



Toonz 5.2 harlequin

Toonz Harlequin 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.

With support of both traditional and paperless animation workflow, Toonz Harlequin gives animators endless creative possibilities. With Toonz Harlequin animators can both input and paint hand-made 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 work-flow you prefer, in order to fast-forward tedious and time-consuming steps.

Toonz Harlequin follows your own approach to computer-assisted animation: you choose, not the software.

Platform & Interface

- **Support for Windows and Macintosh**
Toonz 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, for example from a scanning process to an inkinpaint session.
- **Ergonomic User Interface**
Customize the working interface by building your own rooms, including floating windows, and save them as a personal setup.
- **Support For Raster and Vector Drawings**
Drawings can be scanned, made directly in Toonz in vector or raster mode, and converted from raster to vector.
- **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**
Create both vector-based and raster drawings, or touch up scanned images.
- **Full Set of Drawing and Editing Tools**
Vector and raster drawings can be edited thanks to a wide range of drawing and editing tools.
- **New Generation Vectors**
Vectors are based on a handling technique that uses both standard and dynamic control points for expressive results and intuitive editing.
- **Pressure Sensitivity**
Full support of pressure sensitive pens and tablets for drawing expressive variable-thickness lines.
- **Digital Light Table**
When drawing you can scale pan and rotate the work area the way you prefer.
- **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.
- **Paperless Animation Compliant**
Ready for high quality paperless animation to fit new creative and technical standards.
- **Quick Scan And Cleanup Sessions**
Scanning can be performed via scanner paper feeder with automatic auto-center during Cleanup process.
- **Direct Support for Epson Scanners**
Epson scanners are supported by Toonz via internal drivers, for a more streamlined scanning process (all the other scanners can be used via TWAIN drivers).
- **SWF Import**
Import drawings made with third-party software in Macromedia® Flash™ SWF format.
- **Multiple Drawing Scanning and Cleanup**
All animation levels selected in the scene can be scanned at once in a single scanning session, and they can be cleaned up in a single process.
- **Color Ink Recognition**
Any number of colors you used for lines on your scanned drawings can be automatically recognized for a faster painting session.

Ink & Paint

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



- **No Need For Repair**
Palette changes are automatically applied to all level drawings.
- **Interactive Color Editing**
Edit colors working directly in the final scene, viewing backgrounds, overlay and other animation levels, with an immediate visual feedback.
- **Special Palette Styles**
Material, pattern and volume effect are available for any palette style.
- **Custom Styles Based on Full-color Images**
Full-color images and sequences of full-color images in several full-color formats, can be used for defining custom styles to apply to vector-based drawings.
- **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.
- **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.
- **Matchline**
Use additional drawings, scanned or drawn directly in Toonz, as matchline for your animation level.
- **Automatic Painting Tools**
Tool options allows you to paint quickly and effectively sequences of drawings and animated levels.
- **Texture and Pins**
Apply animated or distorted textures to drawing specific areas.

Compositing

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



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 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, 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**
Animate the camera in a 3D environment as if it moves with a dolly or a truck.
- **Automatic Multiplane Effect**
Easier multiplane 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.
- **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. 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.



Cutout Animation Friendly

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



Skeleton Tool with Inverse Kinematics

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



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

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.

Render



Versatile Rendering

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

Render Farm

Tasks like rendering can be distributed on the whole network, or any subset of computers, and centrally controlled.

Batch Processing

Tasks can be executed, using a render farm or locally, 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

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.



New or improved feature in Toonz 5.2 Harlequin

www.toonz.com

©1992-2008 Digital Video S.p.A. - All rights reserved.
Toonz, and Toonz Harlequin are trademarks of Digital Video S.p.A.