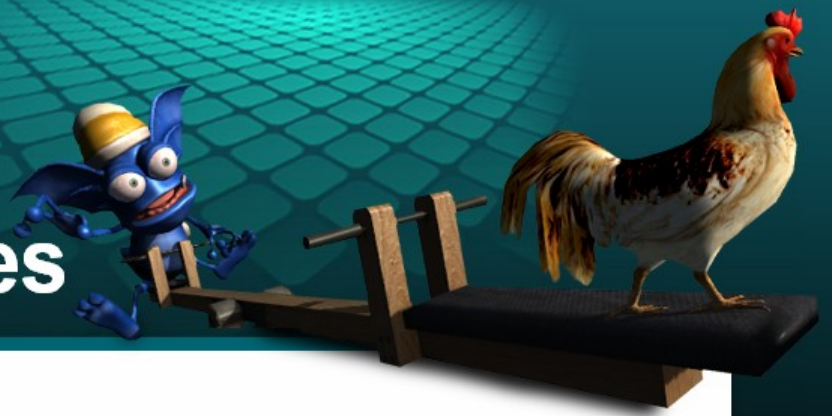


Unique Advantages

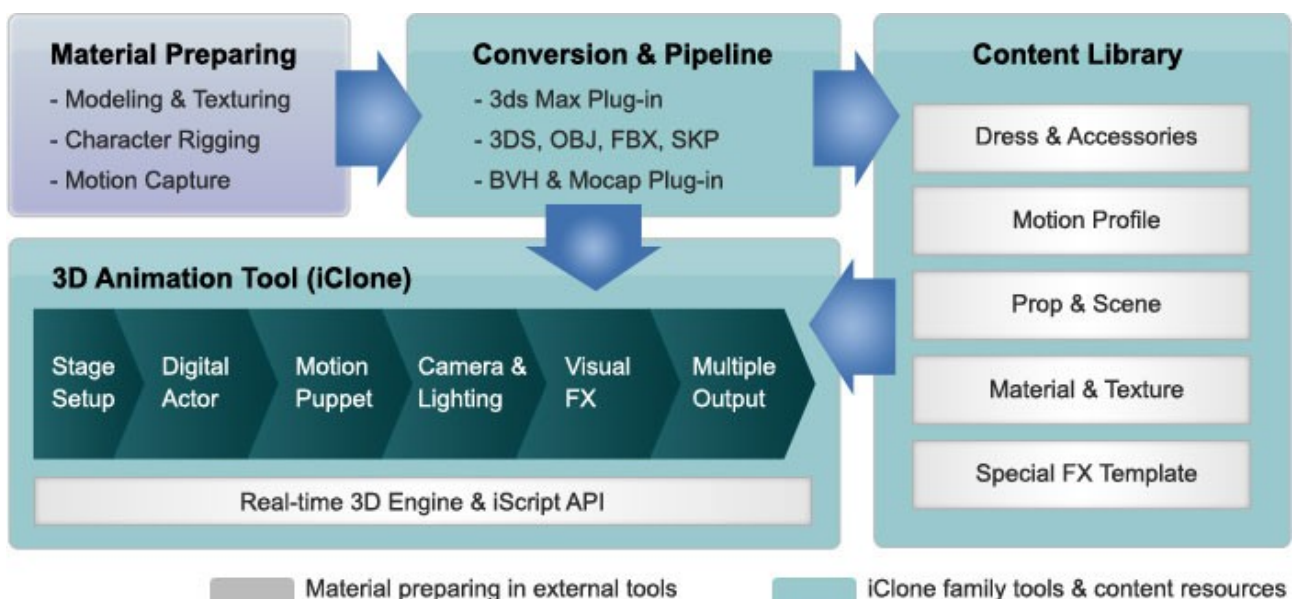


Why Choose iClone?

Simple, because iClone5 has been built from the ground up as an essential tool for quick animation production. There is no other application in the industry that can deliver the speed, customization, flexibility and versatility of iClone5. iClone5's powerful engine allows for real-time animation, and motion capturing, which sets it apart from other 3D software, as you can literally watch your animations while you create them. Now the possibilities are mind-boggling with this all-in-one animation studio!

1. Empower 3D creation with no extensive 3D experience

- iClone is everything a single person needs to produce multi-role, quality projects in a fraction of the time.
- Its superior preset layouts are ideal for directing, storytelling and visualization.
- iClone helps novice users skip the hassle of 3D modeling, character rigging, and key frame animation; and replaces it with fast, templated-based content.
- It provides the best, and most flexible, working pipeline for multiple project outputs with 3D tools like SketchUp, 3DS Max, Blender, Maya, Poser, ZBrush and others.
- iClone covers all your animation needs with embedded content and expandable libraries. With straightforward conversion tools, now you can easily bring in motion data and content from other external applications.



2. Daily quality production that saves you time & money

- Due to Globalization, anything associated with animation brings much attention and potential for sponsors and revenue.
- Create powerful visuals within a completely controllable environment without having to actually build a set.
- iClone enables TV and Online Shows to efficiently deliver project deadlines and quality.



3. Skip to the fun part of animation by simply acting

- iClone is the first in-house mocap studio that allows you to directly bring in motion data without the burden of complex motion pipelines or tedious conversion issues.
- It offers the most affordable, and intuitive, motion capturing solution in the industry! You no longer need annoying motion capture suits or expensive cameras. Just launch iClone5 with any off-the-shelf depth camera, and start animating.



4. Template-based editing environments for instant animation

- iClone's production layout is logically designed with Stage, Set, Actor, Animation, Media and Export features that make it easy for anyone to understand. Users can be their own directors and start animating without any hassles of creating content from scratch.
- Its effortless drag & drop interface lets you focus on your storytelling by freeing you from tedious procedures.
- The embedded content contains tons of character bases with customizable facial & body templates along with outfits, props, motion profiles, particles and post effect templates that allow you to start animating on the spot.



5. Collaborative content platform for unlimited resources

- iClone is not only an application, but also an entire community. Reallusion hosts the largest, real-time animation Marketplace of its kind that allows you to exchange and sell content with other iClone designers around the world.
- With an easy import pipeline, users can now search and download millions of free assets from Google's 3D Warehouse and use them inside iClone, royalty free!
- iCloners may create their own designs and sell them in an open community which promotes discussion, exchange and collaboration with friendly contributors from all around the globe.



6. The fastest & most innovative way to teach & learn 3D animation

- iClone meets the needs of today's Educators by developing professionals with well-rounded talents for many industries.
- With iClone, students can unleash their inner talents and deliver results in weeks which would normally take years with other traditional 3D tools.
- By streamlining the animation process, iClone allows teachers to create engaging courses while allowing students to learn by having fun.



The new way to learn 3D animation

	Traditional 3D Tools	iClone
Content Creation	Takes a long time to create from scratch	Use of quick embedded content & templates
Production Logic	Modeling > Rigging > Animation	Skips to the fun part of animation
Character System	Flexible but everything needs to be created	Limited but flexible enough thanks to universal character bases
Motion Editing	Flexible but requiring key-by-key editing	Limited but easily transferable with standard motion templates
User Interface	Complicated and detailed	Simple and intuitive
Preview Window	Render to preview	What you see is what you get
Render Engine	Movie quality	Game quality
Render Speed	Very Slow	Very Fast
Learning Curve	Very High	Very Low