

*animate
4ward...*



STUDIO₄

ALL-IN-ONE ANIMATION SOFTWARE



STUDIO 4

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Animate 4ward with Toon Boom Studio 4, the leading animation software to easily create rich, eye-catching animation for all media. Based on powerful Emmy award-winning technology, Toon Boom Studio offers an easy and intuitive way to produce all kinds of animation.

Create Content

Studio 4 offers intuitive drawing tools, a customizable grid, auto gap closing and a unique colour palette system for speedy content creation. You can also scan and import your artwork and then organize, save and reuse assets with the assets library.

Animate Easily

Studio 4 supports traditional, key-frame or cut-out animation. Take advantage of the peg system to create advanced movement or animate cut-out characters using forward kinetics. Use the transform tool to easily animate characters and props.

Enjoy Automated Lip Sync

Analyze sound files using completely independent language tools. Just import your sound file and click the lip-sync button to get the job done.

Add Special Effects

Use adapted tools to add tone and highlight effects. Use special effects such as the dynamic drop shadow, mask layers or colour transform.

Create Realistic Camera Moves

Use a camera in a virtual 3D environment to set the action and instantly create stunning visual effects and fly-throughs in seconds. Set up multiple cameras and use various views to plan your scene.

Publish To All Media

Create high quality animation for the Web, iPods, PDAs, cell phones, TV, HDTV and more. Studio 4 supports the format you need.



feature highlights

Content Creation

- Feather edges
- Line styles
- Photograph animation
- 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 operator
- 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
- Scanner support
- Drawing in 3D scene planning
- Erasing with graphic tablet and digital pen
- OpenGL anti-aliasing

Import Files

- Support for Illustrator layers
- Import and vectorize with textures
- Import and vectorize preview
- Animation: Macromedia Flash SWF
- Vector: AI (Adobe Illustrator), PDF
- Bitmap: BMP, TGA, GIF, JPEG, PICT, SGI, PSD...
- Sound: WAV, AIFF, MP3

Ink and Paint

- 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

3D Layout and Camera

- 3D layout and motion paths for animation elements
- Animated elements
- Animation peg system
- Advanced motion paths
- Multiplane camera moves and effects
- 3D velocity profiles
- Color transformation and clipping effects
- Copy frame properties to any key frame
- Improved visualization and manipulation of key frames from the timeline

Reuse

- 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 synchronisation of sound to frame and time
- Master volume control
- Sound streaming
- Sound scrubbing from the timeline

Lip Sync

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

General User Interface

- Flexible docking user interface
- Powerful workspace management
- Fast actions combo box
- Welcome screen wizard
- Simplified and improved timeline
- Unified user interface
- Velocity editor button in properties window
- Guide for straight actions
- Project dialog window with presets
- Simplified and improved export window
- Enhanced dialog windows
- 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

Publishing

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

hardware requirements

PC System Requirements

- 1 GHz Intel Pentium III processor (Minimum) with Microsoft Windows VISTA, XP or Tablet PC.
- 512 MB RAM (Recommended), 256 MB (Minimum)
- 120 MB of available hard disk space
- 24-bit colour display capable of 1024 x 768 resolution
- Video card supporting Direct 3D or OpenGL
- Wacom Tablet (Recommended)
- Free Apple QuickTime® Player version 5 or later

Mac System Requirements

- Power Macintosh G5 or Intel® Core™ processors with Mac OS X v10.4.7 Tiger (Minimum) or v10.5 Leopard (Recommended)
- 512 MB RAM (Recommended), 256 MB (Minimum)
- 120 MB of available hard disk space
- Wacom Tablet (Recommended)

Features listed in orange are now available in version 4

About Toon Boom Animation

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.

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