

La Prophétie des Grenouilles - © Folimage



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
- Parallel port for connecting dongle (hardware key)

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

Any scanner supported via TWAIN drivers

Graphic tablet or display digitizer suggested for better drawing functions

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Intuitive vector handling technique using adaptive dynamic control points and adaptive fill feature are Patent protected.
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Toonz 5.0 Harlequin steps into paperless animation by integrating vector drawings in its traditional workflow based on raster drawings.

This new environment allows you to manage drawings, images and animation levels the way you prefer, preserving their nature throughout the workflow, with no unwanted conversion from raster to vector, or vice versa.

Toonz 5.0 Harlequin



La Prophétie des Grenouilles - © Folimage

The 3 Wise Men - © Animagicstudio / Carrere Group / Telemadrid



Keep your own approach to computer animation: you choose not the software

With Toonz 5.0 Harlequin animators can both input and paint paper drawings, and draw from scratch and then animate; compose scenes; move and animate animation levels over background according to the xsheet; move pegbars, cameras and table; add special FX and render out composited sequences.

All these tasks can be performed in a user-friendly environment, that you can customize the way you prefer, following the production workflow you prefer, in order to fast-forward tedious and time-consuming steps.

DIGITAL VIDEO

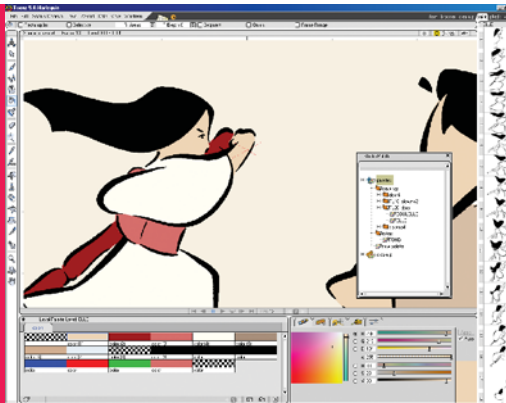
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Interface

Toonz 5.0 Harlequin offers a seamless workflow **integration** with no need to open or close applications to pass from one task to another.

The **working interface** can be customized and saved as a personal setup. Command and function shortcuts can be customized for each user separately.

Besides it is **local language ready**, that means it is possible to have local version with different languages for menu commands, settings and labels.



Ink & Paint

Drawings can be painted with **automatic tools** that allow you to paint quickly sequences of drawings by using **super-sized palettes** that can contain up to 4096 colors each. Palette colors can be edited at any time, with changes automatically applied to all level drawings.

All painting operations can be done directly in the final scene, viewing backgrounds, overlays and other animation levels, with an **immediate visual feedback**.

Material, pattern and volume effects can be applied to colors, and animated or distorted textures can be used.

Production color consistency can be assured by using the **Studio Palette**, that features links to update automatically all animation levels colors.

Any image can be used as **color model**, and can be related to a palette so that every time that palette is used, the relevant color model is displayed.



The 3 Wise Men - © Animagicstudio / Carrere Group / Telemadrid

Compositing

The scene can be composited in the familiar **xsheet interface** with spreadsheet-like editing tools, context sensitive menus and drag&drop actions.

A wide range of input formats is supported for images and clips, including **Avi and QuickTime movies**.

Drawings and objects like camera and pegbars can be animated by moving scaling, rotating and shearing them.

Cutout animation can be easily achieved by linking together the character's sections and animating it like a puppet.

Multiple audio tracks can be imported as scene elements, then edited and scrubbed for **lip syncing** or **synch animation** with the sound track.

Special FX, from blurs to lightings, keys to masks, warps to gradients, are completely integrated in the working environment, with the possibility to define macros and presets.

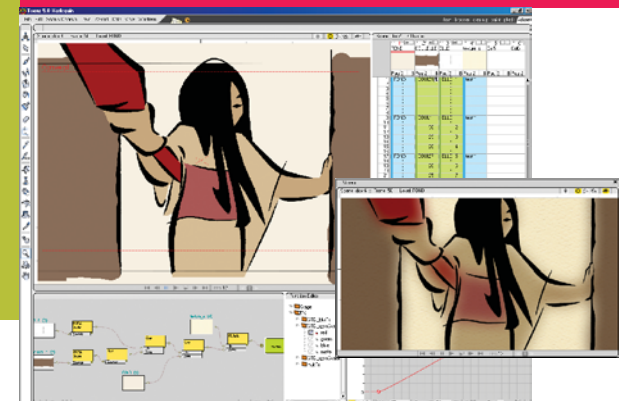
A **particle engine** specifically designed for 2D animation is included and is a seamless component of Toonz effects.

The **stage schematic** is available to create complex movements by linking objects like pegbars, camera and table, or using shared motion paths.

Interaction between scene elements, special FX and control images can be defined in the **FX schematic**.

The camera can be animated in a 3D environment as if it moves with a dolly or a truck through characters and elements placed on the stage, with an automatic **multiplane effect**.

Transformations like movements and FX variations, can be controlled by editing the related curve in the **graph** or in **numerical columns**, where each cell displays the related transformation value, that can be edited as in a spreadsheet.



Le Papillon - © Biba Films

Production Management and Rendering

Production material can be easily stored and retrieved for a quick reuse, from one network to another, or one studio to another, through **project folders**.

Scenes can be rendered by using a **render farm**, that distributes the job on the whole network while centrally controlling it. Renderings can be executed at a specified time, with a set priority and dependencies.

The same scene can be rendered with different frame rate values according to the set **time-stretch** option.

A wide range of output formats are supported; **64-bit color depth** option is available as well.

