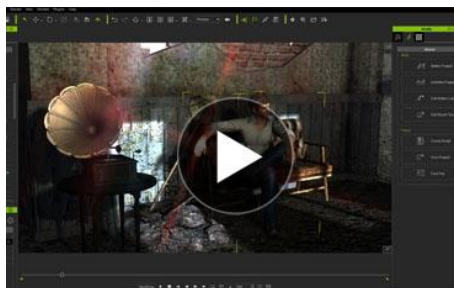
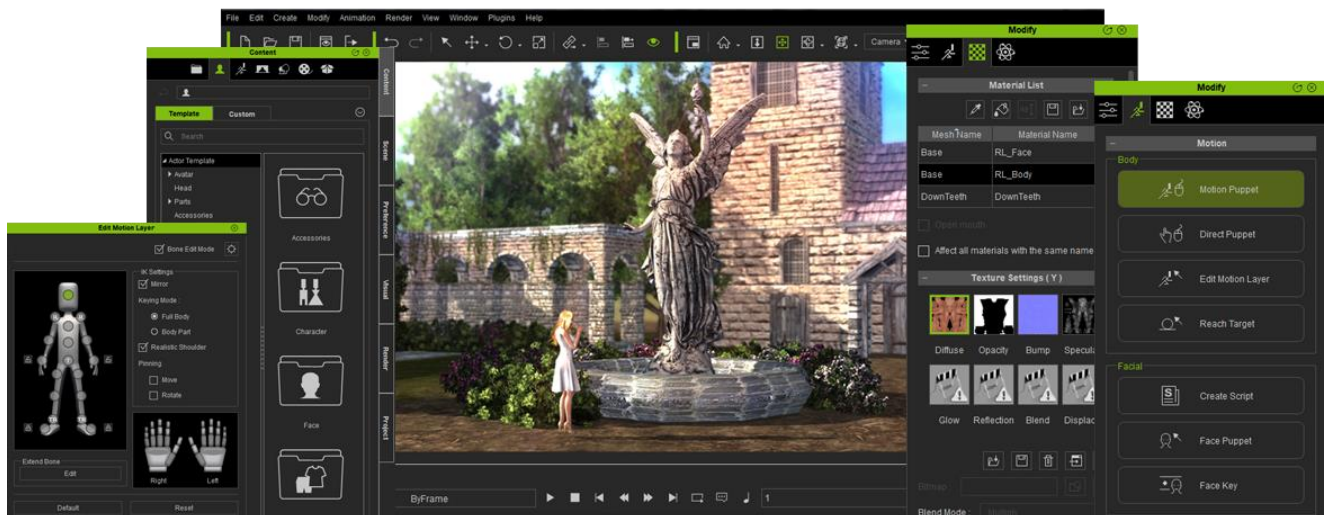




# General Features

## Real-time Production

iClone's preset layouts are logically designed with Stage, Set, Actor, Animation, Media and Export sections so that you may easily allocate resources during story creation. Simply drag and drop actors, props or textures directly into any scene within the 3D preview window, and then use the intuitive gizmos to easily control objects with convenient inscreen editing. The new dockable iClone Qt user interface is now able to adapt to your working style, providing three levels of font and UI sizes which can fit different resolution demands. With the new Content Manager, not only can you easily keyword search target items, but you can also create your own custom folders to place all related content for easy access later. There are also lots of Timeline enhancements such as dope sheet, multi-track editing, and zoom view which can let you manage object sub-tracks much easier.



### New! Flexible Intuitive UI

Drag, dock and combine your various work panels to any area of the screen; you can then save your custom UI layout for future use. Quickly switch between different layouts like animation view, scene setup view, or cinematic view. Take advantage of your PC multi-screen setup and distribute your iClone tools in whichever monitor you like for maximum comfort, style and efficiency!

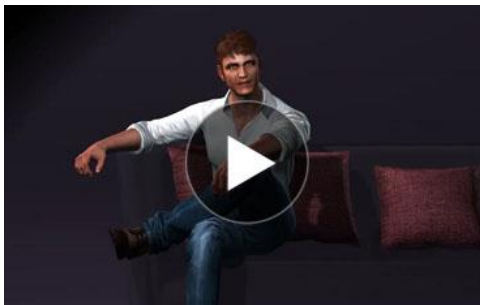


### New! Timeline Enhancements

Directly perform key edits on the master track without clicking on every individual track to find specific keys. A new Rectangle Select feature allows you select multiple items in separate tracks and move them simultaneously. Simply scroll your mouse to enlarge its display size, and hold the Alt-key to pan the timeline view.

# Appealing Characters

Welcome these brand new, stylish one-mesh G6 characters that are designed for versatile body morphs; one dress can conform to different body shapes, and the joints are smooth during motion. With the enhanced face mesh topology, not only can you change the character look but you can also make facial expressions more smooth and natural. The textures have been created and refined with professional tools, resulting in astounding skin detail. By using Collision Shape editing, characters can now realistically interact with other physics objects in your scene. Moreover, we have also kept the classic G5 and non-human characters for more options.



## New! G6 Characters

This new generation of characters brings the iClone visual quality to the next level with enhanced topology for natural facial animation and body morphs. Enjoy the detail enhancements that have gone into this new breed of characters that really bring out the power and performance of iClone's real-time engine.



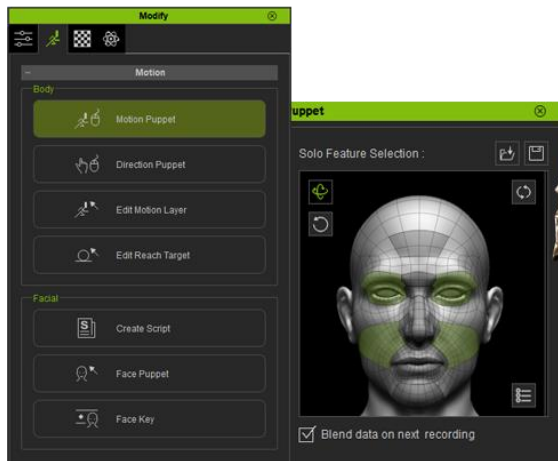
## New! Collision Shape Editing

Character models can now realistically interact with other physics objects in your scene. Simply select any body part and resize the graphic reference to match the desired collision area, then go wild with any interesting physics interactions.



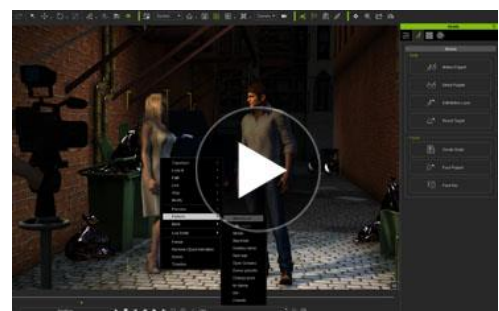
# Authentic Motion

Easily preview and record face, and body motions with the unique puppeteering engine. Create vivid facial animations with audio lip-syncing or develop enhanced expressions with motion key editing. Then freely control body animations with HumanIK and motion layer editing, allowing you to instantly apply characteristics for unique styles. Set path constraints to guide your actors' motion behaviors, or endow them with consciousness by making them look at camera or moving targets.



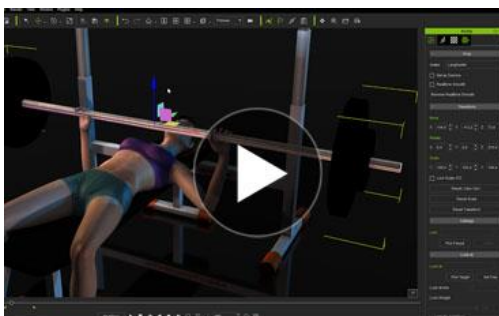
## Face Puppet

Use a mouse or handheld device to puppet character animation. Select characters or facial features and puppet their behavior as you playback to recorded audio in real-time.



## Persona

One Persona file may include several sets of movement behaviors such as walk mode, run mode, or even a custom defined fly mode.



## Motion Key Editing

Using HumanIK as the core character engine allows your 3D characters to now have automatic floor contact, while the intuitive real-time IK motion control keeps a proper body balance.

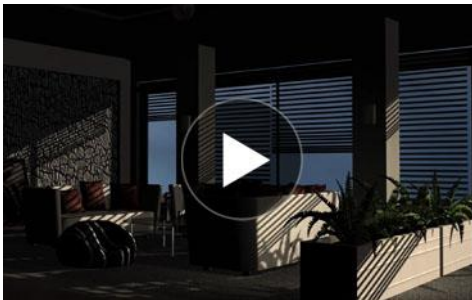


## Body Puppet

Select body parts and add puppet behaviors while controlling animations during playback or real-time recording. You may also manually control the puppeteering speed and direction, or you can let the animation loop with slider alterations.

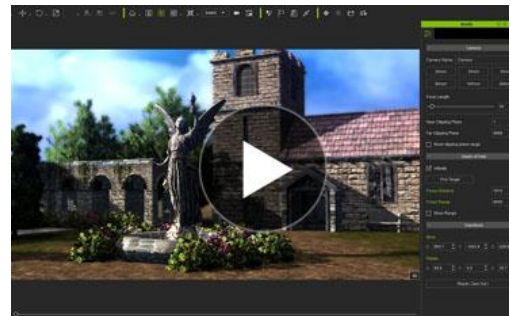
# Modular Stage

iClone provides ready-to-use building block systems which users can use to easily construct unique cityscapes and/or interior spaces. Users can also create natural environments by combining elements of terrain, sky, water, grass and trees. The interactive Sky Tool can be applied to any of your projects which brings moving clouds and day-to-night illumination. Furthermore, upgraded SpeedTree assets include more visually detailed plants, seamless LOD, and wind control via the timeline.



## Modular Scene & Prop System

Scene elements with an attachable building block system that can be connected and combined. The prop templates are designed especially for architectural purposes. Included are required construction materials for interior design.



## Easily Build Nature Scene

A flexible environment system to assemble scenes with terrain, sky, water, grass and trees. Actors or vehicles can also walk or drive on different terrains.



## New! Dynamic Sky System

A universal day-to-night sky system that can be applied to any of your projects for random adjustment of illumination, allowing you to easily set a suitable light atmosphere for any timeframe. You can even alter cloud density and movement.



## New! SpeedTree: Diversity & Quality

With lots more content besides trees including; flying bugs, butterflies, fences, rocks, leaves, and plants in the shape of 3D text; even the grass is now 3D! All trees now come with multiple texture channels including; diffuse, normal, specular, and alpha values for transmissive effects.



### **New! SpeedTree: Wind Behavior**

Different species of plants like broad-leaf, needle-leaf, or grass now react accordingly to different wind settings. Even a single tree can have branch and leaf motion settings so that you can see them naturally sway in the wind. In addition, you can now use the timeline to key-in wind changes from still, to gentle, to hurricane speed!



### **New! SpeedTree: Enhanced LOD**

Although SpeedTree already had a LOD (Level of Detail) system to ensure steady performance in a massive forest, some skips or jittering could still occur when changing mesh levels or altering camera distance. In iClone 6, you will hardly find any changes during these level transitions. The same smooth transitions have also been applied to SpeedTree objects such as rocks, fences, or other props.



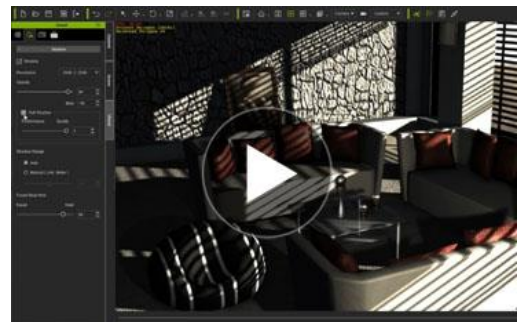
# Camera & Light

In iClone 6, you can directly drag in a light prop to light up your scene, or quickly duplicate light sources. By using the new Light Tool gadget panel, you can slide the dimmer to alter the brightness, set the light temperature from the tone palette, or apply flashing effects. You can freely manage up to 30 different cameras using the Camera Switch track in the timeline, and you can edit scenes by using the Preview Camera while at the same time using the Mini Viewport to track how it appears in other custom cameras. You may even ease-in-out animate cameras with motion curves, set your focus range to create DOF effects, or alter the lens for dramatic vertigo results.



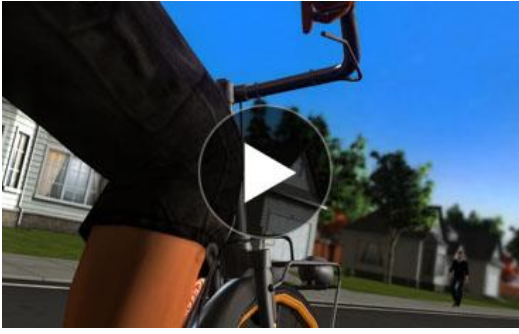
## New! Complete Light System

In previous iClone versions you needed to adjust lights separately with light props, which couldn't be attached and saved as single objects. In iClone 6, you can now directly drag in a light prop to liven up a scene. The brightness, color, and range of your light prop can also be duplicated and reused in other projects with ease. You may attach any light to your objects and start building your own custom light library from there.



## New! Soft Shadow

The Shadow effect enables any object to cast or receive shadows within the scene. With the new enhanced Soft Shadow function, you may define the edge softness of shadows by adjusting its Performance/Quality slider.

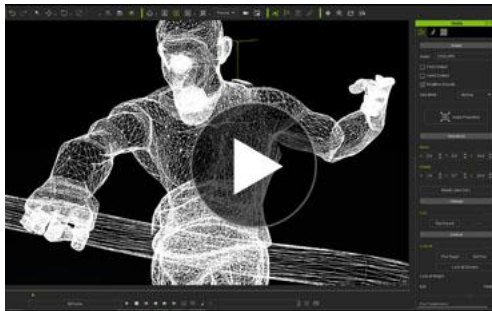


## Camera Link-to & Look-at

The Camera Link-to function helps you link any camera to an object with auto-follow when the actor or prop moves. The camera view will stay with the linked object and keep it in view throughout its entire animation. Camera Look-at keeps the camera in its set position, but pivots the camera view to always look at the defined target object.

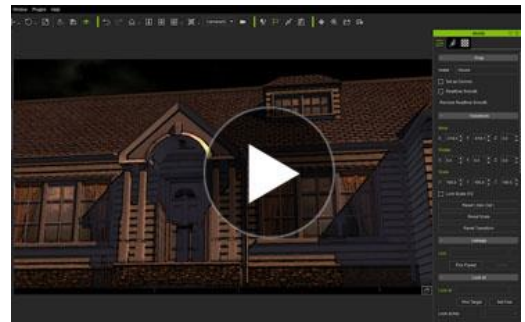
# Visual Effects

Real-time Surface Smoothing provides finer definition for low-polygon models without sacrificing system performance. The Toon Shader helps you easily turn 3D graphics into a 2D cartoon look with cell shading. With Post FX, you may render and create key-able visual effects like color toning, lens blur, sketch or black & white. Build enhanced and unique atmospheres with advanced lighting effects such as HDR, IBL, and AO. Produce amazing real-time particle effects with preset libraries and emitter controls for smoke, fire, and explosions.



## New! Real-time Surface Smoothing

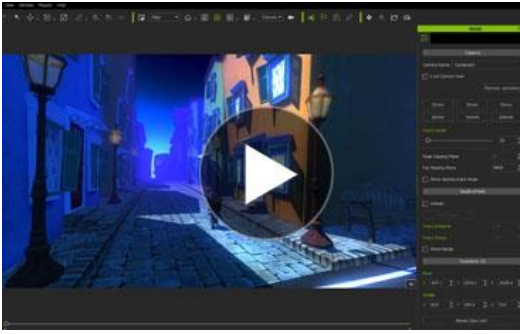
Real-time surface smoothing is a pioneering technology developed exclusively by Reallusion that enhances the look of everything in your scene without sacrificing system performance. By utilizing latent resources from your computer's GPU, iClone 6 will now be able to enhance polygon count in real-time, resulting in a smoother and more detailed surface appearance for low-poly objects.



## Post FX

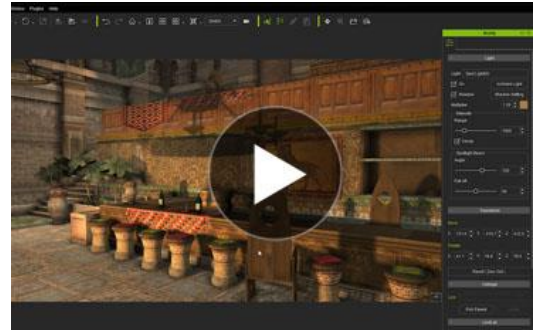
With post FX rendering options, you can render and create key-able visual effects like lens blur, sketch or black & white. This allows for a wide range of amazing post effects that transform any 3D animation into top-notch, studio art motions.





## Toon Shader

Cartoon rendering and cell shading allow animators to instantly turn a flat-looking 3D image into a cartoon, typically exemplified in artistically animated movies. In iClone, you can not only produce realistic styles of 3D animation, but you can also create cartoon-like animated videos.

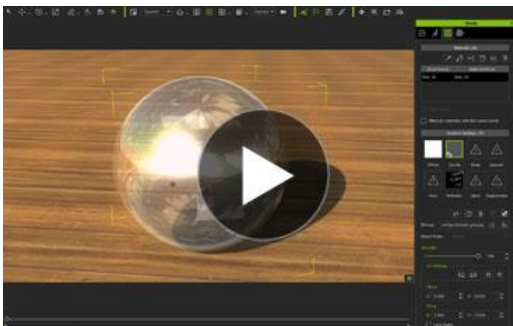


## Light Effects

The HDR (High Dynamic Range) effects can be used to create intense visual effects within your videos; simply adjust the parameters like threshold, bloom and exposure to add contrast or tone changes to your original design. IBL (Image Based Lighting) can help simulate objects receiving natural environment lights. AO (Ambient Occlusion) enhances edge shadows by simulating the attenuation of light when affected by occlusion.

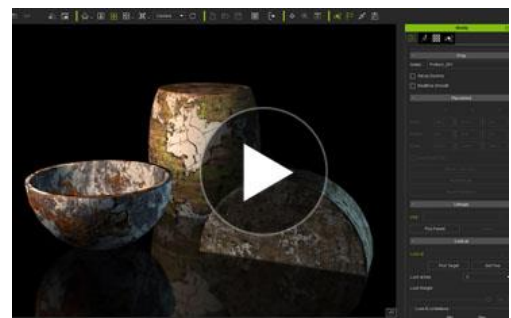
# Dynamic Materials

Create realistic visual appearances with multi-texture channels such as: Diffuse, Opacity, Bump, Specular, Glow, Reflection, Blend, and Displacement. You can also feed video textures into selected channels, and create live 3D-to-video composition effects. With the built-in Substance engine, you can easily add dynamic texture behaviors to existing iClone materials, compatible with hundreds of Substance material libraries. Thanks to the Tessellation technology, you can physically manipulate the geometric shape of your models by using displacement maps, which give a greater sense of detail without increasing polygon count.



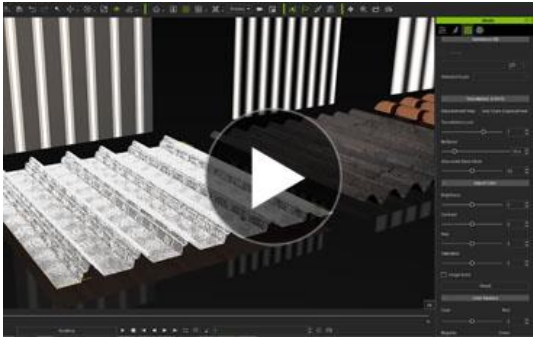
## Multi-texture Channels

iClone supports texture mapping effects: Diffuse, Opacity, Glow, Bump (Normal included), Specular, Reflection, Blend and Displacement. The material textures can be animated by editing key frames. By tuning the strength of each texture channel, you can create amazing visual effects



## New! Dynamic Substance Materials

Previously in iClone, all 3D models had their own set of materials which presented a pretty basic look. Now with Substance technology from Allegorithmic, you have the power to alter the material look and style, making existing materials look more natural and realistic. Aside from that, you can also create animated effects using the Substance library as well.



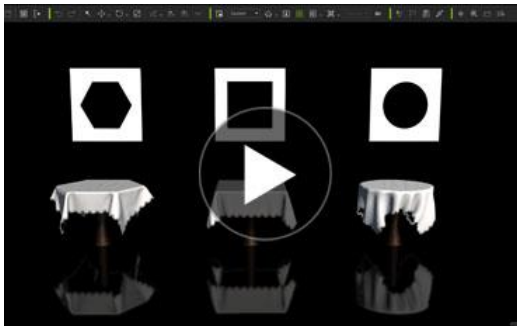
### **New! Tessellation from DirectX11**

The newly integrated tessellation technology allows designers to make 3D visuals from 2D image displacement maps in order to enhance mesh detail via GPU rendering. Anyone can create monochrome image maps with popular image-editing tools such as Photoshop or GIMP. By using grayscale height maps, you can also push and pull the surface of a 3D model to achieve the ideal look you desire.



# Physics Simulation

Soft Cloth is used for hanging, swaying, or twirling motions in your scene. You can use the gray map to determine which part of the cloth is controlled by cloth physics, and which part is let free or governed by skin-bone control. Wind control is also included to give your cloth expressive flying behaviors without key-framing efforts. Combining with the physics body collision system, the animated character will thus look far more attractive with flowing hair and skirt without unwanted mesh penetration. For rigid body physics, the newly introduced Visual Constraint system makes it much easier to design sophisticated mechanical structures, making it easy to manage the relations between items. Besides this you can also give rotational and directional forces to physically animate your designs.



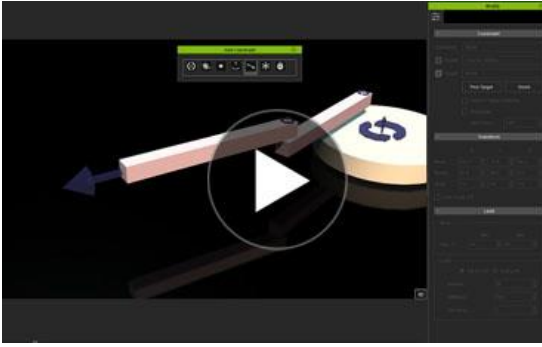
## New! Soft Cloth

Soft cloth is an incredibly versatile feature that can be used for hanging, swaying, or rolling motions in your scene. You can use the pin option to adjust the gray area of the weight map to dictate the dynamic controls for certain types of physics performances. Wind behavior is also added to make soft clothes self-animated, allowing for much more natural movement without external animation forces.



## New! Natural Hair/Skirt Movements

Animated characters will now look incredibly realistic by incorporating flowing hair, skirts, and other physics-enabled objects to their bodies. The real-time simulation via NVIDIA's PhysX engine means no more penetration of physics objects into the body. You can even bake these simulated physics results and re-use the animations.



### **New! Object-oriented Constraints**

Previously, iClone allowed you to adjust constraint settings to simulate the dropping behavior of a rigid body object in a certain range or direction. However, all the connection settings were invisible, making it difficult to observe and modify. The new constraint gizmo tool in iClone 6 makes it a lot easier to design physics objects while clearly observing the relations between two separate items.

# Render & Output

You may quickly switch between real-time render modes for optimal visual quality or faster editing performance. To give video producers a high flexibility over video compositing, iClone also gives the options to export image sequences with alpha channels, so that iClone 3D scenes or virtual characters can later be easily immersed into other media. Video export is supported in various formats including AVI, MPEG-4, and WMV for 4K Super HD video output. The 3x3 Super Sampling option delivers flicker-free video export which is rarely seen in other real-time rendering engine.



## New! Real-time Render

Quickly alternate your scene's previewing render modes. The Shader selector allows you to adjust the real-time preview settings so even complex scenes can be navigated without slowing down your computer. The 3x3 Super Sampling option delivers flicker-free video export.



# Content Platform

Instantly use comprehensive, template-based embedded content for quick character and stage setup. Reallusion provides the largest online resource collection for real-time 3D assets, fulfilling your needs for characters, motions, props, and textures. Find over 14,000 branded value packs in the Reallusion Content Store, and 340,000 items created by certified members in the Community Marketplace. Freely take advantage of the live content access and try-before-buy system.



## CSTORE CONTENT

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A place where you can find massive premium content packs created by both Reallusion and highly skilled independent developers.

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