



Windows® XP • Windows® 2000 • Windows® Millennium • Windows® 98 • Mac® OS X

The Toon Boom Studio™ Story

Product Specifications

This is the story of Toon Boom Studio™ - the complete 2D animation application for creative professionals. Featuring mighty drawing tools, time-saving lip sync tools, and innovative 3D camera and scene planning tools, Toon Boom Studio will unleash your creative potential and increase your productivity so that you can focus on what counts - your story, your characters and your dream. With optimized output to Macromedia® Flash™, and QuickTime®, you can easily broadcast your creations on the web or experiment with other production possibilities.

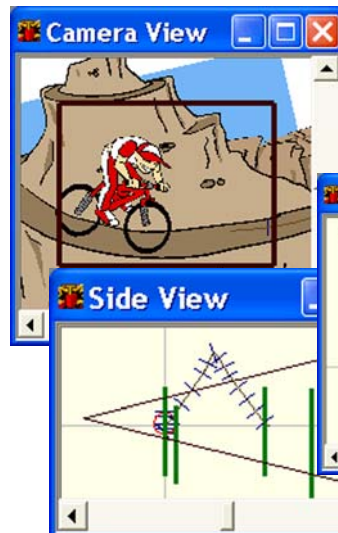
Now, with Toon Boom Studio V2, you will enjoy greater power to create enchanting and engaging animations.



New in V2 3D Sceneplanning

- Create stunning visuals with color transform and clipping effects.
- Different appearance for first and last key frame on a motion path so that you can easily modify the key frame you want.
- Copy and paste motion point properties.

Cinematic control with multiplane camera and multidimensional tweening

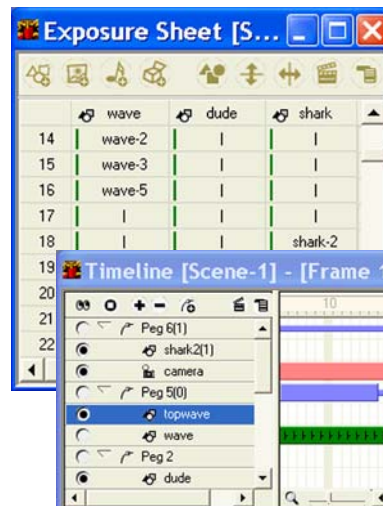


- Lay out and move elements in 3D stage.
- Frame your scene with the scene camera, which you can also use to create cinematic zooming and panning effects.
- Create multiplane effects - use pegs to move cameras and elements to add depth to your movies.
- Sit back while the system automatically interpolates size, rotation, and position changes (in-betweens)
- Use the visual library browser to share and reuse animation elements across scenes and productions.

New in V2 Exposure Sheet and Timeline

- Create advanced cycles easily
- Update the timing of animation objects from either window, with instant updates.

Control timing and sequence with industry-standard tools



- Import, organize and synchronize all drawing, image, bitmap, sound and multimedia files in the Exposure Sheet. Track the timing of each object and maximize reuse of recurring images.
- Create a storyboard with the Exposure Sheet and convert it easily into an animatic that you can also use to develop final material.

- Rename, hide and manipulate the timing of entire elements with the Timeline window.

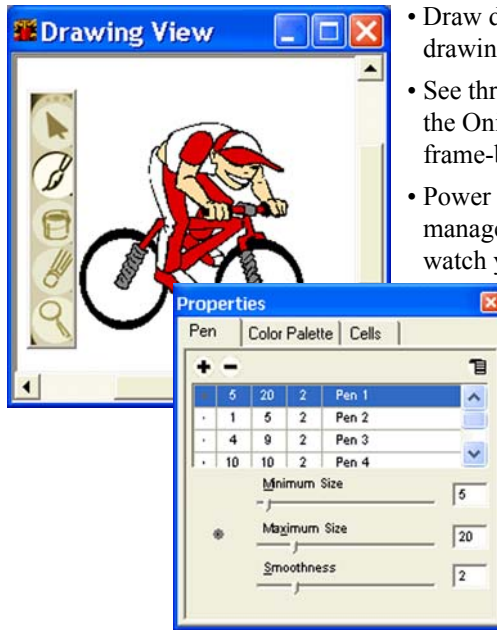
Visit our website for more information on pricing and availability: <http://www.toonboomstudio.com>



New in V2 Drawing

- Draw with a Polyline tool to create closed, vector shapes of any dimension.
- Paint vector shapes with bitmap textures.
- Auto-gap closing for speed painting
- Even speedier painting with auto-paint
- Optimize vector shapes for output to the web.
- Improved stroke identification so that you can easily close zones.

Clever drawing tools give you ultimate creative control

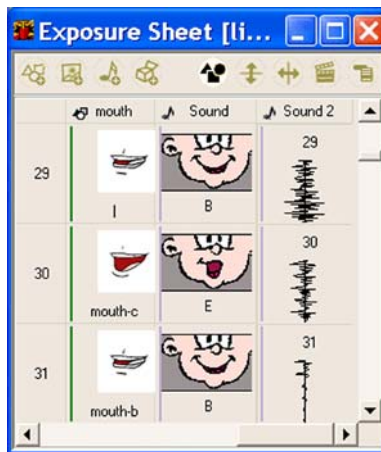


- Draw directly into Toon Boom Studio with classic, vector drawing tools that make it easy to control your lines.
- See through the layers of your animated drawings with the Onion Skin and Light Table to animate precisely, frame-by-frame.
- Power paint your drawings, use the advanced palette management system to change colors at any time and watch your drawings repaint themselves!
- Import and vectorize your hand-drawn creations and enjoy full, vector line control in Toon Boom Studio.
- Mix essential media formats - images, sound, even live-action into your animated production.

New in V2 Sound

- Automap lip charts to lip drawings for fast and efficient lip syncing of voice tracks.
- Sound scrubbing so you can fine-tune lip assignment.
- Support for sound streaming. Import and export SWF files with streamed sound.

Merge sound and image to create a complete multimedia experience



- Edit sound clips, create effects like fades and loops.
- Automatically generate lip charts and save time lip syncing characters to their voice tracks!
- Output movies in different languages, easily.



New in V2 Export

- Export media links as Macromedia Flash movie clips to decrease file size.
- QuickTime export includes all sound modifications you add.
- Improved optimization options for SWF output.
- Export Plazmic Mobile SVG
- Export color palettes in Flash files, import them into Toon Boom Studio

Export stunning movies, optimized for industry-standard formats



- Output to Macromedia Flash SWF - optimize file size and generate reusable symbol library.
- Output to QuickTime - control resolution, frame rate and aspect ratio.
- Output an iMovie project. Use iMovie to merge home movies and animation!
- Render an internal playback in real-time to validate changes at any step of your production.



Specifications

Paperless

- Pen style with pressure support for variable-width lines
- Digital Light Table
- Sketching and cleaning tools
- Standard drawing and shape tools
- Onion skinning
- Rotary Light Table
- Standard field chart for cartoon animation
- Bitmap vectorization

Ink & Paint

- Unlimited color palettes
- Manual gap closing tools
- Unlimited number of colors per palette
- Ability to name and organize color swatches
- Automatic update of painted zones with palette changes
- Global palette tinting
- * Auto gap closing tools
- * Painting with bitmap textures

Lip Sync

- Automatic phoneme analysis from soundtrack
- Automatic lip chart generation
- * Automatic mapping of lip charts to lip drawings

Sound Synchronization

- Support for multiple soundtracks.
- Envelope creation for fades
- Precision synchronization of sound to frame and time
- Master volume control
- * Sound streaming
- * Sound scrubbing

Additional Information

With years of experience developing power-house applications for animators, Toon Boom Technologies has designed Toon Boom Studio so that it fits seamlessly into your production workflow and features all of the tools you need to animate the way you want. For more details go to the Product Information page at www.toonboomstudio.com/product.

Multiplane Lay Out and Camera

- 3D layout and motion paths for animation elements
- Multiplane camera moves and effects
- 3D velocity profiles
- * Color transformation and clipping effects
- * Copy frame properties to multiple key frames

Import Filers

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

Output

- Macromedia Flash SWF
- QuickTime
- Audio: raw PCM and ADPCM
- * Plazmic Mobile SVG
- * QuickTime with alpha, sound
- * Color palette export in Flash files

Peripheral Support

- WACOM compatible tablet

Playback Support

- Macromedia Flash player

General User Interface

- Real-time playback
- Animation-standard Exposure Sheet, *with support for creation of cycles
- Multi-layered timeline
- Multiple undos

Reuse

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

Macintosh: System Requirements

- Power Macintosh® G4 (recommended) or G3
- Mac OS X or Mac OS X v10.1
- 128 MB of system RAM
- 100 MB of available hard disk space
- 24-bit color display with at least 8MB Video RAM, capable of 1024x768 resolution
- Wacom® Tablet (recommended)

PC: System Requirements

- 233 MHz Intel® Pentium® II or higher processor
- Microsoft® Windows® XP, 2000, 98 or ME
- 128 MB of system RAM
- 100 MB of available hard disk space
- 24-bit color display with at least 8MB Video RAM, capable of 1024x768 resolution
- Wacom® Tablet (recommended)

* New in Toon Boom Studio V2

About Toon Boom Technologies

Based in Montréal, Canada, Toon Boom Technologies Inc. is a world-leading supplier of 2D animation software for businesses and individuals. With a presence in more than 30 countries, Toon Boom Technologies provides a complete suite of high-performance, web-enabled animation tools and services to creators and producers of 2D animation, including USAnimation®, USAnimation® Web Edition and Toon Boom Studio™. Headquarters:
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Visit our website for more information on pricing and availability: <http://www.toonboomstudio.com>

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