



Getting Started

2D and 3D animation in your browser · animsoup.com

Early access. AnimSoup is new and under active development, so you will run into bugs. When something breaks or behaves oddly, press the  **Feedback** button (bottom-right corner of both tools) and describe what happened. A technical snapshot is attached automatically so the problem can be found and fixed — it contains version and error data, not your artwork. Including an image of your canvas is optional and off by default. Every report genuinely helps.

What you get

2D — frame-by-frame animation

- Pencil, ink, brush and vector drawing with pressure support (works on iPad with a pencil)
- Timeline and drawable X-sheet, frame holds, cycles, markers
- Onion skin and line boil — each can target all layers or chosen layers
- Layers with blend modes, opacity, transform keys and a camera
- Audio scrubbing and lip-sync support, reference window
- Export: WebM video, PNG sequences, transparent game sprites

3D — character animation

- Ready-to-animate characters: Ball, Ramen Bowl, Bucky, SoupKid
- Import your own character (glb / VRM / FBX) — a control rig is built automatically
- IK arms and legs with pole targets, space switching, IK/FK toggle
- Timeline, dope sheet and a full graph editor with tangent control
- Stepped keys, auto-key, tween machine, hair/cloth dynamics with bake
- Cameras, lights, props, multi-pane views and playblast export

First steps — 2D

File ▶ New project, draw on the canvas, then click the next frame cell in the timeline and draw again. Press **Enter** to play. Turn on **Onion skin** (or press **O**) to see neighbouring frames while you draw.

Do this	How
Change tool	P pencil · K ink · B brush · E eraser · G fill · V select
Move between frames	← → one frame · ↑ ↓ jump between drawn frames on the active layer (Shift = all layers)
Play / loop a section	Enter play · { and } set the loop range ·  toggles looping
Navigate the canvas	Wheel = zoom · hold Space and drag = pan
Fix a mistake	Ctrl Z undo · Ctrl Y redo
Save	Work is kept in your browser automatically; File ▶ Save project downloads a file. Create an account to save online.

First steps — 3D

Open the 3D tool (animsoup.com/3d), pick a character from **Choose a character...**, click a control ring and move it. Press **S** to set a key, move to a later frame, pose again, key again — then press **Enter** to play. **Auto-key** keys every change for you.

Do this	How
Move / rotate / scale	W / E / R — drag the coloured axes or rings
Set and remove keys	S keys the selected control · Delete removes its keys on the current frame (or inside a selected time range)
Move between keys	, previous key · . next key · ← → one frame
Camera	Alt-drag orbits · wheel zooms · F1 perspective, F2 – F4 front / side / top
Views & editors	Tap Space to expand a pane · Graph for curves · Sheet for timing
Spaces	Feet are planted by default: moving Root swings the body while feet stay put; Master moves everything. Change it under Controls ▶ Feet/Hands follow .
Stepped blocking	Toggle ~ Spline / Stepped in the top bar — stepped holds each pose flat until the next key