

Creating 3D content for iClone – A guide for developers

I. Introduction -

- What you need to know to be a CCD member? – *written by Reallusion*
- Features of iClone & iClone Avatar – *written by Reallusion*
- System Requirements – *written by Reallusion*
- Developer tools Installation guide
 - iClone 3D Studio Max plug-in
- How to use this document
 - Definition of terms

II. Basics of iClone 3d content

-Supported 3d data

- Data you can export from 3D Studio Max
- Visual reference of exported data from 3D Studio Max to iClone
 - (ex. Model 'A' as seen in MAX, Model 'A' as seen in iClone)

-iClone general reference guide for modeling, texturing, rigging, skinning, naming & animation

- Geometry type, suggested face count, dimension unit
- Texture map, opacity map, bump (normal) map, image size & format.
- How transparent material and opacity map work
- Shade on texture image – prelit textures work best
- Skin tone reference color – skin tone set by auto sampling from imported Face texture iClone
- RL bone system
- The use of “Skin” and “Physique” modifiers
- A summary of naming rule for object, material, connection vertex...etc
- Transform, path, skin-bone and procedure animations

- A “quick start” guide

- Join CCD program
- Get the plug-in
- Choose a type of iClone content to develop
- Follow the in-guide step-by-step procedure/tutorial
- Export for iClone
- Load file in iClone folder
- Submit your content for sale to other iClone users

III. Avatar Module (includes hair, upper body, lower body and shoes)

- Concepts and principles of creating iClone avatar

- Body parts
- Set body parts connection
- Prepare and assign maps
- Material & face ID settings for skin & clothes
- Skin the model with RL Bone
- How to create characters of different proportions
- “Rigid” vs “soft” hair

- Create Avatar from MAX Template

- Step by step procedure /tutorial

- Create Avatar from scratch

- Step by step procedure /tutorial

- Convert existing 3d character for iClone

- Step by step procedure /tutorial
- **None-standard iClone avatar**
 - Characters that only skinned to RL bone without following other rules
 - Only work with motion and proportion features
 - A quick way to put existing 3d character in iClone
 - Step by step procedure /tutorial

IV. Avatar accessory Module

- **Concepts and principles**
 - Model & texture
 - Set Pivot
 - Position & linkage
 - Naming rule
- **Basic Accessory (ex. sword, gun)**
 - Step by step procedure /tutorial
- **Enhanced Accessory**
 - Animated accessory (ex. pinwheel)
 - Soft body (bone-skin) accessory (ex. fluttering cape)
 - Step by step procedure /tutorial

V. Scene prop Module

- **Concepts and principles**
 - Model & texture
 - Set Pivot & initial position
- **Basic props (ex, building)**
 - Step by step procedure /tutorial
- **Enhanced props**
 - Animated props (ex. windmill)
 - Soft body (bone-skin) props (ex. fluttering flag)
 - Creature (ex. horse)
 - Step by step procedure /tutorial

VI. 3D Scene Module

- **Concepts and principles**
 - Model & texture
 - Types of 3d scene (box, dome, sphere)
 - Dimension, pivot and initial position
- **Basic scene**
 - Step by step procedure /tutorial
- **Enhanced scene**
 - Ambient animation (ex. moving cloud, swinging weed)
 - Camera movement
 - Dynamic light effect

VII. Export for iClone module

- **How to use VNS exporter**
 - UI description
 - Content types & checklist for data effectiveness confirmation.
- **Content folder structure.**

VIII. Selling your iClone content on Reallusion.com