarks the current frame as a cut in the per-panel PDF.

Thumbnails

Thumbnail page (grid) submenu.

Item	What it does
Lay out a grid (rows × columns from settings)	Lays a thumbnail grid on the panel.
Split cells into panels	Splits the grid cells into panels.
Export page...	Thumbnail page as an image.
Regenerate (selected panels)	Re-renders the thumbnail.
Regenerate (all)	Re-renders all.

Review · Annotation

Review marks and voice notes.

Item	What it does
Revision drawing (review layer)	Creates a revision layer, left out of exports, on the current panel and switches to the brush in red.
Sketch caption...	Draws a caption by hand.

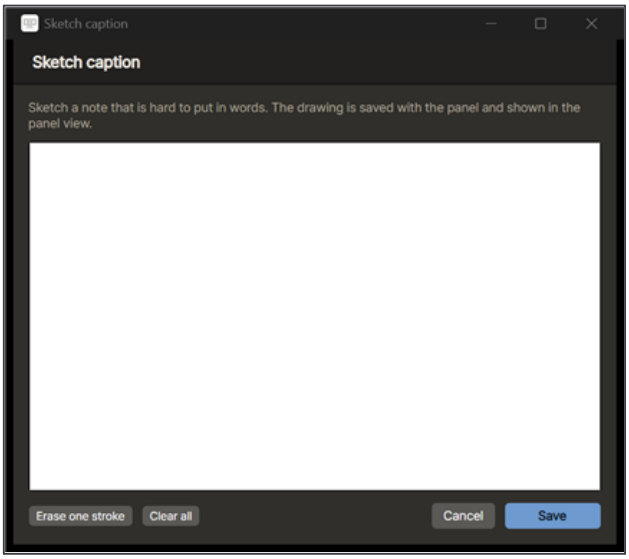

Figure 24 Storyboard › Review · Annotation › Sketch caption...

Track Changes

Marks revised panels.

Item	What it does
Auto tracking (mark edited panels)	Marks automatically when you edit.
Mark Changes by Date...	Marks panels changed after a date.
Validate Selected Panels	Clears the mark.
Validate All	Clears all.

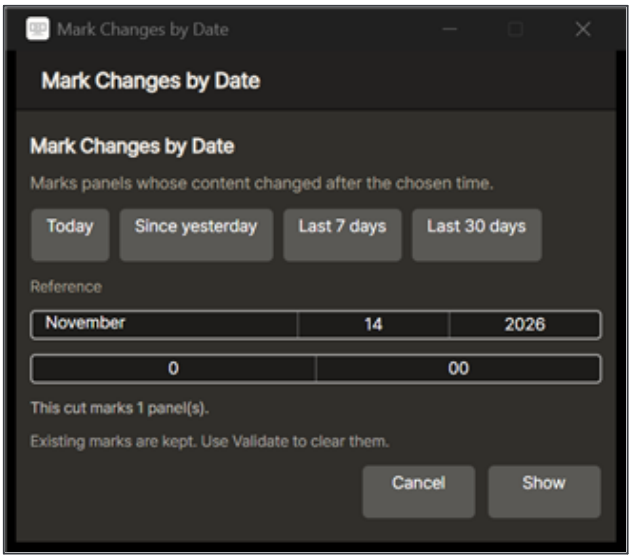

Figure 25 Storyboard › Review · Annotation › Track Changes › Mark Changes by Date...

Item	What it does
Record voice annotation...	Voice memo on the panel.
Play voice annotation	Plays the current panel's first voice note.
Stop voice annotation	Stop.
Delete voice annotation	Deletes the current panel's first voice note.

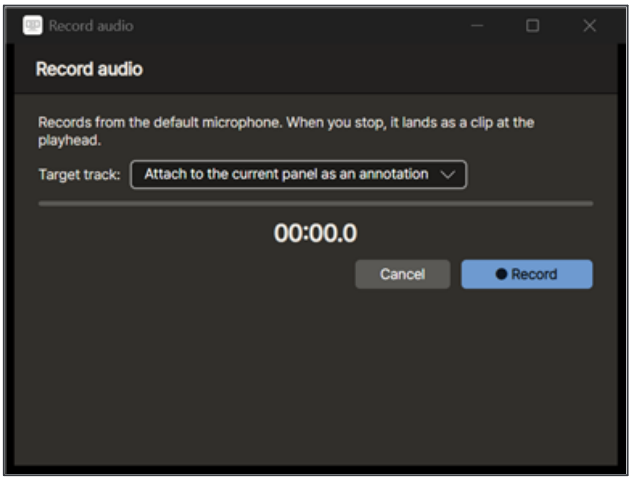

Figure 26 Storyboard › Review · Annotation › Record voice annotation...

Item	What it does
Panel timer...	Flip through as if playing and record panel durations live.
Panel timer (selected panels only)...	Panel timer on the selected panels only — other panel durations stay as they are.

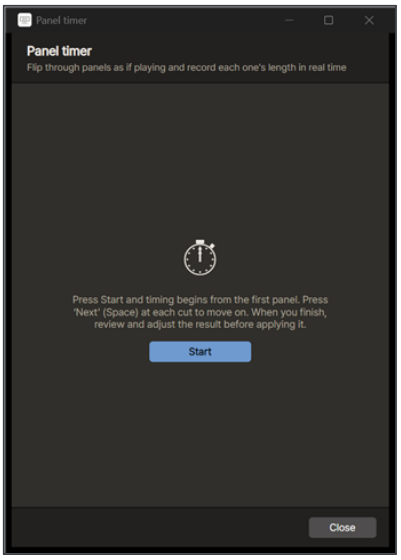

Figure 27 Storyboard › Panel timer...

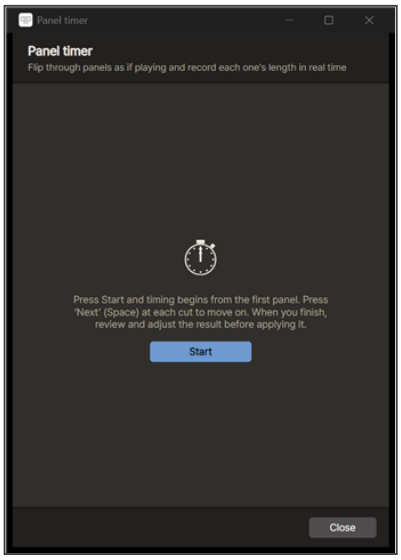

Figure 28 Storyboard › Panel timer (selected panels only)...

Library

Submenu for storing panels and layers to reuse.

Item	What it does
Add the current panel to the library...	Panel to the library.
Add selected layers to library...	Layer to the library.
Insert from library...	Inserts a library item.

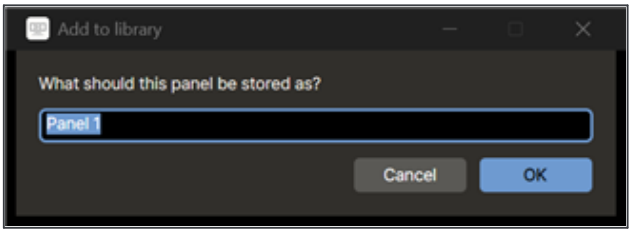

Figure 29 Storyboard › Library › Add the current panel to the library...

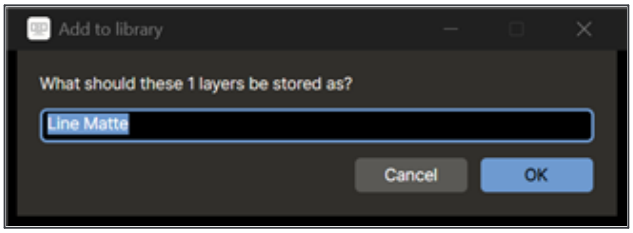

Figure 30 Storyboard › Library › Add selected layers to library...

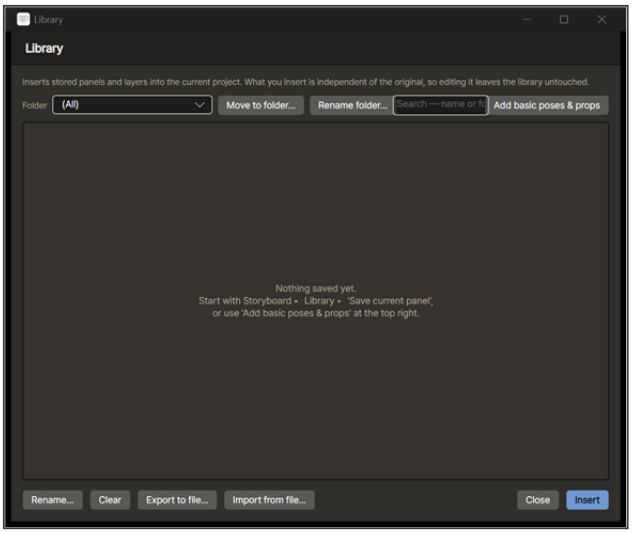

Figure 31 Storyboard › Library › Insert from library...

Default Layers · Names

Default layers and naming rules for new panels.

Item	What it does
Use the current panel as the default layers for new panels	This panel's layer setup becomes the default for new panels.
Reset default layers for new panels	Back to the default.
Lock names (freeze the number into the name)	Names stay the same when panel numbers change.

Duration · Timing

Duration adjustment submenu.

Item	What it does
Lock shot length (adjust from inside only)	Locks the shot's total duration and divides only within it (on the timeline, drag with Alt held to lock it just that once).

By the selected panel's length ratio

Multiplies the selected panel durations.

Item	What it does
×2 (double)	Double.
×1.5	1.5×.
×0.75	0.75×.
×0.5 (halve)	Half.

Item	What it does
Retime shot length...	Set the shot's total duration and its panels scale proportionally.

Item	What it does
Retime selected panels…	Scales the selected panels (or the current panel if none) proportionally so their total matches the target duration — other panels stay as they are.
Ripple edit (audio and markers follow panel timing)	Changing a panel duration pushes the sounds and markers after it along.

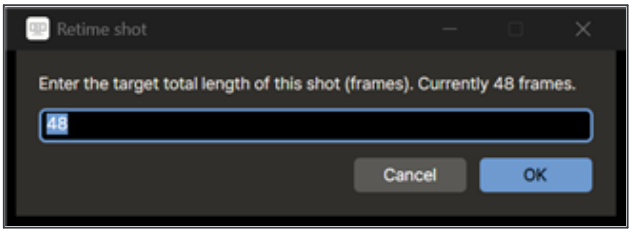

Figure 32 Storyboard › Duration · Timing › Retime shot length…

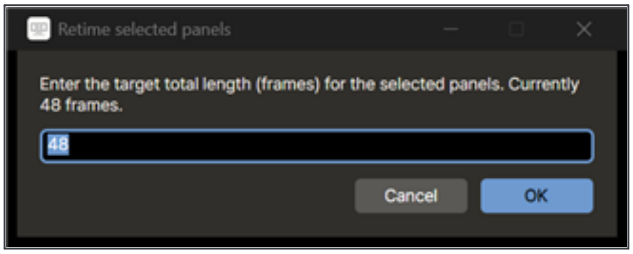

Figure 33 Storyboard › Duration · Timing › Retime selected panels…

CHAPTER 08

8. Camera

Panel camera keyframes and easing, 3D space and scene sets, Function Editor.

Item	What it does
Add camera keyframe	Camera key at the current frame.
Camera Key at Panel Start	Key at the panel's first frame.
Camera Key at Panel End	Key at the last frame.
Align Camera Key with Stage View	Keys the area seen on the Stage.
Delete camera keyframe	Deletes the key at the current frame.
Clear all camera keys	All of this panel's keys.
Copy camera keys	Copies only the keys selected on the timeline (Shift/Ctrl for several) — if no key is selected, all of this panel's keys. Same as Ctrl+C.
Paste camera keys	Pastes using the paste method below (Ctrl+V).
Paste: keep original spacing from playhead	Pastes from the playhead, keeping the spacing between the copied keys — past the end of the panel, it continues into the next panel.
Paste: fit to panel length	Pastes the copied keys into each selected panel, stretched or shrunk to fit that panel's duration.
Snap camera keys to audio	Snaps camera keys on the selected panels that fall within 6 frames of a sound clip's start or end to that point.
Spread the camera move across the selected panels	Spreads one camera move continuously across the selected panels.
Spread keys evenly	Evenly spaces the keys.
Fit to the panel's length	Stretches or shrinks the keys to fit the panel's duration.
Apply easing to every key	The same easing on every key.
Scale camera keys with panel length	When on, changing a panel's duration stretches its keys by the same ratio. When off (default), lengthening an earlier panel leaves later camera keys at the same time within the shot. Also set from the right-click menu on the timeline's camera row.
3D Space View...	View and move layer depth and camera position from top, side or free view. "Depth from drawing" and "Previz look" are here too.
Scene set...	Place character and object dummies in the scene's 3D set and a set camera for each cut — the same screen as "Make previz...".
Function editor...	Edit camera and layer value curves directly (including TCB).

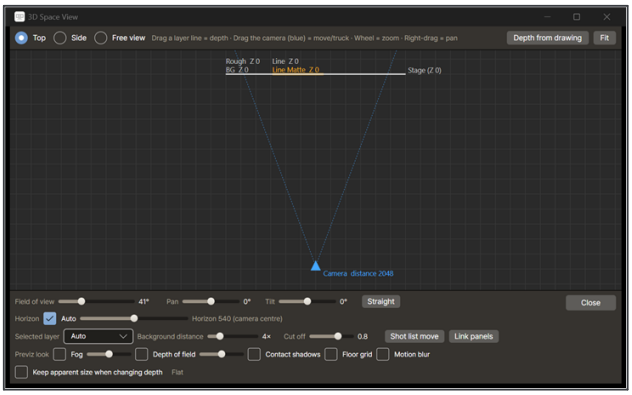

Figure 34 Camera › 3D Space View...

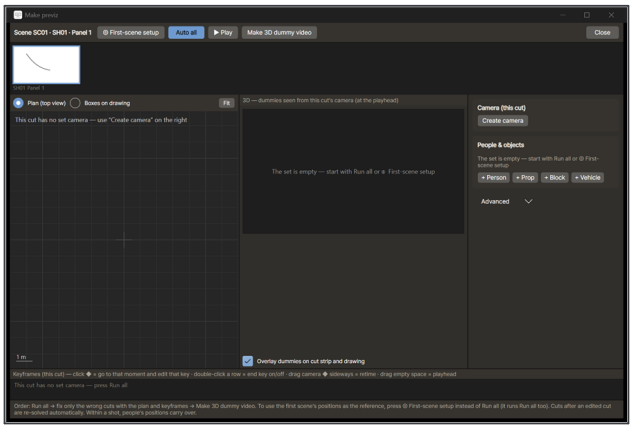

Figure 35 Camera › Scene set...

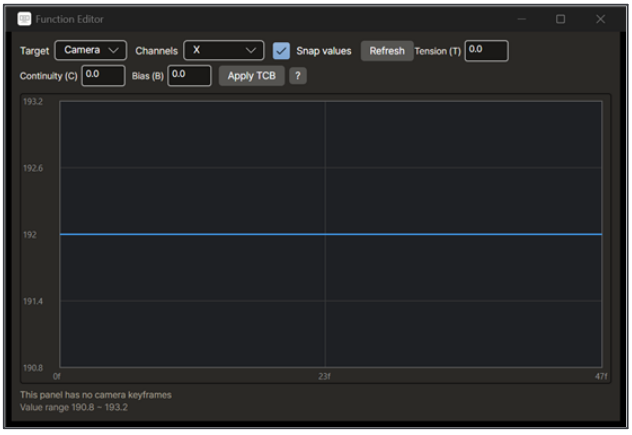

Figure 36 Camera › Function editor...

CHAPTER 09

9. Clips/Tracks

Sound and video tracks and clips — record, import, trim, link, mute.

Item	What it does
Record audio...	Records from the microphone into a clip.
Paste clip (at the playhead)	Copied clip at the playhead.
Find audio clip...	Finds a clip by name and jumps to it.
Project sounds...	Manages the sound files in the project.
Split audio clip at playhead	Cuts the sound clips under the playhead in two, on every track.
Split selected video clip (playhead)	Splits the video clip in two.
Select all audio clips	Select all.
Link selected sound clips to panel	Clips follow when panels move.
Unlink from panel	Unlinks.
Overwrite (cut overlapping sound clips)	When clips overlap, trims the one underneath.
Add empty sound clip (playhead)	Inserts an empty clip (placeholder).
Import sound files as tracks...	One track per file.
Delete selected audio clips	Delete.
Clip names shown	Shows names on clips.
Video clip thumbnails shown	Thumbnails on video clips.
Add video track	One more video track.
Add audio track	One more audio track.

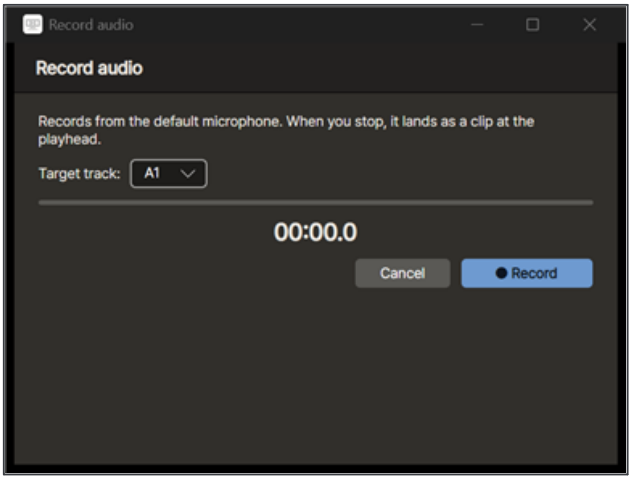

Figure 37 Clips/Tracks › Record audio...

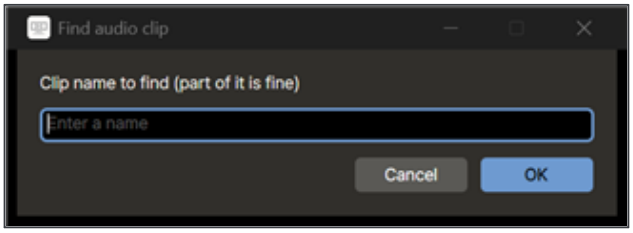

Figure 38 Clips/Tracks › Find audio clip...

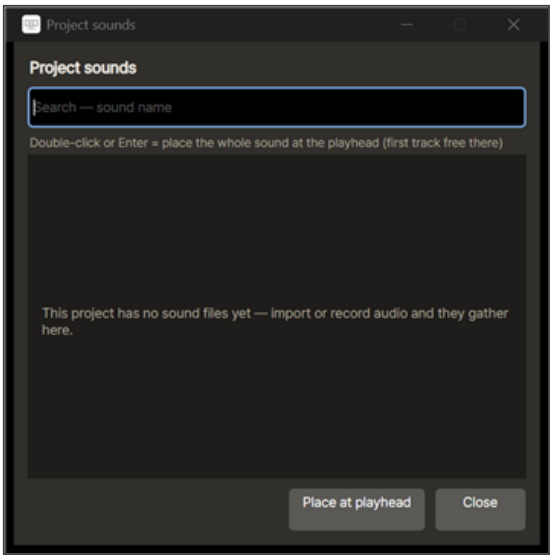

Figure 39 Clips/Tracks › Project sounds…

Mute track

Mute per track.

Item	What it does
(no tracks)	Fills in once tracks exist.

Solo track

Solo per track.

Item	What it does
(no tracks)	Fills in once tracks exist.

CHAPTER 10

10. Play/Navigate

Playback, playhead navigation and loop range.

Item	What it does
Play / Stop	Play and stop.
Play Selection	Sets the selected panel range as the loop range, turns looping on and plays.
Previous panel	To the previous panel.
Next panel	To the next panel.
Previous frame	One frame back.
Next frame	One frame forward.
Panel first frame	Panel start.
Panel last frame	Panel end.
Go to timeline start	Playhead to the first frame of the timeline (Ctrl+Home) — for playing from the beginning.
Go to timeline end	To the last frame (Ctrl+End).
Go to… (frame · shot)	A number is a frame, a colon means timecode, letters are a shot name.
High-quality playback (cache still panels)	Pre-renders still panels for smooth playback.
Loop range	Repeats the range.
Show timecode and dialogue while playing	Shows timecode and dialogue during playback.
Set range start	Playhead to the range start.
Set range end	To the range end.
Clear range	Clears the range.
Set Range from Selection	Sets the selected panel range as the range.

CHAPTER 11

11. Drawing Tools

Choose tools and brush size; flip, rotate and reorder the selected drawing.

Item	What it does
Brush	Brush tool.
Pencil	Pencil tool.
Eraser	Eraser.
Select	Select/transform tool.
Cutter	Stroke cutter (lasso).
Text	Text tool.
Speech balloon	Speech bubble tool.
Eyedropper	Eyedropper.
Camera	A tool for framing by dragging the camera frame.
Review notes	Review note pin.
Increase brush size	Larger.
Decrease brush size	Smaller.
Tool presets...	Save and recall tool + color + size as presets.
Brush properties window...	Brush properties such as tip, grain and taper.

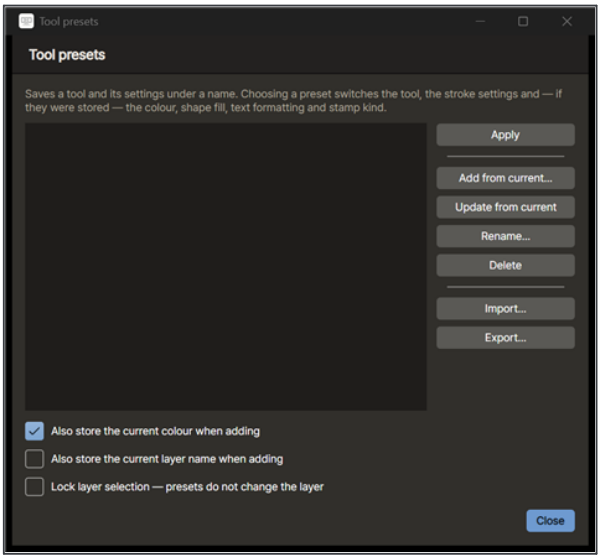

Figure 40 Drawing Tools › Tool presets...

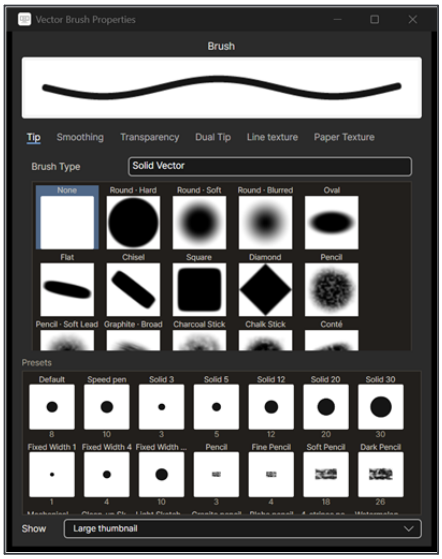

Figure 41 Drawing Tools › Brush properties window...

Drawing Options

The Brush panel's drawing checkboxes as menu items — so you can assign shortcuts.

Item	What it does
Draw behind	New strokes go under what is already drawn (for painting the background later).
Auto fill when closed	Drawing a closed shape fills it with the current color (the fill sits under the line).

Item	What it does
Trim extra lines	Removes the tail drawn past the starting point when closing a shape.
Auto-close gaps	When a stroke ends near another line, joins the gap with an invisible line so fills don't leak.

Item	What it does
Flipped horizontally	Flips the selected drawing horizontally.
Flipped vertically	Vertically.
Rotate 90° clockwise	90° clockwise.
Rotate 90° counter-clockwise	90° counterclockwise.

Arrange

Stacking order of the selected drawing.

Item	What it does
Bring to Front	To front.
Forward	Forward one step.
Back	Back one step.
Send to Back	To back.

CHAPTER 12

12. Previz

Storyboard to 3D — 3D Space View, Depth from drawing, Previz look, Scene set, 3D dummy video, AI video package. For the steps, see "Make previz" in the "Camera and 3D Space" chapter.

Item	What it does
Make previz...	Turns the scene's characters and cameras into 3D dummies — run "Auto all" once, fix only the wrong cuts, and later cuts recalculate on their own. Positions and cameras you dragged stay locked.
Project to 2D Underdrawing	Bakes the scene set, as seen by the current 3D camera, into a faint blue underdrawing layer to draw over.
Sync 3D Perspective Guide	Places the 2D perspective guide (vanishing points and horizon) to match the 3D camera.

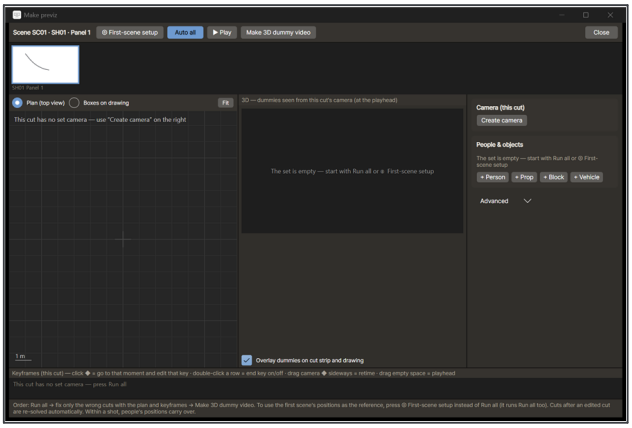

Figure 42 Previz › Make previz...

Card previz (2.5D)

Stands drawn layers up as cards at different depths and views them through a perspective camera — 3D Space View, Depth from drawing, Previz look.

Item	What it does
3D Space View...	View and move layer depth and camera position from top, side or free view. "Depth from drawing" and "Previz look" are here too.
Depth from drawing	Estimates depth from the size and foot position of each layer's drawing and stands it up — the first step of card previz.
Toggle previz look	Fog, depth of field, ground shadows and floor grid in one go. Shown in camera view and in movies and AI reference videos.

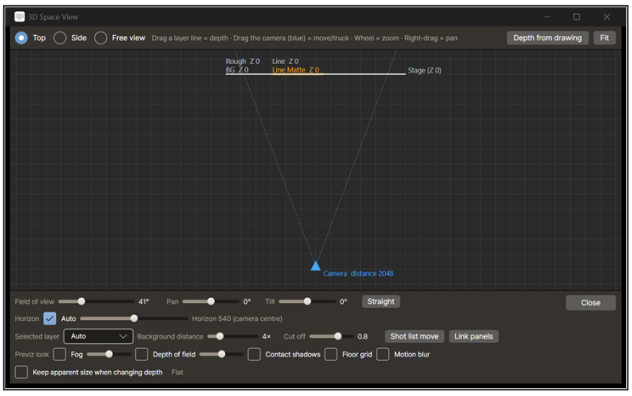

Figure 43 Previz › Card previz (2.5D) › 3D Space View...

Item	What it does
Export 3D dummy video...	For each scene with a scene set: gray dummy video, depth video, plan view and coordinates (JSON). The Export screen opens on "3D dummy video", where you choose the range (current scene, sequence...). Licensed version only.
Export 3D Scene (.usda / .gltf)...	Exports the scene set's dummies and cameras as a 3D file (OpenUSD or glTF) for other 3D software (licensed version).
AI video package...	Reference video, start/end frames, per-model prompts and metadata for each shot, in one folder (licensed version).
How to make a previz...	Opens the online user manual in your browser — see the "Make previz" section.



Figure 44 Previz › Export 3D dummy video...

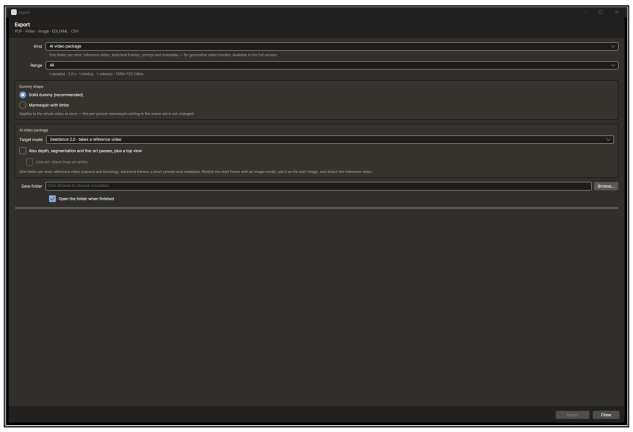

Figure 45 Previz › AI video package...

CHAPTER 13

13. Guides

Horizontal, vertical, diagonal, perspective and isometric guides; ruler mode and snapping.

Item	What it does
Add horizontal guide	Horizontal guide.
Add vertical guide	Vertical guide.
Add diagonal guide	Diagonal guide.
Guide list…	Guide list, angles, deletion.
Delete all guides	Clears all.
Add 1-point perspective guide	One vanishing point.
Add 2-point perspective guide	Two vanishing points.
Add 3-point perspective guide	Three vanishing points.
Add 4-point (vertical pan) guide	Vertical pan curvilinear perspective.
Add 5-point (fisheye) guide	Fisheye perspective.
Delete all perspective guides	All perspective guides.
Add isometric guide (30°)	30° isometric.
Add isometric guide (45°)	45° isometric.
Delete all isometric guides	All isometric guides.
Ruler mode (straight along the guides)	Strokes draw straight along the guides.
Lock guides	Locks the guides in place.
Enable snapping	Snaps to guides.

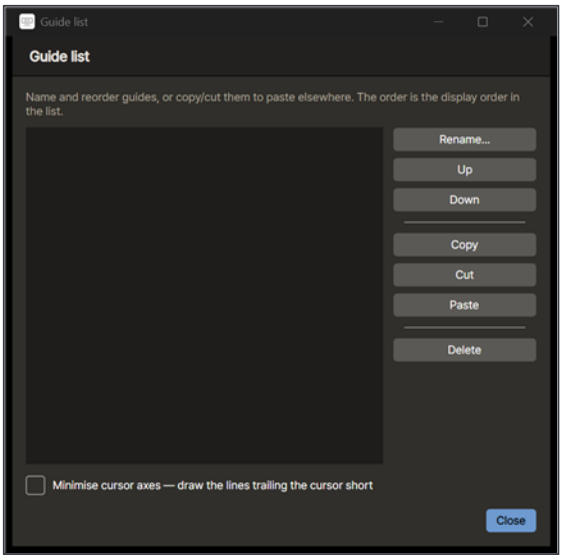

Figure 46 Guides › Guide list...

CHAPTER 14

14. Captions/Colour

Caption field setup, color picking and swatches.

Item	What it does
Save the current caption set-up as the default	This project's caption fields become the default for new projects.
Reset default caption fields	Back to the default.
Add caption field...	Adds a custom caption field.
Add shot list field	Size, angle, lens, movement and notes fields (shot list).
Colour picker...	Color picker window.
Add the current colour to the swatches	Saves to the swatches.
Delete selected swatch	Removes from the swatches.

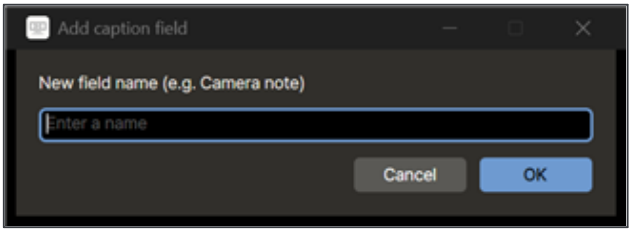

Figure 47 Captions/Colour › Add caption field...



Figure 48 Captions/Colour › Colour picker...

CHAPTER 15

15. Help

Manual, shortcut table, licenses, privacy policy.

Item	What it does
Quick Start Guide (2 min)...	A two-minute guide for first-time users — draw, add panels, play, export.
User manual...	The online user manual (PDF) in your browser.
Shortcut list...	Shortcut table (customizable).
License information...	Notices for bundled software and assets.
Privacy Policy...	Privacy policy in your browser.

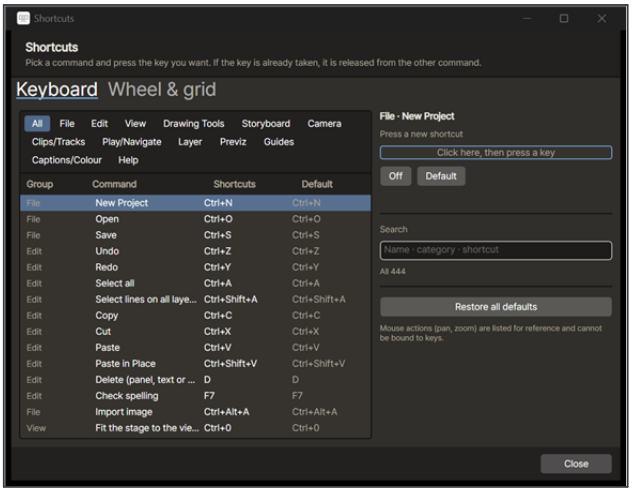

Figure 49 Help › Shortcut list...

CHAPTER 16

16. Projects — Create, Save, Recover

A project is either one folder or one file. Saving is always safe, and if something goes wrong there are three ways to recover.

Two ways to save

	What it is	When to use it
Folder	A **.hboard** file + the assets folder next to it	Everyday work. You can add and remove assets directly.
Single file	**.hboardpk** — the whole folder packed into one file	Handing off, moving, archiving.

Opening a single file unpacks it into a cache for editing and repacks it when you save. So **even after a crash, your work can be recovered from the cache**. **File › Single file (.hboardpk)**.

The first time you save a new project that has no save location yet, an existing file with the same name is not overwritten — **(2)** is added after the name.

Autosave and backups

- Autosave runs every **30 seconds** by default (change the interval or turn it off in Preferences › Save · Backup).
- Up to **20 backups** are kept by default. **File › Backup — make one now / restore a chosen point...**
- After a crash, reopen the app and recover with **File › Recover unsaved work...**.
- If you don't like the recovery, undo it with **File › Undo last restore**.
- Backups pile up in the project folder's **backups** folder. Set Preferences › Save · Backup › **Copy folder**, and each backup is also kept in a **project name_8 letters and digits** folder (e.g. Makcha_3fa2c1b0) inside that folder (a NAS or another disk) — so it never mixes with a same-named project from elsewhere. Backups left only in the copy folder also show up in the recovery list.

> **Note** Saving **writes everything to a temporary location first, then swaps it in**. Even if the power goes out mid-save, the existing good file is not damaged. If the disk fills up, saving stops and tells you.

Importing .sboard projects from other programs

File › Import › .sboard Project... — brings in .sboard projects from other storyboard programs **with the vector drawings intact**. It carries over the sequence/scene/shot/panel structure, layers (order, hidden state, opacity), layer motion, camera moves, captions, transitions, sound tracks, video tracks placed over the drawings, brush textures, and even areas filled with the shape tools.

- The **elements folder** (drawings, sounds, videos) next to the project file must come with it.
- Importing into an empty new project fills it; if there are already boards, the import is **appended at the end**. One undo takes you back to before the import.
- When it finishes, it tells you what it could not import (symbols, etc.) and how many drawings it could not read. Stretches that were not imported are left as blank space before the panels so **the timing with**

sound and video does not drift.

- Large projects with thousands of drawings take a few minutes. Wait until the progress bar finishes.

> **Note** .sboard import is **Desktop edition only** (the tablet's file picker cannot pass along the elements folder).

Splitting and merging projects

- **Split Project Here… / Extract Selected Panels…** — when handing out work.
- **Merge Another Project…** — when taking handed-out work back.
- **Merge Back Revised Panels…** — brings back only the panels you split off. Matches are found by panel ID, and only what actually changed is shown.
- **Save version…** — tags the current state with a name and keeps it separately (used as the baseline for the before/after comparison in the "Review and Revisions" chapter).

> **Warning** Projects that **use** newer features (arrows, speech bubbles, video over drawings, per-panel PDF options, etc.) won't open in older versions of the app. This is deliberate, so content is never silently lost. Projects that don't use those features are saved so older versions can still open them — but it's still safest to stay on the same version as the people you work with.

CHAPTER 17

17. How a Storyboard Is Organized

There are four levels — **Sequence** › **Scene** › **Shot** › **Panel**. The outline and the timeline show the same structure from two directions.

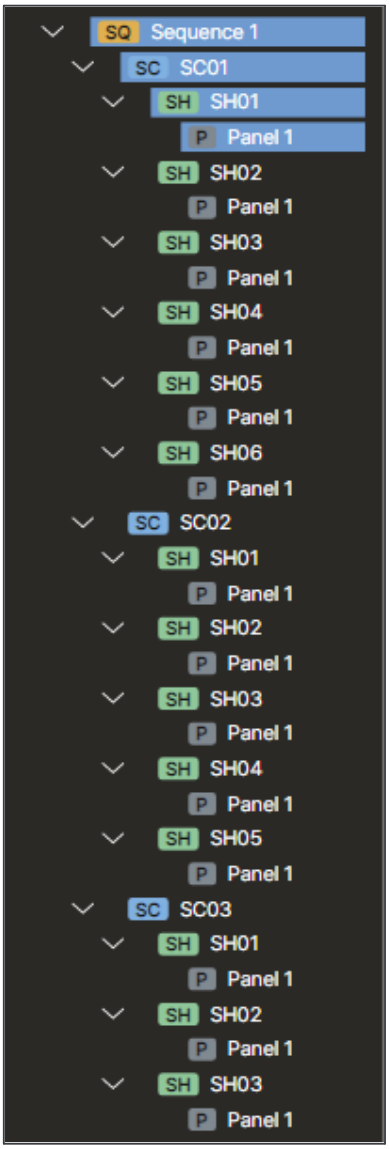

Figure 50 The outline. The SQ, SC and SH tags show the hierarchy.

Hierarchy	Default name	What it is
Sequence	Sequence 1	The largest grouping.
Scene	SC01	A group continuous in place and time.
Shot	SH01	One camera setup. The unit that becomes a separate file on export.
Panel	Panel 1	One drawing. It has a duration (in frames).

You can **type just a number** in a name field — typing **5** in the shot field gives **SH05**. Names outside the convention, like **Opening** or **c007**, are left as they are.

Ways to draw new boundaries are in the **Storyboard** menu — start a new shot or scene from the selected panel, merge, reorder, delete. At least 1 panel, 1 shot, 1 scene and 1 sequence always remain.

To start a new shot from the selected panel press **Ctrl** + **Alt** + **D** (Storyboard › Start a new shot here); to split a panel in two at the playhead press **Ctrl** + **Shift** + **D** (camera and layer keys and snapshots split with it — the camera move carries on without a break).

Deleting a shot's last panel deletes the shot too.

Reordering — one panel, a whole shot

What you want	How
Move one panel	Drag the **card** on the timeline. Drop it on a neighboring card to join that shot.
Panel to a new shot	Drop it **near the boundary** between two shots: a thick orange line appears, and it becomes a new shot when you let go.
Move a whole shot	Drag the **shot strip** above the cards (dragging a shot in the outline does the same). Drop it on a scene boundary and choose **Add to end of previous scene / Add to start of next scene / Insert as a new scene in between**.

What you want	How
Several panels at once	Select a range and drag, or right-click › New shot from selected panels / New scene from selected panels (you can assign shortcuts — see the "Shortcuts" chapter).

The strip and background colors alternate shot by shot, so boundaries are visible at a glance. The card's right-click menu also has **Panel duration… · Show duration · Split here · Select all panels**.

Renumber



Figure 51 Renumber — previews the new names.

When you add, delete, duplicate or move panels, **panel numbers renumber themselves from 1 in each shot** (Preferences › Editing · Tools › Naming › **Renumber automatically on edit**, on by default). Turn it off to keep numbers matching boards you've already printed and handed out. To tidy sequence, scene and shot names as well in one go, open **Storyboard › Renumber…**.

- Set the **prefix · start · spacing · digits** for sequences, scenes, shots and panels.
- **Restart shot numbers in each scene** and **Restart panel numbers in each shot** are the defaults.
- **Custom names** (Opening, c007) change only if you turn that on separately.
- One undo puts everything back.

Making boards from a script

Storyboard › Auto Panel Setup from Script… (same as **Auto Panel Setup from This Script…** in the Script panel) — paste a script or open a file (**TXT · Fountain · FDX · DOCX · PDF · HWP · HWPX**) and it splits it into scenes, sets up a shot and panel for each action paragraph and line of dialogue, and sets durations from speaking speed. A scene/shot/panel preview appears on the right first. **Add dialogue with TTS** is on by default, so temporary voices are added as it builds — turn it off if you don't need sound.

- Slugs (place, time), action and dialogue go into the caption fields. Turn on **Create layers named after characters** to get an empty layer named after each person who appears in that panel.
- This screen opens automatically when you create a new project — if you don't need it, choose **Don't Generate**.
- Merging and splitting afterward is done with the usual tools. One undo takes you back to before it was created.

> **Note** It reads by rules (it's not AI). Password-protected documents, scanned PDFs and distribution-locked HWP documents are not read, and it tells you why.

Filling panels quickly

- **Storyboard › Shot templates** — lays one of seven framing guides (OTS, 2S, CU, MS, FS, WS, INS) on a locked layer. The guides don't appear in exports. On a panel with a template, **Create reverse panel** makes the opposite angle right away.
- **Create dialogue panels** — makes one panel per line of dialogue.
- **Reframe…** — readjusts the aspect ratio and margins of panels you've already drawn.

CHAPTER 18

18. Drawing

Draw with the brush and pencil, fix with select, point editing and the cutter, and tidy up with fill and shapes.

Tools and keys

Key	Tools	Key	Tools	Key	Tools
B	Brush	E	Eraser	P	Pencil
S	Select	C	Camera	T	Cutter
W	Select by colour	N	Edit points and curves	G	Paint fill
H	Gradient	R	Rectangle	U	Circle / ellipse
L	Line	Y	Polyline		

Tools without a key (text, eyedropper, stamp, speech bubble, arrow, review note, etc.) are chosen from the **tool rail** on the left or the **Drawing Tools** menu, and you can give them new shortcuts if you like (see the "Shortcuts" chapter). Three frequently used brushes are set up as presets on 3 4 5.

How a line is made

A brush stroke is drawn by **stamping the brush tip along a center line**. So pen pressure, tilt and speed show directly in the line's width and density. The pen pressure curve is baked into the stroke **as you draw**, so changing the setting doesn't alter lines already drawn.

- Adjust the width with [/] (with Shift, ±5). Hold G and drag left or right to set the size while watching the ring (brush and pencil alike — a quick tap gives the fill tool).
- The default brush draws with **Pressure** (width) on, as an **Outline**. To make lines thicker as you tilt the pen, turn on **Tilt** in Properties (no effect with pens or mice that can't report tilt).
- Hold **Shift** while drawing for a straight line; **Shift+Alt** snaps the line to 15° steps.
- Use **Outline / Centerline** in the tool options bar to choose whether a stroke is baked into a filled shape or kept as a list of points. **Both draw the same shape, and the line doesn't change after you lift the pen** — textured, scatter and soft-edged brushes also stay as they are in outline mode (projects with such strokes are saved as v2.5).
- Turn on **Pressure opacity** next to it and the lighter you press, the fainter the line (in both outline and centerline). With it off, pen pressure only affects width — it's off in the default presets.
- **Line ends** (brush properties) taper the start and end of a stroke, and pencils can take a **texture** such as granite, blotch or streak.
- When you pick up the brush, pencil or eraser, the mouse cursor hides over the canvas and a **brush-size circle (ring)** becomes the cursor. On a pen display the ring follows the pen as it hovers over the screen and disappears when you lift it away. If you prefer an arrow or crosshair cursor, choose it in Preferences › Editing · Tools › **Drawing cursor shape**.

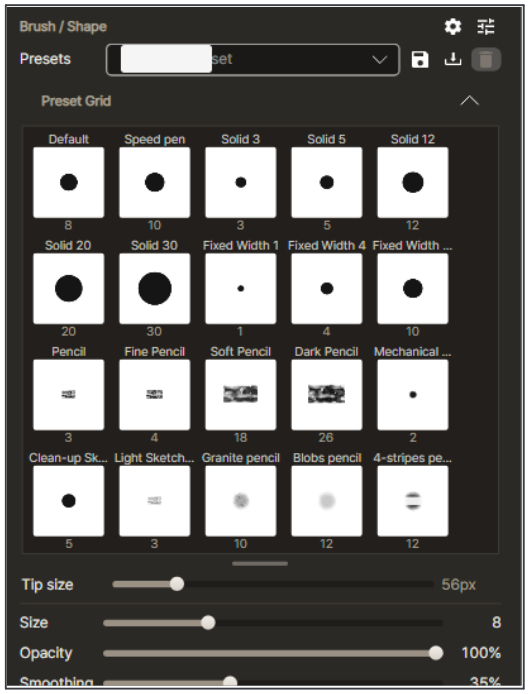

Figure 52 The Preset Grid in the Properties panel — brush-tip pictures, height handle, tip size.

The **Preset Grid** in the Properties panel shows each preset as **a single stamp of its brush tip**. The dot size follows the preset size (the number below), and line-texture brushes show their grain with a short horizontal stroke. Click one to switch to that preset. You can **drag cells to reorder** them (mouse or pen), and the number-key presets follow that order.

- Drag the thin **handle** just below the grid up or down to change the grid height.
- The **Tip size** slider (32–160px) changes the cell size. Both settings are kept for next time.
- To see stroke previews instead, choose **Stroke view** in the display options of the Vector Brush Properties window.

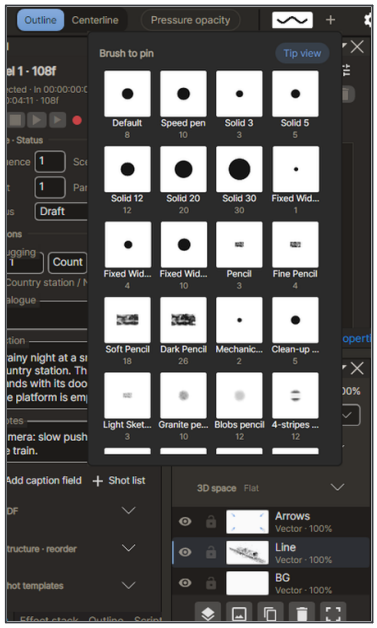

Figure 53 Tool options bar + › brush to pin (Tip view).

The **+** at the right end of the tool options bar **pins** a brush you use often to the options bar as a button. Pick one from the list to add a button; right-click the button to remove it.

- Drag a **section divider** in the options bar left or right to widen the space before it (double-click to reset; kept for next time).
- Turn on **Tip view** above the list to show brush-tip cells like the Preset Grid; turn it off to show stroke-preview rows (remembered).

Tool settings are remembered — the size, colour and preset of each of the brush, pencil and eraser, the last tool you held, the fill, shape, text, stamp and arrow options, and view toggles such as onion skin, safe area, camera view, grid and snapping all come back just as you left them after you restart the app.

The pencil, charcoal, chalk, crayon and dry-brush presets draw with a **Line texture** strip — the texture strip stretches along the line and lies across its width, so graphite streaks, cracks and hatching follow the direction of the line. There are seven strips — graphite, soft graphite, charcoal, chalk, crayon, dry brush and hatching — all made in-house for this app. Choose one on the **Line texture** tab of the brush properties window or under "Line texture" in the Properties panel, and set the strip length with Grain size. Projects that use line texture are saved as v2.1. To change strokes you've already drawn, select them and use **Apply the current line grain to the selected strokes** — it works on strokes drawn with outline

brushes too.

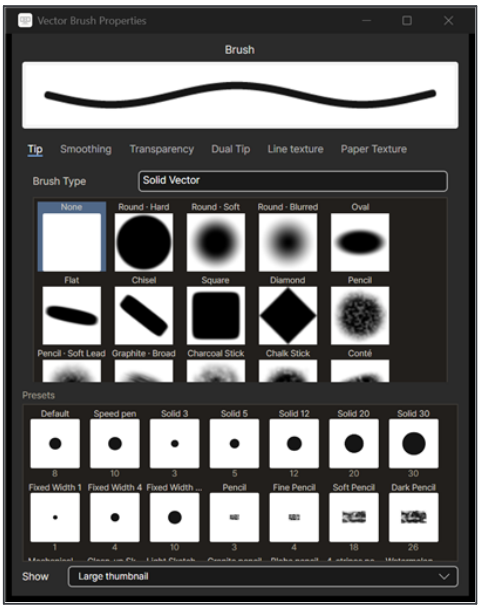

Figure 54 Brush properties window — tip, smoothing, transparency, dual tip, line texture, paper texture.

Set the brush tip shape, spacing and dynamics in **Drawing Tools › Brush properties window...**. There are more than 70 built-in presets — from pencil, ink, marker and watercolour to smoke, halftone and hatching.

- **Save settings you like as a preset** and call them up from the tool options bar or with the number keys.
- Bring in brushes from other apps with **File › Import › Brushes (.xml · .tbr · .abr · .brush · .brushset · .sut)...** (Procreate .brush and .brushset carry over the tip, grain, size, spacing and opacity; Clip Studio .sut carries over the tip, paper texture, size, spacing, opacity and hardness — dynamics such as colour mixing and wet paint don't carry over).
- Turn on **Symmetry** and your strokes are mirrored left-right or top-bottom as you draw.

Editing

- **Select** (`S`) — lasso by default. Move, rotate, stretch non-uniformly and skew. You can type **X, Y, width, height and rotation** as numbers in the tool options bar, and drag the centre circle (pivot) to move the centre of rotation. With **Keep ratio** on, dragging a corner keeps the proportions (Shift does the opposite). Turn on **Select across all layers** to also pick up strokes on this panel's other layers. Selected strokes stay selected when you switch tools and are released when you move to another panel or layer.
- **Edit points and curves** (`N`) — drag a stroke's points directly and refine curves with Bézier handles.
- **Cutter** (`T`) — cuts away the line segments it passes over.
- **Paint fill** (`G`) — fills a closed area. If there are gaps, close them first with **Close gaps**.
- **Gradient** (`H`) — linear or radial gradient on a filled shape.
- **Select by colour** (`W`) — selects all strokes of the same colour at once.
- **Delete** (`D` , or Delete) — deletes what's selected. What gets deleted depends on what's currently selected (strokes, text, panels, clips or keys).
- With lines selected, **pick a colour** (colour box, swatches or eyedropper) and the selected lines change to that colour.
- By default **Paint fill** treats the lines on every visible layer as boundaries — on other layers only **the outline of a filled area** counts as a boundary, so you can fill an upper layer over areas painted on a lower layer. Turn on **Current layer only** in the tool options to use only the current layer's lines as boundaries.
- When you draw with the drawing option **Auto fill when closed** on, hold **Ctrl** (Cmd on Mac) as you lift the pen to fill the shape made by joining the start and end, even if they don't meet.
- **Ctrl+Shift+A** (Edit › Select lines on all layers of the selected panels) — selects all lines on every visible, unlocked layer of the panels selected in the timeline (just this panel if only one) in one go. Lines from other panels show as blue ghosts and move, flip and delete together.

- To flip only the selected strokes horizontally, right-click the Stage › **Flip selected strokes horizontally** (or use the flip button in the Select tool's options bar).
- **Layer › Auto-Matte…** makes a matte filled with the silhouette of the selected layer's drawing on a new layer below, and **selects that new layer** right away.
- While drawing, you switch to the **Select** tool temporarily, **only while you hold Ctrl** — release it to go back to the tool you were using (if you're dragging, once the drag ends). Pressing a shortcut such as Ctrl+Z or Ctrl+C takes you back to your tool immediately (this doesn't happen in the text and point-editing tools).
- When dragging a selection with the **Select** tool, **Shift** constrains it to horizontal, vertical or 45°, and **Alt** moves a copy. To make selected strokes thicker or thinner, use the **width gauge** in the Select tool options (Edit › Grow selection / Shrink selection only works on bitmap pixel selections).
- **Paste in Place** (**Ctrl** + **Shift** + **V**) — pastes the copied drawing in the same spot on another panel (bitmap pixels included).
- **Drawing Tools › Arrange** — stacking order of the selected strokes. Bring to Front **Ctrl** + **Shift** + **PageUp** · Bring Forward **Ctrl** + **PageUp** · Send Backward **Ctrl** + **PageDown** · Send to Back **Ctrl** + **Shift** + **PageDown** .
- **Eyedropper** — choose **All layers** (combined colour) or **Ignore transparent**. You can also Alt+click to pick colours on reference boards and model sheet cards.
- **Shapes** — choose the corner style (sharp, round or bevelled) and line-end shape. **Stamp** has a row of **Size comparison** silhouettes for comparing heights.
- **Right-click** the Stage for a menu of common commands such as cut, copy, paste, arrange and transform.
- **Select all** (**Ctrl** + **A**) selects **whatever the mouse is over** — over the Stage, the current layer's strokes; over the timeline panel row or the panel list, all panels; over an audio track, all audio clips.
- **Group selected strokes** (Edit menu, Stage right-click) — groups the selected strokes so they're always selected and moved together. Unlike merging, each stroke stays as it is; ungroup with **Ungroup selected strokes** (projects with grouped strokes are saved as v2.6).
- With several panels selected, a range selection shows the strokes picked up on other panels as **blue ghosts** over the Stage, and they follow along when you drag.

Arrows — Marking Camera and Movement

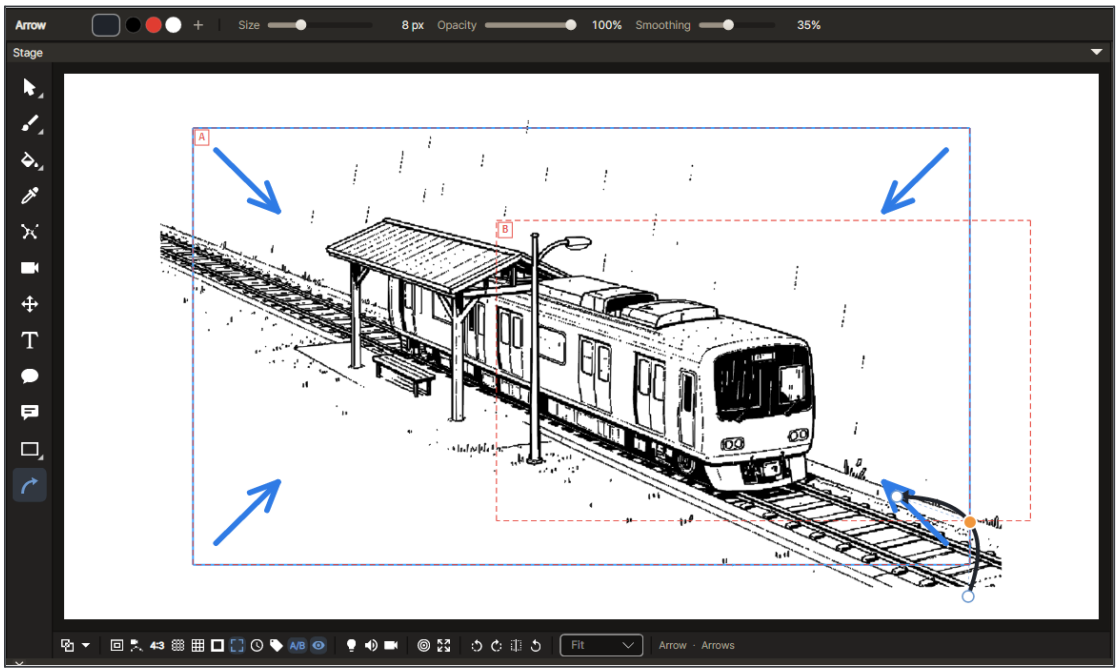

Figure 55 Arrow tool. Drag the middle to bend it; Alt+click or double-click a point to remove it.

- It's the **button just below the Shapes group** on the tool rail at the left. Drag to make an arrow; **Shift** snaps to 45°.
- Choose from 5 heads, front/back width (up to **1000%**), tail fade (for a sense of motion) and 3D arrows in the tool options bar. Changes apply straight away to the selected arrow.
- Turn on **in** (enters from off-frame) or **out** (exits off-frame) to add a label above the middle of the arrow, and previz reads it as an entrance or exit path.
- With **Symmetry** on, arrows are mirrored too.

Speech balloon

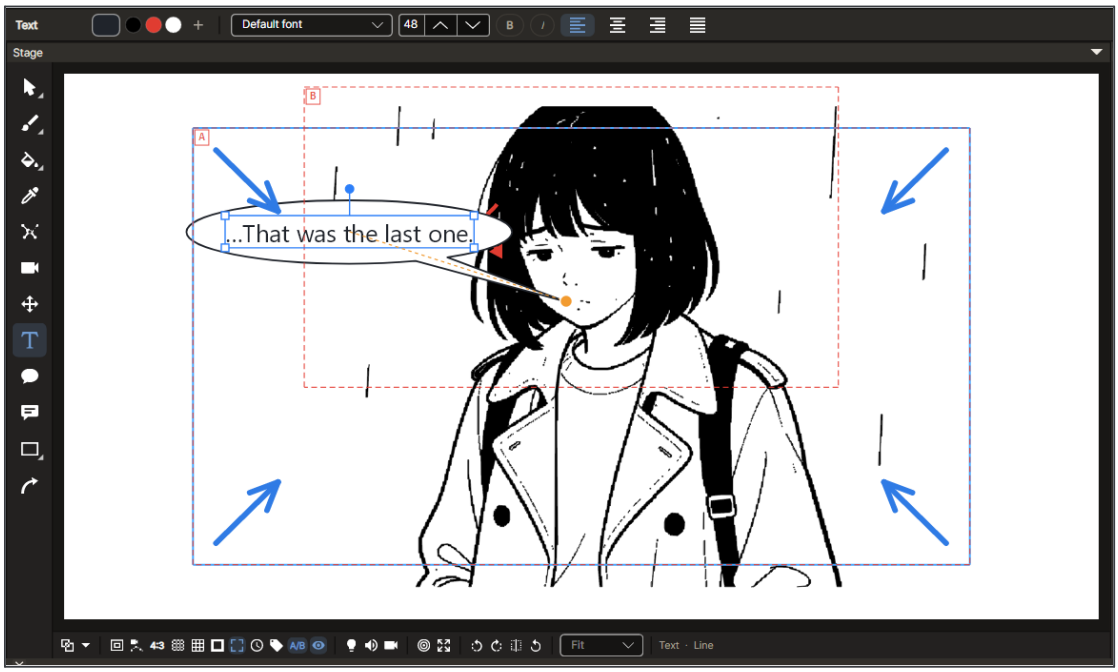

Figure 56 Speech balloon. Drag the orange handle to point the tail at the speaker.

- **Drawing Tools › Speech balloon**. Type the dialogue where you click — five shapes: round, square, thought, shout and whisper.
- **Enter** starts a new line; **Ctrl+Enter** or clicking an empty spot confirms.
- After you confirm, the balloon stays selected so you can change its alignment, font and size straight away.

Layer

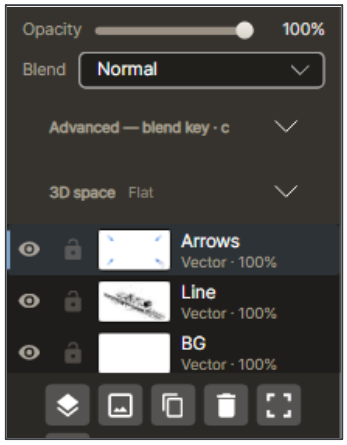

Figure 57 Layers pane.

There are two kinds of layer: **Vector** and **Bitmap**. Strokes on a vector layer can still be edited point by point later; a bitmap layer stays as pixels (you can bake a layer with **Convert to Bitmap Layer**).

- Groups, lock, visibility, opacity, blend and effects.
- Give each layer **transform keyframes** to animate it.
- Open **3D space** to stand layers up in space with depth and tilt (the "Camera and 3D Space" chapter).
- Each layer can be left out of PDF and movie output.
- **Layer › Add vector/bitmap layer (all panels in this shot)** (also under + in the Layers pane) — creates a layer with the same name on every panel in the shot at once. Panels that already have a layer with that name are skipped.
- With **two or more** panels selected in the timeline, hide/show, lock, opacity, blend, name and pin-to-camera also apply to the **layer with the same name** on every selected panel (one undo step).
- Right-click a layer row › **Pin to camera** — the layer stays fixed on screen even when the camera moves (for subtitles and frame markings). Same as the matching box in Properties.
- **Layer › Delete all layers with this name (selected panels)** · **Delete all hidden layers (selected panels)** (also on the Layers pane right-click menu) — deletes them from all the selected panels at once. Locked layers and a panel's last layer are kept.

Import and Library

- Images (PNG, JPG..., `Ctrl` + `Alt` + `A`) and **PSD files are imported with their layers intact**.
- For PDFs, choose the pages to import; each page can go in as a new panel. **Numbered Panel Images...** turns storyboards exported as separate images from another app back into panels.
- SVG curves are converted into our strokes (you're told about anything that can't be carried over). OBJ 3D models are placed **for reference**.
- **Library** — keep drawings, poses and props you use often, and bring them out with **Insert from library...**. If it's your first time, **Add basic poses & props** gives you 20 to start with.
- **View › Float model sheet** — float a character sheet as a card over the screen while you draw.
- You can also **drag and drop** images and videos into the window from your file manager (Explorer) — images and PDFs go to an image layer on the current panel, videos to the video track at the playhead, and dropping onto the **Reference** panel makes them reference images.
- Settings exported from other storyboard apps come in too — **shortcuts (Shortcuts.xml)** via Edit › Shortcuts › Import..., **tool presets (toolpresets.xml)** via Import in the Tool presets window, and **PDF export profiles (.sbpdf · pdfoptions.xml)** via Import... on the profile row of the export window.

CHAPTER 19

19. Camera and 3D Space

Every panel has a camera frame. Key the frame to pan, zoom or truck in, and that movement **carries straight into movies and animatics**.

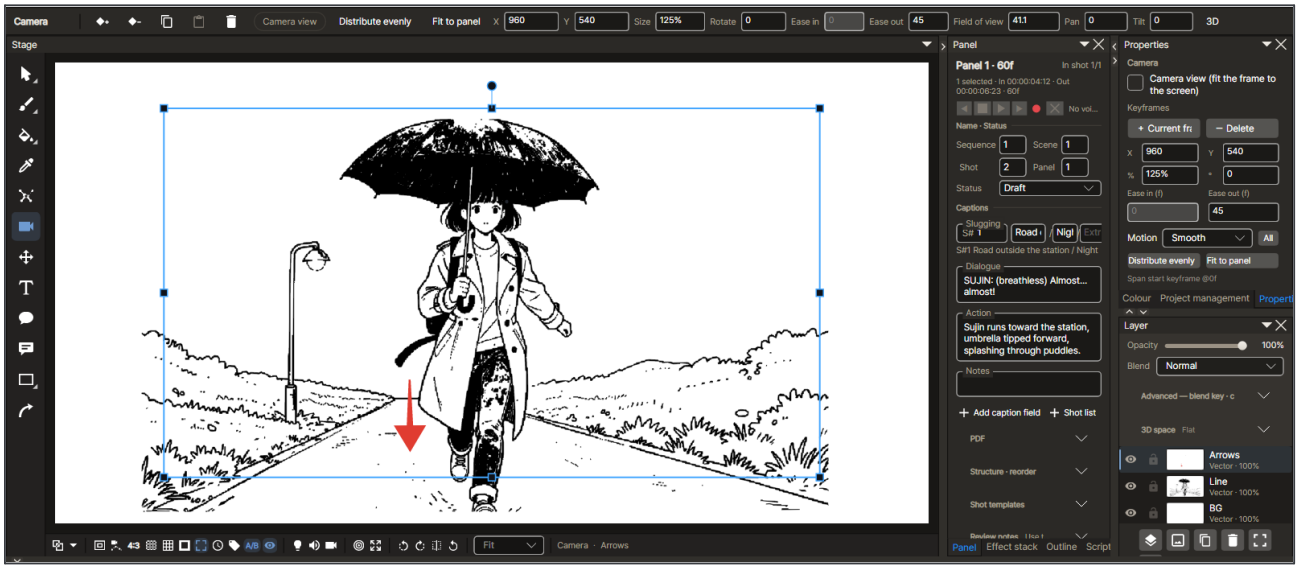

Figure 58 Camera tool (**C**). The options bar at the top adds and deletes keys and controls field of view, pan and tilt.

- With the camera tool, drag the frame's corners to set its size and drag inside it to set its position.
- Key the current frame with the **Add key** button or the Camera menu. Without keys, the camera doesn't move.
- There are five easings: **Linear · Smooth · Ease in · Ease out · Hold**. You can apply one to all keys at once. In the Function Editor, **right-click** a point (with a pen, Ctrl+tap) to choose one of these five or turn Bézier off/on directly — to make a curve straight, pick "Linear". **Ctrl** + **Z** · **Ctrl** + **Y** also work directly in the separate Function Editor window.
- **Panels in the same shot share one camera move** — put the first key on panel 1 and the last key on panel 3, and playing 1–3 runs as one continuous move while only the panels change. Panels without keys before the first key or after the last key take the camera of the nearest key. Panels in other shots aren't linked — to use one move, merge the shot into the previous one with Merge shots in the Panel pane's **Structure · reorder**, or drag the card into that shot in the timeline.
- When key points overlap in one spot, the **key nearest the playhead** is grabbed — to adjust the last key, put the playhead at the end and drag.
- Turn on **Scale camera keys with panel length** (Camera menu · right-click the camera row in the timeline · Preferences › General) and when you lengthen or shorten a panel, that panel's camera keys move by the same ratio. It's off by default — lengthening or shortening an earlier panel leaves **later camera keys at the same time within the shot** (measured across the whole shot).
- **Right-click the camera row** in the timeline to get the Camera menu items (add, delete, copy and paste keys, easing, scaling and more) right there.
- When you adjust an inherited key (a key held over from the previous panel's move), the new key starts as **Smooth**.

- Even with **Camera view** on, you can zoom and move around with the wheel and middle button (the view goes back to fit when you turn it on or off).
- Click ◆ in the timeline to select a key and delete it — hold **Shift or Ctrl** while clicking to select several, and deleting them is one undo step. See value curves directly in the **Function Editor**.
- **Copy camera keys** (Ctrl+C after selecting keys) copies only the selected keys (all of this panel's keys if none are selected). Paste (Ctrl+V) works the way you chose in the Camera menu — **keep original spacing from playhead** (spacing between keys unchanged; runs on into the next panel past the panel's end) or **fit to panel length** (stretched or squeezed to the length of each selected panel).
- **Snap camera keys to audio** — snaps keys to audio clip boundaries.
- Type X, Y, scale, rotation and **ease-in/ease-out frames** (Ease) into **Key values** in Properties, and a key is set at the playhead. Layer keys have the same box. The Function Editor also has **TCB** curves — **Tension** (T; higher means a tighter turn at the key) · **Continuity** (C; whether the slopes before and after the key stay joined or break) · **Bias** (B; whether the curve leans toward the previous key or the next). Click the **?** next to a value for an explanation.
- On the Stage each key shows a red dashed rectangle with a letter **A·B·C** (same order as the layout export). Turn on **Camera path** (the camera icon with a dotted path) in the bar under the Stage to see the camera moves of all panels in the same shot at once.
- When **Paper beyond the canvas** is on (the default), the Stage draws **only the camera rectangle** — the canvas border isn't the edge of the output.

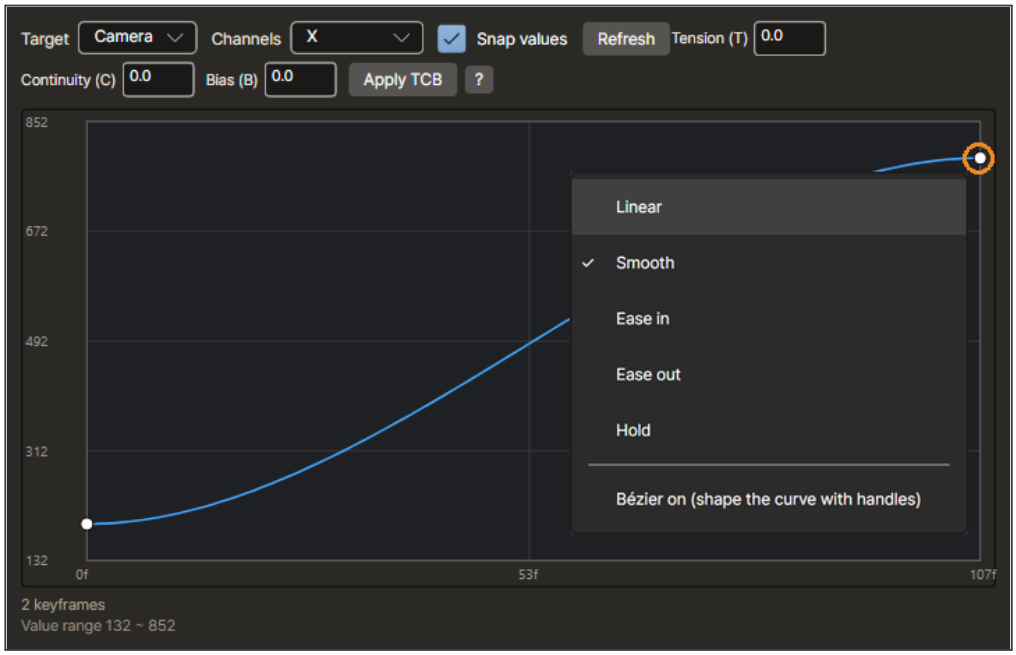

Figure 59 Function Editor — right-click a point for the easing menu (the orange circle marks the clicked point). With "Linear" the curve becomes straight.

> **Note** PDF panels are **camera-based** by default — a still camera prints what the camera sees, and a moving camera prints the whole range it covers with key rectangles, the path and an In/Out table on top. To print several moments within one panel separately, use snapshot cuts (the "Timeline" chapter).

3D space

- Give a layer depth and tilt X/Y in **3D space** in the Layers pane, and it moves with perspective when the camera moves.
- **Camera › 3D Space View...** — check the layer layout from top, side or free view. In free view, **handles** appear on the selected layer — centre square = move, blue arrow = depth, green ring = rotate, purple diamond = tilt, orange corners = scale. Tap an empty spot to select the layer there; each drag is one undo step.
- Change the lens with **Field of view · Pan · Tilt** in the camera options bar.
- OBJ reference models can be rotated into place, and **Toon** display adds shading steps and outlines.
- In the 3D space window, **Depth from drawing** estimates each layer's depth from the size and foot position of its drawing and stands it up accordingly, and **Previz look** adds fog, depth of field, contact shadows and a floor grid to camera view and movies.

Make previz

Previz › Make previz... (or the **Previz** workspace at top right — the same panel docks beside the Stage). Across the top are four big buttons — **(0) First-scene setup · Auto all · ▶ Play · Make 3D dummy video**. Below them, the **cut strip** shows every cut in this scene — boxes (marks) and translucent dummies overlap; a red dot marks a cut to check, an orange dot a cut to recalculate, and a blue square a cut with something pinned by hand. Click one to go to that cut. In the middle, the **Plan (top view)** or **Boxes on drawing** sits beside the 3D view, and the right pane edits only what you select (**Camera (this cut)** · **People & objects**). At the very bottom is the **keyframe row**.

1. **Draw the storyboard.** Split people and backgrounds into layers and name each layer after the person ("Sujin", or "Bus front" for a vehicle) — Auto all then reads that layer as that person. Show walking direction with the **Arrow tool** — draw an arrow with its tail on a person and it becomes that person's path. For an entrance from outside the frame, turn on **in** in the arrow options (an "in" appears above the middle of the arrow).
2. Press **Auto all**. It covers the whole scene at once — it finds the people in every cut and adds their 3D positions, cut cameras, motion from arrows and captions, and camera moves. A single undo reverts it. To use the first scene's positions as the base layout, press **(0) First-scene setup** instead (it runs Auto all as well).
3. Look only at the **red dots in the cut strip**. Click that cut and either redraw the box in **Boxes on drawing** (select the person and drag over the drawing from head to toe) or drag the dummy into place in the **Plan**. The edited cut and every cut after it are **recalculated automatically**, and positions and cameras you dragged by hand are **pinned** so Auto won't overwrite them (release them with "Unpin").
4. **Motion** — where a person ends up within the cut (the hollow circle in the plan). Arrows come first; without one, motion words in the caption (walks in, leaves, sits...). Drag the end position in the plan to fix it. From the second panel of a shot onward, people carry over from the previous panel's positions, and move to match that panel's drawing only when you turn on **Change positions in this panel** in the **People & objects** pane.
5. **Camera** — the camera at the end of the cut. **Camera keys** drawn on the storyboard (frame shrinks = push in · horizontal = pan · vertical = tilt) take priority over caption words. Set height, angle, lens, roll

and the start/end keys in the **Camera (this cut)** pane. **Panels in the same shot share one camera** — edit or pin the camera on one panel and the whole shot follows. If it should be a different cut, split it off with "New shot" ("+ Panel" adds to the same shot).

6 **Video** — press **Make 3D dummy video** at the top and, with no dialog, a grey dummy video, depth video, plan and coordinates (JSON) are written to the project folder **exports/previz** and the folder opens. To choose the range, dummy shape and save location, use **Advanced › Video › Settings…**. **AI video package…** (licensed version, same place) makes one folder per shot with reference video, prompt and metadata.

Advanced (collapsed) holds step-by-step redo (find people · solve positions · motion · re-read cameras · solve this cut), framing suggestions (single · two-shot · over the shoulder), video, the continuity check (180° axis · jump cuts · screen direction · overlapping — warnings only), and the name and look of the selected item. **Card previz (2.5D)** (the route that stands the drawing itself up in depth and moves the camera through it) is a submenu of the Previz menu — 3D Space View › Depth from drawing → camera keys → movie export.

Note Common snags: for a cut where no person was found, click "+ Mark a new person" in **Boxes on drawing** and drag a box · if a dummy sits outside its box, drag the teal dashed line (horizon) in Boxes on drawing to eye level · the app makes only the dummies and prompts — it does not generate the video itself.

CHAPTER 20

20. Timeline

The row of panel cards, with the **video tracks · audio tracks** above and below it, sets the animatic's timing.

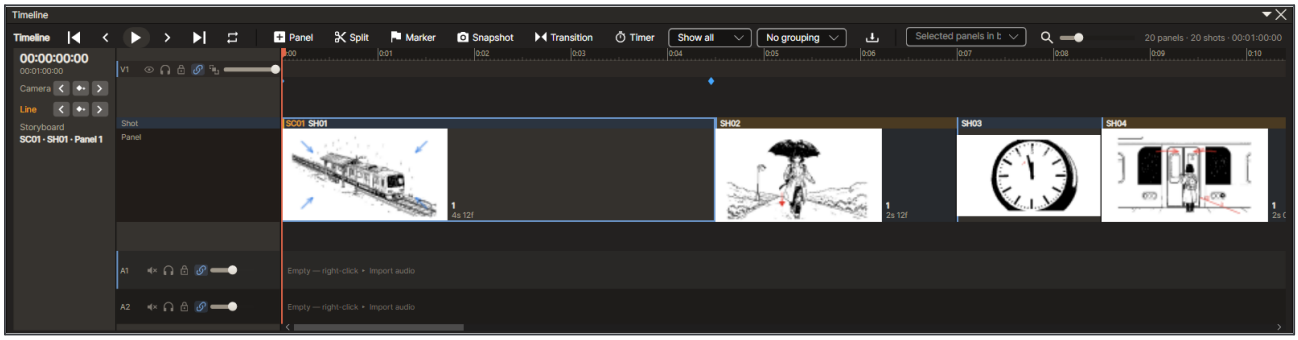

Figure 60 Timeline (Timing workspace). From the top: video tracks, camera/layer key rows, the shot strip and panel cards, audio tracks.

The **track header** pane on the left stays put when you scroll — rename tracks here, drag to reorder them, right-click to delete. Mute, solo, lock and opacity are here too. Drag a track's edge to change its height.

Duration and navigation

- `1` zoom out · `2` zoom in — **whichever side the mouse is over** zooms (timeline or drawing view).
- Drag the end of a card to set the panel's duration. `+` / `-` change it one frame at a time.
- Drag a card's end **while holding Alt** and, for that drag only, **the shot length stays fixed** — the next panel in the same shot absorbs the difference, so the whole shot keeps its length. To always work that way, turn on **Lock shot length (adjust from inside only)** in the Storyboard menu.
- **Retime selected panels…** (Storyboard › Duration · Timing, or right-click a card) — scales the selected panels proportionally so their total matches a target length. Other panels stay as they are.
- `,` / `.` previous/next frame, `Home` / `End` start/end of the panel, `Ctrl` + `Home` / `Ctrl` + `End` **very start/end of the timeline** (to get back to the first frame before playing).
- **Go to…** (`Ctrl` + `F`) — a number jumps to that frame, a value with colons to that timecode, and text to the shot with that name.
- `Ctrl` + `Space` play / stop, `Shift` + `Enter` play only the selected panels. Loop range is available too.
- While you drag a card's end, the new length appears in a badge. The **1×** button on the timeline bar resets the zoom.
- Turn **Timeline clip snapping** and **Change frame when clicking on tracks** on and off from the card's right-click menu.
- The **show-only** list next to the timer keeps just the cards of the shot, scene or sequence the selected panel belongs to, and **grouping** folds each shot, scene or sequence into a single clip (the first panel stands for it; its length is the whole group). Playback and export are unaffected. Dragging a group card moves the whole shot, scene or sequence; dragging its end rescales the total length proportionally; selecting it selects every panel in the group (so delete, duplicate and colour apply all at once).
- **Double-click** a group card to step inside it and see only its panels spread out (like opening a nested sequence in Premiere). Double-click an empty spot in the card row or press **Leave group** next to the

timer to return to the view you had before.

Audio

- Bring in sound with **File › Import › Audio...**, the **Import media** button in the timeline header, or right-click an empty spot on an audio track › **Import audio (this track, at the playhead)...** (dragging and dropping sound files does not import them). Multiple files can each go onto their own new track.
- `Ctrl` + `Alt` + `Z` split the audio clip at the playhead · `Ctrl` + `L` link the selected clip to its panel (the sound follows when you move the panel; shown by a yellow chain).
- **Project sounds...** — the list of sounds used in the project. Double-click one to insert it at the playhead.
- Recording, overwrite mode and empty clips are in the **Clips/Tracks** menu; volume curves, speed, normalise and audio effects are in the **clip right-click** menu; fade in/out is in the **Properties** panel once a clip is selected.

> **Note** Sound volume combines **clip volume · fades · volume curve · track gain** in one place. So **what you hear in playback is exactly what you get in the export.**

Video, markers and transitions

- Place reference video on a video track. `Ctrl` + `Shift` + `K` cuts the selected video clip.
- Turn on **Over drawings** in the track header and the video covers the drawing (for drawing over live-action reference).
- Leave marks with **markers**, and put several cuts in one panel with **snapshot cuts** (each cut is printed in the PDF).
- **Transitions** — cut, dissolve, fade to black/white, wipe, clock wipe, slide, push, iris. They go only between adjacent panels; drag the end of the strip to change the length.
- Select a transition strip, press **Ctrl+C**, select other panels (several is fine) and press **Ctrl+V** to apply the same transition. Selecting a transition shows its settings at the **top of the Properties panel** and in the **tool options bar** above — the type, separate **Before cut · After cut** lengths (asymmetric around the cut), and for iris, **Reverse (iris closes)**. A project that uses different before/after lengths or Reverse is saved as v2.7 (figure below).
- Use **gaps** to leave space between panels and set the animatic's beat.
- **Panel timer** — flip through in real time to record panel durations (**Space** moves to the next panel, and you see the current panel's drawing), then review and apply them all at once. If you have panels selected, choose **All panels / Selected panels only** on the start screen (**Panel timer (selected panels only)...** starts with just the selected panels).
- During playback, the caption in the Panel pane **follows along to the current cut's caption**.

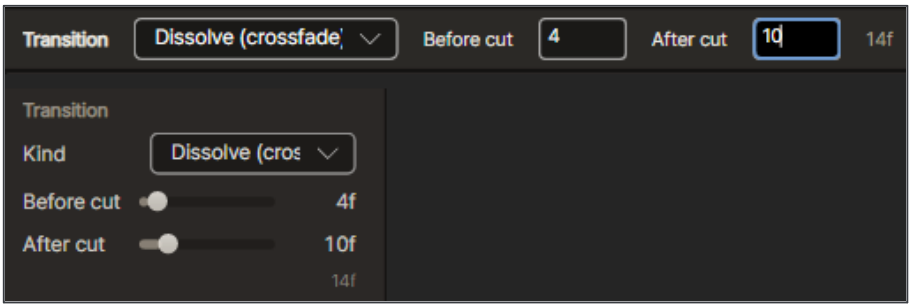

Figure 61 With a transition selected — top: tool options bar; bottom: top of the Properties panel. 4 before the cut + 10 after = 14 frames.

CHAPTER 21

21. Captions, Script and Dialogue Timing

The text beside the drawing — slug, dialogue, action, notes — goes straight out to PDF and CSV.



Figure 62 Captions in the Panel pane.

Every panel has four basic fields — **Slugging · Dialogue · Action · Notes** — and you can add more with **+ Add caption field**.

Fill in the slug across the **S# · Location · Time · Extra** fields and they're joined into one line — output, search and change tracking all use that one line.

- A field's name is the **label on the field's border**. Click the label for **Collapse/expand · Include in output · Up/Down** (plus rename and delete for fields you created), and that order carries **straight into the PDF and CSV**.
- Use the **Format (T)** button at the top right of a field to format text. Wrapping text in asterisks, as in ****bold****, also makes it bold.
- In the **Script** panel you write the scenario notes and every panel caption as one continuous text. FDX scripts can be imported too.
- You can also export to CSV, edit it and **import it back** (rows are matched in timeline order).
- The **Shot list** button — adds size, angle, lens, movement and notes as a one-line caption field.
- Use the **voice annotation** row at the top of the Panel pane (record · play · delete buttons) to leave spoken notes on a panel.
- Spell check (`F7`) uses a Hunspell dictionary you specify — **if you don't specify one, nothing is ever marked as wrong.**

Timing from dialogue

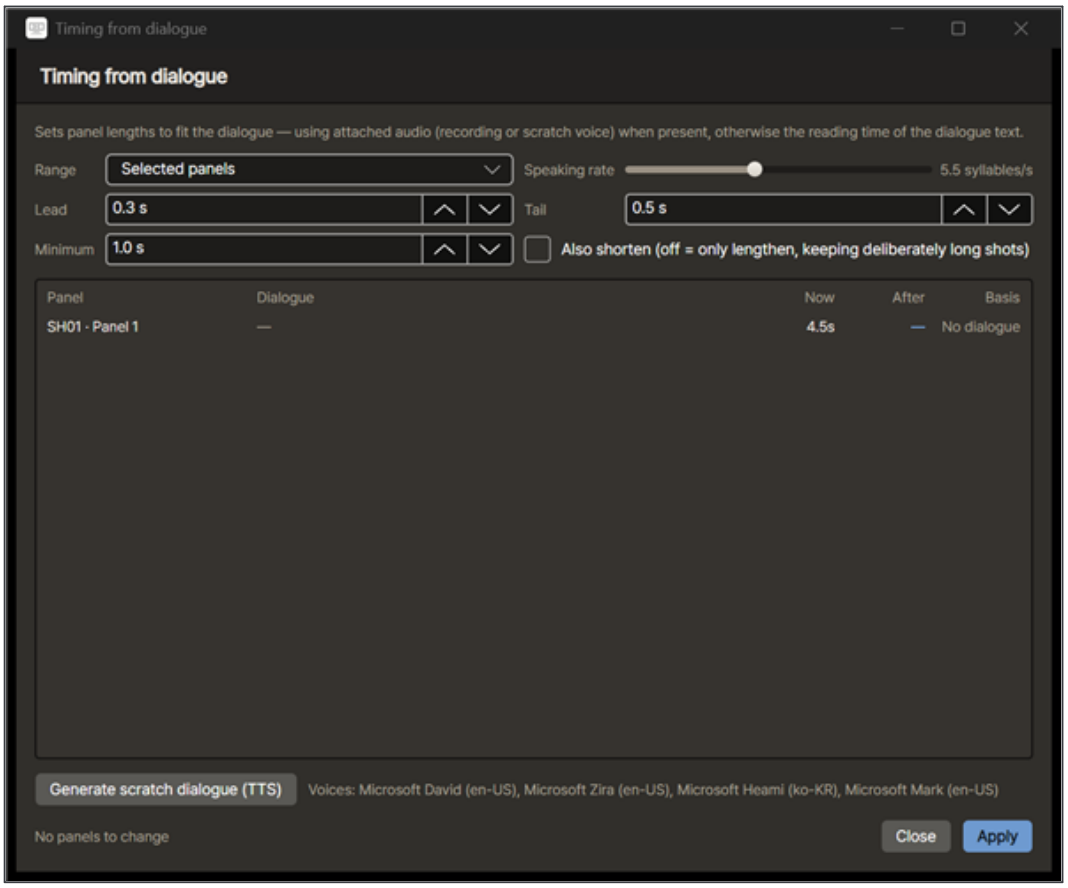

Figure 63 Storyboard › Timing from dialogue… — shows the new lengths in a table first.

- If a panel has sound attached (a recording or scratch voice), the panel is lengthened to fit it; otherwise to the **time it takes to read the dialogue**.
- By default it **only lengthens** — to protect cuts you deliberately left long. To shorten as well, turn on **Also shorten**. You also set the speaking rate and the padding before and after.
- **Generate scratch dialogue (TTS)** — has a computer voice read the dialogue and puts it on track A2 as purple clips. Use it to find the rhythm before recording.

> **Note** Scratch voices are made when a system voice for that language is installed on the device (Windows, Mac, iPad, Android). Without a matching voice, the length is estimated from the character count.

CHAPTER 22

22. Review and Revisions

Pin feedback from the director and colleagues onto the drawing, overlay before and after a fix, and print only what changed to PDF.

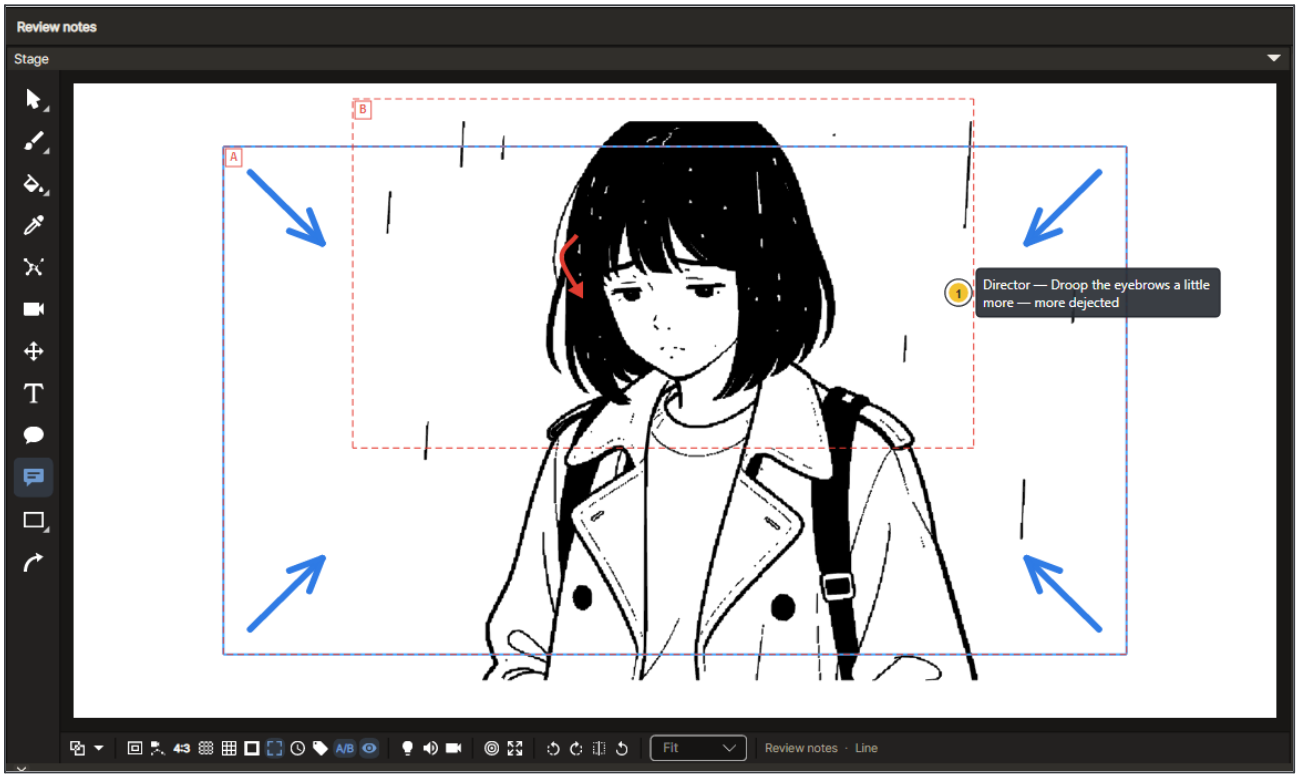

Figure 64 Review notes. They show as yellow numbered pins and turn grey once resolved. Notes are not included in output.

Review notes

- Choose **Drawing Tools › Review notes**, click on the drawing, type your note and press Enter.
- Tick Resolved in **Review notes** in the Panel pane. Step through them with **View › Next open note**.
- Each note is signed with this computer's user account name as its author.

Sending to a reviewer and getting it back

1. Send the project as a single file (.hboardpk).
2. The recipient turns on **View › Reviewer mode (notes only)** — the drawings can't be touched; only notes can be added.
3. When the file comes back, **View › Import notes from returned file...** brings in only the notes. Your own notes are kept even if the other person deleted them.

Before/after comparison and revision summary

- **Before / after** in the Panel pane — pick a backup or saved version as the baseline and choose **Overlay / Before**.

- **File › Export › Revision summary PDF…** — prints only the changed panels, before and after side by side, for sending back.
- With **Storyboard › Review · Annotation › Track Changes › Auto tracking** on, edited panels get a mark. Use **Mark Changes by Date…** in the same menu to see only what changed after a given date, and validate panels to clear the marks.

> **Note** Before/after comparison leaves out **bitmap layers** (it compares vector strokes only).

CHAPTER 23

23. Easier Viewing

These features change only how you view the drawing, never the drawing itself.

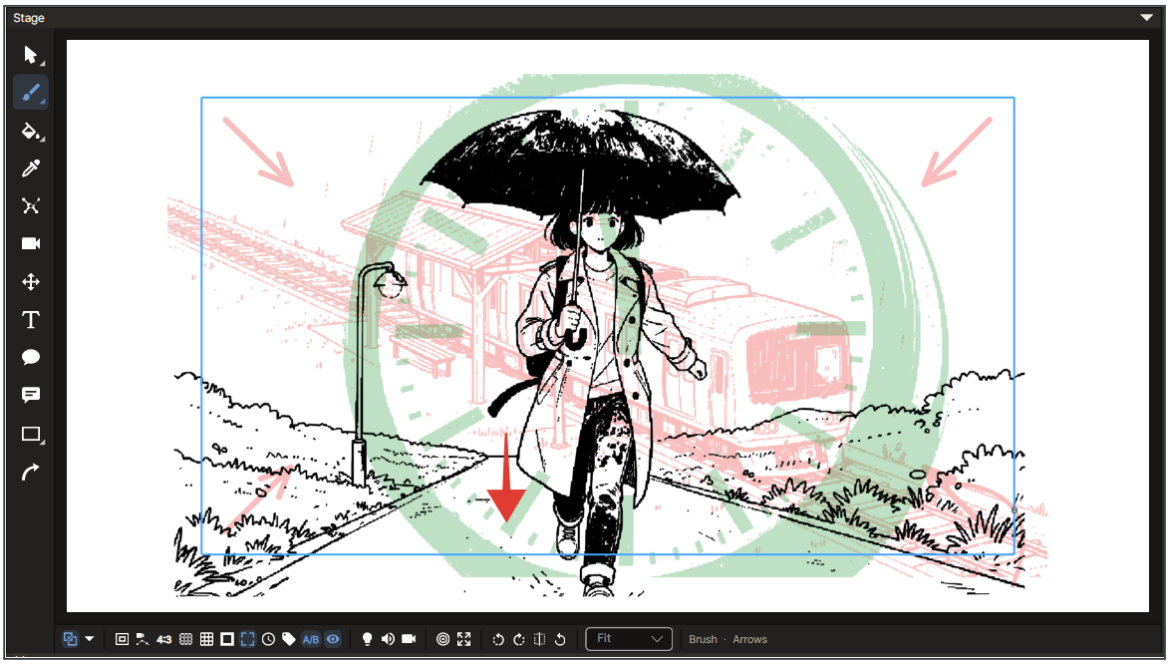

Figure 65 Onion skin (**O**). The previous panel shows through in red, the next in green.

- **Onion skin** — see neighboring panels through the current one. Flip through with **Shift** + **A** / **Shift** + **F**; press and hold, and it snaps back when you let go.
- **Rotate and flip the view** — turn the canvas to whatever angle suits your hand and draw. The drawing itself is unchanged.
- **Guides** — horizontal, vertical, diagonal, 1- to 5-point perspective, isometric. Turn on **Ruler mode** and strokes run straight along the guides.
- **Snap** — snaps to the grid, guides and alignment points (a pink indicator line appears).
- **Paper beyond the canvas** — on by default (turn it off in the bar below the Stage). Even when the camera looks past the canvas, it still looks like paper.
- Turn off **Show overlays** to hide safe areas, grid, guides, camera paths and text all at once and see only the drawing. **4:3 area** shows the 4:3 region inside the 16:9 frame. Change guide opacity with the **Opaque** slider in the box that opens from the **Guide lines** button on the toolbar.
- Images on the **Reference** board can be flipped horizontally for viewing (the image file is unchanged).
- **Pitch mode** (**Shift** + **F11**) — present with only the Stage showing. ←/→ moves between panels.
- **Full screen** (**F11**).

Mouse

- On the Stage, **wheel** or **Ctrl+wheel** (on Mac **Cmd+wheel** — on a Mac a plain wheel or trackpad swipe pans the view) — zooms around the cursor. On the timeline, **Ctrl+wheel**.
- **Space+drag** or the **middle button** — pan the view.
- **Wheel** on the timeline — scroll horizontally.

CHAPTER 24

24. Export

The **Export** button at top right, or **File › Export › Export window…**. A preview of the result appears on the right.

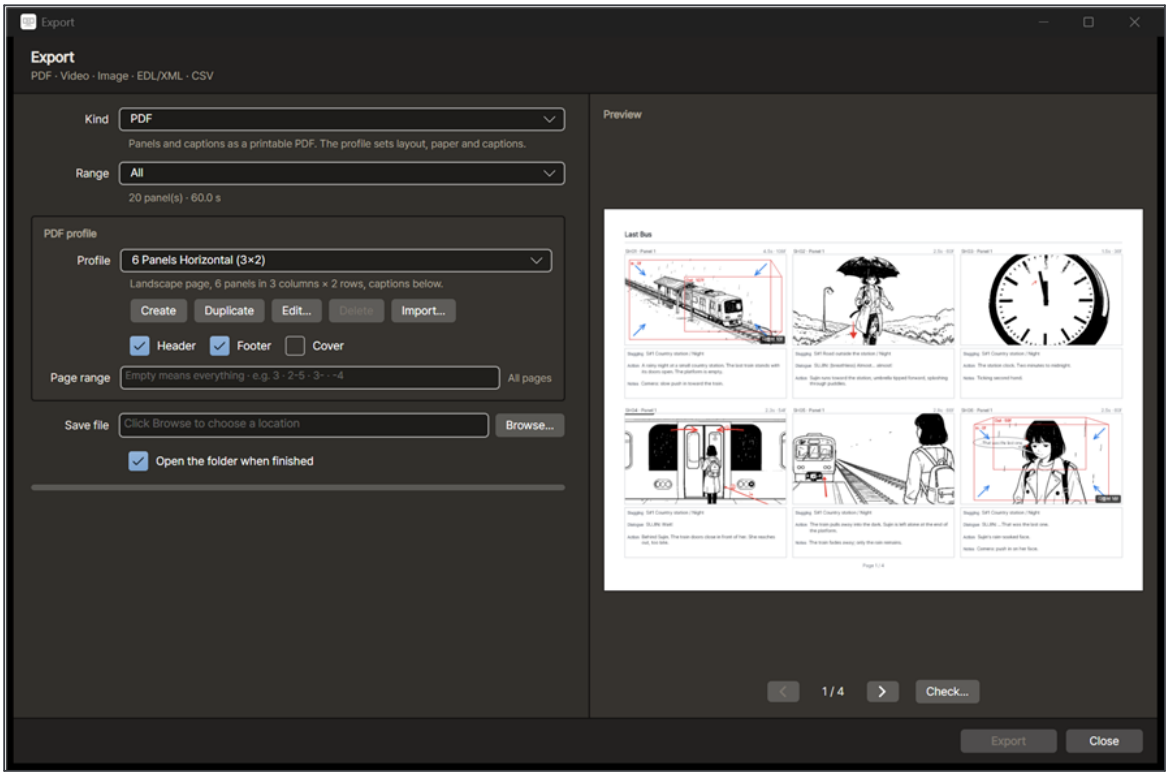

Figure 66 Export window — choose the type, range and profile, and page through the preview on the right.

Kind	What you get
PDF	Panels and captions for print. The profile sets the layout, paper and captions.
Movie	Animatic. Camera moves, transitions and sound are fully rendered in (on Mac, MP4, MOV and ProRes without ffmpeg).
EDL / XML	A movie + sound for each shot, plus a sequence file that ties them together. Hand the whole folder to the editor.
Bitmap images	One image per panel (the whole canvas).
Layout images	One image per panel (only the area the camera sees).
Layout (per shot)	One image per shot: the whole area the camera passes over + the frame. PSD keeps the layers.
Current frame	The playhead position as a single image.
CSV table	Panel list, captions and timecodes as a table.
3D dummy video	For each scene with a scene set: grey dummy video, depth video, plan, and camera and character coordinates (JSON).
AI video package	One folder per shot with reference video, start/end frames, prompt and metadata (the material you feed a generative video model). **Licensed version only**. For each target model (Seedance 2.0/2.5 · Kling 3.0/4.0 · MiniMax Hailuo 3 · Veo 3.1 · Wan VACE · LTX), whether it accepts reference video is noted after its name, and the prompt is written in that model's style. Set the range to **Current scene · Current sequence** to make only that part.

The export window **remembers your last settings** — type, range, options and save folder are all still there, so you can export right away, and the file is named after the project automatically (to change the name, pick the path again). If a file with the same name already exists, it asks you to choose **New name** ("Name (2)") · **Overwrite** · Cancel. When it finishes, pressing **Open folder** brings that folder's window to the front if it's already open, instead of opening a new one.

For the range, choose from **All · Selected shots · Shots sent to editorial · Current shot · Current scene · Current sequence · Current panel**. For PDF, **Check...** lets you look for empty captions, clipped text and missing assets in advance.

PDF panels are **camera-based** by default — for a static camera the panel shows what the camera sees, and for a moving camera the whole range it passes over, fitted to the panel shape. To fill panels with the whole canvas as before, turn on profile **Edit...** › **Panel** tab › **Camera** group › **Frame panels by the whole canvas**. **Show only inside the camera (crop)** is in the same place.

11 PDF profiles

Profile	Layout
3 Panels Horizontal	Landscape page, 3 panels side by side, captions below.
6 Panels Horizontal (3x2)	Landscape page, 6 panels in 3 columns × 2 rows, captions below.
3 Panels Vertical	Portrait page, 3 panels stacked, captions on the right.
5 Panels Vertical	Portrait page, 5 panels stacked, captions on the right.
Full Page	One panel per page, captions below.
Overview 2x4 Panels	Landscape page, 8 panels (2 rows × 4 columns), captions below.
Overview 4x3	Portrait page, 12 panels (3 rows × 4 columns), no captions.
Overview 8x10	Portrait page, 80 panels (10 rows × 8 columns), no captions.
Typical Japanese Format	Japanese-style sheet: a table of Shot · Panel · Action · Dialogue · Time.
Alternate Vertical Layout	Portrait page, 5 panels, captions on the right.
Alternate Japanese Layout	Portrait page, 5 panels, each caption field in its own column.

PDF export profiles from other storyboard programs (**.sbpdf · pdfoptions.xml**) come in through **Import...** on the profile row — only values that mean the same thing, such as paper, margins, panel count, captions and header, are carried over.

Built-in profiles can't be edited. **Duplicate** one and change the margins, paper, fonts, captions or header/footer to make it your own profile. You can also enter a page range (`3` · `2-5` · `3-` · `-4`) to print only part of it.

Different PDF settings per panel

In the Panel pane's **PDF** group you can output just this panel differently from the profile — **Exclude from PDF · New PDF page from this panel · Full page (max height) · Columns · Image zoom · Caption fields · Spread captions · Include sketch caption**. Check the result right away with **PDF preview**; press **Restore from profile** to clear all of this panel's other settings at once.

Editorial round-trip

Exported clips carry a marker that identifies each shot. When the edit suite has changed the cut order or lengths, read the sequence file back with **File › Edit-suite round trip (conformation) › Read back the edit…** (to send, use **Send to the edit suite…** in the same menu). The app shows what will change in three steps — **Plan → Review → Apply** — and then applies it.

> **Warning** **AAF is not supported.** Also, we have not yet verified the round trip with real Avid or Premiere ourselves — the first time you use it, test with a small sequence.

CHAPTER 25

25. Shortcuts

65 commands have a key assigned by default. You can assign a new key to any menu item.

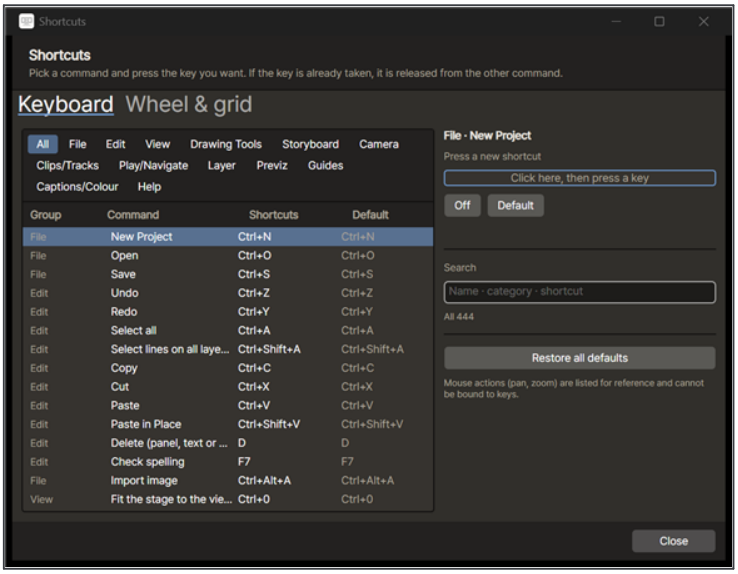

Figure 67 Edit › Shortcuts › Edit shortcuts...

Pick a command, click the box on the right, then press the key you want. If you press a key that is already in use, **it is removed from that command and assigned to this one.**

Changes are saved automatically; revert them with **Default** or **Restore all defaults**.

You can also assign keys to commands that have no default key, such as **New shot from selected panels / New scene from selected panels** and the drawing options (Draw behind, Auto fill when closed, Trim extra lines, Auto-close gaps).

Import... accepts our own shortcut files (.json) and **Shortcuts.xml** exported from other storyboard programs (changed keys only).

When the cursor is in a text box, **typing takes priority** over shortcuts.

On a Mac, use **Cmd** in place of Ctrl. Backspace also deletes.

File

Ctrl + **N**	New Project	**Ctrl** + **S**	Save
Ctrl + **O**	Open	**Ctrl** + **Alt** + **A**	Import image

Edit

Ctrl + **Z**	Undo	**Ctrl** + **X**	Cut
Ctrl + **Y**	Redo (or Ctrl+Shift+Z)	**Ctrl** + **V**	Paste
Ctrl + **A**	Select all	**Ctrl** + **Shift** + **V**	Paste in Place
Ctrl + **Shift** + **A**	Select lines on all layers of the selected panels	**D**	Delete (panel, text or stroke — by context) (or Delete)
Ctrl + **C**	Copy	**F7**	Check spelling

View

Ctrl + **0**	Fit the stage to the view	**Shift** + **A**	Onion flip — previous (hold and it snaps back on release)
1	Zoom out — whichever the mouse is over (stage / timeline / reference)	**Shift** + **F**	Onion flip — next (hold and it snaps back on release)
2	Zoom in — whichever the mouse is over (stage / timeline / reference)	**F11**	Full screen
O	Turn onion skin on / off	**Shift** + **F11**	Start / end pitch mode (presentation)

Drawing Tools

B	Brush	**L**	Line
E	Eraser	**Y**	Polyline
P	Pencil	**[**	Decrease brush size (Shift for ±5)
S	Select	**]**	Increase brush size (Shift for ±5)
C	Camera	**Ctrl** + **Shift** + **PageUp**	Arrange › Bring to Front
T	Cutter	**Ctrl** + **PageUp**	Arrange › Bring Forward
W	Select by colour	**Ctrl** + **PageDown**	Arrange › Send Backward
N	Edit points and curves	**Ctrl** + **Shift** + **PageDown**	Arrange › Send to Back
G	Paint fill	**3**	Brush preset 1
H	Gradient	**4**	Brush preset 2
R	Rectangle	**5**	Brush preset 3
U	Circle / ellipse		

Storyboard

Q	Add panel	**+**	Selected panel length +1 frame
Ctrl + **D**	Duplicate selected panels	**-**	Selected panel length -1 frame
Ctrl + **Shift** + **D**	Split panel at the playhead	**Ctrl** + **Alt** + **D**	Start a new shot here (split the shot)

Clips/Tracks

Ctrl + **Alt** + **Z**	Split the audio clip at the playhead	**Ctrl** + **Shift** + **K**	Split the selected video clip (playhead)
Ctrl + **L**	Link selected sound clips to panel		

Play/Navigate

Ctrl + **Space**	Play / Stop (or Ctrl+Enter)	**Home**	Panel first frame
Shift + **Enter**	Play Selection	**End**	Panel last frame
A	Previous panel	**Ctrl** + **Home**	Go to timeline start
F	Next panel	**Ctrl** + **End**	Go to timeline end
,	Previous frame	**Ctrl** + **F**	Go to… (frame · shot)
.	Next frame		

CHAPTER 26

26. Using a Tablet Too

On iPad and Android tablets the same project opens on a **touch screen**. How to use it is covered separately in the **Tablet edition manual**.

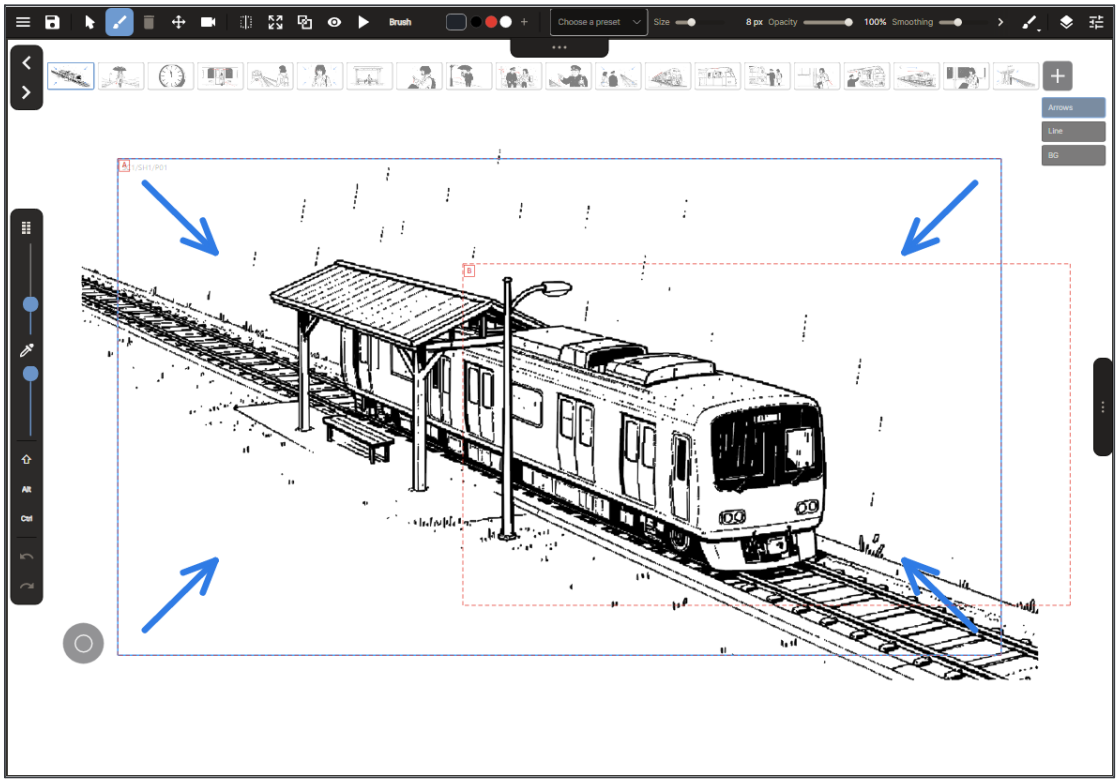

Figure 68 The tablet screen. Menus open in the Menu drawer, and settings windows open as full-screen overlays.

- The easiest way to exchange projects is as a **single file (.hboardpk)** — it is one file, so it is easy to move by email, cloud or USB.
- Open it with the same version on both sides. A project that uses new features will not open in an older version of the app (see the "Projects" chapter).
- Not on the tablet: **.sboard import**, window docking and workspace layouts.

CHAPTER 27

27. Preferences

Edit › Preferences... holds program-wide settings for this computer. Values that belong only to this project, such as title, camera size and frame rate, are in **File › Project properties...**.

Brush, pencil and eraser values (size, colour, presets...), tool options, and view toggles such as onion skin, safe areas, grid and camera view come back **exactly as you left them** the next time you launch, without saving anything. If you set a **Startup tool** in Preferences › General, the tool alone starts with that one.

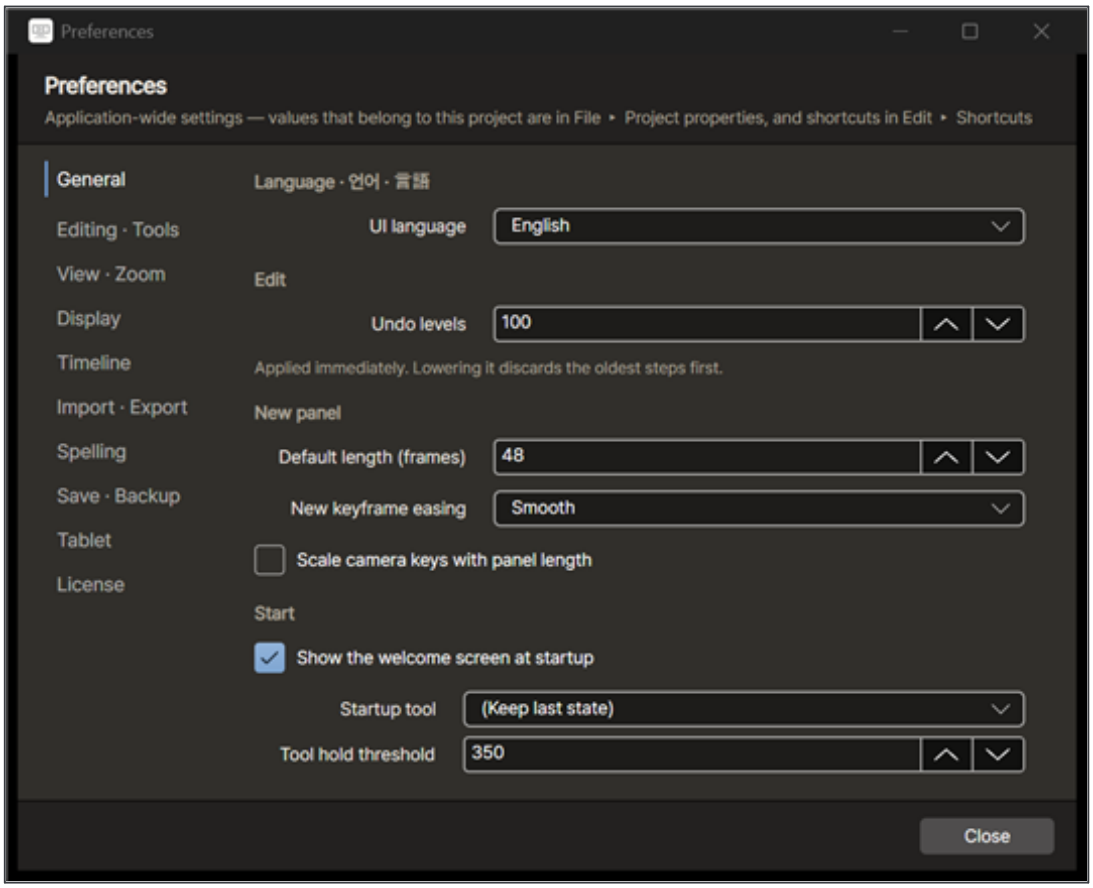

Figure 69 Preferences. Categories on the left: General · Editing · Tools · View · Zoom · Display · Timeline · Import · Export · Spelling · Save · Backup · Tablet · License.

- At the very top, **Language · 언어 · 言語** — the interface language (at first it follows your computer's language).
- **General** — undo levels, default length of new panels, new keyframe easing, scale camera keys with panel length, show the welcome screen, startup tool.
- **Editing · Tools** — ripple edit and animatic editing mode, drawing cursor shape, **Naming** (panel prefix, number digits and increment, bump the number when duplicating, **Renumber automatically on edit** — on by default).
- **View · Zoom** — Stage and timeline zoom limits, theme (accent colour, surface brightness).
- **Display** — captions, time display, safe areas, proportion grid.
- **Timeline** — track height and playback settings.
- **Save · Backup** — auto-save interval, backup interval and keep count, a **copy folder** that keeps one more set of backups, and export, import or reset of the preferences file.

- **Spelling** — choose a Hunspell dictionary (.dic/.aff).
- **Tablet** — drawing hand, UI size, font size, wheel menu slots, palm rejection, sound test (used on the tablet screen).

> **Note** The interface is available in Korean, English and Japanese (beta). The Japanese interface has not yet had a final review by a native speaker.

CHAPTER 28

28. Troubleshooting

If this happens	How
Shortcuts don't work	When the cursor is in a text box, **typing takes priority** over shortcuts. Click the Stage once.
Old shortcuts don't work	The defaults have changed — Select is `S`, Cutter is `T`, Delete is `D`, Split panel is `Ctrl` + `Shift` + `D`. You can restore the keys you're used to in Edit shortcuts.
A panel (pane) has disappeared	Turn it back on from **View › Panel**. If things are tangled, use **Reset panel layout**.
Assets (images, sounds) don't show	Find the missing files in the **Project management** panel and relink them.
The app suddenly closed	Restart it, then use **File › Recover unsaved work...**.
A colleague can't open my file	A project that uses new features won't open in an older version. Make sure you're both on the same version.
Exported files have a watermark	You're using the trial. Enter a key in **Help › License information...**.
Can't add more panels · an export format is locked	The trial allows 15 panels per project and PDF and image export. Enter a key in **Help › License information...**.
A large project is slow	Zoom the timeline out, turn off onion skin and high-quality playback, and try running **File › Optimise project...**.
Spell check doesn't catch anything	You need to set a dictionary (Preferences › Spelling). Without a dictionary there is no checking.
Temporary voice (TTS) isn't generated	Check that a system voice for that language is installed on your computer (Windows or Mac) or tablet. With no voice, the button is greyed out.
The interface is in the wrong language	At first it follows your computer's language. Change it with **Language** on the welcome screen or at the top of Preferences.
Pictures are blank after a .sboard import	Make sure the **elements** folder sits next to the project file. When the import finishes, the app tells you how many pictures it couldn't read.

What this manual does not guarantee

The following are in the program, but **we have not verified them in real-world setups**. You can use them, but before an important delivery, test with a small sample first.

- Editorial round-trip with real Avid and Premiere
- Spell-check quality with a real Korean Hunspell dictionary
- Pen tilt (pen pressure has been verified on real Windows, iPad and Android devices)
- Results when an AI video package is fed into a real generative video model

HelloStoryboard User Manual (Desktop edition) · Version 1.0.13 · 2026-11-22 · This document was generated by **scripts/make_manual.py** from the source code and real screenshots. The storyboard in the pictures is the sample project "Makcha (Last Bus)".