

How to import iClone 3D Motions into Cartoon Animator 4?

To import iClone 3D Motions you will need Cartoon Animator 4 Pipeline version, and a G2 character in your scene.

For importing iClone 5 embedded 3D motions you will need to: -

- 1) First, apply a G2 Character in the stage. Please note that iClone motions are only supported by G2 characters.
- 2) At the Main Menu, select File > Import Animation.
- 3) Open and find the .iMotion file to import.

For iClone 6/7, to create a new motion you will need to export the motion file as a .rlMotion format: -

- 1) Load motion into a 3D character in iClone 6/7.
- 2) Open the Timeline and find the motion clip.
- 3) Use the Collect Clip track to select the motion range.
- 4) Right-click the mouse, to choose "Add Motion to Library".
- 5) In the drop-down file type choose "RL Motion Files".
- 6) Then import the .rlMotion file into Cartoon Animator 4, by following the above step.

Reallusion FAQ

<https://kb.reallusion.com/Product/52814/How-to-import-iClone-3D-Motions-into-Cartoon-Animator-4>