

## Shining on the Global Scene

Since the beginning of the year, Toon Boom Technologies has been busy with tradeshows, events and media announcements, while our clients have been busy accepting their Oscar® nominations and awards!

We've continued our around the world adventures, traveling from MacWorld San Francisco, NATPE, and Digital Media World Australia, to MacWorld Tokyo, FlashForward San Francisco, NAB and MIP-TV, meeting users, new customers, and sharing our enthusiasm for the animation industry and our commitment to producing quality software for this market. While at MacWorld Tokyo, the team announced the launch of **Toon Boom Studio™** in Japanese on the Mac platform, demonstrating our commitment to the Japanese market. The team also participated at a seminar in Taiwan organized by **Lambert Newmedia**, our local distributor for Greater China, to

promote Toon Boom Studio. We've also had some great news from three of our prestigious customers. Toon Boom is proud to announce that two of the nominations for Best Animated Short Films at the Academy Awards were produced with USAnimation®. *Strange Invaders* was directed by Cordell Barker and produced by the **National Film Board of Canada** (Winnipeg), and *Stubble Trouble* was directed by Joseph E. Meredith and produced by **Calabash Animation**. Also, the magical *10+2*, *The Big Secret* feature film produced by **Accio** (Spain) was awarded the Platinum Award for Best Animated Feature Film at the 35<sup>th</sup> Annual WorldFest Awards. Congratulations from all of us!

Toon Boom Technologies also sponsored the Earth Day-inspired art contest and celebration hosted by **The Art Institute of California – Los Angeles** and event partners Heal the

Bay and Global Green USA. Held on April 20, this event featured digital and traditional art work from current Digital Art and Animation students and local high school students. Students competing in 2D animation used Toon Boom Studio to create their work around the "Build the World of Your Dreams" theme. All participants were invited to post their work on our website - so check out our Theater at [www.toonboomstudio.com](http://www.toonboomstudio.com) to see the dream worlds they created!

Last but not least, Toon Boom is getting ready for **MIFA 2002**. Located at Booth 2.10, the Toon Boom team will welcome all for demonstrations of the exciting new features in both USAnimation and Toon Boom Studio. This is sure to be a great show as we have some exciting news to announce! Also, Toon Boom will be hosting a Cocktail Party on June 5<sup>th</sup>, at 4:30 pm at our booth. See you there!

## Technology News

### USAnimation® V6 is coming!

Toon Boom Technologies is excited to announce the upcoming release of **USAnimation® V6** and the new **Stage Module**. With the addition of the Stage module to the USAnimation system, we have set the gold standard for animation creation and production, improving workflow and speeding production times by increasing efficiency.

The Stage module integrates the Camera, X-Sheet and Sceneplanning modules from previous versions of USAnimation so that studios can use one interface to plan the timing and layout of their elements, move, rotate, and scale elements and cameras over time with Sceneplanning pegs, and create advanced camera effects. And this is only the tip of the iceberg. More advanced functionalities, and an improved architecture and interface, are just some of the significant changes that will make you very happy to be on

board with USAnimation. More details will be coming your way before the Fall 2002 delivery!

### Studio News: TBSi for Flash MX and V1.2

We've been quite busy with the release of the **Toon Boom Studio Importer** for Macromedia Flash MX (TBSi) and version 1.2 for the Japanese market.

TBSi, the latest addition to the interactive developer's toolkit, streamlines the workflow for creating interactive animations with Toon Boom Studio™ and Flash MX. Now animators can use Toon Boom Studio, with features such as paperless drawing, 3D sceneplanning and lip sync analysis that are uniquely suited to their needs, for content development. Then developers can import animations directly from Toon Boom Studio into Flash MX, controlling every aspect of the import process with TBSi.

We also announced the release of **Toon Boom Studio V1.2** for Mac OS X. This release features a number of additions, including export to Apple iMovie 2 and localization for the Japanese market. Now Japanese users can enjoy the features and benefits of Toon Boom Studio. Continuing on the localization trend, Chinese and Korean versions of Toon Boom Studio are on their way as well.

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Image courtesy of Delaney and Friends

## Customer News

**"D**elaney and Friends chose USAnimation for our 2-D ink and paint system because it is, in our opinion, the premier digital ink and paint system in the world, used by most studios," commented Chris Delaney, Creative Director and Animation Producer, President of Delaney & Friends. This fact was driven home when they ran into trouble with one of their overseas suppliers on a recent production, *Legend of the Candy Cane*. The show was getting behind schedule, and they had to find another overseas studio that could help them complete their project under very demanding circumstances. "Because we were using USAnimation, we were able to locate another studio at the last minute, and to transport all our files to them with such efficiency and ease that would not have been possible had we been using another system. USAnimation came through for us when it really counted," explained Chris Delaney.

Based on the book by Lori Walburg and James Bernardin, *The Legend of the Candy Cane* was produced with Mainstreet Entertainment, Dean River Productions and Delaney & Friends for Zonderkidz, a subsidiary of Harper Collins. The one-hour Christmas DTV special has already received numerous awards, including a NY Film

Festival Distinction Award, a 2001 Telly Award, and 3 Communicator Crystal Awards for Excellence in the areas of Cable TV/Entertainment Programming, Broadcast TV Entertainment Programming, and for excellence in Music Composition.

**B**ased in London, UK, **King Camera** is a facility for TV productions, animated films and TV commercials. For animators and animation production companies, they provide a complete pipeline, from scanning the animation drawings through digital coloring and creative compositing to the final finished output for broadcast video or motion picture film. King Camera recently launched their new Web site at [www.kingcamera.co.uk](http://www.kingcamera.co.uk) and we cordially invite you to pay them a virtual visit to check out their exciting Gallery. Within "Digital Productions", you'll find purely 2D jobs, with



Image courtesy of Delaney and Friends

explanatory text and 3D productions, covering mostly USAnimation® and Maya / Houdini mixed jobs. Of particular note, check out the "In-house projects" section to see just what wonders they created using USAnimation and how they created them. Another interesting section is "Press", in which you'll find a number of articles related to King Camera and their numerous projects done in USAnimation. Good reading!

**T**oon Boom is glad to welcome **Decode**, the first large-scale 2D animation studio in Bangladesh. "The fact that USAnimation is 100% vector-based, that it offers more features than the other software available in the market, plus the outstanding after-sales support we received convinced us that buying USAnimation was the right decision to make,"



shared Mr. Sarwar Alam, Managing Director at Decode. Decode started its activity in 2001 and focused its resources mostly on the production of 2D cartoon episodes and the development of its skills and manpower so that it could further expand its capacity. Staffed with 50 animators, supporting artists and technical staff, Decode is now producing 10 minutes of animation for a local channel. Written by the most famous juvenile writer in Bangladesh, Dr. Jafar Iqbal, the series is called *BugaBuga* and consists of a total 64 five-minute episodes. By September 2002, they will be able to produce 20 minutes of broadcast quality animation per month with a team of 150 people. Decode will then offer its services as a sub-contractor and will be open to co-productions too.

Over the past 3 years, Toon Boom Technologies has significantly increased its presence in Spain, thanks to the great work of our local distributor **Soluciones Gráficas por Ordenador (SGO)**. Back in December 2000, we introduced you to Cromosoma, Gargot Digital S.L. and the Universidad Autónoma de Barcelona. Today, we are happy to turn the spotlight on recent additions to the family, 12 Pingüinos, Acció, and Tabano Arts & Animation Films.



Image courtesy of 12 Pingüinos

**12 Pingüinos** specializes in the production of traditional paper-based animation. Currently, 12 Pingüinos develops its own productions as well as sub-contracts to other production companies. Among the many productions to its credit, 12 Pingüinos produced a short animation on 35 mm titled *Pollo*, which received the prestigious Goya Award as the Best Animated Short, representing the highest recognition from the Movie Academy of Spain. 12 Pingüinos' upcoming projects include the production of *Pollo* the series, as well as a new animated short called *O.S.O.S.*, which denounces the extinction of the brown bear from the Iberian forest. Thanks to their USAAnimation® system, 12 Pingüinos can take on pre-production, production and post-production jobs. The USAAnimation system allows them to scan and vectorize drawings, build X-sheets, ink and paint, create visual effects and camera moves with ease and speed.

Founded in 1996, **Tabano Arts and Animation Films** offers its products and services in most professional areas of animation, such as character, background, prop, and graphic design, script development, storyboarding, layout, animation, in-

betweening, scanning, and editing for different audiovisual media (cinema, video and multimedia), as well as services for web animation, including design for animated web sites and video games. The team has worked in various styles, including preschool, short-films, adult series, classical lines, "edgy" style, and modern integrated 3D designs. Some of their renown customers include S4C International, Cosgrove-Hall, Cromosoma, D'Ocon Films, Universal Cartoon Studios, Hahn Films and Alphanim/Cinar. Recognized for their high-quality animation output, Tabano has been directly involved in some of the most successful series produced or commissioned in Spain as well participated in the development of many pilots.

Located in Cerdanyola del Valles, near Barcelona, **Acció** is a small studio staffed with 60 to 70 people, most of which are home-grown artists. Acció



Image courtesy of Tabano Arts and Animation Films



Image courtesy of Acció

has been creating quality entertainment for children since 1989. Their major works include a broad-based project *10+2*, with fifty two episodes for TV and video, a 45 minute Christmas Special, *The Magic Trail*, seventy 30 second inserts, and *The Big Secret*, a feature film for the big screen. *The Magic Trail* was a finalist at the 1999 International Emmy Awards and winner of a Silver Medal at the 2000 New York Festival. Their feature film *The Big Secret* was selected to participate in both the 18th Chicago International Children's Film Festival and the Worldfest in Houston. In addition to *10+2*, they have also produced two pilots for the series *Me and Mr. Flip* and *Hans and the Elves*. Besides working on their own productions, they are also animating for other producers and, most recently, have worked on *Help I'm a Fish*, *The Princess and the Pea*, *Karlsson on the Roof*, *Johan Padan* and *El Cid*.

## User tips

In the Sceneplanning module, you can use the Maintain Size feature (Shift-Alt key combination) to have USAAnimation®\_ scale an element automatically, maintaining its apparent size in the current frame, as you move it in F/B space. The scale value USAAnimation generates is applied to all frames in the element. However, this does not mean the element's size will remain constant. For example, if a camera zooms-in on this element, its size in the frame will be based on its relative position to the camera, in addition to the scale value generated by the Maintain Size feature. The Maintain Size feature works with Offset Element and Constant peg modes.

**For our growing customer base using Linux, here is an additional tip for you:**

To display rendering or vectorization queues on client stations, you must allow them to contact your server through the rsh service. To turn on this service at your server, use this command: `/sbin/chkconfig rsh on`. rsh may be configured to be restrictive by default, which will let only certain hosts contact the server, as specified by the `/etc/hosts.equiv` file. You may disable all restrictions by commenting the line that references the `pam_rhosts_auth.so` module in `/etc/pam.d/rsh`.

**For additional tips, please check out our FAQ and join our Users Group in the Support section of Toon Boom's Web site. For updated Technical Instruction Checklists, visit the Online Manual section.**

## Commercial Corner

**R**ed Rover Animation Studios, Toronto, are the Winners of the **Anicomm Awards 2001** with two commercial spots, one of them being *ADT: Big Bad Wolf*. ADT "Big Bad Wolf" is based on the classic fairy tale "The Three Pigs". The Wolf is on a leisurely walk through the forest, when he stumbles upon the pig's infamous straw house. The Wolf attempts to 'huff and puff' to blow that house down. However, the house doesn't move at all. In fact, the pig is completely oblivious to the attempt on his home. The Wolf realizes that he



Image courtesy of Red Rover Animation Studios

has been thwarted by ADT! This house is too secure! The Wolf storms off defeated by ADT. This spot utilizes a classical animation approach. All of the characters have a traditional design style combining pencil-drawn animation and hand-painted backgrounds. The animation was scanned, painted and composited using USAnimation®. The majority of the color styling and correction was also done in USAnimation using palettes in the Paint module. Some of the scenes were extremely complex, using as many as forty levels of animation and hand painted overlays/underlays."Extensive use of scene planning allowed for organization and revisions that could be instantly reviewed and corrected if necessary", commented Brad Husband.

**B**ased in Montreal, **Art Core Animation** is a small, artist-oriented animation studio. The International Hip Hop 4ever Festival commissioned them to create a commercial spot based on the poster campaign by illustrator Jib. They had to recreate a show atmosphere with a lot of camera movements and special



effects. "With the versatility of the Sceneplanning and Camera modules in USAnimation, we were able to achieve this in record time", commented Alexis Lamoureux. As a small studio, it is very important for them to maintain creative control over every aspect of the animation process. "We also need software that can be used by animators on independent films, as well as manage broadcast TV series production, and USAnimation can handle both fluidly", added Alexis. This commercial spot aired on Teletoon, Vrak TV and RFO SAT in the week prior to the Festival, held from March 28 to 31, 2002.

## Schools on Board

**T**he increasing size and variety of the computer animation industry has led to a growing demand for graduates who possess specialist skills in 2D and 3D animation alongside skills that rely on traditional creative and design methods. **The School of Computing and Mathematics at the University of Teesside** has a long and reputable history in the teaching of computer graphics and animation at Higher National Diploma, undergraduate and postgraduate level. Today, they offer a full-range of new specialist courses including Computer Animation, Computer Games Design and Computer Games programming. Students are provided with a solid education in design, traditional drawn animation, storytelling, character movement and analysis combined with the latest high-end computer animation and post-production tech-

nology. This includes state of the art design studios featuring current industry standard digital imaging, 3D animation and post-production software and graphics workstations. Having signed an agreement with Toon Boom Technologies as a European center of excellence in training, one of their new studios will be fully equipped with high-end workstations running USAnimation® and all the necessary equipment, including Wacom tablets and scanners.

[www.tees.ac.uk](http://www.tees.ac.uk)

**A**PTECH Russia, an authorized international computer technologies educational center of the Saratov State Technical University, offers a full-range of training in information technologies, including programming, databases, computer networks, Internet technologies, computer

graphics and accounting applications. As one of the biggest educational centers in Russia, APTECH has branches located in Pyatigorsk, Blagoveshchensk, Balakovo, Ulyanovsk and Uralsk. They offer short-term and long-term programs, as well as distance-learning programs. Training on USAnimation and Toon Boom Studio™ will be included in the following programs: 1) "Arena Multimedia", a computer graphics program intended for a broad audience, 2-years; 2) "Computer graphics designer", an integrated program that covers 2D/3D graphics and animation, 340 hours; 3) "Web designer" an integrated program that includes training for web site developers, 340 hours; 4) Programs for corporate customers; and, 5) Sunday computer school, a program for 10-15 year old children, which lasts throughout the school year.

<http://aptechsar.com>

