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Reallusion launches iClone Character Creator

*Generate Unlimited Fully-Rigged Custom 3D characters for games.
Animate in iClone and deploy game characters for Unity, Unreal and Autodesk Stingray.*



UK (16th September 2015) — Reallusion launches iClone Character Creator. iClone users can now create realistic looking, animation ready 3D human models with this free add-on tool for version 6.2 Pro and above. Unique characters can be created through the use of shape morphs, customizable high resolution skin textures, and outfits with clothing containing your own fabric designs.

iClone 6 Pro is an incredibly powerful, yet easy to use real-time 3D animation software that allows you to put together a visually stunning 3D animation scene in minutes. Imagine having your creative animation ideas come to life right in front of you instantly without the wait! Professionals and beginners can take advantage of tons of pre-made content and smart interactivity between actors, vehicles and props.

Prepare characters for game engines like Unity, Unreal and Stingray or use in 3ds Max or Maya with direct FBX export via the iClone Animation Pipeline. Animate game character motion in iClone and export via the iClone Animation Pipeline's 3DXchange.

Main Features Character Creator:

Quick Start Pre-sets and easy to use interface

Drag-and-drop presets, in well-organized categories are available for you to generate various character styles in no time at all. You can also manually do further modifications with the use of sliders to create characters with more sophisticated details. The intuitive dockable user interface design brings you the most flexible editing environment.

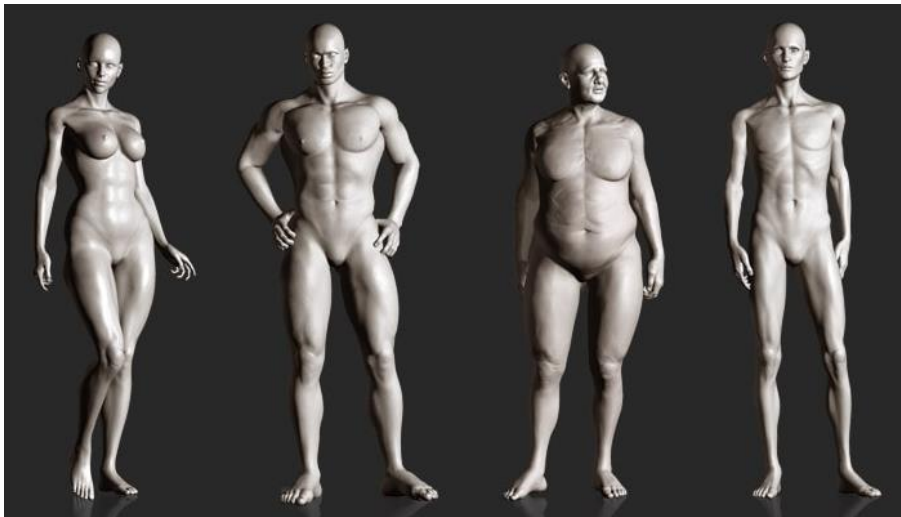
Free Style Shaping



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Morphable Muscle Shape & Bone Scales. The brand new, authentic one-mesh CC Characters are designed for versatile body morphs. Besides applying basic figure shapes from the preset library you may also further adjust the body, or individual parts such as: Head, Torso, Chest, Waist, Arm, Hand, Leg and Foot.

Morphable Face Creation & Editing. To easily create unlimited authentic human faces, you can either directly apply any of the presets for quick prototypes, or you can further refine the appearance through highly detailed facial sliders, grouped into intuitive segments such as: Skull, Forehead, Eye/Eyelash, Brow, Ear, Nose, Cheek, Jaw, Teeth and Mouth.



Adjustable skin Properties. Freely apply different texture patterns to your own masked area. Blend colour variations and skin pores and wrinkles to generate the right skin for characters with various ages, genders and ethnicities.

Aging System. The full body Aging Morphs and Skin Normals options, give you the power to easily transform your characters into elderly ones. This can be applied to different genders and body shapes. Gracefully age your characters' look or go all out and instantly turn them into seniors by adjusting the slider control.

Sun Tan & Tattoo. Import decals (tattoos) and move or resize them on top of the skin as you like. You can also use a mask layer (suntan) combined with the sun tan sliders to simulate natural summer tan lines, a sporty-beach look, or sunburn effects.

Cosmetic Design. Character Creator has integrated a complete make-up system based on professional cosmetic theories. Design the best brows for your character's face shape with eyeliners that fit her/his eyes. Apply eye shadows or add a shimmery eye effect to create luminizing eyelids. Add blush to enhance contour, or change lipstick colors and specularity to create a lubricated appearance. Additionally, you may manually define the area of any make-up to apply true-to-life finishes.



Dynamic Clothes Design. Easily get your character dressed in full outfits by layer-applying the underwear, upper clothes, lower pants/skirts and outer garments. The best part is that the same clothes can be conformed to different body shapes, and you may further refine the result using the conforming tool.

Colour, Segment, Pattern. Use an RGB mask to define preferred cloth or shoes segments. Make your own unique outfit designs by changing each segment's colour, pattern or fabric. Freely apply a worn-out effect or add dirt and dust or add torn patterns to give jeans a variety authentic styles.

Patch & Logo. Import your own decals made with diffuse, specular and normal maps. Then imprint these logos over fabrics or paste, weave and stitch patches and plastic stickers anywhere you wish.



Content Expansion The Character Creator (CC) Essentials packs expand the 3D character design capabilities with more morphs, aging, skin and cosmetic kits. Character clothing and fabric design assets and tools add dynamic texture layers for stylizing the wardrobe.



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View content packs: [Essential Morphs & Skin](#) | [Essential Clothing and Fabric](#)
http://www.reallusion.com/ContentStore/promo/CC_Essential_Complete_Bundle/default.aspx



Characters for Games Character Creator models are animated in iClone and readied for the game engine of choice through the iClone Animation Pipeline. Once a 3D character is created and animated it's sent to 3DXchange and exported for Unity, Unreal or Stingray via optimized FBX.
[iClone Animation Pipeline: http://www.reallusion.com/iclone/default.aspx](http://www.reallusion.com/iclone/default.aspx)

Character Creator web <http://www.reallusion.com/iclone/character-creator/default.html>

iClone 6 is now available at the [Reallusion Online Store](#) in 2 versions for Windows PC.

About Reallusion Inc

Headquartered in Silicon Valley, Reallusion is a leading-edge software developer providing cinematic animation tools for PC, Mac and mobile platforms. Reallusion's pioneering storytelling technology excelling at character animation, facial morphing and voice lip-sync allows fast creation of interactive avatars for 3-D real-time filmmaking and previsualization for professional post-production. Their powerful yet easy-to-use tools make character animation accessible to both Mac and PC users of all skill levels. Reallusion's development of core technologies and growing base of intellectual property firmly establish the company as power among emerging technology innovators, furthering their graphic and imaging embedded kernels to top-brand device manufacturers worldwide. <http://www.reallusion.com/>

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