What's difference between CTA3 and CTA4?

	CTA4		CTA3		
	Pipeline	**Pro**	Pipeline	Pro	Standard
Create Unique Elastic Motion Effects for 2D Animation **. Elastic Motion (Entrance & Exit)**	O	O	O	X	X
Smooth Head Turn (Composer Set up) **. Create 2.5 Head.** **. Save/Load 2.5 Head.**	O	O	X	X	X
Smooth Head Turn (Stage Set Key) **. Animate 2.5 Head** **. Save/Load Facial Motion.**	O	O	X	X	X
Smart IK **. Stabilize motion, no slip. (End Effector)** **. You don't know what is IK/FK. => intuition set key. (Lock Key)** **. Constraints - Stretch Bone.** **. Constraints - End Effector rotation.** **. Constraints - Keep End Effector Angle.** **. Constraints - Return to Initial Pose.** **. Reverse Joint Angle.**	O	O	X	X	X
Customize End-Effector (Free Bone Only)	O	O	X	X	X
Retargeting **. Motion Reuse.**	O	O	X	X	X
Custom Rig GUI **. User can custom set GUI of Rig.**	O	O	X	X	X
Complete Photoshop to Animation Design Pipeline **. Turn Animations into Graphic Illustrations (PSD out)** **. Pipeline for Graphic Designers and Animators (PSD in)** **. Turn 2D Artworks into Animations (PSD Update)** **. Quickly Create Animated Content (PSD Launch)**	O	PSD out only	O	PSD out only	X
Import 3D Motions for your G2 Characters **. Support 3D Motion (iMotion, rIMotion)**	O	X	O	X	X
Loading .SWF Files **. SWF in (Update)**	O	X	O	X	X
Design your Vector Content to be Compatible with Multiple Render Style **. Vector Grouping Tool**	O	X	O	X	X
Plug In (Face Motion Capture) - Need Extra Paid **. Realtime Lip-Sync.** **. Web camera (Face Unity)** **. iPhone True Depth Camera.**	O	O	X	X	X

Reallusion FAQ

https://kb.reallusion.com/Product/52819/Whats-difference-between-CTA3-and-CTA4