

Toonz



New Features in 5.1

Toonz 5.1 Bravo, available for Windows and Macintosh, gives animators more tools to draw and animate, such as control-point based vectors and a skeleton tool with inverse kinematics, and improves most of the features already available.

- **Mac OS X version**
Toonz is available for Macintosh with PowerPC and Intel processors.
- **Skeleton Tool**
Character models can be easily defined and animated in cutout-like animation with the Skeleton tool.
- **Inverse Kinematics**
Models defined with the Skeleton tool can be animated in a natural way by using inverse kinematics.
- **Control Point Editor**
Vectors can be edited by manipulating, adding and deleting control points and related handles.
- **Control Point-based Motion Paths**
Motion paths can be edited by manipulating control points.
- **Thickness Control on Selection Tool**
Global increase or decrease of the thickness. Works on selected vectors, on all vectors in one frame and also on the entire PLI level.
- **Camera Stand and Render Toggles**
It is possible to quickly show or hide any xsheet column respectively in the work area and in the rendering by using xsheet column toggles.
- **Browser Button**
Paths for production files and folders can be set by opening a Toonz browser.
- **FX and Scene Setting Colors Interactive Editing**
Scene settings and special FX colors can be edited by using the style editor or picking a color from any image with the RGB Picker tool.
- **Multiple Output Nodes**
In the FX schematic it is possible to limit the rendering to specific nodes by adding custom output nodes.
- **Multiframe Color Model**
It is possible to create and use color models made with several images.
- **Quicker Level Exposure**
Autoexpose and Repeat command to quickly expose animation levels in xsheet respectively according to the level frames numbering and by repeating the selection.
- **Cells Cloning**
Command to create a new level starting from an exposed one.
- **Improved Preview Speed**
Faster preview for the currently loaded scene.
- **Improved Schematics**
In the Stage and FX schematics the current object connections are put in evidence for better node management.
- **Improved Work Area**
Zoom factor, camera box, viewer and camera background colours are available.
- **Improved Flipbook**
Frame bar, frame rate, RGBA channel buttons, and soundtrack button available when viewing animation levels and rendered sequences.
- **Custom Safe Area**
It is possible to customize the safe area by defining the size of two different reference boxes.
- **Flip-through Tool**
Tool to flip through the drawings of an animation level, for instance for an easier lip synching.
- **Eraser Options**
Eraser options to erase drawing areas by defining a box, an irregular or regular outline.
- **Z-Transformation Option**
Option to correct animation level size in multiplane animation.
- **Increased Hook Sets**
Hook sets are increased to 20 for each animation level.
- **Bug Fixing and Improvements**
Bugs fixed and improvements implemented concerning function editor, convert-to-vector tool, shortcuts, keyframe management, loading level policy.