

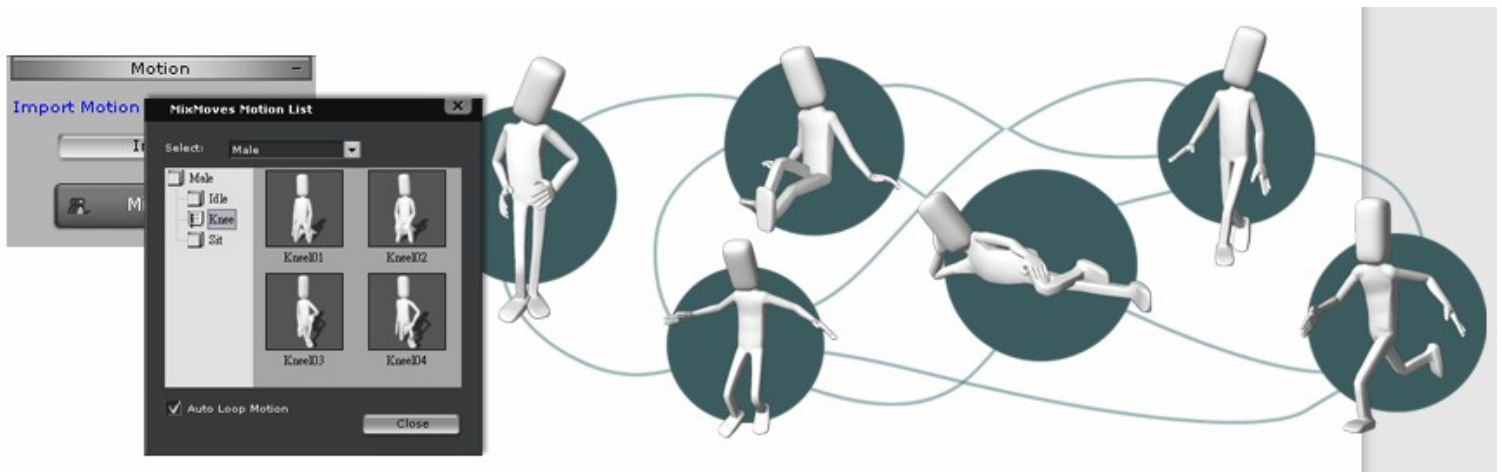
Features



Smart Animation

NEW MixMoves - Motion Graph System

The MixMoves (motion graph) system consists of hundreds of well-calculated, daily motions for top mocap quality. The system automatically generates natural transitions between previously selected motions for male or female actors. Its motion graph technology presents a general framework for human motion states to blend together, seamlessly. Storytellers simply need to select target motions under different states such as standing idle, sitting, kneeling or lying down. The system then automatically sequences motions and blends them together in a natural, believable manner.



NEW Motion Capture with Depth Cam

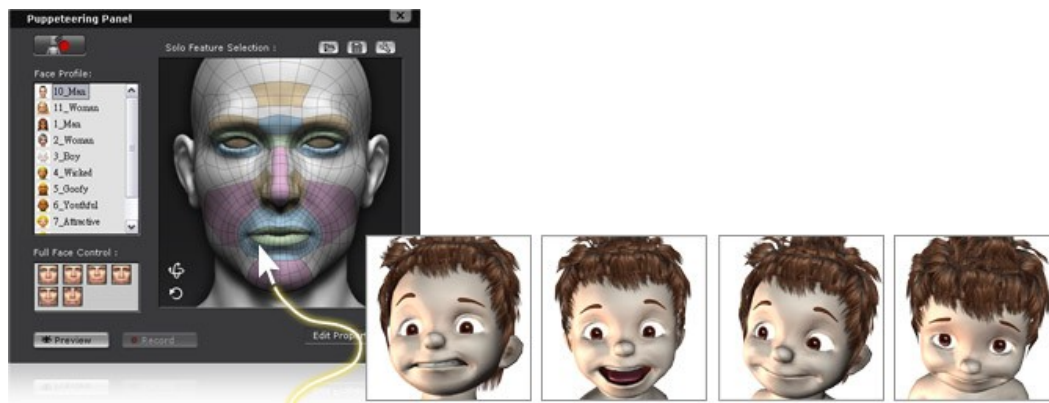
iClone5 offers the most affordable and intuitive, motion capturing solution in the industry. Now you can simply use your body to control virtual actors, in real-time, with motion smoothing optimizations. Lightspeed your animations and create realistic-looking motions as now you can literally control actors with your body movements.

NEW Motion Puppeteering - Body

You may use a mouse or any other handheld device to create an unlimited number of motion variations to reflect your character's personality. Users may select body parts and add puppet behaviors, while they control their animations during playback or real-time recording. You may also manually control the puppeteering speed and direction, or let the animation loop with slider alterations. Animators are also able to create frequent male and female motion alternatives with 55 different puppet profiles found in 4 categories.



Motion Puppeteering - Face



Use a mouse or handheld device to puppet character animation. Select characters or facial features and puppet their behavior as you playback to recorded audio in real-time. 10 default puppet profiles define instant personality performance for puppeteering including Wicked, Goofy, Youthful, Attractive and Grumpy; as well as six emotion styles included with advanced select and de-select layer editing capability that provides full control of the puppet features.

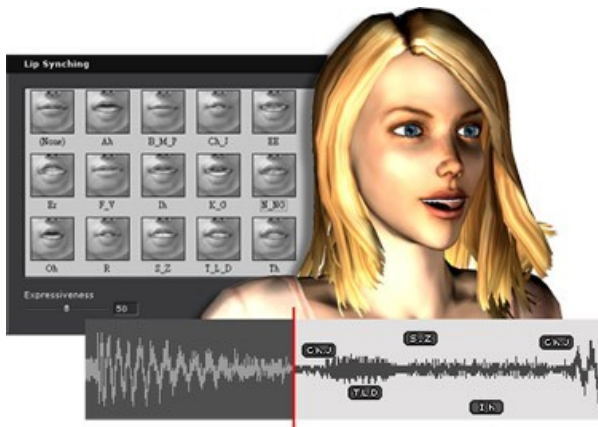


NEW Motion Key Editing - Body

Licensed from Autodesk®, the same core technology of Motion Builder for human motion control; iClone5 meets the highest standards of human bone structure and motion editing systems. Using Human IK as the core character engine allows your 3D characters to now have automatic floor contact, while the intuitive real-time IK motion control keeps a proper body balance.

Motion Key Editing - Face

Select individual or multiple facial features, and puppet their behaviors by dragging the mouse cursor around the editing area. iClone 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.



Audio Lip-sync

Import a WAV file or record your own voice by using the built-in audio capture function. Enjoy a vast phoneme databank that automatically lip-syncs to your image. Advancements in Text-to-Speech offer better quality for all end-users, and additional solutions for text-driven voice performances.

Instant Performance with Personality & Emotion

A Persona is the characteristics given to the actor so that the actor can animate in a unique style. One Persona file may include several sets of movement behaviors. Use the Behavior Mode Switch (hotkey X/Z, next/previous mode) to trigger different animation sets such as walk mode, run mode, or even a custom defined fly mode. Animation defined in the Persona can be either triggered by hotkeys or the right-click menu.

