

Version Comparison



iClone5 Standard vs. PRO

Category	Major Features	Standard	PRO
Features	Custom 3D head from photo	V	V
	Custom clothes with CloneCloth	V	V
	Audio lip-sync	V	V
	Bone level facial deformation	V	V
	Motion editing with HIK	Partial (No reach target)	V
	Basic facial & body puppeteering	V	V
	Advanced facial puppeteering - Detail solo feature control - Bone level expression detailing		V
Timeline	Add and delete key frames	V	V
	Motion layer editing	Partial (No detail tracks)	V
	Move, copy, & paste key frames	V	V
	Transition curve & timewarp curve		V
	Insert/Delete frame for whole project		V
	Loop or speed control of motion clip		V
	Collect and save custom motion clip		V
	Multiple Camera Switch	V	V
	Voice & lip track		V
Resources	Live Content Access on Backstage	V	V
	BVH Converter		V
	Advanced Developer Tools - Plug-in, base model		V
	Free modeling from SketchUp Free models from 3D Warehouse (Bring in 3DS, OBJ, SKP file formats into iClone via 3DXchange)	V	V

Output	Import image (JPG, BMP, GIF, TGA, PNG)	V	V
	Import video (AVI, WMV)	V	V
	Import audio (MP3, WAV)	V	V
	Import sprite video (popVideo)	V	V
	Export image sequence (JPG, BMP, PNG, TGA)	V	V
	Export GIF Animation	V	V
	Export Video (WMV, AVI, MP4, popVideo, FLV, iWidget)	V	V
	Export FLV with HTML code	V	V
	3D stereo output	V	V
	Full screen HD output	V	V
Price		\$79.95	\$199.95

iClone5 Trial vs. Full

Category	Item	Trial	Full
Program	Time limitation	30 days	No limitation
	BVH converter	No	Yes
	Video export duration	30 seconds	No limitation
	Max video output resolution	720x576 Pal	1920x1152 Full HD
	Max image output resolution	800x600	No limitation
	Video output with watermark	Watermarked	No limitation
	Full screen mode	No	Yes
	Login to activate	Required	No limitation
Content	Live access to add-on content in Marketplace	No	Yes
	Try content before you buy	No	Yes

iClone4 vs. iClone5

Category	Major Features	iClone4	iClone5
Actor Creation	Custom 3D head from photo	V	V
	Custom clothes with CloneCloth	V	V
	Character morphing & deformation	V	V
	Character Generation	G3 Character with G4 Head	G5 Character
Animation	Motion Editing with IK & FK	V	V
	HIK Motion Editing with Reach Target		V
	Audio Lip-sync	V	V
	Motion Puppet - Facial	V	V
	Motion Puppet - Full Body		V
	Direct Puppet		V
	MixMoves (Motion Graph)		V
	Device Mocap		V (Plug-in required)
	Transition Curve	V	V
	Time Warp		V
	Physics Animation		V
Stage & FX	Interactive Prop with iScript (LUA)	V	V
	Prop Puppet		V
	Natural Environment System	V	V
	HDR & IBL	V	V
	Ambient Occlusion		V
	Toon Shader (Cel Shader)		V
	Particle FX	V	V
	Post FX		V
Import & Export	Full HD output	V	V
	3D stereo output	V	V