

## Recommended 2D Animation Software

This is a breakdown of software recommendations that students can use for the 2D animation course.

It's important that the app/programme is installed on the student's device before the course begins, and that they have had a play on it to get used to how it works. This is so that the student is at least a little familiar with their chosen software so that they can begin learning animation techniques on day one.

<b>Tahoma 2D</b> (Mac, Windows, Linux) <a href="http://tahoma2d.org">tahoma2d.org</a>	Advanced vector and raster animation	Free for the entire programme	An advanced programme. (The tutor uses only this programme for his professional work, so he can help students with using it).
<b>Procreate Dreams</b> (ipad only)	Integrating drawing and animation	\$19.99 US	Recommended for those embedded in the Procreate ecosystem.
<b>Clip Studio Paint</b> (ipad, Android, Mac, Windows) <a href="http://clipstudio.net/en/">clipstudio.net/en/</a>	Advanced vector and raster animation	3 month free trial, then \$26.99US annually.	A good option for professionals and hobbyists looking for animation tools, though it might be complex for beginners.
<b>Toonsquid</b> (ipad only)	Integrating drawing and animation	\$9.99 US	Simple interface. Uses Raster and Vector for drawing.
<b>RoughAnimator</b> (ipad, Android, Mac, Windows) <a href="http://roughanimator.com">roughanimator.com</a>	Animators making hand-drawn animations	Premium features start at \$7.99 US	Excellent for animators looking for control over frame rate and resolution.

If a student already has an app/programme that is not on the list above then that's fine, as long as there are these features included:

An "onionskin" feature. This allows to partially see drawing before and after the current drawing.  
A multiple levels/layers feature. This allows levels/layers to be moved independantly from each other.

Note: Although the FlipaClip software is popular, it doesn't quite have the features needed for this course.