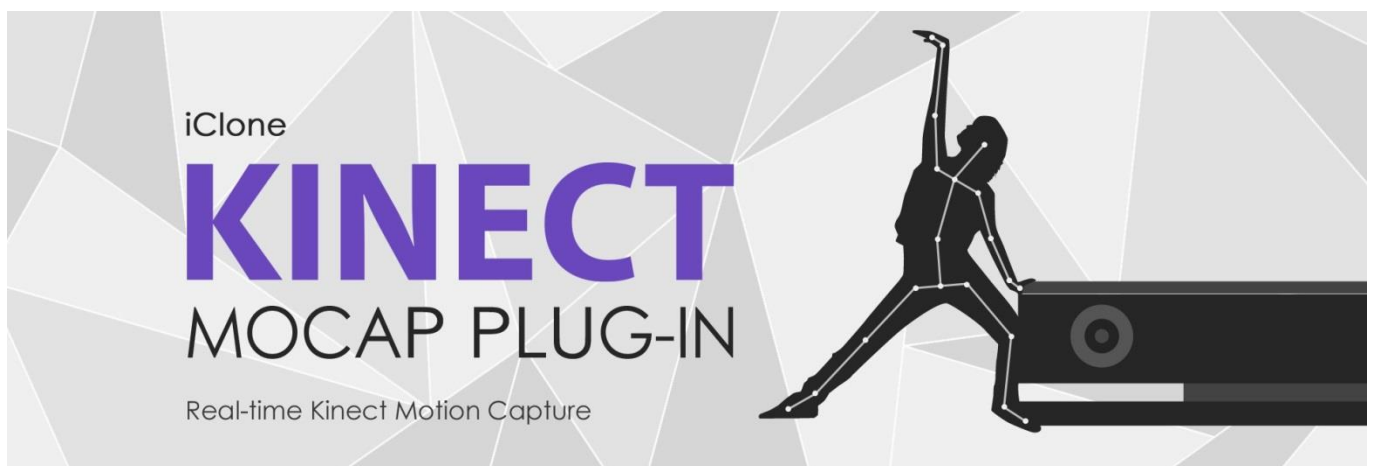




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Reallusion upgrades Mocap Plug-in for new Kinect Xbox One

Real-Time Motion Capture Plug-in for High Definition Kinect Xbox One turns iClone 6 Pro into an instant mocap studio solution.



UK (9th November 2015) —In 2012, Reallusion became the first mobile motion capture solution provider when they initially launched the Kinect mocap plug-in for the original Microsoft Kinect Xbox 360. The Kinect Xbox 360, and Kinect for Windows, plug-ins were quickly put to use in tens of thousands of indie game studios, corporate training departments and animation studios all around the world.

Now Reallusion announces the new [Mocap Plug-in for Kinect](#) for Xbox One, in use with its iClone 6 Pro software. With this new high definition Kinect motion capturing tool, users can now use their own bodies to more accurately control virtual actors, in real-time, with motion smoothing optimizations for fast previsualization animations allowing anyone to lightspeed their animations while creating authentic motions without having to rent an entire mocap studio, or even wear a markeded jump suit.

Once initial motions have been captured, users can then dive into iClone's many motion editing tools that include HumanIK and motion layering, to quickly adjust initial motion captures prior to exporting characters and motions to game engines or other 3D application via FBX formats.

Demo video:

<https://www.youtube.com/watch?v=wqQehmeY4ys&feature=youtu.be>





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3 New Features for Kinect Mocap Plug-in:

- The Kinect Mocap Plug-in for Xbox One with iClone 6 Pro, is compatible with the new Kinect for Xbox One camera sensor. New additions to the sensor include: Time of Flight sensor that offers unparallel tracking accuracy; 1080p camera with increased field of view that requires less room to operate and a higher light sensitivity.
- Additional trackable skeleton joints enhances neck up/down, upper torso, wrist and knee rotation, and squat movements.
- Improved 3D visualization for better floor and feet contact, including the ability to save floor calibration.

Main Features:

Floor Detection & Alignment

New 3D floor alignment and floor adjustment function helps keep every foot step on the same surface elevation, preventing unnatural floating or sinking foot motion when moving about.

Near Mode & Wider Angle Lens

Now you can capture your motions closer to the camera even when sitting in front of the desk.

Thanks to the near mode, your motion data can be captured as close as 50cm to the sensor with full accuracy and precision.

Chest Turn, Head/Neck Rotation

We've added the option of head rotation tracking, which motion captures rotation around the X-axis and Z-axis. This means that you can now make characters nod in agreement, turn their heads to the side, or look from left to right.

Half-body Capture & Mask

With this Kinect for Xbox One mocap plug-in you are able to choose between "full-body" or "upper body" to perform half-body captures while in a seated position. On the other hand, you can also mask out specific body parts to combine with already existing motions, or add knee rotation constraints for a more stable motion capture.

Head & Knee Movement

The Microsoft Kinect SDK allows end point motion capture, allowing your head and knee movements to be recognized for more natural-looking animations.

Remote Body Commands

No need to walk back to your computer to start or stop recording. Now you can use simple gestures to send preview and record commands to the motion capture device.

Quick Switch

Rapidly switch between multiple mocap performers captured on camera without having to re-target each time. Do this by directly right-clicking on the tracked body.

Mirror Capture

Check on the "Mirror" option to flip your character's movement from one side to the other.

Motion Smoother

Remove annoying motion jitters with the new enhanced motion smoother option.



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The Mocap Plug-in for Kinect Xbox One is now available for 79.99 GBP

For more information, please visit: <http://www.reallusion.com/iclone/mocap/>

Learn more about the iClone Export Pipeline: <http://www.reallusion.com/iclone/pipeline/>

The iClone-Kinect Mocap Plug-in supports depth sensors for:

- Xbox 360
- Xbox for Windows
- Xbox One

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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