

iClone Animation Pipeline Facial Animation

Facial Mapping, Lip-sync and Puppet Animation



Facial animation for 3D characters usually requires complex controller scripts and a huge resource investment. With iClone's muscle-based universal face mapping technology, you can quickly animate characters with any face rig. The user-friendly interface, smart editing tools, and well-designed motion controls, allow you to easily create professional lip-syncing animation combined with vivid expressions in a fraction of the time.

Animate Characters with Any Type of Facial Rigs

Bone Based

Facial bone rig for quick posing and real-time game performance.

Morph Based

Exaggerated and cartoon-like facial animation with sculpted blend shapes.

Bone / Morph Hybrid

Highly detailed morph animation utilizing facial bones and blend shapes.



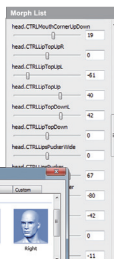
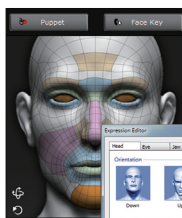
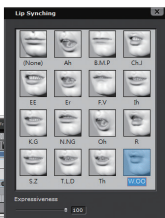
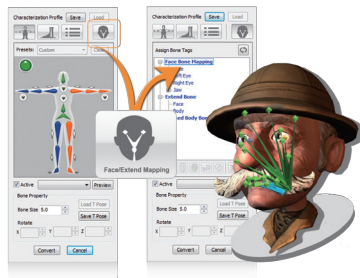
Create Animation Fast and Easy

Universal Facial Mapping

In addition to body motions, you can now define facial movements with the intuitive Expression Editor. Customize every detail from eye and facial muscle movement to defining your own custom real-time facial puppet profile!

Lip-sync and Puppet Animation

The exceptional lip-sync function can also be modified by adjusting Viseme shapes that make up the lip-sync facial pose library. Full facial mapping control in the Muscle section allows you to define how the Face Puppet and Face Key Editor tools animate your character's face. Not only can you adjust the character bone rig, but you can also customize morph animation results by adjusting blend shape sliders to best fit your character's individual personality.

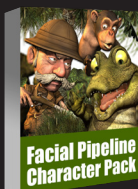


Industry Standard Formats for Export

Export your assets to game engines and other 3D software through FBX format for further editing and wider application.



Mastering the iClone Facial Animation Pipeline with the Best Learning Pack Tools | Docs | Samples | Sources



- 3 Sample Characters :
 - Bone Base, Morph Based, Bone / Morph Hybrid
- Complete Custom Puppet Profile for Each Character
- GameBone Template, Automate Your Talking Character Design
- Spec and Documentation for Automatic Character Import
- One-click Daz Character Conversion

