

Pipeline Applications

Comprehensive 3D Content Conversion

External Tools

.3DS .FBX
.OBJ .BVH

3DXchange 5

.iProp
.iMotion
.iAvatar

iClone

Convert files with properties intact. Retain 3D meshes, node relations, textures, materials, skin-bone rigging and animation data when importing or exporting characters and props. Import FBX characters to animate with iClone's motion puppet, mocap and HumanIK tools.



CG Design

Character designers & animators now benefit from real-time actor and motion creation tools, making it possible to design a wide range of character styles with 3D faces from 2D photos.



Game Development

Real-time optimized character designs along with character animations and a massive library of dynamic motion packs will help you to breathe life into any game characters in minutes.



Education

Connect classrooms with character creation and animation tools that work with 3rd party 3D software. Take advantage of essential content libraries ideal for educators and institutes.



Training / Simulation

3D character and prop libraries offer the power of quick presets with fully customizable options. Easily populate 3D scenes with iClone characters, props and animations in a fraction of the time and cost.

3D Graphic Tools



3D Game Engines



iClone Animation Pipeline

Character · Motion · Content



The iClone Animation Pipeline levels up Reallusion's real-time animation tools and 3D content for game development, CG animation and simulation.

Character

Generate Real-time Optimized CG Characters

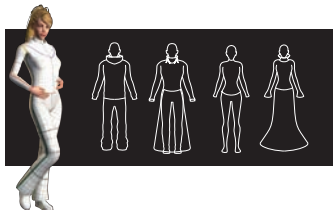
Face & Body Customization

Create multiple character appearances with body-style and facial feature morphs. Quickly create & export characters complete with customized motions.



Clothing Templates for Character Design

CloneCloth introduces a powerfully simple way to create custom clothing for iClone actors with multiple layers and styles for casual, formal and costume wear.

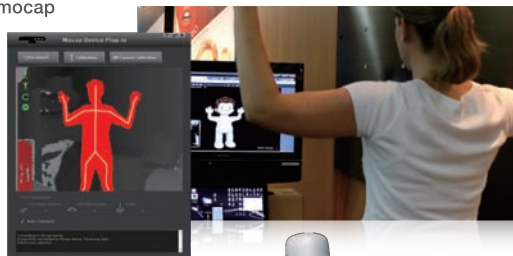


Motion

Animate, Capture & Edit in Real-time

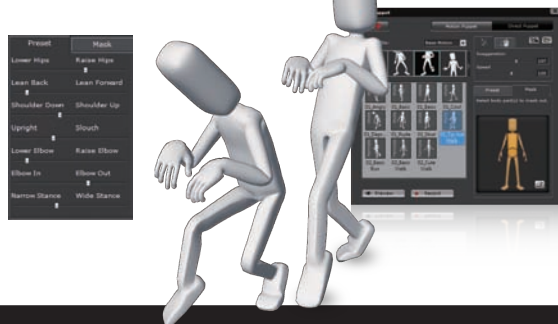
Kinect Motion Capture

Motion capturing with Kinect for Windows and iClone introduces real-time mocap for any studio level or indie developer. iClone5 simplifies animation with instant Kinect-mocap recording, playback and editing in one complete package.



Human IK & Motion Puppeteering

Animate characters with HumanIK enabled puppeteering. Create new animation sequences in iClone with the slider-based motion mixer panel. Select and blend professional motion capture performances to generate your own customized motions.

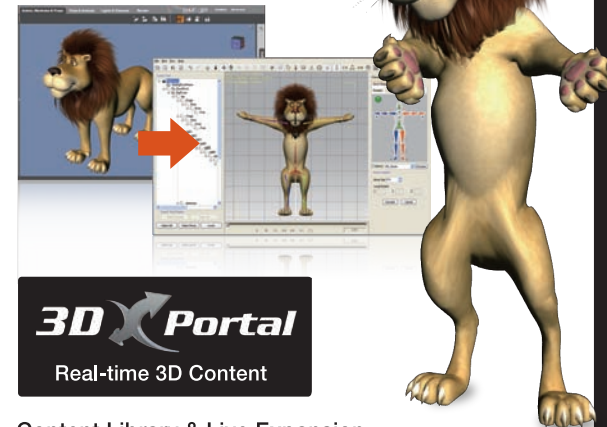


Content

Adapt Character & Motion to Your Design Tools

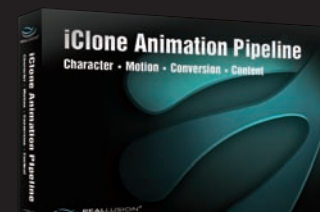
Content Format Retargeting

Convert existing characters into action-ready actors with iClone motion capture and editing tools. Access a massive library of real-time optimized props, characters and motions. Import, animate and export FBX, OBJ, BVH, 3DS, & SKP files.



Content Library & Live Expansion

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



iClone Animation Pipeline

Reallusion's iClone Animation Pipeline includes three products in one package for studios and artists to import their own custom characters. Import as FBX, characterize them for iClone, then animate and export your assets to game engines and other 3D software with iClone5, its Mocap plug-in and 3DXchange5.



iClone5 PRO

Included Content:

33 Characters

600 Motions

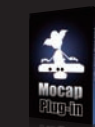
369 Props

iClone5 is real-time 3D animation for digital actors, environments & visual effects with drag & drop editing, and powerful physics designed for creativity in production, education & previzualization.



3DXchange5 Pipeline

3DXchange5 is a robust, streamlined conversion and editing tool that connects iClone to a universe of 3D content; allowing you to import and export characters, props and motions.



Mocap Plug-in

The most affordable and intuitive, motion capturing solution in the industry. Now you may simply use your body to control virtual actors, in real-time, with motion smoothing optimizations.

*Additional Hardware :

Kinect for Windows, designed for PC applications which can be linked to PC computers running on Windows 7 or above.