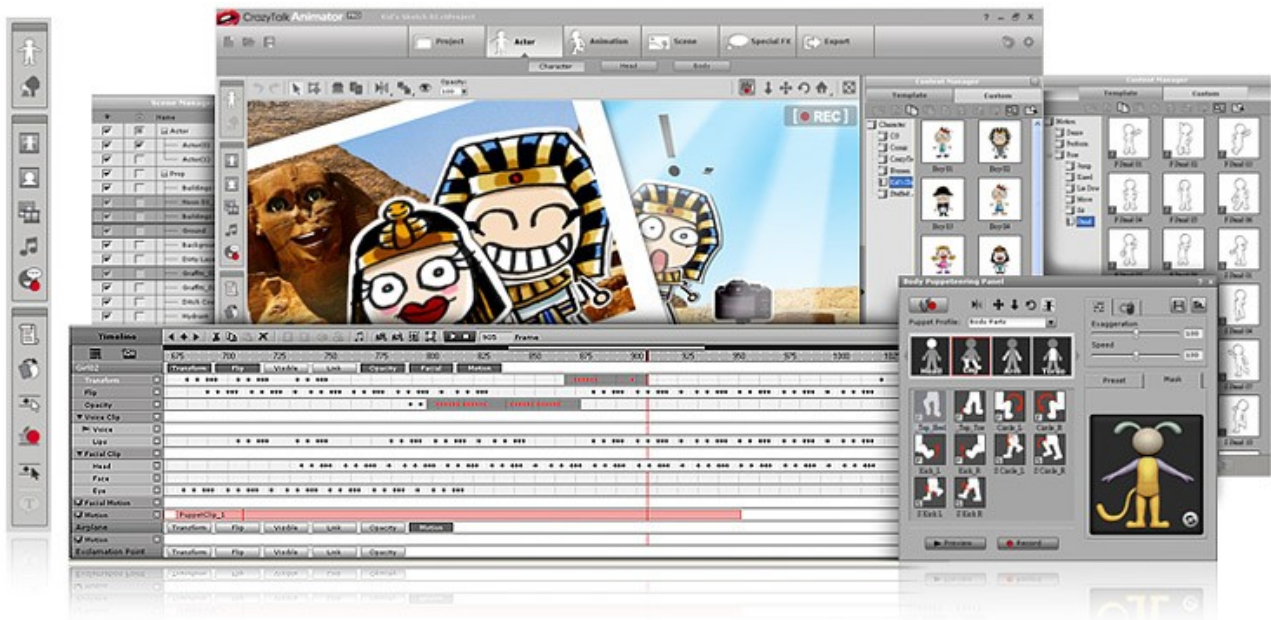


What's New

CrazyTalk Animator is the next major leap after CrazyTalk6. Before, the CrazyTalk product line was initially focused on talking head animation. In this new generation of CrazyTalk, you can not only animate a character's face, but also do full-body animation with enhanced bone-based fitting technology in the unique puppeteering engine. CrazyTalk Animator is a revolutionary animation suite with 3D layering mechanics and drag-n-drop multi-media compatibility that allows you to import your characters and props directly from photos! Explore more, and learn all about the new enhancements below.



Drag-n-Drop Super Media & Animation Platform

- Drag any media such as; images (.jpg, .png...), videos (.avi, .wmv...), flash (.swf) and sprite videos (.popVideo, iWidget) files from any external drive and drop them directly into the animation stage
- Complete animation editing environment for Actor, Animation, Scene and SFX; each with its corresponding content libraries
- Two editing engines: Composer Mode for character and prop set up, and Stage Mode for animation editing
- Arrange all media with Z-depth layering inside the preview window
- Intuitive editing (pick, transform, opacity, link, flip) and navigation (camera zoom, pan, rotate) tool sets

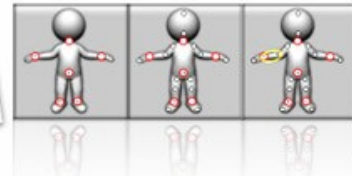


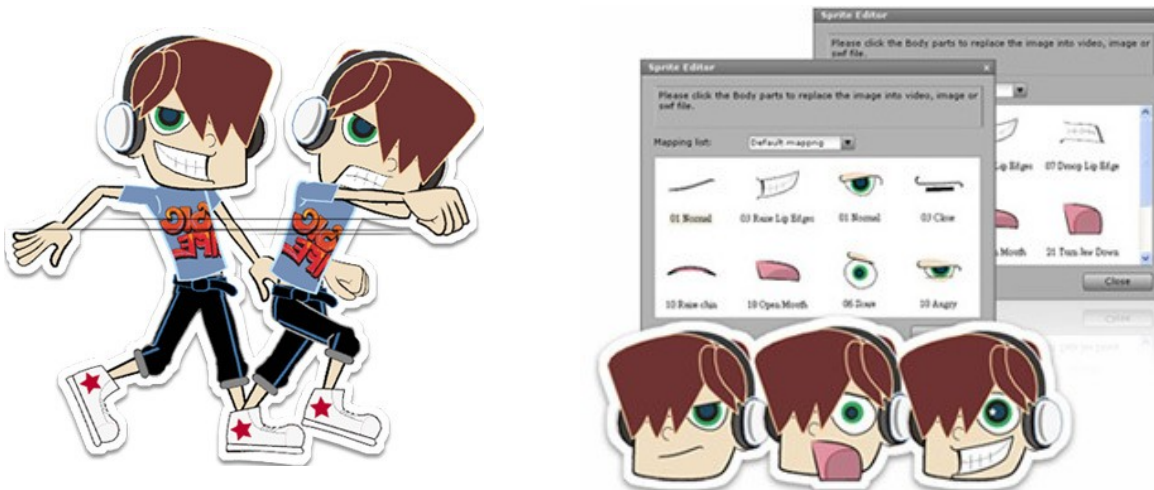
Photo Actor Full Body Fitting

- Besides face photo fitting, CrazyTalk Animator's unique bone-based photo fitting technology allows you to easily set up a character by using a skeletal bone structure with joint points
- 3 Levels of fitting modes: Simple, Basic and Detail modes that guide you through the fitting process with ease
- Auto-detecting capsule function for quick body fitting
- Flexible Front and Side Body actor creation



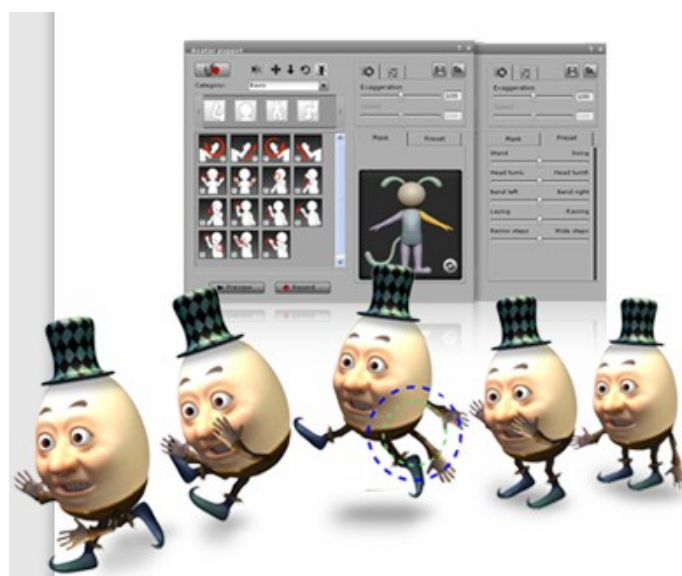
Character Composer System

- Versatile actor composing with both Morph-based (traditional CrazyTalk6 face fitting) or Composer-based (new composition) techniques
- Completely interchangeable head and body parts like; eyes, brows, ears, hair, upper body, lower body which can be customized into virtual dressing rooms
- Change styles with freely scalable body parts or custom accessories/decorations attachment



Full Freedom for 2D Sprite Animation

- Use the Sprite Editor to switch between sprites (actor body parts) during animation for dramatic performances
- Detach & stretch any body parts or composited props for added animation
- Auto mouth shape switching based on lip-sync (phonemes) data and expression puppeteering
- Auto hand and feet switching based on body puppeteering and preprogrammed motion clips



Real-time Body Puppeteering

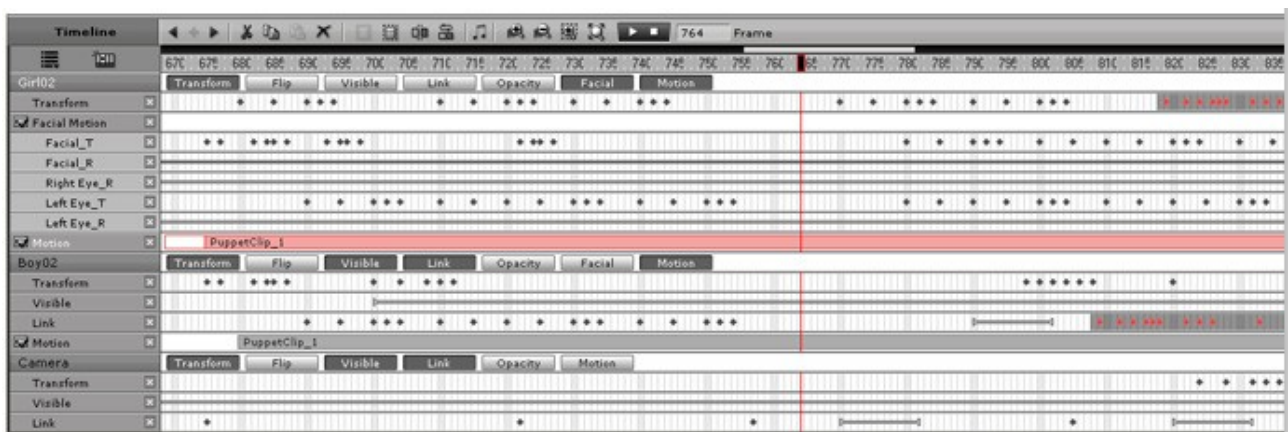
- Use a mouse or other handheld devices to control character body animation
- Two main categories for puppet profiles with over 70 templates: fully body based - full body movement such as idle, communication, emotive, walk/run; body part based - individual body segments such as head, torso, arms and legs
- Mouse Puppeteering mode for motion timing control; and Auto Loop mode, with sliders, for fine motion tuning

- Key editing with Forward Kinematics (FK), and Inverse Kinematics (IK) control



Prop, SFX and 3D Camera

- Arrange backgrounds, props and image layers in predetermined Z-depths
- Create custom props from external images using the Prop Composer and Scene Tree structure
- Link or unlink props and characters during animation scenes
- Import animated images and flash files to create customized special effects (e.g. comic emotions, disguises, text bubbles and atmospheric effects)
- 3D-like camera movements and 3D perspective views



Advanced Timeline Control

- 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 segment tracks with facial motion tracks that are divided into voice scripts, morph and sprite-based categories

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	