Quick Guide to Faceware

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Analyzer 2.6

WORK LOCALLY – FACEWARE will not work well over the network. Desktop is preferred.

1. Download your video from your camera (looxcie, iphone, source of some kind). We have a hand made head mount available for check out along with a looxcie camera. Experiments showed this camera to be more lightweight with a longer battery life.

There is a free app with the looxcie to view your capture ona any Wi-fi or Bluetooth device.

2. Ensure your video has no encoding. You will want to take it into Adobe Encoder and save it as Codec Animation or it will not work in Analyzer.

3. Start Analyzer (currently you may need to re-install – please contact me if you are having difficulties).

- File -> New
- Input Video File
- Create

Now you are ready to train the software with virtual "markers" tracking the Nose, Eyes, Brow, and Mouth.

4. **Turn on intelligent drag.**

Select key frames (start with the nose to the tips of each nostril, then brows, eyes, mouth). Once you have selected keyframes, there are 4 steps (this is similar to a ROM). You may want to tweak for accuracy depending on how well it trains.

- Train – Local all models (hot key **F5**)
- Train (hot key **F7**)
- Save a neutral pose (Select the markers and press **ctrl T**)
- Parameterize (hot key **F12**)

Once you have completed this you may save your file. The files needed for Retargetter (fwr files) have already been saved during the last step.

Retargeter 4.6

1. Load your character that has an existing facial rig.

2. Create an .xml character set up file. This involves a two step setup. Under **Advanced** there are two parts

- Control Setup (Brows (above eyes), Eyes, Mouth (below eyes)) – you select the controls you want
- Expression Set – pre-defined facial expressions used by AutoSolve – you create these from frames 0-50 to match the visual – then select finish selected expression
  Save your character setup with the same name as your character .xml and save you maya file. Zero out your controls. Then proceed.

3. Map your performance data. This will require two files

- fwr file (your video performance file created by analyzer)
- xml file (your character setup file created in retargeter)

4. The first time you bring this in you will use the options Import Video, Audio, Set Playback Range, Set Frame Rate and Autosolve. Subsequent times you will not need to load your video/audio as it will be saved in your maya file.

Autosolve - works on a per group basis corresponding to the Brows, Eyes, Mouth groups

5. At the bottom is the video, move it up to your face so you can watch your performance

6. Finally, retarget with Poses

See corresponding videos for more visuals.