



Give video a cartoon look.

ToonIt! for Video



plugins for After Effects, Final Cut Pro,
Motion, and Premiere Pro

[from: Digital Anarchy

f/x tools for revolutionaries]



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Introduction to ToonIt!

This plugin set is a collaboration between Digital Anarchy and the technology company Toonamation.

More info to come here.



Toonamation





Breakdown of ToonIt! filters

There are four fabulous plugins in this package.

Roto Toon

This is the filter that you will probably use the most. It is the full ToonIt! package working together. This filter contains the internal rotoscoping and edge detection composited together to produce a fully-fledged cartoon effect. Three rotoscoping algorithms plus a half-tone effect, the entire Outlines set, individual blurring and detail parameters, the works!

Outlines Only

This filter contains all of the edge detection algorithms included in ToonIt! This will disregard all the color in the footage and reduce it to edges on a white background, which can be kept as is or composited back onto the original footage. Soft Edges with mild shading, hard Comic edges, ink & paint Shadow fills, and noise Stippling are all included and are fully customizable.

Goth

This filter will run the internal rotoscoping algorithm to flatten the entire image into three colors, a dark, a light, and a midtone. You can change the algorithm used, the midtone color, and how much or little the image is affected. This produces a very high contrast effect for extreme stylization.

Blacklight Edges

This filter will run the ToonIt! edge detection algorithm on your footage and map a specialized color gradient to the resulting edges, making your image stand out as if the edges have been placed under a blacklight.

Macintosh Installation

ToonIt! is supported on Mac OS X, all variants. We do not support OS 9.0 for this product. ReSizer works in After Effects 5.5 +higher, including AE CS3. It is compatible with FCP 4.0 +higher, Motion 2.0 +higher, and Premiere Pro 2.0 +higher.

Install for After Effects

To install for After Effects, double-click on the ToonIt.dmg to mount the volume to your hard drive. Go into the mounted disk image and the 'AE' folder. There is one installer for all versions of After Effects. Double-click the 'ToonIt for AE.mpkg'.

You need to designate both the drive to install to AND the install location. Choose the 'Plug-ins' folder for your version of After Effects when prompted to do so.

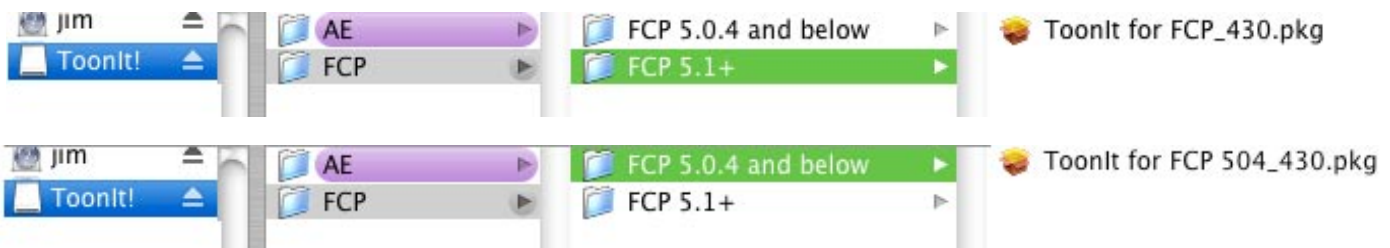
The path should be something like this:

[Hard Drive/Applications/After Effects/Plugins](#)



Install for FCP/Motion

To install for Final Cut Pro and Motion, double-click on the ToonIt.dmg to mount the volume to your hard drive. Go into the mounted disk image and the 'FCP' folder.



There are separate installers for FCP 5.1 + higher and an installer for FCP 5.0.4 +lower. This is because versions 5.1 +higher support a new Apple standard for plugins called FxPlug. Double-click the appropriate 'ToonIt for FCP.mpkg'.

For FCP/Motion, you only need to designate the drive to install. You do not need to choose the install location. The path that ToonIt! installs to automatically is part of your System.

For FCP 5.1 + higher, that path is:
[Hard Drive/Library/Plugins/FxPlug](#)

For FCP 5.04 + lower, that path is:
[Hard Drive/Library/Application Support/Final Cut Pro System/Plugins](#)

Where to find the tools

In After Effects, the ToonIt! filters will appear in a Digital Anarchy sub-menu in the Effects menu. ToonIt! filter names are prefixed with 'ToonIt'.

In Final Cut Pro and Motion, the ToonIt! filters will appear under a 'Digital Anarchy' folder in the Video Filters bin.

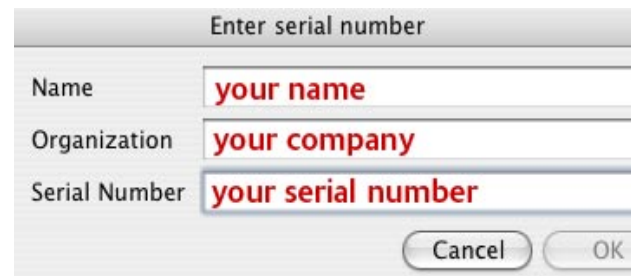
Activate your Serial Number

If you are using ToonIt! in demo mode, you will see a watermark through your footage. If you have purchased ToonIt!, you can unlock the watermark by entering your serial number.

First apply a ToonIt! filter to a layer. In Final Cut Pro or Motion, click the 'Register' button in the Effects palette. In After Effects, click the 'About' button in the Effects palette.

This will open a dialog box that asks for your Name, Organization, and Serial Number. If you have purchased the product, we sent you an email with this information. **If you are behind a firewall or off-line, you will be asked to contact us for additional instructions.**

Once you have serialized that first filter, the entire ToonIt! suite is activated for all host applications.



Installation: Windows

ToonIt! is supported in all current variants of Windows, from 98ME through XP Pro. --Note about Microsoft Vista?-- ToonIt! works in After Effects 5.5 +higher, including AE 7.0. It is compatible with Premiere Pro 2.0 +higher.

After Effects

Launch the ToonIt! installer and click the 'Next' button through the License Agreement. If you are installing the purchased version, you will be asked for your 'serial number', which is the serial number we sent you via email.

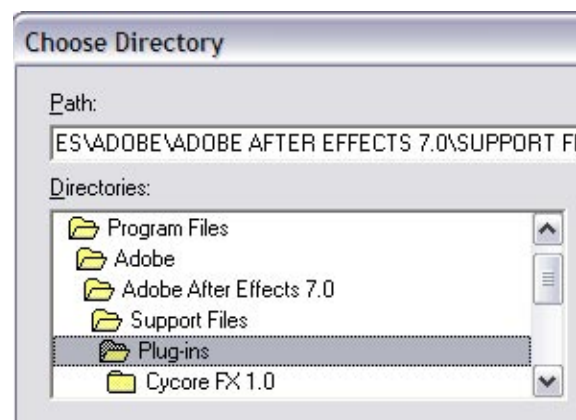
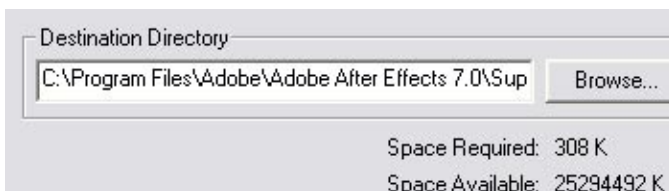
The next screen asks you which version of After Effects you'll be installing for. Select the appropriate version and click 'Next'.

Click 'Next' until you get to the 'Locate Destination' screen. Click on 'Browse' and navigate to Adobe After Effects directory on your hard drive. Select the 'Plug-ins' folder. Click 'Next'.

If you are installing to AE 6.0 +higher, your install path will be something like this: [C:/Program Files/Adobe/After Effects/Support/Plug-ins](#). If you are installing to AE 5.5, your install path will be something like this: [C:/Program Files/Adobe/After Effects/Plug-ins](#).

NOTE: This is important. You need to specifically choose the 'Plug-ins' folder as your destination, or the plugin may not work correctly.

You are ready to install. The installer will show a screen informing you of this. Click the 'Next' button to begin installation.



Premiere Pro

Launch the ToonIt! installer and click the 'Next' button through the License Agreement. If you are installing the purchased version, you will be asked for your 'serial number', which is the serial number we sent you via email.

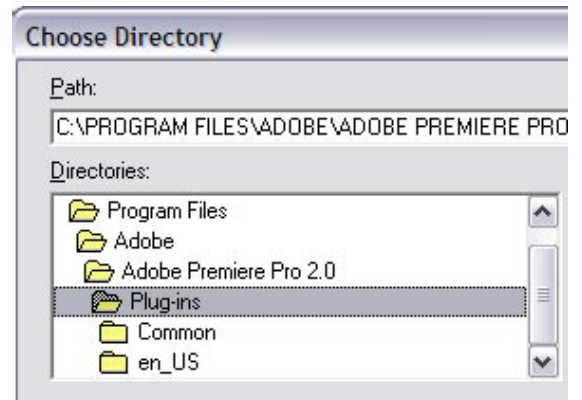
Click 'Next' until you get to the 'Locate Destination' screen. Click on 'Browse' and navigate to the Adobe Premiere Pro directory on your hard drive.

Open the 'Plug-ins' folder and select the 'Common' folder as the install directory. You are now ready to install ToonIt! into Premiere Pro. The install path should look like this:

`C:/Program Files/Adobe/Adobe Premiere Pro 2.0/Plug-ins/Common.`

NOTE: This is important. You need to specifically choose the 'Plug-ins' folder as your destination, or the plugin may not work correctly.

You are ready to install. The installer will show a screen informing you of this. Click the 'Next' button to begin installation.



Support & Registration

We hope that you find ToonIt! to give you all the control you could want, while simple enough that you can set everything up in a few minutes. It's our desire to make sure you're satisfied with your purchase. If you have any questions, comments, or whatever, we'd love to hear them. Send an email to info@digitalanarchy.com.

If you're having trouble with ToonIt!, please make sure you go through the introductory video tutorials available on www.digitalanarchy.com. If you have any technical problems or questions related to the filter, please email us at info@digitalanarchy.com.

Registration occurs when you purchase the filter. We register you in our database using the contact information you supplied upon purchase, and the serial number we've given you. If you need a serial number, installer, or any other material support, just contact sales@digitalanarchy.com.

Filter 1: Roto Toon

Roto Toon contains the internal roto-scoping and edge detection composited together to produce a fully-fledged cartoon effect. Three roto-scoping algorithms plus a half-tone effect, the entire Outlines set, individual blurring and detail parameters, the works!

List of parameters

This is the list of parameters. They are in a few exciting groups.

Blur Type

Select between a Box blur or a Gaussian blur for the roto-scoping algorithm to use.

Blur Radius

Sets the radius of the selected blur type. The higher this is, the less color detail will be apparent in the footage, or the color areas will blur together better.

Blur Thresh

Threshold of the blur effect. How much of the footage is actually affected by the blurring before being passed to the roto-scoping algorithm. The higher this value is, the more of the frame will be affected.

Blur Quality

Menu to switch between a Fast and High Quality blur. Leave this set to Fast so that any parameter tweaks or interaction is relatively quick, then set it to High prior to rendering.

Lighter

Will raise the brightness of the frame via a percentage value to take care of any unwanted color blending in the tooning process.



Roto

The meat of the plug-in! This menu allows you to select exactly which roto-scoping algorithm you'd like to use with your footage. There are three settings to choose from.

Use Roto1 The smoothest of the group. Blends analogous colors into smooth fields and holds the color true over the course of your footage. Uses Flatness and Simplicity parameters.

Use Roto2 A little rougher than Roto1, but preserves more detail and highlight information in the final render. Deactivates the Flatness and Simplicity parameters and uses the Strength and Level parameters.

Use Roto3 Bypasses the initial roto-scoping algorithm and gives you a rougher set of color fields with higher detail, but no customization other than the Blurring controls.

Flatness

This spreads the color field bands out across the footage, making highlights and shadows stand out a lot more, but also reducing the depth of the frame. The higher this is, the more 'flat' the footage appears.

Simplicity

Controls the amount of color detail left in the frame. The higher this is, the less detail you'll be able to make out in fields of color.

Strength

Sets how 'segmented' the video is when using the Roto2 algorithm. The higher this is, the more noticeable the areas between the fields of color become.

Level

Level controls the shape of the shadows and highlights in the final Roto2 render. If Level is low, then the shadows are smaller/narrower. If it is high, the shadows become larger and more pronounced.

Temporal Fix

While this is on, it preserves minor details such as highlights and fine edges after the roto-scoping algorithm has been run. Turn this off for a fully softened frame.

Halftone

Checking this will activate a Halftone stylization to be rendered along with the toon rotoscoping. The dots will actively size and position themselves based on the luminance of the frame.

Dot Size

Determines the size of the halftone dots.

Red/Green/Blue Angle

Individually determines the 'printing' angle of the separate halftone dot colors.

Dot Quality

Allows you to quickly render the halftone or use a high quality version for the final render.

Use Main Blur

Keeping this checked passes the Blur Type, Radius, Threshold, and Quality used in the Rotoscoping section down to the Outline section of the plug-in. If you want to have separately styled Outlines and Rotoscoped color fields, uncheck this.

Outline Color

This sets the final color of all the edge detection results. The default color is black.

Blur Type

Select between a Box blur or a Gaussian blur for the edge detection algorithm.

Blur Radius

Sets the radius of the selected blur type. Raising this will result in less defined edge areas, especially in areas with shading.

Blur Thresh

Threshold of the blur effect. How much of the footage is actually affected by the blurring before being passed to the edge detection algorithm. The higher this value is, the more of the frame will be affected.

Blur Quality

Menu to switch between a Fast and High Quality blur. Leave this set to Fast so that any parameter tweaks or interaction is relatively quick, then set it to High prior to rendering.

Soft

Checking this enables the Soft outline edge detection method. This generates fine edges with soft areas of shading.

Soft Strength

Determines the amount of soft shading present in the frame.

Soft Thickness

Determines the thickness of the major Soft edges.

Soft Outline Quality

Determines the quality of the effect. Set it to fast for better interaction while tweaking, and set it to High for the final render.

Comic

Produces harsh comic-book style edges with a little rough shading.

Comic Sensitivity

Determines how much detail will be picked up by the edge algorithm. Raising this will increase the amount of edge detail.

Comic Strength

Determines how heavily the Comic lines are drawn. Increase this for a heavier woodblock/linotype style effect.

Comic Thickness

Sets how thick the lines are drawn.

Comic Antialias

A percentage slider for the final result antialiasing to help tone down any jagged edges.

Comic Outline Quality

Determines the quality of the effect. Set it to fast for better interaction while tweaking, and set it to High for the final render.

Shadow

Check this to enable to Shadow edge detection effect. This will find the shadows of the image and fill them in with as much of the Outline Color as it can.



Shadow Threshold

Sets how much of the image is actually being filled in with the shadow.

Shadow Antialias

A percentage slider for the final result antialiasing to help tone down any jagged edges.

Stipple

Check this to enable stippling. This will use varying densities of noise to shade the image.

Stipple Density

Determines the amount of shading will be used in the image. Increase this for higher contrast and heavy noise.

Stipple Threshold

Sets how much of the image is affected by the stippling.

Blend with Original

Percentage slider that will fade the results back into the original image.

Filter 2: Outlines Only

Outlines Only contains all of the edge detection algorithms included in ToonIt! This will disregard all the color in the footage and reduce it to edges on a white background, which can be kept as is or composited back onto the original footage. Soft Edges with mild shading, hard Comic edges, ink & paint Shadow fills, and noise Stippling are all included and are fully customizable.

List of parameters

This is the list of parameters. They are very interesting.

Outline Color

This sets the final color of all the edge detection results. The default color is black.

Blur Type

Select between a Box blur or a Gaussian blur for the edge detection algorithm.

Blur Radius

Sets the radius of the selected blur type. Raising this will result in less defined edge areas, especially in areas with shading.

Blur Thresh

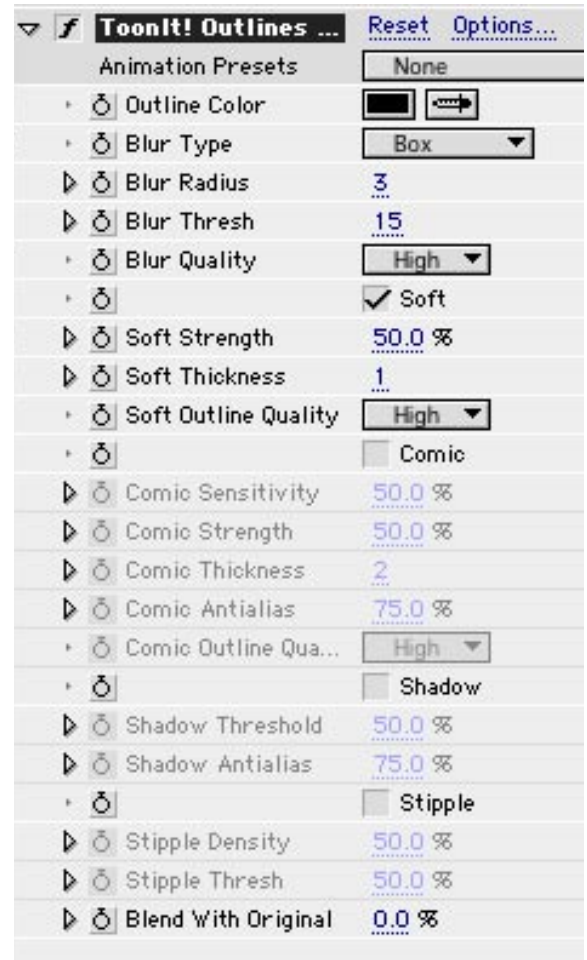
Threshold of the blur effect. How much of the footage is actually affected by the blurring before being passed to the edge detection algorithm. The higher this value is, the more of the frame will be affected.

Blur Quality

Menu to switch between a Fast and High Quality blur. Leave this set to Fast so that any parameter tweaks or interaction is relatively quick, then set it to High prior to rendering.

Soft

Checking this enables the Soft outline edge detection method. This generates fine edges with soft areas of shading.



Soft Strength

Determines the amount of soft shading present in the frame.

Soft Thickness

Determines the thickness of the major Soft edges.

Soft Outline Quality

Determines the quality of the effect. Set it to fast for better interaction while tweaking, and set it to High for the final render.

Comic

Produces harsh comic-book style edges with a little rough shading.

Comic Sensitivity

Determines how much detail will be picked up by the edge algorithm. Raising this will increase the amount of edge detail.

Comic Strength

Determines how heavily the Comic lines are drawn. Increase this for a heavier woodblock/linotype style effect.

Comic Thickness

Sets how thick the lines are drawn.

Comic Antialias

A percentage slider for the final result antialiasing to help tone down any jagged edges.

Comic Outline Quality

Determines the quality of the effect. Set it to fast for better interaction while tweaking, and set it to High for the final render.

Shadow

Check this to enable to Shadow edge detection effect. This will find the shadows of the image and fill them in with as much of the Outline Color as it can.

Shadow Threshold

Sets how much of the image is actually being filled in with the shadow.



Shadow Antialias

A percentage slider for the final result antialiasing to help tone down any jagged edges.

Stipple

Check this to enable stippling. This will use varying densities of noise to shade the image.

Stipple Density

Determines the amount of shading will be used in the image. Increase this for higher contrast and heavy noise.

Stipple Threshold

Sets how much of the image is affected by the stippling.

Blend with Original

Percentage slider that will fade the results back into the original image.

Filter 3: Goth

Goth will run the internal rotoscoping algorithm to flatten the entire image into three colors, a dark, a light, and a midtone. You can change the algorithm used, the midtone color, and how much or little the image is affected. This produces a very high contrast effect for extreme stylization.

List of parameters

This is the list of parameters. Pretty cool, hun?



Type

Selects which Goth algorithm will be used. Goth 1 has a heavy low color, and Goth 2 allows for more of the midtone to leak through the final result.

Color

Sets the color of the midtone color.

Level

Sets the threshold of the effect; determines how much of the image is affected or the 'depth' of the effect.

Color Width

Sets how wide the midtone color appears in the final render.

Blur Type

Select between a Box blur or a Gaussian blur for the edge detection algorithm.

Blur Radius

Sets the radius of the selected blur type.

Blur Thresh

Threshold of the blur effect. How much of the footage is actually affected by the blurring before being passed to the edge detection algorithm. The higher this value is, the more of the frame will be affected.



Blur Quality

Menu to switch between a Fast and High Quality blur. Leave this set to Fast so that any parameter tweaks or interaction is relatively quick, then set it to High prior to rendering.

Blend with Original

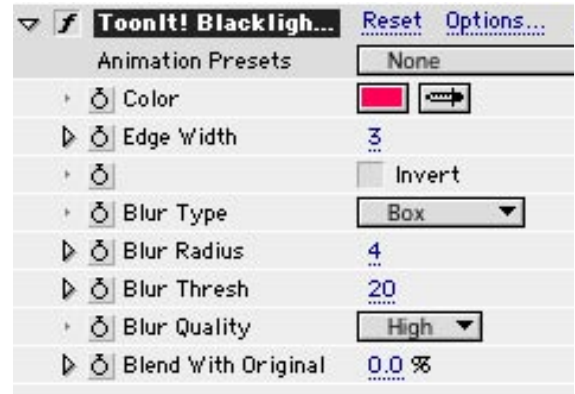
Percentage slider that will fade the results back into the original image.

Filter 4: Blacklight Edges

Blacklight Edges will run the ToonIt edge detection algorithm on your footage and map a specialized color gradient to the resulting edges, making your image stand out as if the edges have been placed under a blacklight.

List of parameters

This is the list of parameters. Watch them glow!



Color

Sets the color that is mapped to the edges. The color will be arranged in a varying gradient on the edges, mapped with it's complementary color directly at the extreme outside parts of the edges.

Edge Width

Sets the width of the rendered edges.

Invert

Inverts the effect.

Blur Type

Select between a Box blur or a Gaussian blur for the edge detection algorithm.

Blur Radius

Sets the radius of the selected blur type.

Blur Thresh

Threshold of the blur effect. How much of the footage is actually affected by the blurring before being passed to the edge detection algorithm. The higher this value is, the more of the frame will be affected.

Blur Quality

Menu to switch between a Fast and High Quality blur. Leave this set to Fast so that any parameter tweaks or interaction is relatively quick, then set it to High prior to rendering.

Blend with Original

Percentage slider that will fade the results back into the original image.