

## Faster...

With LineTest 3.0, to render a sequence you have simply to play it back, because no longer time is needed.

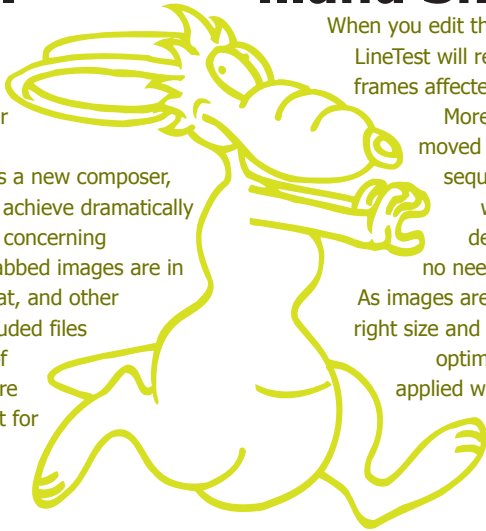
This version implements a new composer, completely rewritten to achieve dramatically better performances as concerning rendering speed. All grabbed images are in a new lightweight format, and other formats supported, included files from previous version of LineTest, once loaded are converted to this format for a quick and effective compositing.

## ...and Smarter!

When you edit the exposure sheet, LineTest will recompute only the frames affected by the changes.

Moreover if frames are moved along the flipbook sequence, for example when you insert or delete them, there's no need to update them.

As images are grabbed with the right size and resolution, and an optimized resampling is applied when they're scaled or rotated, smart and fast previews are a fact.



# LineTest 3.0

# New in 3.0

- **New composer implemented with dramatic improvement of the rendering speed.**
- **Smart preview behavior: if some editing is performed in the exposure sheet, only the frames affected by this editing will need to be recomputed.**
- **Play/Pause buttons in the preview window update/freeze the rendering of the scene.**
- **The video camera resolution can automatically fit the camera set for the scene, for an easier definition of the shot.**
- **Blind Overwrite mode to replace previously grabbed images.**
- **Configurations, such as preview and grab settings, and interface layout are stored and reused in the following sessions.**
- **Soundtrack is saved along with QuickTime and Avi movie.**
- **Framerate ranges from -50 to 50 fps, and is retained when a QuickTime or Avi movie is saved.**
- **Print xsheet feature to directly print on paper the exposure sheet contents.**

## Windows NT/2000/XP Platform

- Workstation with Intel processor or SGI 320\* base system
  - Windows NT 4.0, Windows 2000 or Windows XP
- Acquire/Graphics Board**
- Matrox Marvel G200/G400-TV AGP/G450 eTV
  - Osprey100 or any "Video for Windows" compatible acquire board + any graphics board supporting at least 65536 colors.

\*no acquire/graphics board needed for SGI 320

## IRIX Platform

- Any SGI workstation
  - IRIX 6.2, 6.3, 6.4, 6.5
  - CPU: MIPS R4000, R4400, R4600, R5000, R10000, R12000
- Acquire/Graphics Board**
- Any graphics board (24-bit) with analogue video I/O option

Updated information are available in the LineTest Web site at [www.linetest.com](http://www.linetest.com)

[www.toonz.com](http://www.toonz.com)

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