

Toonzharlequin6.2

New Features

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Database Management

- **Central Repository**
Store the database in a central repository, that can be located on your computer, on your local network, or on the internet.
- **Local Working Copy**
Copy the file you want to edit from the central repository to your working copy; as soon as you finish, submit the changes to the central repository to make them immediately available to other users.
- **Version Control System**
Retrieve previous versions of any file thanks to the version control system that tracks the history of the revisions for every file in the production database.
- **New Projects Available in any Projectroot or Repository**
Create new projects in any defined projectroot or version control repository.
- **Toonz Scene Export**
Export scenes with their related assets from a project to any other existing project, or to a new automatically created project.

Scan & Cleanup

- **Scanning Cropbox**
When using directly supported scanners, define a cropbox smaller than the paper format to optimize the scanning process.
- **Cleanup No Antialiasing Option**
Eliminate the antialiasing along the processed line, to obtain a fully solid with no semi-transparent pixels smoothing its edges.

Drawing

- **Tape Tool Options for Vector Drawings**
Join vectors manually or automatically in an area you define, both considering vector endpoints and any point along the vectors themselves.

- **Vector Selection on Multiple Frames**
Select, or add to a selection, all the vectors painted with the same style on all the animation level drawings in order to edit them at once.
- **Layering Order on Multiple Vector Selections**
Set the vectors and groups layering order in multiple vector selections as well.
- **Canvas Size**
Increase or decrease the size of the Toonz and standard raster drawing editing area.

Ink & Paint

- **Fill Tool Option for Automatic Painting**
Fill automatically a whole drawing using as reference a previously painted drawing displayed in onion skin mode.
- **Autopaint for Lines Option**
Paint an area defined totally or partially by a line whose color has the Autopaint option, and the line is automatically painted with the same color you use for the area.
- **Interactive Gap Check**
Check in advance the lines gaps that can be automatically closed by using the Tape tool; change the tool options and check interactively the gaps that are detected.

Animation

- **Explode Sub-xsheet Command**
Explode sub-xsheets to automatically bring their content in the xsheet where they are exposed, bringing along the pegbars to which columns are linked.
- **Multiple Curves Editing**
Define keys and control the interpolation speed for different curves at the same time, as long as they are visualized in the Function Editor.

- **Maggie File Import for Lip-sync**
Import Maggie lip-sync files and assign a frame from an animation level to each phoneme, automatically exposing the result in an xsheet column.
- **Hooks Visible in Onion Skin**
Place hooks on images by viewing as reference those placed in frames visible in onion skin mode.

FX and Stage Schematic

- **FX Gadgets in the Work Area**
Define FX parameters related to positions or dimensions, such as radial gradient center and size, with gadgets available in the work area by using the camera box and the scene elements as reference.
- **Control Image Available for More Particles Parameters**
Use images to control, according to the image brightness, particles Lifetime, Scale Step and Scattering parameters.
- **Particles Color Fading with Spread Value**
Fade particles color to a range of colors spreading from those defined in the spectrum or in the control image.
- **Edit Commands for Stage Schematic Objects**
Objects in the stage schematic, like cameras, pegbars and columns, can be cut, copied, pasted or deleted.

Preview & Render

- **Sub-camera Preview**
Define and use a sub-camera area inside which the preview will be rendered and outside which the scene elements will be displayed as they are, for quicker previews.
- **Preview Optimization**
Preview only the area visible in the viewer in order to optimize rendering time.



- **Preview Progressive Framebar**

Use the viewer framebar to check and move through frames as soon as they are rendered, the framebar displays rendered frames in grey, frames that have to be rendered yet in red, and the current frame that is being rendered in light red.

- **Multiple Preview Windows**

Open a new preview window when you run a new preview, or clone an existing one, to examine or compare specific frames with the flipbook tools.

Import & Export

- **White as Transparent Option**

Visualize correctly animation levels imported from certain third-party software (such as Retas) that have a white solid background one and whose lines have no antialiasing.

- **Premultiply Option in the Work Area**

Visualize correctly in the Toonz work area, preview and rendering, the alpha channel of animation levels imported from certain third-party software.

- **Toonz Levels Export as Full Color Image Sequences**

Export Toonz animation levels as sequences of image files in different file format, with no need to render them.

- **Retas Compliant Toonz Levels Export**

Export automatically Toonz animation levels in the same format and with the same options that the Retas software uses when exporting painted drawings.

- **Toonz Painted Level Format Converter**

Use the painted and unpainted versions of full color image sequences to generate a Toonz animation level with the related palette.

- **Sequences Renaming Tool**

Rename sequences of image files in one shot, and convert sequence numbering modes to the Toonz standard one for better support into Toonz.