

## ROBIN USAGE INSTRUCTIONS:

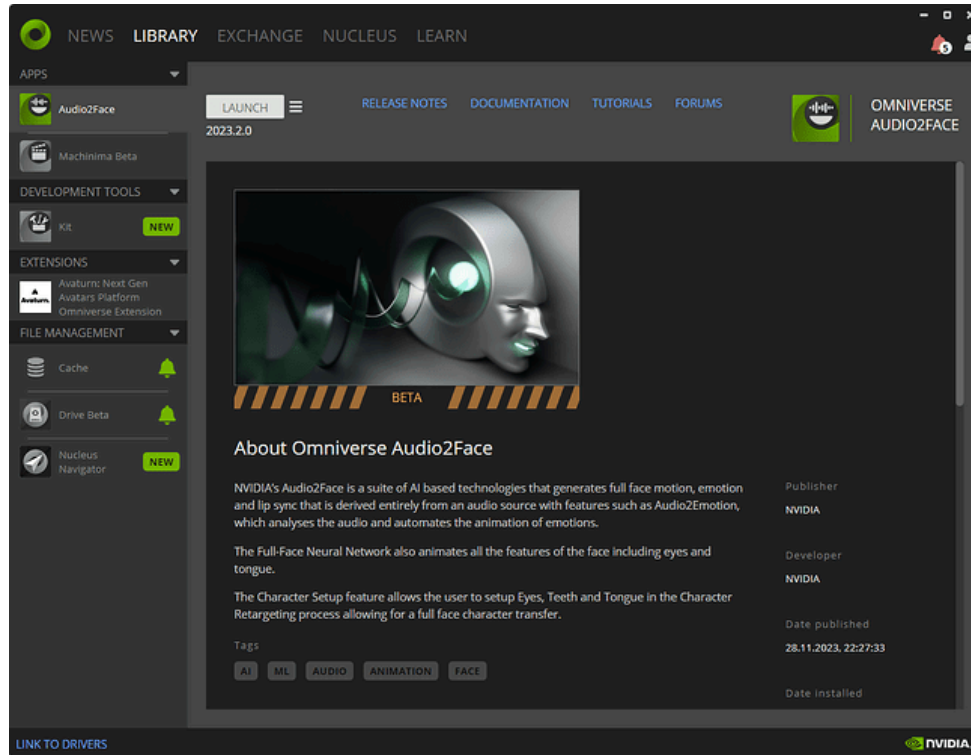
Omniverse - A2F Unreal Engine Plugin installation tutorial:

<https://youtu.be/5oxCBOtWqzs?si=C-qJ0iHg3dTQzrin>

To open Nvidia Omniverse and enable Audio2Face:

1. Desktop > Nvidia Omniverse

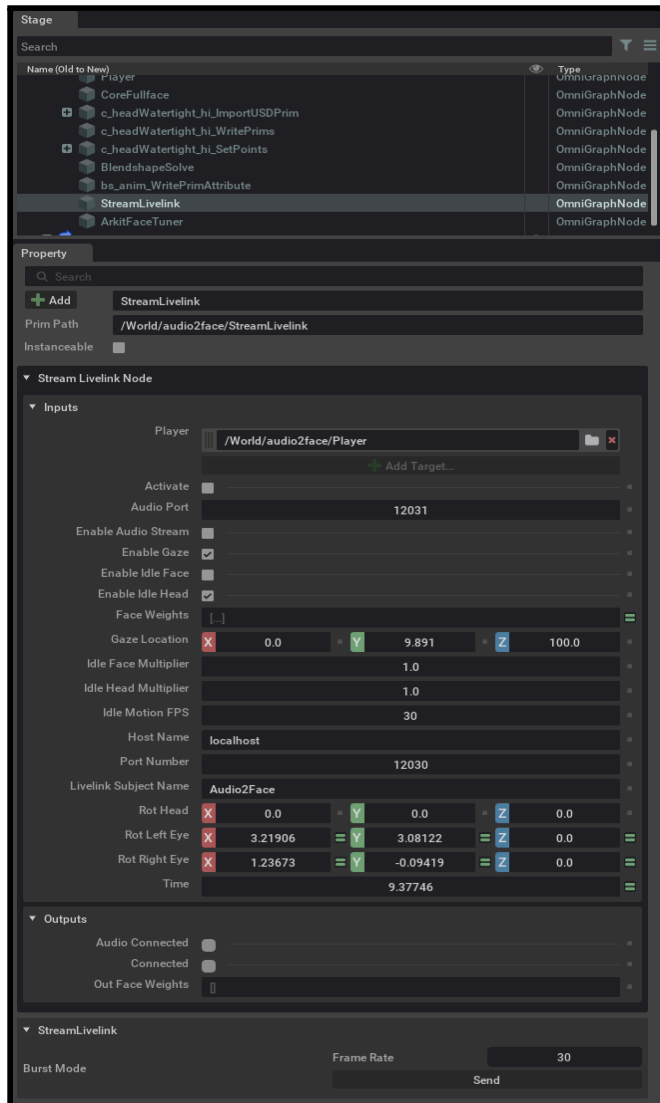
2. Look for Audio2Face



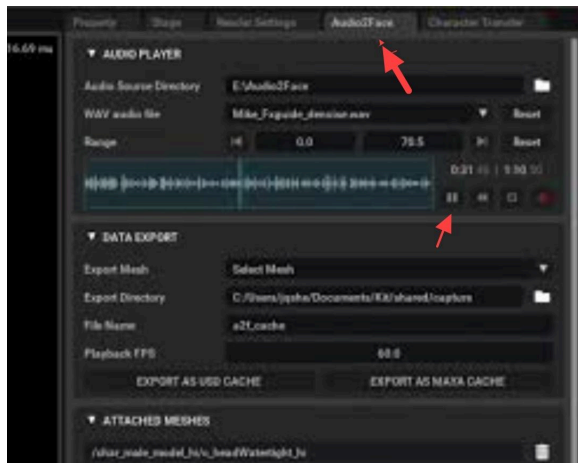
3. File > open from recents > it will already show this file:

C:\Student\dissertation\omniv\arkitsolv.usd

4. Look for streamlivelink and click on activate.



In case it doesn't activate at first instance, please look for audio2face and play the audio and try again, this time it will activate without fail.



To open Unreal Engine and start 3D ROBIN:

1. OmniDemo
2. Files > blankmap
3. Blankmap> window > virtual production> live link > move mouse to + source > Nvidia Omniverse LiveLink

To run the python file

- 1.cd Student\dissertation\code\dissertation-metahuman  
source venv/Scripts/activate.bat
- 2.C:\Student\dissertation\code\dissertation-metahuman\main.py