

**Animation
pure and simple.**



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KICK-START PROGRAMMES

Toon Boom Digital Pro is delivered with extensive documentation covering the complete workflow for cut-out and paperless animation production and provides recommendations based on the production and studio size.

Toon Boom Digital Pro also comes with more than four hours of video training and ready-to-use templates for a smooth learning experience.

Dedicated support programs combined with a practical user forum are additional resources for timely assistance, all handled by the Toon Boom animation experts.

The complete digital animation software for professionals



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DIGITAL

HIGH-PERFORMANCE
ANIMATION SOFTWARE

PRO

Offering advanced content creation, animation and compositing capabilities within a single application, Toon Boom Digital Pro is the complete animation software for professionals.



© Jonas Brandão



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Are you ready for action?

Toon Boom Digital Pro is the only complete paperless animation software. Designed for professionals and freelancers alike Toon Boom Digital Pro offers high productivity with low operating costs. Based on our Emmy award-winning technology, Toon Boom Digital Pro combines superior vector technology for content creation, real-time animation and compositing stages, all set in a multi-plane 3D space environment. Productivity tools such as palette management, lip-sync, morphing and inverse kinematics enable users to unleash their creativity.



Designed for Paperless Animation

Based on over a decade of animation production expertise, Toon Boom Digital Pro includes all of the most advanced features used by the leading studios worldwide.

Perfect Upgrade for Flash Animators

Toon Boom Digital Pro brings users to a new level of creativity and productivity, thanks to true animation tools and field-proven workflows.

High Productivity with Low Operating Costs

Compared to current production workflows, Toon Boom Digital Pro significantly reduces the operational costs with its integrated pipeline, leading-edge toolset and paperless production. These savings can be realized whether the production is an independent short or a feature length film project.

Support by Animation Experts

Providing the best support in the industry, Toon Boom Animation personnel delivers customized kick-start programmes, professional consulting services and timely support in several languages. The support team are experts in all animation styles and production workflows.



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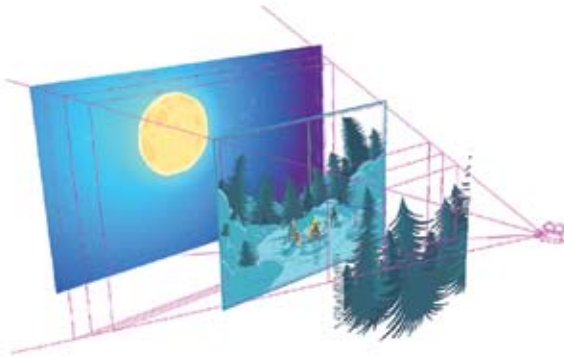


Paperless workflow.

By exporting your storyboard and animatic seamlessly to Toon Boom Digital Pro, you'll have a fully integrated paperless pipeline in place. Toon Boom Digital Pro covers all the production steps from design to final render and gives you the ability to create all your animation within one single package instead of several different ones. Add Toon Boom Storyboard Pro in your process and also cover the pre-production stages.

TRUE 3D

Toon Boom Digital Pro offers a real-time multi-plane camera to place your elements at different depths and automatically preserve their perspective. You can easily add a depth of field effect for an even more realistic render.



Artistic Style Unleashed

With Toon Boom Digital Pro, you can develop any project from cut-out animation to frame-by-frame without having to compromise quality or style. You can mix cut-out characters with traditional vector animation over bitmap of 3D rendered object. Toon Boom Digital Pro does it all.

All about Timing

Since animation is all about timing, there is no compromise with Toon Boom Digital Pro. Easily perform frame tweening using the timeline; expose your drawing using the Xsheet or fine tune your speed curve in the function editor, everything you need is available, including real-time playback with audio.

Vfx

The power of Toon Boom Digital Pro reaches a new peak during compositing due to its availability any time during the production. Manipulate the effect network to apply any combination of effects on elements in real-time. Select from over fifty special effects, ranging from blurs to colour correction and exclusive Glue effect for automatic joints. Make changes as needed and see them implemented instantly due to interconnected windows.



© Animation X



ASSET LIBRARY

Manage your assets efficiently in the Toon Boom Digital Pro library for reuse within current or future projects. Store in your library animated cycles, sounds, effects, characters, backgrounds, props, templates or any element that you need. Maximize the drawing substitution tool to easily swap elements and create new poses and expressions.

Advanced Palette Management

Thanks to the ID-based palette built into Toon Boom Digital Pro, you can create colour models with independent palettes and easily change colours of any element at any time during production, all in real-time. Mix several palettes on one drawing with the palette list and switch them as needed to set different moods.

Flexible User Interface

Offering predefined workspace, Toon Boom Digital Pro adapts into your workflow. You can also configure several views to facilitate your creative process during complex scenes. Toon Boom Digital Pro comes with full scripting capabilities to automate certain operations and increase even further the usability of the application.

SUPERIOR ANIMATION TOOLS

It is no coincidence that Toon Boom Digital Pro is the technology of choice for the leading studios worldwide. It includes the most advanced toolset with a rigging tool made for robust framework, morphing capabilities for automatic in-betweens, inverse kinematics for natural looking animation, automated lip-sync tools for instant mouth synchronisation with dialogue, and even multiple onion skins, a virtual light table, and a rotary animation disk.

HIGH-PERFORMANCE ANIMATION SOFTWARE

Toon Boom Digital Pro is the tool of choice for animation projects ranging from the simplest to the most detailed, from digital to complete cut-out styles.

General

- Create resolution-independent scene with vector and bitmap animation
- True 3D Space environment for accurate camera setup and easy depth positioning
- Flexible User Interface with predefined Workspaces supporting docked or floating View windows
- Automatic updates all View windows when changes are made to drawings

Digital Drawing

- Pencil tool to draw center line stroke
- Brush tool to draw pressure sensitive contour line stroke with tablet
- Pressure sensitive Eraser tool available on all vector drawing
- Convert Center line to Contour and the opposite
- Use different texture brushes to create other line styles like pencil on paper, watercolour, etc
- Line Art and Colour Art layer available to keep line and painted color independent
- User friendly navigation in your drawing with virtual animation disk to simulate panning, zooming and rotation
- Duplicate and manipulate vector-based drawings such as position, scale, rotate, skew, flip or perspective
- Access a full range of digital tools such as cut, copy, paste, scale, rotate, squash, stretch, etc.
- Access a full set of tools to edit contours (contour editor, smooth)
- Use the light table and multi-level onion skinning features with flexible display available such as outline or fade
- Display bitmap images and/or live-action for rotoscoping
- Deform vector line to change its shape
- Adjust line texture opacity to balance opacity and contrast of vector texture based drawings
- Slice drawings with Freehand or rectangle Cutter tool
- Find quickly a color in a palette with the Dropper tool
- Use shape Ellipse, Line, Polyline or Rectangle shape for fast construction of geometric elements
- Flatten vector strokes to merge and remove overlapped lines
- Use Optimize to flatten vector strokes while preserving the visual aspect
- Display square, 12 field or 16 field Grid to register elements
- Mark In-Between, Breakdown, Keyframe drawings for precise frame by frame animation
- Reposition drawings from all cels instantly for immediate image manipulation

Palette and Colour

- Access 16 million colours; unlimited fill colours, line colours, transparencies per layer
- Create an unlimited number of palettes
- Create unlimited number of colour pots per palette
- Edit Gradient / Texture tool
- Fill palette colour pots with flat colours, gradients or bitmap textures depending on your animation look.
- Clone palettes to preserve dependencies
- Duplicate palettes to copy all the colours and have them independent

Paint

- Paint a single drawing, several sequences, or all drawings in a level simultaneously
- Paint colour art, re-colour line art, and check for paint errors
- Visualize line texture while you paint
- Paint with bitmap textures and gradients
- Close gap tools to manually close gaps
- Close gaps automatically on all your drawings
- Auto-paint all art levels simultaneously
- Manage colour models in independent views
- Paint quickly at all output resolutions
- Use Backlight for instant verification of the completeness of the paint process
- Highlight selected colour to select specific colour instantly

Libraries

- Create a library of animated elements and animated sequences
- Store multiple elements with their own drawings
- Create a library of effects
- Store movements with their own functions and transformations
- Preview drawings in real-time
- Swap drawings easily to manage media assets

Animation

- Create your in-betweening using the morphing tools
- Create natural-looking animation with IK tools
- Automatically generate lip charts and save time lip-syncing characters to voice tracks
- Position all elements interactively
- Create 3D trajectories for elements and camera
- Auto-calculate elements perspective in relation to camera position
- Auto-calculate different focuses on various elements
- Create complex movements with a hierarchy of elements and cameras
- Preview elements and camera moves in real-time
- View multi-plane perspective in real-time
- Preview line texture, gradients, textures, tones, highlights and cutters
- Create a peg or function automatically
- Click and drag positioning of elements and cameras
- Work simultaneously with multiple aspect ratios
- Increase bitmap preview resolution
- Pan and Scan in real-time using multiple aspect ratios
- Rotate, scale, translate and skew multiple elements at the same time
- Use Drawing substitution to swap elements easily on-the-fly

Timeline

- Display pegs and elements by hierarchy
- Use sound scrubbing on a frame-by-frame basis
- Set up groups of drawings, pegs and motion paths
- Easily create new elements and drawings
- Effortlessly create new motion paths and animated drawings
- Drag and drop keyframes, elements, motion paths and element transformations
- Display effects and their keyframes
- Display Audio waveform

Xsheet

- Emulates a traditional exposure sheet
- Create, edit and save exposure sheets
- Print exposure sheets
- Automatically build the timing in your exposure sheet with simple click and drag
- Use expression columns to create values for an effect based on mathematical operations
- Control the velocity values with Bezier or ease function curves; control the values in other columns with these functions
- Copy and paste cells with drag and drop
- Automatically visualize and update groups and hierarchies

Effects & Compositing

- Change output resolution without rescanning or repainting
- Blur Effects: Directional Blur, Radial Blur, Variable Blur, Focus, Matte blur and Motion Blur
- Colour Effects: Colour Card, Colour Scale, Colour Override, Colour Screen, Contrast, Greyscale, Remove Transparency, Transparency, Negate,
- Image Effects: Anti Flicker, Dither, Crop, Cutter, External, Highlight, Tone, and Gradient
- Deformation Effects: Glue, Refract, Glow, Shadow, Pixelate, Grain, Scale, Line Art, Colour Art, Matte Resize, Quadmap
- Use the external node to perform additional effects with external programs
- Control line thickness when zooming-in
- Create mattes directly in the Frame View
- Use the network navigator that helps to manage large networks
- Scale vector artwork infinitely without pixilation
- Use any output resolution and aspect ratio
- Easily pan and zoom in the Network Effects View window
- Automatically connect Network modules, as well as reorder network cables
- Insert Network modules seamlessly between existing modules
- Intuitively drag and drop network modules
- Drag and drop to create Group modules
- Visualize data in tree views for groups, moves and effects
- Develop your own special effects plug-in using Digital Pro SDK
- Add notes to your network for reminder and collaborative work

Playback

- Play back current scene or external media inside Digital Pro
- Use integrated playback view to preview special effects
- Play back animation with sound in-sync

- Play back as a floating window or a stand-alone application
- View frame sequences at full D1 resolution
- Play back up to 60 fps

Import

- Bitmap TGA, PSD, PNG, JPEG, BMP, YUV, PAL, SGI, SCAN
- Import QuickTime video as sequence of images
- Vector TVG, SWF, PDF, AI
- Audio MP3, WAV, AIFF

Scan

- TWAIN support
- Automatic Feeder support (ADF)
- Register peg holes automatically
- Scan your drawings in black and white or greyscale
- Auto-assemble your drawings for paint
- Colour scan pre-coloured drawings and backgrounds
- Auto-splice pan cels (characters and backgrounds)
- Capture nuances of hand-drawn lines (using true-line vectorization and line texture)
- Preserve original line textures such as pencil, crayon or chalk
- Use advanced cleaning tools to remove dirt and hair easily

Render

- Render to any resolution and aspect ratio such as NTSC, PAL, HDTV, film (1K, 2K, 4K) and beyond
- Support Field rendering for interlaced format
- Optionally disable field rendering per pegs
- Command line render application
- Output to QuickTime Movie, Flash SWF and image sequence TGA, PSD, YUV, PNG, SGI, etc...

SYSTEM REQUIREMENTS:

Mac OS X Systems:

- OS: Mac OS X v10.4
- PowerPC G5 and Intel
- 512 MB of Ram (Minimum), 1 GB (Recommended)
- 300 MB of available hard disk space for the software
- NVIDIA® or ATI™ video card fully supporting OpenGL with 128 MB of RAM
- Monitor supporting 1280x1024 resolution
- Wacom tablets for drawing (Optional)

Microsoft Windows Systems:

- OS: Microsoft Windows Vista, XP
- 2 GHz Intel Pentium 4 processor (Recommended)
- 512 MB of Ram (Minimum), 1 GB (Recommended)
- 300 MB of available hard disk space for the software
- NVIDIA® video card fully supporting OpenGL with 128 MB of RAM
- Monitor supporting 1280x1024 resolution
- Wacom tablets for drawing (Optional)



DIGITAL

PRO

Specifications are subject to change. For the most up-to-date information on Digital Pro or any other Toon Boom product, please contact: sales@toonboom.com



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Promoting paperless animation, Toon Boom Digital Pro offers users complete creative freedom to produce animation cost-effectively.

STATE OF THE ART REAL-TIME VECTOR ENGINE

Toon Boom Digital Pro provides a paperless and cost-effective solution while allowing users complete creative freedom to produce animation. Using only Digital Pro a user can draw original art, import digital pictures or reuse predefined assets from a library, set-up scenes in a 3D environment and move the camera in real-time. You can also animate frame-by-frame or use rigged characters with advanced inverse kinematics and morphing, add stunning special effects and finally render to any media from web to HD.

From start-to-finish paperless animation, Toon Boom Digital Pro does it all.



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Toon Boom Animation Inc. is the worldwide leader of animation software solutions. Winner of the 2005 Primetime Emmy® Engineering Award, Toon Boom clients range from major studios creating Hollywood blockbuster animated films to individual animators creating their first masterpieces. Market-leading studios using Toon Boom's products include Nelvana, Warner Bros., Mercury Filmworks, China Central Television, Toonz Animation India, Starbust Animation, Answer Studio, Alphanim, Cosgrove Hall, Cromosoma and Lanterna Magica, to name a few. Toon Boom Animation is committed to delivering quality, efficiency and reliability to the animation community - for all animation styles, formats and users.