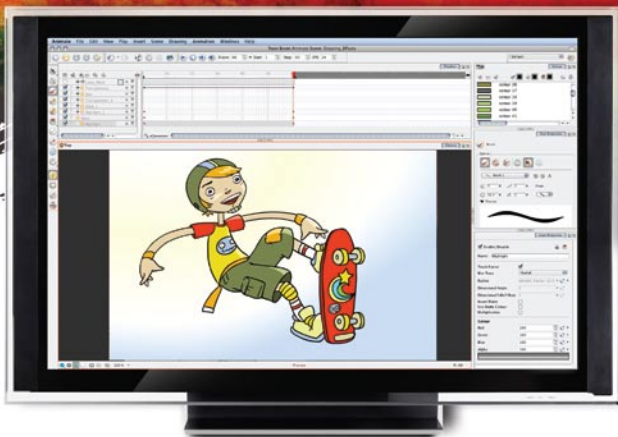




Animation unlimited.

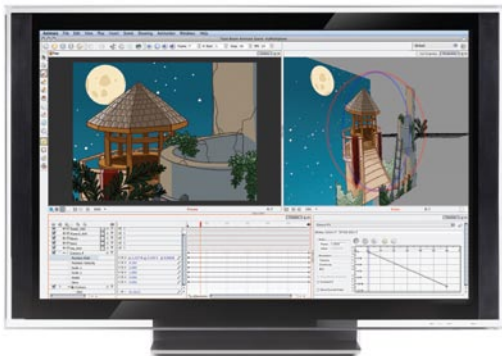


The easiest way to animate.

No matter what your animation habits are, Toon Boom Animate knows how to take care of a full project from asset imports and content creation up to animation and compositing. Packaged in a streamlined user interface, Animate offers powerful vector-based drawing tools, superior timeline with symbols support, a robust library structure and interactive camera tools.

The digital animator's natural companion.

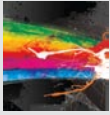
Animate's features and shortcut sets fit so nicely into your friendly circle of Adobe® products and animation techniques that you will feel comfortable in minutes. Vector, bitmap, symbols, pegs, Animate combines them all for maximum freedom and performance.



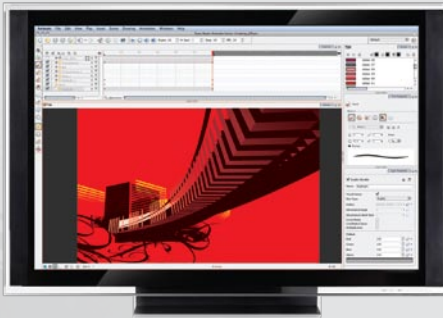
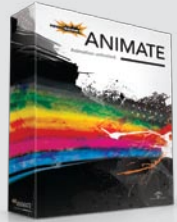
Set the action in style.

With its multiplane camera, Toon Boom Animate enables you to set up your scene in 3D, access a powerful Graph editor and apply accurate Ease control on your action.

Propel your animation to the next level.



Take a leap forward in your animation creation, thanks to morphing, inverse kinematics, library building, colour ID and the fifteen most commonly used special effects built into Animate. With compositing capabilities conveniently set within one application, Animate comes with a creator-friendly attitude.



Refine your artwork style using multiple brush tools, textures and gradients to get a unique look and feel. Vector art combined with bitmaps deliver professional looking animation.

Explore true digital animation

Animate enables you to create tradigital and bitmap animation as well as combine both styles. You can access advanced lip-sync and cell swapping tools to give an extra edge to your content creation process.

Enjoy an adaptable user interface

Whether you want to create artwork, set up your action or add special effects, customize your workspace as you need. Each tool comes with a contextual interface that will let you set your preferences in a click.

Animate faster

Symbols and pegs work in unison. Keyframing in cut-out and tradigital animation is a breeze. Easily fine tune your animation to get the result you have imagined.

Enjoy a smooth integration

Animate can import leading file formats, including MOV, SWF, PSD, AI and PDF, as well as export to video in MOV and FLV.

System Requirements

MACINTOSH

- Mac OS X v10.5
- 2 GHz Intel® Core Duo processor
- 1GB of RAM (Minimum), 2 GB (Recommended)
- 300 MB of available hard disk space for the software
- Video card supporting OpenGL with 128 MB of RAM
- Monitor supporting 1280x1024 resolution
- Wacom® tablets for drawing (Optional)
- Internet connection required for product activation

WINDOWS

- Microsoft Windows XP or Vista (certified for 32 bits)
- 2GHz Intel® Pentium® Dual-Core processor
- 1 GB of RAM (Minimum), 2 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)
- Internet connection required for product activation

General

- Create resolution-independent scenes combining vector and bitmap animation
- High resolution compositing engine with 16 bits per channel bitmap rendering
- OpenGL accelerated 3D Space environment for accurate multi-plane camera setup and easy depth positioning
- Contextual user interface with predefined Workspaces supporting docked or floating View windows
- Automatic updates to all View windows when changes are made to drawings
- Supports reusable symbol elements and templates stored in library
- Unique real time anti-aliasing technology in working canvas

Digital Drawing

- Pencil tool to draw centre line stroke
- Brush tool to draw pressure sensitive contour line strokes with when using a tablet
- Brush tool with several brush tips for artistic drawing with instant preview
- Pressure sensitive Eraser tool available for all vector drawing
- Convert Centre line to Contour line and vice versa
- Multiple drawing modes for drawing behind or painting existing strokes
- User friendly navigation in your drawing with virtual animation disk to simulate panning, zooming and rotation
- Access a full range of editing tools (cut, copy, paste, scale, rotate, stretch, skew, flip)
- Access a full set of tools to edit contours (contour order, 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 QuickTime movies for rotoscoping
- Deform vector contour or centre lines to change their shape
- Slice drawings with Freehand or rectangle Cutter tools
- Use the Dropper tool to quickly find a colour in a palette
- Use the Ellipse, Line, Polyline or Rectangle shape for fast construction of geometric elements
- Automatically fill closed shapes with solid colour, gradient or texture
- 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 Grids to register elements
- Mark In-between, Breakdown and Keyframe drawings for precise frame-by-frame animation
- Reposition drawings from all cels instantly for immediate image manipulation
- Store brushes in the pen style library
- Control contour line optimization for easy modification later on
- Preserve gradient and texture continuity over independent strokes
- Adjust brush size on-the-fly
- Change a shape's perspective with Perspective tool

Palette and Colour

- Access 16 million colours
- Control transparency for each colour
- Independent colour pots for Pencil, Brush and Fill tools
- Create an unlimited number of palettes
- Create unlimited number of colour pots per palette
- Fill colour pots with solid colours, gradients or bitmap textures.
- Supports Linear or Radial gradient
- Edit Gradient/Texture tool to edit scale, rotation and hot points
- Clone palettes to preserve dependencies
- Duplicate palettes to copy all the colours and have them independent
- Tint colours palette for creating variation without recreating new palette
- Multi wheel colour picker with independent undo list

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
- 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
- Preserve gradient and texture continuity over multiple paint operation

Library

- 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
- Share stored templates with multiple users

Animation

- Drawing layers have their own animation attributes
- Use Transform tool to perform most animating editing features (move, rotation, scale, ...) with a single tool
- Activate Animate mode to create keyframes automatically when modifying attributes
- Define interpolation methods (linear or stop motion) per attributes
- Create your in-betweening using the morphing tools
- Create natural-looking animation with Inverse Kinematics (IK) tools
- Automatically generate lip charts and save time lip-synching characters to voice tracks
- Position all drawing layers interactively
- Create 3D trajectories for elements and camera
- Auto-calculate layers perspective in relation to camera position

- Create complex movements with a hierarchy of elements and cameras
- Preview layers and camera moves in real-time
- View multi-plane perspective in real-time
- Click and drag positioning of layers and cameras
- Work simultaneously with multiple aspect ratios
- Pan and Scan in real-time using multiple aspect ratios
- Rotate, scale, translate and skew multiple drawing layers at the same time
- Use Drawing substitution to swap cells easily on-the-fly

Timeline

- Display Drawings, Pegs, Effects, Camera and Sound track
- Modify all keyframable layers values directly in the timeline
- Control layer attributes such as onion skin, visibility, lock, colour and name
- Perform cel swapping or editing
- Organize layers by hierarchy
- Use sound scrubbing on a frame-by-frame basis
- Effortlessly create new motion paths and animated drawings
- Drag and drop keyframes, layers, motion paths and layer transformations
- Display effects and their keyframes
- Display Audio waveforms
- Define custom colours for easy identification of layers

Effects

- Blur Effects: Blur, Directional Blur, Motion Blur, Glow
- Colour Effects: Colour Card, Colour Scale, Colour Override, Brightness Contrast, Tone, Highlight, Transparency
- Transformation Effects: Mask, Shadow, Quadmap

Playback

- Enjoy internal real-time preview and external rendered playback
- Play back current scene or external media
- Play back animation with sound in-sync
- View frame sequences at full D1 resolution
- Play back up to 60 fps

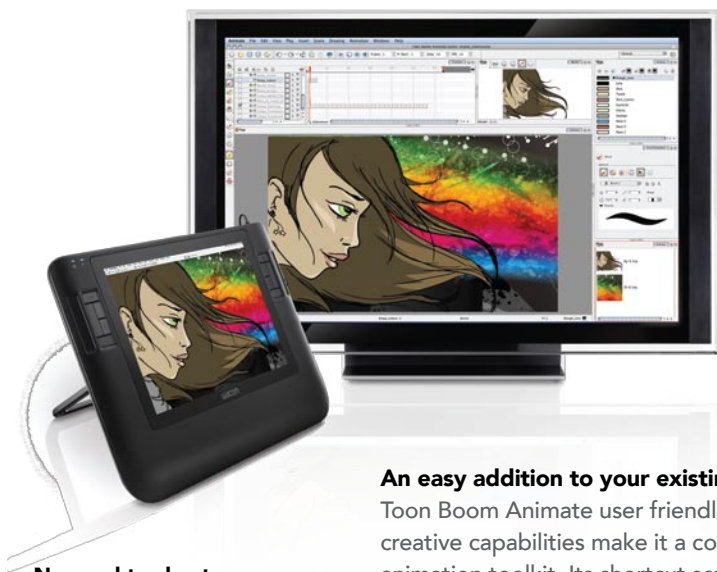
Import

- Bitmap TGA, PSD, PNG, JPEG, BMP, YUV, PAL, SGI
- Import PSD and maintain independent layers
- Import QuickTime Movie as an image sequence
- Vector TVG, SWF, PDF, AI
- Audio MP3, WAV, AIFF

Render

- Render to any resolution and aspect ratio such as NTSC, PAL, HDTV
- Support Field rendering for interlaced format
- Export video to QuickTime Movie and FLV
- Export vector animation to SWF
- Export image sequence TGA, PSD, PNG, JPG, SGI, IFF





No need to cheat.

Toon Boom Animate adapts to your creative ways whether you are trained in traditional or digital animation. It also supports most standard formats for seamless asset transfer and multi-channel digital output.

An easy addition to your existing arsenal.

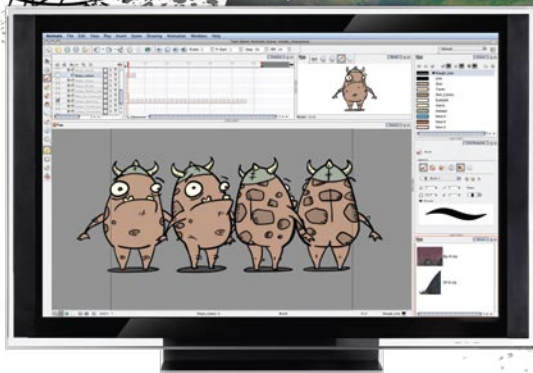
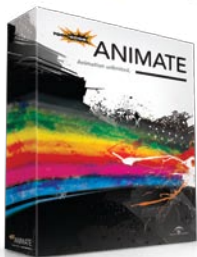
Toon Boom Animate user friendliness and advanced creative capabilities make it a cool addition in your animation toolkit. Its shortcut sets seamlessly replicate the most standard animation environments.

The best animation toolset, period.

Animate brings together the most advanced animation feature set available on the market, all embedded in a flexible environment: vector, bitmap, symbols, pegs, camera, morphing, inverse kinematics, advanced lip sync to name a few.



Image courtesy of 44floors



Combining the best of digital cartoon animation with a creator-friendly attitude.

Get started immediately.

Toon Boom Animate is delivered with a host of practical extras, including a *Getting Started Guide* covering the various workflows you can explore to create animation, video training and many ready-to-use templates for a speedy learning experience.

FREE | LEARNING EDITION

www.toonboom.com/animate



ANIMATE

Animation unlimited.

toonboom.com

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. Toon Boom is committed to delivering quality, efficiency and reliability to the animation community – for all animation styles, formats and users.