

h6.0

Toonzharlequin6.0

New Features

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General

● Windows and Mac

Windows XP, Windows Vista and Mac OS X native version running on both PowerPC and Intel processors.

● Improved User Interface

Clean interface and powerful customizable working environment based on a new technology.

● Improved Browser Window

List view with sortable detail columns; detailed file info box; embedded converter tool to convert files from one format to another.

Cleanup

● Improved Cleanup Process

New tools and options to control the cleanup and monitor each drawing while being processed.

● Camera Test

Check and edit how the drawings to-be-processed will be shot by the camera.

● Cleanup Settings Dialog

Define cleanup-related camera information and use the embedded cleanup palette.

● Cleanup Settings Configuration File

Save and retrieve cleanup settings configuration files from one scene to another, and assign them to specific animation levels.

● Cleaned-up Drawings Backup

Automatic backup the unpainted version of each Toonz raster animation level.

Drawing

● Improved Brush Tool

With pencil mode for more precise editing on raster animation levels.

● Improved Matchline Management

Set matchline styles and the way they are merged with the drawings.

● Convert-to-vector Tool

Use the new converter engine to turn raster-based drawings to vector-based ones;

copy and paste selections from raster drawings to vector ones, and vice versa, automatically converting them.

● Strokes Grouping Management

Quickly enter and exit groups to isolate them visually from the rest of the drawing.

● Merge and Paste Into Commands

Edit animation levels by merging and pasting frames from different levels.

● Visual Checks

Control the ink & paint process by checking if all the drawings areas were properly painted, or where a certain style was used to paint lines or areas.

Palette

● Studio Palette Window

Check and edit any palette saved in the studio palette in the embedded palette viewer.

● Multiple Palette Display

Display multiple palettes of different animation levels at the same time.

● Save and Load Palette

Save animation level palettes and load them in the xsheet for special FX purposes.

Xsheet

● Interactive Xsheet Editing

Choose whether to copy, insert or overwrite xsheet content when moving a cell selection.

● Xsheet Timing Stretching

Change the timing of a selection of cells, a selected frame range, or the whole xsheet.

● New Visibility Options

Hide or show scene elements directly in the viewer, and choose to make them partially visible.

● Improved Edit Tool

Possibility to customize the displayed parameters and to lock them selectively.

● Edit Tool Scale Parameter

Set the uniform scale, in addition to the horizontal and vertical ones, for object transformations.

● Improved Skeleton Tool

Streamlined skeleton display, with and options to visualize only active sections.

● Skeleton Inverse Kinematics

Set fixed centers that stay still while the skeleton animation is defined when using inverse kinematics.

● Improved Hook Tool

Define hooks for any clip, sequence or level loaded in the scene.

● Tracking Tool

Track the position of specific features any clip, sequence or level loaded in the scene.

● Audio Scrubbing

Scrub audio files by moving the current frame cursor.

FX and Stage Schematic

● Schematic Window

Tidier visualizations of objects, nodes, links and labels both for the FX and Stage Schematic.

● Schematic Features

Create links in an easier way thanks to the links selection and snap features,

● FX Nodes Insertion

Choose to insert, add or replace FX nodes by selecting them from a drop-down menu available in the schematic.

● FX Nodes and Links Editing

Copy and paste selected links, and insert or extract nodes from links to edit the FX schematic.

● Curves FX

Adjusts the tonal range of animation levels and images according to a tonal curve for each channel separately.

● Improved Particles FX

Use multiple animation levels as particles or as control images.

● Improved Tile FX

Repeat in each frame horizontally or vertically any animation level, image or clip.

- **Improved Adjust Levels FX**

Adjust the highlights and shadows of any animation level, image or clip according to the input and output levels values for each channel separately.

Function Editor

- **Function Editor Window**

New objects/FX tree to detect if an item is animated from its icon, and new area to assign different type of interpolations to different segments of the curve.

- **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.

- **Improved Expressions**

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

Viewer & Flipbook

- **Full-Screen Mode**

Display the viewer and the flipbook images full-screen (Windows only).

- **Custom Flipbook Buttons Bar**

Customize the flipbook buttons bar to display only specific commands.

- **Snapshot Comparison Mode**

Grab different preview or flipbook images and compare them interactively.

- **Multiple Histograms & Color Channels Buttons**

Control the composition of the preview and flipbook frames by checking the images histograms and color channels.

- **Linked Flipbooks**

Link all opened flipbook windows to play them back simultaneously.

- **Improved 3D Camera View**

Tidier view of the camera cone and drawings position when working in the 3D environment.

Batch Processing

- **Task Lists**

Save and load task lists from one session to another.

- **Interactive Task Configuration**

Edit task parameter after it is added to the list.

Preview & Render

- **Preview Window**

Run previews with specific settings different from the rendering ones.

- **Save Previewed Frames**

Save previewed images and sequences.

- **FX Schematic Quick Preview**

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

- **Preview and Rendering in Flipbook Window**

Use any flipbook tool to check previewed and rendered frames.