

REALLUSION CERTIFIED TRAINERS

# SUBMISSION CRITERIA

If you wish to become a Reallusion certified trainer, simply complete the form on the Reallusion Global Training Network website and make sure to provide all course subjects. If you meet the criteria, we will contact you within 10 business days.

## Reallusion Global Training Network website

Apply Now: <https://www.reallusion.com/global-training/certified-trainers.html>

## Course subjects (required for submission):

- ✔ A Reallusion software tutorial video with specific criteria ..... p.2
- ✔ Tutorial video script and course outline with a specific template ..... p.4
- ✔ A project made with Reallusion software meeting specific criteria ..... p.5

# SUBMISSION CRITERIA

## Reallusion software tutorial video(s):

There is no set length or number of videos required, but the tutorial or tutorial series must cover the following functionalities:

### iClone 8

- **Motion Director** (at least 2)
  - Player Control
  - Other 5 Modes
- **Motion Editing** (at least 4)
  - Edit Motion Layer
  - Reach Target
  - Motion Correction
  - Face Key
  - Face Puppet
  - Timeline Behavior
  - Curve Editor
- **Visual & Lighting** (at least 3)
  - General Lights
  - Lens Flare
  - Volumetric Light
  - GI
  - IBL
  - LUT
- **Pipelines & Plugin** (at least 1)
  - Motion Live
  - Unreal Live Link
- **Smart Content Manager** (at least 1)
  - Save Content

### Character Creator 4

- **Characterize** (at least 1)
  - Bone Mapping Manually
- **Modeling & Skeleton** (at least 2)
  - Delta Mush
  - Separate / Merge Mesh
  - Edit Mesh
- **Motion, Pose & Facial Expression** (at least 3)
  - Edit Facial
  - Facial Profile Editor
  - Edit Pose
  - Animation Player Behavior
- **Appearance** (at least 2)
  - SkinGen
  - Smart Color
  - Smart Hair
- **Pipelines & Plugin** (at least 1)
  - Headshot
  - Unreal Auto Setup
- **Smart Content Manager** (at least 1)
  - Save Content

# SUBMISSION CRITERIA

## Reallusion software tutorial video(s):

There is no set length or number of videos required, but the tutorial or tutorial series must cover the following functionalities:

### **Cartoon Animator 5**

- **Character Creation** (at least 3)
  - Human Template (SVG)
  - Human Template (PSD)
  - Free Bone Actor
  - G3 360 Head
- **Secondary Animation** (at least 2)
  - Free-form Deformation
  - Spring Animation
- **Motion Editing** (at least 5)
  - 2D Motion Key Editor
  - Sprite Editor
  - Face Puppet
  - Face Key
  - Lip Sync
  - Hand Pose Key Editor
  - 3D Motion Convertor
- **Object Animation** (at least 2)
  - Elastic Motion
  - Prop Key Editor
- **Pipelines & Plugin** (at least 1)
  - Motion Live 2D
  - AE Script
- **Smart Content Manager** (at least 1)
  - Save Content

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## **Reallusion software tutorial video script and course outline**

Please provide the tutorial video script and course outline with the same template (Chinese or English only):

### **Tutorial video title:**

iClone 8 - Getting Started with Edit Motion Layer

### **Outline:**

- Quick Intro
- Basic Functionality
- FK & IK Modes
- Creating a Pose
- Direct Puppet
- Animation Layer Editing

### **Description:**

In this video, you'll get a basic introduction to the Edit Motion Layer Tool in iClone 8. You'll learn a few main ways to utilize this tool as well as some of the main features including Human IK/FK, End Effectors, Pinning, and more! You'll also learn the basics of how you can utilize it with the Animation Layer tool for various motion edits in the same motion clip.

### **Script (Optional):**

Hey everyone, in this tutorial we're going to take a look at using the Edit Motion Layer tool to animate your characters. This flexible tool can be used for everything from creating poses to adding adjustments to existing motions and creating your custom keyframe animations...

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## Project

The project can either be a model work or an animation video.

### iClone 8

- Hand in a character animation project with at least 10 seconds of animation.

### Character Creator 4

- Hand in a project containing at least one character.

### Cartoon Animator 5

- Hand in a character animation project with at least 15 seconds of animation.