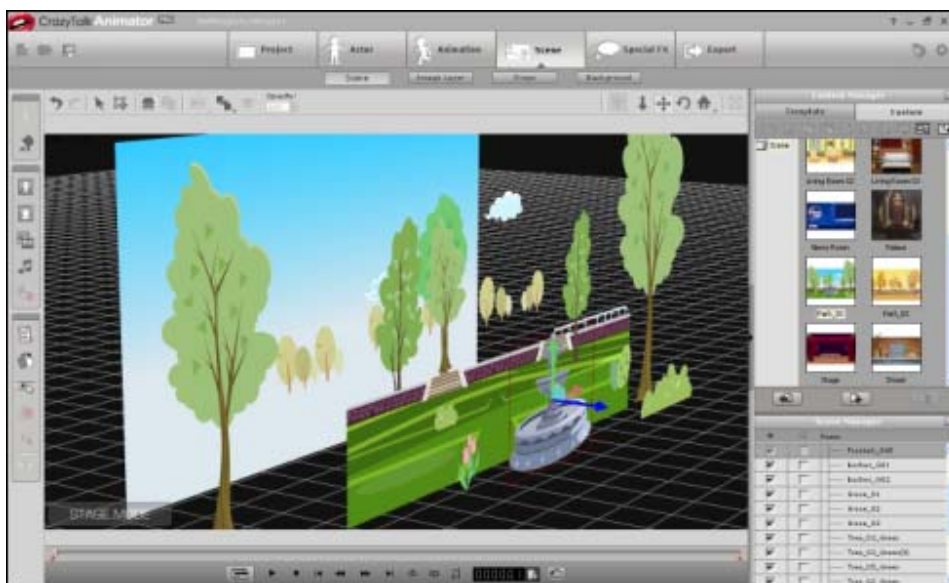


CrazyTalk Animator Screenshot



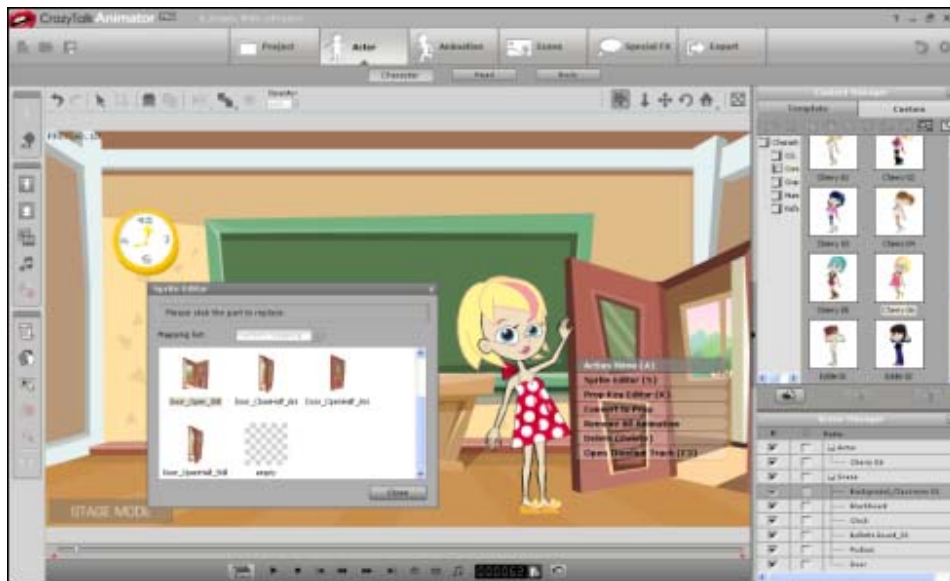
3D Stereo

Create eye-popping stereoscopic videos by clicking the '3D Stereo Vision' option in the export panel. All projects are layer-based in real Z-depth, so users may arrange everything for great 3D stereo results.



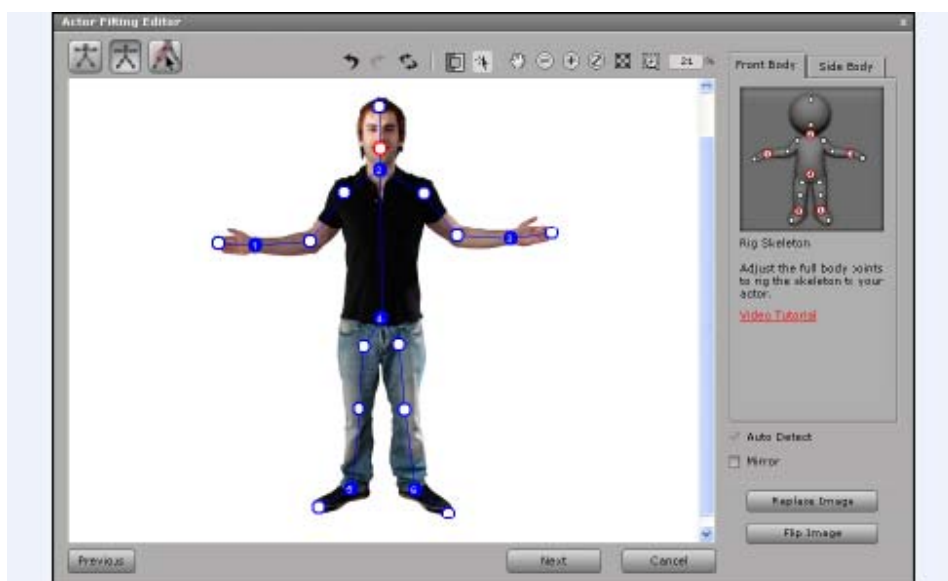
3D View

Arrange backgrounds, props and image layers in predetermined Z-depths with 3D perspective view



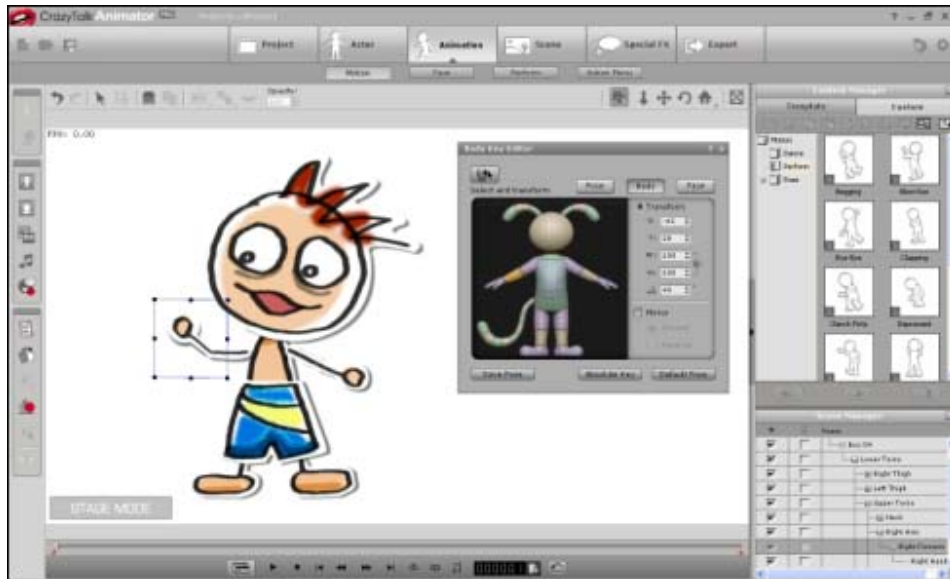
Action Menu

Trigger elements inside a prop, during animation, to create amazing interactive content. One prop can contain several elements including still images and animated Flash files which can be accessed from the action menu.



Body Fitting

CrazyTalk Animator also features a unique bone-based fitting system that allows you to easily set up a character by matching an image reference.



Body Key Editing

Use Pose mode with IK editing for authentic character posing; use the Body and Face modes with FK editing for advanced key framing and motion layering.



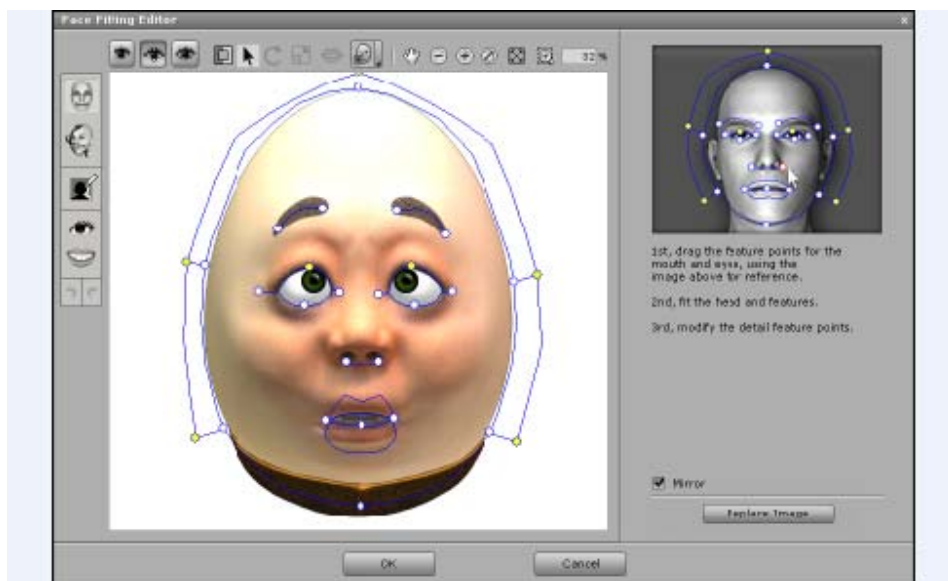
Body Puppeteering

Two Body-Puppeteering modes for enhanced body control; in the "Base motion" mode you can animate the entire body by using any of the 70 puppet profiles found in 4 categories: Conversation, Idle, Mood and Move; in "Body Part" mode, you may animate individual body parts by using 72 puppet profiles found under 4 categories: Arm, Head, Hip & Torso, and Leg.



Character Composer

Completely interchangeable head and body parts like; eyes, brows, ears, hair, upper body, lower body which can be customized into virtual dressing rooms.



Face Fitting

Automatically fit facial wire frames to an image. Simply identify the corners of the eyes and the mouth with 4 quick references. Later, fine-tune additional fitting points in the Basic and advanced fitting modes.



Face Key Editing

CrazyTalk provides full control over puppet facial features, mouth openings, emotional expressions and more. Move your cursor to experience blinking eyes, wrinkling noses, dropping jaws and more.



Facial Puppeteering

5 default puppet profiles instantly define personality performances. Puppeteer with personality with embedded profiles including; Wicked, Goofy, Youthful, Attractive and Grumpy.



Link & Unlink

Use the link and unlink commands, in different time frames, to bind and release related animations.



Morph vs. Sprite Animation

Besides morph-based animation, it also allows you to change different face & body sprite (individual body part) during the animation for sprite-based animation.



Motion Path

Combine motion paths with flip animation keys to create authentic-looking depth sensations and perspectives.



SFX

Special Effects customization and modification - CrazyTalk allows you to import GIF, JPEG, BMP, TGA, PNG or SWF files to use as animated objects, illustrations or full-frame layers that can be easily controlled.



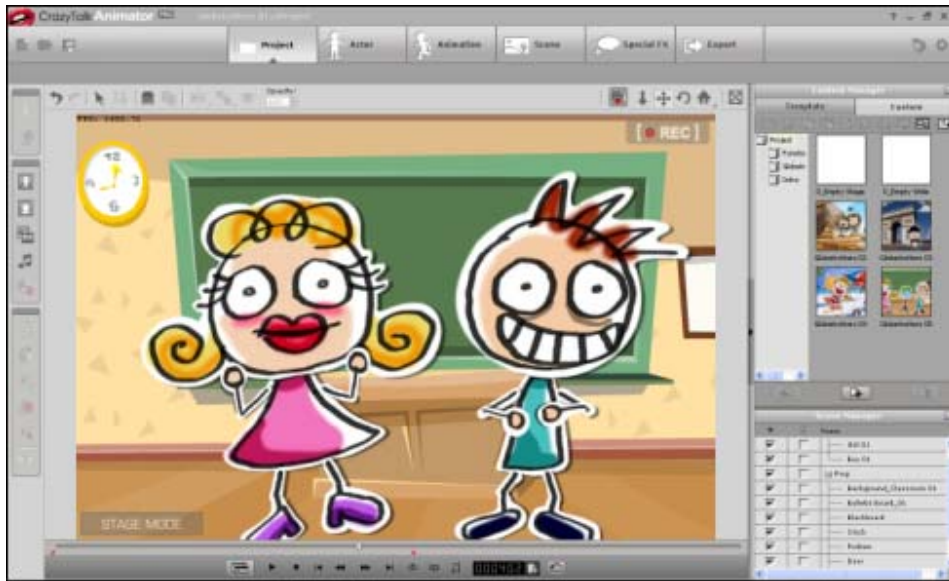
Sprite Animation

Use the Sprite Editor to switch between sprites (actor body parts) during animation for dramatic performances.



Timeline

Key frame editing for opacity, transform, visibility, link, path animation, sprite switching and flipping with blending effects using timeline. 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



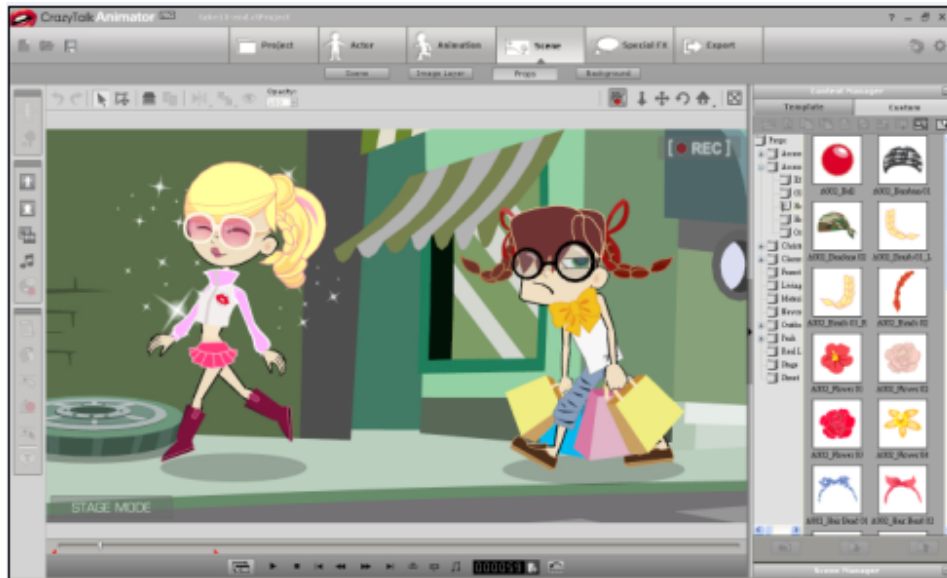
Globetrotter Project

With CrazyTalk Animator, students can easily turn any sketch or painting to animated full-body actors. Since it's a summer vacation presentation, students are allowed to turn the photos or videos taken during the trip into props and stages in this animated video. To make the animation more comic style, you are optionally to add any custom comic effects or text balloons in Flash format. CrazyTalk Animator is a super media casting tool that anyone can animate with the media in hand.



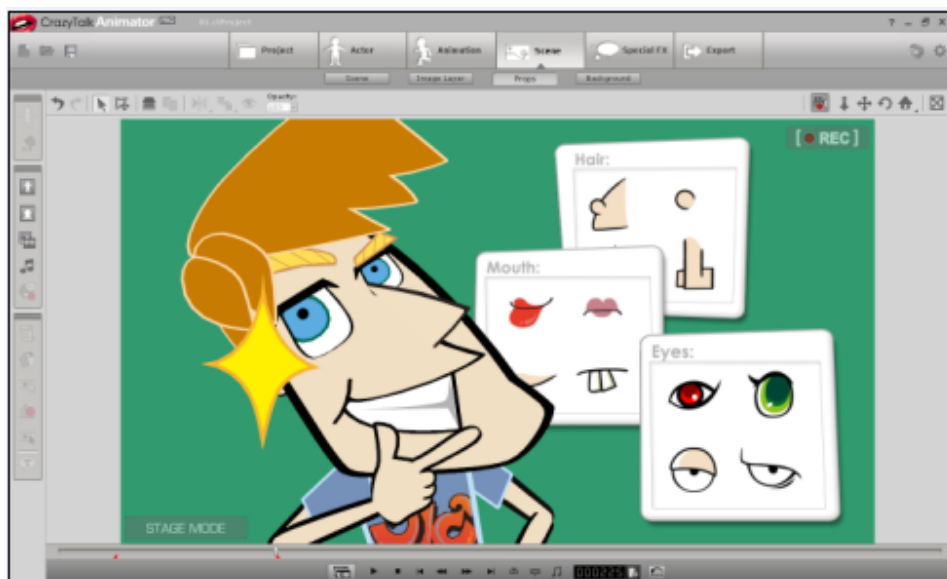
Intro Project

CrazyTalk Animator, the next level of 2D animation. Create actors using any photo or illustration. Bring actors to life with automatic facial animation & innovative puppeteering motion. Drag & drop to build sets with scenery and props. Film and direct all the action with the camera & timeline tracks for complete 2D Animation.



Comical Accessory

Accessory Library - Headgear; is an add-on accessory pack for CrazyTalk Animator. It provides a variety of props for actors which include; stylish glasses, hats, bandanas and many head ornaments. All accessories can be edited and attached directly to actors in the Character Composer mode.



Comical Facial Component

The Facial Component Library enables you to create countless combinations for the face. As an extension to the CrazyTalk Animator embedded comic templates, the Comical Style pack includes new face shapes, eyebrows, eyes, nose, mouth and ears. Simply mix & match in the Face Creator to create new faces for your actor.



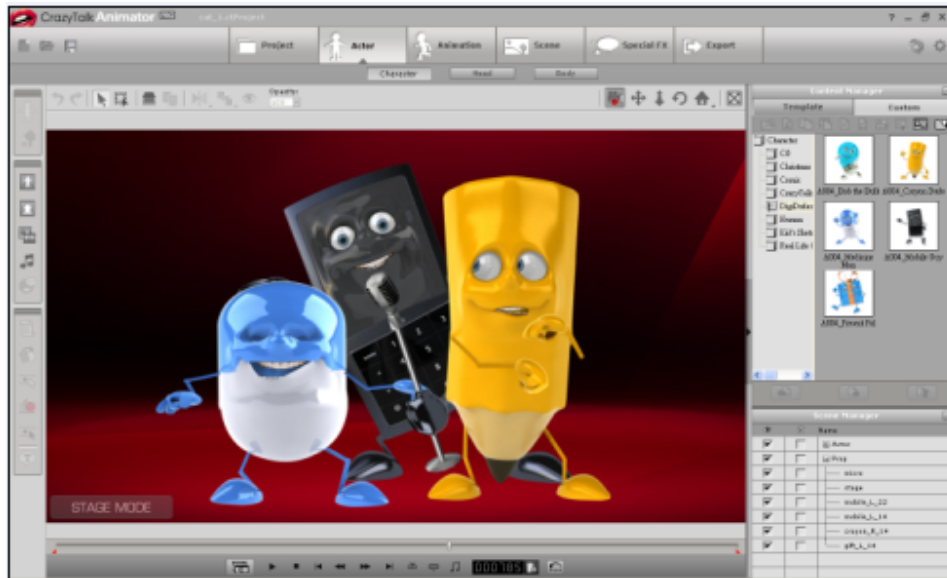
Comical Outdoor Scene

This pack includes general outdoor scene components and skies for different times of the day including; morning, afternoon, and dawn as well as sunny and rainy skies. It also provides various angles for street and suburb scenes such as; front, side and perspective.



Common Folks

This pack provides common characters from every day life occupations. These occupations include; medical staff, office workers, Average Joe, Fat Auntie, policeman, bikini girl, babies and more. Add this pack to your CrazyTalk Animator content library and extend your real-life character database.



DigiDudes

In CrazyTalk Animator, you now have more choices besides realistic and cartoon-like characters. DigiDudes are inanimate characters with facial animations and limbs that move just like humans. These characters include a pencil, a light bulb, a gift present, a medicine pill, a cell phone and more. Each character also comes with 24 hand gestures.