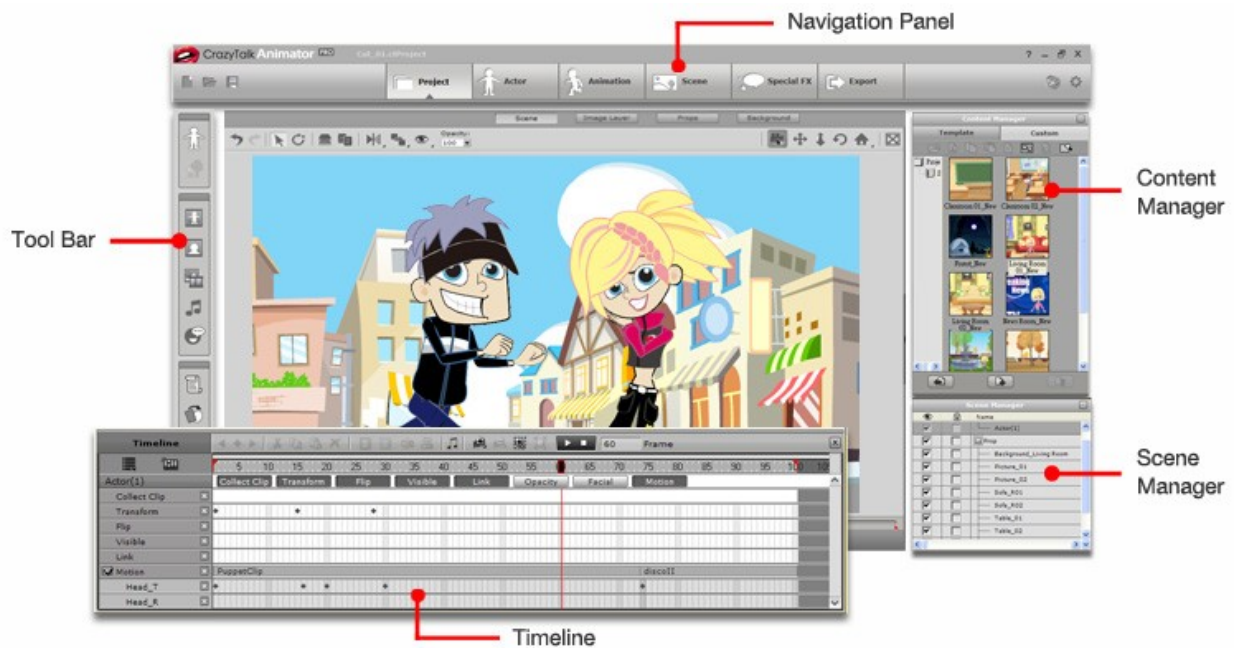


Features

Production Environment



Complete 2D Animation Environment

- Complete 2D animation editing environment with categorized movie elements: Actor, Animation, Scene and Special Effects.
- In-screen object Editing Gizmo (select, transform, opacity, link, flip) and Navigation (camera zoom, pan, rotate) Tool Sets.
- Two Editing Engines: Composer Mode for character and prop set up, and Stage Mode for animation editing.



Content Management System

- Full editing environment for Actor, Animation, Scene and Special Effects; each with its corresponding content libraries.
- Group concept categorizing (e.g. Perform = Face motion + body motion; Character = Head + Body) for quick file access and management.



Drag and Drop Media Compositing

- Drag any media (images, videos, flash, sprite video) files from the content manager, or any external drive, and drop them directly into the animation stage.
- Import popular media files such as images (.jpg, .png...), videos (.avi, .wmv...), flash files (.swf) and transparent video sprites (.popVideo, iWidget) that are compatible with the original creation tools.



Real Z-depth Layering and 3D View Object Management

- Scene Manager – easily locate and manage all project items from one panel.
- Arrange all media in Z-depth layers inside the same preview window.
- Layer in Z-depth and preview as you go along.

3D Camera System

- Use the Preview Camera to review scenes, and the Live Camera to animate camera positions with key frames.
- Customize camera views with the pan, rotate and zoom tools.
- Quickly switch between Perspective and Orthographic views for a 3D or 2D sensation.
- Navigate scenes in Perspective mode to experience realistic 3D camera movements.

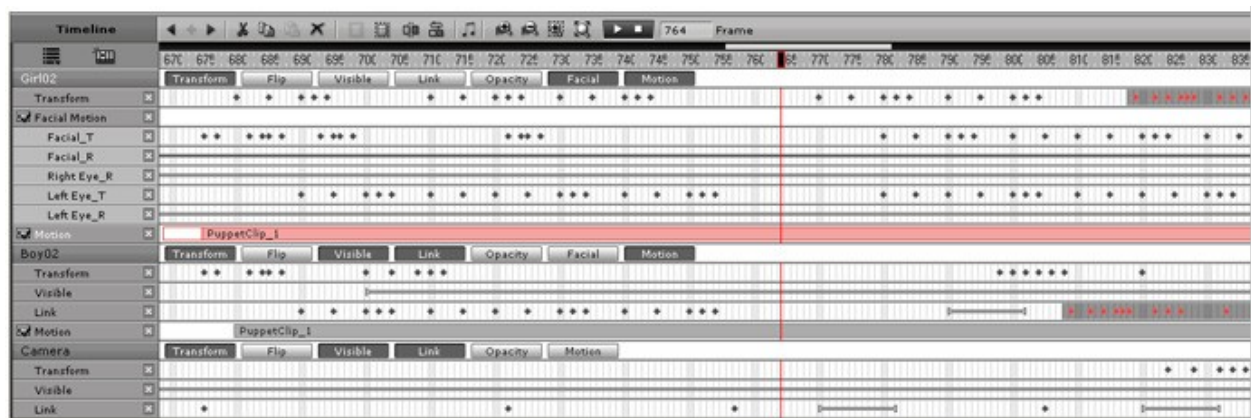


Motion Paths and Simple Animation

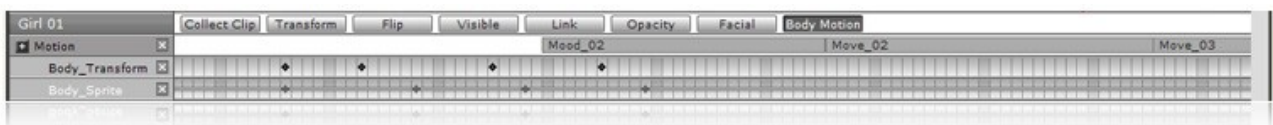
- Set keys in the Playback Panel for quick animation control.
- Create path anchors in different time frames for character and object motions.
- Customize path anchors with position adjustments and speed control.
- Freely control facing and fade in/out by using the Flip and Transparency features.
- Hold and move any element with the link/unlink features.



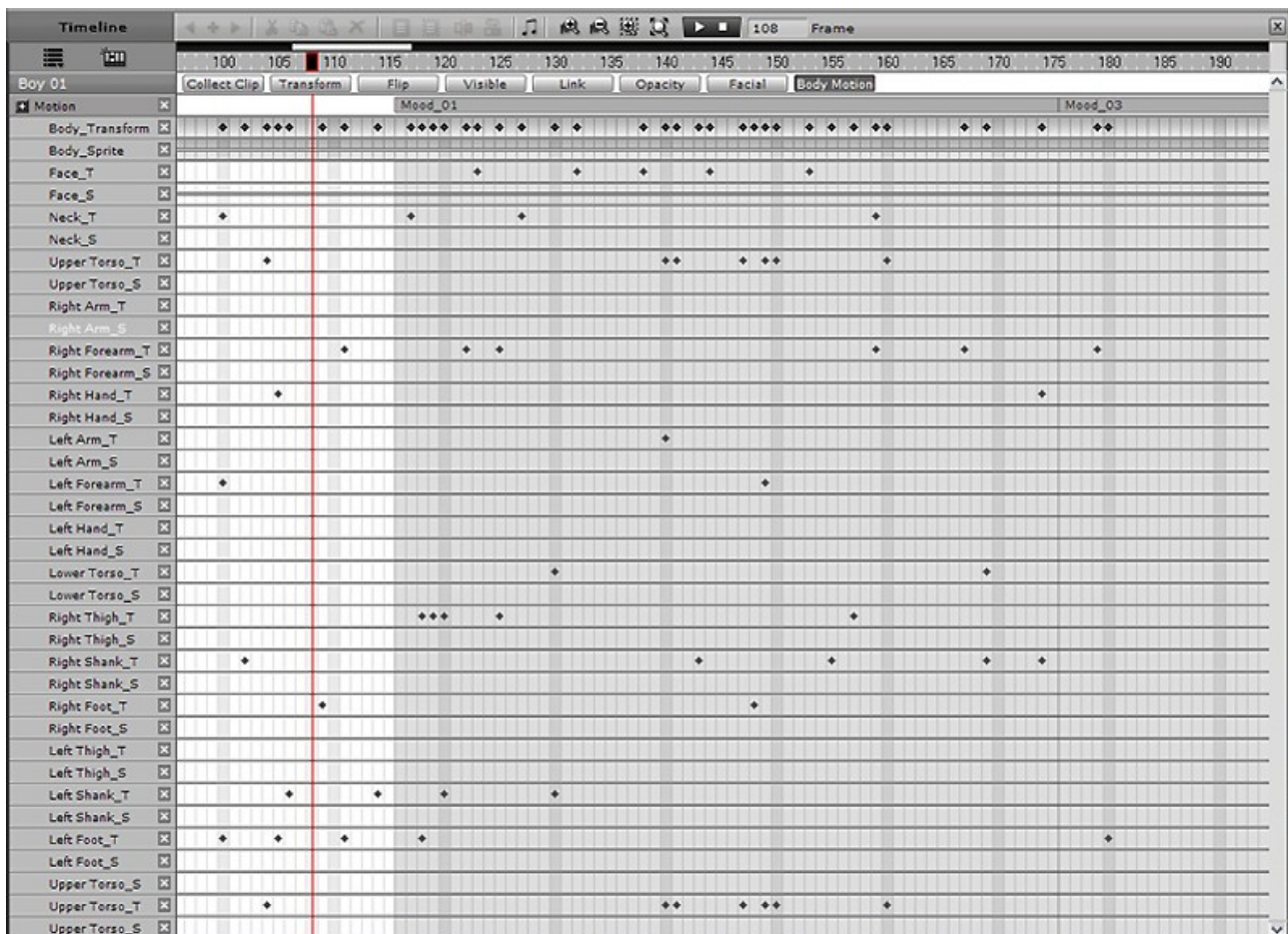
PRO Advanced Timeline & Key Frame Editing



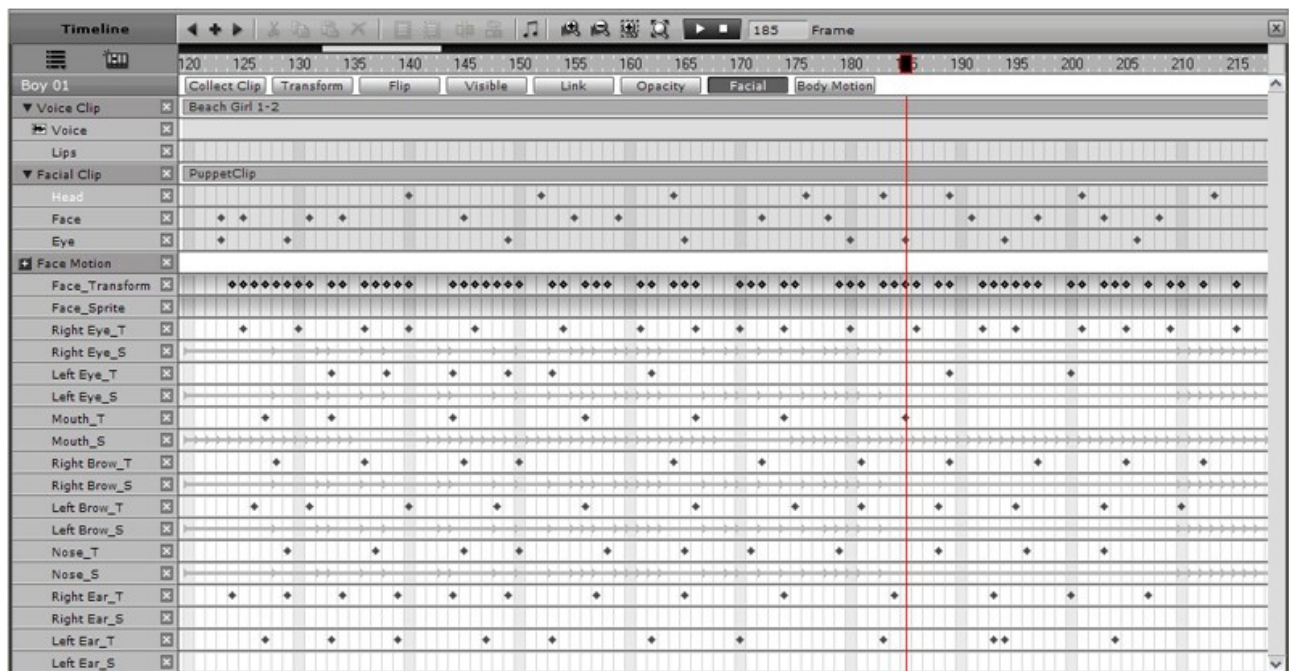
- Move, Copy, and Paste keys - Extend, loop and group motion clips together.
- Key frame editing for opacity, transform, visibility, link, path animation, sprite switching and flipping with blending effects.
- Motion Layering allows layer additions over existing motions.
- Flexibility to use main track for quick key management, and sub tracks for detailed joint movements.
- Animate body motion tracks with up to 16 individual body segments. Facial motion tracks that are divided into voice scripts, morph and sprite-based categories.
- Dock and undock the timeline to comfortably fit user's editing environment.



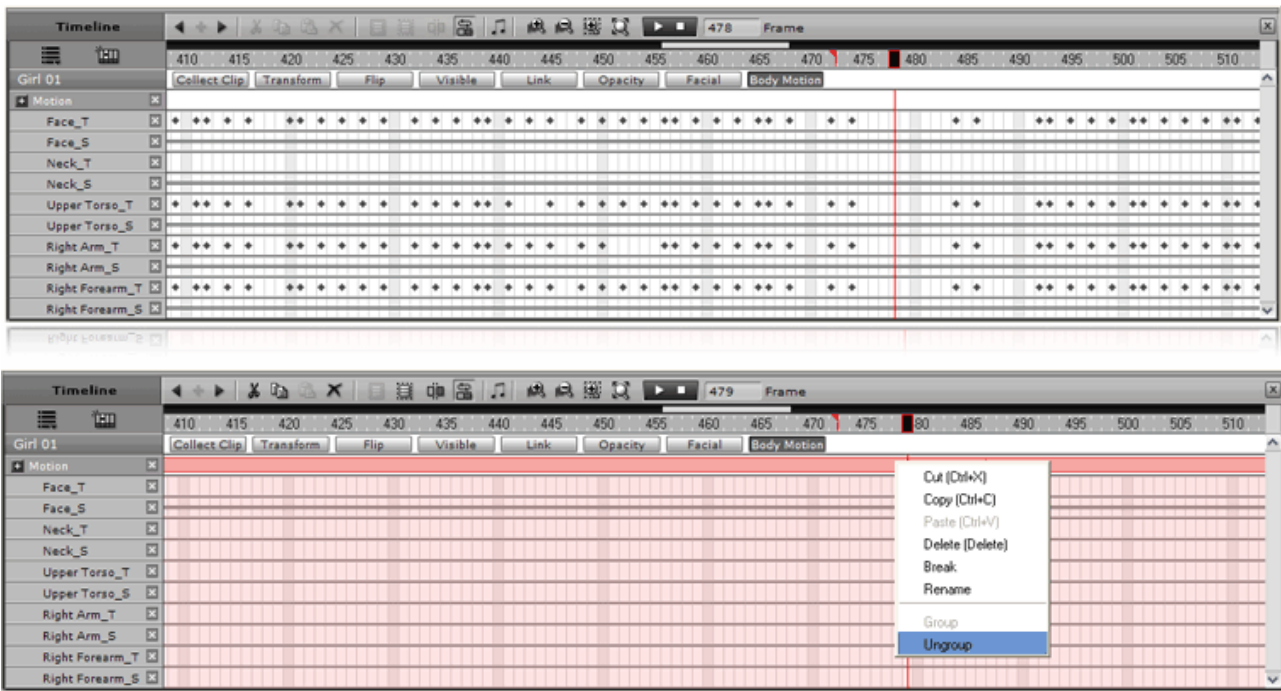
- Move and scale your character using transform keys and switch body parts using replacement keys.



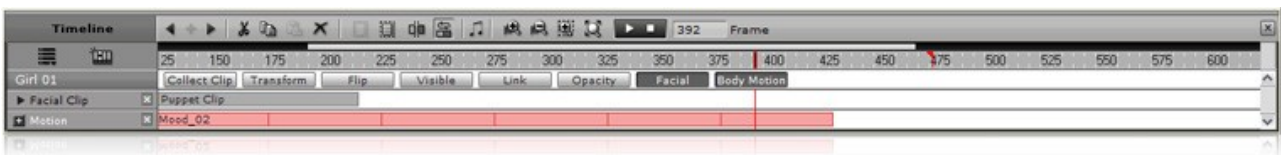
- Control your body animation with key, switch key and motion clip in detail.



- Control your facial animation with key, switch key and motion clip in detail.



- Control your facial animation with key, switch key and motion clip in detail.



- Loop or extend the motion clip to repeat the animation and control the speed.