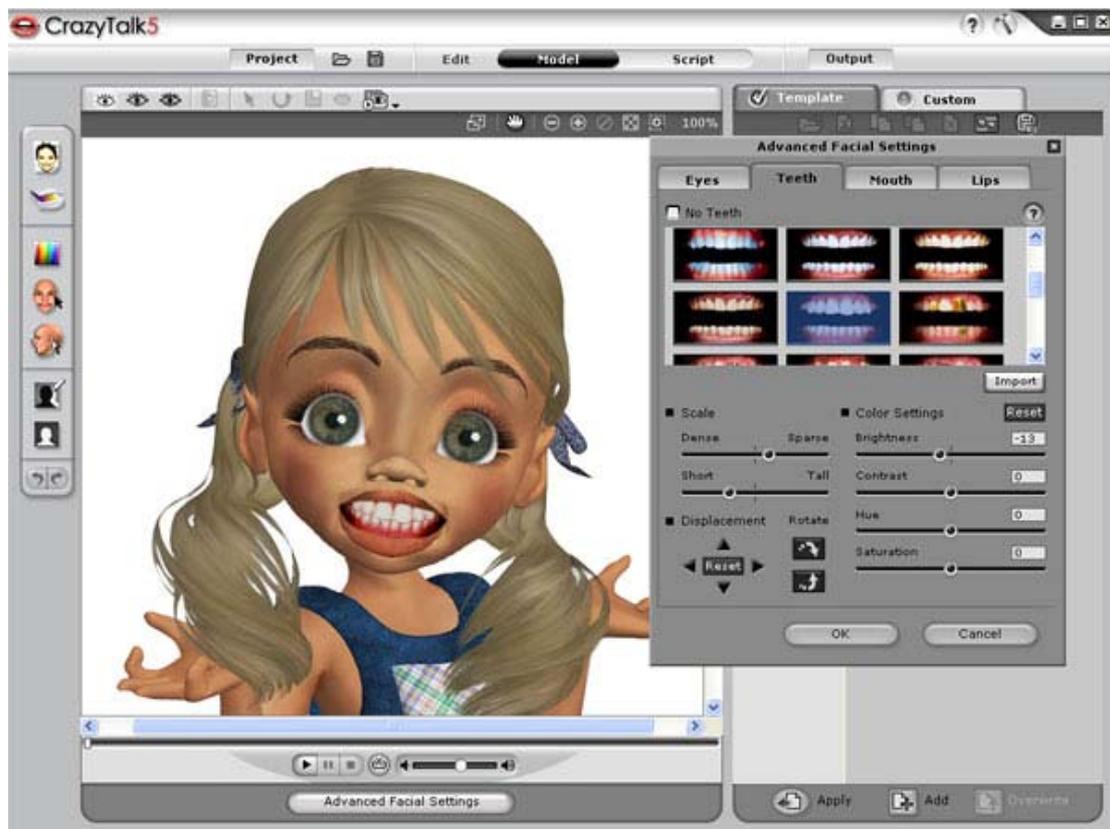


CrazyTalk 5

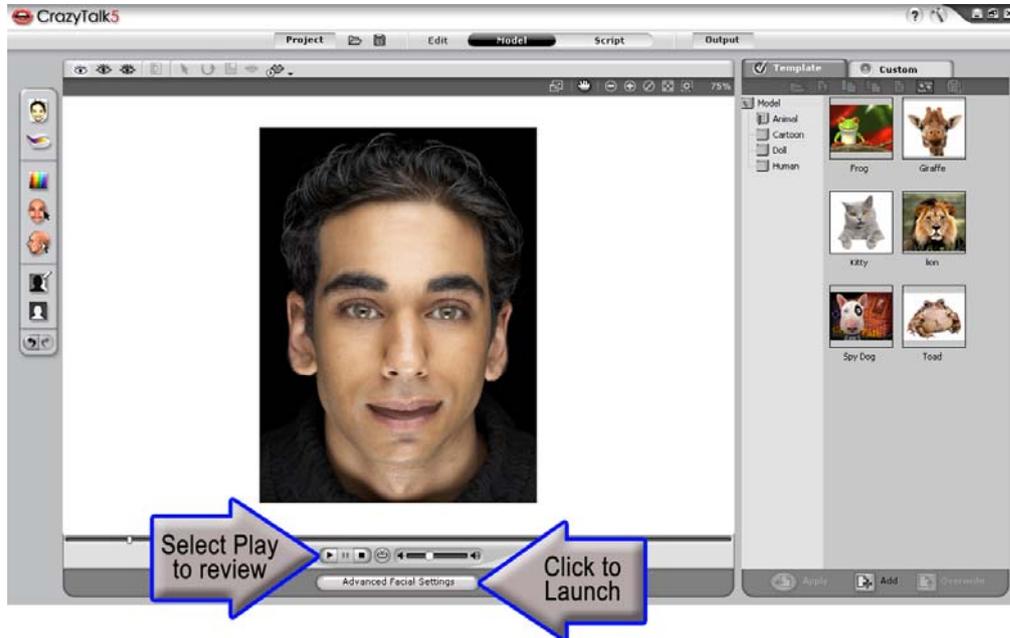
Natural Eyes and Teeth

Category	CrazyTalk_Tutorial_Model
Date	2008.01.10
Version	CrazyTalk 5.0
Author	James C. Martin
Abstract	<p>Creating a Natural looking set of eyes and teeth is simple to do with the new CrazyTalk 5.0. Using the default attribute sliders to edit and customize the look of the pre-set templates is still a quick and easy option, but now you can also import your own images directly into the eye and mouth positions on your CrazyTalk model. In this tutorial you will become familiar with the advanced facial setting menu and setting calibration once you are pleased with the new eyes and teeth.</p>



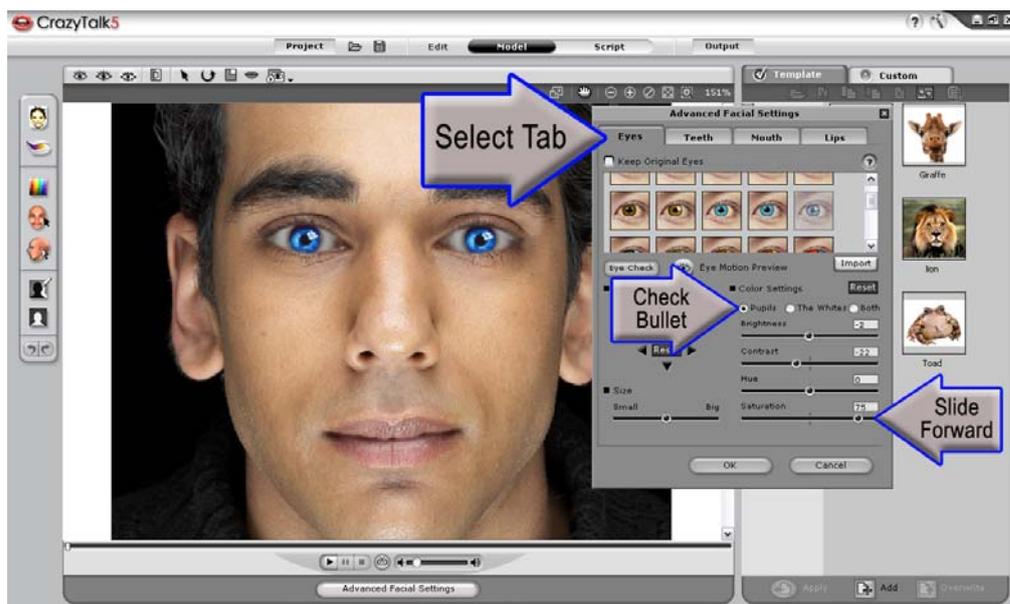
Step 1)

Open CrazyTalk 5.0, import and fit and image and play the default script, notice that the image retains it's original eyes and has no teeth. Then, click the ADVANCED FACIAL SETTING button to launch the menu screen.



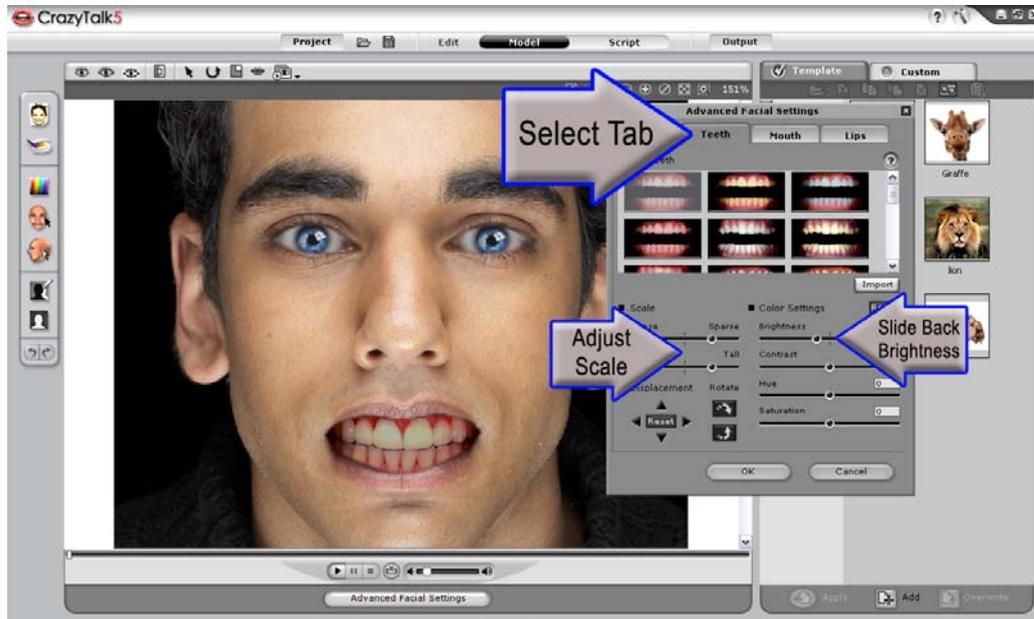
Step 2)

Once the Menu is launched then, make sure the EYE tab is selected and begin to adjust the eye settings. There are many templates to choose from, all able to be customized. Choose the WHITES and adjust the brightness for a more natural look. With the PUPIL bullet checked move the SATURATION slider forward to saturate the eyes to a "cool blue." Or click KEEP ORIGINAL EYES to use the eyes in your image.



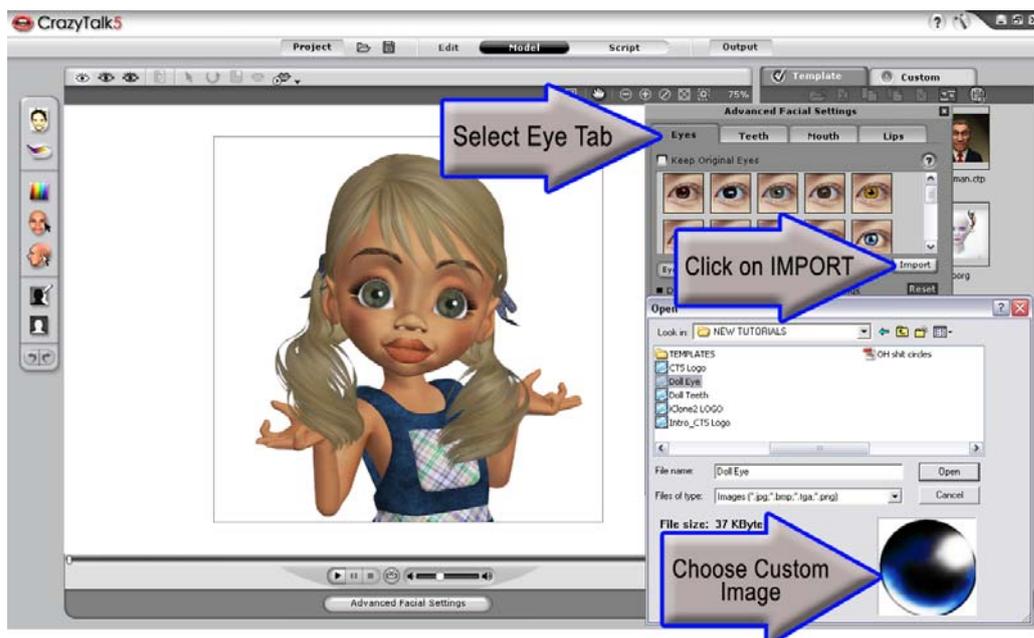
Step 3)

To edit the Teeth templates you need to select the TEETH tab and choose a template. Adjust the SCALE to fit the image and then use the BRIGHTNESS slider to match the lighting and tone of the CrazyTalk model for a more natural look and feel.



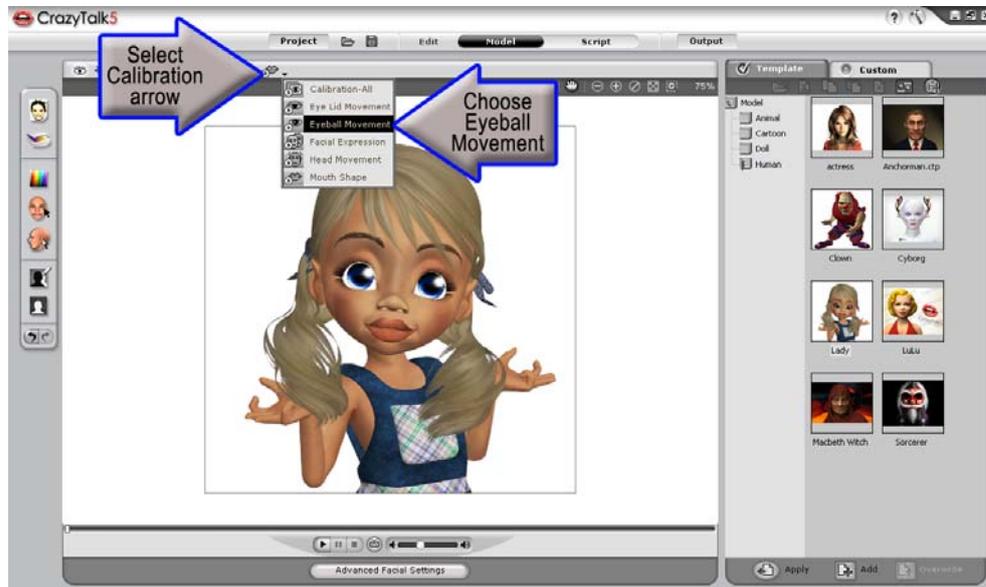
Step 4)

Using custom images that you've created it's easy to import and apply them to your model with CrazyTalk. Switch to another mode, in this case we will use LADY model from the Human folder. Return to the advanced facial settings menu and select the EYE tab or the TEETH tab depending on which feature you wish to edit and locate the IMPORT button. Click IMPORT and browse to your custom images. The dimensions for the custom images should be 128 x 128 pixels for the eyes and 256 x 256 for the teeth.



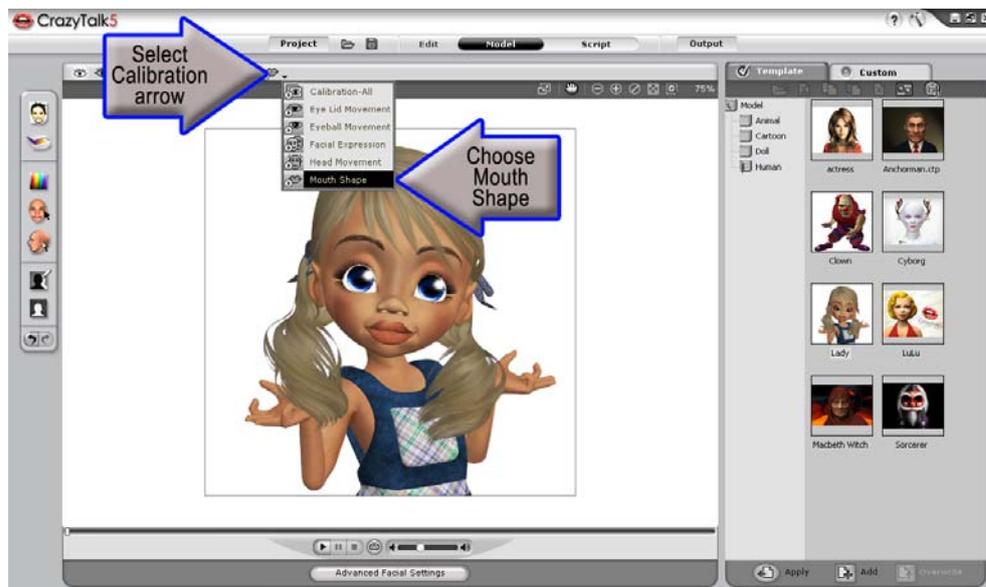
Step 5)

Click the CALIBRATION arrow from the top tool bar and then select the EYEBALL MOVEMENT option to view your eye fitting and the range of movement.



Step 6)

Then again click the CALIBRATION arrow from the top tool bar and then select the MOUTH SHAPE option to view your mouth fitting and the range of vowel sounds. Then reload the original image and see the difference with Natural Eyes and Teeth from one without them.



CrazyTalk 5.0 makes it easy to create eyes and teeth for any avatar you wish to use. Having the ability to import custom images allows users to explore any number of model styles and looks. Enhancing the realism for all of your characters in just a few clicks, CrazyTalk 5.0s Advanced Facial Settings makes the process simple and fun.