

## Katherine O'Connor lectures at the University of Teesside on Computer Animation using Corel® Painter™ and Toon Boom Studio

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**Name:**  
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### What are your most important accomplishments?

My most recent accomplishment has been the success of a project that I was involved in last year which saw publication at the AV festival and BBC 2.

### What's your history with Corel Painter and Toon Boom Studio, and why did you choose to combine both products?

Painter is a new package for me and when looking for software that could achieve the results I wanted, this was best option.

### Please describe your workflow?

Simple background textures are imported into Painter and used as canvases for the bases of the backgrounds. Also all props and textures are created in Painter and then imported into Toon Boom where they are all put together with animation.

### What kind of animation do you create?

2D digital hand drawn animation in the form of short black comedies generally.

### What are your favorite features in Corel Painter and Toon Boom Studio?

At the top of the list in Painter has to be the range and quality of the brushes, the surface textures and tonal controls as well as the intuitive, well laid out interface and tools that are straight forward. Finally, the layering system that enables me to easily work in three dimensions.

My Toon Boom Studio favorite is the multi-plane camera and its easy control systems. It's really like being able to paint with textures. The exposure sheet really helps you to visualise the timing. The ability to paint with gradients, being able to hide layers to free up processing power is great. Most of all I like the fact that it is really everything you need to produce animation in one place.

### What are the Corel Painter and Toon Boom Studio features that allow you to distinguish your animation productions?

The high quality of the brushes and textures, etc., allow me to have full control to produce what, in the past, have been required to produce by hand. Therefore, I can give my animation a lot more texture and depth than just using one solitary package, allowing me to produce animation in a very unique visual style.

### Is it possible to get the same results with other digital painting and animation software?

I feel that the combination of Painter and Toon Boom Studio is the digital solution to my particular set of problems. The only other way for me to achieve similar results is to do it all by hand and shoot it on film. Other combinations might be possible, however they are either not as integrated or they simply do not achieve the quality I want.

*I am very pleased to finally find a package of this type that allows me achieve the same results as if I were working in a traditional manner without having to sacrifice quality.*

**How do you feel about Corel Painter?**

I am very pleased to finally find a package of this type that allows me to achieve the same results as if I were working in a traditional manner without having to sacrifice quality.

**How do you feel about Toon Boom Studio?**

I just love it. What can I say, it's all there in one place and the transition from light box to digital was seamless as I find the package so easy to get on with.



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