CrazyTalk 5.0
Timeline & Emotion library

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Abstract	The Timeline is one of the most important aspects of CrazyTalk. It allows you to gain complete control over all assets in your project, from those that are animated to those that accompany the project to enrich the overall quality such as audio. It also contains the Emotion library that allows users to give in depth personality and character to their models. These emotions used together with the other timeline assets can be customized to ensure the highest quality and range of facial animation ever offered by CrazyTalk.

Step 1)
Open CrazyTalk 5.0, and select the SCRIPT tab from the top toolbar, then click the TIMELINE button. Notice that with a default script loaded you can see the preset data on the timeline. You can double click on single tracks to clear them individually or you can double click the voice track to clear the entire timeline.

Step 2)
You also can start a new project by clicking the new button. But to edit the timeline you first must have a voice track, there are 3 different methods of inputting such a file to the track. First, you can import a .wav file by clicking the Import .WAV button and selecting a custom file. CrazyTalk will automatically generate key frames for lip-sync.

Step 3)

Double click on one of the phonetic key frames to launch the Lip Syncing menu. You can change or adjust the mouth shape assigned to that key in this menu.

Step 4)

Select the Voice Button to expand the timeline menu and select the Voice Morphing option. This will launch the Voice Morphing menu, in this section add or modify templates to affect the tone and pitch of the .wav file. Select PREVIEW to review the change.

Step 5)
Click the RECORD button to record a real voice using a microphone. In the CrazyTalk Sound Recorder menu click RECORD to input the voice and PLAY to review it, or OK to apply it to the track.

Step 6)
Click the TTS or Text To Speech button to utilize the text input option to create a voice. This will launch the CrazyTalk Text-To-Speech Editor where you can type in your message or download preset resources from the Reallusion – CrazyTalk – TTS webpage.

Step 7)
To load background music to the timeline click the Background Audio button to launch the Background Audio Menu where you can browse to select a custom audio track and adjust the volume as well as fade in and fade out functions. Play the timeline to review with audio and notice that your character has no emotion at this point.

Step 8)
Click the EMOTIVES tab to add emotion to the entire script. To add emotion there are two methods of script editing. In the EMOTIVES tab you can apply a specific template emotion to the entire script at once. Apply and return to the TIMELINE tab to see the data placed by the emotive. Play to review and then clear the timeline once again.

Step 9)

Now to introduce a new method that is a powerful timeline editing feature, Motion Clips. Motion Clips can be accessed by clicking the Motion Clip tab found at the top right tab bar. Select the MOTION folder and then begin to simply click and drag some clips onto the timeline. Take notice that the end of the clips will be designated by a red line.

Step 10)

You can move the clip by clicking and dragging it, or you COPY and PASTE the clips on the timeline as well. Or, you can duplicate the clip by clicking and dragging the edge to extend the duplicates on the timeline. Play the timeline once again to review the difference.

Step 11)
Click and Drag the edge to duplicate a clip. Right click on the clip and select UPGROUP to edit the included key frames individually.

Step 12)
Then click and drag to highlight the entire selection and regroup the clips as one by right clicking the selection and choosing GROUP.

Step 13)
Then save your new clip to the Custom library. Click the CUSTOM tab and then select
the ADD button from the bottom. Name and click enter to save the custom clip for
future use.

**The timeline in CrazyTalk 5.0 offers a wide range of customizable features
that include emotion, audio, motion clips and more. These new assets can
give your projects the instant boost they need to raise the overall realistic
qualities of your animation. Using the timeline you can choose to edit these
elements by themselves or as groups to add a personal touch to your
characters in a fast and fun manner.**