



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

Toonz 5.1 bravo!

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 process based on Toonz Bravo meets the expectations of the market as it allows to mass-produce animation, while cutting the costs.

Besides Toonz Bravo perfectly fits the Toonz Harlequin workflow, as produced drawings and animations are ready to be used in Toonz Harlequin.

In Toonz Bravo animators can draw from scratch and animate; define character models with a skeleton to easily animate them; build libraries for characters and props; create scene storyboards and videoboards; create layouts by importing models and

elements from libraries; refine 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.

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Main Features

✦ **Support for Windows and Macintosh** Available for Windows XP, Windows Vista and Mac OS X 10.4 or higher.

● **Seamless Workflow Integration** No need to open or close applications to pass, from one task to another.

✦ **Drawing Capabilities** Lets you create both vector-based and raster drawings or touch up scanned images with pressure sensitivity support.

● **Flexible Onion Skin** Custom onion skin view that can be extended to the whole scene content.

● **Easy Rotoscoping** Any image, or sequence of images, or clip, can be loaded in the scene and used for rotoscoping.

● **Raster-to-Vector Converter** Toonz and non-Toonz images can be converted in vector-based drawings.

✦ **Paperless Animation Compliant** By fitting new creative and technical standards, Toonz lets you deliver high quality animation efficiently and economically.

● **Super-Sized Palette** Each animation level palette can contain up to 4096 colors for coloring lines and fill areas.

● **Interactive Color Editing** Edit colors working directly in the final scene, with an immediate visual feedback.

● **Special Palette Styles** Material, pattern and volume effect are available for any palette style.

● **Studio Palette with Linked Styles** Color consistency can be assured with the Studio Palette, that thanks to interactive links can update all animation levels palettes and drawings.

✦ **Smart Color Models** Any full color image can be used as color models. Color models are related to palettes so that every time a palette is used its relevant color model is displayed.

✦ **Familiar Xsheet Interface** The scene can be composite in the xsheet with spreadsheet-like editing tools, context sensitive menus and drag & drop actions.

● **Wide Support Of File Format** Wide range of supported formats, avoiding any incompatibility with third-party software.

✦ **Stage Schematic** Flow-chart type of interface to create complex movement by linking objects like pegbars, camera and table, and using shared motion paths.

✦ **Special FX Schematic** Flow-chart type of interface to define interaction between scene elements and special FX.

● **3D Camera View** Animate the camera in a 3D environment as if it moves with a truck, with automatic multiplane effect.

✦ **Full Set Of Object Transformations** Drawings and objects like camera and pegbars can be animated by moving (on the depth axis as well) scaling, rotating and shearing them.

✦ **Full Range Of Special FX** Special FX completely integrated in the working environment, including image and color adjusting, blurs, lighting, distort, masks, layering and many others.

● **Particles Plug-in** A particle engine specifically designed for 2D animation, is a seamless component of Toonz Bravo special FX.

● **Function Editor** Control the speed of the transformations like movements and FX variations, by editing the related curve and numerical columns.

✦ **Cutout Animation Friendly** Thanks to the schematic viewer it's easy to link together your character's pieces to animate it by moving joints like a puppet.

✦ **Skeleton Tool** Puppet-like character can be easily defined and animated as in cutout animation with the Skeleton tool supporting inverse kinematics.

● **Easier Lip Sync** Check the sync between images and soundtrack with the viewer synchronized with audio scrubbing.

● **Multiple Audio Track Import** You can import and edit all the tracks you want in the same xsheet you use to composite the scene in order to better sync animation with the sound track.

● **Batch Processing** Tasks can be executed, at a specified time, with a set priority and dependencies.

✦ New or improved feature in Toonz 5.1 Bravo

Hardware Requirements

Windows

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

To get the best from your hardware, make sure that your graphics board supports Open GL.

Graphics tablet, or display digitizer, suggested for better drawing functions: .

Macintosh

- PowerPC® G3, G4 or G5, or Intel-based Macintosh
- Mac OS® X 10.4 or later*
- 256MB of RAM (512MB recommended)
- 50MB of available hard-disk space for software installation

*Toonz Bravo requires a component of the Mac OS X, called X11, to be installed on your computer; it can retrieve it on the Mac OS X Install disc.

www.toonz.com

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