TOONZ 4.6

Breakthrough Features

New in latest versions!

Taking the steps of traditional animation, Toonz allows you to capture the emotive quality of hand-drawn art, then fast forward through tedious and time-consuming steps like ink and paint, compositing and special effects.

Its modular system approach allows you to tailor any combination of licenses to suit your production requirements, while cross-platform support (Windows NT, Windows 2000, Windows XP, IRIX and Linux) gives you the option to choose the combination of hardware that best fits your creative and financial needs.

Scan

- Hand-made drawings can be quickly scanned using the scanner paper-feeder, that allows you to avoid the annoying process of scanning one drawing at the time placing it on a pegbar. Then drawings are automatically auto-centered during the Cleanup process.
- Multi-center drawings can be scanned as well, with no limit to the length of the paper size: they will be tiled automatically during the Cleanup process.

Cleanup

- Resize automatically scanned drawings according to the camera that you ħe going to use to shot the scene, and at the same time auto-center drawings to correct their position using the peg-holes information.
- Up to 8 different color inks can be recognized in each level, allowing you to draw directly on the drawing lines of different color, e.g. to indicate matchline or shadow/highlight lines.
- Automatically tile multi-center drawings, creating a single level ready to be paint.

Pltedit

- Create color models, palettes and animated palettes for the levels to be painted.
- Use your own images or animated levels to define patterns and textures for palette colors.
- Color editing can be performed while working “inside” a rendered frame of the final scene, so that your color calibration work has an immediate visual feedback.
- Palette changes are automatically applied to all level drawings, with no need to re-paint or correct each single image.

Inknpaint

- Use automatic tools to paint quickly and effectively your animated levels.
- Use any full-color image as color model, automatically generating the relevant palette. Then pick color directly from the color model and apply it to your current level.
- Animate patterns and textures by scaling, rotating and stretching them using the Pins feature.
- Track an image to a specific animated point of another image, or keep a character from “skating” on the ground by using the Hooks feature.
- Split the animated level into different z-planes that can be hidden/revealed in the exposure sheet by using the Patches features.

DIGITAL VIDEO

Vectorize a single frame or the whole level to produce Web-ready Toonz animated level, preserving the quality of hand-made drawings and the richness of Toonz color palette. Vector-based images can be edited by manipulating control points and curves, and then they can be saved in SWF format and imported in Macromedia Flash™.

Xsheet

- Create your scene in a familiar exposure-sheet interface, that includes the Camera Stand view where images, table, camera and auxiliary pegbars are displayed as in the traditional rostrum camera.

Edit the exposure sheet effectively with spreadsheet-like editing tools, context sensitive menus, and customizable keyboard shortcuts.

- Access to the Scan, Inknpaint and Pltedit modules to follow an xsheet-driven production work-flow.
- Avoid any incompatibility with third-party software hanks of the wide range of supported input and output file formats.
- Easily define complex movements by using linked pegbars, or by defining mathematical expression where a wide range of terms can be used to create effects like shaking, waving or pulsing. Then control the speed of the movement you defined by editing the graph related to that movement.
- Create multiplane effect in the usual Camera stand view, where you can also define explicit Z-position (i.e. position between the camera and table) for pegbars.

Wide range of FX available, with the possibility to save custom FX presets, and to add the Scintillæ plug-in that includes a 2D particle generator engine.

- Fast preview in full color matching exactly with the final render, and in black and white or greytones for quick animation tests.

Save the rendered images as QuickTime™ or Avi movies (including the loaded soundtrack), or as sequences of frames in any of the supported output format.

Deliver Web-ready animation while following the traditional work-flow, with the Export to Flash command. This single command vectorizes drawings and generates a vector-based version of the current scene, retaining all the loaded images, the edited movements (multiplane included), the supported FX and the loaded sound-track.

Toonz & Flash

Thanks to the support of SWF Flash format you can do the following:

Toonz Levels & Drawings can be produced in the standard way and then vectorized and saved as SWF files, preserving the quality of hand-made drawings and the richness of Toonz color palette.

Toonz Exposure Sheet can be created in the usual way, then exported as a single SWF file or as separated SWF files, one for each loaded level. Vectorization can be performed on the fly, with a complete automatic process.

Toonz Levels can be also animated in Xsheet and exported in SWF format in order to generate an animated level different from the base one.

All the vector-based images, levels and scenes can be viewed in any internet browser with the Flash player plug-in, or they can be imported as objects in Flash, where they can be edit and used as elements of a Flash movie.

Batches Rendering

- Use extra features (e.g. gamma correction, inserting scripts, aliasing the levels) at rendering time.

Add automatically a Clapboard with production, scene and animator information when rendering an xsheet.

Use the Wizard tool to prepare batch lists. You can define the file systems to look for, and the Wizard will search all the scenes to be rendered.

Render directly to DDR and dump its contents onto tape at user defined time-codes for each scene

DIGITAL VIDEO