



# The Animation Solution for your Animation Productions



Opus

A complete animation solution, Opus is designed to handle projects of any size or level of complexity. Opus reaches far beyond digital ink-and-paint, encompassing integrated workflow, powerful scenepanning, sophisticated effects, compositing tools and seamless 2D and 3D integration, all in a configurable user interface. It includes a full-spectrum of innovative animation tools and delivers a production suite that integrates seamlessly into the traditional animation workflow. Opus offers you all the strength necessary to be the main animation backbone, into which you can plug third party software, including 3D animation and special effects software. With Opus, you can output to film, TV, HDTV and the web simultaneously.

## Opus Key Features

We have designed Opus II to adapt to established work methods and schedules in professional studio environments. Opus II will help you organize and simplify animation production so that you can focus on creative tasks.

One of the major benefits of Opus II is its adaptable user interface and integrated workflow. Not only can you configure your layout to suit your workflow, tasks, and preferences, but you can also save multiple layouts of the Stage Module window for different tasks you might perform. Additionally, all views of your scene data are interconnected so that any change you make is instantly updated in all other views. Finally, the more advanced vector technology enables you to maintain the unique line textures in your drawings, and paint with bitmaps and gradients, creating richer looking drawings.



## User Interface

- Create different window layouts for your tasks, save and reload them to suit your working preferences and needs.
- De-attach the windows
- Rename the View tabs

## Manager

- Manage all production stages automatically, remotely or on site
- Create and manage environments, jobs, scenes
- Print status reports that help you track your production
- Import/export whole or partial jobs with production information

## Timeline

- New Timeline window
- Access functions and elements easily
- Move, add, delete and modify function keyframes and elements timing
- Support of sound Playback

## Scan

- Auto-feed drawings or manually place them on a scanner
- Register peg holes automatically
- Clean scanned lines automatically
- Scan your drawings in black and white or gray scale
- Auto-prepare your drawings for paint
- Color scan pre-colored drawings and backgrounds
- Auto-splice pan cels (characters and backgrounds)
- Capture nuances of hand-drawn lines (thanks to true-line vectorization)
- Handle complex textures such as crayon or chalk
- Maintain scanning resolution based on fielding or output resolution



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## Template

- A New Basic Template Library for all users
- Copy elements, drawings, timing, functions, effects from Network, Xsheet or Timeline and paste them and reuse them in the same scene or in other scenes

## Stage

### Xsheet

- Similar to a traditional exposure sheet
- Create, edit, save exposure sheet
- Automatically build the timing in your exposure sheet with simple click & drag
- Use Expression Columns to create values for an effect based on mathematical operations
- Control the velocity values with Bezier or Ease function curves. You can even control the values in other columns with these functions.
- Copy and paste cells with drag & drop
- Automatically visualize and update Groups and Hierarchies
- Use Column filtering options
- Automatically create xsheet columns and update the elements database with the Importing Drawings dialog
- Check modified palettes for an element with the Modified Palettes indicator
- Duplicate Drawing command to create a new drawing based on the selected drawings
- Function and shortcut to Create Drawing in Empty Frame
- Show Columns dialog to select (filter) which columns types are displayed
- Send to Function View command from the Xsheet selection
- Element Types (predefined and custom) for Element Columns
- Group creation
- Add Xsheet selection to the network

### .Drawing Token (sold separately)

- Use the virtual animation disk and digital exposure sheet with full control of timing and order
- Hand-draw with pressure-sensitive pen and graphic tablet
- Automatically generate lip charts and save time lip syncing characters to their voice tracks

### Paint/Retouch

- Paint a single drawing, several sequences, or all drawings in a level simultaneously
- Paint color art, re-color line art, check for paint errors
- Access 16 million color possibilities; unlimited fill colors, line colors, transparencies per layer
- Visualize line texture while you paint
- Instant update of all View windows when changes are made to drawings
- Re-touch vector drawings
- Paint with textures and gradients, creating richer look in painted drawings
- Close gaps automatically
- Auto-paint all effect levels
- Color models
- Paint quickly at all output resolutions
- Create an unlimited number of palettes per character
- Mix an unlimited number of colors per palette

### Sceneplanning

- Position elements interactively, create new 3D trajectories for elements and camera
- Auto-calculate elements perspective in relation to camera position
- Auto-calculate different focus on different elements
- Create complex movements with a hierarchy of elements and cameras
- Preview elements and camera moves in "real-time"
- View multi-plane perspective in "real-time"
- Click and drag positioning of elements and cameras
- Distort elements attached to a peg with the Skew Tool
- Use Constant Segments for curves
- Copy & Paste Keyframe Handles



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## Effects & Compositing

- Change output resolution without rescanning or repainting
- Complete effects module including: directional blurs, film grain, gradients, textures, glows, etc.
- Render final frames locally, or batch process over network in background or at scheduled times
- Control line thickness when zooming in
- Create mattes directly in the Frame View
- New network navigator that helps manage and work with big networks
- Scale vector-artwork infinitely without pixelization
- Create sophisticated effects and store them for later reuse
- Use any output resolutions and aspect ratios
- Easy panning and zooming of the Network View window
- Automatic connection of Network Modules, as well as reordering of cables
- Full Drag & drop of network modules
- Drag & drop for creation of Group modules
- Visualize data in tree views

## Scripting

- Customize actions or create macros for repetitive operations or automate user actions, using a script language, for example to arrange Modules in the Network View
- Assign scripts to a toolbar for easy access

## Render

- Render to any resolution and aspect ratio such as TV, NTSC, PAL, HDTV, Film (1K, 2K, 4K) etc.
- Support Linux, Windows and Mac OS X
- Optionally disable field rendering for pegs
- Output to QuickTime

## Batch Render & Vectorize

- Support multiple machines to batch render and batch vectorize as a "Render Farm"
- Create and manage batch rendering schedules

## Playback

- View frame sequences at full D1 resolution
- Playback up to 60 fps

