



Animation Magazine
Golden Pixie Award
1999



RETAS! PRO



Revolutionary Engineering Total Animation System

The most powerful and versatile software applications to enhance the productivity of animation creators!

PencilMan v1

Digital age drawing tool that makes animation paper unnecessary.

PencilMan is an application that allows the creation of layouts, key animation, and inbetweens on the computer. When all the animation drawings are done on a tablet the entire production process becomes digital making animation paper unnecessary and creating a completely paperless environment, as well as making creative exchange over a network possible.

PaintMan v5

Easy & speedy painting tool for handling large production project.

PaintMan is for painting traced pencil drawings with high speed sequential paint gap auto-close, sequential color replacement and also features the world's first auto-airbrush effect batch processing.

CoreRETAS v5

Powerful & flexible editing and rendering tool with 3D integration.

CoreRETAS gives you a traditional exposure-sheet with true freedom of camera work simulations and unlimited digital special effects through plug-ins.

TraceMan v5

Image scanning & line tracing tool ensures the highest quality animation.

TraceMan brings sequences of animated pencil drawings into the computer via scanners and clean up the outlines for most efficient painting.

QuickChecker v1

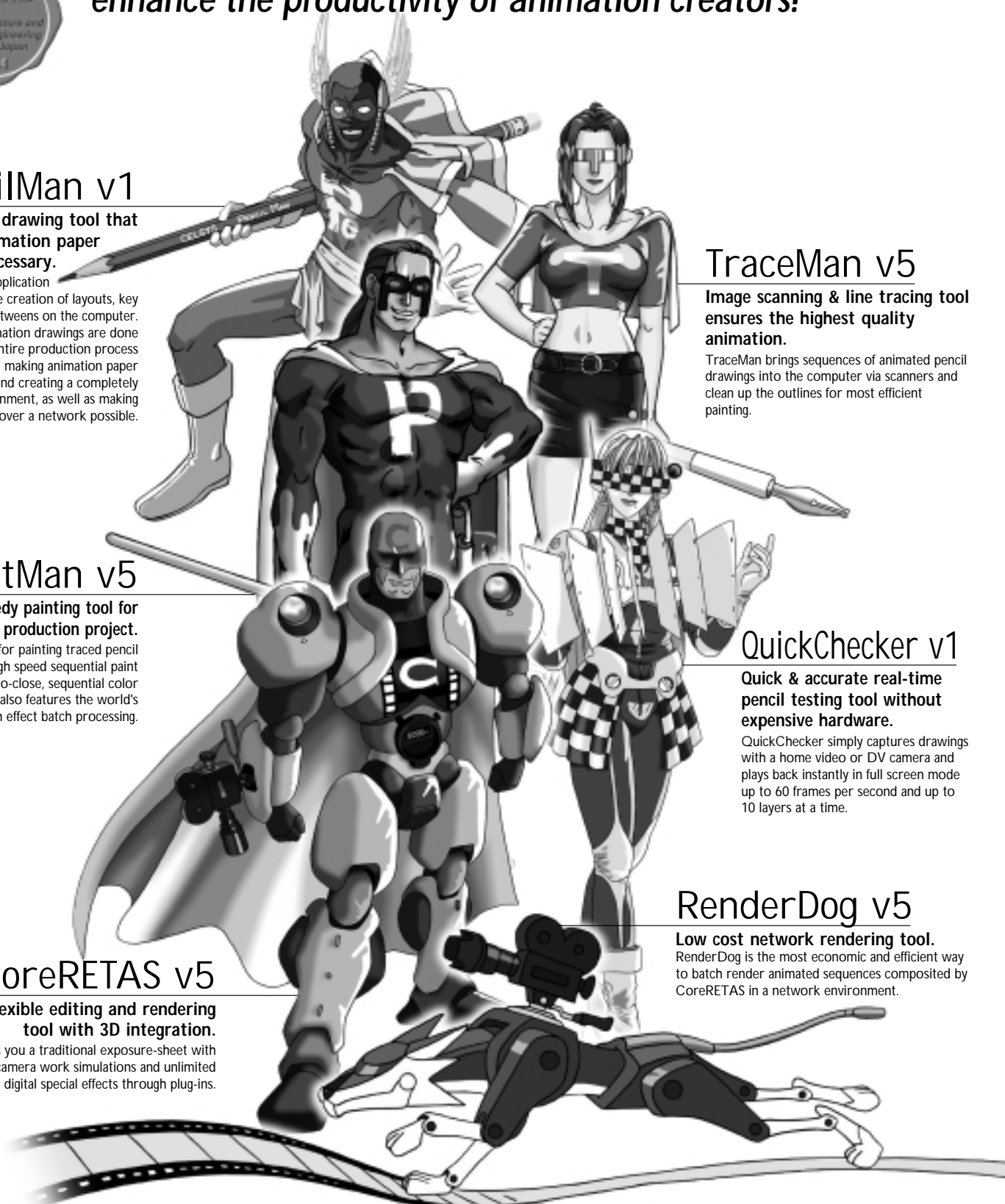
Quick & accurate real-time pencil testing tool without expensive hardware.

QuickChecker simply captures drawings with a home video or DV camera and plays back instantly in full screen mode up to 60 frames per second and up to 10 layers at a time.

RenderDog v5

Low cost network rendering tool.

RenderDog is the most economic and efficient way to batch render animated sequences composited by CoreRETAS in a network environment.



cost-effectiveness · ease of operation · expendability · flexibility · cross-platform

Download Demo Now!

<http://www.retas.com/>

RETAS! PRO is No. 1 in every category!

Helping the animation industry evolve from traditional production methods to more versatile digital technology, RETAS is the standard for professional production support tools.



1. The flexibility of digital animation production

RETAS!PRO v5 Infinity adds film quality output to video, game, and other formats for resolution independent output.

Designed to maximize existing resources, RETAS can be used on existing computers and brings full production to the desktop.

Since digital data has no degradation over time the images can be used again at any time in the future.

2. Tools which allow creators to turn their ideas into reality

Live action, 3D and other images can be imported and used along with digital cels.

Up to 100 layers can be simultaneously composited. Since animation libraries can also be imported to the exposure sheet almost limitless combinations are possible.

Many different special effects are available through plugin filters and more are constantly being added.

3. New users will be ready to work almost immediately

RETAS leads the market in Japan in the number of installed systems and it is being used in a wide range of production sites.

With versions for both the Macintosh and Windows, RETAS is not only cross-platform but user friendly and anybody will find it easy to operate.

4. RETAS fits easily with the existing production flow of a studio

Because the system consists of a series of separate modules - trace, paint, checking, camera and rendering. RETAS can be made to fit projects of any size and is easily expandable for future projects.

Operating on inexpensive normal PCs, RETAS makes expensive UNIX workstations unnecessary. Large networks become very cost effective to install and support making even the largest projects possible.

English, Chinese and Japanese language versions are available ensuring compatibility with other studios anywhere in the world.

5. Continuously evolving software

The system was developed in large part through listening to the needs of the various production sites using the software.

Resizable and configurable palettes allow the user to work with the largest work space possible.

Customizable keyboard shortcuts make operation easier.

A variety of file import/export and special effects filters can be plugged in allowing great expandability.

USB hardware key for the MacOS is now available and RETAS may be used on the iMac.(Excluding TraceMan)

"Spider-Man" ©2000 Marvel Characters, Inc./"American Tail" ©2000 Universal Studios, Inc./"Invasion America" ©2000 DreamWorks SRG./"CYBERSIX" ©2000 TMS Entertainment, Ltd & NOA.

Macintosh Version

CPU	PowerPC (iMac OK) / 150MHz or Higher
OS	MacOS 8.0 or higher
Other	ADB or USB port required for dongle; QuickTime 3.0 or Higher
Memory	90 MB minimum, 128 MB or higher recommended
Monitor	800x600 pixels or higher / full Color (16.7 millions)

Windows Version

CPU	IBM Compatible / 200MHz or Higher
OS	Windows98/NT4.0(SP3 or higher)/2000
Other	parallel port required for dongle; QuickTime 3.0 or higher recommended
Memory	90 MB minimum, 128 MB or higher recommended
Monitor	800x600 pixels or higher / full Color (16.7 millions)

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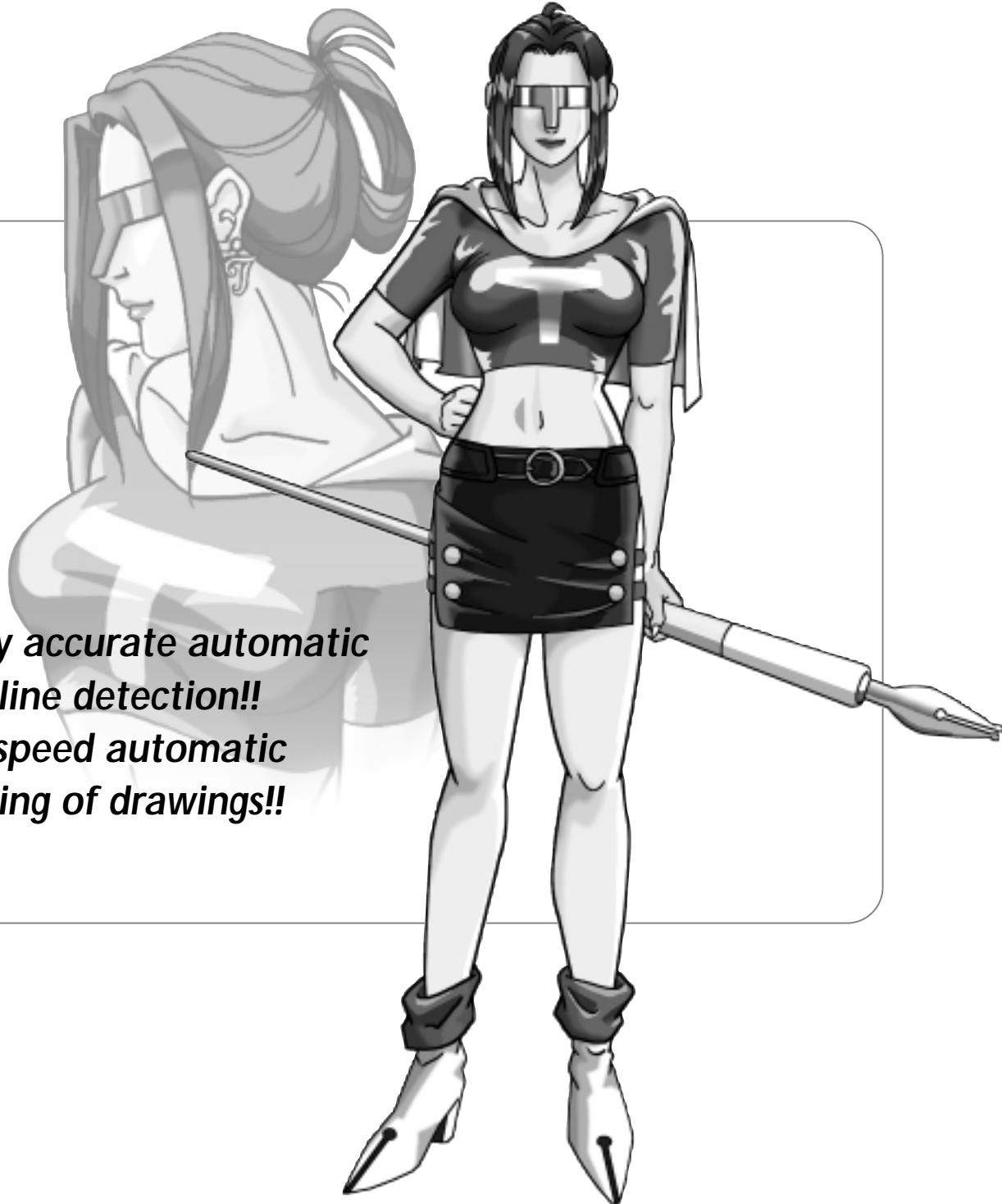
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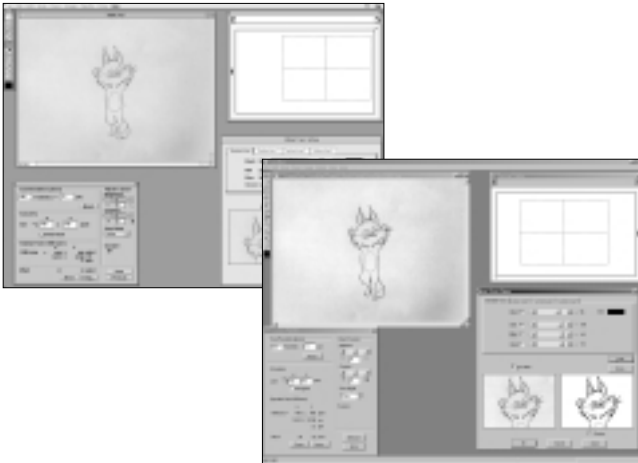
TraceMan v5

for Macintosh
and Windows98/NT/2000



***Highly accurate automatic
color line detection!!
High speed automatic
scanning of drawings!!***

TraceMan v5



Description

TraceMan is a software system which allows high speed input of large numbers of animation drawings into the computer systems via scanning.

In addition to the existing 2 color (monochrome) trace functions, the software now scans in grayscale allowing for perfect reproduction of all the nuances of the animator's original pencil lines. Lines of up to 6 colors can be used to divide color areas via automatic recognition and conversion to self-trace lines. Through the use of an automatic document feeder on the scanner the entire process becomes transparently automatic

Features

Grayscale trace function

- Garbage cleanup filter
- Wide variety of supported scanner (see below)
- Adjustment of scanned images (brightness, contrast, etc.)
- "Scene folder" system input (for production management)
- Support for rescanning images.
- 2 color (monochrome) trace function
- Automatic registration when using ADF
- TWAIN driver support (Windows)
- Automatic selection of save location for images in the same level.
- Support for scanning of large images in multiple sections.
- Selection and modification of layers that scanned images will be placed in
- Supported file formats (input/output): TGA (recommended format), PICT, BMP

Grayscale lines may be changed to color

- Automatic scanning feature
- Batch processing of previously scanned and stored images
- Settings may be freely changed at any point in the process.
- Preview image allows user to set scale and rotation of images.
- Automatic recognition of color trace lines (up to 6 colors)
- Animation check function
- Image copy and paste
- Allows scanning according to field chart
- Automatic processing of images in subfolders.

System Requirements

Macintosh

CPU	PowerPC (recommended 150MHz or higher)
Memory	90MB (recommended: 128MB or more)
OS	MacOS 8.0 or later
SCSI	Macintosh onboard SCSI (Standard SCSI bundled with system) Adaptec PowerDomain 2930U or 2940UW
Monitor	24bit Full Color 800x600 or higher (recommended: 1024x768)
Other	ADB or USB port

Windows

CPU	Pentium (or compatible) 166MHz and faster
Memory	90MB + (recommended: 128MB)
OS	Microsoft Windows 98 or Windows NT 4.0 (Service Pack 3 or later)
SCSI	Adaptec or ASPI driver compatible
Monitor	24bit Full Color 800x600 or higher (recommended: 1024x768)
Other	Printer port

Supported Scanners

MacOS

Epson	GT series: 4000, 5500, 6000, 7000, 8000, 8500, 9000, 9600 ES series: 6000, 8000, GT-1200
HP	ScanJet series llcx, 3c, 4c, 4p, 5p, 6000 series
Seiko	CS-7151, CS-6151
Sharp	JX-325, JX-330, JX-610
Fuji Film	HC-1000 (camera scanner)

Windows

Epson	GT series: 4000, 5500, 6000, 7000, 8000, 8500, 9000, 9600 ES series: 6000, 8000, GT-1200
HP	ScanJet series llcx, 3c, 4c, 4p, 5p, 6000 series
Any TWAIN compliant scanner	
<ul style="list-style-type: none"> • ADF: HP and Epson ES-8000 • UDB Scanners are not supported • QuickTime 3.0 or later • A SCSI board is required for the use of TraceMan 	

Specifications are subject to change without prior notice All the company names and product names in this literature are registered.

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PaintMan v5

for Macintosh
and Windows98/NT/2000

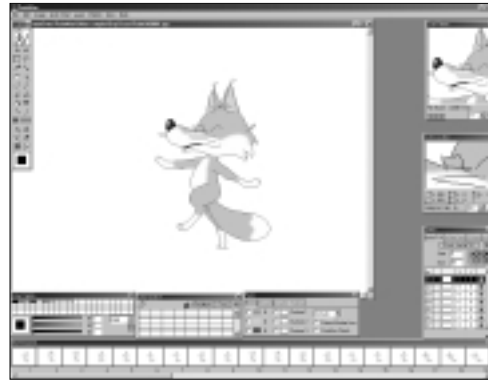


*Including the world's first
auto-gradation tool!!
Supports automatic closing
of gaps in outlines!!*

PaintMan v5



(Macintosh)



(Windows98/NT/2000)

Description

PaintMan allows the images input via TraceMan to be edited and painted with any of over 16 million colors. many functions for the conversion of animation images to color, with a highly refined user interface allows anyone to use the system for quick and uniform work. In addition to 2 level trace images, grayscale scanning which perfectly captures the nuances of the original pencil work has been added.

Features

Coloring of 2 level trace, multiple level trace (grayscale) images
 Any part of the grayscale lines can be modified or refined.
 Creation and editing of original color charts has been strengthened. (Drag & drop editing has been added and multiple charts can be simultaneously used.)
 Colors may be selected from the color model in the subpalette (mirror palette) window
 Animation check feature
 Smooth and uniform airbrush effects can be automatically added with the Airbrush Effect function.
 ColorSwitch function allows selected colors on multiple images to be changed simultaneously.
 Transfill automatic fill (tracking autofill of designated areas) function

Automatic joining of broken lines and gaps in lines
 Color Locator allows direct editing of colors
 Automatic overflow warning
 Fill extension tool
 Specific colors can be saved out to separate palettes (Batch management feature)
 Combination images are easily painted with the improved lightbox function
 Complete control over all individual aspects of fill palettes.
 Airbrush fade function has been added
 Fully customizable keyboard shortcuts improve efficiency
 Supported file formats (input/output): TGA (recommended format), PICT, BMP

System Requirements

Macintosh

CPU	PowerPC (recommended 150Mhz or higher)
Memory	90MB (recommended: 128MB or more)
OS	MacOS 8.0 or later
Monitor	24bit Full Color 800x600 or higher (recommended: 1024x768)
Other	ADB or USB port

Windows

CPU	Pentium (or compatible) 166MHz and faster
Memory	90MB + (recommended: 128MB)
OS	Microsoft Windows 98 or Windows NT 4.0 (Service Pack 3 or later)
Monitor	24bit Full Color 800x600 or higher (recommended: 1024x768)
Other	Printer port

• QuickTime 3.0 or later

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CoreRETAS v5 RenderDog v5

for Macintosh
and Windows98/NT/2000



CoreRETAS v5

*2D animation compositing
combining traditional camera
techniques with the incredible
flexibility of digital special effects!!
Ultra fast rendering with low
memory consumption!!*

RenderDog v5

*Outputs shots composited in
CoreRETAS in a wide
variety of formats and resolutions.*





Features

- CoreRETAS exposure sheets are read identically to traditional exposure sheets but they allow for multiple sheets and the nesting of sheets within others
- High quality inbetweening (Version 5.0 has improved keyframe settings, fairing/cushion settings, improved inbetweening dialog.)
- Traditional camera stand simulation (Track up, track back, pan, follow, current pegbar, current layer options with easy and precise offset settings.)
- Cels may be grouped by virtual pegbars
- Animation libraries may be easily added in as layers
- Parenting of cel layer allows easy grouping and manipulation
- Previews may be made at any time to check the timing currently set in the exposure sheet
- Measurements can be set to millimeters or inches.
- Exposure sheet marking function
- Order of cel levels can be easily changed at any time
- Special effect plugin filters (Improved plugin compatibility)

Description

CoreRETAS has the same essence as the exposure sheet used in traditional animation. Animation images and backgrounds are composited, the camera is set and special effects are added then output to a digital disk recorder or similar device for real-time output. Images created or modified in other graphics software (retouching, 3D, etc.) can be imported allowing unlimited possibilities for animation imagery. RenderDog reads exposure sheets created with CoreRETAS and renders the final images for output. The use of distributed rendering allows for greater efficiency.

- Filters include soft blur, focus control, motion blur, smoothing, noise, video compositing mask, and others.
- Support for multiple processors (Windows NT)
- High speed Digital Disk Recorder (DDR) recording (via SCSI or Ethernet)
- Simultaneous write to DDR and internal hard disk drive supported
- 3:2 pulldown function and flicker-free output filter
- Improved rendering speed (20% faster than previous version)
- RLA Files (3D Studio Max) input support

Supported File Formats

- Input: Photoshop (PSD, support for layers), RLA (3D Studio Max)
- Output: TIFF (uncompressed), YUV, Interlaced YUV, AVI (Windows)
- Import/Export: TGA (recommended), PICT, BMP, QuickTime, SOFTIMAGE

System Requirements

Macintosh	
CPU	PowerPC (recommended 150Mhz or higher)
Memory	90MB (recommended: 128MB or more)
OS	MacOS 8.0 or later
SCSI	Macintosh onboard SCSI (Standard SCSI bundled with system)
Monitor	24bit Full Color 800x600 or higher (recommended: 1024x768)
Other	ADB or USB port

Windows	
CPU	Pentium (or compatible) 166MHz and faster
Memory	90MB + (recommended: 128MB)
OS	Microsoft Windows 98 or Windows NT 4.0 (Service Pack 3 or later)
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• QuickTime 3.0 or later

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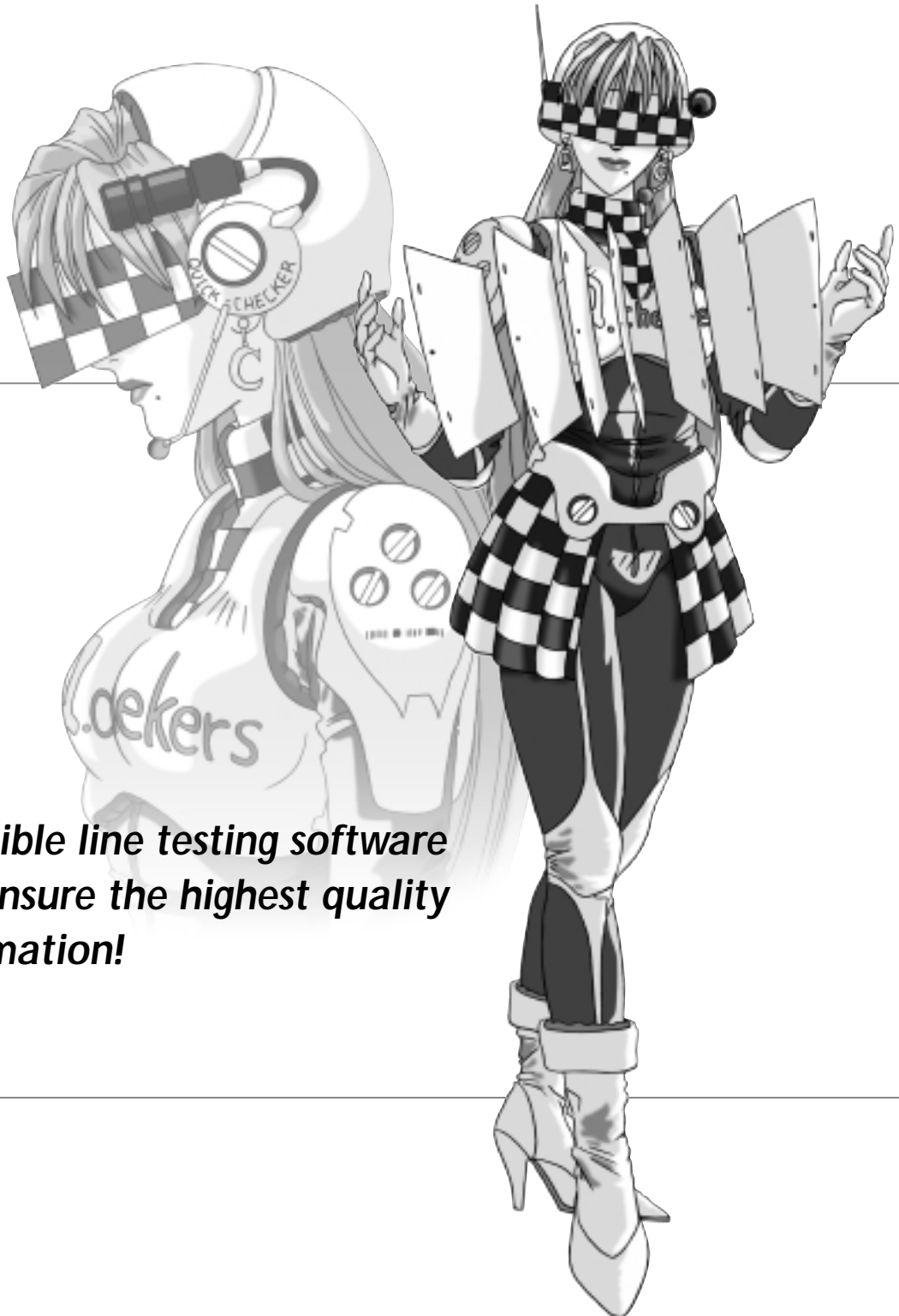
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Quick Checker

for Macintosh



***Flexible line testing software
to ensure the highest quality
animation!***

Quick Checker



Description

A new member has been added to the RETAS family: Quick Checker, key animation/inbetween animation line test check software. With features surpassing those of previously available software with a lower price, Quick Checker makes sure that the animation is of the very best quality possible.

Features

Streamlined interface which is compatible with other RETAS software modules.

With capture via video camera images can be captured as fast as they can be placed

Animation playback is via memory. With no need for image compression the images can be played back immediately.

Playback is always at the set frame rate insuring that the animator's carefully set timing will not be changed

Frame rate indicator shows the current frame rate and time code.

Audio playback is supported and files may be imported so that the animation can be checked with sound.

Audio file editing support (cut, insertion of silence, etc.)

Long duration scenes can be easily shot. (Playback duration is determined by the amount of available memory.)

Example : Memory size 128MB 256MB
 Playback duration 15 sec. 32 sec.

Note: Above durations are approximate and actual duration will depend on the amount of clear memory available to the software and the memory management capability of the operating system.

Supported formats

Input : Video signal (recommended), PICT, AIFF (audio)
Output : QuickTime Movie

System Requirements

Macintosh (excluding iMac)

CPU	PowerPC G3 233MHz or higher
Memory	128MB or more (recommended: 256MB)
OS	MacOS 8.0 or later
Video Input	Standard Macintosh video input, QuickTime API compatible video capture card. (Recommended: ATI Xclaim VR, Xclaim VR128)
Monitor	24bit Full color 800x600 or higher (recommended: 1024x768)
Other	ADB or USB port

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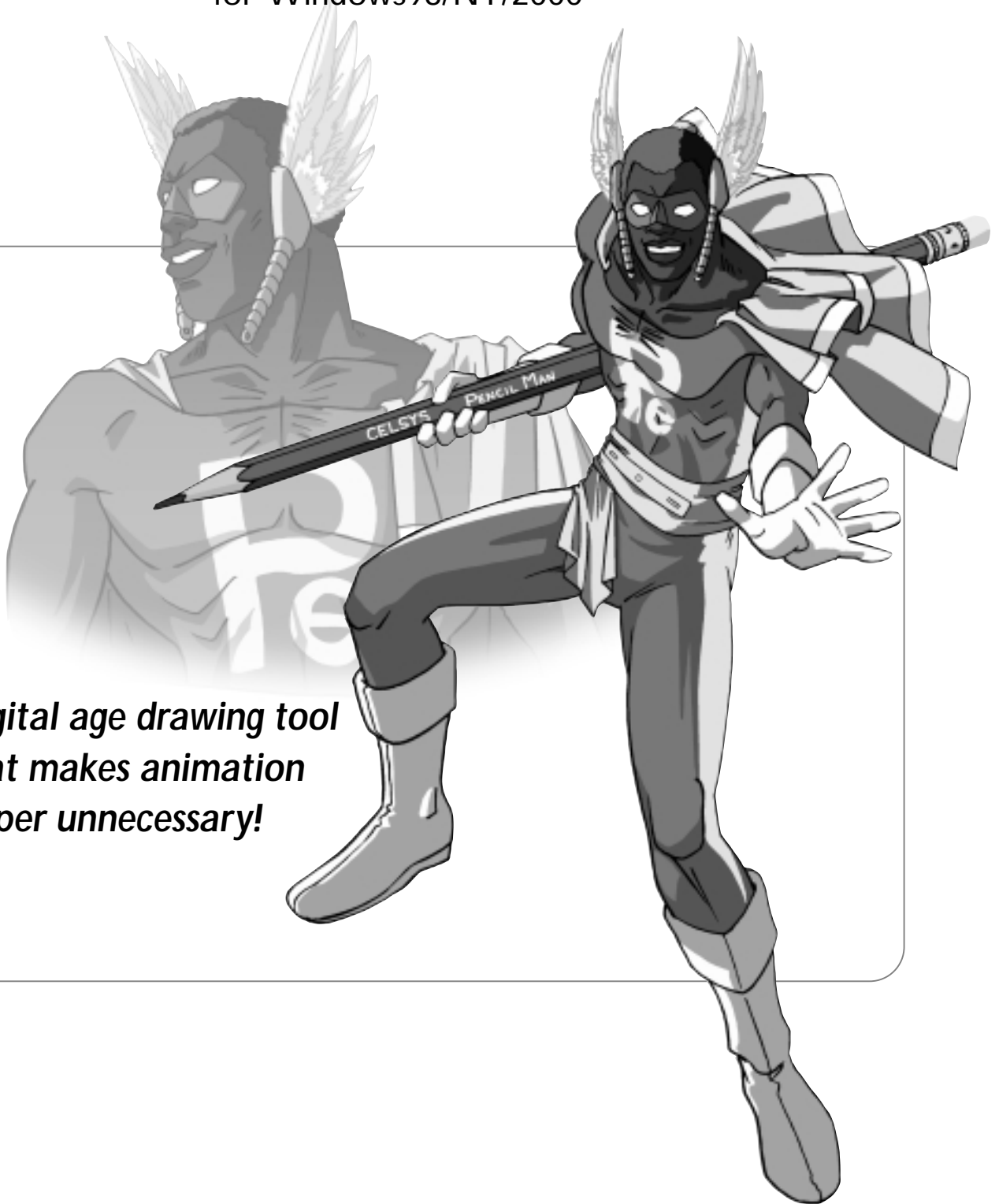
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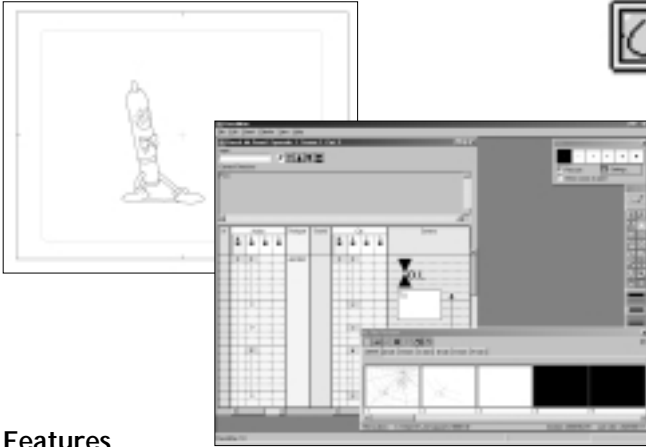
PencilMAN

for Windows98/NT/2000



*Digital age drawing tool
that makes animation
paper unnecessary!*

PencilMan v1



 PencilMAN

PencilMan is an application that allows the creation of layouts, key animation, and inbetweens on the computer. When all the animation drawings are done on a tablet the entire production process becomes digital making animation paper unnecessary and creating a completely paperless environment, as well as making creative exchange over a network possible.

Features

Exposure sheet

1. The PencilMan x-sheet interface is identical to traditional paper-based x-sheets. No special knowledge is required to operate it.
2. **Easy x-sheet input**
Key animation and inbetween indicators are typed into the selected x-sheet frames and can easily be modified. Once input, the system will automatically number the inbetween drawings.
3. **Camera work settings**
Common camera work like track in, track out, overlaps, etc. can be easily input into the x-sheet and modified.
4. **Dialogue settings and editing**
Dialogue may be typed into the x-sheet.
5. **Sound**
Sound files can be imported and the animation timing can be checked to insure that it is synchronized to the soundtrack.

Creation of Layouts, Keys, Inbetweens

1. **Support for high resolution**
Full support for the high resolutions of film and HDTV.
2. **Digital data from the very first step**
Since the tablet is used to draw in the animation there is no need for scanning and the overall efficiency of production is greatly increased.
There is no need for animation paper or paper x-sheets either so production becomes cleaner and is able to be more easily interchanged and modified over the network - truly paperless animation production.

Vanishing Point Settings

Guidelines for more easily determining perspective. Up to 3 points can be set, including distant points that fall outside the visible display area.

Rotate Tool

The drawing area can be rotated similar to the way that an artist rotates the paper he is drawing on. The image can also be scaled up and down as well.

Pencil Size and Pressure Sensitivity

There is a selection of 6 different sizes of pencil available. Line width can be controlled through the pressure sensitivity of the tablet as well.

Lightbox

Up to 8 layers can be stacked and "onion-skinned" so inbetweens, corrections and other drawings can be done very easily. Drawings on the lightbox can be moved, the stacking order can be changed and levels can be hidden or shown at any time.

Shadow Setting Mode

Colored lines defining shadows (or self-trace color lines) can be drawn directly into the system. The shadow and transparency areas will be automatically recognized when exported into PaintMan.

Motion Check

Allows the timing set in the x-sheet to be checked. Dialogue which was input can be checked and audio can be played back to ensure synchronization.

File Export

Multiple x-sheets can be selected and images output to a number of standard formats. The images can be traced as they are output, scene folders automatically created and the x-sheet exported to CoreRETAS x-sheet format.

System Requirements	
PC compatible running Windows 98, NT or Windows 2000. (Dual monitor configuration is not supported under Windows NT.)	
CPU	Pentium II (300 MHz or more), Celeron, Pentium III (500MHz or more), Itanium or compatible CPU.
Memory	256MB or greater • Sound card if audio playback is desired.
Monitors	17 inch or larger monitor • Twin monitor support (see notes) • Resolution of 1024x768 or higher 24 bit full color
Supported tablets	Wacom PL series LCD tablet • Wacom Intuos pressure-sensitive tablet
Supported File Formats	Import: TGA (recommended), PICT, BMP, TIFF, SoftImage, SGI Export: TGA (recommended), PICT, BMP, TIFF, SoftImage, SGI, RAW, TUV

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