



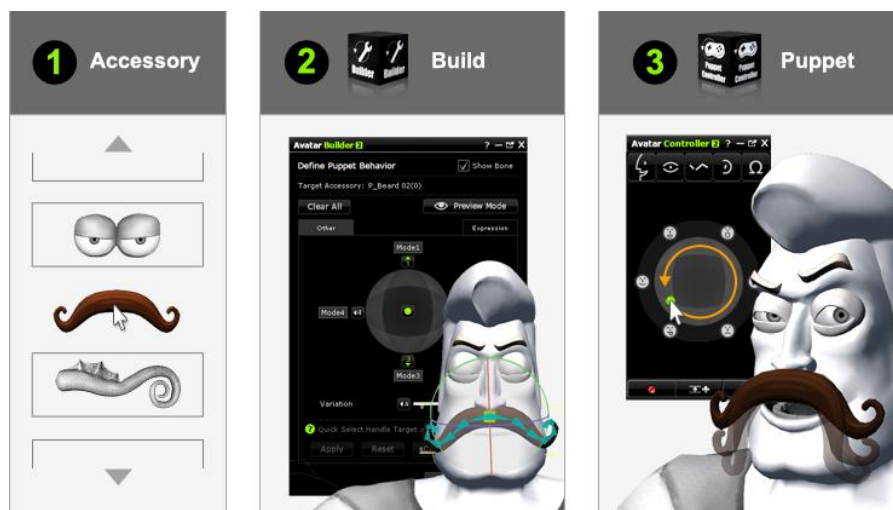
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Reallusion Takes on Toons with Avatar & Animation Toolkit

The Avatar Toolkit2 allows you to freely design and assemble your own animatable characters with a complete 3D avatar creation system

San Jose, CA February 6, 2014 — [Reallusion](#) announces [Avatar Toolkit 2](#), an advancement in 3D avatar creation and animation control. It is designed to work with [iClone5](#) equipping users with a dynamic system for building characters with interchangeable assets. The Avatar Toolkit2 empowers users with speedy assembly of unique avatars from puppet-ready body parts, allowing endless possibilities when animating facial expressions, accessories, unconventional body parts, and more via simple mouse movements in the intuitive Puppet Controller tool. Apart from realistic 3D human style animation, Reallusion provides toon style animation for game, CG and film communities to create a variety of diverse 3D animation.

Starting with a character base from the Reallusion avatar library or utilizing the iClone pipeline to import a custom avatar base, users can then begin to add animation-ready components such as eyes, brows, ears, and character accessories or props that are controllable from a series of animation panels to puppeteer their movement without the need for complex rigging or modelling. Characters built with the Avatar Toolkit 2 can be saved to develop a custom library of user-made avatars all within iClone. The avatars are ready to come to life with lip-synch, facial expressions and body movement from iClone's motion library and animation tools.



Avatar Toolkit2 provides a complete workflow for your character creation. Get prepared with the accessory you want, define the animation parameters in the builder, and then puppet them with your customized control panel in real-time!

The advantages of the Avatar Toolkit 2 are rewarding for newcomers to 3D animation and professionals alike. A simple workflow enables users with even a novice skillset to construct their own 3D toon characters, while professionals and content developers can further increase the capabilities of the Toolkit by bringing in their own 3D assets and rigging them for control with the Toolkit's avatar animation panels. The ability to create and customize puppet parts opens a whole new world of content development potential for iClone designers, providing a shared standard from which developers can create custom, revolutionary puppet-



ready content assets which users can quickly assemble in their own way and produce quick, organic animations.

Generating popular styles of common 3D cartoon characters is made simple with the Avatar Toolkit 2 powered [ToonMaker](#) content pack featuring a range of extended character bases and body parts to assemble your own toon avatars that are ready for a full range of puppeteering animation and customizable looks. The ToonMaker content pack provides 4 configurable character bases, 25 editable outfits for dressing the characters, 33 facial feature accessories like mustaches, brows, eyes, ears and noses, and 34 accessories to add headwear and additional fashion.



Pricing and Availability:

Avatar Toolkit 2 for iClone: \$99.95
Avatar Toolkit2 with Toon Maker Collection: \$199.90

View demo videos and avatar assembly and animation tutorials or get more information:

Avatar Toolkit 2: <http://www.reallusion.com/iclone/iclone AvatarToolkit.aspx>

Toon Maker content pack for Avatar Toolkit 2:

<http://www.reallusion.com/ContentStore/iClone/pack/ToonMaker/default.aspx>

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About iClone

iClone5 is a real-time 3D animation tool with digital actors, environments, visual effects, powerful motion tools and physics engine as well as Microsoft Kinect-ready motion capture; designed for rapid production, creativity education and cost-effective previsualization. <http://www.reallusion.com/iclone/>

About Reallusion, Inc.

Headquartered in Silicon Valley, Reallusion is a leading-edge software developer providing cinematic animation tools for PC, Mac and mobile platforms. Reallusion’s pioneering storytelling technology excelling at character animation, facial morphing and voice lip-sync allows fast creation of interactive avatars for 3-D real-time filmmaking and previsualization for professional post-production. Their powerful yet easy-to-use tools make character animation accessible to both Mac and PC users of all skill levels. Reallusion’s development of core technologies and growing base of intellectual property firmly establish the company as power among emerging technology innovators, furthering their graphic and imaging embedded kernels to top-brand device manufacturers worldwide. <http://www.reallusion.com/>

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