



Dragonframe v5.2.7 (WIN)

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Dragonframe v5.2.7 (WIN): Dragonframe 5 software for stop motion animation for macOS, Windows, and Linux.

The software will be available as a digital download after your payment is cleared, which means you'll be ready to go immediately. (Student orders must be approved before you get your license, and any rejected orders are canceled and returned.)

How to have high-resolution proxies for streaming?

You can create this stream using Dragonframe.

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Dragonframe

The product is in the **Software category**, for more information about this post you can click on the home page link in the sidebar.

To search for similar products to Dragonframe,

The license you purchase entitles you to activate Dragonframe on one computer with each license you buy. You can activate one license on a different computer, provided Dragonframe cannot be employed on both computers simultaneously.

You'll receive no-cost minor updates and bug-fix releases (e.g., 5.0.1, 5.0.2, 5.1.0, etc.).

MAC

- MacOS 10.14and Universal (Apple Silicon or Intel)4GB+ RAM

WINDOWS

- Windows 10/11 (64-Bit Only)
- OpenGL 2.1 Capable Graphics Card
- Intel/AMD processor with two cores and 4GB+ RAM

LINUX

- Amd64/x86_64 Ubuntu 20+, or Fedora 28+ (Ubuntu is recommended)
- OpenGL 2.1 Capable Graphics Card
- AMD Intel CPU, 2Cores, 4GB+ RAM
- The addition of Contour Shuttle integration
- New support for Z-CAM cameras
- Add support for SIGMA Fp and fpL cameras
- Ani: Added hardware acceleration for macOS and Windows to playback media layers
- Ani: Pin media players to ensure they don't get lost during exposure changes
- Ani: Hotkey to switch the light on in the Animation workspace
- Ani: Hotkeys to switch grid layers
- Ani added, "camera as media layer."
- Ani: Sharper hi-res proxy services to playback
- Arc Improved UI Performance



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标签

Software

平面设计

- The Arc test: move playback in real-time for positions indexed
- ARC: Real-time looping as well as the playback of ping-pong
- Arc: The option to automatically start or stop recording movies using real-time playback
- Arc: Determine if the move can be made using an online rig
- Arc: Reorient the move to the current location
- Arc Output OSC both in real and virtual motor positions
- DMX can support as many as four DMX "universes" with 512 channels each
- DMX: Improved performance of the UI with multiple channels
- DMX: Added gel selector for ARRI fixtures that have gel lists.
- Audio Restore track order while loading scene
- Audio: Export lip-sync movie
- New video output NDI to be used with Unreal Engine
- Support for Heif/Heic images added
- Utilize x264's MP4 output for more efficient results and to ensure assistance across different platforms
- X-Sheet: The option to pop out of separate windows
- X-Sheet: Added a variety of options for drawing tools

- The addition of Contour Shuttle integration
- New support for Z-CAM cameras
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- Ani: Added hardware acceleration for macOS and Windows for playback of media layers
- Ani: The option to pin media players so that they are not snagged while switching exposures
- Ani: Hotkey to switch the light on in the Animation workspace
- Ani: Hotkeys to switch grid layers
- Ani added, "camera as media layer."
- Ani: Sharper high-res proxies to playback
- Arc: Performance improvements to the UI
- The Arc test: move real-time playback of indexed positions
- The Arc looper: real-time as well as Ping-pong playback
- Arc: Option to auto start or stop recording of movies using real-time playback
- Arc: Determine whether the move is possible to be achieved using an online rig
- Arc: Reorientate move to the current position
- The Arc output OSC both virtual and accurate motor positions
- DMX supports as many as four DMX "universes" of each 512 channels
- DMX: Improved performance of the UI using a variety of channels
- The DMX has been updated to include a gel picker for ARRI fixtures with gel lists.
- Audio Restore track order after loading scene
- Audio: Export lip-sync movie
- The video output has been added to NDI to be utilized in Unreal Engine
- Image support for heif/he has been added.
- Utilize x264's MP4 output for more efficient results and to ensure assistance across different platforms.
- X-Sheet: Pop out of separate windows
- X-Sheet: Added a variety of options for drawing tools



产品数量
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