

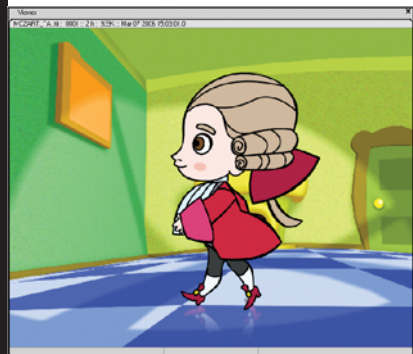
bravo! Toonz 5.0

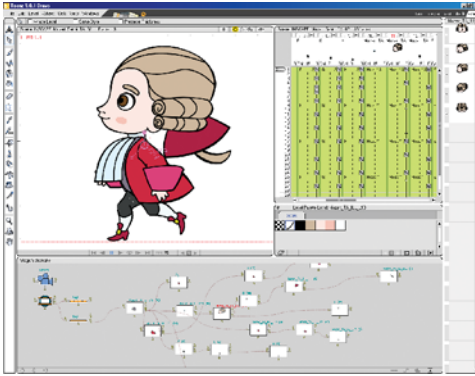
With Toonz Bravo! animators can draw from scratch and animate; build libraries for characters and props; create scene storyboards; use the storyboard to start composing the scenes by importing elements from libraries; modify imported animations and create new animation elements on the fly; move and calibrate the animation timing according to the xsheet; move pegbars, cameras and table; add special FX and render out composited sequences.

Toonz Bravo! includes all the professional features of a 2D animation software and yet it is a cost-effective solution for studios willing to produce paperless animation.

Thanks to an intuitive interface and advanced drawing features, the paperless animation process based on Toonz Bravo! meets the expectations of the market as it allows to produce the same, or better, quality as the traditional 2D process, while significantly cutting the costs.

The perfect tool for producing **paperless** animation at an **affordable** price





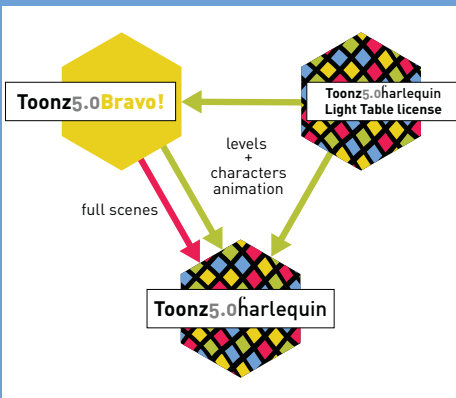
Main Features

- Drawing Capabilities with Pressure Sensitivity
- Vector Line FX
- Quick Keyframed Animation
- Familiar Xsheet Interface
- Full Set of Object Transformations
- 3D Camera View with Multiplane
- Multiple Audio Tracks Import
- Cutout Animation Friendly
- Wide Support of I/O File Formats
- Production Management through Projects
- Studio Palette with Linked Styles and Smart Color Models
- Stage and FX Schematic
- Full Numeric Control of Object Transformations
- Full Range of Special FX with Macros and Presets
- Particles Generator
- Function Editor
- Batch Render Processing

Bravo! and Harlequin

Toonz Bravo! perfectly fits the Toonz 5.0 Harlequin workflow, as it allows you to produce paperless levels and scenes that are ready to be used by Toonz 5.0 Harlequin.

Productivity can also be increased by adding to your studio asset more convenient Toonz Light Table licenses that allow you to increase the seats where animators can draw and paint animation.



Windows Platform

- Intel® Pentium® III or 4 processor
- Windows® 2000 or Windows XP
- 256MB of RAM (512MB recommended)
- 50MB of available hard-disk space for software installation
- Network card

To get the best from your hardware, make sure that your graphics board supports Open GL. A good support for Open GL is usually provided by graphics boards that are optimized for video games.

Macintosh Platform

- Power PC G4 or G5
- Mac OS X 10.4
- 256MB of RAM (512MB recommended)
- 100MB of available hard-disk space for software installation

Graphic tablet or display digitizer suggested for better drawing functions

DIGITAL VIDEO

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Intuitive vector handling technique using adaptive dynamic control points and adaptive fill feature are Patent protected.
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