



BONE ANIMATION

Apply a skeletal bone structure to your drawing, picture or puppet character and animate them with ease. Bend body parts to create gestures and walk cycles much faster, while preserving proportion and volume.

TRADITIONAL ANIMATION

If your talent translates best on paper, then Studio is for you. Scan-in drawings with no loss of quality using any TWAIN supported device, then use Studio's proven technology to take your illustrations into the digital world!

STOP-MOTION ANIMATION

Create remarkable stop-motion animation using any object you'd like to bring to life. Insert fun backgrounds using Chroma Key, or use time-lapse imagery to generate unique visuals. Add audio and easily export to the web!

CUT-OUT ANIMATION

Draw, create or import elements to build characters and store them all in your personal library, then apply Studio's powerful transform tool and motion paths to set timing and create movement.

TRADITIONAL ANIMATION

Developed by animators for animators, Toon Boom Studio offers all the traditional animation features at the tip of your digital pen. A 100% paperless workflow with no sacrifices in features!

ROSCOPING ANIMATION

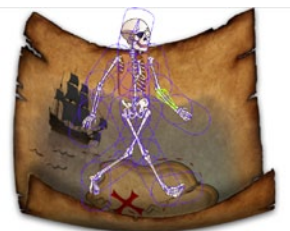
Animating has never been easier, or as much fun! Studio allows you to import live-action video to then trace and colour in your characters. Rotoscoping assists you in developing smooth, realistic movements.

Toon Boom Studio is the best 2D animation software to learn and create animation with.

Ideal for students and hobbyists looking for an easy-to-use animation program, excellent for teachers and educational institutions, Studio makes all animation techniques accessible to users, offering them the most creative and rewarding experience.



Studio 6 now offers leading edge features to create bone animation, making it the most complete animation software ever!





User Profiles

- Ideal for students
- Perfect for teachers and educational institutions
- A must for creative hobbyists

Key Benefits

- Easy-to-learn and use with illustrated user guide
- Develop your talent communicating your ideas
- Add creative animation to home videos and school projects

Education

- Excellent tools to develop creativity and self-expression
- Perfect use of animation to communicate and learn all subjects
- Art and Cross-Discipline Curriculum suitable for all school levels

DETAILED FEATURES

Features listed in **orange** are new to Studio 6

Content Creation

- Supports all animation styles:
 - Traditional animation with scanner support (TWIN)
 - Digital animation
 - **Bone animation**
 - Cut-out animation
 - Live-action cartooning
 - Photographs animation
 - Rotoscoping
 - Stop-motion animation:
 - + Time-lapse Imagery
 - + Live View Image Capture
 - + Chroma Key Screens (Green/Blue Screen)
 - + Onion Skinning in Stop-motion preview window
 - + Rotoscoping ability in Stop-motion preview window
- Feather Edges
- Line Styles
- Alpha Onion Skinning
- 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 Manager
- 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
- Rotary light table
- Standard field chart for cartoon animation
- Bitmap vectorization
- Drawing in 3D scene planning
- Erasing with graphic tablet and digital pen
- OpenGL anti-aliasing

Palettes and Colour

- Unlimited colour palettes
- Unlimited number of colours per palette
- Ability to name and organize colour swatches
- Import and export palettes
- Automatic update of painted zones with palette changes
- Colour Transform tool (Flatten option)
- Palette styles
- Templates colour management
- Copy paste texture and gradients mapping
- Global palette tinting
- Auto gap closing tools
- Painting with bitmap textures

Lip-sync

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

3D Layout and Camera

- **Bone animation capabilities:**
 - **Skeleton Effect Level in the timeline**
 - **Bone Level in the timeline**
 - **Bone animation curves in Function Editor**
 - **Bone animation keyframes in the timeline**
 - **Transformation of Vector shapes**
 - **Transformation of Bitmap textures**
 - **More accurate region of influence to move objects**
 - **Smart reuse of Bone templates on several characters**
 - **QuickTime export of bone effect**
 - **SWF export of bone effect (Vector shapes only)**
- 3D layout and motion paths for animation elements
- Animated elements
- Animation peg System
- Advanced Motion Paths
- Multiplane camera moves and effects
- 3D velocity profiles

- Colour transformation and clipping effects
- Copy frame properties to any key frame
- Visualization and manipulation of key frames from the Timeline

Reuse

- **Bone rigging system reusable in Library**
- 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

Sound Synchronization

- Support for multiple soundtracks
- Fade envelopes
- Precision synchronization of sound to frame and time
- Master volume control
- Sound streaming
- Sound scrubbing from the timeline

Import Files

- Import QuickTime videos with sound
- Support for Photoshop layers
- Support for Illustrator layers
- Import and vectorize with textures
- Import and vectorize preview
- Import Flip Boom and Animation-ish projects
- Animation: Adobe Flash SWF
- Vector: AI (Adobe Illustrator), PDF
- Bitmap: BMP, TGA, GIF, JPEG, PICT, SGI, PSD...
- Sound: WAV, AIFF, MP3

Publishing

- Easy upload directly to YouTube & Facebook
- Print drawings to create flipbooks or use as a reference
- Export directly to iTunes and YouTube

- Export snapshot
- Flash pre-loaders
- HTML embedding
- Adobe Flash SWF
- QuickTime with alpha, sound
- PDF
- Color palette export in Flash files
- DV Stream
- AVI
- Image sequences

General User Interface

- Colourful sleek icons
- Annotation Layers
- Easy drag and drop capability
- Improved Bitmap Optimization during Playback
- Accessible export window
- Clear dialog windows
- Flexible docking user interface
- Powerful workspace management
- Fast actions combo box
- Welcome screen wizard
- Explicit timeline
- Unified user interface
- Velocity Editor button in properties window
- Guide for straight actions
- Project dialog window with presets
- 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

Peripheral Support

- Windows Tablet PC (XP & Vista)
- WACOM compatible tablet
- Any device (scanner, digital camera) with TWIN support

SYSTEM REQUIREMENTS

An internet connection is **required** to activate the software

MAC

- Intel® processor
- Mac OS® 10.5 or 10.6
- 2 GB RAM (Minimum 1 GB)
- Monitor supporting 1280x1024 resolution
- Video card with 256 MB RAM (Minimum 128 MB RAM)

PC

- Dual Core Intel® or AMD® processor (minimum Pentium 4 or AMD 64 processor)
- Microsoft® Windows® 7, Vista, XP or Tablet PC (certified for 32 bits)
- 2 GB RAM (Minimum 1 GB)
- Monitor supporting 1280x1024 resolution
- Video card supporting Direct3D or Open GL with 256 MB RAM (Minimum 128 MB RAM)

ABOUT TOON BOOM ANIMATION INC.

toonboom.com



Toon Boom Animation Inc. is the worldwide leader of animation software solutions. Winner of the 2005 Primetime Emmy® Engineering Award, Toon Boom Animation is committed to delivering quality, efficiency and reliability to the animation community - for all animation styles, formats and users. Specifications are subject to change. For the most up-to-date information on Toon Boom products, please contact: sales@toonboom.com.

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