

OpenToonz

Open Source Animation Software



Open source, which can be used by anyone free of charge

The source code of OpenToonz can be modified freely, based on the license. It can be used by anyone free of charge, for both commercial and non-commercial projects. It can be used in all kinds of scenes, such as professional production, amateur production, and school education.



Highlights



Powerful Digital Drawing Tools

Vector and bitmap drawing tools with full support for graphic tablets allow you to create artwork of any complexity.



Indexed Colour Palettes

Sequence of drawings can be painted quickly with automatic tools, and palette colors can be edited at any time, updating automatically all the level drawings.



Effects and Compositing

Add animated special effects and composite scenes seamlessly. Blurs, lighting, keys, masks, warps and more than 100 other effects available.



Scripting

Automate routine tasks by using ECMA-compatible scripting engine.



Scan and Cleanup

Automatically scan and vectorize paper drawings created by animation artists. Clean and paint them in a completely color-consistent digital environment.



Frame-by-frame Animation

A complete toolset for traditional frame-by-frame animation with configurable onionskin. Automatic creation of inbetween frames for vector shapes,



Motion Tweening

Complex movements can be defined by linking objects or using motion paths, and everything can be also animated in a 3D environment, with an automatic multiplane effect.



Bones

Animate your characters using bones, with IK support and mesh deformations.

Downloading and Installing



Official Release



Custom Versions

A banner for the "Morevna Edition" of OpenToonz. It has a blue background. At the top, the word "OpenToonz" is written in white, with a white line-art illustration of a desk and papers below it. Underneath, the text "Morevna Edition" is displayed. Below that, a paragraph reads: "Free and open-source 2D animation software for Windows, Linux and OSX." At the bottom, there is a white button with the text "Download" and a small purple download icon to its right.



OpenToonz

<https://morevnaproject.org/opentoonz/download>


morevnaproject.org › opentoonz ▼

OpenToonz - Morevna Project

OpenToonz (Morevna Edition) - free and open-source animation software.



OpenToonz Startup



OpenToonz

Current Project

sandbox New Project...

Create a New Scene

Scene Name:

Save In: ome/kitekdd/.config/OpenToonz/stuff/sandbox/scenes ...

Camera Size: ... Add Remove

Width: 16 " Height: 9 "

Resolution: 1920 X 1080

Units: inch DPI: 120

Frame Rate: 24

Create Scene

Recent Scenes [Project]

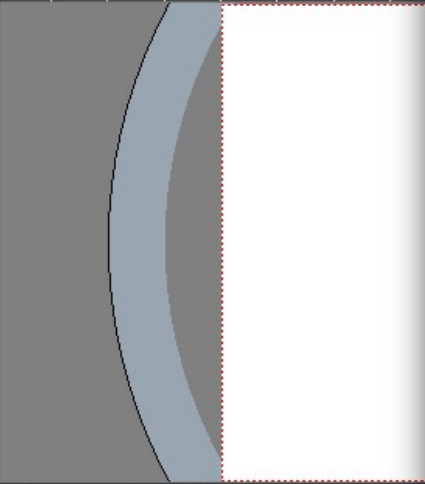
- first_animation [sandbox]
- car_moving [sandbox]
- test [sandbox]
- sb1 [sandbox]
- tr_! [sandbox]
- animal1 [sandbox]
- fx1 [sandbox]
- doba123 [sandbox]
- rt1 [sandbox]
- doba123 [sandbox]

Open Another Scene...

Show this at startup

Automatically Save Every 5 Minutes

[SCENE]: untitled6 :: Frame: 1 :: Zoom : 30%



1

Studio Palette

- Global Palettes
- Project Palettes

- No Styles -

Reset Position

Scene: untitled6...

Col1

Camera1

Frame	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

A 255

R 0

G 0

B 0

[SCENE]: untitled6 :: Frame: 1 :: Zoom: 30%

OpenToonz Startup

OT OpenToonz

Current Project
sandbox New Project...

Create a New Scene

Scene Name:

Save In: ome/kitekdd/.config/OpenToonz/stuff/sandbox/scenes

Camera Size: Add Remove

Width: 16" Height: 9"

Resolution: 1920 X 1080

Units: Inch DPI: 120

Frame Rate: 24

Create Scene

Recent Scenes [Project]

- first_animation [sandbox]
- car_moving [sandbox]
- test [sandbox]
- sb1 [sandbox]
- tr_1 [sandbox]
- animal1 [sandbox]
- fx1 [sandbox]
- doba123 [sandbox]
- rt1 [sandbox]
- doba123 [sandbox]

Open Another Scene...

Show this at startup

Automatically Save Every 5 Minutes

Reset Position

Scene: untitled6...

1's >>

Col1

Camera1

Frame

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

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18

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22

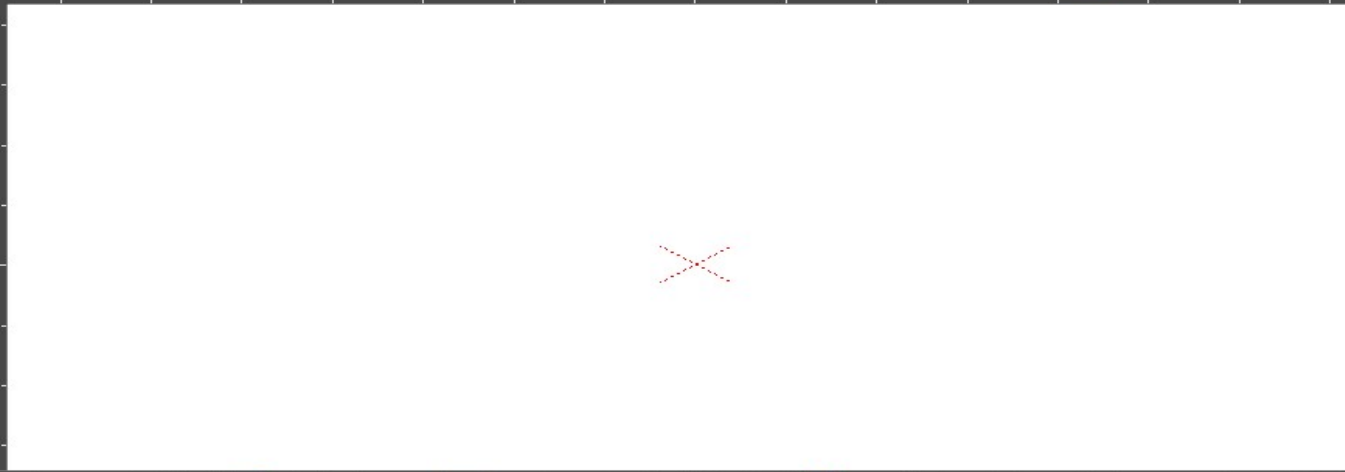
23

Interface



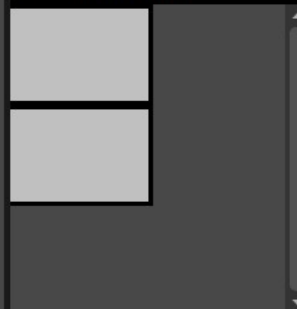
Reset Position

[SCENE]: test1 :: Frame: 1 :: Zoom : 49%

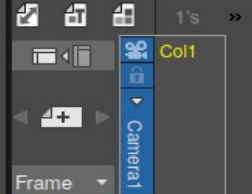


Level Strip

- No Current Level -



Scene: test1 :: ...

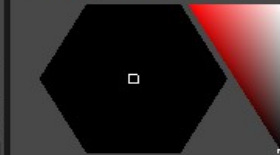


Frame

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16	
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19	
20	
21	
22	
23	

[CLEANUP] Palette : | ...

Color Settings



H 0

S 0

V 0

A 255

R 0

G 0

B 0



1

Studio Palette

- Global Palettes
- Project Palettes

Level Palette:

- No Styles -



Reset Position



Level Strip

- No Current Level -

Scene: test1 :: ...

1's >>

Col1

Camera1

Frame

1	
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23	

[CLEANUP] Palette : | ...

Color Settings

H 0

S 0

V 0

A 255

R 0

G 0

B 0

FPS -- / 24

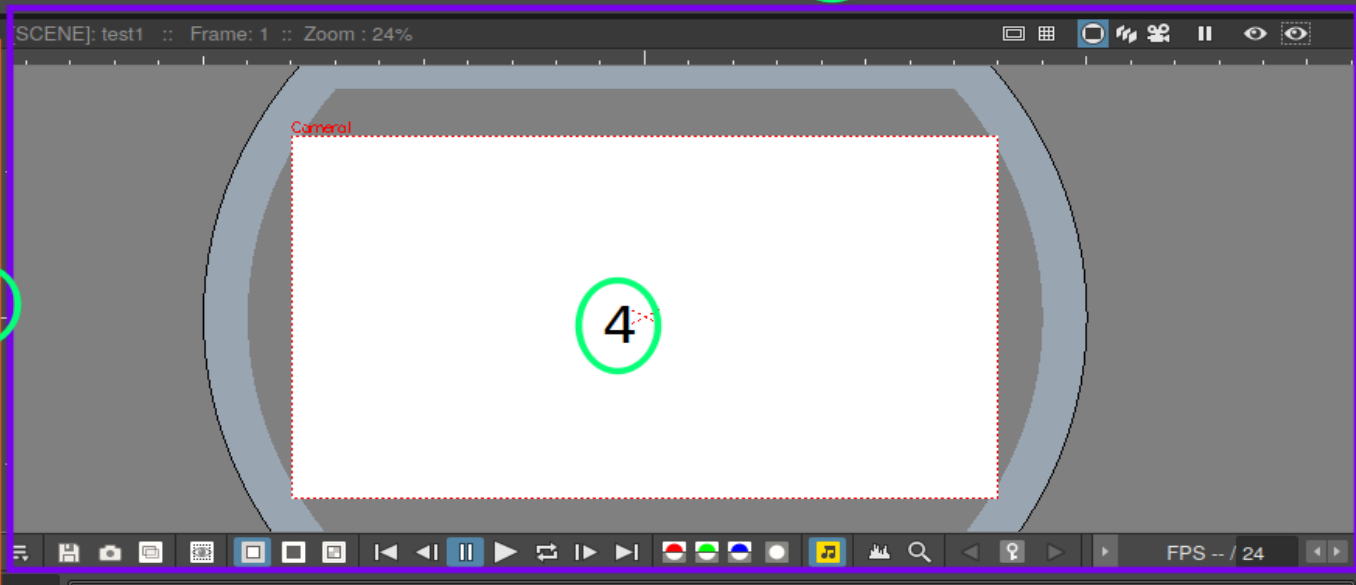
Studio Palette

- Global Palettes
- Project Palettes

Level Palette:

- No Styles -





Level Strip

No Current Level -

Scene: test1 :: ...

Col1

Camera1

Frame

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

[CLEANUP] Palette : | ...

Color Settings

Color palette

5

6

The right side of the interface contains several panels. The 'Level Strip' panel shows 'No Current Level'. The 'Xsheet' panel shows a timeline for 'Scene: test1' with a column for 'Camera1' and frames 1 through 23. The 'Color' palette is visible below the Xsheet. A green circle with the number '5' is placed over the Level Strip, and a yellow circle with the number '6' is placed over the Xsheet.

Studio Palette

Global Palettes

Project Palettes

Level Palette:

- No Styles -

7

The bottom of the interface features the 'Studio Palette' and 'Level Palette'. The Studio Palette shows 'Global Palettes' and 'Project Palettes'. The Level Palette shows '- No Styles -'. A green circle with the number '7' is placed over the Level Palette.



File Edit Scan & Cleanup Level Xsheet Cells Play Render View Windows Help

Menu bar

1

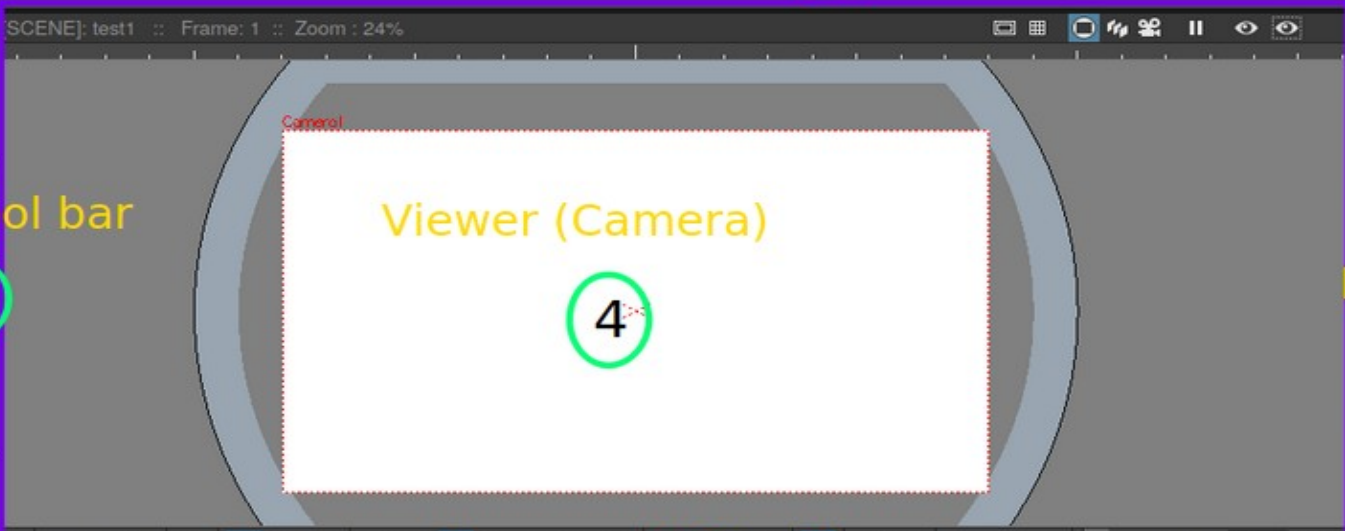
Basics Cleanup Drawing Timeline Animation Palette Xsheet Browser Farm

Rooms

2

Tool bar

3



Viewer (Camera)

4

FPS -- / 24

Level Strip

No Current Level -

[CLEANUP] Palette : | ...

Color Settings

Level Strip

5

Scene: test1 :: ...

Col1

Camera1

Frame

1	
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23	

XSheet (Timeline)

6

Studio Palette

- Global Palettes
- Project Palettes

Level Palette:

- No Styles -

Level Palette

7



Vector & Raster Images

Raster graphics are comprised of colored pixels arranged to display an image.

Vector graphics are made up of paths, each with a mathematical formula (vector) that tells the path how it is shaped and what color it is bordered with or filled by.



Frame by Frame Animation

by

OpenToonz

Product 1

Product 2



Planets revolving around the Sun

Simple Animation

by

OpenToonz

Product



Sureshababu P P



Moving Car Animation

by

OpenToonz

Product 1

Product 2



Shape Tweening Animation

by

OpenToonz

Product



Sureshababu P P



Effects in Animation

by

OpenToonz

Product



Sureshababu P P



Pythagorean Theorem

by

OpenToonz

Product



Sureshababu P P

