

What types of keys can make use of the new Curve Data in iClone 7?

The Curve Editor is mainly used for transformational animation which includes object transform, bone rotation, and facial bones.

The sheet below illustrates support for other asset types not already mentioned.

Object Type		Transform Keys	Motion Layer Keys
Avatar	CC	V	V
	G5	V	V
	Non-standard	V	V
	Non-human	V	V
Accessories	-	V	V
Props		V	V
Particle		V	-
Camera		V	
Light		V	
Image Layer		V	
Path		V	

Future Updates: -

- Currently, there are two tabs for setting the IK/FK modes. After some usability discussions, we have decided that for version 7.1 we will reorganize the IK/FK user interface and slightly adjust its method of operation.
- In the next stage, Curve editing will be made available for Expression data and Morph animation.
- Even though IK mode is available in iClone, every key applied in the Timeline and Curve Editor results in a FK key. True IK editing, with the Timeline and Curve Editor able to accept IK keys, is on the product roadmap.
- Once the above agenda items are completed, we will work to make

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the Curve Editor support Material related keys along with other types of Timeline animation data.

Reallusion FAQ

<https://kb.reallusion.com/Product/52603/What-types-of-keys-can-make-use-of-the-new-Curve-Data-in-iC>