



Toonz 5.0 Harlequin

Vector Innovation + Raster Tradition

Digital Video's experience and knowledge of traditional animation meet the evolution of animation creative and technical standards in the new major release of Toonz to better serve the animation community.







Toonz 5.0 Harlequin steps into paperless animation by integrating vector drawings in its traditional workflow based on raster drawings. This new environment allows you to manage drawings, images and animation levels the way prefer, preserving their nature throughout the work-flow, with no unwanted conversion from raster to vector, or vice versa.



With Toonz 5.0 Harlequin animators can both input and paint hand-made drawings, and draw from scratch and then animate; compose scenes; move and animate animation levels over background according to the xsheet; move pegbars, cameras and table; add special FX and render out composited sequences.

All these tasks can be performed in a user-friendly environment, that you can customize the way you prefer, following the production work-flow you prefer, in order to fast-forward tedious and time-consuming steps.






Toonz 5.0 Harlequin follows your own approach to computer-assisted animation: you choose, not the software.









Platform & Interface

-  **Support for Windows and Macintosh**
Toonz is available for Windows 2000, Windows XP and Mac OS X 10.4.
-  **Seamless Workflow Integration**
No need to open or close applications to pass, from one task to another, for example from a scanning process to an inkpaint session.
-  **Cross-Platform Projects**
Work at the same time on the same project using Win and Mac platforms.
-  **Ergonomic User Interface**
Customize the working interface by building your own *rooms*, including floating windows, and save them as a personal setup.
-  **Support For Raster and Vector Drawings**
Drawings can be scanned, made directly in Toonz in vector or raster mode, and converted from raster to vector.
-  **Production Management through Projects**
Production material can be easily stored and retrieved for a quick re-use, from one network to another, or one studio to another, through project folders.

-  **Configurable Shortcuts**
Command and function shortcuts can be customized for each user separately.
-  **Local Language Ready**
Possibility to have local version with different languages for menu commands, settings and labels.

Drawing

-  **Drawing Capabilities**
Lets you create both vector-based and raster drawings or touch up scanned images.
-  **Full Set of Drawing and Editing Tools**
Vector and raster drawings can be edited thanks to a wide range of drawing and editing tools.
-  **New Generation Vectors**
Vectors are based on a handling technique that uses dynamic control points for expressive results and intuitive editing.
-  **Pressure Sensitivity**
Full support of pressure sensitive pens and tablets for drawing expressive variable-thickness lines.
-  **Digital Light Table**
When drawing you can scale pan and rotate the work area the way you prefer.

-  **Automatic Inbetweener**
Allows the interpolation of vector-based drawings.
-  **Flexible Onion Skin**
Custom onion skin view that can be extended to the whole scene content.
-  **Easy Rotoscoping**
Any full color image or sequence of images, and any Avi or QuickTime clip can be loaded in the scene and used for rotoscoping.
-  **Text Tool**
You can add text elements to the scene using any of your system fonts.
-  **Raster-to-Vector Converter**
Toonz and non-Toonz images can be converted in vector-based drawings.
-  **Paperless Animation Compliant**
By fitting new creative and technical standards, Toonz lets you deliver high quality animation efficiently and economically.
-  **Quick Scan And Cleanup Sessions**
Scanning can be performed via scanner paper feeder with automatic autocenter during Cleanup process.
-  **SWF Import**
Import drawings made with third-party software in Macromedia® Flash™ SWF format.

Multiple Drawing Scanning and Cleanup

All animation levels selected in the scene can be scanned at once in a single scanning session, and they can be cleaned up in a single process.

● Color Ink Recognition

Any number of colors you used for lines on your scanned drawings can be automatically recognized for a faster painting session.

Ink & Paint

Super-Sized Palette

Each animation level palette can contain up to 4096 colors that can be used both for coloring lines and fill areas.

● No Need For Repaint

Palette changes are automatically applied to all level drawings.

Interactive Color Editing

Edit colors working directly in the final scene, viewing backgrounds, overlay and other animation levels, with an immediate visual feedback.

Special Palette Styles

Material, pattern and volume effect are available for any palette style.

Studio Palette with Linked Styles

Production color consistency can be assured with the Studio Palette, that thanks to interactive links can update all animation levels palettes and, consequently, drawings.

Smart Color Models

Any full color image can be used as color models. Color models are related to palettes so that every time a palette is used its relevant color model is displayed.

● Matchline

Use additional drawings, scanned or drawn directly in Toonz, as matchline for your animation level.

● Automatic Painting Tools

Tool options allows you to paint quickly and effectively sequences of drawings and animated levels.

● Texture And Pins

Apply animated or distorted textures to drawing specific areas.

Vector Drawings Line FX

Pattern and textures can be applied to drawing lines.

Compositing

● Familiar Xsheet Interface

The scene can be composite in the xsheet with spreadsheet-like editing tools, context sensitive menus and drag & drop actions.

Wide Support Of File Format

The wide range of supported input and output format, including Avi and

QuickTime movies, avoids any incompatibility with third-party software.

Simple Mode Animation

Objects can be animated in a quick way by controlling and managing key positions and interpolations for column movements directly in the xsheet.

● Sub-xsheet

Scenes can be loaded or created nested inside another scene, so that they can be managed as a single xsheet column.

Scene Cast

Store the files used in the scene and organize them in folders.

Stage Schematic

Flow-chart type of interface to create complex movement by linking objects like pegbars, camera and table, and using shared motion paths.

Special FX Schematic

Flow-chart type of interface to define interaction between scene elements, special FX and control images.

3D Camera View

Animate the camera in a 3D environment as if it moves with a dolly or a truck

● Automatic Multiplane Effect

Easier multiplane by actually moving the camera through characters and elements placed on the stage.

Multiple Cameras

Lets you have different shots of the same scene, for example for previewing only a section of the frame, or to output the animation with different formats and A/R.

Full Set Of Object Transformations

Drawings and objects like camera and pegbars can be animated by moving (on the depth axis as well) scaling, rotating and shearing them.

New Full Range Of Special FX

Special FX completely integrated in the working environment. The set includes image and color adjusting, blurs, lighting, distort, keys, masks, warp (controlled displacement map), gradients, layering and many others.

● Macro FX And Presets

Particular configuration and animation of FX parameters can be saved as preset or Macro FX.

Free Distort FX

Any image can be distorted and animated by pulling and pushing any of its four corners

Particles Plug-in

The Scintillæ plug-in, containing a particle engine that has specifically designed for 2D animation, is completely redesigned to be a seamless component of Toonz 5.0, and now supports different control images for the particle animation.

Function Editor

Control the speed of the transformations like movements and FX variations, by editing the related curve. Multiple curves can be viewed at the same time both for objects transformations and FX settings.

● Numerical Columns

Numerical columns display Objects and FX transformations can be displayed in columns where each cell displays the related transformation values, that can be edited as in a spreadsheet.

Quick Masks

To show or hide elements in the scene is faster as masks can be drawn and animated directly in the work area.

Cutout Animation Friendly

Thanks to the schematic viewer it's easy to link together your character's pieces to animate it by moving joints like a puppet.

● Hooks On Drawings

Use hooks to track an image to a specific animated point of another image, or keep a character from skating on the ground.

Audio

Easier Lip Sync

Check the sync between images and soundtrack with the viewer synchronized with audio scrubbing.

Multiple Audio Track Import

You can import and edit all the tracks you want in the same xsheet you use to composite the scene in order to better sync animation with the sound track.

Render

Render Farm

Tasks like rendering can be distributed on the whole network, or any subset of computers, and centrally controlled.

Batch Processing

Tasks can be executed, using a render farm or locally, at a specified time, with a set priority and dependencies

● Time Stretching Option

Pull-down tool to change the frame rate of the scene, or to output the same scene with different frame rate values.

● 64-Bit Processing

Render images with 64-bit color depth.

File Management

Browser with Folder and Files

Explorer-like browser including project management tool to retrieve material used in your production.

Drag & Drop

Files can be loaded by dragging and dropping them from external browsers.

QuickTime and Avi Support

Import in your scene live sequences and clips made with third-party software.