

Toonzharlequin 6.1

Main Features

Toonz Harlequin 6.1 is the meeting point of the traditional and paperless animation production workflows. It provides state-of-the-art tools for both the approaches for endless creative possibilities, and allows you to follow your personal approach to computer-assisted animation fast-forwarding tedious and time-consuming steps. You choose, not the software.

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Platform & Interface

- Support for Windows and Macintosh**
Available for Windows XP, Vista and 7—with 64-bit processors as well—and for Mac OS X 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 scanning process to a painting session.
- Ergonomic User Interface**
Clean interface with a powerful customizable working environment.
- Support for Raster and Vector Drawings**
Drawings can be scanned, created directly in Toonz in vector or raster mode, and converted from raster to vector.
- 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

- Full Drawing Capabilities**
Create both vector and raster drawings, or touch up scanned images; add sketches, roughs and graphical notes and modify any loaded image.
- Wide Set of Drawing and Editing Tools**
Vector and raster animation levels can be edited with a wide range of drawing and editing tools.
- Powerful Selection Tool**
Transform any selection—free distortion included—in any type of image by using the bounding box or numerical values.
- New Generation Vectors**
Vectors are based on a handling technique that uses both standard and dynamic control points for an 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.
- Strokes Grouping and Layering**
Group and isolate drawing strokes to better manage lines and areas, and manage their layering order.
- Automatic In-betweener**
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.
- Raster-to-Vector Converter**
Convert raster-based drawings to vector-based ones; copy and paste selections from raster drawings to vector ones, and vice versa, automatically converting them.
- Paperless Animation Compliant**
Ready for high quality paperless animation to fit new creative and technical standards.
- Quick Scan and Cleanup Sessions**
Scan paper drawings using the scanner paper feeder, and autocenter them automatically during the cleanup process.
- Direct & TWAIN Support for Scanners**
Use Epson scanners via Toonz internal drivers, or any other scanner via TWAIN drivers.
- Multiple Drawing Scanning and Cleanup**
Scan all animation levels defined in the scene at once in a single scanning session, and clean them up in a single process.

Powerful Cleanup Process

Use colored lines in paper drawings, and make the software recognized them; check and edit how the drawings will be processed; and monitor each drawing while being processed.

Ink & Paint

- Super-Sized Palette**
Define up to 4096 colors for each animation level palette, that can be used both for coloring lines and fill areas; save palettes and load them in the xsheet for special FX purposes.
- No Need for Repair**
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.
- 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.
- Matchline Drawings**
Use additional drawings, scanned or drawn directly in Toonz, as matchline for animation levels by setting the way they are merged.
- Automatic Painting Tools**
Paint quickly and effectively sequences of drawings and animated levels by using different tool options combinations.

Compositing

- **Animator-friendly Xsheet Interface**
Composite the scene in the xsheet with spreadsheet-like editing tools, context sensitive menus and drag & drop actions.
- h **Customizable Work Area**
Adjust the work area to visualize the scene content according to the task to perform; display and customize a reference field guide, the safe area, custom guides, background colors and the camera box.
- h **Wide Support of Input Formats**
Avoid any incompatibility with third-party software thanks to the wide range of supported input formats, including Photoshop document, Avi and QuickTime clips.
- h **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.
- h **Stage Schematic**
Create in a flowchart-like interface complex movements by linking objects like pegbars, camera and table, and using shared motion paths.
- h **Special FX Schematic**
Define in a flowchart-like interface interactions between scene elements, special FX and control images.
- h **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.
- h **Nodes and Objects Grouping**
Group objects and nodes in the schematics to better manage the scene content.
- **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.
- **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.

- h **Full Set of Object Transformations**
Animate drawings and objects—like camera, pegbars and columns—by moving, on the depth axis as well, scaling, rotating and shearing them; change and animate the columns stacking order without editing the actual columns position in the xsheet.
- h **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.
- h **Palette-based FX**
Apply FX such as color blendings, textures or art contour to Toonz animation levels according to the selected styles.
- **Macro FX and Presets**
Save and reuse particular configuration and animation of FX parameters as presets or Macro FX.
- **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.
- **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.
- **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.
- **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.
- h **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.
- h **Skeleton Tool with Inverse Kinematics**
Define character models and animate them in cutout-like animation with the Skeleton tool supporting inverse kinematics.
- h **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

- h **Easier Lip Sync**
Check the sync between the animation and the soundtrack by using the audio scrubbing that is extended to multiple audio columns.
- h **Multiple Audio Clips Import**
Import, edit and trim all the audio clips you want in the xsheet, without modifying the original files, and composite a soundtrack in sync with the animation.

Preview & Render

- **Preview Window**
Run previews with specific settings different from the rendering ones.
- **FX Schematic Quick Preview**
Open a preview from any node of the FX schematic to check the result up to that node.
- **Versatile Rendering**
Render the scenes the way you prefer: use batch processing and the render farm; render directly the current scene; or save previewed frames.
- **Wide Range of Output Settings**
Choose the output format to render the scene as a sequence of images—such as TIF or TGA—or as a single Avi or QuickTime clip, with settings including framerate-stretching and 64-bit color-depth options.
- h **Automatic Multiple Rendering**
Creates automatically for a single scene several output files based on the xsheet columns content, and according to the FX schematic.
- h **Batch Processing**
Create, save, load and execute task lists using a render farm or locally, at a specified time, with a set priority and dependencies.
- **Render Farm**
Distribute render tasks on the whole network, or any subset of computers, while controlling them centrally.
- **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

- **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 Loading**
Load files by dragging and dropping them from external browsers.
- h **Browser-Embedded Tools**
Use the file info box for frame-by-frame detailed info; or convert files from one format to another, including Toonz TLV format.