



NIGHTMARE PUPPETER

Lousy User Manual
Version 1.0





WARNING!



If you are loading in audio files make sure they are 44.1/ 16bit

If using Audacity export as "Wav 16-bit PCM"

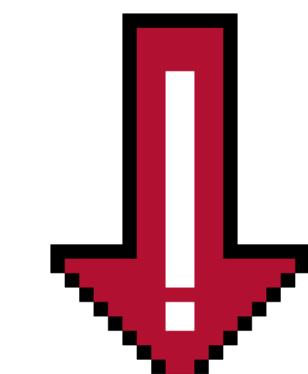
If you load in 24 bit/32 bit or other formats



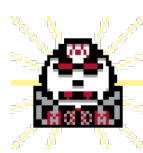
LOUD WHITE NOISE WILL BLAST YOUR EARS!



ONLY use 16bit 44.1 audio files or risk audio obliteration!



What is Nightmare Puppeteer?



Nightmare Puppeteer is a cinematic performance engine.



I still don't understand what it is?!



Nightmare Puppeteer is a tool that anyone, regardless of experience level can use to make the strangest animations in the world, in real time.



Strangest in the world? That's big talk!



Nightmare Puppeteer is created by M dot Strange, the only feature animation filmmaker/game developer/rapper/author/professional weirdo/alien abductee/mind controlled sleeper Agent/programmer in the world.

Wait, that's me- and I have given Nightmare Puppeteer my strange stamp of approval. Try to make something normal and boring with it! It's impossible!

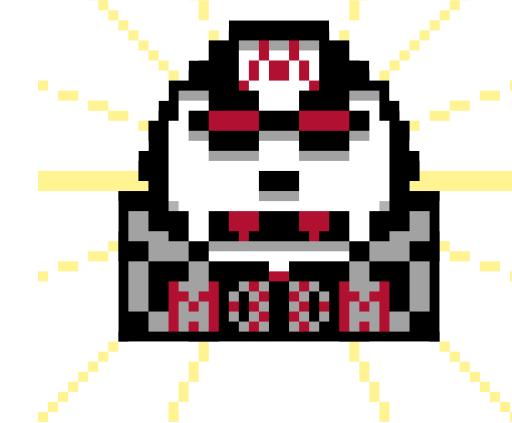
I designed it so anyone can make super weird cartoons without having to spend 15 years in a basement learning how to make animated movies like I did.



What was it like in that basement?



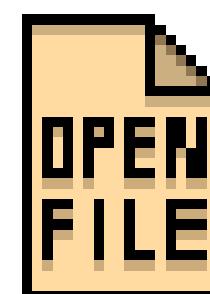
Use Nightmare Puppeteer and you will understand my pain.



The Basics

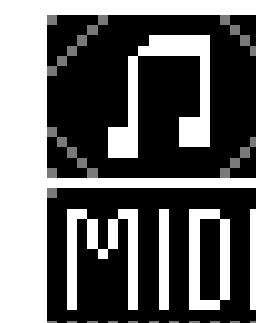
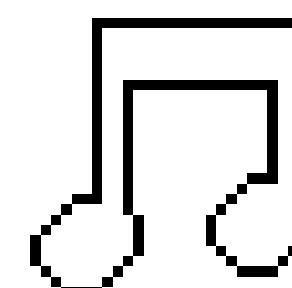
Add your actors voice

1



Add music/background sound

2



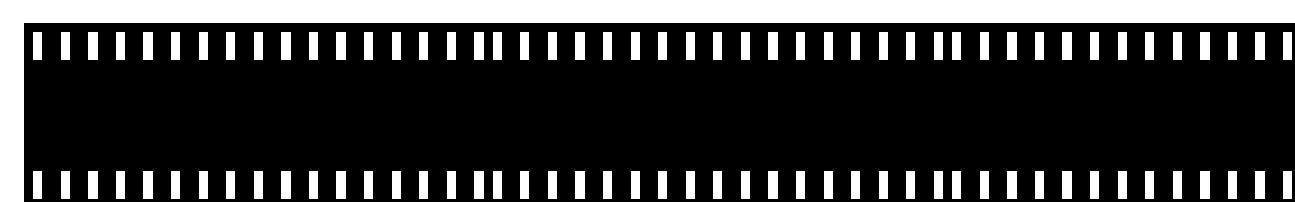
Customize/choose your Actor

3



Choose a Scene

4

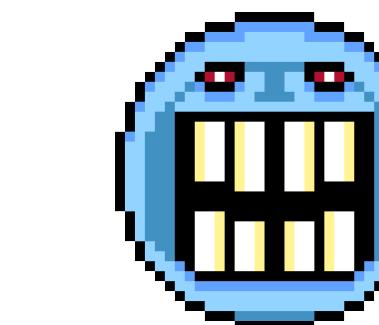
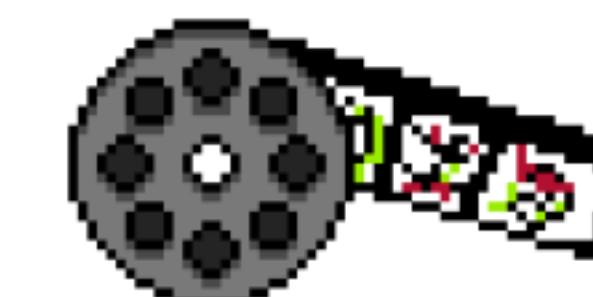


Puppeteer your actor + camera

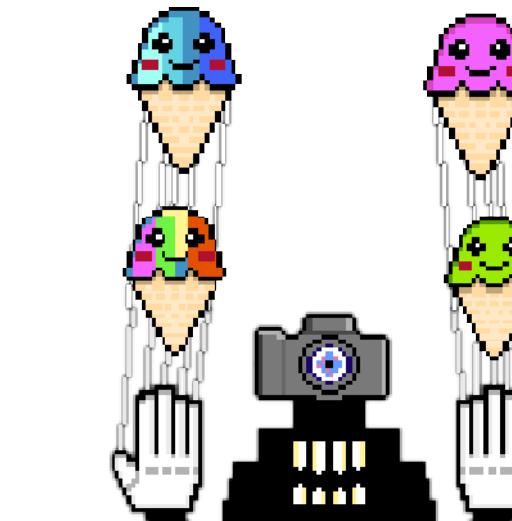
5



6



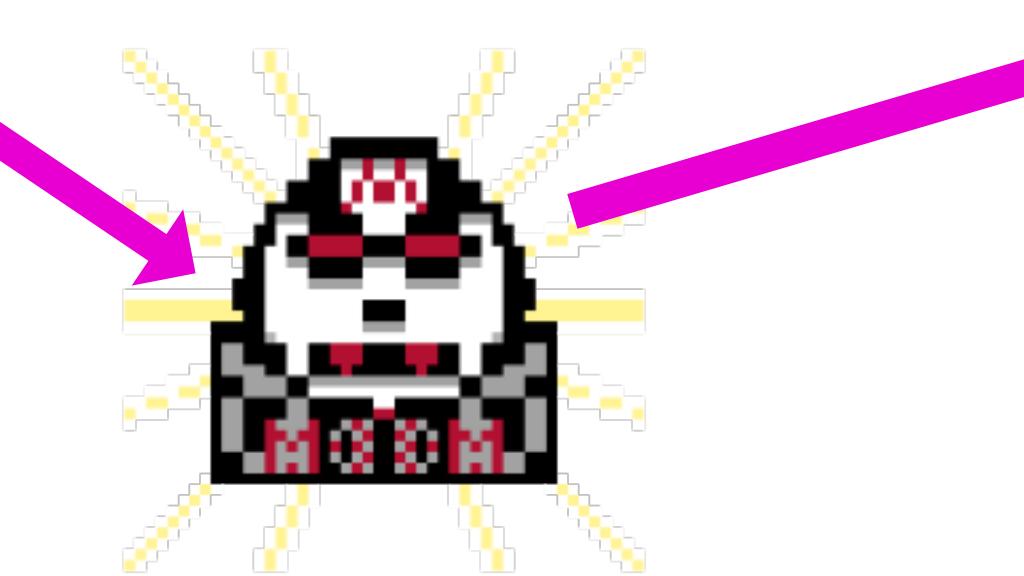
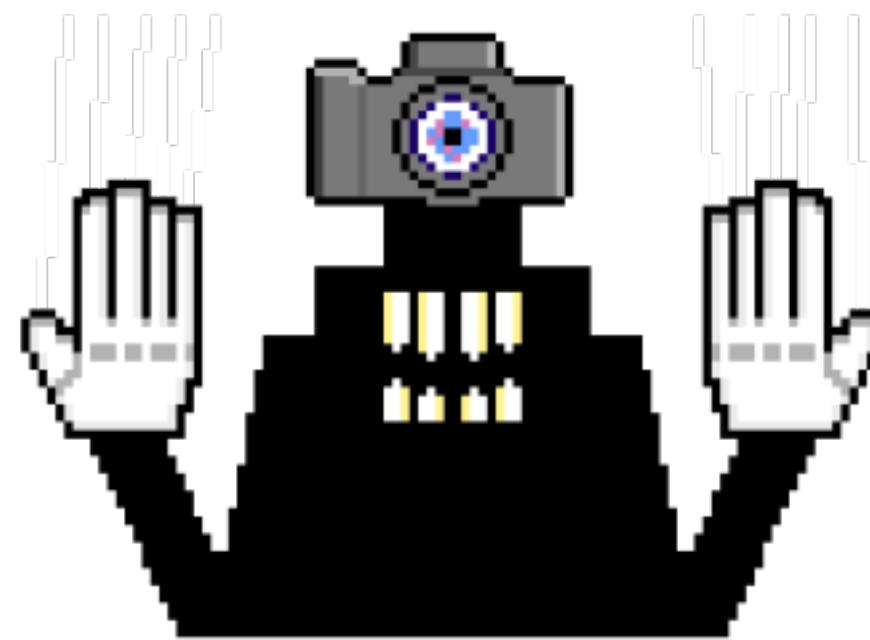
Record it with OBS or stream
On Twitch and profit!



MADE WITH
NIGHTMARE PUPPETEER

Why is it better than other animation makers?

- There are NO other cinematic performance engine's so there is nothing to compare it to.
- It is real time and performance based so it is more like Puppetry vs. other animation programs
- The camera systems are based on live event cameras, live and real time is the key!
- It has many innovations such as VLoopers and iToons that have never been seen before.
- It has a fucking cool logo bruh.
- It was made by this dude.



***Animated Film:** We Are The Strange (94 minutes)
Sundance Film Festival selection
Golden Prize for Most Groundbreaking
film Fantasia Film Festival
“25 new faces of film” Filmmaker Magazine
Animated over 10,000 shots alone

What can I make with it?

- Music videos with auto character lip sync
- Original strange short animated films
- Original feature animated films
- iToons live on Twitch with full chat integration(Twitch makes a movie)
- Personalized animated videos to terrorize friends and family with
- Everything output from Nightmare Puppeteer is your own original work you can monetize etc
- Parodies, dance videos, live animated podcast videos.... and more!

Intro Menu



Make a Nightmare



READ ME!



Tutorial Videos



Twitch mode Settings

Twitch connected!



Other Settings



Quit



Credits

[Browse Steam Workshop](#)



Play TV Mode

Other settings Menu

Enable Live Mic

This SHAKY feature requires low latency audio input. If you know what that is set your low latency audio device using the mic input popup on the main menu.

Enable Live Mic 2

You really want to do a live 2 person podcast video? You prob gone CRASH!

360 Single Image Capture Resolution

The higher the resolution the longer things freeze to capture the image. PNG is slower but better quality. 8K takes a loooooooooooooong time.

4k JPEG

360 Image Sequence Capture Resolution

This can make things REALLY slow if you set it higher than the default 2K JPEG.

2k JPEG



TV Mode Length (Seconds)

Microphone (4- Samson GoMic)

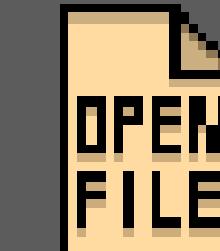
Add a custom .sf2 file

See import info section for details

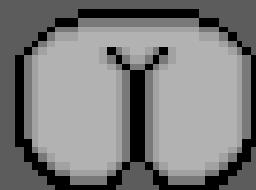
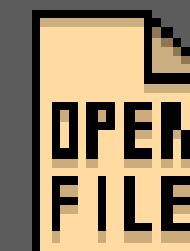
Add a custom .fbx prop

See import info section for details

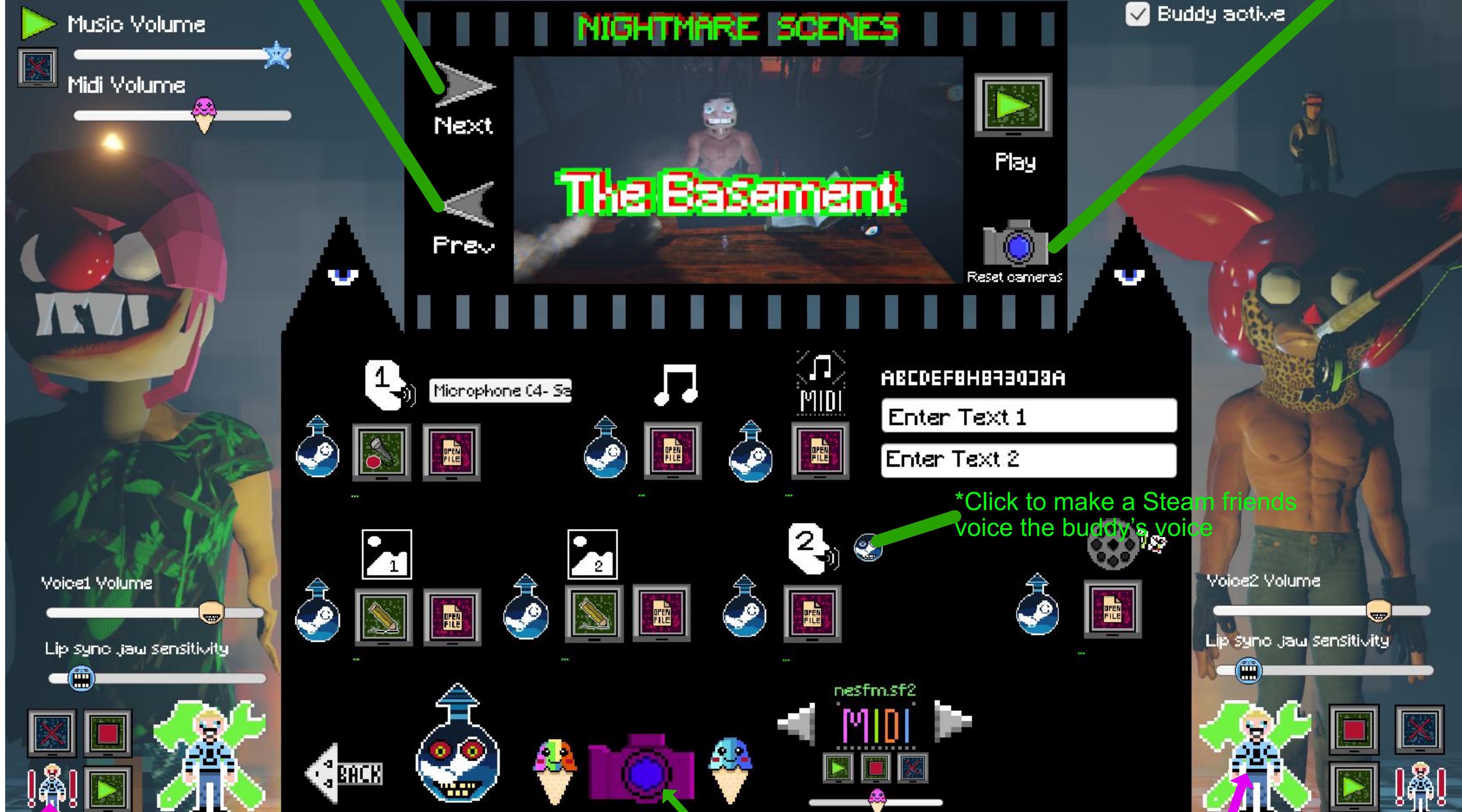
Prop.fbx



Soundfont.sf2



Back



Visual Flavor Menu



Load/Save Fx presets

Load/Save Color presets

Random actor

Random actor with Props

Edit Actor Menu

Edit Head Menu



Load/Save Actor Dna presets

Reset actor Ragdoll/Rotation

Paint Head Menu

*Some heads won't work correctly with painting, sorry :(



Select Brush Type

Brush Size

Brush Color

Paint Options

Rotate Camera/Paint Toggle

Undo

Redo

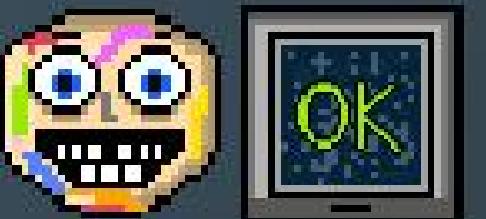
Discard paint and go back



Mousewheel to Zoom in/out

Use mouse to rotate camera when
In Rotate Camera Mode

Save painted head and go back



Options Menu

Manual camera cuts

Derp on

Stop frame on

Manual animation control

**See Rando section for more*

Rando's on

Manual Human fx

Loop Audio

TAB to talk

Loop Voice



Youtuberrr Active



Buddy starts seated

Actor animation set

Weirdo

**See Human Misery organ section for more*

Human misery organ

**See Midi Madness Module section for more*

MMM Active

Remix Mode Active



**See Remix section for more*



Save remix file to desktop



Load remix file
Overrides your saved data



Clear remix history

**Subtitles can use voice audio time or overall scene time for their timing*



Use Scene Time

Load subtitle

...

**TTS will be actor voice if no voice audio present*

TTS Actor1

TTS Actor2

Male

Male

Whisper

Whisper



Next

Enable text to speech for subtitles

Actor Controls



Change animation	Keyboard keys A-Z
Jump	Space Bar
Change Animation Set	ALT + Q
Walk to position	Left click somewhere in the scene
Reset actor	SHIFT + R
Seat/unseat main actor	Click sittable/usable object
Seat/unseat buddy actor	ALT + S
Toggle actor to control(If 2 are in scene)	
 Next actor head	F9
 Random actor head	F1
 Next actor body	F2
 Random actor body	SHIFT + F3
 Randomize all props	SHIFT + F4
 Random head flavor	SHIFT + F5
 Randomize body flavor	SHIFT + F6
 Look at Camera	SHIFT + F7
	SHIFT + Left Click

Camera Controls



*Cameras 1-6 are normal static cameras
Cameras 7-9 are tracking cameras

*Cameras save new position/rotation/fov after
you've changed them

Cut to Camera Number Keys 1-9

Zoom Camera in/out Mouse wheel or -/= or Number Pad +/-

Move Camera X/Y ALT + Arrow Keys

Move Camera Z ALT + Mouse wheel or -/+

Reset Camera Position/Rotation SHIFT + ALT + R

Camera Look At ALT + Left click somewhere in the scene

Set Depth of Field focal point(If Dof Enabled) ALT + Right Click an object

Adjust Camera Speed Multiplier CTRL + ALT + Mouse Wheel

Reset Camera Speed Multiplier CTRL + ALT + Middle Mouse Click or A

Toggle EYE Camera(If one is active in the scene) Backquote(`)

Special controls for tracking cameras #7-9

Switch to alternate tracking angles SHIFT + 1-6 or Windows Key + Number pad 1-6

Reset Alternate angles SHIFT + ALT + R

Media And Scene Controls

Next Human Misery Organ patch	CTRL + Q
Toggle Human Misery Organ is active	F10
 Toggle voice audio looping	F11
Play next voice clip(If Tab to talk is active)	TAB
 Toggle Tab to Play is active	SHIFT
 Toggle Misery organ is voice	F12
Toggle Misery + Animation Is Active	SHIFT + F12
 Change Voice pitch	SHIFT + Mouse wheel
 Reset voice pitch	SHIFT + Middle Mouse Click or A
Toggle midi playback	CTRL + F1
 Change Midi tempo	Windows Key + Mouse wheel
Next midi SoundFont	CTRL + F2
Change speed of time	CTRL + SHIFT + Mouse Wheel
Reset time speed	CTRL + SHIFT + Right Click or ALT

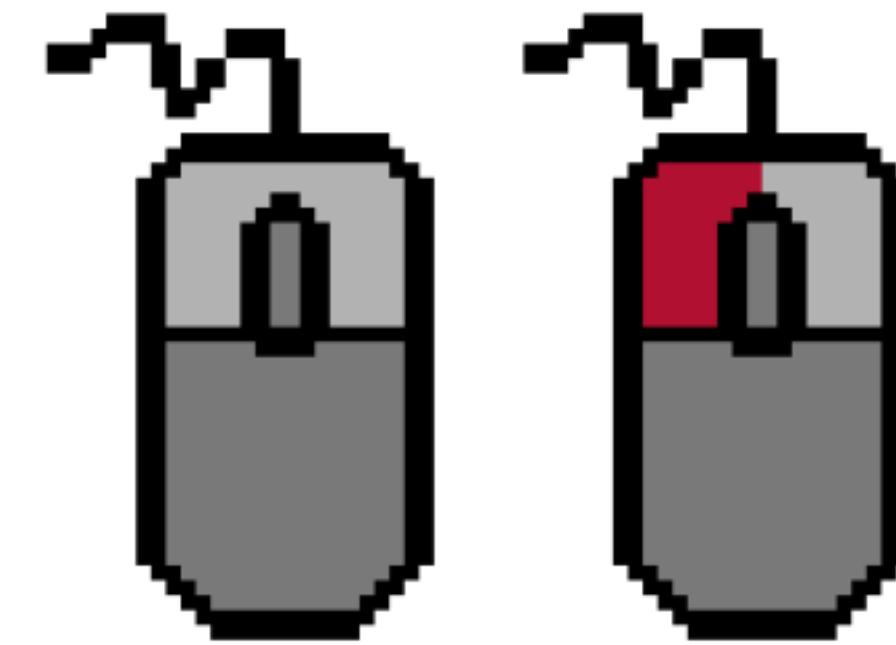


Image capture controls

360 single image capture	SHIFT + Windows Key
Start/Stop 360 image sequence capture	CTRL + SHIFT + Windows Key
Cancel image sequence capture	CTRL + SHIFT + Delete/Backspace

*360 images are saved at GameFolder + “StreamingAssets/NightmarePuppeteerImages/”

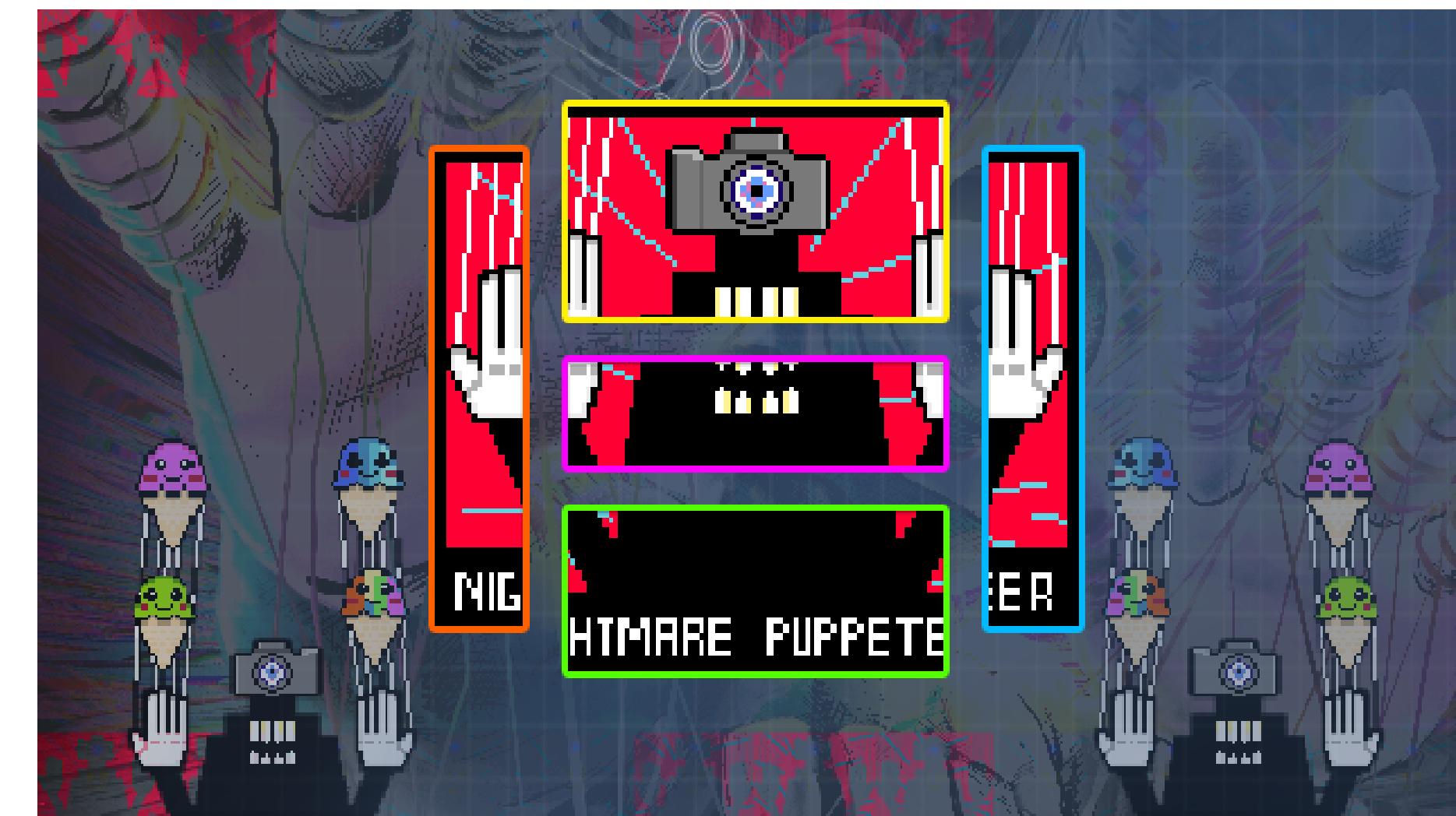
Remix Controls

Nightmare Puppeteer introduces “VLoopers” or visual loopers. They work much like loop pedals for audio. The global VLooper is always on, recording what you do, it will only playback its buffer once you make Remix Mode active in a scene. You can layer new actions over all the VLoop buffers an unlimited amount of times.

**Nightmare puppeteer has one Global Remix VLooper + Two Local Remix VLoopers*

Local VLooper Controls

Start/Stop VLooper1	ALT + F1
Play/Stop VLooper1	ALT + F2
Reverse VLooper1	ALT + F3
Clear VLooper1	ALT + F4
Start/Stop VLooper2	ALT + F5
Play/Stop VLooper2	ALT + F6
Reverse VLooper2	ALT + F7
Clear VLooper2	ALT + F8



**The Remix and VLooper features are advanced features so be afraid.*

Lousy Level Editor Controls

The Lousy Level Editor can be accessed by pressing the RETURN key in an active scene, then pressing the Level editor button.

*Since it is lousy some object icons will not appear correctly

Select Object to Spawn
Spawn object
Delete object
Select object
Multi-select objects
Remove from selection
Move tool
Scale tool
Rotate tool
Move camera
Rotate camera
Move camera in/out

Click on its icon
Left Click + Alt
Left Click + CTRL
HOLD SPACE + Left Click
HOLD SPACE + SHIFT + Left Click Object
HOLD SPACE + CTRL + Left Click Object
W
E
R
Middle Mouse Click + click drag
Right Mouse Click + click drag
Mouse Wheel



Effects Controls



Load Fx Flavor Presets F1 - F3
Reset Fx Flavor F4
Load Color Flavor Presets F5 - F7
Reset Color Flavor F8
Next light color 0

Importing Section



44.1khz Stereo 16bit .wav supported
If using Audacity use "Export as WAV"



2013 and older .fbx only
P/S/R animations supported
Textures supported
Skinned meshes/deformation NOT supported
Use template file on NightmarePuppeteer.com



Jpg or Png supported
Transparency not supported on Png
16.9 ratio
1280x720 recommended



H.264 supported .mp4 files only
Green video will be keyed out to make
green transparent



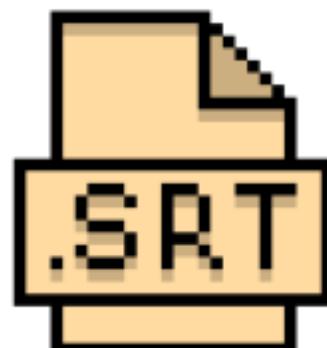
Standard .sf2 files supported



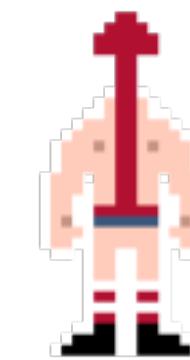
General Midi support .mid
Uses all channels for Midi Madness Machine
and the Thrasher band members + more



Jpg or Png file
2048 x 2048 Resolution
Template file on NightmarePuppeteer.com



Standard .srt file support



Jpg or Png file
2048 x 1024 Resolution
Template file on NightmarePuppeteer.com

Twitch mode

When you activate Twitch mode you can allow the Twitch Chat to control everything in the scene or whatever you choose to activate in the Twitch settings menu.

In the chat Twitch users can use commands like !Jump that will cause the actor to jump. With full controls active the chat can even submit mp3 links to be used as the actors voice.

Load png or jpg

!Img1+url

!Img2+url

Example !Img1+http://www.apple.com/apple.png

Load text

!Txt1+text

!Txt2+text

Example !Txt1+This is the text that shows up

Load voice mp3

Vox+url

Example !Vox+http://www.sounds.com/cow.mp3

Load music mp3

Bgm+url

Example !Bgm+http://www.sounds.com/cow.mp3

Cam Look At Actor Object

!Face

!Body

!RHand

!LHand

Light Color

!Col

Stop voice

!VStop

Next Voice clip

!NextV

Audio looping

!LoopOn

!LoopOff

Other

!CamEye

Cut to cam

!1 - !9

Cam Moves

!CUp

!CDown

!CRight

!CLeft

!CDuR

!CDuL

Cam Zoom

!+

!

Actor Animation

!A - !Z

Change animation set

!Anim

Actor moves

!Jump

!Fwd

!Bwd

!Left

!Right

!Look

Actor Human Fx

!Gas

!Burp

!Puke

!Sweat

!Bleed

!Fall

!Spin

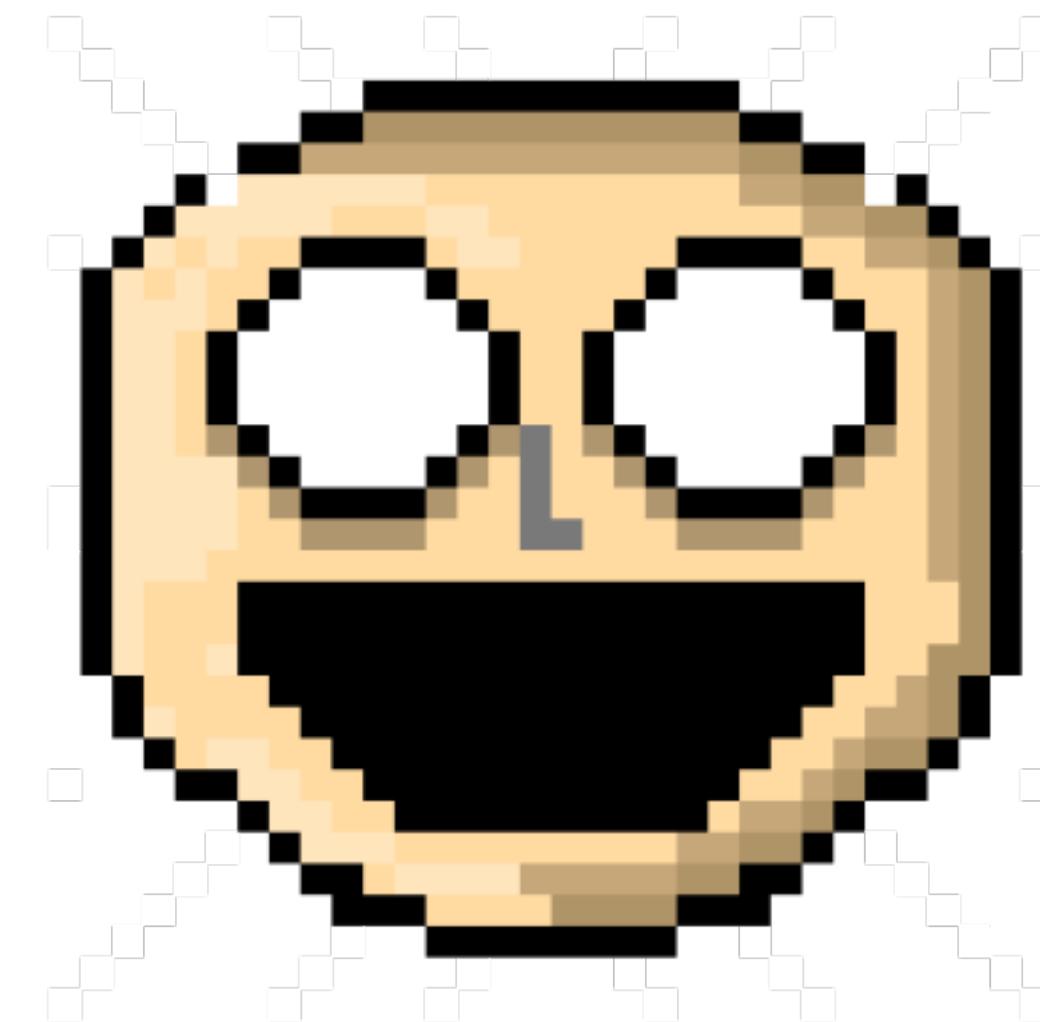
!Spit

Rando's

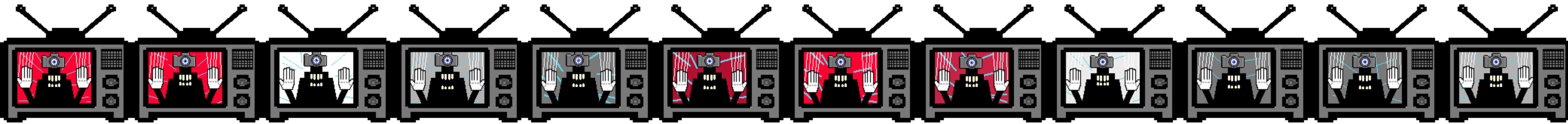


Rando's are Ai chaos agents you can add to your scenes to create more madness. In the options menu you can select which Rando's you want active in your scenes, you can also set the Max number of them that can be present in your scene at once.

If you Right click somewhere in the scene and Rando's are present they might then walk to the point you clicked.



TV Mode

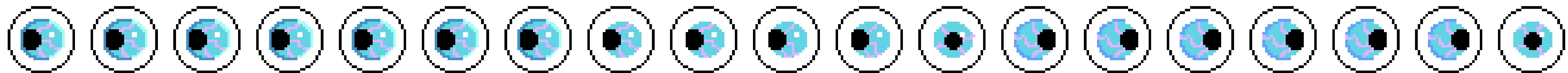


If you activate TV Mode, Nightmare Puppeteer will create unlimited procedural cartoons.

If you stream TV Mode on Twitch, you will create an unlimited stream of interactive original procedural cartoons or iToons.

TV Mode makes automatic iToons but if you stream your scenes live on Twitch you are creating and streaming your own original iToons.

iToons are the new generation of cartoons, if the cartoons you're watching aren't live on the web and Interactive, dems yo grandpa's cartoons son so throw em in the trash bin and get iTooning MUTHAFUCKA.



Midi Madness Machine



If you load in a Midi file and then activate the Midi Madness Machine you can allow it to cause complete general midi powered madness in your scenes.

In the Options menu you can choose what things the Midi Madness Machine can control.



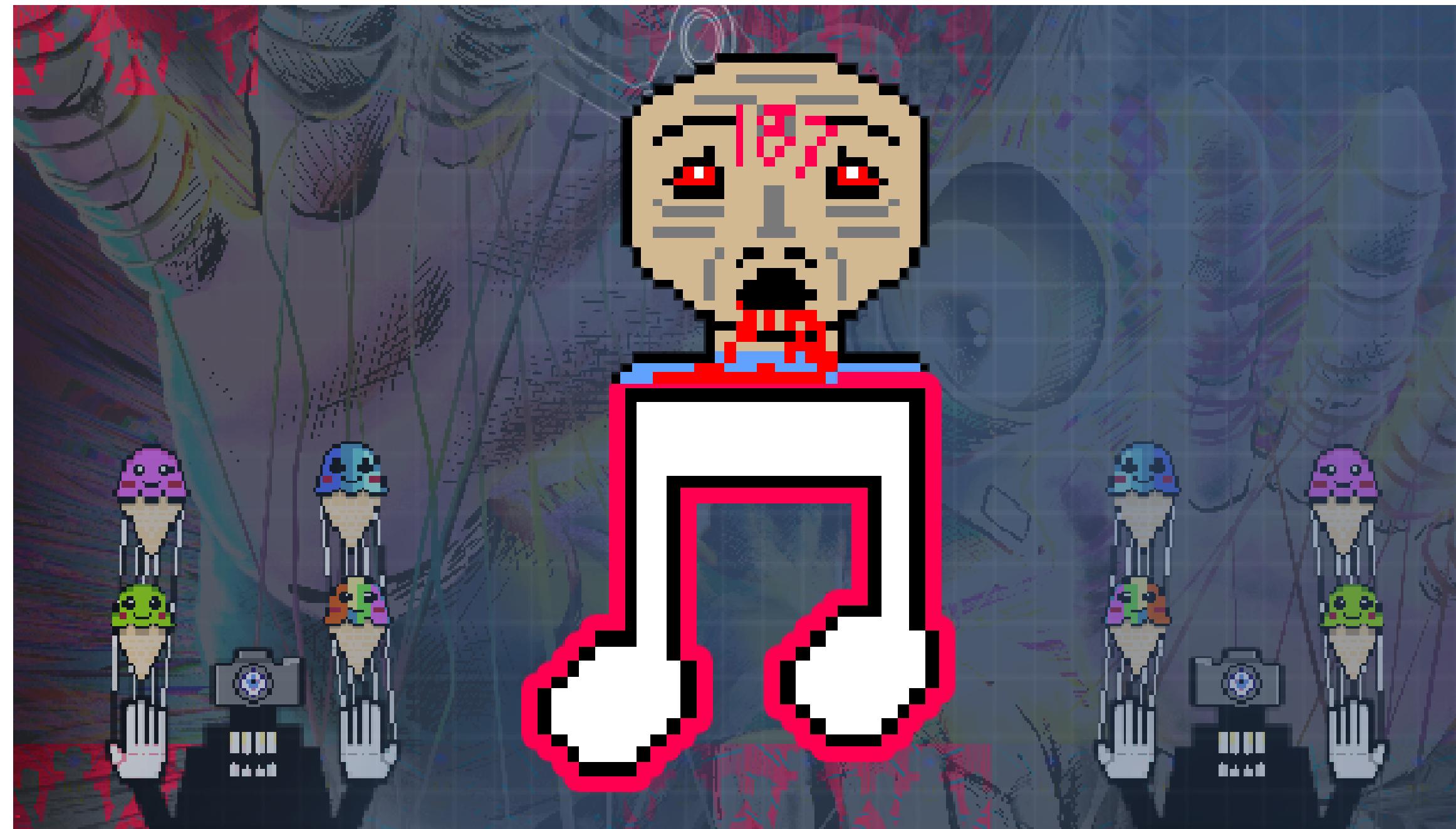
Human Misery Organ

The Human Misery Organ is a lousy audio instrument that you can use to play as an actors voice or part of the music channel.

You can make your own Human Misery Patch to play from the Options menu.

The Human Misery Organ was designed to make your scenes weirder, creepier, funnier and more disturbing, it wasn't designed to make any music besides the music of human misery.

*See the “Brazen Bull” as the worlds first Human Misery Organ



Other Stuff

Your new band

The band members found in the “Thrasher” and “Live Show” scenes, as well as in the Lousy Level Editor objects are programmed to play to a midi file if it is present.

If a midi file is playing the drummer will hit the kick, snare, or hi-hat when those midi channels are used in the general midi file. The guitar player will head bang whenever a guitar or lead instrument channel is used. The Keyboard player will play the keys whenever a piano, bass or synth channel is used.

When combined it makes it appear as if the band is playing to the midi file.

Nightmare Puppeteer has full Steam Workshop support

You can share and load almost everything in Nightmare Puppeteer so please give it a look and have fun!

Soundfonts and the Midi Player

The midi player uses Soundfonts for its sounds. NP ships with several built in Soundfonts, you can find them at GameFolder/StreamingAssets/SoundBanks. You can load your own in from the Other settings menu.

Steam friend as Buddy actor voice in Remote Play Together Mode

If Buddy is active, invite a Steam friend to “Remote Play Together” Once they are connected click the small Steam icon next to the Load Voice 2 button and your Steam friend will become the voice of the Buddy actor.

Why I made Nightmare Puppeteer

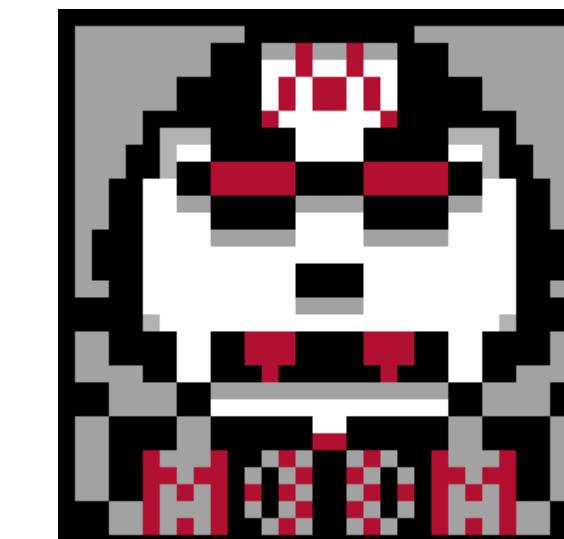
There isn't enough weird ORIGINAL animations on the internet. Making animation is usually really slow and expensive. There's tons of parodies, Minecraft animations and other normal stuff like that but I find it all really boring. I made NP so I can do my part as an animator and lover of strange animations to help others make the stuff.

I've never taken one animation or film class and I never really fit in animation circles because to me animation is fun, There's too much hyper-focusing on technicalities, fetishization of technique, and a lack of really weird original stuff in the animation world.

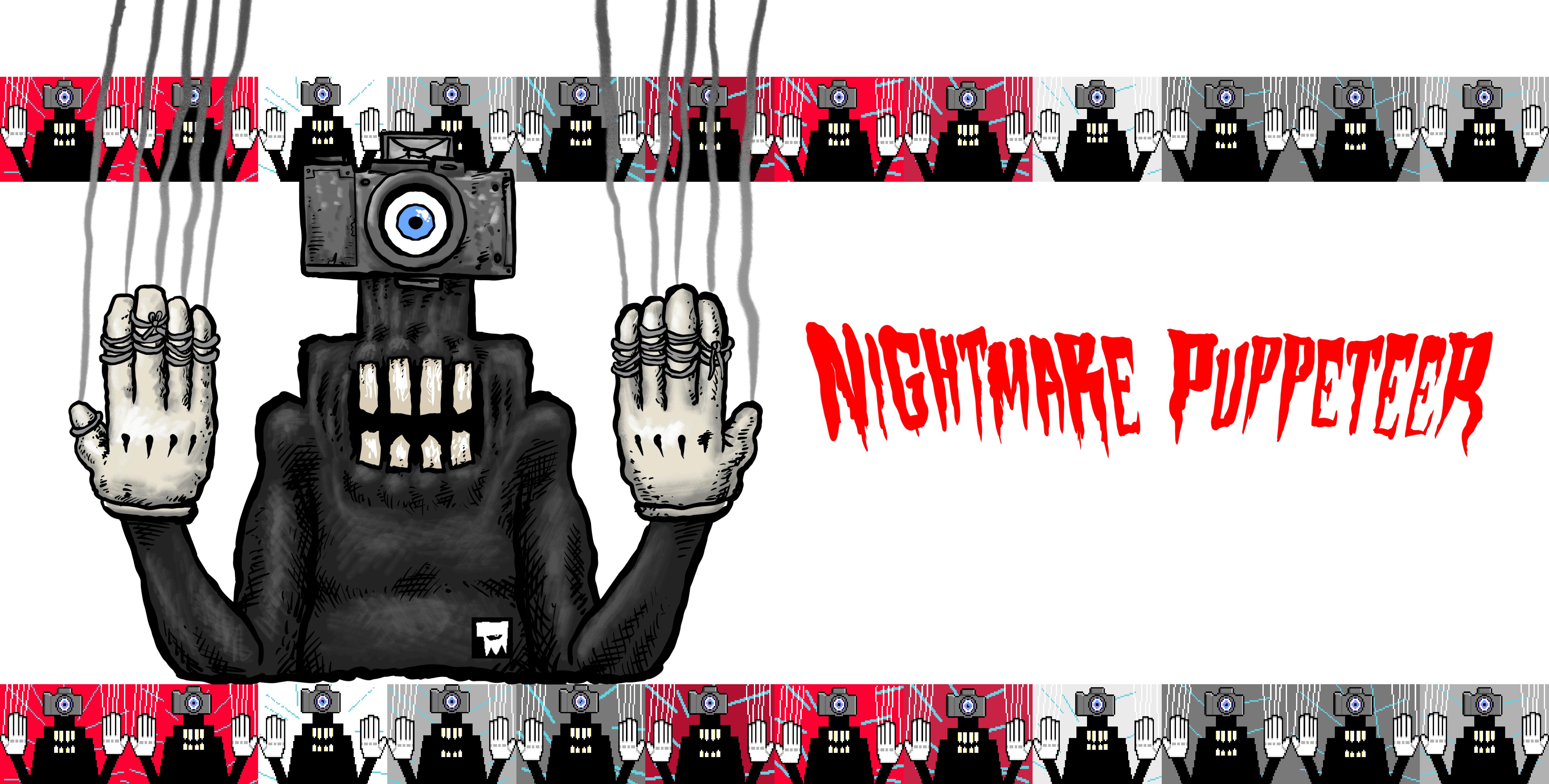
It's always been fun to me so I made this tool to make making animation fun. Who cares if its "good animation"?! Above all, making animation should be fun in SOME WAY or else why do it?

Like many aspects of modern society, making animation has become too serious and profit driven. It is IMPOSSIBLE to make anything serious in NP, I designed it to make broken, stupid, ridiculous stuff- it can ONLY make wacky, weird, outrageous stuff.

So please, have fun with it. Celebrate the glitches and weird shit it does. Every time I use it, it surprises me and makes me laugh in new ways. I hope it can do the same for you.



M dot Strange
Mdostrange.com



NIGHTMARE PUPPETER

