



RealMotion 3D

Key Features:

- Easy to Use
- Powerful Physics Engine
- Flexible• Persuasive Results
- Court Accepted
- Live Damage Display
- Collision Synchronization
- Animated SmartObjects
- 1000s of 3D Models
- RealTime editing and rendering of animations



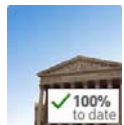
Animations in minutes!

The most advanced technology for investigation professionals for creating time-distance analyses from your diagrams, without the need to learn complex 3D software or hire animators. RealMotion 3D was specifically designed for Recon Professionals, who need to make precise and visually captivating animations. With its purpose built interface and tools, RealMotion 3D is extremely intuitive, easy to use and learn.

Create life-like animations due to the mathematical engine, eliminating the need for keyframes. For faster work flow, RealMotion 3D is integrated into FX3; creating Animations is now a matter of minutes, not hours or days.

Collision Synchronization

RealMotion 3D will synchronize any objects you want to collide, every time. You can forget about cars flying in the air. Once you define 2 or more objects for collision, and change pre or post collision paths, the objects will still meet as expected.



Is it accepted in court?

Yes, in fact, it has never been rejected by any court in the US or Canada. Because the animation is completed by the Investigator using FX3, rather than being passed on to a 3rd party, to get an equally high quality animation.

How hard is it to learn?

Many FX3 users are self taught and with 2 days training* will build complex animations, which will take less than an hour to complete. Compare that to a minimum of 40 hours in 3D Studio Max!

Works right on your diagram

RealMotion 3D eliminates hassle by giving you the ability to create an animation right on your diagram without extra steps, no exporting, it's all right there.

Automatically animate your Momentum Analysis or SMAC FX simulation

Automatically turn your momentum analysis results into animation parameters, to create an animation from your Analysis. This is the fastest way to get an accurate Collision Reconstruction to date.

Precise 3D Models

RealMotion 3D ships with 1000s of Models including vehicles, boats, trains, airplanes, landscape items, weapons, furniture and much more. The Object Library is constantly growing and new models are accessible to you for free, via the update system in FX3.

Photo FX

RealMotion 3D now features Photo FX!!!



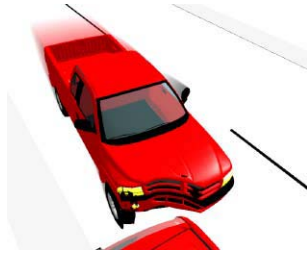
allows you to place Photos taken on the scene and use them as backdrops for your Animation. Create captivating and visually accurate animations of the incident with Photo FX. Photos taken at the scene can be used as backgrounds for animations. Resulting in realistic animations.



RealMotion 3D

Live Damage display

FX was the first software package that enabled the user to damage models for diagrams. Now Visual Statement engineers have taken the damage display capability in diagrams and put it into 2D and 3D animations.



Models are damaged at point of impact and synchronized with the collision time, resulting in accurate animations. This is a huge first in the collision technology world!

Camera Follow



Watch the event from any position or even from a driver or witnesses' precise position - moving along with the animated objects.

How accurate is it?

RealMotion 3D is powered by a very precise and powerful animation engine that controls all motion dynamics to 4 decimals right of zero. If you adjust the initial velocity of a path segment, the engine will automatically adjust acceleration and time. No matter what you do in terms of setting velocity, time, distance, acceleration, yaw, pitch and roll, every other parameter is automatically adjusted.

RealMotion

Built in math engine ensures all animation paths adhere to laws of physics/motion.

7 Degrees of freedom



(x,y,z path start end positioning, and yaw, pitch and roll transitioning over any path or path segment, and over any time frame)

FX3 & RealMotion 3D features a graphical real time preview of all yaw, pitch and roll inputs

Animation path graphical preview in real time

RealTime

Unlike many animation applications that display real time, RealMotion 3D runs in real time, no matter what processor speed is being applied.

Animated SmartObjects

FX3 now features Animated SmartObjects that bring the accuracy of reconstructions to a new level. The latest SmartObjects now feature animated Gunshots with sound, Skidmarks, Traffic Lights, Fire and more Pedestrian models have been added.

Animated Pedestrian Models



Our 3D human models which walk, jog, run, fall down, crawl etc. and synchronize the motion of the victim/perpetrator to the gun shot times. Pedestrian models are animated automatically (arms and legs), all you have to do is add motion to the model.

Animated Skid Marks



Yes, now you can draw skids or yaw marks and have them appear over time to coincide with skidding or yawing vehicles. Complete flexibility to add another dimension of reality to your precision animations.

Animated Gun Shots



Draw lines as gunshot trajectories, add muzzle velocities, start times, and watch the guns shoot in the 3D scene, with precision timing, complete with sound. Very high tech and useful for multi-weapon gun fights!

Animated Fire

This simply has to be seen. "Real" burns in 3D using state of the art particle effects. Fires progress, and grow to show instant fires and explosions from crashes or arson fires or explosions.

Animated Traffic Lights

This feature is now available for the newest 3D animation release (free update for all FX3 users). Set complete traffic signal timing, including blinking left turn arrows, several signals at a time, timed to your crash. Finally, a way to relate the signal sequences to the crash sequence.