Michael2XprssnMagic

Welcome to Michael2XprssnMagic!*

This program is a free-standing application, however, to use the expression information you must own Poser 4, and the Michael 2 figure. It can be found at: http://www.daz3d.com/

Michael2XprssnMagic lets you copy into Poser the morph dial settings from any combination of the 38 eye and 41 mouth poses. Existing face shaping or speech dial settings (except for Mouth F!) 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.

Using Michael2XprssnMagic

Launch the program by double-clicking on the Michael2XprssnMagic program.

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

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

4. **Launch Poser**. (If your computer cannot run both programs at the same time, close Mike2XprssnMagic; the information will remain in the Clipboard.)

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

6. 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.

7. You can now fine tune the dial settings, if you want to adjust the expression.

The Expressions and Various Michael Faces

The Preview Face

I find the unmorphed (Michael 1) face's upper lip too thin for most characters. The Michael 2 morph's mouth is much easier to work with, especially for expressions. Therefore, the preview face shown in the center panel of Mike2XprssnMagic uses the unmorphed (Michael 1) face, plus the Michael 2 fuller mouth.

You can match the preview face by setting:
- the "Michael 2" morph dial = 0
- the "Lips3" morph dial = 0.8

Michael 2

The Michael 2 figure's default setting has the first dial in the Head's morph stack ("Michael 2") automatically set with a value of 1.0. The Michael2 face gives the standard Michael 1 face a larger jaw and reshaped mouth and nose. If you are applying the expressions to this default face, it will respond like the Preview face.

Unmorphed Michael Face and Others

If you use the expressions on the Michael 1 face (Michael 2 = 0) or on a character with a very thin upper lip, you may want to fine-tune the dial settings to get a more realistic look.

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 ta basic Michael face, they have been developed for use with the many face shapes that can be created with the Michael 2 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" expression 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.

Saving An Expression

The Micheal2XprssnMagic poses have been carefully created so they do not overwrite any face-shaping or speech dial settings that you may already have on your figure.

If you save a modified expression as an .fc2 library file, be sure to remove the face-shaping and phoneme dial settings, so you won't overwrite any settings you might already have on a figure when you apply the face file. To do this:

Click the + sign at the bottom of the Faces library.
In the dialog box that appears, click the "Select Subset" button.
A Hierarchy dialog will appear.
All the head dial parameter boxes are checked (included).

Click to uncheck each of the boxes for the face-shaping and speech dials (all the dials that are **not** in the list in the following section), then click the "OK" button.
(If you understand Poser file structure, you can more quickly delete the dial settings from a saved full .fc2 file using a text editor.)
Name your new expression file and click the "OK" button to save.

Mike2XprssnMagic Morph Dials

The following dials are used by Michael2XprssnMagic. When you apply an expression to a Michael2 figure, any existing settings for these dials will be overwritten. Any dials not listed will be unchanged.

Eye expressions:	**Mouth expressions:**
BrowArchR	NoseWrinkle
BrowArchL	PuckerLips
RBrowUp	PurseLips
LBrowUp	PartLips
RBrowDown	OpenLips
LBrowDown	Yell
BrowFrownR	Smile
BrowFrownL	Smile2
Worry Right	Open Smile
Worry Left	Smile Right
EyeWideR	Smile Left
EyeWideL	Frown
Blink Right	Frown Right
Blink Left	Frown Left
Wince Right	Snarl Right
Wince Left	Snarl Left
EyeWince2R	Mouth F!
EyeWince2L	

Face-Shaping Morphs

No face-shaping morph settings are used in these poses. If you use them on a character face that uses one of the morphs on the preceding list, some of the expressions will overwrite that part of the character setting. You can spawn a morph of the character dial setting, giving it another name, to prevent this.

Phoneme/Speech Morphs

Although you usually will not combine the mouth expressions with speech, none of the speech morphs (**with the exception of Mouth F!**) have been used to create these expressions.

Using with Mimic

Mouth Dials: Note that the Mimic program uses the Micheal 2 mouth morph dial "MouthOpen" to produce .pz3 pose files for use with Poser figures. This dial is not used by the Mike2XprssnMagic mouth expressions, which use positive and negative settings for the "OpenLips" dial instead. However, settings on both these programs will affect the amount that the figure's mouth is opened.

Eye Dials: In addition, you can instruct Mimic to add eye blinks and eyebrow movements to the speech pose file, which include settings for the morphs "Blink Right", "Blink Left", "RbrowUp" and "LbrowUp". These morph dials are also used by the expressions, so if you use the morph information from both these programs in the same animation sequence, you should check your animation for conflicting settings.

Animation

Interpolation

There are several choices for animation interpolation in Poser, which determines how changes between two poses are made. Poser's default animation interpolation is Spline (green frames in the Animation Window). Spline interpolation gives a more natural curve between poses, but often causes an overshoot of the settings at one or more points in the animation. This can be confusing and difficult to control, especially for new animators.

When you paste the Michael2XprssnMagic expressions to a figure in Poser, the animation interpolation is set as Linear (orange frames). All other elements' interpolation settings will be unchanged.

Adding Expressions

To add expressions to an existing animation, open the Animation Window.

- If you want to maintain the character's existing expression until a specific frame, click that frame in the Head channel for the figure, and click the "**+**" (Add Keyframe) button. (Make sure the small button "This Element" is clicked,
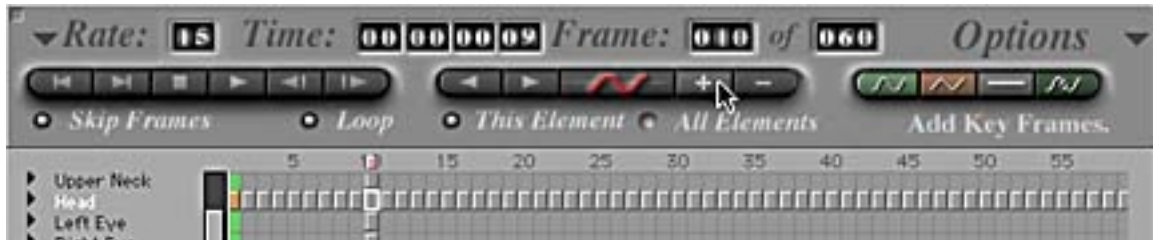
so you don't affect any other elements.)

- Then click the frame where you want the Michael2XprssnMagic pose to be
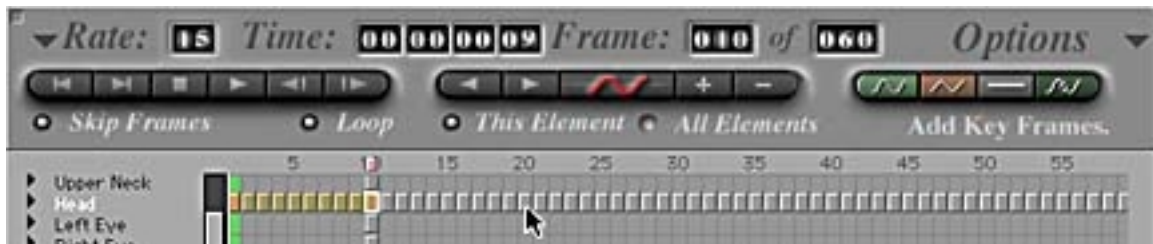
fully applied, and paste it in.

- The pasted pose will set keyframes in the channels affected by the expression you chose. It will not affect any settings in other channels.

- If you want the new expression held until a specific frame, click that frame and set another keyframe.

- Repeat for the next expression.

- The speed with which each new expression appears will depend on the number of frames between keyframes, and the frame rate of your animation.

- To fine-tune the animation's timing, you can move a keyframe, by clicking and holding over it until the crossed-arrows cursor appears, then dragging to a new position.
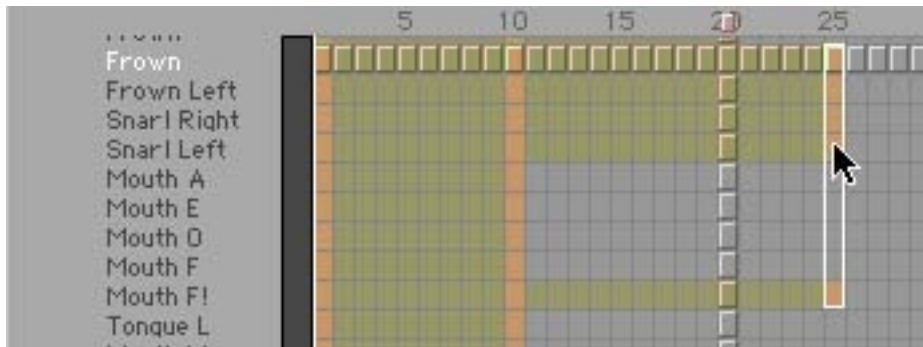
I hope you enjoy Michael2XprssnMagic. You may also be interested in **DialMagicMillennium**, pose files that hide/shows selected groupings of head morph dials (eyesBrows, nose, speech, etc.) making them easier to find and work with. The package includes a set for Victoria, the Millennium Girls and Millennium Boys, and another for Michael and Stephanie.

It can be found in the software section of the DAZ store:
http://www.daz3d.com/
Thank you for your support! Elisa Griffin / gryffnn