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Moho Pro For Mac

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- Nov 18, 2018 Smith Micro Moho Pro 12.5.1.22447 macOS. Everything you need to make amazing, professional animation. Moho™ Pro 12 (formerly Anime Studio Pro) offers the most powerful 2D rigging system of the market and mix it with traditional animation tools, allowing to get professional results easier and faster.
- Moho Pro 13 is changing the animation software game. We've combined the most powerful animation technology with state-of-the-art professional animation tools, so your best animation projects come to life faster and easier. Moho Debut 13 is professional-grade animation software that will forever change what you create and how you animate.
- Mac: 13.0.2 / September 26, 2019; 11 months ago Operating system Microsoft Windows, Mac OS X Type Animation software License Trialware Websitemicro.com/moho-pro.html Moho is a proprietary vector-based 2D animation application distributed by Smith Micro Software. It is sold in two different packages: Moho Debut – restricted in terms of length and image size, as well as not.
- Overall, Gladys is an excellent app for users who want to store and sync content between their Mac and iPhone, iPad, or Apple Watch. It is full of useful features, and it has recently become completely free, so there is no reason not to try it out. Moho Pro (formerly Anime Studio Pro).

Moho™ Pro 12 (formerly Anime Studio Pro) offers the most powerful 2D rigging system of the market and mix it with traditional animation tools, allowing to get professional results easier and faster. Moho™ Pro 12 is perfect for professionals looking for a more efficient alternative to traditional animation.

Moho Pro 13 is changing the animation software game. Combining powerful animation technology with state-of-the-art professional animation tools, you can make your best animation projects come to life faster and easier.

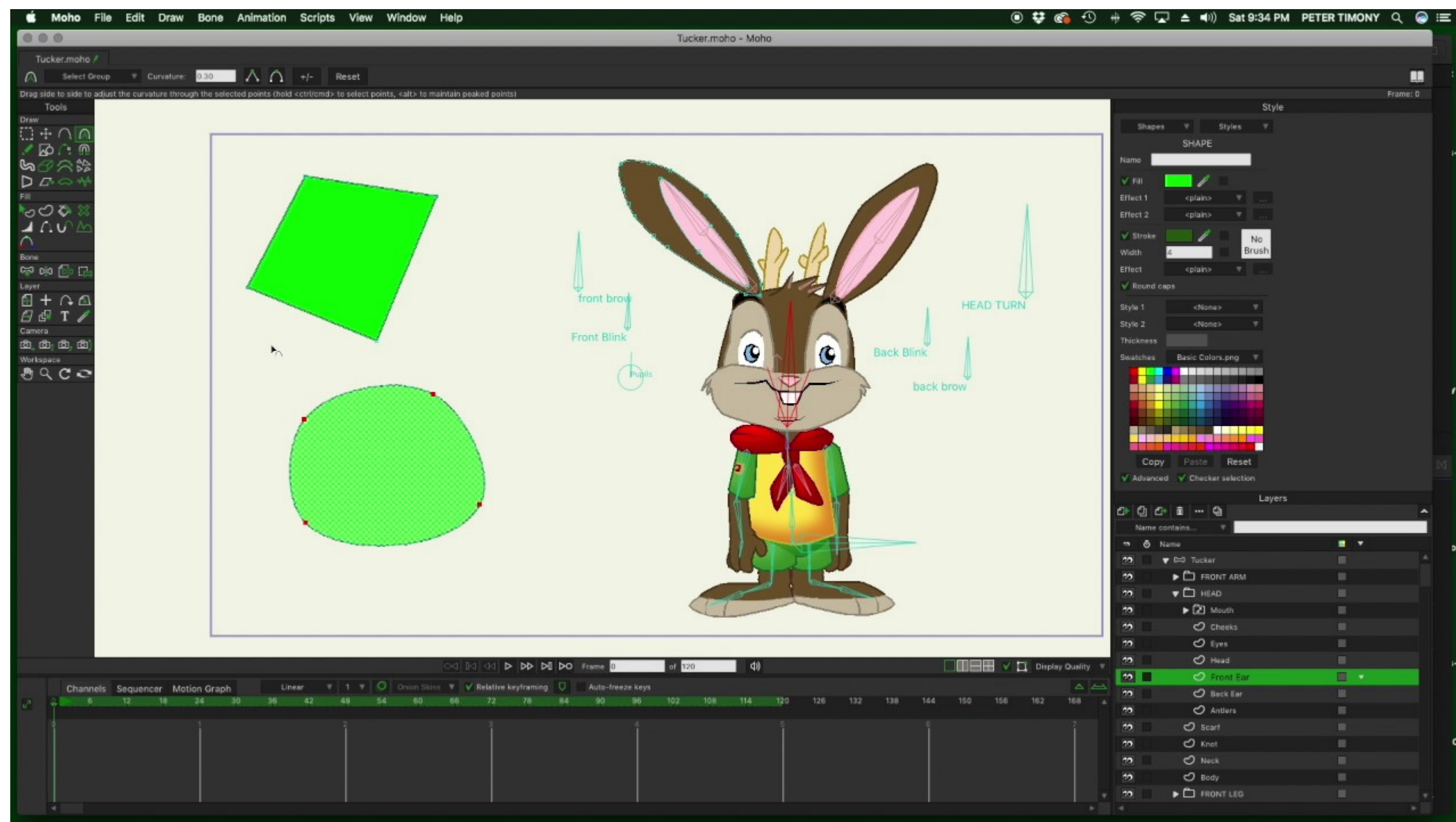
Includes language support for: English, Spanish, French, German, Chinese (Simplified) and Japanese.

Be sure to check the System Requirements

### Moho Pro 13 - 30-Day Free Trial

Bring your imagination to life! Moho Pro 13 is your complete animation program for creating 2D movies, cartoons, vector, stop motion and cut out animations. Create your own desktop animated shorts in the style of traditional cartoons or use it to produce animations for film, video or streaming over the web.

13 supports All Windows



### Moho Pro Download

#### About the Trial

#### Moho Pro For Macbook Pro

While in trial mode, Moho allows you access to all features of the program. Anything you can do in the full version you can do in the trial. Also, any files you create with the trial version of Moho will still work fine if you purchase the full version.

The trial version has three limitations:

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- The trial version of Moho runs for 30 days.
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- Export of animations to other formats (QuickTime, AVI, Flash etc.) is disabled.

To continue using Moho after the 30 day trial period you can purchase Moho Pro 13 or Moho Debut 13 and enter the paid serial number.

**Developer(s)** Smith Micro Software  
Win: 13.0.2

**Stable release** Mac: 13.0.2 / September 26, 2019; 12 months ago

<b>Operating system</b>	Microsoft Windows, Mac OS X
<b>Type</b>	Animation software
<b>License</b>	Trialware
<b>Website</b>	my.smithmicro.com/moho-pro.html

**Moho**(previously marketed as **Anime Studio**) is a proprietary vector-based 2Danimation application distributed by Smith Micro Software. It is sold in two different packages: Moho Debut – restricted in terms of length and image size, as well as not containing all of the functions – and Moho Pro. Moho is available for Windows and macOS in English, German, Japanese, and Spanish. (A Linux version is no longer available.)

## History[edit]

The software was originally developed under the name 'Moho' in 1999 by Mike Clifton at LostMarble. (LostMarble is also the developer of Papagayo, a free lip sync software which works with Moho.) The software was distributed by E Frontier until 2007, when it was taken over by Smith Micro and renamed Anime Studio, as a marketing companion for the former Manga Studio.

In 2010, Smith Micro released Anime Studio 7, which added features such as Physics, 3D creation, and an improved interface. In 2011, Anime Studio 8 added features such as the Character Wizard, layered Photoshop import, and real-time media connection. Version 8.1, also supported the new Poser 9 SDK and integrated the Wacom Multi-touch API, the first graphics based software product to work natively with Wacom's Bamboo and Intuos tablets. In 2012, Smith Micro released Anime Studio 9, with new features including Smart Bones, Editable Motion Graphs, and Bézier handles, as well as major enhancements to the timeline, key frames, and onionskins. In 2014, Anime Studio 10 contained upgraded features and new mechanics to its predecessor. In 2015 Anime Studio 11 contained upgraded features such as frame-by-frame animation, layer referencing, animated shape ordering, enhanced tools and brushes, JSON file format support, and other features.

In 2016, Anime Studio was renamed Moho by Smith Micro Software to reflect the software's ability to do more than just Anime. The 2016 release of Moho 12 included additional features such as pin bones, optimized Bézier handles, improved free hand tools, smart warp, real motion blur, and more.<sup>[1]</sup> Moho Pro 12 was released in August 2016. In October 2016, Moho became available for the Microsoft Surface Studio. The functionality of the Surface Dial is also incorporated with Moho as Smith Micro worked with Microsoft to develop unique Moho functionality specifically for the Surface Dial peripheral. This feature set enables users to create complex animations more quickly and easily through functions such as a new overlay timeline, rigged characters, rotating canvases and frame-by-frame animation.

Moho 13 was released in June 2019 with a focus on improved bitmap tools, including bitmap frame to frame capabilities, and better support for 3D objects.<sup>[2]</sup>

Version	Release Date	Publisher	Improvements/features
1.0	1999	LostMarble	Initial release
5.6	2006	LostMarble	Introduction of lip-syncing; Flash output; improved text, Illustrator import, vector drawing tools
6.0	June 9th, 2009	Smith Micro	Built-in lip-syncing and sequencer; improved interface
6.1	September 22nd, 2009	Smith Micro	Upload to Facebook; French and German versions; ability to enter non-English characters in text fields.
7.0	June 9th 2010	Smith Micro	Improvements to physics, 3D creation, and interface
7.1	October 13th 2010	Smith Micro	Contains several fixes including switch layer fix
8.0	June 8th, 2011	Smith Micro	Character wizard, layered Photoshop import, and real-time media connection; support for Poser 9 SDK; integrated Wacom Multi-touch API
8.1	July 7th, 2011	Smith Micro	Fixes to the Library window, mouse focus, window-location memory, stroke construction when welding curves closed, some layer masking issues, auto-save issues that cause bone rigs to occasionally reset themselves
9.0	September 10th, 2012	Smith Micro	Features include smart bones, editable motion graphs, Bézier handles, enhancements to the timeline, key frames, and onionskins
9.1	October 22nd, 2012	Smith Micro	Fixed a problem where deleting a style could sometimes lead to a crash; fixed issue related to specifying a user-content location on first launch; rendered RLE AVI now imports properly into AS; revamped script management
9.2	January 9th, 2013	Smith Micro	Updated the English manuals for both Debut and Pro; changes can be applied to multiple layers; added buttons to reveal source images and audio; fixed Lua DLL module loading
9.5	August 12th, 2013	Smith Micro	Smart Bones enhancements; nested Layer controls with more hierarchical control over rigs; flexi-binding isolate tsh e influence of bones; depth shifting helps preserve the size of objects; viewing of real-time changes on the canvas; switch layer enhancements
10.0	March 6th, 2014	Smith Micro	Updated content library with free characters, props, scenes, enhanced drawing tools, multiple document support, combined bone tools, combined point tools, point hiding, edit multiple Layers simultaneously, and automatic updates
10.1	July 25th, 2014	Smith Micro	The application now runs in English, German, or Spanish; fixed over 200 bugs; layers can be copied and pasted between documents; added an image layer cropping tool
10.2	October 13th, 2014	Smith Micro	Several bug fixes (no blog post to specify exact features or fixes)
10.3	March 25th, 2014	Smith Micro	Several bug fixes (no blog post to specify exact features or fixes)
11.0	June 3rd, 2015	Smith Micro	Vector-based draw, paint and fill tools, bone rigging, animation timeline, audio recording, sound effects, and improved lip-syncing
11.1	July 15th, 2015	Smith Micro	Several bug fixes (no blog post to specify exact features or fixes)
11.2	January 4th, 2016	Smith Micro	Added a tool to sketch bones; added additive cycles; many bug fixes
12.0	August 4th, 2016	Smith Micro	Bone-rigging, timeline, enhanced drawing tools, improved audio recording, sound effects, automatic lip-syncing, beginner's mode, character wizard, automatic image tracing, path tool, motion tracking, multi-touch support, multiple document support
12.1	October 18th, 2016	Smith Micro	New 4K ultra HD and 4K digital cinema dimension presets; improved smoothing for freehand strokes; many bug fixes
12.2	November 15th, 2016	Smith Micro	Added support for Microsoft Surface Studio and Surface Dial, new Layer Comps window, fixed bug where sometimes PSD layers were lost, fixed bug where a duplicated vector layers didn't show Bezier handles
12.3	September 10th, 2017	Smith Micro	Ability to paste images from the clipboard to create new image layers, new document preferences and bug fixes
12.4	November 23rd, 2017	Smith Micro	Switch layer interpolation now works on nested layers (group and switch); re-sync all channels; triangulated mesh layers now have a distinct layer icon for easy distinction; several bug fixes
12.5	October 4th, 2018	Smith Micro	Many bug fixes (no blog post to specify exact features or fixes)
12.5.1	November 14th, 2018	Smith Micro	Bug fix release for Mac only to support changes in MacOS 10.10 and above
13.0	June 25th, 2019	Smith Micro	Introduced improved bitmap tools including bitmap brushes and frame by frame support, as well as improved handling of 3D objects
13.0.1	August 20th, 2019	Smith Micro	Multiple bug fixes <sup>[3]</sup>
13.0.2	September 26th, 2019	Smith Micro	Bug fixes and usability improvements <sup>[4]</sup>

### Features[edit]

- Moho features layers of different types for artwork as well as for grouping and switching assets. Layers can be animated in perspective.
- Layer ordering can be animated.
- Camera movements.
- Pressure-sensitive tablets in combination with brush shapes can be used to create natural-looking strokes. Artwork created in Moho is resolution-independent.
- The animator can create a skeleton of bones to which pieces of artwork are attached. The skeleton works with inverse and forward kinematics and makes it easier to animate characters.
- Tweening of all layer, vector shapes, and bone animation.
- Physics engine to simulate reality.
- Styles for outlines and fills.
- Masks are possible.
- Moho has some 3D abilities, useful for multiplane camera effects and virtual set building.
- In combination with Papagayo, Moho supports automated lip-syncing, where an imported sound can be automatically added to a mouth to make the mouth move as if it is talking in sync with the audio.
- Moho supports several file formats to import pictures and video. Alpha channels of PNG and video files are recognised.
- Multiple soundtracks can be added
- Most tools are completely scriptable (in Lua)
- Smart bones technology.
- Editable motion graphs with Bézier handles.
- Onionskins have been enhanced with frame-by-frame control.
- Supports layered Photoshop files.
- Includes a timeline with keyframes.

### See also[edit]

**See also**[\[edit\]](#)

**References**[\[edit\]](#)

- ↑ *Moho Pro vs Debut Feature Comparison List*.
- ↑ *Moho 13 Released With Bitmap Frame By Frame Animation and More*.
- ↑ *Moho 13.0.1 ReadMe*.
- ↑ *Moho 13.0.2 ReadMe*.

**External links**[\[edit\]](#)

<b>Motion graphics and animation software</b>		
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