

Harmony

Toon Boom Harmony 16.0 Play User Guide



TOON BOOM ANIMATION INC.
4200 Saint-Laurent, Suite 1020
Montreal, Quebec, Canada
H2W 2R2

+1 514 278 8666
contact@toonboom.com
toonboom.com

Legal Notices

Toon Boom Animation Inc.
4200 Saint-Laurent, Suite 1020
Montreal, Quebec, Canada
H2W 2R2

Tel: +1 514 278 8666
Fax: +1 514 278 2666

toonboom.com

Disclaimer

The content of this document is the property of Toon Boom Animation Inc. and is copyrighted. Any reproduction in whole or in part is strictly prohibited.

The content of this document is covered by a specific limited warranty and exclusions and limit of liability under the applicable License Agreement as supplemented by the special terms and conditions for Adobe® Flash® File Format (SWF). For details, refer to the License Agreement and to those special terms and conditions.

Trademarks

Toon Boom® is a registered trademark. Harmony™ and the Toon Boom logo are trademarks of Toon Boom Animation Inc. All other trademarks of the property of their respective owners.

Publication Date

01-15-2020

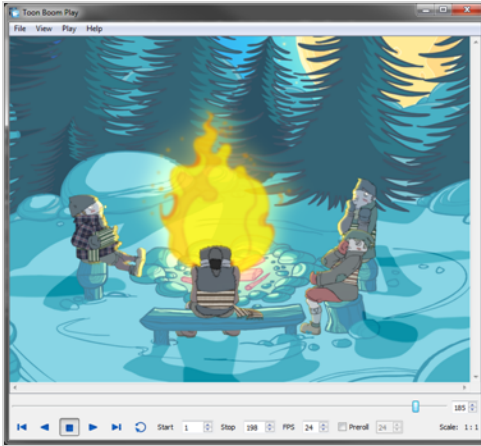
Copyright © 2020 Toon Boom Animation Inc., a Corus Entertainment Inc. company. All rights reserved.

Table of Contents

Table of Contents	2
About the Play Application	4
Chapter 1: Launching the Play Application	6
Chapter 2: User Interface	8
Top Menu	9
Playback Toolbar	13
Chapter 3: Loading Image Sequences	16
Loading Image Sequences from Folders	17
Loading Image Sequences from Databases	19

About the Play Application

The Play module is designed specifically for playing back and viewing animated projects once they have been rendered out into image sequences.




This module opens directly from your program menu to load your final render. It's also used when playing back a scene with effects in Harmony.

Chapter 1: Launching the Play Application

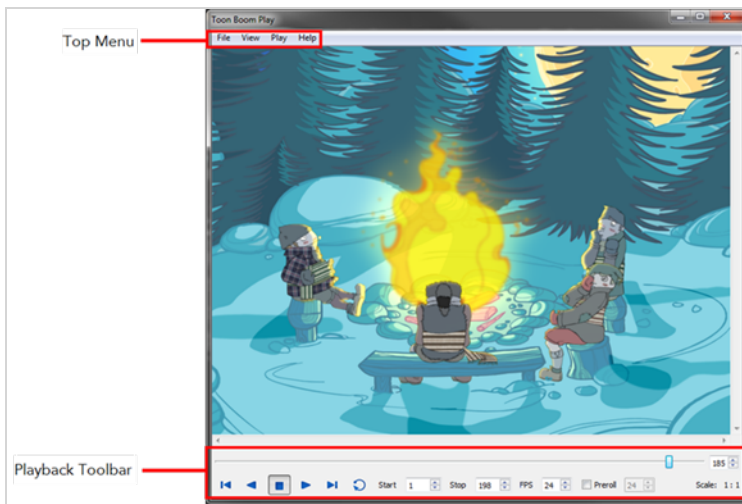
To use Toon Boom Play, you must start the program. You can run the software on macOS or Windows/Linux operating systems. You can start Toon Boom Play from within Harmony to play back your scene, and see the effects and final images.

How to launch the Play Module

1. Do one of the following:
 - In Harmony, select **Play > Render and Play** or in the Playback toolbar, click the Render and Play  button.
 - Windows: **Start > Programs > Harmony 16.0[Edition] > Play**
 - macOS: **Applications > Toon Boom Harmony 16.0[Edition] > Play**
 - GNU/Linux: **`/usr/local/ToonBoomAnimation/harmony_12/lnx86_64/bin/Play`**

Chapter 2: User Interface

The Play Module interface is composed of two main components.



Top Menu	9
Playback Toolbar	13

Top Menu

In the top menu are all the necessary commands for loading and previewing image sequences.

File Menu

Command	Action	Access Methods
Load From Folder	Opens the Find Directory window where you can select one or more images to load in the player.	File > Load from Folder
Load From Database	If you are connected to the Database, this command opens the Database Selector window where you can select an image sequence to load in the player.	File > Load from Database
Reload Frames	Opens the Load Playback dialog box and indicates which frames are loaded. You can select the frames you want to reload. Use the Reload command to load frames that are currently open in the player and that were modified since they were loaded.	File > Reload Frames
Unload Frames	Opens the Unload Playback dialog box and indicates which frames are loaded. You can select the frames you want to unload.	File > Unload Frames
Quit Play	Exits the application.	macOS: macOS Play > Quit Play. Windows/Linux: File > Quit.

View Menu

Command	Action	Access Methods
Zoom In	Zooms in on the loaded images to view them closer. In the lower-right corner of the interface, you can see the relative zoom level compared to the image's original resolution.	View > Zoom In Press Ctrl + =.
Zoom Out	Zooms out of the loaded images to view them smaller. In the lower-right corner of the interface, you can see the relative zoom level compared to the image's original resolution.	View > Zoom Out Press Ctrl + =.
Image	Displays the images in normal mode with all their colours.	View > Image
Matte	Displays the image's matte (alpha channel). All transparent zones are displayed in black and all fully opaque zones are displayed in white. Zones that are semitransparent are displayed in grey.	View > Matte
Loaded Files Properties	Opens the Loaded Files Properties dialog box. Displays the format, path and resolution information of each loaded image.	View > Loaded Files Properties

Play Menu

Command	Action	Access Methods
Play Scene Forward	Plays the animation from the current frame to the last frame.	Play > Play Scene Forward Play Forward ▶ button

Command	Action	Access Methods
Play Scene Backward	Plays the animation from the current frame to the first frame.	Play > Play Scene Backward Play Backward button
Stop	Stops playback.	Play > Stop Stop  button
Loop	Repeats the scene when it reaches the last frame during playback.	Play > Loop Loop  button
Start Frame	Controls the starting frame of the playback range. Opens the Set Start Frame dialog box.	Play > Start Frame In the Playback toolbar, enter values in the Start field.
Stop Frame	Controls the end frame of the playback range. Opens the Set Stop Frame dialog box.	Play > Stop Frame In the Playback toolbar, enter values in the Stop field.
Go to Frame	Sets your current frame to any frame you input in the Go to Frame dialog box.	Play > Go to Frame
Playback Speed	Changes the frame rate of the playback. Opens the Set Speed dialog box.	Play > Playback Speed
First Frame	Sets the current frame to the first frame of the loaded image sequence.	Play > First Frame First  button
Previous Frame	Sets the current frame to its previous frame.	Play > Previous Frame
Next Frame	Sets the current frame to its following frame.	Play > Next Frame
Last Frame	Sets the current frame to the	Play > Last Frame

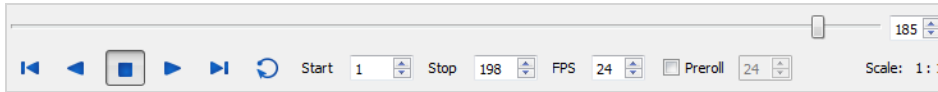
Command	Action	Access Methods
	last frame of the image sequence.	Last ▶ button

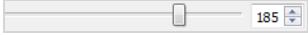







Play Module Help Menu


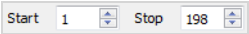
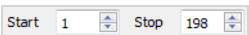
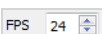
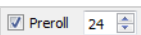

Command	Action	Access Methods
Online Help	Opens Toon Boom Online Help where you can find useful indexed and searchable information on the operation of the Toon Boom Play module.	Help > Online Help Press F1.
About	Opens the About window which displays information related to the application version.	Windows/Linux: Help > About macOS: This command is located in the macOS Play menu.

Playback Toolbar

Using the Playback toolbar (located at the bottom of the player interface), you can play your animation, loop playback, navigate through frames and change the playback speed.



Interface Element	Name	Action
	Frame slider	Scrolls forwards or through the playback frames.
	First	Sets the current frame to the first frame of the loaded image sequence.
	Play Backward	Plays the animation from the current frame to the first frame.
	Stop	Stops playback.
	Play Forward	Plays the animation from the current frame to the last frame.
	Last	Plays your sound frame-by-frame. This command is only available when the application is launched from Harmony.
	Loop	Repeats the scene when it reaches the last frame during playback.
	Sound	Includes the soundtrack during playback. This command is only available when the application is launched from Harmony.

Interface Element	Name	Action
	Sound Scrubbing	Plays your sound frame-by-frame. This command is only available when the application is launched from Harmony.
	Start Frame	Enter a new value to control the starting frame of the playback range.
	Stop Frame	Enter a new value to control the end frame of the playback range.
	FPS	Enter a new value (in frames per second) in this field to change the playback speed.
	Preroll	Select the Preroll option and enter the number of blank frames. These frames will be added at the start of the playback.
	Scale	Displays the ratio of the playback size you are currently viewing in Toon Boom Play compared to the image's actual size.

Chapter 3: Loading Image Sequences

To play a scene in Play, you must load the sequence of rendered frames for that scene in the Play application.

Loading Image Sequences from Folders	17
Loading Image Sequences from Databases	19

Loading Image Sequences from Folders

You can import an image sequence from a folder stored locally.

How to load an image sequence from a folder

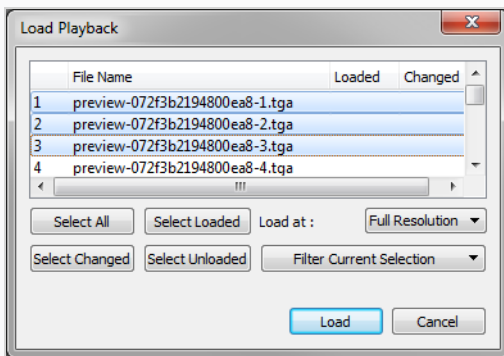
1. From the top menu, select **File > Load from Folder**.

The Find Directory dialog box opens.

2. Select the folder that contains the image sequence to load.

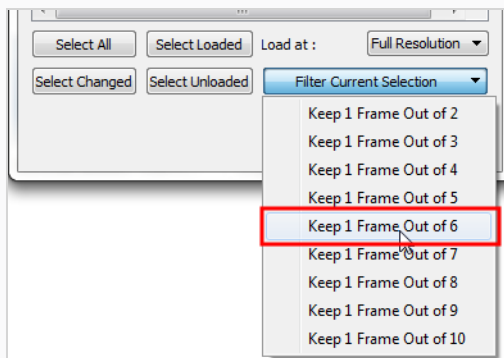
3. Click **OK**.

The Load Playback dialog box opens.

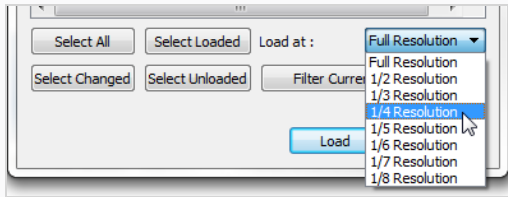


4. Click one of the following:

- ▶ **Select All:** To select all the files in the list.
- ▶ **Select Loaded:** To reload images that are already loaded in the player.
- ▶ **Select Changed:** To reload only the images that were modified since they were loaded.
- ▶ **Select Unloaded:** To load all the images in the list that are not currently loaded in the player.
- ▶ Select an option from the **Filter Current Selection** menu to select a series of frames from the ones selected. For example, to load one of six frames instead of the entire sequence, select **Keep 1 Frame Out of 6** from the drop-down menu.



- In the Load At menu, select the image resolution. To load images faster, or to fit them on your screen, load the images at a lower resolution.



- Click **Load** to load the selected images.
- Once the images are loaded, click the Play ► button to play back your image sequence.

Loading Image Sequences from Databases

You can import an image sequence stored on the Harmony database.

How to load an image sequence from the database

1. From the top menu, select **File > Load from Database**. Note that Harmony Essentials cannot connect to a database. This option is only for Harmony Advanced and Harmony Premium.

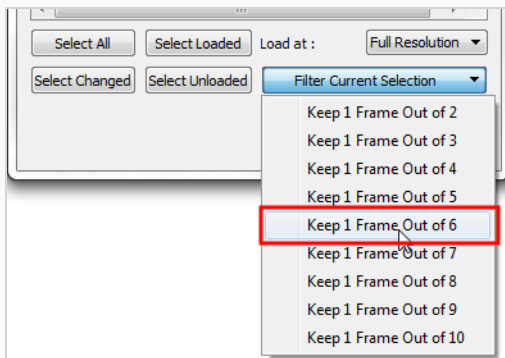
The Database selector dialog box opens.

2. Select the environment, job, scene and element in which your frames are located.
3. Select one or more frames to load.
4. Click **Open**.

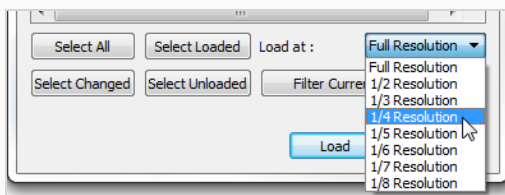
The Load Playback dialog box opens.


5. Click one of the following:

- ▶ **Select All:** To select all the files in the list.
- ▶ **Select Loaded:** To reload images that are already loaded in the player.
- ▶ **Select Changed:** To reload only the images that were modified since they were loaded.
- ▶ **Select Unloaded:** To load all the images in the list that are not currently loaded in the player.
- ▶ Select an option from the **Filter Current Selection** menu to select a series of frames from the ones selected. For example, to load one of six frames instead of the entire sequence, select **Keep 1 Frame Out of 6** from the drop-down menu.



6. In the Load At menu, select the image resolution. To load images faster, or to fit them on your screen, load the images at a lower resolution.



7. Click **Load** to load the selected images.
8. Once the images are loaded, click the Play  button to play back your image sequence.