

# h6.1

# Toonzharlequin6.1

## New Features

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### General

- **Dark-colored User Interface**  
Choose the interface color between standard and dark tones, or customize it by editing a CSS-like file.
- **Support for Photoshop Documents**  
Load PSD files in Toonz scenes considering layers as columns or cells, and group of layers as levels or sub-xsheets.
- **Toonz Level Format Converter**  
Convert full-color images to TLV animation levels that can be painted in Toonz.

### Drawing

- **Raster Animation Level Drawing**  
Create raster (i.e. bitmap) sketches, roughs and graphical notes by using standard Toonz drawing tools.
- **Raster Animation Level Editing**  
Edit and modify any raster animation level you have created or loaded in the scene by using standard Toonz drawing and selection tools.
- **Raster Animation Level Merging**  
Merge raster animation levels into a single animation level generated by flattening them according to their stacking order.
- **Raster Brush Hardness**  
Set the hardness of the brush used when drawing Toonz and standard raster levels.
- **Improved Control Point Editor Tool**  
Modify vectors by linking and unlinking control points, and bending vector sections between them, by using one single tool.
- **Vectors Intersection Cleanup**  
Define clean vector intersections by overlapping vectors, then automatically removing the sections that overflow.
- **Improved Drawing In-betweening**  
More accurate function implemented when in-betweening small areas and drawing details.

- **Control Point Based Drawing Tool**  
Use the Geometric tool to draw lines by defining a series of control points.
- **Improved Geometric Tool**  
Create automatically filled areas when drawing closed shapes.
- **Vector-as-Raster Visualization**  
Visualize Toonz vector drawings as raster drawings, still preserving their vector nature, to improve the visualization speed.
- **Actual Pixel Size Visualization**  
Display raster drawings and images according to their actual pixel size to better examine them (one pixel from the image is displayed as one pixel of the screen monitor).
- **Colored Onion Skin**  
Set a color correction for previous frames and one for following frames displayed in onion skin mode, and choose to display Toonz levels with lines only.

### Selection

- **Numerical Transformations**  
Control geometrical transformations on the selection, including vector thickness, by entering exact values.
- **Free Distort Transformation**  
Use the bounding box handles to freely distort or shear the selection.
- **Smart Selection in the Work Area**  
Select drawings to edit in the work area by using a context menu that lets you choose overlapping or hierarchically linked drawings.

### Animation

- **Improved Hook Tool**  
Tidier visualization of widgets and labels for an easier hooks management.
- **Improved Skeleton Tool**  
Tidier visualization of widgets and labels, and new modes available to separate the skeleton definition from the animation.

- **Stacking Order Value**  
Change and animate the columns stacking order without editing the actual columns position in the xsheet.
- **Improved Column Animation Keys Selection**  
Select multiple animation keys in the xsheet by Shift-clicking or by click-and-dragging.

### Audio

- **Improved Audio Clip Editing**  
Edit and trim loaded audio clips without modifying the original files or creating new ones.
- **Multiple Audio Columns Scrubbing**  
Play all active audio columns back when scrubbing with the current frame cursor.

### FX and Stage Schematic

- **Nodes and Objects Grouping**  
Group objects and nodes in the stage and FX schematics to better manage the scene content.
- **Colored Labels for Column Nodes**  
Column nodes labels are colored like the related xsheet columns.
- **Editable Sub-xsheet Nodes**  
Create and open sub-xsheets nodes directly in the schematic.
- **New Distort FX**  
Linear Wave, Random Wave and Ripple FX are available for applying distortions to the scene content.
- **Palette-based FX for Vector Levels**  
Apply FX such as color blendings, textures or art contour to Toonz vector levels according to the selected styles.
- **Improved Toonz Level Texture FX**  
Choose the way the texture is applied to Toonz Levels, either by replacing colors, or as a pattern affecting the color in different overlaying modes.



- **Improved Free Distort FX**

Set whether the distortion has to be applied with a bilinear or with a perspective effect.

- **Premultiply FX Available in Level Settings**

Correct alpha channel information on non-premultiplied images by activating an option in the level settings.

## **Preview & Render**

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- **Automatic Multiple Rendering**

Creates automatically for a single scene several output files based on the xsheet columns content, and according to the FX schematic.

- **Custom Number of Rendering Threads**

Speed up the rendering time by increasing the number of rendering threads on multiple CPUs computers.

- **Selective Batch Processing**

Execute only tasks that are selected in the batch list.