

Toonzharlequin

New Features in 5.2

Project Management

- **Multiple PROJECTROOTs**
It is possible to define and use more than one PROJECTROOT that will be displayed in the Toonz browser inside the main Projects folder.
- **Automatic Current Project Switch**
It is possible to automatically change the current project when loading a scene belonging to a different project.
- **Scene Importing**
It is possible to import one or more scenes from an external project to the current one without loading them.
- **Assets Collecting**
It is possible to import all the material of a scene in the related project, transforming absolute path in relative paths.

Drawing

- **Freehand and Polyline Selection**
Freehand allows you to select the area you outline by clicking and dragging; Polyline to select the area you outline by defining a series of lines.
- **Selection Tool Shift Key Movement Constraint**
If you press the Shift key while dragging the selection, the movement will be constrained on the horizontal or vertical direction.
- **Strokes Grouping**
Drawing strokes can be grouped to better manage lines and areas, and their layering order.
- **Strokes Layering**
Layering order for strokes and stroke groups can be managed to set lines and areas that lie on top or stay behind.
- **Freehand and Polyline Eraser**
Freehand allows you to perform the erasing inside the area you outline by clicking and dragging; Polyline to perform the erasing inside the area you outline by defining a series of lines.
- **Freehand and Polyline Pick RGB**
Freehand allows you to pick the average value of the colors included in the area you outline by clicking and dragging; Polyline to pick the average value of the colors included in the area you outline by defining a series of lines.

- **Break Sharp Angles Option for Brush Tool**
Automatically breaks the drawn vector into sections if very sharp angles are drawn, thus creating drawn shapes that are simpler and easier to fill.
- **Auto Group Option for the Geometric Tool**
It automatically defines any drawn closed geometric shape as a group, thus creating a separate layer.

Compositing

- **Global Frame Controls**
Scene timing can be adjusted by inserting or deleting global frames in the xsheet.
- **Global Key Controls**
Animation involving several columns can be controlled at once by inserting or deleting global keys.
- **Level Replacing**
An animation level exposed in the xsheet can be easily replaced by another animation level, preserving any editing performed in the sequence of column cells.
- **Sub-xsheet Cloning**
A new sub-xsheet can be created from a given in a new column, with the same content. This allows you to have two sub-xsheets sharing the same database, but whose content can be changed independently.
- **Global Key Option for the Edit Tool**
It allows you to set keyframes for all the edited object transformations (scale, rotation, position, etc.) at once.
- **Global Key Option for the Skeleton Tool**
It allows you to set keyframes for all the edited object transformations (scale, rotation, position, etc.) at once.
- **Improved Skeleton Visualization**
The Skeleton visualization is neater and less intrusive.
- **Improved Inverse Kinematics for the Skeleton Tool**
It is possible to fix several sections of the puppet skeleton when animating it with inverse kinematics.
- **Snap Option for Hook Tool**
It allows you to place hooks exactly at the center of closed shapes, or in the same position of hooks defined for other animation levels.

- **Audio Files Available in the Scene Cast**

Loaded audio files are available in the audio folder of the scene cast; it is also possible to open the Level Settings dialog and retrieve or modify the file path.

- **Improved Viewer and Flipbook**

The Frames slider, the FPS slider, and the RGBM buttons have been added in the Viewer and in the Flipbook.

Special FXs

- **Outline FX**
Available in the TLV folder, it allows you to change the thickness of the external lines of the TLV levels.
- **Sharpen FX**
Available in the Images Adjust folder, it allows you to add sharpness to drawings and images.
- **Tile FX**
Available in the Background folder, it allows you to tile textures, images and backgrounds.
- **Pattern option in Texture and Pinned Textures FXs**
It turns the texture to a pattern that preserves the original source image colors but varies them according to texture brightness.
- **FXs Overlaying Mode**
Add, Color Burn, Color Dodge, Darken, Lighten, Multiply, Screen, Subtract, Glow FXs affect all underlying columns, unless a single column is specified.

Rendering

- **Saving for Previewed Frames**
The previewed frames can be saved according to the name, location and format set in the Output Settings dialog.
- **Shrink Value for Rendering**
It is possible to render the scene using a shrink factor both in the Output Settings and in the Add to batch Render List popup.

Utilities

- **Toonz File Converter.**
An offline tool allows the conversion of PLI and TLV Toonz files into other image file format (e.g. TIF, PNG, TGA, etc.).