# DOWNLOAD PDF CRAZY TALK 6 TUTORIAL

## Chapter 1 : TUTORIAL: Take Sketches to Finished 3D Characters with iClone | Animation World Network

*a basic tutorial on crazytalk 6 pro. This feature is not available right now. Please try again later.*

Slide your fingers to generate expressions, tilt your device to see your characters react, or shake to make them pop and sway. Then share your videos on YouTube, Facebook or through emails. The following features are only available in the Paid version. Additional voice morphs like chipmunk, robot, monster and more. Custom motion recording controls to layer unique expressions. Import iTune music to create singing characters with the track of your choice. Tilt in different directions to have your character follow and look-at you. Flick your wrist forward and backward to see your actor pop out. Gently shake from side to side to see your character sway. Shake up and down to bounce on the screen, or rock vigorously to go all out! Make use of the logically designed layout to accurately control specific facial movements. Auto Animate Actors with Your Voice The audio lip-syncing engine animates any character with corresponding mouth shapes. With the Auto Motion technology, you can use your own voice energy to control the intensity of your animations. You may also choose to fade in and fade out, to get the smoothest results. Unlimited Creations with CrazyTalk7 With CrazyTalk7 desktop, you will be able to create original characters from images or photographs, and later upload your CrazyTalk projects and actors to your iDevices to play and share with friends for real-time animation. Expandable Content Library Add beautifully crafted, ready-to-animate actors straight from the online store. You may also get the additional animation style pack with various idle motions, puppet profiles and auto motion styles to enrich your animation. Morph Your Voice Upgrade to unlock additional voice morphs like chipmunk, robot, monster and more. Record Animations Play with the power of free-mode puppeteering and explore an infinite amount of possibilities. Upgrade to unlock custom motion recording controls to layer unique expressions. Upload video messages to YouTube or Facebook to share with friends and family. Send your video animations through email attachments right on your phone. App Store is a service mark of Apple Inc.

## Chapter 2 : COMPUTACIÃ"N: crazytalk animator tutorial en espaÃ±ol

*Lee completa la descripcion antes de ver el video porfavor ESTE TUTORIAL LO HICE CUANDO TENIA 13 AÃ'OS NO ES EL MEJOR VIDEO, NO TENDRA EL MEJOR AUDIO.*

Hanya dengan menggunakan foto atau ilustrasi dapat di buat sebuah animasi dengan cepat. Tidak harus menggambar per frame seperti aplikasi yang sudah ada di pasaran salama ini. Semua pergerakan, ekspresi, lip-sync dapat di lakukan secara otomatis cepat dan mudah. Kelebihan dari aplikasi ini adalah memiliki kamera yang dapat memberikan kesan ruang pada animasi anda. Banyak sekali kelebihan dan manfaat yang dapat anda dapatkan dengan aplikasi ini. Sabtu, 02 Juni Video Tutorial CrazyTalk Tutorials CrazyTalk animated tutorials have been created to introduce you to the application, guide you through the creation process and provide you with a few tips along the way. Each tutorial focuses on a different portion of the authoring process and will help you towards photo comedy, virtual avatar, and face puppet animation. Gregory Lee Video Title: This is a detailed tutorial video to guide users on the use of CrazyTalk 6 with 2 face profiles. In CrazyTalk Animator you can arrange different scene elements and props at different levels on the z-plane, but what about internal parts of a single character or prop? This tutorial will show you how to create more dynamic and realistic animations by using the layer key feature to arrange the various parts of a single character at different z-depth levels at different times in your animation. This new feature opens up a whole new world of possibilities for animating with CrazyTalk Animator. Watch this tutorial to see some examples and learn how to do it for yourself! This tutorial will show you how! If you get this process down, you can easily move on to creating your own custom characters and selling them in our marketplace! This tutorial shows how easy it is to import in your own scene elements such as image layers and flash files and combine them easily and simply to make an impressive looking montage video with CrazyTalk Animator in minutes! CrazyTalk Animator includes a comprehensive, flexible, and customizable content library where you can import in files from a variety of formats and save them as Animator props. You can also save your own custom animations and expressions as well. How do you do it? Watch and find out. The motion key editor is one of the many unique tools and an integral part of animation in CrazyTalk Animator capable of manipulating both facial expressions and individual body parts. In this video, you will learn the details of how to utilize this tool to add subtle motions or creative flair to your animations. CrazyTalk Animator builds on the capability of previous incarnations in the CrazyTalk series to morph images by now providing the ability for sprite animation! This tutorial will review the differences between morph-based and sprite-based animation, and provide a walkthrough on both manual and automatic sprite animation using the puppeteering tools and the sprite editor. There are a wide variety of options when it comes to exporting your work from CrazyTalk Animator. In this tutorial, you will have an overview about how you can set up a scene in CrazyTalk Animator using background image, image layer, prop, and the elements from external drive. And the special effects are shortly covered as well. CrazyTalk Animator - Puppeteering for Beginners 3: Masking Puppeteering Motions Description: In this tutorial, you will know how to select or deselect specific body part for motion layering. To apply specific body motion to an existing pose or motion, you may work with the body mask panel to reach the desired result. CrazyTalk Animator - Puppeteering for Beginners 2: In this tutorial, you will know the basic procedure to utilize the body puppeteering panel for character animation. You may know how to use a mouse or handheld device to control the motion by moving the direction vertically and horizontally in different speed. CrazyTalk Animator - Puppeteering for Beginners 1: You may know how to select a suitable profile and adjust the motion strength for different body parts in slider control mode. With CrazyTalk Animator, there are many ways to produce stunning animations within minutes. This tutorial will explain the different animation techniques such as facial and body puppeteering, sprite replacement, and motion key editing that you can use that will help you save copious amounts of time. As one of the most powerful tools included with CrazyTalk Animator, the Character Composer allows you to customize any of your vector-based or image-based characters in great detail. This tutorial will show you how to do everything from swapping hairstyles and facial features to editing the color of skin, garments, as well as importing in your own media

files to make your character truly unique. Ever wanted to take a full-body image of yourself and put it into an animation? While now you can! CrazyTalk Animator allows you to take a full-body photo of yourself, mask out the background, and assign a skeletal structure so you can animate yourself just like any other cartoon character on the screen. Use this tutorial to take a deeper look into how you can do this. Become familiar with sprite-based, morph-based, and even hybrid actors! You need to start somewhere right? Use this basic timeline animation tutorial to get a hang of all of the nifty little things you can do by using the timeline. This tutorial will also demonstrate how to create basic animations and manipulate the timing and other various aspects by using the timeline. CrazyTalk Animator is the first generation of CrazyTalk that allows you to use camera movement to create more dynamic and engrossing scenes. You can also select a true rotatable 3D view to change the z-depth of any character or prop to give your scene a true 3D feel. Since CrazyTalk Animator is taking animation to a whole new level by including full-body animation, the production environment has experienced a lot of upgrades and additions. This tutorial will briefly explain the new available functions and how to use them, so that you can get your animation underway! The Master Puppeteering Class will show you some tricks and tips to help you with using the Puppeteeing panel in CrazyTalk6. Plus, you will learn the uses of each solo facial feature and a suggested proceedure for layering puppeteeted animation. In this tutorial, you will know the basic procedure to create a talking avatar from scratch in CrazyTalk6. Several key features are also covered in this video: In this tutorial, you will know how you can easily create a dialogue with multi-actor. With the revolutionary feature Stage Editor, CrazyTalk gives you 4 times of the power to control your actors interactively. CrazyTalk6 brings you to the world of multi-character dialogue, by moving the camera and applying the text bubbles, you can even make multiple actors chat together like in a comic show. In this tutorial, you will know the tricks and tips of the "Animated Comics" project. In this tutorial, you will learn the basics for importing an image into CrazyTalk6 and then using the Face Fitting Wizard to bring your image to life. In this tutorial, we will go a step further to fine tune our images and animation for our imported images with detailed facial feature points. CrazyTalk6 - Custom Facial Features: In this tutorial, we will learn how to increase the realism of our images with digital teeth and mouth setting. In this tutorial, we will enhance our characters with vivid eyes and eye settings to create realism. In this tutorial, we will learn more about face fitting by using Face Profiles to enhance the animation. In this tutorial, we will learn how to eliminate stretching of backgrounds by masking the background. Also, we will learn more about 3 methods to mask the backgrounds from your character. In this tutorial, we will learn the various ways to create CrazyTalk Scripts CTS such as live recording, import audio, empty new scripts and using text-to-speech technology. CrazyTalk6 - Apply Emotion Description: CrazyTalk6 - In this tutorial, we will learn the 3 ways to quickly add emotion to your characters. CrazyTalk6 - Expression Management Description: In this tutorial, we will learn how to edit motion clips and create custom motion clips to add to your motion clip library. This tutorial will teach us how to use the key editor to create facial animation to enhance your scripts with the Key Editor. CrazyTalk6 - Puppeteering Guide Description: In this tutorial, you will learn how to create live recorded animation for your characters to enhance or control the motions and facial emotions of your characters. In this tutorial, we will learn how to add in Special effects and use the modification panel to create unique effects for our projects. CrazyTalk6 - Multi-actor Project Description: In this tutorial, we will learn how to add in multiple characters into your projects. CrazyTalk6 - Timeline Editor Description: In this tutorial, we will learn the basics of the timeline editor and the functions of the various tracks. Plus, you will learn how to use Key Editor and the Puppeteering Editor to create transform. Also the Special effect of fade in will be discussed. CrazyTalk6 - Stage Editor Description: In this tutorial, you will learn about the various functions of the stage editor including how to control character interaction and the functions of the CrazyTalk6 camera system. In this tutorial, we will learn how to render and export our projects in various formats to share our creations to the world, or to import into other applications to enhance our productions. Making Music Videos in 10 mins Description: In this tutorial you will be asked to choose your favorite song or video and create a music video of your own in under ten minutes. Using the audio from your favorite song and CrazyTalk, anyone can become a music video director instantly. Exporting and Embedding Flash Format Description: This tutorial describes how you can export Flash files and embed them into your web pages for personal or commercial

purposes. This document describes how you can enrich your Machinima movies in Second Life with CrazyTalk that avatars talk with lip-sync and expressions. In this tutorial, we also provide two scenarios that can help you apply CrazyTalk for different use purposes. Making two avatars interact or have a conversation where one avatar appears to be speaking to the other is very easy to accomplish with CrazyTalk 5.

## Chapter 3 : CrazyTalk Animator - Free download and software reviews - CNET calendrierdelascience.com

*Crazy Talk Tutorial Online Help Free Trial Download Introducing the Project Page You may save your creation as a project file to continue modifying whenever you want.*

By Guest not verified Friday, August 19, at 4: In that time my main focus has been on the creation of 2D assets for CrazyTalk Animator 2, including hand-drawn cartoon characters, props and scenes. Ten original hand-sketched cartoon faces, fully rigged as 3D head models for use in CrazyTalk 8. The limitless possibilities for these faces really becomes apparent when you apply them to the base models in Character Creator, where you can use the morph sliders to create an infinite number of characters from each face. Your custom characters can then be exported to iClone 6 for lighting, posing and rendering and are also ready for animation. This article is not so much a technical guide as a behind-the-scenes look at the way I create my art. As this is a creative process, there are certainly other ways to do this, this is just my way. It works for me. Take the tips and advice you can from this tutorial and apply your own ideas and ways of doing things. It is important to build the color in separate layers, so that you can always work backwards or make adjustments to individual layers without affecting the overall image. Take the original pencil sketch layer 1 and duplicate it layer  Starting with the lightest colors, begin to build up the color on the face. Use multiply to darken colors and use overlay and color to lighten colors. Draw the eyeball separate and keep the eye socket blank, so that you can later choose to either use the pencil sketched eyeball or one of the more realistic eyes that come standard with Character Creator. I find the Character Creator eyes give more realism to the character. Step 1 â€" Pencil sketch colored in Photoshop. The first thing to do is to rig the face as a 3D head in CrazyTalk 8. While the process itself is simple enough, thanks to the contour and texture alignment guides in CT8, the level of detail you can apply at this early stage is very impressive. You can even fit the mouth for lip synching for a full 3D performance. For this tutorial however I have used the completed Ogre face from my Comic Face pack, which includes 10 faces in total. Note that these CT8 generated heads will only work with CC base model characters, and not with G6 characters, or previous generation characters. Next, launch the face texture from the Modify window. In Photoshop you can edit the face texture so that the outer edges blend smoothly with the skin textures of the CT8 head model. Export your finished face texture as a. PNG file and then in iClone 6, select the head mesh of your character and open the edited. PNG texture file as your new Diffuse texture setting. For this tutorial I have applied the face to the base male model, which we will make adjustments to, to create the body shape we need for The Biker. The first thing I do when the comic face is applied is to remove the hair from the model we can add that later and replace the pencil sketched eyes with eyes provided within Character Creator, which have a lot more detail and give your figure more realism. Now you can begin to use the Character Creator morph sliders to customize the look of your character, down to the most intricate detail. For the purpose of this tutorial, I have used the Ogre comic face and will morph it to create a tough looking biker. Even though the finished biker artwork will have a high level of realism, we still want the character itself to have a cartoon feel. Therefore, I always scale up the size of the head for emphasis. Because The Biker is a large, intimidating character, I also increased the scale of the hands and feet. I also tend to lower the ears for cartoon characters. For cartoon characters like The Biker, I highly recommend using the stylized body morphs by Studio TokoMotion , which have a great cartoon quality while still retaining realistic proportions. And when exported to iClone6, they pose and animate perfectly. Baking also allows you to create more exaggerated features. You can morph a feature, bake it, then morph the same feature again, bake it again and so on. Although it may seem obvious, it is worth highlighting the importance of saving your progress. Each time I save, I save a new version of my work, rather than saving over the top of the same file. This allows me to work backwards to an earlier version if I need to, saving a lot of headaches. And I darkened his skin tone slightly so he has a more weathered appearance. I wanted him to look hardened and tough, and have a cartoon quality, but still maintain a high level of realism. These morph sliders give exaggerated, cartoony proportions to the human figure in TokoMotions original style, while still appearing realistic in their form. Again, for all my cartoon style characters I increase the scale of the head, hands and feet. In the case of

The Biker, this gave him an oversized, heavy look. By increasing his torso and leg length and adding more muscle to his frame, I was able to bulk up his body. I prefer to add the body morphs after I have finished styling the face. When you do this, the TokoMotion Character Morphs will also affect the look of the face, which can create new and interesting facial adjustments. I prefer work on the face and body morphs before adding clothing so I get a clear impression of who the character is. If you scale the head up, as I do, and you want to add accessories like hats and sunglasses to the face, be sure to zoom in J hotkey so that you can rescale and reposition the accessory and make sure they properly fit the character. For The Biker I used the bandanna from the Party Fun clothing pack , and then rescaled and repositioned it to fit the enlarged biker head. I applied the weathered JeansC and the checkered ShirtD. Finally, I added the fingerless gloves and the beard to the character to add the finishing touches, and my tough looking weathered and worn biker was complete. Lighting Once your character is posed correctly, switch back to the camera you created when you started in iClone. Adjust the cameras view of your character until both the angle of the character matches the scene it is to be placed in. For animation it is important that all your lighting is set up perfectly to light the shot, since all the final rendering will be done in iClone. However, this is not at all the case with a still shot to be finished in Photoshop, where you have two options: I prefer to create my own lighting effects in Photoshop, where I already have my character and background together, and I can manual adjustments and see the immediate effect on the finished artwork. So for now you only want to approximate the lighting in iClone. Additionally, if your adding your character in to a scene with very specific lighting e. If he were standing next to the glow of an open fire , then you may want to add that in with iClone as well by adding colored light sources. PNG file, ready to add in to the background you have selected. At this point I recommend you save your project. I always output at the highest resolution of x to get the most detail. When you export your final character, it is beneficial to apply a variety of lighting and shadow options and save each render. These can be layered on top of each other in Photoshop and you can choose the layer or parts of layers that give the best results. To begin with, I turn all the lights off, then turn them on one at a time and render the character with this light only on. Do this for each light, and then do a final render with all lights on. There are four options for shadows: You can end up with four or more final renders of your character, each with different lighting results. PNG character files and then align them so that they are all directly on top of each other on separate layers over your background image. Roughly position your character in the background. To really sell the finished image to the viewer, try and have your character interact with some part of the background. Having them partially behind a background prop or leaning against something in the photo helps to sell the idea that they were a part of the background from the beginning. For The Biker I focused on having him leaning on the tall bar stool to emphasize his large scale, and placed his foot behind the bar stool leg to sell the perspective of the shot. Also I positioned his head in front of the neon bar light, giving me the opportunity to add the light glow across his face. Eventually you will be left with a character that matches the background lighting. Now you should only have two layers to work with -- the character and the background. Next, edit all the elements in your image so that they are layered correctly and the correct items are in front or behind other items. Again, this is to sell the image to the viewer, so that it appears that the character was part of the original image. Start to play around with shadows and lighting. Using the airbrush tool, I painted a highlight down the side of The Bikers face and then softened the opacity so that his original textures would show through. Using these methods of creating shadows and highlights, continue to go over your character and match the light and shadow sources from your background. At this point your artwork is finished, with your original pencil sketched face now a 3D head, combined with your custom morphed body, embedded convincingly in to your background. I save my final Photoshopped image as a. JPG and open it in Sketch. Sketch has a wide range of effects and finishes. As I said at the beginning of this article, this is not so much a technical tutorial as a look behind the scenes at the way I create my artwork. Take the tips I have written and apply them in your own way to your work. I hope the guide has been informative and if you have any questions, do not hesitate to email me at garrypye bigpond.

Chapter 4 : crazytalk animator: Video Tutorial

*tutorial creacion de una cabeza 3d tomando como referencia una foto utilizando crazy talk 8, charter creator e iclone.*

## Chapter 5 : Crazy Talk Animator Tutorial - Real time Full Body Puppeteering on Vimeo

*"Crazy Talk is very user friendly as it does not require a long learning period nor a particular set of skills. Using CrazyTalk is a great way to add value to a game in a cost effective way.*

## Chapter 6 : ICLONE 6 TUTORIAL CrazyTalk 8 Pipeline - vid

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## Chapter 7 : Download Reallusion CrazyTalk PRO

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## Chapter 8 : â€ŽCrazyTalk7 on the Mac App Store

*CrazyTalk 8 Tutorial - One Image 3D Face Fitting Learn all the basics of image 3D Face Fitting with this starter tutorial that will introduce all the tools, gizmos and tips on the best kind of images for 3D face fitting in CrazyTalk 8.*

## Chapter 9 : Free software: CrazyTalk 6 SE Â· 3dtotal Â· Learn | Create | Share

*Crazy Talk 6 Este programa te permite grabar tu propia voz o meter audios en formato mp3 o wav y convinarlos con alguna foto de rostros humanos, o de cuerpo completo o caricatura que tu tengas, o de las que vienen por default en el programa.*