

CrazyTalk 5

Key editing and creating a custom script.

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| Author | James C. Martin |
| Abstract | Using the Key Editor in CrazyTalk 5.0 allows users to create key frames that control the facial features of the character. The Key Editor is divided into 3 parts. First is the Facial Feature Level, the second is the Head Rotation and the third is the Camera Operation. |



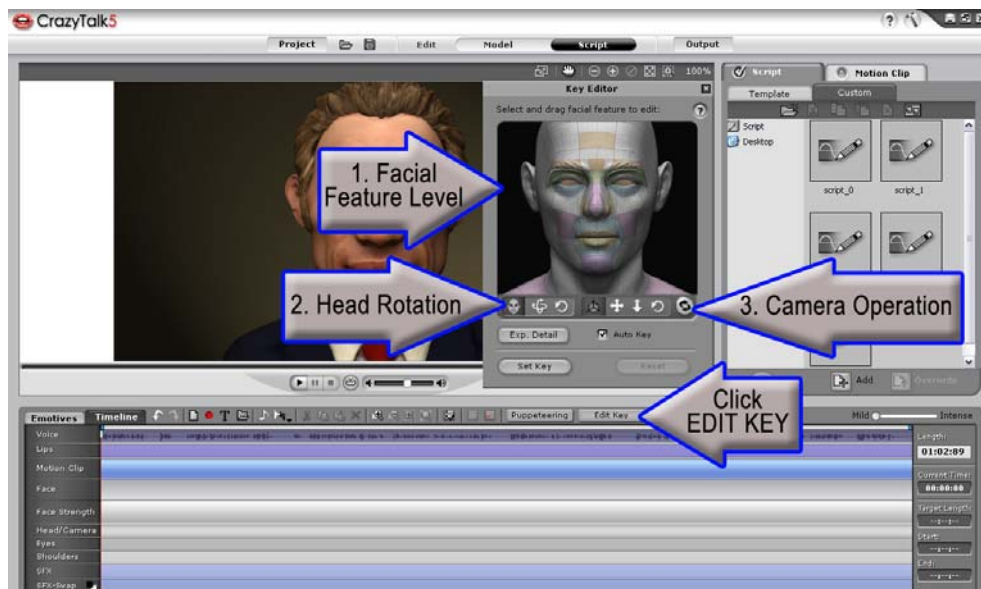
Step 1)

Open CrazyTalk 5.0, and select the SCRIPT tab from the top toolbar, then click the TIMELINE button. You need to activate the timeline first before launching the Key Editor.



Step 2)

Click the EDIT KEY button to launch the Key Editor. Take a few seconds to familiarize yourself with the 3 editing areas. The first is the Facial Feature Level, the second is the Head Rotation controls, and the third is the Camera Operation controls.



Step 3)

Starting with the Facial Feature Level, click on the top area (A) on the Key Editor interface to raise or lower the Outer Eyebrow area. After the area is selected, click and drag inside the interface to move and edit the area on the model. Notice the change to the model in the view port. Either click the area again to deselect, or use the CLEAR. The RESET button will return the face to default status.



Step 4)

Click on the next area (B) on the Key Editor interface to raise or depress both eyebrows. After the area is selected, click and drag inside the interface to move and edit it once again. Or you can choose either Single Side Control to move the left or right eyebrow individually. Notice the change to the model in the view port.



Step 5)

Click on and drag the next area (C) to close both eyes. Then click and drag the Single Side control area (D) to blink the eyes at the same time or individually. Again, notice the change to the model in the view port.



Step 6)

Click on and drag the next area (E) to move both eyeballs or select each one individually to move separately. Then click and drag the area (F) to raise and depress the lower eyelids and cheekbones at the same time or individually.



Step 7)

Click on and drag the next area (G) to wrinkle the nose. Then click and drag the Single Side controller to lift the nose or upper lips individually or at the same time.



Step 8)

Click on and drag area (H) to move the left or right cheek separately to create a crooked grin or frown. Then click and drag area (I) to lift or lower both cheeks at the same time to create a Happy or Sad look for the model.



Step 9)

Now click on and drag area (J) to affect the lips, this area can be edited in different ways by moving both horizontally and vertically, to purse, pout, stretch and retract the lip area. Click and drag area (K) to open, close or move the jaw. This area also can be edited in all four directions when dragged.



Step 10)

Now that you are familiar with the facial feature level, you now can combine areas to create emotions. Certain areas will give you certain emotion very easy when used together. To create a Happy expression select areas (F), (H), and (K) and position each one individually until you are pleased with the look of the model. Select Clear after editing each section to retain its placement.



Step 11)

To create a Surprised expression select areas (B), (G), and (K) and position each one individually until you are once again pleased with the look of the model. Be sure to select Clear after editing each section to retain its placement.



Step 12)

To create a Sad expression select areas (A), (E), and (I) and position each one individually until you are once again pleased with the look of the model. Again select Clear after editing each section to retain its placement.



Step 13)

Now move on to the next section in the Key Editor, the Head Rotation section. Click and drag inside the interface using both of the rotate tools to move the head forward, back, up, down, left and right. Use the Mild/Intense slider will affect the range of movement.



Step 14)

Move on to the next section in the Key Editor, the Camera Position section. Click and drag inside the interface using all three of the camera tools to move, zoom and rotate the camera.



Step 15)

After editing a facial feature that you are happy with, select the SET KEY button to generate a new key frame on the timeline. Then click Clear before editing the next feature.



Step 16)

Check ON Auto Key to activate the ability to place a key frame every time you make an edit to the Key Editor. This is a fast and easy way to create a custom expression script.



The Key Editor in CrazyTalk 5.0 is a deep and powerful addition to the Script mode. It offers almost endless facial combinations along with giving users the ability for the first time to manipulate the camera placement in CrazyTalk. The more time you spend becoming acquainted with the Key Editor the higher the emotive quality of your CrazyTalk feature will be.