

Toonzbravo6.0

Main Features

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 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.

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Platform & Interface

- b!** **Support for Windows and Macintosh**
Available for Windows XP and Windows Vista, running on 64-bit processors as well, and natively for Mac OS X running on both PowerPC and Intel processors, 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 drawing to a compositing session.
- b!** **Ergonomic User Interface**
Clean interface and powerful customizable working environment based on rooms and floating windows.
- Production Management Tool**
Production material can be easily stored and retrieved for a quick re-use, from one network to another, or from one studio to another, through project folders.
- Configurable Shortcuts**
Command and function shortcuts can be customized for each user separately.

Drawing

- Drawing Capabilities**
Drawings can be created directly in Toonz, and converted from raster to vector.
- b!** **Full Set of Drawing and Editing Tools**
Vector drawings can be edited with 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**
Zoom, pan and rotate the work area the way you prefer while drawing.

- b!** **Strokes Grouping and Layering**
Group and isolate drawing strokes to better manage lines and areas, and manage their layering order.
- Automatic Inbetweener**
Interpolate vector-based drawings to quickly create animation levels.
- Flexible Onion Skin**
Activate and customize the onion skin view that can be extended to the whole scene content.
- Easy Rotoscoping**
Load any image, sequence or clip in the xsheet and use it for rotoscoping.
- b!** **Raster-to-Vector Converter**
Convert raster-based drawings to vector-based ones.
- Paperless Animation Compliant**
Ready for high quality paperless animation to fit new creative and technical standards.

Ink & Paint

- b!** **Super-Sized Palette**
Define up to 4096 colors for each animation level palette, that can be used both for coloring lines and fill areas.
- No Need For Repaint**
Change palette styles and automatically update all the colored 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**
Apply material, pattern and volume effect to palette style; use any image to define custom styles for vector-based drawings.
- b!** **Multiple Palette Display**
Display multiple palettes of different animation levels at the same time.
- b!** **Studio Palette with Linked Styles**
Assure color consistency for the production with the Studio Palette, that thanks to

interactive links can automatically update colored drawings.

- Smart Color Models**
Use any full color image as color models and assign them to level palettes so that every time a palette is used its relevant color model is displayed.
 - Automatic Painting Tools**
Paint quickly and effectively sequences of drawings and animated levels by using different tool options combinations.
- ### Compositing
- b!** **Familiar Xsheet Interface**
Composite the scene in the xsheet with spreadsheet-like editing tools, context sensitive menus and drag & drop actions.
 - b!** **Customizable Work Area**
Display in the work area a reference field guide, the safe area, custom guides, background colors and the camera box.

- Wide Support Of File Format**
Avoid any incompatibility with third-party software thanks to the wide range of supported input and output format, including Avi, QuickTime and SWF files.
- Simple Mode Animation**
Animate objects in a quick way by controlling and managing key positions and interpolations for column movements directly in the xsheet.
- Global Controls on Animation**
Adjust the scene timing by inserting or deleting global frames in the xsheet; control animations involving several columns at once by inserting or deleting multiple keys.
- Sub-xsheet Management**
Load scenes and nest them 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.

b! New or improved feature in Toonz Bravo 6.0

DIGITAL VIDEO

b! Stage Schematic

Create in a flowchart-like interface complex movements by linking objects like pegbars, camera and table, and using shared motion paths.

b! Special FX Schematic

Define in a flowchart-like interface interactions between scene elements, special FX and control images.

b! Smart FX Schematic Editing

Choose to insert, add or replace FX nodes by selecting them from drop-down menus; copy and paste selected links, and insert or extract nodes from links.

● Multiple Output Nodes

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

b! 3D Camera View

Animate the camera in a 3D environment as if moving it with a dolly or a truck.

● Automatic Multiplane Effect

Create automatic multiplane effect by actually moving the camera through characters and elements placed on the stage.

b! Multiple Cameras

Create different shots of the same scene by defining multiple cameras, e.g. to preview only a section of the frame, or to output the animation with different formats and A/R.

b! Full Set Of Object Transformations

Animate drawings and objects like camera and pegbars by moving, on the depth axis as well, scaling, rotating and shearing them.

b! Full Range Of Special FX

Add 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.

b! Macro FX And Presets

Save and reuse particular configuration and animation of FX parameters as presets or Macro FX.

b! Particles FX Plug-in

Create particles FX with an engine specifically designed for 2D animation and seamlessly integrated in Toonz special FX, supporting

multiple levels as particles or as control images for particles animation.

b! Function Editor

Control the speed of the object and FX transformations, by editing the related curves or numerical columns where each cell displays the related transformation value, and by assigning different type of interpolations to different segments of the transformation.

b! Segment Interpolations

Control interpolations affecting the way the value changes from one key to another, by choosing among Linear, Speed In / Speed Out, Ease In / Ease Out, Exponential, Expression-based, File-based and Constant.

b! Expression-based Interpolations

Use in expressions references to any object or effect transformation in order to create some relations between different objects and FX transformations.

b! Cutout Animation Friendly

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

b! Skeleton Tool with Inverse Kinematics

Define character models and animate them in cutout-like animation with the Skeleton tool supporting inverse kinematics.

b! Hooks On Drawings

Use hooks to track a specific feature of any clip, sequence or level image, or to keep an animated character from skating on the ground.

● Xsheet Printing

Save xsheets as HTML file for printing and visualization purposes.

Audio

b! Easier Lip Sync

Check the sync between the defined animation and the loaded soundtrack by using audio scrubbing.

● Multiple Audio Files Import

Import and edit all the audio files you want in the xsheet, and use them to composite the

scene soundtrack and put it in sync with the animation.

Preview & Render

b! Preview Window

Run previews with specific settings different from the rendering ones.

b! FX Schematic Quick Preview

Open a preview from any node of the FX schematic to check the result up to that node.

b! Versatile Rendering

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

b! Batch Processing

Create, save, load and execute task lists, at a specified time, with a set priority and dependencies.

● Time Stretching Option

Change the frame rate of the scene with this pull-down tool, or render the same scene with different frame rate values.

● 64-Bit Processing

Render images with 64-bit color depth.

b! Preview and Rendering Tools

Use the flipbook window to check previewed and rendered frames; use embedded tools to visualize images histograms or color channels; take snapshots and compare different frames interactively.

File Management

b! Browser with Production Folders

Use the file browser, that includes a list view with sortable detail columns, and the project management browser to retrieve material used in your production.

● Drag & Drop

Load files by dragging and dropping them from external browsers.

b! Browser-Embedded Tools

Use the file info box for frame-by-frame detailed info; or convert files from one format to another.