

3DXchange

Import and Convert 3D file to iClone

Load models and convert 3DS, OBJ, SKP files into iClone VNS format.

Edit downloaded models between 3DXchange and SketchUp smoothly.

Build up a massive iClone model library from professional 3D models - scenes, props, and accessories.

Load iClone VNS files for material editing, pivot setting, or edit iClone VNS Merged Props.

Full texture conversion keeping materials intact - unwrapped UV, multi sub-material texturing, diffuse, bump, and opacity.

Texture format supported: JPG, BMP, PNG, TGA, TIFF.

Support 3DS animation data import and export (spline not supported).

Selectable export for breaking up model groups: check on/off mesh nodes in Scene Tree to filter output elements

Transformation, Material Editing and Attribute Setting

Material attribute editing provides more material flexibility and enhancement for auto smooth and weld vertex for SKP 3D objects.

Material Editing such as material color, glossiness, specular can be done too.

Normal Correction which includes 2-sided, flip, unify.

iClone Shadow Attribute Setting like Cast Shadow, Receive Shadow.

Scene Transformation for model.

Auto-align scene elements to iClone root ground position.

Define hard or soft edge by specified angle threshold.

Ease of use Design

Add an Exporting Selected node function to save selected items quickly.

Increase efficiency by "Hide Excluded/Show all Items under scene Tree".

Display shader situation and object face number in 3D windows.

"Drag & Drop" file importing: 3DS, OBJ, SKP or VNS file formats.

Schematic view of every individual model segments.

Quick project reload.

Quickly export VNS files to iClone folders at a user define place.

Keep last file path assignment to save frequently used folders.

Auto model scale up and display dummy figure for size reference, when the original model unit setting is too small to view in 3DXchange.

Free 3D Resource Collection

Free access to 3D models from Google 3D Warehouse directly.

Download models with 3DS, OBJ or SKP file format from 3D resources

Linkage to Power Tools

Bring your custom designs from world famous 3D modeling applications (ZBrush, Max, Maya, Google™ SketchUp, etc.) to iClone and turbo charge models into real-time movie