



TOON BOOM

HARMONY

NETWORK ANIMATION SOLUTION

Play User Guide

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Credits

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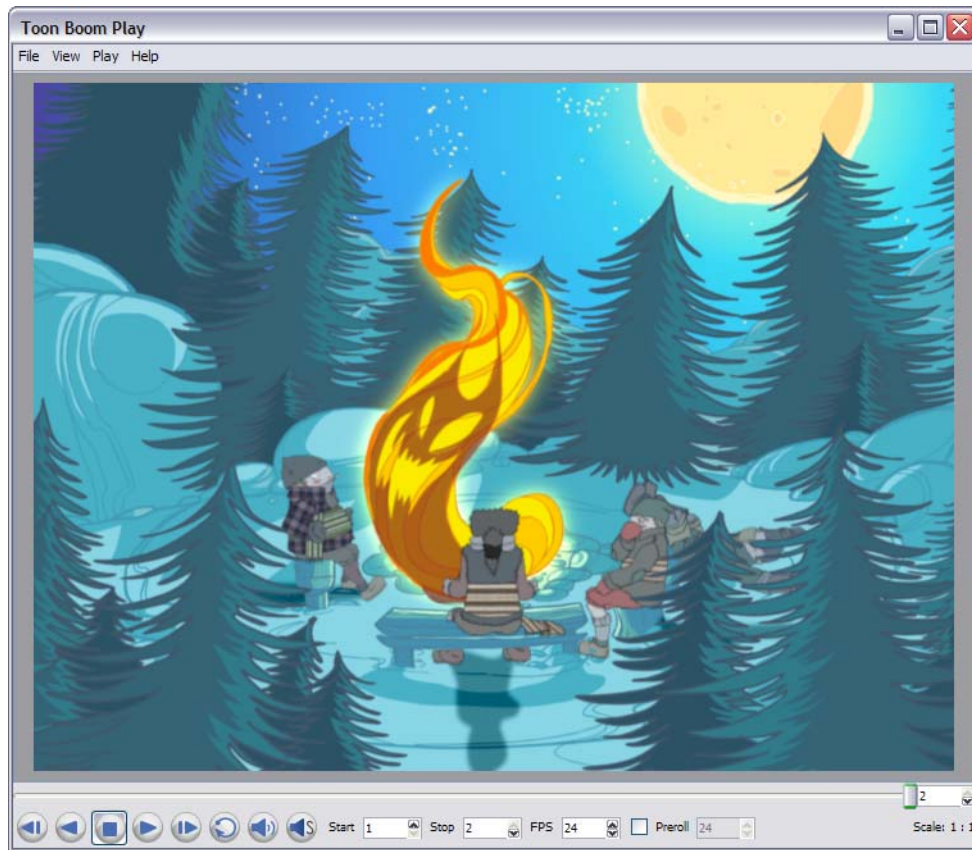
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Using Harmony Play



Toon Boom provides you with a module specifically for playing back and viewing your animated projects once they have been rendered out into image sequences. The module is known as Harmony Play.

Harmony Play opens directly from your program menu to load your final render and it is also used when playing back a scene with effects in Toon Boom Harmony Stage.

This chapter is divided as follows:


- Launching Harmony Play, on page 4
- About Harmony Play, on page 5
- Loading an Image Sequence, on page 7
- Harmony Play Commands, on page 8

Launching Harmony Play

Before using Harmony Play, you have to start the program. You can run the software on Mac OS X or Windows/Linux operating systems.

To open Harmony Play, do one of the following:

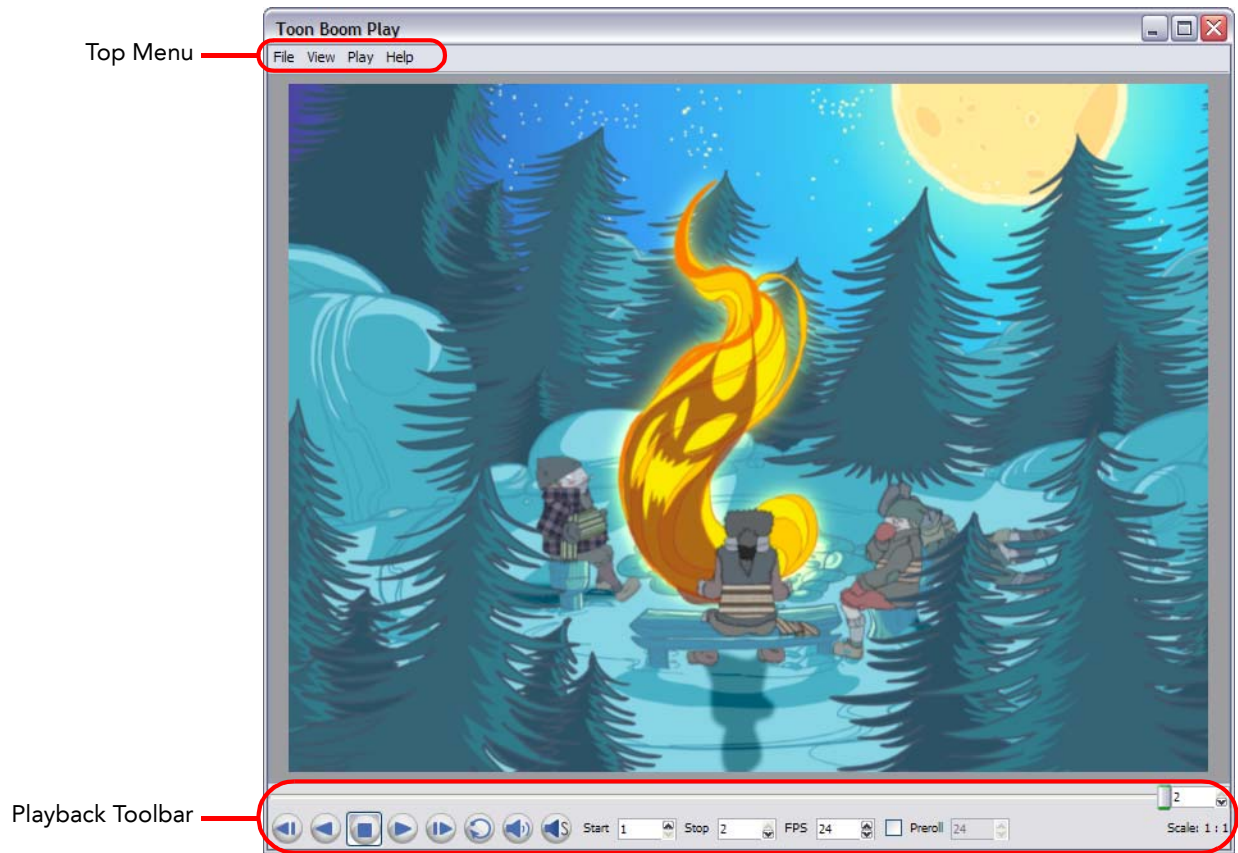
- ▶ Mac OS X: Select **Applications > Toon Boom Harmony 7.8 > HarmonyPlay.**
- ▶ Windows: Select **Start > Programs > Toon Boom Harmony 7.8 > Player**
- ▶ Linux: Select **start > applications > toonboom harmony 7.8 > play.**

In Harmony Stage, if you want to playback your scene to see your effects and final images, just click on the Render and Play  button. The Harmony Play module will open, calculate and load your final images.

About Harmony Play

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

- Top Menu, on page 5
- Playback Toolbar, on page 6



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/Linux**

File View Play Help

- ⇒ File
- ⇒ View
- ⇒ Play
- ⇒ Help

- **Mac OS X**

Play File View Play Help

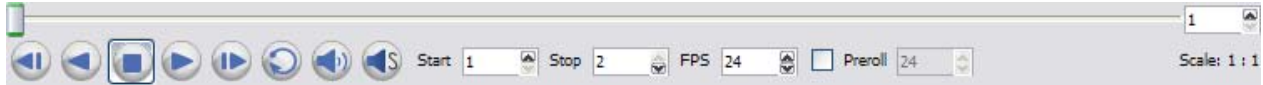
- ⇒ Play
- ⇒ File
- ⇒ View
- ⇒ Play












For more details about the commands found in these menus, refer to the Harmony Play Commands section.

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 in backwards to the first frame. Or select **Play > Play Scene Backward** from the top menu.
- **Play**  button
Click on this to play the animation. Or select **Play > Play Scene Forward** from the top menu.
- **Loop**  button
Click on this to repeat your playback indefinitely. Or select **Play > Loop** from the top menu.
- **Last Frame**  button
Click on this to go back to the first loaded frame of the animation. Or 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 Harmony Play is launched from Harmony Stage:

- **Sound**  button
Click on this to enable sound in the playback. Or 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.

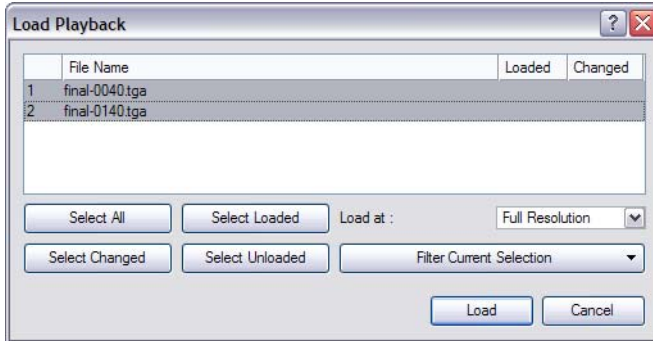
Loading an Image Sequence

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

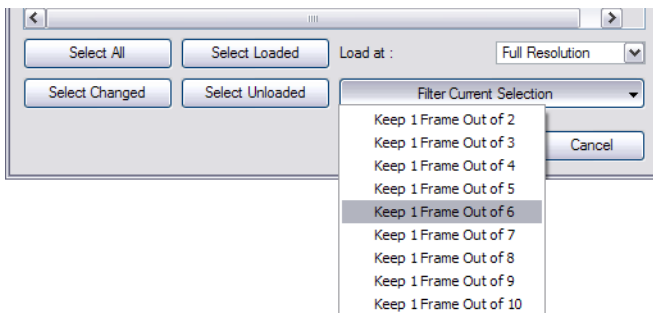
To load and playback an image sequence:

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

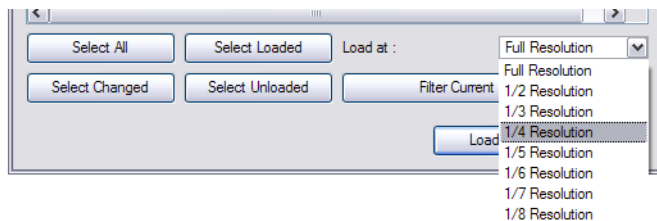
The Load Playback dialog box opens.




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.

Harmony 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:

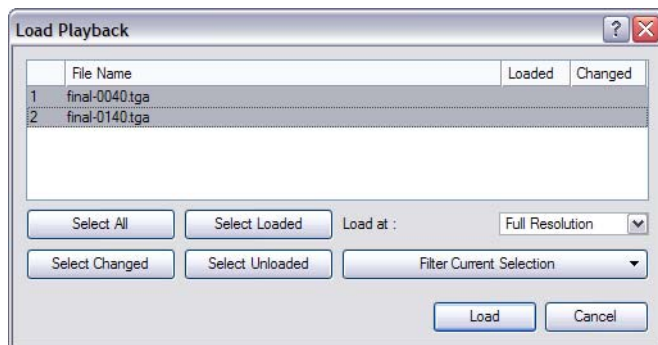
- File, on page 8
- View, on page 9
- Play, on page 10
- Help, on page 12
- Mac OS X Play, on page 12

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

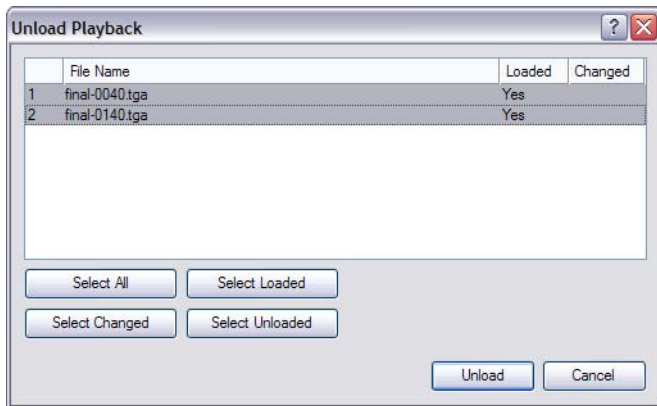
This command opens the Load Playback dialog box and indicates which frames are loaded. You can select which frames you want to reload. Use the Reload command to load frames that are currently opened in the player and that were modified since they were loaded.



Refer to the *Loading an Image Sequence* topic 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 the *Loading an Image Sequence* topic to discover more about the *Load Playback* dialog box.

Quit Play

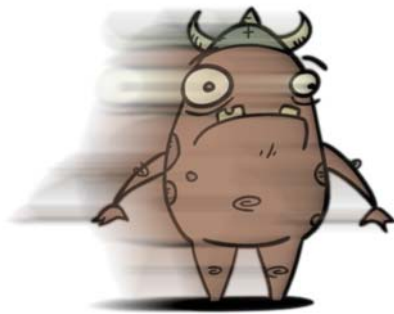
This command exits the application. On Mac OS X, this command is located in the Mac OS X Play menu.

View

This section describes the View menu commands.

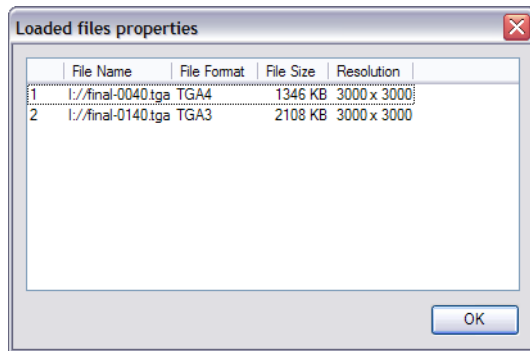
Image

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



Loaded File 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/Linux) 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/Linux) 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 Harmony Stage.

Enable Sound Scrubbing

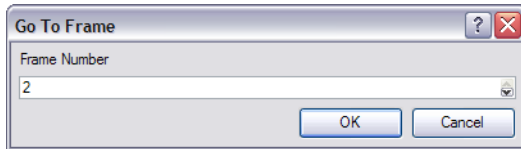
Use the Enable Sound Scrubbing command to listen to your sound frame-by-frame. This command is only available when the application is launched from Harmony Stage.

First Frame

Use the First Frame command to set your current frame to 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.

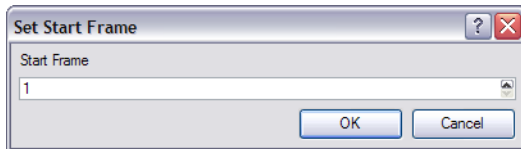
Next Frame

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

Previous Frame

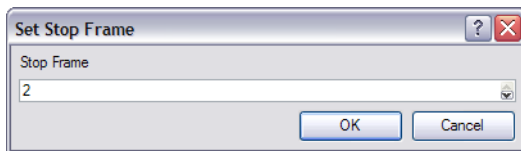
The Previous Frame command sets the current frame to its previous frame.

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/Linux, this command is located in the Help menu.

Quit Play

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

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