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Toon Boom Play User Guide

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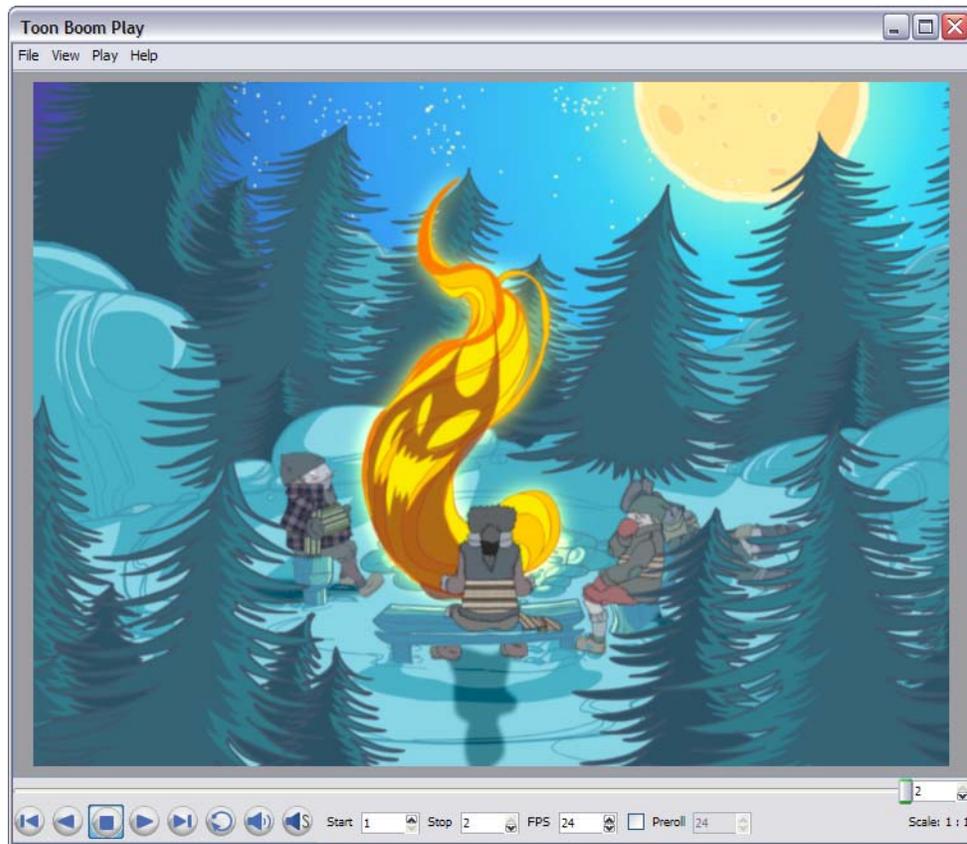
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Using Toon Boom Play



Toon Boom provides you with a module specifically for playing back and viewing your animation projects once they have been rendered out into image sequences. The module is known as Toon Boom Play. This module opens up directly from your program menu to load your final render. It is also used when playing back a scene with effects in Animate.

This guide is divided as follows:

- Launching Toon Boom Play, on page 3
- About Toon Boom Play, on page 4
- Loading an Image Sequence, on page 6
- Toon Boom Play Commands, on page 7

Launching Toon Boom Play

You can run the software on Mac OS X or Windows operating systems.

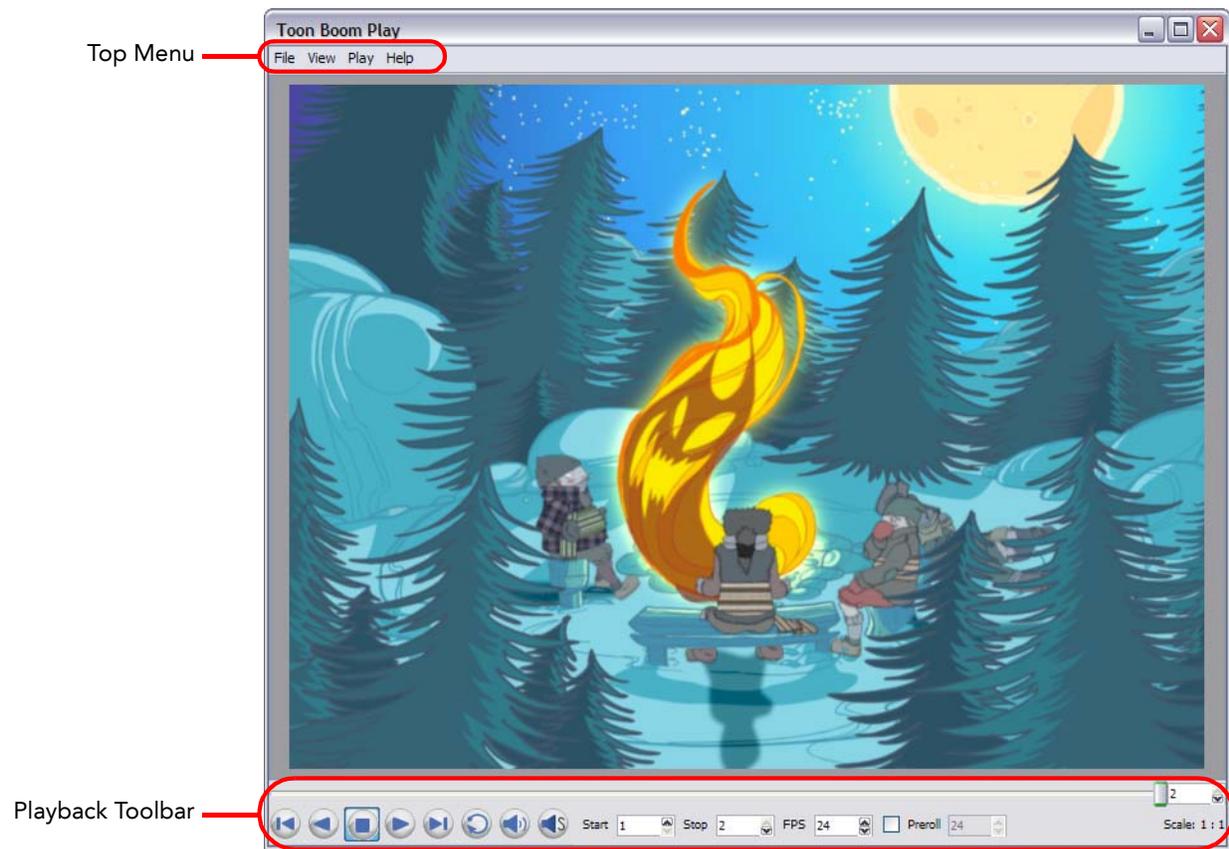
To open Toon Boom Play, do one of the following:

- ▶ **Mac OS X:** Select **Applications > Toon Boom Animate Pro 2 > Play**.
- ▶ **Windows:** Select **Start > Programs > Toon Boom Animation > Toon Boom Animate Pro 2 > Play**.
- ▶ In Animate, if you want to play back your scene to see your effects and final images, just click on the Render and Play  button. The Toon Boom Play module will open and process and load your final images.

About Toon Boom Play

Toon Boom Play is a very simple application to use. The two main items you will see in the interface are:

- Top Menu, on page 4
- Playback Toolbar, on page 5



Top Menu

In the Top menu, you will find all the necessary commands for loading and previewing image sequences.

The Top menu is divided as follows:

- **Windows**

File View Play Help

- ⇒ File
- ⇒ View
- ⇒ Play
- ⇒ Help

- **Mac OS X**

Play File View Play Help

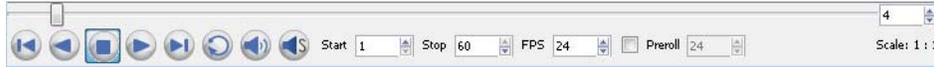
- ⇒ Play
- ⇒ File
- ⇒ View
- ⇒ Play
- ⇒ Help



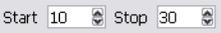
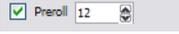
For more details about the commands found in these menus, refer to *Toon Boom Play Commands*, on page 7.

Playback Toolbar

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



The Playback toolbar contains a number of buttons and options, these are:

- **First Frame**  button
Click on this to go back to the first loaded frame of the animation. You can also do this from the top menu by selecting **Play > First Frame**.
- **Play Scene Backward**  button
Click on this to play the scene in reverse. It will start from the current frame and move backwards to the first frame. You can also select **Play > Play Scene Backward** from the top menu.
- **Play**  button
Click on this to play the animation. You can also select **Play > Play Scene Forward** from the top menu.
- **Loop**  button
Click on this to repeat your playback indefinitely. You can also select **Play > Loop** from the top menu.
- **Last Frame**  button
Click on this to go back to the first loaded frame of the animation. You can also select **Play > Last Frame** from the top menu.
- **Start and Stop** fields 
Enter values in these fields to change the playback frame range.
- **FPS** field 
Enter a new value (in frames per second) in this field to change the playback speed.
- **Frame Slider**
Move this slider left or right to scroll backwards or forwards through the playback frames.
- **Preroll** check box 
Click in the check box to enable the Preroll option and then enter the number of blank frames in the Preroll field. These frames will be added at the start of the playback.
- **Scale** information 
This indicates the ratio of the playback size you are currently viewing compared to the image's actual size.



Note: the following buttons and menu commands are only used when Toon Boom Play is launched from Animate when loading a scene with sound:

- **Sound**  button
Click on this to enable sound in the playback. You can also select **Play > Enable Sound** from the top menu.
- **Sound Scrubbing**  button
Click on this to enable sound scrubbing in the playback or select **Play > Enable Sound Scrubbing** from the top menu.

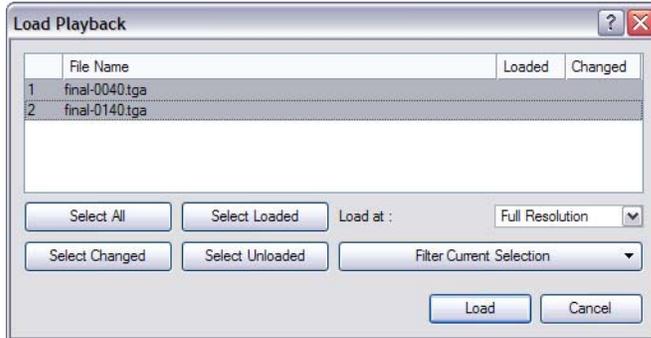
Loading an Image Sequence

The main operation you will do in Toon Boom Play is loading image sequences.

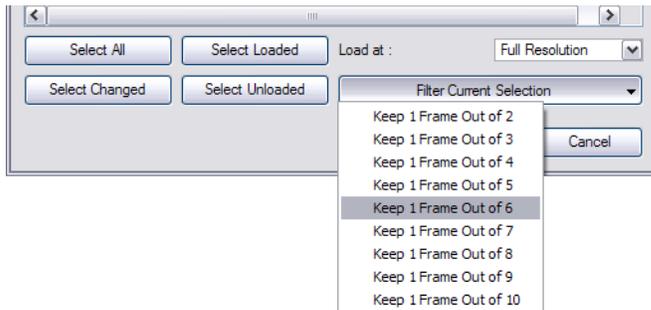
To load and play back an image sequence:

1. Select **File > Load**.
2. In the Browse window, select the folder containing the image sequence to load.
3. Click on the OK button.

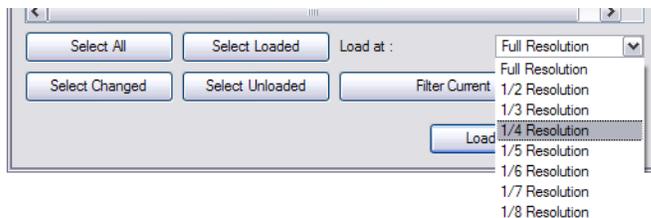
The Load Playback dialog box opens.



4. In the Load Playback dialog box, select the images you want to load, use one of the following options:
 - ▶ **Select All** button
Click on this to select all the files in the list.
 - ▶ **Select Loaded** button
Click on this if you want to reload images that are already loaded in the player.
 - ▶ **Select Changed** button
Click on this if you want to reload only the images that were modified since they were loaded.
 - ▶ **Select Unloaded** button
Click on this to load all the images in the list that are not currently loaded in the player.
 - ▶ **Filter Current Selection** button
Click on this to select a series of frames out of the selected ones. For example, if you want to load one out of six frames instead of the whole sequence, in the drop-down menu, select the **Keep 1 Frame out of 6** option.



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



6. Click on the Load button to load the selected images.
7. Once the images are loaded, click on the Play  button to playback your image sequence.

Toon Boom Play Commands

The load and playback commands are located in the top menu. Each command is described in this section.

This topic is divided as follows:

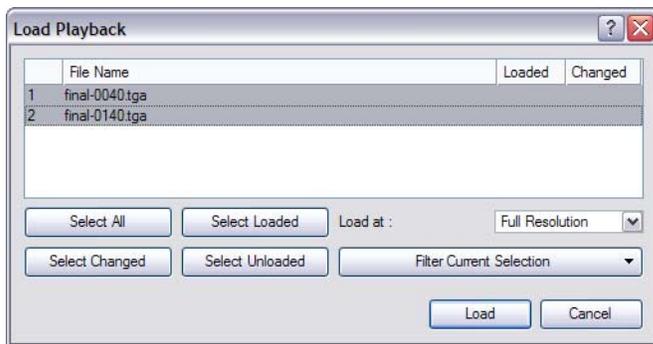
- File, on page 7
- View, on page 8
- Play, on page 10
- Help, on page 11
- Mac OS X Play, on page 11

File

This section describes the File menu commands.

Load

This command opens the Load Playback dialog box where you can select one or more images to load in the player.



Refer to the Loading an Image Sequence topic to know more about this command.

Reload Frames

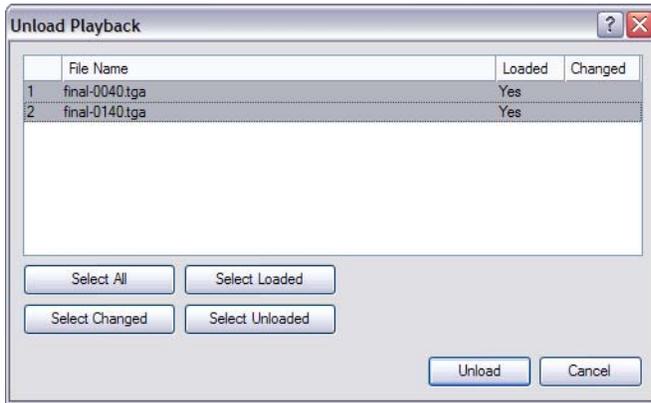
This command opens the Load Playback dialog box and indicates which frames are loaded. You can select which frames you want to reload. Use the Reload command to load frames that were modified while they were loaded in the Play module.



Refer to Loading an Image Sequence, on page 6 to discover more about the Load Playback dialog box.

Unload Frames

This command opens the Unload Playback dialog box and indicates which frames are loaded. You can select which frames you want to unload.



Refer to *Loading an Image Sequence*, on page 6 to discover more about the Load Playback dialog box.

Quit Play

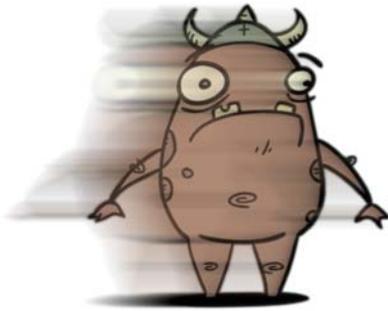
This command exits the application. On Mac OS X, this command is located in the Mac OS X Play menu.

View

This section describes the View menu commands.

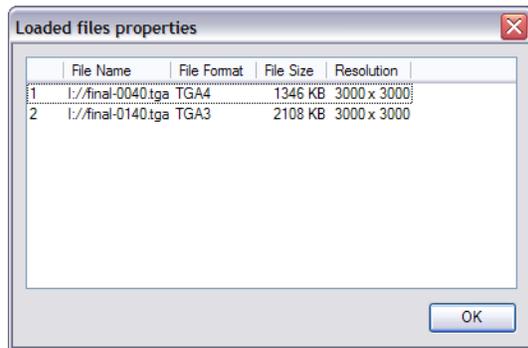
Image

This command displays the images in normal mode with all their colours.



Loaded Files Properties

This command opens the Loaded File Properties dialog box. This displays the format, path and resolution information of each loaded image.



Matte

This command displays the image's matte, also known as the alpha channel. All transparent zones are displayed as black and all fully opaque zones are displayed as white. Zones that are semi-transparent are displayed as grey.



Reset Zoom

This command resets the zoom level to 100% or 1:1. The image will be displayed at its original size.

Zoom In

This command zooms in to the loaded images to view them closer. In lower right hand corner of the interface, you can see the relative zoom level compared to the image's original resolution.

The default keyboard shortcut is [Ctrl]+[=] (Windows) or [⌘]+[=] (Mac OS X).

Zoom Out

This command zooms out of the loaded images to view them smaller. In lower right-hand corner of the interface, you can see the relative zoom level compared to the image's original resolution.

The default keyboard shortcut is [Ctrl]+[-] (Windows) or [⌘]+[-] (Mac OS X).

Play

This section describes the Play menu commands.

Enable Sound

Use the Enable Sound command to include the soundtrack during playback. This command is only available when the application is launched from Animate.

Enable Sound Scrubbing

Use the Enable Sound Scrubbing command to listen to your sound frame-by-frame. This command is only available when the application is launched from Animate.

First Frame

Use the First Frame command to set your current frame as the first frame of the loaded image sequence.

Go to Frame

The Go to Frame command sets your current frame to any frame you input in the Go to Frame dialog box.



Last Frame

The Last Frame command sets your current frame to the last frame of the image sequence.

Next Frame

The Next Frame command sets the current frame to its following frame.

Previous Frame

The Previous Frame command sets the current frame to its previous frame.

Start Frame



Use the Start Frame command to control the starting frame of the playback range.

Stop Frame



Use the Stop Frame command to control the end frame of the playback range.

Loop

The Loop command repeats the scene when it reaches the last frame during playback.

Play Scene Backward

The Play Scene Backward command plays the animation from the current frame to the first frame.

Play Scene Forward

The Play Scene Forward command plays the animation from the current frame to the last frame.

Playback Speed

The Playback Speed allows you to change the frame rate of the playback.



Stop

Use the Stop command to stop the playback.

Help

This section describes the Help menu commands.

About

This command opens the About dialog box providing information related to the application version. On Mac OS X, this command is located in the Mac OS X Play menu.

Mac OS X Play

This section describes the Mac OS X Play menu commands.

Note: This menu is only available for the Mac OS X version.

About

This command opens the About dialog box providing information related to the application version. On Windows, this command is located in the Help menu.

Quit Play

This command exits the application. On Windows, this command is located in the File menu.

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