

# SadieXprssnMagic

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## Welcome to SadieXprssnMagic!\*

This program is a free-standing application. To use it you need 3D Universe's **Toon Girl Sadie**, available at [daz3d.com](http://daz3d.com) (sku:5865, *not* Sadie for Genesis), or Toon Boy Sam.

SadieXprssnMagic lets you copy into Poser or DAZ Studio the morph dial settings from any of the 68 eye and 83 mouth poses – giving you over 5,000 xprssn combinations! Existing head position or 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 (SadieXprssnMagicPC), another for Macs (SadieXprssnMagicMac), and a third version (SadieXprssnMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

Place your preferred **SadieXprssnMagic** 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 [ShockwaveXprssnMagic](#).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 Sadie or Sam figure. Place the script in your DAZ Studio My Library's Script folder.

The 21 **EyeTarget** pose files (which provide an alternate method for setting some xprssns' eye positions) can be placed with the 3D Universe Toon Girl Sadie or Toon Boy Sam pose files, or wherever you chose in the Pose library.

## About Sadie

While the Sadie figure is fun to work with, it does present some challenges:

The **limits** on Sadie's expression dials are mostly set between 0 and +1, so combinations of dials using higher and or negative settings can not be set, somewhat restricting the range of possible expressions.

The figure's eyes are controlled with an **Eye Target** body part, which can not be set with head dials. So a separate paste operation is necessary for some eye xprssns. (See Preparing the Eye Target below and [Eye Target Settings](#).)

The **28 viseme/speech morph dials** are combinations of the other mouth expression dials, and SadieXprssnMagic xprssns do not use these dials. However, each mouth xprssn includes **zero** settings for all the speech dials, so that any previous settings on them will not distort the xprssn.

## Preparing The Eye Target

To fully use the 21 poses marked with a star (\*) in the eye pose list, the EyeTarget body part (which is parented to the head and can be found under Head Parts in the Parameters tab) must be active. Just select Sadie's head and apply the pose "**Eyes PointAt ON**" (in Pose/ 3D Universe/ Toon Girl Sadie).

You can make the Eye Target , RightEye Target and LeftEye Target **invisible** by unchecking the visible box in their properties tab. (Toon Boy Sam includes an "EyeTool HIDE" pose that can also be used for Sadie.)

Although the explanations below may seem complicated, once the figure is prepared, only an extra paste operation is required to fully apply those 21 starred eye xprssns.

## Using SadieXprssnMagic

The SadieXprssnMagic expressions can be applied to any prepared Toon Girl Sadie or Toon Boy Sam figure (See [Other Figures](#)).

**Launch** the program by double-clicking the SadieXprssnMagic icon. At the opening screen click the "Run SadieXprssnMagic" button.

1. Click one of the eye xprssns on the scrolling list at the left. The top half of the center preview face frame 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. Click and hold the "Toggle to Side View" button below the center preview image to see the xprssn combo from the right side. Release the mouse button to return to the front view.

**Toggle to Side View**

4. When you get a combined expression that you want to transfer into Poser, be sure you **click** the "Copy to Clipboard" button (otherwise you will paste any previously copied morph settings).

**Copy to Clipboard**

5. Eye rotation (up-down and side-side) settings for the 21 eye xprssns marked with a star (\*) are applied **differently** to Sadie's Eye Target in Poser and DAZ Studio (see below).

## Using with Poser

1. **Launch Poser.** If for some reason you can't run both programs at the same time, just close XprssnMagic; the copied information will remain in the Clipboard.
2. In Poser, load a Sadie figure, prepare the Eye Target as instructed above 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. The 21 numbered eye xprssn names preceded with a star \* include eye positioning settings that must be **applied separately** by clicking the “Set Eye Target” button and pasting to Sadie's **Eye Target** head part **or** by using the included pose files (See [Eye Target Settings](#)).



6. 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 or if you want to add some asymmetry to an expression.

## 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 SadieXprssnMagic, select an eye-mouth combo, click the “Copy to Clipboard” button.
3. In DAZ Studio select the **head** of a Toon Girl Sadie or Toon Boy Sam 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.

7. When using one of the 21 \*numbered **eye xprssns**, you must then separately apply the corresponding pose library file (for example, 08RightShifty) to rotate the eyes up-down and side-to-side (See Eye Target Settings below).

## Eye Target Settings

The Toon Girl Sadie and Toon Boy Sam figures do not have head dials that control the up-down and side-side rotation of the eyes. Used instead is the Eye Target. (Make sure you select the **Eye Target** head part and **not** its dependent RightEye Target or LeftEye Target.)

The 21 numbered eye xprssn names (\*01-\*21) preceded with a star (\*) include eye positioning settings that must be **pasted separately** to the figure's Eye Target, by clicking the "Set Eye Target" button, then selecting the Eye Target and pasting.

**Set Eye Target**

If you click this button when any of the other non-starred eye xprssns are selected, it will copy **zero/reset** values for the four Eye Target dials to the system clipboard.

Since you can copy only one set of dial-setting values to and from your system clipboard at a time, in **Poser** you **must separately** paste the data from the buttons "Copy to Clipboard" and "Set Eye Target." If you click both buttons without pasting in between, the settings from first-clicked button will be overwritten by the second.

For **DAZ Studio** you can not use the "Set Eye Target" button, because the XprssnMagic Importer script does not recognize the Eye Target. So you must use the 21 provided eye pose files (below).

### The Eye Target Pose Files

As an **alternate** means for setting the Eye Target dials, a set of 21 pose library files are included. They **only** have settings for the Eye Target – **not** for the head expression dials used in the correspondingly numbered poses in the eye list.

In **Poser** this alternative is not required, but can be useful if you are setting a series of xprssns. You can keep both the pose library and the head parameters palette open, since the eye target pose files will apply no matter what part of the Sadie figure is selected, and switch quickly between them.

These pose files **must** be used for **DAZ Studio**, because the XprssnMagic Importer script will not paste settings from the “Set Eye Target” button. The script only pastes dial values to the Head body part, not to the separate Eye Target part.

The files set the Eye Target for the eye xprssns \*01-\*21. Pose **00EyeTargetZero resets** the four Eye Target dials to zero.

### **Mix-and-Match Eye Positions**

While the “Set Eye Target” button or Eye Target poses require an additional paste step, they also allow you to create **extra expression combinations**. That’s because you can add any Eye Target pose to any other eye xprssn.

Just choose an eye-mouth combo, paste to your Sadie figure, then select a **different** \*numbered eye pose, click the “Set Eye Target” button, and paste to Sadie’s Eye Target.

### **Shockwave Version**

To use the Adobe Shockwave version, open in your web browser the file SadieXprssnMagicShockwave.html. It and the dependent file SadieXprssnMagicShockwave.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 (a grey image with “No Change” text), which does **not** copy any settings for that list’s expression dials. Together, they give you greater control of Sadie’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.

## Other Figures

SadieXprssnMagic can be used for the **Toon Boy Sam** figure.

It can also be used with the add-on **Sadie 16** figure (and other character morphs). Since the Sadie 16 mouth is more pursed and fuller than the base Toon Girl Sadie figure, you may want to add small values to various mouth dials for some xprssns. In particular **MouthStretch** widens the mouth and **FrownLeft** and **FrownRight** bring down the mouth corners.

## 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 also can 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. More extreme expressions may be needed for a full-body or distance shot or cartoon situations.

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.

### **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" 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.

### **SadieXprssnMagic Morph Dials**

The following 71 morphs are set by SadiieXprssnMagic (the 28 speech morphs are set to zero). When you apply a SadiieXprssnMagic xprssn to a Toon Girl Sadie or Toon Boy Sam figure, any existing settings for only these dials will be overwritten. Any dials not listed will be unchanged.

#### **Eye Expression Morph Dials (12):**

EyeBlinkL	BrowAngryL	BrowWorriedL
EyeBlinkR	BrowAngryR	BrowWorriedR
BrowUp-DownL	EyeWinceL	EyeWideL
BrowUp-DownR	EyeWinceR	EyeWideR

#### **Plus Eye Target Dials (4):**

Eyes-Cross	Look.Up-Down
Look.Side-Side	Look.Spin

#### **Mouth and Tongue Morph Dials (27):**

MouthFrownR	MouthGrin	LipTopUp
MouthFrownL	MouthBareTeeth	LipTopDown
MouthOpen	MouthStretch	TongueLift
MouthUpDown	MouthPurse	TongueSideSide
MouthSide-Side	LipsPucker	TongueBend
MouthTwist	LipsOpenMiddle	TongueLength
MouthSmileL	LipLoBite	TongueTwist
MouthSmileR	LipLoUp	TongueBackup
MouthOpenSmile	LipLoDown	TongueTipUp

#### **Viseme/Speech Morphs (28):**

(These are not used by the xprssns, but are set to zero.)

Mouth-IY	Mouth-ER	Mouth-R
Mouth-IH	Mouth-AX	Mouth-W
Mouth-EH	Mouth-S	Mouth-B
Mouth-AE	Mouth-SH	Mouth-D
Mouth-AA	Mouth-F	Mouth-G
Mouth-AW	Mouth-TH	Mouth-T
Mouth-AY	Mouth-M	Mouth-K
Mouth-AH	Mouth-N	Mouth-CH
Mouth-UH	Mouth-NG	
Mouth-UW	Mouth-L	

### Other (Unaffected) Morph Dials

Settings on Sadie's other **head position, scale and face shaping** (nose, teeth) dials, including those added by most morph and character products will **not** be affected by SadieXprssnMagic, unless they use expression morphs to create a face. (Extreme eye and mouth shapes may require fine tuning the expressions.)

### 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 a SadieXprssnMagic xprssn you have previously applied to your figure. If you find this happening, first apply the body pose and then the SadieXprssnMagic xprssn (which does not affect any head position settings or the morph dial settings of other body parts).

### DAZ Studio Script

To use SadieXprssnMagic 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 la'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:

**SadieXprssnMagicPC** (free-standing PC application)

**SadieXprssnMagicMacOSX** (free-standing Mac application)

**SadieXprssnMagicGuide.pdf** (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*.

**SadieXprssnMagicShockwave.html** (to be opened in a web browser)

**SadieXprssnMagicShockwave.dcr** (runs within the .html file)

These files can be placed in the **Pose : 3D Universe** folder for convenience:

00EyeTargetZero.png	00EyeTargetZero.pz2
01UpHopeful.png	01UpHopeful.pz2
02UpExasperated.png	02UpExasperated.pz2
03DownLooking.png	03DownLooking.pz2
04DownAshamed.png	04DownAshamed.pz2
05Left.png	05Left.pz2
06LeftShifty.png	06LeftShifty.pz2
07Right.png	07Right.pz2
08RightShifty.png	08RightShifty.pz2
09UpLeftQuestion.png	09UpLeftQuestion.pz2
10UpLeftScared.png	10UpLeftScared.pz2
11UpRight.png	11UpRight.pz2
12UpRightThoughtful.png	12UpRightThoughtful.pz2
13DownLeft.png	13DownLeft.pz2
14DownLeftSurprise.png	14DownLeftSurprise.pz2
15DownRightSurprise.png	15DownRightSurprise.pz2
16DownRightExamine.png	16DownRightExamine.pz2
17CrossedWide.png	17CrossedWide.pz2
18CrossedNose.png	18CrossedNose.pz2
19CrossedNoseSilly.png	19CrossedNoseSilly.pz2
20DownSleepy.png	20DownSleepy.pz2
21DazedSleepy.png	21DazedSleepy.pz2

*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 SadiieXprssnMagicPC 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 SadieXprssnMagic!**

At [daz3d.com](http://daz3d.com) you will find XprssnMagics for various figures, including Generation 4, Genesis and Genesis 2, as well as V4A4HipHopMagic and V4FaceMagic. Elisa Griffin / gryffnn