

Main Features

- Windows NT/2000 and IRIX operating system supported.
- Low cost graphics card required (e.g. Matrox Marvel G400 AGP).
- Input from any video camera.
- Unlimited number of animated levels and frames.
- Camera and pegbar movements (N/S/E/W, rotations, paths and trucks).
- Exposure sheet reusable in Toonz for guiding the final production.
- White paper calibration system available.
- Output in QuickTime™, Flash™ and Avi format.
- Easy exchange of linetests with other studios via e-mail.

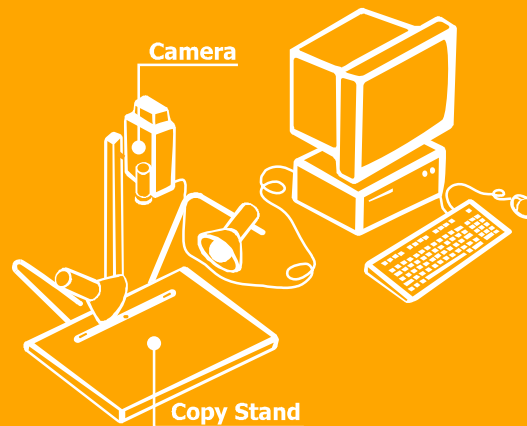
LineTest relies on the advanced technology of the Toonz exposure sheet and is integrated with all Toonz production tools. The work produced with LineTest is immediately reusable in Toonz for an xsheet-driven production.

New in 2.0

- **Easy-to-use production manager with a customizable organization of folders, sub-folders and takes.**
- **One-command Database switch that allows you to manage more than one production at the same time.**
- **8 bit grabbing process, that is to say images with 256 shades of grey, to achieve high-quality grabs with smooth lines.**
- **Custom DPI value for grabbed images to control the displayed size in Camera Stand.**
- **More efficient interface with new keyboard shortcuts and right mouse button menus.**
- **Better quality preview thanks to the 256 grey tones grabbing process.**
- **Flash format output supported, that allows you to generate lighter animation files that can be played back by any internet browser.**
- **Avi format output supported for previewed scenes.**

Easy-to-set-up System!

Connect the video-out of your camera to the video-input of your PC; mount the camera on the copy stand; turn everything on and start grabbing drawings.



General Requirements

- Video Camera for grabbing (VHS or S-VHS according to the video acquire board)
- Copy stand with lamps

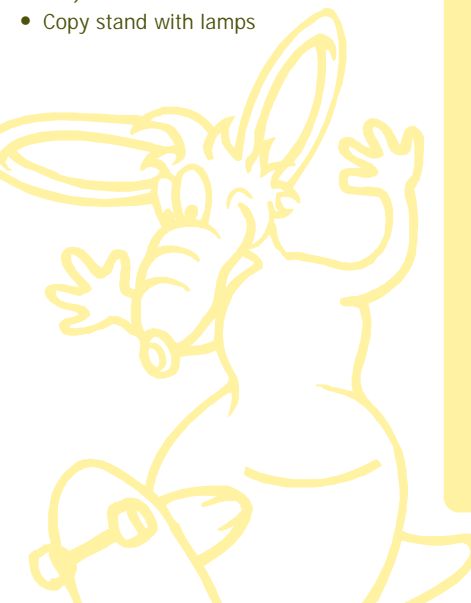
IRIX Platform

- 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

Windows NT/2000 Platform

- Intel based workstation or SGI 320* base system
 - Windows NT 4.0 or Windows 2000
- 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

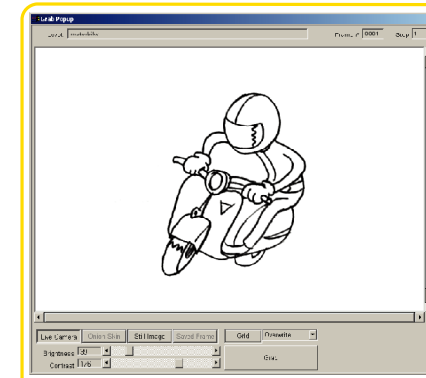


www.toonz.com

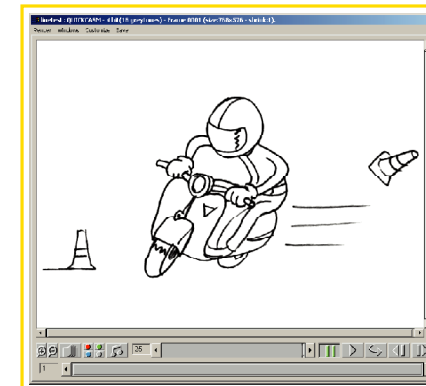
DIGITAL VIDEO S.R.L.
Toonz R&D Company
147, Via E. Jenner
00151 ROME (Italy)
fax +39 06 58.20.42.83

DEALER'S LABEL HERE

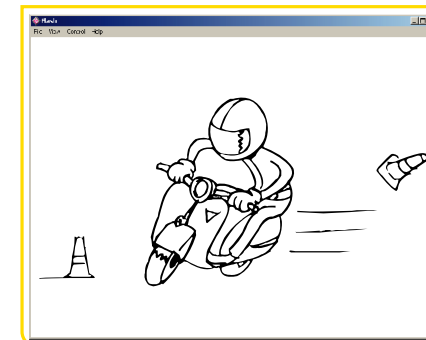
LineTest 2.0



Grab...



...compose...



...and get flashed!

DIGITAL VIDEO

Grab, Compose and Get Flashed

LineTest 2.0 is the ideal tool if you want to be up & running immediately, obtaining a high quality result for your pencil tests. Just connect the camera to the computer, run the software and start grabbing drawings.

Create your exposure sheet, with the freedom to move camera, table and pegbars. And use the LineTest interactive interface to insert new drawings, change the step of the animation or replace an image that you have already grabbed. Run a preview to check results, and if it's ok, save a QuickTime™ or Avi file. Or export the scene in the vector-based Macromedia Flash™ format, that can be played back in any internet browser.

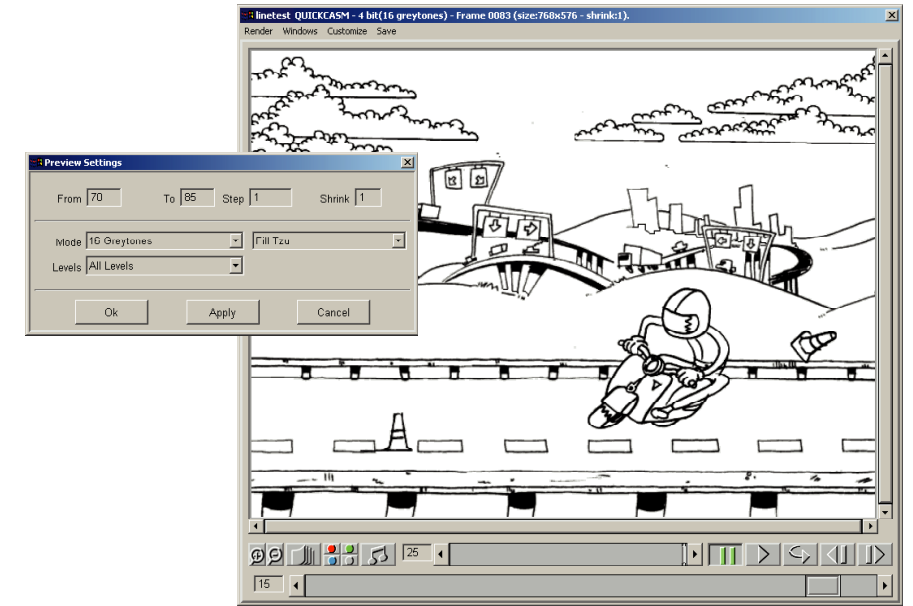


Macromedia, Flash, and Macromedia Flash are trademarks or registered trademarks of Macromedia Inc. in the United States and internationally. QuickTime and the QuickTime logo are trademarks used under license. QuickTime is registered in the U.S. and other countries.

© DIGITAL VIDEO S.R.L. - All rights reserved.
LineTest is a trademark of DIGITAL VIDEO S.R.L.
Original Kangamouse character by Gianpaolo Bertocin.

The Pencil Test

Checking the animation is an easy task: set the frame range and the render quality, and start a preview. The LineTest proprietary format for grabbed drawings can automatically fill outlined areas, so that what lies underneath is not displayed.



When performing a preview you can define the quality of the rendering, and which animation levels have to be computed. Other preview settings include the frame range, step and shrink factors. An automatic render update is available to show changes made in the exposure sheet as soon as new drawings are grabbed, or new movements are added. In the preview console you can change the framerate and check the animation frame by frame with VCR-like buttons. If a soundtrack has been loaded, you can also choose to play it back with the animation.

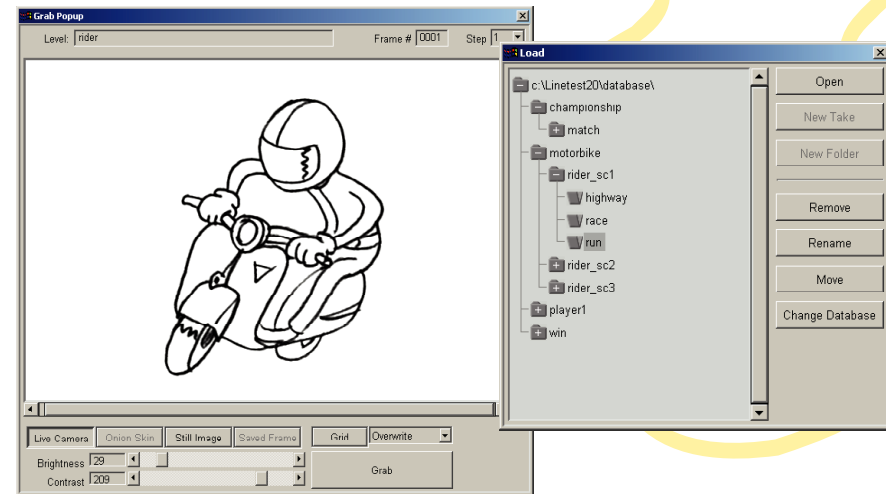
The result is a quick and effective render that can be saved as a QuickTime movie, or as an Avi file, so as to allow you an easy exchange of information with production partners or clients. Otherwise you can export the scene in the vector-based Macromedia Flash format. In this way you can generate light animation files where all grabbed images are automatically vectorized and all camera and pegbars movements are preserved. Exported animations can be edited in Flash, and can be played back by any internet browser in which the free Flash player plug-in has been installed.

Grabbing Levels

Grabbing levels is a streamlined process: you just place drawings under the camera and click the Grab button. Drawings are automatically placed in the exposure sheet and saved on disk in the right place, thanks to a versatile production managing system.

Grabbed images can have up to 256 shades of grey, thus allowing a high-quality grabbing process, and consequently a high-quality preview. With the full control of the brightness and contrast values, and the White Paper Calibration feature that prevents the grey "dusty" effect visible in the white areas where the light is fainter, you can be sure that drawings will be grabbed exactly the way you want. Once the work is done and you discover that you have to replace an incorrect drawing or that someone in the meantime has moved the copy stand, or the camera,

and messed up your easy fix, you can enable the Onion Skin feature to register the new images with the old ones. All the grabbed drawings will be saved in the right place, thanks to a versatile production manager that lets you organize the database as you wish. Drawings and the scene they belong to, can be saved as takes; takes can be placed inside folders, that in their turn can contain other folders, and so on, in a tree-like structure. You can arrange folders, sub-folders and takes in the way you prefer, so that the traditional way you manage a production can be easily re-created by the software.



The Exposure Sheet

When building a scene, or re-creating an exposure sheet that already exists on paper, you may need to move levels, copy images, repeat some drawings or delete others because a movement is too fast or too slow. LineTest exposure sheet offers powerful tools for interactive editing, that let you work directly in the interface by simply clicking the mouse.

When levels are grabbed they are placed in the exposure sheet according to the way the grab process is performed. Then you can move, copy, delete, etc. the grabbed animated level at any time in order to achieve the result you're looking for. With LineTest you have the chance to quickly perform all the editing you need because its toolset includes menu commands, keyboard shortcuts, right mouse button menus and interactive interface.

Pegbars, table and camera can be animated in Camera Stand, that is the digital version of a vertical camera used for traditional animation: you simply have to select an object, then the type of action you want the object to perform (N/S/E/W movement, rotation, path and trucking are available) and set keyframes positions. A soundtrack can be added to synchronize the animation with sound or music, or to be played back along with the animation during the preview.

