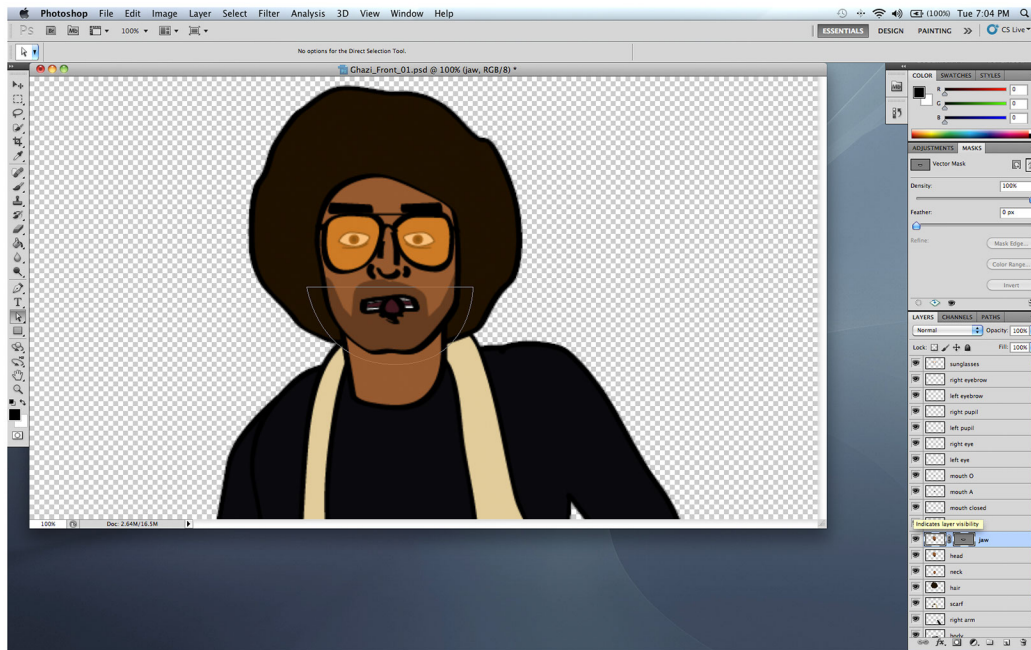


Talking Head (BETA) Quickstart

By Ryan Cashman
Page 01



Step 01:

-Begin with a layered PSD

-facial features that will animate need to be on their own layer

Supported Facial Features/Layers:

Left/Right Eyebrow

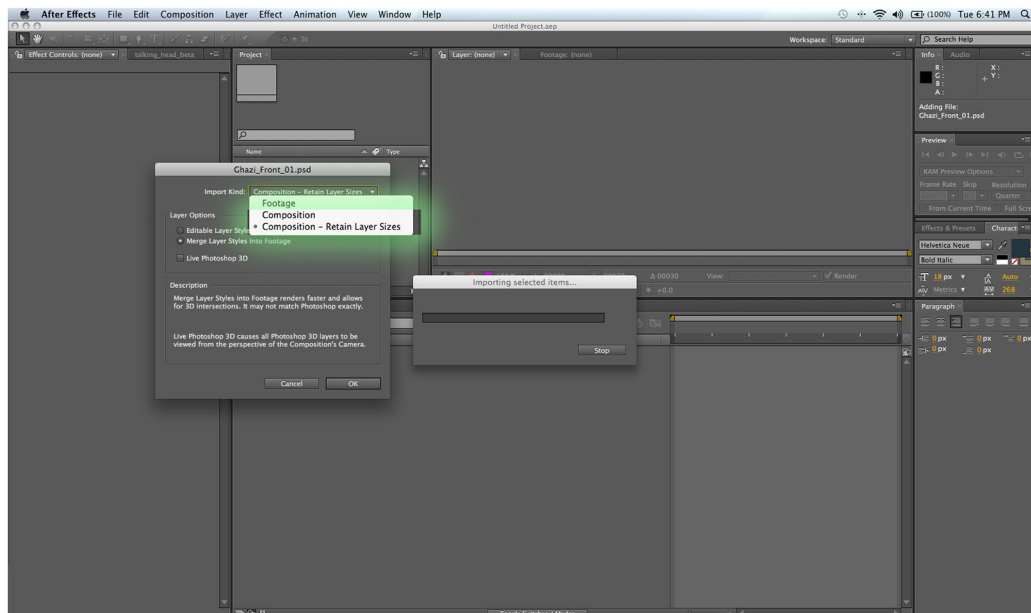
Left/Right Pupil

Left/Right Eye

Jaw

Mouth Open (multiple layers/poses)

Mouth Closed (multiple layers/poses)



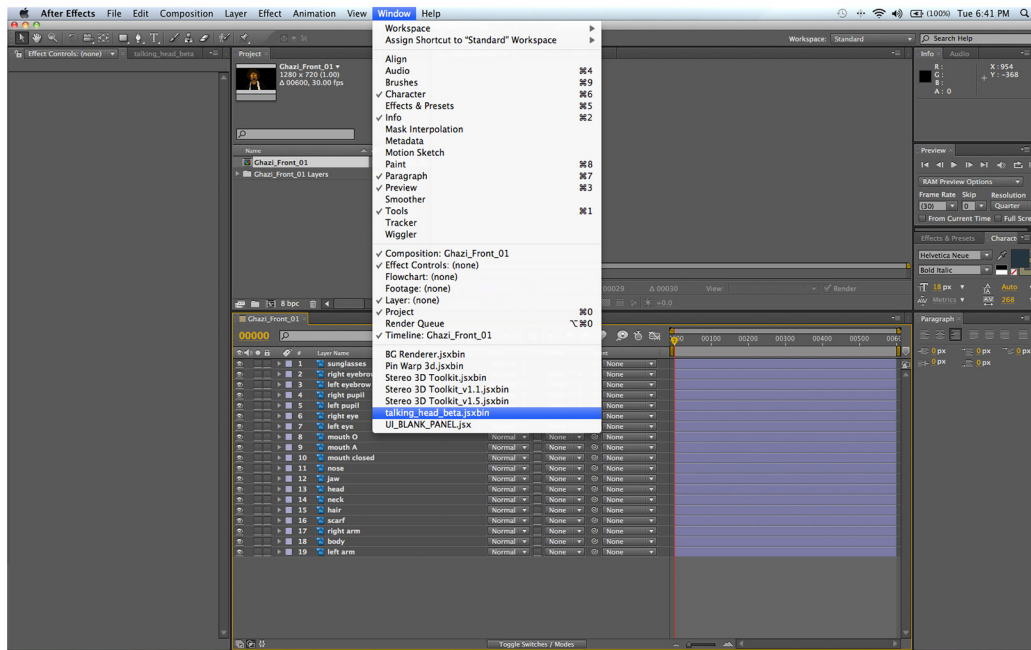
Step 02:

-Import layered .PSD as a composition

Talking Head (BETA) Quickstart

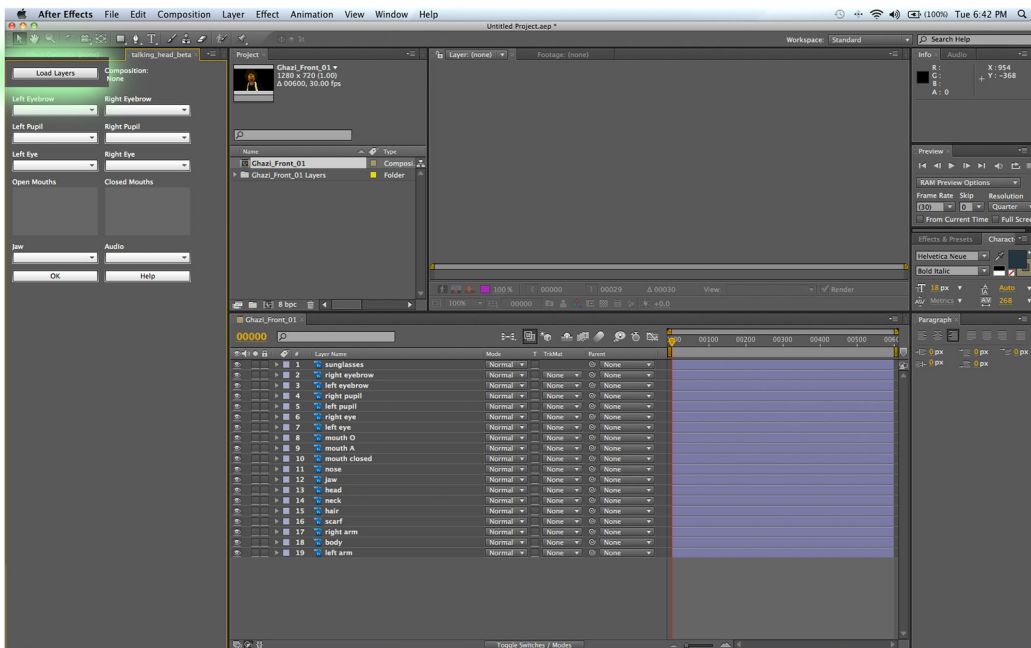
By Ryan Cashman

Page 02



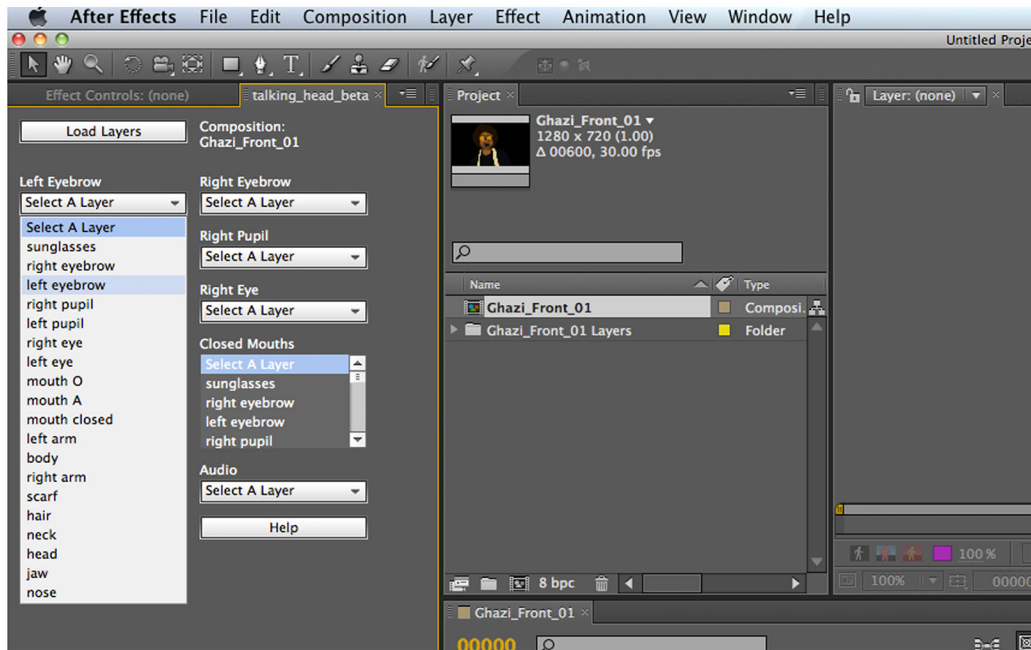
Step 03:

-Open Talking Head



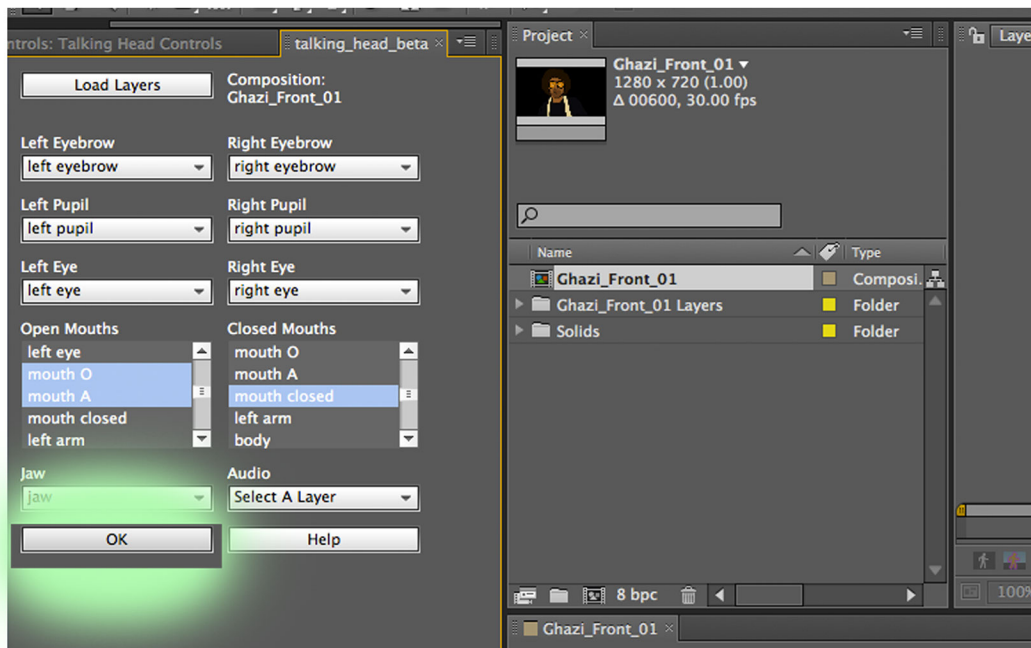
Step 04:

-With The Face Composition selected press
"Load Layers"



Step 05:

- Select the corresponding layer in each drop down / list
- Multiple mouth layers may be selected
- Make sure there are no overlapping selections (this will be forced through code at a later time)
- if you do not have a layer for a feature leave it at the default "Select A Layer"
- If you have an audio file in your timeline it can be selected at this time.
- Audio can also be added and changed after the initial rig is built. This will be covered later in the tutorial



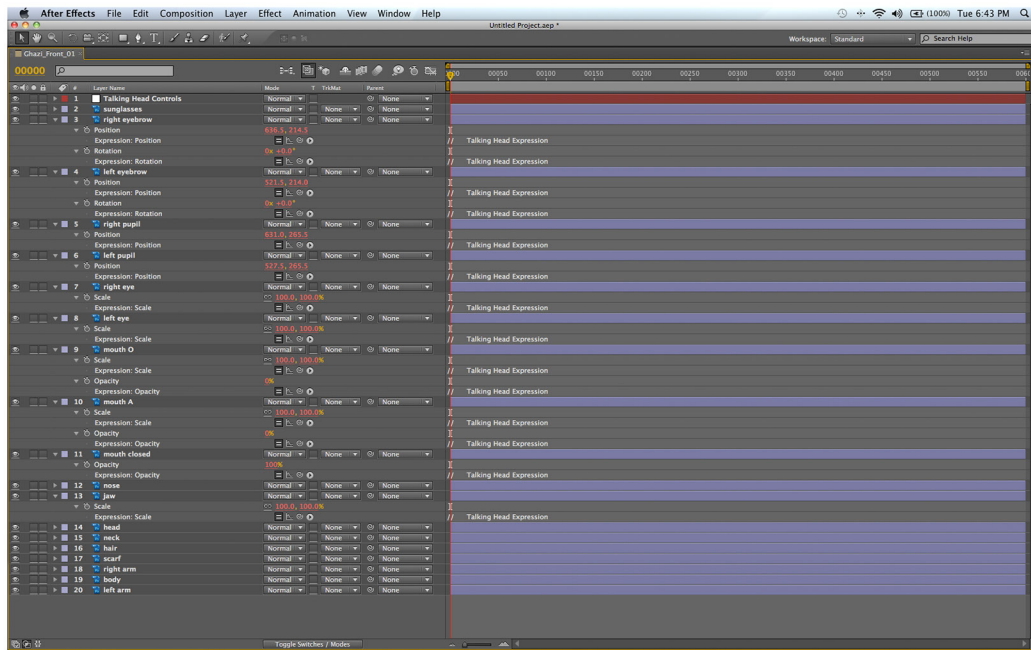
Step 06:

- With all of the layers selected press "OK" to build the face rig

Talking Head (BETA) Quickstart

By Ryan Cashman

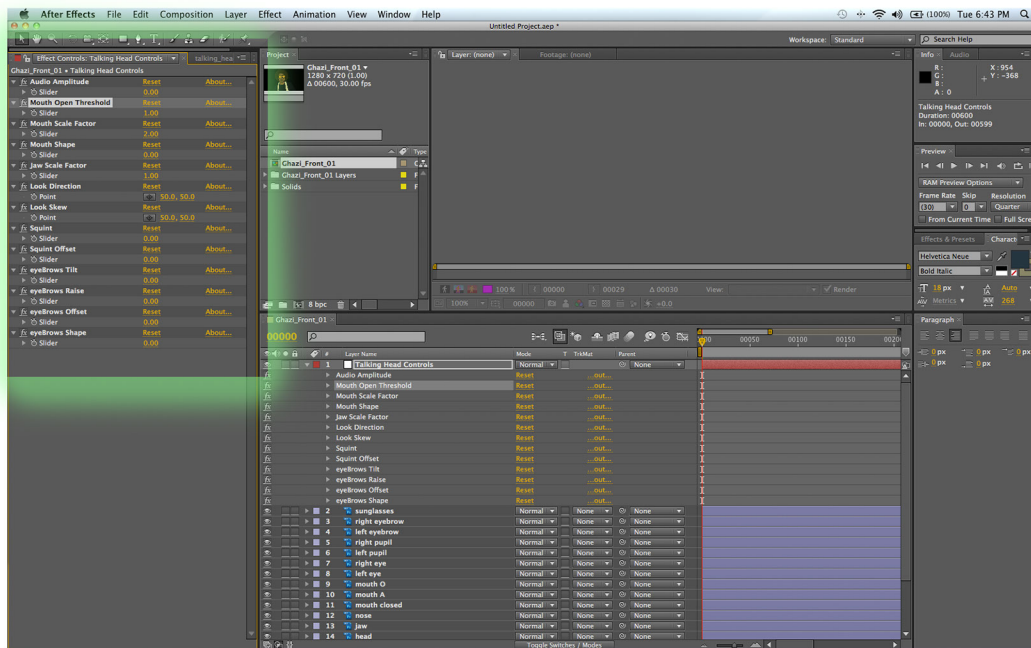
Page 04



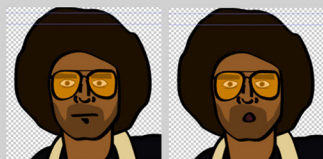
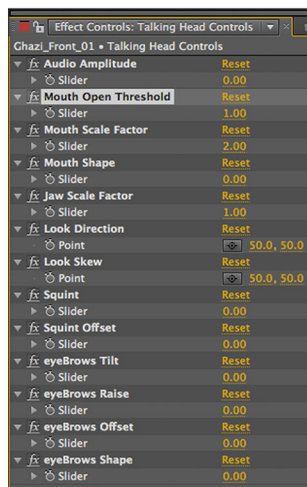
Step 07:

-Once the face rig is built there will be many expressions on your layers.

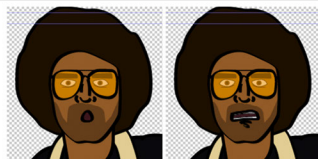
-There will also be a new "Talking Head Controls" layer. All of the rig controls are on this layer.



-These are the controls on the Face Rig Controls layer



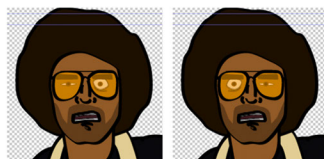
Mouth Open Threshold:
Volume threshold to change from
closed to open mouth



Mouth Shape:
Switch between different Open Mouth layers
(use hold keyframes when animating)



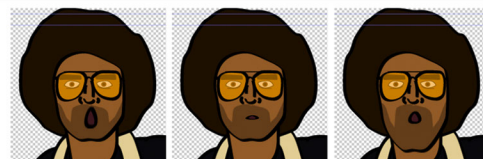
Look Skew:
offset pupils. Handy for 3/4 angles and getting eyes
to lock onto objects as well as silly effects.



Squint Offset:
Offset sizes of left / right eyes



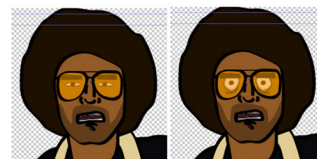
Eyebrow Raise:
Change y-position of eyebrows



Mouth/Jaw Scale Factor:
How much the y-scale of open mouth/jaw layers will be
affected by the audio



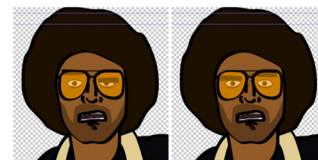
Look Direction;
up, down, left, right position of pupils



Squint:
Change y-scale of eye layers



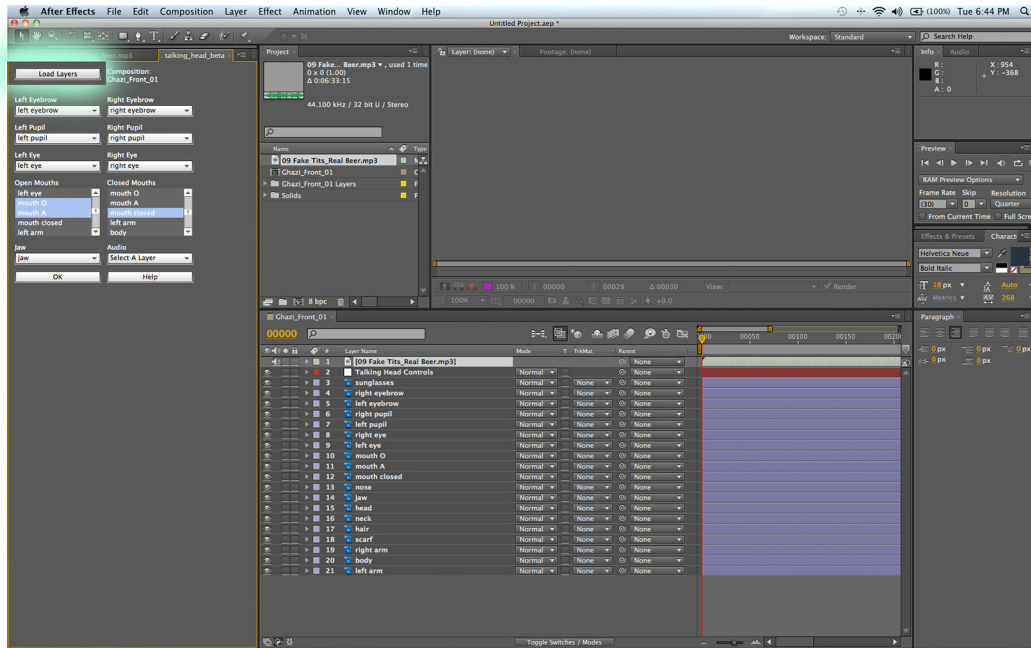
Eyebrow Tilt:
change angle of eyebrows



Eyebrow Offset:
offset y-position of left/right eyebrows

Talking Head (BETA) Quickstart

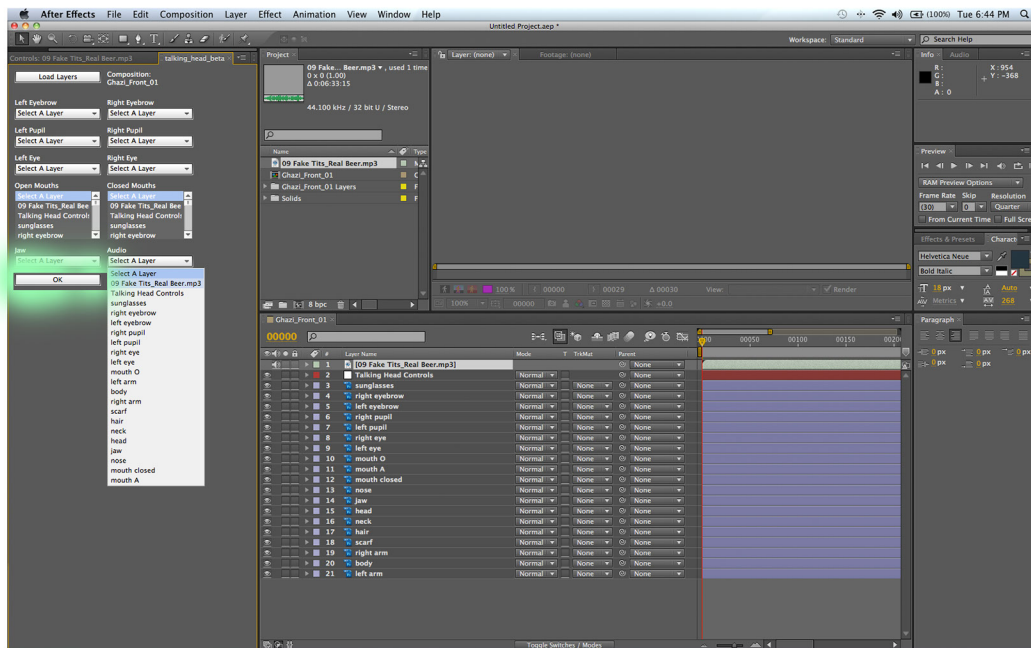
By Ryan Cashman
Page 06



Step 08:

-Import an audio file and add it to your timeline

-Run "Load Layers" Again



Step 09:

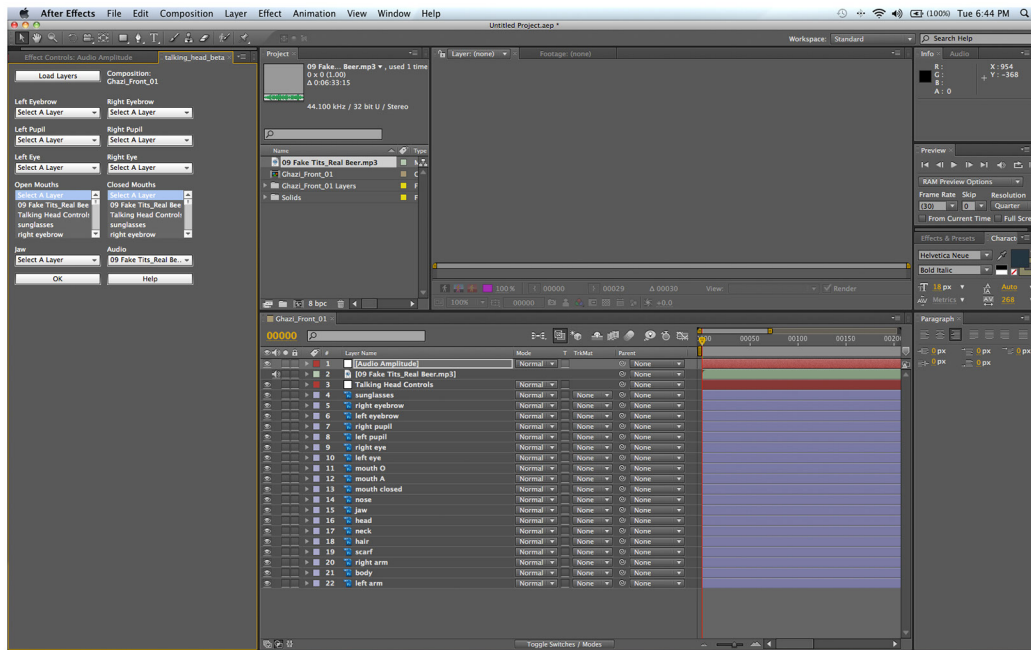
-Select the Audio File layer under "Audio"

-Leave all other layers at default
"Select A Layer"

-Press "OK"

Talking Head (BETA) Quickstart

By Ryan Cashman
Page 07



Step 10:

-You will now have an “Audio Amplitude” layer in your timeline.

-Mouth shapes will now toggle between open and closed with the audio

-The jaw will also animate with the mouth

