



HARMONY

TOON BOOM HARMONY 14.0
PAINT MODULE
Reference Guide

Legal Notices

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Chapter 1: Reference

Harmony has several commands, dialog boxes, and buttons. The Reference section lists all of them along with the matching definition. To understand how to use these functions in a production context, read the User guide.

In the Reference guide, you will learn about the various parameters available in dialog boxes, menus, nodes, toolbars, views, and windows.

The Preferences guide provides additional details about each individual preference.

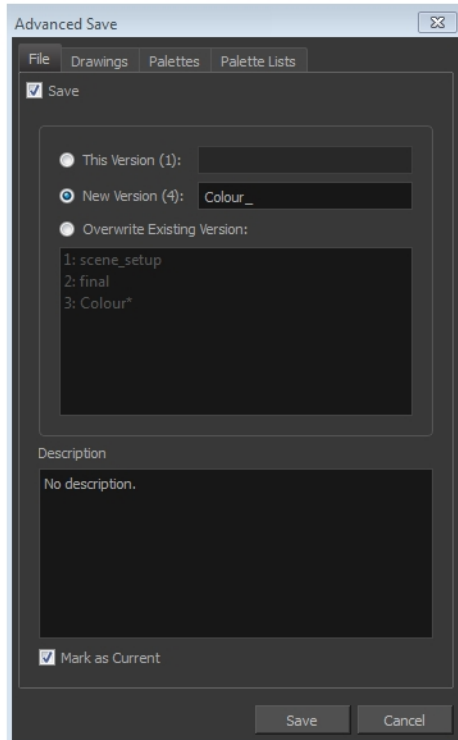
Chapter 2: Dialog Boxes

Dialog boxes contain controls such as options and lists through which you can carry out a particular command or task. For example, in the Scene Settings dialog box, you must indicate the resolution and alignment. A typical dialog box looks as follows:

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Advanced Save Dialog Box

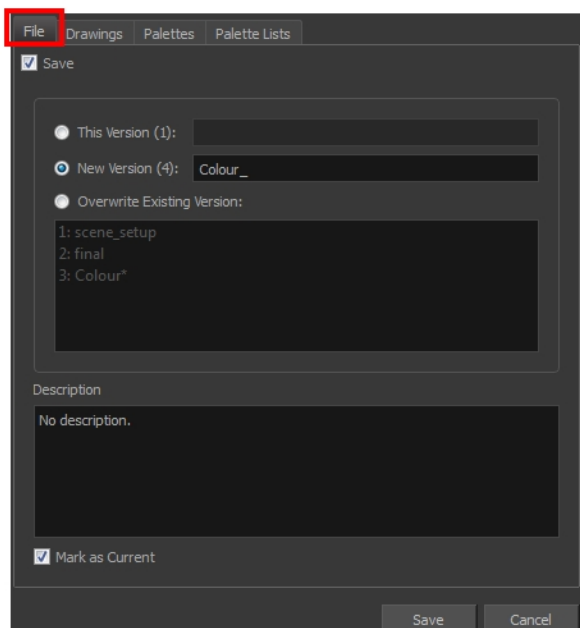
In Harmony Server, the Advanced Save dialog box lets you save the scene as a new version, overwrite an existing version, set a new current version, display a list of modified drawings, colour palettes, and modified colour palette lists.



How to access the Advanced Save dialog Box

1. Make sure that you have the necessary rights to save the current scene version.
2. From the top menu, select **File > Save**.

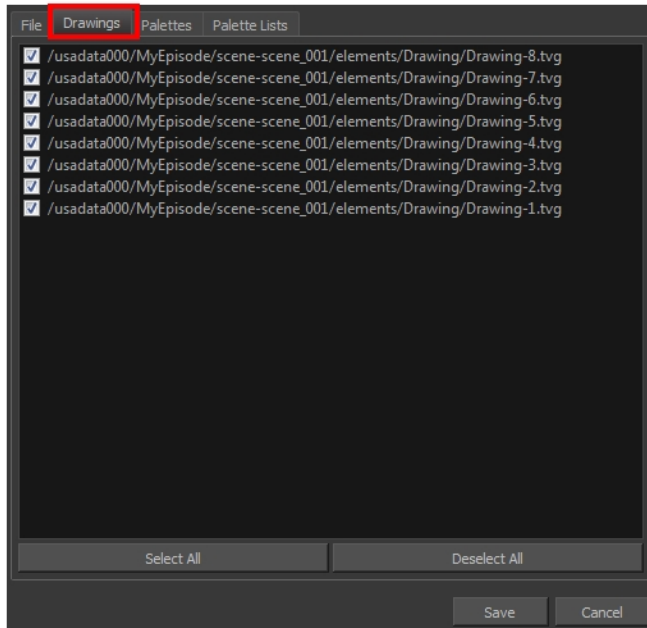
File Tab



Parameter	Description
Save	<ul style="list-style-type: none"> ▶ Enable this option if you want to save the modifications made to the current scene. ▶ Deselect the Save option if you only want to save specific components of your scene listed in the Drawings, Palettes or Palette Lists tabs. This will disable all option in the File tab.
This Version (number)	Saves the current version of the scene. You can rename the current version by typing a new name into the field.
New Version (number)	Saves the current scene as a new version. You can name this new version by typing a name into the field.
Overwrite Existing Version	Lets you select an existing version of your scene from the list to overwrite it.
Description	Use this field to add or edit an existing description for the scene version you want to save.
Mark as Current	Lets you set this scene version as the current one. This version will be automatically selected as the default current version when the scene is selected in the Database Selector dialog box

Drawings (Harmony Server only)

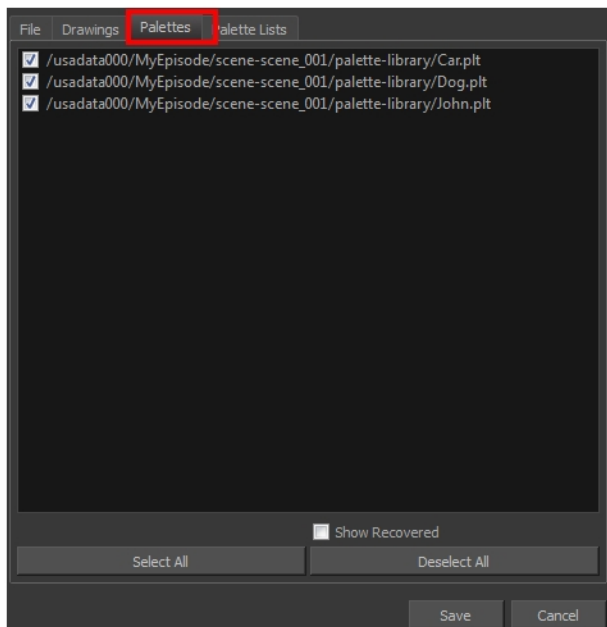
The Drawings tab lists the modified drawings.



Parameter	Description
Drawing list	Lets you select the modified drawings to save, and deselect the ones you do not want to save.
Select All	Selects all modified drawings in list.
Deselect All	Deselects all modified drawings in the list.

Palettes Tab

The Palette tab lists the modified colour palettes.

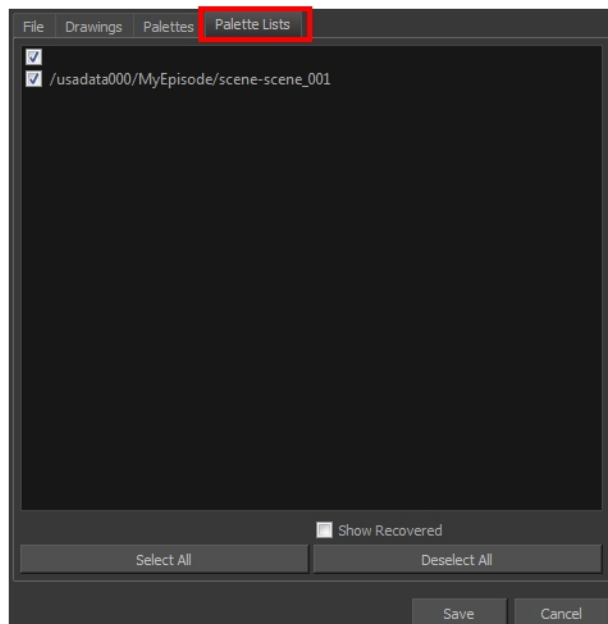


Parameter	Description
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Colour Palette list	Lets you select the colour palette to save, and deselect the ones you do not want to save.
Show Recovered	Displays the recovered palettes in the list of modified palettes.
Select All	Selects all modified colour palettes in the palette list.
Deselect All	Deselects all modified colour palettes in the palette list.

Palette Lists Tab

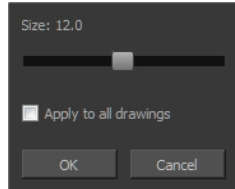
The Palette Lists tab lists all the modified colour palette lists.




Parameter	Description
Palette Lists	Lets you select the modified palette list to save, and deselect the ones you do not want to save.
Show Recovered	Displays the recovered palettes in the list of modified palettes.
Select All	Selects all modified palette lists in the list.
Deselect All	Deselects all modified palette lists in the list.

Close Gaps Dialog Box

The Close Gaps dialog box lets you close up drawing areas that not are closed. This may sometimes happen when painting. You can close small gaps in a drawing by creating small, invisible strokes between the two closest points to close the colour zone. You do not need to trace directly over the gap. You can draw it a few millimeters away. The two closest points automatically close the gap.



How to access the Close Gaps dialog box

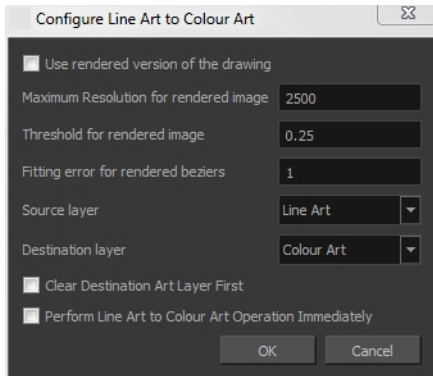
1. Select **View > Show Strokes** or press K to see a preview of the result.
2. To flatten the strokes you draw, click the Auto-Flatten  button in the Tool Properties view.
3. Select **Drawing > Close Gaps** or press Shift + F10 (Windows/Linux only).

The Close Gaps dialog box opens.

Parameter	Description
Size	Lets you set the size of the gap you want to be closed.
Apply to all drawings	Closes all gaps in the drawing of the selected layer.

Configure Line Art to Colour Art Dialog Box

The Configure Line Art to Colour Art dialog box lets you modify settings for the Line Art and Colour Art layers.



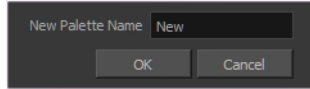
How to access the Configure Line Art to Colour Art dialog box

1. In the Tools toolbar, select the Select tool.
2. In the Tool Properties view, hold down the Shift key and click on the Create Colour Art from Line Art button.

Parameter	Description
Use rendered version of the drawing	Renders the drawing and vectorize it to calculate the position of the centreline that will produce the colour art stroke.
Maximum Resolution for rendered image	The size of the rendered image.
Threshold for rendered image	The value of grey processed to create the rendered vectorized arts.
Fitting error for rendered Beziers	This value represents how precise the fitting of the colour art zone in relation to the line art will be.
Source layer	Lets you select the layer (Line Art, Colour Art, Underlay or Overlay) you want the colour art to be created from.
Destination layer	Lets you select the layer (Line Art, Colour Art, Underlay or Overlay) you want the colour art to be created on.
Clear Destination Art Layer First	Deletes the content before the colour art is added. This is useful when you already have artwork on the destination layer.
Perform Line Art to Colour Art Operation Immediately	Performs the Create Colour Art from Line Art command when you click OK.

Create Palette Dialog Box

The Create Palette dialog box lets you create a palette in Basic mode. For simple productions, it is recommended to use the Basic mode. This setting stores the palettes automatically for you and saves them at the Scene level. When you use the Advanced Palette Lists mode, you can decide at which level you want to store your palettes: Environment, Job, Scene, or Element.



How to access the Create Palette dialog box

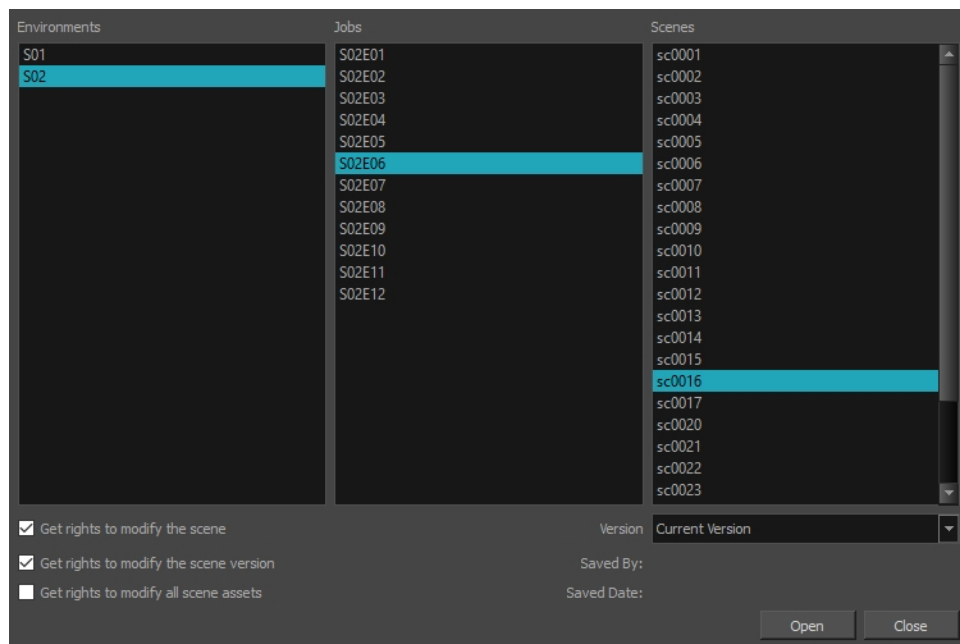
1. From the Colour view menu, select **Palettes > New** or click the New Palette **+** button.
 - Make sure you have the rights to modify the palette list. If not, select **Edit > Edit Palette List Mode**.

Parameter	Description
New Palette Name	Lets you enter a name for the new palette.

Database Selector Dialog Box

The Database Selector dialog box lets you connect to your studio's central database when working on Harmony Server.

When you connect to the database, you cannot create new scenes directly from . The available scenes will be the ones that were previously created using the Control Center module.



How to access the Database Selector dialog box

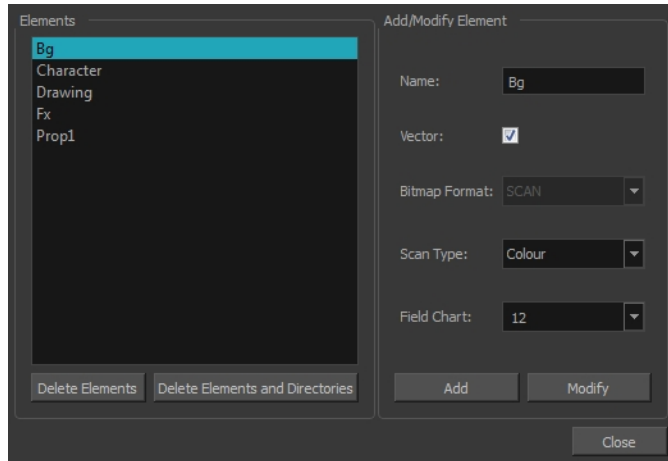
1. Start Paint.

The Database Selector dialog box opens.

Parameter	Description
Environments	Lets you select the scene's environment (project, movie).
Jobs	Lets you select the scene's job (episode, sequence).
Scenes	Lets you select the scene.
Get rights to modify the scene	Allows you to modify the selected version of the scene and access the version manager during the opened session
Get rights to modify the scene version	Allows you to modify the currently selected scene version, but locks access to the version manager during the opened session.
Get rights to modify all scene assets	Automatically gets the rights to modify the scene and its assets. The user locking the scene using this option is the only one that can edit and save the scene version, all the drawings in that scene, all the palettes in the palette-list, both palette-lists, but not the library folders.
Version	If you saved different versions of a scene, this lets you select one to open.

Element Manager Dialog Box

The Element Manager window lets you Open the Element Manager window where you can add, delete or modify elements (drawing folders) in your scene. If you have drawing folders that are not linked to a column in your scene, use the Element Manager to delete them if needed. See [xref Reference > Windows > Element Manager](#).



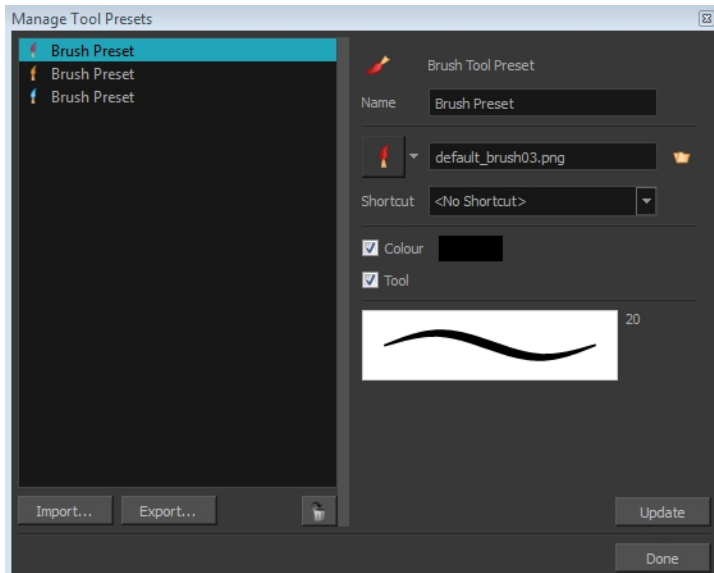
How to access the Element Manager window

1. From the top menu, select **Scene > Element Manager**.

Parameter	Description
Elements	
Delete Elements	Deletes the selected elements.
Delete Elements and Directories	Deletes the selected layer and its directories (drawing folder).
Add/Modify Element	
Name	Type in a new name in this field to create an element or to rename the selected element.
Vector	Select this option if the new element is a vector drawing or if you want to enable the parameters on the selected element in the Elements list.
Bitmap Format	Lets you select the file format of the bitmap layer.
Scan Type	If you're planning to scan elements with the Toon Boom Harmony Scan module, select the scan type from the list.
Field Chart	If you're importing traditional animation, select the size of the paper on which the animation was drawn.
Add	Creates a new element with the current parameters entered in the Add/Modify Element section.
Modify	Applies the parameter changes made to the selected element.

Manage Tool Presets Dialog Box

The Tool Presets window lets you create new tool presets and manage them.



How to access the Manage Tool Presets window

- Do one of the following:
 - From the top menu, select **Windows > Toolbars > Tool Presets**.
 - Right-click an empty area below the top menu and select **Tool Presets**.

Tool Presets toolbar



New Tool Preset Manage Presets

- In the Tool Presets toolbar, click the Manage Presets button.

Parameter	Description
Icon	Lets you select a preset to manage.
Import	Lets you import an existing preset.
Export	Lets you export a preset for use in other projects.
Delete	Removes the preset from the list of tool presets.
Name	Lets you change the name of the preset.
Icon list	Lets you select an icon for the preset.
Folder icon	Lets you select an image for the preset.
Shortcut	Lets you assign a keyboard shortcut to the new preset.

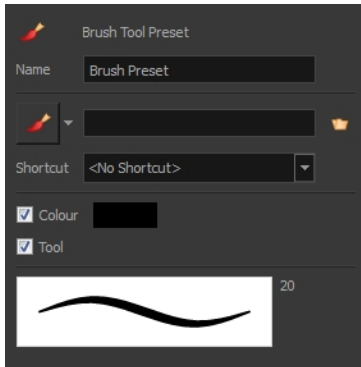
Colour	Saves the current colour into the tool preset.
Tool	If you disable this option, only the colour will be associated. You could, for example, set three different colours with shortcuts not associated with any tool. The colour preset would then work on any selected tool. Selecting the brush tool was only a vehicle to get into the New Tool Preset dialog box.
Update	After adjusting the settings for a preset, the current properties are applied to the presets, as well as any other changes you made in the Manage Tool Presets window.

New Tool Preset Dialog Box

The New Tool Preset dialog box lets you create new tool presets and manage them.

Tool presets let you save a variety of settings and are very efficient for accessing the tools you use most often. That way, the tool is already set with the desired properties, such as colour, line thickness, whether to enable Draw Behind or Auto Flatten mode, and so on. You can create presets for these tools and many more: Brush, Pencil, Eraser, Rectangle, Ellipse, and Line.

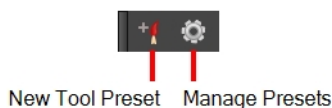
The difference between a tool preset and a brush preset is that when you save a tool preset, you have the option of saving the colour and assigning a shortcut, which you cannot do with brush presets.



How to access the New Tool Preset dialog box

- Do one of the following:
 - From the top menu, select **Windows > Toolbars > Tool Presets**.
 - Right-click an empty area below the top menu and select **Tool Presets**.

Tool Presets toolbar

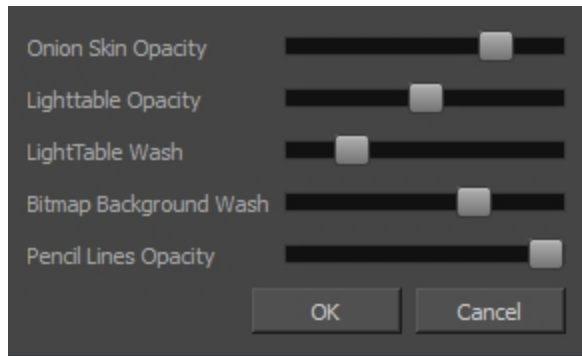


- In the Tool Presets toolbar, click the New Tool Preset button.

Parameter	Description
Name	Lets you give the preset a meaningful name.
Icon list	Lets you select an icon for the preset.
Folder icon	Lets you select an image for the preset.
Shortcut	Lets you assign a keyboard shortcut to the preset.
Colour	Saves the current colour into the tool preset.
Tool	If you disable this option, only the colour will be associated. You could, for example, set three different colours with shortcuts not associated with any tool. The colour preset would then work on any selected tool. Selecting the brush tool was only a vehicle to get into the New Tool Preset dialog box.

Onion Skin and Light Table Transparency Dialog Box

This dialog box lets you adjust the Onion Skin and Light table transparency parameters.



How to access the Onion Skin and Light Table Transparency dialog box

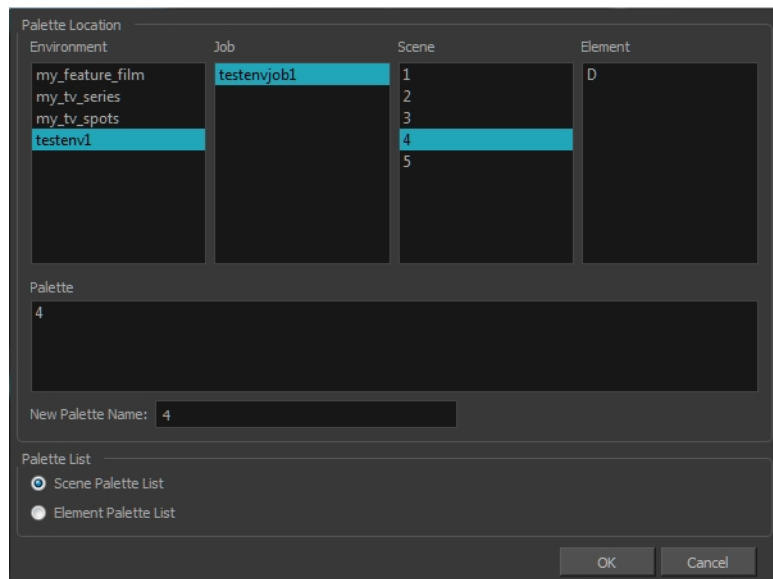
- In the Drawing view toolbar, click on the Top Light  button to open the Onion Skin and Light Table Transparency dialog box.

Command	Description
Onion Skin Opacity	Sets the maximum opacity value for the onion skin opacity display. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.
Lighttable Opacity	Sets the maximum opacity value for the light table display. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.
LightTable Wash	Sets the washed-out value for the light table display. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.
Bitmap Background Wash	Sets the maximum opacity value for the background wash. Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity. Only works for bitmap layers.
Pencil Lines Opacity	Sets the maximum opacity value for central vector lines (lines made by the Pencil or Shape tools). Moving the slider all the way to the left = 0% opacity. Moving the slider all the way to the right = 100% opacity.

Palette Browser Dialog Box

When you start Toon Boom Harmony connected to the database, you can access the Palette Browser dialog box from the Palette Operations dialog box when you want to clone palettes.

In Harmony, palettes are individual *.p1t files that can be copied, transferred and stored. When a palette is created from Harmony, it needs to be stored somewhere. By default, the palette file is stored in the scene directory in a palette-library folder unless you specify a different location.



How to access the Palette Browser dialog box

1. Start Paint and log in.
2. Close the Database Selector dialog box.
3. From the top menu, select **Tools > Palette Operations**.
 1. In the Palette Operations dialog box that opens, select the palette you want to clone at the location and level in which it was stored.
 2. Click **Clone**.

Parameter	Description
Palette Location	
Environment	The production, project, feature film or series.
Job	The episode and sequence from each environment.
Scene	The scenes from each job.
Element	The layers and columns in each scene.
Palette	The scene palettes.
New Palette Name	Lets you enter a name for the new palette. There is no need to add the suffix "palette" to the name as it is always recognized as a palette file.

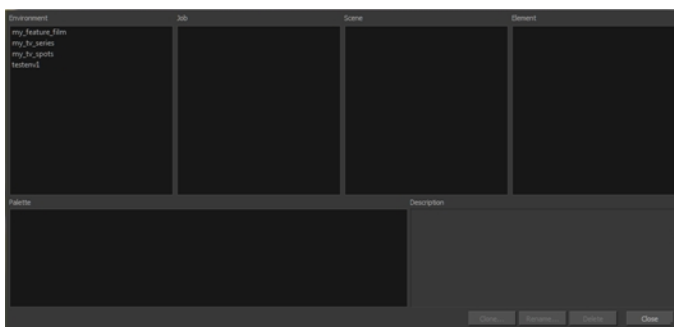
Palette List	
Scene Palette List	<p>The Scene Palette List is mainly used with cut-out animation. A cut-out character will often be divided in twenty to thirty different drawing elements that use the character's master palette.</p> <p>The palette list is stored at the scene level instead of the Element directory. This way, all palettes linked to this list will appear in every drawing element created in the scene. There is no need to manually load the palette in each element.</p>
Element Palette List	<p>The Element Palette List is mainly used with traditional and paperless animation. Unlike cut-out animation, all columns (drawing elements) contain different characters, props, backgrounds and effects. The Element Palette List is used because you do not necessarily want all of the palettes for all of your elements linked in every column.</p> <p>The palette list is stored in the drawing element's directory instead of directly in the Scene level. This ensures that the links to the palettes appear only in the appropriate element. If you prefer to access a global palette list, link your palettes to the Scene Palette List.</p>

Palette Operations Dialog Box

When you start Toon Boom Harmony connected to the database, you can access the Palette Operations dialog box which lets you clone, rename, or delete palettes.

In Harmony, palettes are individual *.plt files that can be copied, transferred and stored. When a palette is created from Harmony, it needs to be stored somewhere. By default, the palette file is stored in the scene directory in a palette-library folder unless you specify a different location.

There are four locations where you can find palette-library folders: Element, Scene, Job and Environment.



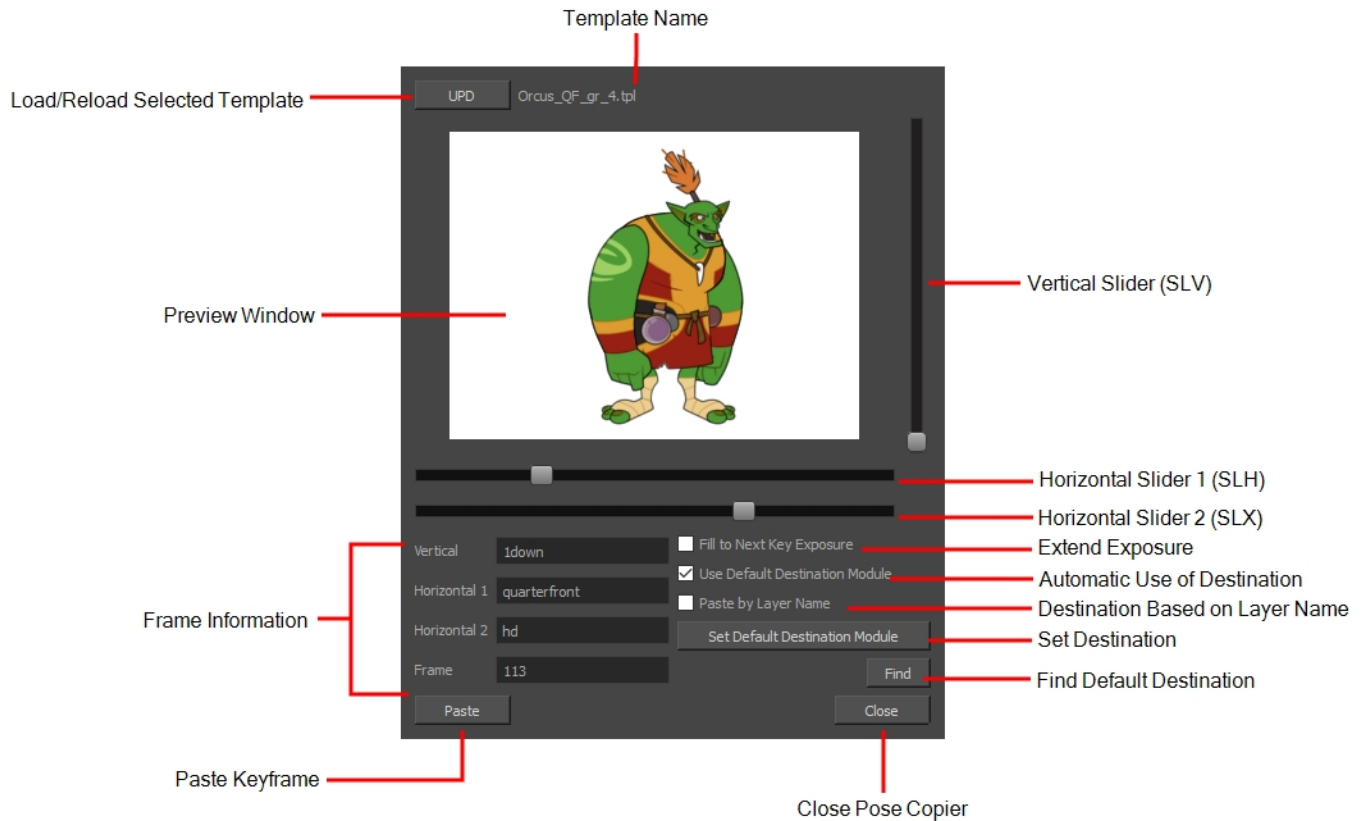
How to access the Palette Operations dialog box

1. Start Paint and log in.
2. Close the Database Selector dialog box.
3. From the top menu, select **Tools > Palette Operations**.

Parameter	Description
Environment	The production, project, feature film or series.
Job	The episode and sequence from each environment.
Scene	The scenes from each job.
Element	The layers and columns in each scene.
Palette	The scene palettes.
Description	Notes, if any, of the project.
Clone	Opens the Palette Browser dialog box from which you can select the level in which to store the palette file.
Rename	Lets you rename a palette.
Delete	Lets you delete a palette. NOTE: It is not recommended to disable the warning message that appears when you are attempting to delete a palette as this operation cannot be undone.
Close	Closes the Palette Operations dialog box.

Pose Copier Dialog Box

The pose copier contains many buttons and other information to facilitate the insertion of poses in the animation.



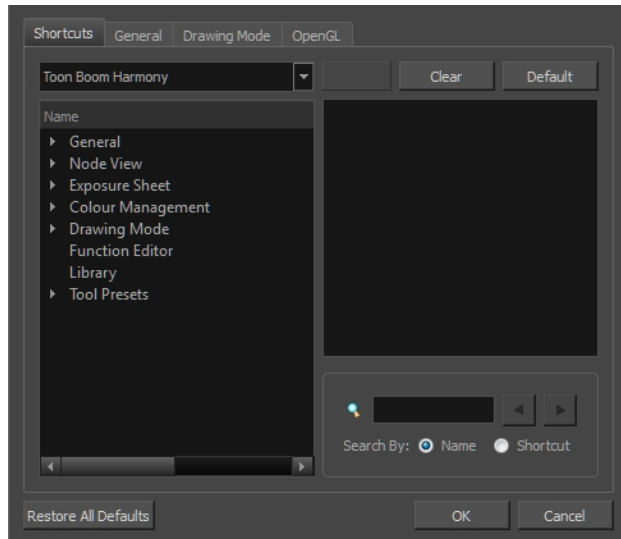
Parameter	Description
Preview Window	Based on master template's generated thumbnails, previews currently selected frames.
UPD	Updates the template with the newly selected template.
RST	Reset the template's cache, getting rid of default destination information and excluded modules.
Template Name	Name of the currently selected template.
Vertical Slider (SLV)	Linked to the slv- node of the node system.
Horizontal Slider 1 (SLH)	Linked to the slh- node of the node system. Default slider for the pose copier if no guide layers are created.
Horizontal Slider 2 (SLX)	Linked to the slx- node of the node system.
Fill to Next Key Exposure	Having this option checked will automatically extend the exposure of the pasted frame up to the next key.
Use Default Destination Module	When enabled, the pasted keys will automatically refer to the destination defined in the option Set Default Destination Module.
Paste by Layer Name	When this option is checked the pasted layers will look for the individual

	layer name instead of matching the hierarchy of the template.
Set Default Destination Module	Instead of selecting the destination every time, the layer set as default destination will automatically paste the keys onto those layers.
Find	This will center on the default destination in the timeline.
Paste	Paste the current position of the pose copier onto the destination.
Vertical	Currently selected frame on the vertical slider. (based on frame name in slv-node)
Horizontal 1	Currently selected frame on the horizontal slider 1. (based on frame name in slh-node)
Horizontal 2	Currently selected frame on the horizontal slider 2. (based on frame name in slx-node)
Frame	Frame number of the selected frame within the master template.

Preferences Dialog Box

The Preferences dialog box lets you adjust preferences to suit your work style, allowing you to work more efficiently.

NOTE: To learn more about the individual preferences, refer to the Preferences guide.



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

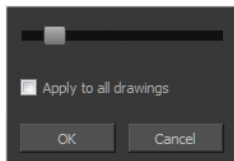
How to access the Preferences dialog box

Do one of the following:

- Select **Edit > Preferences** (Windows/Linux) or **Harmony Paint > Preferences** (Mac OS X).
- Press **Ctrl + U** (Windows/Linux) or **⌘ + U** (Mac OS X).

Remove Dirt Dialog Box

The Remove Dirt dialog box lets you select small dots and hairs on a drawing for removal.



When paper drawings are passed through a scanner, there can be some hair and dirt scattered across them. These lines and dots need to be cleaned. Harmony provides different tools to help get rid of them quickly.

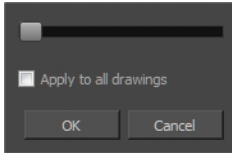
How to access the Remove Dirt dialog box

1. Do one of the following:
 - From the top menu, select **Drawing > Remove Dirt**.
 - Press Shift + D.

Parameter	Description
Slider	<p>Lets you adjust the amount of detail removed from the layer.</p> <p>Raising the Remove Dirt level will select bigger dots. When selecting larger dots, be careful not to lose small details like pupils and nostrils. Once you have chosen the level, you can apply it to the current drawing or the entire animation sequence. This is a quick way to get rid of most dirt and dust.</p> <p>During this process, the dirt that will be removed is highlighted in red.</p>
Apply to all drawings	Applies the operation to all drawings in the layer.

Remove Hair Dialog Box

The Remove Hair dialog box lets you remove any small strokes created in the Colour Art layer from very thick lines or filled zones. Increasing the Remove Hair level value will select larger strokes for removal from the drawing.



When paper drawings are passed through a scanner, there can be some hair and dirt scattered across them. These lines and dots need to be cleaned. Harmony provides different tools to help get rid of them quickly.

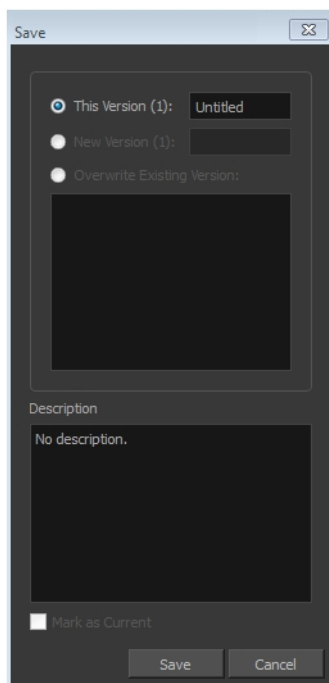
How to access the Remove Hair dialog box

1. Select the drawing containing the drawing to clean.
2. From the top menu, select **View > Show Strokes** to display the invisible lines or press K.
3. In the top menu, select **Drawing > Remove Hair**.

Parameter	Description
Slider	Lets you adjust the number of length of hairs selected.
Apply to all drawings	Applies the operation to all drawings in the layer.

Save Dialog Box

The Save dialog box lets you save a scene for the first time in Harmony Server.



How to access the Save dialog Box

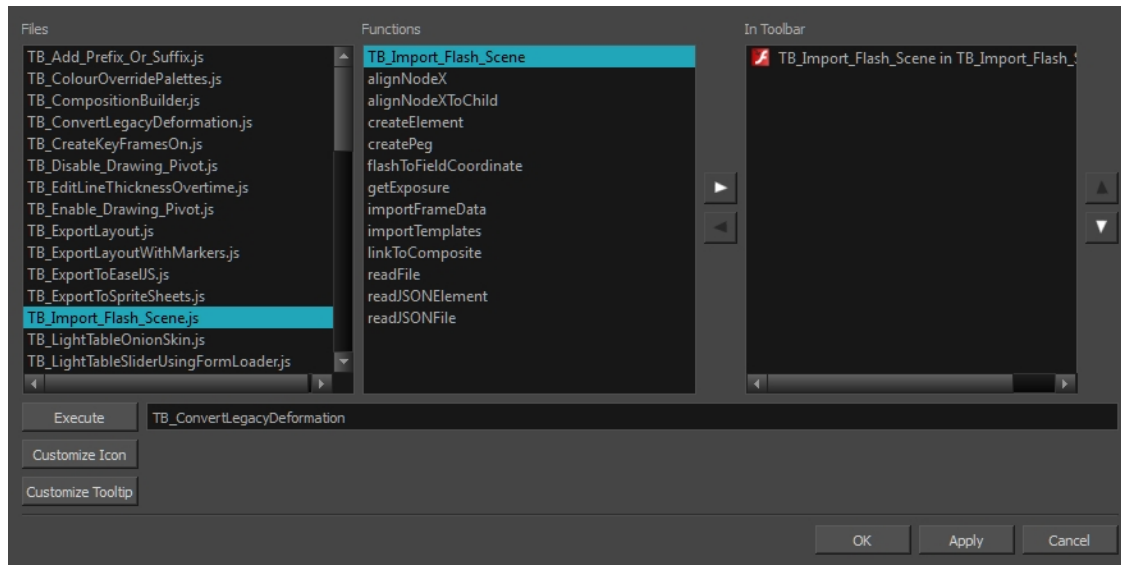
1. Make sure you have the necessary rights to save the current scene version. If you do not, you can acquire the rights by selecting **File > Rights to Modify Scene Version** or **Rights to Modify Scene**.
2. From the top menu, select **File > Save** or press Ctrl + S (Windows/Linux) or ⌘ + S (Mac OS X).

When saving the scene for the first time, the Save dialog box opens, prompting you to name the version.


Parameter	Description
This Version	Lets you enter a relevant name for the current version.
New Version	Lets you enter a relevant name to save your scene as a new version. Note that the drawing files are shared between versions. Only a new version of the timing, Xsheet, and Node view are saved (information contained in the xstage file).
Overwrite Existing Version	Allows you to save the current state of your scene over an existing scene version.
Description	Enter a short description of the current version.
Mark as Current	After selecting an existing version of your scene, you can make that version the current one that will open by default.

Scripts Manager Dialog Box

The Scripts Manager dialog box lets you link a script to a toolbar button for quick and easy access. Once you select a script, you can add it to the toolbar, load a custom icon and add a tooltip.



How to access the Scripts Manager Dialog Box

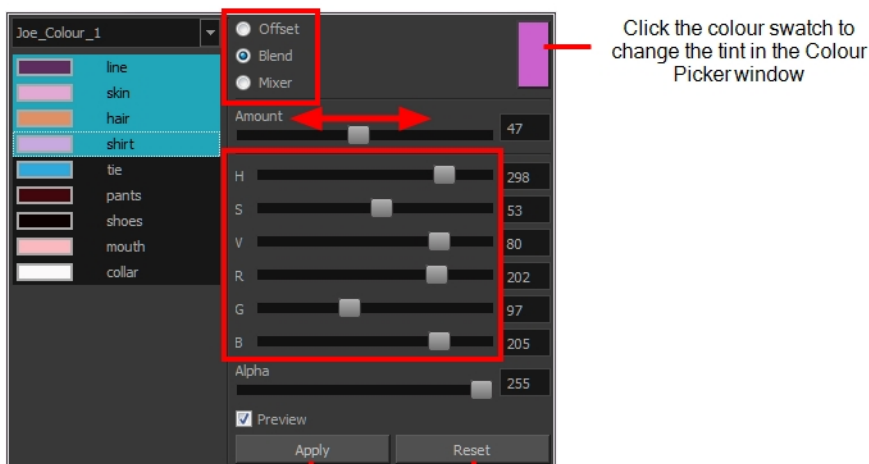
1. In the Scripting toolbar, click the Manage Scripts  button.

The Scripts Manager dialog box opens.

Parameter	Description
Files	A list of the available JavaScript files.
Functions	A list of the available functions for the selected script.
In Toolbar	Adds the selected script to the toolbar.
Execute	Runs the script you selected. Press Esc to interrupt the execution of the script.
Customize Icon	Lets you load a custom icon for the function. You can browse for a * .png, * .jpg or * .xpm file.
Customize Tooltip	Lets you type in a tooltip for the function. When you hover over the button in the toolbar, your tooltip will appear.

Tint Offset/Blend Dialog Box

You can offset, blend, or mix the colours in a colour palette using the sliders and increasing the Amount value.



Click Apply to implement the modification to your palette.

Click Reset button to reset the transformation.

How to access the Tint Offset/Blend dialog box

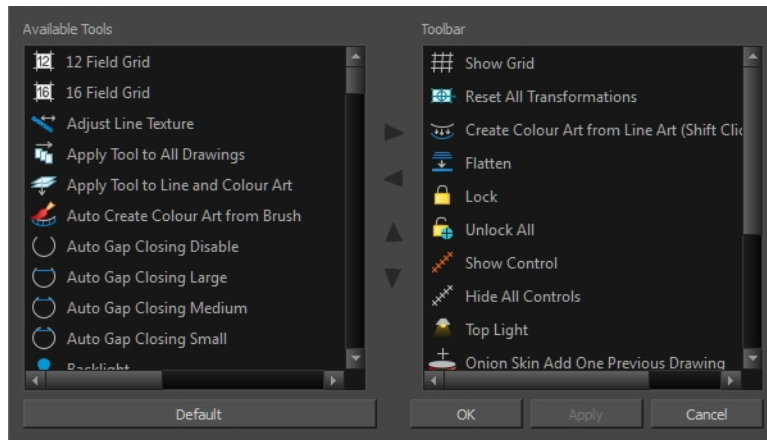
1. From the Colour View menu, select **Palettes > Tint Panel** or right-click and select **Tint Panel**.

The Blend/Offset Tint panel opens.

Parameter	Description
Offset	Offsets the selected colours by the adjustments made using the HSB and RGB sliders. Use the Amount slider to adjust the degree of offset. Use the Alpha slider to adjust the opacity of the selected colour.
Blend	Blends the selected colours with the colour swatch in the top-right corner. Use the Amount slider to adjust the degree of blend. A blend of 100% turns the selected colours into the same colour as the swatch. Adjusting the HSB and RGB sliders affect the swatch colour, which in turn affects the selected colours on the left. Use the Alpha slider to adjust the opacity of the swatch.
Mixer	Select a Base and Tint colour to form a third colour swatch. Use the slider just beneath to mix the Base and Tint colours by different amounts. This will affect the mixed swatch whether it is selected or not. Select either the Tint or Base swatch and use the HSB and RGB sliders to adjust its colour. This will affect the mixed swatch colour, which in turn affects the selected colours on the left.

Toolbar Manager Dialog Box

The Toolbar Manager dialog box lets you customize the toolbar in any of the views. You can add your favourite tools to a toolbar for an efficient workflow.



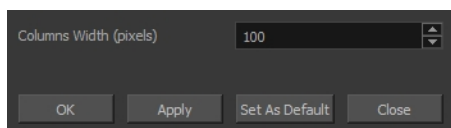
How to access the Toolbar Manager dialog box

1. Right-click on a toolbar in any view and select **Customize**. Note that the menu will not appear if you right-click on a disabled icon.

Parameter	Description
Available Tools	Displays the complete list of tools available for customizing a toolbar.
Toolbar	Displays a list of the tools currently available on the toolbar.
Default	Restores the toolbar with its default items.

Xsheet Column Width Dialog Box

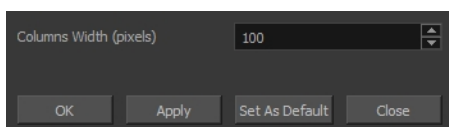
The Xsheet Column Width dialog box lets modify the width of a column in the Xsheet view and use it as the default column width.



How to access the Xsheet Column Width Dialog Box

1. In the Xsheet view, select a column.
2. From the Xsheet menu, select **View > Set Columns Width**.

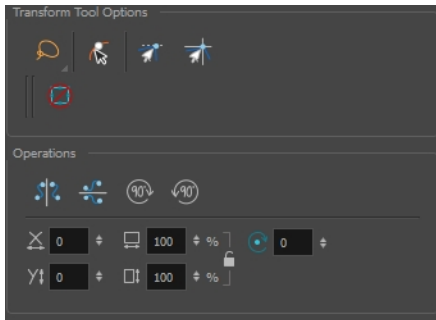
The Xsheet Column Width dialog box opens.



Parameter	Description
Columns Width (pixels)	Lets you set the width of the selected columns (in pixels).
Apply	Applies the value you entered to the selected column without closing the dialog box.
Set As Default	Uses the value you entered as the default for all columns in the Xsheet.

Chapter 3: Tools Properties

Harmony has a wide variety of drawing and manipulation tools and each one of them has a series of options and modes available in the Tool Properties view. This section covers these options.

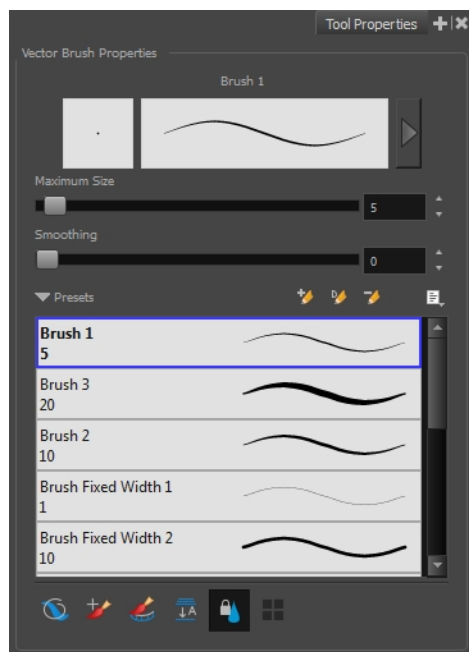


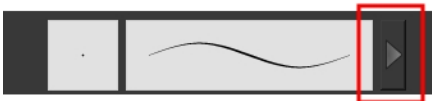



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Brush Tool Properties (Vector)

When you're drawing on a vector layer and select the Brush tool, its properties and options appear in the Tool Properties view.

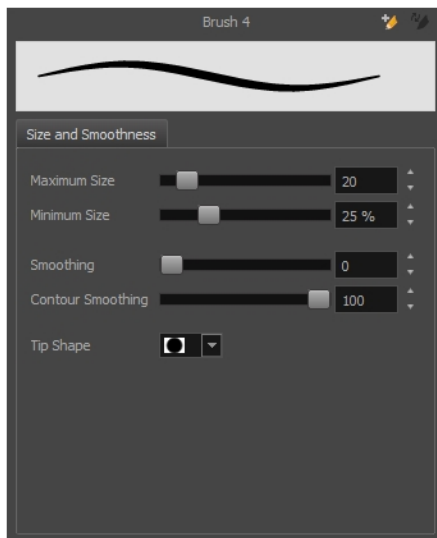


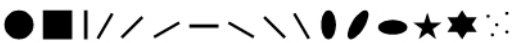
Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters.</p> 
	Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
	Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
	Brush Presets	Presets are created by saving the properties of the current tool to a new preset, which you can reuse for repeated tasks. You can create as many presets as you need.
	New Brush	Allows to create a new preset.
	New Dynamic Brush	Allows you to create a new dynamic brush to clone custom patterns.
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Import Brushes	Allows you to import a set of XML Harmony presets previously exported via the Export Brushes command.

	Export Brushes	Allows you to export Harmony presets to backup or import on a different computer.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Draw Behind	When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool.  Orange stroke appears behind existing black stroke
	Repaint Brush	The Repaint Brush is used to repaint zones that have already been painted, it will not affect empty zones or pencil lines. You can use this mode to paint tones or highlights onto your character. 
	Automatically Create Colour Art	As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer. 
	Auto-Flatten Mode	When enabled, the Auto-Flatten mode automatically flattens the new lines created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.
	Respect Protected Colour	The Respect Protected Colour option prevent the colours you marked as protected, in the Colour view, to be repainted using the Repaint Brush mode or any of the painting tools.
	Use Stored Colour Gradient	The Use Stored Colour Gradient option makes your tool use the previously stored gradient position. This way, every new brush line or colour fill will use the stored gradient position.

Size and Smoothness Tab


You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.




Tool Name	Description
Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on your contour shape of your brush strokes.
Tip Shape	Lets you select a tip shape—from round and square ones to star shaped. This option is disabled when using a textured brush. 

Paper Texture Tab

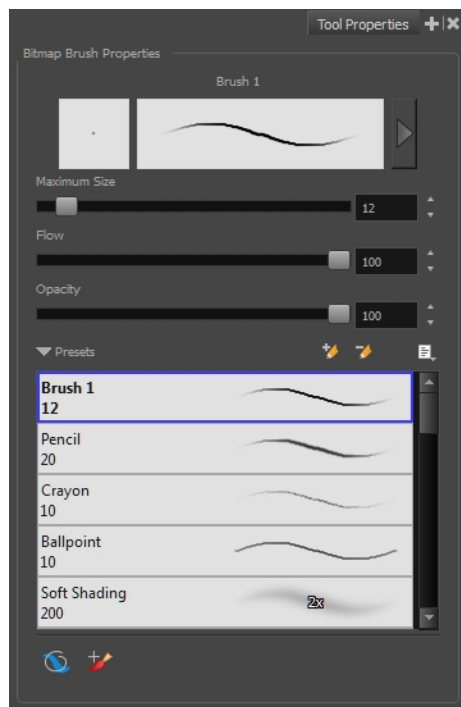
You can create texture brushes to draw on vector layers. Enable the Paper Texture option to access the options.

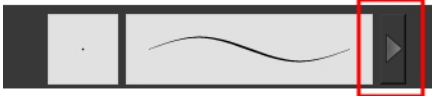
Parameter	Description
Hardness	<p>The hardness value corresponds to the softness of the line edge. The lower the value, the softer the line edge will be. The higher the value, the sharper the line edge will be.</p> 







Maximum Opacity	This value corresponds to the transparency of the stroke when the pressure is heavy.
Minimum Opacity	This value corresponds to the transparency of the stroke when the pressure is light and is a percentage of the Maximum Opacity value. 

Brush Tool Properties (Bitmap)

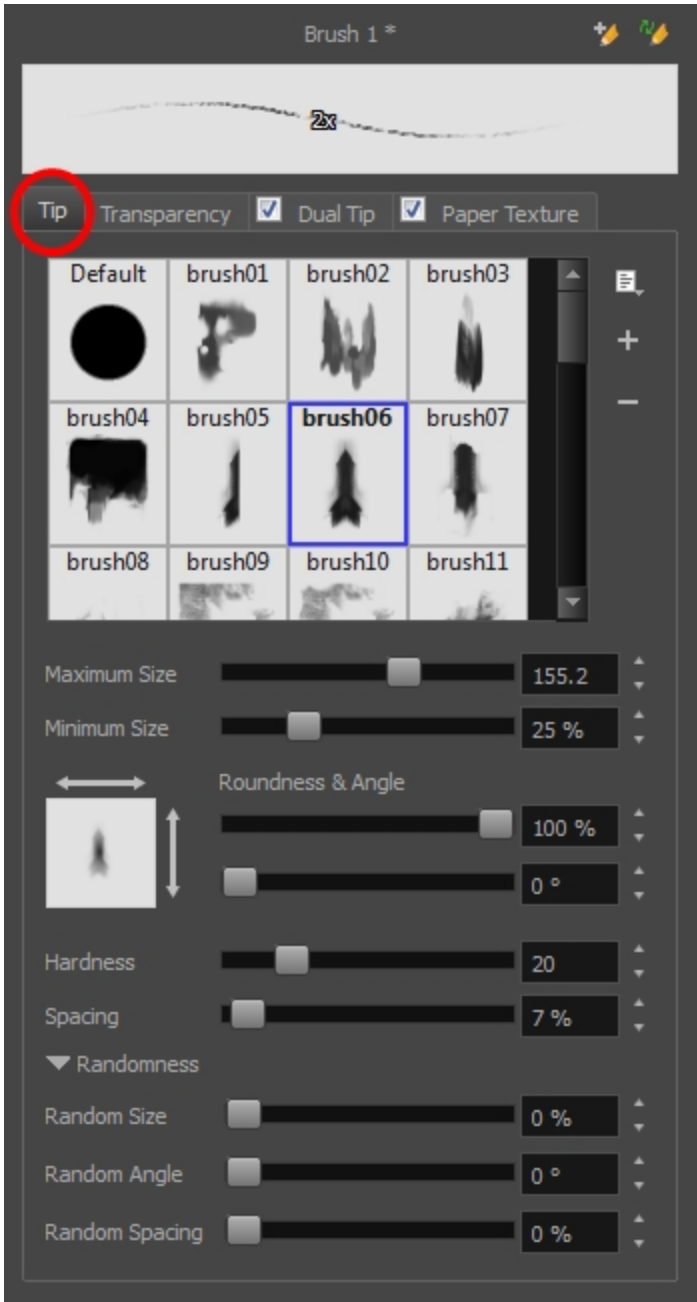
When you're drawing on a bitmap layer and select the Brush tool, its properties and options appear in the Tool Properties view.



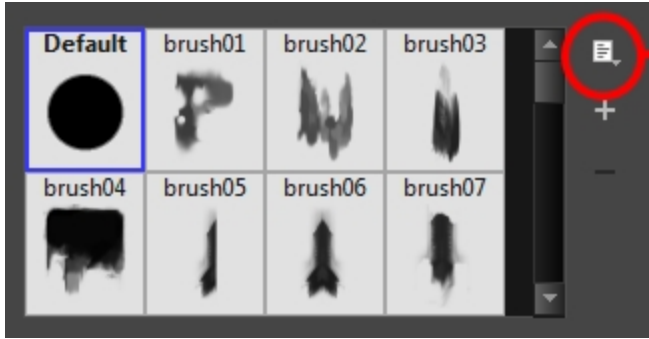
Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters.</p> 
	Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
	Flow	The Flow parameter lets you set the range for the rate at which paint flows from the brush. The analogy works better with a pen. The greater the flow, the more ink comes out, which gives you a more consistent line colour and texture. If the flow is light, then the colour and texture of the line may look spotty. The flow works with the pressure sensitivity of a pen tablet.
	Opacity	The Opacity parameter is where you set the transparency for a brush stroke. This works with the pressure sensitivity of a pen tablet.
	Brush Presets	Presets are created by saving the properties of the current tool to a new preset, which you can reuse for repeated tasks. You can create as many presets as you need.







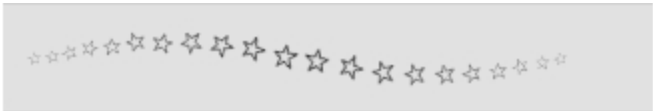

	New Brush	Allows to create a new preset.
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Import Brushes	Allows you to import a set of XML Harmony presets previously exported via the Export Brushes command.
	Export Brushes	Allows you to export Harmony presets to backup or import on a different computer.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Draw Behind	<p>When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool.</p>  <p>Orange stroke appears behind existing black stroke</p>
	Repaint Brush	<p>The Repaint Brush is used to repaint zones that have already been painted, it will not affect empty zones or pencil lines. You can use this mode to paint tones or highlights onto your character.</p> 

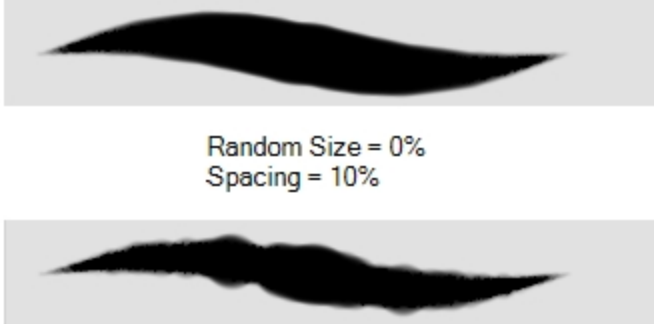
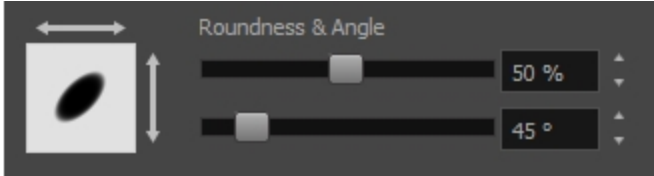
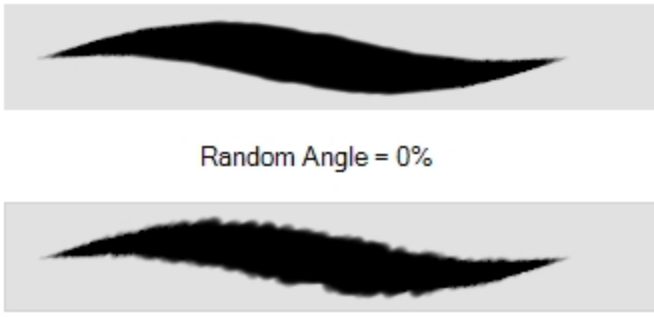
Tip Tab







Tool Name	Description
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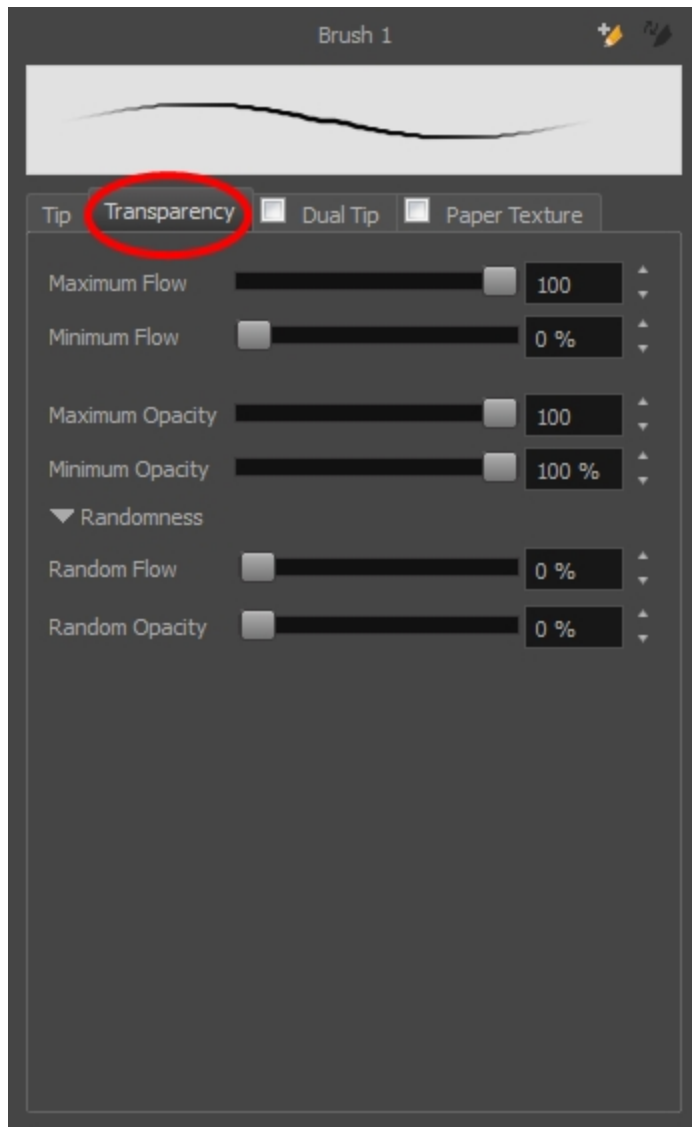
Brush Tip Library	 <p>This is where you select the shape of the brush tip. By default it is round. Note that some tips are designed to have semitransparent areas, even when the maximum brush opacity is set to 100%.</p> <p>To create a custom brush tip, you must prepare the file ahead of time, either in Harmony or in a third-party software, such as Adobe Photoshop. Colour is not supported and transparency is not supported in the traditional sense. Black appears as 100% opaque, white appears as 100% transparent and all the shades of grey in between appear as varying degrees of semitransparency. A range of file formats are supported—.jpeg, .png, .tif, .psd, .tga to name a few. Alpha channels are disregarded on import. It is recommended that your file be between 100 x 100 pixels and 400 x 400 pixels.</p> <p>You can also import brush tips that you exported from Harmony, so you can share them with colleagues.</p>
Minimum and Maximum Size	<p>The minimum and maximum sizes of your drawing tool produce the thick and thin effect on your stroke. This works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> • Maximum Size: Defines the maximum width of the stroke. • Minimum Size: Defines the minimum width of the stroke in relation to and as a percentage of the maximum size. <p>NOTE: Setting the Minimum Size value to 100% eliminates the possibility of creating width variation on your stroke. In other words, you would be forcing a uniform line width using the Maximum Size value.</p>
Roundness and Angle	<p>The Roundness and Angle parameters allow you to change the shape and orientation of the brush tip.</p> <ul style="list-style-type: none"> • Roundness: Squashes the height of the brush tip from its centre point. 100% roundness = the native height of the brush tip. A smaller percentage will make the brush tip look flatter and more narrow. The squashing is NOT relative to the angle value—if the brush tip is rotated, the squashing function still uses the brush tip's original orientation. • Angle: Rotates the brush tip counter-clockwise. 0° = the brush tip's native orientation.

	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>Roundness = 100% Angle = 0°</p> </div> <div style="text-align: center;">  <p>Roundness = 33% Angle = 0°</p> </div> <div style="text-align: center;">  <p>Roundness = 100% Angle = 45°</p> </div> <div style="text-align: center;">  <p>Roundness = 33% Angle = 45°</p> </div> </div>
<p>Hardness</p>	<p>The Hardness and Spacing parameters allow you to change the softness and spacing of the marks made by the brush tip. You can preview the hardness and spacing at the top of the Bitmap Brush Properties window, stroke preview area.</p> <p>The hardness value corresponds to the softness of the brush tip's edges. The lower the value, the softer the tip edge. The higher the value, the sharper the tip edge. Be aware that some brush tips are not 100% opaque, so they will always appear somewhat soft, even at 100% hardness.</p> <div style="display: flex; justify-content: center; align-items: center; margin-top: 20px;"> <div style="text-align: center; margin-right: 20px;">  <p>100% Hardness</p> </div> <div style="text-align: center;">  <p>10% Hardness</p> </div> </div>
<p>Spacing</p>	<p>Defines the amount of space between each stamp of the brush. A value of 100% sets the stamp marks edge to edge, if there is no white space around the shape. The larger the value, the greater the space between marks. A really large value can make the brush stroke appear as a string of individual marks. Conversely, a small spacing value will give the appearance of a fluid brush stroke.</p> <p>Spacing is only evident when making a continuous stroke.</p> <div style="text-align: center; margin-top: 20px;">  <p>Spacing = 100%</p> </div> <div style="text-align: center; margin-top: 20px;">  <p>Spacing = 10%</p> </div>
<p>Ran- domness</p>	<p>The Randomness parameters let you create a varied bitmap brush stroke. Refining these options can give your stroke a lovely, non-mechanical look.</p>
<p>Random Size</p>	<p>You can create variation between the thick and thin of your brush stroke just by setting the Maximum and Minimum Size values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p>


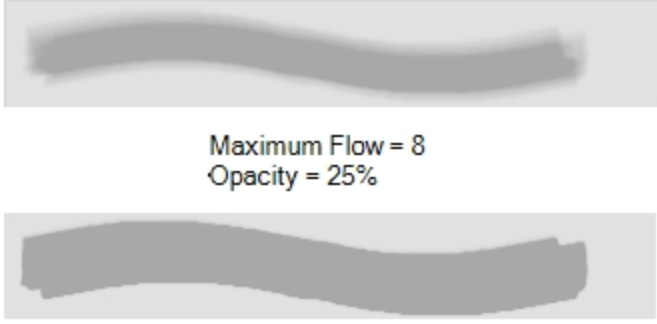
	 <p>Random Size = 0% Spacing = 10%</p> <p>Random Size = 50%</p> <p>NOTE: Setting the Minimum Size to 100% eliminates the possibility of creating width variation on your stroke, whether you are applying randomness or not. Therefore, you would be forcing a uniform line width using the Maximum Size value.</p>
<p>Random Angle</p>	<p>Sets the range for random rotation around the set Angle value. For example, if the Angle is set to 45° and the Random Angle set to 10°, the software will choose values between 40°-50° (plus or minus 5 degrees, equaling a total of 10 degrees).</p>   <p>Random Angle = 0%</p> <p>Random Angle = 60%</p>
<p>Random Spacing</p>	<p>Sets the range for random spacing around the set Spacing value. For example, if the Spacing is set to 50% and the Random Spacing is set to 10%, then Harmony will choose values between 45%-55% (plus or minus 5 percent, equaling a total of 10 percent).</p>




	 <p>Spacing = 10% Random Spacing = 0%</p>  <p>Spacing = 10% Random Spacing = 80%</p>  <p>Spacing = 100% Random Spacing = 0%</p>  <p>Spacing = 100% Random Spacing = 80%</p>
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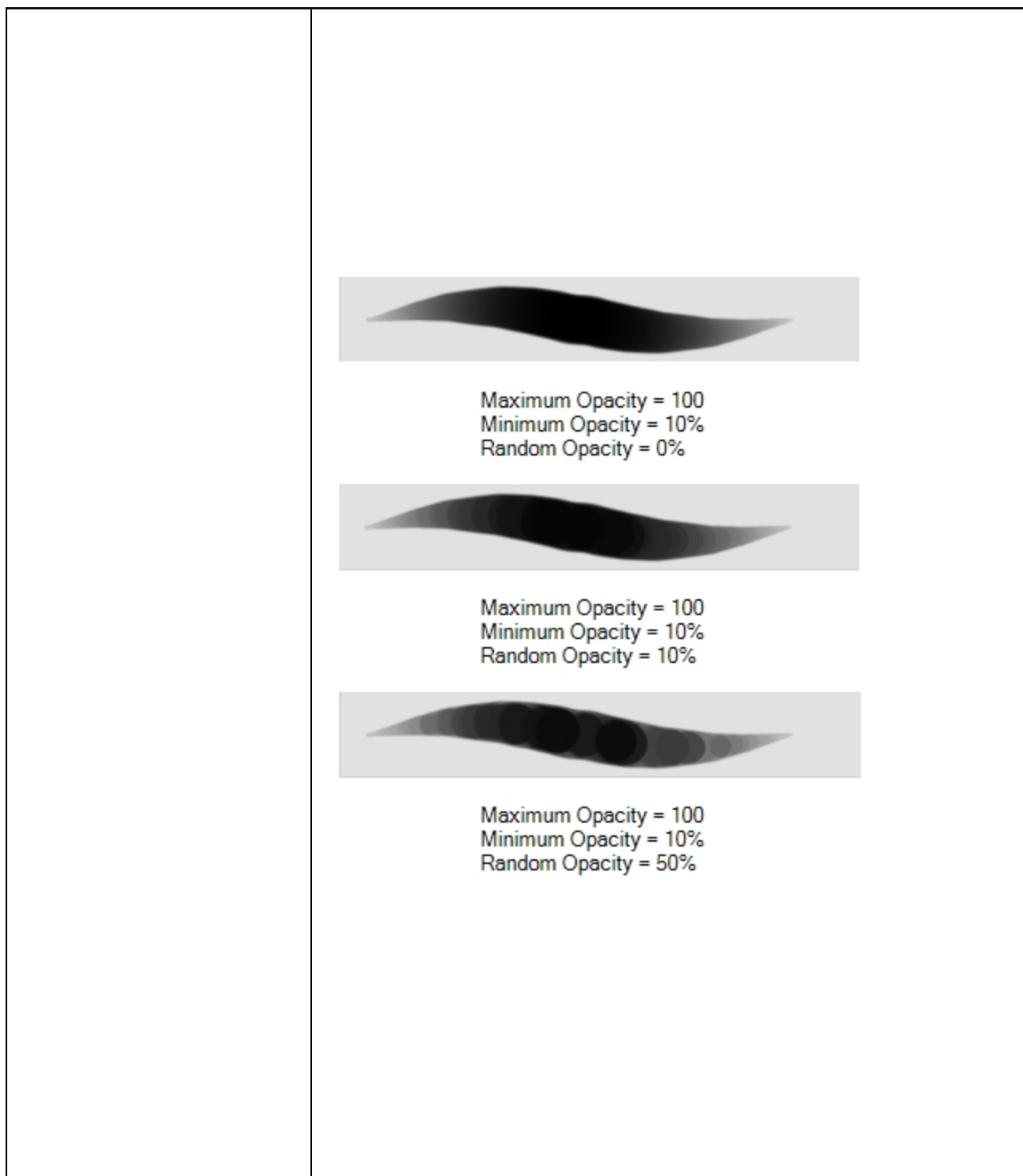
Transparency Tab



Tool Name	Description
Maximum and Minimum Flow	<p>The Maximum and Minimum Flow parameters let you set the range for the rate at which paint flows from your brush. The analogy works better with a pen. The greater the flow, the more ink comes out, hence the more consistent the colour and texture of the line. If the flow is light, then the colour and texture of the line may look spotty. This feature works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> • Maximum Flow: Sets the maximum rate at which colour and texture are applied as you create a fluid stroke. • Minimum Flow: Sets the minimum rate at which colour and texture are applied as you create a fluid stroke. It is defined as a percentage of the Maximum Flow value. If the Minimum Flow value is set to 100%, then tablet pressure sensitivity will no longer be applicable. The flow will be set to the constant rate of the Maximum Flow value.

	 <p style="text-align: center;">Maximum Flow = 8 Opacity = 100%</p> <p style="text-align: center;">Maximum Flow = 100 Opacity = 100%</p>
<p>Maximum Opacity and Minimum Opacity</p>	<p>The Maximum and Minimum Opacity parameters are where you set the opacity range for a brush mark. This works with the pressure sensitivity of a pen tablet.</p> <ul style="list-style-type: none"> • Maximum Opacity: Sets the transparency limit of the brush mark when the pressure is heavy. • Minimum Opacity: Sets the transparency limit of the brush mark when the pressure is very light. It is defined as a percentage of the Maximum Opacity value. If the Minimum Opacity value is set to 100%, then tablet pressure sensitivity will no longer be applicable. The opacity will be set to the constant rate of the Maximum Opacity value.  <p style="text-align: center;">Maximum Flow = 8 Opacity = 25%</p> <p style="text-align: center;">Maximum Flow = 100 Opacity = 25%</p>
<p>Randomness</p>	<p>The Randomness parameter lets you set the range for the randomness of the flow and opacity. This works with the pressure sensitivity of a pen tablet.</p>
<p>Randomness Flow</p>	<p>You can create variation in the flow of your brush stroke just by setting the Maximum and Minimum Flow values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p>

	<div style="text-align: center;">  <p>Maximum Flow = 100 Random Flow = 0%</p> </div> <div style="text-align: center;">  <p>Maximum Flow = 100 Random Flow = 100%</p> </div> <div style="text-align: center;">  <p>Maximum Flow = 50 Random Flow = 100%</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>NOTE: Setting the Minimum Flow value to 100% eliminates the possibility of creating flow variation on your stroke, whether you are applying randomness or not. That is, you would be forcing a uniform flow using the Maximum Flow value.</p> </div>
<p>Random Opacity</p>	<p>You can create variation in the opacity of your brush stroke just by setting the Maximum and Minimum Opacity values. If you add randomness to the mix, pressure sensitivity from your drawing tablet will still be applied. Light pressure will create random values around the minimum, while heavy pressure will create random values closer to the maximum. The larger the percentage, the larger the range of random variation.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>NOTE: Setting the Minimum Opacity value to 100% eliminates the possibility of creating opacity variation on your stroke, whether you are applying randomness or not. That is, you would be forcing a uniform opacity using the Maximum Opacity value.</p> </div>

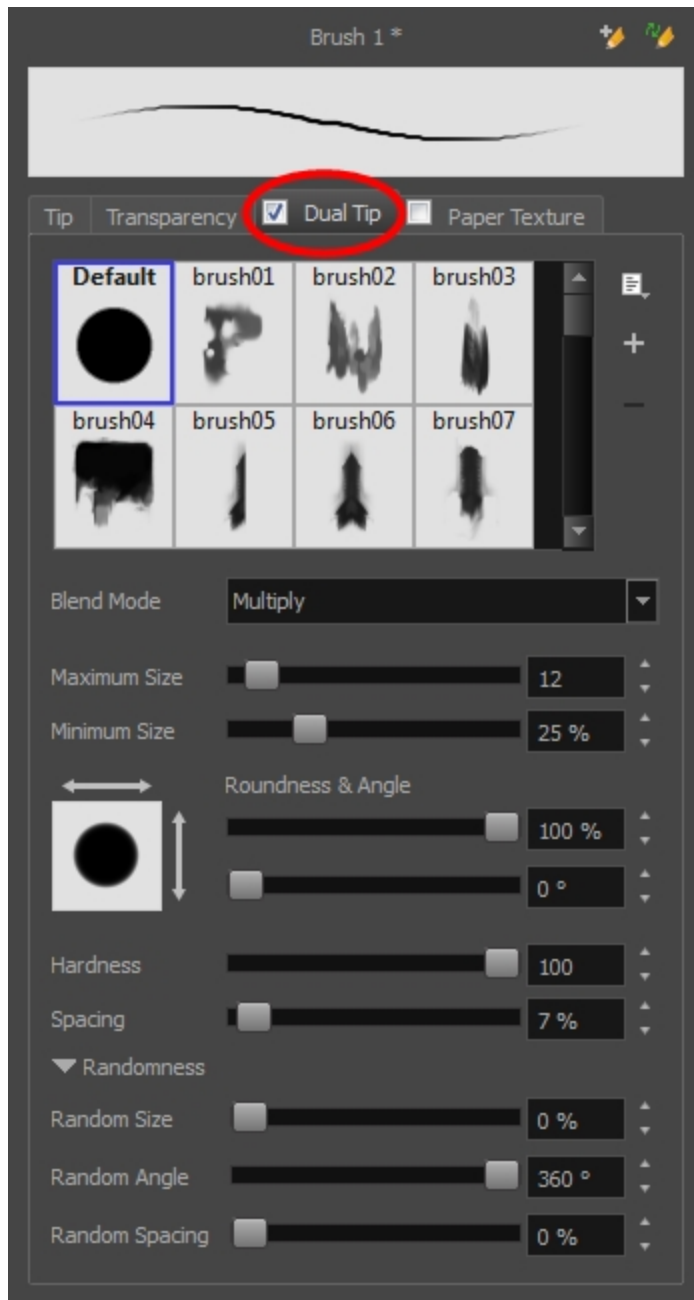


Dual Tip Tab





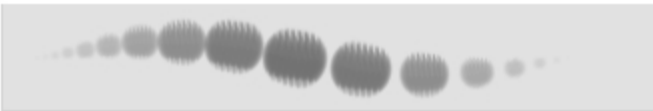

The Dual Tip tab lets you set the parameters for creating a dual tip brush. The primary bitmap brush tip and the dual tip always work together. You can set the parameters for the primary tip in the Tip tab and those for the dual tip in the Dual Tip tab. The Blend mode you select determines how the tips are combined.




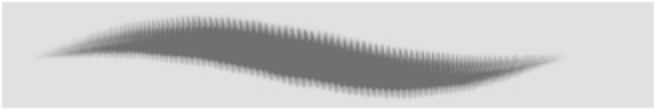


You must select the Dual Tip option to access the tab's parameters.

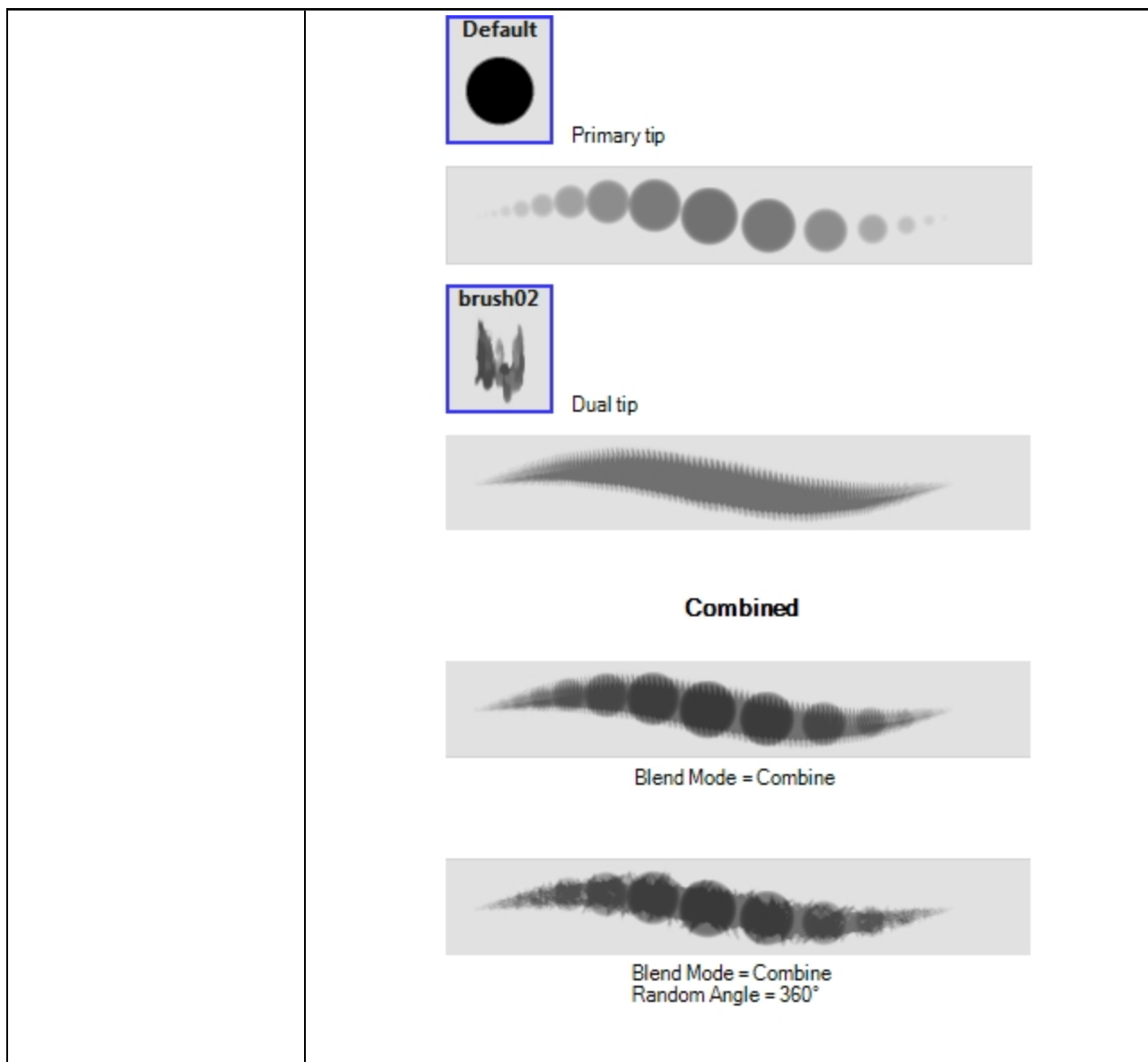
By default, the Blend Mode is set to Multiply and the Random Angle to 360°.



Tool Name	Description
Blend Mode	The Blend modes let you decide how the primary tip and the dual tip are combined.
Multiply	This is the default blend mode. When the two brush tips are combined in this mode, they essentially cut each other out in overlapping areas, where one or both tips have an area of 100% transparency. The less opaque the brush tips are, the lighter their combination.

	<div data-bbox="495 178 613 319"> <p>Default</p>  </div> <p data-bbox="630 298 738 325">Primary tip</p> <div data-bbox="495 342 1144 451">  </div> <div data-bbox="495 472 613 613"> <p>brush02</p>  </div> <p data-bbox="630 592 711 619">Dual tip</p> <div data-bbox="495 640 1144 745">  </div> <p data-bbox="755 814 889 850" style="text-align: center;">Combined</p> <div data-bbox="495 888 1144 997">  </div> <p data-bbox="690 1003 906 1039" style="text-align: center;">Blend Mode = Multiply</p> <div data-bbox="495 1106 1144 1215">  </div> <p data-bbox="690 1222 906 1276" style="text-align: center;">Blend Mode = Multiply Random Angle = 360°</p>
<p>Colour Dodge</p>	<p>In this mode, the primary tip cuts out the shape of the dual tip. Where the tip shapes overlap, within the boundaries of the primary shape, the colour and opacity appear darker.</p>

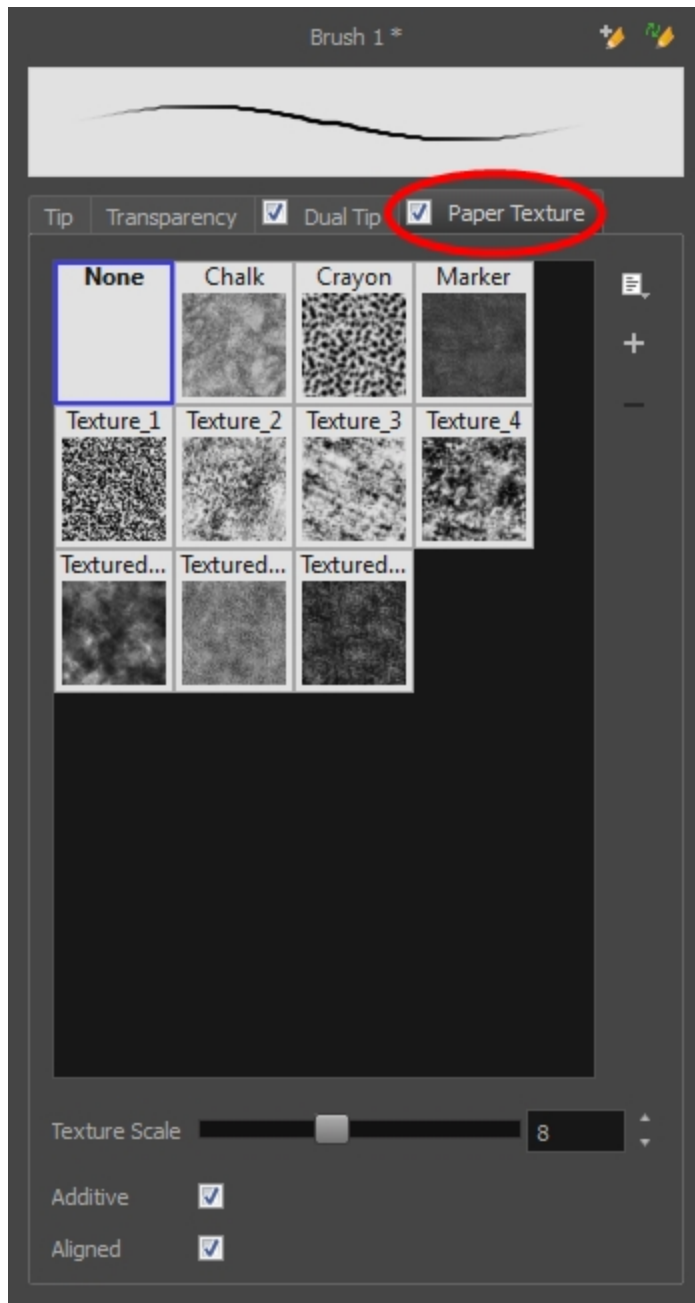
	<div data-bbox="568 168 685 310"> <p>Default</p>  </div> <p data-bbox="706 289 812 315">Primary tip</p> <div data-bbox="568 336 1218 445">  </div> <div data-bbox="568 466 685 609"> <p>brush02</p>  </div> <p data-bbox="706 588 787 613">Dual tip</p> <div data-bbox="568 634 1218 743">  </div> <p data-bbox="828 808 966 840" style="text-align: center;">Combined</p> <div data-bbox="568 886 1218 995">  </div> <p data-bbox="771 997 1039 1029" style="text-align: center;">Blend Mode = Colour Dodge</p> <div data-bbox="568 1104 1218 1213">  </div> <p data-bbox="771 1218 1039 1270" style="text-align: center;">Blend Mode = Colour Dodge Random Angle = 360°</p>
<p>Combine</p>	<p>This mode treats the two tips as two different and separate brushes that have the same colour and follow the same path.</p>



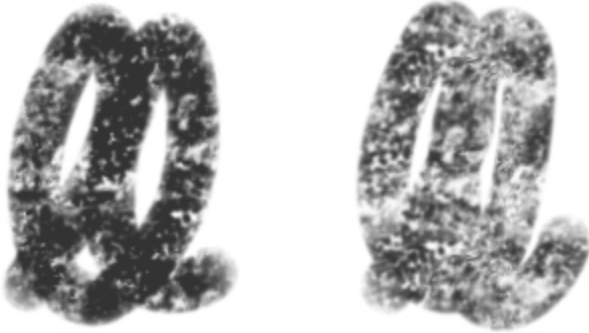
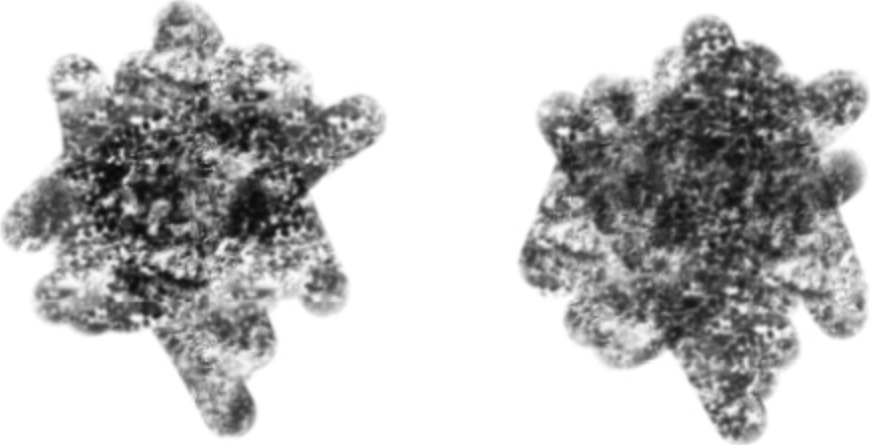
Paper Texture Tab

The Paper Texture tab lets you view and select a paper-like texture for your brush. You can also import paper textures that were previously exported.

You must select this option to access the tab's parameters.

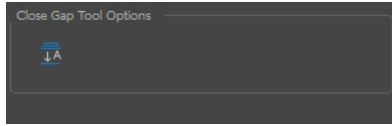


Tool Name	Description
Texture Scale	Increase or decreases the size of the paper texture.
Additive	This option layers the texture on top of itself as you scribble overlapping lines in one continuous stroke. If this option is turned off, areas of overlapping lines from a single, continuous stroke will appear the same, in terms of darkness and texture, as non-overlapping areas.

	 <p data-bbox="337 548 529 575">Additive enabled</p> <p data-bbox="688 548 889 575">Additive disabled</p>
Aligned	<p data-bbox="289 653 1398 779">This option defines the way separate, overlapping strokes behave. If this option is enabled, the paper texture's position does not change with each sweep of the brush. If this option is disabled, each sweep of the brush produces a different texture position. The texture orientation always stays the same.</p>  <p data-bbox="553 1339 737 1367">Aligned enabled</p> <p data-bbox="1045 1339 1229 1367">Aligned disabled</p>

Close Gap Tool Properties

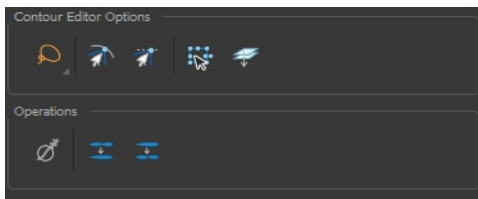
When you select the Close Gap tool, its properties and options appears in the Tool Properties view.




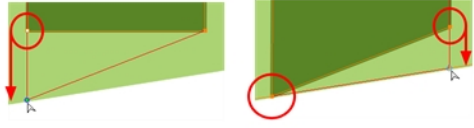



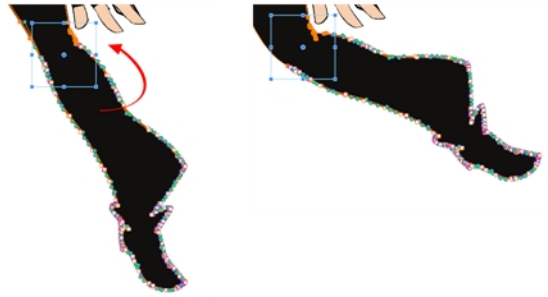






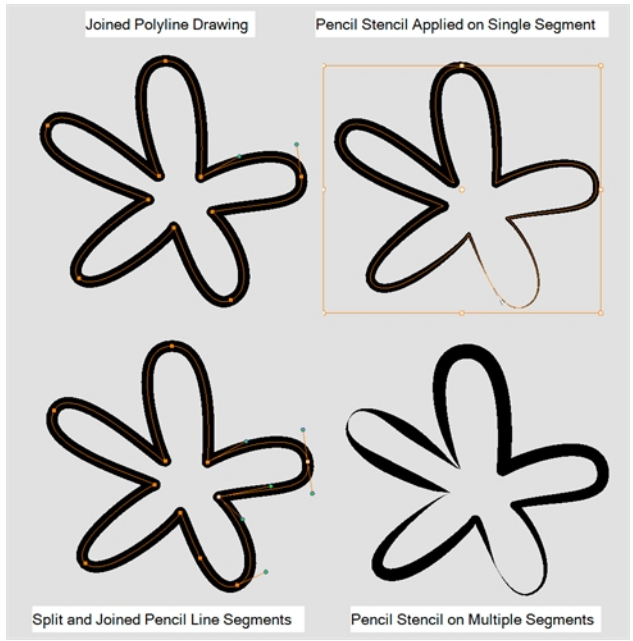
Icon	Tool Name	Description
	Auto-Flatten Mode	When enabled, the Auto-Flatten mode automatically flattens the new lines created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.

Contour Editor Tool Properties

When you select the Contour Editor tool, its properties and options appear in the Tool Properties view.

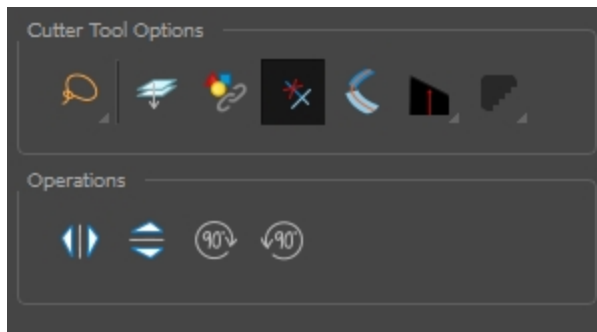


Icon	Tool Name	Description
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it. 
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to. 
	Show Contour Editor Controls	Use the Show Contour Editor Controls option to show the contour editor controls. You can use these controls to scale, reposition and rotate the selected anchor points. 
	Apply to Line and Colour Art	The Apply to Line and Colour Art option uses the

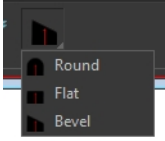
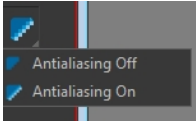




		<p>concept of Line Art and Colour Art layers. Use this option to apply an action such as selecting, resizing or erasing a drawing on both Line Art and Colour Art layers, as well as the Overlay and Underlay layers.</p>
	<p>Smooth Selection</p>	<p>The Smooth operation lets you smooth out selected drawing strokes and remove extra points.</p> <ul style="list-style-type: none"> From the top menu, select Selected > Smooth or press Alt + Shift + S. 
	<p>Split Pencil Line and Join Pencil Lines</p>	<p>When drawing with the Polyline tool, your drawing has an even line thickness. You can use the Pencil Editor to adjust the thickness point by point, but if you want to adjust it quicker, you can use the Split Pencil Line and Point Pencil Lines options to create segments and apply a pencil stencil to your drawing. Note that if you did not join the pencil lines on your polyline stroke, the segments between the points will act as separated segments.</p> 

Cutter Tool Properties

When you select the Cutter tool, its properties and options appear in the Tool Properties view.

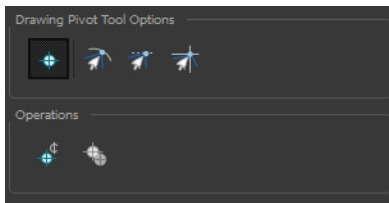







Icon	Tool Name	Description
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Apply to Line and Colour Art	The Apply to Line and Colour Art option uses the concept of Line Art and Colour Art layers. Use this option to apply an action such as selecting, resizing or erasing a drawing on both Line Art and Colour Art layers, as well as the Overlay and Underlay layers.
	Use Mouse Gesture	When using the Lasso selection type, the Use Mouse Gesture option lets you automatically delete any extra sections of line in your artwork by simply dragging your mouse over it. NOTE: For this operation to work, you lines CANNOT be flattened.
	Use Mouse Gesture Breaker Mode	When using the Lasso selection type, the Use Mouse Gesture Breaker Mode option lets you draw an invisible stroke on a pencil line to cut it in two individual objects. Once a pencil line is cut with this option, you will be able to select the two portions independently with either the Cutter tool, Pencil Editor tool or Select tool.

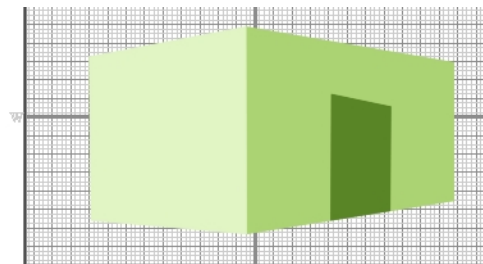
		NOTE: This option only works with pencil lines.
	Tip Style	<p>If you erase the end of a pencil line or erase a pencil line through the centre, new line tips or line ends are created. Use the Tip Style option to customize the shape of the new line tips that are created.</p> 
	Antialiasing	<p>When drawing on a bitmap layer, lines are no longer clean vector shapes. For the edges to be smooth, a slight amount of antialiasing is used. When using the Cutter tool, you can cut a portion of your drawing with or without antialiasing. By default, the option is enabled. If you want to cut your drawing using a hard edge, you can select the Antialiasing Off option.</p> 
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clockwise.


Drawing Pivot Tool Properties

The Drawing Pivot tool lets you set the pivots on your character. You can set the drawing pivots on drawings and symbols.



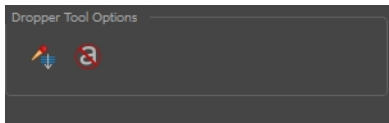
Icon	Tool Name	Description
	Setting the Drawing Pivot for Symbols on All Frames	<p>The Set the Pivot for Symbol on All Frames option is enabled by default. When you set a drawing pivot on a symbol, all of its cells use the same drawing pivot. This means you do not have to set a drawing pivot on all frames. Once you set it, it is done.</p> <p>If you prefer to set a different drawing pivot for a series of cells, you can deselect the option and set your pivots on each cell or cell range.</p> <hr/> <p>NOTE: If you have already set several different pivots on your symbol's cells and selected the Set the Pivot for Symbol on All Frames option, once you set a new pivot on the same symbol, all of its pivots will be reset and will use your new pivot.</p>
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid.
	Reset Pivot	When you click the Reset Pivot option, the drawing pivot of the selected drawing or symbol is reset to the centre of the Camera view.





	<p>Copying Pivot on Parent Symbol</p>	<p>When you import new extra drawings, such as hands and mouths, you can use the drawing pivot that was set on your drawings and report them to the symbol's cells. Use the Copy Pivot to Parent Symbol command for this.</p> <hr/> <p>NOTE: When you copy drawing pivots to the parent symbol, there is no link between the drawings' pivots and the symbol's pivots. If you modify the drawing pivot later, it will not link to the symbol. You would need to perform the operation again. If you need to modify the symbol's pivots, you can do it directly on the symbol's cells.</p> <hr/>
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Dropper Tool Properties

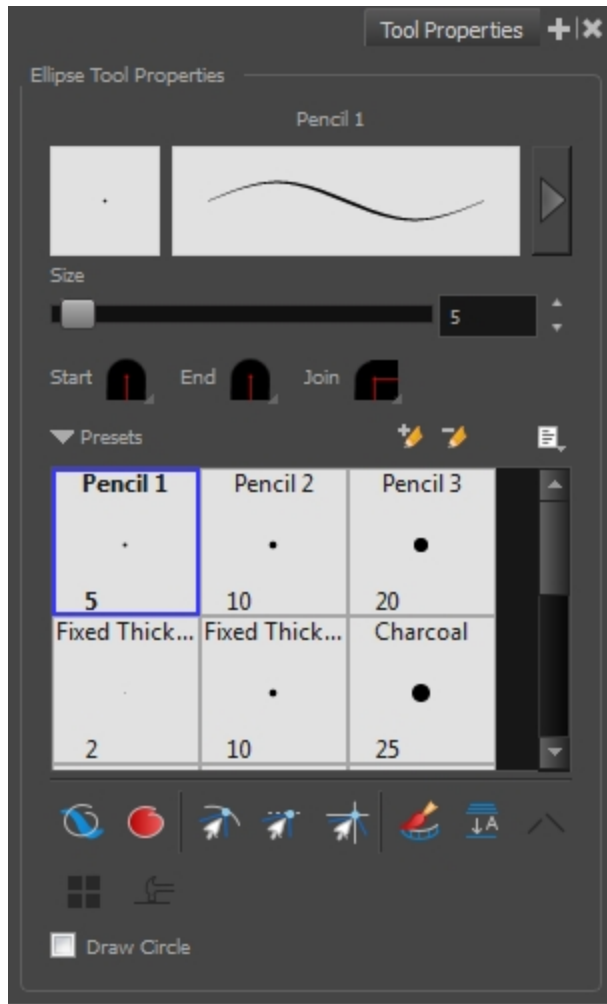
When you select the Dropper tool, its properties and options appears in the Tool Properties view.

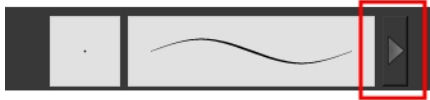


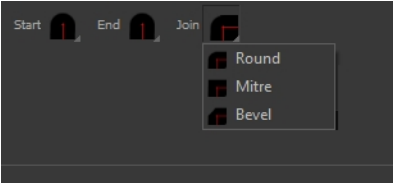





Icon	Tool Name	Description
	Sample All Layers	On bitmap layers, if strokes with transparency located on separated art layers overlap, the Dropper will pick the combination of the two colours. When disabled, the Dropper will pick the colour on the current art layer.
	Do not Pick Transparency	On bitmap layers, when enabled, the dropper will pick the colour at 100% of opacity even if the selection has some transparency.

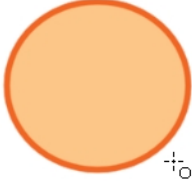



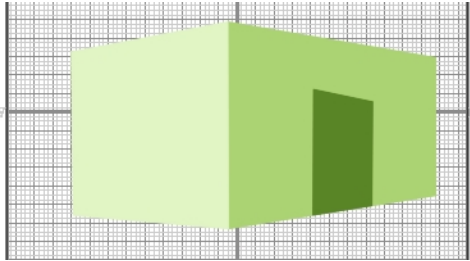




Ellipse Tool Properties


When you select the Ellipse tool, its properties and options appear in the Tool Properties view. There are a few less options available when working on a bitmap layer.



Icon	Tool Name	Description
	Previewing the Stroke	The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters. 
	Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
	Shape	You can adjust the start, end, and joint style of a pencil line.

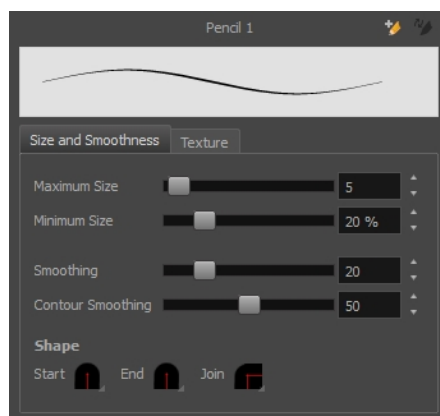
		 <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.
	<p>Presets</p>	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	<p>New Brush</p>	<p>Allows to create a new preset.</p>
	<p>Delete Brush</p>	<p>Allows you to delete your custom presets.</p>
	<p>Rename Brush</p>	<p>Allows you to rename a custom preset.</p>
	<p>Import Brushes</p>	<p>Allows you to import a set of XML Harmony presets previously exported via the Export Brushes command.</p>
	<p>Export Brushes</p>	<p>Allows you to export Harmony presets to backup or import on a different computer.</p>
	<p>Small Thumbnail, Large Thumbnail, and Stroke View</p>	<p>Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.</p>
	<p>Draw Behind</p>	<p>When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool.</p> 
	<p>Automatic Filling</p>	<p>Use the Automatic Filling option to automatically fill your shape with the selected colour as you draw. By default, the Shape tool creates the outline of an empty shape that you can later fill using the Paint tool. This option is unavailable for the line tool.</p>

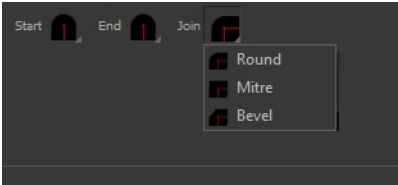
		
	<p>Snap to Contour</p>	<p>Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.</p>
	<p>Snap and Align</p>	<p>Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.</p>
	<p>Snap to Grid</p>	<p>Snaps your selection following the currently enabled grid.</p> 
	<p>Automatically Create Colour Art</p>	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p> 
	<p>Auto-Flatten Mode</p>	<p>When enabled, the Auto-Flatten mode automatically flattens the new lines created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.</p>  <p>NOTE: Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p>

	Use Stored Colour Gradient	The Use Stored Colour Gradient option makes your tool use the previously stored gradient position. This way, every new brush line or colour fill will use the stored gradient position.
	Draw Circle	Enable this option to draw perfect circle (ratio 1:1) without holding any keyboard shortcuts. As an alternative, you can hold down the Shift key.

Size and Smoothness Tab

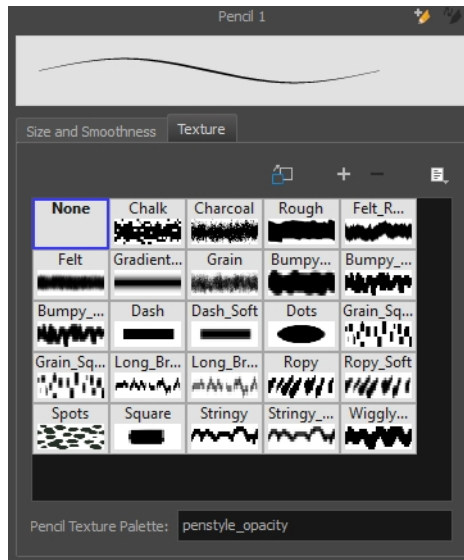
You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.




Tool Name	Description
Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on your contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.

Texture Tab

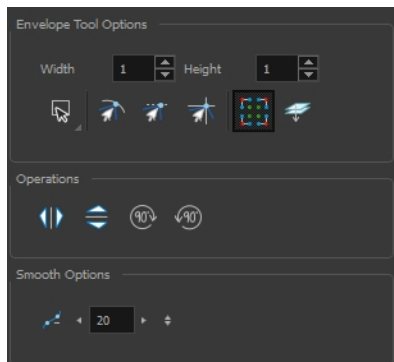
You can access advanced properties by clicking on the Previewing the Stoke button in the Tool Properties view.

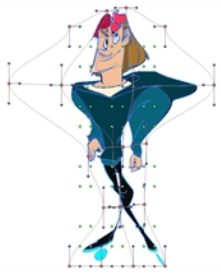







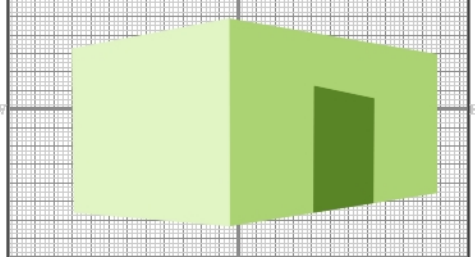








Icon	Tool Name	Description
	Copy to Preferences	You can add a pencil texture to your preset preferences.
	New Texture	Adds a new custom pencil texture to the list.
	Delete Texture	Deletes a texture preset from the list.
	Rename Texture	Renames the selected texture to keep the list organized.
	Presets	Harmony provides a variety of pencil texture presets and also lets you create and save your own.
	Pencil Texture Palette	Displays the colour palette assigned to hold the pencil textures. Use the Colour View menu to assign a new palette.

Envelope Tool Properties

Selecting the Envelope tool displays its properties and options in the Tool Properties view.



Icon	Tool Name	Description
	Width and Height	Increase the width and height values to add more columns and rows to the deformation grids. 
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid.

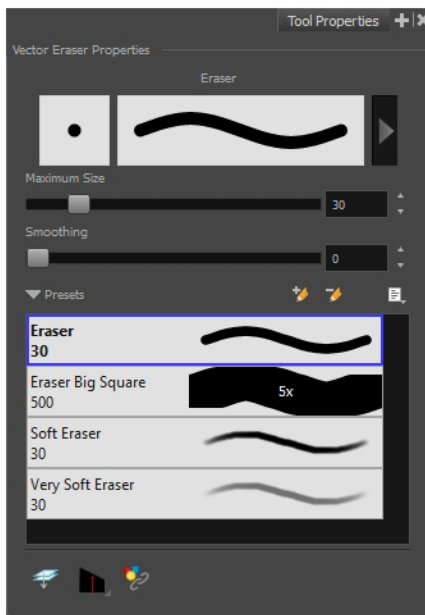
		
	<p>Show Advanced Controls</p>	<p>To display more controls, you can click on the Show Advanced Controls button.</p> 
	<p>Apply to Line and Colour Art</p>	<p>The Apply to Line and Colour Art option uses the concept of Line Art and Colour Art layers. Use this option to apply an action such as selecting, resizing or erasing a drawing on both Line Art and Colour Art layers, as well as the Overlay and Underlay layers.</p>
	<p>Flip Horizontal</p>	<p>Flips the current selection horizontally.</p>
	<p>Flip Vertical</p>	<p>Flips the current selection vertically.</p>
	<p>Rotate 90 Degrees CW</p>	<p>Rotates the current selection 90 degrees clockwise.</p>
	<p>Rotate 90 Degrees CCW</p>	<p>Rotates the current selection 90 degrees counter-clockwise.</p>
	<p>Smooth</p>	<p>You can modify the central line smoothness of your line using this option. This parameter smooths the deformed lines. Increasing the value will result in a smoother line with fewer control points. The more you increase the value, the less details and curves you will get. Use the left and right arrows to increment the value by one full unit. Use the Up - Down slider to quickly increment the value.</p>

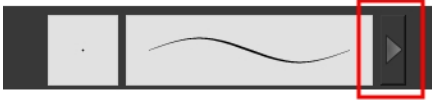

Eraser Tool Properties



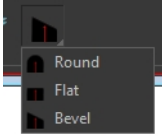

When you're drawing on vector layer and you select the Eraser  tool, its properties and options appear in the Tool Properties view.

The bitmap eraser options are identical to those of the bitmap brush with one obvious exception. Instead of customizing the parameters of a mark or stroke, you will be customizing the parameters for the absence of a mark or stroke.

It is a good idea to create an eraser preset with the identical properties of a brush preset and to use them as a pair. That way, when part of a stroke is erased, its soft textured look is not interrupted with a hard edged eraser mark.



Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters.</p> 
	Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
	Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
	Eraser Presets	Presets are created by saving the properties of the current tool to a new preset, which you can reuse for repeated tasks. You can create as many presets as you need.
	New Brush	Allows to create a new preset.

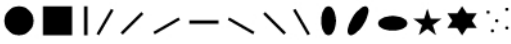
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Import Brushes	Allows you to import a set of XML Harmony presets previously exported via the Export Brushes command.
	Export Brushes	Allows you to export Harmony presets to backup or import on a different computer.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Apply to Line and Colour Art	The Apply to Line and Colour Art option uses the concept of Line Art and Colour Art layers. Use this option to apply an action such as selecting, resizing or erasing a drawing on both Line Art and Colour Art layers, as well as the Overlay and Underlay layers.
	Tip Style	If you erase the end of a pencil line or erase a pencil line through the centre, new line tips or line ends are created. Use the Tip Style option to customize the shape of the new line tips that are created. 
	Apply to Synced Drawing Layers	Applies to the Camera view only. Works in conjunction with the Works on Single Drawing. Only selects lines from the current drawing and drawing layers synced to the current drawing.

Size and Smoothness Tab

You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.



Tool Name	Description
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Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on your contour shape of your brush strokes.
Tip Shape	Lets you select a tip shape—from round and square ones to star shaped. This option is disabled when using a textured brush. 

Soft Eraser Tab

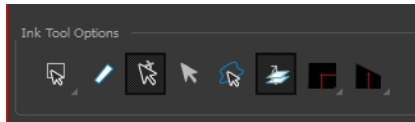
You can create texture brushes to draw on vector layers. Enable the Soft Eraser option to access the options.









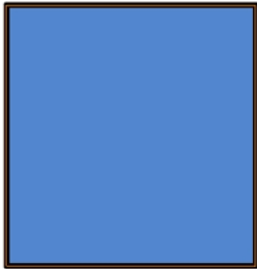



Hardness	Defines the softness of the stroke edge. The lower the value, the softer the stroke edge will be. The higher the value, the sharper the stroke edge will be.
Saturation	Lets you adjust the softness of edge feathering. Works in conjunction with the Hardness, e.g. 100% Hardness will yield no results in saturation change. 0% Hardness will allow a fine tuning of the feathering of the soft stroke edge.
Maximum Opacity	The transparency of the brush when the pressure is heavy. A smaller value will leave semi-transparent colour and texture. A larger value will ensure that everything is properly erased. This option is unavailable if the Keep Vectors option is disabled.
Minimum Opacity	Sets the minimum transparency of the brush, in relation to the Maximum Opacity, when the pressure is very light. A smaller value will leave semi-transparent colour and texture. A larger value will ensure that everything is properly erased. This option is unavailable if the Keep Vectors option is disabled.
Keep Vectors	Keeps the vector frames around your strokes intact, only the texture fill disappears. Disabling this option will cut the stroke's vector frame into different pieces when the Eraser tool passes over it. If you disable this option, the maximum and minimum opacity sliders are disabled as well.

Ink Tool Properties

When you select the Ink tool, its properties and options appear in the Tool Properties view.

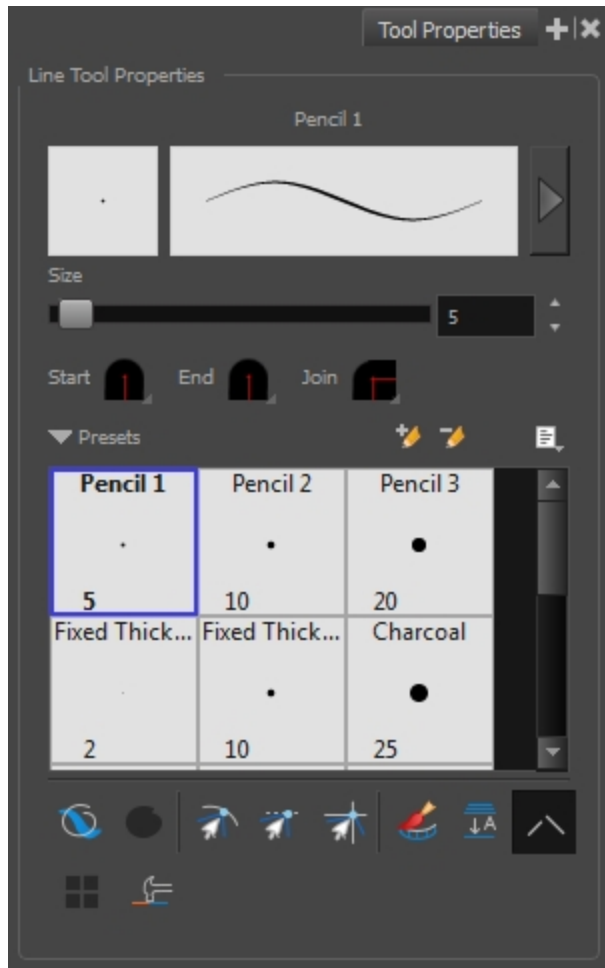


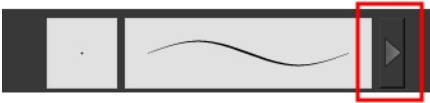
Icon	Tool Name	Tool
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Show Inkable Lines	Highlights all pencil lines (no brush strokes) on the selected layer. Pencil line segments that are already inked with the selected swatch colour from the colour palette are also not highlighted.
	Be Smart on Connecting Lines	As you hover and move the cursor across intersecting pencil lines, the path that you create will be highlighted. When you click on your mouse or stylus the highlighted segments are inked. With this option disabled, all the intersecting segments that your cursor comes near will be highlighted and become part of the selection, even if they were not situated in the direction of the chosen path. NOTE: This option only works if the Ink tool is in Hover mode.
	Select Mode	Use this mode instead of the Hover Mode. In the Hover Mode, any potentially inkable pencil line will have its central vector line highlighted as the Ink tool's cursor hovers over it. Use Ctrl (Windows/Linux) or ⌘ (Mac OS X) to toggle between the two modes.
	Select Newly Painted, Repainted, and Unpainted Contours/Lines	In the Paint tool properties, this option keeps a selection highlighted around the latest painted zone after using the Paint, Repaint, Unpaint, or Paint Unpainted tool.

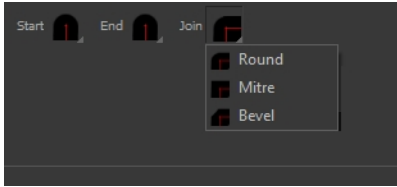







		
	Raise	As you ink the pencil line, the segment will be moved on top of the other intersecting strokes. Disable this option for the line to be sent behind. Hold down the Alt key to perform the opposite operation as you ink.
	Mitre	As you hover over two perpendicular or nearly perpendicular segments, a highlighted path with a corner is created. Clicking on these highlighted segments inks both segments and makes them appear as a single stroke with a corner or bend. Options include: As Is, Round, Miter, and Bevel.
	Tip Style	Lets you customize the edge of the Ink tool. Options include: Round, Flat, and Bevel.

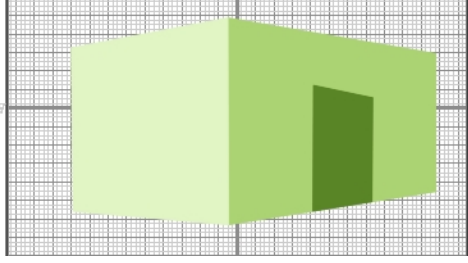

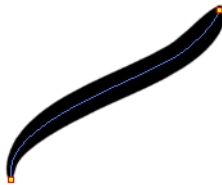



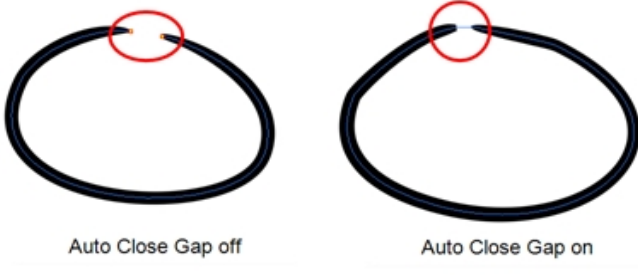
Line Tool Properties




When you select the Line tool, its properties and options appear in the Tool Properties view. There are a few less options available when working on a bitmap layer.



Icon	Tool Name	Description
	Previewing the Stroke	The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters. 
	Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
	Shape	You can adjust the start, end, and joint style of a pencil line.

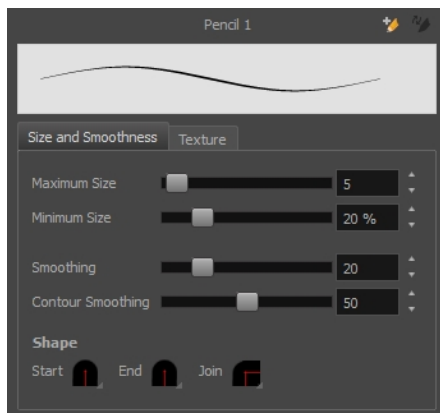
		 <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.
	Presets	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	New Brush	Allows to create a new preset.
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Import Brushes	Allows you to import a set of XML Harmony presets previously exported via the Export Brushes command.
	Export Brushes	Allows you to export Harmony presets to backup or import on a different computer.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Draw Behind	<p>When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool.</p>  <p>Orange stroke appears behind existing black stroke</p>
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid.

		
	<p>Automatically Create Colour Art</p>	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p> 
	<p>Auto-Flatten Mode</p>	<p>When enabled, the Auto-Flatten mode automatically flattens the new lines created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.</p>  <p>NOTE: Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p>
	<p>Auto-Close Gap</p>	<p>When using the pencil tool, you can automatically close strokes with an invisible stroke.</p>  <p>It is recommended to keep this option enabled when drawing with the Pencil tool.</p>

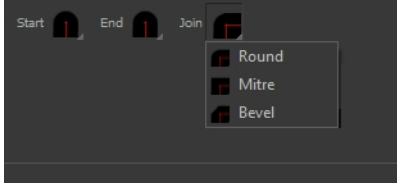
	<p>Line Building Mode</p>	<p>The Line Building mode is very useful when drawing long lines and curves in small increments with pencil lines or the Line tool. As the pencil lines are central vector lines, it may be difficult to align the line tips perfectly to create a uniform stroke and close all gaps.</p> <p>In this mode, you can draw lines in small increments and the tips are merge into one single stroke.</p>  <p>NOTE: This mode only works with pencil lines or the line tool.</p>
	<p>Use Stored Colour Gradient</p>	<p>The Use Stored Colour Gradient option makes your tool use the previously stored gradient position. This way, every new brush line or colour fill will use the stored gradient position.</p>
	<p>Draw Circle</p>	<p>Enable this option to draw perfect circle (ratio 1:1) without holding any keyboard shortcuts. As an alternative, you can hold down the Shift key.</p>

Size and Smoothness Tab

You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.

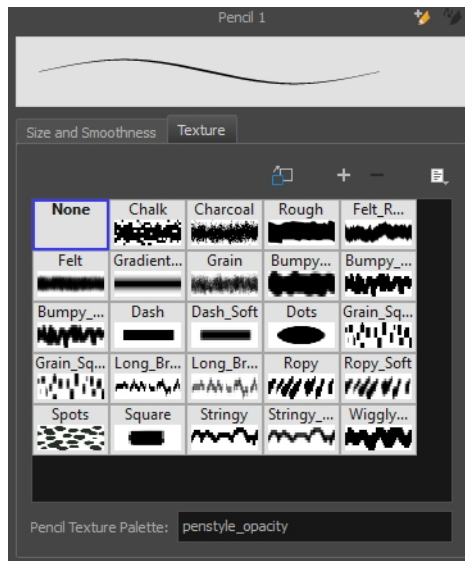



Tool Name	Description
Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.

Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on tour contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.

Texture Tab

You can access advanced properties by clicking on the Previewing the Stoke button in the Tool Properties view.

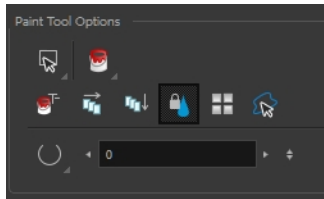






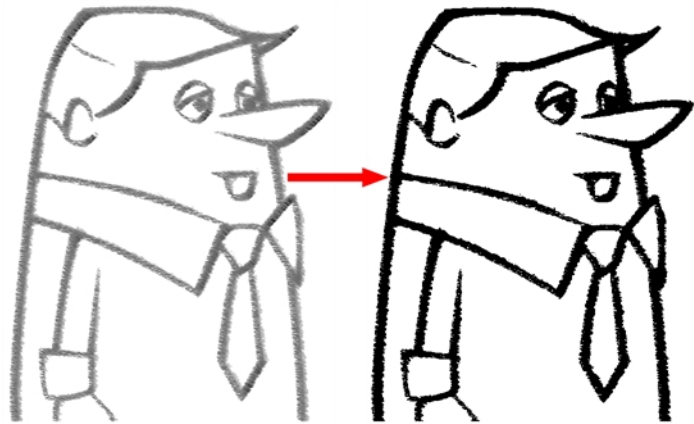
Icon	Tool Name	Description
	Copy to Preferences	You can add a pencil texture to your preset preferences.
	New Texture	Adds a new custom pencil texture to the list.
	Delete Texture	Deletes a texture preset from the list.
	Rename Texture	Renames the selected texture to keep the list organized.
	Presets	Harmony provides a variety of pencil texture presets and also lets you create and save your own.


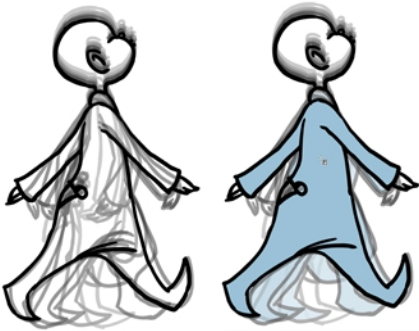




	Pencil Texture Palette	Displays the colour palette assigned to hold the pencil textures. Use the Colour View menu to assign a new palette.
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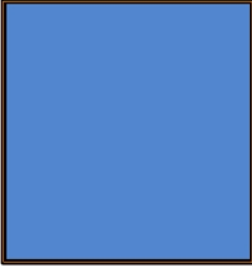
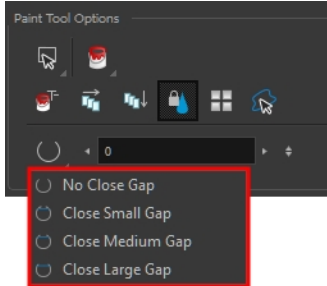
Paint Tool Properties

When you select the Paint tool, its properties and options appears in the Tools Properties view.



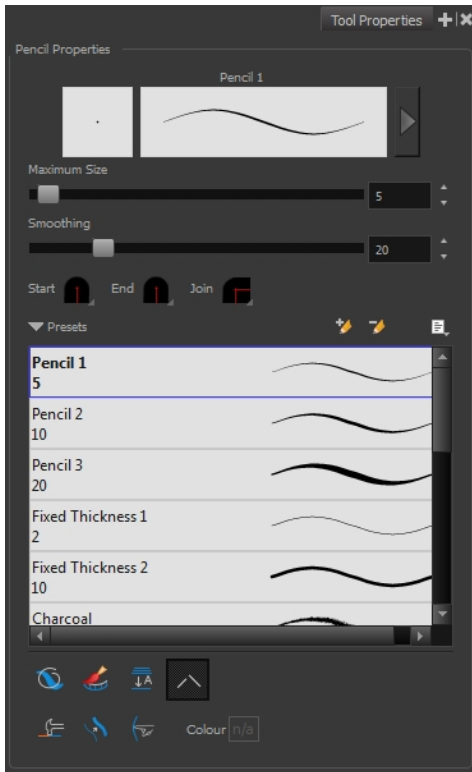
Icon	Tool Name	Description
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Paint Modes	<p>The Paint tool has four different modes available:</p> <ul style="list-style-type: none"> • The Paint mode paints everything it touches, including empty and filled zones. • The Paint Unpainted mode paints only empty zones. Any line or filled zone will remain unchanged. • The Repaint mode paints everything it touches except empty zones. Any zone that is not painted will remain intact. • The Unpaint mode unpaints everything it touches, including empty and filled zones.
	Paint and Remove Textures	<p>The Paint and Remove Texture option is used when you vectorized images as greyscale texture style. An image vectorized as texture is a mix of bitmap filling encapsulated in a vector-based frame. Painting a textured zones with the Paint tool will change the tint of the textured lines. Painting the textured zones using the Paint and Remove Texture option transforms the bitmap filling into a 100% vector based zone and fills it with a solid colour.</p> 

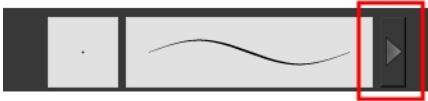
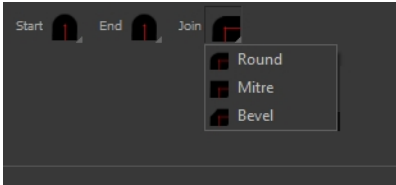
	<p>Apply to Multiple Drawings</p>	<p>The Apply to Multiple Drawings option is used for fast painting in hand-drawn animation. When you want to paint several drawings in a same layer at once, such as a walk cycle, you can enable this option and make a selection in the Drawing view. All the closed zones located within your Paint tool selection are painted with the selected colour swatch.</p>  <p>You do not need to enable the Onion Skin preview to use this option. The option will stay enabled only for the next action. If you want to use it again, you must click on the Apply to Multiple Drawings button again, or press Alt + A.</p>
	<p>Respect Protected Colour</p>	<p>The Respect Protected Colour option is enabled by default. In your Colour view, you can protect some colour swatches to avoid repainting or unpainting the zones linked to that swatch.</p> <p>If you disable this option the Paint tool will not follow the protect colour rule and will repaint or unpaint the protected colours on your drawings until you enable the option again.</p>
	<p>Use Stored Colour Gradient</p>	<p>When you paint a zone with a gradient or textured colour swatch, the gradient or texture's position is set relative to the size of the zone you are painting. If you want the Paint tool to use a particular size and position, you must first store your desired position and size using the Select tool and then enable the Use Stored Colour Gradient option in the Paint tool properties.</p> 
	<p>Select Newly Painted, Repainted, and Unpainted Contours/Lines</p>	<p>In the Paint tool properties, this option keeps a selection highlighted around the latest painted zone after using the Paint, Repaint, Unpaint, or Paint Unpainted tool.</p>






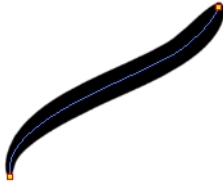

		
○	Close Gap	<p>The Close Gap option has four modes available. When the option is enabled, Harmony will consume more resources while painting.</p>  <ul style="list-style-type: none">• No Close Gap: The moment a zone has a gap in it, the Paint tool will not fill the area.• Close Small Gap: If a zone has a small gap in it, the Paint tool will fill the area. You can zoom out to make the gap appear smaller and the Paint tool will paint.• Close Medium Gap: If a zone has a medium gap in it, the Paint tool will fill the area. You can zoom out to make the gap appear smaller and the Paint tool will paint.• Close Large Gap: If a zone has a large gap in it, the Paint tool will fill the area. You can zoom out to make the gap appear smaller and the Paint tool will paint.


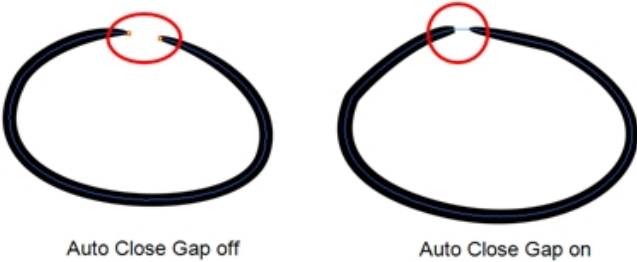

Pencil Tool Properties




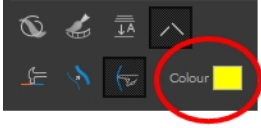
When you select the Pencil  tool, its properties and options appears in the Tool Properties view.



Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters.</p> 
	Maximum Size	<p>Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.</p>
	Smoothing	<p>Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.</p>
	Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style.

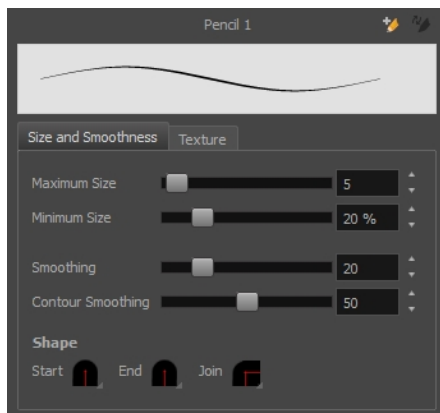
		<ul style="list-style-type: none"> • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.
	Presets	<p>Harmony provides a variety of pencil presets and thickness stencils and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>A thickness stencil saves the thickness information across the length of the line. When drawing with a thickness stencil, the pressure sensitivity of the tablet is discarded. A thickness stencil can be used while drawing, or applied afterwards.</p> <p>You also have the possibility to apply different textures to your lines by either using the default presets or importing your own.</p> <p>You can export the pencil presets that you have created and import those that others have created. This is a good way for you and project collaborators to keep a consistent look for the project.</p>
	New Brush	Allows to create a new preset.
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Import Brushes	Allows you to import a set of XML Harmony presets previously exported via the Export Brushes command.
	Export Brushes	Allows you to export Harmony presets to backup or import on a different computer.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Draw Behind	<p>When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool.</p>  <p>Orange stroke appears behind existing black stroke</p>
	Automatically Create Colour Art	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p> 
	Auto-Flatten Mode	When enabled, the Auto-Flatten mode automatically flattens the new lines

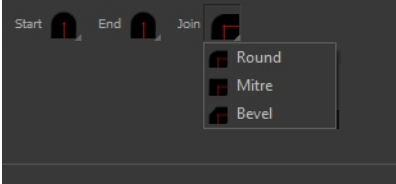
		<p>created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.</p>  <p>NOTE: Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p>
<p>^</p>	<p>Auto-Close Gap</p>	<p>When using the pencil tool, you can automatically close strokes with an invisible stroke.</p>  <p>It is recommended to keep this option enabled when drawing with the Pencil tool.</p>
<p>hr</p>	<p>Line Building Mode</p>	<p>The Line Building mode is very useful when drawing long lines and curves in small increments with pencil lines or the Line tool. As the pencil lines are central vector lines, it may be difficult to align the line tips perfectly to create a uniform stroke and close all gaps.</p> <p>In this mode, you can draw lines in small increments and the tips are merge into one single stroke.</p>  <p>NOTE: This mode only works with pencil lines or the line tool.</p>

	<p>Auto Adjust Thickness</p>	<p>The Auto Adjust Thickness tool is useful when you want to render a portion of a line thicker. When tracing a drawing on paper, you will often go back to a section of a curve to make it thicker to add dynamism to the line. Using the Auto Adjust Thickness tool, you can draw highlight strokes over the section to make thicker. Once you release the pen or mouse, the line becomes thicker following the shape and curve of the original stroke. This way is much faster and smoother than using the Pencil Editor tool. You do not have to add extra points and adjust the position and Bezier handles.</p>  <p>The default overlay colour is light yellow. If this colour is difficult to see because of the background or drawing colour, you can adjust the colour.</p>
	<p>Line Pushing Mode</p>	<p>The Line Pushing Mode option lets you draw highlight strokes over existing pencil lines. You can reshape the curves. Depending how you draw the pushing stroke over your line, the highlighted section will be reshaped in one direction or the other.</p> <p>The default overlay colour is light yellow. If this colour is difficult to see because of the background or drawing colour, you can adjust the colour.</p>
<p>Colour</p>	<p>Colour</p>	<p>You can change the colour for the Line Pushing Mode and the Auto Adjust Thickness option by clicking on the Colour swatch and selecting a new colour in the Colour Picking window.</p> 

Size and Smoothness Tab

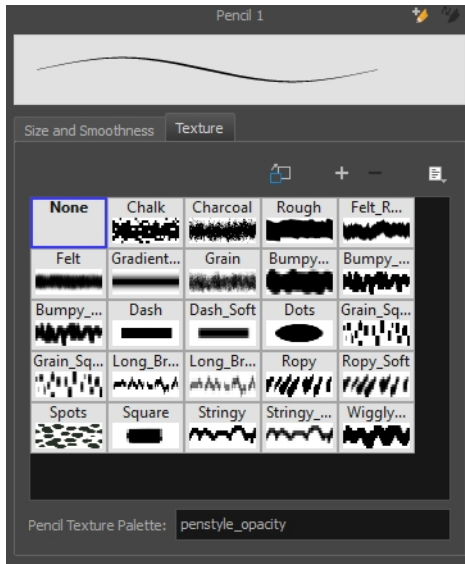
You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.




Tool Name	Description
Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on tour contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.

Texture Tab

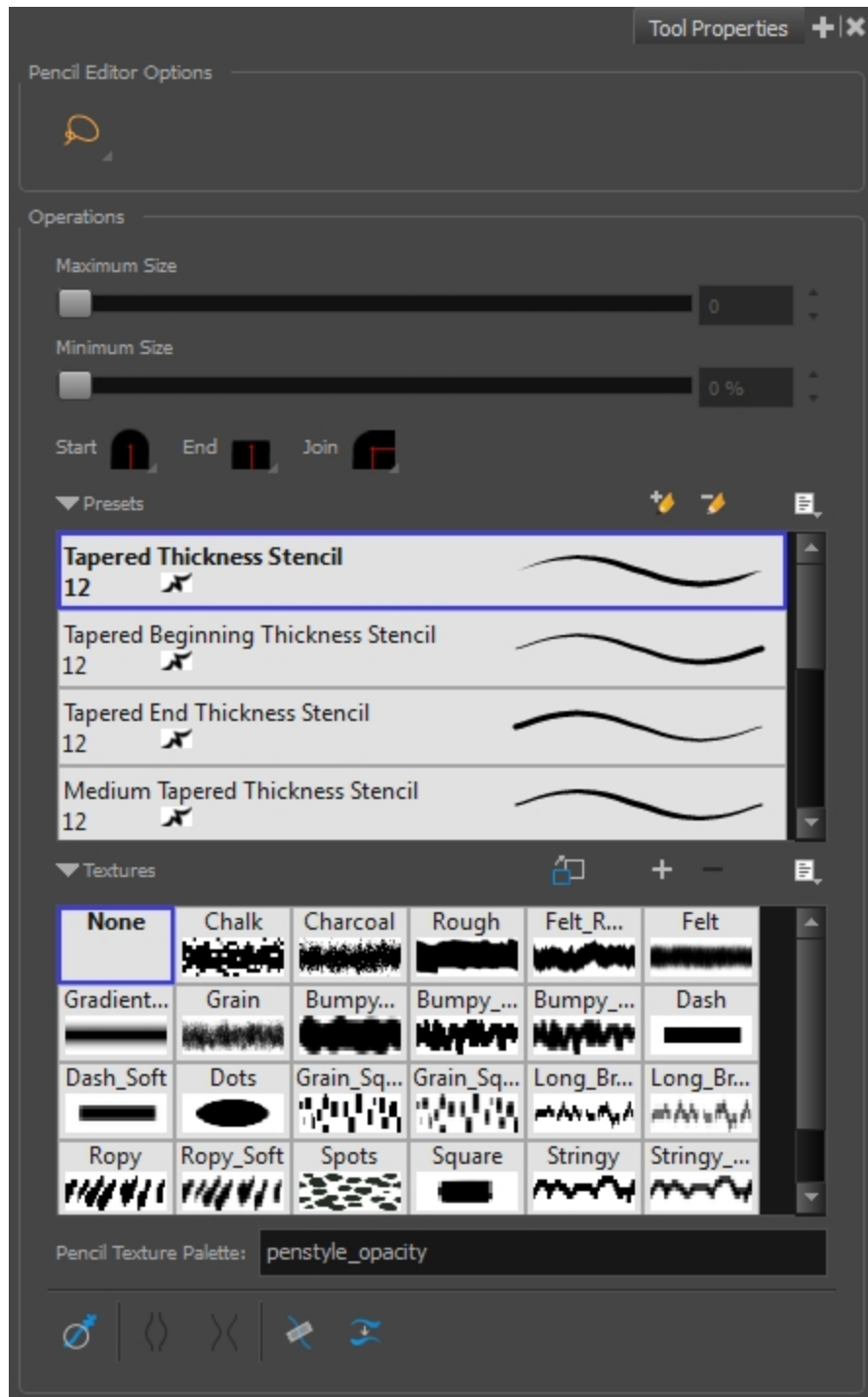
You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.





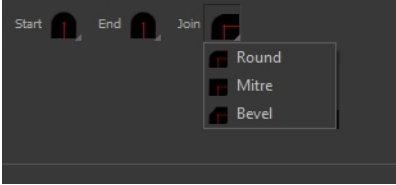


Icon	Tool Name	Description
	Copy to Preferences	You can add a pencil texture to your preset preferences.
	New Texture	Adds a new custom pencil texture to the list.
	Delete Texture	Deletes a texture preset from the list.
	Rename Texture	Renames the selected texture to keep the list organized.
	Presets	Harmony provides a variety of pencil texture presets and also lets you create and save your own.
	Pencil Texture Palette	Displays the colour palette assigned to hold the pencil textures. Use the Colour View menu to assign a new palette.





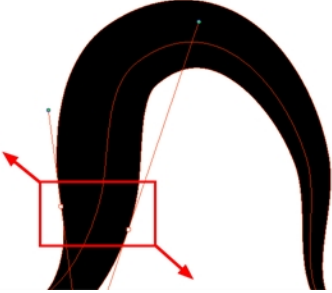

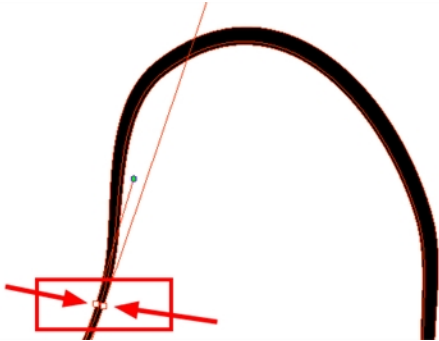
Pencil Editor Tool Properties


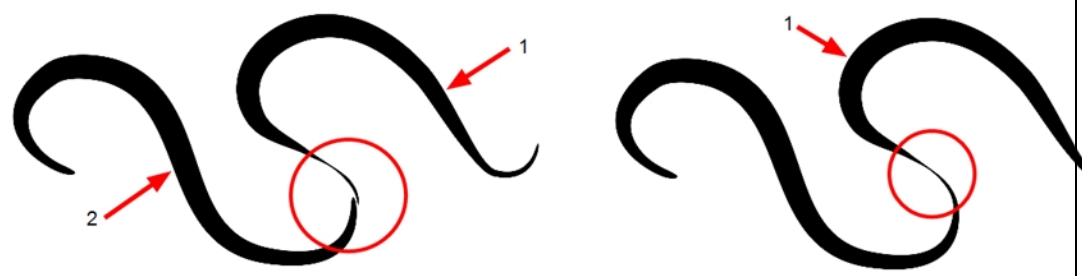

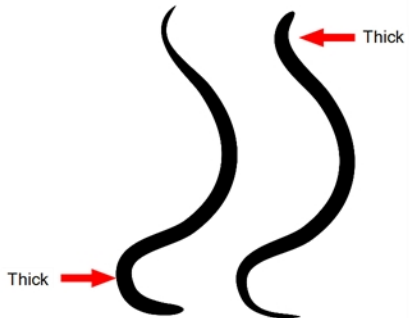
When you select the Pencil Editor tool, its properties and options appear in the Tool Properties view.



Icon	Tool Name	Description
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.

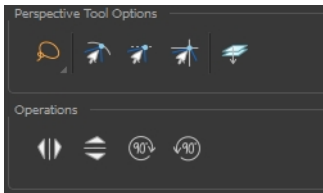
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
	Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
	Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.
	Presets	<p>Harmony provides a variety of pencil presets and thickness stencils and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>A thickness stencil saves the thickness information across the length of the line. When drawing with a thickness stencil, the pressure sensitivity of the tablet is discarded. A thickness stencil can be used while drawing, or applied afterwards.</p> <p>You also have the possibility to apply different textures to your lines by either using the default presets or importing your own.</p> <p>You can export the pencil presets that you have created and import those that others have created. This is a good way for you and project collaborators to keep a consistent look for the project.</p>
	New Brush	Allows to create a new preset from the selected pencil line.
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.











	Copy to Preferences	You can add a pencil texture to your preset preferences.
	New Texture	Adds a new custom pencil texture to the list.
	Delete Texture	Deletes a texture preset from the list.
	Rename Texture	Renames the selected texture to keep the list organized.
	Presets	Harmony provides a variety of pencil texture presets and also lets you create and save your own.
	Pencil Texture Palette	Displays the colour palette assigned to hold the pencil textures. Use the Colour View menu to assign a new palette.
	Smooth Selection	<p>The Smooth operation lets you smooth out selected drawing strokes and remove extra points.</p> <ul style="list-style-type: none"> From the top menu, select Selected > Smooth or press Alt + Shift + S. 
	Pump Pencil Pressure	<p>The Pump Pencil Pressure option is used to increase the line thickness of a selected area on a pencil line.</p> 
	Deflate Pencil Pressure	<p>The Deflate Pencil Pressure option is used to decrease the line thickness of a selected area on a pencil line.</p> 

	<p>Merge Pencil Lines</p>	<p>Pencil lines are central vector lines and it might be difficult to match pencil line's tips properly to align them and make it look like it is one single line. With the Select tool, you can select several pencil lines and merge them as one single object using the Merge Pencil Lines option. The ends of your lines are adjusted to form one single line.</p> 
	<p>Reverse Pencil Thickness</p>	<p>The Reverse Pencil Thickness option inverts the thick and thin section on a selected pencil line. This option will take the thickest size on the line and apply it to the thinnest, and it will apply the thinnest to the thickest.</p> 

Perspective Tool Properties

Selecting the Perspective tool displays its properties and options in the Tool Properties view.

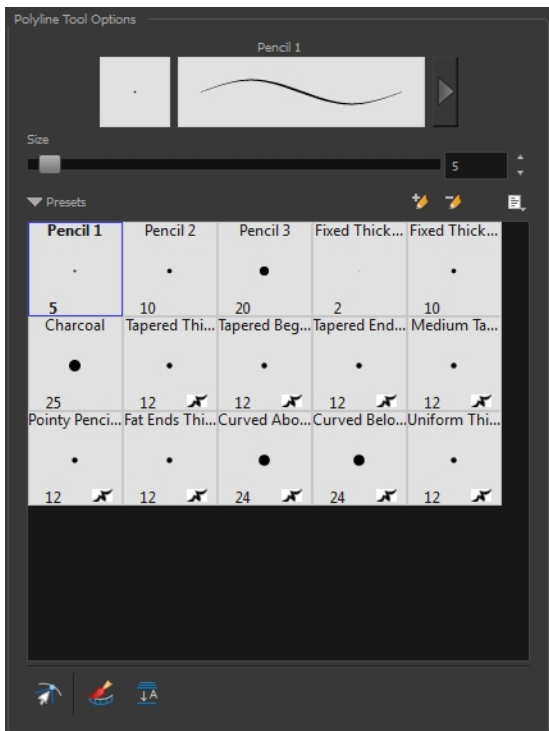


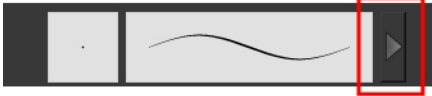


Icon	Tool Name	Description
Selection Tool Options		
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid. <div data-bbox="821 1241 1286 1499" data-label="Image"> </div>
	Apply to Line and Colour Art	The Apply to Line and Colour Art option uses the concept of Line Art and Colour Art layers. Use this option to apply an action such as selecting, resizing or erasing a drawing on both Line Art and Colour Art layers, as well as the Overlay and Underlay layers.
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clock-



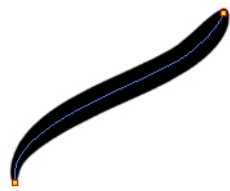


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Polyline Tool Properties

When you select the Polyline tool, its properties and options appear in the Tool Properties view.

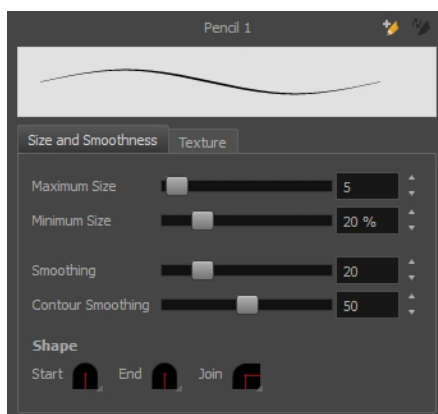


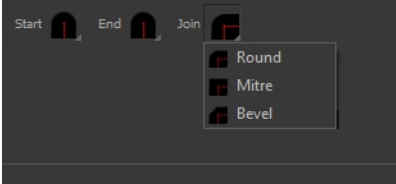
Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters.</p> 
	Size	<p>Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.</p>
	Presets	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	New Brush	Allows to create a new preset.
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Import Brushes	Allows you to import a set of XML Harmony presets previously exported

		via the Export Brushes command.
	Export Brushes	Allows you to export Harmony presets to backup or import on a different computer.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Automatically Create Colour Art	As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer. 
	Auto-Flatten Mode	When enabled, the Auto-Flatten mode automatically flattens the new lines created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.  NOTE: Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.

Size and Smoothness Tab

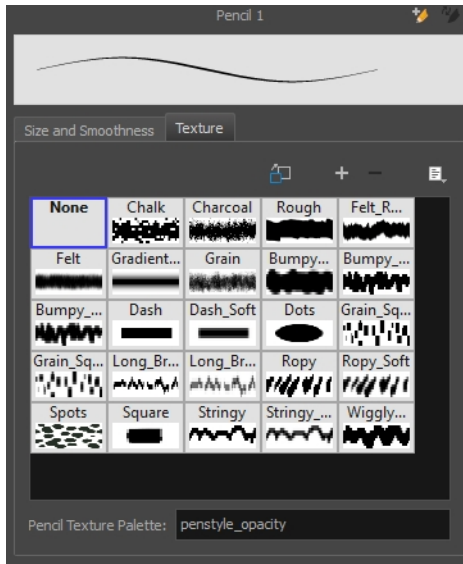
You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.




Tool Name	Description
Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on tour contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.

Texture Tab

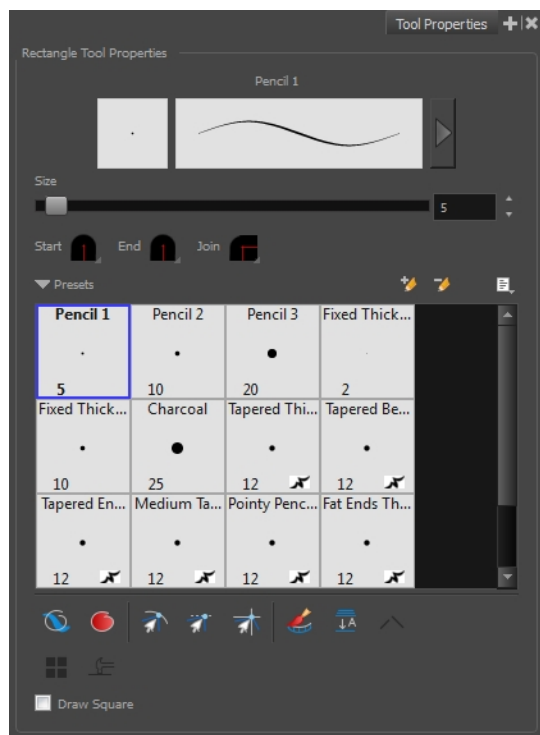
You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.

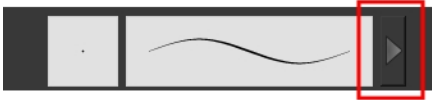
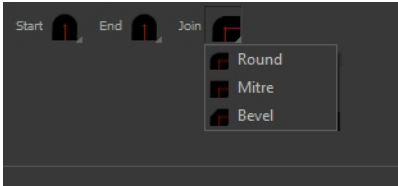







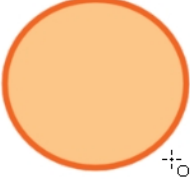



Icon	Tool Name	Description
	Copy to Preferences	You can add a pencil texture to your preset preferences.
	New Texture	Adds a new custom pencil texture to the list.
	Delete Texture	Deletes a texture preset from the list.
	Rename Texture	Renames the selected texture to keep the list organized.
	Presets	Harmony provides a variety of pencil texture presets and also lets you create and save your own.
	Pencil Texture Palette	Displays the colour palette assigned to hold the pencil textures. Use the Colour View menu to assign a new palette.

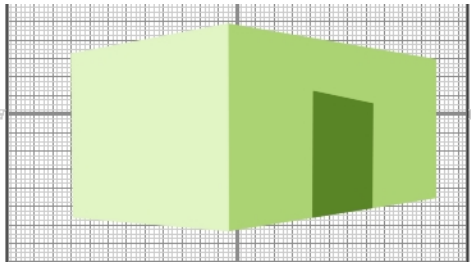

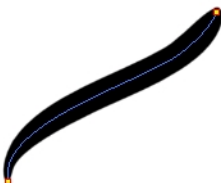



Rectangle Tool Properties

When you select the Rectangle tool, its properties and options appear in the Tool Properties view. There are a few less options available when working on a bitmap layer.



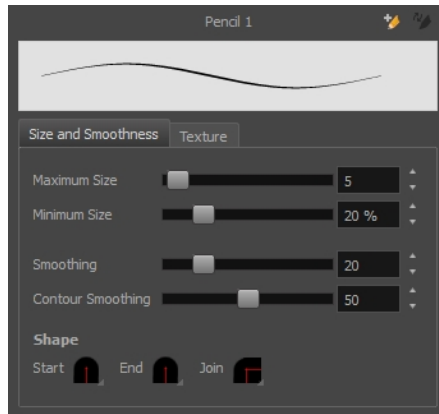
Icon	Tool Name	Description
	Previewing the Stroke	<p>The Preview area lets you see a preview of the selected or customized stroke. You can click on the Show Extended Properties arrow to display advanced customization parameters.</p> 
	Size	<p>Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.</p>
	Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style.

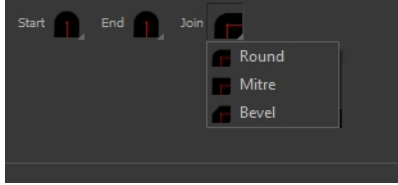
		<ul style="list-style-type: none"> • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.
	Presets	<p>Harmony provides a variety of presets and also lets you create and save your own. It is a good idea to create and save pencils with precise sizes and parameters when you draw and design for efficiency and consistency.</p> <p>All tools using pencil lines share the same preset list. Therefore, the Polyline, Line, Rectangle, Ellipse, and Pencil tools share the same preset list.</p>
	New Brush	Allows to create a new preset.
	Delete Brush	Allows you to delete your custom presets.
	Rename Brush	Allows you to rename a custom preset.
	Import Brushes	Allows you to import a set of XML Harmony presets previously exported via the Export Brushes command.
	Export Brushes	Allows you to export Harmony presets to backup or import on a different computer.
	Small Thumbnail, Large Thumbnail, and Stroke View	Allows you to display the presets as small square thumbnails, large square thumbnails or a list of stroke preview.
	Draw Behind	<p>When drawing on vector layers, the Draw Behind mode lets you paint behind existing art. By default, strokes appear over your work until you release the tool.</p>  <p>Orange stroke appears behind existing black stroke</p>
	Automatic Filling	<p>Use the Automatic Filling option to automatically fill your shape with the selected colour as you draw. By default, the Shape tool creates the outline of an empty shape that you can later fill using the Paint tool. This option is unavailable for the line tool.</p> 
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid.

		
	<p>Automatically Create Colour Art</p>	<p>As you draw in the Line Art layer, the Automatically Create Colour Art option instantly creates the corresponding strokes in the Colour Art layer.</p> 
	<p>Auto-Flatten Mode</p>	<p>When enabled, the Auto-Flatten mode automatically flattens the new lines created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.</p>  <p>NOTE: Using the Select tool, you can use select and remove a segment of flattened pencil lines. Overlapping pencil lines drawn with the Auto-Flatten mode are essentially cut into segments by the overlap and can be treated as individual lines.</p>
	<p>Use Stored Colour Gradient</p>	<p>The Use Stored Colour Gradient option makes your tool use the previously stored gradient position. This way, every new brush line or colour fill will use the stored gradient position.</p>
	<p>Draw Square</p>	<p>Enable this option to draw perfect square (ratio 1:1) without holding any keyboard shortcuts. As an alternative, you can hold down the Shift key.</p>

Size and Smoothness Tab

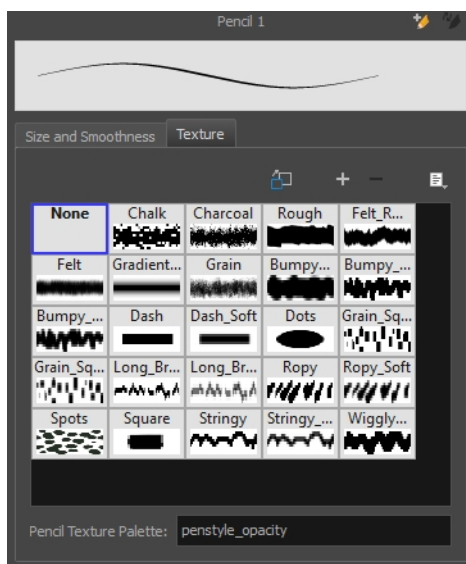
You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.









Tool Name	Description
Maximum Size	Defines the maximum size of your drawing tool. This parameter defines the width of the stroke.
Minimum Size	Defines the minimum size of your stroke as a percentage of the maximum size. If you do not have pressure sensitivity from a pen table, the minimum size value will be ignored.
Smoothing	Defines the number of control points added to the centre line. The fewer the control points the smoother (but less faithful) the line.
Contour Smoothing	Defines the number of points on the contour share of your stroke. This will smooth out the bumps and waves on your contour shape of your brush strokes.
Shape	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.

Texture Tab

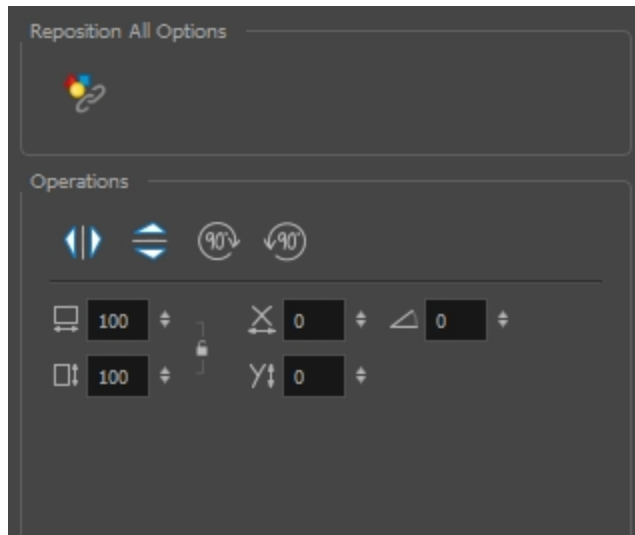
You can access advanced properties by clicking on the Previewing the Stroke button in the Tool Properties view.



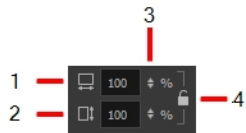
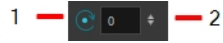
Icon	Tool Name	Description
	Copy to Preferences	You can add a pencil texture to your preset preferences.
	New Texture	Adds a new custom pencil texture to the list.
	Delete Texture	Deletes a texture preset from the list.
	Rename Texture	Renames the selected texture to keep the list organized.
	Presets	Harmony provides a variety of pencil texture presets and also lets you create and save your own.
	Pencil Texture Palette	Displays the colour palette assigned to hold the pencil textures. Use the Colour View menu to assign a new palette.

Reposition All Drawings Tool Properties

When you use the Reposition All Drawings tool, its properties and options appear in the Tool Properties view.

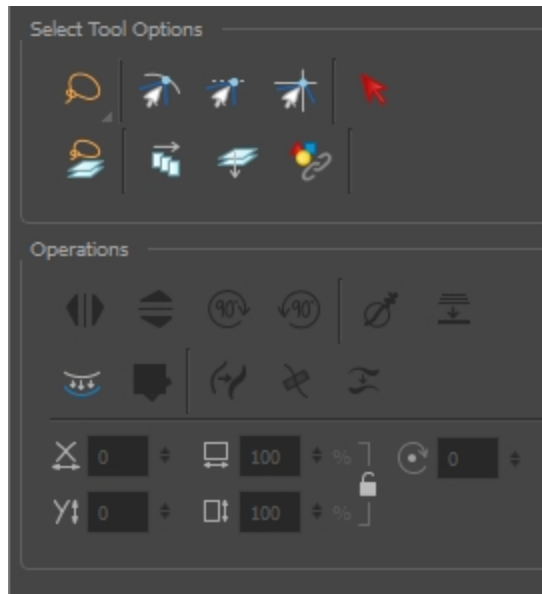








Icon	Option	Description
	Flip Horizontal	Flips the current selection horizontally.
	Flip Vertical	Flips the current selection vertically.
	Rotate 90 Degrees CW	Rotates the current selection 90 degrees clockwise.
	Rotate 90 Degrees CCW	Rotates the current selection 90 degrees counter-clockwise.
	Offset X and Y	<p>Use the Offset X and Offset Y operation fields to enter specific values and precisely reposition the selected shape.</p> <ol style="list-style-type: none"> X: Type a value in this field to reposition your selection along the X-axis. Y: Type a value in this field to reposition your selection along the Y-axis. Up/Down arrows: Use the up and down arrows to modify the value in the X or Y value field.
	Width and Height	Use the Width and Height operation fields to enter specific values to resize the selected shape with precision.



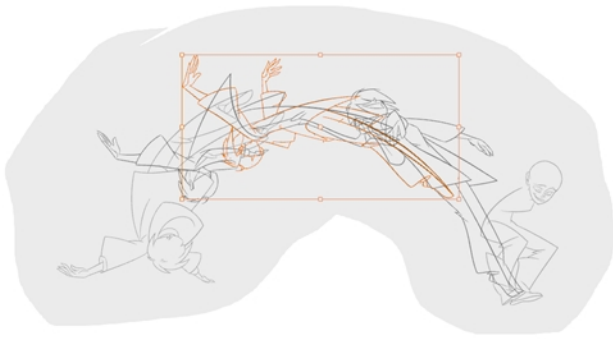

		 <ol style="list-style-type: none"> 1. Width: Type a value in this field to resize the width of your selection. 2. Height: Type a value in this field to resize the height of your selection. 3. Up/Down arrows: Use the up and down arrows to modify the value in the Width or Height fields. 4. Lock icon: Click the lock icon to lock or unlock the ratio between the Width and Height values.
<p>Angle</p>		<p>The Angle operation lets you to enter specific values and accurately rotate the selected shape.</p>  <ol style="list-style-type: none"> 1. Angle: Type a degree value in this field to rotate your selection. 2. Up/Down arrows: Use the up and down arrows to modify the value in the Angle value field.

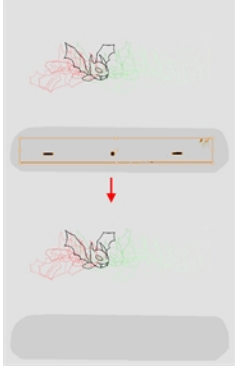

Select Tool Properties






When you use the Select tool, its properties and options appear in the Tool Properties view.

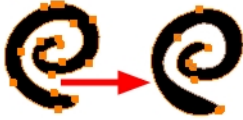

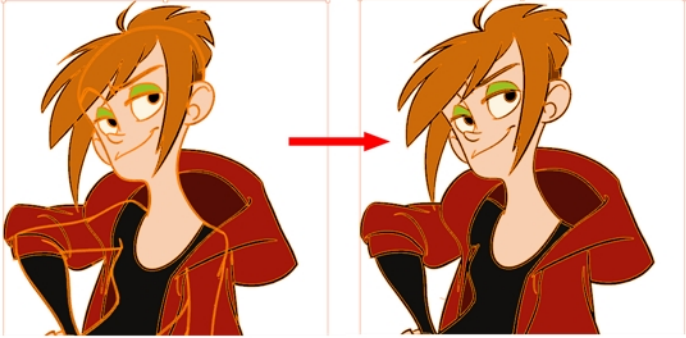




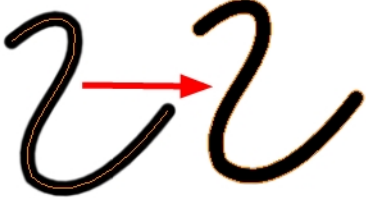



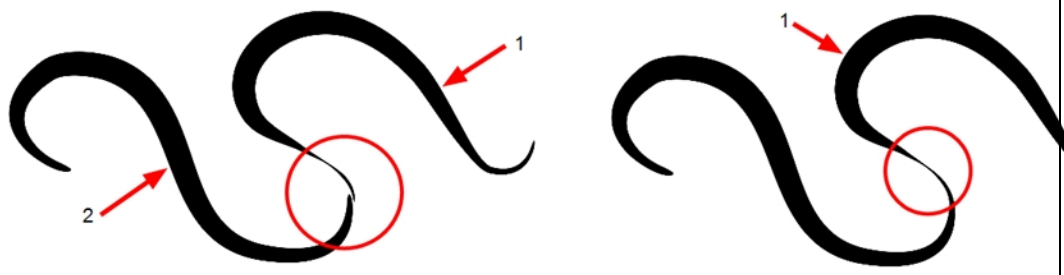

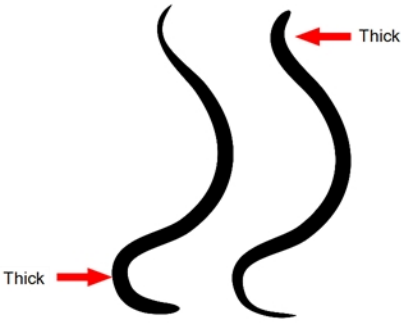

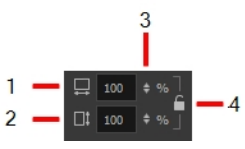
Icon	Tool Name	Description
Selection Tool Options		
	Lasso	Sets the selection mode to Lasso. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Marquee	Sets the selection mode to Marquee. Click and hold Alt to temporarily switch between the Marquee and Lasso modes.
	Snap to Contour	Snaps your selection or point to any line you position it on. As soon as you move it close enough to another line, your point or selection will snap to it.
	Snap and Align	Snaps the selected anchor point to any existing line while displaying temporary rulers as a guide that you can also snap your anchor point to.
	Snap to Grid	Snaps your selection following the currently enabled grid. <div data-bbox="841 1570 1312 1831" data-label="Image"> </div>
	Select by Colour	Lets you select all the zones and lines in your drawing painted with the same colour swatch.

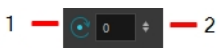
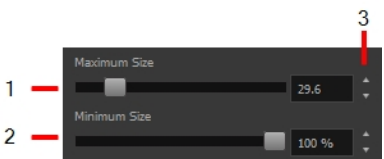

		 <p>In the Drawing view, click on any zone or line in your drawing. All zones and lines of the same colour are selected. Click the Select tool again to return to the regular Select mode.</p> <hr/> <p>NOTE: Only the zones painted with the SAME colour swatch will be selected. If another zone is coloured with the exact same RGB value (same colour), but not painted with the same colour swatch, it will not be selected.</p>
	<p>Permanent Selection</p>	<p>Lets you maintain a selection over multiple drawings. Once this option is enabled, the selection zone made using the Select tool will remain as you navigate through drawings of the same layer and drawings from other drawing layers. This option can be used to simultaneously delete artwork inside or outside of the selection on several drawings when combined with the Apply to Multiple Drawings option.</p> 
	<p>Apply to Multiple Drawings</p>	<p>The Apply to Multiple Drawings option is used to perform an action on all the drawings contained in a layer. With the Select tool, this option can be used to select and remove vector shapes on all the drawings contained in a layer. To use it, activate Permanent Selection option and make a selection that can be applied to all your drawings.</p>


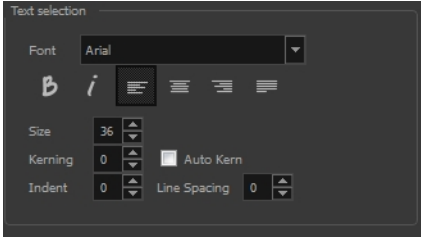
		<p>Then, activate the Apply to Multiple Drawings option and press delete. This will delete all the shapes that would have been selected by the permanent selection on every drawing in the layer. This can be used for example to remove dirt and registration on the same areas of all the drawings simultaneously on a layer.</p> <p>The Apply to Multiple Drawings option disables itself after each action.</p> 
	<p>Apply to Line and Colour Art</p>	<p>The Apply to Line and Colour Art option uses the concept of Line Art and Colour Art layers. Use this option to apply an action such as selecting, resizing or erasing a drawing on both Line Art and Colour Art layers, as well as the Overlay and Underlay layers.</p>

Icon	Tool Name	Description
Selection Tool Operations		
	<p>Flip Horizontal</p>	<p>Flips the current selection horizontally.</p>
	<p>Flip Vertical</p>	<p>Flips the current selection vertically.</p>
	<p>Rotate 90 Degrees CW</p>	<p>Rotates the current selection 90 degrees clockwise.</p>
	<p>Rotate 90 Degrees CCW</p>	<p>Rotates the current selection 90 degrees counter-clockwise.</p>
	<p>Smooth</p>	<p>Smooth out selected drawing strokes and remove extra points.</p>

		
	Flatten	<p>Merges drawing objects and brush strokes into a single layer. If you draw new lines to fix a drawing or line with many brush strokes, it can be useful to flatten them all into a single shape. By default, lines are drawn one on top of each other. If you intend to repaint the lines or modify their shape, it will be easier if they are flattened.</p> 
	Create Colour Art from Line Art	<p>Lets you use the outline you traced on one of the four embedded layers (line art, colour art, overlay, underlay) and create invisible strokes to paint your drawings on separate layers. This provides more inking and painting flexibility.</p> <p>You can also configure this option to create the invisible strokes on any of the four embedded layers.</p>
	Store Colour Gradient	<p>Use the Store Colour Gradient operation to record the selected gradient's position. This reuses the stored position of the gradient when drawing new brush lines or painting colour zones.</p> <p>Enable the Use Stored Colour Gradient  option in the Paint or Brush Tool Properties view to do this.</p>
	Pencil to Brush	<p>Converts the selected centre line pencil strokes into contour strokes brush lines.</p> 
	Merge Pencil Lines	<p>Pencil lines are central vector lines and it might be difficult to match pencil line's tips properly to align them and make it look like it is one single line. With the Select tool, you can select several pencil lines and merge them as one single object using the Merge Pencil Lines option. The ends of your lines are adjusted to form one single line.</p>

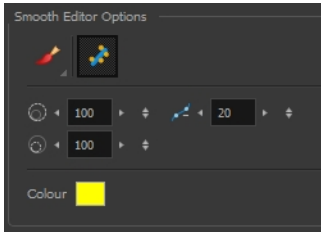
		 <p>NOTE: Points must be close enough to be merged. If there is a large gap between the lines, they will not be merged.</p>
	<p>Reverse Pencil Thickness</p>	<p>The Reverse Pencil Thickness option inverts the thick and thin section on a selected pencil line. This option will take the thickest size on the line and apply it to the thinnest, and it will apply the thinnest to the thickest.</p> 
	<p>Offset X and Y</p>	<p>Use the Offset X and Offset Y operation fields to enter specific values and precisely reposition the selected shape.</p>  <ol style="list-style-type: none"> 1. X: Type a value in this field to reposition your selection along the X-axis. 2. Y: Type a value in this field to reposition your selection along the Y-axis. 3. Up/Down arrows: Use the up and down arrows to modify the value in the X or Y value field.
	<p>Width and Height</p>	<p>Use the Width and Height operation fields to enter specific values to resize the selected shape with precision.</p>  <ol style="list-style-type: none"> 1. Width: Type a value in this field to resize the width of your selection.


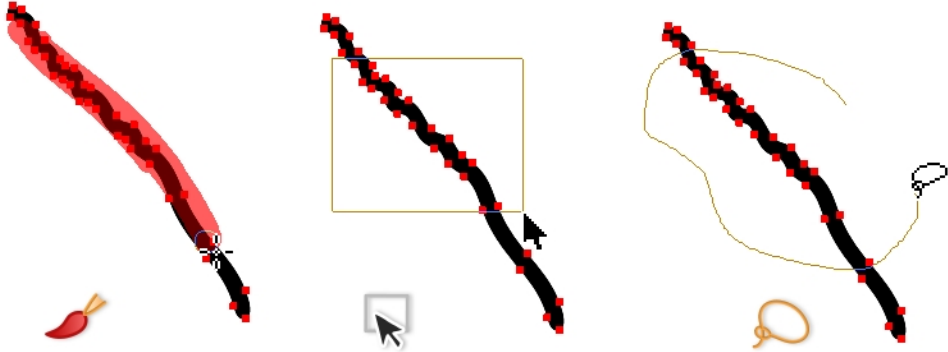



	<ol style="list-style-type: none"> 2. Height: Type a value in this field to resize the height of your selection. 3. Up/Down arrows: Use the up and down arrows to modify the value in the Width or Height fields. 4. Lock icon: Click the lock icon to lock or unlock the ratio between the Width and Height values.
<p>Angle</p>	<p>The Angle operation lets you to enter specific values and accurately rotate the selected shape.</p>  <ol style="list-style-type: none"> 1. Angle: Type a degree value in this field to rotate your selection. 2. Up/Down arrows: Use the up and down arrows to modify the value in the Angle value field.
<p>Adjusting the Pencil Line Thickness</p>	<p>When you select a pencil line with the Select tool, additional options appear in the Tool Properties view.</p> <p>Use the Adjusting the Pencil Line Thickness operation field to resize the selected centreline strokes. This operation is not permitted on contour line shapes, such as brush strokes or shape fills.</p>  <ol style="list-style-type: none"> 1. Minimum Size: Type a value in this field to set the minimum thickness of the selected centreline stroke. 2. Maximum Size: Type a value in this field to set the maximum thickness of the selected centreline stroke. 3. Up/Down arrows: Use the up and down arrows to modify the value contained in the Thickness value field.
<p>Pencil Line Shape</p>	<p>You can adjust the start, end, and joint style of a pencil line.</p>  <ul style="list-style-type: none"> • Start: Lets you select the style of the start tip, which is the first tip you drew. You can choose between Round or Flat style. • End: Lets you select the style of the end tip, which is the last tip you drew. You can choose between Round or Flat style. • Join: Lets you select the joint style. The joints are where the line curves abruptly. You could also define the Join style as the corner style. You can choose between Round, Mitre and Bevel style.

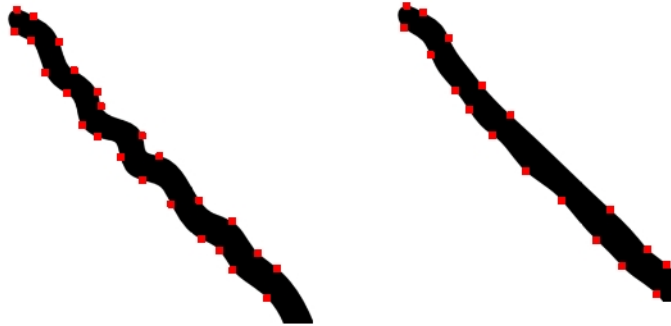
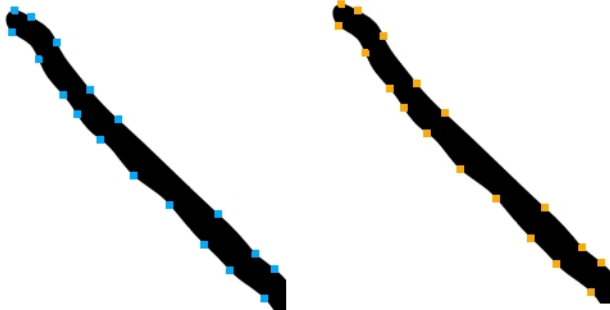
	Pencil Stencils	<p>Gives you the flexibility to change the style and thickness of your pencil lines even after they are drawn. You can apply preset pencil stencils or create your own.</p> 
	Adding Texture to a Pencil Line	<p>Pencil lines support texture. Once a pencil line is drawn, you can apply a preset texture or load your own. Textures are independent from pencil stencils.</p>
	Adjusting the Text Selection	<p>When you select text with the Select tool, the tool properties will display the Text tool options on the bottom of the view. You can also press Alt + 9 to display only the Text properties in the Tool Properties view—see Text Tool Properties on page 120.</p> 

Smooth Editor Tool Properties

When you select the Smooth Editor tool, its properties and options appear in the Tool Properties view.

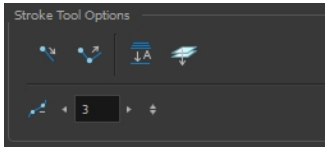






Icon	Tool Name	Description
	Smoothing Style	<p>The Smoothing Style options allow you to smooth a portion of your drawing by tracing a smoothing stroke over the zone to optimize or by selecting an area of the drawing with the Marquee or Lasso.</p> <p>Note that by default, the Smooth Editor tool colour is yellow, it was changed to orange for screen grab clarity.</p> 
	Show Control Points	<p>The Show Control Points option allows you to show or hide the Bezier points around lines. When the Bezier points are displayed, you can see the result of your smoothing and the number of points left on the curve. When it is turned off, only the original artwork is displayed.</p>
	Minimum Size and Maximum Size	<p>This is where you set the minimum and maximum sizes of your drawing tool which will produce the thick and thin effect on your stroke. This works with the pressure sensitivity of a pen tablet.</p> <p>This options is available while using the Brush Smoothing  style.</p> <ul style="list-style-type: none"> • Maximum and Minimum Size: Defines the maximum and minimum width of the stroke. • Up/Down arrows: Use the up and down arrows to set the minimum and maximum size value.
	Smoothness	<p>The Smoothness impacts the strength of the smoothing result. The higher the value, the more points are removed and the smoother the curve. The Smoothness range is from 0 to 100; the default value is 20.</p>

		 <p data-bbox="586 537 737 562">Smoothness = 2</p> <p data-bbox="1036 537 1198 562">Smoothness = 10</p>
	<p data-bbox="321 625 402 651">Colour</p>	<p data-bbox="508 625 1482 688">You can modify the colour of the control points displayed on the artwork while working with the Smooth Editor tool by double-clicking on the colour swatch.</p> 

Stroke Tool Properties

When you select the Stroke tool, its properties and options appears in the Tool Properties view.

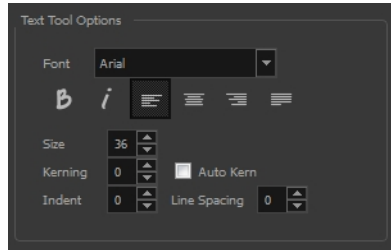








Icon	Tool Name	Description
	Draw Stroke as Straight Lines	Enable the Draw Stroke as Straight Lines option if you want the new strokes you draw to be a perfect straight line. Disable the option if you want the stroke to follow the mouse gesture.
	Connect Line Ends	Enable the Connect Line Ends option if you want the start or end point of your new stroke to connect to your existing strokes to make sure no gaps are left in your drawing.
	Auto-Flatten Mode	When enabled, the Auto-Flatten mode automatically flattens the new lines created with the existing artwork as you draw in the Drawingview. Brush strokes will flatten with brush strokes and pencil lines will flatten with pencil lines.
	Apply to Line and Colour Art	The Apply to Line and Colour Art option uses the concept of Line Art and Colour Art layers. Use this option to apply an action such as selecting, resizing or erasing a drawing on both Line Art and Colour Art layers, as well as the Overlay and Underlay layers.
	Smoothness	You can modify the central line smoothness of your line using this option. This parameter smooths the initial movement of your line. Increasing the value will result in a smoother line with fewer control points. Use the left and right arrows to increment the value by one full unit. Use the Up - Down slider to quickly increment the value.



Text Tool Properties

Use the Text tool's properties to select the font type and other formatting options you want to apply to the text.

If you already wrote your text, you must first use the Text tool and select the text portion you want to format. You can modify the parameters of an entire text box using the Select tool.



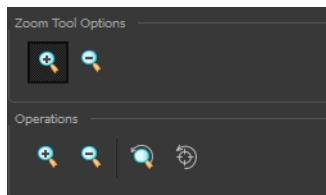
Icon	Tool Name	Description
	Font Type	Use the Font drop-down menu to select a font. OTF fonts are supported. <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Vivaldi</p>  </div> <div style="text-align: center;"> <p>Copperplate Gothic Light</p>  </div> </div>
B	Bold	Use this option to bold your text selection. 
<i>i</i>	Italic	Use this option to italicize your text selection. 
	Left Alignment	Use this option to left align the paragraph. <div style="border: 1px solid #ccc; padding: 10px; width: fit-content; margin: auto;"> <p>LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT, AENEAN VESTIBULUM, METUS AC FERMENTUM PORTTITOR, ODIO TURPIS PORTTITOR NIBH, ID CONSEQUAT MAGNA LIGULA ET ELIT, CURABITUR SOLLICITUDIN ELIT AC LOREM MOLLIS ACC UMSAN.</p> </div>
	Centered Alignment	Use this option to center align the paragraph.







		<p>LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT. AENEAN VESTIBULUM, METUS AC FERMENTUM PORTTITOR, ODIO TURPIS PORTTITOR NIBH, ID CONSEQUAT MAGNA LIGULA ET ELIT. CURABITUR SOLLICITUDIN ELIT AC LOREM MOLLIS ACC UMSAN.</p>		
	<p>Right Alignment</p>	<p>Use this option to right align the paragraph.</p> <p>LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT. AENEAN VESTIBULUM, METUS AC FERMENTUM PORTTITOR, ODIO TURPIS PORTTITOR NIBH, ID CONSEQUAT MAGNA LIGULA ET ELIT. CURABITUR SOLLICITUDIN ELIT AC LOREM MOLLIS ACC UMSAN.</p>		
	<p>Justified Alignment</p>	<p>Use this option to justify align the paragraph.</p> <p>LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT. AENEAN VESTIBULUM, METUS AC FERMENTUM PORTTITOR, ODIO TURPIS PORTTITOR NIBH, ID CONSEQUAT MAGNA LIGULA ET ELIT. CURABITUR SOLLICITUDIN ELIT AC LOREM MOLLIS ACC UMSAN.</p>		
	<p>Font Size</p>	<p>Enter a size for the text.</p> <p>small text big text</p>		
	<p>Kerning</p>	<p>Use the kerning field to modify the spacing between letters and characters. You can select the Auto Kern option to set the kerning automatically based on the font's predefined standard. A negative value decreases spacing between each character, creating a letter overlap and a positive value increases it.</p> <p> <table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan. </td> <td style="width: 50%; vertical-align: top;"> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan. </td> </tr> </table> </p>	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.
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	<p>Indent</p>	<p>Enter a value in the Indent field to increase or decrease the indentation on the first line of your text. A positive value sets the first line of your paragraph farther to the right and a negative value sets it farther to the left.</p>		

		<div data-bbox="857 184 1107 315" style="border: 1px solid #add8e6; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </div> <div data-bbox="1143 184 1393 315" style="border: 1px solid #add8e6; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </div>
	<p>Line Spacing</p>	<p>Enter a value in the Line Spacing field to decrease or increase the space between each line of text.</p> <div data-bbox="857 478 1107 609" style="border: 1px solid #add8e6; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </div> <div data-bbox="1143 478 1393 651" style="border: 1px solid #add8e6; padding: 5px;"> <p> Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean vestibulum, metus ac fermentum porttitor, odio turpis porttitor nibh, id consequat magna ligula et elit. Curabitur sollicitudin elit ac lorem mollis acc umsan.</p> </div>

Zoom Tool Properties

When you select the Zoom tool, its properties are displayed in the Tool Properties view.



Parameter		Button	Description
Zoom Tool Options	Zoom In		Zooms in
	Zoom Out		Zooms out
Operations	Perform Zoom In		Zoom in the Camera or Drawing view. The keyboard shortcut is 2.
	Perform Zoom Out		Zoom out the Camera or Drawing view. The keyboard shortcut is 1.
	Reset Zoom		Restores the current zoom level to 100%.
	Reset View		Restores the original display by resetting any pan, rotation or zoom actions.

Chapter 4: Toolbars

Harmony contains toolbars which, by default, are located at the top of the interface. Some views also have a toolbar which you can reposition to suit your work style. You can show or hide toolbars, as well as customize it with the tools you use most often and hide the ones you don't.

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Top Toolbars

Harmony has a series of toolbars that are added by default at the top of the interface. These toolbars can be moved on the sides of the interface as well as within specific views.

All top toolbars can be added through the top menu **Windows > Toolbars > *desired toolbar***.

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Edit Toolbar

The Edit toolbar contains common operations such as Copy, Paste, Cut, Undo and Redo. These options can also be found in the Edit menu.



How to access the Edit toolbar

1. Select **Windows > Toolbars > Edit**.

Icon	Tool Name	Description
	Undo	Removes the last change made to your project. Harmony supports multiple undo, so you can undo changes you made in the order you made them.
	Redo	Redoes an operation you have undone. This command is active only after you use the Undo command.
	Cut	Removes selected objects. You can then paste the object or its properties to another object.
	Copy	Copies selected objects and properties.
	Paste	Places an object you cut or copied into the location you select in a view.
	Create Symbol	Creates a symbol from selected drawing elements in the Drawing or Camera view or a layer or cells in the Timeline view.






File Toolbar

The File toolbar contains the common file operations such as New, Save and Open. These options can also be found in the File menu.



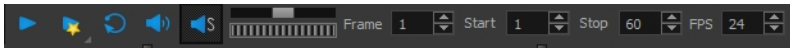
How to access the File toolbar







1. Select **Windows > Toolbars > File**.

Icon	Tool Name	Description
	New (Harmony Stand Alone)	
	Open	Displays the Open Scene dialog box where you can browse for a scene file. You can open a new scene from the current one and the previous scene will close.
	Save	Saves all changes made to the opened scene, drawings, palettes, and palette lists.
	Save As	<p>Saves the current file with a different name and at a different location.</p> <p>Saves the current state of a scene as another scene. The Save As window prompts you for a new name and a different location for this scene before saving it. This will create a complete scene directory for the new scene.</p> <hr/> <p>NOTE: The scene name cannot exceed 23 characters.</p> <hr/>
	Import Images	Imports bitmap images which you can choose to vectorize.

Playback Toolbar

The Playback toolbar lets you play back animation and sound. Use it to scrub the sound to create your lip-sync, loop the playback, navigate through frames, and change the playback range and speed.



Name	Button	Description
Play		Plays and stops the animation. You can also select Play > Play Scene Forward or Stop .
Render and Play		Creates a render of your scene to play back the final result including the effects.
Loop		Repeatedly plays back your animation indefinitely. You can also select Play > Loop .
Sound		Enables sound in the playback. You can also select Play > Enable Sound .
Sound Scrubbing		Enables sound scrubbing in the playback. You can also select Play > Enable Sound Scrubbing .
Jog Frames		Lets you scroll through the playback's frames.
Frame	---	Lets you move the playhead by entering a frame number.
Start	---	Lets you change the start frame by entering a new value in the Start field. You can also click on Start button to set the start frame at the current frame.
Stop	---	Lets you change the end frame by entering a new value in the Stop field. You can also click on Stop button to set the end frame at the current frame.
FPS	---	Lets you enter a new value to change the speed of the playback.



Tool Presets Toolbar

The Tool Presets toolbar lets you create new tool presets and manage them.



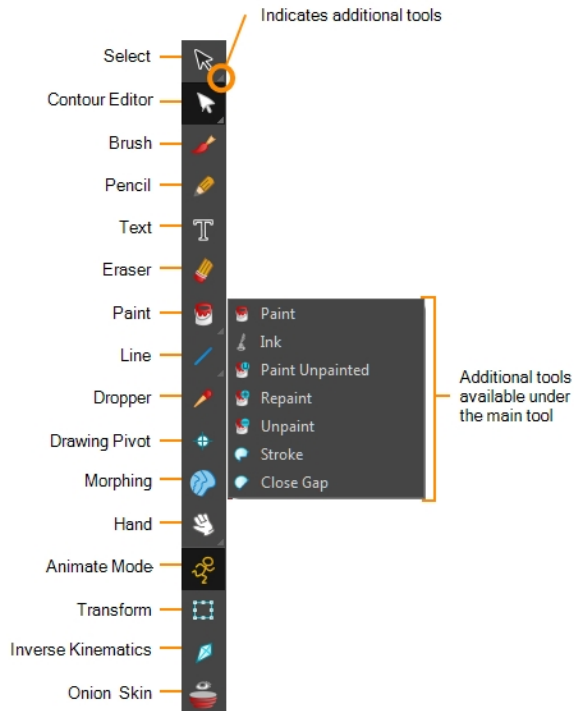
How to access the Tool Presets toolbar

1. Select **Windows > Toolbars > Tool Presets**.

Icon	Tool Name	Description
	New Tool Preset	Creates a new tool preset from the current tool settings.
	Manage Presets	Opens the Manage Tool Preset dialog box where you can update, organize, and delete existing presets.

Tools Toolbar

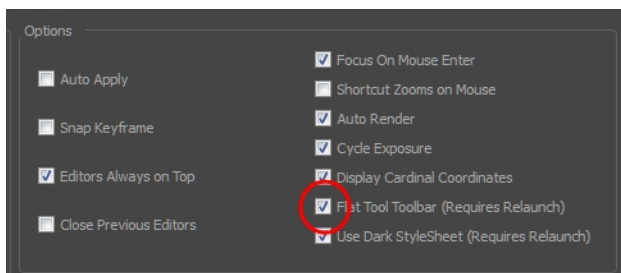
The Tools toolbar contains all the main tools you need to work in Harmony. In the default workspace, this toolbar is located on the left-most side of the interface. A small triangle at the lower-right corner of a tool indicates additional tools under the main tool. To access these tools, hold down the left mouse button until the additional tools appear, then select one.



You can display the Tools toolbar horizontally if you find it more efficient for your workflow. Be sure to restart Harmony in order to see the new position of the Tools toolbar.














How to display the Tools toolbar as a flat (horizontal) toolbar

1. Do one of the following:
 - Select **Edit > Preferences** (Windows/Linux) or **Harmony Paint > Preferences** (Mac OS X).
 - Press **Ctrl + U** (Windows/Linux) or **⌘ + U** (Mac OS X).
2. Select the **General** tab.
3. In the Options section, select the **Flat Tool Toolbar** option.



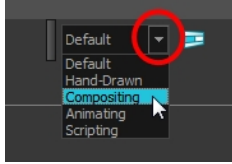
4. Click **OK** and restart Harmony.

Tool Name	Icon	Description
Select		Lets you select elements from the Camera and Drawing views.
Cutter		Lets you cut a drawing area to move, copy, cut or delete it.
Reposition All Drawings		Lets you reposition, scale, rotate or skew all drawing strokes on every drawing included in a layer.
Contour Editor		Lets you add, remove or modify points on a vector line and control them.
Pencil Editor		Lets you modify the thick and thin contours of a pencil line.
Smooth Editor		Lets you optimize contours and reduce the number of points on a line.
Perspective		Lets you deform a drawing selection and alter its perspective.
Envelope		Lets you deform and warp part of a drawing using a grid envelope and Bezier handles.
Edit Gradient/Texture		Lets you modify the position of a gradient or texture colour within a specific zone.
Brush		A pressure-sensitive tool for creating a contour shape with a thick and thin line effect, as if created with a paint brush.
Pencil		A pressure-sensitive tool for drawing the final images, such as character nodes, cut-out puppet and clean animation. Creates a central vector shape.
Text		Lets you type text in your project using various fonts and text attributes.
Eraser		A pressure-sensitive tool for precisely erasing parts of a drawing.
Paint		Lets you paint both empty and filled zones.
Ink		Lets you paint only the segment you clicked on between two intersections to be painted.
Paint Unpainted		Lets you paint only empty zones. Lines and filled zones remain unchanged.
Repaint		Lets you paint zones except empty zones. Any zone that is not painted remains intact.
Unpaint		Lets you unpaint empty and filled zones.
Stroke		Lets you draw stokes, connect line ends and flatten lines.
Close Gap		Lets you close small gaps in a drawing by creating small, invisible strokes between the two closest points.
Line		Lets you draw straight lines which you can then edit.

Rectangle		Lets you draw rectangles which you can then edit.
Ellipse		Lets you draw ellipses which you can then edit.
Polyline		Lets you draw polylines lines which you can then edit.
Dropper		Lets you pick a colour directly from a drawing.
Drawing Pivot		Lets you set pivots on a characters, drawings and symbols.
Morphing		Lets you control a morphing sequence by placing different types of hints to help Harmony morph the animation the way you want it.
Hand		Lets you pan the Drawing or Camera view.
Zoom		Lets you zoom in and out of the Drawing or Camera view.
Rotate View		Lets you rotate the Drawing or Camera view just like with a real animation disc. Can also be used in Perspective view.
Animate Mode		Automatically creates a keyframe on the drawing layer. Used to animate layers over time.
Transform		Lets you create a global selection so you can reposition, scale, rotate and skew as one unit, which is useful for cut-out characters.
Inverse Kinematics		Lets you pull on a character's extremities, such as the hands and feet, and have the rest of the body follow. Can be used on any piece connected in a hierarchy.
Onion Skin		Displays the previous and next frames of an animation. Useful when animating cut-out characters.



Workspace Toolbar

The Workspace toolbar lets you load other workspaces. The first time you start Harmony, the default workspace is loaded. Other workspaces are available such as the Hand-Drawn Animation and Compositing workspaces; these display different views and toolbars. You can access these workspaces and any you create, from the Windows menu and the Workspace toolbar.



How to access the Workspace toolbar

1. Select **Windows > Toolbars > Workspace**.

Icon	Tool Name	Description
	Workspace List	Allows you to select an existing workspace.
	Workspace Manager	Opens the Workspace Manager where you can organize, display, and remove workspace from your list.
	Save Workspace	When the Automatically Save Workspace preference is disabled, the Save Workspace button becomes available. This allows you to manually save your new workspace configuration.

View Toolbars

Harmony has a series of view specific toolbars that are only available in a given view. These toolbars can be moved only within their view.

All view toolbars can be added, as long as the view is visible, through the top menu **Windows > Toolbars > *desired toolbar***.

Chapter 5: Views

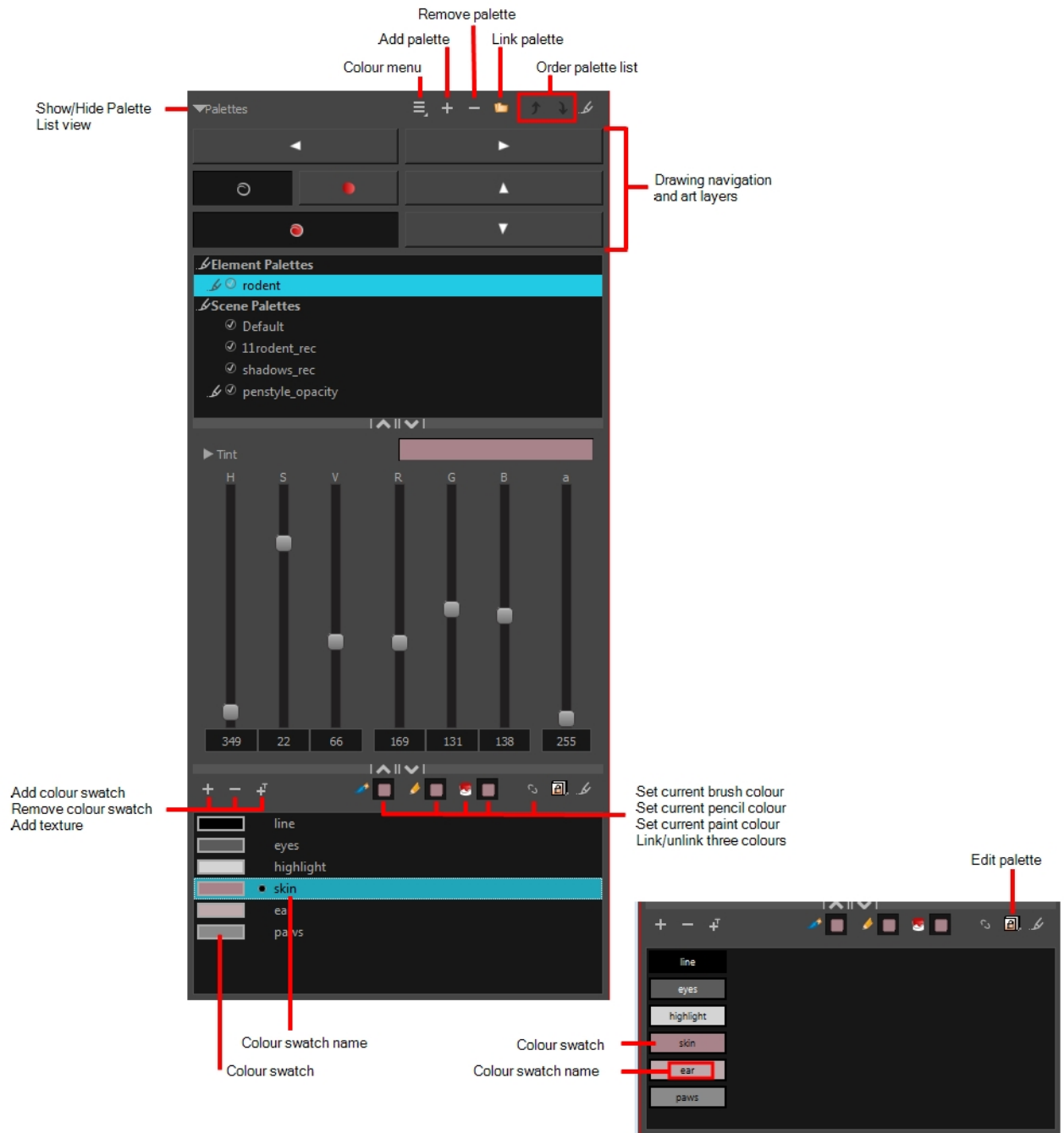
The Harmony interface is composed of different views, each one designed for a specific purpose. You can modify the location of the views by adding a new view as a tab or as a window. You can also swap the location of a view.

When a view is active, a red rectangle appears around the view. Keyboard shortcuts and top menu options are associated with the active view. If a menu option is greyed out, it means it does not apply to the layer, drawing or other type of selection or the option does not apply to the active view.

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Colour View


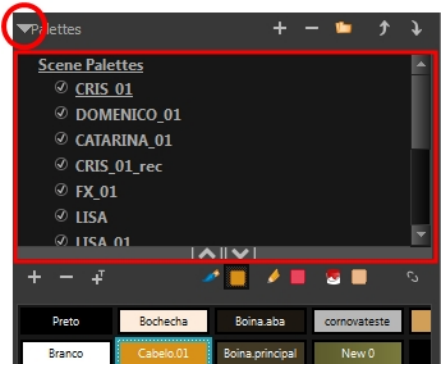






The Colour view is where you create colours and palettes and import existing palettes into your project. The Colour view is also necessary for drawing, painting and creating colour styling.

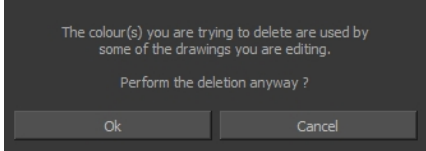








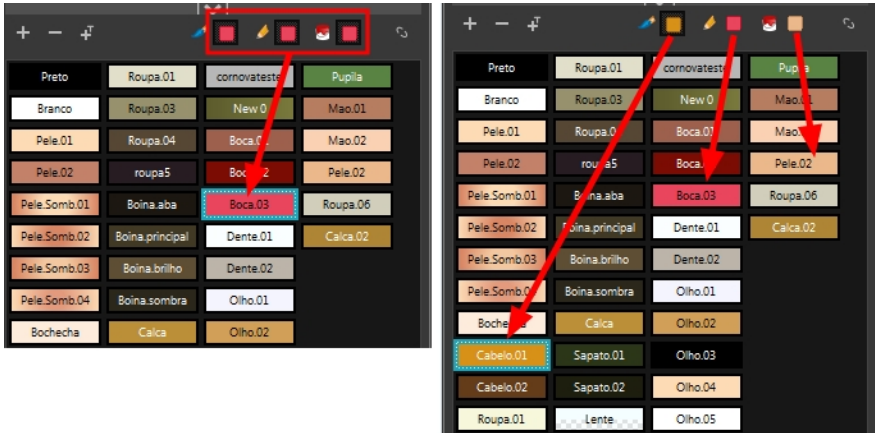


How to access the Colour view

Do one of the following:

- From the top menu, select **Windows > Colour**.
- From any of the other views, click the Add View **+** button and select **Colour**.

Icon	Section	Description
	View Menu	The View menu contains all the commands and options that you can use in the Colour view to manage colours and palettes.
	Show/Hide Palette List View	<p>The Show/Hide Palette List View button lets you display the Palette List view in the Colour view. This option is for the advanced user who wants to create colour palettes for their props and characters.</p> 
	Add Palette	The Add Palette button lets you add a new palette to the bottom of your palette list.
	Remove Palette	<p>The Remove Palette button lets you delete the currently selected palette. If the colour swatch is used in your project, zones painted with colour swatches which have been deleted will turn red, easily identifying them so you can repaint them with another colour swatch.</p>  <p><small>Nautilus © Gava Productions and Indiana Productions</small></p>
	Link Palette	The Link Palette button lets you access other palettes created in the project and link them to your scene.
	Order Palette List	The Up and Down arrows let you reorder the selected palette. When using clone palettes (colour styles), the highest palette in the list will override its clone located lower in the list.
	Edit Palette Mode	In Harmony Server, the Edit Palette Mode button lets you get the rights to modify the palette. The palette files can be locked to avoid accidentally

		modifying the palette.
+	Add Colour	The Add Colour button lets you add a new colour swatch to the bottom of your colour list.
-	Remove Colour	<p>The Remove Colour button lets you delete the currently selected colour swatches. If the colour swatch is used in your project, the Delete Colour dialog box will appear asking you to confirm the operation. Click OK to confirm the operation or Cancel to cancel it.</p>  <p>Zones painted with colour swatches which have been deleted will turn red, easily identifying them so you can repaint them with another colour swatch.</p>  <p><small>Nautilus © Gava Productions and Indiana Productions</small></p>
+	Add Texture	<p>The Add Texture button lets you add a bitmap colour swatch to your palette. You can load photos and textures and paint your drawings with it. The bitmap image must be a .tga or .psd file format.</p>  <p><small>Nautilus © Gava Productions and Indiana Productions</small></p>
	Set Current Brush Colour	The Set Current Brush Colour button let you set the currently selected colour swatch as the colour used by the Brush tool. If you select a new colour in the Colour view while using the Brush tool, the Set Current Brush Colour swatch will be updated.
	Set Current Pencil Colour	The Set Current Pencil Colour button lets you set the currently selected colour swatch as the colour used by the Pencil , Polyline , Ellipse , Rectangle and

		Line tools. If you select a new colour in the Colour view while using any of these tools, the Set Current Pencil Colour switch will be updated.
	Set Current Paint Colour	The Set Current Paint Colour button lets you set the currently selected colour swatch as the colour used by the Paint tool. If you select a new colour in the Colour view while using the Paint tool, the Set Current Paint Colour switch will be updated.
	Link/Unlink Three Colours	The Link/Unlink Three Colours button lets you link the Set Current Brush Colour, Set Current Pencil Colour and Set Current Paint Colour switches to the currently selected colour swatches in the Colour view. 
	Colour Swatch Name	Each colour swatch available in the Colour view can have its own name, making it easy to identify which colour is used to paint what part of your character or background.  Two colours can have the same name.
	Colour Swatch	A colour swatch is a specific colour used to paint a certain zone of a character or background. Colour palettes are composed of colour swatches. They can also be called <i>colour pots</i> . When you paint a zone with a colour swatch, the zone is linked to the swatch. So if you update the swatch's tint, the zone will be updated along with it. This allows you to modify your animation colours even after it is completely painted. 
	Colour Editor	The Colour Editor panel allows you to modify the HSV and RGBA values of the selected colour without using the Colour Picker window.
	Drawing Navigation and Art Layers	These controls are used to quickly have access to common commands.



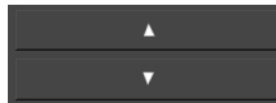
- **Previous and Next Drawing**

These buttons let you switch to the previous or next drawings. The shortcuts are F and G.



- **Previous and Next Layer**

These buttons are used to switch to the previous or next layer when you have different layers loaded. The shortcuts are H and J.



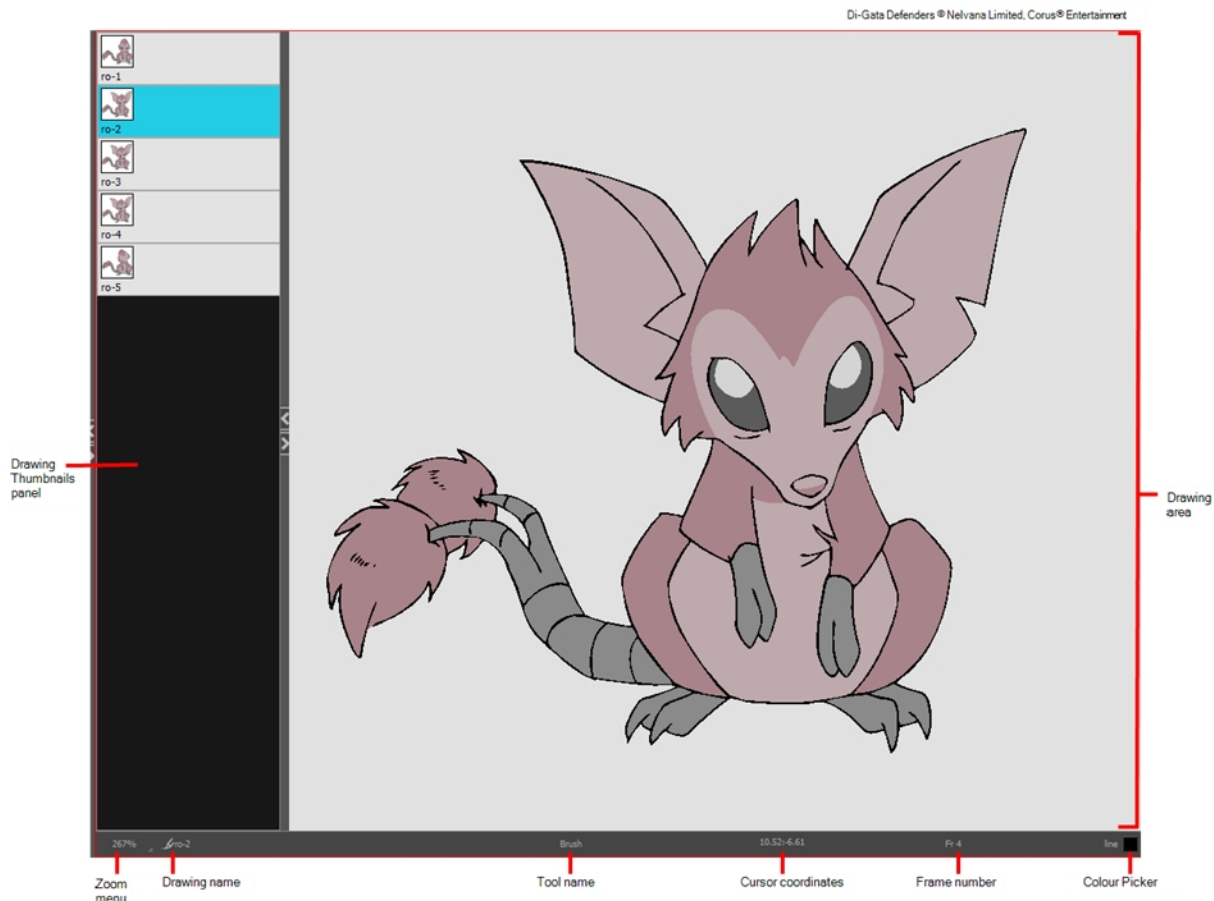
- **Line Art, Colour Art, Preview Mode**

Use these buttons to toggle between the Line Art to Colour Art layers. The shortcut is L. You can also enable or disable the Preview mode. The shortcuts are Shift + P.



Drawing View

Only the selected drawing is displayed by default in the Drawing view. You can use features, such as the light table to display the current drawing of all the enabled layers of your scene in washed-out colours, or the Onion Skin to display the previous and next drawings of the currently selected drawing layer.

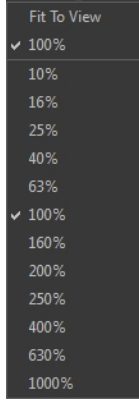


How to access the Drawing view

Do one of the following:

- From the top menu, select **Windows > Drawing** .
- From any of the other views, click the Add View **+** button and select **Drawing**.

Icon	Section	Description
	View Menu	The View menu contains all the tools and options that you can use in the Drawing view to draw, animate and paint.
	Drawing Area	This is the main space in the Drawing view. It is where you draw and where the drawings are displayed.

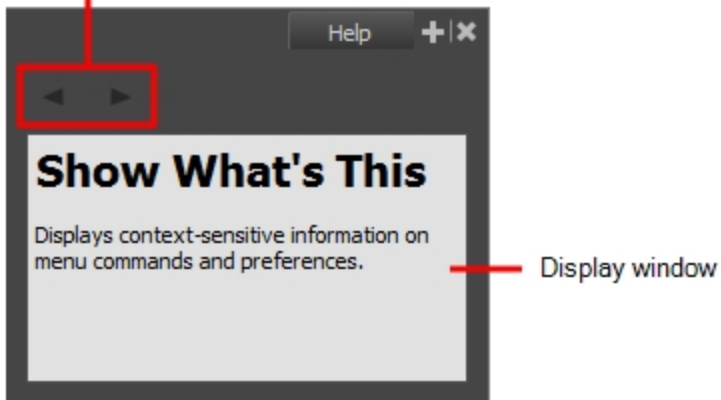
	Zoom Menu	<p>The Zoom menu lets you enlarge or reduce the Camera or Drawing view display.</p> <p>To make the camera frame size always match the size of your view, select the Fit to View option. Click the drop-down arrow and select a zoom level or press 1 and 2.</p> 
	Drawing Name	The Drawing Name field displays the name of the selected drawing, as well as the layer containing it. If the cell does not contain any drawing, an Empty Cell text is shown in the field.
	Tool Name	The Tool Name field displays the name of the selected tool. If you temporarily override a drawing tool using a keyboard shortcut, the tool's name will be highlighted in red. You can temporarily override a tool by holding its keyboard shortcut without the Alt key. For example, the Select tool shortcut is Alt + S. If you hold down the S key, you will switch to the Select tool. When you release the key, you will return to the tool you were using.
	Frame Number	This field displays the current frame of the animation you are working on.
	Cursor Coordinates	This indicates the position of the your pointer in the drawing area.
	Colour Picker	The Colour Picker allows you to select a colour for drawing.
	Drawing Thumbnails Panel	The Drawing Thumbnails panel displays a list with thumbnails of the loaded drawings. The highlighted drawing is the one displayed in the drawing area. You can select the drawing you want to paint directly from this list.

Integrated Help View

Use the Integrated Help when you are unsure about what a certain menu item is or the function of a specific preference in the Preferences panel,

If you keep the Integrated Help window open for the entire duration of your work session, then you can use the forward and backward arrows to scroll through a history of the help information that you called up during your session.

Scroll buttons

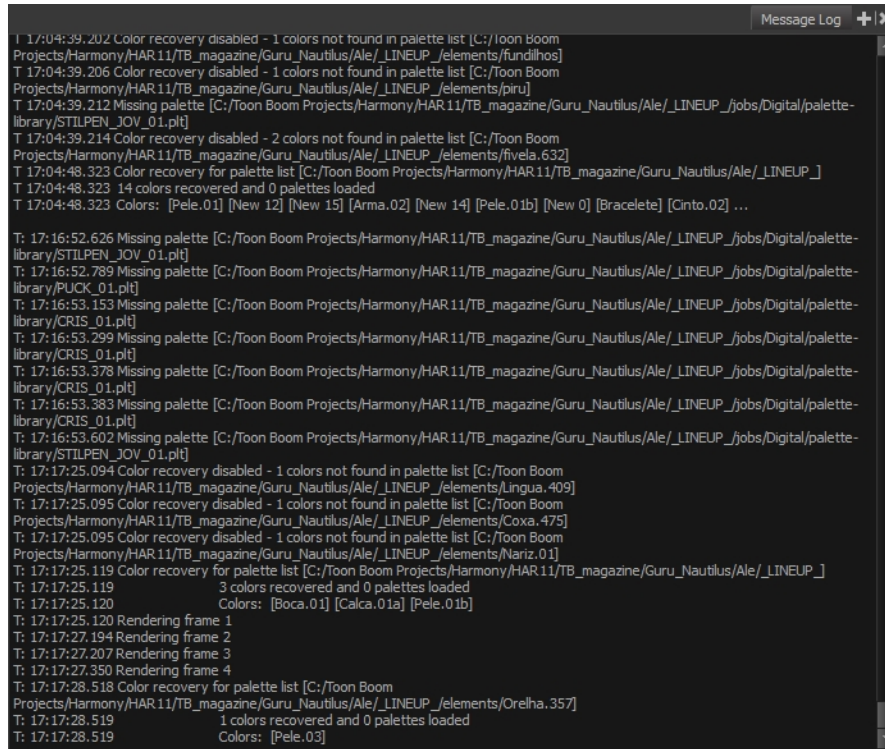


How to access the Integrated Help view

1. Do one of the following:
 - From the top menu, select **Windows > Integrated Help**.
 - From any of the other views, click the Add View **+** button and select **Integrated Help**.

Message Log View

The Message log view displays information gathered during a render task, such as which frames and at what time they were each rendered. The view also contains a list of the colour recovery operations.



```

Message Log
T 17:04:39.202 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_elements/fundihos]
T 17:04:39.206 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_elements/piru]
T 17:04:39.212 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/STILPEN_JOV_01.plt]
T 17:04:39.214 Color recovery disabled - 2 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_elements/fivela.632]
T 17:04:48.323 Color recovery for palette list [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_]
T 17:04:48.323 14 colors recovered and 0 palettes loaded
T 17:04:48.323 Colors: [Pele.01] [New 12] [New 15] [Arma.02] [New 14] [Pele.01b] [New 0] [Bracelete] [Cinto.02] ...

T: 17:16:52.626 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/STILPEN_JOV_01.plt]
T: 17:16:52.789 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/PUCK_01.plt]
T: 17:16:53.153 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.299 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.378 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.383 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/CRIS_01.plt]
T: 17:16:53.602 Missing palette [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_jobs/Digital/palette-
library/STILPEN_JOV_01.plt]
T: 17:17:25.094 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_elements/Lingua.409]
T: 17:17:25.095 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_elements/Coxa.475]
T: 17:17:25.095 Color recovery disabled - 1 colors not found in palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_elements/Nariz.01]
T: 17:17:25.119 Color recovery for palette list [C:/Toon Boom Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_]
T: 17:17:25.119 3 colors recovered and 0 palettes loaded
T: 17:17:25.120 Colors: [Boca.01] [Calca.01a] [Pele.01b]
T: 17:17:25.120 Rendering frame 1
T: 17:17:27.194 Rendering frame 2
T: 17:17:27.207 Rendering frame 3
T: 17:17:27.350 Rendering frame 4
T: 17:17:28.518 Color recovery for palette list [C:/Toon Boom
Projects/Harmony/HAR11/TB_magazine/Guru_Nautilus/Ale/_LINEUP_/_elements/Orelha.357]
T: 17:17:28.519 1 colors recovered and 0 palettes loaded
T: 17:17:28.519 Colors: [Pele.03]

```

How to access the Message Log view


Do one of the following:

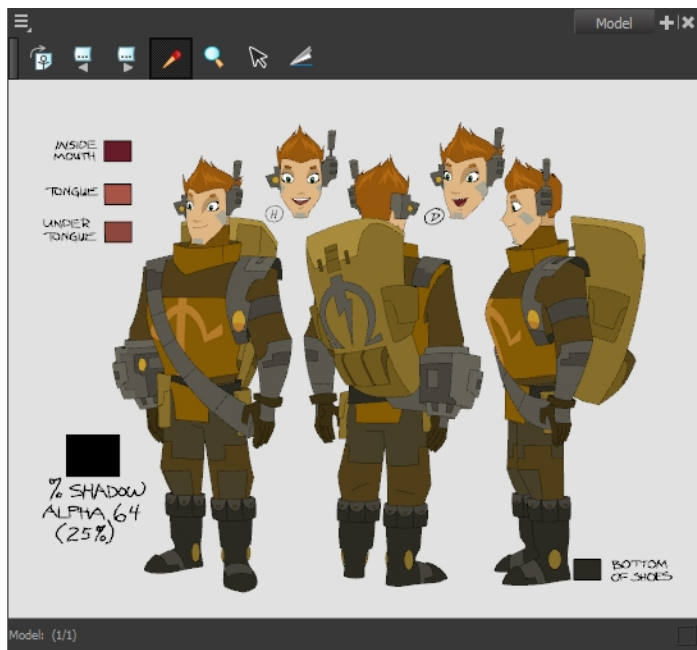
- From the top menu, select **Windows > Message Log**.
- From any of the other views, click the Add View **+** button and select **Message Log**.

Model View

T-ANIMPA-004-004

Once you have a fully painted drawing, you can use it as a colour model and load it in the Model view. This drawing can be used and loaded in any of your Harmony scenes.


Once a drawing is loaded in the Model view, you can use the Dropper  tool to select a colour from the model and use it to paint in the Camera or Drawing view without having to pick the colour from the colour palette.





Erik, Di-Gata Defenders © Nelvana Limited, Corus© Entertainment Inc.

How to access the Model view

Do one of the following:

- From the top menu, select **Windows > Model**.
- From any of the other views, click the Add View  button and select **Model**.

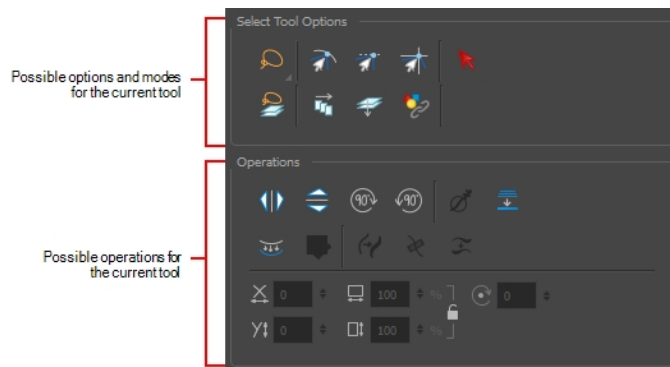
Icon	Section	Description
	View Menu	The View menu contains all the tools and options that you can use to manage models.
	Model View Toolbar	The Model View toolbar contains all the tools and options you can use in the Model view to navigate through and manage models.

Tool Properties View

T-HFND-004-002

The Tool Properties view contains the most common options and operations related to the currently selected tool. When you select a tool from the Tools toolbar, the Tool Properties view updates.

For example, if you choose the Select tool, the Tool Properties view will display the options and operations related to it, such as Snap to Contour, Apply to All Drawings, Flip Horizontal, and Flatten.



NOTE: To learn more about the options appearing in the Tool Properties view, see [Tools Properties](#) on page 35.

How to access the Tool Properties view

Do one of the following:

- From the top menu, select **Windows > Tool Properties**.
- From any of the other views, click the Add View **+** button and select **Tool Properties**.