Toon Boom Harmony 11.1
Preferences Guide (Draw)

Legal Notices

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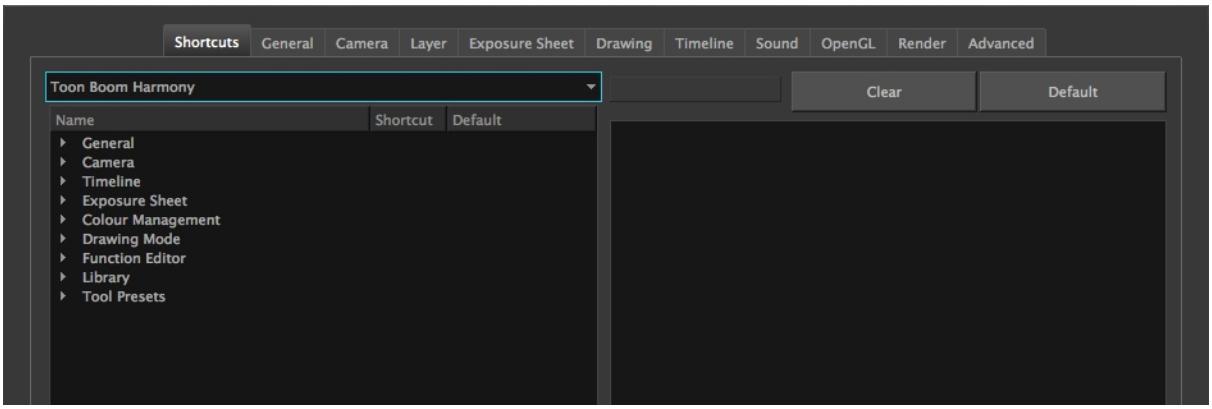
Chapter 1: Interface Preferences

Adjusting preferences to suit your work style allows you to work more efficiently. Harmony has a series of preferences you can adjust to customize your personal workflow.



The Preferences dialog box is divided into the following tabs:

- Shortcuts
- General
- Camera
- Layer
- Exposure Sheet
- Drawing
- Timeline
- Sound
- OpenGL
- Render
- Advanced

Some preferences require you to exit and restart the application or to close a view and reopen it.

How to access the Preferences dialog box

Do one of the following:

- From the top menu, select **Edit > Preferences** (Windows/Linux) or **Stage > Preferences** (Mac OS X).
- Press Ctrl + U (Windows/Linux) or ⌘ + U (Mac OS X).

Chapter 2: Shortcut Preferences

To speed up your work, all of the keyboard shortcuts can be customized. You can even choose other software keyboard shortcut sets.

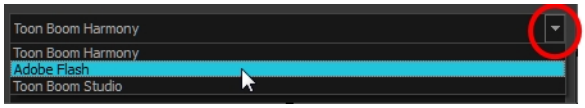
In Toon Boom Harmony, you can choose a set of default keyboard shortcuts you are familiar with. You can choose between the following:

- Adobe Flash
- Toon Boom Harmony
- Toon Boom Studio

You can also customize most of the shortcuts.

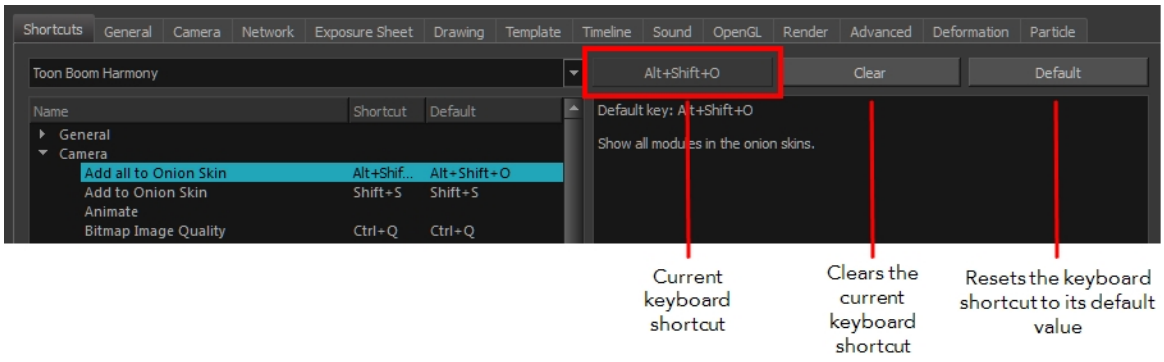
How to switch keyboard shortcut sets

1. Do one of the following:
   - Windows: Select **Edit > Preferences**
   - Mac OS X: Select **Stage> Preferences**.
   - Press Ctrl + U (Windows/Linux) or ⌘ + U (Mac OS X).
2. In the Preferences dialog box, select the **Shortcuts** tab.
3. From the Shortcut Set list, select the desired set.



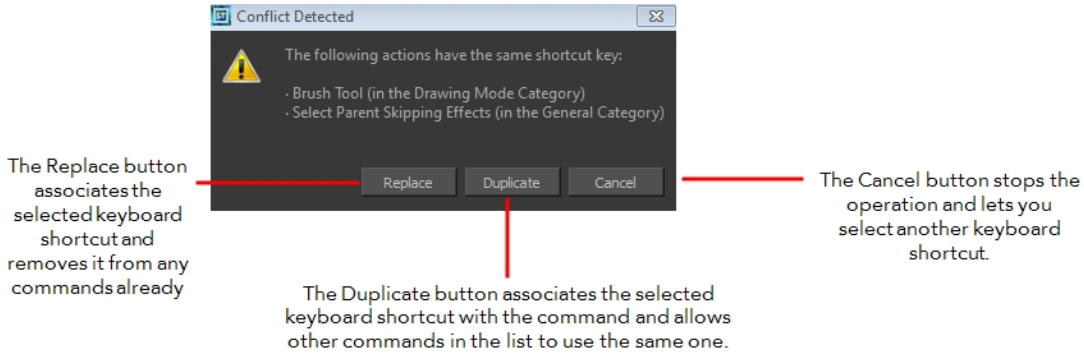
How to set a keyboard shortcut

1. Do one of the following:
   - Windows: Select **Edit > Preferences**
   - Mac OS X: Select **Stage> Preferences**.
   - Press Ctrl + U (Windows/Linux) or ⌘ + U (Mac OS X).
2. In the Preferences dialog box, select the **Shortcuts** tab.
3. In the left pane, select a category and then select a command to modify.
4. Click on the shortcut rectangle (above the right pane).

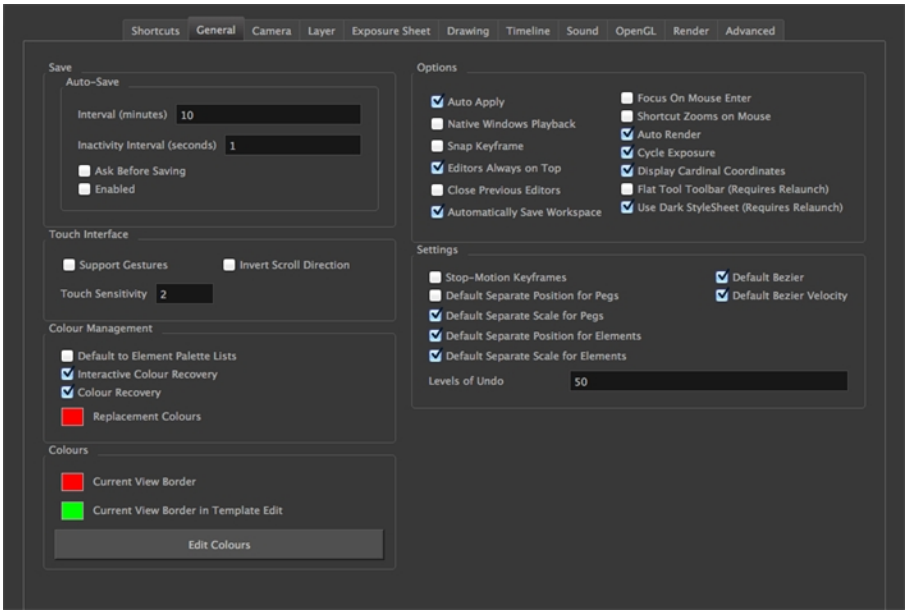


5. On your keyboard, click the desired shortcut.
   - To remove any keyboard shortcut associated to a command, click **Clear**.
   - To reset a command's default keyboard shortcut, click **Default**.
6. Click **OK**.

   If a keyboard shortcut is already in use, the Conflict Detected dialog box will appear notifying you of the command to which it is already associated. You can continue to associate the shortcut or cancel the operation and choose another command.

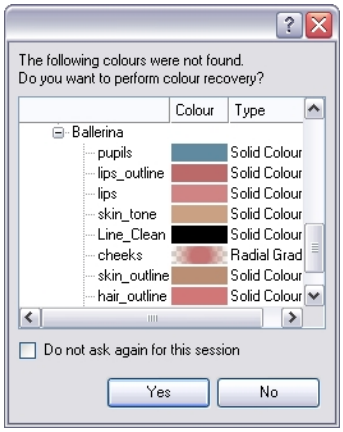


Chapter 3: General Preferences



To customize your interface, you will use some of the preferences located in the General tab as well as the Camera tab.

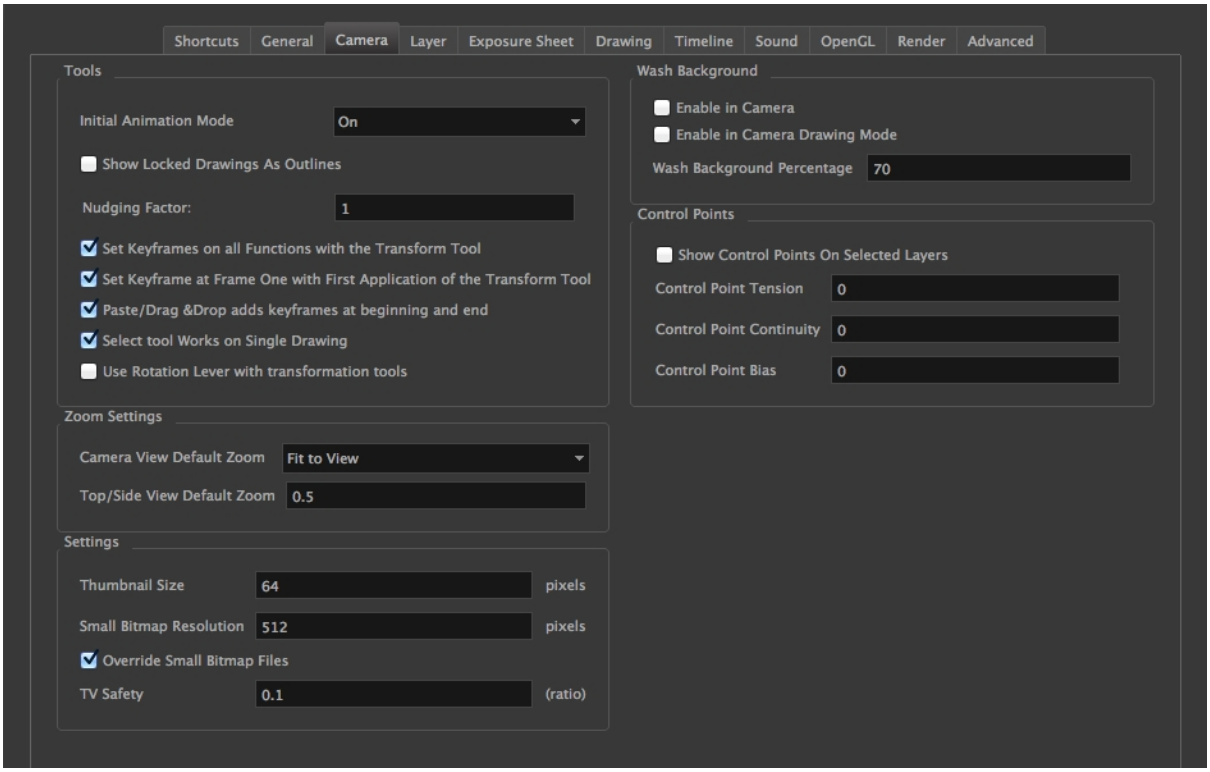
Parameter	Description
Open in Read Only mode if plugin syntax errors are detected	Opens scenes that contain plugin module errors in read-only mode to prevent you from losing plugin information on subsequent saves.
Automatically Save Workspace	This option is enabled by default. Every time you add a view to your workspace, remove a toolbar or change a view's width, these modifications are saved when you quit the application. If you do not want the system to save these modifications, disable the preference. This preference does not require you to restart the application.
Save	
	Auto-Save: **Interval (minutes)**: This is the frequency at which the auto-save takes place. **Inactivity Interval (seconds):** When Auto-save is about to take place, it verify if you are drawing or doing anything in the application. If so, Auto-save waits this number of seconds before attempting another save. **Ask Before Saving:** Before performing an auto-save, the system will prompt you with a message to confirm if you want to save or not. You can choose to turn off this option. **Enabled:** This enables the Auto-save feature. If you do not want the system to automatically save your work, deselect this option. The auto-save is off by default.

Touch Interface	
	Support Gestures: Enable the gestural touch interface for the OpenGL views. Note, on Mac OS, this determines whether a 2 finger drag gesture is interpreted as a zoom or a pan. **Invert Scroll Direction:** Invert the scroll direction. **Touch Sensitivity:** Control touch sensitivity. On Mac OS, higher numbers give a slower response to pans. On Windows, higher numbers favour scale/rotates over pans.
Colour Management	
	Default to Element Palette Lists: When this option is enabled the new, cloned, duplicated, imported and linked palettes will be stored in the Element Palette list instead of the Scene Palette List. **Interactive Colour Recovery**: If a colour palette for your scene is deleted or cannot be found, you will be asked if you want to recover colours from the program's memory. If this option is unchecked, the program recovers missing colours without displaying a dialog box for your input.  **Colour Recovery**: If this option is unchecked, colour recovery will not occur. **Replacement Colours**: If colours are no longer available for your scene, these colours are automatically replaced with the ones indicated by the Replacement Colour swatch. The default colour is red, as it acts as a missing colour warning device.
Colours	
	The Colours preference allows you to modify the colours of the different user interface views and elements. For example, you can change the Camera view's background colour from grey to white. Altering these preferences requires you to restart the application or to close a view and reopen it for the modifications to be applied. **Current View Border**: Sets the colour of the frame around the workspace view you are currently using, also known as focus. By default, the colour is red. Click on the red colour swatch to select a

	new colour in the Colour Picker window. **Current View Border in Template Edit**: Sets the colour of the frame around the workspace view you are currently using when editing a template from your library view. By default, the colour is green. Click on the green colour swatch to select a new colour in the Colour Picker window. **Edit Colours Button**: Click on the Edit Colours button to open the Colours window.
Options	
	Auto Apply: When enabled, values entered or options selected in module editors are automatically applied to elements in your scene. The Apply and OK buttons are hidden in the Layer Properties when this feature is enabled. **Native Windows Playback**: When enabled, the native Windows functions are used for play back in Enable Cache mode. **Snap Keyframe**: If two keyframes have the same value, they will both update to the same new position when the first of the two keyframes is modified. The previous keyframe has to be a Stop-Motion keyframe. **Editors Always on Top**: When enabled, the Layers and Function Editors are on top of the main window. **Close Previous Editors**: Closes previously opened editors. **Automatically Save Workspace**: This option is enabled by default. Every time you add a view to your workspace, remove a toolbar or change a view's width, these modifications are saved when you quit the application. If you do not want the system to save these modifications, disable the preference. This preference does not require you to restart the application. **Focus on Mouse Enter:** Disabled by default. In Toon Boom Harmony, for the operations or keyboard shortcuts to work in the view in which you are working, the focus must be in that view. When the focus is on a particular view, a red rectangle appears around its frame. You must click in the view or on the view's header for the focus to be done. If you enable the Focus on Mouse Enter preference, you will not need to click in the view to get the focus. It will be done as soon as your mouse enters the view. **Note**: If you enable the Focus On Mouse Enter preference, certain operations from the top menu may not be available since the view focus may change as you make your way to the top menu. In this case use keyboard shortcuts and quick access menus (right-click menus). **Shortcut Zooms on Mouse**: When enabled, shortcut zooming will centre on the cursor location. **Auto-Render**: Automatically enables the Auto-Render option. **Cycle Exposure**: Make navigation in the Xsheet View wrap-around from the last frame or the last column to the first.

	Display Cardinal Coordinates: Display coordinates through application either scalar (ex:+1 -1) or cardinal (1N1S). **Flat Tool Toolbar (Requires Relaunch)**: Lets you expand the toolbar so there are no nested toolsets in the toolbar. You will need to close Harmony and relaunch it for the new interface to be displayed. A default set of tools will appear in the toolbar. However, you can customize which tool icons appear in the toolbar to fit your own work pattern. Once you have enabled the Flat Tool Toolbar preference, you can customize the tools that appear in the toolbar. This means you can change the default set of tools and replace the tools which you use less frequently with ones which are used more often. This customizing is done through the Toolbar Manager. The default Tools toolbar These arrows denote nested toolsets. The Flat Tool Toolbar option expands the toolbar so there are no nested toolsets. **Use Dark StyleSheet (Requires Relaunch)**: Application loads a dark skin for the User Interface.
Settings	
	Stop-Motion Keyframes: New keyframes are created as stop-motion keyframes. **Default Separate Positions for Pegs**: New pegs are created with separate position functions. **Default Separate Scale for Pegs**: New pegs are created with separate scale functions. **Default Separate Positions for Elements**: New elements are created with separate position functions. **Default Separate Scale for Elements**: New elements are created with separate scale functions. **Default Bezier**: New functions curves are created as Bezier Curves. **Default Bezier Velocity**: New velocity curves are created as Bezier Curves. **Levels of Undo**: Determines the number of actions retained by the Undo list. By default, 50 actions are stored in the list. You can alter the number if you want to.

Chapter 4: Camera Preferences

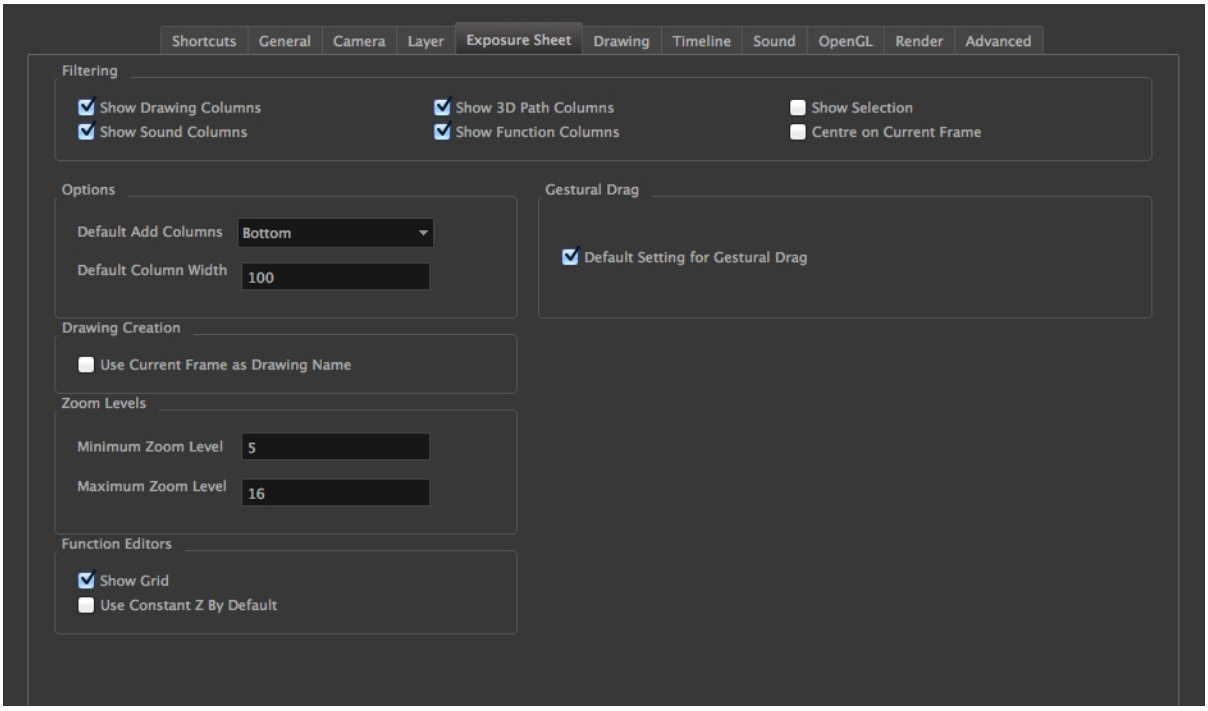


Parameter	Description
Tools	
	Initial Animation Mode: Determines which animation mode are enabled when the scene is opened. **Show Locked Drawings As Outlines**: In the Camera view, locked elements are displayed as outlines only. **Nudging Factor**: The nudging increment value. **Set Keyframe on All Functions with the Transform Tool**: When true, the transform tool will create a keyframe for all functions of the selected pegs, including the functions that normally would not be affected by the transformation. **Set Keyframe At Frame One With First Application On the Transform Tool**: When this preference is enabled, wherever you set a keyframe on your layer, there will be a keyframe added on your frame 1. If the preference is disabled, there will be only a keyframe added to the current frame. If later on, you add a keyframe on your frame one, it may modify the first keyframe you added. **Paste/Drag&Drop adds keyframes at beginning and end**: Add keyframes at beginning and end: Select this option to copy

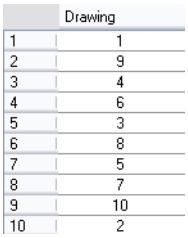
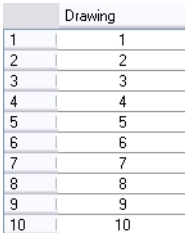
	and paste a set of frames that includes an interpolated sequence between two keyframes, but only extracts a partial section. Under normal circumstances, cutting and pasting a function without either the start or end keyframe would render the function null. This option caps the partial function with a new keyframe when you perform the paste. **Select Tool Works on Single Drawing**: By default, when you draw a selection box in the Camera view, the Select tool will select only the drawing strokes of the current drawing. If you would prefer the Select tool to select all the strokes on all layers, you can disable the Select Tool Works on Single Drawing preference. **Use Rotation Lever with transformation tools**: Enable this preference if you prefer to see the rotation lever when using the transformation tools. Without this preference enabled, hovering your cursor of the corner of an element's bounding box is sufficient to rotate it.
Zoom Settings	
	Camera View Default Zoom: The default zoom value for the Camera view. **Top/Side View Default Zoom**: The default zoom value for the Top/Side views.
Settings	
	Thumbnail Size: The thumbnail size, in pixels, that appears in the Top and Side views. **Small Bitmap Resolution**: The size, in pixels, of the smaller bitmap version of your image. When you import a bitmap image into a scene, a smaller version of it is created by the system in order to accelerate the compositing and playback processes. **Override Small Bitmap Files**: Enable this option if you want the system to generate new versions of the already existing smaller bitmap files, every time you modify the Small Bitmap Resolution value. When the option is disabled, the already existing smaller bitmap versions will not be regenerated and will keep the same resolution as when they were created. **TV Safety**: The ratio value for the TV Safety frame in proportion to the regular camera frame.
Wash Background	
	Enable in Camera: Dulls background bitmaps in Camera view. This allows you to see other elements clearly, such as the ones that have not yet been painted. **Enable in Camera Drawing Mode**: Dulls background bitmaps in Camera view while using drawing tools. This allows you to see other elements clearly, such as the ones that have not yet

	been painted. **Wash Background Percentage**: The Wash Percentage value.
Control Points	
	Show Control Points On Selected Layer: By default, when you select an element with the Transform tool, the motion path related to the object is displayed. **Control Point Tension**: The default Tension value for new keyframes and Control Points. **Control Point Continuity**: The default Continuity value for new keyframes and Control Points. **Control Point Bias**: The default Bias value for new keyframes and Control Points.

Chapter 5: Exposure Sheet Preferences



Parameter	Description
Filtering	
	These preferences are used to display or hide certain layer types in the Xsheet view. **Show Drawing Columns**: Displays the Drawing layers in the Xsheet view. **Show Sound Columns**: Displays the Sound columns in the Xsheet view. **Show 3D Path Columns**: Displays the 3D Path columns in the Xsheet view. **Show Function Columns:** Displays the Function columns layers in the Xsheet view. **Show Selection:** Sets the Show Selection option On or Off by default in the Xsheet view. **Centre of Current Frame**: Turns auto-centering on or off when playing back a scene. Auto-centering is to be used during sound breakdown with the ShuttleXpress device.
Options	
	Default Add Columns: The default position where the new column will be added.

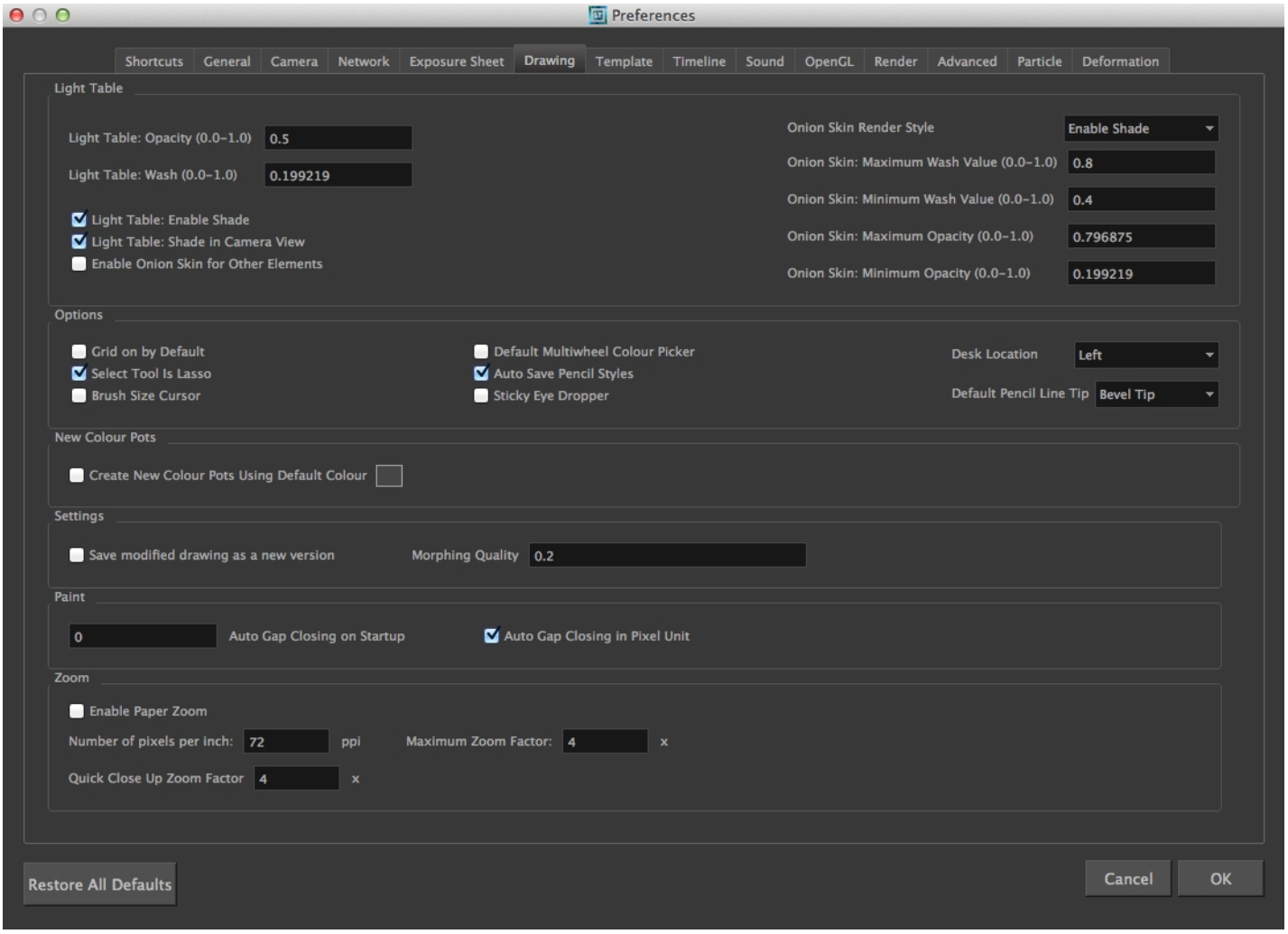
	Default Column Width: The default width value for the new column being created.
Drawing Creation	
	Use Current Frame as Drawing Name: Automatically names the drawing corresponding to the frame position. This avoids numbering conflicts while animating.  For example, using the default preferences, you start with the first drawing on frame 1, this drawing is called 1. You then draw the extreme position drawing on frame 10, this drawing is called 2. Next, the in-between pose is drawn on frame 5, this drawing is called 3 and so on. At the end, you have a sequence like this: 1-9-4-6-3-8-5-7-10-2.  Instead, using the Use Current Frame as Drawing Name preference, each drawing is automatically named by its frame number and the sequence looks like: 1-2-3-4-5-6-7-8-9-10.
Zoom Levels	
	You can set the minimum and maximum zoom levels to view the Xsheet, depending on the number of columns and rows in the project. Once you set a level, close and reopen the Xsheet so the new values take effect. **Minimum Zoom Level**: Lets you set the lowest level of zoom. Choose a value between 1 and 6. **Maximum Zoom Level**: Lets you set the highest level of zoom. Choose a value between 14 and 20. **Tip**: You can set a keyboard shortcut to view the entire Xsheet.
Function Editors	
	Show Grid: When selected, the grid is displayed by default when opening the Function Editor.

	Use Constant Z By Default: When selected, the Constant Z option will be enabled by default in the Function Editor. Constant Z means that even when creating Motion keyframes, the Z function will use Stop-Motion keyframes and will not be interpolated, this can be very useful for cut-out animation. The Constant Z feature only works with 3Dpaths. You can also enable the Constant Z option directly in the Function Editor or Function view for specific functions.
Gestural Drag	
	Default Setting for Gestural Drag: This is the default value enabling gestural dragging of cells in the Xsheet view.
	From Left to Right: When clicking the **Apply/Next** button in the Xsheet view Column Properties, the next column to be displayed in the Column Properties will be the one on the right. **From Right to Left**: When clicking the **Apply/Next** button in the Xsheet view Column Properties, the next column to be displayed in the Column Properties will be the one on the left.
New Element	
	Bitmap Format: By default, when you create a new empty bitmap column, it will use the file format indicated in the field as the new column format. The default value is SCAN, which means that it is set for scanned-in drawings.

Chapter 6: Drawing Preferences

Adjusting preferences to suit your techniques allows you to paint your drawings more efficiently.

In the Preferences panel, you will find the following preferences that are related to adding colours to your project.

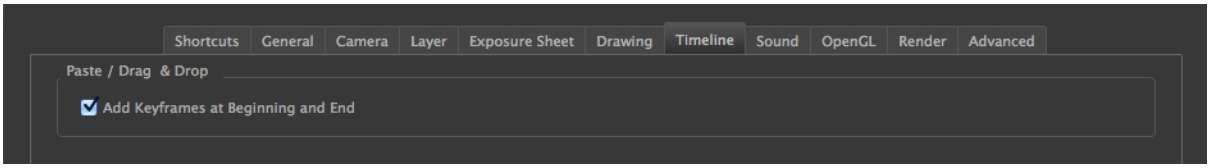


Parameter	Description
Light Table	
	Light Table: Opacity (0,0-1,0): **Light Table: Wash (0,0-1,0)**: The washed-out value for the light table display. **Light Table: Enable Shade**: When enabled, the drawings appearing in the Light Table are displayed in washed out colours in the Drawing view. When this option is disabled, the drawings appearing in the Light Table are displayed using normal colours. This option is for the Drawing view only. **Light Table: Shade in Camera View**: When enabled, the

	drawings appearing on other layers are displayed in washed-out colours in the Camera view. When this option is disabled, the drawings appearing on other layers are displayed using normal colours. This option is for the Camera view only. **Enable Onion Skin for Other Elements**: When both Onion Skin and Light Table options are enabled, the drawings appearing in the Light Table also display their previous and next onion skinned drawings. This option is for the Drawing view only. **Onion Skin Render Style**: **Normal**: The onion skinned drawings is displayed in washed out colours. **Enable Shade**: The previous onion skinned drawings are displayed in washed out red shades and the next onion skinned drawings are displayed in washed out green shades. **Outlines Only**: The onion skinned drawings are displayed as outlines only. **Onion Skin: Maximum Wash Value (0,0-1,0)**: The maximum washed-out value for onion skinned drawings. **Onion Skin: Minimum Wash Value (0,0-1,0)**: The minimum washed-out value for onion skinned drawings. **Onion Skin: Maximum Opacity (0,0-1,0)**: The maximum opacity value for onion skinned drawings. (0 = transparent). **Onion Skin: Minimum Opacity (0,0-1,0)**: The minimum opacity value for onion skinned drawings. (0 = transparent).
Options	
	Grid On By Default: When opening the Drawing view, the grid displays automatically. **Select Tool is Lasso**: When this option is enabled, the Select tool behaves as a lasso selector. When this option is disabled, the Select tool behaves as a rectangle selector. **Brush Size Cursor**: When this option is enabled, the brush tool displays the brush size as a circle around the cursor. **Default Multiwheel Colour Picker**: Displays the Mutliwheel Colour Picker window instead of the regular Colour Picker. **Auto Save Pencil Styles**: When this option is enabled, new pens and pen styles are automatically saved. **Sticky Eye Dropper**: Keeps the Colour Picker's Dropper tool active until it is released by clicking on the Dropper icon again. **Desk Location**: Defines the location of the Desk panel in the Drawing view.

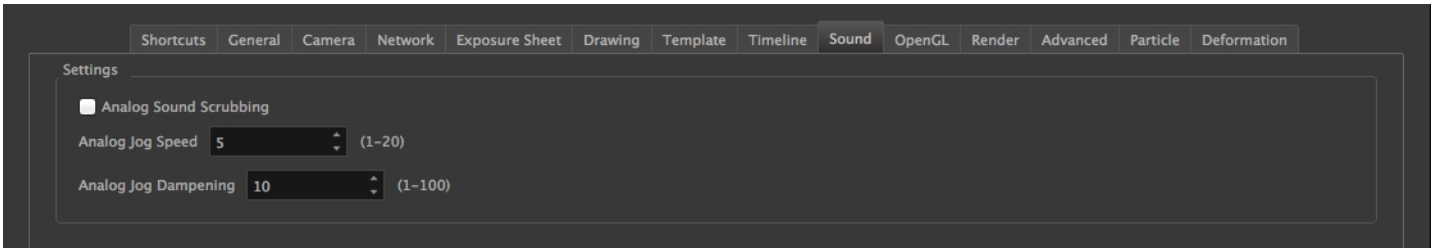
	Default Pencil Line Tip: Sets the default pencil line tip to either **Round**, **Flat**, or **Bevel**.
New Colour Pots	
	Create New Colour Pots Using Default Colour: Set the default colour for creating a new colour swatch. Enable the option so that this default colour is used each time you add a new colour in your palettes. This option is useful for when you create new colour pots so that a more recognizable colour is created and not just a duplicate of the currently selected colour. Choosing a colour that is the opposite of your intended colour palette is recommended, such as grey if your palette will be filled with bright, primary colours.
Settings	
	Morphing Quality: Sets the default quality value for the morphing sequences. If you change this value, it will not affect the morphing sequence which was created previously. After a morphing sequence has been created using this default quality value, its quality can be changed manually by using the Morphing Tool Properties.
Paint	
	Auto Gap Closing on Startup: The values for automatic gap closing while painting drawings are: **0** = Disabled, 1=Small, 2=Medium, 3=Big. **Auto Gap Closing in Pixel Units**: Disabling this option will cause your gap to be zoom dependent. Zoom dependent means that the more you zoom in, the smaller the gap you can close with the Close Gap tools. By enabling this option, you choose to make the gap display available in pixel units, which is not zoom dependent.
Zoom	
	Enable Paper Zoom: Enabling this option allows you to set the 100% Zoom level onscreen, in order to physically match the measurements of your paper drawing. **Number of Pixels per Inch**: Enter the PPI for your monitor. To obtain the PPI of your screen, divide the height or width of your monitor's resolution setting by the corresponding physical height or width of your monitor screen (resolution height divided by physical height, or resolution width divided by physical width) in inches. **Maximum Zoom Factor**: Sets the maximum zoom level for the paper zoom. **Quick Close Up Zoom Factor**: Sets the zoom level for the Quick Close up Zoom keyboard shortcut.

Chapter 7: Timeline Preferences



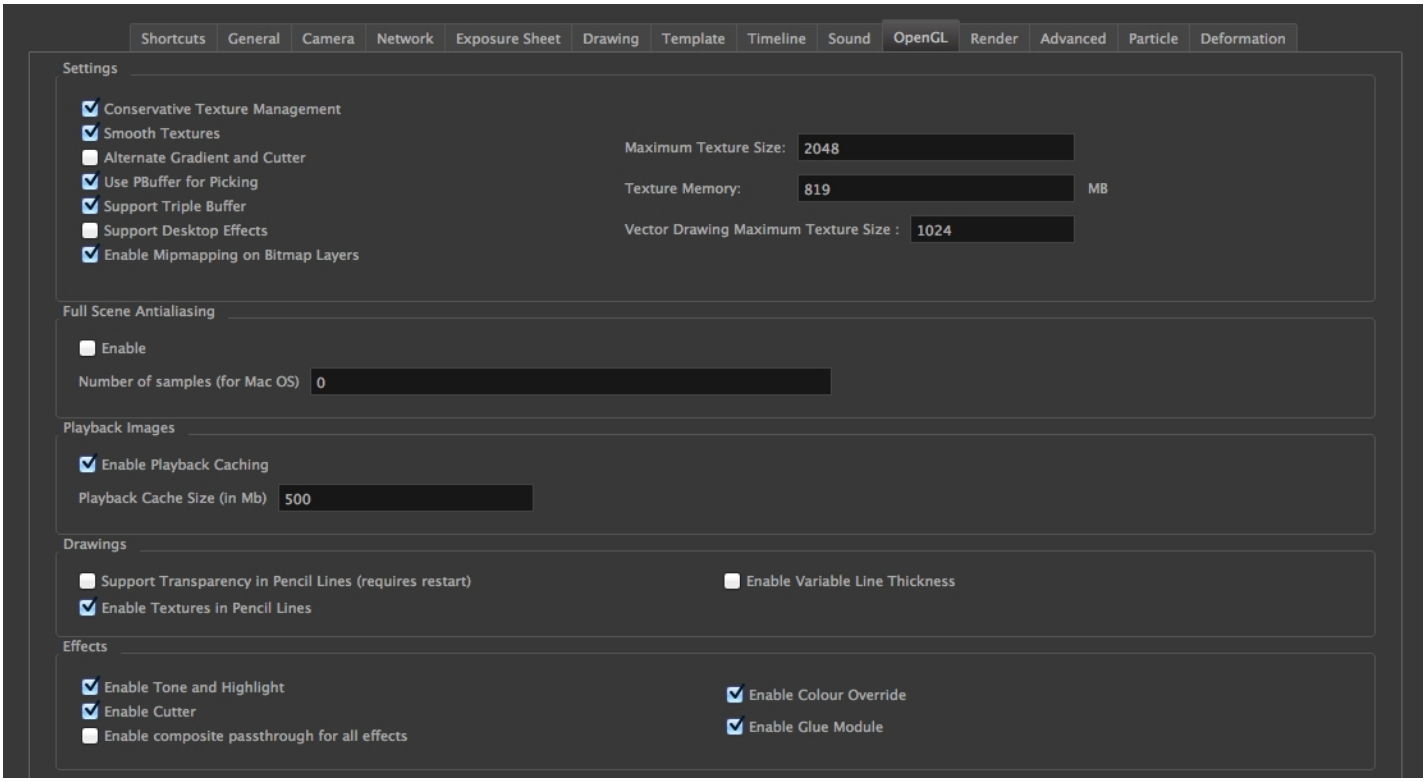
Parameter	Description
Paste/Drag & Drop	
	Add Keyframes at Beginning and End: Select this option to copy and paste a set of frames that includes an interpolated sequence between two keyframes, but only extracts a partial section. Under normal circumstances, cutting and pasting a function without either the start or end keyframe would render the function null. This option caps the partial function with a new keyframe when you perform the paste.

Chapter 8: Sound Preferences



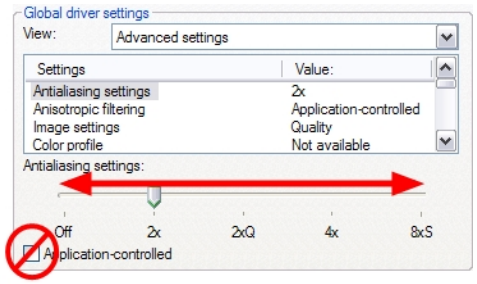
Parameter	Description
Settings	**Analog Sound Scrubbing**: Switches from digital to analog sound scrubbing. **Analog Jog Speed**: Lets you control the sensitivity of the jog slider or dial. Choose a value between 1 and 20; the higher the jog speed value, the slower you can scrub to have the sound play at an average pace. **Analog Jog Dampening**: Lets you choose a value between 1 and 100 for the Analog Jog Dampening. The greater the value, the less precise Harmony is at responding to the jog's changes in speed. However, the greater the value, the more smooth the play back is using the jog slider or dial.

Chapter 9: OpenGL Preferences

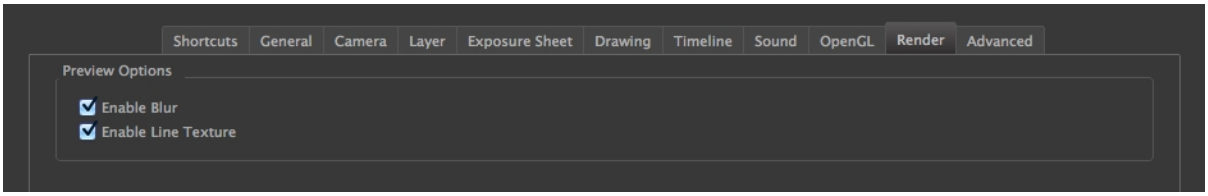


Parameter	Description
Settings	
	Conservative Texture Management: Turns on and off conservative memory management for bitmap texture files. Performance will improve when this is enabled. If disabled, you will have a better on-screen rendering of bitmap files at the expense of slower performance. **Smooth Textures**: Smooths out the pixels of bitmap images when zooming in; this improves bitmap image quality. **Alternate Gradient and Cutter**: This is an alternative way to disable write in the OpenGL Backbuffer, required for some video cards (i.e. GeForce FX5200). Do not enable this option unless you are experiencing problems with gradients and cutters in OpenGL. **Use PBuffer for Picking**: This will use an off-screen buffer for picking, resulting in a quicker response. This option should not be enabled if using a small capacity video card (32MB). **Support Triple Buffer**: Enable this option for a better compatibility with Windows Vista if your video card driver does not allow to disable the triple buffering option. Not enabling this option may result in a dashing line when drawing a brush stroke.

	Support Desktop Effects: Enable this option for better compatibility with Windows 7, Windows Vista and Mac OS X desktop effects. This will prevent graphic compositing problems from happening when the full-scene anti-aliasing option is enabled. **Enable Mipmapping on Bitmap Layers:** Generate anti-aliased mipmap textures. Disable this option for increased performance when working on Bitmap layers with non-standard graphic cards. **Maximum Texture Size**: The size that the bitmap file will be reduced to when using the Conservative Texture Management. **Texture Memory**: The amount of temporary memory used to store bitmap texture files. **Vector Drawing Maximum Texture Size**: This is the size that the .tvg file will be reduced to for better performance when in OpenGL render mode.
Full Scene Antialiasing	
	The Full Scene Antialiasing is generated by your computer's graphic card. It provides a smooth line display in OpenGL. This antialiasing will not only antialias your drawings but all the different views in the interface. This option lets you see smooth lines as you draw as well as an antialiased drawing area. You can change the value of the Full Scene Antialiasing using the Preferences dialog box to fit the current level used in the Camera or Drawing view. **Enable**: By default, this option is off. Select to turn on the Full Scene Antialiasing option. You'll need to restart Toon Boom Harmony. **Number or samples**: Enter the number of samples you want to be used for the antialiasing process. The number of samples is basically equivalent to the amount of time a pixel will be enlarged to calculate the antialiasing. This technique is called *supersampling*. The higher the number of samples, the better the antialiasing quality will be, but the longer it will take to calculate. The recommended value is 4. **Note:** If you are using Windows or Linux, you must enable your graphic card's antialiasing parameter. Refer to user guide of your graphics card. For example, the parameters for an NVIDIA GeForce card may look like this:

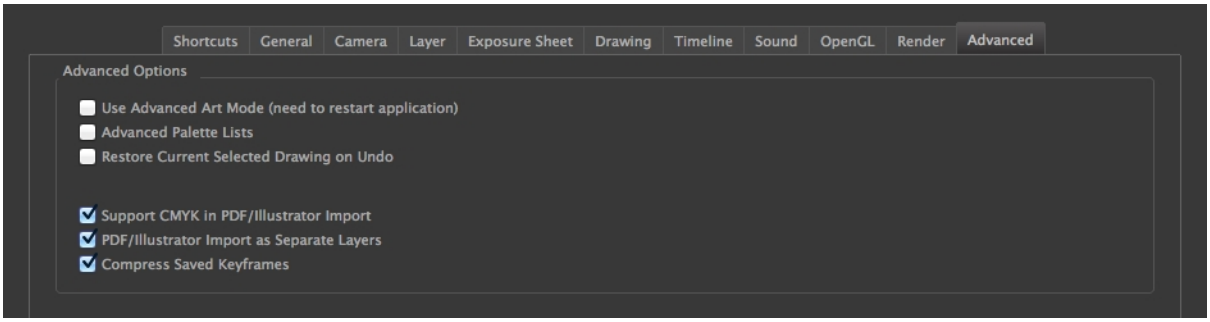
	
Drawings	
	Support Transparency in Pencil Lines: When the option is enabled, the pencil lines are displayed normally. The lines will be opaque (unless there are transparencies). Disabling this option will reduce rendering times, but will display additive opacities for overlapping pencil lines and unevenly filled curved pencil lines. **Enable Textures in Pencil Lines**: Disabling this will produce a drawing performance improvement in OpenGL views. **Enable Variable Line Thickness**: Turns on and off the rendering of the variable line thickness option of the Element Module.
Effects	
	Enable Tone and Highlight: Turns the Tone and Highlight effects on and off in the Camera, Top and Side views. **Enable Cutter**: Turns the rendering of Cutter effects on and off in the Camera, Top and Side views. **Enable Composite Passthrough for All Effects (requires relaunch)**: Control the behaviour of composite passthrough in conjunction with effects that require a matte. This preference can be used in specific cases where certain modules interfere with the OpenGL display of elements in the Camera view. This preference is off by default. **Enable Colour-Override**: Turns the rendering of the Colour-Override effects on and off in the Camera, Top and Side views.

Chapter 10: Render Preferences



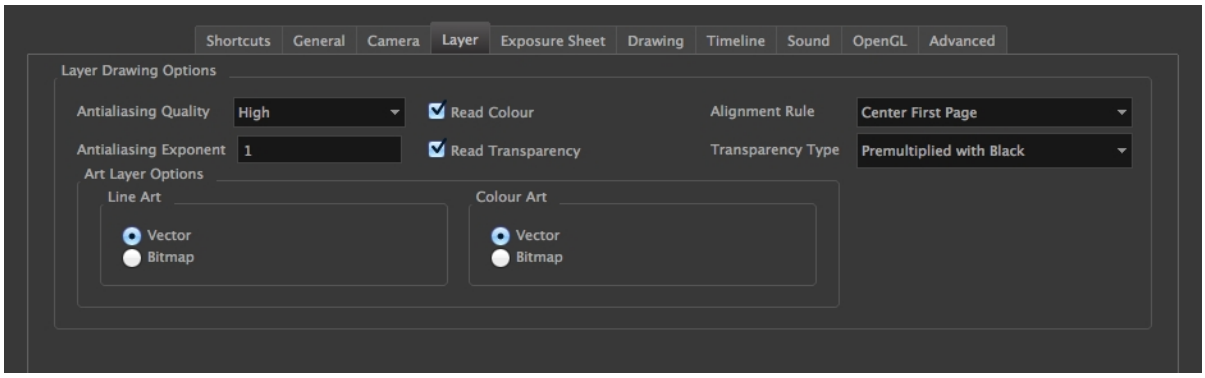
Parameter	Description
Preview Options	
	Enable Blur: Renders blur effects derived from the Blur-Directional Module, Blur-Radial Module, and the Blur-Variable Module in the Render View window. **Enable Line Texture**: Renders line texture in the Render View. **Enable Focus**: Renders focus effects from the Focus-Apply and Focus-Set modules.

Chapter 11: Advanced Preferences



Parameter	Description
Advanced Options	
	Use Advanced Art Mode: When enabled, more options to manipulate line and color art are available. You need to restart the application and show the Art Layer toolbar. **Advanced Palette Lists**: In the Advanced section, you will find the Advanced Palette Lists option. Enable this feature to switch your palette list to advanced mode. The Advanced Palette Lists mode is used to create and store palettes in the Scene or Element Palette List. **Restore Current Selected Drawing On Undo**: If a drawing other than the current one is being affected by an Undo command, the system will display the affected drawing when this is enabled. **Support CMYK in PDF/Illustrator Import**: Lets you import PDF and AI files that were created or exported in CMYK mode. The colours of the resulting imported image may still not look 100% faithful to its CMYK original due to the RGB conversion. It is recommended that you convert these files to RGB images before importing them into Toon Boom Harmony. Disabling this option will cause all the colours of the imported image to be displayed as red to indicate that the file was not converted to RBG prior to import. **PDF/Illustrator Import as Separate Layers**: Imports the different groups/elements of the PDF or Illustrator file as separate layers. For Illustrator files, the import will use the top level group as separate layer names. Deselect this option to import PDF or Illustrator file as a single layer. **Compress Saved Keyframes**: Compress key frame values when there are no changes between adjacent key frames. The resulting project is not compatible with versions of Harmony prior to Harmony 11.

Layer Tab



Parameter	Description
Layer Drawing Options	
	Antialiasing Quality: Smoothness setting applied to colour art. The higher the setting, the greater the amount of antialiasing that is applied. Higher quality images require more time to render and more system memory. Choose a lower quality if you are rendering a Pencil Test. **Low**: No antialiasing **Medium Low**: Some antialiasing **Medium**: Medium antialiasing **High**: Extensive antialiasing **Antialiasing Exponent:** Controls the amount of area around the Line and Colour Art edges that is used in the antialiasing process. A higher value uses less area, resulting in sharper edges, while a lower value uses more area, resulting in softer edges. If the Antialiasing Quality value is set to Low (no antialiasing), this value is ignored. **Read Colour:** Reads colour information from bitmap images. If this module reads 3 or 4-channel bitmaps, this selection determines whether the colour should be read or ignored. If this module reads 1-channel bitmaps, this selection determines whether the channel should be read as colour. When this option is selected with 1-channel images, the resulting image will be a greyscale image. **Read Transparency:** Reads of alpha information from bitmap images. If this module reads a 1 or 3-channel image, this option will create a matte from the colour values in the image. If the module reads a 4-channel image and this option is not selected, the alpha information in the image will be ignored. **Alignment Rule:** The Alignment position for the element module. The new element module will be created following this default rule of alignment.

	Transparency Type: **Premultiplied with Black**: Pixels at the edge of an image are blended with black. **Straight**: Pixels at the edge of an image are blended with black, white and greys. **Premultiplied with White**: Pixels at the edge of an image are blended with white. **Clamp Colour to Alpha:** Select this option when you want to premultiply the colour value with the alpha value. When the colour is clamped to the alpha, the colour value cannot be higher than the alpha value. It calculates the real colour value faster. When the RGB values are multiplied with the alpha value, that is to say, if you have a pixel of value R=247, G=188, B=29 and the alpha is 50% or the image has a 50% transparency, then the actual RGB values output would be half of the amounts listed above. **Art Layer Options**: **Line Art:** - Vector: Determines if a newly created element will have this layer as vector or bitmap. - Bitmap: Determines if a newly created element will have this layer as vector or bitmap. **Colour Art:** - Vector: Determines if a newly created element will have this layer as vector or bitmap. - Bitmap: Determines if a newly created element will have this layer as vector or bitmap.