Toon Boom

Studio

The leading animation software solution for individuals

Feature List v3.5

Content Creation
Pressure sensitivity for variable width lines
Digital light table
Contour editor tool
Free Transform tool
Skew tool
Sketching and cleaning tools
Convert lines to brush
Select Scene Operator
Drop Shadows
Different pen settings for Pen and Eraser
Scissors tool
Text tool
Cutter tool
Standard drawing and shape tools
Onion skinning
Outline onion skinning
On/Off onion skinning
Rotary light table
Standard field chart for cartoon animation
Bitmap vectorization
Scanner support
Drawing in 3D scene planning
Erasing with graphic tablet and digital pen
OpenGL anti-aliasing

Ink & Paint
Unlimited color palettes
Unlimited number of colors per palette
Ability to name and organize color swatches
Import and export palettes
Automatic update of painted zones with palette changes
Color Tranform tool (Flatten option)
Palette styles
Templates color management
Copy paste texture and gradients mapping
Global palette tinting
Auto gap closing tools
Painting with bitmap textures

Sound Synchronization
Support for multiple soundtracks
Fade envelopes
Precision synchronisation of sound to frame and time
Master volume control
Sound streaming
Sound scrubbing from the Timeline

3D Layout and Camera
3D layout and motion paths for animation elements
Animated elements
Simplified peg system
Multiplane camera moves and effects
3D velocity profiles
Color transformation and clipping effects
Copy frame properties to any key frame
Improved visualization and manipulation of key frames from the Timeline

General User Interface
Welcome Screen Wizard
Simplified and improved timeline
Unified user interface
Velocity editor button in properties window
Guide for straight actions
Project dialog window with presets
Simplified and improved Export window
Enhanced dialog windows
Tablet user friendly buttons
Undo / redo buttons
Minimize application when rendering
File import menu option
Double click actions
Real-time playback
Animation-standard exposure sheet, with support for cycle creation
Multi-layered timeline
Multiple undos

Lip Sync
Automatic lip chart generation from voice tracks
Automatic mapping of lip charts to lip drawings

Import Filters
Animation: Macromedia Flash SWF
Vector: AI (Adobe Illustrator), PDF
Bitmap: BMP,TGA, GIF, JPEG, PICT, SGI, PSD...
Sound: WAV, AIFF, MP3

Reuse
Global and local templates for reuse in any animation
Cell-swapping
Support for all major multimedia files as templates
Template preview and editing
Export movie clips as media links for smaller file size

Export
Macromedia Flash SWF
QuickTime
QuickTime with alpha, sound
PDF
Color palette export in Flash files
DV Stream
AVI
Image Sequences

Peripheral Support
WACOM compatible tablet
Any device (scanner, digital camera) with TWAIN support

System Requirements

Apple: Power Macintosh G5, G4 (minimum) or Intel® Core™ processors with Mac OS X v10.4.x (Tiger)
Microsoft: 800 MHz Intel Pentium III processor (minimum) with Microsoft Vista, Windows 2000 or XP
RAM: 512 MB Ram (recommended), 256 MB (minimum)
Hard Disk: 120 MB of available hard disk space
Video Card: 24 bits color display with 64 MB (recommended) or 8 MB (minimum) video RAM, capable or 1024 x 768 resolution
Tablet: Wacom (recommended)

Toon Boom Animation Inc.

About Toon Boom Animation

Toon Boom Animation Inc. is the worldwide leader of animation software solutions. Winner of the 2005 Primetime Emmy® Engineering Award, Toon Boom Animation carries entry level and high-end animation software solutions for film, television, web, games, mobile devices and training applications, and provides consulting services related to production workflow and productivity. Toon Boom's solutions also include powerful pre-production tools ideal for all animated or live-action projects.