

chaos



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Anima ALL

Product document

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Product description

Anima ALL is an all-in-one subscription offer and the most effective way to bring lifelike 3D/4D people models into a visual project. It gives unlimited access to a constantly expanding people asset collection, the Anima application, and all the tools and plugins necessary to easily create and control realistically moving crowds.

Value proposition

Lifelike 3D/4D characters and realistically moving crowds, all in one.

Anima ALL users

Anima ALL users are most likely archviz artists, working in architectural firms or archviz studios.

- Archviz artists: 3ds Max, Cinema 4D, Maya or Unreal Engine
- Chaos customers: V-Ray, Corona or Vantage

What is it used for by 3D artists?

Create and control lifelike crowd animations easily.

- Static architectural visualizations/presentations
- Animated architectural visualizations/presentations

Key benefits

Easily controlled crowd animations: Our crowd generation platform utilizes collision backgrounds, socialization paths, and area tools to create realistically moving crowd animations within your scene's environment. Additionally, crowd animations are highly automated with easily controlled character placement and crowd distribution.

Seamless workflow integration: Instant synchronization via live link with industry leading creative platforms like 3ds Max, Cinema 4D, Maya and Unreal Engine plus a real-time preview of the crowd simulation.

Unmatched realism: Anima ALL is a complete solution for creating lifelike crowd simulations with exceptional realism. Dynamic movements, genuine facial expressions, and striking light and shadow effects are fully supported in V-Ray and Corona, even for motion blur.

Constantly expanding 3D/4D people asset collection: Anima's growing people asset library continuously evolves, offering an extensive range of diverse characters and realistic motion options. From various demographics to unique movement sets, our library is designed to cater to any scene or project requirement.

Minimal learning curve: The Anima app has an intuitive user interface designed to guide the user through the process.

Key features

Anima ALL is a complete software solution with all tools & plugins, designed for human movement & easy 3D/4D character placement that also includes unlimited access to a 3D/4D people asset collection.

UI: An intuitive interface, designed to guide the user through the process of creating both simple and complex crowd simulations efficiently.

- Live link
- 3D viewport
- Draw panel
- Edit panel
- Library panel
- Properties panel

Library panel with 3D/4D people assets: Over 3000 models in 5 main categories.

- 4D animated humans
- 4D walking humans
- 3D rigged people
- 3D ambient people
- 3D posed people

3D viewport: Shows a real-time preview of the simulation & provides the tools to place, and control people assets.

- Real-time preview
- Area tools
- Navigation controls
- Animation baking
- 2D transform gizmo
- 3D transform gizmo

Collision backgrounds: Define the walking and blocking surfaces for 3D/4D people and crowd animations.

- Walking Surfaces
- Blocking Surfaces
- Clipping features

Areas: Place and distribute characters with advanced control tools.

- Area socialization controls
- Character distribution controls

See more on chaos.com

Why should archviz artists choose anima ALL?

- Anima ALL gives 3D artists all the tools they need to add realistic-looking and naturally moving 3D people to design projects much faster than alternative options.
- All anima 3D models have consistent quality and render correctly with native materials, accurate light interaction, and realistic motion blur.
- Two simple workflows allow 3D designers to add realistic looking and moving humans to your scenes very quickly – anima Alive (similar to live linking in Vantage) and anima Drop (similar to drag & drop in Cosmos Browser).
- 4D humans add an unmatched level of depth and authenticity to the foreground of architectural visualizations. The combination of motion capture and advanced post-processing technology reduces 5 GB of captured data to 200-400 MB while preserving the level of detail of the source animated mesh and textures.
- Alternative solutions for archviz cannot match the capabilities of the native anima 4D format file, especially when it comes to geometry and texture optimization, physically accurate motion blur, and real-time performance.
- Removes manual work. Simplified crowd animation workflows and automated 3D/4D people model setup – automatic material generation, automated texture synchronization & motion blur compatibility.
- Enables 3ds Max, Cinema 4D, Maya and Unreal Engine users to create easily controlled crowd animations in real-time via live linking.
- Allows users to explore complex architectural visualizations and immerse their clients in the atmosphere of their hotels, shopping centers, seafront promenade designs, etc.
- Improves workflow efficiency and helps communicate the project's story by reducing back-and-forth iterations and saving time.
- Suitable for both static visualizations and dynamic animations.

System requirements

- Intel® i5 or AMD FX processor or better.
- Recommended OS: Microsoft Windows 10 or 11 64-bit or Windows 11 64-bit. Minimum OS requirements: Microsoft Windows 7 or 8 64-bit.
- Recommended RAM: 32 GB; minimum: 8GB.
- Available hard disk space 10 GB.
- DirectX® 10 or OpenGL® capable graphics card. Recommended 8 Gb VRAM; minimum: 1Gb VRAM.
- Currently does not support Apple & Linux OS.



Defining visualization.