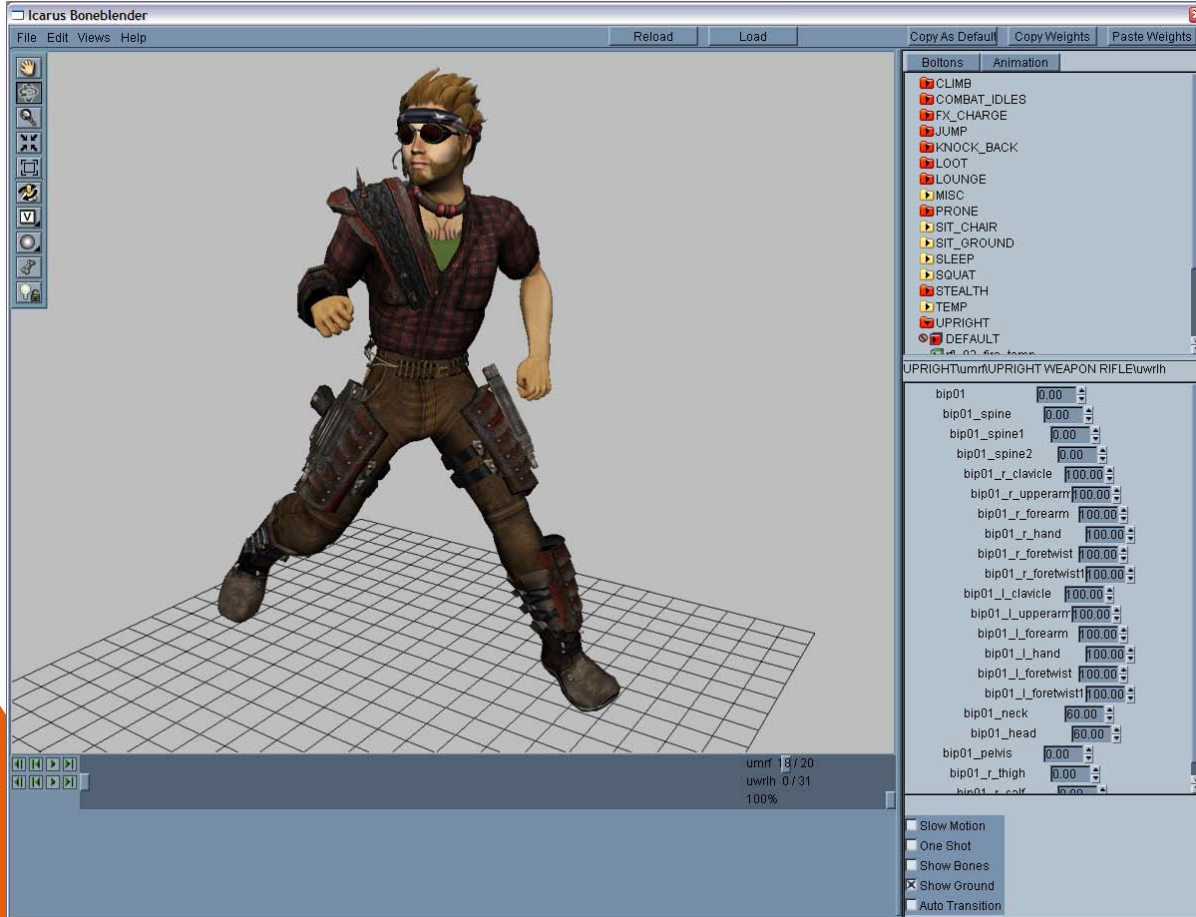


# ICARUS BONEBLENDER™ TOOL

## SEAMLESSLY BLEND ANIMATIONS TOGETHER



### Select Icarus BoneBlender™ Features:

- Preview blended animations just like you would see them in the product
- Set animations into either primary or secondary groups
- Seamlessly blend and transition between secondary animations
- Save bone-weights for the primary and secondary animations
- Set weights on individual secondary animations
- Set weights on groups of animations
- Load multiple characters into the Icarus BoneBlender™ and switch between them instantly
- Copy and Paste the boneweight between animations, groups, or other characters
- Load weapons as boltons for previewing animations

The Icarus BoneBlender™ tool enables an animator to seamlessly blend together different animations, allowing animators to create complex combinations with a minimum of effort. Icarus BoneBlender™ moves the entire body of a model as if it were a real living being with weight, inertia, and skeletal structure, allowing one animation to effect how other animations are played. Animations can be given precedence over each other, allowing one animation to override other animations controlling the model, but still integrating their movements together. Using the Icarus BoneBlender™, a wide variety of animations can be quickly mixed together in almost limitless combinations instead of each combined motion requiring a custom made animation.