**Storyboard - Version History** 

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Version	Changes
4.0	<ul> <li>Added Revisions, a way to keep history for each storyboard panel. Easily switch between different versions of a drawing by clicking on different versions in the Revisions window</li> <li>Transitions allow you to fade in and out of panels at different speeds. Use these to take your animatics to the next level</li> <li>Ellipse select</li> <li>Add and remove selections</li> <li>Improved smudge tool</li> <li>Adjustment Layers</li> <li>Mask Layers</li> <li>Shape and Image layers</li> <li>Text layers</li> <li>New image filters</li> <li>Rotation handle when transforming</li> <li>Skew transform</li> <li>Clipping masks and alpha lock</li> <li>Perspective grids</li> <li>Quick menu</li> </ul>
3.7	<ul> <li>Changes to file format to make projects load faster.</li> <li>Fixed issue where export would sometimes stall.</li> <li>Smudge tool.</li> <li>New brush engine that allows you to edit brush dynamics and create custom brushes.</li> <li>Project folders on iPad.</li> <li>Selection context menu.</li> <li>New, faster color picker that stores recently used colors.</li> <li>Removed grayed out UI on Mac since it wasn't easily understandable</li> <li>New alert window for creating projects.</li> <li>Copy and paste panels.</li> </ul>
3.6	<ul> <li>New playhead to show the current panel</li> <li>Small improvements to drawing engine</li> </ul>
3.5	<ul> <li>Changed versioning to match iPad version.</li> <li>Breaking change: Rewrote rendering pipeline for color accuracy.</li> <li>Removed internal storage on Mac so that the native file system can be used instead</li> </ul>
1.1	<ul> <li>New keyboard shortcuts for switching panels</li> <li>Moved onion skin button to workspace page for easier acces</li> <li>More menu bar options</li> </ul>
1.0	Initial Mac release, 2020 version of iPad release