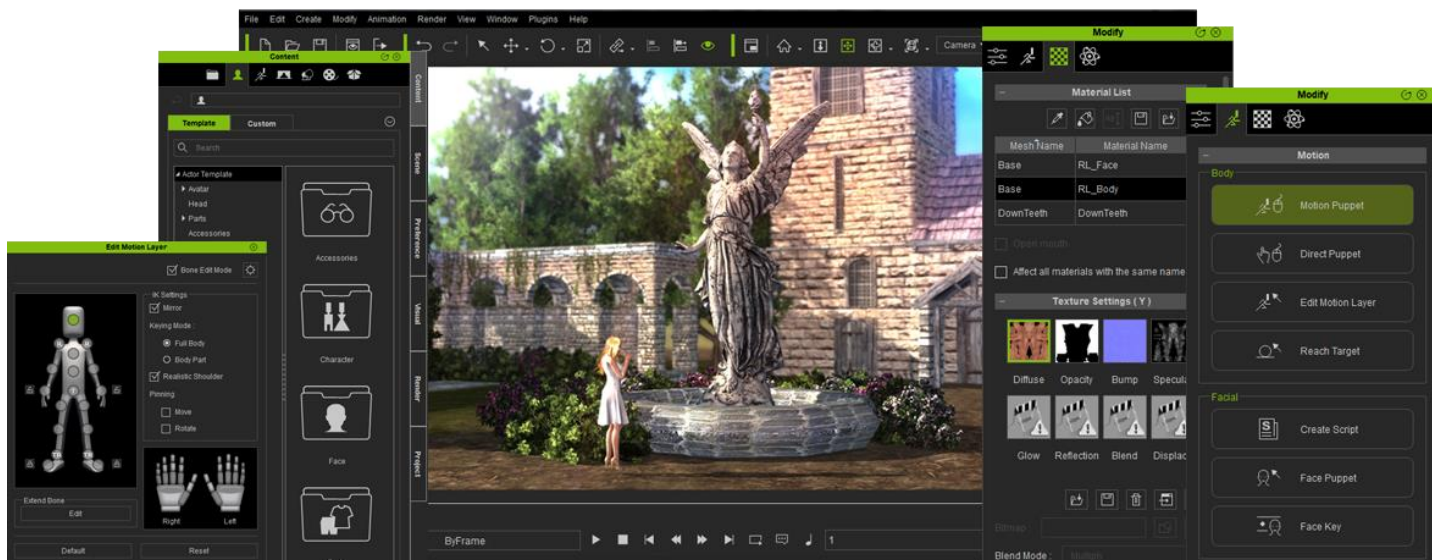




iClone 6 is real-time 3D animation for digital actors, virtual environments, visual effects with drag & drop editing, powerful physics and easy plug-in compatibility, designed for creativity in storytelling and broadcast production, education & previzualization. Professionals and beginners can take advantage of tons of pre-made content and smart interactivity between actors and environment that make animation fun and intuitive. Easily create & customize, direct actors, props, scenes, vehicles, lighting, cameras and dynamic material channel settings, all with stunning ultra-realistic rendering.



Real-time Production

- Director-oriented layout: Actor, Prop, Scene, Animation, SFX.
 - Intuitive dockable UI with various workspace adjustments.
 - Scenes are built with drag-n-drop with convenient in-screen editing.
 - Optimized Content Manager with quick search, content pack view, folder creation, and online inventory.
- Timeline enhancements with dope sheet, multi-track editing, and zoom view.

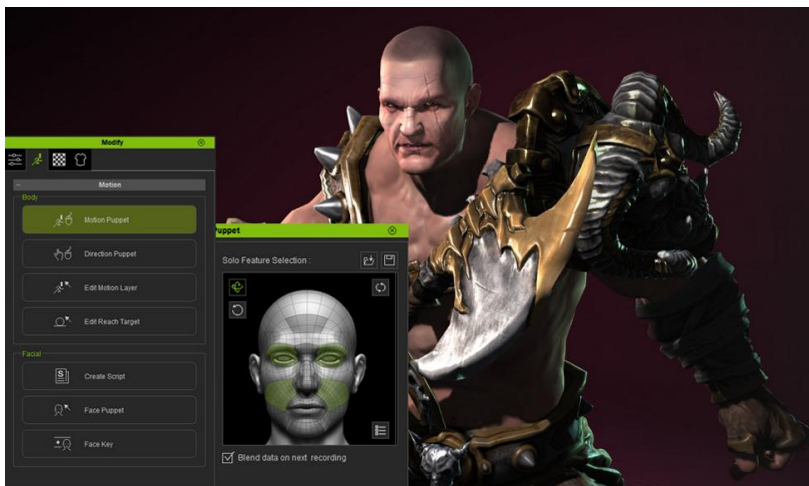
Appealing Characters

- Brand new one-mesh, morph-based G6 characters with enhanced facial details and textures.
- Collision shape editing for interacting with physics enabled objects.
- Multiple character styles for human and non-human types.
- Outfit switching with versatile styles for outfits, hair, and accessories.
- Photo-to-3D actor creation.



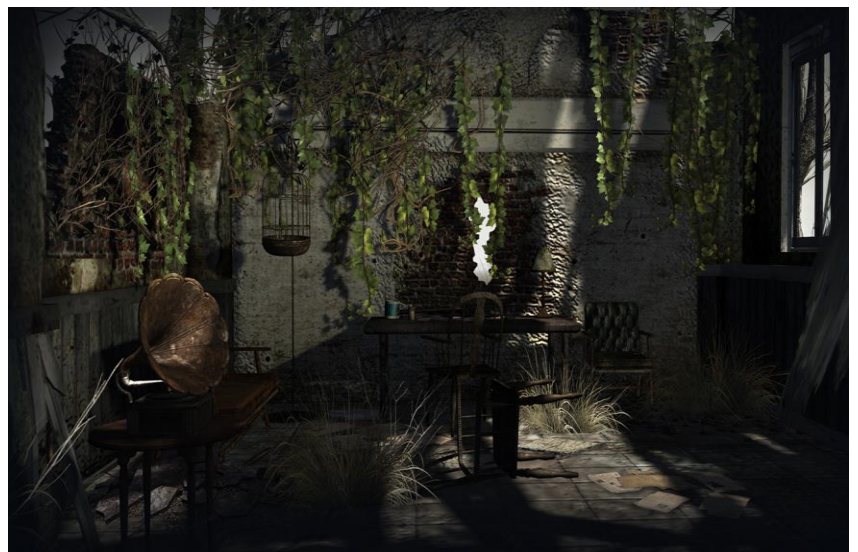
Authentic Motions

- Facial animation with advanced puppeteering, auto lip-syncing, and motion key editing.
- HumanIK body animation control and motion layer editing.
- Instant performances with Persona characteristics (personality & emotion).
- With Look-at camera and path motion constraints.



Modular Stage

- House and Interior elements for detailed scene setups.
- Natural world system: Terrain, sky, water, grass and tree.
- Sky Tool: Interactive sun, moon, sky and cloud generator.
- New SpeedTree technology with natural wind and visual improvements.





Camera & Light

- A free-to-drag & duplicate light prop system with dimmer and flash control.
- Multiple camera systems with live switch and mini viewport.
- Camera lens options with DOF range settings.
- Advanced soft shadow effects.

Visual Effects

- Real-time Surface Smoothing resulting in detailed surface appearances for low-poly objects.
- Toon Shader and key-able Post Effects.
- HDR, IBL, and AO for enhanced atmospheres.
- Real-time particle emitter controls for smoke, fire, and explosion effects.



Dynamic Material

- Multi-texture channel for realistic visual appearances.
- 3D-to-video composition effects by feeding in video textures into selected channels.
- Dynamically change material looks or animate building materials.
- Compatible with hundreds of Substance material libraries.
- Add real-time geometry details to any model by using the new Tessellation technology.

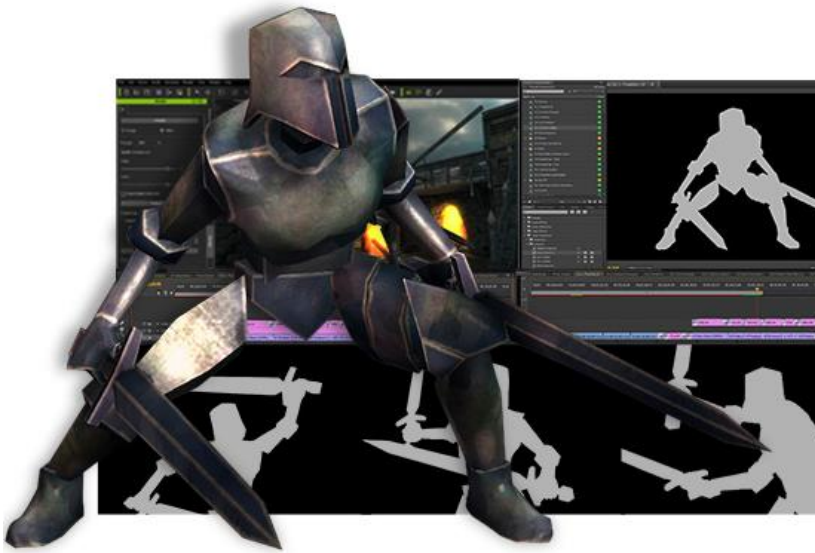
Physics Simulation

- Easily define smooth cloth transitions with grayscale maps.
- Apply natural wind behaviors to skirts and hair.
- Design sophisticated physics structure with the Visual Constraint tools.
- Add Rotational and Directional Forces to physically animate objects.



Render & Output

- Quickly switch real-time render modes for optimal visual and editing performance.
- Export Image Sequences with Alpha Channels for video composition.
- Supports major image and video formats up to 4K (Super HD).
- Super Sampling output for flicker-free visual quality.
- Ultra-realistic rendering with the Indigo Ray-tracing Plug-in.



Content Platform

- The largest online resource collection for real-time 3D assets.
- Library expansions for characters, motions, props, and textures.
- Over 14,000 brand value packs in the Reallusion Content Store.
- Discover 340,000 items created by certified members in the Community Marketplace.
- Live content access and try-before-buy system.

