



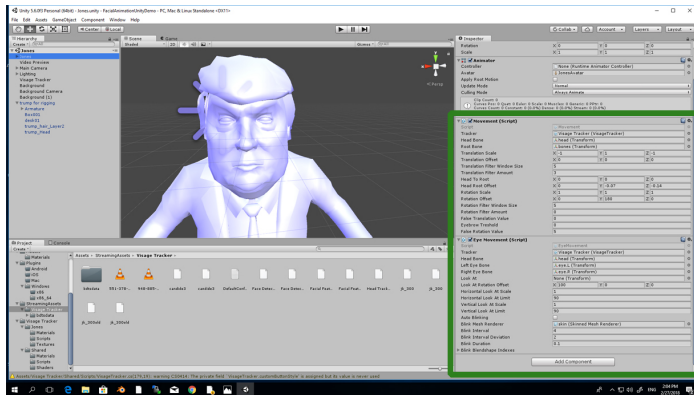
Visage Technologies

FACE TRACKING & ANALYSIS

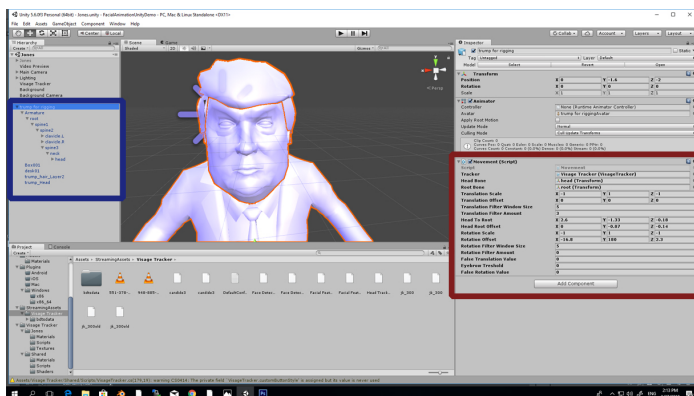
Model Change Tutorial

version 8.4

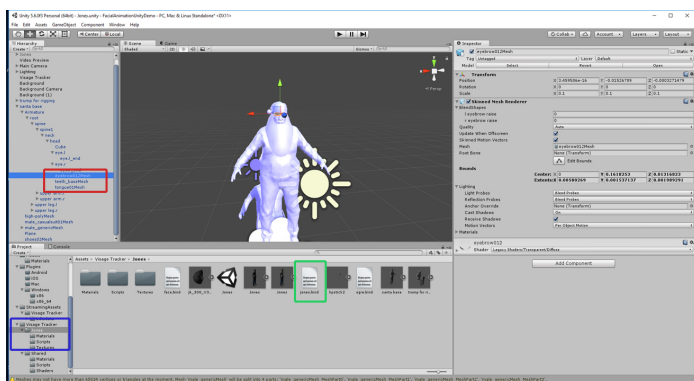
This is a tutorial on how to change the model in FacialAnimationUnityDemo sample application. These are the required steps:



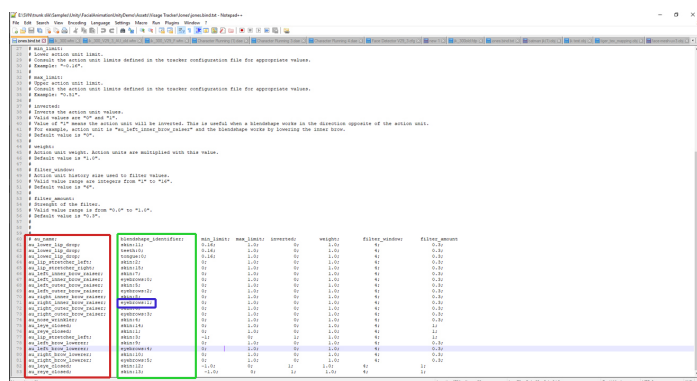
'Movement' and 'Eye Movement' components need to be copied to your own model: In Unity inspector, right click on 'Movement(Script)' and click on 'Copy Component'. Navigate to your own model and click 'Paste Component as new'. Repeat for 'Eye Movement' script.



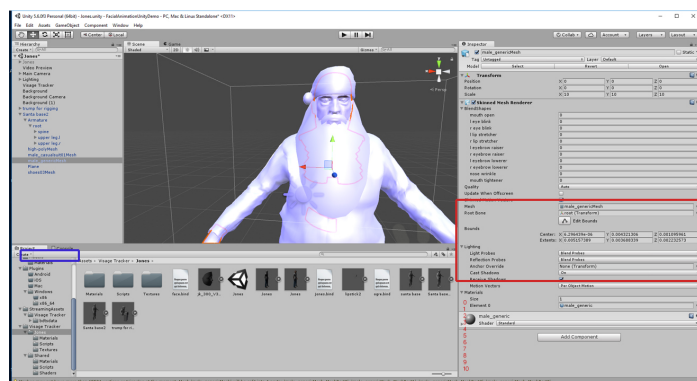
Expand the list in the scene hierarchy to see the 'Armature' of your model. Take the 'Root' bone and drag it to the 'Root Bone' slot. Take the 'Head' bone and drag it to the 'Head Bone' slot. Adjust 'Head to Root', 'Head Root Offset', 'Rotation Scale', 'Rotation Offset' parameters until your model is moving and rotating its head as desired.



Expand 'Santa base' element so the names of the meshes for 'eyebrows', 'eyes', 'teeth' and 'tongue' are displayed. These meshes can be renamed as needed. Blendshapes which are used to animate the face can be found in 'jones.blend' (located in 'Visage Tracker/Jones').



On the bottom of 'jones.bind' script are blendshapes names. Next to it can be found the name of the mesh and the index number of the blendshape. Blendshapes that are wanted to be used has to be linked to the blendshape name in the corresponding line. This is where the list of the blendshapes can be found for the face.



So, to animate the eyebrows and mouth, for example, the mesh for the eyebrows and mouth have to be selected to find the corresponding list. After that it is needed to write the number of the blendshape in the 'jones.bind', not its name. The blendshapes are numbered as indicated in the picture.