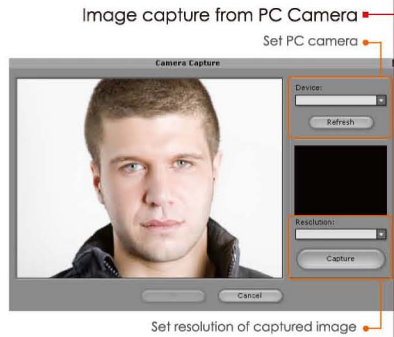


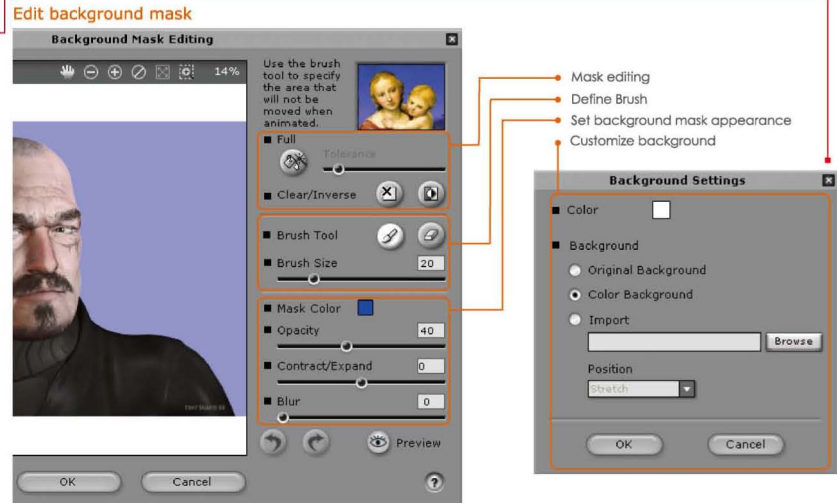
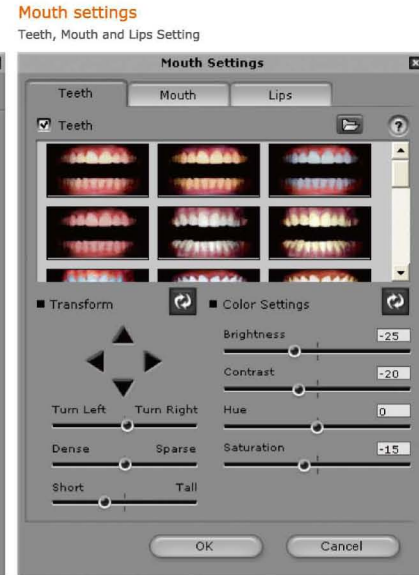
Interface for Model Creation



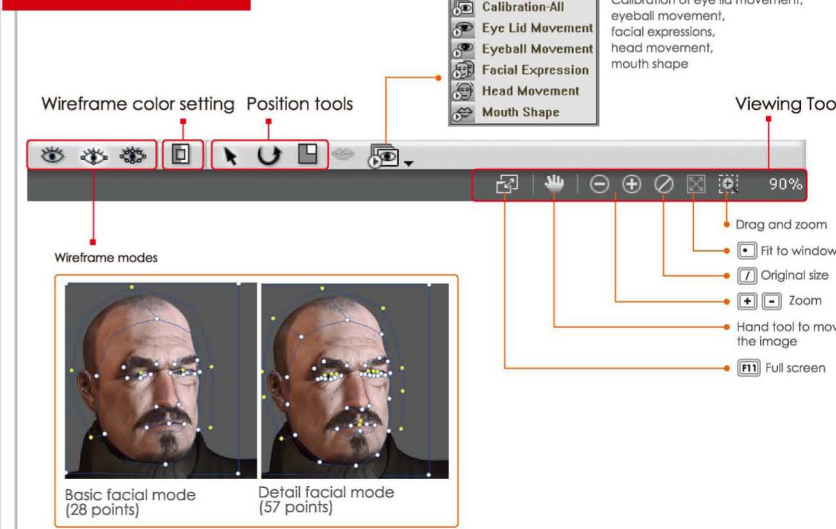
Model Creation Tools



- Import image (JPG, BMP, TGA, PNG)
- Edit imported image
- Multiple models 4-point fitting
- Adjust face orientation and apply face profile style to character
- Edit background mask
- Set background image or color
- Eye settings
- Mouth settings
- Model motion settings
- Undo, Redo
- Set model idle motion
- Set motion strength



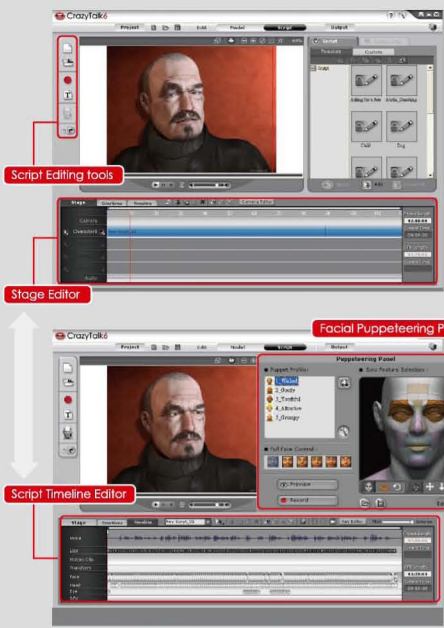
Wireframe Fitting Tools



Quick Reference Card

Facial Animation Creator **PRO**  
CrazyTalk 6

## Interface for Script Editing



## Script Editing tools

- Create new Script
- Import Wav, mp3 files
- Record Voice
- Text to speech
- Puppeteering Panel

## Puppeteering Panel

Blend new motions of selected features to existing keys.  
Record in various levels of accuracy  
Set puppeteering device

Shortcut for Puppeteering Profile :  
Change Puppet Profile: 1, 2, 3, 4, 5  
Change Full Face Control Mode: Q, W, E, R, T, Y

Match attitudes for selected personality  
Preview or record puppeteering results

Control head movement  
Animate camera effects

Get more puppet profile  
Solo Feature Control Panel  
Clear and reset settings  
Define custom puppet profile or edit existing profile

Click to edit value

Select personality profiles

Select default SFX from the SFX library

Customize voice effects of pitch scale, head size, robot and echo

Import SFX image and edit SFX background mask

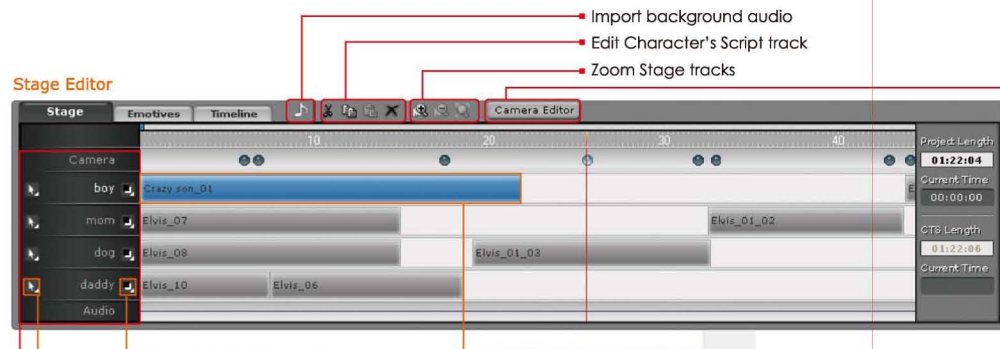
Set SFX location

Control the speed, size and opacity of SFX

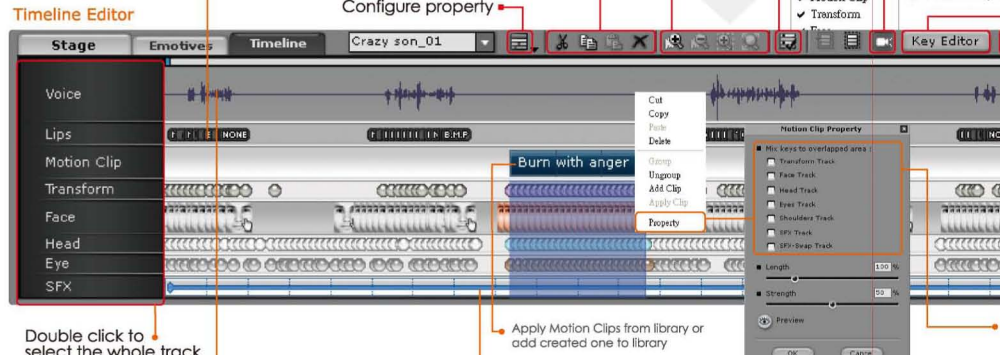
Edit text bubble message

Control facial muscle movement

## Stage Editor & Script Timeline Editor



- Stage Editor**
- Import background audio
  - Edit Character's Script track
  - Zoom Stage tracks
  - Swap the level of character layer
  - Swap Track and Rename
  - Double click to select the whole track
  - Zoom Timeline tracks
  - Edit track on the Timeline
  - Configure property



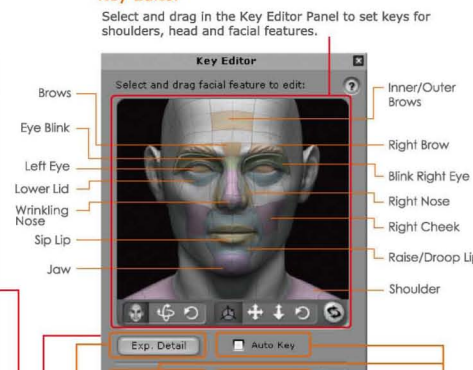
- Timeline Editor**
- Double click to select the whole track
  - Apply Motion Clips from library or add created one to library
  - Add special effects
  - Import SFX image and edit SFX background mask
  - Set SFX location
  - Control the speed, size and opacity of SFX

## Camera Editor

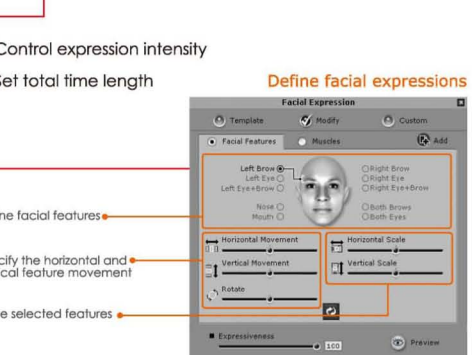


- Select and drag in the Camera Editor Panel to set keys for camera.
- Zoom Setting Editor
- Turn on / off the stage camera

## Key Editor



- Select and drag in the Key Editor Panel to set keys for shoulders, head and facial features.
- Change the strength of the movement of muscles on the face
- Add a neutral key
- Add or modify a key on each mouse-up event



- Define facial expressions**
- Define facial features
  - Specify the horizontal and vertical feature movement
  - Scale selected features
  - Control facial muscle movement

## Shortcut List

Function	Keyboard Shortcut (Hotkey)
Cancel	[Esc]
Undo	[Ctrl] + [Z]
Redo	[Ctrl] + [Shift] + [Z]
Save Project	[Ctrl] + [S]
Open Project	[Ctrl] + [O]
Zoom out	[+]
Zoom in	[-]
Original size	[7]
Fit to window	[F]
Full Screen [open/close]	[F11]
Select Multiple Control Points	[Ctrl] + Click Control Point to add a point
Play/Stop	[Space]
Add Model to Custom Library	[Ctrl] + [Shift] + [S]
Open Face Orientation Panel (Profile Setting)	[Ctrl] + [M]
Toggle Mask Tool - Paint / Erase	[B]
Cut	[Ctrl] + [X]
Copy	[Ctrl] + [C]
Paste	[Ctrl] + [V]
Delete	[Del]
Add Script	[Ctrl] + [Shift] + [S]
Add Motion Clip	[Ctrl] + [Shift] + [S]
Change Clip Speed	[Ctrl] + Drag clip edge
Copy Clip	Drag clip edge to repeat clip
Zoom in	[Ctrl] + [+]
Zoom out	[Ctrl] + [-]
Zoom-extend all	[Ctrl] + [7]
Play/Stop	[Space]
Toggle Camera Editor	[Ctrl] + [E]
Toggle Key Editor	[Ctrl] + [K]
Toggle Puppeteering Panel	[Ctrl] + [P]
Change Puppet Profile	[1], [2], [3], [4], [5]
Change Full Face Control Mode	[Q], [W], [E], [R], [T], [Y]
Puppeteering Panel - Record	[F10]
Puppeteering Panel - Preview	[F12]
Rename Custom Data - model, script, eyes, SFX, Clip	[F2]
Save Project with Compressed Image Size	[Ctrl] + Click on "Add" button (save project)
Save Model with Compressed Image Size	[Ctrl] + Click on "Add" button (save model)