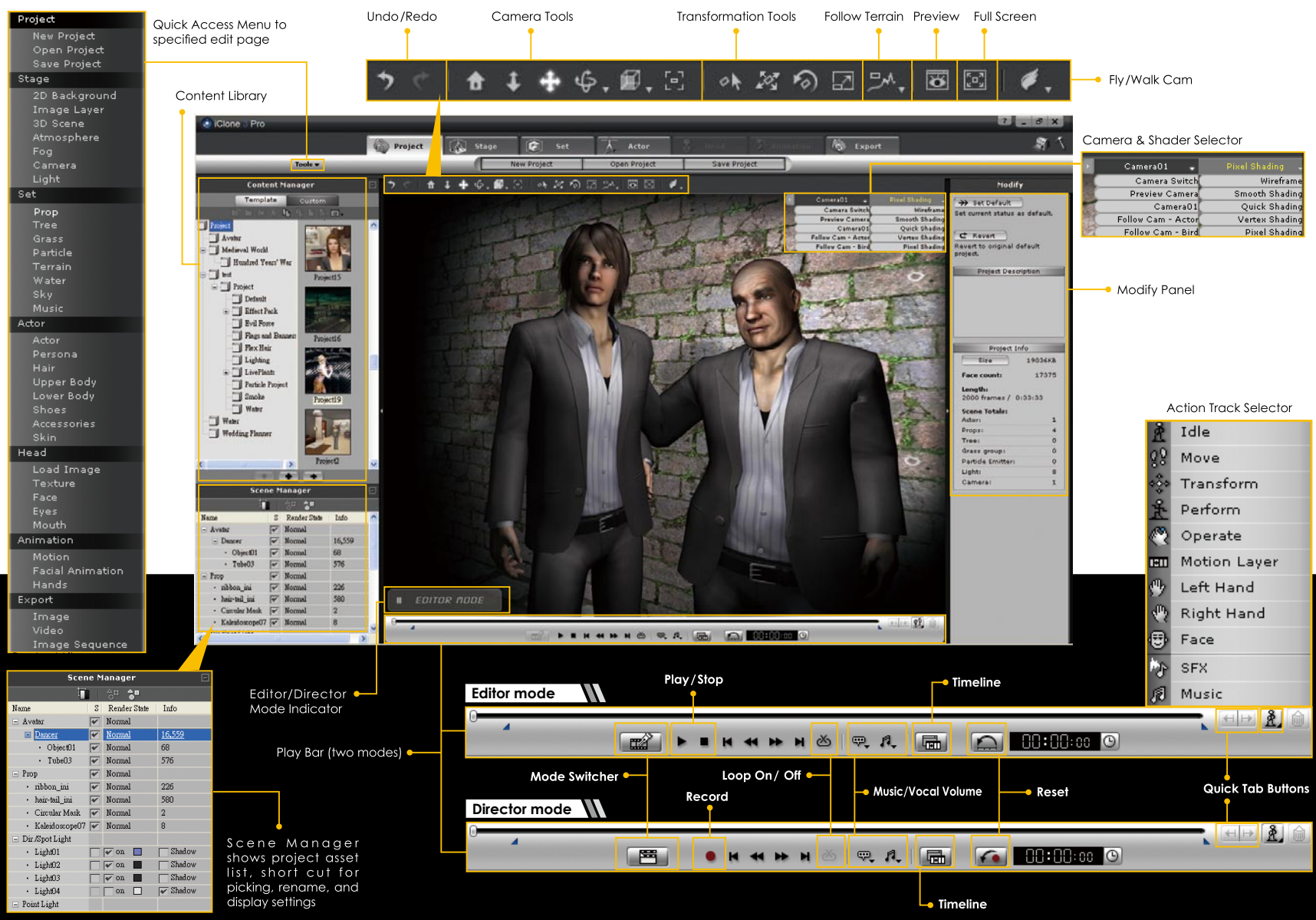


User Interface



REALLUSION®



iClone3

3D Movie Machine

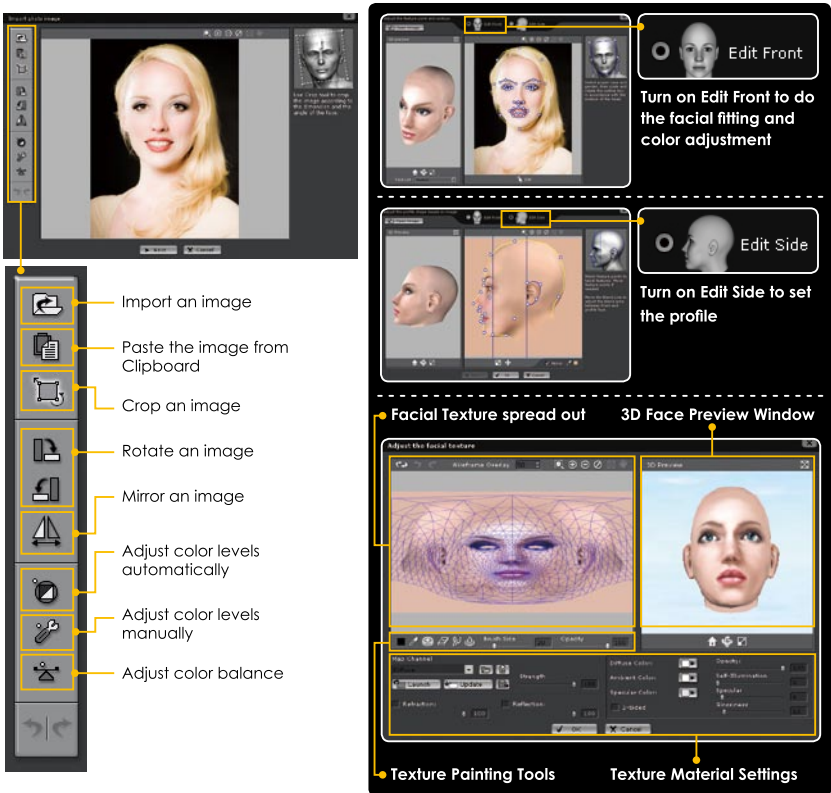
Quick Reference Card

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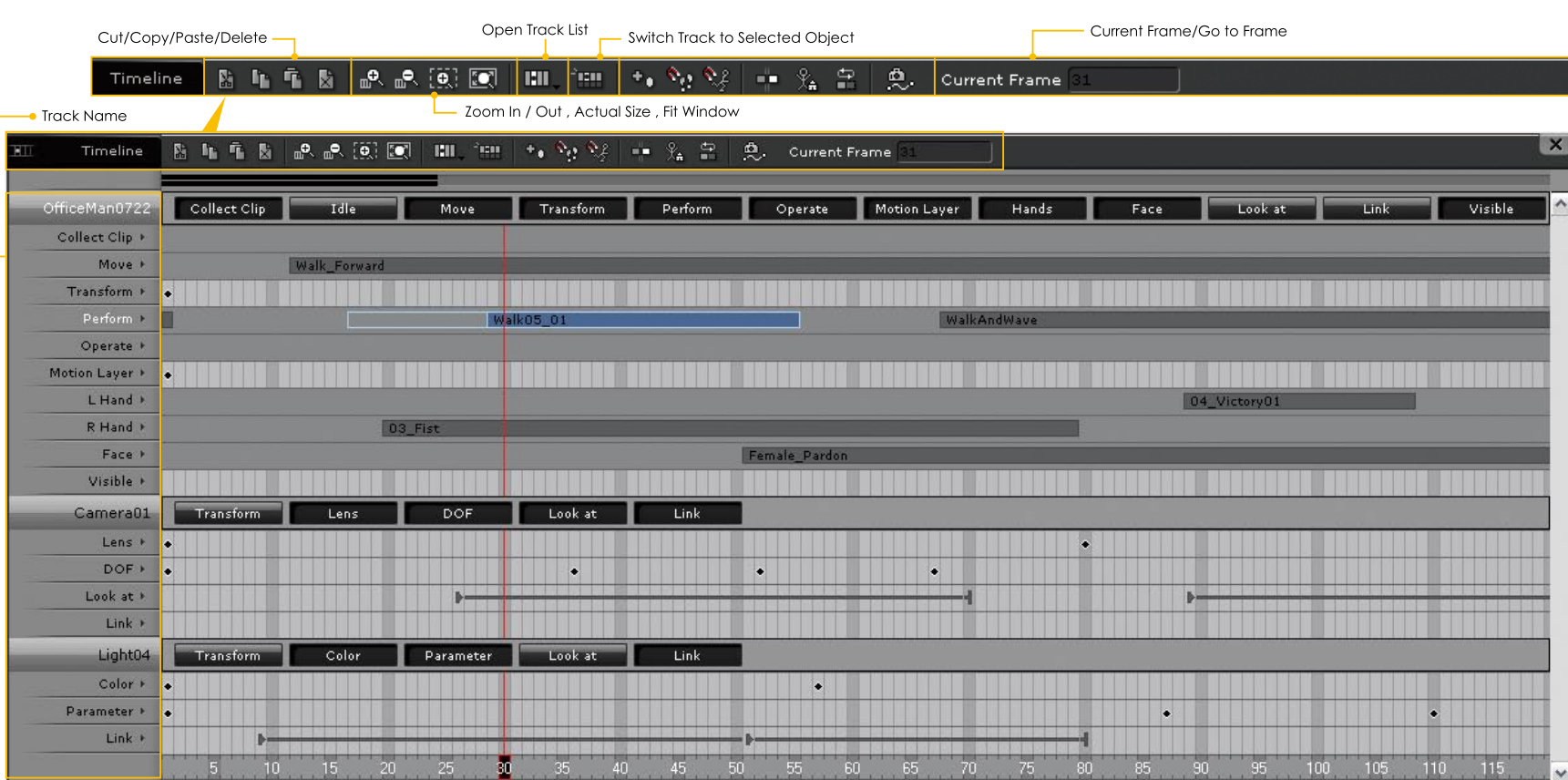
Modify



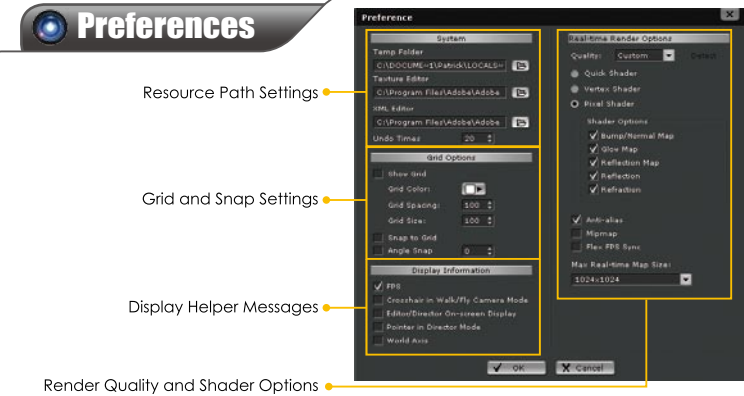
Creating Faces & Facial Textures



Powerful Timeline Editor & Motion Layer Editing (PRO Version Only)



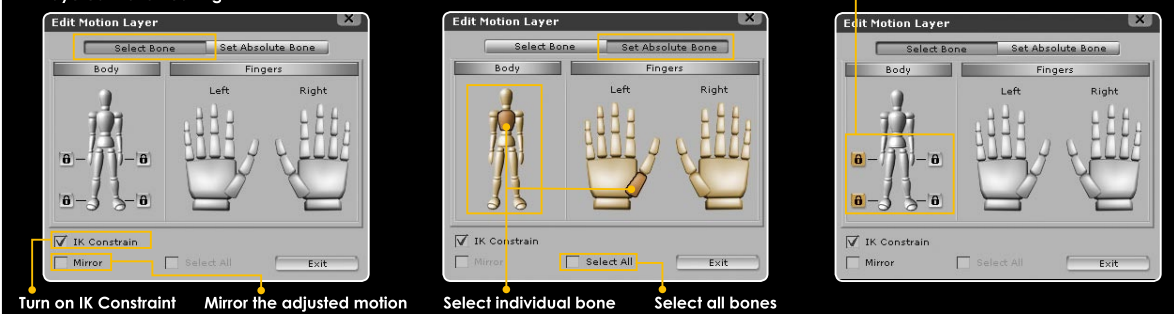
Preferences



Select, pose and animate actors with layered motion editing

Switch to Absolute Bone edit mode

Lock Bone for IK Motion Editing



Hotkey in Timeline Editing

Function	Hotkey
Ctrl - C	Copy keys or clips.
Ctrl - X	Cut keys or clips.
Ctrl - V	Paste keys or clips.
Shift - Left mouse button click	Multi-selection continuously.
Ctrl - Left mouse button click	Multi-selection individually.
Ctrl - Drag	Copy keys or clips.
Drag the end edge of the clip	Loop the clip.
Shift - Drag the end edge of the clip	Accelerate/Decelerate the clip.

Keyboard Shortcut Table

Editor Mode Shortcuts

Function	Hotkey	Notes
Preview	F10	Press the F10 to preview the render result.
Rectify the camera angle	B	Snap the camera back to the upright position.
Quick camera Positioning	A - Left S - Right D - Back F - Front G - Top H - Bottom J - Face Home - 45 Degrees	Press Home to snap the camera to the 45 degrees perspective to the selected object (character, accessory, prop).
Camera Manipulation Switch	Z - Zoom X - Pan C - Rotate X - Y V - Rotate X - Z	
Manipulate Camera in Object Editing Mode	N M ESC Alt - Left mouse Button Alt - Right Mouse Button Alt - Both Mouse Button	Toggle Walk Navigation Camera Mode. Toggle Fly Navigation Camera Mode. Exit the Walk/Fly Camera Mode. Move Camera. Rotate Camera. Zoom Camera.

Action	Hotkey	Notes
Transform	Alt - Right/Left Arrow Keys Alt - Up/Down Arrow Keys Ctrl - Up/Down Arrow Keys Ctrl - Left/Right Arrow Keys Combine above keys with Shift key	Move along X Axis. Move Along Y Axis. Move Along Z Axis (height). Rotate by Z Axis. Accelerate Movement.
File	Ctrl - O Ctrl - S Ctrl - N	Open Existing Project. Save Current Project. New Project.
Selection	Ctrl - Left Mouse Button	Multi-selection.
Transform Switching	Q W E R	Toggle to Select tool. Toggle to Move tool. Toggle to Rotate tool. Toggle to Scale tool.
Snap	Ctrl - E Ctrl - W	Toggle Angle Snap On/Off. Toggle Snap to Grid On/Off.
IK Related	Left Mouse Button Ctrl + Left Mouse Button	Move the Bone along the facing plane. Select/Deselect IK start bone of Non-Human Character
FK Related	Left Mouse Button or Roller Right Mouse Button Left Mouse Button Roll Mouse Wheel	Offset the Bone rotation. Switch among Offset Axis. Move along X-Y Plane. Move Along Z Axis.
Move Tool	Right Mouse Button Both Mouse Buttons Left Mouse Button	Rotate by Z Axis. Uniform Scale. Rotate by Z Axis.
Rotate Tool	Right Mouse Button Both Mouse Button Left Mouse Button	Rotate by Y Axis. Rotate by X Axis. Uniform Scale.
Scale Tool	Right Mouse Button Both Mouse Buttons	Scale along Z Axis. Scale along X-Y Axis.
Copy Props	Ctrl - Move/Rotate/Scale	Copy the Selected Object.

Global Shortcuts

Function	Hotkey	Notes
Full screen mode	F11	Press F11 to enter, Esc to go back.
Play/pause	Spacebar	For both window mode or full screen mode.
Roll X-Z	Right mouse button	Press down and drag in the 3D viewer can roll the view on X-Z plan.
Zoom in/out	Roller of the mouse	Roll the roller on the mouse to zoom in/out the 3D viewer.
Speed Zoom in/out	Right + Left mouse buttons	Press down both the right and left mouse buttons may speed zoom in/out the 3D view.

Tips - Speed movement : combining Shift key with zoom, pan, roll and rotate will increase the incremental movement speed 10 x.

The following table summarizes the hot keys for logging effects on/off and for performance observation
Note : • The hotkey functions may be disabled if the hotkeys conflict with other applications.

Action	Hotkey	Notes
Rendering Effects	Ctrl - F1 Ctrl - F2 Ctrl - F3 Ctrl - F4 Ctrl - F5 Ctrl - F6 Ctrl - F7 Ctrl - F9 Ctrl - F Ctrl - G	Switch Shader. Toggle Bump Texture On/Off. Toggle Reflection On/Off. Toggle Glow On/Off. Toggle Cube Map On/Off. Toggle Refraction Effect On/Off. Toggle Water Effect On/Off. Toggle Specular Highlight On/Off. Toggle Frame Rate (FPS) On/Off. Toggle 3D Floor Grid On/Off.
Shader/Display	F1 Ctrl - P F3 Ctrl - Z Ctrl - Y Ctrl - A Ctrl - Q	Show Online Help. Show Preference Panel. Show Timeline. Undo. Redo. Toggle World Axis On/Off. Toggle Mode Indicator On/Off.
Pop-up Menu	Right Mouse Button	Show the Pop-up Menu.
Camera Switching	F5 F6 F7	Switch to Preview Camera. Switch among Custom Cameras. Switch between Follow Cameras. (Actor or iProp must be selected)
Walk/Fly Camera Navigation Director/Editor Modes	Ctrl - U F12	Show/Hide Crosshair in Walk/Fly Camera Mode. Switch between Director Mode and Editor Mode.

Director Mode Shortcuts

Action	Hotkey	Notes
Move	W or Up Arrow Key S or Down Arrow Key Shift - A or Left Arrow Key Shift - D or Right Arrow Key Shift - E or Page Up Shift - Q or Page Down Ctrl - Click on Terrain Ctrl - Double click on Terrain X Z	Move Forward. Move Backward. Move Leftward. Move Rightward. Move Upward. Move Downward. Move to given location. Run to given location. Switch to Previous Move Mode. Switch to Next Move Mode.
Rotate	A or Left arrow key D or Right arrow key Q E	Turn Left. Turn Right. Turn Up. Turn Down.
Perform	1 ~ 0	Proceed perform 1 to perform 10 presets.
Operate	Ctrl - Left Mouse Button click on iProp	Proceed the default Operate motion and animation for both the actor and the iProp.
Pointer	Ctrl - I	Show/Hide Pointer.
Switch Follow Camera Mode	F7 ESC	Toggle between follow cam-actor and follow cam-bird. Exit the Director Mode.

Please check the AMLHotKey.ini with text editor in C:\Program Files\Reallusion\Clone 3\Config for more details.

Viewable Features by Shader Settings

	Quick Shader	Vertex Shader	Pixel Shader	Smooth Shader
Diffuse Map	•	•	•	•
Opacity Map	•	•	•	•
Bump/Normal Map		•	•	•
Specular Map		•	•	•
Glow Map		•	•	•
Reflection Map		•	•	•
Reflection		•	•	•
Refraction		•	•	•
Diffuse Color	•	•	•	•
Ambient Color	•	•	•	•
Specular Color	•	•	•	•
Opacity	•	•	•	•
Self-Illumination	•	•	•	•
Specular	•	•	•	•
Glossiness	•	•	•	•
2-sided	•	•	•	•
Tree		•	•	•
Grass		•	•	•
Water		•	•	•
Animated Texture		•	•	•
Pixel Lighting		•	•	•
Self-cast Shadow		•	•	•
DOF		•	•	•

Right-click Menu

iProp & Right-click Menu

Transform	▶
Link	▶
Attach	▶
Display	▶
Delete (Del)	▶
Add to Library	▶
Timeline	▶
Remove All Animation	▶
DramaScript	▶ Import Script ▶ Export Script
Perform	▶
Operate(8)	▶
Move	▶

Multi-selection & Right-click Menu

Transform	▶ Move (W)
Attach	▶ Rotate (E)
Display	▶ Scale (R)
Add to Terrain	▶
Copy (Ctrl+Move)	▶
Delete (Del)	▶

Spotlight & Right-click Menu

Transform	▶
Link	▶
Display	▶
Motion Menu	▶ Look At
Timeline	▶
Remove All Animation	▶

Actor & Right-click Menu

Transform	▶
Appearance	▶ Head
Link	▶ Hair
Display	▶ Upper
Delete (Del)	▶ Lower
Add to Library	▶ Shoes
Motion Menu	▶ Accessory
Timeline	▶
Remove All Animation	▶
Persona	▶ Edit Motion
Perform	▶ Look At
Move	▶ Hands