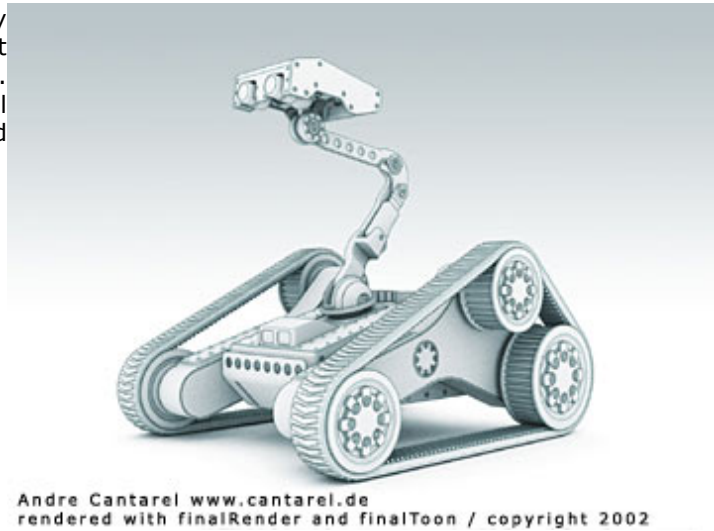


# finalTOON

Cebas finalToon  
non official logo by Volker "Don" Uffellmann

Many things have been said on delay about finalToon. It was previously announced three months ago. Now that new Discreet DCP (Discreet Certified Plugin) program is official, we understand why ft was delayed. finalToon (and future Stage1 !) is now a Discreet line product, still developed by Cebas but packaged, marketed, and sold by Discreet and their resellers (TurboSquid).

Well, stop talking marketing, let's see this amazing toon renderer !



■ I don't know others cartoon renderers as well, just have tested some, so I won't write here a full comparison. finalToon is first really powerfull, and also really simple and intuitive to use ! Of course, ft is able to renderer outlines, hidden outlines, visible/hidden folds, and visible/hidden creases. Well, nothing new right now, but ft is powerfull to control the aspect of these outlines ! ft is also the sole toon renderer to fully support reflections and refractions ! For example, if one outline is hidden on an object but visible by reflection on another one, this edge will be rendered ! The problem with black outlines not showing in shadow aera has also been solved.



finalToon is implemented from different ways : it takes place as RenderEffect, allowing ft to be useable with all 3dsmax renderers (scanline, future finalRender Stage1, Vray, brazil). A big advantage of such a RenderEffect implementation is also to test ft settings in realtime (Interactive option), even if ft is revealed as a fast renderer anyway ! By this RenderEffect, you acces to all parameters about outlines, hatching, render options, etc. These parameters are globals, for all the objects in the scene which haven't an ft material with some locals parameters.

■ To take full control on a specific object, you have all toon shading options and also local access to illustration options. Indeed, the same as RenderEffects options but for this material, contrary to globals. You get such options with the finalToon material which allow you to use any shading (blinn, phong etc) and with the finalToon shader.

As said, fToon support real reflections and refractions. You got then three new maps : *finalToon Flat Mirror*, *finalToon Reflect/Refract*, and *finalToon Thin Wall Refraction*. This will also allow you to create mixed scenes, with standard non-edged objects and some fToon objects, even with reflections and refractions.



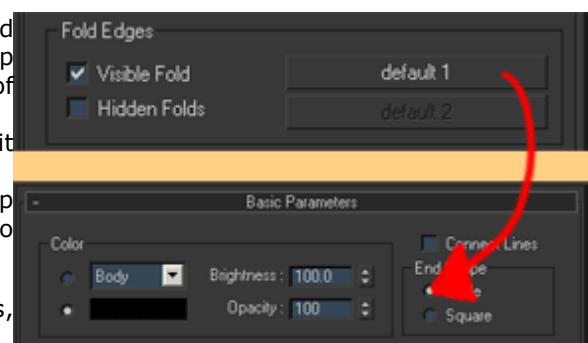
finalToon also add a "lines" element to 3dsmax standard render elements, to be able to separate outlines from the render. You can of course separate visible lines from hidden lines, etc.

■ As I said above, ft is really powerfull to control 2D and 3D aspect, as opacity and thickness in relation with Z depth, 2D slash, pressure, etc effect ! You even can map many parameters, as color, shadows, thickness, opacity and bump !! Yes we talk of edges !!

You can also make renderable the outlines between materials ID, and use the Edit Mesh edged visibility functions to render a specific edge on a mesh !

Here on the left, you get the two main interfaces for edges looking (click on both top and bottom part of the image). The settings from one edge is also copiable to another one (drag n drop like a map).

You finally see the settings for outlines. Look also the mapping possibilities for edges, to add grain, opacity breaks, etc.



■ Hatching : the hatching is a new way to fill surface or shadows. You got with fT a new map, *finalToon Hatching*, which allow you to fill surfaces and shadows with a pattern map, and set some variations parameters (opacity, size variation, angle, etc). You can assign this map into each map channel, and on the shadows, body, specular etc channel of the fT shader. This way you can add some "pencil touch" into your renders, which added to good outlines setup will allow you to approach a cartoon drawing.

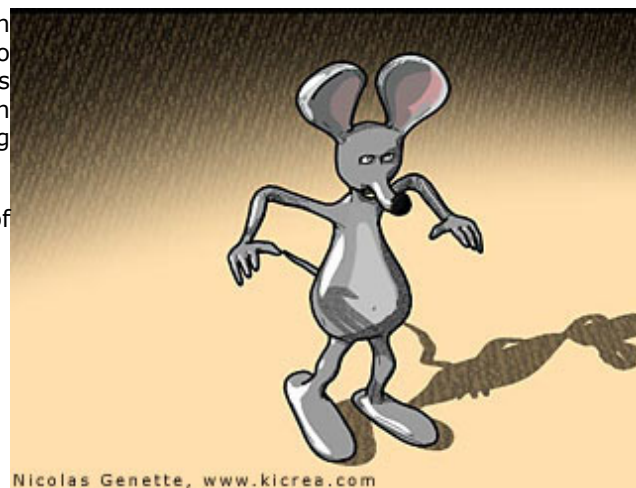
on the same way, you can add a specific background to your render which will play the role of your paper sheet ! fT will then use this background to deform the render accordingly to this "paper surface" (grain, grooves, etc) !

#### ■ Flash/AI exporter

finalToon support .ai (illustrator) and flash export. One big regret is that fToon doesn't export surface to flash but only outlines. Of course you can import ai into flash for stills, but it's a big lack for flash animation. Of course, this will be solved in future version !

■ I've not describe all functions in details, but I hope you have seen enough about finalToon DCP to make your own opinion. I've not actively participated to alpha/beta test, but all I can say is that each time I've test/ude it, I was successfully surprised by it's "simple but powerfull" implementation. Really an intuitive product. Oh, don't forget fToon will be include into the upcoming finalRender Stage1 !

Check also the [PixelGrind](#) website, which has some fToon animation, and of course [Destiny](#), by Steve Weber !



Nicolas Genette, 20/01/2003

Render Elements

Add ...Merge ...Delete

☒ Elements Active☒ Display Elements

	Enabled	Filter E...	Type	Output Path
on Lines	On	Off	finalToon Lines	
on Lines	On	Off	finalToon Lines	

Selected Element Parameters

☒ EnableName: finalToon Lines

☐ Enable FilteringFiles ...

Output to **combustion**<sup>™</sup>

☐ EnableFiles ...

finalToon Render Elements

☐ Visible Folds☒ Visible Intersections☐ Visible Mtl IDs

☒ Hidden Folds☐ Hidden Intersections☒ Hidden Mtl IDs

☐ Visible Creases☐ Visible Angles☐ Visible UDVs

☐ Hidden Creases☐ Hidden Angles☐ Hidden UDVs

Shadow Color: Map #2 halToon Hatching

Parameters

Stroke Mask: s Max\Beta tests Stage1\hatch\001.tif

Map Size: 256Premultiplied Alpha☒

Stroke Size: 30.0%Shading Steps: 8

Stroke Color

☒ From Mask☐ ☐ None

Stroke Fading

☒ Fade Out☐ Threshold 0.5

Crossed Strokes

☒ Crossed StrokesPosition: 0.5

Stroke Density

Density: 100.0%Shadow Decay: 2.0

Min Level: 20.0%Light Rise: 1.0

Max Level: 80.0%

Stroke Homogeneity

U-Axis: 100.0%Rotation: 100.0

V-Axis: 100.0%

Coordinates

☒ Texture☐ EnvironMapping: Explicit Map Channel

☒ Show Map on BackMap Channel: 1

OffsetTilingMirror TileAngle

U: 0.01.0☐ ☒U: 0.0

V: 0.01.0☐ ☒V: 0.0

☒ UV☐ VW☐ WUW: 0.0

Blur: 1.0Blur offset: 0.0

Noise