

Was ist der Unterschied zwischen CTA3 und CTA4?

	CTA4		CTA3		
	Pipeline	Pro	Pipeline	Pro	Standard
Create Unique Elastic Motion Effects for 2D Animation . Elastic Motion (Entrance & Exit)	0	0	0	X	X
Smooth Head Turn (Composer Set up) . Create 2.5 Head. . Save/Load 2.5 Head.	0	0	X	X	X
Smooth Head Turn (Stage Set Key) . Animate 2.5 Head . Save/Load Facial Motion.	0	0	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.	0	0	X	X	X
Customize End-Effector (Free Bone Only)	0	0	X	X	X
Retargeting . Motion Reuse.	0	0	X	X	X
Custom Rig GUI . User can custom set GUI of Rig.	0	0	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)	0	PSD out only	0	PSD out only	X
Import 3D Motions for your G2 Characters . Support 3D Motion (iMotion, rIMotion)	0	X	0	X	X
Loading .SWF Files . SWF in (Update)	0	X	0	X	X
Design your Vector Content to be Compatible with Multiple Render Style . Vector Grouping Tool	0	X	0	X	X
Plug In (Face Motion Capture) - Need Extra Paid . Realtime Lip-Sync. . Web camera (Face Unity) . iPhone True Depth Camera.	0	0	X	X	X

Reallusion FAQ

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