CrazyTalk 5
Face Profile and Stand-By Motion

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Category	CrazyTalk_Tutorial_Model
Date	2008.01.15
Version	CrazyTalk 5.0
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Abstract	Face Profile styles are now included in the new CrazyTalk. You can choose from nine distinct styles that will allow your images to dramatically move there heads and facial features. Stand-By motions are also able to be applied to characters multiplying the amount of emotion each avatar is capable of producing.

Step 1)

Open CrazyTalk 5.0 and select MODEL mode, then, click the HUMAN folder and select the
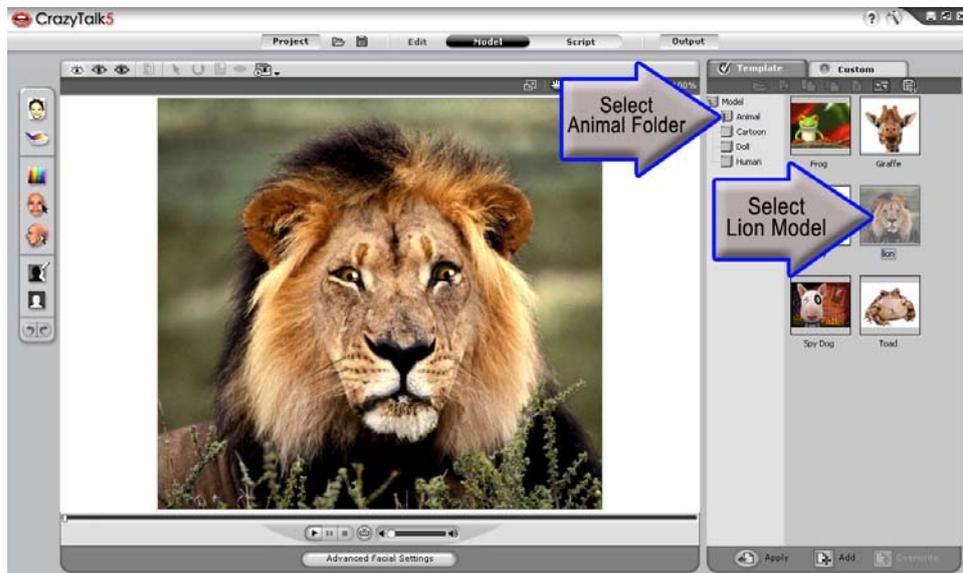LuLu model. This is a great example of a stylized human model.

Step 2)

Click the FACE PROFILE STYLE icon from the left hand tool bar to launch the Face Profile Style
menu. Choose the HUMAN profile because it is the one that will work best with the LuLu model.
Then slide the Profile Strength slider all the way forward and move your mouse around the
characters head to see the range of motion.
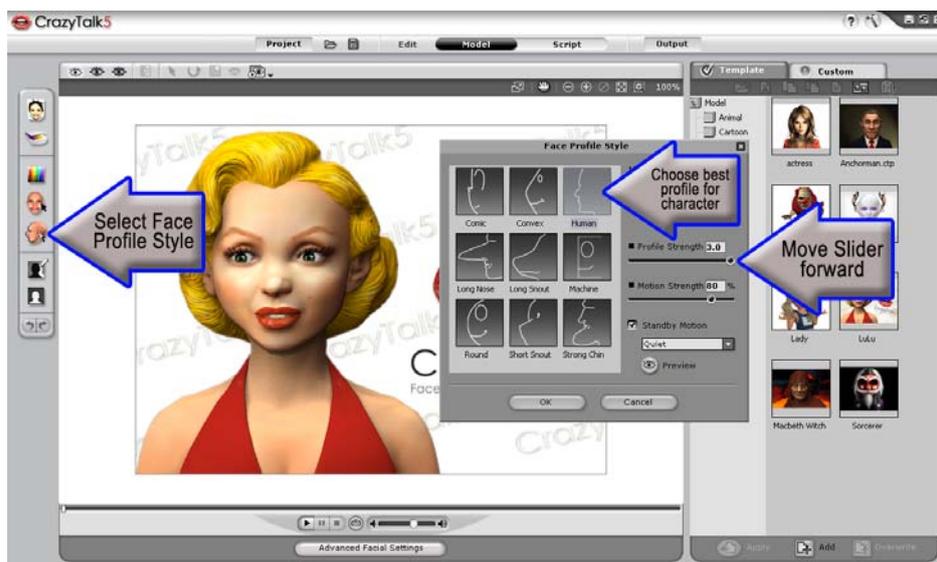
Step 3)

Now switch to a different style model, select the ANIMAL folder and then click on the Lion model. This is a good example of a character with a long snout.


Step 4)

Click the FACE PROFILE STYLE icon from the left hand tool bar to launch the Face Profile Style menu once again. Choose the LONG SNOUT profile because our character now has and snout versus a traditionally shaped face. Slide the Motion Strength slider back and then review the range of motion, then, all the way forward and move your mouse around the characters head to see the difference in the range of motion. Doing the same with the Profile Strength will allow you to control the range of snout extrusion.

Step 5)

Switch yet again to a different style model, select the DOLL folder and then click on the Turtle model. This is a good example of a cartoon character with a convex face.
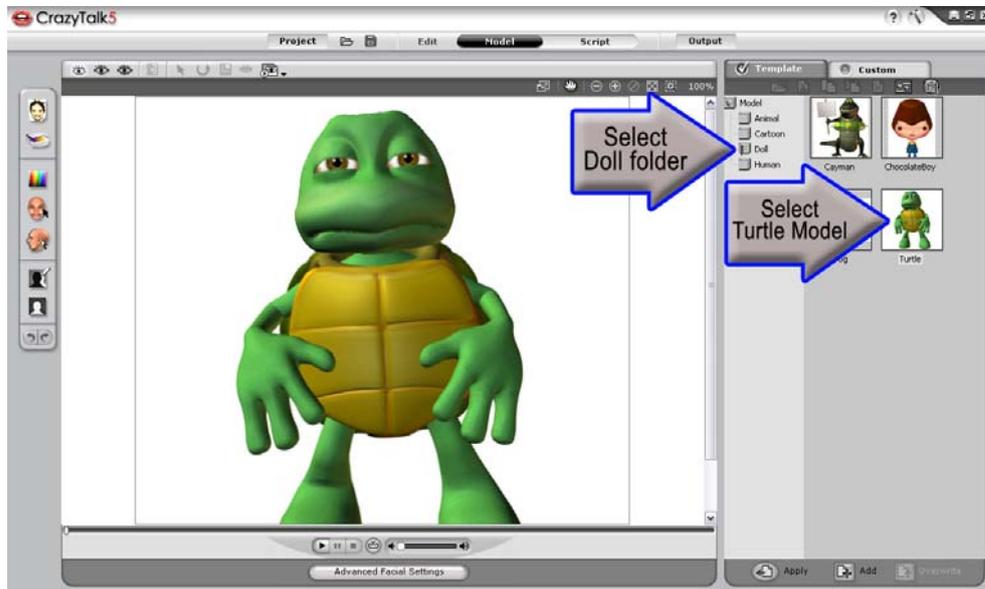
Step 6)

Choose the CONVEX profile because our character now has a more cartoon styled face. Slide the Profile and Motion Strength sliders all the way forward and move your mouse around the characters head to see the range of the head motion.
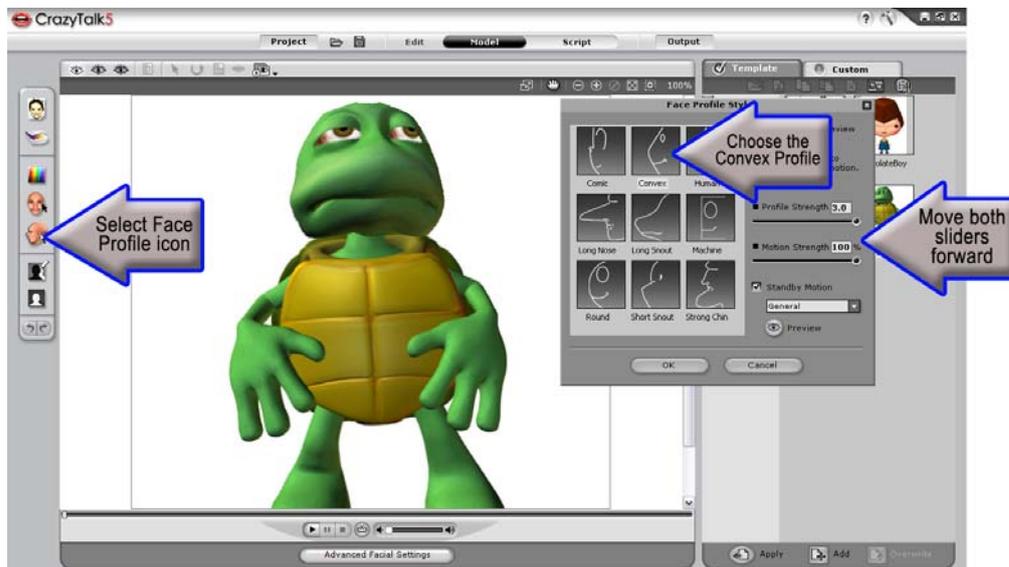
Step 7)

Applying Stand-By motion to your characters is easy and creates personality for your character. Return to the HUMAN folder and select the Anchorman model for this example.

Step 8)

Activate the FACE PROFILE STYLE menu, and choose CUSTOM from the STAND-BY MOTION section.

Step 9)

Select the Custom Motion Clip folder and double click on a motion clip. Choose OPEN to apply to your character and then click PREVIEW from the STAND-BY MOTION section to review the animation.

With the nine new Face Profile Styles to choose from, CrazyTalk now offers a wider variety of options when choosing a character to animate. Empowering users to add snouts to animals, convex profiles to cartoons, even flat faces to robot like avatars. Stand-By motions increase the characters range of emotion adding to the already realistic nature of your CrazyTalk animations. When profiles and motions are used together you are sure to enhance the quality of your next facial animation.

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