

CrazyTalk6 vs. CrazyTalk Animator

	Major Features	CT6	CTA
Production Environment	In-screen object editing		V
	Unlimited character & object number		V
	Z-depth adjustment and 3D perspective view		V
	Drag & drop files directly into the scene		V
	Supporting Flash vector format (SWF)		V
	Timeline tracks	Basic Tracks (face in major)	Advanced Tracks (for detailed face, body, props, & SFX)
Actor Creation	Character amount in stage	4 only	no limitation
	Image-based character	V	V
	Vector-based character		V
	Face photo fitting	V	V
	Full-body photo fitting		V
Animation	Morph-based facial animation	V	V
	Sprite switch animation		V
	Emotion template and profile	V	V
	Facial puppeteering and key editing	V	V
	Body puppeteering and key editing		V
	Stretch & detach animation		V
	Link and Unlink		V
	Motion path animation		V
Prop & SFX	Prop, image layer & scene		V
	SFX for atmosphere, emotive, & text balloon	V	V
	Composite interactive props		V

Import and Export	CTM (model) and CTS (script) Import	V	V
	Flash SWF (vector) content import		V
	Video media import		V
	3D stereo output	V (Anaglyph, Side by Side)	V (Anaglyph, Side by Side, DualStream and Above/Below)
	Full screen HD output	V	V
	iClone4 CTA compatibility	V	