

Version Comparison

iClone 6 PRO VS. Standard

iClone 6 is designed with DirectX 11(DX11) architecture in mind, and thus requires an up-to-date 3D gaming computer in order to make your animations fly. If you already have a compatible machine that is capable of handling DX11 rendering, you may carefree to fully enjoy the powerful iClone 6 new features. If your current computer is equipped with DirectX 9 (DX9), and you still would like to play with this new tool and most iClone 5 level content, then no worries, Reallusion also provide a version of iClone 6 that can run on DX9!

Category	Major Features	iClone 6 DX11 Standard	iClone 6 DX11 PRO	iClone 6 DX9 PRO
Environment	Director-oriented layout: Actor, Prop, Scene, Animation, SFX.	✓	✓	✓
	Drag-n-Drop Creation & In-screen Editing	✓	✓	✓
	Content & Scene Manager	✓	✓	✓
	Timeline Editing	✓	✓	✓
	Content Manager - Search	✓	✓	✓
	Content Manager - Favorite Definition		✓	✓
	Dockable UI	✓	✓	✓
	Custom Layout		✓	✓
	Enhanced Timeline: Multiple Object Editing, Dope Sheet, Zoom View		✓	✓
	Real-time Smooth	✓	✓	
	Tessellation from DirectX11	✓	✓	

	Plug-in Structure & Expansion		✓	✓
	Ultra-realistic Render via Indigo Plug-in		✓	✓ Partial (Not support Particle, Tree, & Billboard)
Actor Creation				
	Custom 3D Head from Photo	✓	✓	✓
	Custom Cloth Design with CloneCloth	✓	✓	✓
	Character Morphing & Deformation	✓	✓	✓
	Collision Shape Editing for Object Interaction	✓	✓	✓
	Character Generation	G6 Character (bone+morph)		
Animation				
	HumanIK Motion Editing	✓ Partial	✓	✓
	Audio Lip-sync	✓	✓	✓
	Instant Motion Performance & Persona	✓	✓	✓
	Facial Motion Puppet	✓ Partial	✓	✓
	Body Motion Puppet	✓	✓	✓
	Transition Curve & Time Warp	✓	✓	✓
	Save & Reuse Motions using MotionPlus	✓	✓	✓
	PhysX Engine - Rigid Body / Soft Cloth / Constraint	✓	✓	✓
	PhysX Engine - Object-Oriented Constraint	✓	✓	✓
	PhysX Engine - SoftCloth Editing	✓	✓	✓
	PhysX Engine - Collision Shape Editing for Character	✓	✓	✓
Stage & FX				
	Natural Environment System:	✓	✓	✓

	Terrian, Water, Tree, Grass, Sky, Atmosphere			Partial
	Interactive Prop with LUA Script	✓	✓	✓
	Prop Puppet	✓	✓	✓
	Ambient Occlusion, HDR & IBL	✓	✓	✓
	Toon Shader (Cel Shader)	✓	✓	✓
	Particle FX	✓	✓	✓
	Post FX	✓	✓	✓
	Infinite number of light	✓	✓	
	Light Prop	✓	✓	
	Sky Tool (Smart Day Time Control System)	✓	✓	
	Substance Material (Dynamic Texture) Editing	✓	✓	✓
	New SpeedTree: Wind, LOD & Content Variety	✓	✓	Support Old SpeedTree
Import & Export	Import image (JPG, BMP, GIF, TGA, PNG)	✓	✓	✓
	Import video (AVI, WMV)	✓	✓	✓
	Import audio (MP3, WAV)	✓	✓	✓
	Import sprite video (popVideo)	✓	✓	✓
	Export image sequence (JPG, BMP, PNG, TGA)	✓	✓	✓
	Export GIF Animation			
	Export Video (WMV, AVI, MP4)	✓	✓	✓
	Export Video (popVideo, FLV, iWidget))			
	Export FLV with HTML code			
	3D stereo output	✓	✓	✓
	4K output	✓	✓	✓

iClone 6 Trial VS. Full

Category		Trial	Full
Program	Time limitation	30 days	No limitation
	Video export duration	30 seconds	No limitation
	Max video output resolution	HD 720P (1280x720)	4K (3840x2160)
	Max image output resolution	800x600	No limitation
	Video output with watermark	Watermarked	No limitation
	Full screen mode	Yes	Yes
	Login to activate	Required	No limitation
Content	Embedded content	Need to install the Resource Pack	Need to install the Resource Pack
	Live access to add-on content in Marketplace	No	Yes
	Try content before you buy	No	Yes

iClone 5 VS. iClone 6

Category	Major Features	iClone 5	iClone 6 DX11	iClone 6 DX9
Environment				
	Director-oriented layout: Actor, Prop, Scene, Animation, SFX.	✓	✓	✓
	Drag-n-Drop Creation & In-screen Editing	✓	✓	✓
	Content & Scene Manager	✓	✓	✓
	Timeline Editing	✓	✓	✓
	Content Manager - Search & Favorite Definition		✓	✓
	Dockable UI & Custom Layout		✓	✓
	Enhanced Timeline: Multiple Object Editing, Dope Sheet, Zoom View		✓	✓
	Real-time Smooth		✓	
	Tessellation from DirectX11		✓	
	Plug-in Structure & Expansion		✓	✓
	Ultra-realistic Render via Indigo Plug-in		✓	✓ Partial (Not support Particle, Tree, & Billboard)
Actor Creation				
	Custom 3D Head from Photo	✓	✓	✓
	Custom Cloth Design with CloneCloth	✓	✓	✓
	Character Morphing & Deformation	✓	✓	✓
	Collision Shape Editing for Object Interaction		✓	✓
	Character Generation	G5 Character (bone-based)	G6 Character (bone+morph)	

Category	Major Features	iClone 5	iClone 6 DX11	iClone 6 DX9
Animation				
	HumanIK Motion Editing	✓	✓	✓
	Audio Lip-sync	✓	✓	✓
	Instant Motion Performance & Persona	✓	✓	✓
	Facial Motion Puppet	✓	✓	✓
	Body Motion Puppet	✓	✓	✓
	Transition Curve & Time Warp	✓	✓	✓
	Save & Reuse Motions using MotionPlus	✓	✓	✓
	Bullet Engine - Rigid Body / Soft Body / Consraint	✓		
	PhysX Engine - Rigid Body / Soft Cloth / Constraint		✓	✓
	PhysX Engine - Object-Oriented Constraint		✓	✓
	PhysX Engine - SoftCloth Editing		✓	✓
	PhysX Engine - Collision Shape Editing for Character		✓	✓
Stage & FX				
	Natural Environment System: Terrian, Water, Tree, Grass, Sky, Atmosphere	✓	✓	✓ Partial
	Interactive Prop with LUA Script	✓	✓	✓
	Prop Puppet	✓	✓	✓
	Ambient Occlusion, HDR & IBL	✓	✓	✓
	Toon Shader (Cel Shader)	✓	✓	✓
	Particle FX	✓	✓	✓
	Post FX	✓	✓	✓
	Infinite number of light		✓	
	Light Prop		✓	

Category	Major Features	iClone 5	iClone 6 DX11	iClone 6 DX9
	Sky Tool (Smart Day Time Control System)		✓	
	Substance Material (Dynamic Texture) Editing		✓	✓
	New SpeedTree: Wind, LOD & Content Variety		✓	Support Old SpeedTree