Toon Boom Harmony 10.3
Toon Boom Play User Guide

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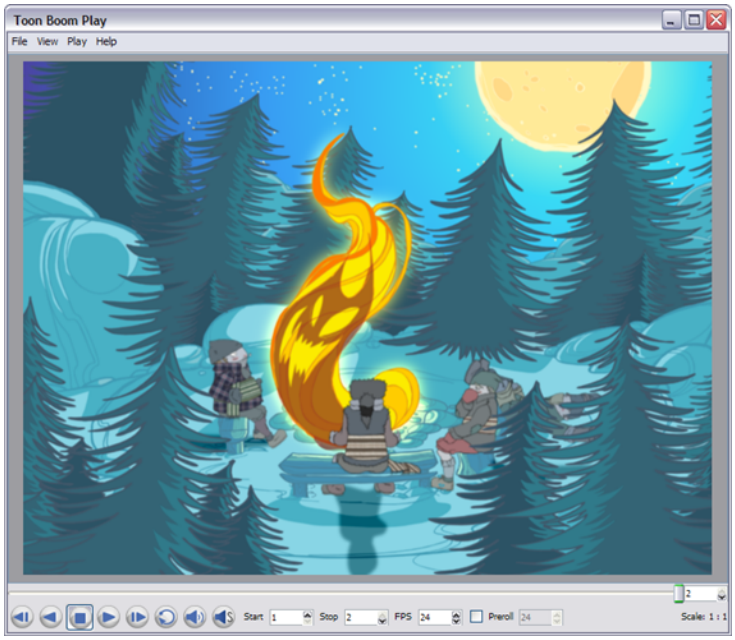
Chapter 1: Using Toon Boom Play



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 Toon Boom Play.

Toon Boom 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 Harmony.

Topics Covered

- Launching Toon Boom Play on the next page
- About Toon Boom Play on page 7
- Loading an Image Sequence on page 10

Launching Toon Boom Play

Before using Toon Boom Play, you must start the program. You can run the software on Mac OS X or Windows/Linux operating systems.

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

- Mac OS X: Select **Applications > Toon Boom Harmony 10.3 > Play**
- Windows: Select **Start > Programs > Toon Boom Harmony 10.3 > Play**
- Linux: Select **Applications > Toon Boom Harmony 10.3 > Play**

In Harmony, if you want to play back your scene to see your effects and final images, click the **Render and Play** button. The Toon Boom Play module will open, calculate, and load your final images.

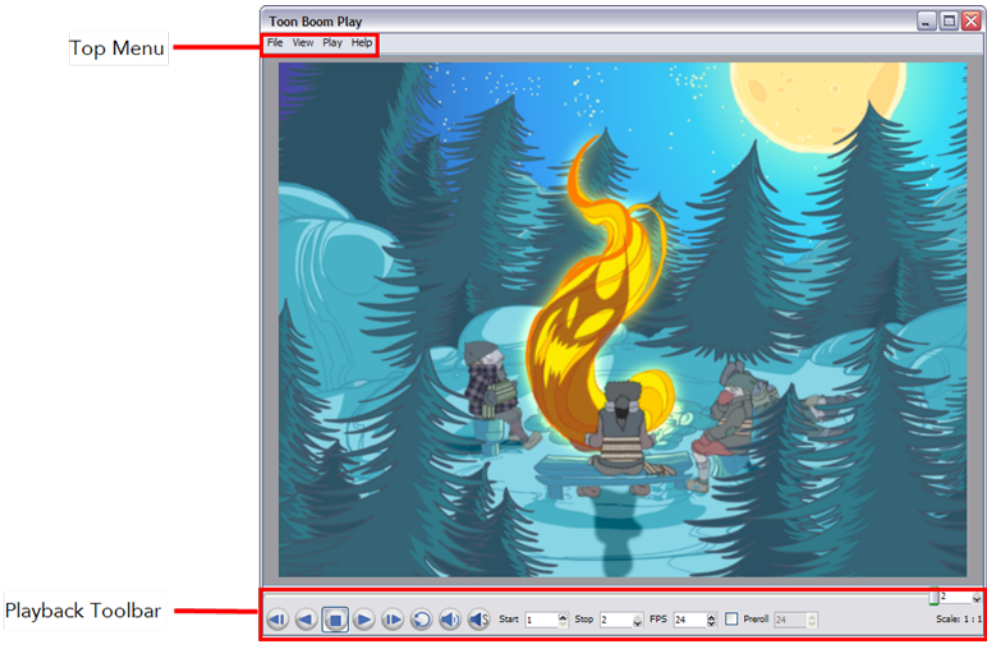
Related Topics

- About Toon Boom Play on the facing page

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 below
- Playback Toolbar on the next page



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**

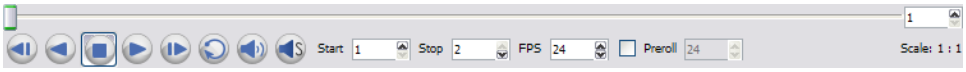
  Play File View Play Help

- Play
- File
- View
- Play
- Help

For more details about the commands found in these menus, refer to Toon Boom Play Commands on page 12.

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.

- **Last Frame** button

  Click on this to go to the last loaded frame of the animation. Or select **Play > Last Frame**. from the top menu.

- **Loop** button

  Click on this to repeat your playback indefinitely. Or select **Play > Loop** 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 Toon Boom Playe's actual size.

The following buttons and menu commands are only used when Toon Boom Play is launched from Toon Boom Harmony:

- **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.

Related Topics

- Toon Boom Play Commands on page 12

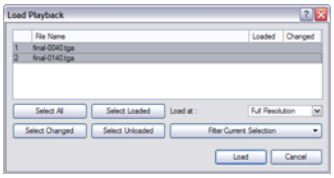
Loading an Image Sequence

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

To load and playback an image sequence:

1. Select **File > Load**.
   - **Load from Folder**:
   - **Load from Database**:
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**:

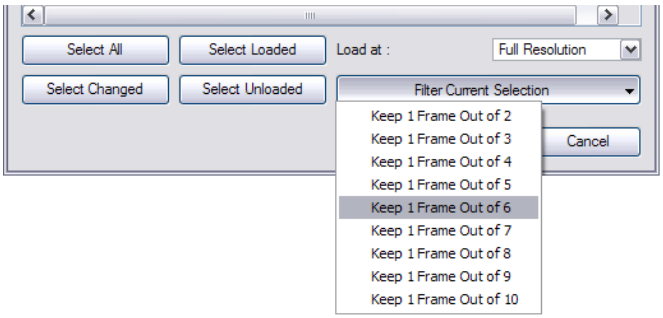
   Click on this to select all the files in the list.
   - **Select Loaded**:

   Click on this if you want to reload images that are already loaded in the player.
   - **Select Changed**:

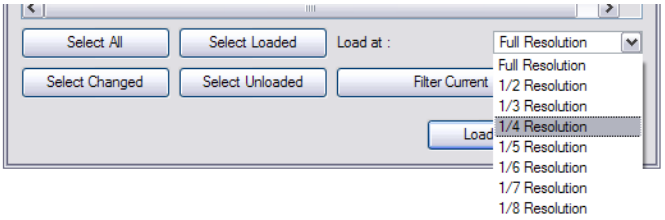
   Click on this if you want to reload only the images that were modified since they were loaded.
   - **Select Unloaded**:

   Click on this to load all the images in the list that are not currently loaded in the player.
   - **Filter Current Selection**:

   Click on this to select a series of frames from the ones selected. For example, 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.

Related Topics

- Toon Boom Play Commands on the next page

Toon Boom Play Commands

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

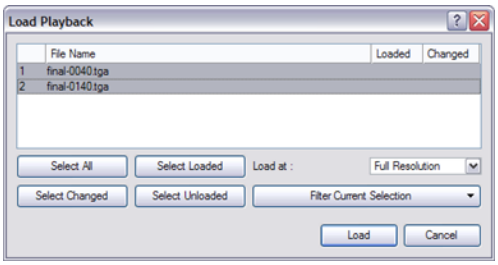
- File below
- View on the facing page
- Play on page 14
- Help on page 16
- Mac OS X Play on page 16

File

This section describes the File menu commands.

Load From Folder

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



Load From Database

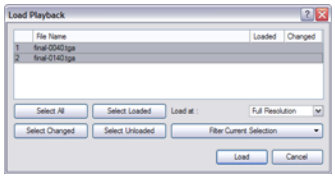
If you are connected to the Database, this command opens the Database Selector window where you can select an image sequence to load in the player.

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.

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.



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.

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 [2].

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.

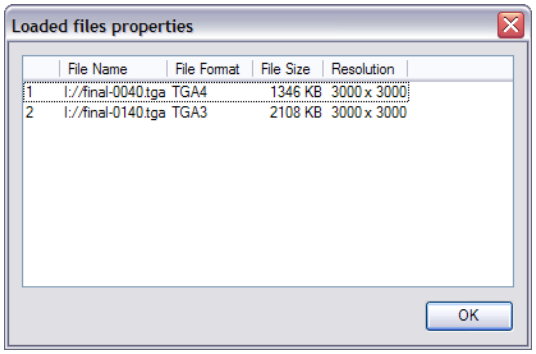
The [1].

Reset Zoom

This command resets the zoom level to 100% or Loaded File Properties

Loaded File Properties

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



Image

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

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.

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.

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.

Enable Sound Scrubbing

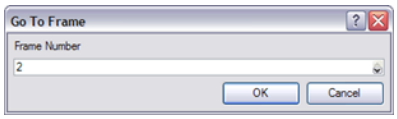
Use the Enable Sound Scrubbing command to listen to your sound frame-by-frame. This command is only available when the application is launched from Harmony.

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.

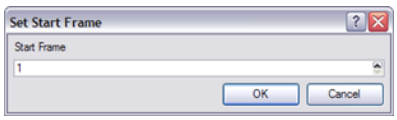
Next Frame

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

Previous Frame

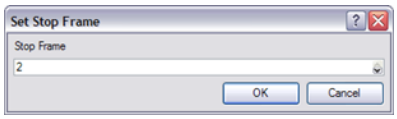
The Previous Frame command sets the current frame to its previous frame.

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

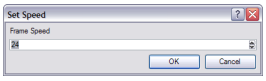
The Play Scene Backward command plays the animation from the current frame to the first frame.

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.

Help

This command opens the Toon Boom Online Help where you can find useful indexed and searchable information on the operation of the Toon Boom Play module.

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 Mac OS X, 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.