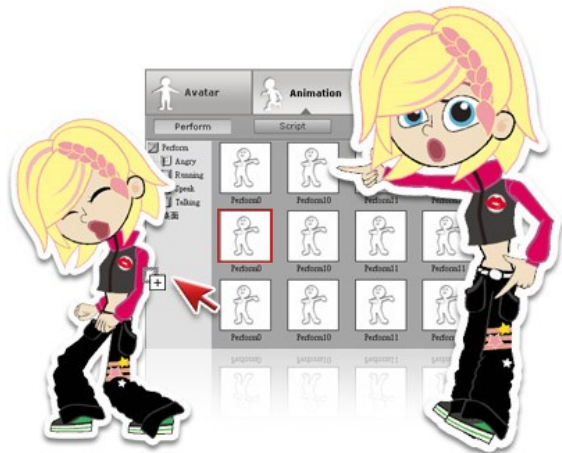


Features

Smart Animation

Automatic face & body Motion Templates

- CrazyTalk Animator allows you to add instant motions including full face, eye, mouth and body track performances, all at the same time.
- Simply drag any of the available “Perform” templates from the library and drag them into the Timeline to apply instant facial & body animations.
- Face & body motions can also be saved individually or together for flexible arrangements.

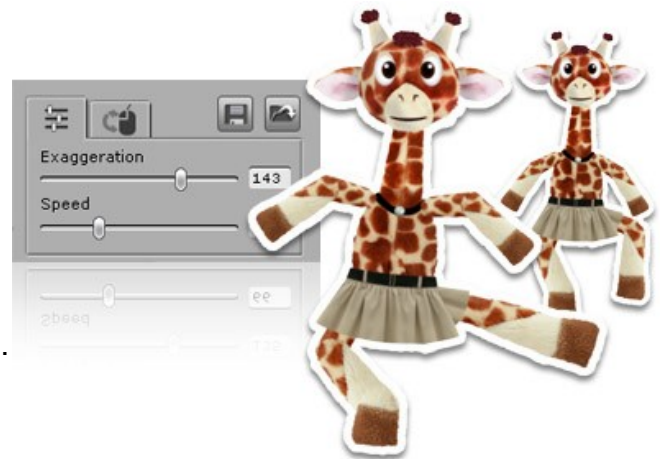


Real-time Puppeteering – full body control

- Use a mouse or any other handheld device to create a character’s body animation. Simply select the body parts and puppet behavior, and control the animation as you playback or record in real-time.
- Two Body-Puppeteering modes for enhanced body control; in the “Base motion” mode you can animate the entire body by using any of the 70 puppet profiles found in 4 categories: Conversation, Idle, Mood and Move; in “Body Part” mode, you may animate individual body parts by using 72 puppet profiles found under 4 categories: Arm, Head, Hip & Torso, and Leg.
- Control the entire scene with the pan, zoom and rotate tools, or animate individual body parts by using the Mask Selection tool.

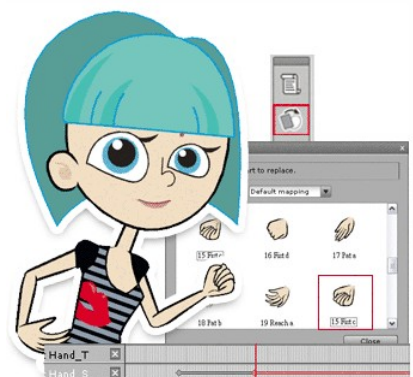
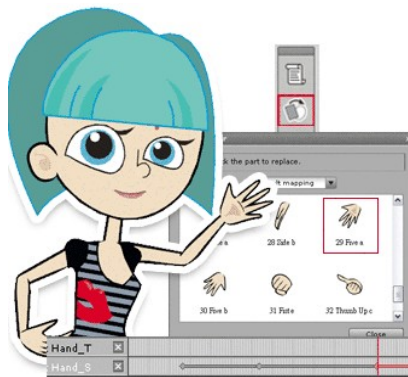
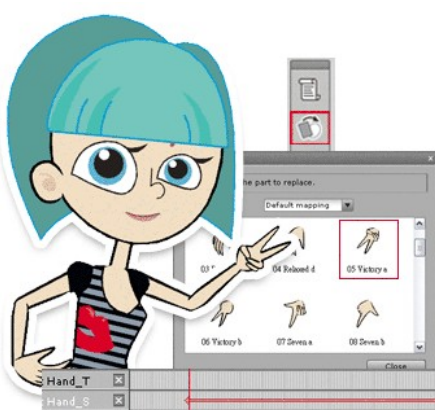
Real-time Puppeteering – custom speed & exaggeration controls

- Puppeteer characters with the Mouse or Slider control modes, and add both exaggeration & speed strength adjustments.
- Full freedom to adjust motion strengths to specific body parts with the Slider control mode. Make characters jump higher, lean right, kick right and do just about anything.
- Create unlimited animated combinations with puppet profiles, body masks and individual motion strengths.



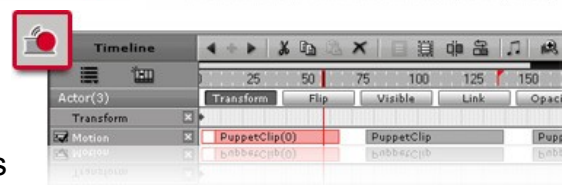
Real-time Puppeteering – full facial control

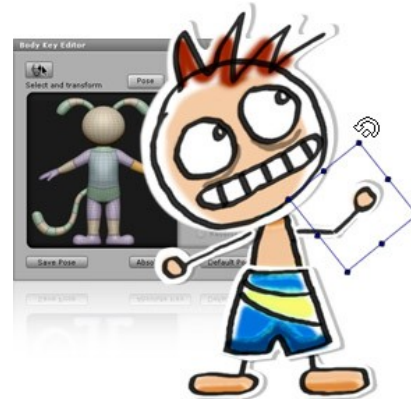
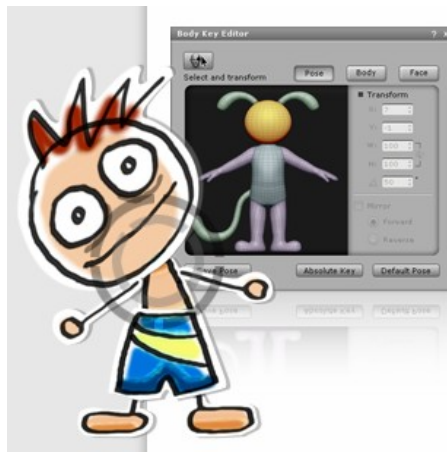
- 5 default puppet profiles instantly define personality performances. Puppeteer with personality with embedded profiles including; Wicked, Goofy, Youthful, Attractive and Grumpy.
- Add six emotion styles each with advanced select and de-select layer editing capabilities.
- Detailed property parameter settings for single muscle motions. Assign different weights to specific muscle movements during the real-time puppeteering.



Sprite-based Animation

- Besides morph-based animation, it also allows you to change different face & body sprite (individual body part) during the animation for sprite-based animation.
- Smart puppeteering with appropriate sprite matching for rich facial expression or appropriate gesture performance.



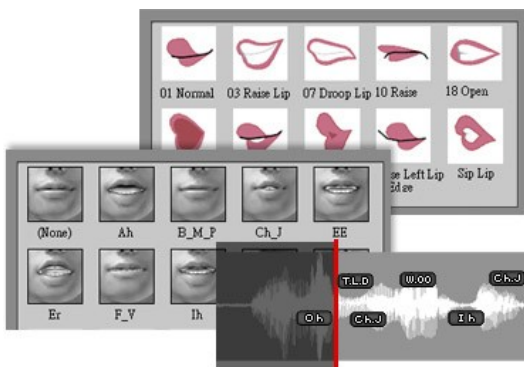


Key Editor – body IK & FK control

- 3 Modes to set body motion keys in your character: Pose, Body and Face.
- Full freedom to set individual custom keys, default keys and save poses for flexible editing.
- Use Pose mode with IK editing for authentic character posing; use the Body and Face modes with FK editing for advanced key framing and motion layering.
- Select individual or multiple body parts to puppeteer by dragging your mouse cursor around the editing area.
- Rotoscoping animation from an overlaid video.

Key Editor – face feature control

- Select individual or multiple facial features, and puppet their behaviors by dragging the mouse cursor around the editing area.
- CrazyTalk provides full control over puppet facial features, mouth openings, emotional expressions and more. Move your cursor to experience blinking eyes, wrinkling noses, dropping jaws and more.



Auto Lip-sync from text & audio for Morph and Sprite animation

- Import a WAV file or record your own voice by using the built-in audio capture function.
 - Enjoy a vast phoneme databank that automatically lip-syncs to your image.
 - Advancements in Text-to-Speech offer better quality for all end-users, and additional solutions for text-driven voice performances.
- Audio support for both Morph-based and Sprite-based lip-syncing animation.

Key Editor - Stretch & Detach Animation

- Create stretch animations - scale individual body parts by using the Transform tool inside the Key Editor.
- Create detach animations - move body parts during character animation with the FK control.

