

# TALKING AVATAR

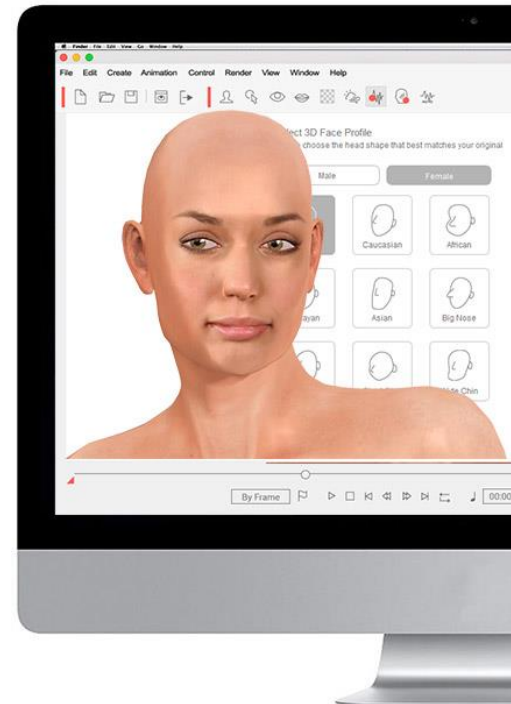
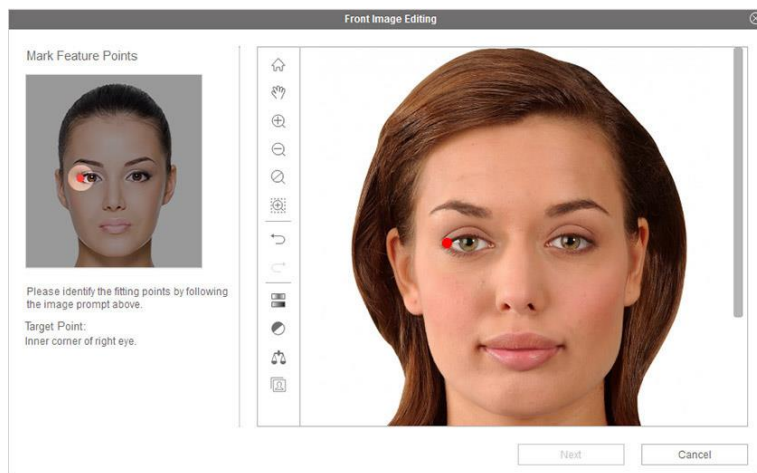
Face Photo Fitting. 3D Face Profile. Custom Eyes & Teeth.

NEW in v.8!

REAL 3D HEADS

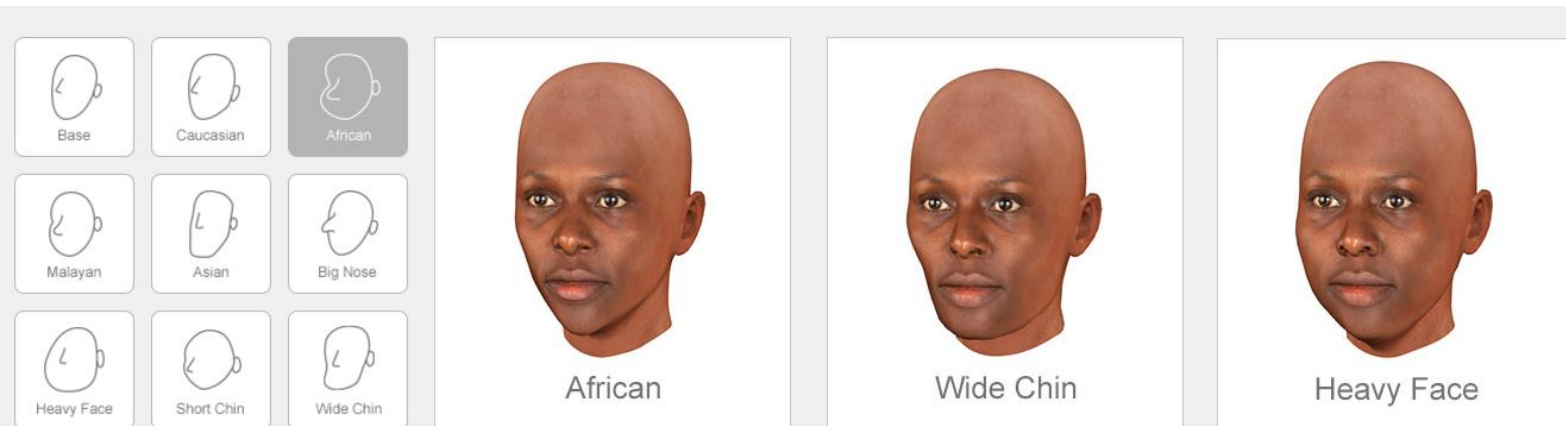
## One Photo - Instant Results

The 3D face fitting technology is based on a library of ethnic human anatomies, providing 9 profiles to help you choose the right one to speed up your fitting process. Make your heads not only look real, but also make fun to test by using the same photo under different looks.



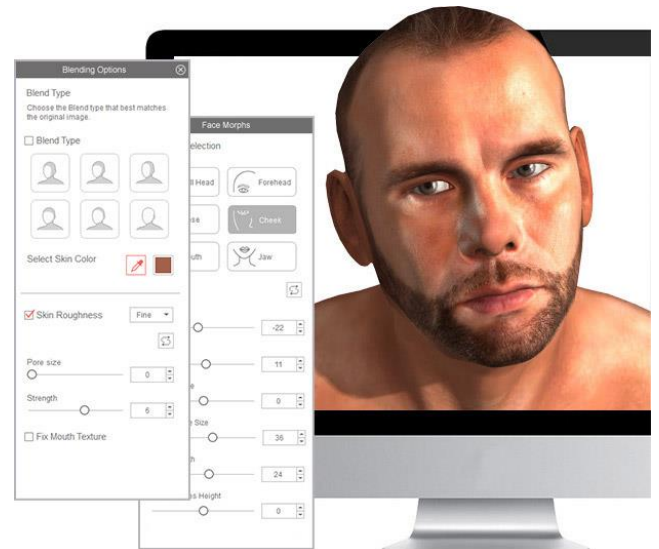
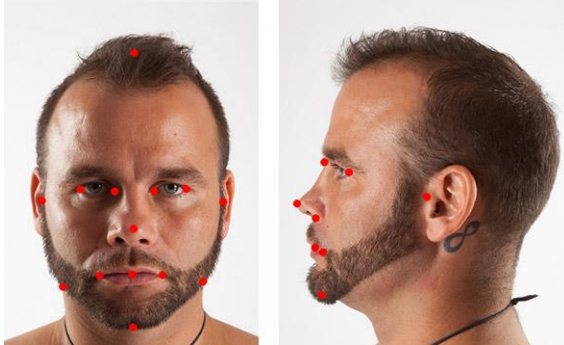
## 9 Base Design Profiles

Get various looks in no time! This accurately-developed Profile system allows you to first decide the gender for the character, and then the ethnicity or a face profile, based on very common characteristics like large nose, heavy face, and other pronounced features. Quickly complete a perfect 3D head shape by using these time-saving starting bases.



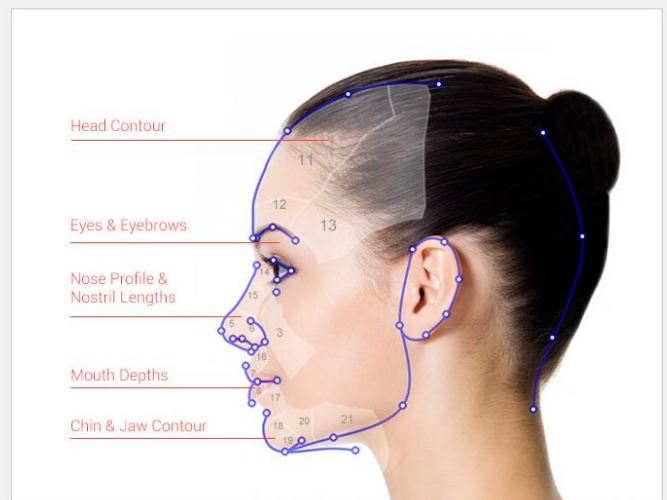
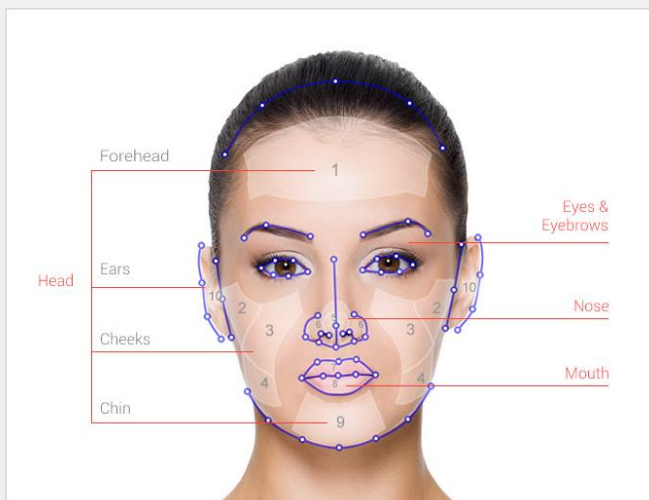
## Two Photos – Fine Details

Synthesize an entire 3D head by using both Front / Side photo profiles that allow you to precisely define facial contours while providing additional texture placements on the face.



## Deform & Morph Hybrid Design

This easy and flexible 3D head fitting UI design captures all human face shape possibilities. Deform points and lines to define the main structure, scale, and proportion of a head. The morphs can give subtle 3D shape variations while still maintaining a reasonable human form. With the cross functionality between the deforming and morphing functions, the head model can perfectly match the look of the original head and face of any photo, helping you develop accurate facial and talking animations afterwards.



- |                 |              |                  |                 |
|-----------------|--------------|------------------|-----------------|
| 1. Forehead     | 5. Nose Tip  | 9. Chin          | 13. Skull       |
| 2. Zygomatic    | 6. Nose Ala  | 10. Ear          | 14. Nose Root   |
| 3. Infraorbital | 7. Upper Lip | 11. Forehead     | 15. Dorsum Nasi |
| 4. Mandibular   | 8. Lower Lip | 12. Eyebrow Bone | 16. Philtrum    |

- |                 |                |
|-----------------|----------------|
| 17. Chin Top    | 21. Jaw Bottom |
| 18. Chin Tip    |                |
| 19. Chin Bottom |                |
| 20. Chin Base   |                |

□ Morph Area  
■ Fitting Line

# Texture Blending

With additional source photos, you can determine the best blending texture coverage between the front and side face photos for a smoother, more natural look.

## Disable Blend Type

Keep all the original textures unchanged for professional designers.

☐ Blend Type



Original Texture

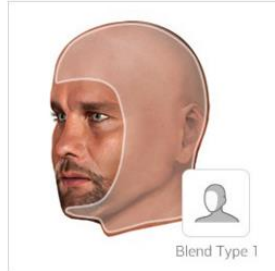


Texture Map

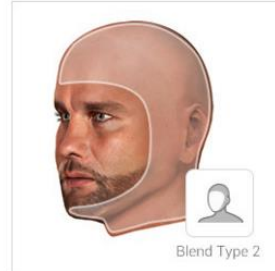
## Enable Blend Type

Determine the blending texture coverage between the front and side face photos for the 3D head.

☒ Blend Type



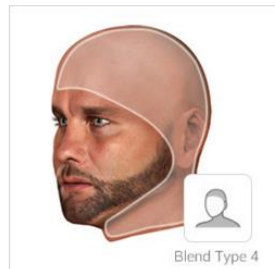
Minimal Front Texture



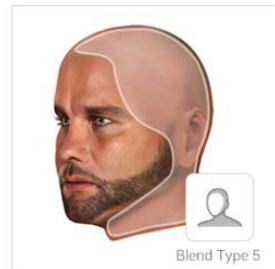
More Cheek Texture



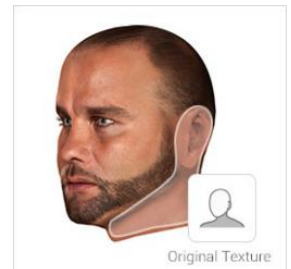
More Cheek + Forehead Texture



Minimal Front + Side Texture



More Forehead + Front + Side Texture

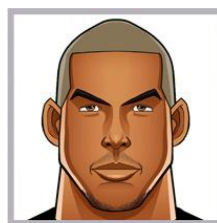


Original Texture



## Non-Humans are Welcome

With the new CrazyTalk 8 Head Creator system, now character creation is unlimited. With some creative retouches, you can breathe life into inanimate objects in just a few minutes.



Comic Figures



Animals



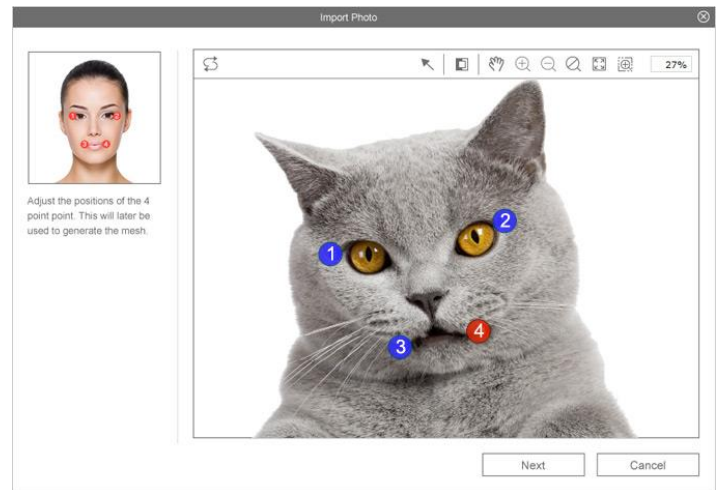
Painting



# CLASSIC 2D HEADS

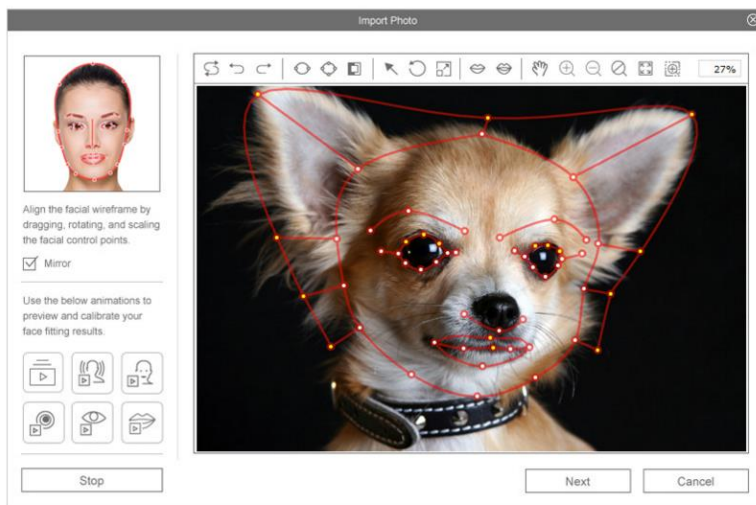
## Face Photo Fitting

Automatically fits a facial wireframe to your image. You may then further use additional clicks to adjust the corners of the eyes and the mouth. In a short time, you will already have complete control to fine-tune additional fitting points.



## Head & Hair Mesh

Facial angles prevent photo distortion during face rotation. The Face Orientation function allows you to edit Front and Side ( $\leq 45^\circ$ ) images. The hair mesh layer can handle characters with long hair, horns and ears for you to create vivid and natural-looking animations.



## Face Profile

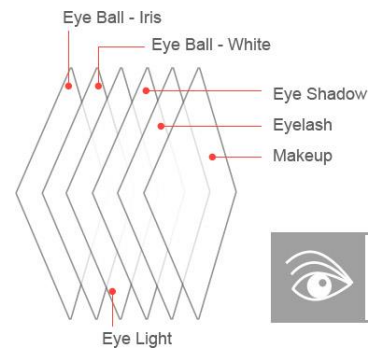
Facial meshes provide all kinds of different facial contours, especially for non-human character fitting. Face Profile Styles allow you to animate different characters, including human, animal, and cartoon-like faces with realistic performances.





## Custom Eyes & Teeth

Facial Settings allow you to fine-tune the color, position, scale of the eyes, teeth, mouth and lips.



## Mask & Background

CrazyTalk's Mask Editor helps you automatically remove the original background with a few simple strokes to the image. Later, you can further refine the results, or smooth the edges with the Feather Brush Tool. You may also replace the background with any new color or image, transferring your virtual host from a dull scene to a relaxing beach vacation, or a professional studio set!

