

iClone

Production Environment

Interactive Play-to-Create movie directing mode.

Complete scene and actor editing mode.

Collapsible user interface and full screen operation.

Scene Manager for total project asset list and access.

In-screen object editing, faster object transformation, multiple select, model copy, and save to library.

Record live footage inside iClone3 as Action Captures.

Multiple actor selection and management tool.

iClone BackStage live access allows users to try content interactively inside 3D scenes before you buy.

Casting and Actor Style

G3 Avatar – fast performance and higher quality with fine texture detail.

Photo-to-3D face fitting for generating custom actors.

Design custom actor faces with facial feature morphing.

Define faces with Normal Maps and multiple textures for aging and skin texture.

Customizable 3D actor face shape morphing including eyes, teeth and skin color.

CloneBone - attach parts to CloneBone to create any character styles.

CloneCloth - Create any Custom actor clothing to cut and design.

Persona – Apply personality and direct your target actor by live keyboard control .

Motion & Interactivity

Live puppeteering controls actors and vehicles with hotkeys and right-click action menu.

Multi-actor dialog timeline for actor conversations.

Create 3D talking heads with CrazyTalk5 Talking Script files (CTS).

Select, pose and animate actors with layered motion editing.

Camera and actor follow with look-at constraint.

DramaScript open source for writing actor and object interactivity.

Instant prop interaction with iProp Helpers.

Props and Scene

Load and customize props, terrain, sky, grass and water.

Automatic real-time Flying Surface simulation with FLEX technology.

Water features ripple movement with reflection and refraction.

Landscape designer adds trees, flowers, plants and grass to any terrain.

iClone3 atmosphere can be made with 3D scene, sky, light, fog and weather particle settings.

Load 2D photos as image layers and backgrounds.

Camera and Lighting

Add multiple cameras to scenes with live view switching.

Live camera recording using fly, walk and follow cameras with videogame-like hotkey and mouse-look interaction.

Real-time advanced camera effects including depth of field and lens animation.

Camera keyframe smoothing for automatic camera correction.
Lighting system with directional, point and spotlight.
Quick track editing for cameras, lights and their attributes.

Special Effects

Particle system special effects for fog, fire, smoke and more.
Actor and object particle system linkage for attached effects.
Material effects for glow, reflection, bump, opacity, specular, normal and diffuse.
Advanced material effects - reflection & refraction.
Instantly spice up your movie with music and soundFX tracks.
Audio blending with fade in, fade out, and volume settings.
Material animation effects include bump, glow, opacity fade and color animation.
Spring Dynamics for natural movement of an actor, hair, accessories and props.

Rendering & Output

High speed rendering delivers real-time scene footage as video output with fast performance
HD Video resolution output for rendering optimized HD quality animation for 720p and 1080i
video files
Real-time rendering engine for preview of effects and hardware rendering
Multiple shader for real-time adjustment of detail and enhancing preview options.
High speed rendering for fast footage production.
Export the iWidget Avatar with transparent background and share it with the WidgetMe
service.
Export your creation as a flash-based widget and publish it on sites.
Full-Screen DVD video quality output
Flexible output formats (HD & DVD video, AVI, WMV, Flash, MPEG-4)
TGA, BMP image sequence
Mobile 3GP, MMS, and Wallpaper
Real-time 3D movie player

Advanced Timeline Editor

Full Avatar Track Management for multi-actor dialog and sophisticated motion editing.
Play-to-Create Live Motion Recording.
Complete motion editing with advanced Timeline Motion Tracks.
Flexible Clip Collection which allows you to precisely define the animation output range and
build new libraries of animation assets.
Advanced Multiple Camera Timeline System.
Additional sound tracks allow users to add SoundFX with dedicated music and effect tracks.