


# Toonz 5.2 Bravo!



The perfect tool  
for producing  
paperless animation  
at an affordable price

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.

Version 5.2, available for Windows and Macintosh, gives animators more tools to draw and animate, such as vectors grouping and layering, global control on animation, new tool options and new special FX, and improves many of the features already available.

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.

Besides, as it perfectly fits the Toonz Harlequin workflow, you can produce paperless levels and scenes that are ready to be used by Toonz Harlequin.

## Platform & Interface

- **Support for Windows and Macintosh**  
Toonz Bravo is available for Windows XP, Windows Vista and Mac OS X 10.4, with support for cross-platform projects.
- **Seamless Workflow Integration**  
No need to open or close applications to pass from one task to another. Simple operations even to perform the more complex tasks.
- **Ergonomic User Interface**  
Customize the working interface by building your own rooms, including floating windows, and save them as a personal setup.

## 5.2 Production Management through Projects

- Production material can be easily stored and retrieved for a quick re-use, from one network to another, or one studio to another, through project folders.
- **Configurable Shortcuts**  
Command and function shortcuts can be customized for each user separately.
- **Local Language Ready**  
Possibility to have local version with different languages for menu commands, settings and labels.

## Drawing

- **Drawing Capabilities with Pressure Sensitivity**  
Create vector-based drawings and animation levels with full support of pressure sensitive pens and tablets for drawing expressive variable-thickness lines.
- 5.2 **Full Set of Drawing and Editing Tools**  
Vector and raster drawings can be edited thanks to a wide range of drawing and editing tools based on a handling technique that uses both standard and dynamic control points for expressive results and intuitive editing.
- **Digital Light Table**  
When drawing you can scale pan and rotate the work area the way you prefer.

## 5.2 Strokes Grouping and Layering

Drawing strokes can be grouped to better manage lines and areas; their layering order can be managed to set lines and areas that lie on top or stay behind.

- **Automatic Inbetweener**  
Allows the interpolation of vector-based drawings.
- **Flexible Onion Skin**  
Custom onion skin view that can be extended to the whole scene content.
- **Easy Rotoscoping**  
Any full color image or sequence of images, and any Avi or QuickTime 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.

## 5.2 Paperless Animation Compliant

By fitting new creative and technical standards, Toonz lets you deliver high quality animation efficiently and economically.

- **SWF Import**  
Import drawings made with third-party software in Macromedia® Flash™ SWF format.

## Ink & Paint

- **No Need For Repaint with Interactive Color Editing**  
Palette changes are automatically applied to all level drawings. Colors can be edited directly in the final scene, viewing backgrounds, overlay and other animation levels, with an immediate visual feedback.
- **Studio Palette with Linked Styles**  
Production color consistency can be assured with the Studio Palette, that thanks to interactive links can update all animation levels palettes and, consequently, drawings.

DIGITAL VIDEO

5.2 New or improved feature in Toonz 5.2 Bravo!

- **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. Colors can be picked directly from the image with no need to retrieve them in the palette.

- **Automatic Painting Tools**

Tool options allows you to paint quickly and effectively sequences of drawings and animated levels.

- **Vector Drawings Line FX**

Custom patterns and textures that follow the vector thickness and direction, can be applied to drawing lines.

### Compositing

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- **Familiar Xsheet Interface**

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

#### 5.2 Customizable Work Area

In the work area it is possible to display custom safe area, field guide, guides, background colors, camera box and RGBM channels.

- **Wide Support Of File Format**

The wide range of supported input and output format, including Avi and QuickTime movies, avoids any incompatibility with third-party software.

- **Simple Mode Animation**

Objects can be animated in a quick way by controlling and managing key positions and interpolations for column movements directly in the xsheet.

#### 5.2 Global Controls on Animation

Scene timing can be adjusted by inserting or deleting global frames in the xsheet; animation involving several columns can be controlled at once by inserting or deleting global keys.

#### 5.2 Sub-xsheet

Scenes can be loaded or created nested inside another scene, so that they can be managed as a single xsheet column.

- **Scene Cast**

Store and retrieve files used in the scene and organize them in folders.

- **Stage and FX Schematic**

Flow-chart type of interface to create complex movement by linking objects like pegbars, camera and table, and using shared motion paths, and to define interaction between scene elements, special FX and control images.

- **Multiple Output Nodes**

In the FX schematic it is possible to limit the rendering to specific nodes by adding custom output nodes.

- **3D Camera View with Automatic Multiplane Effect**

Animate the camera in a 3D environment as if it moves with a dolly or a truck. Quickly create multiplane effect by actually moving the camera through characters and elements placed on the stage.

- **Multiple Cameras**

Lets you have different shots of the same scene, for example for previewing only a section of the frame, or to output the animation with different formats and A/R.

#### 5.2 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.

#### 5.2 Full Range Of Special FX

Special FX completely integrated in the working environment. The set includes image and color adjusting, blurs, lighting, distort, keys, masks, warp (controlled displacement map), gradients, layering and many others.

- **Macro FX And Presets**

Particular configuration and animation of FX parameters can be saved as preset or Macro FX.

- **Particles Plug-in**

A particle engine specifically designed for 2D animation is a seamless component of Toonz special FX, supporting any control images for the particle animation.

- **Function Editor**

Control the speed of the transformations like movements and FX variations, by editing the related curve. Multiple curves can be viewed at the same time both for objects transformations and FX settings.

- **Numerical Columns**

Numerical columns display Objects and FX transformations can be displayed in columns where each cell displays the related transformation values, that can be edited as in a spreadsheet.

#### 5.2 Cutout Animation Friendly

Thanks to the schematic viewer it's easy to link together your character's sections and create a model that can be animated.

#### 5.2 Skeleton Tool with Inverse Kinematics

Character models can be easily defined and animated in cutout-like animation with the Skeleton tool supporting inverse kinematics.

#### 5.2 Hooks On Drawings

Use hooks to track an image to a specific animated point of another image, or keep a character from skating on the ground.

- **Xsheet Printing**

Xsheet can be saved as HTML file for printing and visualization purposes.

### Audio

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- **Easier Lip Sync**

Check the sync between images and soundtrack with the viewer synchronized with audio scrubbing.

#### 5.2 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.

### Render

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#### 5.2 Versatile Rendering

- **Render your scenes the way you prefer: use batch processing; render directly the current scene; or save previewed frames.**

- **Batch Processing**

Tasks can be executed in a batch list, at a specified time, with a set priority and dependencies.

- **Time Stretching Option**

Pull-down tool to change the frame rate of the scene, or to output the same scene with different frame rate values.

- **64-Bit Processing**

Render images with 64-bit color depth.

### File Management

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- **Browser with Folder and Files**

Explorer-like browser including project management tool to retrieve material used in your production.

- **Drag & Drop**

Files can be loaded by dragging and dropping them from external browsers.

- **QuickTime and Avi Support**

Import in your scene live sequences and clips made with third-party software.

#### 5.2 New or improved feature in Toonz 5.2 Bravo!

[www.toonz.com](http://www.toonz.com)