

Features



iClone5 is a feature-heavy, template-based tool that lets you discover smart interactivity between actors and props making animation fun and logical. The new motion puppet and physics functions brings you to a new level in real-time animation.

Real-time Production

- Intuitive user interface and in-screen editing.
- Just-in-time animations for studios and live TV productions.
- Real-time creativity for live-action previzualizations.



Digital Actors

- Replicate real-life actors with photo-to-3D actor creation.
- Design & direct 3D characters ready-rigged for body & facial animation.
- Multiple character styles for human and non-human types.

Motion Puppet

- Audition and record body motions with innovative actor puppeteering.
- Blend MixMoves mocap library motions to create seamless transitions between motions.
- Animate on-the-fly with real-time Microsoft Kinect motion capture.



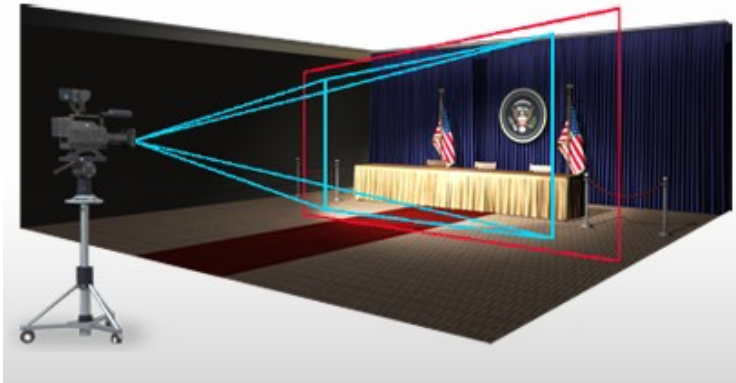
Smart Props

- Natural prop physics animation with fall, collide and bounce effects.
- Interactive object controls with iScripts.
- Tons of prop templates for custom textures and dynamic designs.

Stage Settings

- Modular elements and components for scene setups
- Create beautiful scenery with natural world systems: terrain, sky, water, grass and tree.
- Make sophisticated art directions with HDR, IBL, AO and other atmospheric styles.





Camera & Lighting

- Multiple camera view settings and live switch
- Smart filming techniques with look-at, link-to and smooth path controls.
- A variety of lighting effects using ambient light, directional light, spot light & point light.

Open Pipeline

- Free 3D modeling tool and assets from Google's SketchUp and 3D Warehouse.
- Bring other 3D content into iClone in 3DS, OBJ, and FBX formats via 3DXchange.
- Essential character and content development through 3DS Max plug-ins.



Visual FX

- Template particle effects and custom parameters with attributes.
- Material effects with 7 texture channels.
- Key-able post effects such as color filters, lens blur and NPR.

Render & Output

- Real-time preview renders in wireframe, smooth shader and pixel shader modes.
- Popular images and video format export.
- Create eye-popping, 3D stereoscopic videos with customizable convergence distances.





Content Platform

- Template-based content for quick character and stage setup.
- Expandable content library with Reallusion's Content Store and Marketplace.
- Live content access and enjoyable try-before-buy system.