

The highest quality drawing and animation for 2D video games

Toon Boom Animation solutions are synonymous with 2D animation storytelling, allowing creators to generate content for multiple types of entertainment. Gaming is by far the biggest sector of the global entertainment industry, engaging more people than the TV, cinema and music sectors combined. The video game market is a natural fit for expansion of Toon Boom's creative software.



Credit for the IP to Oscar "[Gryphon509](#)" Romero, Gaming/Animation Solutions Specialist, Toon Boom Animation

Harmony 24 Gaming: brings the best 2D animation tools to game development, bridging the gap between content creation and the game engine of your choice.

BENEFITS

- Allows for the creation of IP in either paperless or cut out animation pipelines that pushes the limits of creativity
- Being one of the most recognised animation softwares, translates into an open market of resources who can develop your creatives
- Complete asset creation pipeline in one software and export to any game engine with ease
- Developing video games with Harmony opens the door for new projects from global animation studios looking to bring their TV series and feature films to the gaming world
- We don't just say our software is the best, our Emmy award for the tech speaks for itself
- Reliable support team, accessible when you need help (speak with our team live)
- Value, offering the highest quality software to maintain the integrity of your artistic expression

STANDARD FEATURES

- Advanced drawing engine
- Color management: innovative painting tools, manage your color palettes and swatches
- Traditional frame by frame animation or complex cut-out animation and rigging (using Game Bones)
- Deformers for textures and depth realism, using vectors and bitmap images
- Special effects and compositing
- Sound management and manipulation
- Seamless integration with Unity or export to the game engine of your choice



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NEW FEATURES

SYMMETRY DRAWING GUIDES

Three symmetry drawing guides are added to Harmony 24. Vertical Symmetry, Horizontal Symmetry and Dual Axis. When active, the symmetry guides mirror the strokes drawn by the artist by duplicating it on the other side of the guide. For example, using the Vertical Symmetry guide allows artists to quickly draw characters without having to draw both sides.

PENCIL LINES WITH OPACITY

The Pencil tool is improved to support opacity variations on lines as they are drawn. Artists control the amount of transparency on lines by applying more or less pressure on their stylus, giving them more control over the look of their drawings. The resulting pencil lines have a more natural look, while still retaining the ability to be easily reshaped using the contour editor in the cleanup phase.

NEW BRUSH PROPERTIES FOR AN EVEN MORE NATURAL LOOK

New properties are added to the Brush tool to randomize the position of the brush tip when generating textured strokes. These properties will help improve the natural look of textured brushes and will open new artistic possibilities. Brushes that mimic soft brushes, sponges and air brushes will now be easier to create, as well as replicating brushes in from other drawing softwares.

NODE VIEW PORT FILTERING

Port names and filters can now be used in the Node view to simplify the node graph when applying effects to complex characters. This feature allows the user to name ports in the node graph then use filters downstream in order to request the image coming from those ports, instead of pulling a cable to access the image.



Try Harmony 24 Gaming for free for 21 days!
Visit toonboom.com



To download the free Harmony Gaming SDK for Unity visit the Unity Store, keywords: Toon Boom Harmony

For more information regarding Toon Boom Harmony Gaming, please visit: toonboom.com and docs.toonboom.com

You can also find video content for our full line of software at youtube.com/@ToonBoomAnimation