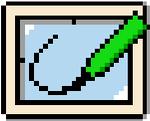
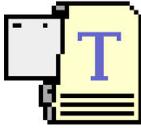
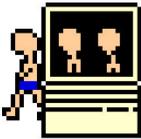


- A **digital animation production tool** on the desktop which replaces all the process of conventional animation production using cels and films.

RETAS!PRO application series

		<h3>PencilMan</h3> <hr/> <p>Digital Age Paperless Drawing Tool</p>
		<h3>QuickChecker</h3> <hr/> <p>Quick & Accurate Pencil Testing Tool</p>
		<h3>TraceMan</h3> <hr/> <p>Image Scanning & Line Tracing Tool</p>
		<h3>PaintMan</h3> <hr/> <p>Easy & Speedy Painting Tool</p>
		<h3>CoreRETAS</h3> <hr/> <p>Powerful & Flexible Compositing & Recording Tool</p>
		<h3>RenderDog</h3> <hr/> <p>Low Cost Network Rendering Tool</p>

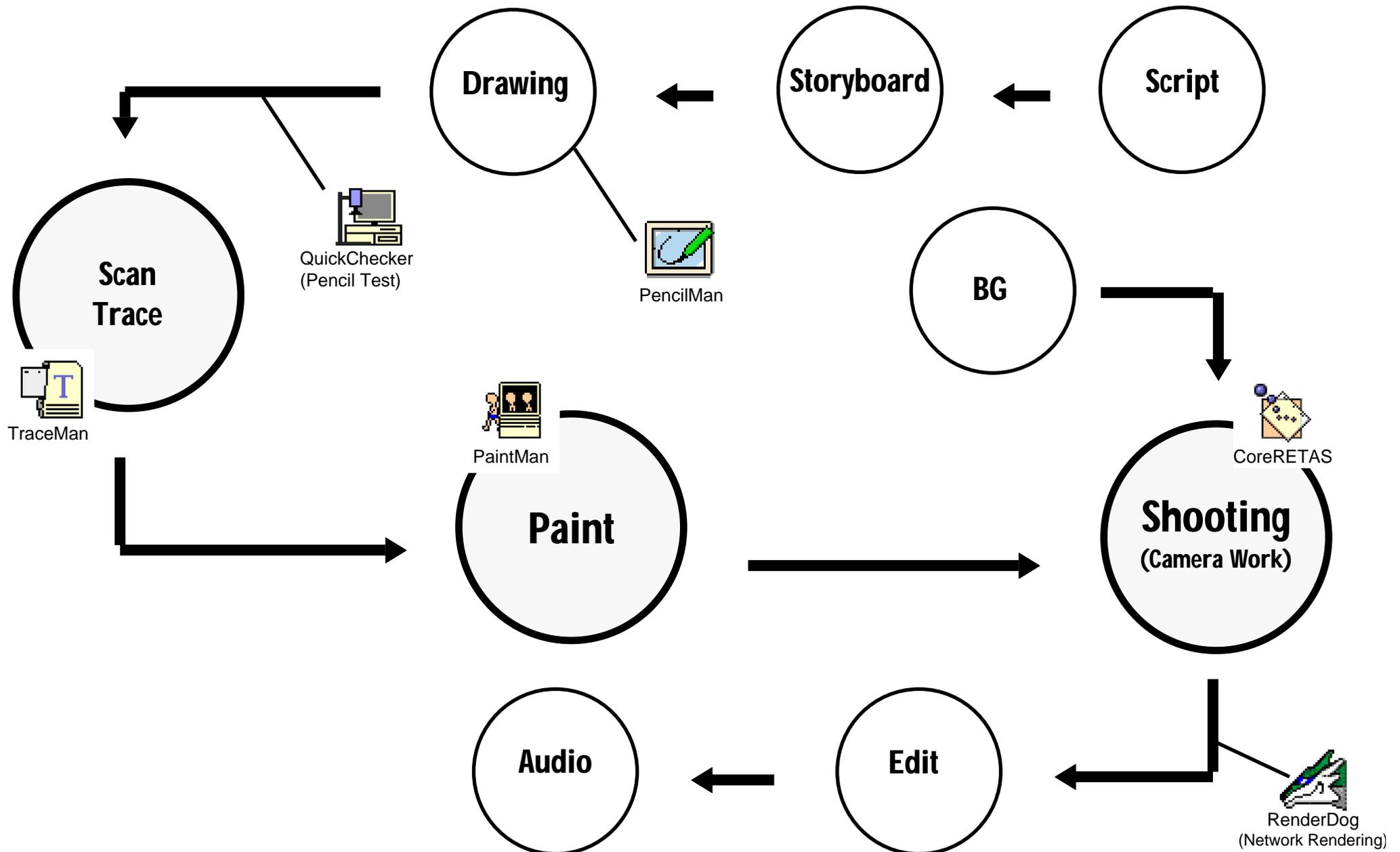


**The Motion Picture and
Television Engineering
Society Award
1994**



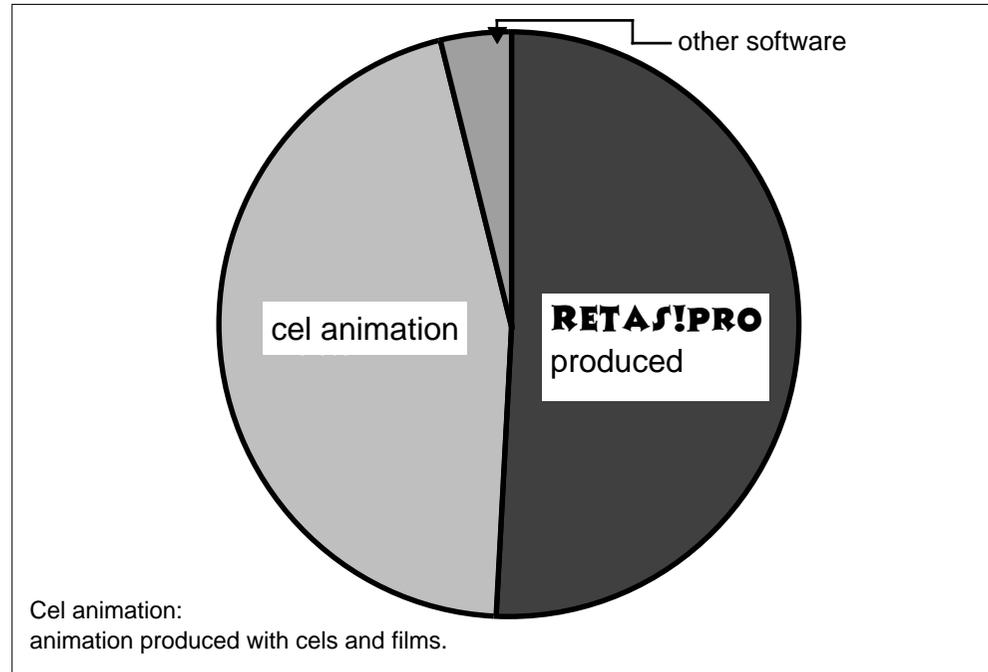
**Golden Pixies Award
1999**

- Animation Production Process



- Over 50% of TV series are being produced with **RETAS!PRO**

Digital animation & cel animation ratio:



RETAS!PRO produced	27 titles
Cel animation	24 titles
Other software	2 titles
Total	53 titles

(As of April, 2000)

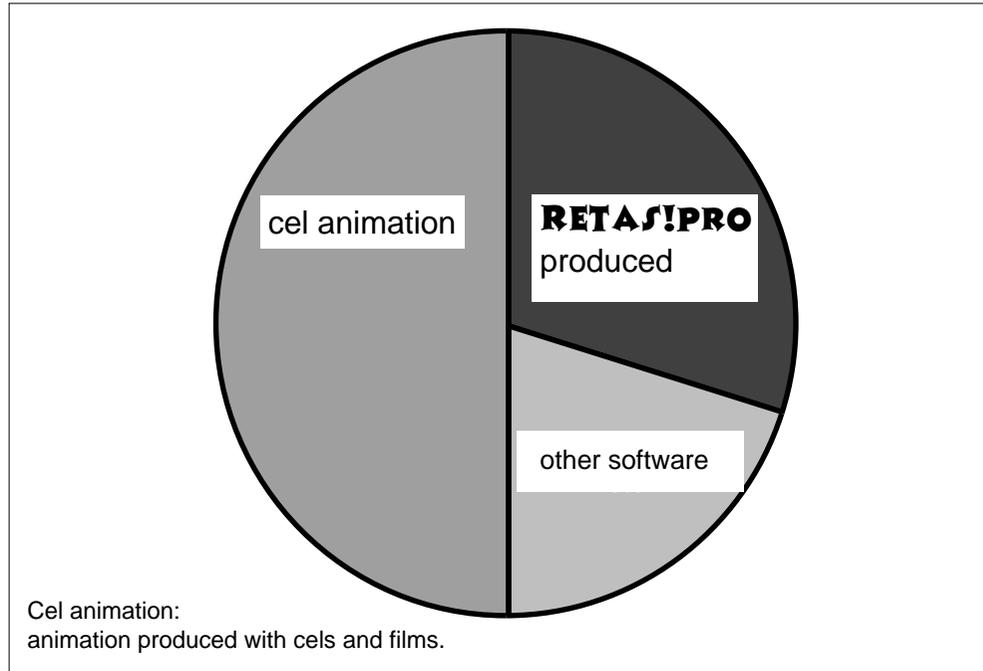
- Dominates over 95% of animation production tool market
- De facto animation industry standard
- No.1 share in educational institutions

Educational institutions with **RETAS!PRO** courses

Osaka Desinger college/Kyushu Designer College/Chiyoda School/Toei Animation Institute/Tokyo Animator College
/Tokyo Designer College/Tokyo Desinger School/Toho School/Japan Information School/Japan Electronic School/Multimedia Art School
/Yoyogi Animation College (Tokyo/Sapporo/Sendai/Higashi/Omiya/Nagoya/Osaka/Hiroshima/Fukuoka)

- Over 1,500 hours of TV series and features films are being produced with **RETAS!PRO**
- the **longest total hours** in the world

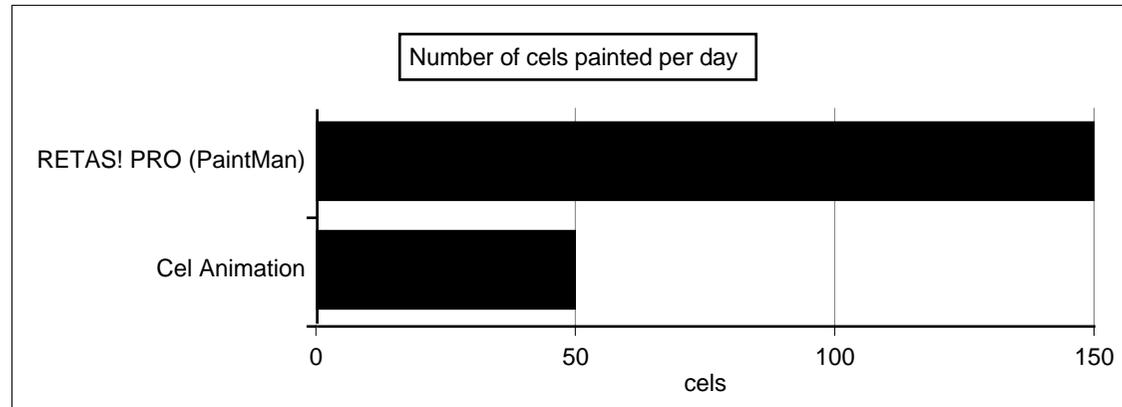
Digital animation & cel animation ratio:



(As of May, 2000)

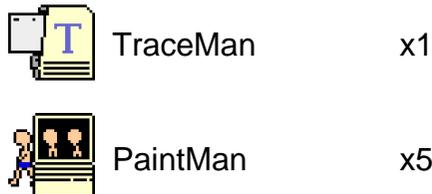
- Over 300 studios with 6,000 seats installed
- Dominates over 30% of the 2D animation industry
- **The most used** animation production tool
- No.1 share in educational institutions

- **RETAS!PRO** greatly increases animation industry productivity



- Lower cost than competitors
- Most suitable for "subcontracted" animation production style, reasonable combination of necessary modules.

Sample of a painting studio



Sample of a shooting studio



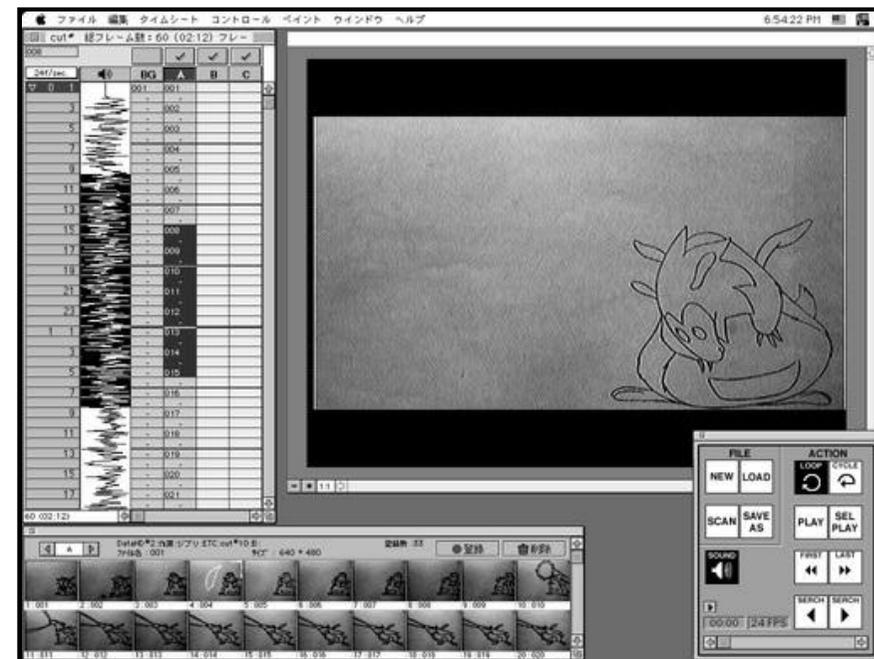
- More expression techniques

New digital techniques that were impossible in conventional cel animation.

QuickChecker

Quick & Accurate Pencil Testing Tool Without Expensive Hardware

- Instant image capture via a video camera
- Immediate animation playback with no rendering time
- Freedom of timing set to ensure high quality animation
- Animation check with accurate timing
- Multi-layer composited motion check



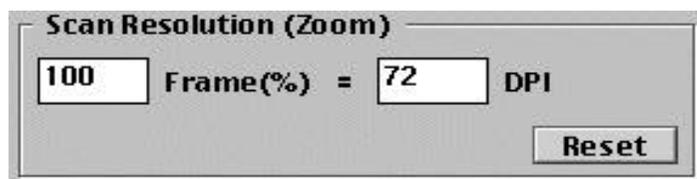
QuickChecker v1 for Macintosh

TraceMan

Image Scanning & Line Tracing Tool Ensures The Highest Quality

- Resolution Auto Configuration

Automatically calculates the most suitable resolution.



- Mono Trace & Gray Trace



Before Trace



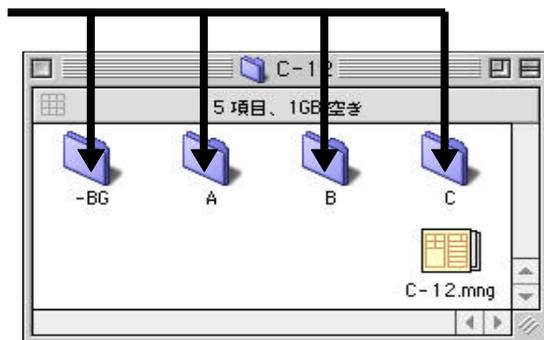
Monochrome Traced



Grayscale Traced

- Image Auto Distribution

Scanned images are automatically distributed to appropriate folders.



- Auto Scan

Single click scanning operation

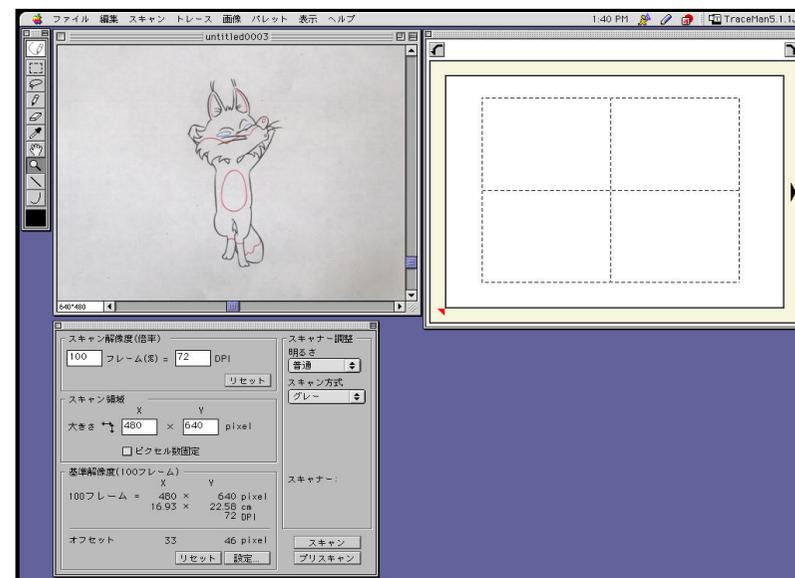


- Batch Process

Process sequences of images in one shot

- Others: Dust Filter

Color Trace Auto Recognition (Maximum 6 colors)

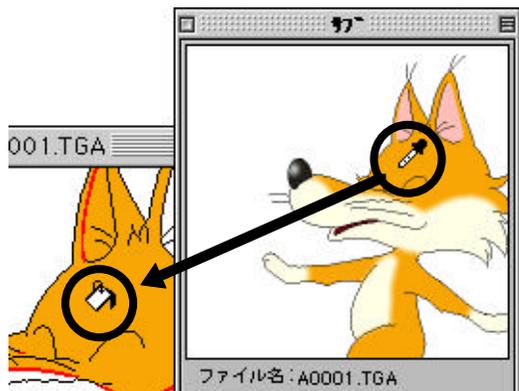


TraceMan v5 for Macintosh

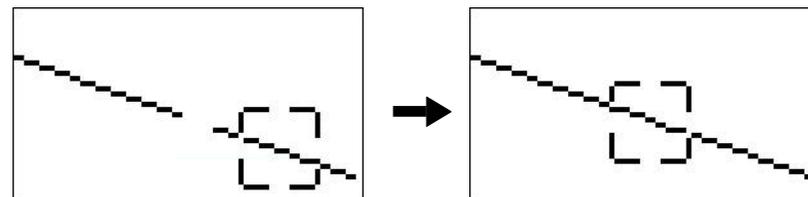
PaintMan

Easy & Speedy Painting Tool For Handling Large Production Project

- Paint with Sub Palette (Color Module)



- Auto Line Gap Closing

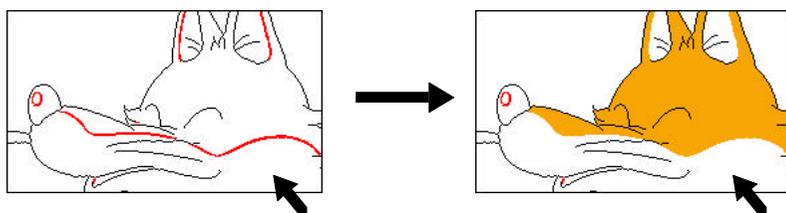


- Paint Check

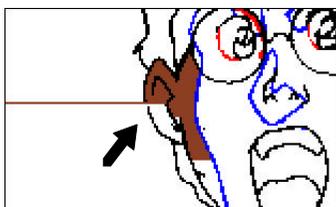
- Others:

AutoFill (Sequence Paint), Auto Airbrush Effects, Color Chart Palette, Outline Protection, etc.

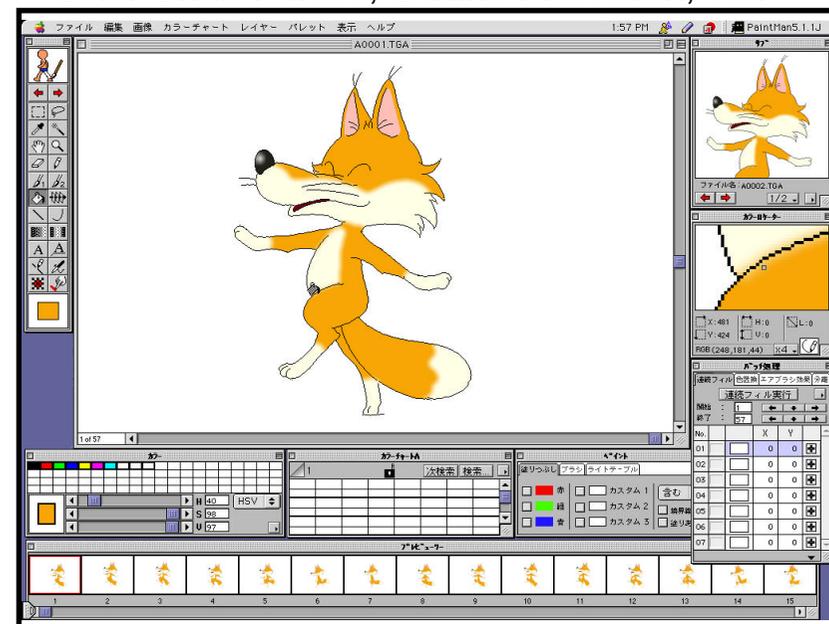
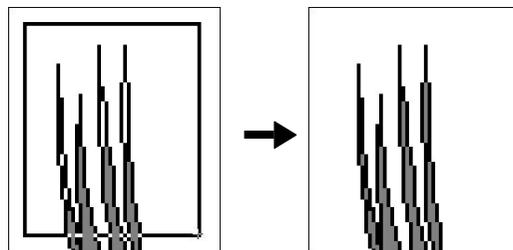
- Auto Color Tarce



- Overflow Check



- CloseFill

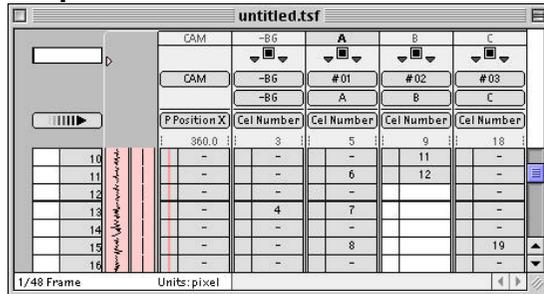


PaintMan v5 for Macintosh

CoreRETAS

Powerful & Flexible Compositing & Recording Tool With 3D Integration

• "Exposure Sheet" Interface



• Powerful Anti-Alias



• Special Effects Plug-in Filters



Focus

Noise

Invert

Backlight

Soft Blur, Motion Blur, Smoothing, Video Mask, Backlight Spillover, RGB Filters, Mirror, Distort and various special effects plug-in filters are bundled.

- DDR High Speed Recording (SCSI, Ethernet)
- Simultaneously Output To Hard Disk & DDR

• 3D Software Integration

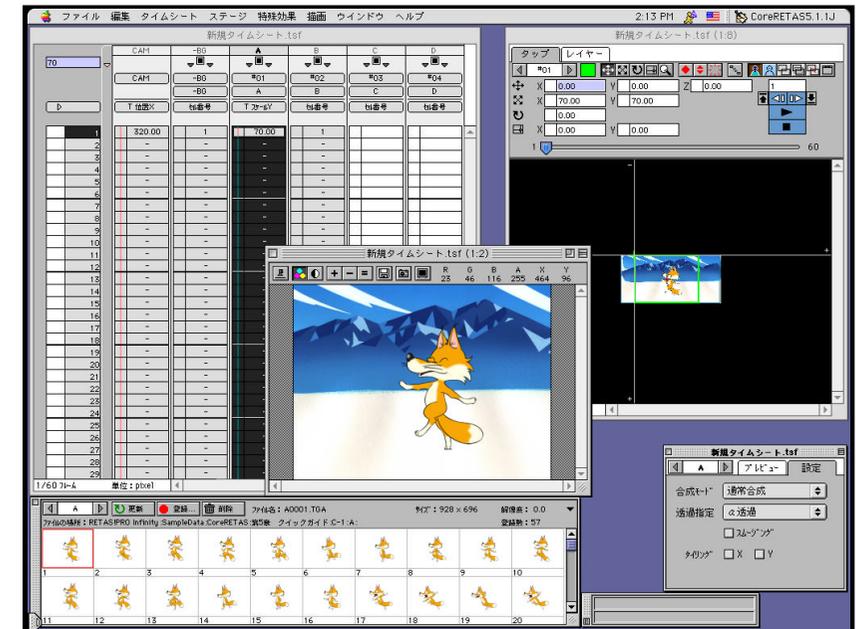
RLA file Z-depth integration:



(2D character and 3D object interaction sample)

• Others:

Live video integration, Z stage control, multilayer, rotation and scaling camera works, 3:2 pulldown, etc.

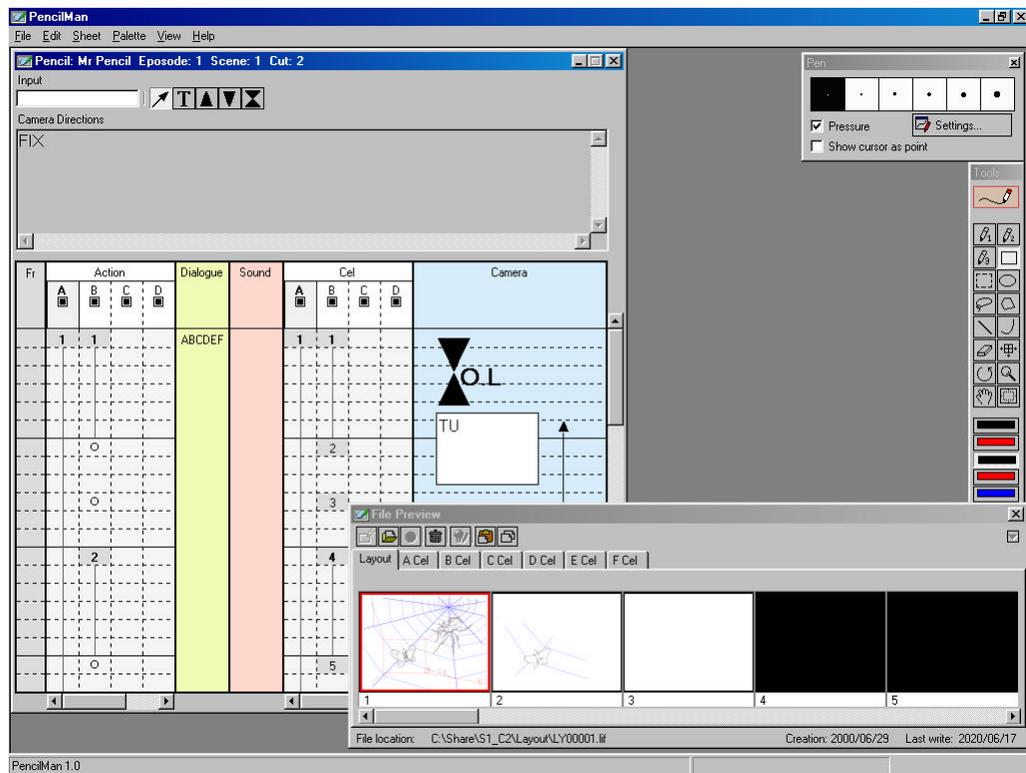


CoreRETAS v5 for Macintosh

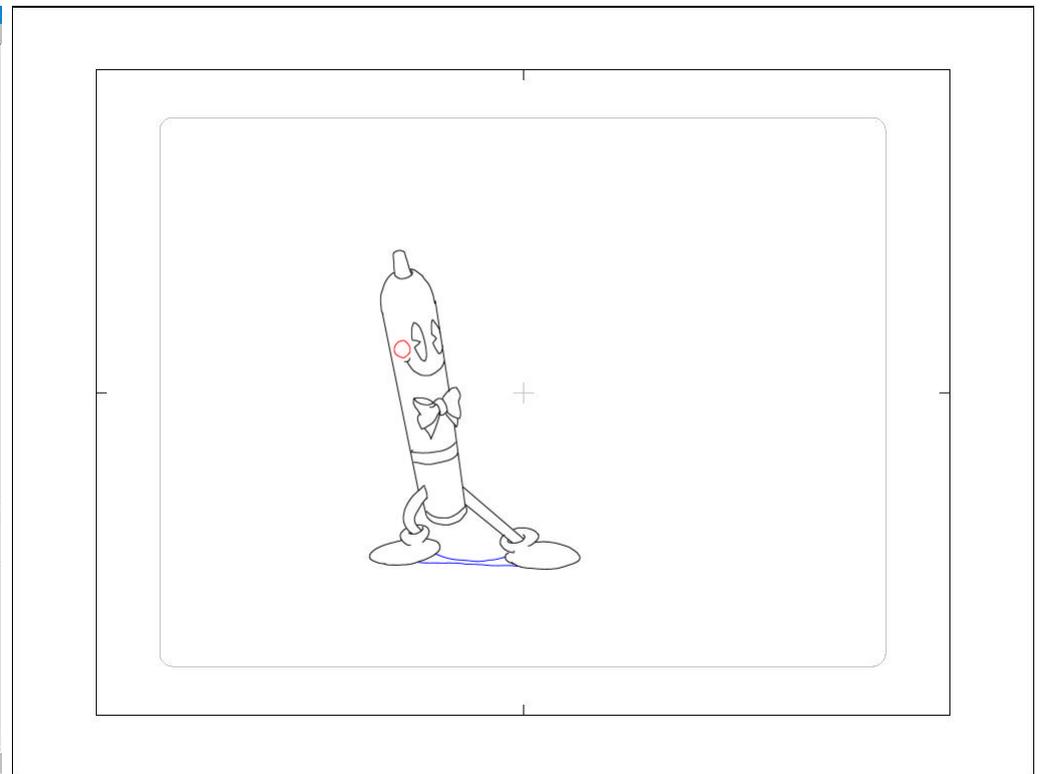
PencilMan

Digital Age Paperless Drawing Tool

- "PencilMan" allows layouts, key animation and inbetweens to be drawn on the computer via a LCD tablet.
- When all the animation drawings are done on a digital tablet, the entire production process becomes paperless.



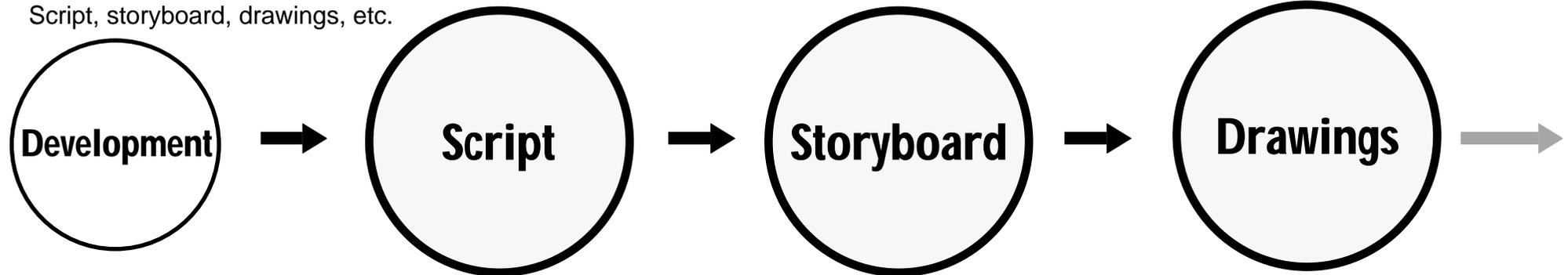
PencilMan main screen interface



PencilMan LCD tablet drawing interface

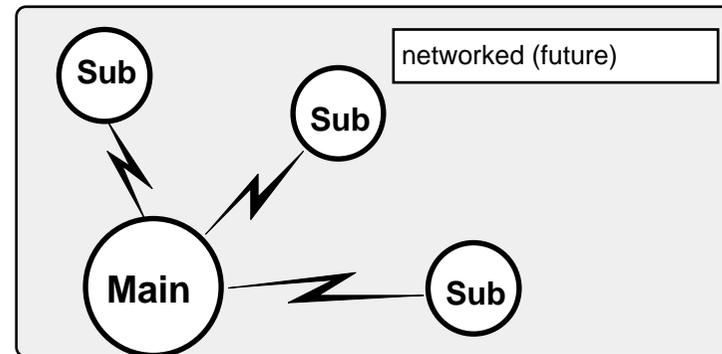
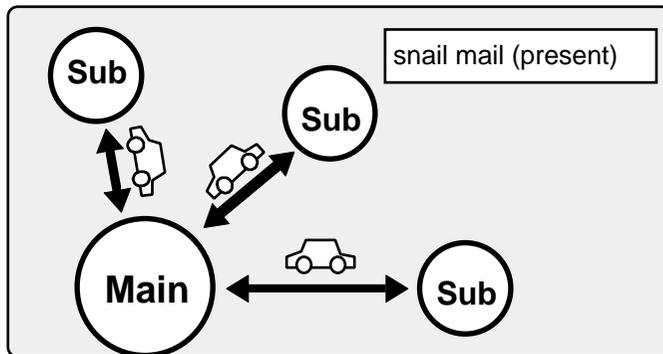
- Higher End Digitalization

Script, storyboard, drawings, etc.



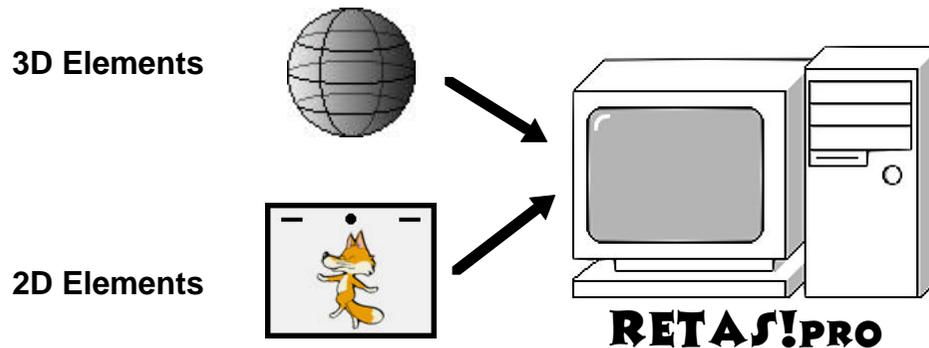
- Higher Production Management Efficiency

Exchanging data over network



- Better 3D Software Integration

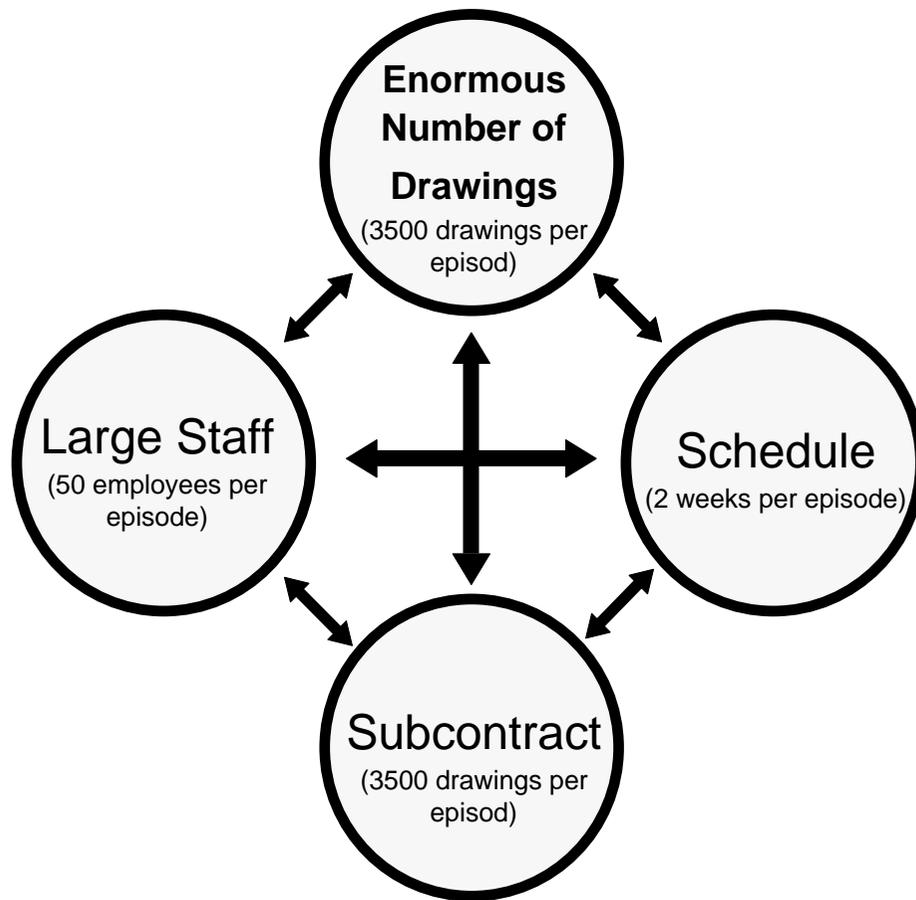
LightWave, Softimage and other 3D software data support in addition to 3D Studio MAX.



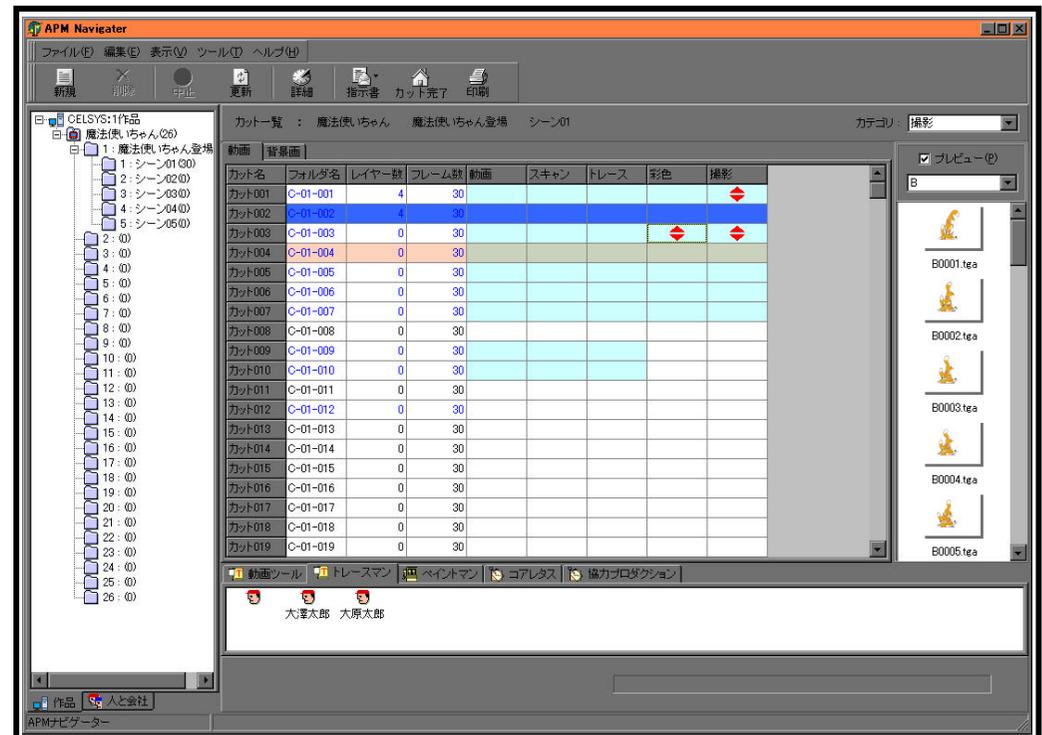
Animation Production Manager

Increasing Complicated Production Management Efficiency

- Efficiently manages large production projects.
- Supervising and analysing ongoing project and providing easy reports to management.



Difficulties of managing various sectors and relations



Animation Production Manager

(Screen capture as of February, 2000)

An American Tail	©Universal Studios
Animaniacs	©Warner Bros.
Anpanman	©NTV & TMS
ARETE	©Arete Project
BATMAN	©Warner Bros.
Blue Submarine 6	©Satoru Ozawa /Bandai Visual • Toshiba EMI • Gonzo
CYBERSIX	©TMS & NOA
Dr. Slump	©Toei Animation
Gundam	©Sunrise
Invasion America	©DreamWorks SKG
Lupin III	©Monkey Punch / TMS / NTV
Pokemon	©Nintendo
Princess Mononoke	©Studio Ghibli
Sonic	©SEGA
SPIDER-MAN	©Marvel Characters
SUPERMAN	©Warner Bros.

1993.09	*Verion 1 released
1995.02	*Version 2 released
1995.04	*Award of Motion Picture & Television Engineering Society of Japan
1996.09	*Version 3 released
1997.04	*RETAS!PRO produced TV anime "Gegege Kitaro" released
1998.02	*Version 4 released Windows version released from Version 4. English and Chinese version released on both Mac & PC.
1998.06	*RETAS!PRO 1st User's Meeting
1998.10	*Version 4.1 released *RETAS! PRO home page launched
1999.03	*Showcased at Into Animation II (Japan Animation Society) 03/13-14 Tokyo Photo Art Museum, Japan
1999.04	*Showcased at NAB '99 (Nationa Association of Broadcast) 03/19-22 Las Vega, USA Booth# S3955 (Sands)
1999.05	*Showcased at Film & TV Technology '99
1999.06	*RETAS! PRO 2nd User's Meeting 06/18 Nakano Plaza, Tokyo, Japan
1999.08	*Version 5 released *QuickChecker version 1 released (Mac/Japanese only) *Showcased at SIGGRAPH 1999 08/10-12 Los Angeles Convention Center, USA Booth numbers: Digimation #2200, Intergraph #547

1999.10	*Version 5.1E released
1999.11	*Version 5.1J released *QuickChecker version 1.1J released (Mac only) *Showcased at Cartoon World Expo '99 11/23-28 Beijing Exhibition Center, China *Apple Computer & BBI co-hosted press conference announcing co-marketing plan towards the animation software market. 11/25 Beijing Debao Hotel Conference Room#802, China *RETAS! PRO Version 5.1E press conference (Korea) 11/05 Seoul Animation Center, Korea
1999.12	*RETAS! PRO Digital Animation Seminar '99 12/08 Autodesk Corporate Conference Room, Tokyo, Japan *Golden Pixies Award ("The new traditional animation")
2000.04	*Showcased at NAB 2000 04/10-13 Las Vega, USA Booth# S5512 (Sands)
2000.06	*Showcased at Animation World Expo 2000 06/02-03 Hollywood, USA Booth# BR20
2000.06	*Showcased at Broardcast Asia 2000 06/06-09 Singapore Convention Center, Singapore
2000.06	*RETAS!PRO Workshop at Animation Fiesta 2000 06/09-11 Suntech City Convention Center, Singapore
2000.06	*RETAS!PRO 3rd User's Meeting 06/23 Shinjuku Island Hall, Tokyo, Japan

For more information, go to

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