Tagarela Lip Sync for Unity3D

Make your 3d characters talk in few steps

Tagarela is an editor and runtime solution to create facial animations to your 3d characters.
The main focus of the project is to create an easy-to-learn/easy-to-implement system, trough a funny and small keyframe editor. The current version uses the native blend shape support in Unity3d. Shapes can be created in your favorite 3d application, like 3dsMax, Maya or Blender. Using the built-in WYSIWYG Animation Editor, you can edit your animations by adding and dragging keyframes, setting the morph shape sliders to create new expression, while you see the transformations and hear the audio in the exact keyframe position. All was prepared to make the editing fast and funny.

The current version supports 2 kinds of animations:

- Using an audio file: the animation will follow the audio current play-time to prevent latency.
- Custom animation length: will play based on unity timer, and don´t play an audio.

Click here to watch the video
Click here to check the real-time demo application (Unity web player)

Features

- Built-in keyframe editor
- Audio waveform image preview
- Real time preview in Unity scene editor
- Shift+drag to easily clone a keyframe
- Simple call Play("yourfile") to run your animation
- Audio animations are sync to audio.time, to avoid latency

1 - Import Tagarela into your Project

Import the tagarela .unitypackage file to your project. You can try the example file to understand how it works. The Tagarela folder needs to be inside the main "Assets" folder. All files included are free to use how you prefer, at your own risk.

2 - Add your 3d models

The current version of Tagarela uses the native unity blend shape support.
Using 3dsMax:

Create a typical blend shape object using the Morpher Modifier and apply your blend shapes inside the Application. Then is just need to "Export selected" and select only the main 3d object with the morpher modifier applied.
Enable the checkboxes Deformations and Morphs, inside the FBX Exporter.
The blend shape information will be exported with your 3d model, and is not necessary to export all meshes.

For Maya, check the official docs:
http://docs.unity3d.com/Manual/BlendShapes.html

3 – Setting Tagarela

After importing your 3d model with the blend shapes, just drag into your scene. Select the object and add Tagarela through the menu Component > Tagarela > LipSync.

The tagarela component will look inside the game object hierarchy, searching for blend shapes.

Add your audio files, or create an animation without audio, using just time.

4 - Timeline Editor

One of the most useful features it´s duplicate the keyframe.
To duplicate a keyframe, just select a keyframe, hold shift and drag.

Check some functionalities of the timeline editor:

5 – Coding

There are only 3 basic functions to use Tagarela:

```
void Play(int index)
void Play(string fileName)
void Stop()
```

You can play the animations, by locating your object and calling this functions, like:

```
yourObject.GetComponent<Tagarela>().Play(1);
yourObject.GetComponent<Tagarela>().Play("animationFileName");
yourObject.GetComponent<Tagarela>().Stop();
```

5 – Support, Examples and News

Access http://www.rodrigopegorari.net to keep posted about the Tagarela development.
Or follow me at my twitter (@pegorari) if you wan´t to stay tunned with updates.
The source code is available on github: https://github.com/Pegorari/tagarela