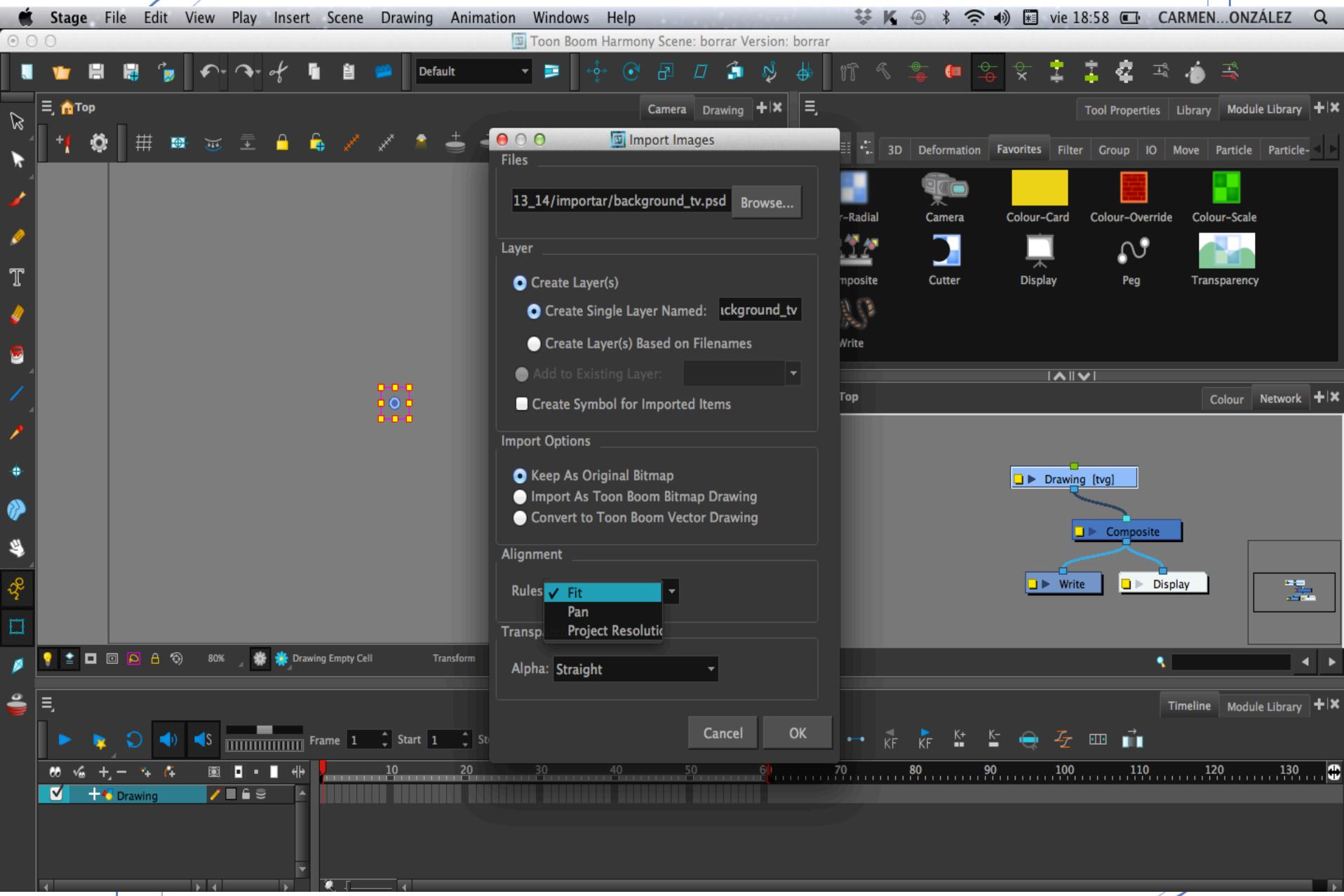


TUTORIAL

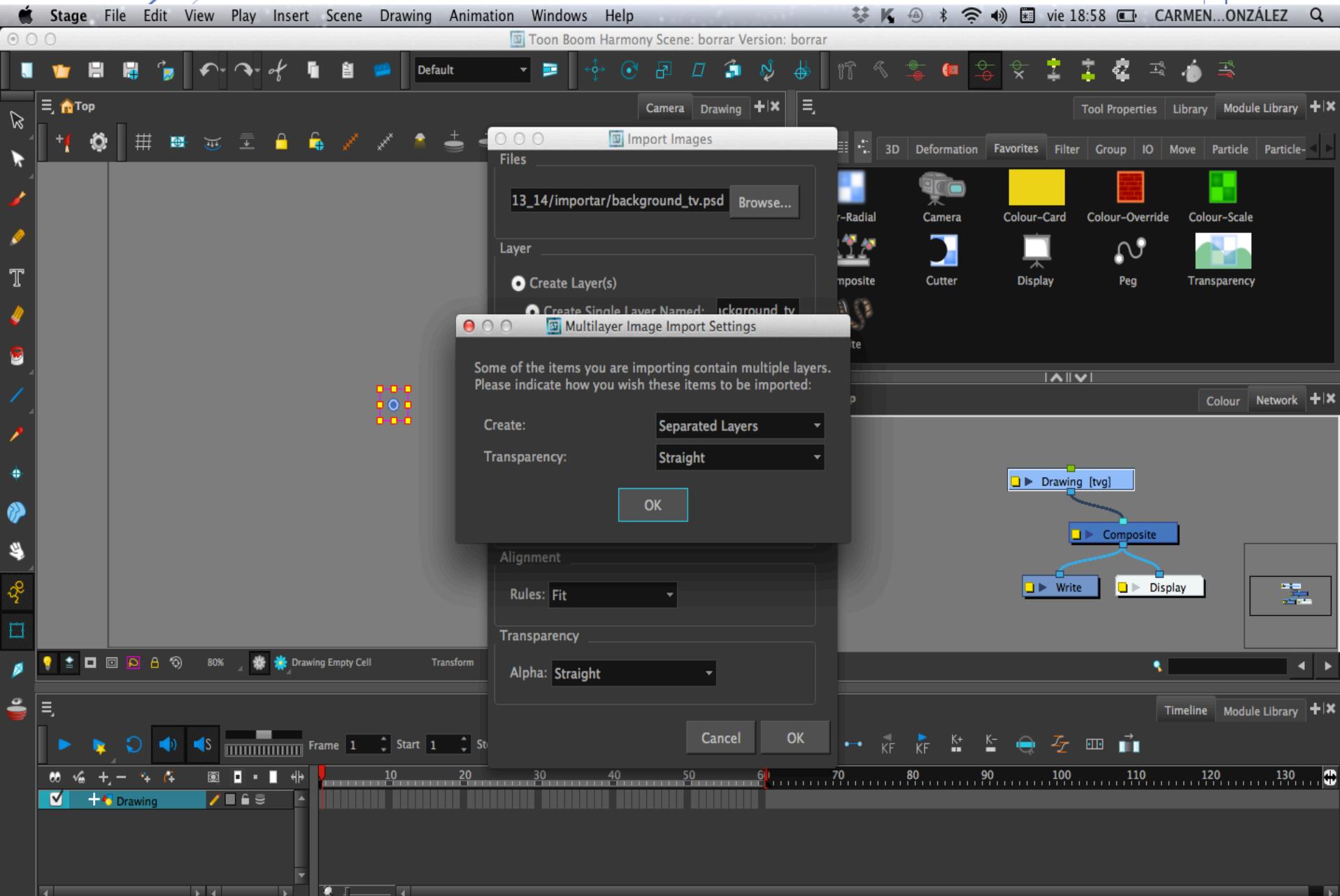
CREAR EFECTOS

CON TOON BOOM

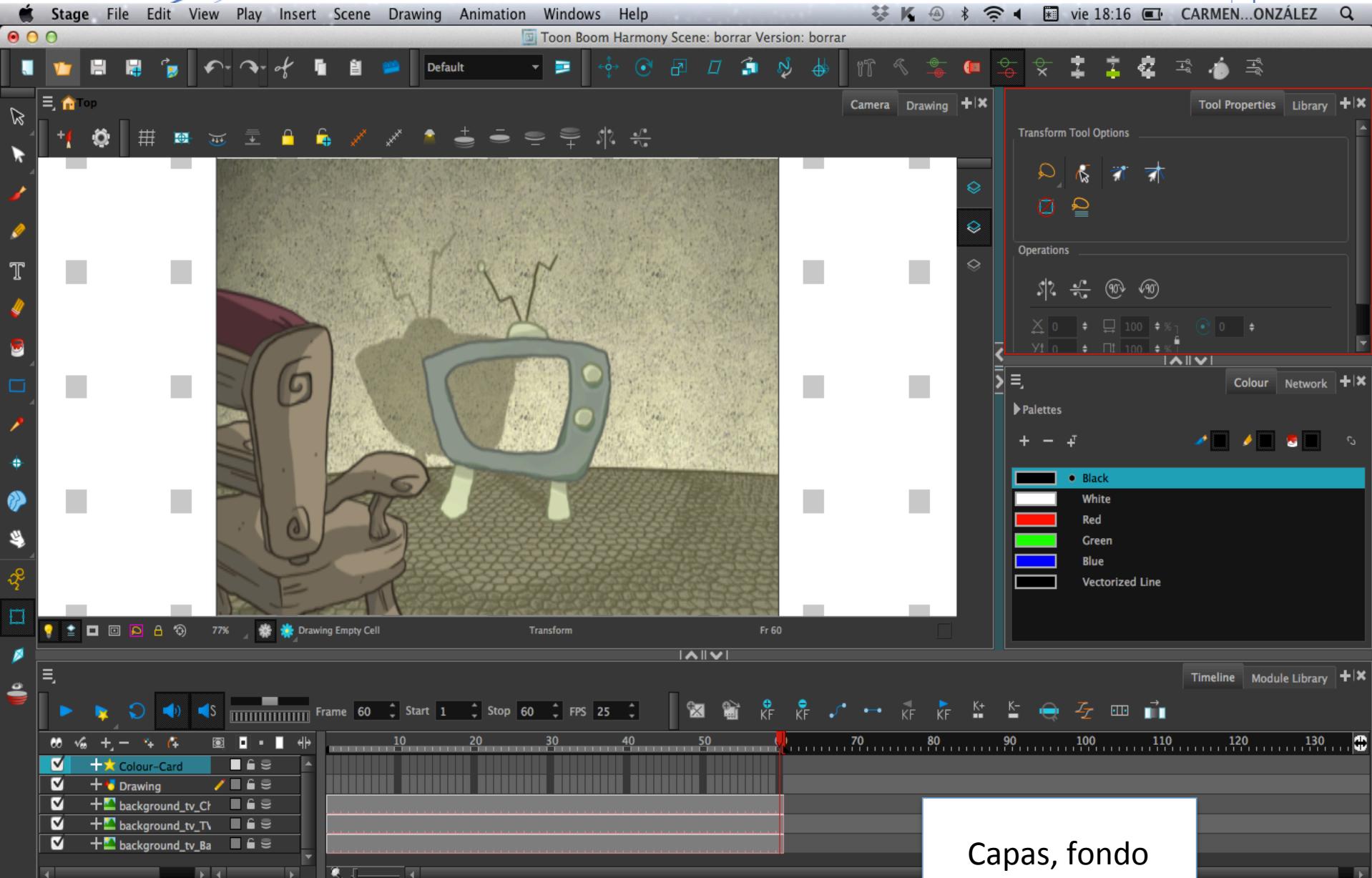
CREAR EFECTOS CON TOON BOOM



CREAR EFECTOS CON TOON BOOM

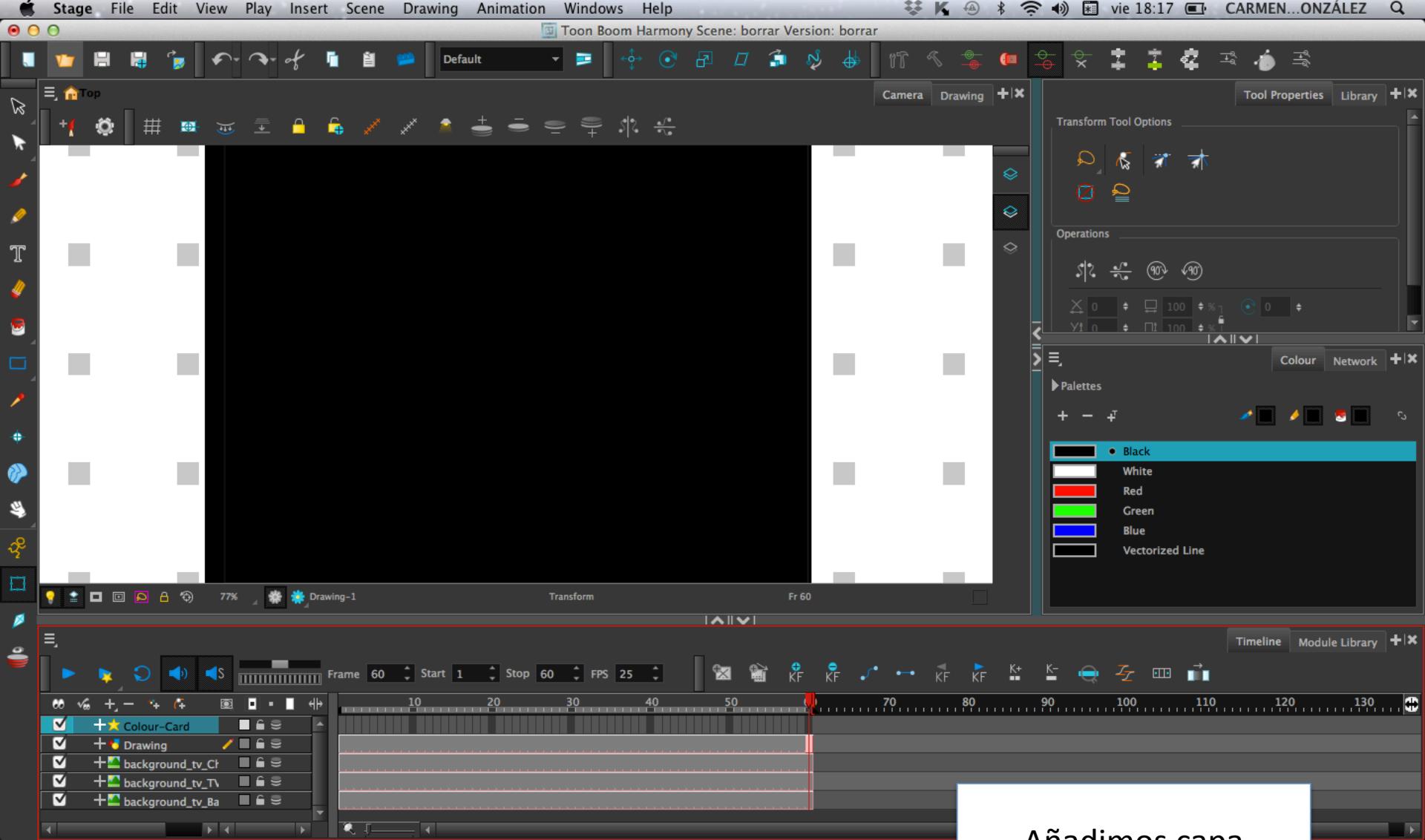


CREAR EFECTOS CON TOON BOOM



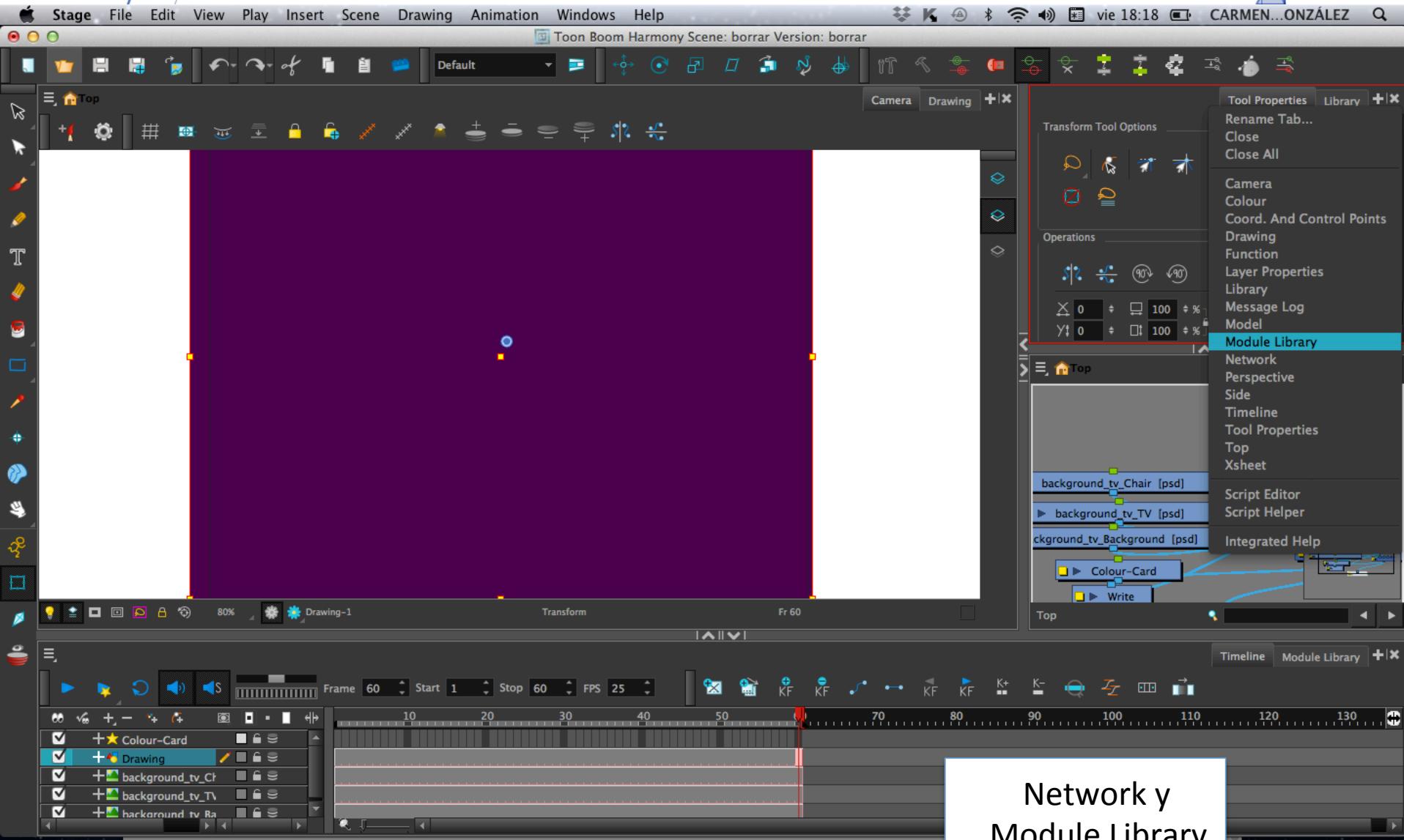
Capas, fondo

CREAR EFECTOS CON TOON BOOM



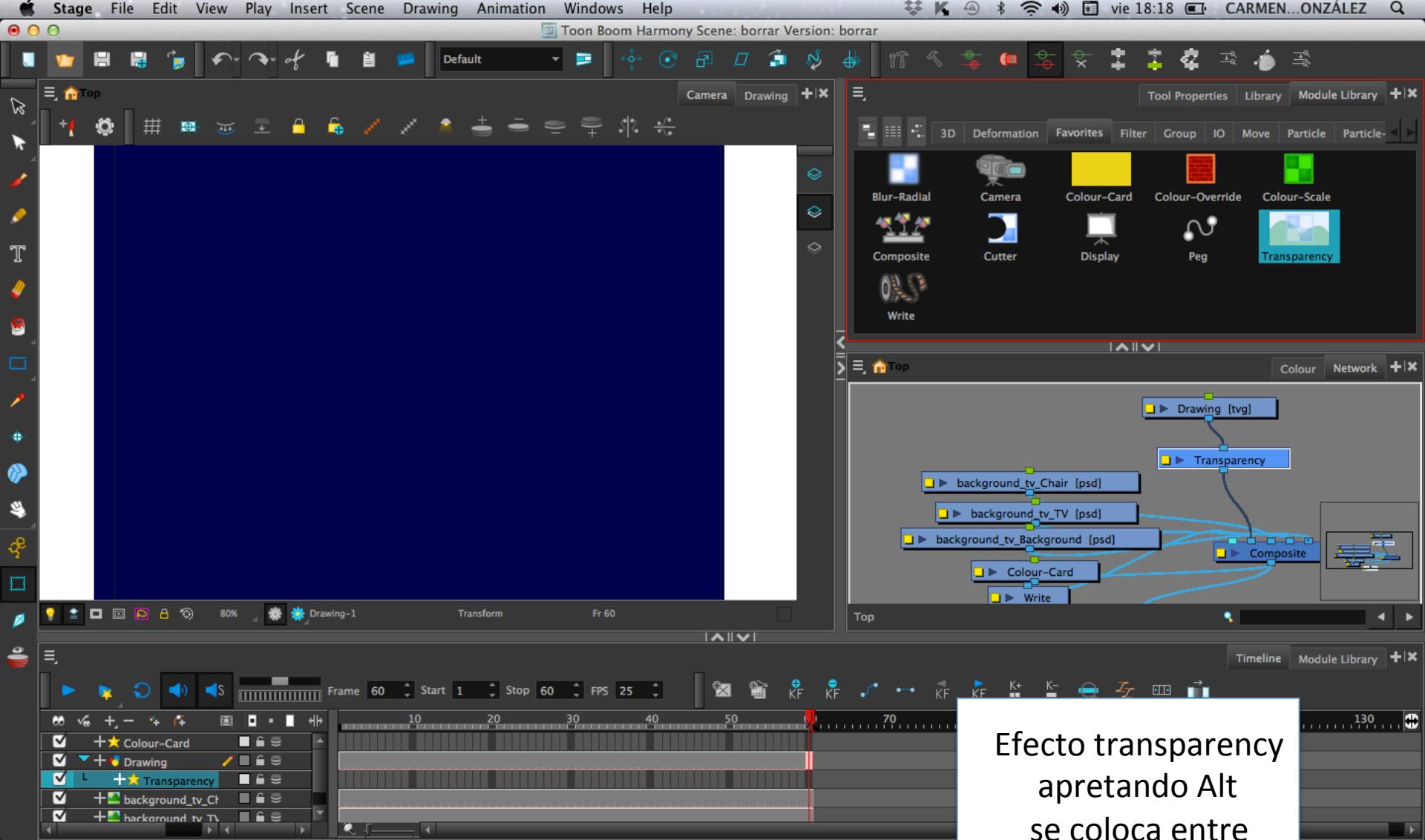
Añadimos capa
color para degradar

CREAR EFECTOS CON TOON BOOM



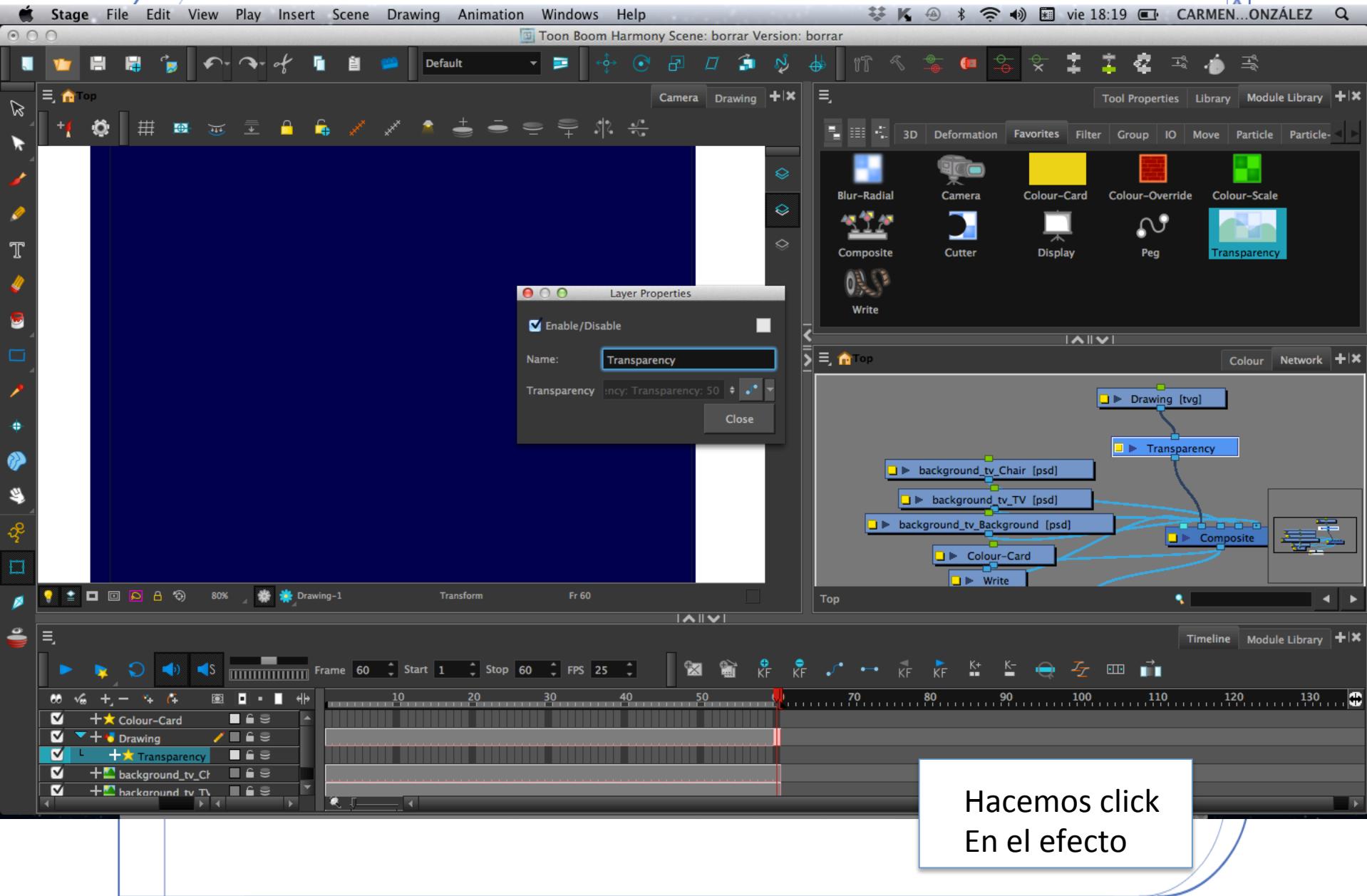
Network y
Module Library

CREAR EFECTOS CON TOON BOOM



Efecto transparency
apretando Alt
se coloca entre
el dibujo y la
composición

CREAR EFECTOS CON TOON BOOM



CREAR EFECTOS CON TOON BOOM

The screenshot shows the Toon Boom Harmony software interface. The top menu bar includes Stage, File, Edit, View, Play, Insert, Scene, Drawing, Animation, Windows, and Help. The title bar reads "Toon Boom Harmony Scene: borrar Version: borrar". The toolbar on the left contains various drawing and selection tools. The main workspace features a Bezier Editor with a grid and a node-based compositing panel on the right. The compositing panel shows a network of nodes: "Drawing [tvg]" feeds into "Transparency", which then feeds into a "Composite" node, which in turn feeds into a "Write" node. The "Background" layer is composed of "background_tv_Chair [psd]", "background_tv_TV [psd]", and "background_tv_Background [psd]". A "Colour-Card" node also feeds into the "Composite" node. The bottom of the screen shows the Timeline with keyframes at frame 60 highlighted.

Key frames en el efecto

CREAR EFECTOS CON TOON BOOM

The screenshot displays the Toon Boom Harmony software interface, specifically the 'Stage' window. The top menu bar includes Stage, File, Edit, View, Play, Insert, Scene, Drawing, Animation, Windows, and Help. The title bar reads "Toon Boom Harmony Scene: borrar Version: borrar". The interface features several panels:

- Top Bar:** Includes icons for Stage, File, Edit, View, Play, Insert, Scene, Drawing, Animation, Windows, Help, and various system status indicators.
- Toolbars:** On the left, there are drawing tools like Selection, Pen, Brush, and Eraser. On the right, there are tool properties, library, and module library tabs.
- Bezier Editor:** A central panel titled "Bezier Editor" showing a graph of transparency values over time. The graph has a single curve starting at frame 0 with a value of 100, decreasing to approximately 50 at frame 60, and ending at 0 at frame 70. The "Name" field is set to "Transparency: Transparency".
- Network Editor:** A panel on the right showing a node-based workflow. It includes nodes for "Drawing [tvg]", "Transparency", "Colour-Card", "Composite", and "Write". Inputs from "Drawing", "Transparency", and "Colour-Card" feed into "Composite", which then feeds into "Write". Other nodes include "background_tv_Chair [psd]", "background_tv_TV [psd]", and "background_tv_Background [psd]".
- Timeline:** At the bottom, a timeline shows keyframes for various layers: "Colour-Card", "Drawing", "Transparency", "background_tv_Chair", "background_tv_TV", and "background_tv_Background". The timeline ranges from frame 10 to 130.

A callout box with the text "Dar valores" is positioned near the Bezier Editor panel.

CREAR EFECTOS CON TOON BOOM

The screenshot displays the Toon Boom Harmony software interface, specifically the Stage, Node Editor, and Timeline panels.

Stage Panel: Shows a dark blue background with a white vertical strip on the right. The toolbar on the left contains various drawing and selection tools. The bottom bar includes settings for Stage (80%), Drawing-1, Transform, and Frame 1.

Node Editor Panel: Located on the right side, it shows a network of nodes. A "Drawing [tvg]" node is at the top, connected to a "Transparency" node, which then connects to a "Composite" node. This "Composite" node is connected to several "background_tv" nodes (Chair, TV, Background) and a "Colour-Card" node, which in turn connects to a "Write" node.

Timeline Panel: At the bottom, the timeline shows frames from 1 to 130. A red selection bar highlights frame 60. The layer list on the left includes "Colour-Card", "Drawing", "Transparency", "background_tv_Chair", "background_tv_TV", and "background_tv_Background".

A callout box with the text "Cerrar efecto" is positioned in the bottom right corner of the interface.

CREAR EFECTOS CON TOON BOOM

The screenshot displays the Toon Boom Harmony software interface, specifically the Stage window. The Stage shows a dark blue background with a white vertical strip on the right. A rendering dialog box is open, showing 'Frame:' and buttons for 'Stop' and 'Pause'. The Timeline at the bottom shows multiple layers: 'Colour-Card', 'Drawing', 'Transparency', 'background_tv_Chair [psd]', 'background_tv_TV [psd]', 'background_tv_Background [psd]', 'Colour-Card', and 'Write'. The 'Transparency' layer has a keyframe at frame 60. The Node Editor on the right shows a network of nodes: 'Drawing [tvg]' feeds into 'Transparency', which then feeds into a 'Composite' node. The 'background...' layers feed into the 'Colour-Card' node, which also feeds into the 'Composite' node. A callout box with the text 'Solo se ve cuando se renderiza' points to the 'Transparency' node.

Stage

Toon Boom Harmony Scene: borrar Version: borrar

Default Camera Drawing

Tool Properties Library Module Library

Blur-Radial Camera Colour-Card Colour-Override Colour-Scale

Composite Cutter Display Peg Transparency

Write

Rendering

Frame:

Stop Pause

Frame 1

80% Drawing-1 Transform Fr 1

Colour Network

Drawing [tvg]

Transparency

background_tv_Chair [psd]

background_tv_TV [psd]

background_tv_Background [psd]

Colour-Card

Write

Top

Timeline Module Library

Colour-Card

Drawing

Transparency

background_tv_Chair [psd]

background_tv_TV [psd]

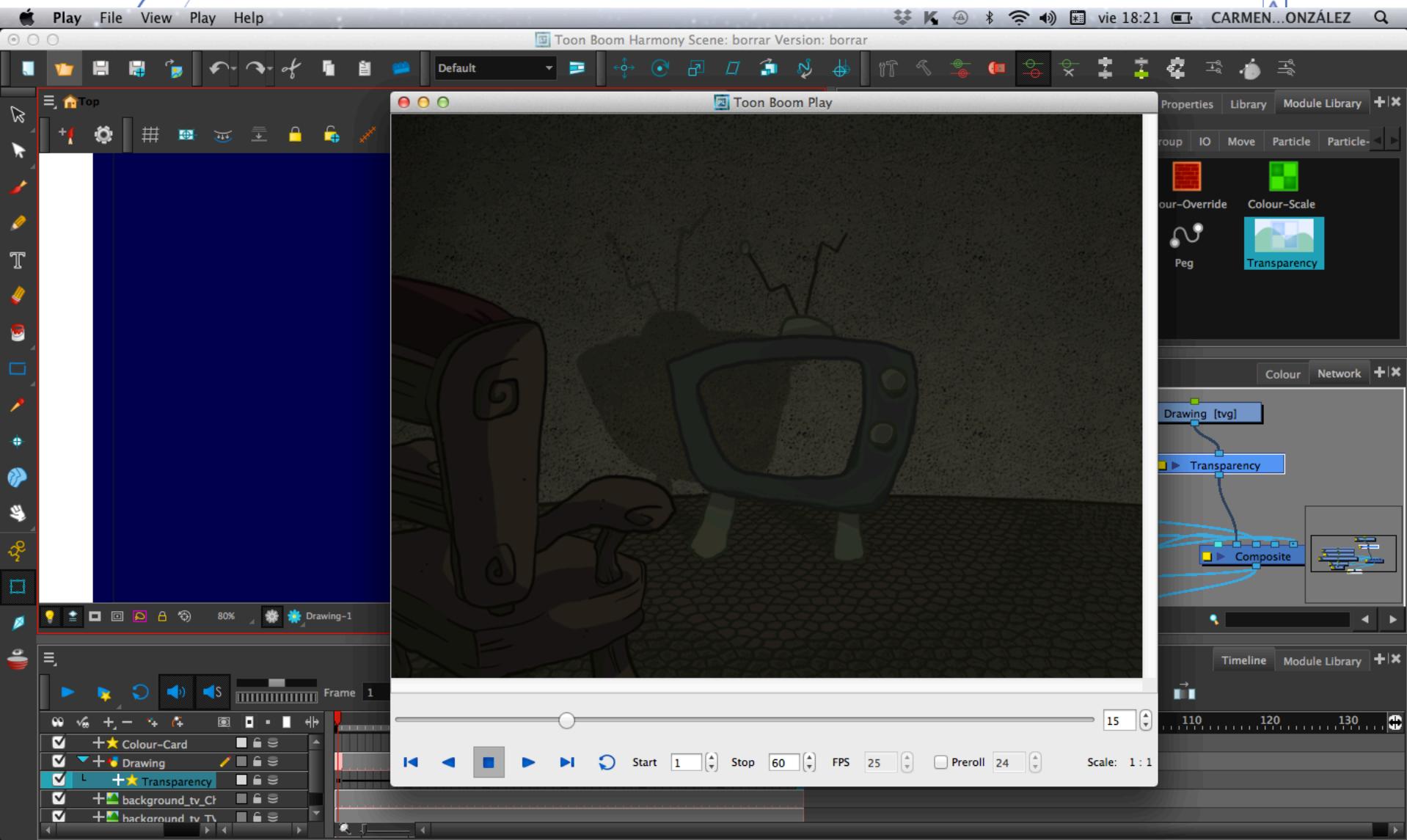
background_tv_Background [psd]

Colour-Card

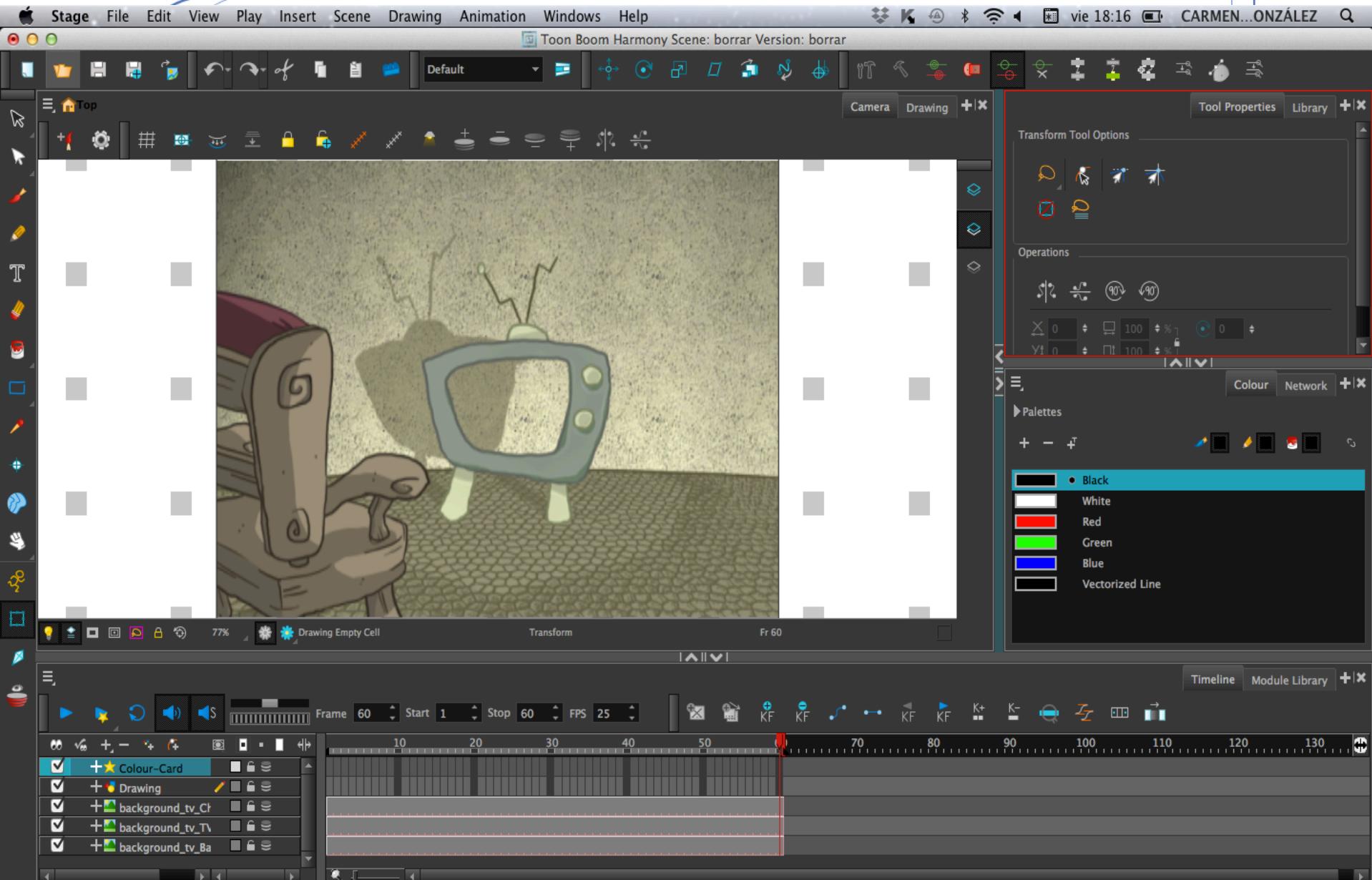
Write

Solo se ve cuando se renderiza

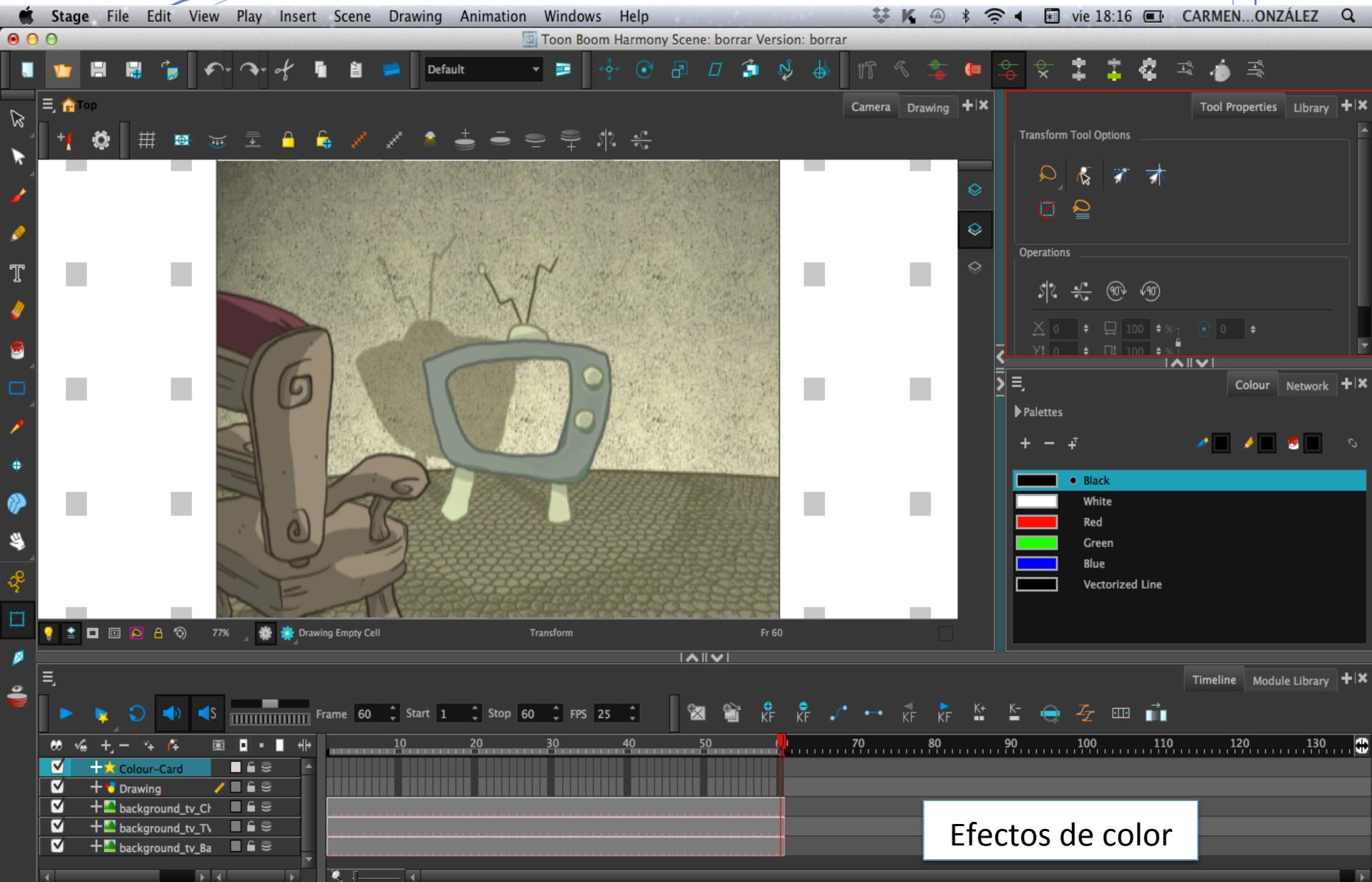
CREAR EFECTOS CON TOON BOOM



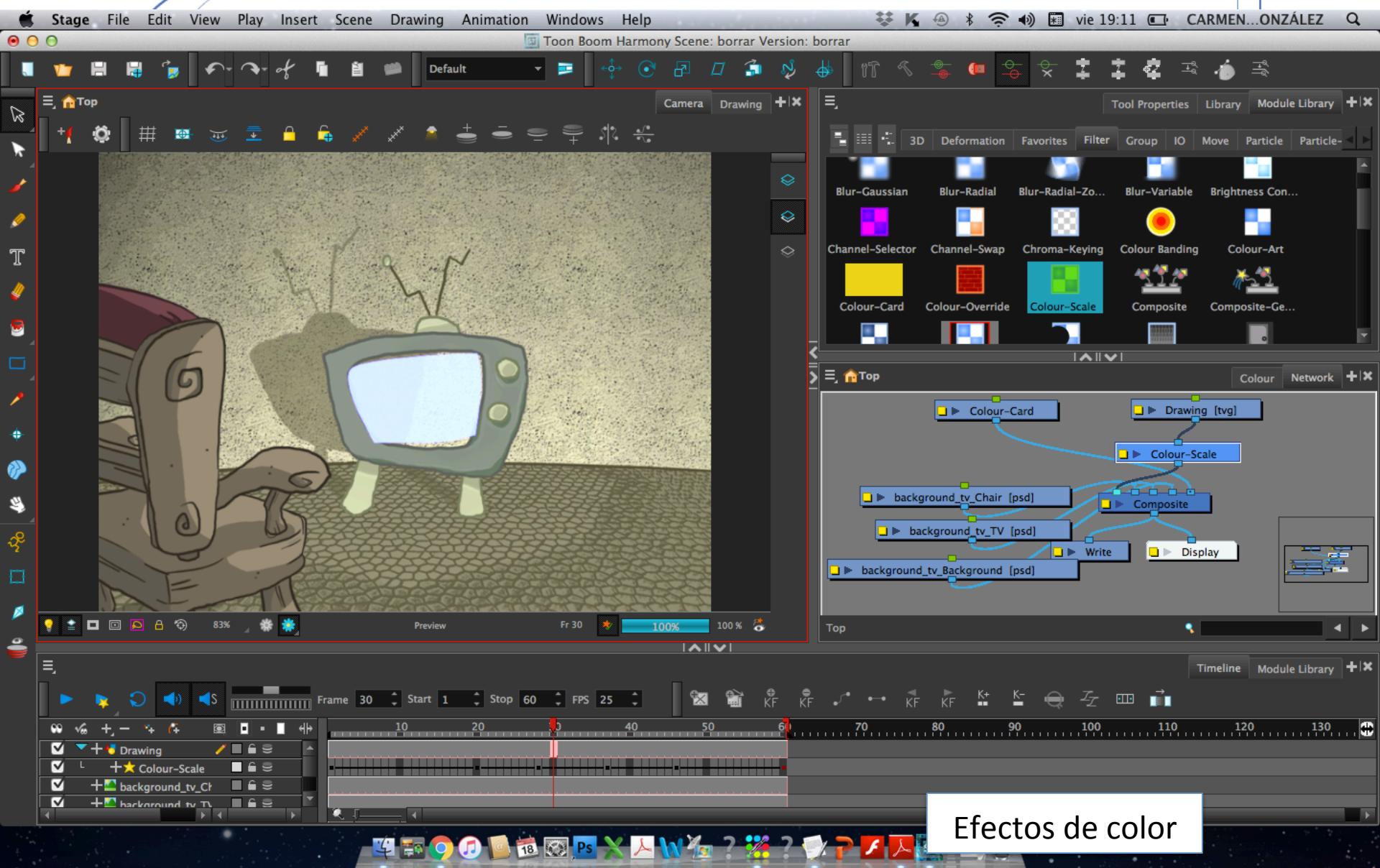
CREAR EFECTOS CON TOON BOOM



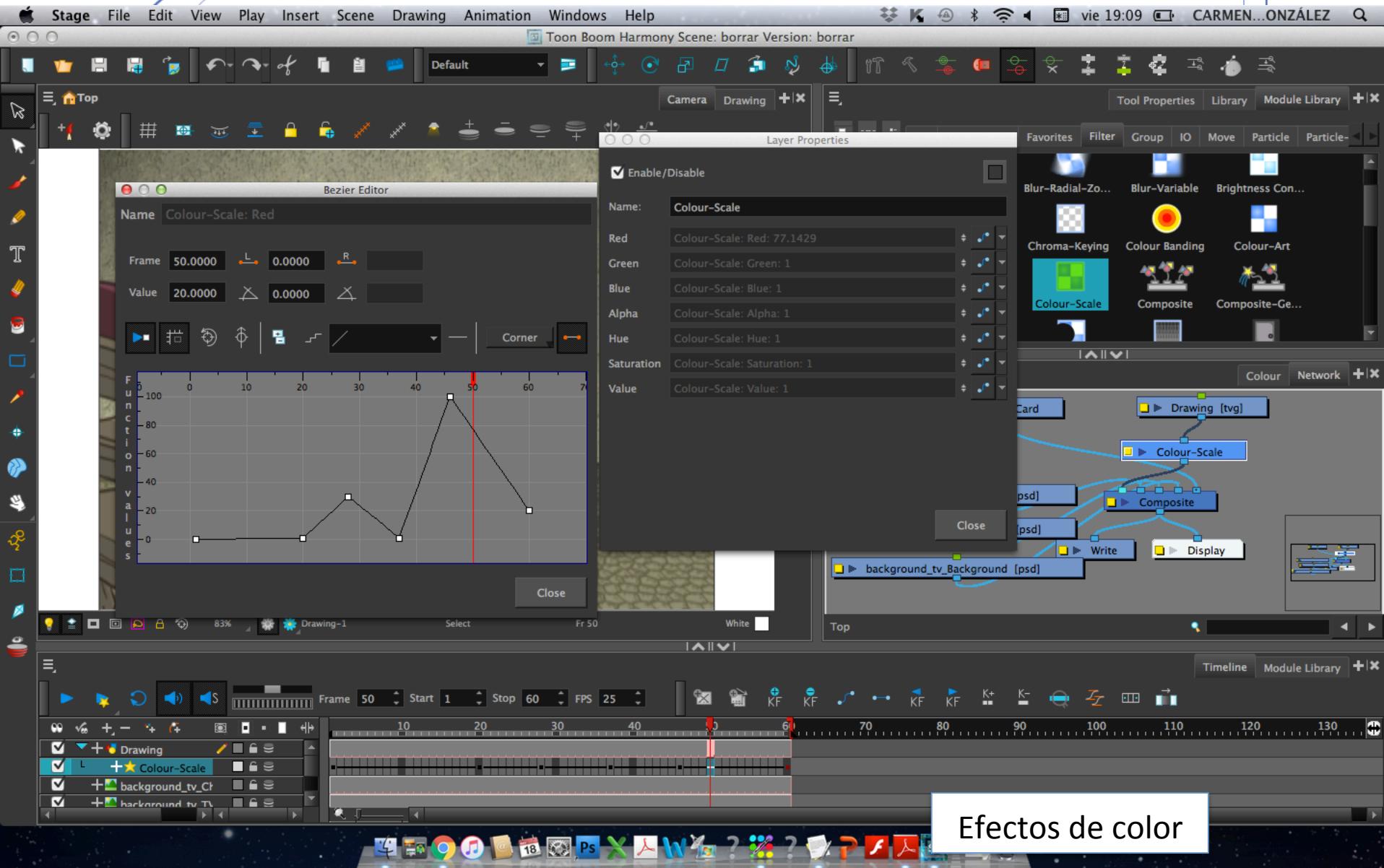
CREAR EFECTOS CON TOON BOOM



CREAR EFECTOS CON TOON BOOM

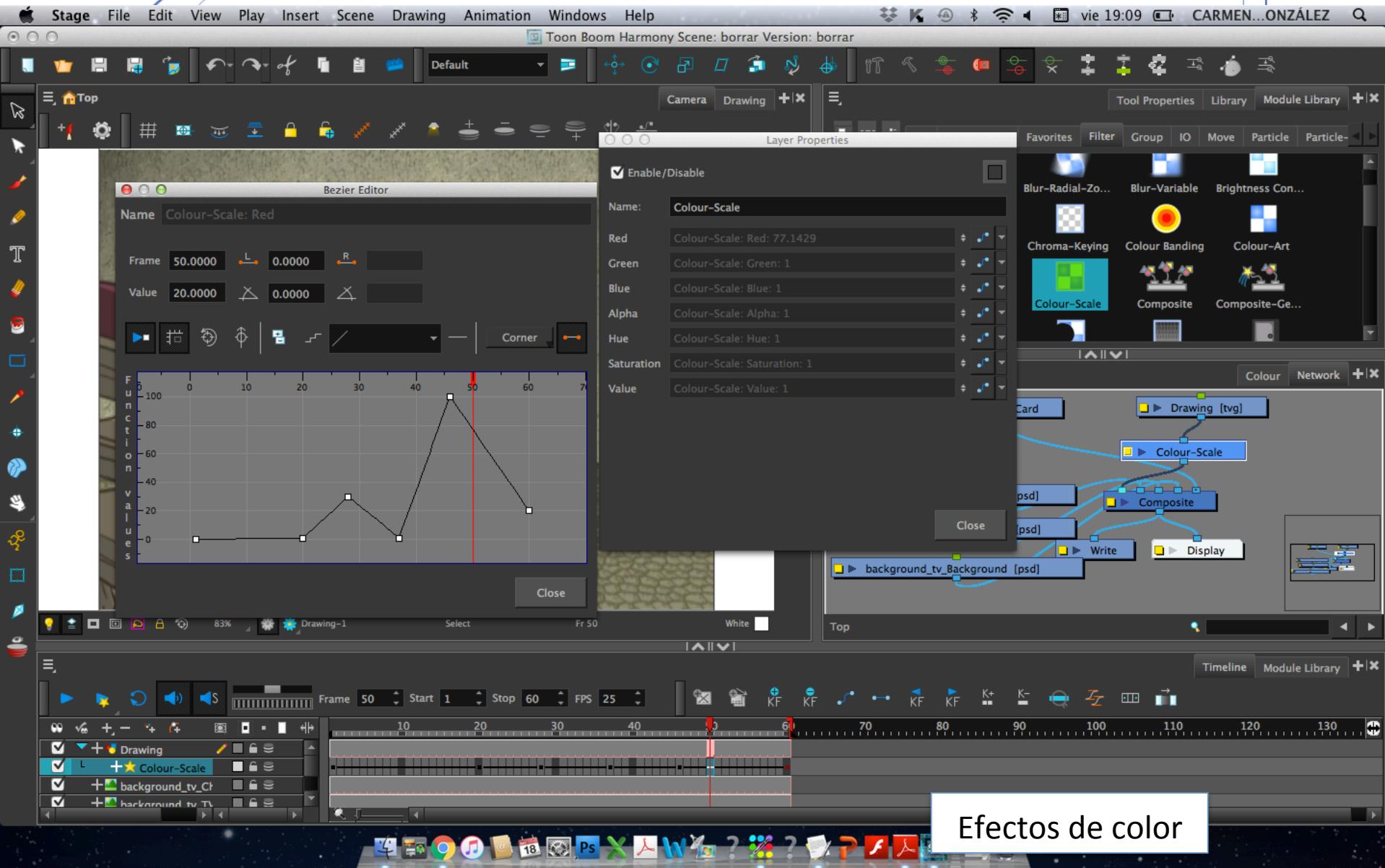


CREAR EFECTOS CON TOON BOOM



Efectos de color

CREAR EFECTOS CON TOON BOOM



Efectos de color