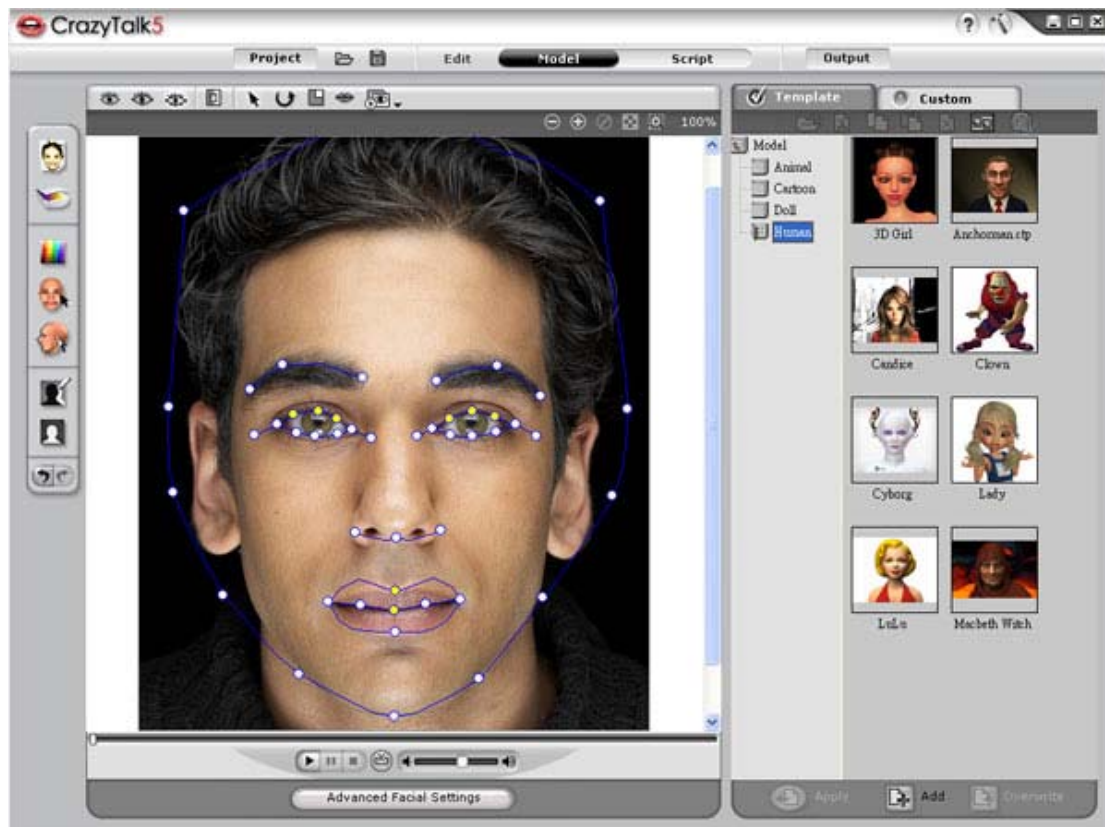


## *CrazyTalk 5*

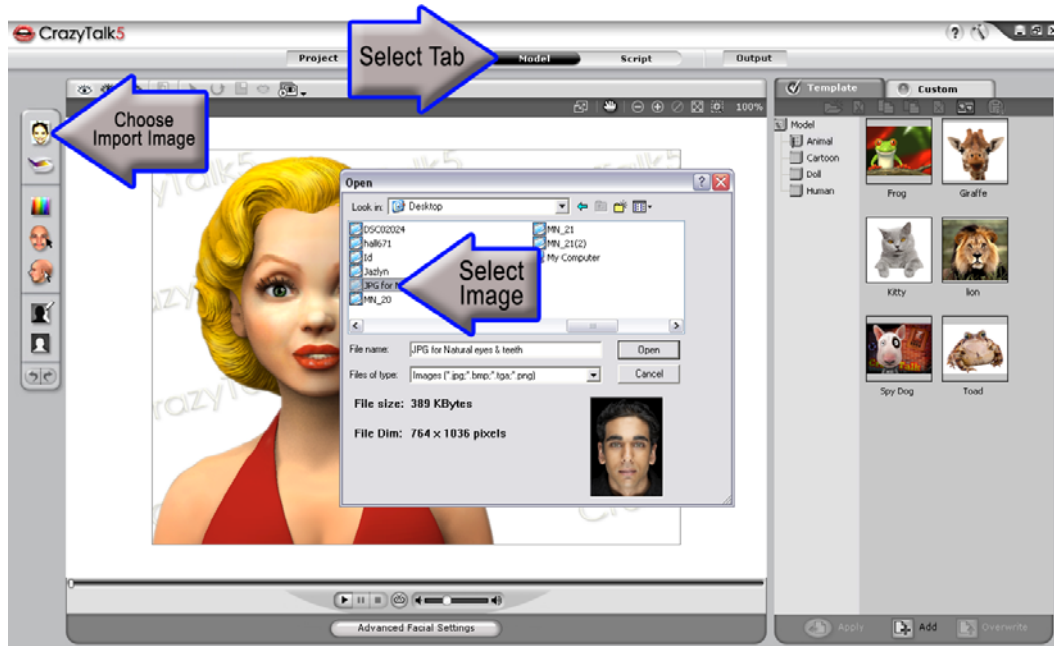
### Basic Face Fitting and Techniques

<b>Category</b>	CrazyTalk_Tutorial_Model
<b>Date</b>	2008.01.10
<b>Version</b>	CrazyTalk 5.0
<b>Author</b>	James C. Martin
<b>Abstract</b>	Fitting an image for use in CrazyTalk is quick and easy. In only a few simple steps you can take most any photograph from static, to fully animated. Facial animation can then be edited and polished to give your character a wide range of emotion and personality.



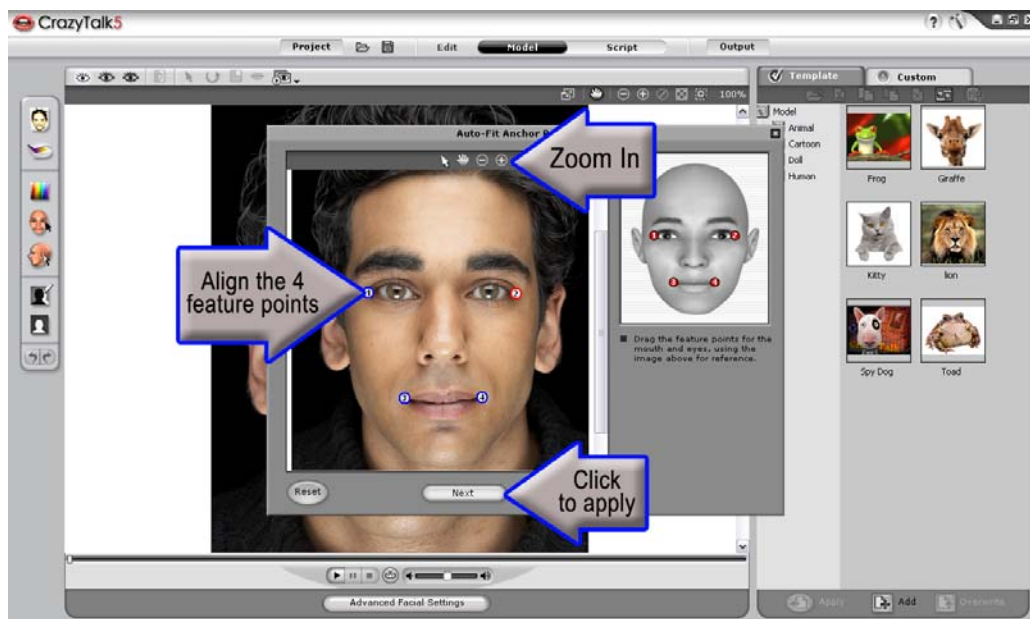
## Step 1)

Open CrazyTalk 5.0 and select MODEL mode, then click IMPORT IMAGE to select a photo to import. CrazyTalk can animate most any image from human or cartoon, to animal and beyond.



## Step 2)

Crop the image using the CROP tool and then move on to placing the four feature points. These points are automatically detected by CrazyTalk for the face fitting process. Use the ZOOM tool (+) to get in close to the eyes and mouth to perfectly place all four and click NEXT to apply.



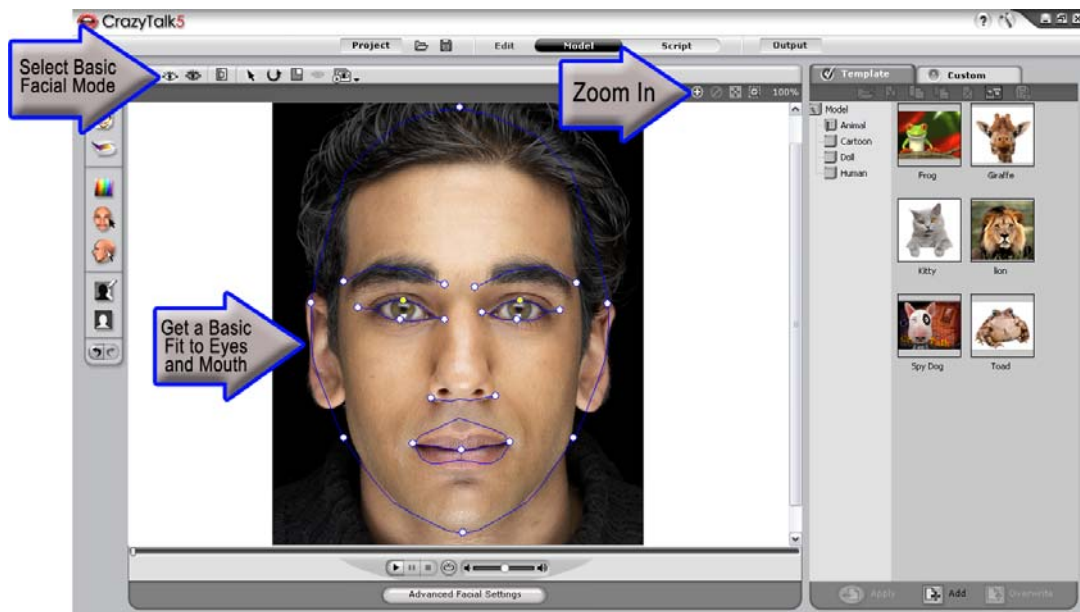
### Step 3)

Out of the nine new profiles the HUMAN Face Profile will be applied to any image by default. Adjusting the Profile Strength and Rotation can dramatically affect the range of movement the photo will appear to have. Use the sliders to edit both strength options and click OK to apply. For a more in-depth look into the Face Profile Styles please reference the FACE PROFILE and STAND-BY MOTION tutorial.



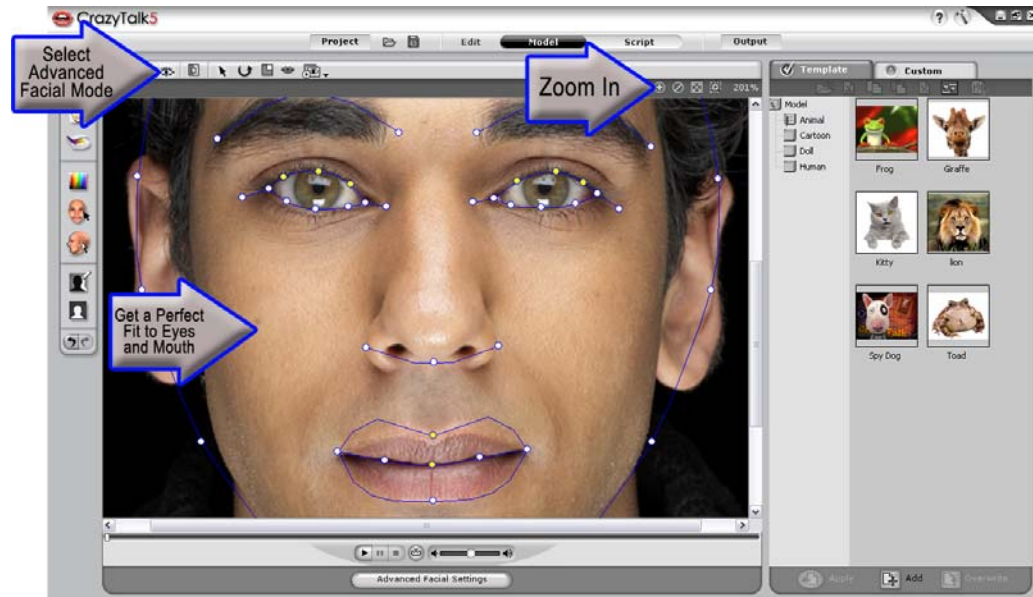
### Step 4)

Begin fitting your image by selecting Basic Facial Mode from the top toolbar and use the ZOOM IN tool to get a closer look at the image and the 23 points in the basic mode. Align the eyes, teeth and chin to get started.



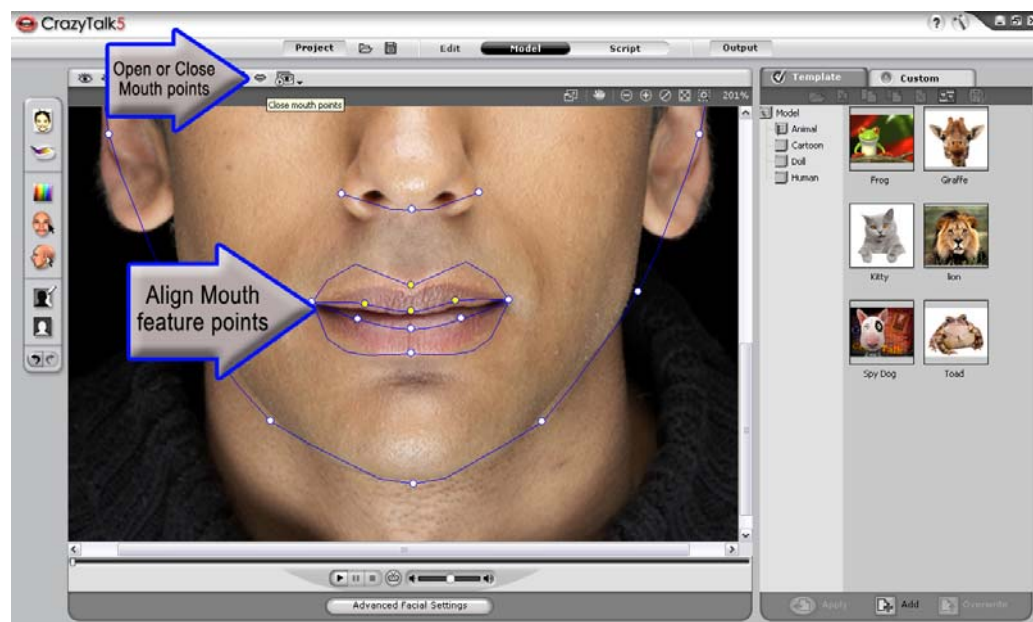
### Step 5)

Now perfect your eyes and mouth fitting by selecting Advanced Facial Mode and use ZOOM IN once again to get a detailed look at the feature points. The eyes in the advanced mode are comprised of 8 points (3 upper, 3 lower, 1 right, 1 left) all should be placed inside the rim of the eye. This will help to create a more natural eye look and motion. The outer two points control the blink result.



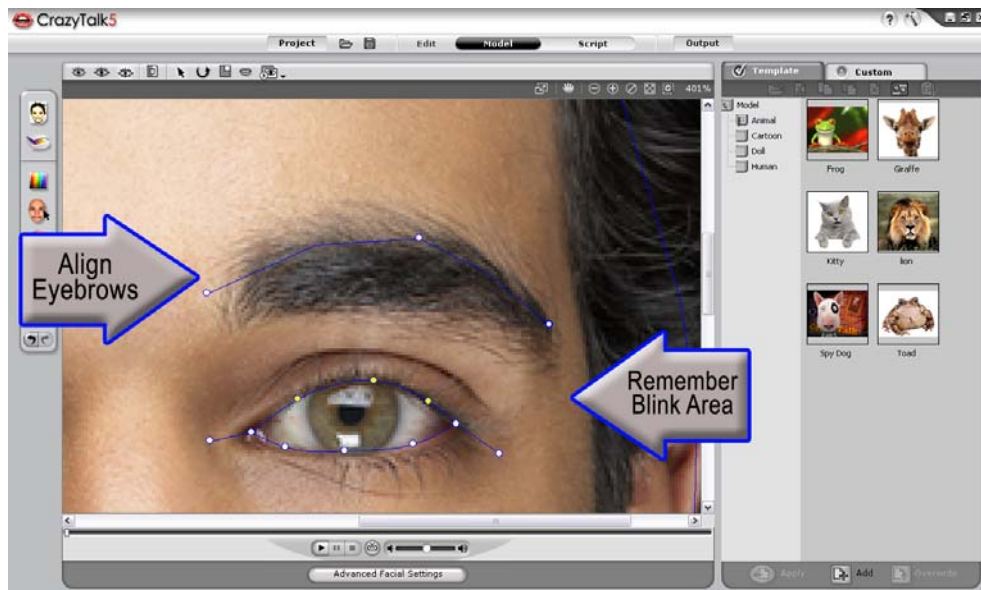
### Step 6)

Focus on the mouth fitting now. The default lip mask is made up of a single line. If the mouth is open in your image you can separate the lines into two to gain additional control over your upper and lower lips. To do this go to OPEN or CLOSE mouth points from the top.



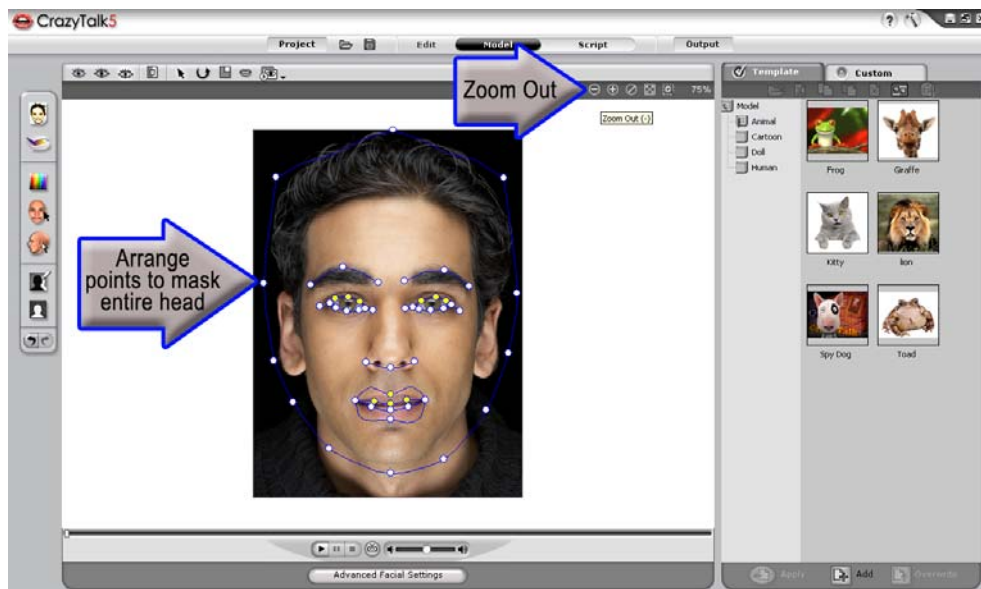
### Step 7)

Now align your eyebrows keeping in mind that the outer two points of the eyebrows will correspond with the outer eye feature points to define the blink area.



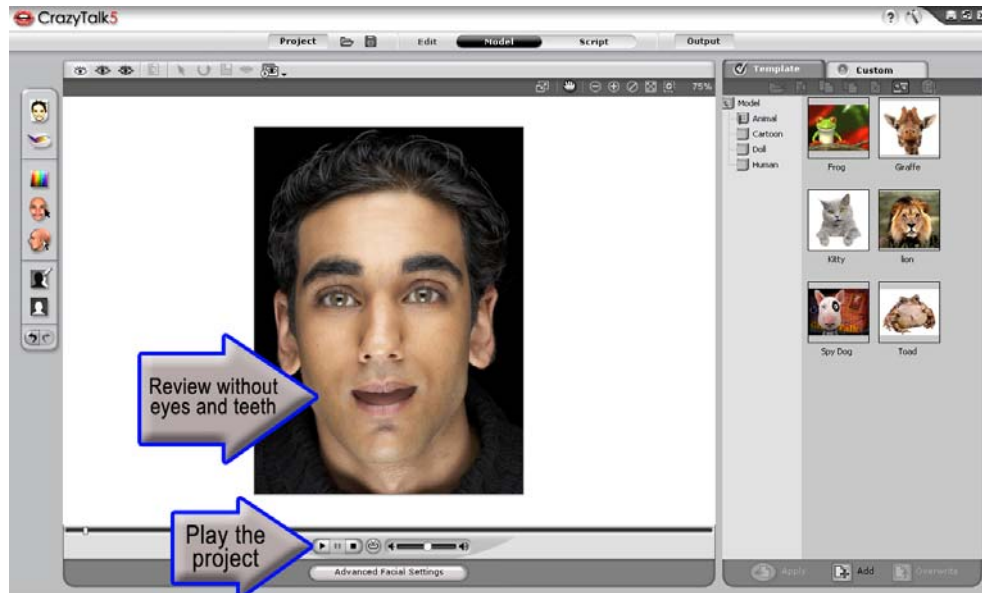
### Step 8)

Zoom out and then arrange the facial points to surround the entire head to allow for complete head movement. You can drag each point individually or move the whole frame at once.



## Step 9)

Click PLAY to see the model animate, notice that the mouth will not contain teeth and the eyes are the original ones from the photograph. These areas can be easily customized to edit and stylize the eyes and teeth, please reference the NATURAL EYES and TEETH tutorial for these techniques.



With CrazyTalk you can import and fit any image for the purpose of creating high quality facial animation. By fitting your image in CrazyTalk you have the power to produce movies, greetings, video email, blogs plus much, much more. It is a simple process and a great experience for all animators at any skill level.