

IKinema LiveAction Price List

Updated September, 2015

Product/ details	LiveAction*	LiveAction-Facility*	LiveAction-Source*
License specifics	Binary build of Unreal integration LiveAction running in Unreal Editor	Binary build of Unreal integration LiveAction running in Unreal Editor LiveAction running in standalone executables	Source code access of full LiveAction integration with Unreal
License cost	£2,500 per annum per seat	£14,000 per annum per seat	Call for price
Technology	Retargeting and Automatic cleaning pipeline	Retargeting, rigid-body solving and Automatic Cleaning Pipeline	Retargeting, rigid-body solving and Automatic Cleaning Pipeline
Number of concurrent solves	Unlimited number of concurrent solves on a single machine	Unlimited number of concurrent solves on a single machine or in a client-server application; up to five deployments in a systems environment and all within one business entity	Unlimited number of concurrent solves on a single machine or in a client-server application; up to five deployments in a systems environment and all within one business entity
Rendering	On a single machine only	On multiple rendering screens via client-server capabilities	No limitations
Support	Email, included in license	Email, included in license	Email, included in license
License	Node-locked or floating	Node-locked or floating	Node-locked or floating
Optional Additional support	£1,000 for any additional 5 hours of direct support	£1,000 for any additional 5 hours of direct support	£1,000 for any additional 5 hours of direct support
Delivery	Unreal plugin in binary format	Unreal plugin in binary format	Source code of Unreal Integration
Platforms	PC	PC	PC MAC and Linux on demand

* not available for sublicensing in standalone or any other form