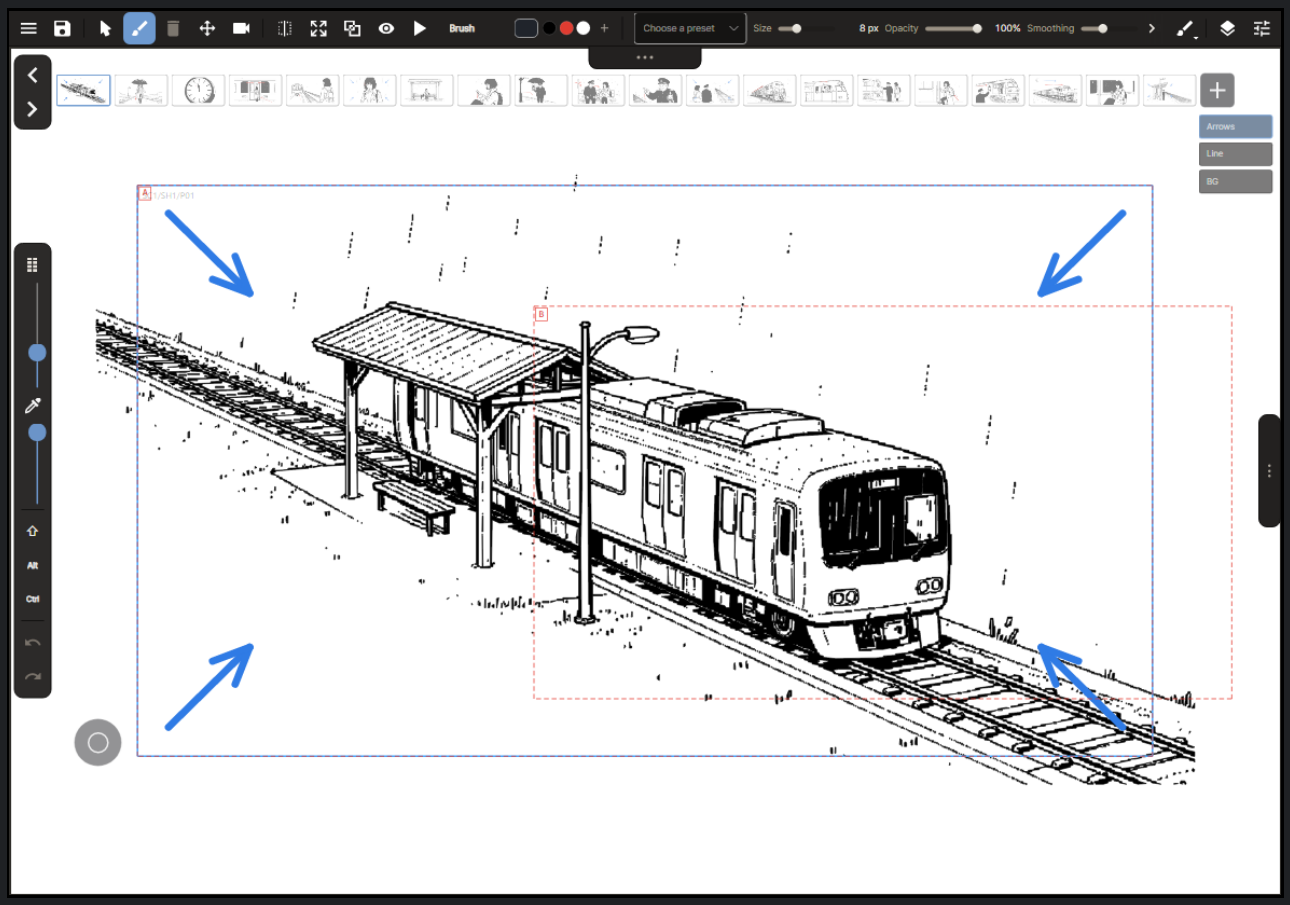
HelloStoryboard

User Manual · Tablet



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

iPad and Android tablets (phones are not supported) — computers have a separate "Desktop edition" manual

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

The menu categories and PDF profile lists in this manual were generated directly from the program's 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 Tablet edition is an app for making **storyboards and animatics** on iPad and Android tablets. Draw with the pen, give panels a length, add sound, and export to PDF or video.

It opens **the same .hboard projects** as the desktop version (Windows and Mac). You can keep refining boards drawn on the tablet on your computer, or the other way round. It does not run on phones (tablets only).

On first launch the interface language follows your **device language** (English if it isn't Korean or Japanese). Change it with **Language** on the welcome screen or **Language · 언어 · 言語** at the top of Preferences.

Your first storyboard in 5 minutes

1. Create a **New Project** on the welcome screen. If you have a script, paste it into the **Auto Panel Setup from Script** screen that appears next; if not, choose **Don't Generate**.
2. Draw the first panel with the pen. On the left bar, the upper gauge is size and the lower gauge is opacity.
3. Tap the translucent circle at the lower left of the canvas (the **wheel button**) to open the **Wheel menu** — pick **New panel**, the eraser or select here. You can also add a panel with the **+** at the end of the panel thumbnail strip.
4. Open the **three-dot** handle on the right edge and write the slug, dialogue and action on the **Panel** tab.
5. Tap the ••• handle below the middle of the top bar to expand the timeline, drag the end of a card to set its length, then play with ▶.
6. In Menu › **Export...**, make a PDF or video and send it with the share sheet.

> **Tip** When the app goes to the background or you switch to another app, it **saves on the spot**. Auto-save is also on from the start.

You can reopen this manual at any time with **Menu › File › User manual...** in the app (the website opens in the device's browser).

Free to use; unlock Pro with a one-time purchase

The app is **free to download and use right away.** The free version lets you create up to **15 panels per project**, and export is limited to **PDF and images** (movies, EDL/XML, shot layouts, shot lists (CSV, Excel), the HTML review, 3D files, audio and the AI video package need Pro). Exported images and PDFs, and the drawing screen, carry a faint watermark (HelloStoryboard · FREE).

- Pay **once** with the **Unlock Pro** button in Preferences › **License** (or on the welcome screen) and the limits and the watermark are gone. It is not a subscription.
- If you switch devices or reinstall the app, tap **Restore Purchase**. With the same store account you don't pay again.
- Opening, editing and saving are never blocked, even before you pay. Projects with more than 15 panels still open.

CHAPTER 02

2. A Tour of the Screen

It is a single screen with no windows. Tap **Menu** at the top left to open the menu; windows such as settings and export open as full-screen **overlays**.

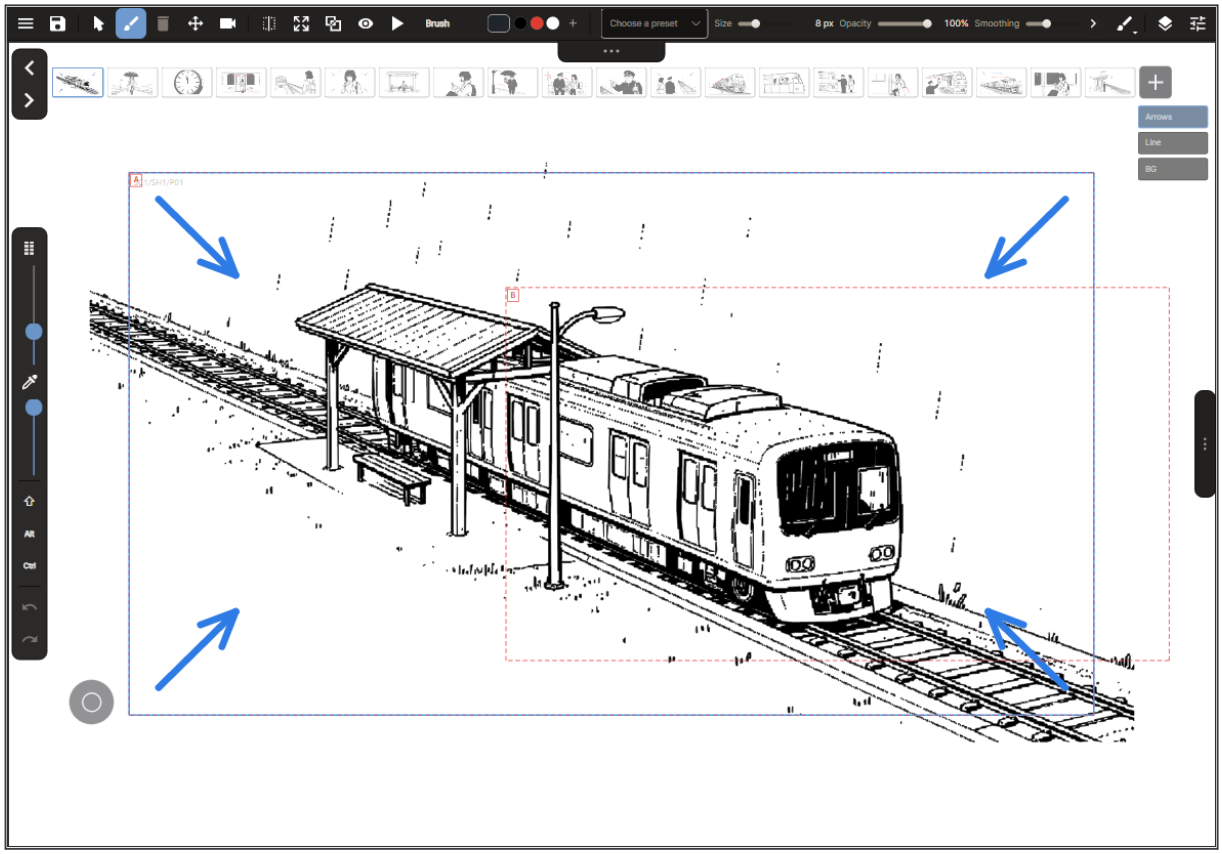

Figure 1 The default tablet screen. The top bar holds the menu, tools and tool options; below it the floating panel strip, the left bar, and the layer name at the top right.

Location	What it is
Top bar, left	**Menu · Save · Select · Brush · Delete selection · Layer move · Camera · Mirror · Fit to Screen · Onion skin · View · Play**
Top bar, centre	Options for the current tool (colour, presets, size, opacity, smoothing, contour/centreline, pressure density…). If they overflow, swipe sideways. Tap the current colour swatch to open the **Colour** pane.
Top bar, right	Opens the **Tools · Layers · Properties** panes (tap the same button again to close).
••• below the top bar	Timeline handle — tap to expand. Once expanded, tap the strip along the bottom edge of the timeline to collapse it, or drag it to change the height.
Floating panel strip	With the timeline collapsed, just the row of panel thumbnails floats translucently over the canvas. Tap one to go to that panel. The **+** at the end of the row adds a new panel after the current one.
Top left ‹ ›	Previous / next panel.
Translucent circle	**Wheel button** — tap for the wheel menu; **press and hold** and the wheel appears where you pressed, then drag to a slot without lifting and release to run it; drag the button to move it (it remembers where you put it).

Location	What it is
Left bar	**Grid button** (top) · brush size · eyedropper · opacity · **Shift** · **Alt** · **Ctrl** · undo · redo
Name tag, top right	Names of this panel's layers. Tap one to draw on that layer.
Right edge three-dot	Drawer — **Layers** · **Colour** · **Properties** · **Panel** tabs (the Panel tab is the caption pane).

> **Note** If you draw left-handed, set Preferences › Tablet › **Drawing hand** to left — the bar and buttons move to the other side.

Menu — 20 categories

The menu is split into categories, and within each category similar items are **grouped by thin lines**. There are 313 items in all.

Category	What's here (first items)
File	New Project · Start Screen · Recent Projects… · Open project folder… · Save · Save As… · Import image… …
File · Exchange	Open single file… · Save as single file… · Recover from cache… · Detach from single file · Send to the edit suite… (EDL and XML together) · Read back the edit… …
Edit	Spelling… · Toggle automatic spell check · Undo · Redo · Cut · Copy …
Edit · Refine/Settings	Break text into art · Merge selected strokes (into one filled shape) · Group selected strokes · Ungroup selected strokes · Merge the current layer's art (by colour) · Apply the current line grain to the selected strokes …
View	Float model sheet · Fit to screen · Look at selected · Rotate left · Rotate right · Mirror …
View · Dedicated Screens	Script… · Project management… · Effect stack… · Audio levels… · Add the current panel to the library… · Add selected layers to library… …
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 …
Layer · Show/Lock	Toggle hide background layers · Merge selected layers · Show selected layers · Hide selected layers · Lock selected layers · Unlock selected layers …
Layer Motion	Add layer keyframe · Delete layer keyframe · Clear all layer keys · Copy layer keys · Paste layer keys · Apply layer motion across panels …
Storyboard	Add panel · Add Panel Before · Reframe… · Auto Panel Setup from Script… · Timing from dialogue… · Create dialogue panels …
Shots · Scenes · Markers	Add shot · Add scene · Add sequence · New shot started here · Duplicate shot (with panels) · Flip shot horizontally …
Structure · Thumbnails · Length	Toggle sequence level · Select all panels in this sequence · Select All Panels in Scene · Select All Panels in Shot · Lay out a grid (rows × columns from settings) · Split cells into panels …
Review/Notes	Revision drawing (review layer) · Sketch caption… · Toggle auto tracking · Mark Changes by Date… · Validate Selected Panels · Validate All …
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 …

Category	What's here (first items)
Previz	Make previz… · Project to 2D Underdrawing · Sync 3D Perspective Guide · 3D Space View… · Depth from drawing · Toggle previz look …
Clips/Tracks	Record audio… · Paste clip (at the playhead) · Find audio clip… · Project sounds… · Auto-Duck BGM Under Dialogue (-12dB) · Select all audio clips …
Play/Navigate	Play / Stop · Play Selection · Previous panel · Next panel · Previous frame · Next frame …
Drawing Tools	Balloon (text + round balloon) · Increase brush size · Decrease brush size · Tool presets… · Brush properties… · Flipped horizontally …
Guides	Add horizontal guide · Add vertical guide · Add diagonal guide · Guide list… · Delete all guides · Add 1-point perspective guide …
Captions/Colour	Save the current caption set-up as the default · Reset default caption fields · Add caption field… · Shoot Shot List (Excel .xlsx)… · Pick colour… · Add the current colour to the swatches …

From the next chapter on, every item is explained **one chapter per Menu category**. Items that open an overlay come with a picture of that screen.

CHAPTER 03

3. File

Create, open and save projects; import (images, SVG, 3D, sound, video, brushes); export; user manual.

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.
Start Screen · Recent Projects…	Welcome screen (new project, recent list).
Open project folder…	Opens a project — on iPad, a folder outside the app is copied into the app and opened; on Android, as a single file (.hboardpk).
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 image…	Image file as an image layer.
Import image as vector…	Lines in an image as vector strokes.
Import SVG…	SVG as vector strokes.
Import 3D Model (OBJ)…	OBJ reference model.
Import audio…	Sound file as a clip.
Import reference video…	Reference video onto the video track.
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.
Import brushes…	Brush preset file.
Export…	Export sheet (PDF, images, video, 3D dummy video, AI package). The free version exports PDF and images only.
Revision summary PDF…	A summary PDF bundling review notes and before/after comparisons — for sending only what changed.
Export audio only (WAV)…	Mixed sound only, as WAV. Licensed version only.
User manual…	The online user manual (PDF) in your browser.

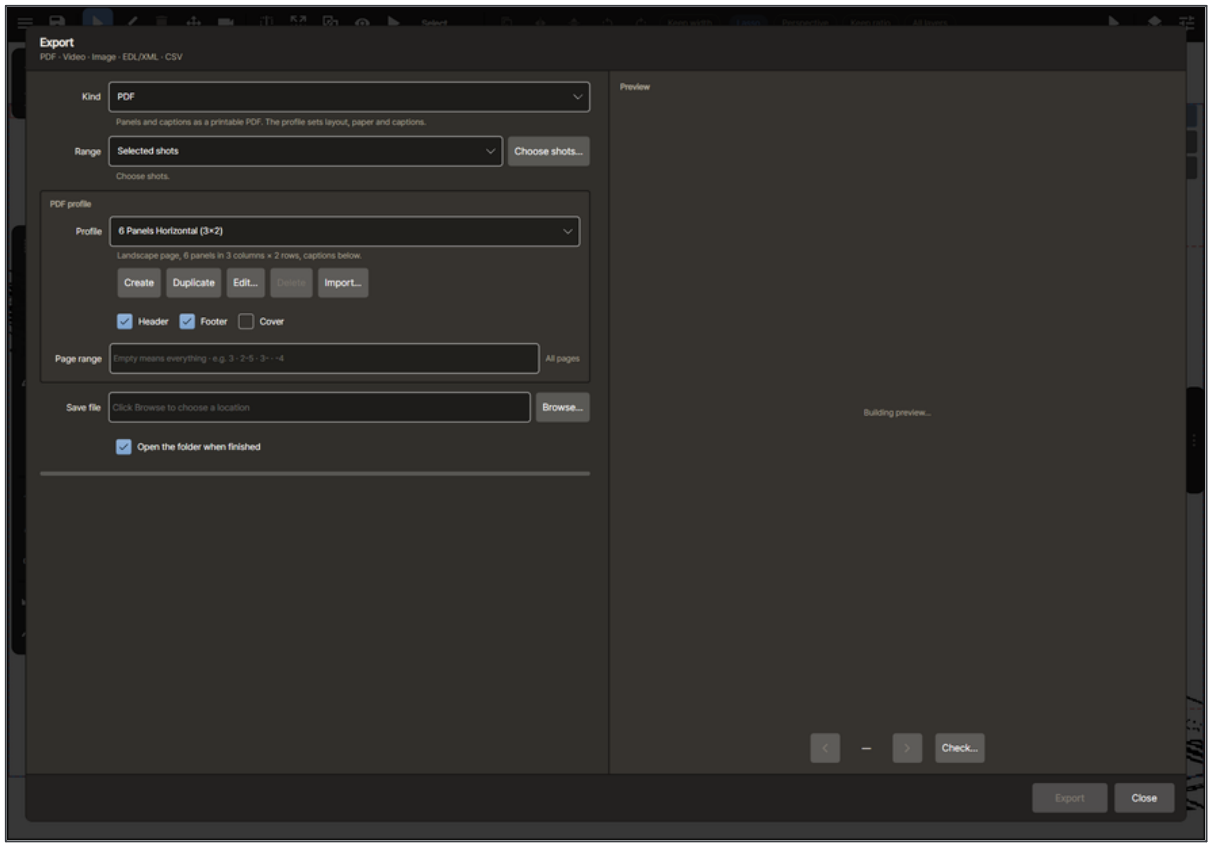

Figure 2 Menu › File › Export...

CHAPTER 04

4. File · Exchange

Single file, editorial round-trip, backup/recovery/versions, merge with, split into and take back from other projects.

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").
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...	Reads back order and length changes from the edit suite.
What is an edit-suite round trip?	Explains this feature.
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".

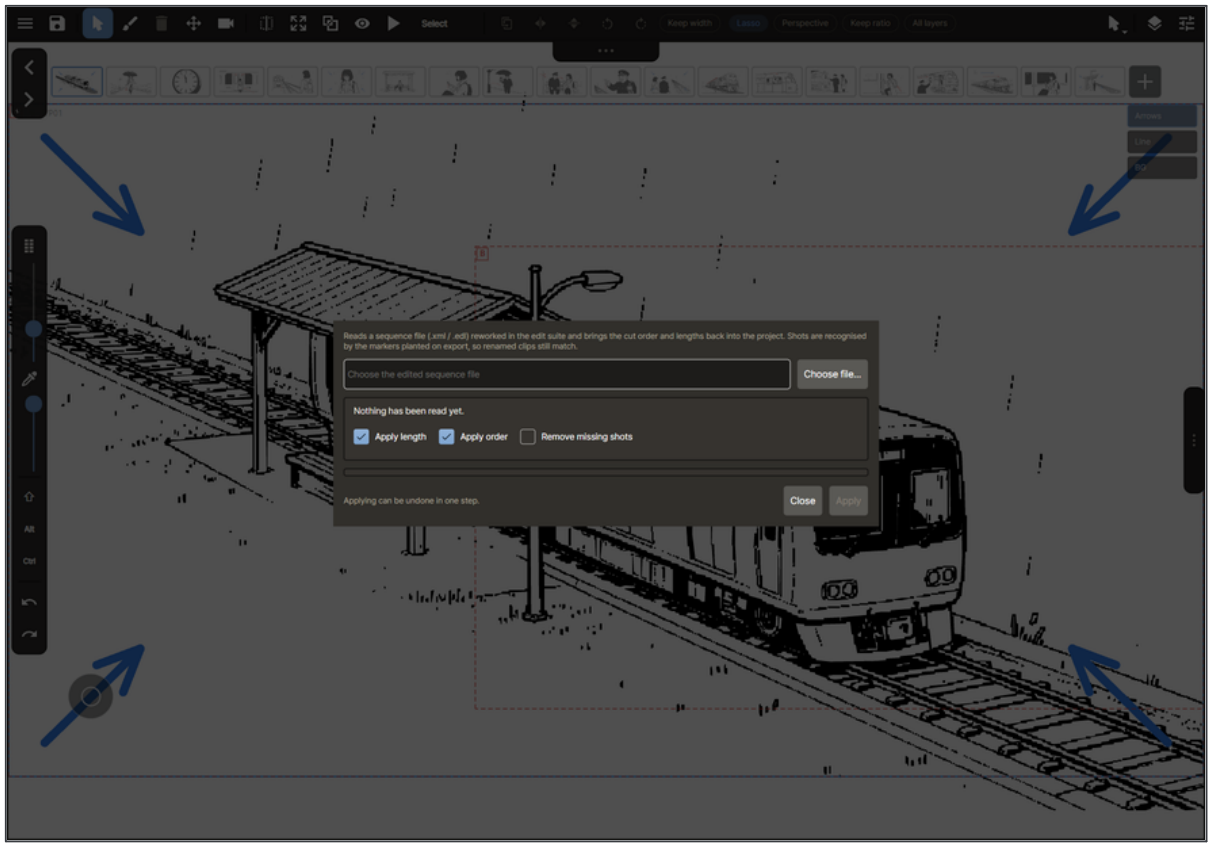

Figure 3 Menu › File · Exchange › Read back the edit…

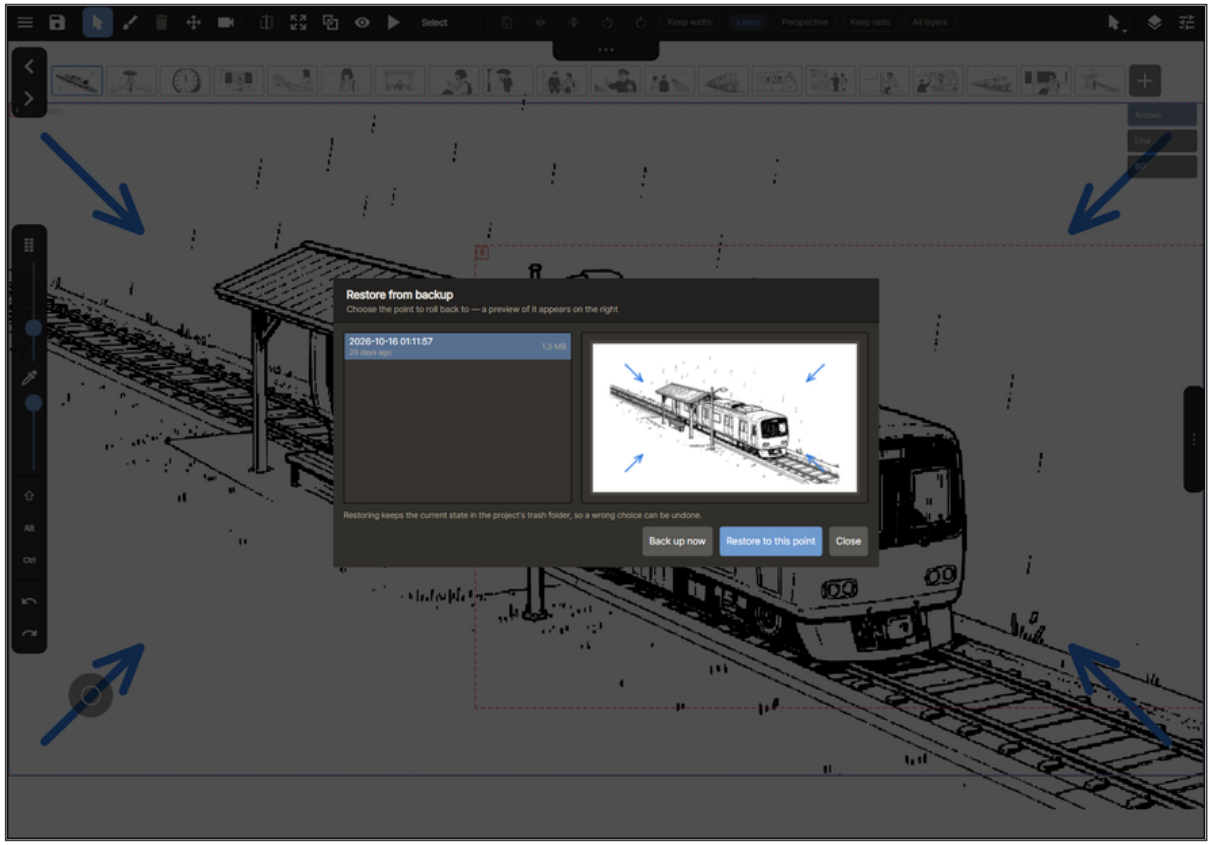

Figure 4 Menu › File · Exchange › Backup — make one now / restore a chosen point…

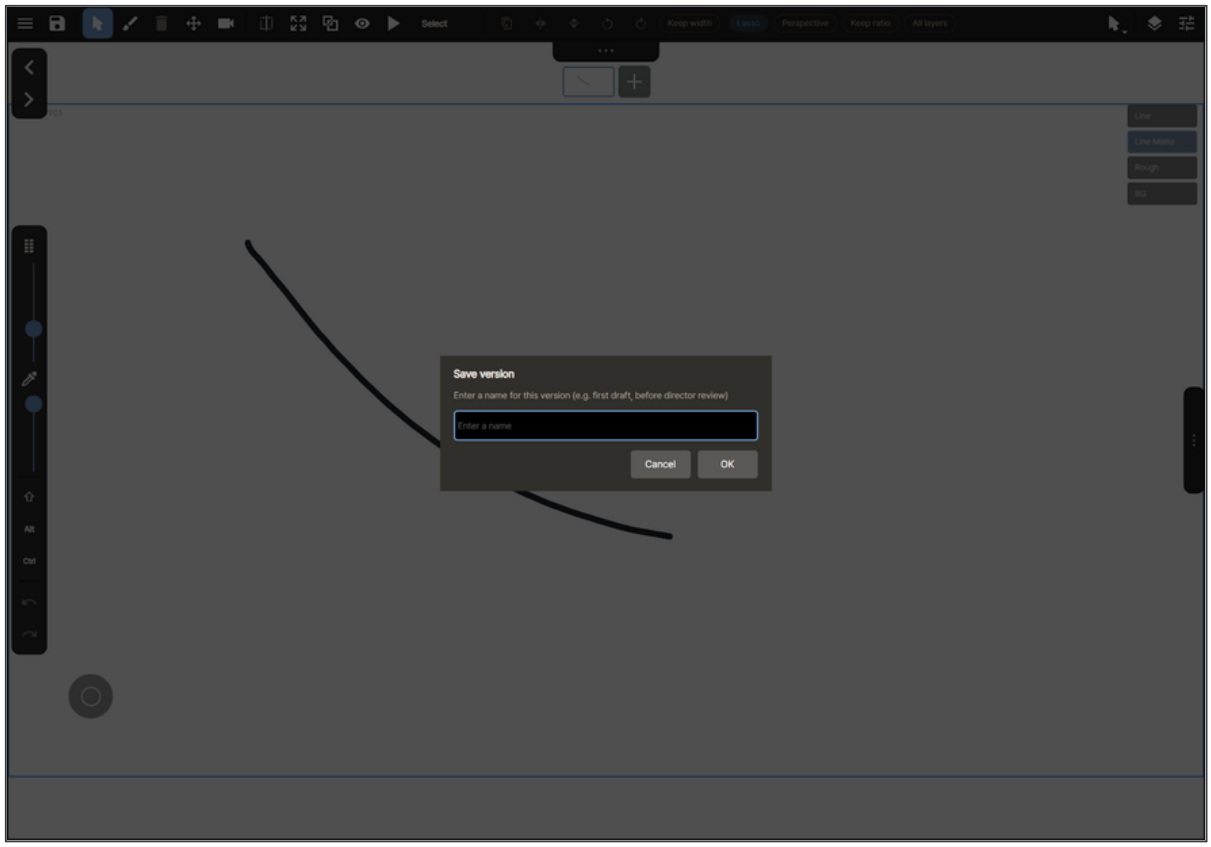

Figure 5 Menu › File · Exchange › Save version…

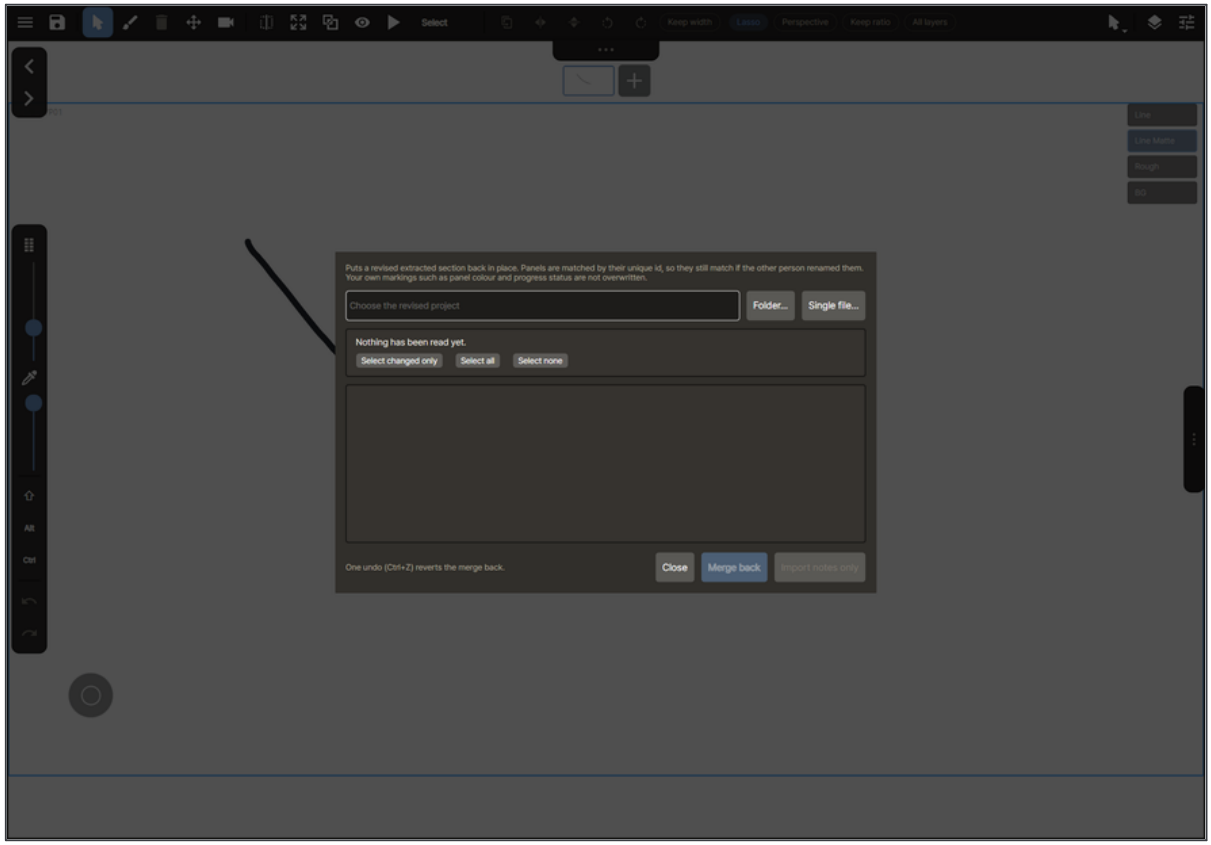

Figure 6 Menu › File · Exchange › Merge Back Revised Panels…

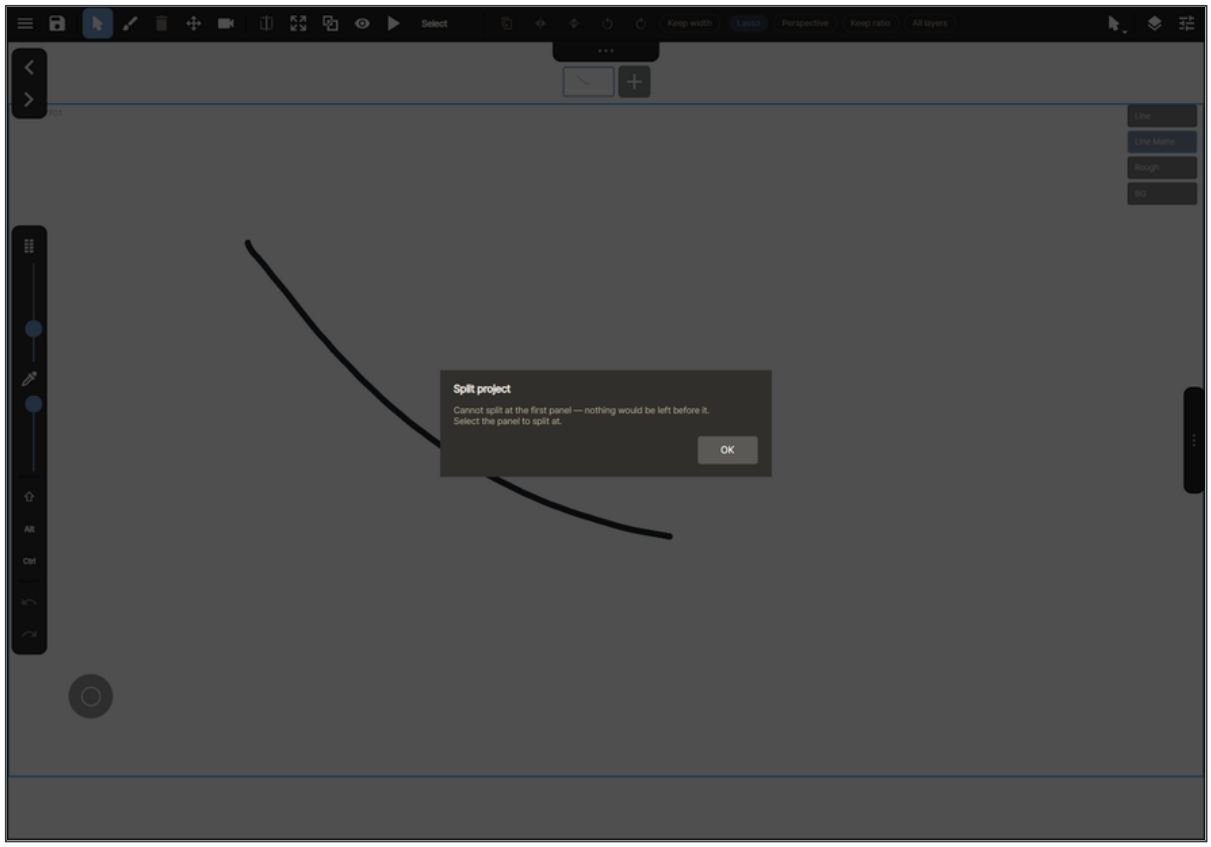

Figure 7 Menu › File · Exchange › Split Project Here...

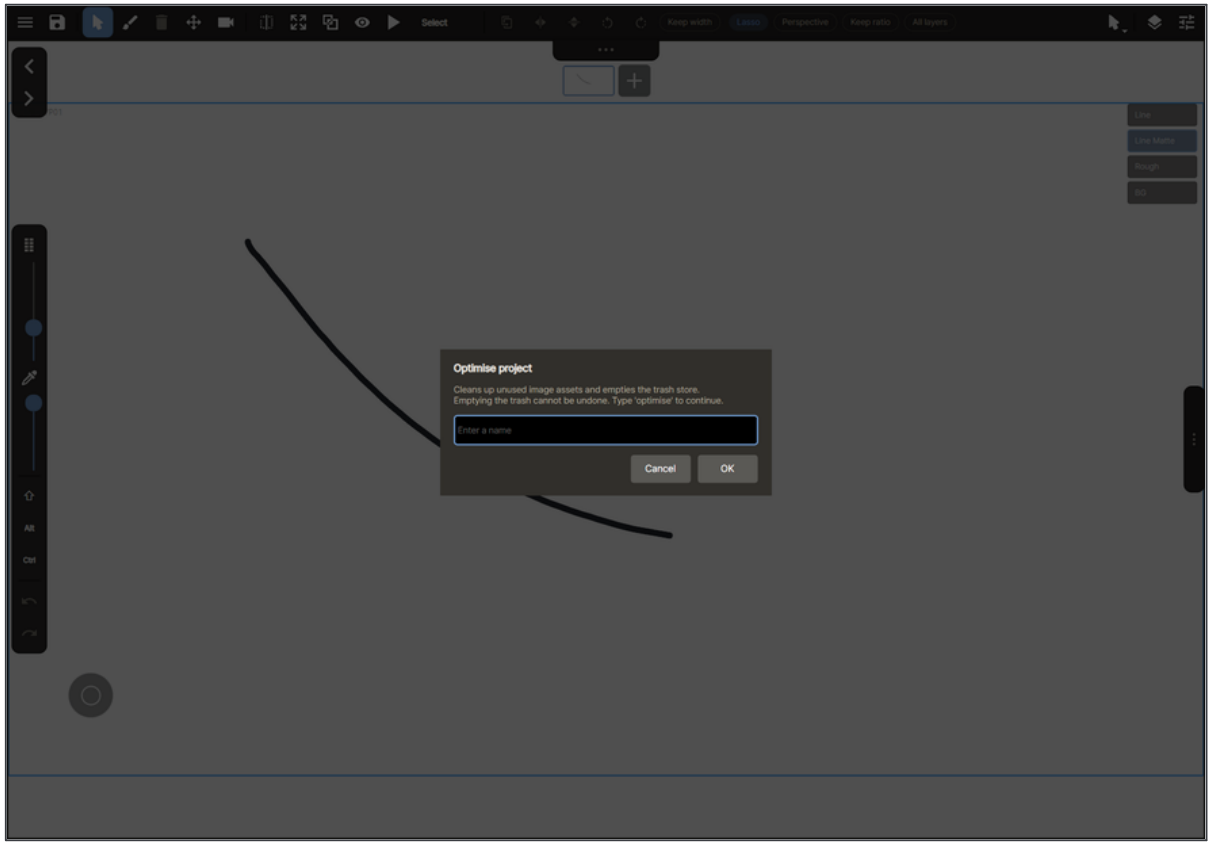

Figure 8 Menu › File · Exchange › Optimise project...

CHAPTER 05

5. Edit

Spelling, undo, copy/paste/delete/duplicate, selection, select all, multi-panel edit.

Item	What it does
Spelling...	Checks caption spelling against a dictionary (set the dictionary in Preferences).
Toggle automatic spell check	Underlines 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.
Toggle multi-panel edit	Applies to same-named layers in all selected panels.

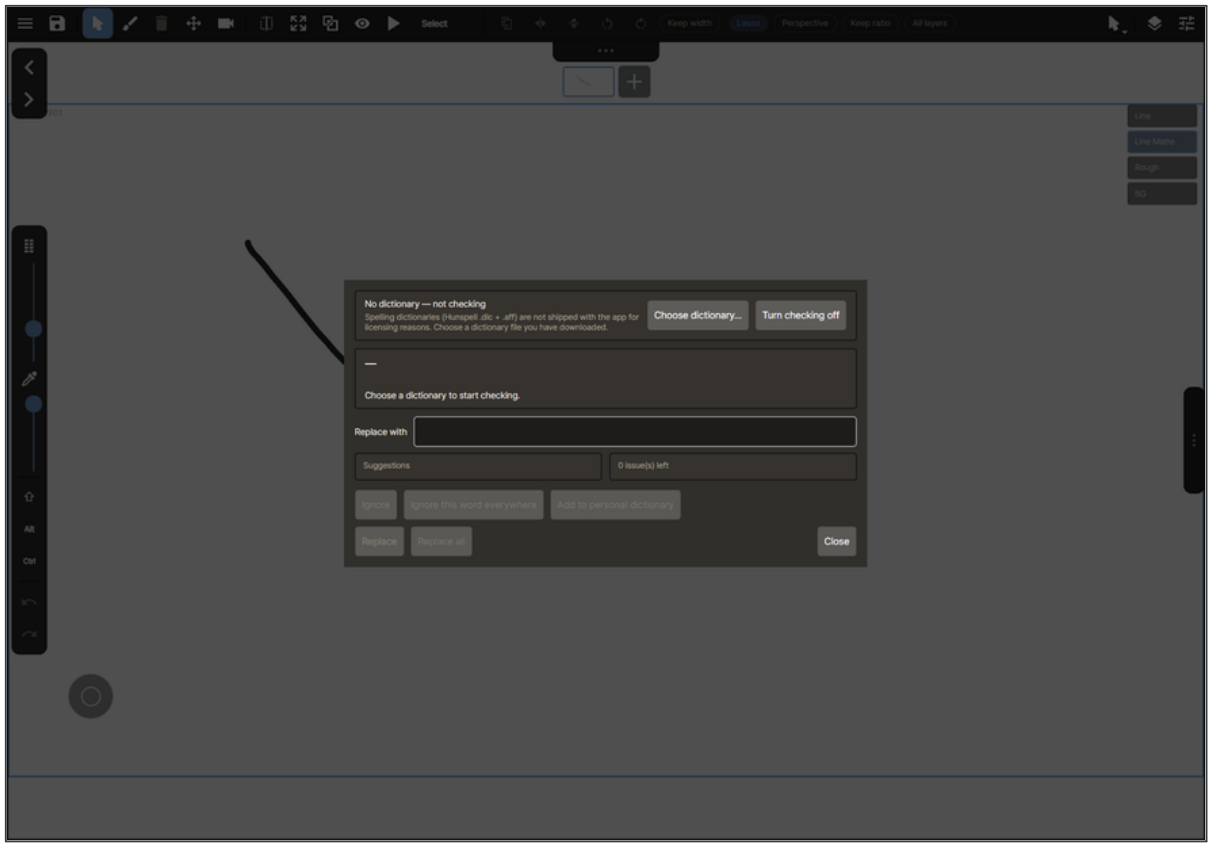

Figure 9 Menu › Edit › Spelling...

CHAPTER 06

6. Edit · Refine/Settings

Merge, group, convert and simplify strokes; nudge 1 px; preferences, settings sets, shortcuts.

Item	What it does
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).
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.
Nudge selection 1px left	Moves the selected drawing 1 px left.
Nudge selection 1px right	1 px right.
Nudge selection 1px up	1 px up.
Nudge selection 1px down	1 px down.
Preferences...	The app settings window: drawing, input, playback, language, license and more.
Preference sets...	Choose or save a settings set.
Shortcut sets...	Choose or save a shortcut set.
Export shortcuts...	Saves the shortcut layout to a file.
Import shortcuts...	Loads a shortcut layout file.

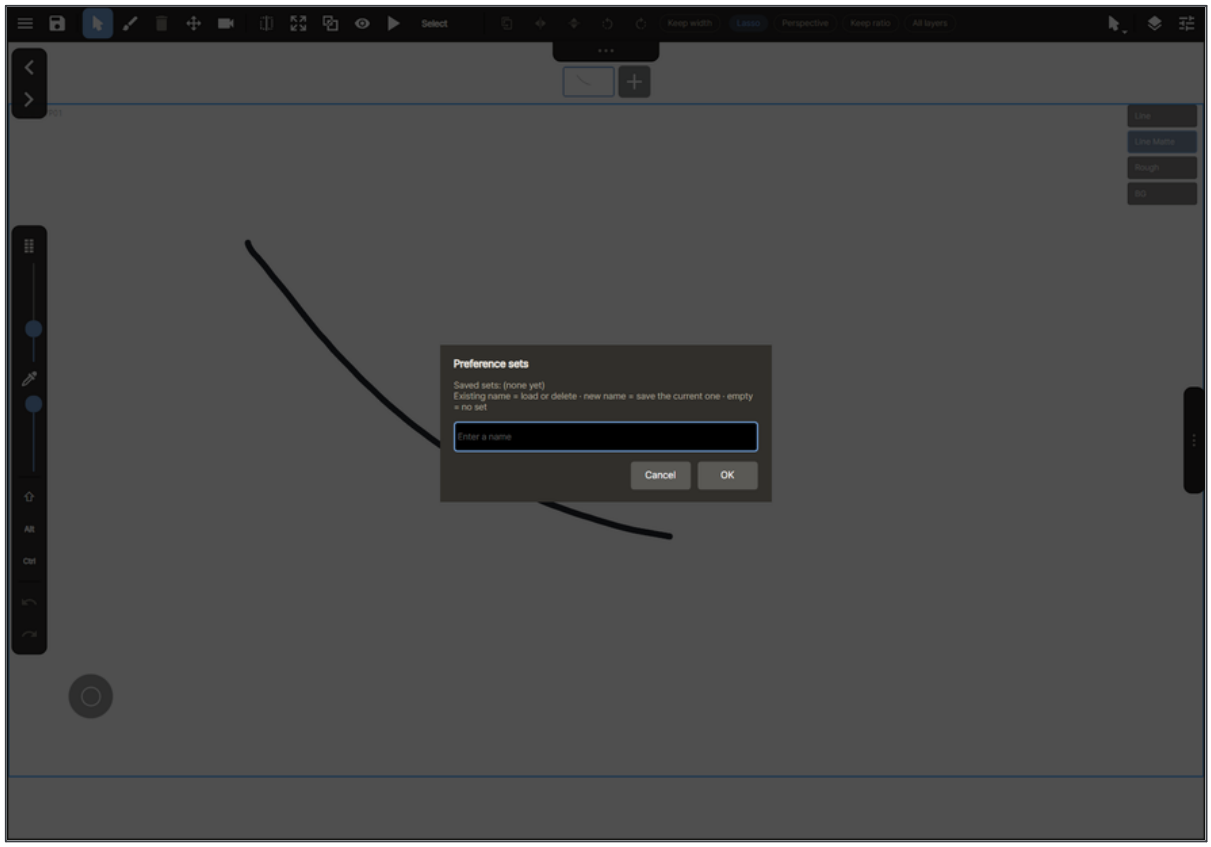

Figure 10 Menu › Edit · Refine/Settings › Preference sets...

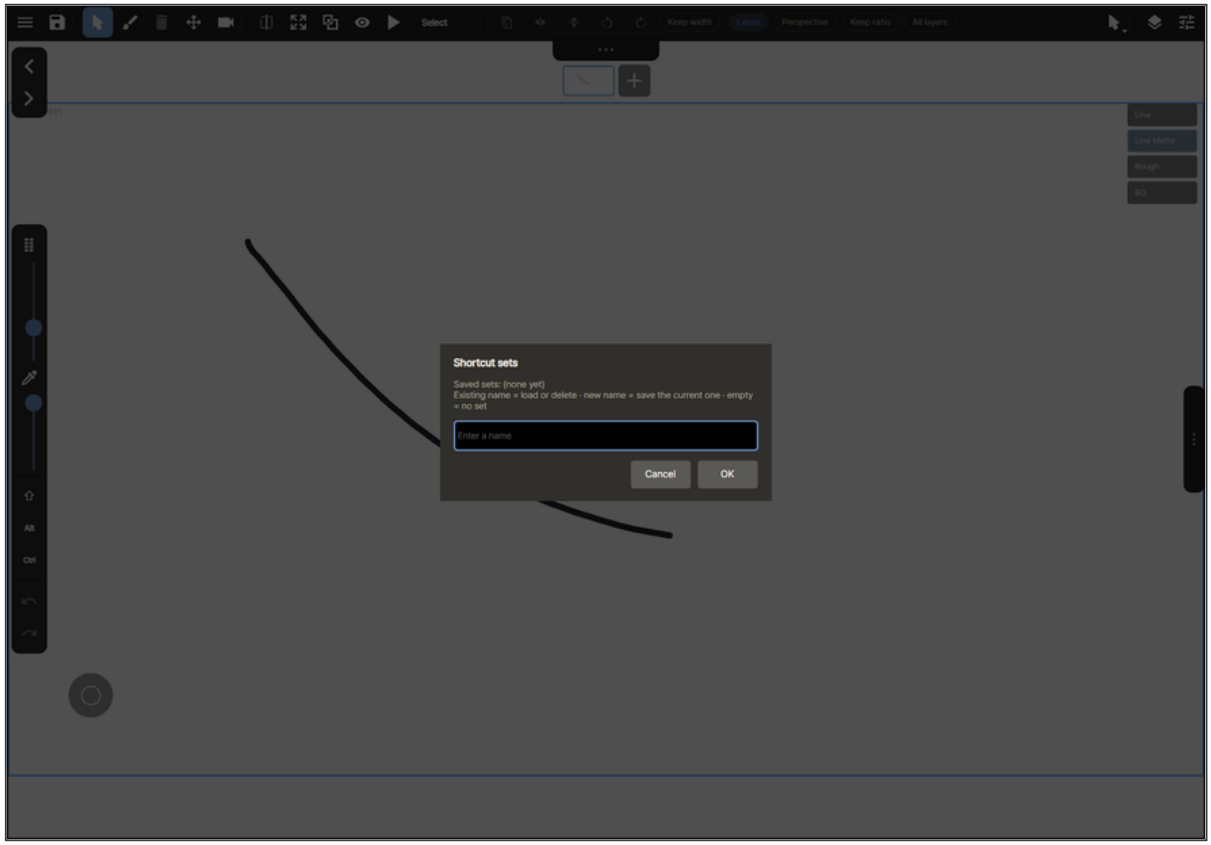

Figure 11 Menu › Edit · Refine/Settings › Shortcut sets...

CHAPTER 07

7. View

Model sheet, fit/rotate/flip, onion skin, overview and pitch modes, guide and snap display.

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.
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).
Pitch mode (presentation)	For presenting — just the Stage, large; the panel layout is temporary.
Toggle show guides	Shows guide lines.
Toggle show perspective guides	Shows perspective guides.
Toggle snapping	Snap to things.

CHAPTER 08

8. View · Dedicated Screens

Script, project management, effects, audio levels, library, review notes, workspaces.

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.
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.
Show/hide review note pins	Shows note pins.
Reviewer mode on/off (notes only)	Notes-only mode.
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.
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).
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.
Quick Start Guide (2 min)…	A two-minute guide for first-time users — draw, add panels, play, export.
Export workspaces…	Saves panel layouts to a file.
Import workspaces…	Loads a layout file.

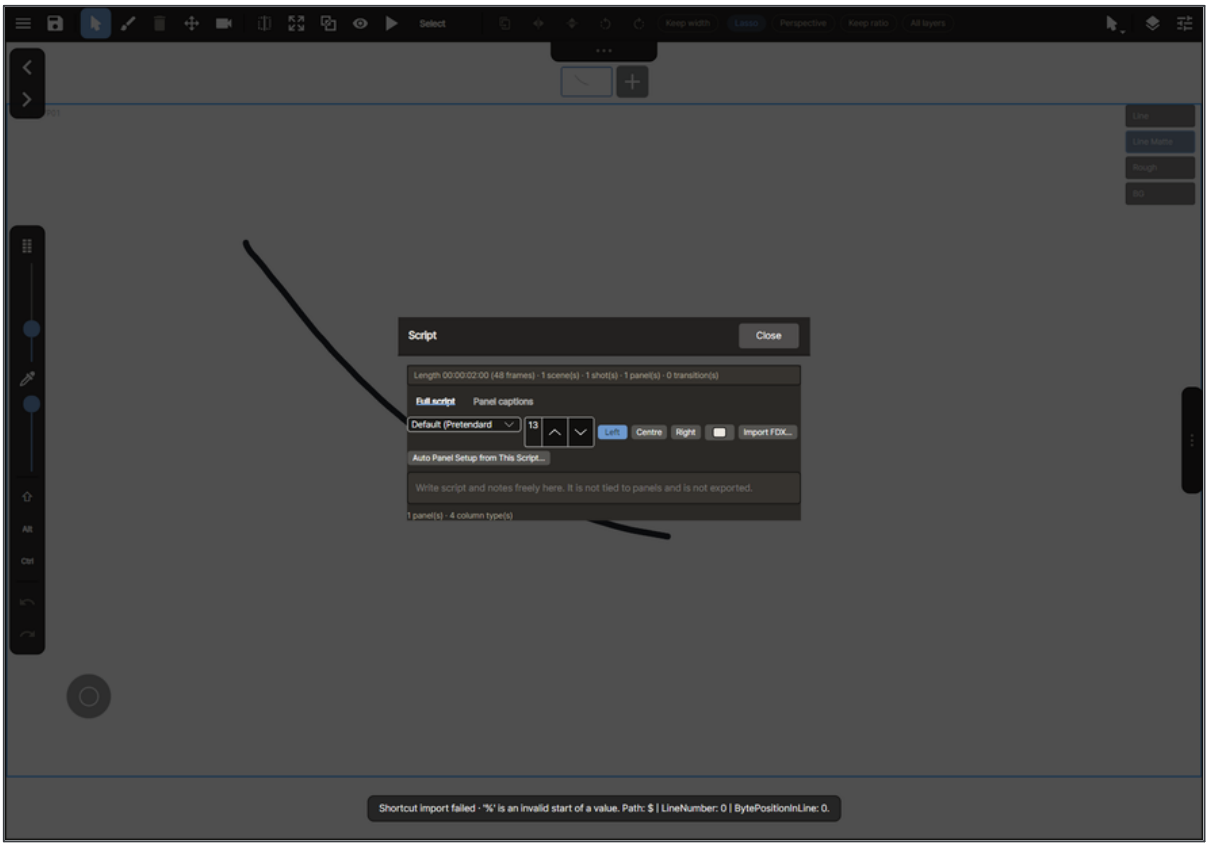

Figure 12 Menu › View · Dedicated Screens › Script...

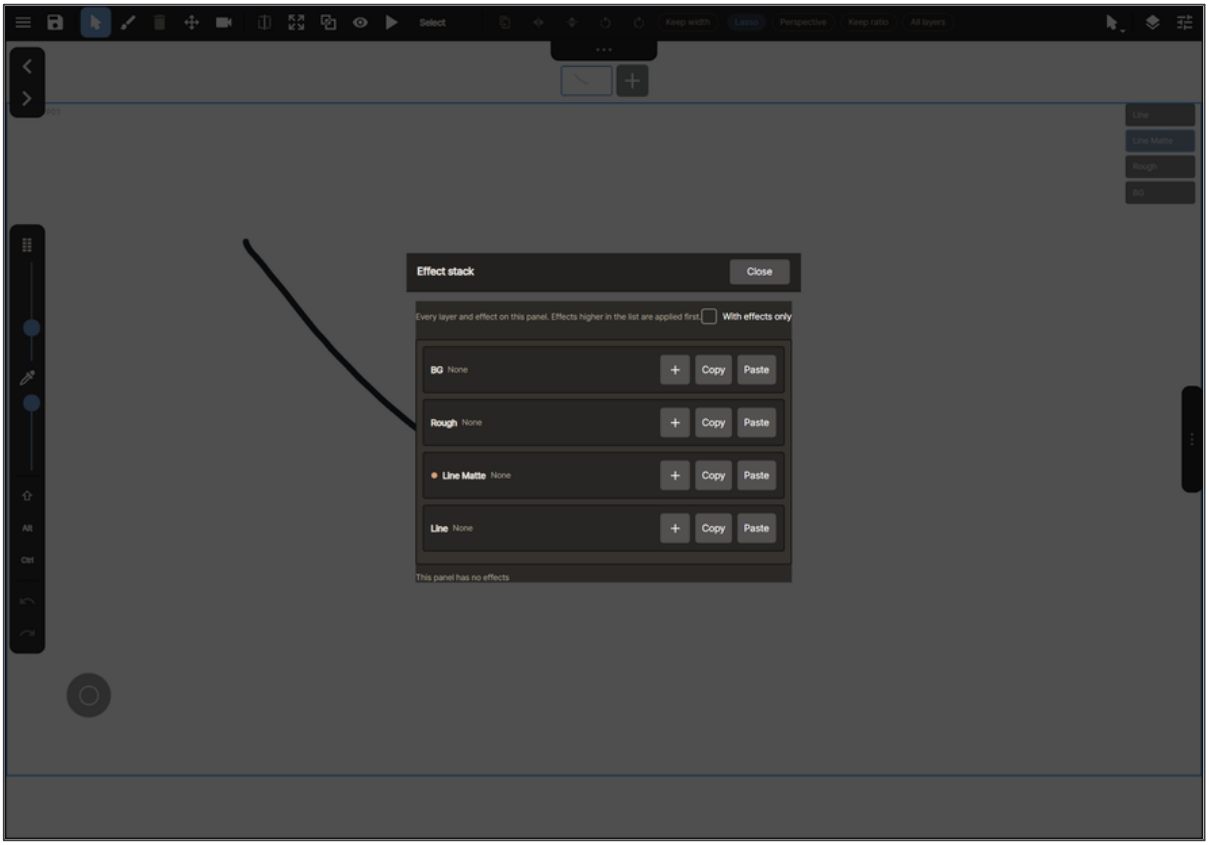

Figure 13 Menu › View · Dedicated Screens › Effect stack...

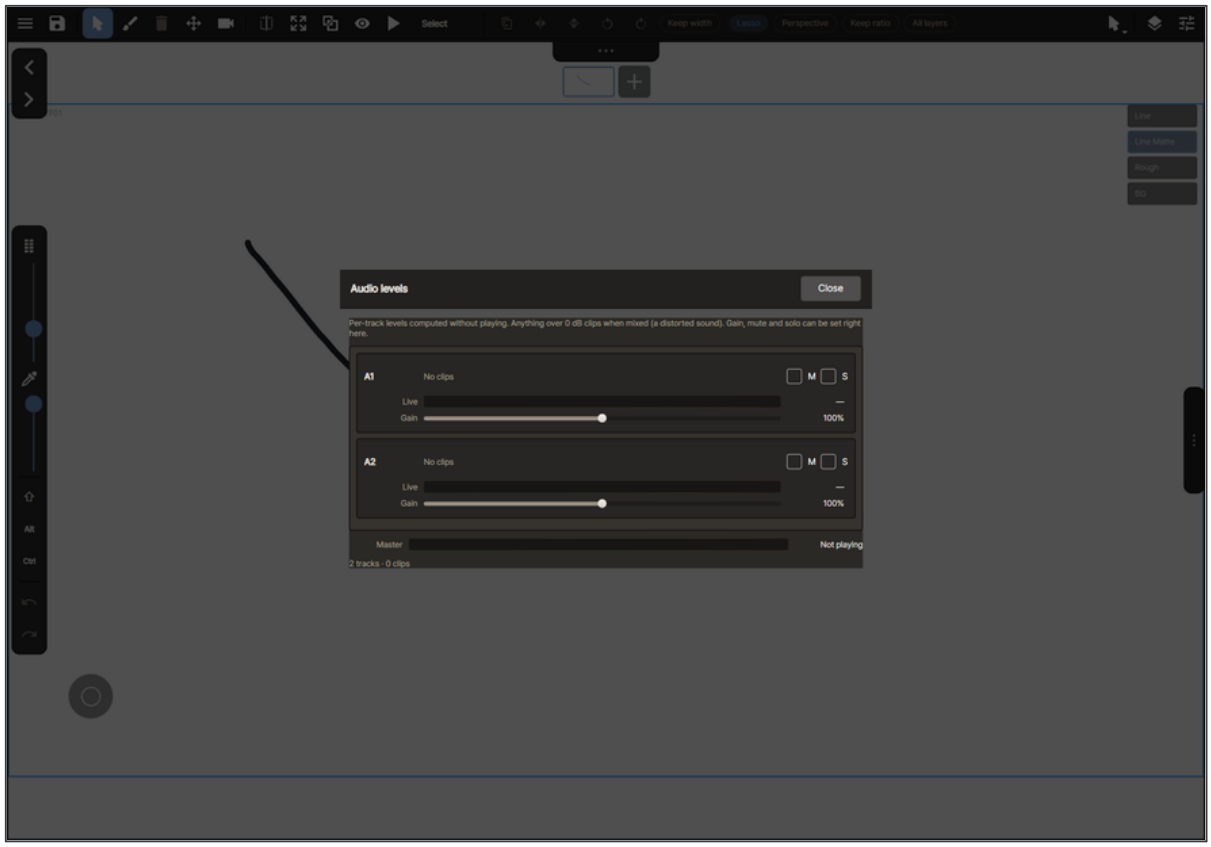

Figure 14 Menu › View · Dedicated Screens › Audio levels…

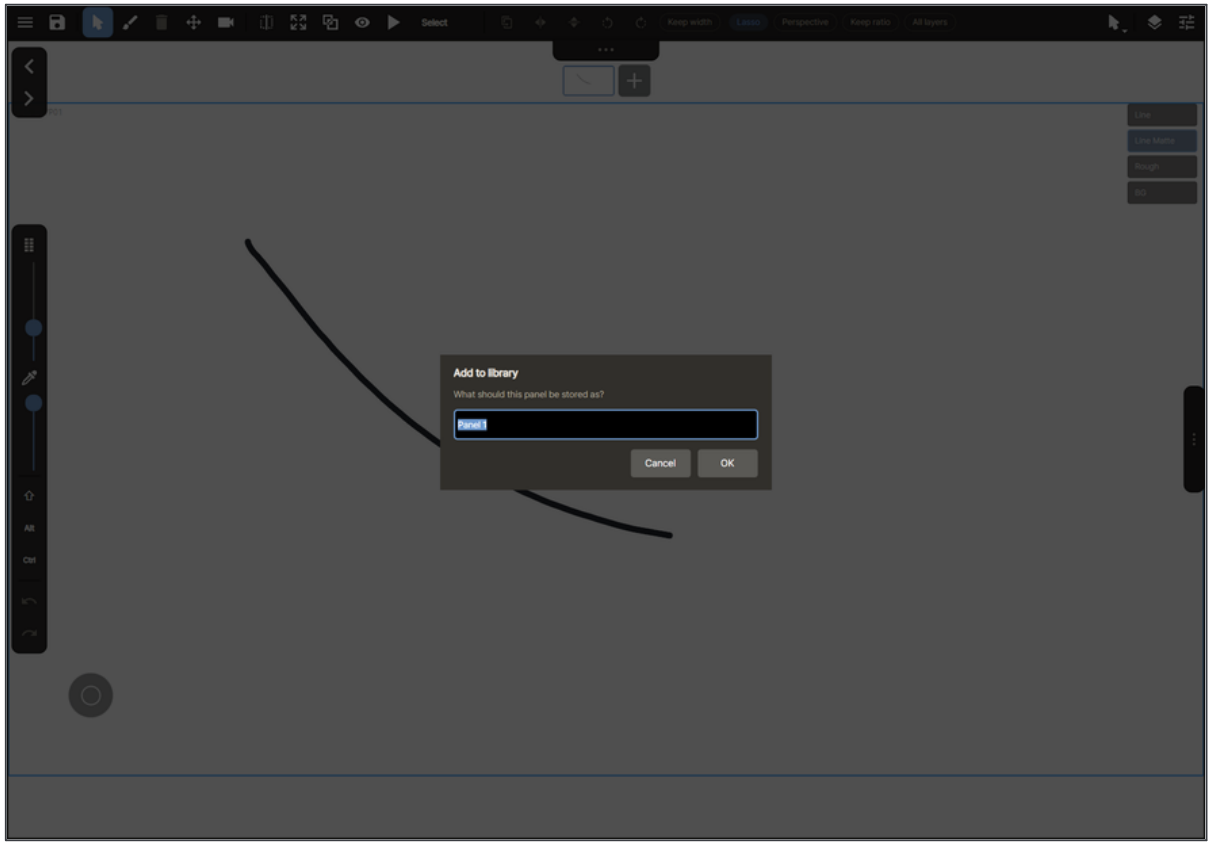

Figure 15 Menu › View · Dedicated Screens › Add the current panel to the library…

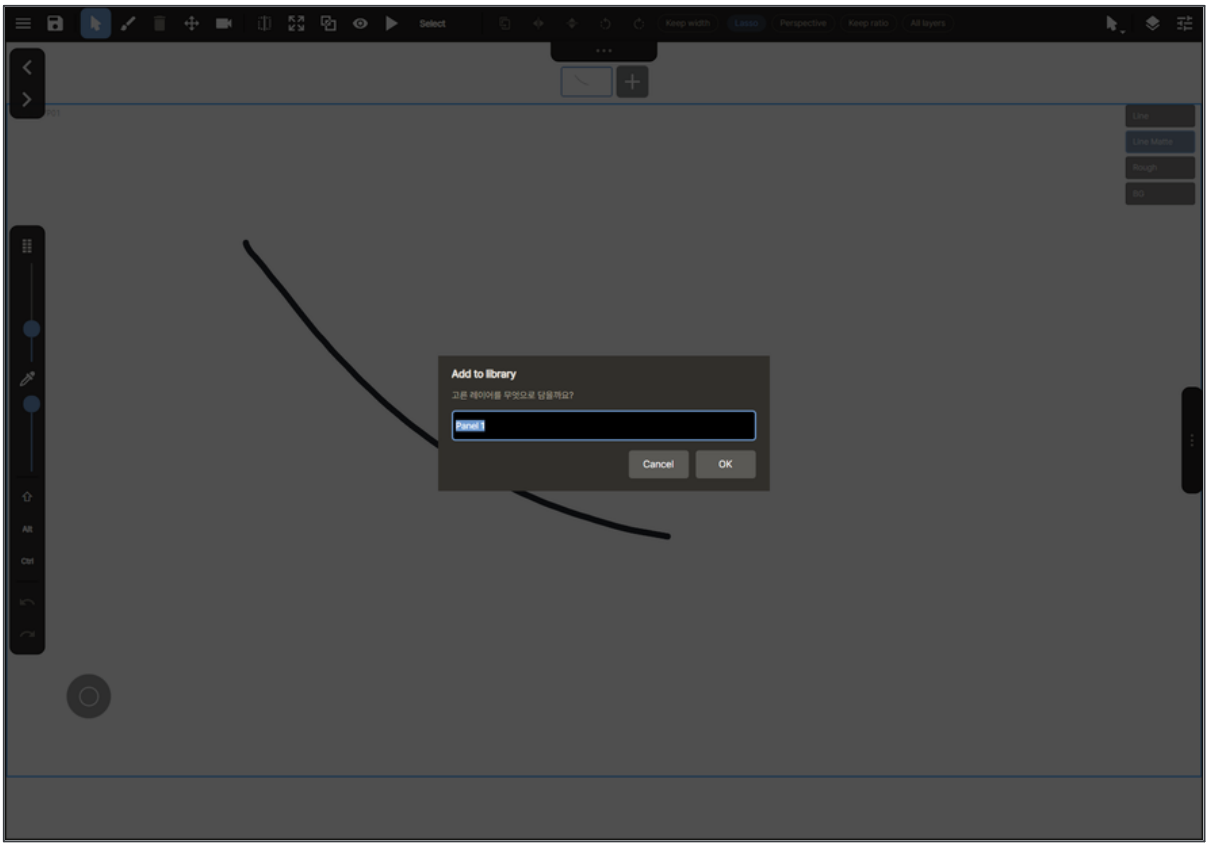

Figure 16 Menu › View · Dedicated Screens › Add selected layers to library...

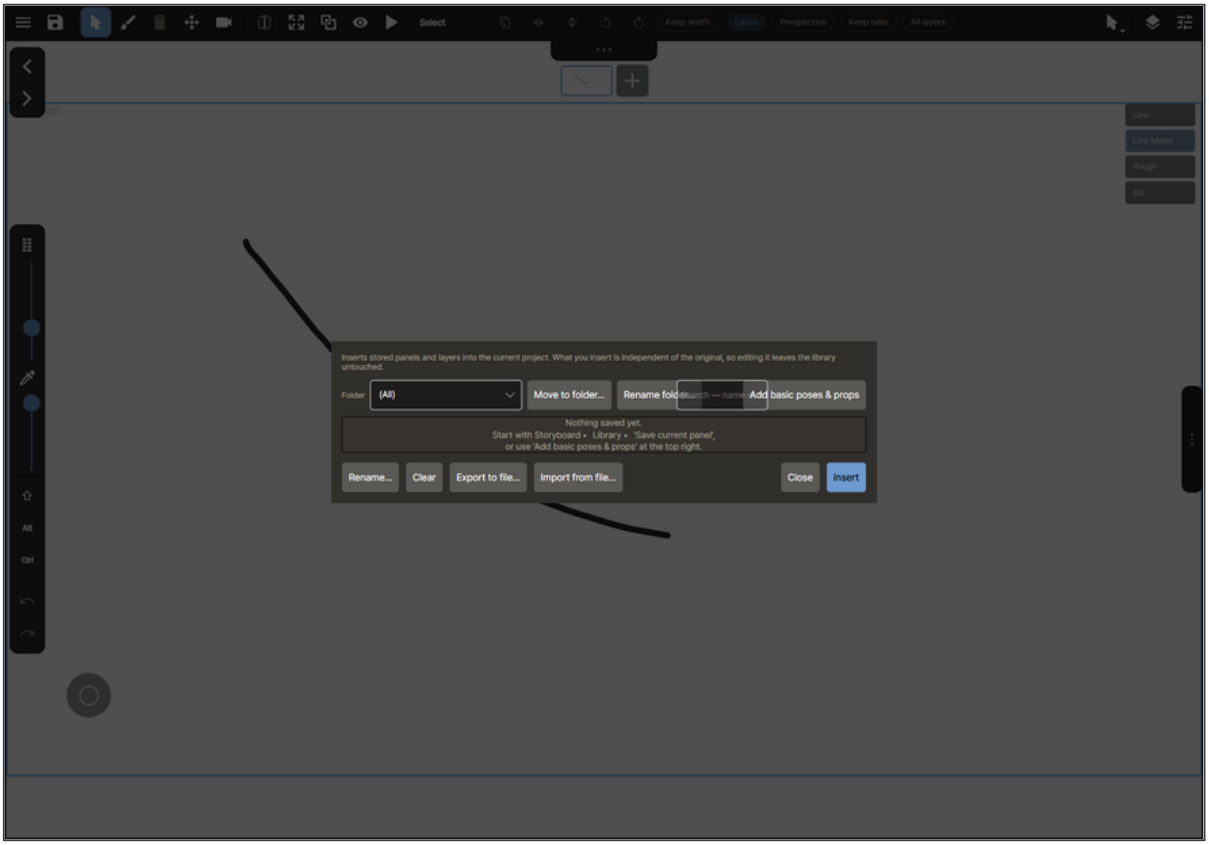

Figure 17 Menu › View · Dedicated Screens › Insert from library...

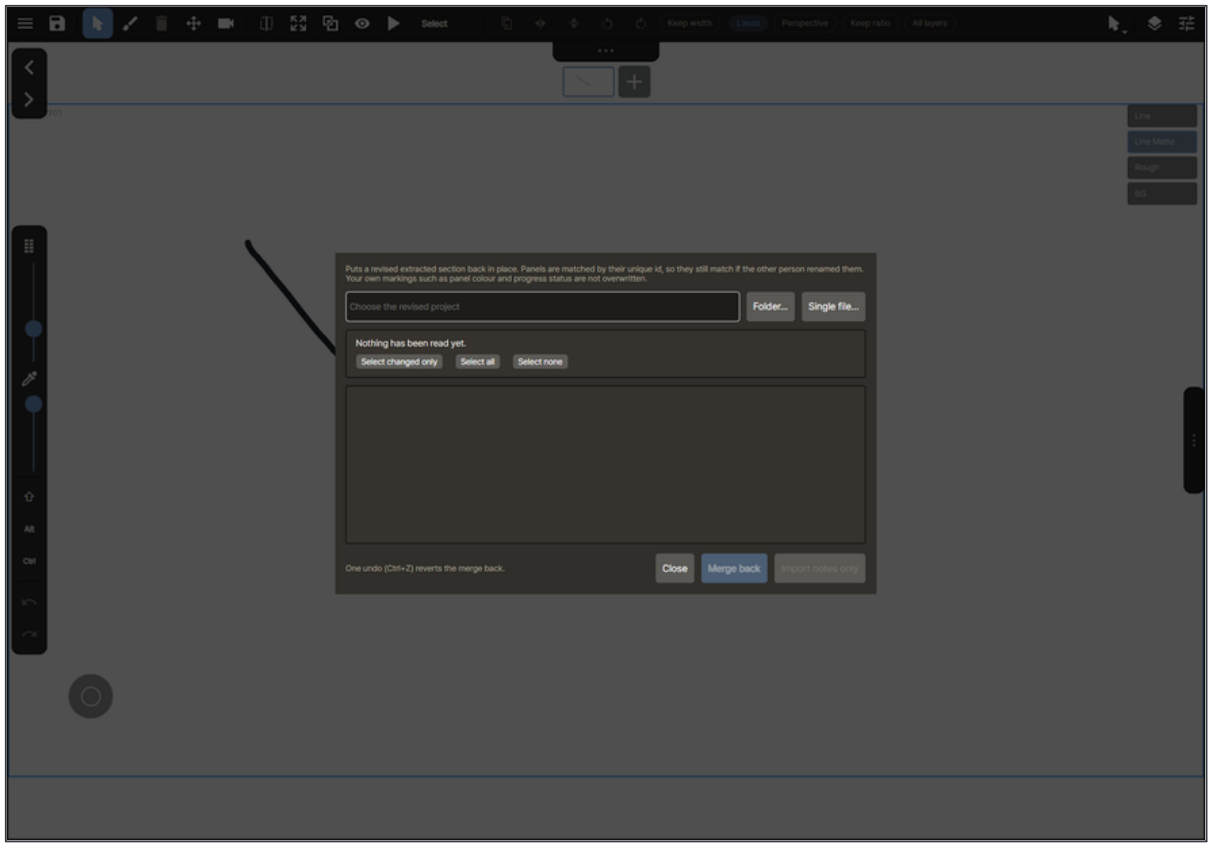

Figure 18 Menu › View · Dedicated Screens › Import notes from returned file...

CHAPTER 09

9. Layer

Create, duplicate, delete, copy and reorder layers; 3D pose; convert to bitmap; pivot; clear in bulk.

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.
Copy Layers	Copies layers to the clipboard.
Paste Layers (into this panel)	Pastes copied layers into this panel.
Move up	Up one step.
Move down	Down one step.
Bring to Front	To the top.
Send to Back	To the bottom.
Edit 3D Pose...	The angle and pose of a 3D model layer.
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.
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.

CHAPTER 10

10. Layer · Show/Lock

Shared drawings, hide background, merge, show/lock, groups, clipping/matte, bitmap resolution, default layers.

Item	What it does
Toggle hide background layers	Hides the background in the view only.
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.
Group	Groups the selected layers.
Ungroup	Ungroups a group.
Toggle clip to layer below	Shows only inside the shape of the layer below.
Auto-Matte	A matte layer filled with the silhouette of the selected vector layer's drawing.
Bitmap resolution 0.5× (lighter)	Half resolution.
Bitmap resolution 1× (same as canvas)	Same as the canvas.
Bitmap resolution 2× (finer)	Double.
Bitmap resolution 4× (very fine)	Four times.
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.

CHAPTER 11

11. Layer Motion

Layer animation keys.

Item	What it does
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.
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.
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.

CHAPTER 12

12. Storyboard

Add, duplicate, split and delete panels; panels from script or dialogue; gaps and animatic; renumber.

Item	What it does
Add panel	New panel after the selected panel.
Add Panel Before	New panel before the selected panel.
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.
Create dialogue panels	One panel per line of dialogue.
Smart Add Panel...	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).
Toggle animatic editing mode	A mode where deleted panels leave 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.
Renumber...	Renames shots and panels by the naming rules.
Toggle lock names	Freezes the number into the name.

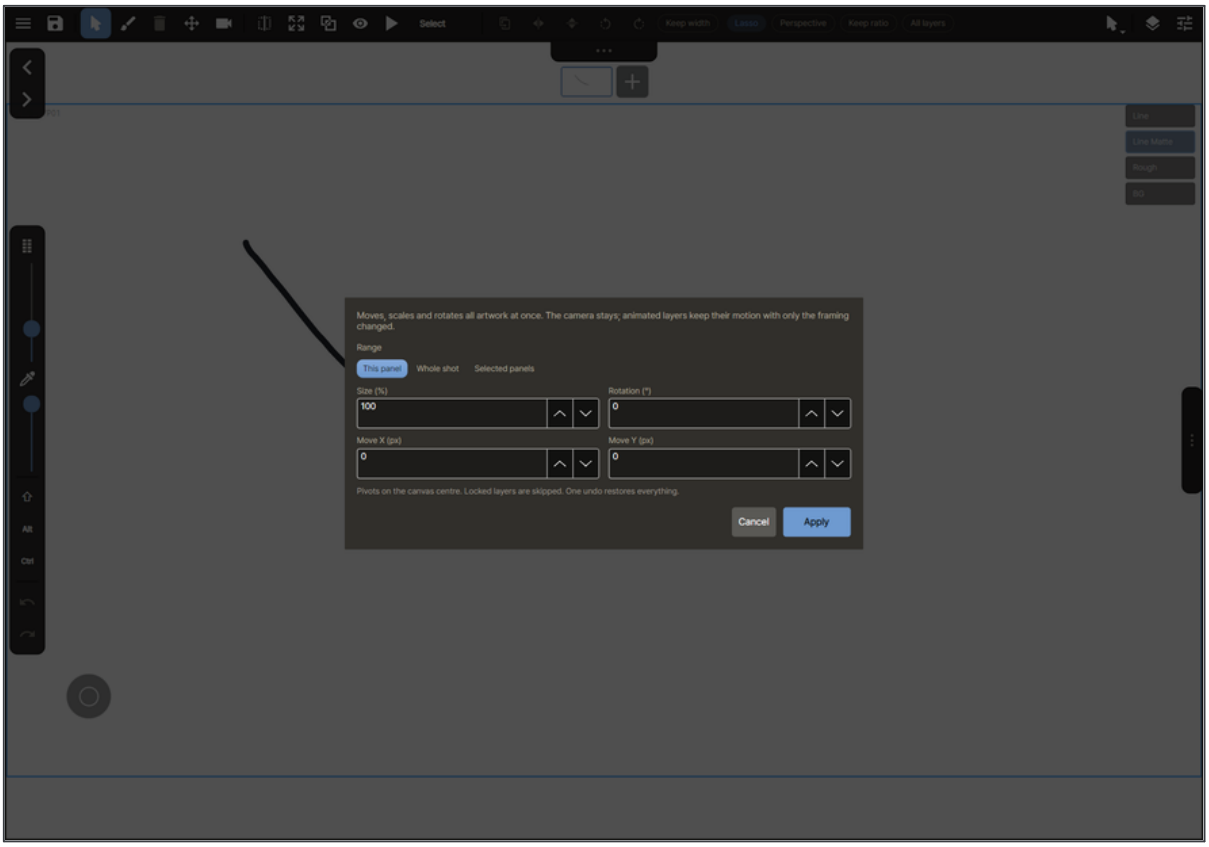

Figure 19 Menu › Storyboard › Reframe…

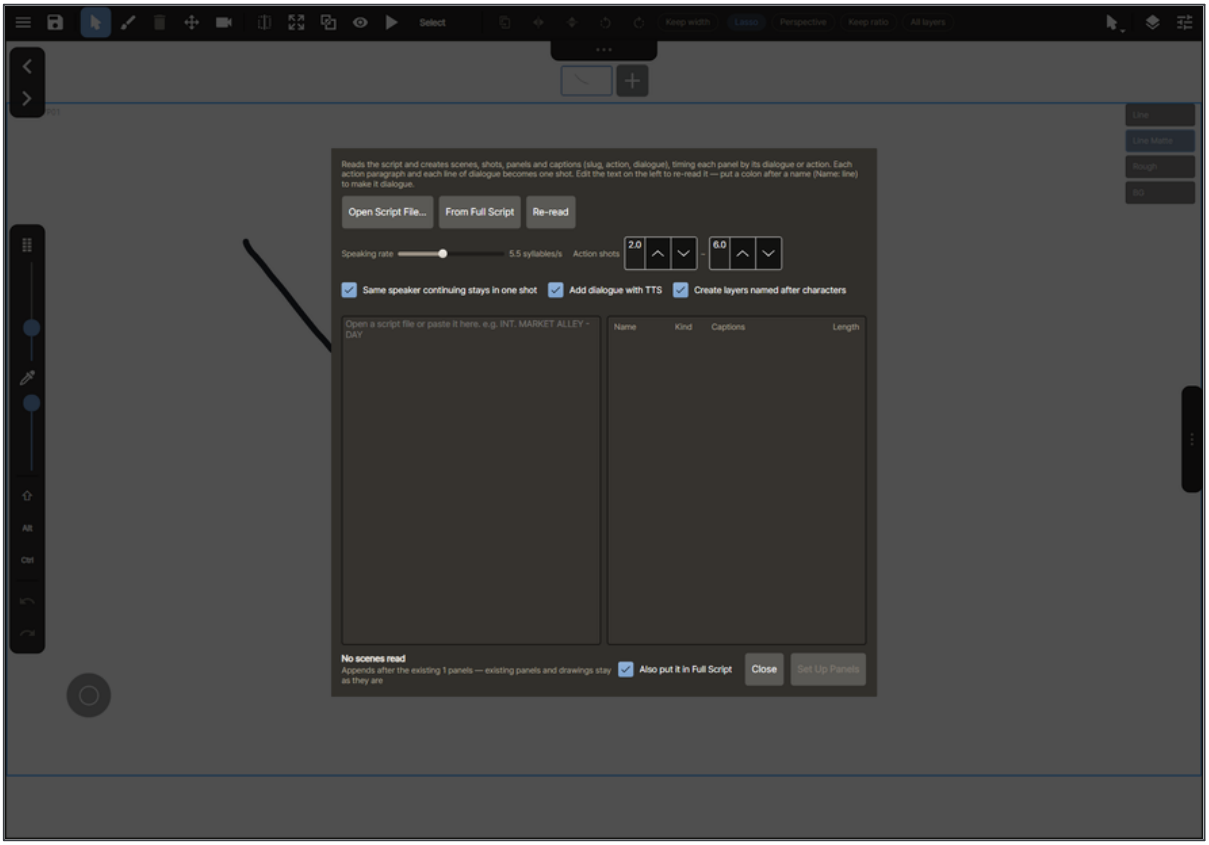

Figure 20 Menu › Storyboard › Auto Panel Setup from Script…

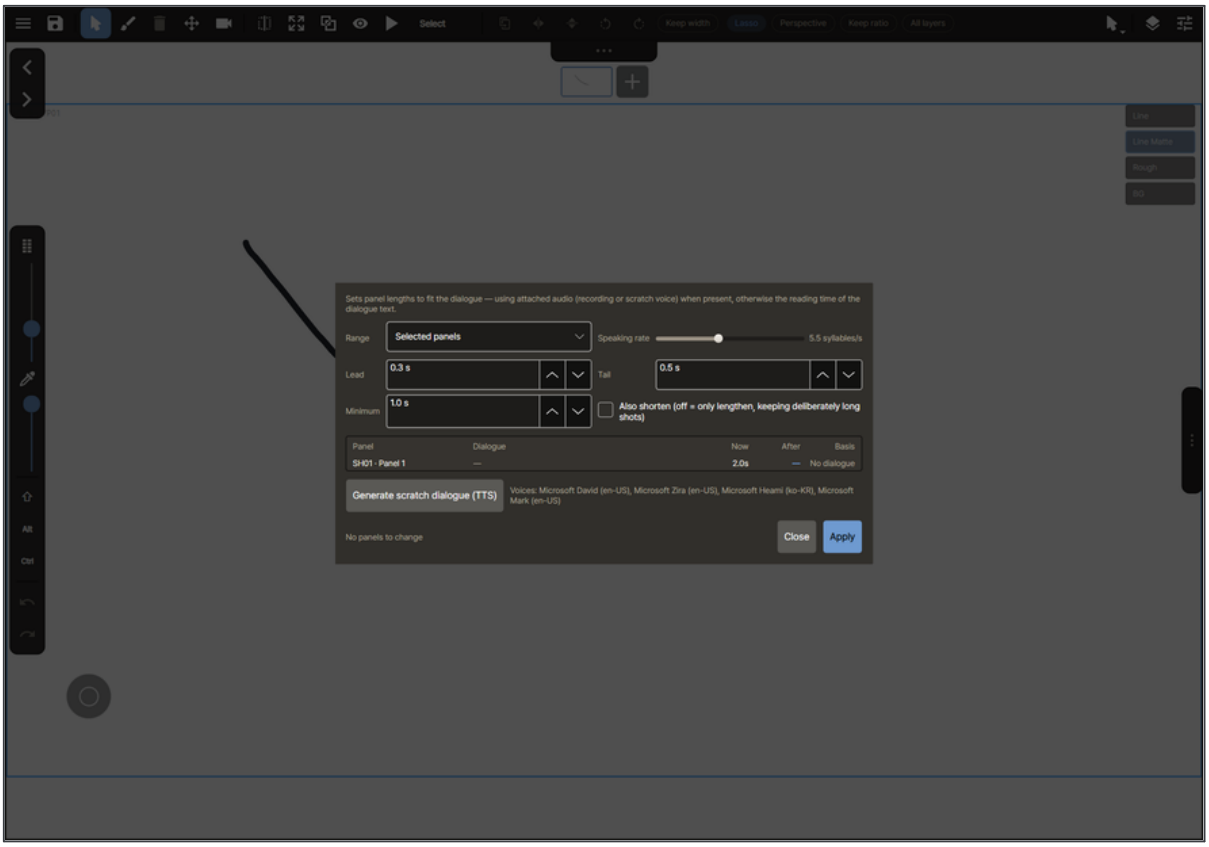

Figure 21 Menu › Storyboard › Timing from dialogue...

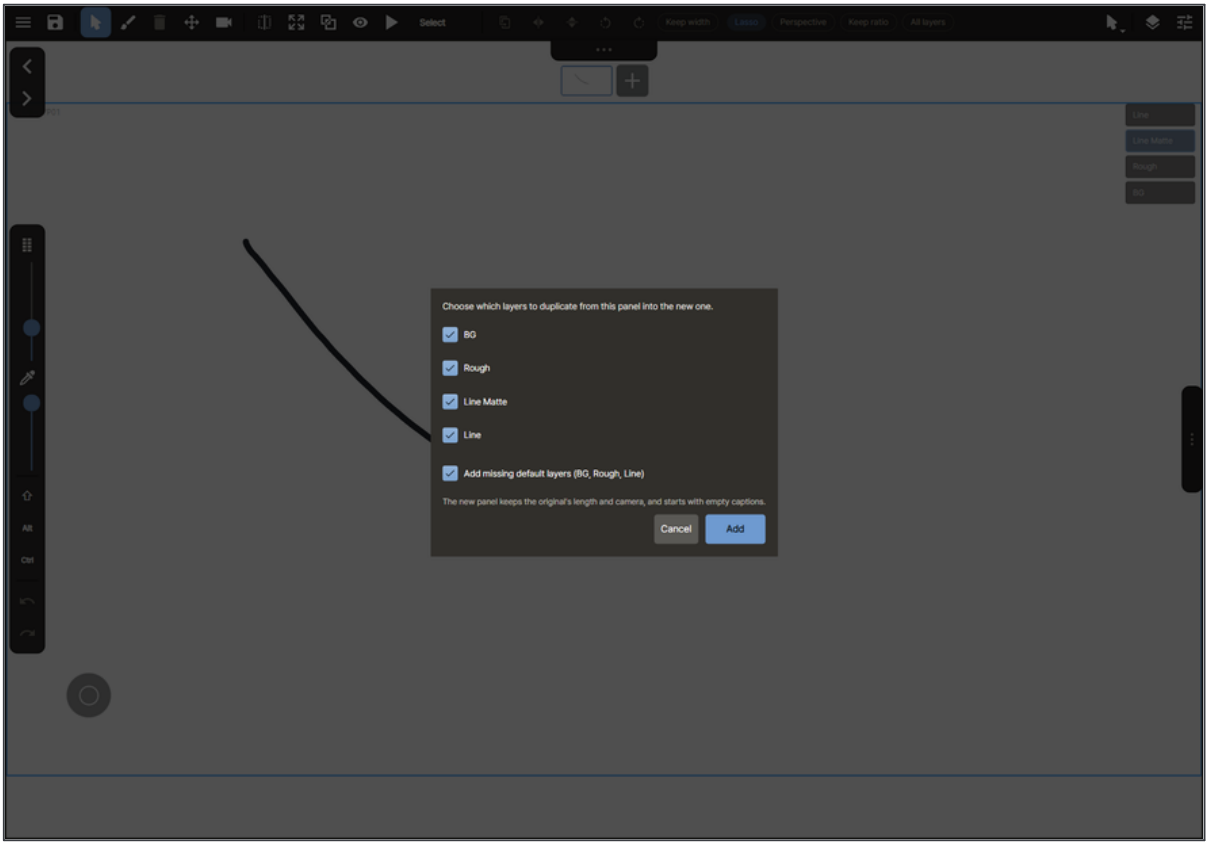

Figure 22 Menu › Storyboard › Smart Add Panel...

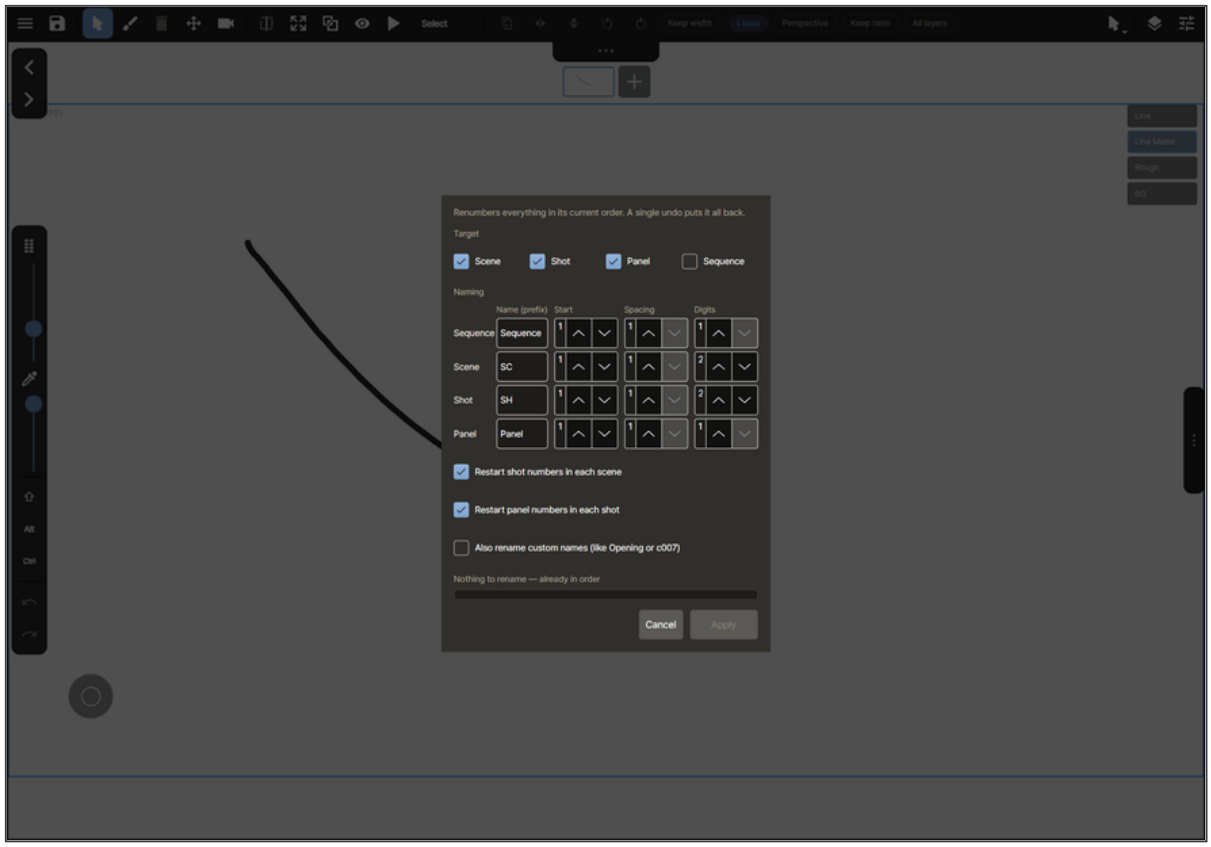

Figure 23 Menu › Storyboard › Renumber...

CHAPTER 13

13. Shots · Scenes · Markers

Shots, scenes and sequences; markers; transitions; snapshots.

Item	What it does
Add shot	New shot after.
Add scene	New scene after.
Add sequence	New sequence after.
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.
Add marker	Marker at the playhead.
Marker list…	Marker list window.
Go to Next Marker	Next marker.
Go to Previous Marker	Previous marker.
Delete all markers	Clears all.
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.

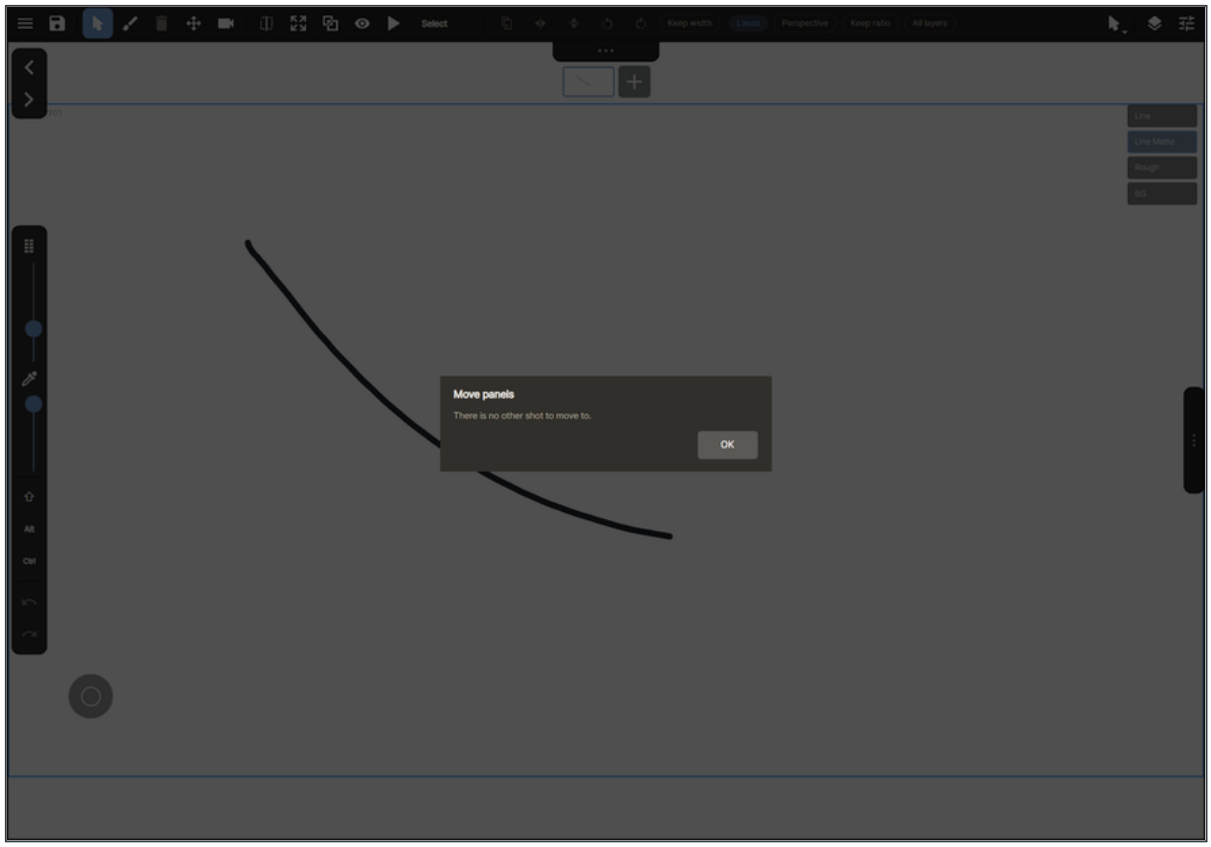

Figure 24 Menu › Shots · Scenes · Markers › Move selected panels to another shot...

CHAPTER 14

14. Structure · Thumbnails · Length

Hierarchy selection, thumbnail grid and pages, panel timer, length lock, multiply, retime, Ripple.

Item	What it does
Toggle sequence level	Whether to use the three levels Sequence › Scene › Shot (when 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.
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.
Rebuild thumbnails (selected panels)	Re-renders the thumbnail.
Rebuild thumbnails (all)	Re-renders all.
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.
Toggle lock shot length	Fixes the shot's total length.
Panel length ×2 (double)	Double.
Panel length ×0.5 (halve)	Half.
Retime shot length...	Set the shot's total duration and its panels scale proportionally.
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.
Toggle Ripple edit	Sound and markers shift along.

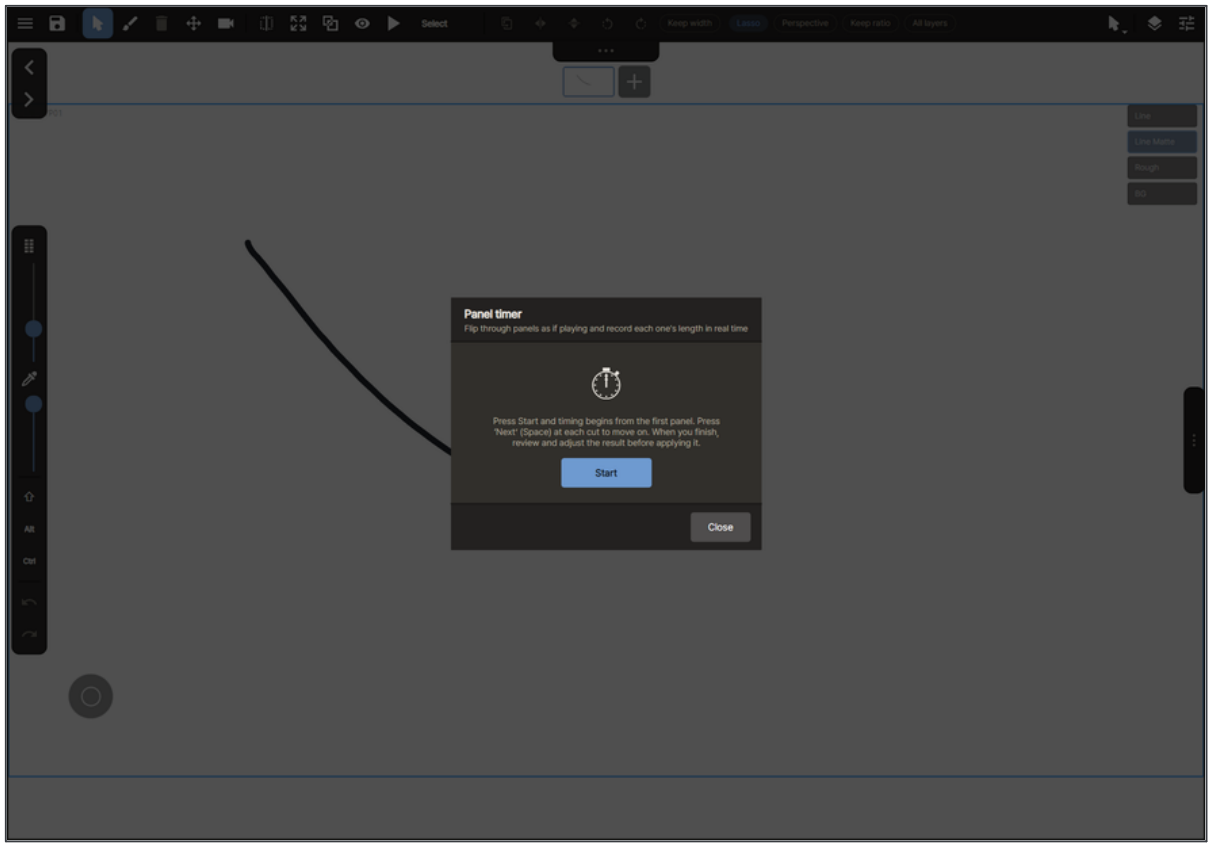

Figure 25 Menu › Structure · Thumbnails · Length › Panel timer...

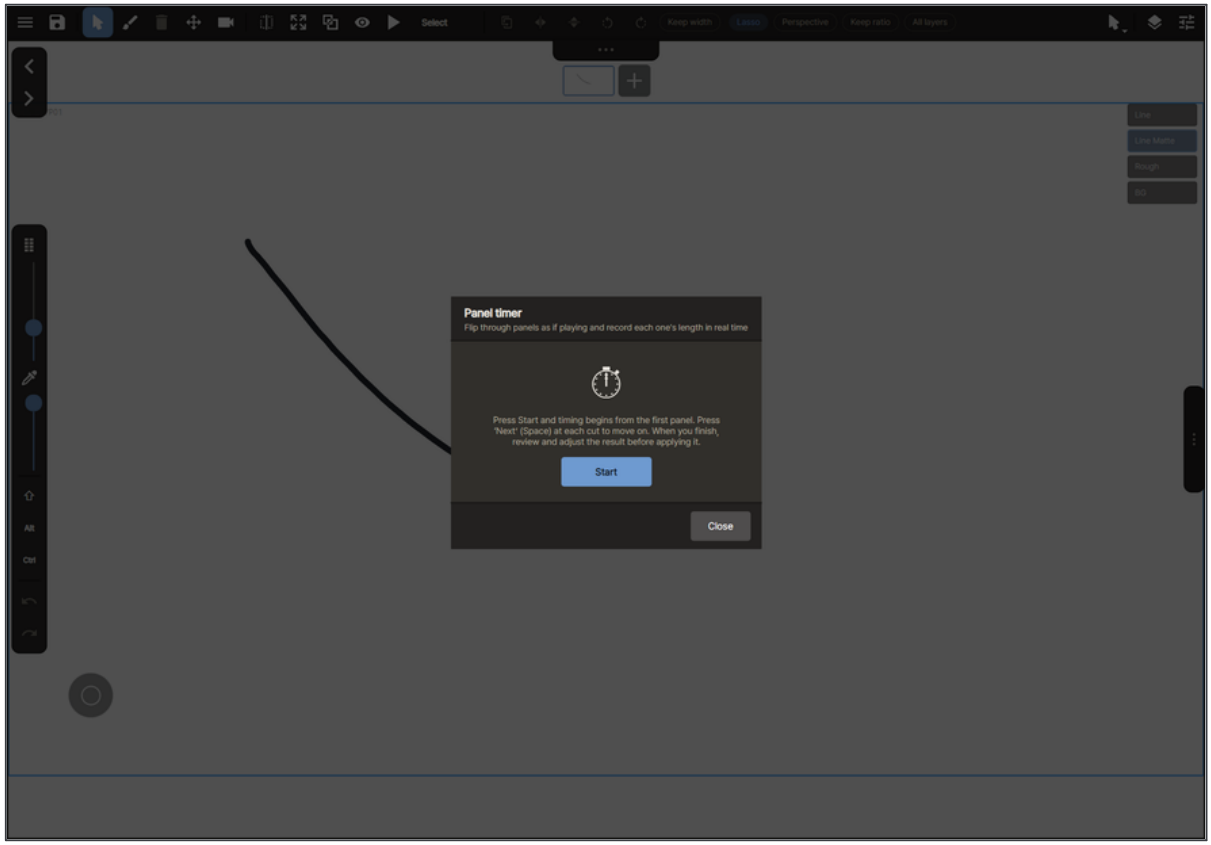

Figure 26 Menu › Structure · Thumbnails · Length › Panel timer (selected panels only)...

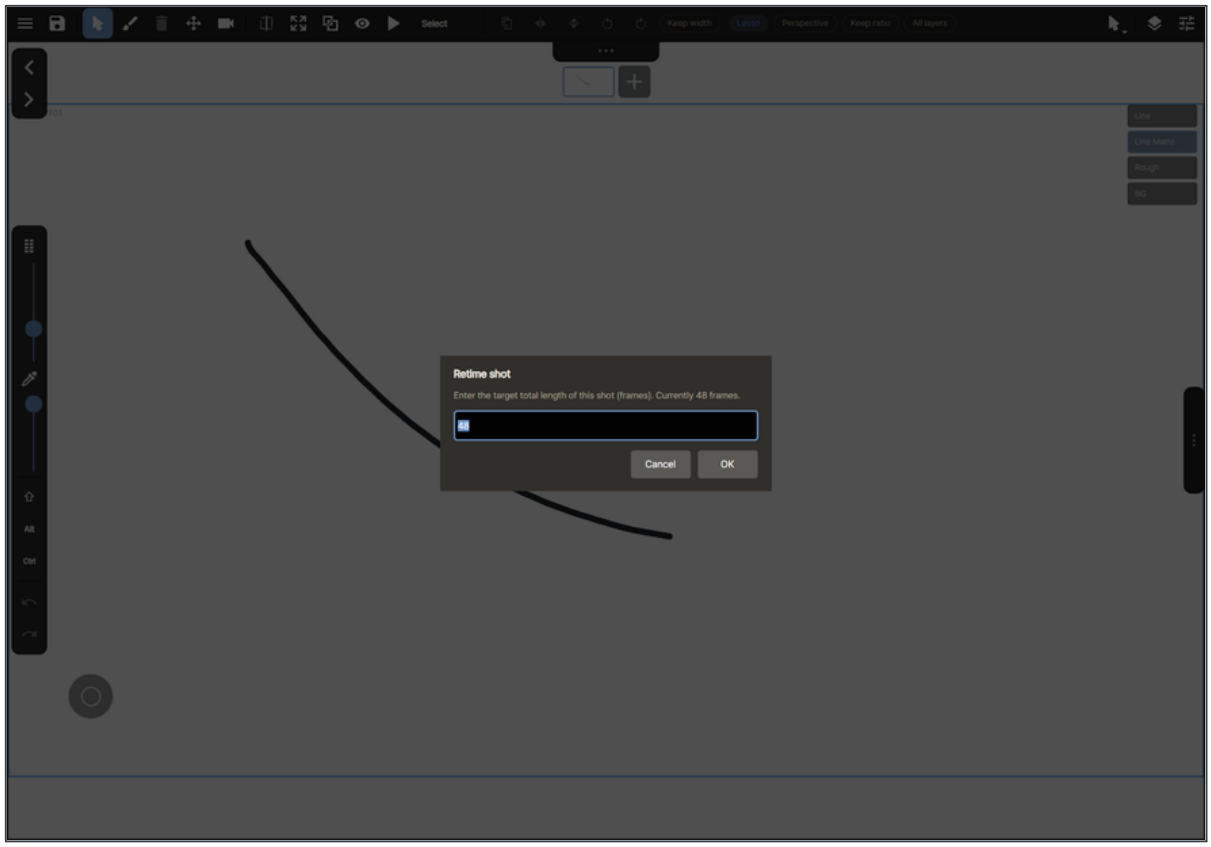

Figure 27 Menu › Structure · Thumbnails · Length › Retime shot length…

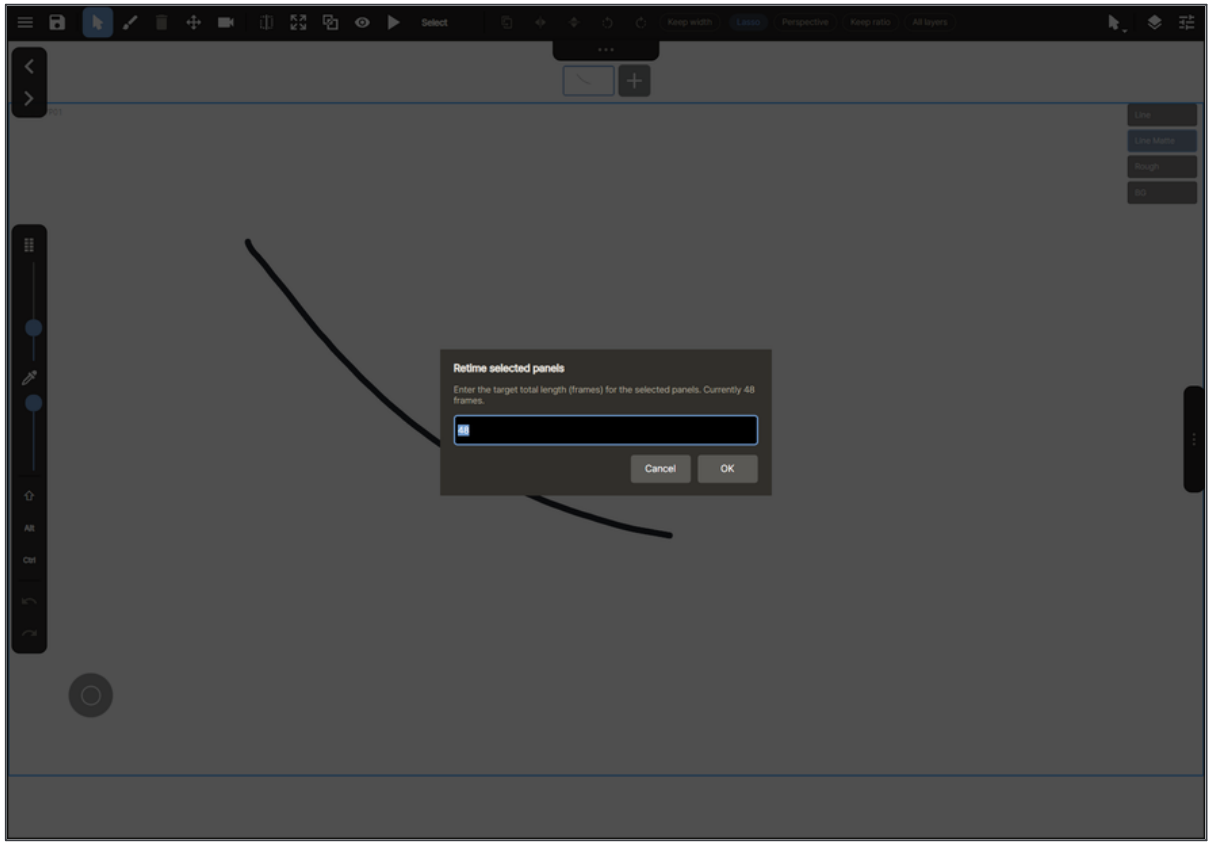

Figure 28 Menu › Structure · Thumbnails · Length › Retime selected panels…

CHAPTER 15

15. Review/Notes

Revision drawing and sketch captions, track changes, voice annotations.

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.
Toggle auto tracking	Marks edited panels automatically.
Mark Changes by Date...	Marks panels changed after a date.
Validate Selected Panels	Clears the mark.
Validate All	Clears all.
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.

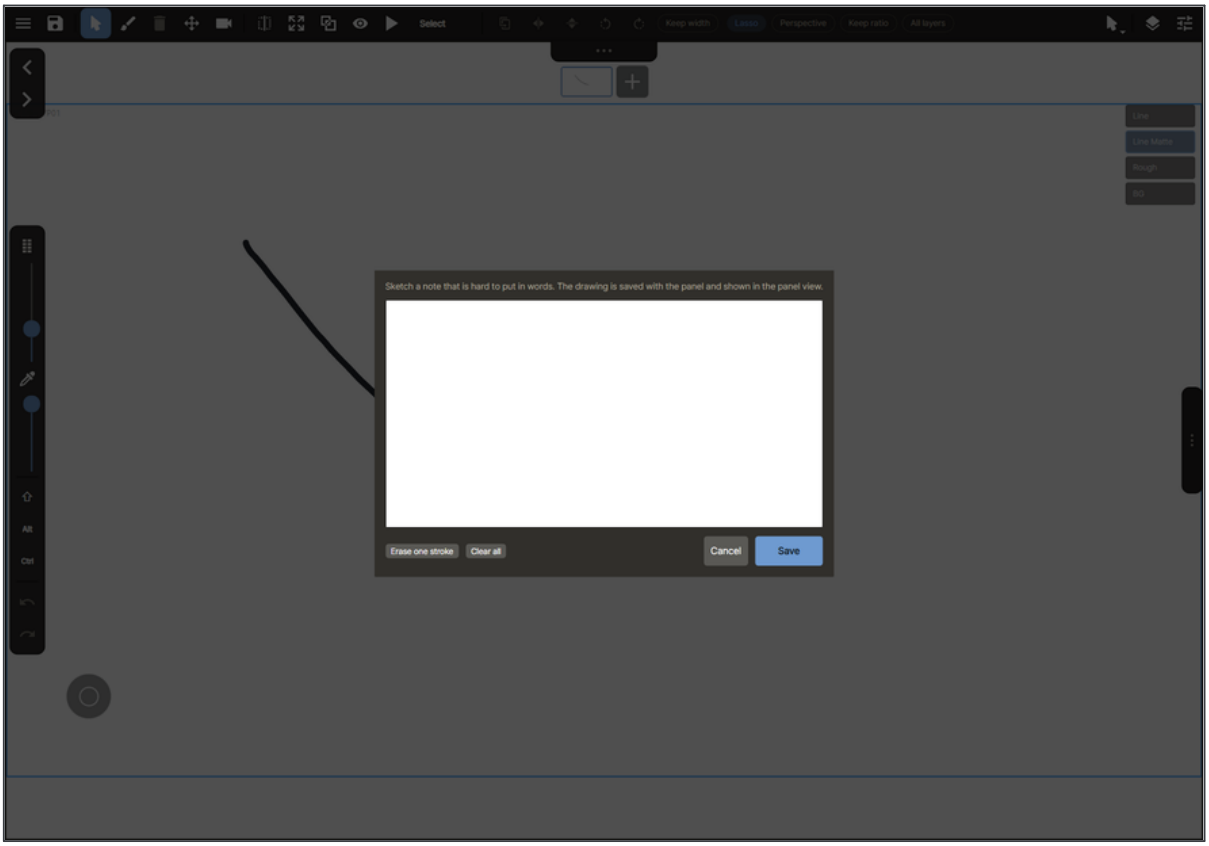

Figure 29 Menu › Review/Notes › Sketch caption...

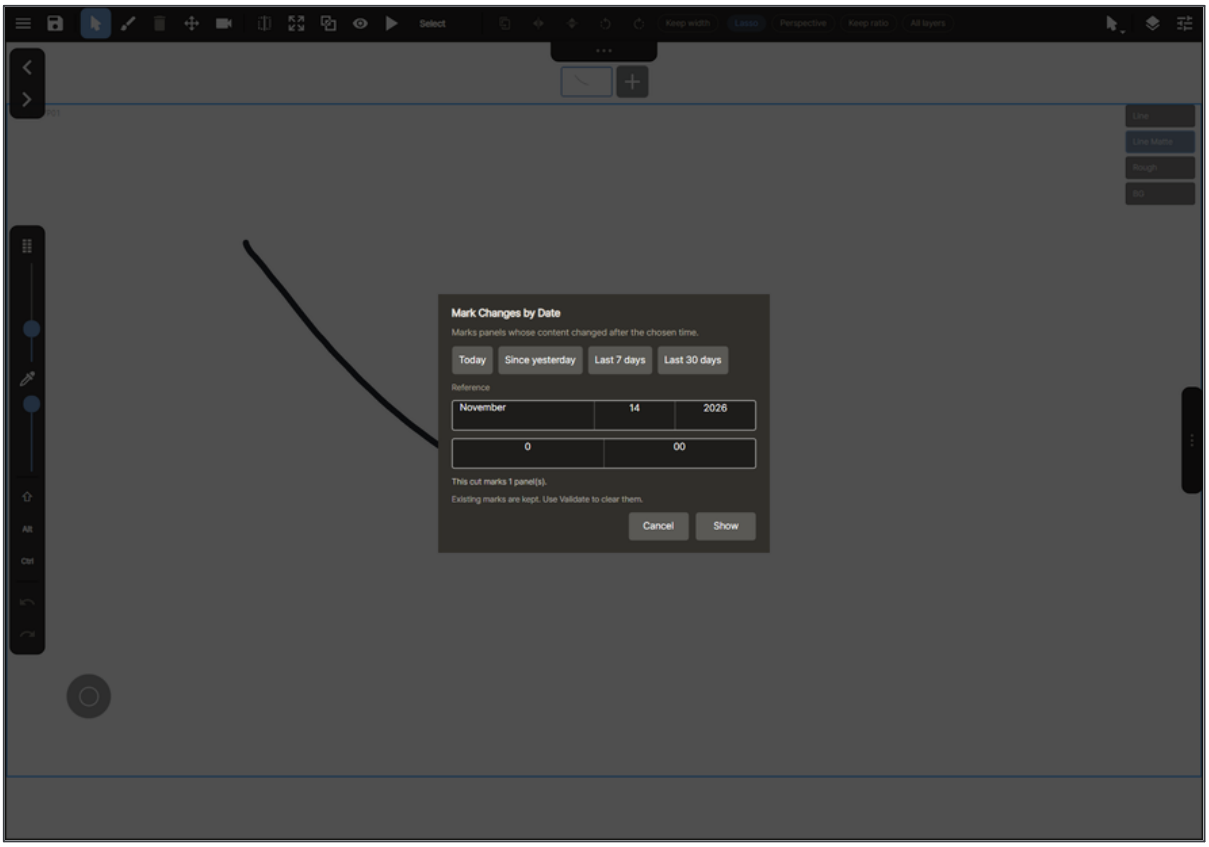

Figure 30 Menu › Review/Notes › Mark Changes by Date...

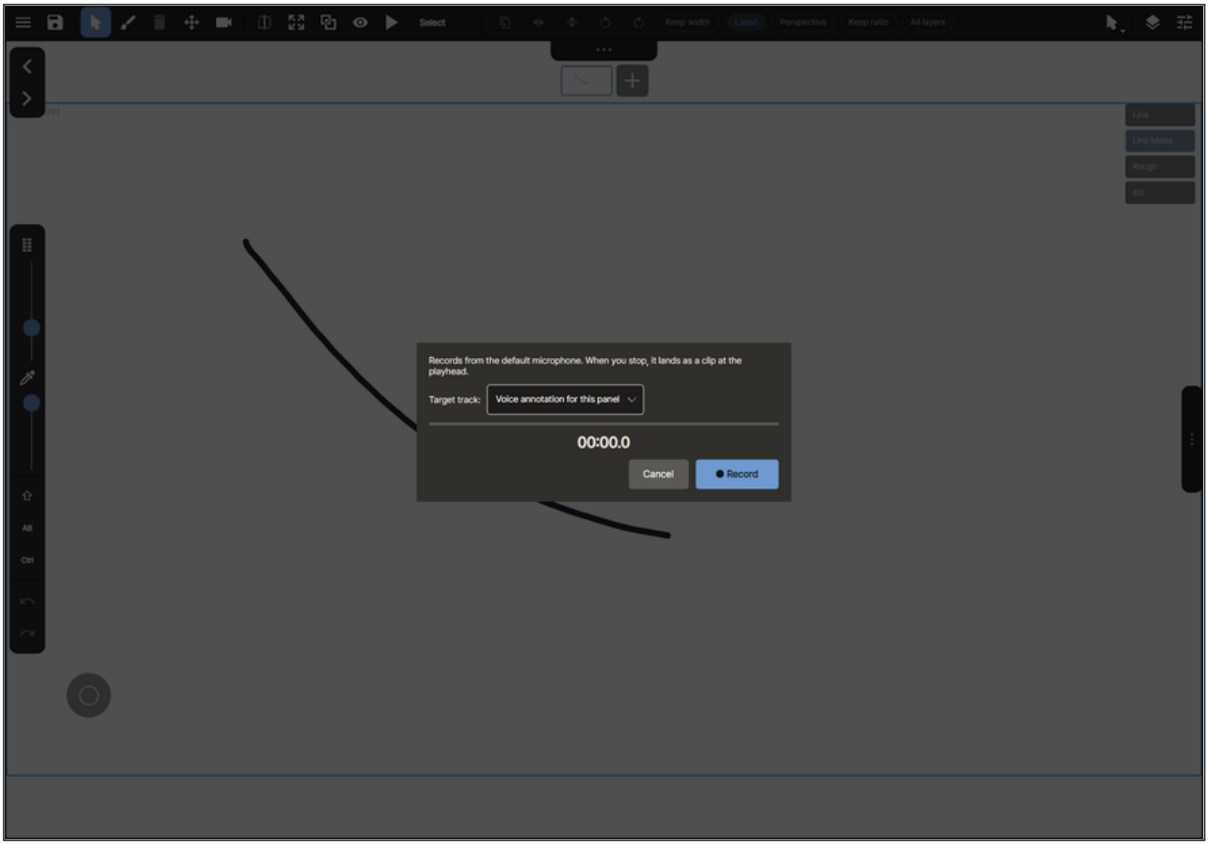

Figure 31 Menu › Review/Notes › Record voice annotation...

CHAPTER 16

16. Camera

Add, delete, copy and paste camera keys; tidy keys; 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.
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).

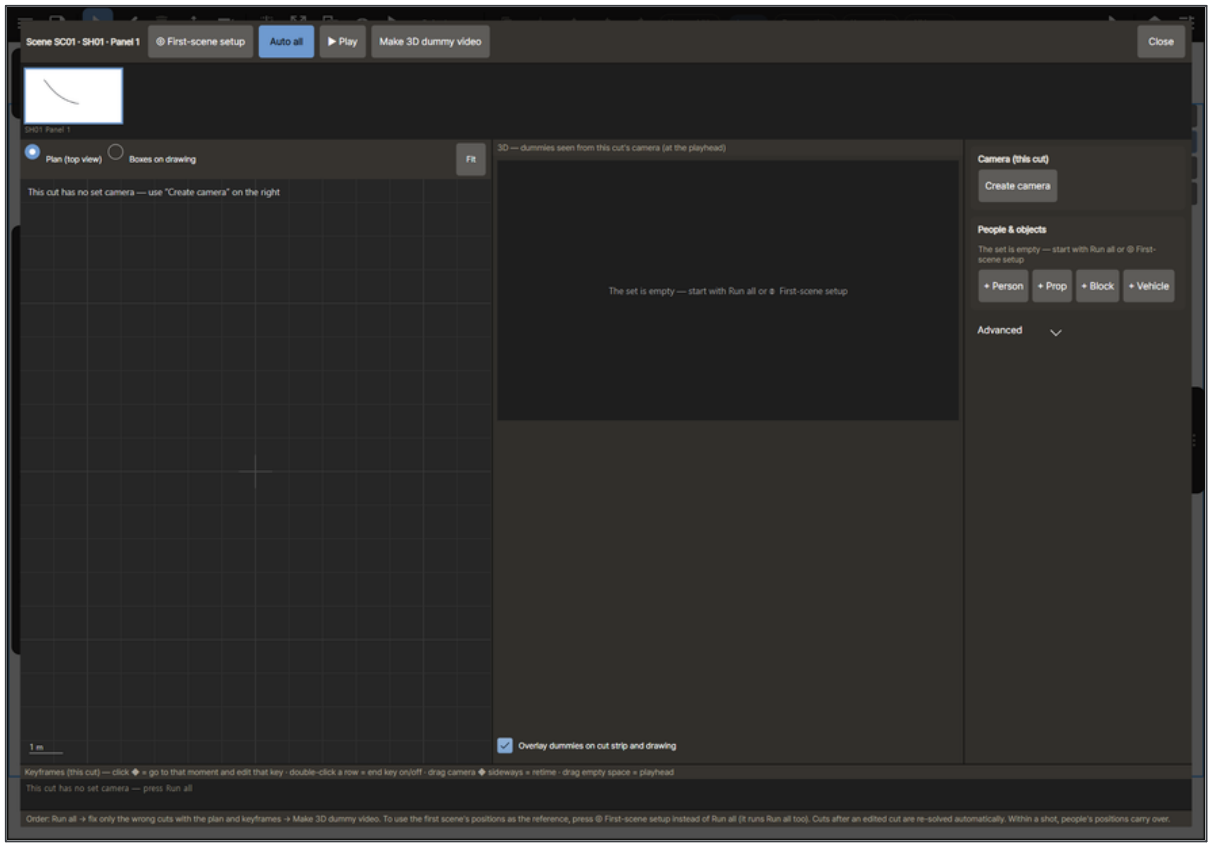

Figure 32 Menu › Camera › Scene set...

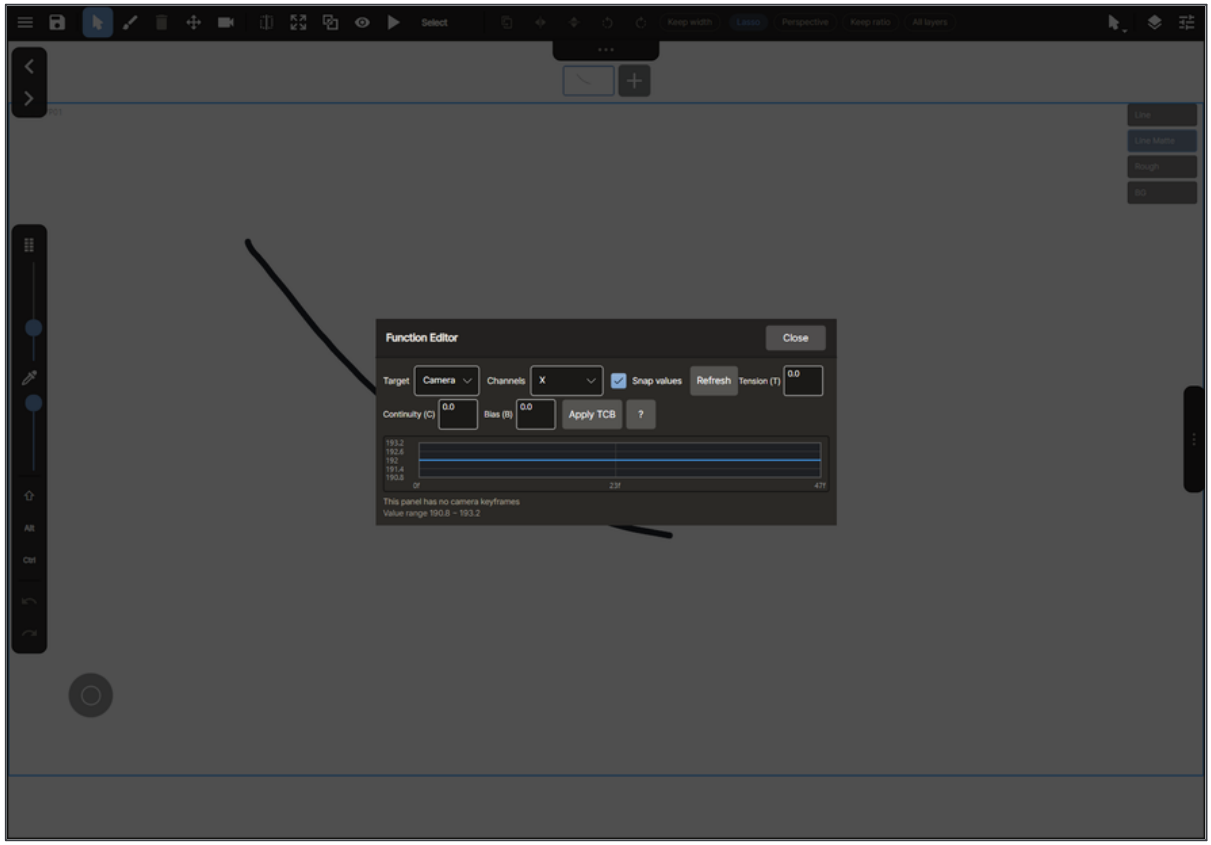

Figure 33 Menu › Camera › Function editor...

CHAPTER 17

17. Previz

Make previz; 3D space, depth and previz views; 3D dummy video.

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.
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.
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).

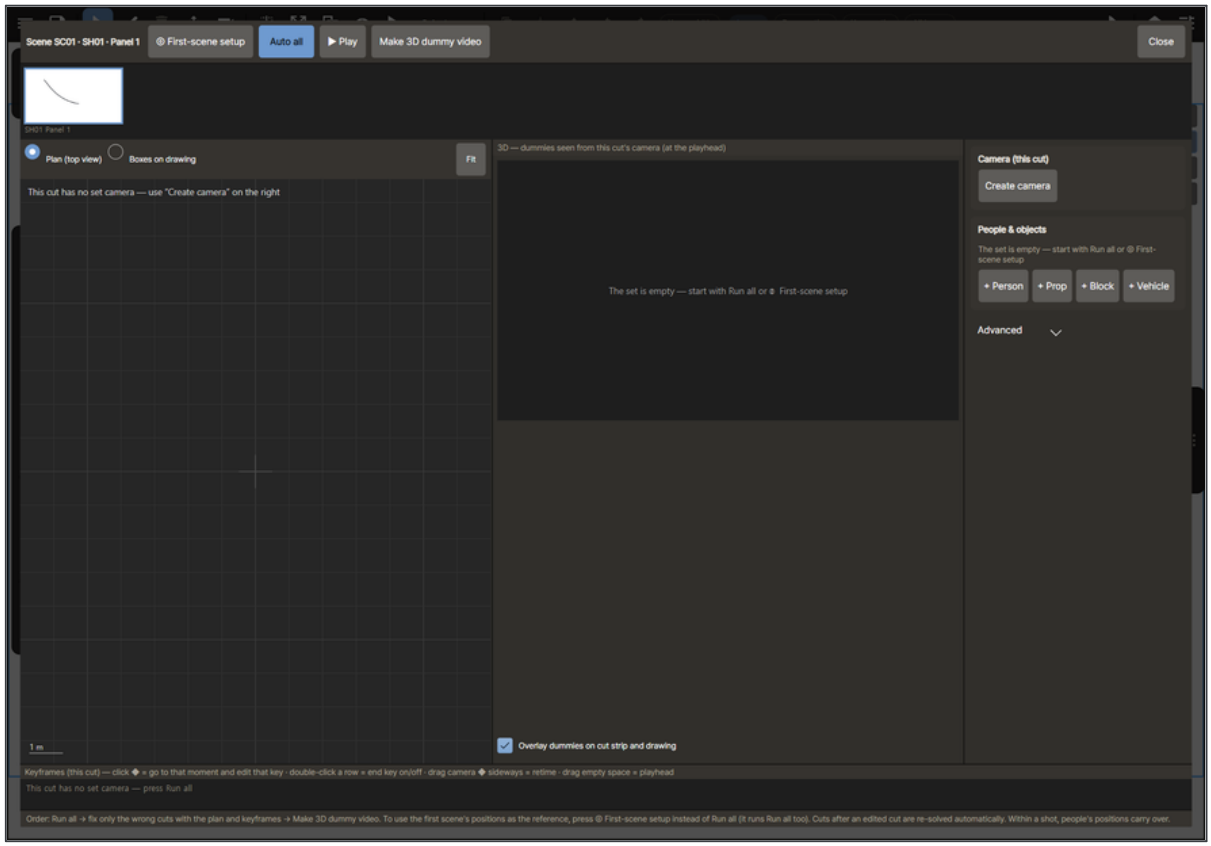

Figure 34 Menu › Previz › Make previz…

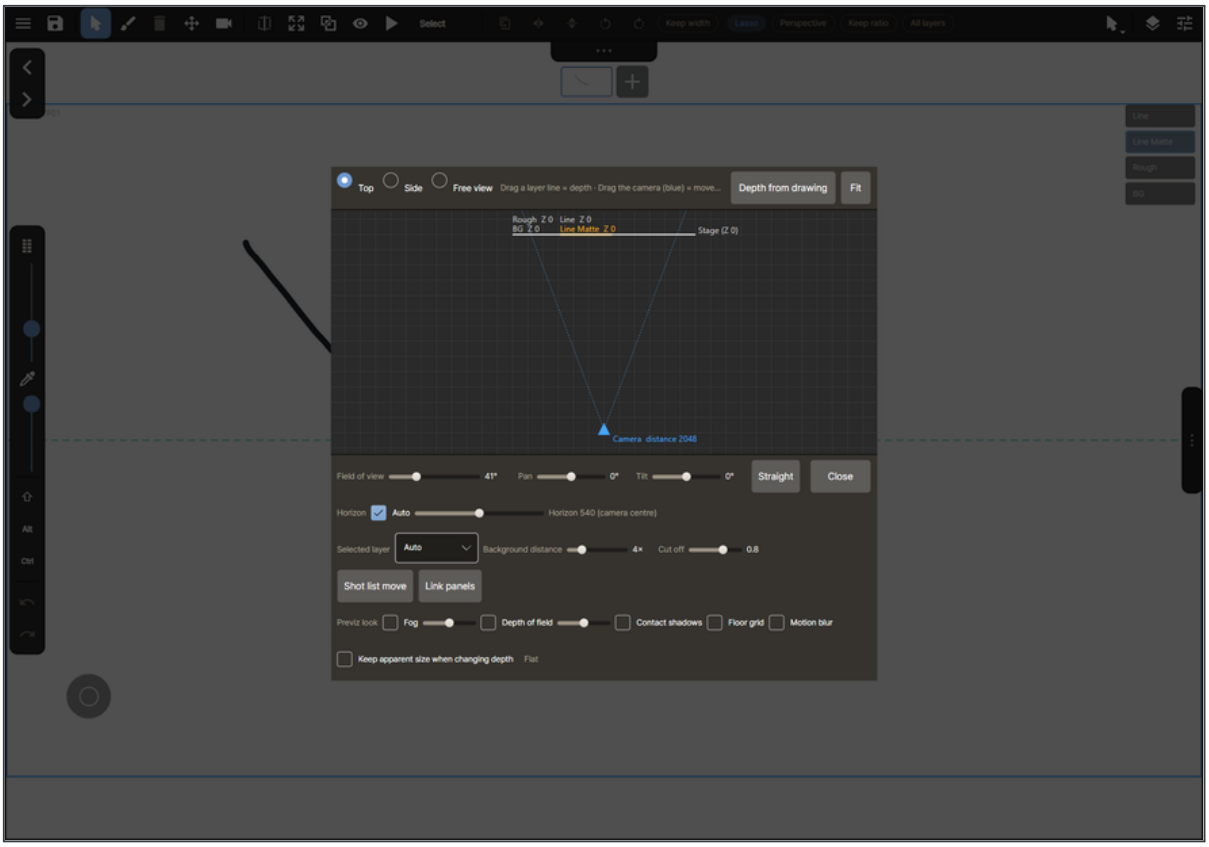

Figure 35 Menu › Previz › 3D Space View...

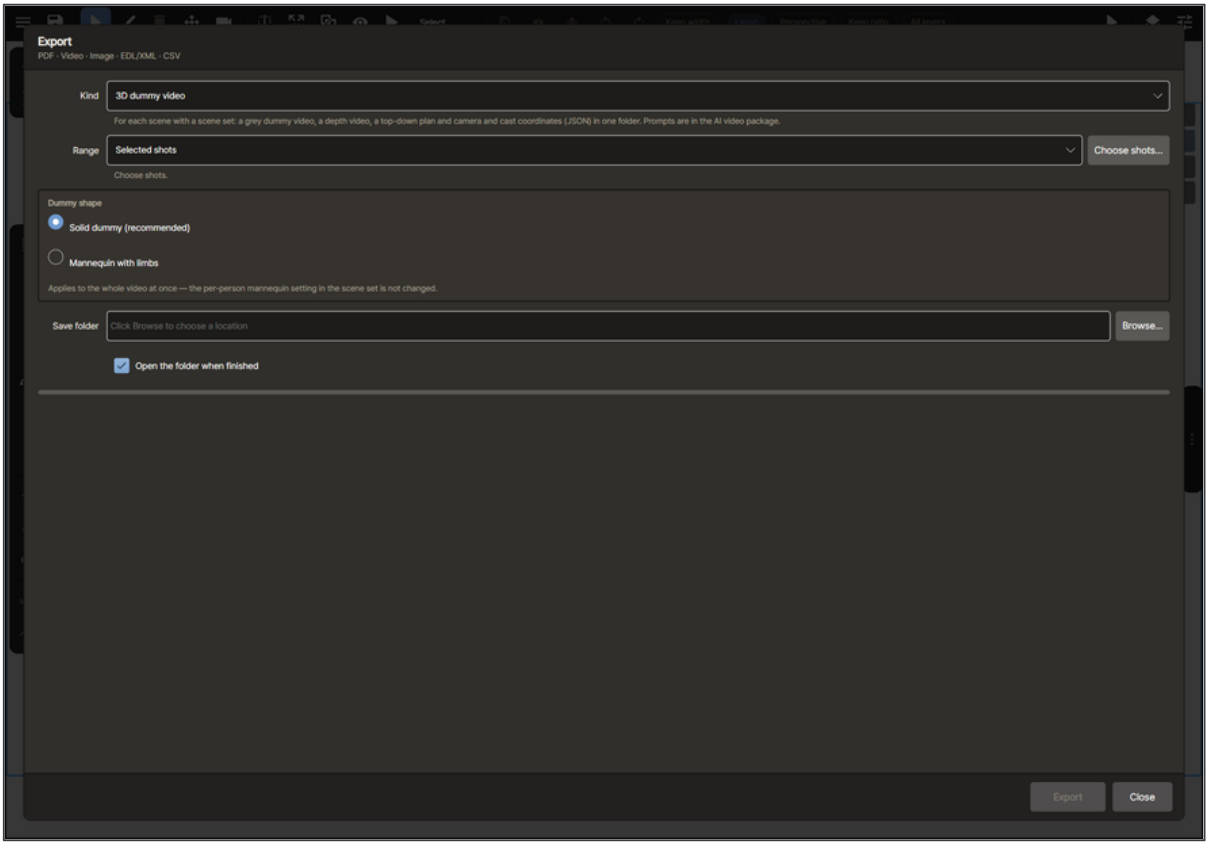

Figure 36 Menu › Previz › Export 3D dummy video...

CHAPTER 18

18. Clips/Tracks

Record sound; clips, linking, overwrite; add tracks.

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.
Auto-Duck BGM Under Dialogue (-12dB)	Automatically lowers the background music by 12 dB while dialogue plays.
Select all audio clips	Select all.
Link selected sound clips to panel	Clips follow when panels move.
Unlink from panel	Unlinks.
Toggle overwrite	Trims overlapping sound clips.
Add empty sound clip (playhead)	Inserts an empty clip (placeholder).
Import sound files as tracks...	One track per file.
Delete selected audio clips	Delete.
Toggle clip names	Clip names.
Toggle video clip thumbnails	Video thumbnails.
Add video track	One more video track.
Add audio track	One more audio track.

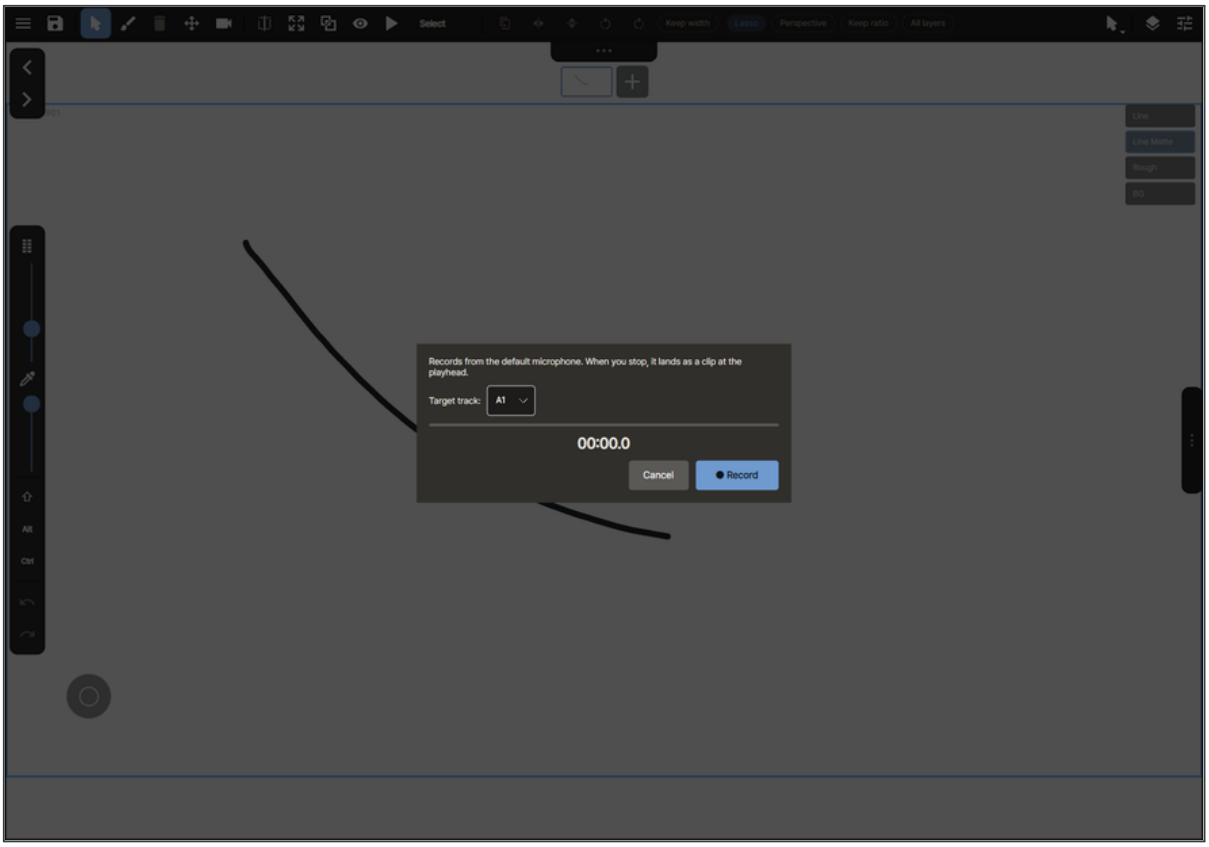

Figure 37 Menu › Clips/Tracks › Record audio...

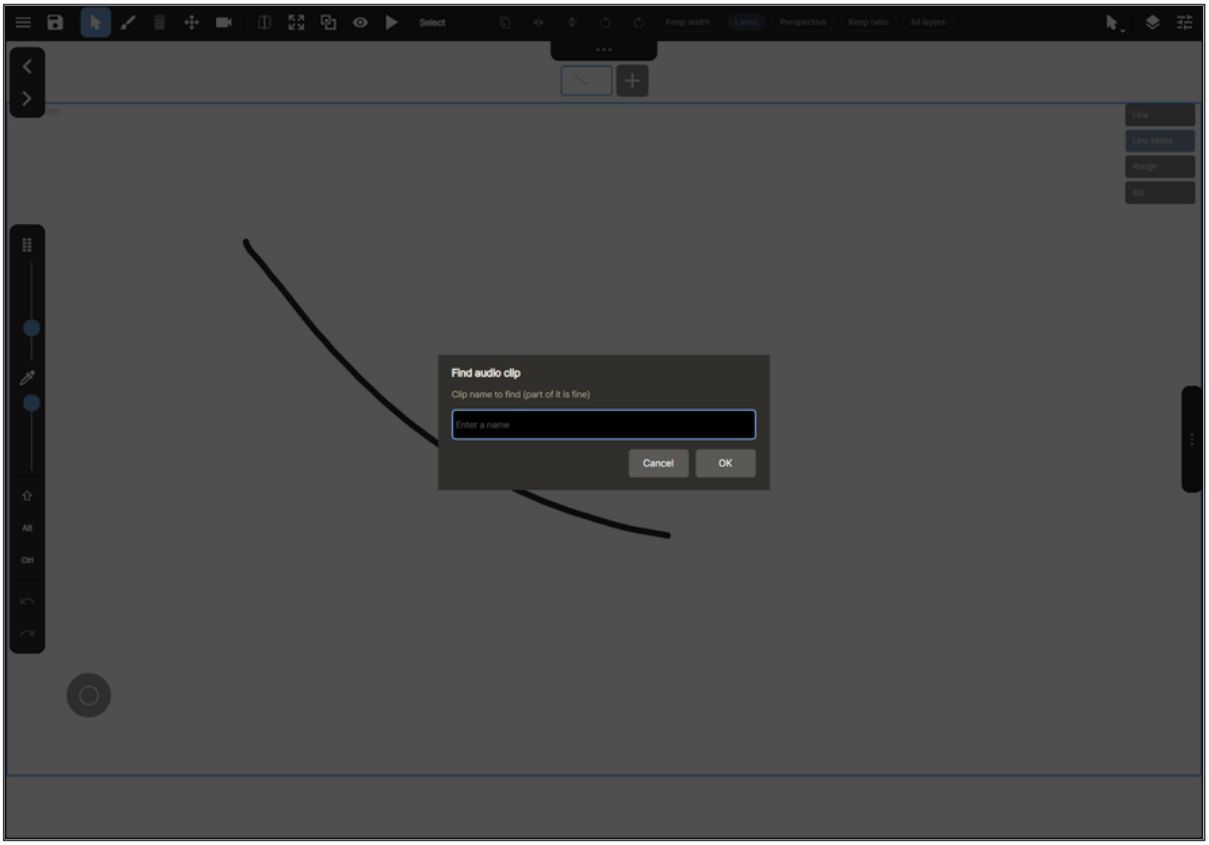

Figure 38 Menu › Clips/Tracks › Find audio clip...

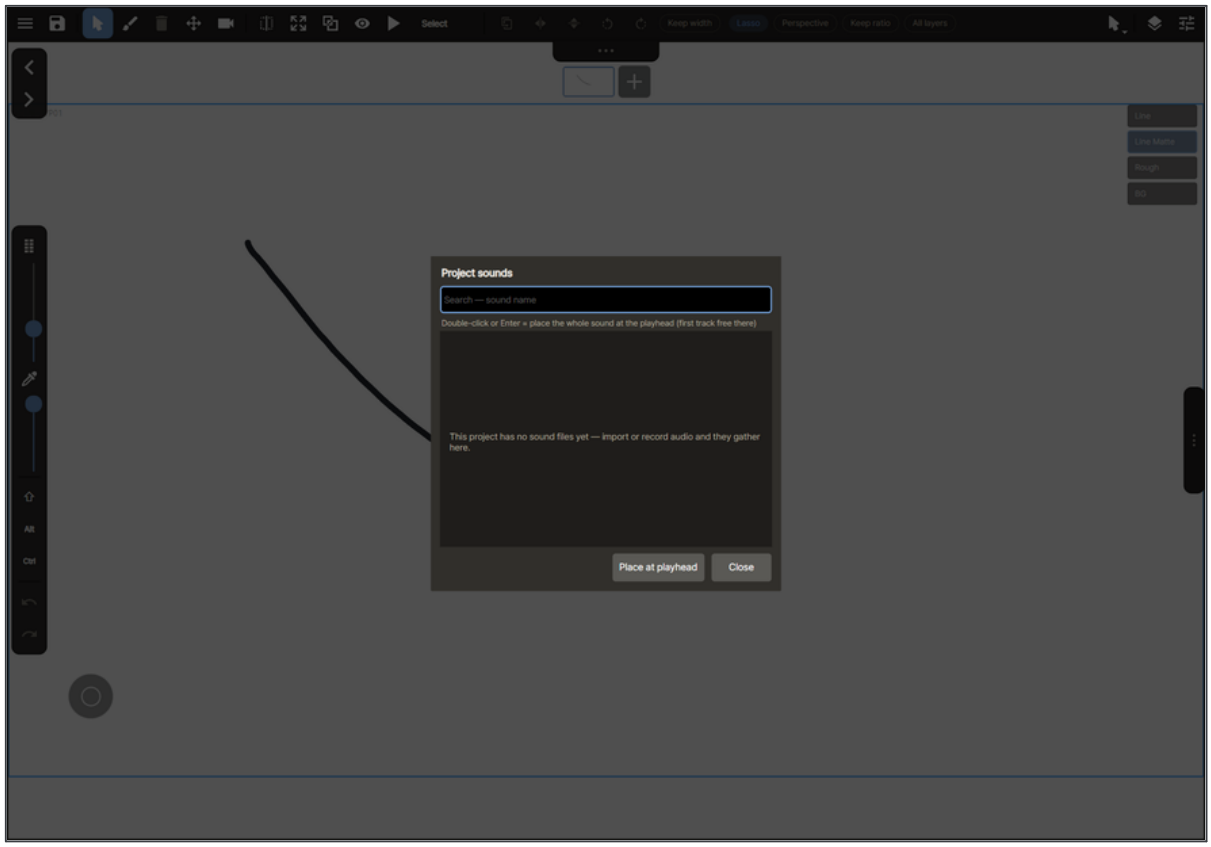

Figure 39 Menu › Clips/Tracks › Project sounds…

CHAPTER 19

19. Play/Navigate

Play, navigate, high-quality playback, 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.
Toggle high-quality playback	Pre-renders still panels.
Show timecode and dialogue while playing	Shows timecode and dialogue during playback.
Loop range	Repeats the range.
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 20

20. Drawing Tools

Speech balloons; brush size, presets and properties; flip/rotate; front/back order.

Item	What it does
Balloon (text + round balloon)	Speech bubble tool.
Increase brush size	Larger.
Decrease brush size	Smaller.
Tool presets…	Save and recall tool + color + size as presets.
Brush properties…	Brush properties sheet.
Flipped horizontally	Flips the selected drawing horizontally.
Flipped vertically	Vertically.
Rotate 90° clockwise	90° clockwise.
Rotate 90° counter-clockwise	90° counterclockwise.
Bring to Front	To front.
Forward	Forward one step.
Back	Back one step.
Send to Back	To back.

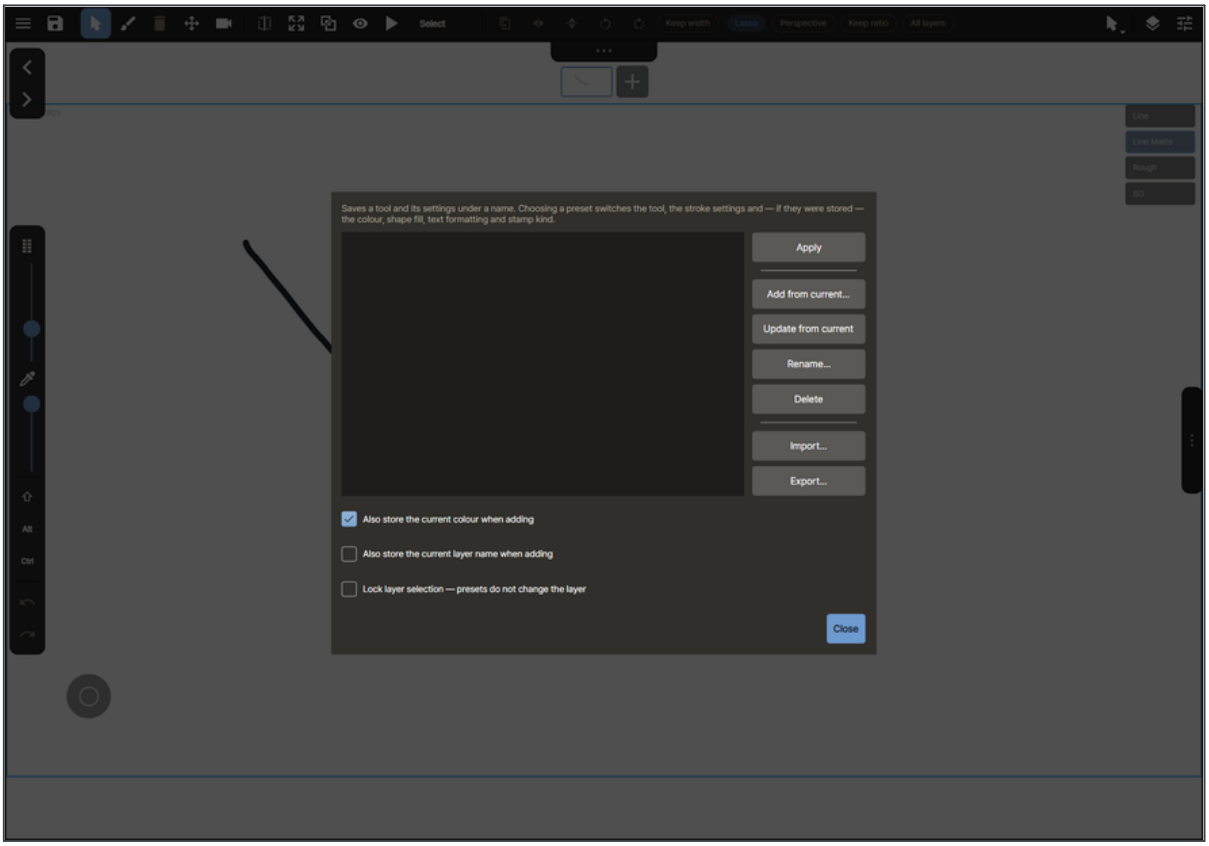

Figure 40 Menu › Drawing Tools › Tool presets…

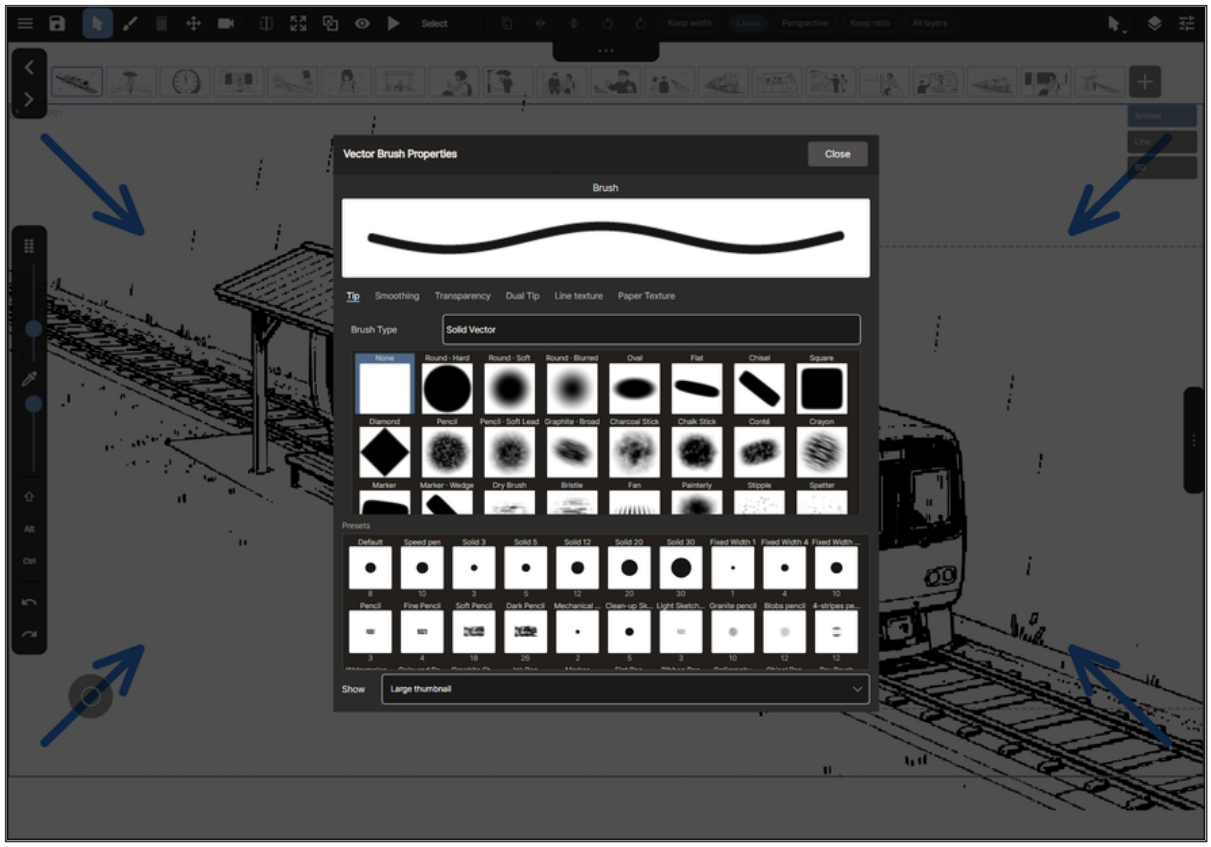

Figure 41 Menu › Drawing Tools › Brush properties...

CHAPTER 21

21. Guides

Add and delete guides; perspective, isometric, ruler mode, lock, files.

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.
Toggle ruler mode	Strokes run straight along the guide lines.
Cycle ruler axis	Switches the ruler axis (horizontal, vertical, diagonal).
Toggle lock guides	Locks the guides.
Export guides...	Guides to a file.
Import guides...	Loads a guide file.

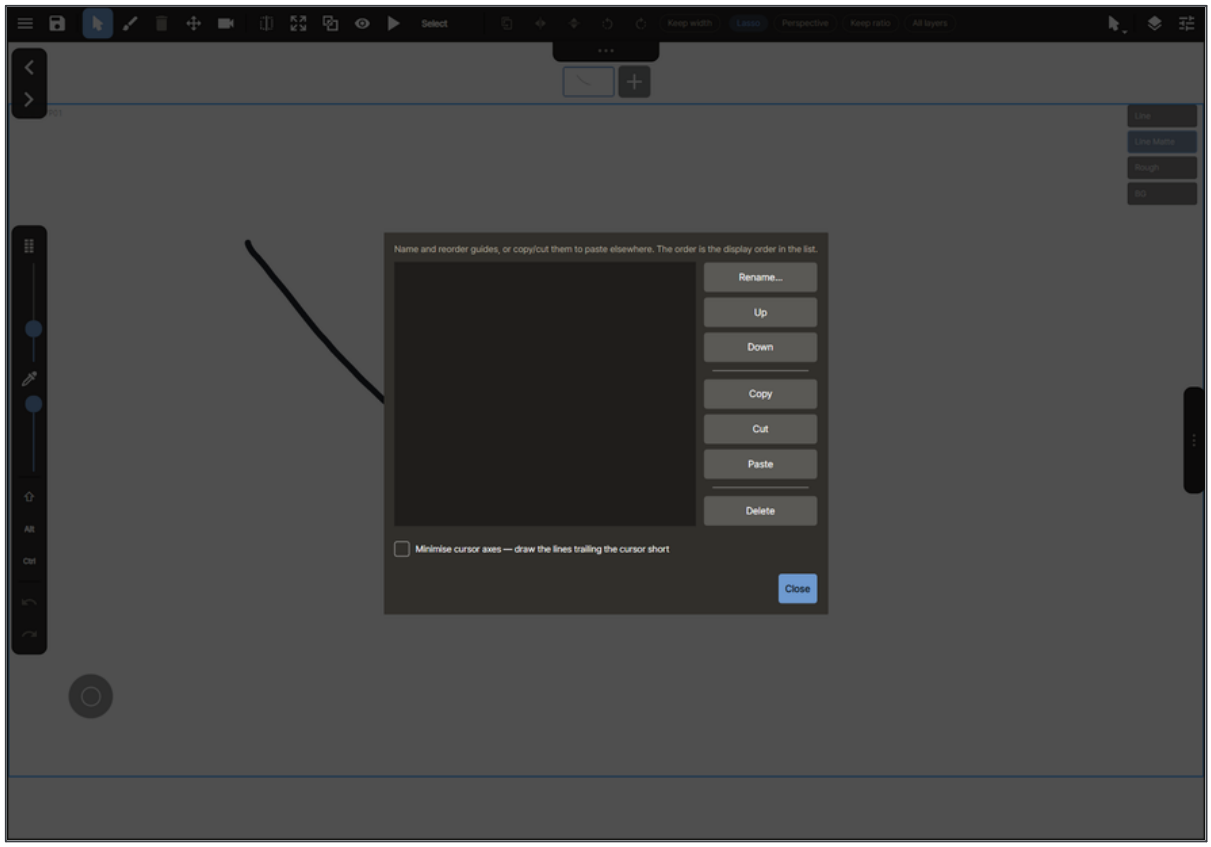

Figure 42 Menu › Guides › Guide list...

CHAPTER 22

22. Captions/Colour

Caption layout and fields, colours and swatches, panel colour.

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.
Shoot Shot List (Excel .xlsx)...	Shots, panels, timecode, duration, shot size, angle, lens and dialogue as an Excel sheet (licensed version).
Pick colour...	Pick colour sheet.
Add the current colour to the swatches	Saves to the swatches.
Delete selected swatch	Removes from the swatches.
Panel colour — default	No color.
Panel colour — blue	Blue.
Panel colour — green	Green.
Panel colour — purple	Purple.
Panel colour — orange	Orange.
Panel colour — red	Red.
Panel colour — yellow	Yellow.

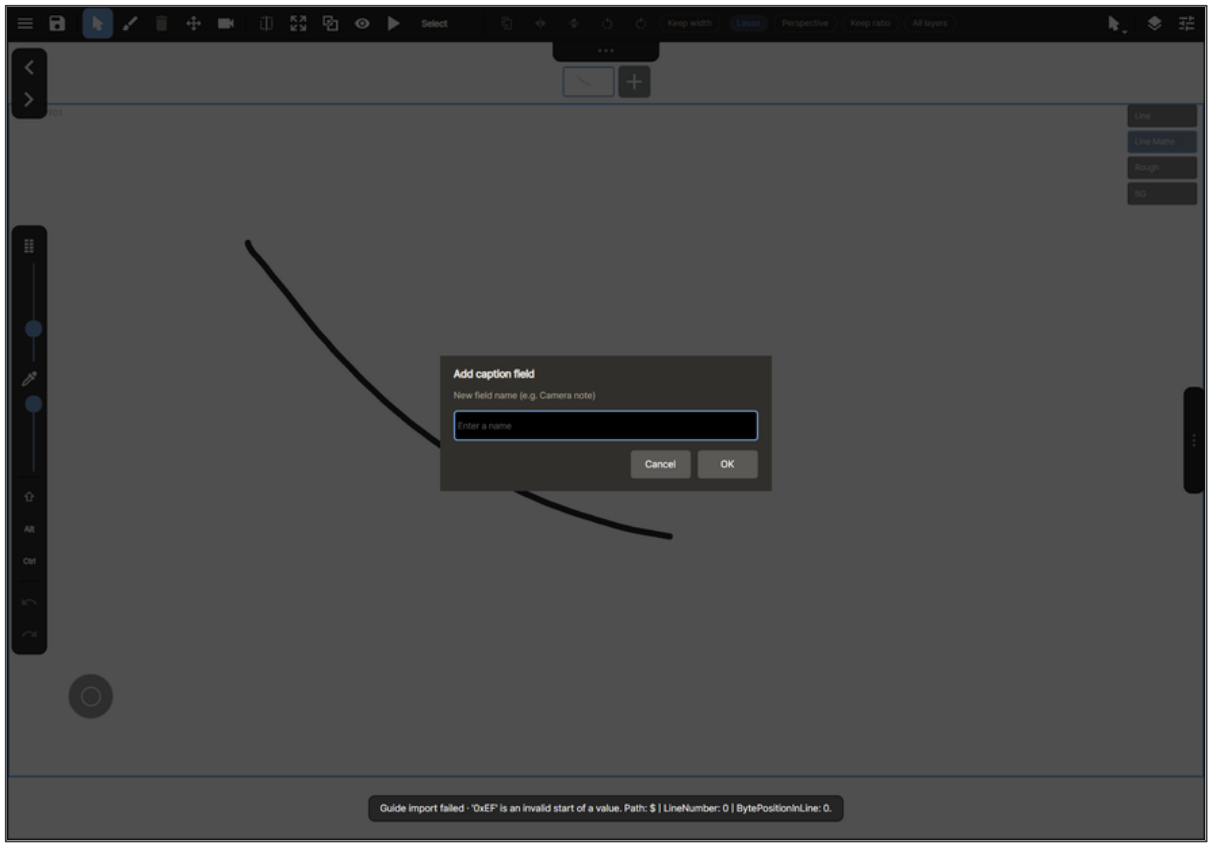

Figure 43 Menu › Captions/Colour › Add caption field...

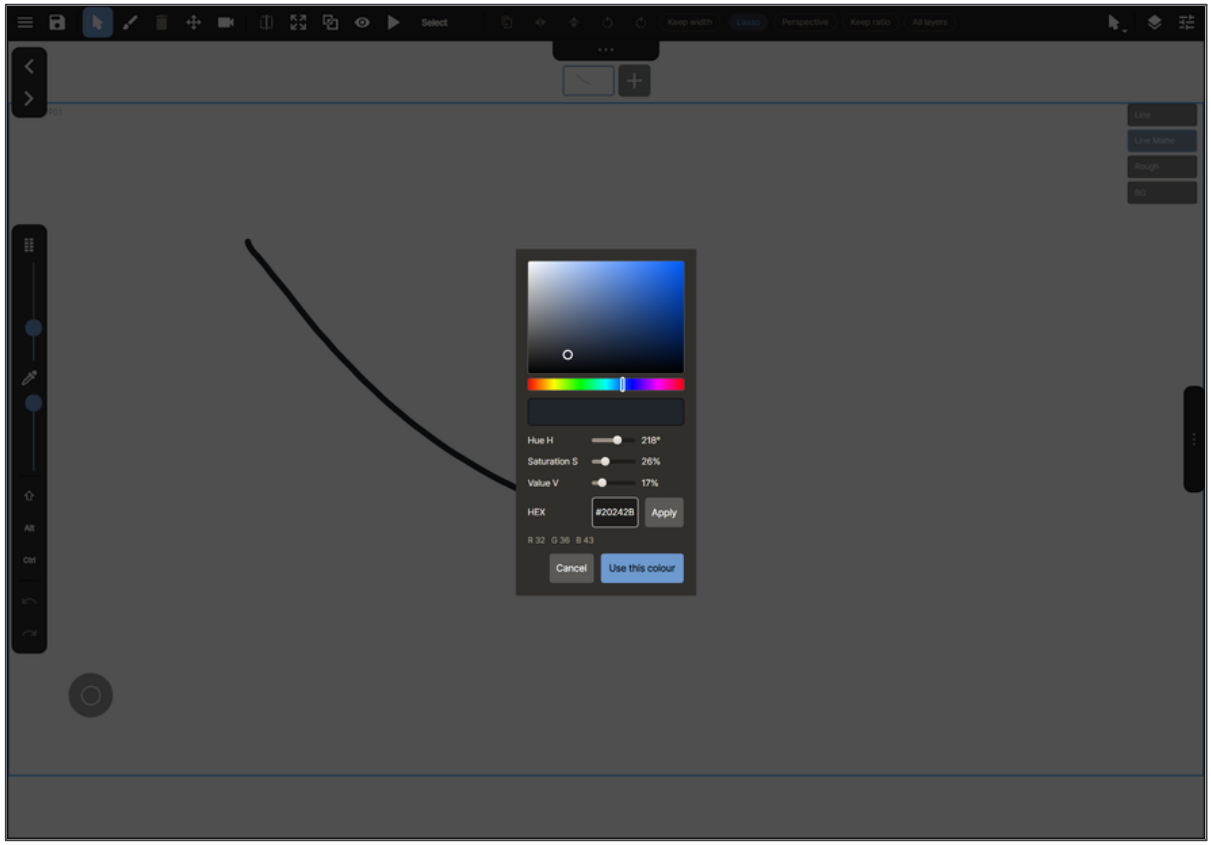

Figure 44 Menu › Captions/Colour › Pick colour...

CHAPTER 23

23. Fingers and Pen

The pen draws; fingers handle the screen and menus. **Once the pen touches the screen**, fingers stop drawing and only zoom, pan, open the wheel menu and do multi-finger taps. A palm that touches while the pen is down or just lifted is ignored (palm rejection, on by default). On devices without a pen, you draw with your finger as usual.

Gesture	What it does
Stroke with the pen	Draws. Pen pressure drives size (and density, if turned on).
Hover the pen	With the brush, pencil or eraser, a brush-size circle follows the pen tip (on devices that report pen hover). It disappears when you lift away from the screen and reappears when you move while hovering. On devices without hover, it shows only while the pen is touching.
Two-finger tap	Undo
Three-finger tap	Redo
Two-finger drag / spread	Pan / zoom in and out
Two-finger twist	Rotate the view (snaps near right angles)
Tap the wheel button	**Wheel menu** — opens and stays open next to the button (pressing with the pen works too)
Press and hold the wheel button	The wheel appears centred where you pressed — drag to a slot without lifting and release to run it; hold on a › slot for the second ring
Drag the wheel button	Move the button
Pen side button	Wheel menu (on devices where the pen reports its side button)
Long-press a card or clip	Context menu. Lift a card and drag it to reorder

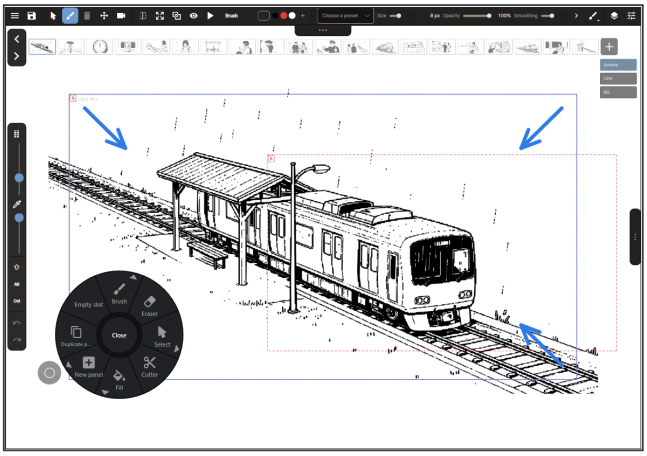

Figure 45 Wheel menu.

The **Wheel menu** opens when you tap the translucent **wheel button** floating over the canvas. Tap a slot to pick it. Drag the button to wherever suits your hand.

- Slots marked › (in the default layout: Brush, Select, Fill and New panel) open a **second ring** outside on the first tap and run on the second tap.
- Hold the wheel button until the wheel appears, then keep your finger in the center a little longer and the ring switches to the **More** slots (Undo, Redo, Colour, Shapes, Text, Layer, View…).
- Tap outside the ring or tap the wheel button again to close it.
- Even with palm rejection on, the wheel button and wheel slots respond to your finger.
- **Hold a slot while you draw with the pen** and that tool is active only while you hold it (handy for a quick eraser).
- Tap an **empty slot** to open the slot picker. You can also change the layout in Preferences › Tablet › Wheel menu.

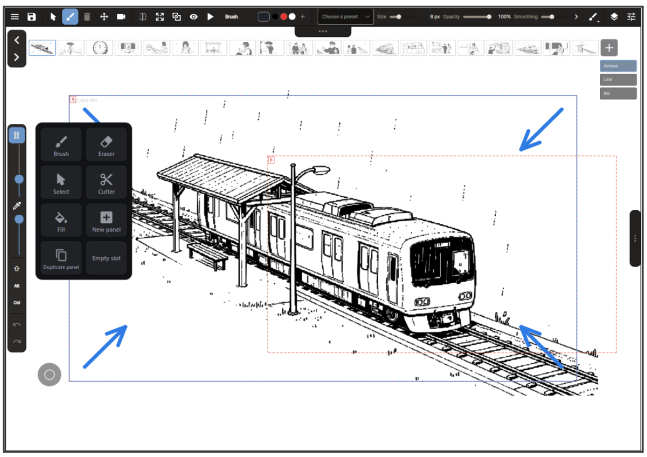

Figure 46 Grid panel.

Tap the **grid button** at the top of the left bar to show 8 cells.

- **Hold, slide to a cell and release** to run it. A tap keeps the grid open.
- Tool cells (Eraser, Select, Fill, etc.) give you that tool **only while you hold them**; let go and you're back to the previous tool.
- Tap an empty cell to go to the cell picker. Besides wheel slots, you can put **any item in Menu** there (Preferences › Tablet › Grid panel).
- **Shift · Alt · Ctrl** buttons: one tap applies to the next stroke only, two taps lock it on, a third tap turns it off. Without a keyboard you can draw straight lines and move at 45° (Shift), duplicate-move and remove points (Alt), and skew edges and grab guides (Ctrl).

CHAPTER 24

24. Drawing

Draw with Brush and Pencil, fix with Select and Cutter, and tidy up with Fill and Shapes. All tools are in the **Tools** pane on the right of the top bar.

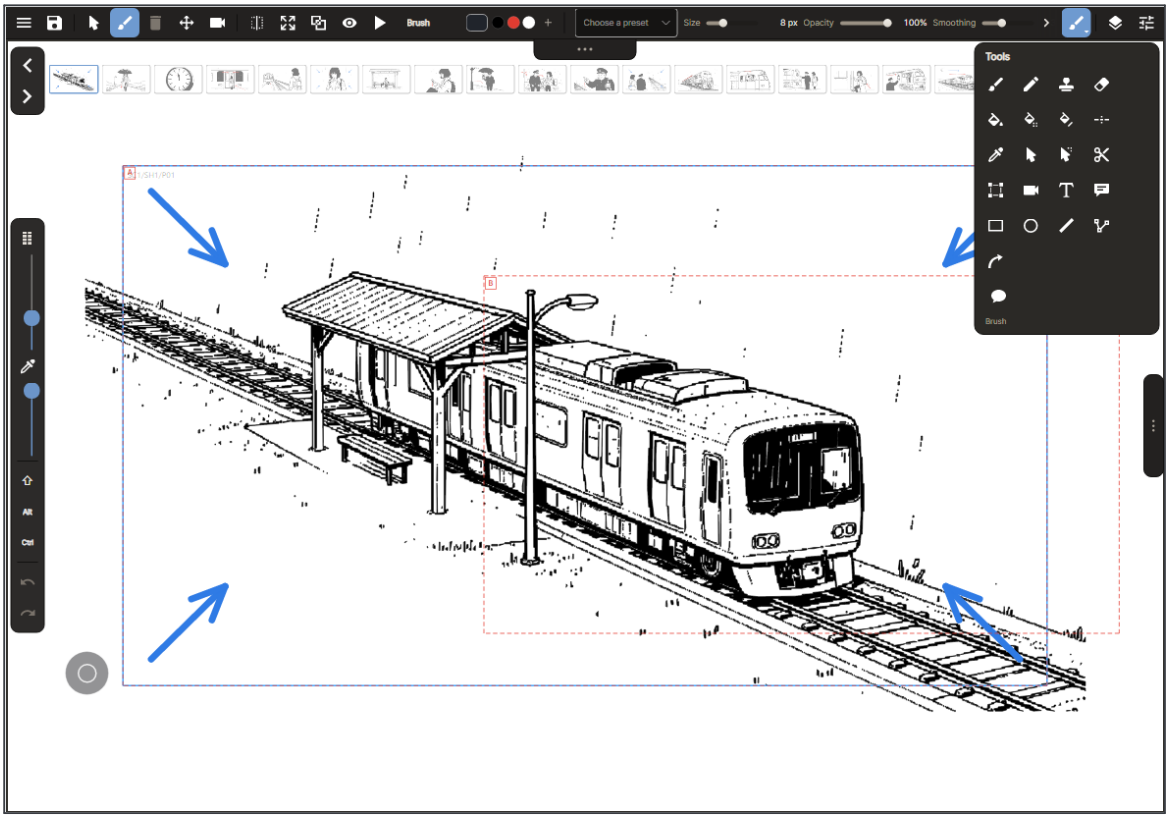

Figure 47 Tools pane. Brush, Pencil, Stamp, Eraser / Fill / Eyedropper, Select, Cutter / Transform, Camera, Text, Review notes / Shapes / Arrow / Speech balloon.

How a line is made

- Brush strokes are drawn by **stamping the brush tip along a centerline**. Pen pressure stays in the line width, and lines you have already drawn don't change when you change settings.
- **Outline / Centerline** in the tool options — choose whether to bake the stroke into a filled shape (Outline) or keep it as a list of points (Centerline).
- The default brush draws with **pressure** on, in **Outline** mode (to get thicker lines as you tilt the pen, turn on **Tilt** in Properties). Outline and Centerline give the same shape, and the line doesn't change after you lift the pen.
- Turn on **Pressure opacity** and light pressure makes the line fainter (in both Outline and Centerline). When it's off, pressure only affects width — the default presets have it off.
- Turn on **Shift** and drag for a straight line.
- The Pencil, Charcoal, Chalk, Crayon and Dry brush presets use a **line texture** strip — the strip stretches along the line and lies across its width, so graphite streaks and breaks run with the stroke. Change it under “Line texture” in the Properties pane.

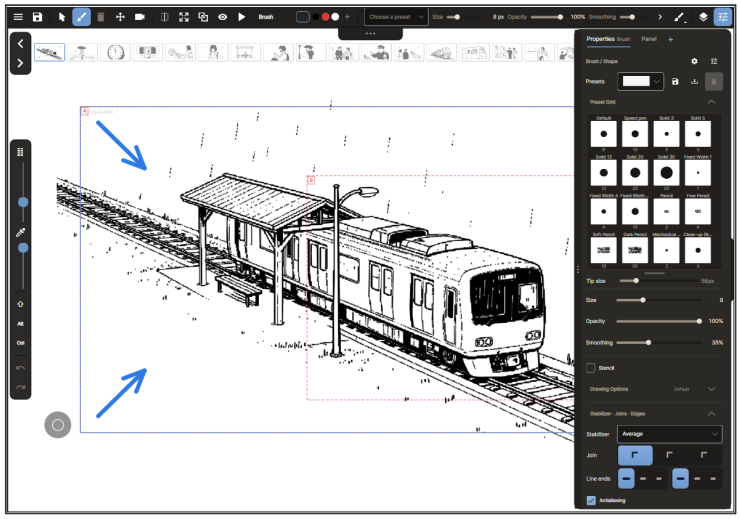

Figure 48 Properties pane — brush preset, size, opacity, stabilizer, line ends.

In **Properties** on the right of the top bar, set the preset, size, opacity, smoothing, stabilizer, joins, line ends and symmetry.

- Open the **Preset Grid** to pick built-in presets such as pencil, ink, marker, watercolor and tone by their **brush tip picture** (dot size = preset size). Drag the handle under the grid to change its height, and use **Tip size** to change the cell size.
- The **+** (brushes to pin) list in the top-bar options also shows brush tip cells when you turn on **Tip view**.
- Menu › Drawing Tools › **Brush properties...** covers tip shape, spacing and dynamics.
- Brushes from other programs (.xml · .tbr · .abr, Procreate .brush · .brushset, Clip Studio .sut): Menu › File › **Import brushes...**

Editing

- **Select** — lasso to pick, then move, rotate and stretch. Corner handles resize; the center circle sets the rotation pivot.
- **Cutter** — cuts away the line segments it passes over. **Eraser** erases wherever you draw.
- **Fill** — fills closed areas. **Shapes** (rectangle, ellipse, line) and **Arrow** (bend, 5 head styles) are also in the Tools pane.
- Fill treats the lines on every visible layer as boundaries (fills on other layers count only by their edges — so you can fill on an upper layer over a fill on a lower one). Turn on **Current layer only** in the top-bar options to use only the current layer's lines as boundaries.
- With lines selected, **pick a color** to recolor them. Menu › Edit › **Select lines on all layers of the selected panels** selects the lines of all the selected panels at once.
- Turn on the drawing option **Auto fill when closed** and draw with the on-screen **Ctrl** button on: even if the ends don't meet, the shape is filled as if its start and end were joined.
- Menu › Edit — Cut, Copy, Paste, **Paste in Place**, Duplicate, Select All. Menu › Drawing Tools — flip, rotate, stacking order.
- **Speech balloon** — type dialogue where you tap, then turn the tail toward the speaker with the orange handle.
- **Group selected strokes / Ungroup selected strokes** (Menu › Edit · Refine/Settings) — grouped strokes are always selected and moved together. Unlike merging, the strokes themselves stay as they are.
- Arrow width goes up to 1000%. Turn on **in** or **out** to mark the arrow as entering from off-frame or exiting off-frame.

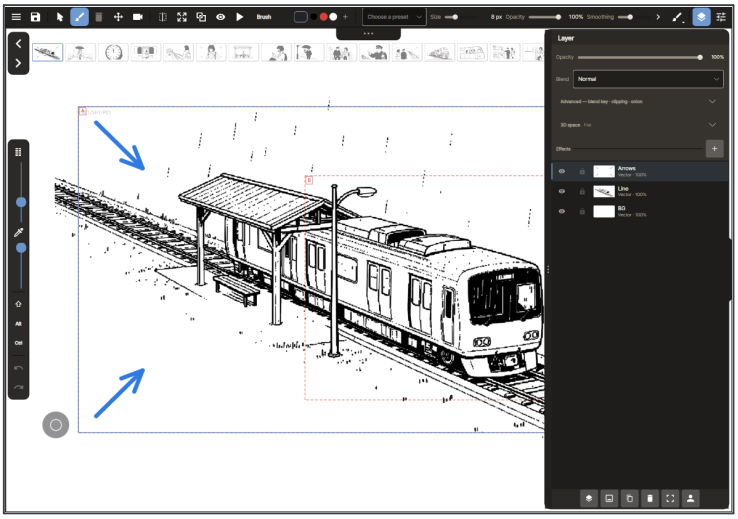

Figure 49 Layers pane.

Layer on the right of the top bar — vector and bitmap layers, visibility, lock, opacity, blend.

- Each layer can move with **transform keys** (Menu › Layer Motion).
- Name a layer after a character and previz reads it as that character (see the "Captions, Camera and 3D" chapter).
- Tap the name tag at the top right to jump straight to that layer.
- Menu › Layer › **Add … layer (all panels in this shot)** — adds a layer with the same name to every panel in the shot at once.
- Menu › Layer › **Delete all layers with this name · Delete all hidden layers (selected panels)** — deletes them from all the selected panels at once.
- With two or more panels selected in the timeline, hiding/showing, locking, opacity and renaming a layer also apply to the **layer with the same name** in every selected panel.

CHAPTER 25

25. Panels and Timeline

The timeline opens just below the top bar. The upper part is for dragging the playhead; the lower part is the card row.

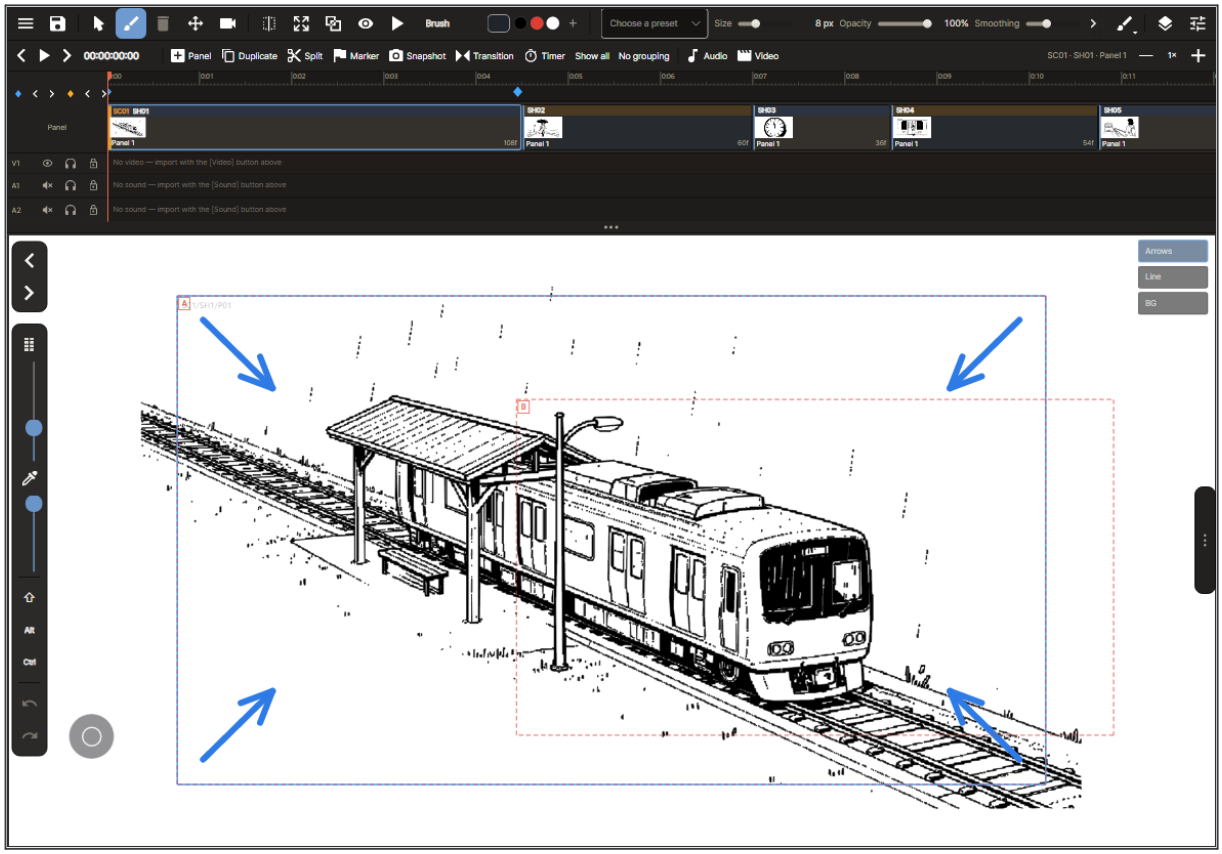

Figure 50 The timeline expanded. Shot strip and panel cards, camera and layer keys, audio and video tracks.

- Drag the end of a card to change the panel's length. **Long-press to lift** a card and drag it to reorder.
- Tap a card to go to that panel. Press on the card row and drag sideways to select **several cards**, from the one you pressed to the one under your finger. Long-press for a context menu (panel length, split, new shot…).
- The button row above the timeline gives you quick access to add, duplicate and split panels, markers, snapshots and transitions, the panel timer, and audio and video import.
- Menu › Storyboard — add, duplicate, split and delete panels, **Auto Panel Setup from Script…** (the script-to-storyboard screen), **Timing from dialogue…**, renumbering. Menu › Shots · Scenes · Markers — shot and scene boundaries and markers.
- During playback the caption **follows along to the current cut's caption**.
- Menu › Structure · Thumbnails · Length › **Panel timer…** — flip through in real time to record panel lengths, then apply them all at once. On its start screen, choose **All panels / Selected panels only**.
- Menu › Play/Navigate › **Go to timeline start / Go to timeline end** — go back to the first frame before playing (Ctrl+Home / Ctrl+End on an external keyboard).
- Menu › Structure · Thumbnails · Length › **Retime selected panels…** — scales the selected panels proportionally so their total matches a target length.

- With **Alt** on in the bar, dragging a card's end keeps the shot length fixed for that drag only — the next panel in the same shot absorbs the difference (a single-tap Alt turns off when the drag ends). Turn on Menu › Camera (or Preferences › General) › **Scale camera keys with panel length** and camera keys stretch and shrink with the card when you drag its end. It's off by default — lengthening an earlier panel leaves later camera keys at the same time within the shot.
- Tap a transition strip in the timeline and the **Transition** settings (type, length before and after the cut, and **Reverse** for iris) appear at the front of the top-bar options. Drag the strip to change its length; long-press it for a menu.
- When you edit, panel numbers renumber automatically from 1 within each shot (names you typed yourself stay). To turn this off: Preferences › Editing · Tools › **Renumber automatically on edit**.
- The **Show all** and **No grouping** buttons next to the timer cycle through shot → scene → sequence with each tap. Show only keeps just the cards of the selected panel's shot, scene or sequence; grouping folds each shot, scene or sequence into a single clip. Long-press and drag a group card to move the whole group; drag its end to scale the total length proportionally. **Double-tap** a group card to step inside and see only its panels; double-tap an empty spot or use **Leave group** to come back out.

Audio and Reference Video

- Menu › File — Import audio, Import reference video. Menu › Clips/Tracks — **Record audio...**, Add track.
- Long-press an audio or video clip for its menu.
- In Menu › Storyboard › **Timing from dialogue...**, **Generate scratch dialogue (TTS)** reads the dialogue aloud in the device's voice and adds it as clips. If no suitable voice is available, the button is grayed out and the length is estimated from the dialogue's character count instead.

CHAPTER 26

26. Captions, Camera and 3D

Text beside the drawings and camera moves go into PDFs and videos exactly as in the desktop version.

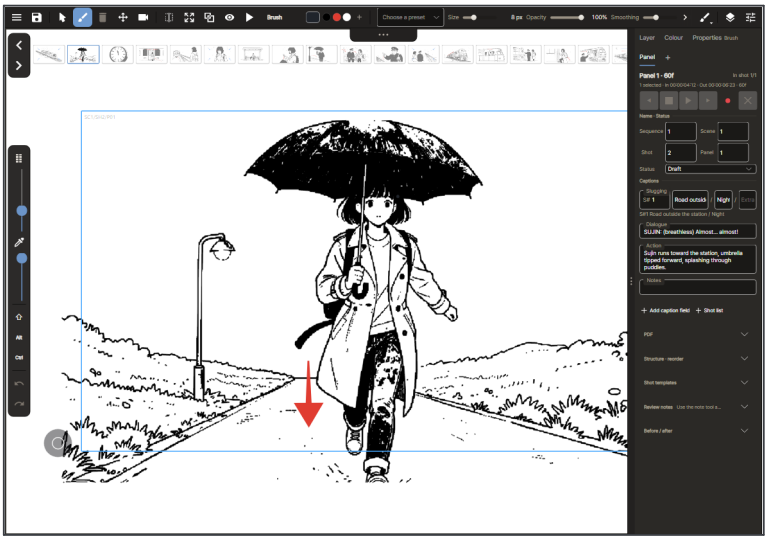

Figure 51 The drawer's Panel tab (captions).

The **three-dot** drawer on the right, or the **Panel** tab of the **Properties** pane in the top bar, has the slug, dialogue, action and notes fields.

- Use **+** at the end of the tab row to add desktop-version panels such as Script, Outline, Guides and Reference as tabs.
- Each field's name is the **tag on its border**. Tap the tag for collapse/expand, include in output, and move up/down.
- Add fields with **+ Add caption field**, and use **Shot list** to pick size, angle, lens and movement.
- If you fill in the slug as S#, location, time and extra, the parts are joined into one line.

Camera

- With the **Camera** tool in the top bar, drag the frame's corners to set its size and drag inside it to set its position.
- Menu › Camera — add, delete, copy and paste keys, keys at panel start/end, fit to audio, spread keys evenly, apply easing to all keys, scene set, function editor (same order as the desktop Camera menu).
- Only the keys selected in the timeline are copied; pasting follows whichever you chose in Menu › Camera: **Paste: keep original spacing from playhead** or **Paste: fit to panel length**.
- **Panels in the same shot share one camera move** — with the first key on panel 1 and the last key on panel 3, panels 1–3 play as one move. Splitting a panel that has a move leaves the move unchanged.
- With the Camera tool, where path points on the canvas overlap, you grab the key on the frame nearest the playhead (to edit the end key, put the playhead at the end).
- The area outside the canvas also shows as white paper (default), and the Stage draws **only the camera rectangle**.

Make previz

- Menu › Previz › **Make previz…** — opens as a wide overlay. At the top are four big buttons (**(0) First-scene setup · Auto all · ▶ Play · Make 3D dummy video**), below them the **cut strip** (every cut; red dot = a cut to check), in the middle the plan view (or boxes over the drawing) and the 3D view, and on the right the **Camera (this cut)** and **People & objects** panes.
- Menu › Previz › **3D Space View…** is card previz (stands the drawings up in depth) — a different route from Make previz.

1. Draw the storyboard. Name layers after characters ("Sujin") and vehicles ("Bus front"), show movement with arrows (tail on the character), and mark off-frame entrances with the arrow option **in**.
2. **Auto all** — finds the characters in each cut and sets positions, camera and movement in one go (a single undo reverts it).
3. Fix only the cuts with a **red dot** in the cut strip — redraw a box or drag a dummy in the plan view and later cuts recalculate automatically; whatever you dragged stays pinned.
4. Set end positions by dragging the hollow circle in the plan view; set camera height, tilt, lens and the end key in the **Camera (this cut)** pane. Panels in the same shot share one camera (for a different cut, split it into a new shot).
5. Menu › Previz › **Export 3D dummy video…** → the Export screen opens on "3D dummy video", where you choose the range and location (on a tablet the folder is saved as a zip). The app only goes as far as making the dummies and prompts.

CHAPTER 27

27. Saving, Files and Export

Tablets have no window for freely managing folders, so saving and sharing work a little differently from the desktop version.

Saving and Files

- On iPad, projects live in **Files app › On My iPad › HelloStoryboard**.
- On Android, choose a location in the system save dialog the first time you save; the project is saved as a **single file (.hboardpk)**.
- To exchange projects with other devices, a **single file (.hboardpk)** is easiest — Menu › File · Exchange › Save as single file… / Open single file…
- On iPad, opening a folder project from outside the app makes a copy inside the app and opens that (the original is only read).
- After a crash: Menu › File · Exchange › **Recover unsaved work…**. Backups are in the same section.

> **Warning** A project that has **used** new features won't open in an older version of the app (this prevents content from being silently lost). Keep the devices you share work between on the same version.

Export

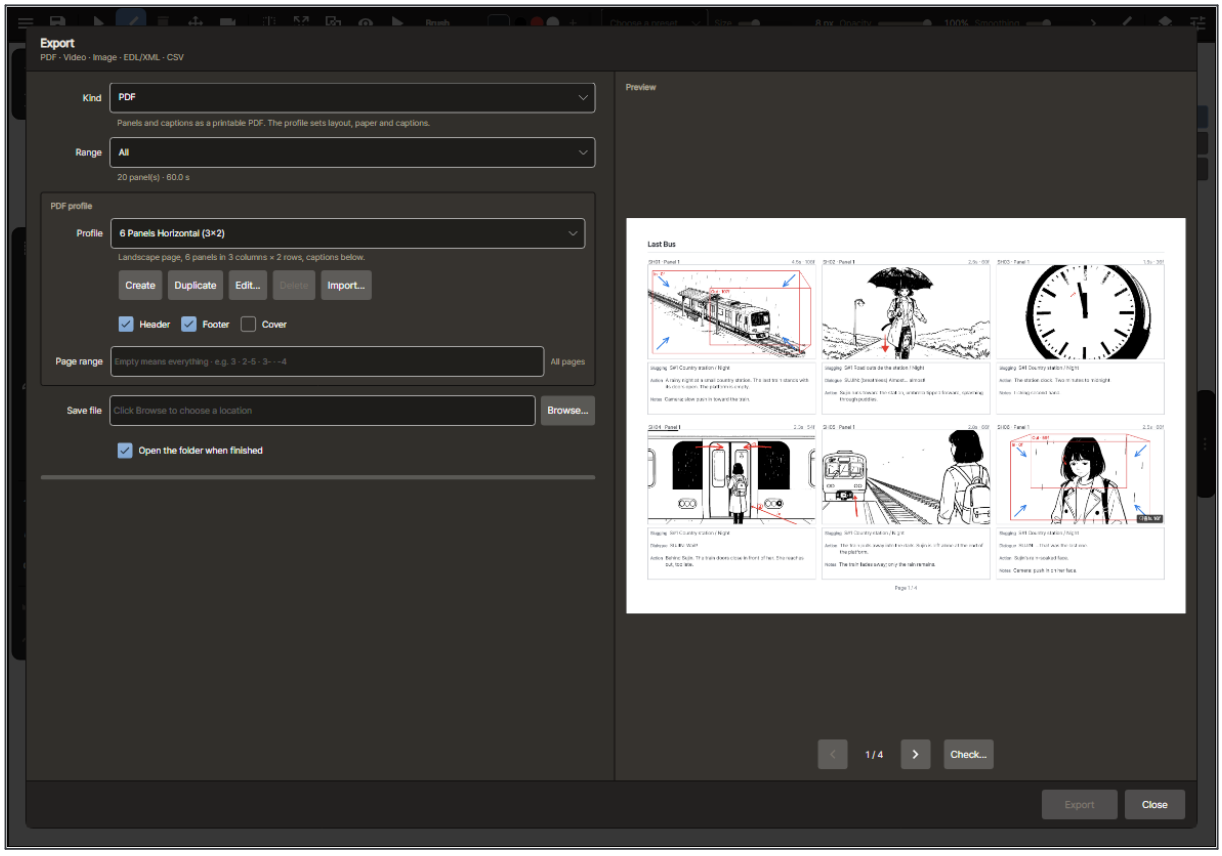

Figure 52 Export overlay — choose type, range and profile, and flip through the pages on the right to preview.

- Makes PDF · video (MP4, plus MOV on iPad) · images · EDL/XML · CSV · 3D dummy video · AI video package (licensed version).
- On iPad, once the export is done, use **Share…** to send it by mail, messenger or the Files app. On Android it's written to the save location you chose at the start.
- Anything that comes out as a folder, such as multiple images or an EDL bundle, is packed into **one zip**.
- The Export overlay remembers your last type, range and options. Brushes, tool options and view toggles also stay as you left them after you quit and relaunch the app.

11 PDF profiles are included — 3 Panels Horizontal · 6 Panels Horizontal (3x2) · 3 Panels Vertical · 5 Panels Vertical · Full Page · Overview 2x4 Panels · Overview 4x3 · Overview 8x10 · Typical Japanese Format · Alternate Vertical Layout · Alternate Japanese Layout.

CHAPTER 28

28. Preferences

Menu › Edit · Refine/Settings › **Preferences...**. Change the interface language in **Language · 언어 · 言語** at the very top.

Brushes, tool options and view toggles come back as you left them the next time you launch (even if you just close the app).

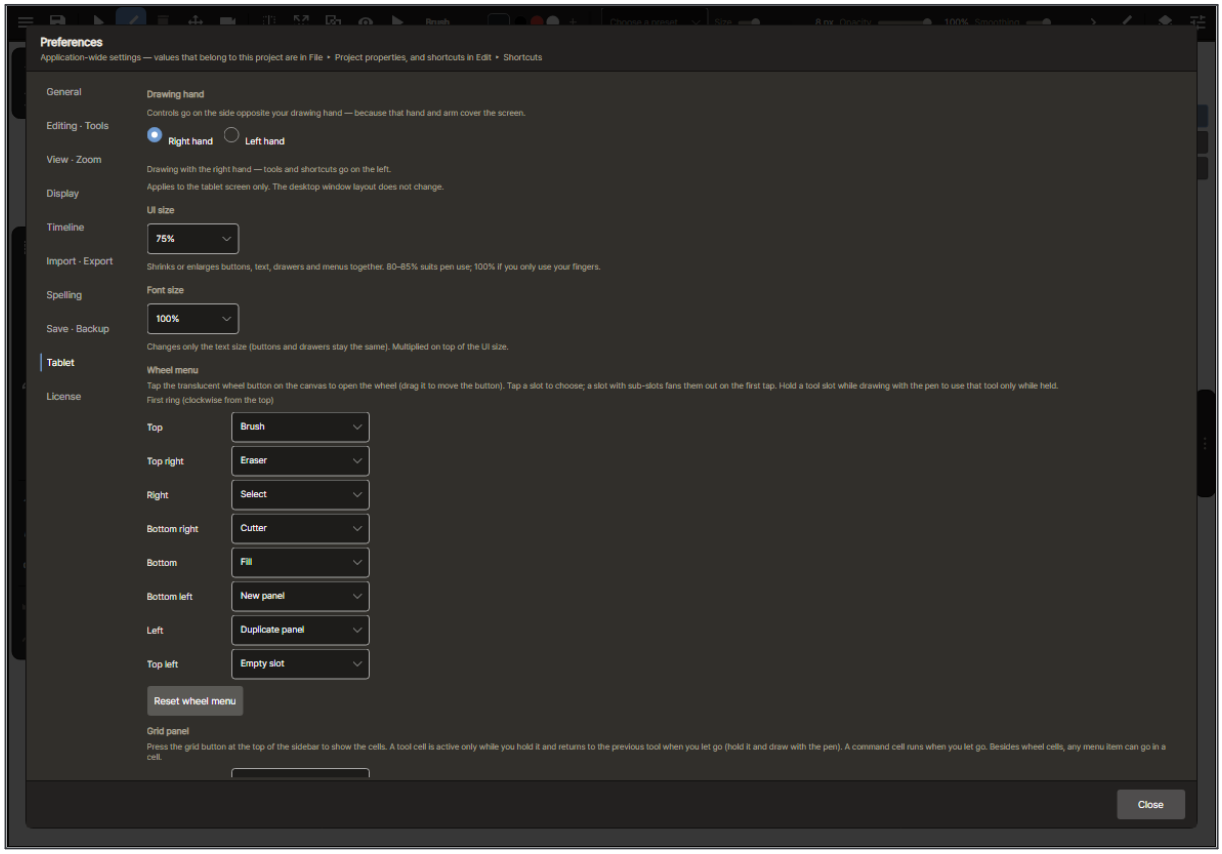

Figure 53 Preferences › Tablet — Drawing hand · UI size · Font size · Wheel menu · Grid panel.

- **UI size** — shrinks or enlarges buttons, text, drawers and menus together. 80–85% is recommended if you tap with a pen, 100% if you use only your fingers.
- **Font size** (85–150%) — enlarges or shrinks only the text, leaving buttons and drawers the same size. It's multiplied on top of UI size.
- **Wheel menu · Grid panel** — choose the tool or command for each slot.
- The Tablet tab also has **Palm rejection** and a sound test. The autosave interval is on the **Save · Backup** tab, the spelling dictionary on the **Spelling** tab, and automatic panel renumbering on the **Editing · Tools** tab.

CHAPTER 29

29. Troubleshooting

If this happens	How
My palm draws	Check that palm rejection is on in Preferences › Tablet (it's on by default).
My finger doesn't draw	Once you use the pen, fingers no longer draw (Select and Eyedropper still work). To draw with your finger, turn off Preferences › Tablet › **Palm rejection**.
Text is too small / too large	Preferences › Tablet › **Font size** (or UI size).
The interface is in the wrong language	At first the app follows the device language. Change it in **Language** on the start screen.
I can't find something in the menu	Menu is divided into sections. See the menu table in the "A Tour of the Screen" chapter.
Exported files have a watermark	You haven't purchased yet. Pay in Preferences › License, or if you already bought it, tap **Restore Purchase**.
Can't add more panels · an export format is locked	The free version allows 15 panels per project and PDF and image export. Tap **Unlock Pro** in Preferences › License.
It won't open on a colleague's computer	Projects that use new features don't open in older versions. Put everyone on the same version.
The app suddenly closed	Relaunch, then Menu › File · Exchange › **Recover unsaved work...**.

Desktop-only features

- **Importing .sboard projects** from other programs (the elements folder next to the project has to be read as well).
- Docking windows and arranging workspaces (the tablet opens everything as overlays on a single screen).

Connect an **external keyboard** and the **same shortcuts** as the desktop version work as-is — tool keys (B, E, S...), undo, copy and paste, previous/next panel and playback, Space-drag to pan, G-drag for brush size, even holding Ctrl to pick lines. The table is the same as in the "Shortcuts" chapter of the desktop manual.

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 (Tablet 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)".