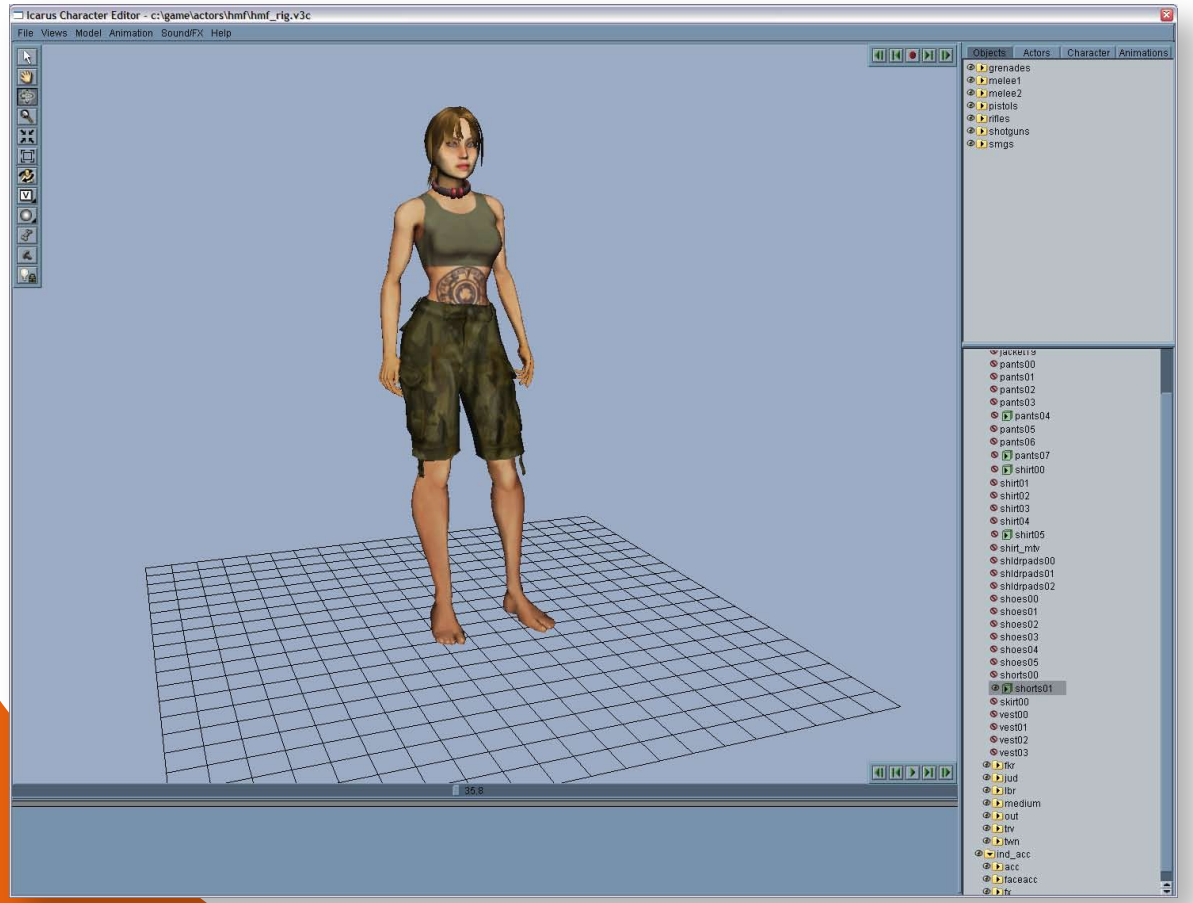
ICARUS CHARPREP™ TOOL

PREVIEW ANIMATIONS, MODELS, SOUNDS

ICARUS STUDIOS
...Connected Entertainment



The Icarus CharPrep™ tool integrates the needs of animators, 3-D artists, and sound engineers into one tool. This allows the tool user to test animations, models, and sounds all in one program. The user can view a model, see an animation, or check a sound in one integrated tool, and these actions can be done at the same time if desired. This allows complex operations, such as models with animations that have accompanying sounds, to be easily tested before they are published in the world. Environmental factors, such as lighting or particle effects, can also be set in Icarus CharPrep™, allowing the user to mimic virtual world conditions. Without ever having to enter the world, animators, 3-D artists, and sound engineers can see if their creations are working together as intended.

Select Icarus CharPrep™ Features:

- Combine testing models, sounds, and animations in a single integrated tool
- Simulate virtual world environments, including environmental conditions such as lighting
- Fully integrated with Icarus SoundPrep™, and Particle Editor™ facilitating content integration

Animations:

- Load and preview animations dynamically
- Supports animations created with Character Studio, Max Bones, and CAT Tools
- Synchronize 1st Person Animations, 3rd Person Animations, Sounds, and Particles

Models:

- Preview models exported from 3DStudio Max with an Icarus export plug-in
- Load and preview models dynamically as well as different configurations of clothing and weapons

Sound:

- Easily synchronize sound and particle effects into animation tracks
- Sounds can be linked to specific portions of a model for full 3D sound on characters and objects

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