



# HARMONY

NETWORK ANIMATION SOLUTION

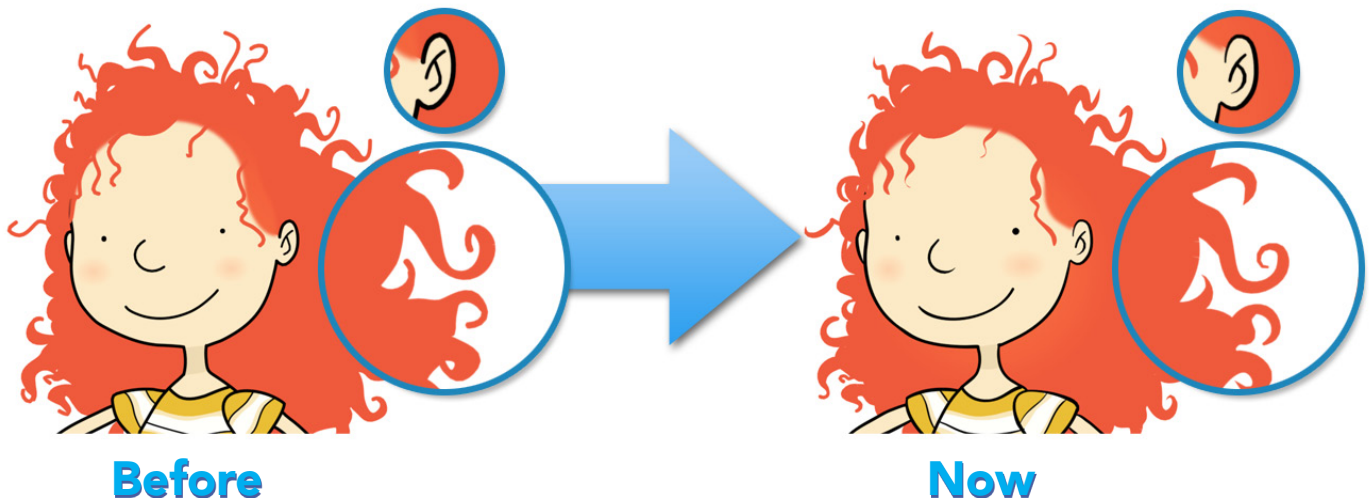
## What's New?

*Draw the line*

# What's New in Harmony 9?

## New Pencil Line Technology

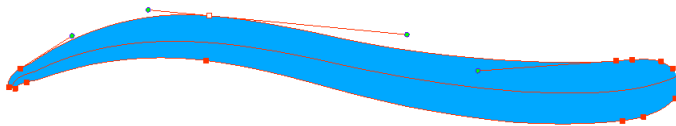
In Harmony 9, Toon Boom has re-engineered its vector technology to deliver a redesigned Pencil Line Technology providing artists with an uncompromised level of artistic freedom which is easy-to-use and allows total control.



The following is a list of key aspects of this new technology:

- **Pressure support**

Now you can create Pencil Lines (centre lines) that will capture the pressure information from the digital tablet to produce a simple line which is both easy to work with and to edit.



- **Configurable "Pencil Line Tips"**

Artists can now control the Pencil Line Tips by selecting between round, square or free control. Once they have drawn the line, artists can select what the end or tip of the line will look like.

- **Texture information**

These new Pencil Lines support texture (pixmap) information that is stamped along the centre of the pencil line, providing unlimited line styles. Artists can either use the wide selection of built-in textures or they can create their own textures by using a pixmap program.



- **Pencil Line Template**

With this new Pencil Line technology, artists can store and create unlimited Pencil Line Styles that can be applied to any Pencil Line in the drawing. This dramatically speeds up the clean-up process as artists can apply a different style with one click. This supersedes the time-consuming process where artists were forced to redraw or manually edit the line.

- **Ink Tool**

With the new Ink tool, it is now possible to easily repaint your pencil line, while respecting the intersections of the art to insure a quick and efficient soft tracing task.



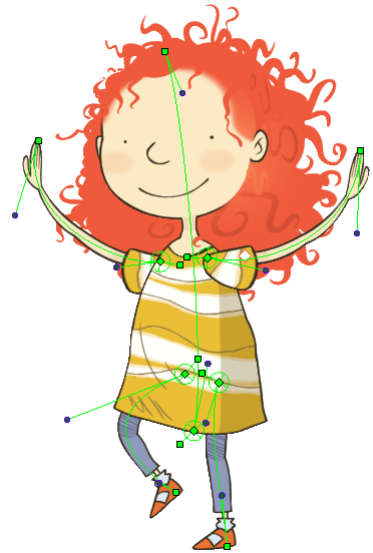
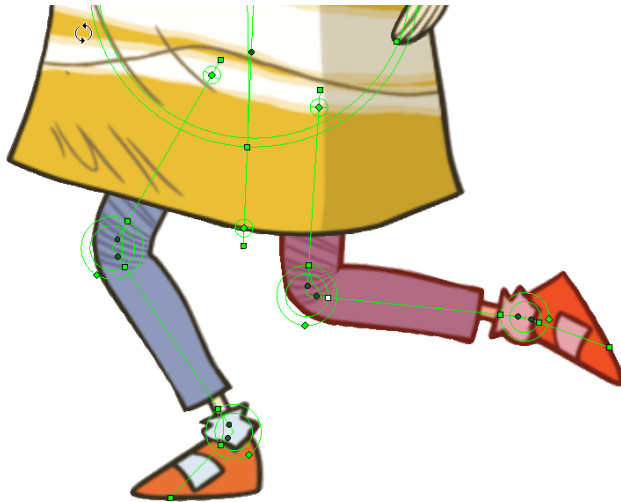


# New Deformation Technology

Harmony 9 now includes a powerful Deformation Technology that enables artists to deform Pixmap Images and Vector Drawings over a period of time.

These deformers can be linked to create a hierarchy of deformations, enabling artists to deform a single drawing or image and make it move.

There are two main types of deformer:



- **Bone Deformer**

These allow artists to create a basic skeleton structure in which the parent deformer will move the child deformers. For example: when animating the extremities of a character such as arms or legs, to make the animation look more fluid and natural.

- **Curve Deformer**

These can be used as a hierarchy similar to the Bones and provide the artist with complete flexibility. For example: when editing curves, artists can deform a straight line into an arc or a zigzag with only a few clicks.

- **Deformation Scale**

Deformation Scale can be used to scale a drawing along the axis of the deformer.

- **Auto-Muscle**

Auto-Muscle can automatically inflate a drawing when a bone-style deformer is rotated.

# New Particles plug-in and SDK infrastructure



Harmony 9 includes a completely redesigned SDK infrastructure that enables the creation of powerful plug-ins such as the new Particles plug-in. Having particles in Harmony streamlines the production process and provides artists with easy access to predefined special effects like:

- **Fire**
- **Rain**

# 2D-3D Integration

Harmony 9 offers the first true 3D integration with our 2D flagship animation solution. Artists can import 3D models and 3D scenes into Harmony and manipulate all of their 2D and 3D elements into a unified environment, then render them together. Harmony's 3D Space goes even further by allowing transformation on all 3 axes.

An Ortholock node, when attached to a drawing layer, will securely maintain that drawing layer perpendicular to the camera.



## New Effect Modules

New and enhanced effect modules have been added to increase the sophistication of compositing done within Harmony.

- **AutoPatch module to cover the joints on cut-out characters**
- **Radial Gradient plugin**
- **Grid module to create a variable grid**
- **Quake module for a camera shake effect**
- **Enhanced Colour-Override module can now modulate the texture positioning on pencil lines, as well as center a texture automatically**
- **Enhanced External module for interfacing with command-line applications**



# System Requirements

Harmony solution is always up-to-date with today's technology. Please read Toon Boom's White Paper "Harmony and your IT Department" for detailed information.

List of Server and Client Operating System Supported in Harmony 9

SERVER	CLIENT
Windows 2003 Server	Windows XP
Windows 2008 Server	Windows Vista
Windows XP, Vista or 7*	Windows 7
Linux Fedora Core 11	Linux Fedora Core 11
Linux Cent OS 5.3	Linux Cent OS 5.3
Mac OS X Server 10.5	Mac OS X 10.5
Mac OS X Server 10.6	Mac OS X 10.6

\*Only with fewer than 10 active clients.



Artwork from Stella and Sam courtesy of ©2011 Stella and Sam Productions Inc.



[toonboom.com/professionals](http://toonboom.com/professionals)

**Toon Boom Headquarters**

+1 514 278 8666

5530 St. Patrick, suite 2210

Montreal (Quebec)

Canada H4E 1A8