Michael3XprssnMagic

Welcome to Michael3XprssnMagic!*

This program is a free-standing application. To use the expression information you must own the Michael 3 figure. It can be found (with my other products) at: daz3d.com.

Michael3XprssnMagic lets you copy into Poser or DAZ Studio the morph dial settings from any combination of the 41 eye and 66 mouth poses. Existing face-shaping dial settings on the figure will not be overwritten by these expression settings.

* This Adobe Acrobat file is easier to read on-screen if you select "Continuous" from the View menu above. Also turn on "Show Bookmarks" in the Windows menu, so you can quickly jump to a topic.

Installing the Files

This product comes in **three versions**: a free-standing version for PCs (M3XprssnMagicPC), another for Macs (M3XprssnMagicMac), and a third version (M3XprssnMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

Place your preferred **M3XprssnMagic** file anywhere you find convenient (some PC configurations will not let an application execute in certain locations or external drives (see the File List at the end of this guide, if you have difficulties).

Note that the M3XprssnMagicShockwave.html and the.dcr file must be kept together in the same location (the .dcr can only be run by the .html web browser file) and you must not rename the .dcr file, or the .html file will not be able to find and launch it.

For DAZ Studio users, there is the included XprssnMagic Importer 4 script, which enables pasting XprssnMagic morph dial combination settings to a Michael 3 figure. Place the script in your DAZ Studio My Library's Script folder.

Preparing the Michael 3 Figure

Because it takes advantage of injection morph technology, Michael 3 does not need to have all its morphs loaded into the figure at once. In order to use Michael3XprssnMagic, you must have "injected" the standard expression morphs into your Michael 3 figure with **the provided pose file (XprssnMagicM3.pz2)**. All the 51 necessary morphs come with the basic Michael 3 figure.

To load the morphs:
• select the Michael 3 figure's head
• apply from the Poser library: Pose | !M3 All Morphs INJ | XprssnMagicM3
• after the expression dials appear, you can use Michael3XprssnMagic

Note: The expression morphs can be removed from the figure with the Poser library: Pose | !M3 All Morphs REM | XprssnMagicM3

Using Michael3XprssnMagic

Launch the program by double-clicking on the Michael3XprssnMagic icon.

1. Click one of the eye xprssns on the scrolling list at the left. The top half of the preview face frame in the center will show your chosen eye pose.

2. Click one of the mouth xprssns on the scrolling list at the right. The bottom half of the preview face frame will show the mouth pose.

3. When you get a combined xprssn that you want to transfer into Poser, make sure you press the **"Copy to Clipboard" button**.

<div align="center">

[Copy to Clipboard]

</div>

Using with Poser

1. **Launch Poser**. (If for some reason you can't run both programs at the same time, just close M3XprssnMagic; the copied information will remain in the Clipboard.)

2. In Poser, load a Michael 3 figure and **select the head**.

3. Select **Edit | Paste** from the menu (or use the keyboard paste command Control-V) to set the morph dials that will create your chosen expression.

4. If the new xprssn combo does not appear, click on another body part, then back to the head, to force the screen to redraw – some versions of Poser can be quirky about refreshing the screen properly

5. You can now fine-tune the dial settings, if you want to adjust the expression. This may be necessary when the figure's face has been significantly morphed.

Using with DAZ Studio

XprssnMagics work by copying to your computer's **system clipboard** the dial settings for the selected eye-mouth combos. Unlike Poser, DAZ Studio does not let you paste system clipboard data directly to a figure. However, you can do so by way of the included script **XprssnMagic Importer 4** (See DAZ Studio script).

1. Follow the script's installation directions.

2. In XprssnMagic, select an eye-mouth combo, click the "Copy to Clipboard" button.

3. In DAZ Studio select the **head** of a Michael 3 figure.

4. Run the XprssnMagic Importer 4 **script**, which will bring up a window.

5. Click inside the script window and paste.

6. Click the "**Apply**" button. The window will close and the xprssn will be applied.

Shockwave Version

To use the Adobe Shockwave version, open in your web browser the file M3XprssnMagicShockwave.html. It and the dependent file M3XprssnMagicShockwave.dcr must be in the *same* location (anywhere convenient) and you must not rename the .dcr file, or the .html file will not be able to find and launch it.

Use the Shockwave version with DAZ Studio or Poser as instructed above.

You must have a current version of **Adobe Shockwave Player** (not to be confused with the Adobe Flash Player) installed in your web browser.

If needed, use this link to get the Shockwave Player (or go to adobe.com and search for "Shockwave") Follow directions to download and install the appropriate player for your operating system and browser(s):

http://www.adobe.com/shockwave/download

The "Neutral" vs. "NoChange" Poses

At the top of the eye and mouth pose lists are both a neutral pose, which sets all that list's expression morph dials to zero, and a no change pose, which does not copy settings for that list's expression dials. Together, they give you greater control of Michael 3's expression morphs.

- The **eyesNeutral** pose allows you to zero any eye expression settings on the figure, independent of your choice on the mouth expressions list.

- The **eyesNoChange** pose leaves an existing eye expression unchanged, while allowing you to set a new expression for just the figure's mouth.

- The **mouthNeutral** pose allows you to zero any mouth expression settings on the figure, independent of your choice on the eye expressions list.

- The **mouthNoChange** pose leaves an existing mouth expression unchanged, while allowing you to set a new expression for just the figure's eyes.

Why So Many Combinations?

We humans are sensitive to extremely subtle differences in expressions, conveying a wide range of emotions. Simply setting a smile morph on the mouth of figure, for example, usually does not give a believable, realistic smile. In fact, a smile without even the smallest change in eye expression gives us the feeling that the character's response lacks warmth and authenticity (which may occasionally be the effect you're after).

Seldom are our expressions perfectly symmetrical on the right and left sides, and the asymmetry of these poses can also convey emotional subtleties.

By having many variations available you can create an expression that fits a particular situation. You also can avoid using the same stock expression on all the characters in a scene or on one figure in a series of images or an animation. Also, one variation of an expression may look better from a particular angle than another.

In addition, although the expressions are previewed on the basic Michael 3 face, they have been developed for use with the many face shapes that can be created with the Michael 3 figure. You will find that some variations are more effective on a particular character than others (especially on heavily-morphed mouths).

You may have to experiment to find the expression that sets the mood you want for your character. Of course, you can further adjust the expression in Poser and save it in the library for future use (see the following section).

The Names Are Guides Only
Don't rely too much on the eye and mouth names when creating your expressions. Sometimes we convey complex or conflicted emotional messages by "mismatching" expressions on the upper and lower halves of our faces.

You will find that using a "smile" mouth xprssn will give your characters a very different mood when teamed with an "angry", "dismay" or "suspicious" eye setting than it does when used with a "happy" or "stare" one. A silly smile can turn sinister when paired with a particular eye pose.

Michael3XprssnMagic Morph Dials

The following 51 morphs are used by Michael3XprssnMagic. The names are those on the morph dials, not the internal names used by XprssnMagic.

When you apply an expression to a Michael 3 figure, any existing settings for these dials will be overwritten. Any dials not listed will be unchanged.

Eye Expression Morphs
BrowArchR
BrowArchL
RBrowUp
LbrowUp
BrowDownR
BrowDownL
BrowFrownR
BrowFrownL
BrowWorryR
BrowWorryL
Blink Left
Blink Right
EyeWince1L
EyeWince1R
EyeWince2L
EyeWince2R

Mouth Expression Morphs
NoseWrinkle
CheekSmileR
CheekSmileL
PartLips
OpenLips
OpenLips2
OpenMouth
MouthSing

MouthSpeak
MouthYell
Smile1
Smile2
SmileOpen
SmileRight
SmileLeft
Frown
Frown Left
Frown Right
Snarl
SnarlRight
SnarlLeft
MouthDisgust
LipUpDown
LipLoDown
LipsPucker
LipsPucker2
Mouth A
Mouth F
Mouth F!
Mouth M
Mouth O
Mouth U
Mouth CH
Mouth SH
Mouth TH

Character Faces
No face-shaping morph settings are used in the XprssnMagic xprssns. However if a character face has been created that includes any of the morphs on the preceding list, any xprssn that also uses the same morph(s) will overwrite part of the character face setting. To prevent this, you can spawn a morph from the character dial settings, set it to 1, and then apply the xprssn.

Pose Interference
Be aware that some careless creators of body or face-shaping poses include all the head morphs in their poses, even when the expression morphs are set to zero. Using such a pose will overwrite an M3XprssnMagic xprssn you have previously applied to your figure. If you find this happening, first apply the body pose and then the M3XprssnMagic xprssn (which does not affect any head position settings or the morph dial settings of other body parts).

DAZ Studio Script

To use M3XprssnMagic in DAZ Studio you must use the script **XprssnMagic Importer 4**, included in this product's file downloads.

The first version of this script for DAZ Studio 2 was written and shared by **Guandalug Ia'Fay** in 2007. It has been updated and adapted for DAZ Studio 4 by **Richard Hazeltine**. Many thanks to both for their generosity to our community.

File List

Most users can place these files anywhere convenient:
M3XprssnMagicPC (free-standing PC application).
M3XprssnMagicMac (free-standing Mac application).
M3XprssnMagicGuide.pdf (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*:
M3XprssnMagicShockwave.html (to be opened in a web browser)
M3XprssnMagicShockwave.dcr (runs within the .html file)

This file will inject the M3 expression morphs (and REM/remove them) and can be placed anywhere convenient in the Pose library:
Pose | !M3 All Morphs INJ | XprssnMagicM3.pz3
Pose | !M3 All Morphs REM | XprssnMagicM3.pz3

For DAZ Studio - place this script in your DAZ Studio Library's Script folder:
XprssnMagic Importer 4 (run in DAZ Studio to import xprssn settings)

Note: Some PC security configurations will not let an application execute in certain locations or from external drives. First check that the location is not set for Read Only. Try moving M3XprssnMagicPC into the Programs folder or using the Shockwave version.

Some international users may have to set their system to U.S. English.

Thank you for purchasing M3XprssnMagic!

At [daz3d.com](daz3d.com) you will find XprssnMagics for other Generation 3, Generatiion 4, Genesis and Genesis 2 figures, as well as V4FaceMagic and V4A4HipHopMagic.
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