Lip Sync System

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1. About

The **LipSyncSystem** plugin is designed to generate animations of the mouth of MetaHuman avatars.

The plugin allows you to generate mouth animations based on a pre-recorded audio file or audio generated using the SpeechGenerationSystem plugin.
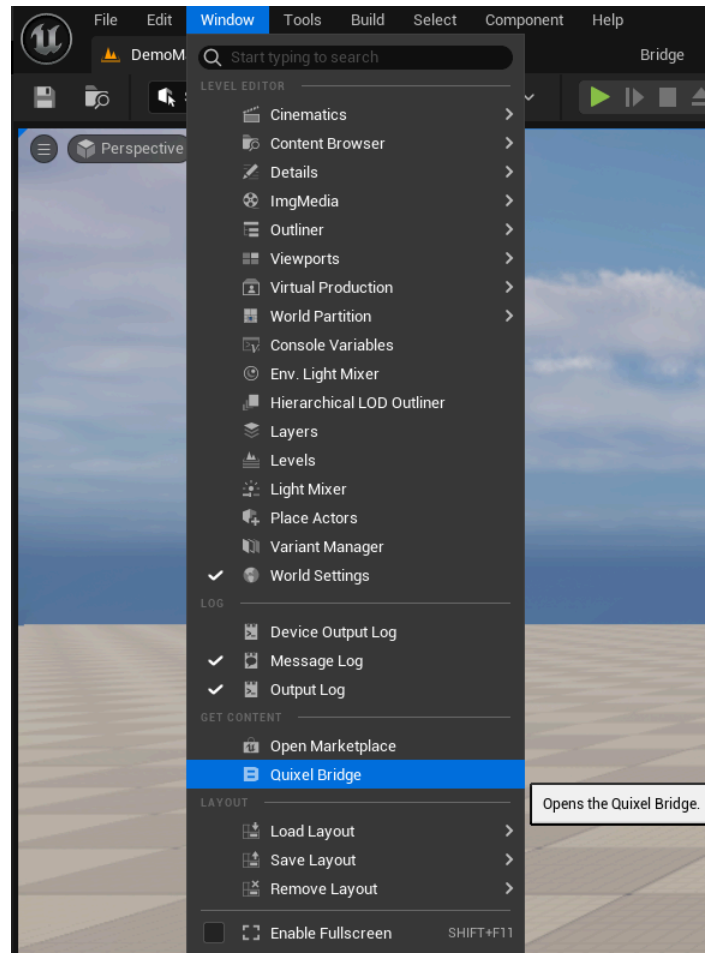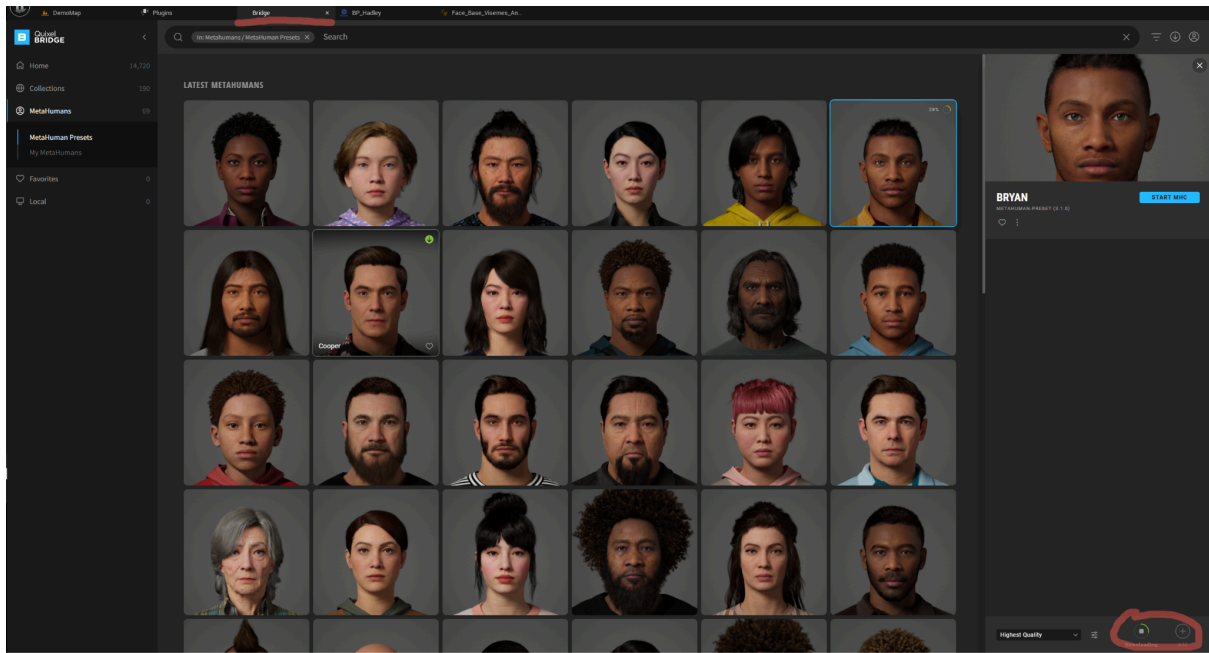
The plugin works **offline**, in **real time**.

Supported platforms:

- Windows (x64).

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2. Using the LSS plugin with the SoundWave asset

- [Clone](#) the demo repository;
- Download and import the **MetaHuman** asset into the project using **QuixelBridge**.
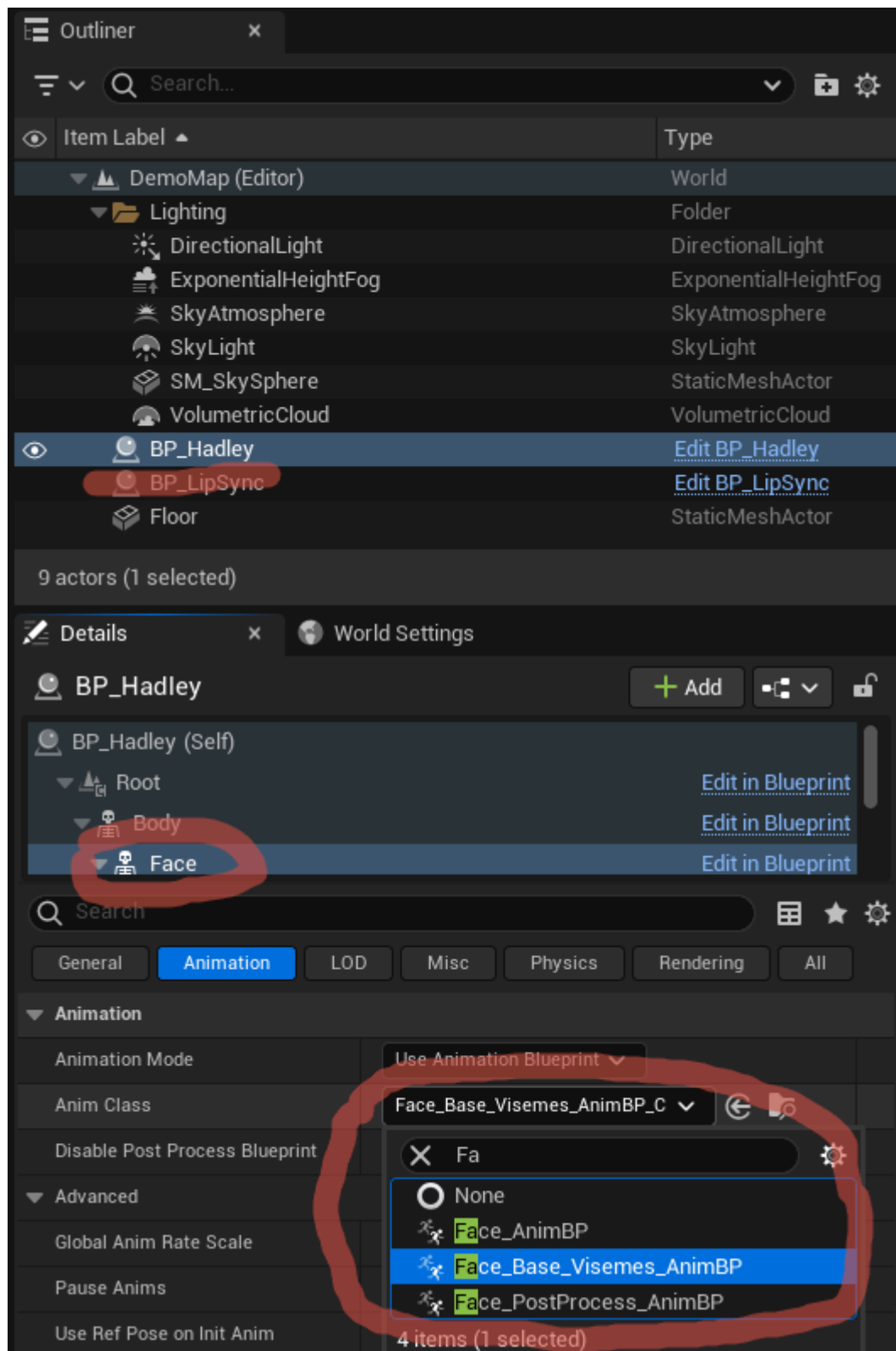

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- Place the imported **MetaHuman** (*BP_Hadley* for example) asset on the map (*make sure that the object is in zero coordinates*) and set the **AnimClass** field
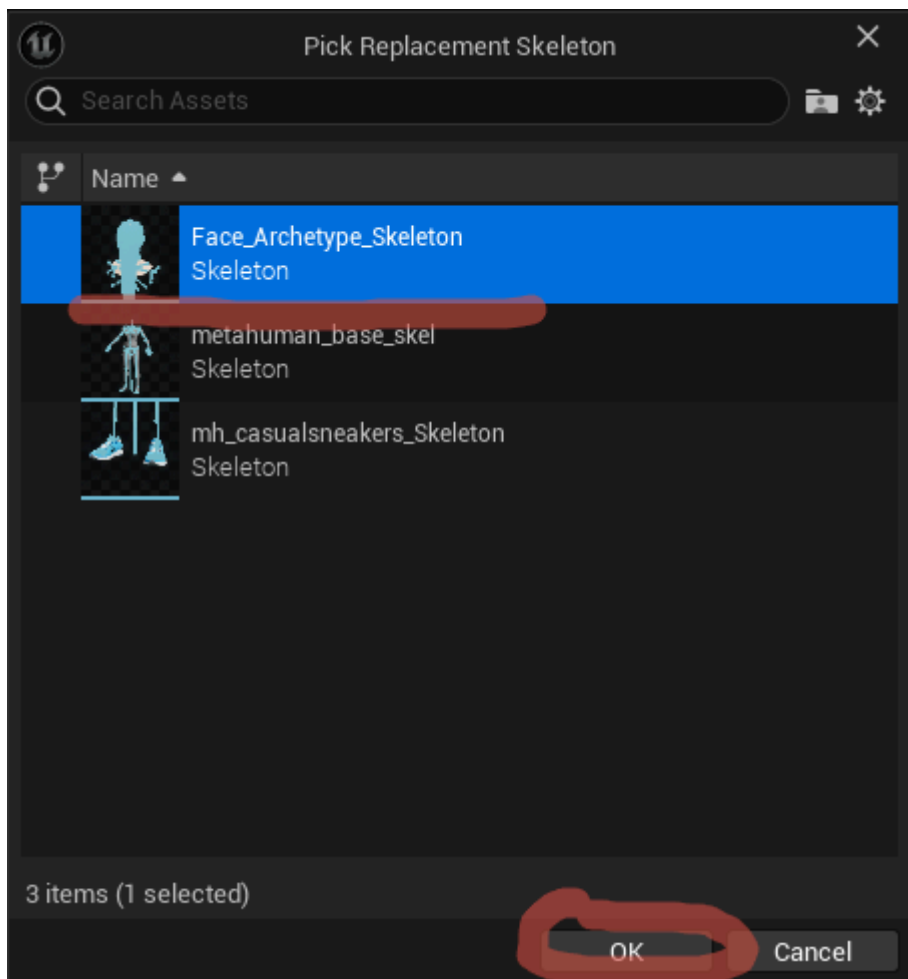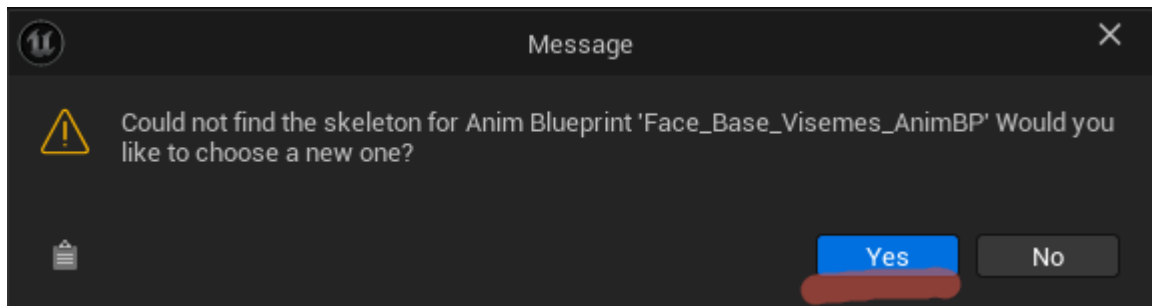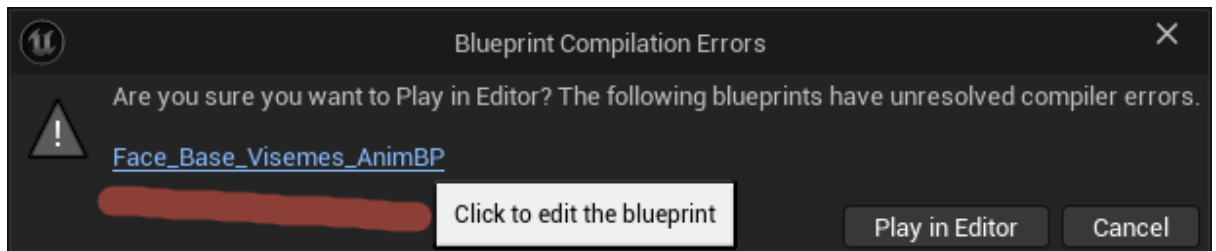
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for the Face component to **Face_Base_Visemes_AnimBP.**
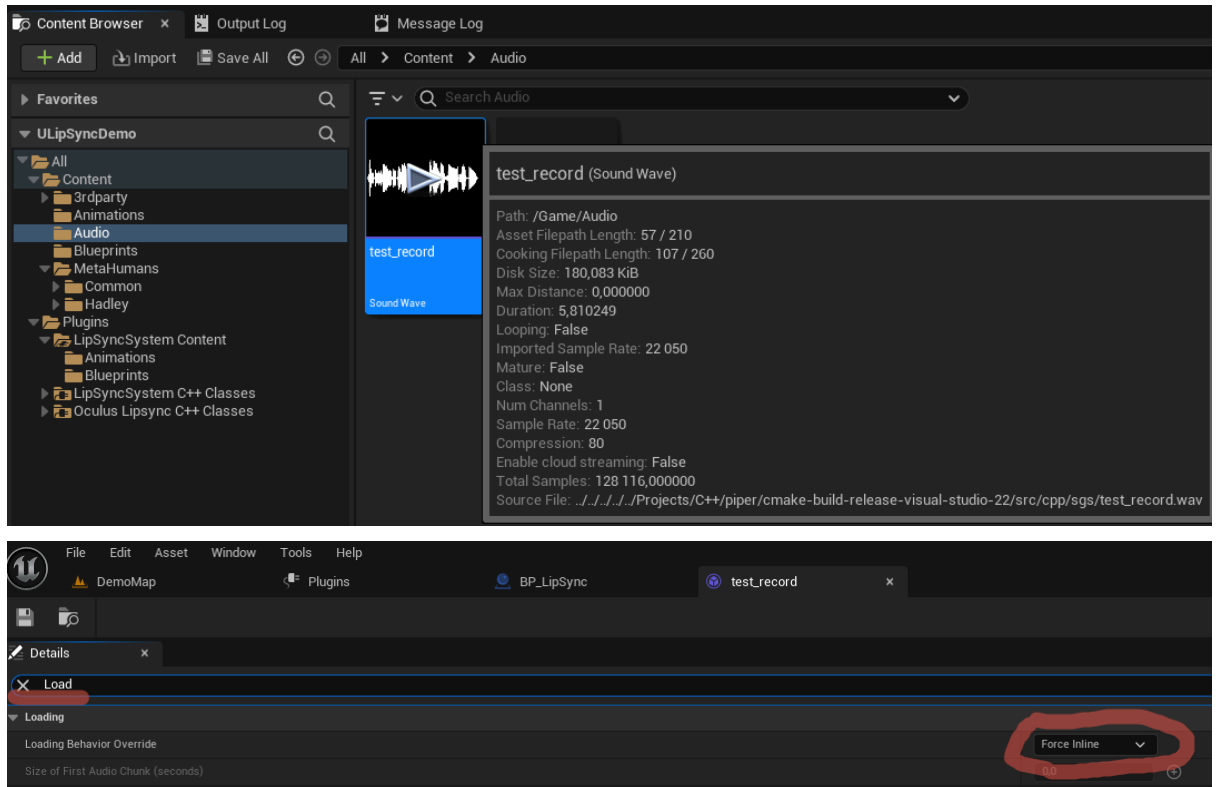

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- If a blueprint compilation error window appears, follow these steps.
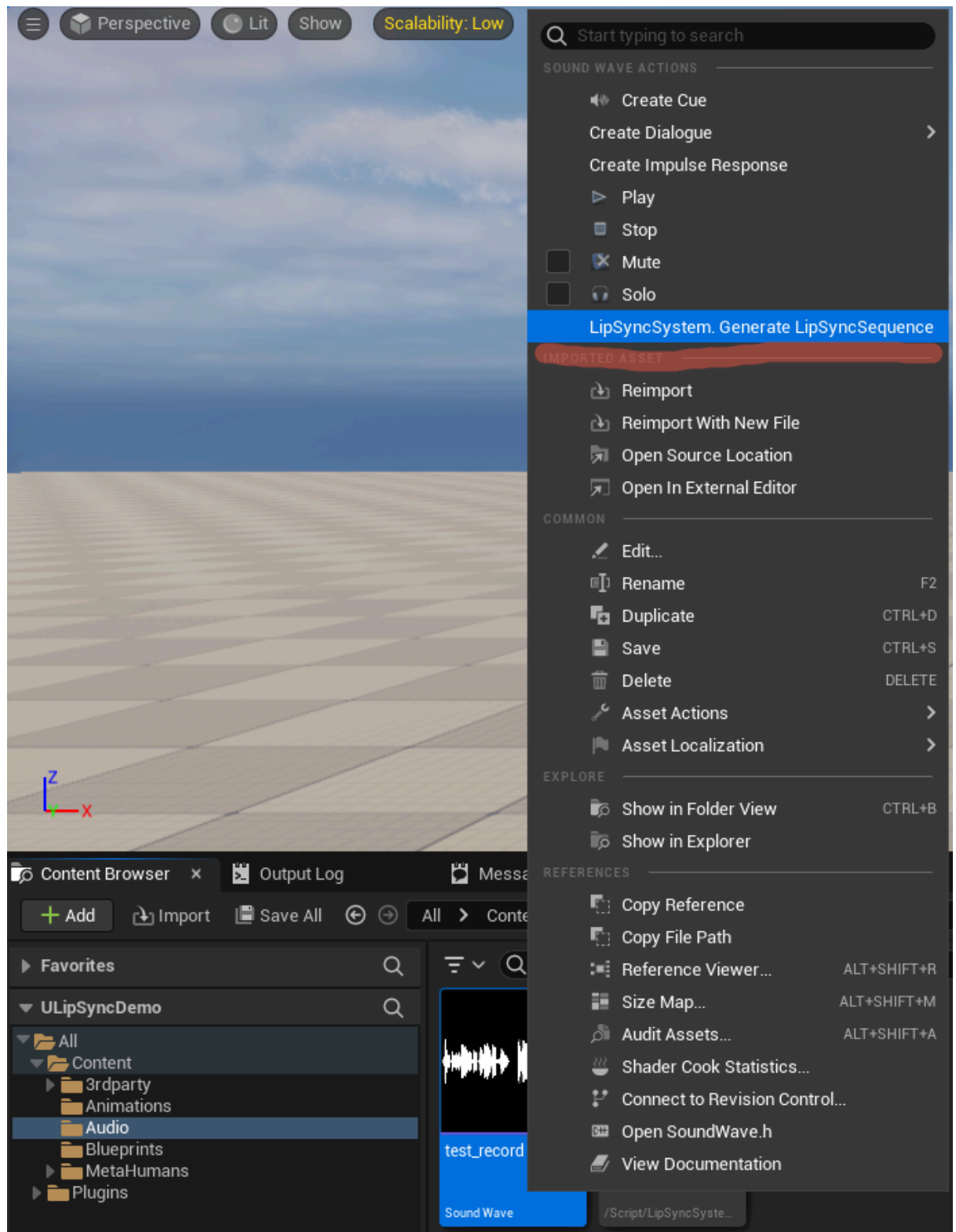

- To generate a Lip Sync sequence for a pre-prepared audio file, you need to:
  - change the **LoadingBehaviorOverride** property to **ForceInline**;
  - right-click on the audio file and select the **LipSyncSystem. Generate LipSyncSequence** option;
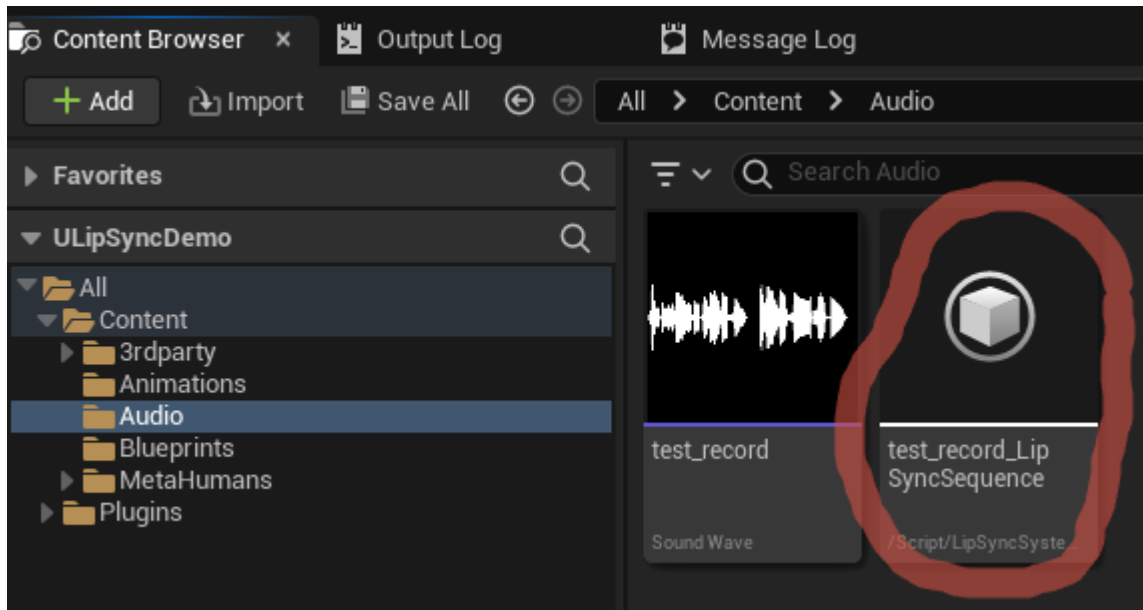
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- (optional) return the **LoadingBehaviorOverride** property to **Inherited** for audio file.
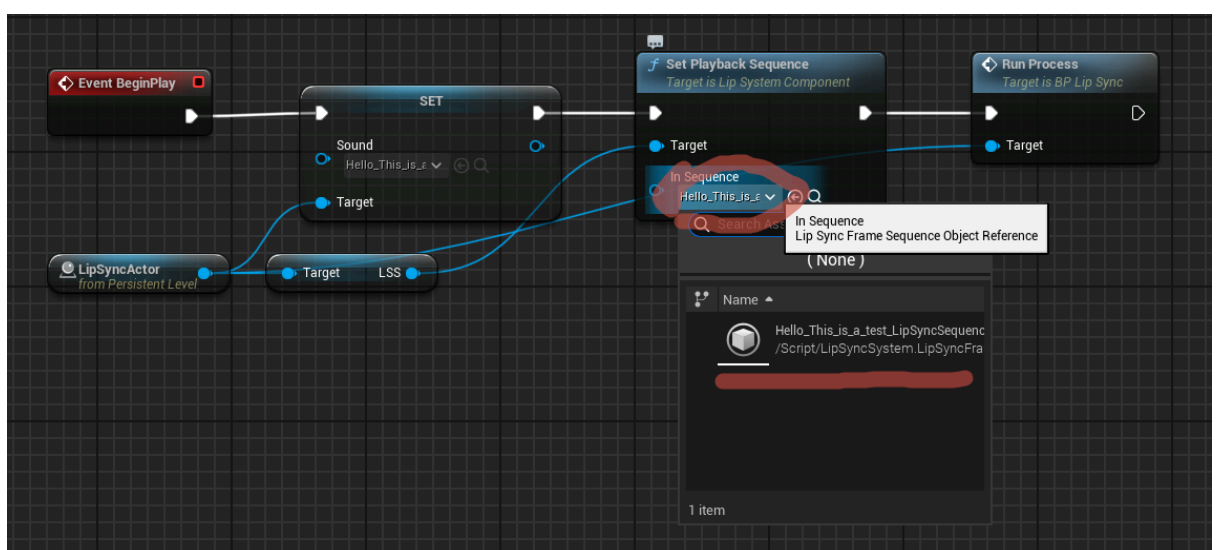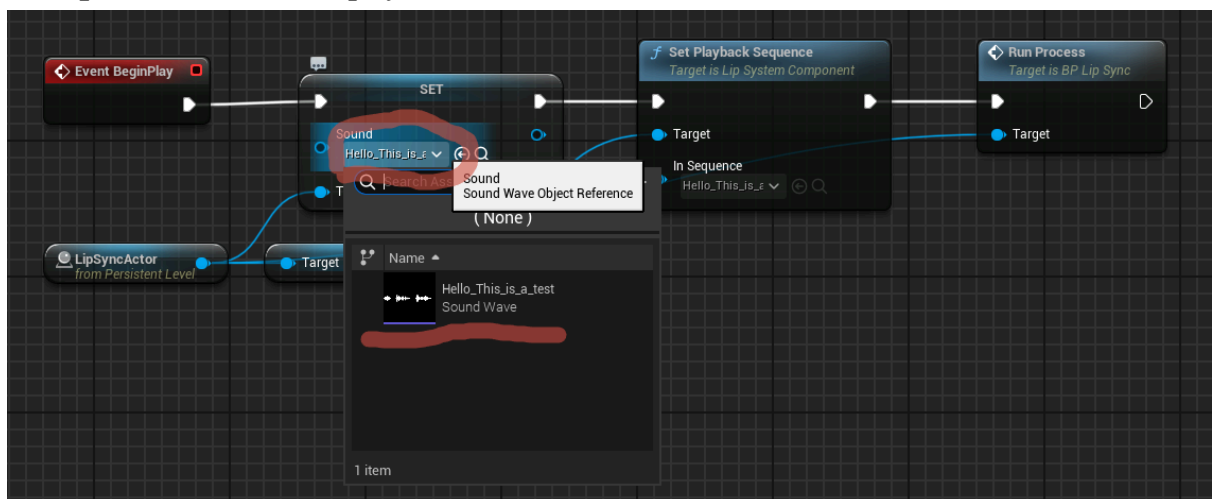

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- Open the *LevelBlueprint* of the **DemoMap** map and set the **Sound** and **InSequence** fields for LipSyncActor as shown in the screenshots.


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3. Using the LipSyncSystem plugin in conjunction with the SpeechGenerationSystem plugin.

- Import the MetaHuman asset into the project as specified in **clause 2** of the documentation.
- Create and initialize the **SeqConverter** component as shown in the screenshot.
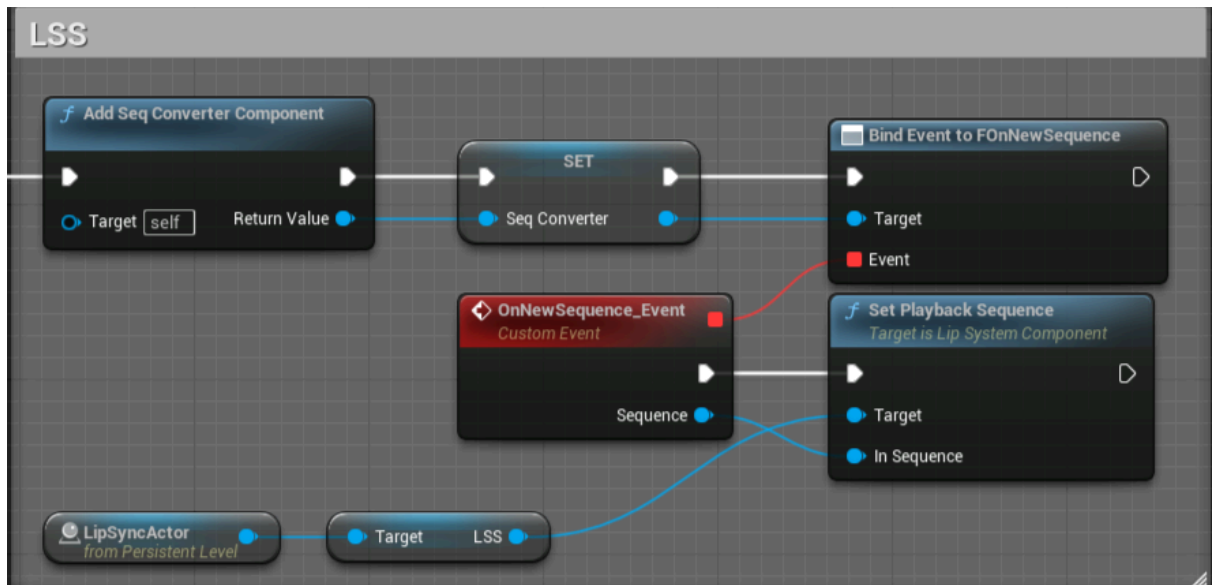
- Create and initialize the **Sgs** component (**SpeechGenerationSystem**) as shown in the screenshot.

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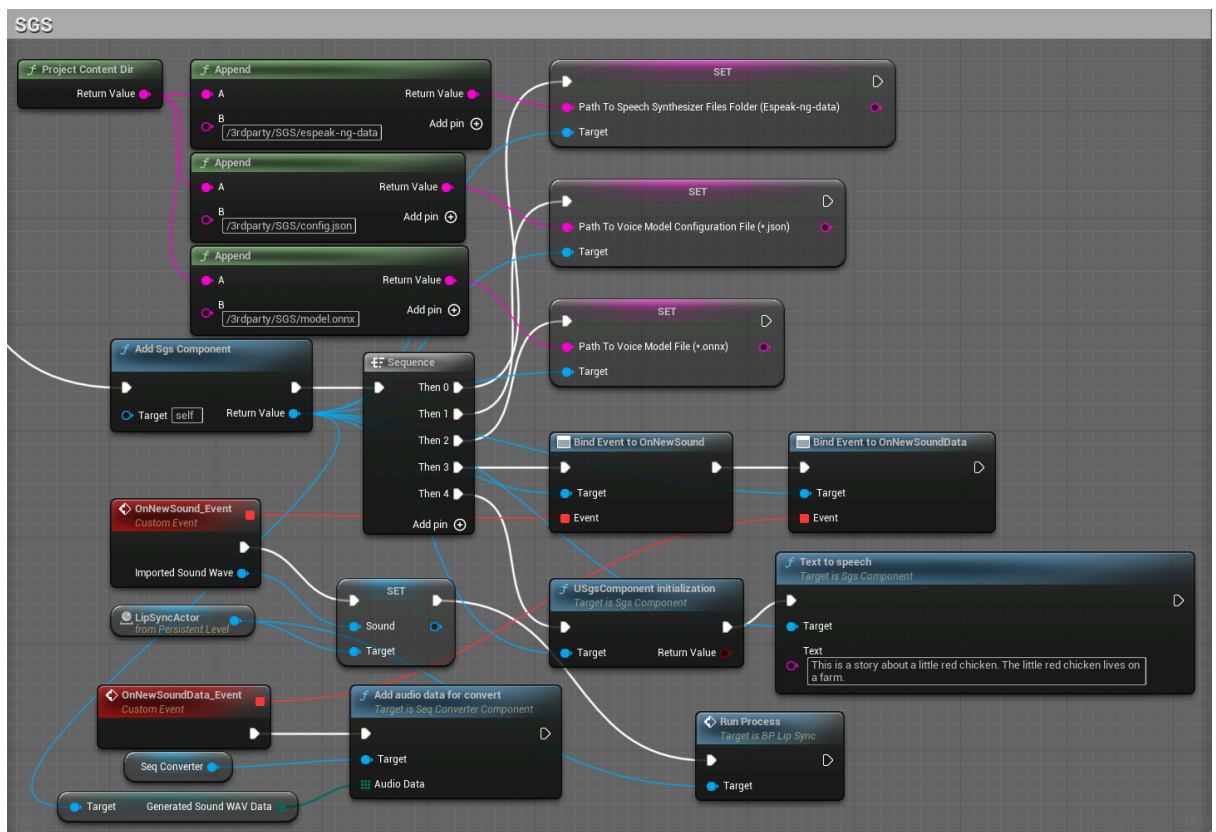
If you need more information, check out the [documentation](#) for the **SGS** (*Speech Generation System*) plugin.

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4. Contact us

Do you meet issues while using this plugin?

Do you have suggestions on how to improve the API?

Feel free to contact us: **stendhal.syndrome.studio@gmail.com**

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