

PAINTMAN HD
EASY & SPEEDY PAINTING TOOL



Product Overview
February 28, 2006



PaintMan HD Screenshot

Light Table Palette

This palette is for operating the [Light Table] which is used to show other images behind the current image, semi-transparently.

Cel window

This is the window for editing (painting) images.

File Previewer

This palette is for switching the sequentially numbered files to work on.

Tool Palette

This palette is a collection of tools used for painting, for example.

Tool Options Palette

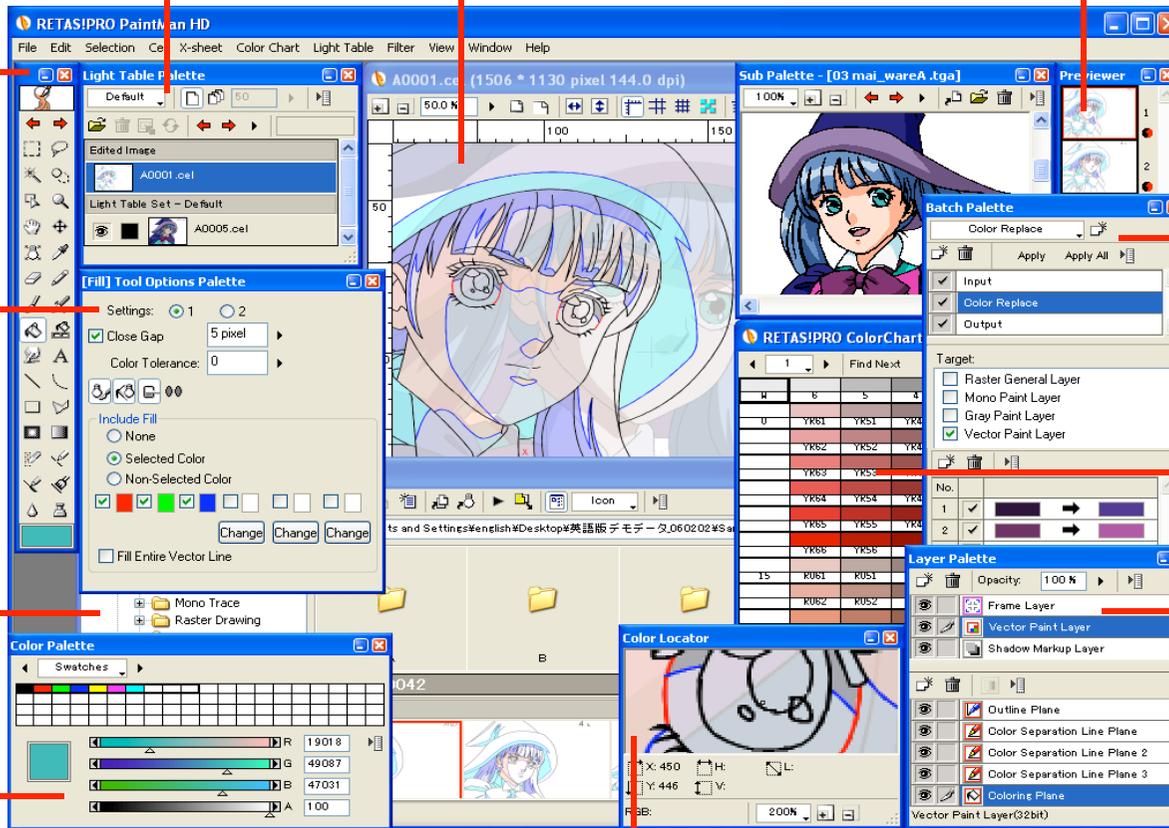
This palette is for setting the options for each of the tools.

File Browser window

This window is for browsing image files and managing the scene folders.

Color Palette

This palette is for selecting and adjusting colors.



Batch Palette

This palette is for executing [batch processing] where the same processing is repeated for multiple data

Color Chart

This windows is for registering frequently used colors classified and in order.

Layer Palette

This palette is for setting the layers, such as the order in which they are to be overlapped, whether a particular layer should be visible or hidden, etc.

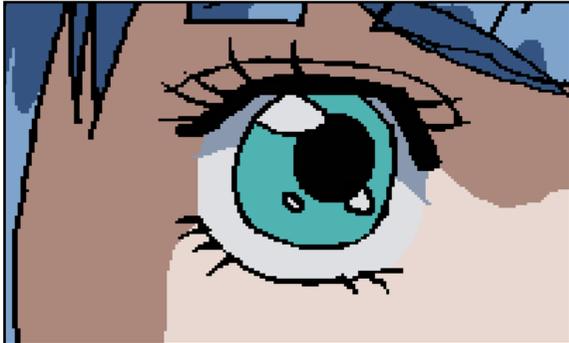
Color Locator

This palette is for showing a part of the Cel window enlarged in real time.

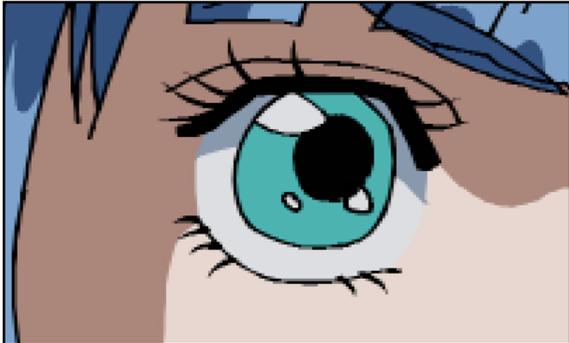
Painting Functions (1)

Painting functions supporting both raster and vector images

- Both raster and vector images can be painted.(*1)



Example: Raster image (mono trace)

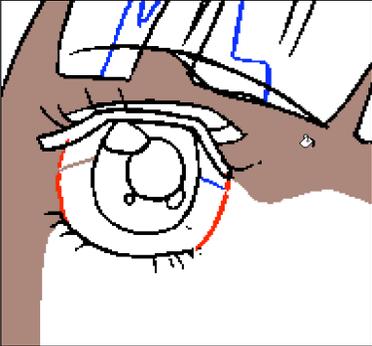


Example: Vector image (vector drawing)

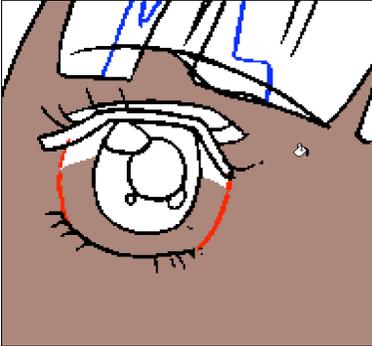
*1: Images that can be painted are those traced with TraceMan HD, and those drawn and then exported with STYLOS HD.
*2: The above images illustrate the differences between a raster and a vector images schematically.

Automatic Paint Overflow Detection function

- This function allows gaps smaller than a specified size to be detected automatically and painted without overflow.

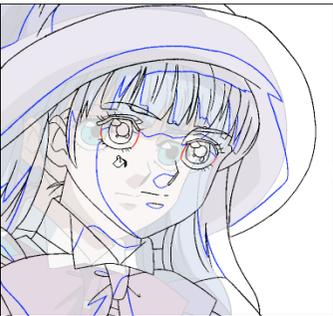


Automatic paint overflow detection: ON

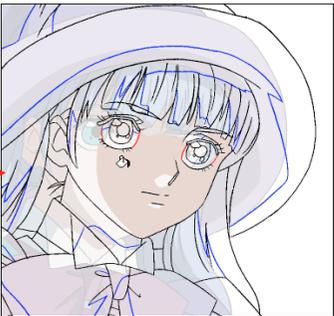


Automatic paint overflow detection: OFF

Painting with the Light Table color



If [Paint with Light Table Color] is set to ON when painting,

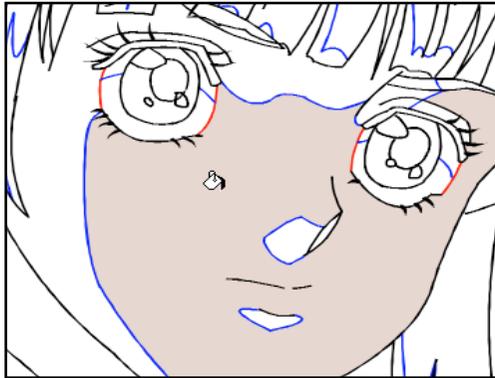


PaintMan HD picks the image color from the Light Table and applies it to the image with a click of the mouse button.

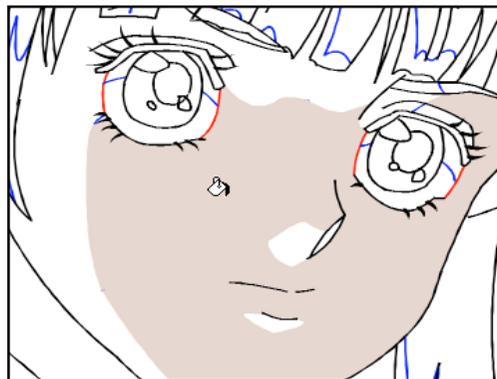
Painting Functions (2)

Automatic color trace

- Painting the color separation lines can be troublesome, but the task can be completed with a click of the mouse button by painting the color separation lines together with the image.



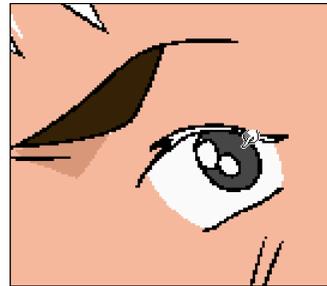
[IncludeFill]: OFF



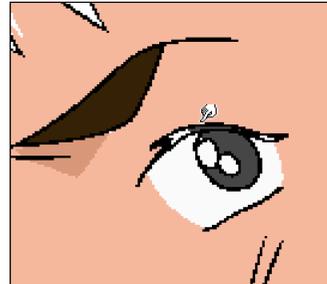
[IncludeFill]: ON

Extender

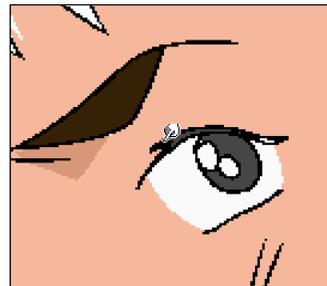
- This function allows you to paint small holes left behind by extending the surrounding color.
- The extender function can be used with rough operations because color is applied to small areas only.



Before using the [Extender] tool



While using the [Extender] tool



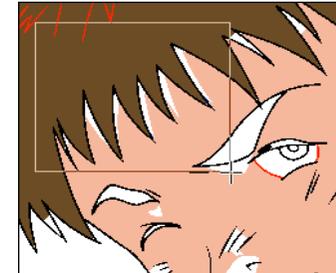
After using the [Extender] tool

CloseFill

- This function allows you to paint small closed areas with a one-drag operation.
- CloseFill can be used over parts marked using the mouse pointer, in addition to parts selected using the Rectangle Selection tool or the Lasso tool.



Before using the [CloseFill] tool



While using the [CloseFill] tool

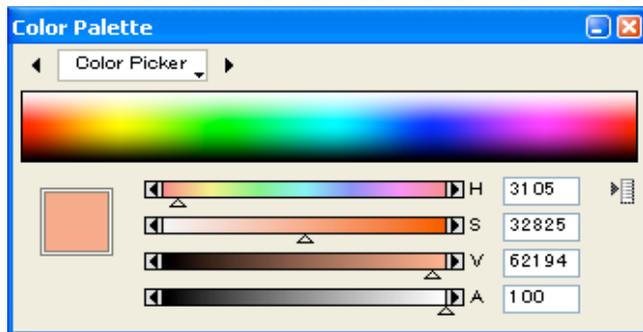


After using the [CloseFill] tool

Expanded "Color" Handling

48-bit (16 bits/channel) painting

- PaintMan HD can handle the conventional 24 bits full-color (the 0-255, 8 bits per RGB channel color) and the 48-bit color (the 0-65535, 16 bits per RBG channel color) as well.

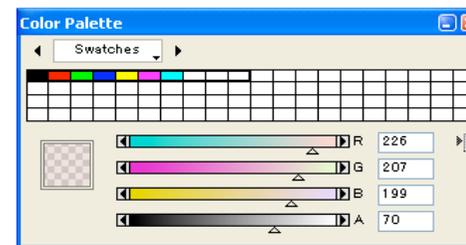


Painting with semi-transparent colors

- When creating colors, it is possible to create transparent colors by manipulating A (alpha channel) in addition to RGB and HSV values.
- Semi-transparent painting can be completed in the finishing process instead of adding shadow to a character fallen on the ground during the shooting, for example.



Example of painting with semi-transparent color



Special Effects Functions

Airbrush

- The quality of the Airbrush tool has been improved.
- The [Thickness], [Transparency] of the Airbrush can also be adjusted using the graphics tablet pen pressure.
- Enabling the [Auto Spray] allows you to increase the spray thickness according to the time applied instead of painting over by moving the mouse pointer.



Before using the [Airbrush Tool]



After using the [Airbrush Tool]

Gradient

- Gradient may include transparency as well as be of 3 or more colors.
- Gradient may be linear or radial.



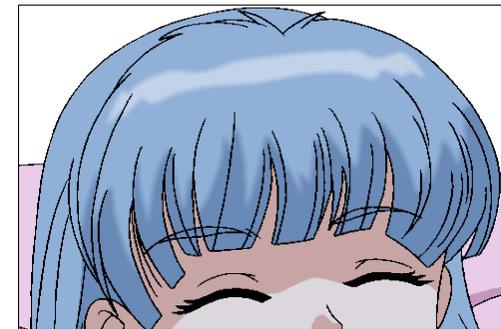
Example: Gradient with 3 or more colors

Airbrush Effect

- This function allows you to add blurring at the border of colors as with an airbrush.
- This function allows for a uniform finish unlike a manually applied airbrush.



Before using the [Airbrush Effect] tool



After using the [Airbrush Effect] tool

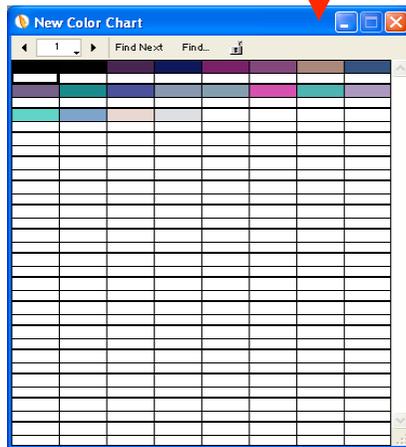
Color Styling Function

Create a Color Chart from a cel

- This function allows you to create a PaintMan HD Color Chart file with colors extracted from a painted cel.



Color extraction

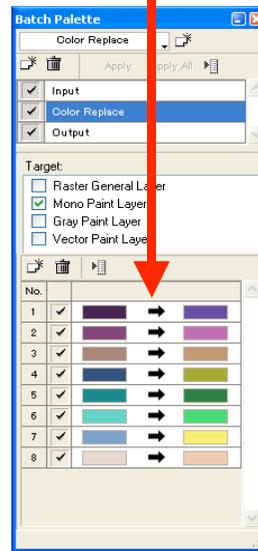


Create a ColorReplace Settings from a cel

- This function allows you to create a PaintMan HD ColorReplace Settings file from the difference between two image files.



Color difference extraction



Select out-of-range color

- This function allows you to select only colors exceeding the video level permitted in NTSC.
- This function is very convenient in color design, color styling, and completion check.

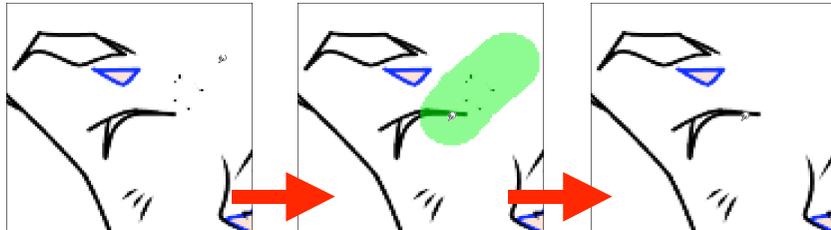


Selection of colors exceeding the video level

Line Compensation Support Functions

Dust Filter

- Dust can be wiped away from parts selected by dragging the [Dust Filter] tool.

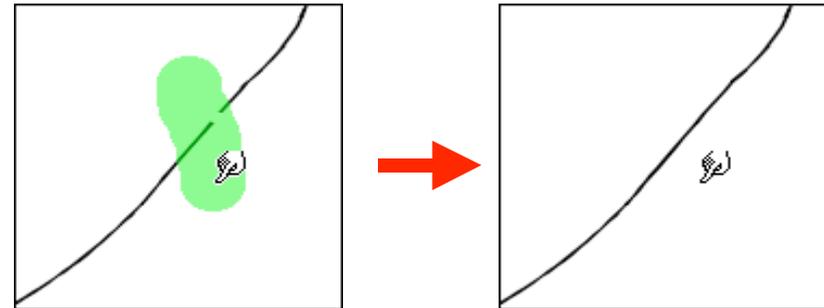


Before using the [Dust Filter] tool

After using the [Dust Filter] tool

Join Line

- Gaps equal or smaller than a specified value can be joined by just dragging the [Join Line] tool.

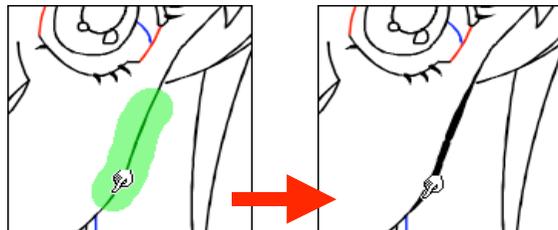


Before using the [Join Line] tool

After using the [Join Line] tool

Change Width

- This function allows you to change the thickness of drawn lines from thick to thin, or make uniform a non-uniform line.

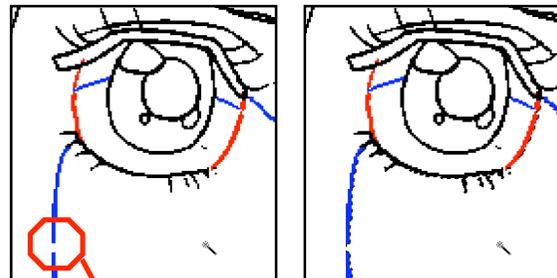


Before using the [Change Width] tool

After using the [Change Width] tool

Magic Wand

- This tool allows you to select adjoining areas of the same color.
- Holes can be ignored in the selection.

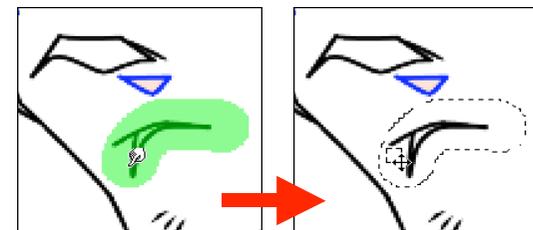


The part with a hole

Selection stops at the hole

Selection Brush

- This tool allows you to select parts traced with the mouse pointer.
- This tool is convenient for selecting parts with intricate shapes.



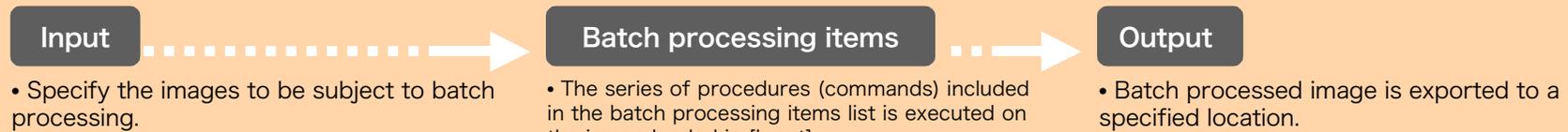
Before using [Selection Brush] tool

After using [Selection Brush] tool

Batch Processing function

- [Batch processing] refers to a series of predefined processes executed on a large amount of image files.
- In PaintMan HD, [Batch Palette] is used for batch processing.
- By default, the batch set includes [AutoFill], [Color Replace], [Airbrush Effect], [Separation], and [Change Width]. However, the user can create his/her own set.

[Example: Change Width]



Batch processing items are executed on the image data specified in [Input] sequentially from the top of the list.

Sequentially numbered image file opened (loaded to File Previewer) in PaintMan.

Processing target layer selection

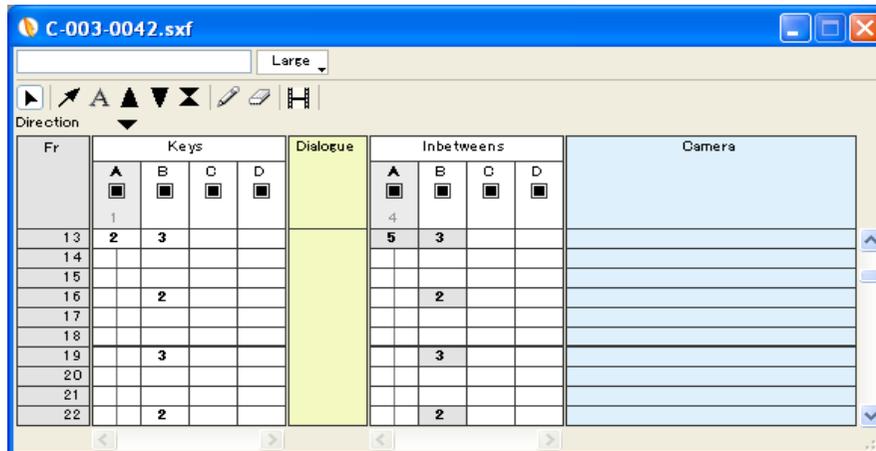
Image format selection

Export location

Motion Check Functions

Motion Check function

- This function allows you to check the motion of pictures according to timings set in the X-sheet.



- [Frame-by-frame Advance Using the Arrow Key]



- Advances the animation by one frame at a time unconditionally.



Frame 31



Frame 32



Frame 33



Frame 34



Frame 35



- Advances the animation by frames, skipping those without any changes.



Frame 31



- Pressing the key skips all frames without motion



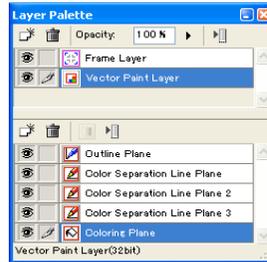
Frame 35

Direction Function

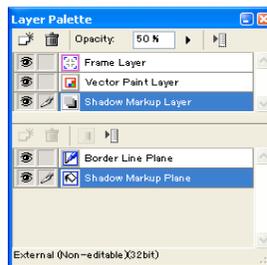
Shadow Markup function



Before adding Shadow Markup



After adding Shadow Markup



- For images drawn with STYLOS HD, Highlight Markup and Transparency Markup can be added in the [Shadow Markup] layer created for [Shadow Markup].
- Since the Shadow Markup added in STYLOS HD can be passed on to PaintMan HD as such, directions regarding shadow can be passed on to downstream processes by passing only the image.

Text function

- Input texts can be edited later as they are not input as part of the drawings but as objects.
- Texts can include Line Feed (LF).
Remarks can be written using call-outs



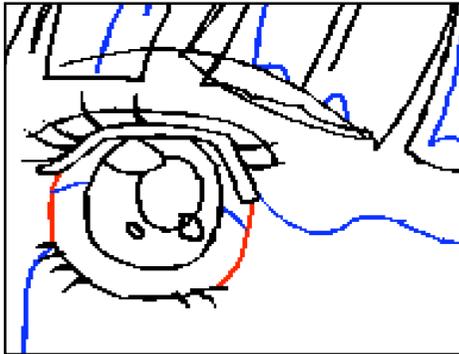
Multi-layer function

With PaintMan HD, it is possible to work efficiently because works can be done on different layers depending on your needs

Mono traced image layer

[Mono Paint Layer]

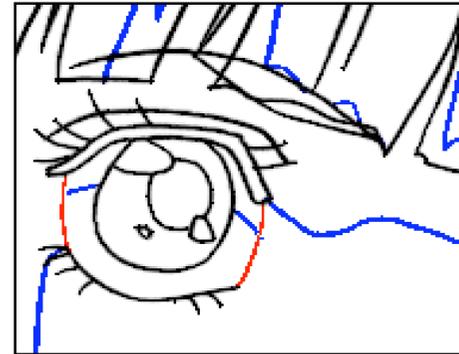
- Image as mono traced with TraceMan HD.
- The layer includes two planes: the [Outline] and the [Paint].



Gray traced image layer

[Gray Paint Layer]

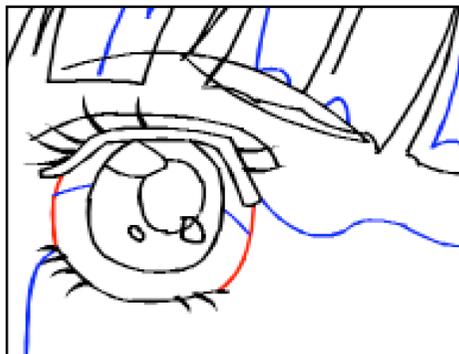
- Image as gray traced with TraceMan HD.
- The layer includes two planes: the [Gray Line] and the [Paint].



Vector traced image layer

[Vector Paint Layer]

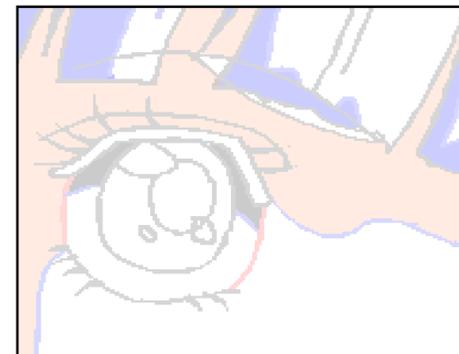
- Image as vector traced with TraceMan HD.
- The layer includes two planes: the [Outline] and the [Color].



Shadow Markup layer

[Shadow Markup Layer]

- This is a layer for adding [Shadow Markup] to an image.
- [Shadow Markup] is passed on as such to [PaintMan HD] where it is used for separating the shadows during the painting process.



It is not possible to use both [Raster Drawing Layer] and [Vector Drawing Layer] on the same image.

Export Function

Export to General Raster Image Format

- This function allows you to export the image data to a general raster image format for passing the image data to a software other than the RETAS!PRO series.
- Export is possible on a scene, or on an image basis.

[Supported Export General Raster Image Formats]

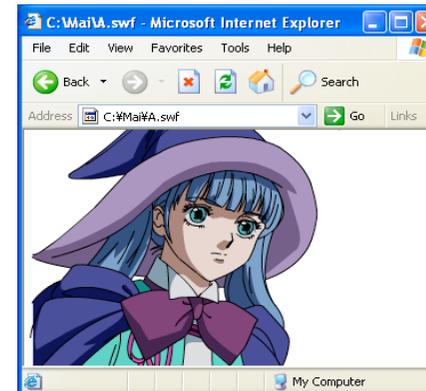
BMP	SGI
PICT	SOFTIMAGE
PNG	TARGA
RAW	TIFF

Export to EPS, SWF

- Data of drawings in vector format can be exported to general vector formats such as EPS and SWF.



[Example of Export to EPS]



[Example of Export to SWF]

Export is possible for image data in vector format only.

Management Functions (1)

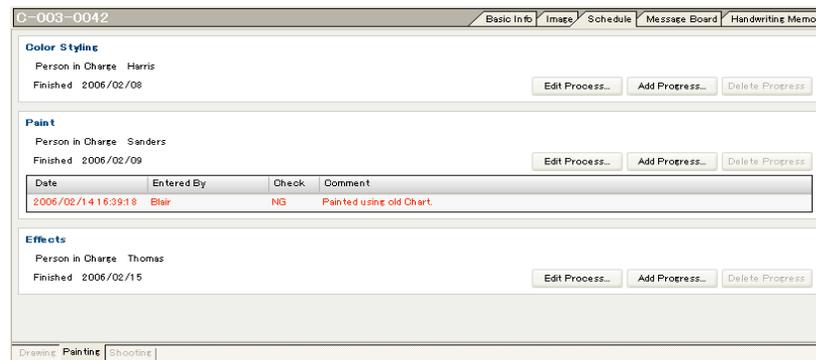
Image Browsing

- Using the Image Browsing function in the [File Browser] window, you will be able to access to all image data easily.
- This function is convenient when you need to check the content of a large amount of images such as in [Inbetween Check or Cel Check].



Schedule function

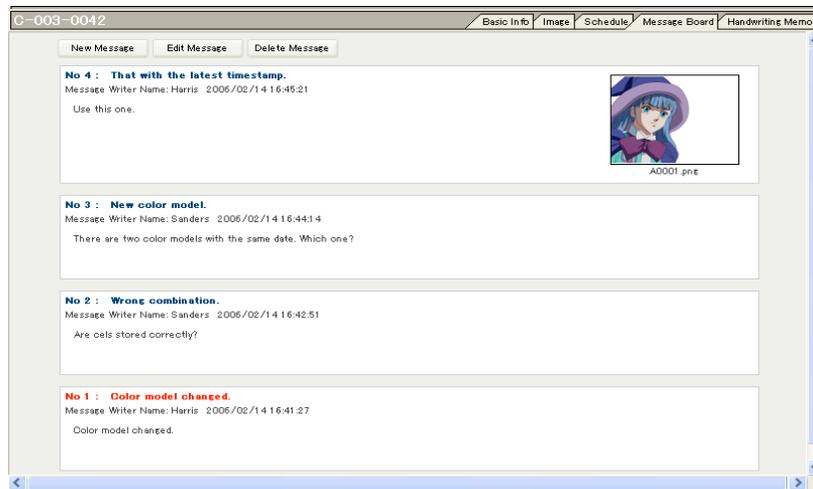
- This function allows you to record the progress of each process for the scene folder and enter data such as the person in charge and/or the finished date.
- This function is convenient for checking the scene progress history.



Management Functions (2)

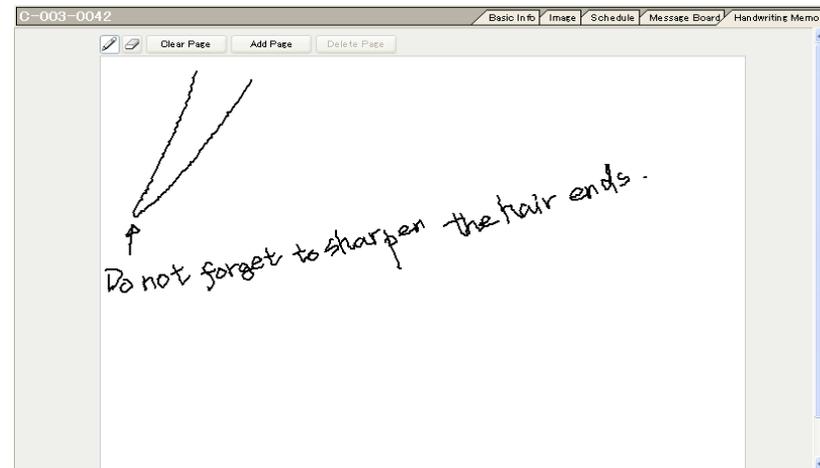
Message Board

- This function allows you to write directions, cautions, and messages to downstream processes in text format.
- You can also attach image files to comments.



Handwriting Memo

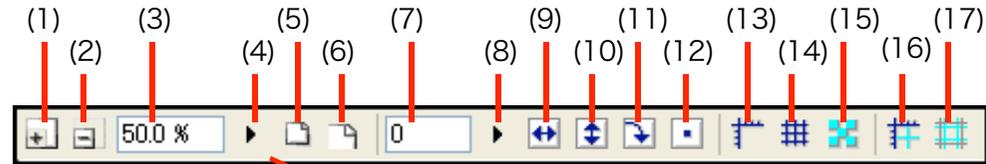
- This function allows you to insert diagrams and drawings to better explain directions, cautions, and messages to downstream processes.
- Handwriting Memo may comprise multiple pages.



Working Environment Improvements (1)

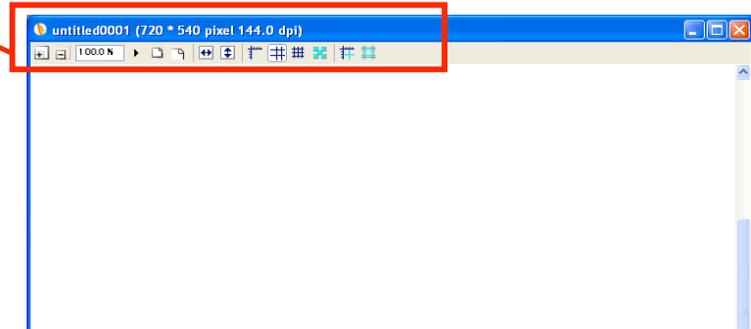
Cel window tool bar

• The Cel window is equipped with a tool bar with frequently used functions. The [Tool Bar] is shown on the upper part of the window.



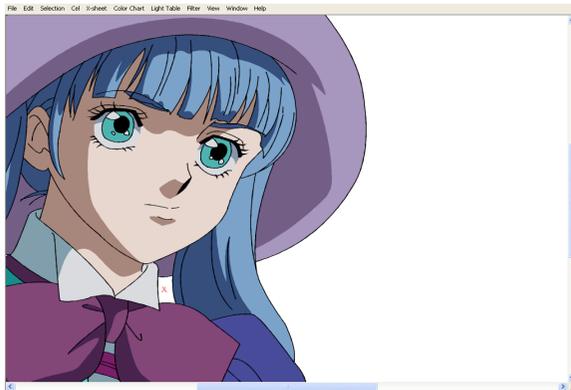
- (1)... [Zoom In] button
- (2)... [Zoom Out] button
- (3)... [View Scale] field
- (4)... [View Scale] slider
- (5)... [Fit on Screen] button
- (6)... [Actual Pixels] button
- (7)... [Rotate] field (STYLOS HD only)
- (8)... [Rotate] slider (STYLOS HD only)
- (9)... [Flip Horizontal] button
- (10)... [Flip Vertical] button
- (11)... [Rotate 90 Degrees] button
- (12)... [Restore View] button

- (13)... [Show Ruler] button
- (14)... [Show Grid] button
- (15)... [Show Transparent Area] button
- (16)... [Snap to Guide] button
- (17)... [Snap to Grid] button



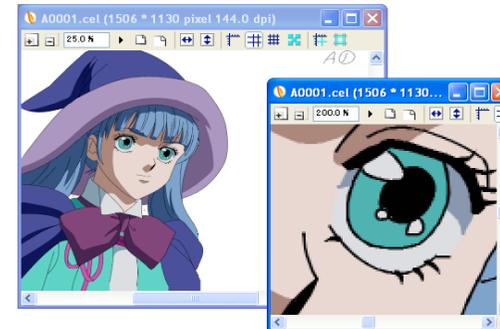
Full Screen mode

• This function allows you to view the Cel window at full screen by hiding other windows as well as palettes.



Multi-View function

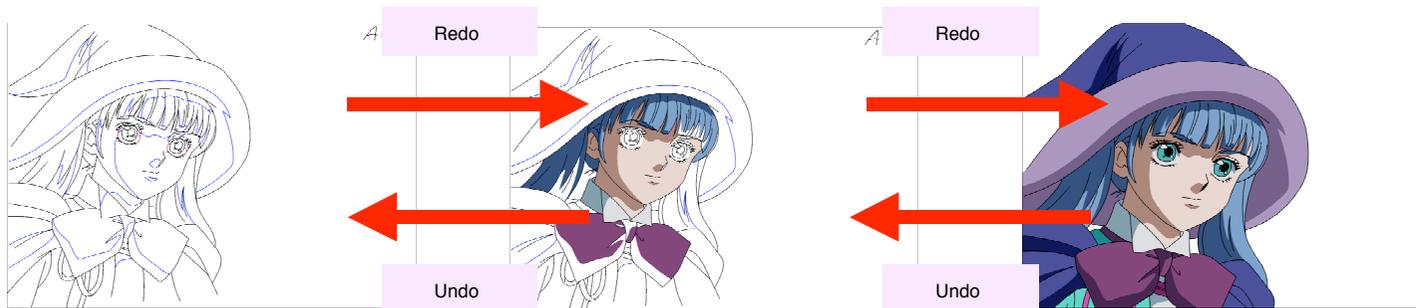
• This function allows you to open multiple windows on one image.
• This function also allows you have an amplified image along with a "Fit on Screen" image.



Working Environment Improvements (2)

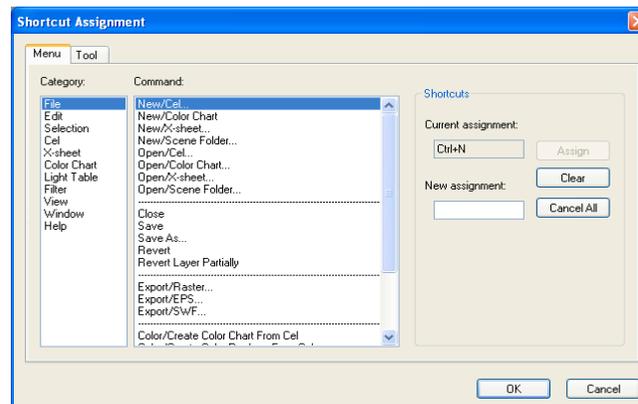
Multiple Undo-Redo

- This function allows you to undo multiple operations. (Maximum 20)
- This function allows you to redo the undone operations. (Maximum 20)



Shortcut Customization function

- The usability has been improved as a result of the support for [Shortcut] assignment customization.



Price / System requirements - Windows version



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High quality speedy painting tool for animations.

Highly efficient painting as a result of incorporating functions such as auto gap close and painting with Light Table color. Improved Effects and Color Styling functions are the result of improvements made in the Airbrush function and the addition of the Styling function.

■Paint Man HD <Windows version> Released on February 28, 2006

Genre: Graphics
Publisher: CELSYS, Inc.

•For price inquiries, please contact a distributor in your country.
The list of distributors is available at the following RETASI!PRO Web site:
<http://www.retas.com/>

[Package content]

Application CD-ROM
User's manual
Dongle, etc.

■OS

Microsoft Windows English Operating System (OS)
2000 Professional (Service Pack2 or higher necessary)
XP Home Edition
XP Professional

*1 Internet Explorer 5.01 or higher necessary.
*2 QuickTime 6.0 or higher recommended.

■CPU unit

PC/AT compatible machines only. Personal computers with the above mentioned OS preinstalled.

*1 Environment where the above mentioned OS operates comfortably.
*2 Computers not guaranteed by its manufacturer may not be supported.

■CPU

Intel® Pentium® or compatible processor 800 MHz or higher (2.0 GHz or higher recommended)

■Memory (**1)

512 MB or more necessary (1.0 GB or more recommended)

■Free Space on HDD (**1)

1.0 GB or more necessary (3.0 GB or more recommended)

For installation of application : Approximately 50 MB
For data and installation of dependent applications : Approximately 500 MB
As work space : 500 MB or more

■Monitor

XGA (1024x768) or higher resolution display, full-color (24 bits, 16.7 million colors)

■Graphics Tablet (**2)

WACOM tablet recommended
FAVO, Intuos, Cintiq, PL series, etc.

■Supported input format

Image : BMP, CEL, DGA, LIF, PICT (*4), PNG, SGI, SKF, SOFTIMAGE, SVD (*1), TARGA, TIFF (*2)

Audio : AIFF (*3/*4), WAV (*3/*4)

*1 Rasterized after loading.
*2 LZW compression unsupported.
*3 Compression unsupported.
*4 QuickTime 6.0 or higher necessary

■Supported output format

Image : BMP, CEL, EPS, PICT (*2), PNG, RAW, SGI, SOFTIMAGE, TARGA, TIFF (*1)

Video : FLASH

*1 LZW compression unsupported.
*2 QuickTime 6.0 or higher necessary.

■CD-ROM drive

CD-ROM (or DVD-ROM) drive necessary for installing the applications

■USB port

Necessary for dongle connection

*1 Only USB port built-in on the motherboard supported. Cannot be used with expansion USB ports implemented using third-party PCI cards.

**1 May differ depending on the system requirements.

**2 System requirements for using graphics tablet. Use of graphics tablet is optional.

Price / System requirements - Mac OS X version



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[Package content]

Application CD-ROM
User's manual
Dongle, etc.

■ OS

Mac OS X English Operating System (OS)
10.3 (10.3.9)
10.4 (10.4.2 or higher)

■ CPU unit

Macintosh computer with Power PC G5 or G4 processor
Power Mac G5/G4, iMac, eMac, Mac mini, PowerBook G4, iBook, etc.
*1 Environment where the above mentioned OS operates comfortably.
*2 Computers not guaranteed by its manufacturer may not be supported.

■ CPU

PowerPC with G5 or G4 processor 800 MHz or higher (1.5 GHz or higher recommended)

■ Memory (**1)

512 MB or more necessary (1.0 GB or more recommended)

■ Free Space on HDD (**1)

1.0 GB or more necessary (3.0 GB or more recommended)
For installation of application : Approximately 50 MB
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As work space : 500 MB or more

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FAVO, Intuos, Cintiq, PL series, etc.

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Image : BMP, CEL, DGA, PICT, PNG, SGI, SKF, SOFTIMAGE, SVD (*1), TARGA, TIFF (*2)
Audio : AIFF (*3), WAV (*3)
*1 Rasterized after loading.
*2 LZW compression unsupported.
*3 Compression unsupported.

■ Supported output format

Image : BMP, CEL, EPS, PICT, PNG, RAW, SGI, SOFTIMAGE, TARGA, TIFF (*1)
Video : FLASH
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