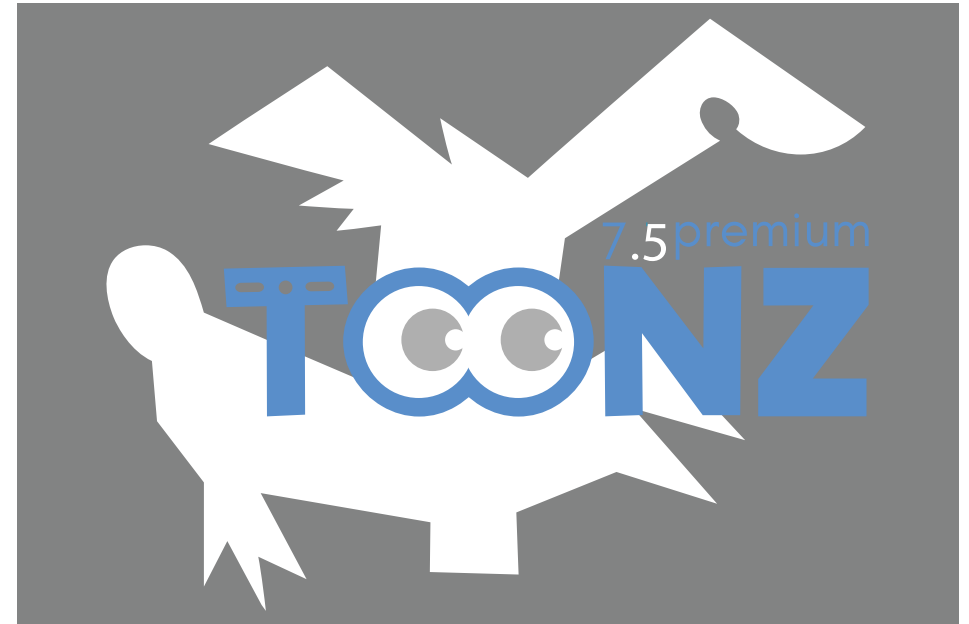


# New Features in 7.5

- **Startup Panel** A Startup Panel to load projects and load or create new scenes has been added.
- **Alpha Channel on the first Column** It is possible to ignore the alpha channel of images loaded on the first column of the xsheet activating the Ignore Alpha Channel on Level Column 1 into Xsheet page into Preferences>Xsheet.
- **Export sound track** With this command is possible to export the entire sound track into a unique .wav file.
- **Thickness 0 lines** The Thickness 0 lines can be shown or hidden in Camera Stand.
- **Inks Only** The Inks Only check has been added in the View Menu to visualize only outlines of Toonz Levels.
- **Load Folders** From the File menu is now possible to load a Folder. The files contained in the folder will be loaded into the xsheet. It is possible to apply certain Level Settings defining File Formats into Preferences>Loading.
- **Convert Files** In the Full color to TLV conversion has been added the Painted TLV from non AA Source Mode. It allows to extract aTLV level directly from a sequence of not antialiased Full Color Images.
- **SVG support** The Toonz Vector Level can be converted into SVG files using the Convert pop up. The SVG files can be loaded into Toonz, they are automatically converted in Toonz Vector Levels.
- **Export Level** The Export Level Interface has been divided into two pages and a Preview Window has been added in the Export Option Page. In the Vector Export Box the Scale field has been added to change the exported level resolution.
- **Paste numbers** In the Xsheet, it is possible to copy a selection of cells and paste only the numbers into a another column modifying the exposure of the level.
- **Brush Tool** The Range and Snap options have been added when drawing Vector levels (PLI).
- **Vectors to Toonz Raster** This command allows to rasterize vectors levels at once.
- **Adjust Thickness** Modify the Thickness of the lines

along the animation of Toonz Vector Levels using the Start and End field. Three Modes are available: Scale Thickness, Add Thickness and Constant Thickness.

- **Convert To Vectors** In the Centerline Mode the Enhanced Ink Recognition has been added to allow to directly Convert from not antialiased Full Color levels to Toonz Vector Levels. Also the possibility to Save and Load Settings has been implemented. The conversion parameters can be Shown or Hidden using the new Option Button.
- **Level Settings** The Add Antialiasing Option has been added in the Level Settings pop up.
- **Sub window locator** From the bottom bar of the viewer can be opened a sub window to see magnified the area where the cursor passes.
- **Custom Textures Palette** Custom Textures has been added in the Textures Page of the Style Editor; Available parameters are: Pattern Mode, Automatic and Random position, Contrast, Scale, Offset and Rotation. Custom Textures are fully working on Toonz Raster Levels.
- **Plastic tool** The edit Mesh Mode has been added to allows to manipulate the Mesh moving points, swapping and splitting edges and cutting the Mesh. The Snap to Mesh Option has been added to the Build Skeleton Mode. The Animate Mode has been enhanced with the addition of the Angle Bounds Option.
- **Xsheet** Pressing Ctrl and dragging it is now possible to select cells and Keys at once.
- **Render Button** A Render button has been added in the Output Settings pop up.
- **Shader Effects** Shaders Effects are special fxs rendered through hardware-accelerated pixel shaders. Toonz's shader fxs are written in the OpenGL Shading Language (GLSL), and it is possible to edit them or to create new ones.
- **Project Root** Project Roots can be added in Preferences>General>Additional Project Locations.
- **Onion Skin** It can be automatically disabled during the playback deactivating Preferences>Onion Skin>Show Onion Skin During Playback.



**Toonz Premium** is the ideal tool both for paperless animation based on vector drawings made directly in the software, and traditional workflow based on paper drawings acquired by using a scanner.

Whatever workflow you prefer, tasks are performed in a user-friendly environment, that you can customize according to your needs, in order to fast-forward tedious and time-consuming steps.

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

## System Requirements

### Windows\*

- Intel® Core™ processor
- Microsoft® Windows® 7 or later
- 4GB of RAM
- 80MB of available hard-disk space
- 1280x1024 or higher monitor resolution

### Macintosh\*

- Intel® processor
- Mac OS® X 10.6 or later
- 4GB of RAM
- 130MB of available hard-disk space
- 1280x1024 or higher monitor resolution

Graphic tablet recommended for better drawing functions

## Interface

Toonz Premium offers a seamless workflow integration with no need to open or close applications to pass from one task to another. The working environment can be customized separately by each user by setting up rooms and command shortcuts.

## Production Management

Production material can be easily stored and retrieved for a quick reuse, from one studio to another as well, through project folders.

A version control system is integrated both to store the database on a central repository while editing your local working copy, and to track the file history and retrieve previous revisions for every file.

## Drawing

Drawings on paper can be scanned via the scanner paper feeder and can be cleaned up with automatic autocentering.

Drawing and animations can be created directly in the scene context, making also possible rotoscoping, and the addition of masks and animation elements on the fly.

Features include full support of pressure sensitive tablets; strokes grouping; interpolation for vector-based drawings; flexible onion skin view; a raster-to-vector converter; and a powerful free-transformation tool.

## Ink&Paint

Sequence of drawings can be painted quickly with automatic tools, and palette colors can be edited at any time, updating automatically all the level drawings.

Material, pattern and volume effects can be applied to colors, and animated or distorted textures can be used.

Painting sessions and color corrections can be done directly in the scene context, viewing backgrounds and other animation levels, with an immediate visual feedback.

Color consistency can be assured by using color models and the Studio Palette, that features links to update automatically all animation levels colors.

Your studio produces animation drawn on paper, Toonz Harlequin offers you features to input paper drawings created by animation artists by using a scanner, and paint them in a completely color-consistent digital environment. Scanned drawings can be autocentered according to pegholes and the whole cleanup process can be monitored to retain the quality of the artwork made on paper.



# Go Paperless

# Stay Traditional

Toonz Premium 7.5 is paperless animation compliant, as it is possible to draw directly in Toonz and create animations by modifying, modeling or automatically interpolating drawings. Furthermore turn-around character models can be created defining joint points and skeletons, that can be retrieved from the library to be animated for the actual production with endless reuse.

## Compositing

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

A wide range of input formats is supported, including Photoshop documents, Avi and QuickTime clips.

Multiple audio files can be imported, then edited to synch the animation with the sound track, or scrubbed for lip synching.

Special FX, such as blurs, lighting, keys, masks, warps and gradients, are available, and a particle engine is included as a seamless component of the working environment.

## Animation

Complex movements can be defined by linking objects or using motion paths, and everything can be also animated in a 3D environment, with an automatic multiplane effect.

Cutout-like animation can be easily achieved by defining models with character sections, and animating them with the Skeleton tool and the inverse kinematics.

Smooth animations and deformations can be easily achieved using the powerful Plastic tool.

Transformations like movements and FX variations, can be controlled by editing the related interpolation curves or changing their values in numerical columns.

## Rendering

Scenes can be previewed in multiple windows to compare and examine frames, a wide range of output formats is available including options for framerate-stretching, 64-bit color-depth, and xsheet-based multiple rendering.

Scenes built using depth values for their elements can be rendered activating the 3D stereoscopic output.

A render farm, can be configured distributing the job on a whole network while centrally controlling it.