

Mimic Live! User Guide

Brief overview

Mimic Live makes lip-synching your characters as simple as talking. Just talk into your microphone and your characters will be animated to match, in real-time.

Getting Started

- Open DAZ Studio and load a figure.
- Select the figure in the scene.
- Make sure the Mimic Live options are set how you want them.
- Click the capture button.
- Talk into your microphone.
- The figure will start talking along with you!
- When you're done, click the capture button again to stop the capture.

Important Notes

- Mimic Live uses the "default" audio devices for audio recording and playback. This means you must have a default recording device (microphone) and output device (speakers) set up on your operating system. To change what devices Mimic Live uses (for example to use a different microphone) you must change the default device on the operating system.
- Mimic Live can automatically find DMC configuration files for many common DAZ figures (These files describe which morphs should be used for various mouth shapes). If it can't figure out which configuration file should be used, you will be prompted to manually choose one.
- Depending on your settings, when you finish a capture session, you may be prompted to choose a location to save a recorded audio file.

Interface descriptions

Interface Control	Description
Start Capture Button	This button starts and stops a Mimic Live Capture Session. Mimic Live will begin analyzing the sound coming into the microphone, and generating lip-sync animation to match it. Depending on how other options are set, the animation results may be recorded, and the sound may be recorded and/or played back over the speakers.
Gesture Controls	In addition to lip movements Mimic Live can also generate secondary facial gestures like eyebrow raises, eye blinks, and head movements. The checkboxes in this section control whether or not these gestures should be generated. The main "Do Gestures" checkbox turns all gestures on and off, while the individual checkboxes provide finer

control. These settings may be useful in cases where you're relying on other sources for animation data. For instance you might be getting head movement from Puppeteer or aniMate, so you could uncheck the "Move Head" option to prevent conflicts between these tools.

Record Results
Checkbox

This controls whether the results of a capture session will be recorded. With the option on, lip-sync animation data (in the form of key-frames on various morph shapes) will be added to the DAZ Studio timeline, and an audio file containing the recorded sound will be produced. With the option off, no animation key-frames will be recorded and no audio file will be produced, but you will still see the lip-sync results as you talk in to the microphone. Turning this option off is useful in performance settings where you may be virtually "acting" in front of an audience, or just for testing purposes.

Clear Old Results
Checkbox

This controls whether the animation results of a previous capture session are removed before a new capture session is started. In general you will probably want this option on, so that you can easily do multiple "takes" to get just the right results, but in some cases you may want to leave previous results intact.

Play Back Audio
Checkbox

This controls whether or not the sound captured by the microphone will also played back over the speakers. There will be a slight delay that represents the amount of audio data that Mimic Live needs to look at in order to figure out which mouth shapes to produce. This delay is adjustable (to an extent). See the "Delay Slider" section for more details. The audio sent to the speakers is delayed so that it will match up with the animation results. Turing this option on can give you a better idea of how well the final animation is lining up with the audio, but it can also easily introduce feedback noise. This option is useful in performance settings where you may be virtually "acting" in front of an audience, and you want to send the audio from the microphone to speakers in another room.

Recorded Audio File Controls

This option controls where the file containing the recorded audio will be saved. Clicking the browse button to the right lets you choose a file location. If you haven't specified a file, then you will be prompted to choose one after a capture session is stopped.

Delay Slider

In order to produce lip-sync results, Mimic Live has to look at small "chunks" of audio data. For each chunk of audio, Mimic live can decide what mouth shapes should be produced to represent that chunk of audio. The bigger these chunks of audio are, the more accurate the mouth-shape analysis will be. Unfortunately, bigger audio chunks also mean the resulting animation lags behind the audio input more. The "Delay" slider adjusts the size of the audio chunks (in milliseconds) that are passed to Mimic Live, and hence the delay between when you speak a word and when the lip movements for that word will appear. Lower values (down to the 120 millisecond lower limit) will mean

less animation-lag, but less accurate animation results. Higher values (up to the 1000 millisecond upper limit) will mean more animation-lag, but more accurate animation results.

Animation Interval Slider

This slider controls how often the figure is updated with new lip-sync data during a capture session. A value of 100 milliseconds means the figure is updated 10 times a second. This value can be adjusted according to your needs.

Configuration File Controls

In order to work with many different figures which can have many different set-ups and morph shapes, Mimic Live relies on configuration files that tell it, for a particular figure, which different morph shapes should be used to form particular mouth shapes used for speaking. These configuration files have a ".dmc" file extension, and several are included as part of DAZ Studio. Mimic Live already knows about some of DAZ 3D's most popular figures and can find configuration files for them automatically. Mimic configuration files for other figures can be found in the "Resources" section of figure product pages on the DAZ 3D online store. The "Configuration File" settings in Mimic Live let you browse for a particular configuration file to use during a capture session.