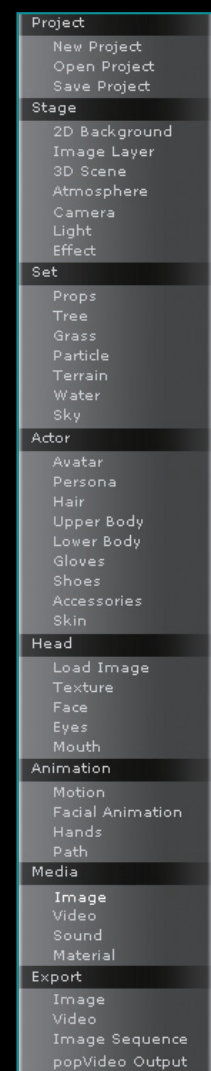


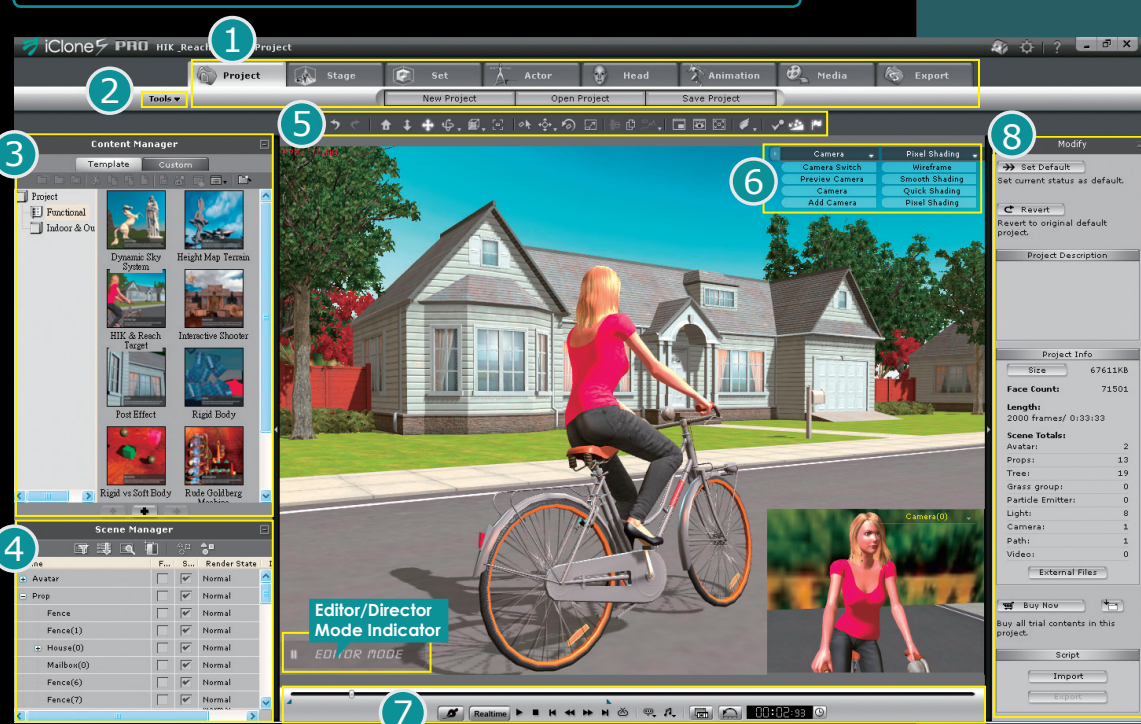
User Interface

2. Tools

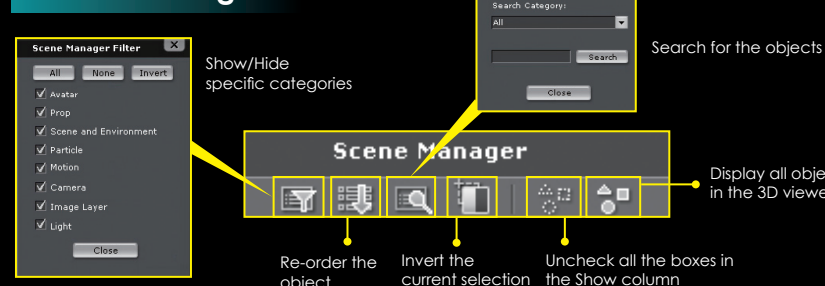
Quick Access Menu to specific edit page



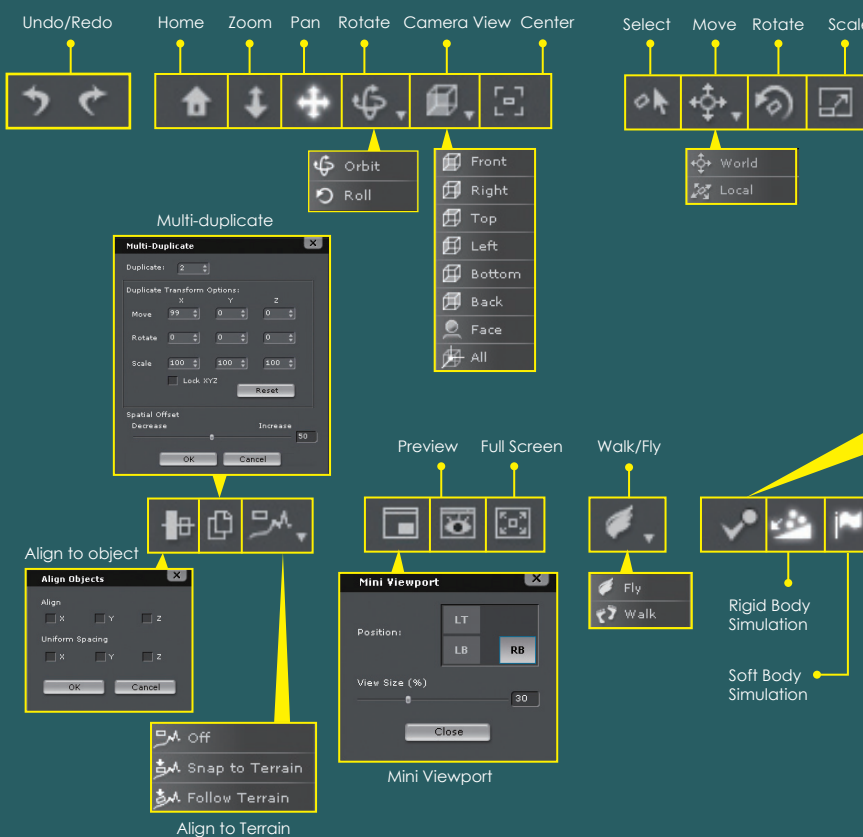
1. Navigation Pane
2. Tools
3. Content Library
4. Scene Manager
5. Manipulation Tools
6. Camera & Shader Selector
7. Playbar
8. Modify Panel



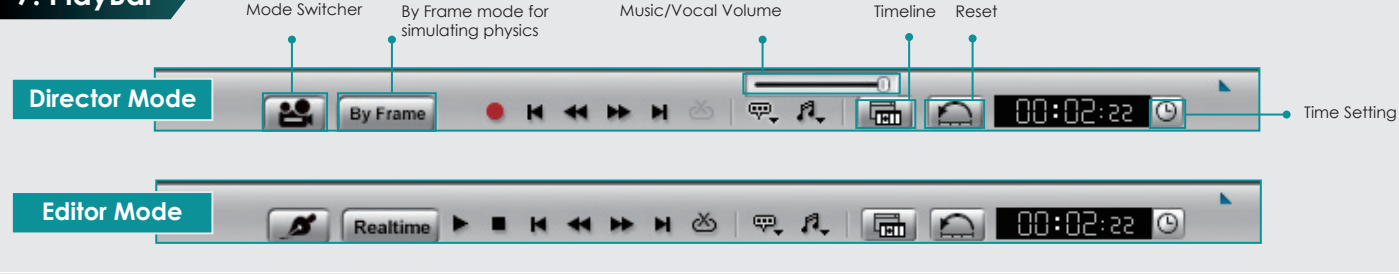
4. Scene Manager



5. Manipulation Tools



7. PlayBar



iClone

Real-time 3D Animation

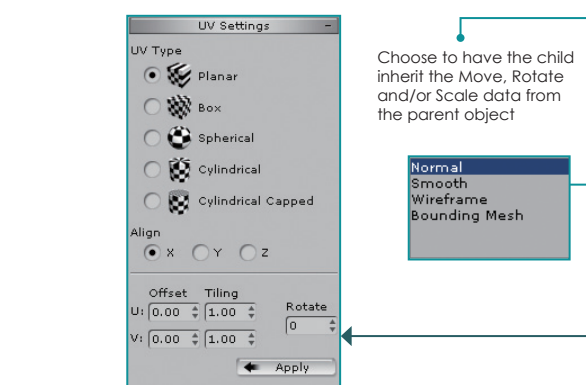
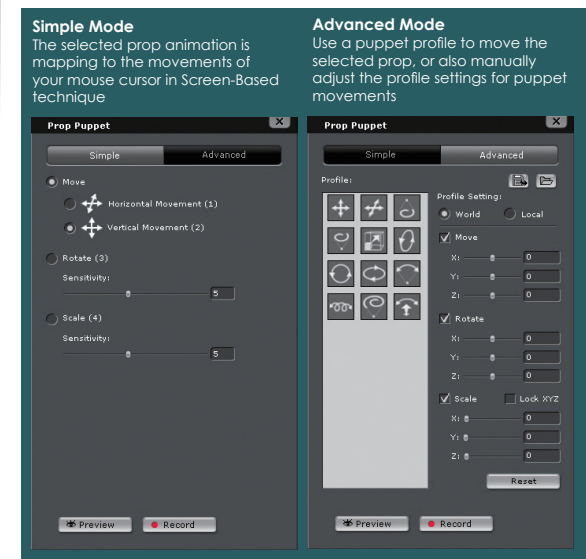
Quick Reference Card

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Modify

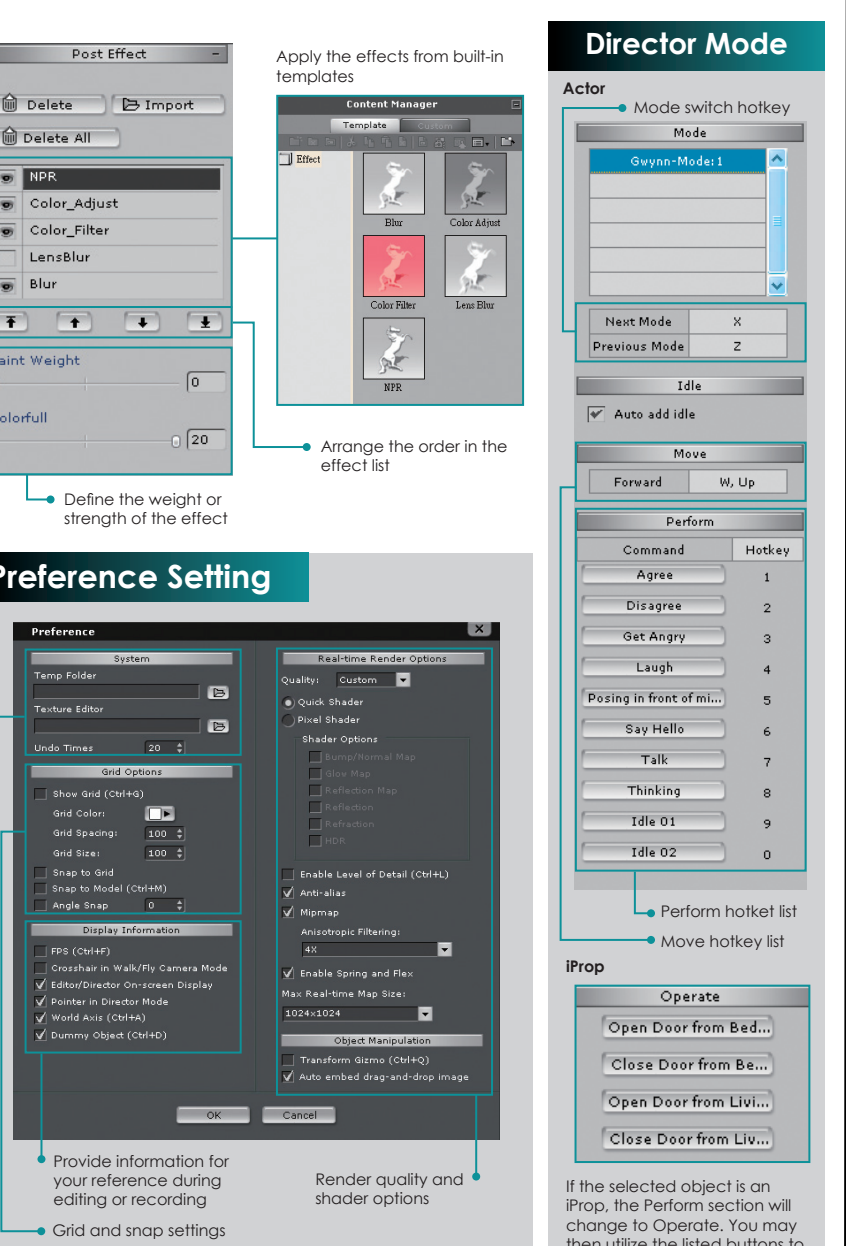
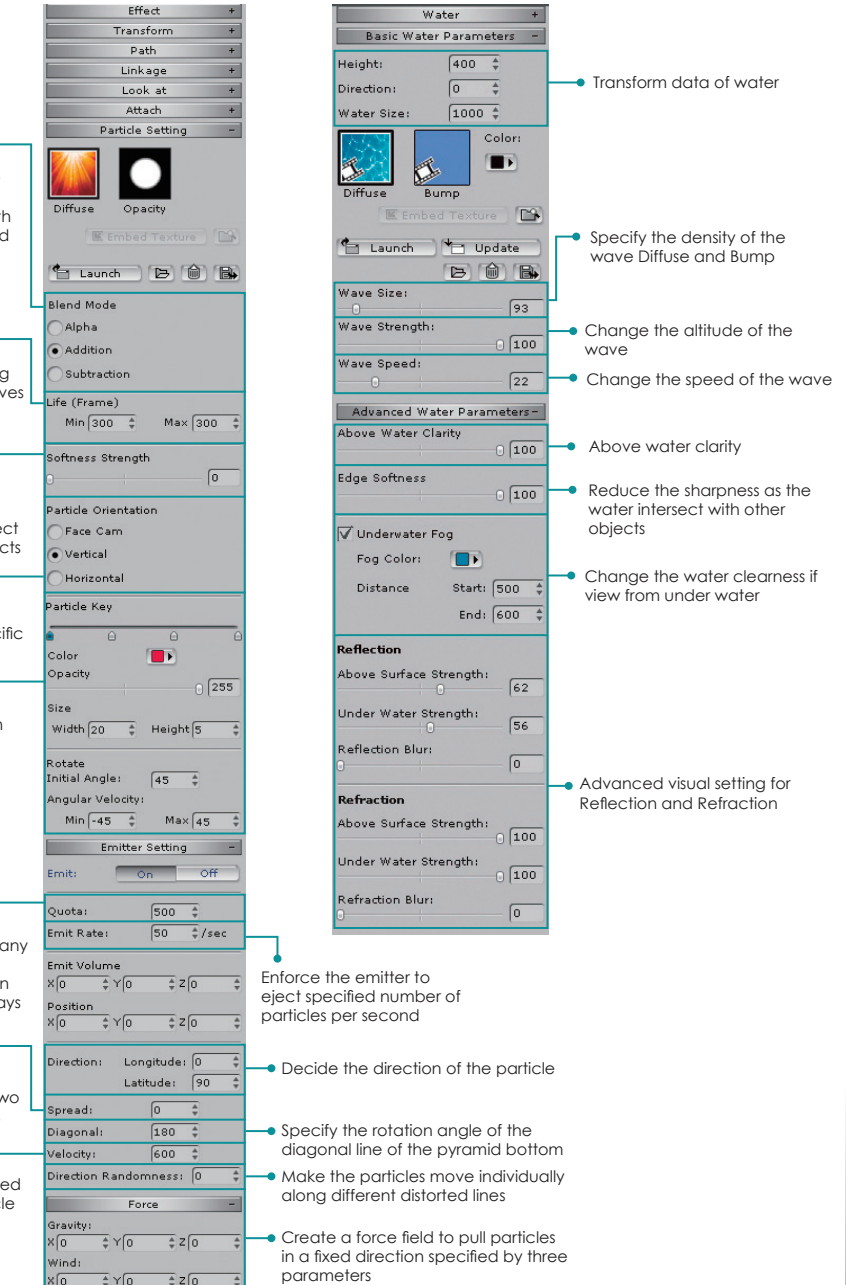
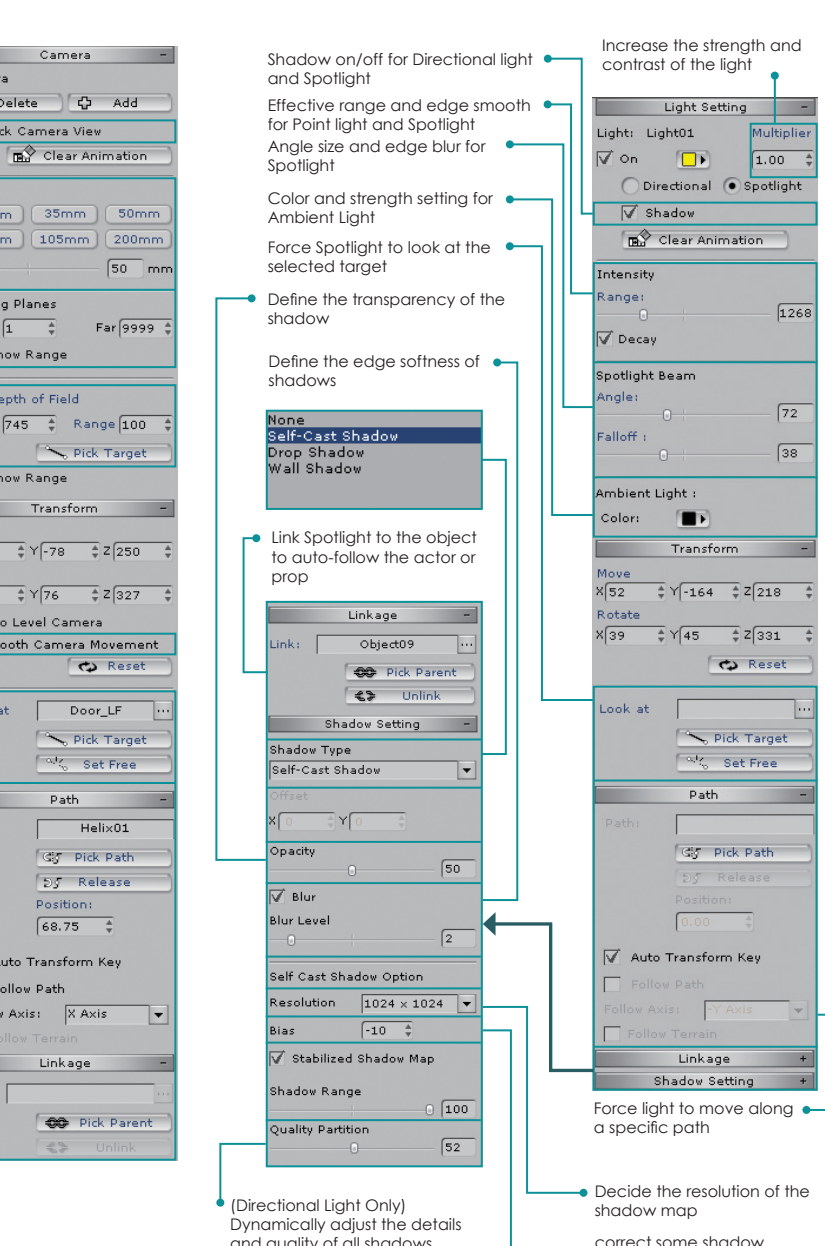
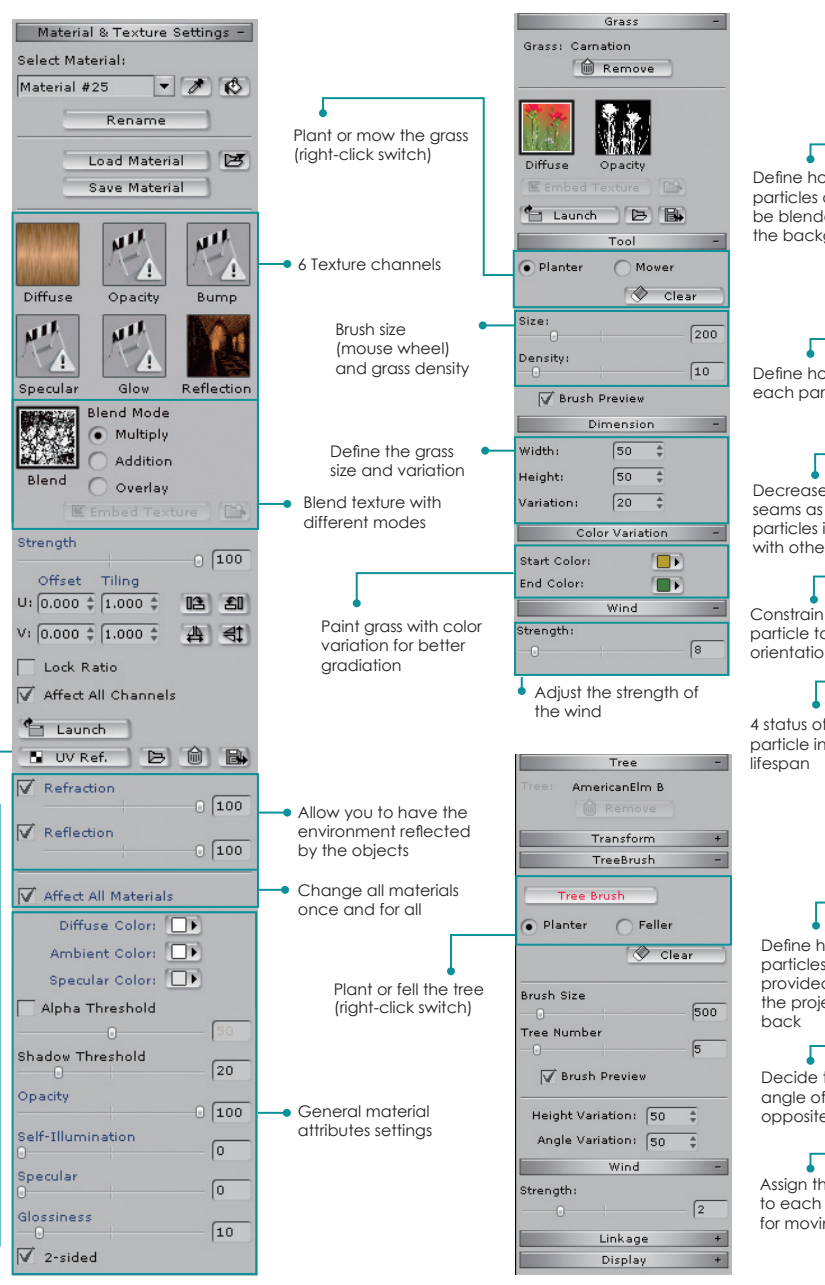
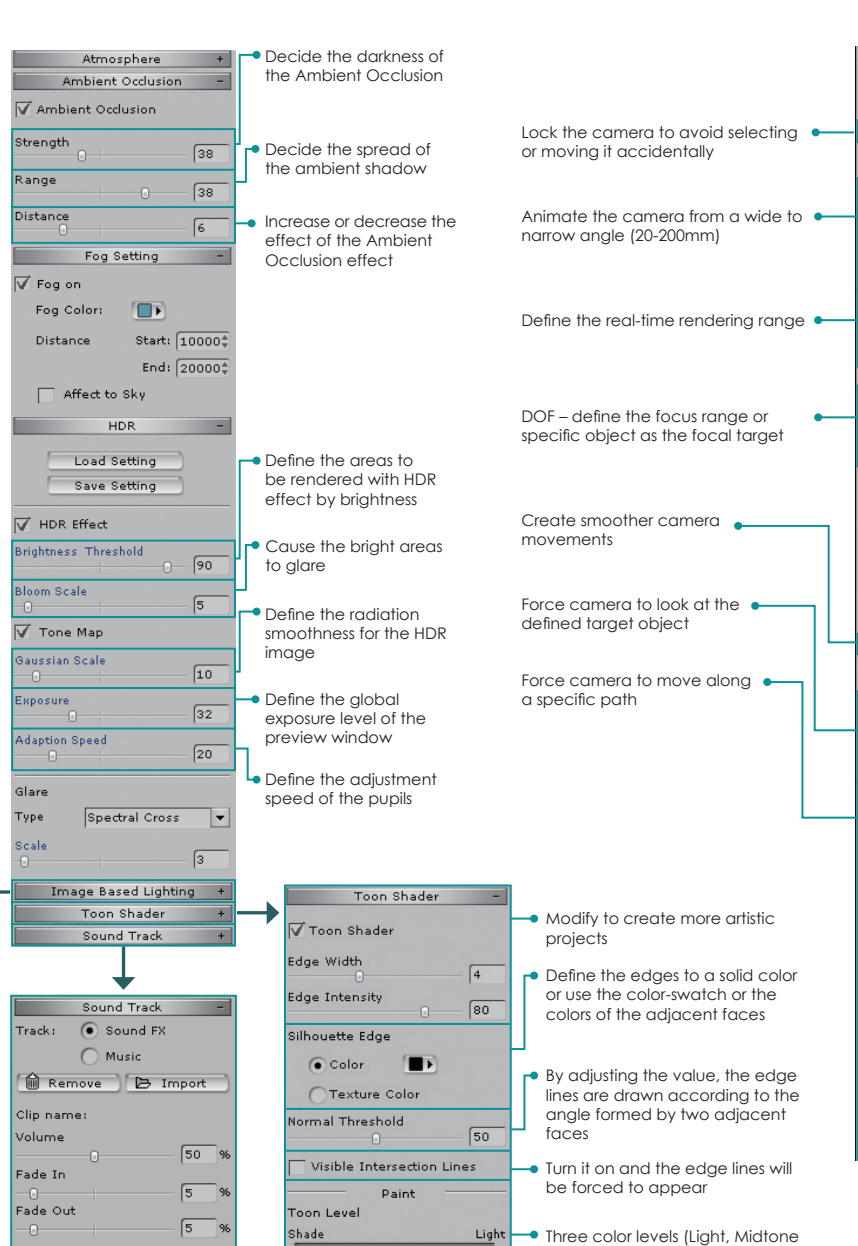
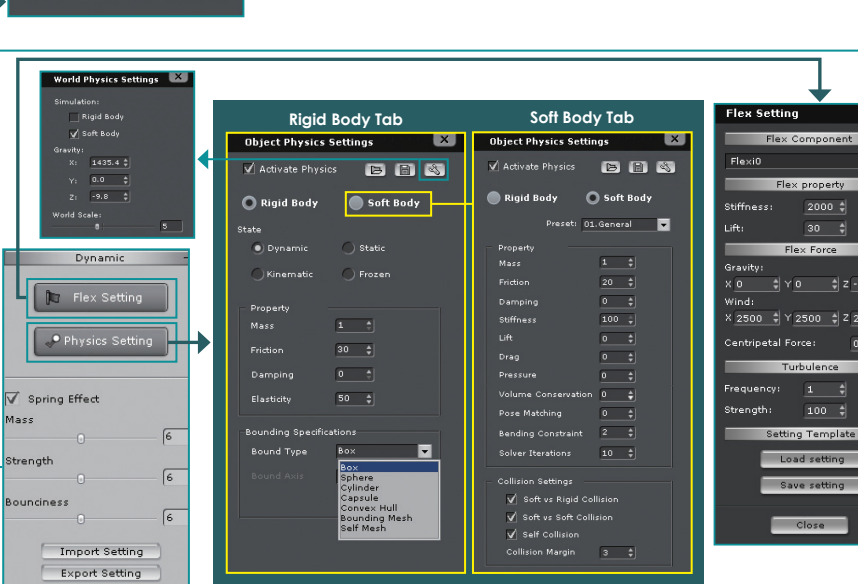
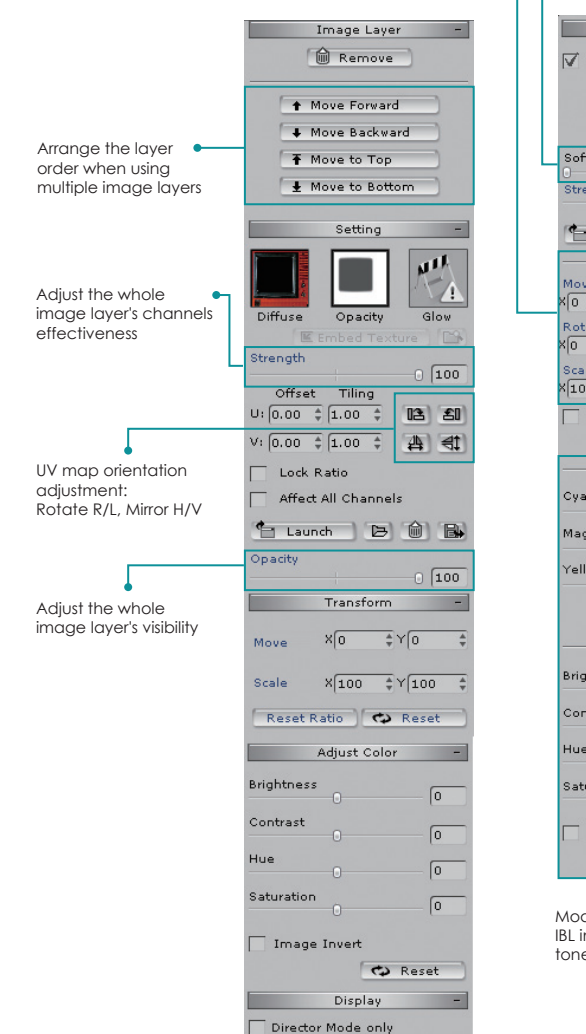
SET Different Colors In Modify

- Blue Color Keyable parameters
- Black Color Unkeyable parameters



STAGE Different Colors In Modify

- Blue Color Keyable parameters
- Black Color Unkeyable parameters



Creating Faces & Facial Features

Import an image

Paste the image from the Clipboard

Crop an image

Rotate on image

Mirror an image

Automatically adjust color levels

Manually adjust color levels

Adjust color balance

Define facial boundaries

Adjust the angle and orientation of the face

Edit Front

Turn on Edit Front to do the facial fitting and color adjustment

Edit Side

Turn on Edit Side to set the profile

Drag the two vertical lines to define the features (front and side images) blend area

3D face preview window

Texture material settings

Facial texture spread out

Texture painting tools

ANIMATION Different Colors In Modify

Blue Color Keyable parameters

Black Color Unkeyable parameters

----- PRO only

Select one of the effector points for puppeteering

Enable these two boxes to lock the Move and/or Rotate of an effector point

move the selected effector points

rotate the selected effector points

Slider Control: Constantly change the character's motion weights and speed values during Previewing or Recording

Mouse Control: The mouse movements trigger the motion of the character

Switch to Face Puppet

Strengthen or weaken the preset motion

Decides the speed of the looping motion

Select body part(s) to mask out

Select the body part of the dummy for mask puppeteering

Body control templates

Define the motion weight of the selected body parts

Motion

Import Motion

Import

MixMoves

Create Motion

Motion Puppet

Direct Puppet

Device Mocap

Adjust Motion

Edit Motion Layer

BVH Converter

Launch

Align Actor Motion

Reset Motion Root

MixAvatar Motion List

Have iClone connect to the plug-in and starts receiving motion data from it

If the Microsoft's Kinect Sensor is installed on your local machine, choose this radio button

If the Microsoft's Kinect Sensor is installed on another computer on the network, choose this radio button

Select the body parts that you intend to motion-capturing

When you are editing an effector point, the status of other effector points can be defined in this section

Select one of the effector points to reach the corresponding bone to a specific target object

Use the palm dummies to set hand gestures for the selected character

Select one of the effector points to reach the corresponding bones

Use the controls to set keys to change an effector point to a different status

Service Console

Server Settings

Network

Select body part(s) to mask out

Preview

Record

Facial Animation

Import :CTS

Import :CLP

Import Voice / Add Emotion

Vocal

Record

Open

Text-to-Speech

Type

Expression Style

[Neutral] **[Angry]**

[Calm] **[Disrupt_1]**

Expression Strength

Facial Edit

Puppet

Face Key

Muscle

Adjust each highlighted region on the face (up to 19 regions)

Detail

Control up to 52 facial points and set keys for each point

Puppeteering Settings

Select Puppeteering Device

Mouse

Key Option

Smooth **Accurate**

Blend data on next recording

OK **Cancel**

Anchor height parameters of the path to match terrain

Enhance and modify the path

Path

Pivot

Transform

Edit Path

Close Path

Project to Terrain

Precision

Tangent type:

Linear **Smooth**

Linkage

Attach

Puppeteering Panel

Select one of the built-in profiles with different personality from the list

Select one of the expressions with pre-defined weight settings for various facial features

Select to highlight any desired features for puppeteering

Modify the values in the Weight column of the corresponding feature

ACTOR Different Colors In Modify

Blue Color Keyable parameters

Black Color Unkeyable parameters

----- PRO only

Avatar

Remove **Import**

Foot Contact

Hand Contact

Body Style

Avatar Proportion

Transform

Path

Linkage

Look at

Preview Camera

Look at Cam

Click Target

Set Free

Look at Weight

Eye

Head

Weight balance between the eyes and the head when looking at a target

Eye Convergence

Inward **Outward**

Spring

Display

Sound Track

Mute

Sound: Adventure

Remove **Import**

Volume

Fade In

Fade Out

Individual soundtrack adjustment

Body style templates

Avatar Proportion

Presets **Body** **Finger**

Normal **Strong** **Pump**

Slim **Cartoon** **Miniature**

Adjust the Width, Length, or Depth to change the proportion of the body parts

Finger adjustment

Avatar Proportion

Presets **Body** **Finger**

Right **Left**

Length **Thickness**

Reset **Reset All**

Randomize facial features by setting the Variation strength

Load custom face morph file

Head

Old **Anime** **Youth**

Slim **Chisel** **Round**

Gnome **Devil** **Custom**

Weight

Reset

Facial Feature Detail

Right Face **Front Face** **Left Face**

Facial feature adjustment

Create an overall detailed facial look by adjusting the Model Details

Right click Menu

iProp

Transform

Path

Link

Attach

Display

Freeze

Material

Add to Library

Timeline

DramaScript

Perform

Script

Control Menu

Select Menu

Release Actor

Multi-selection

Transform

Move (W)

Rotate (E)

Scale (R)

Add to Terrain

Copy (Ctrl+V)

Delete (Del)

Actor

Transform

Appearance

Head

Hide

Bounding Mesh

Wireframe

Smooth

Normal

Motion Menu

Edit Motion

Look At

Hands

Perform

Agree

Disagree

Get Angry

Laugh

Pause in total of nine

Say Hello

Talk

Thinking

Idle 01

Idle 02

Spotlight

Transform

Link

Display

Motion Menu

Look At

Timeline

Remove All Animation

Timeline Shortcuts

Hotkey	Notes	Hotkey	Notes
Ctrl + C	Copy keys or clips.	Delete	Delete keys or clips.
Ctrl + X	Cut keys or clips.	Home	Go to Start frame.
Ctrl + V	Paste keys or clips.	End	Go to End frame.
Shift + Left mouse button click	Multi-select continuously.	Left Arrow Key	Go to previous frame.
Ctrl + Left mouse button click	Multi-select individually.	Right Arrow Key	Go to next frame.
Ctrl + Drag	Copy keys or clips.	Tab	Jump to next key or clip.
Drag the right edge of the clip (Loop/Speed Switch Button up)	Loop the clip.	Shift + Tab	Jump to previous key or clip.
Drag the right edge of the clip (Loop/Speed Switch Button up)	Accelerate/Decelerate the clip.	+	Zoom in the timeline.
		-	Zoom out the timeline.

Editor Mode Shortcuts

Function	Hotkey	Notes
Preview	F10	Press the Preview button to preview the render result.
Rectify the camera angle	B	Snap the camera back to the upright position.
Quick Light Adjusting	/	Hold this key to temporarily switch to the manipulating light mode. The first enabled light can then be adjusted by dragging the mouse left (move) or right (rotate) button.
Camera Manipulation Switch	A - Lefts - Right D - Back F - Front G - Top H - Bottom K - All Home - 45 Degrees	Press F to view the selected object (character, accessory, prop) face front.
Manipulate Camera in Object Editing Mode	Z - Zoom X - Pan C - Rotate X - Y V - Rotate X - Z	Press Home to snap the camera to a 45 degree perspective of the selected object (character, accessory, prop).
Duplicating Objects	Shift + D	Open the Multi-Duplicate panel (a prop or an accessory must be first selected).
Search Objects	Shift + F	Open the Scene Manager Search panel for searching a specific object.

Tips - Speed movement: Holding the **Shift** key while zooming, panning, rolling and rotating will increase the movement speed by 10x.

Note: The hotkey functions may be disabled if they conflict with other applications.

Director Mode Shortcuts

Action	Hotkey	Notes
Move	W or Up Arrow Key S or Down Arrow Key Shift - A / Left Arrow Key Shift - D / Right Arrow Key Shift - E or Page Up Shift - Q or Page Down Ctrl - Click on Terrain Ctrl - Double click on Terrain	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 presets 1 to 10.
Operate	Ctrl + Left Mouse Button click / double-click on Prop	Proceed the default Operate motion of the target iProp when the focus is on the actor, e.g. get in the car.
Pointer	Ctrl + I	Show/Hide Pointer.
Switch Follow Camera	F7	Toggle between follow cam-actor and follow cam-bird.
Mode	ESC	Exit the Director Mode .

Global Shortcuts

Action (Scroll to)	Hotkey	Note
Attach Section	I	Scroll the Modify panel to the Attach section.
Look At Section	O	Scroll the Modify panel to the Look At section.
Path Section	P	Scroll the Modify panel to the Path section.
UV Settings Section	U	Scroll the Modify panel to the UV Settings section.
Transform Section	T	Scroll the Modify panel to the Transform section.
Material & Texture Settings Section	Y	Scroll the Modify panel to the Material & Texture Settings section.
Top Section	L	Scroll the Modify panel to the Topmost section.
Previous Section	Alt + Page Up	Scroll the Modify panel to the Previous section.
Next Section	Alt + Page Down	Scroll the Modify panel to the Next section.
Bottom Section	Alt + End	Scroll the Modify panel to the Bottom section.

Function	Hotkey	Notes
Full screen mode	F11	Press the Full Screen button to enter. Esc to go back.
Play/pause	Spacebar	For both window mode or full screen mode.
Stop	.	Press down "." key to stop playing and go back to the first time frame.
Playback methods	F9	Toggle between the Realtime or By Frame mode for physics simulation.
Roll X-Z	Right mouse button	Press down and drag in the 3D viewer to roll the view on X-Z plane.
Zoom in/out	Mouse wheel	Scroll the mouse wheel to zoom in/out the 3D viewer.
Speed zoom in/out	Right + Left mouse buttons	Press down both the right and left mouse buttons to speed up zooming of the 3D view.

Tips - Speed movement: Holding the **Shift** key while zooming, panning, rolling and rotating will increase the movement speed by 10x.

The following table summarizes the hot keys for logging effects on/off and the performance observations.

Note: The hotkey functions can only be used when the system is focusing on the 3D preview window. Simply click on the 3D preview area to set the window focus.

The hotkey functions may be disabled if they conflict with other applications.

Action	Hotkey	Notes
Rendering Effects	Ctrl + F1 Ctrl + F2 Ctrl + F3 Ctrl + F4 Ctrl + F5 Ctrl + F6 Ctrl + F7 Ctrl + F8 Ctrl + F9 Ctrl + F10 Ctrl + F11 Ctrl + F12	Switch Shader mode. Toggle Bump Texturing On/Off. Toggle Reflection On/Off. Toggle Glow On/Off. Toggle Reflection Mapping On/Off. Toggle Refraction Effects On/Off. Toggle Water Effects On/Off. Toggle Fog Effects On/Off. Toggle HDR (High Dynamic Range) Effects On/Off. Toggle IBL (Image Based Lighting) Effects On/Off. Toggle AO (Ambient Occlusion) Effects On/Off. Toggle Tone Shader Effects On/Off.
Shader/Display	Ctrl + F Ctrl + G Ctrl + P Ctrl + Z Ctrl + Y Ctrl + A Ctrl + Q Ctrl + D Ctrl + L F8	Toggle Frame Rate (FPS) display On/Off. Toggle 3D Floor Grid On/Off. Show Online Help. Show/Hide Timeline. Undo. Redo. Toggle World Axis On/Off. Toggle Transform Gamo Mode On/Off. Show/Hide Dummy Props. Toggle LOD (Level of Detail) On/Off. Toggle Mini Viewport On/Off.
Pop-up Menu	Right Mouse Button	Show the Pop-up Menu.
Camera Switching (3D Preview Window)	F5 F6 F7	Switch to Preview Camera. Switch between Custom Cameras. Switch between Follow Cameras (an actor or iProp must be selected).
Camera Switching (Mini Viewport)	Alt + F5 Alt + F6 Alt + F7	Switch to Preview Camera. Switch between Custom Cameras. Switch between Follow Cameras (an actor or iProp must be selected).
Walk/Fly Camera Navigation	Ctrl + U	Show/Hide Crosshair in Walk/Fly Camera Mode.
Director/Editor Modes	F12	Switch between Director Mode and Editor Mode.

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	•	•	•	•
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	•	•	•	•

Timeline

----- PRO only

Project

Character

Prop

Fence

House(0)

Back Door_1

Front Door

Garage Door

Mailbox(0)

Bike

Body

Wheel_B

Stand

Pedal

Pedal_L

Pedal_R

Floor_Dummy

Sit_Dummy

Headpipe_Axle

Headpipe

Headpipe_L_Dummy

Headpipe_R_Dummy

Wheel_F

Roadsign(1)

Camera

Light

ImageLayer

Sky

Track List

Sub Track

Timeline

Project **Switcher** **Sound** **HDR** **IBL Strength** **IBL Transform**

Project **Switcher** **Sound** **HDR** **IBL Strength** **IBL Transform**

Gwynn **Collect Clip** **Transform** **Motion** **Face** **Reach** **Constraint** **Visible** **Material** **Sound**

Motion Layer **Script Motion - Trans**

Torso **Script Motion - Trans**

Head **Script Motion - Trans**

Viseme **Script Motion - Trans**

Voice **Script Motion - Trans**

Lips **Script Motion - Trans**

Expression **Script Motion - Trans**

Facial Layer **Script Motion - Trans**

Reach L Hand **Script Motion - Trans**

Reach R Hand **Script Motion - Trans**

Link **Script Motion - Trans**

Visible **Script Motion - Trans**

Bike **Collect Clip** **Transform** **Animation** **Constraint** **Visible** **Material** **Sound**

Animation **Script Motion - Transition Curve: Linear, Time Warp: Linear**

Material **Script Motion - Transition Curve: Linear, Time Warp: Linear**

UV **Script Motion - Transition Curve: Linear, Time Warp: Linear**

Current Frame: 1

Zero Transform Key

Reset Pose Key

Break - split clip

Reset Motion Pivot

Motion Reverse

Loop/Speed Switch

Play/Pause, Stop

Current/Go to Frame

Delete Frame Option

Insert Frame

Add Flag

Grouped Sub Track Buttons

Object-related Track

Delete

Paste

Cut

Copy

Zoom In/Out

Fit Window

Actual Size