CTA3 Use Human Template to Create/Switch Characters – With Talking Head

2016.09 Reallusion

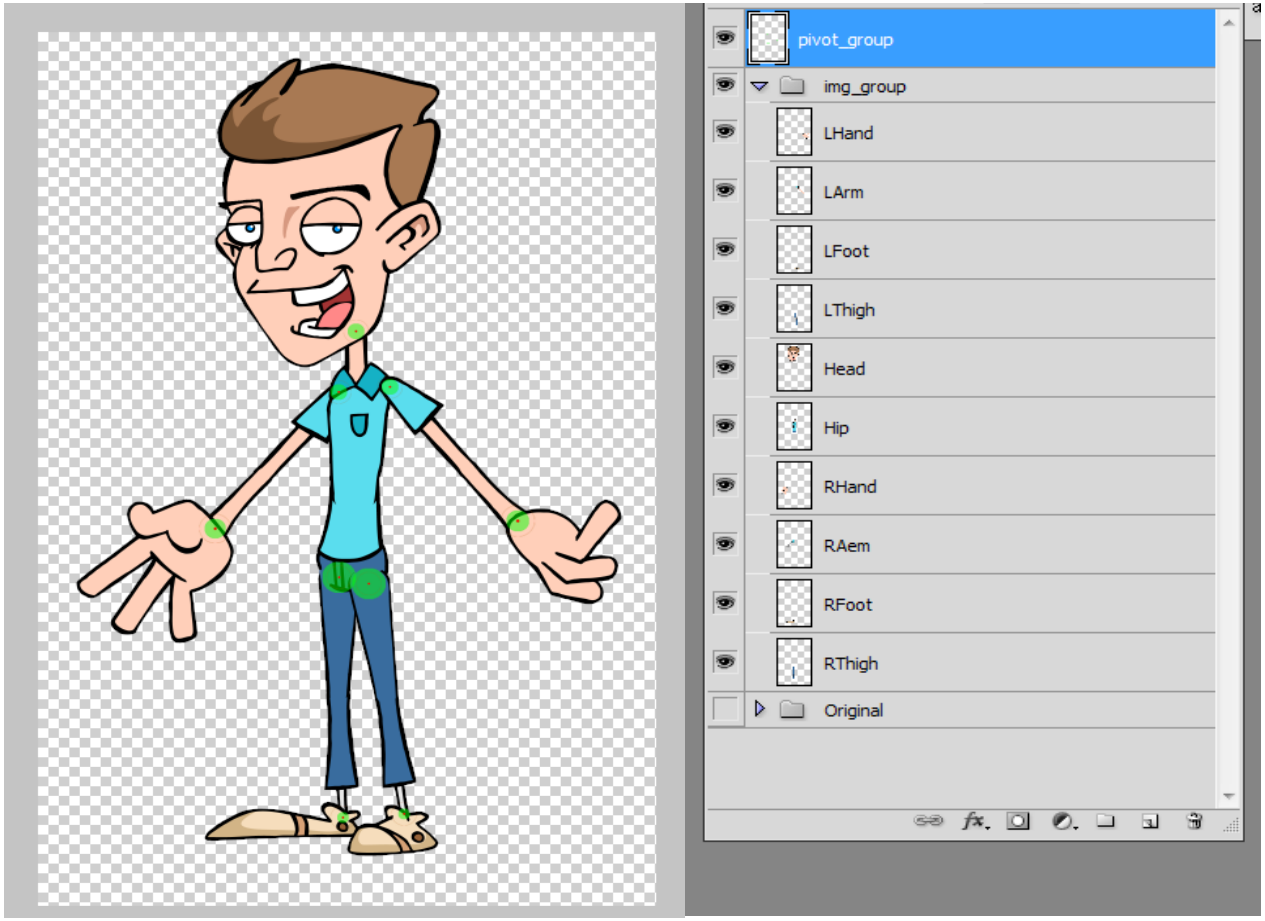
Introduction

In this Beta test, we would like you to apply as many original charatcers as possible to the existing bone template or even create your own spine, human or animal templates. CTA3 is aiming for animate anything, so you should try to animate every design of yours.

In CTA3 we had greatly simplified the procedure of character creation.
Just use photoshop to create an image and seperate it into parts by joints.
Then you will be able to import the image into CTA 3 and make your own animation.

Prepare Your Image in Photoshop – Body parts

1. The image must be in *.png format.
2. The total number of the body parts is unlimited, in accordance with your need.
3. The file name of the image has no special limitation.
4. The bone name can be customized or follow the reference of RL bone name.
5. Do not crop any body part into a new image from the original image with external image editor. Face/facial features should be cropped to corespond positions.

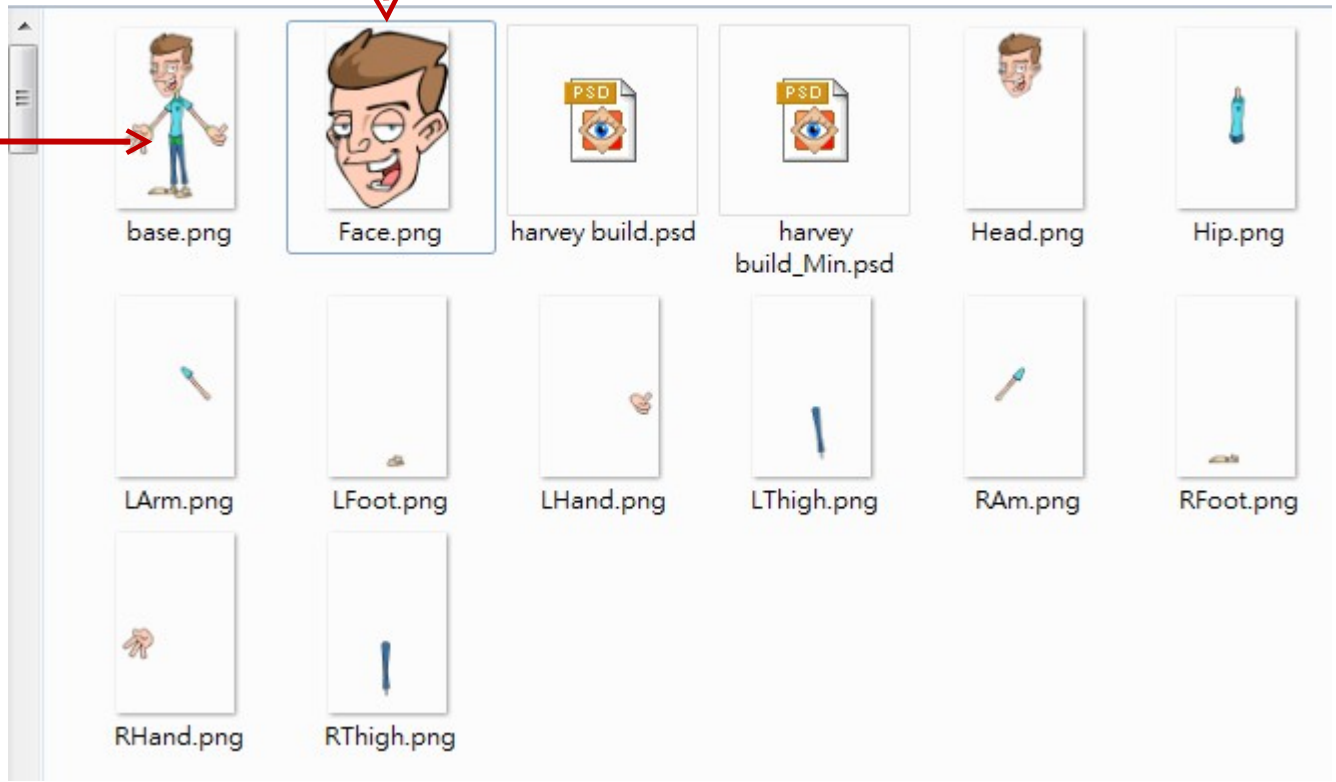


Prepare Your Image in Photoshop – Body parts

Here is an example for creating body parts from the original image.
None of the part images are cropped, besides Face.

Talking Head needs Crop

The original image is just for reference of bones & joints.
It will not be used for creating character.



Prepare Your Image in Photoshop – Facial features

*** Note: only vector format can be used in Beta version. However, png format will be compatible after launch.**
The mask layer of eyes should only be in vector format to corespond its position.

3. Nose

Nose x 1

1. Brow

RBrow x 1

LBrow x1

2. Ear

REar x 1

LEar x1

4. Eye

01_Normal

02_Smile (Close)

03_Close

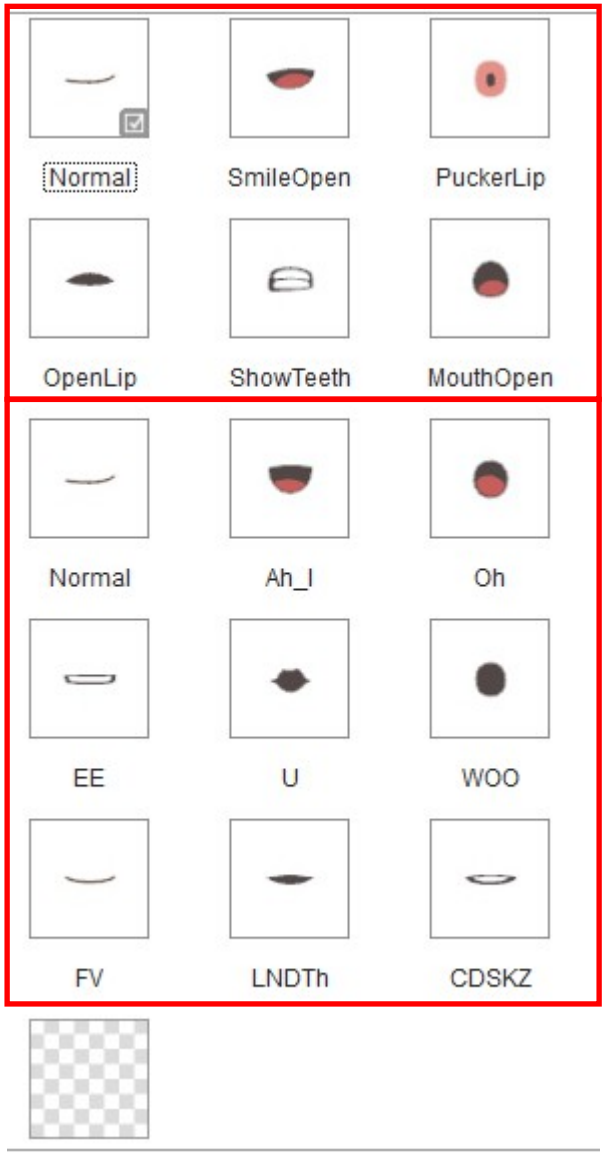
04_Scare Close

05_Half Close

06_Iris Change

5. Mouth

* Mouth: divided into expression and lipsync



Expression

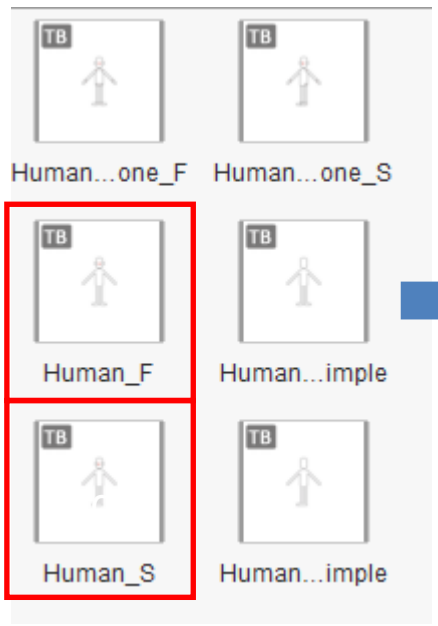
Lipsync

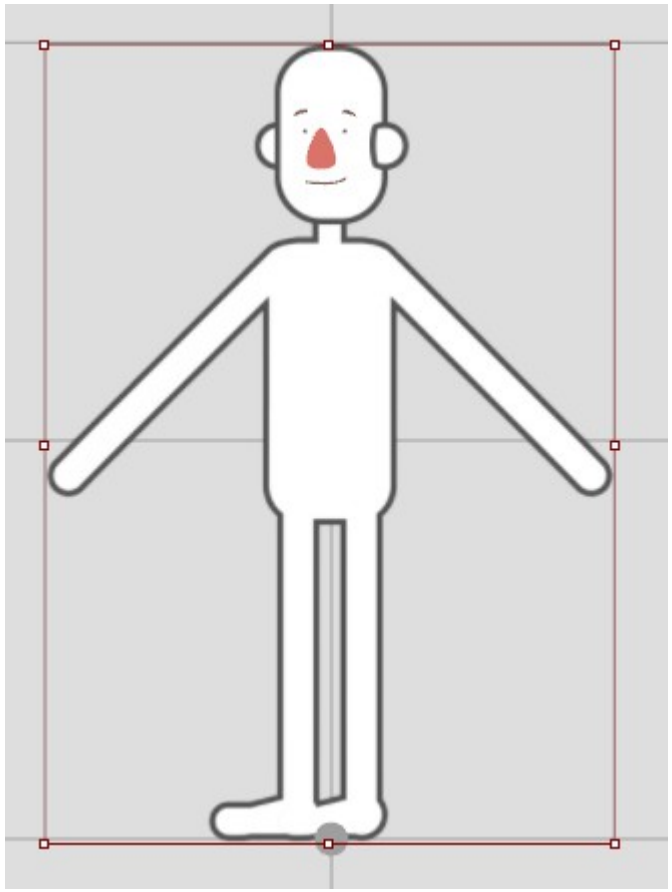
6. Font Hair & Back Hair

One image for each

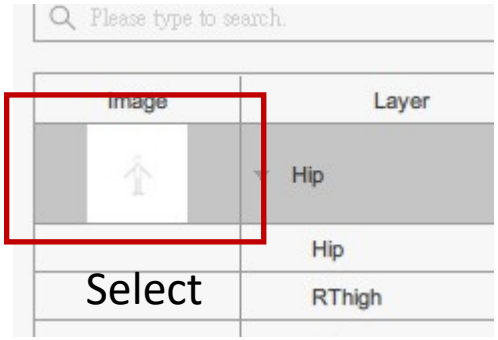
Create a character in CTA3

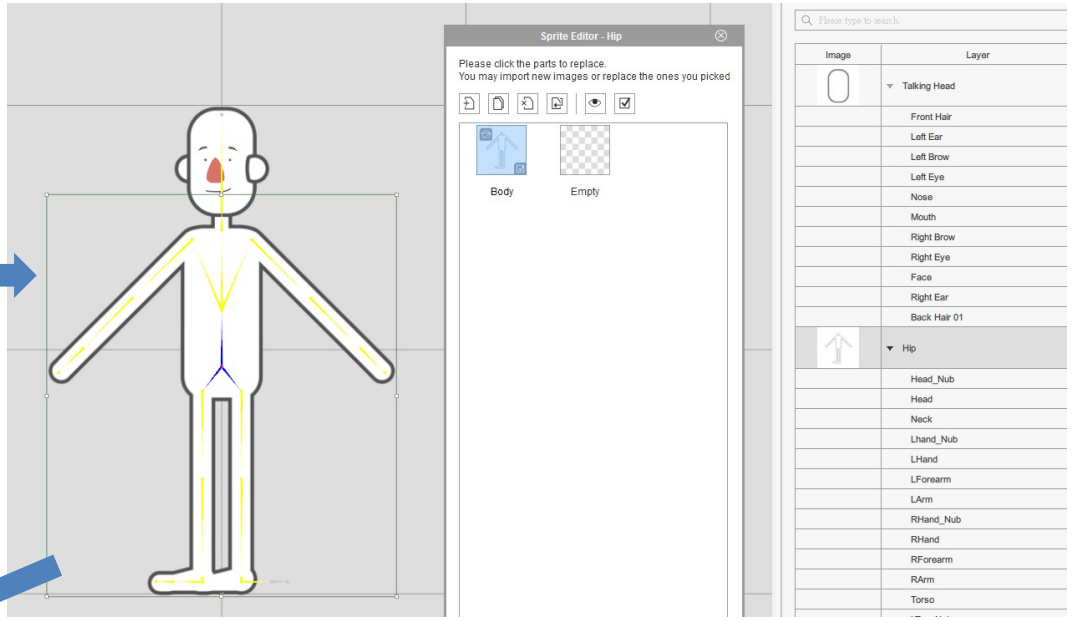
*1
You need to choose an ideal angel of either front (Human_F) or slight tilt (Human_S: 315 degree), then click composer botton in the upper-left corner.

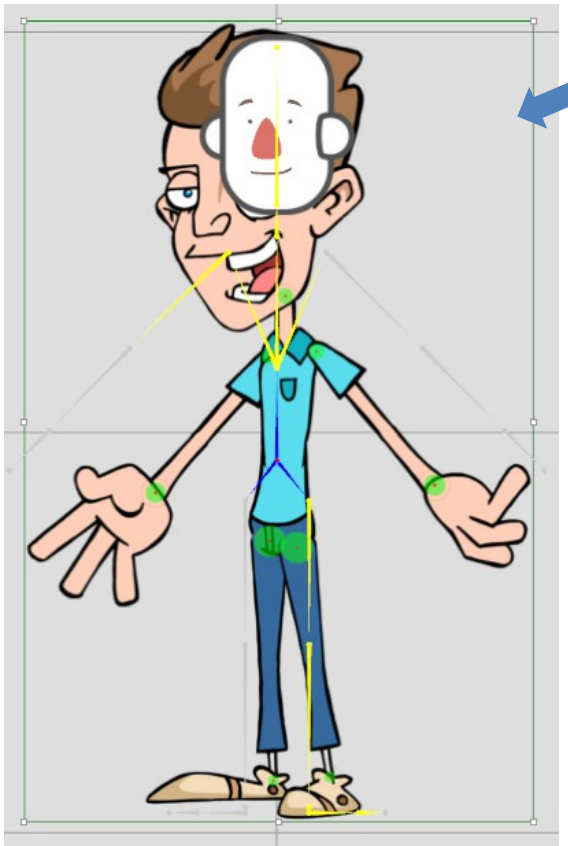


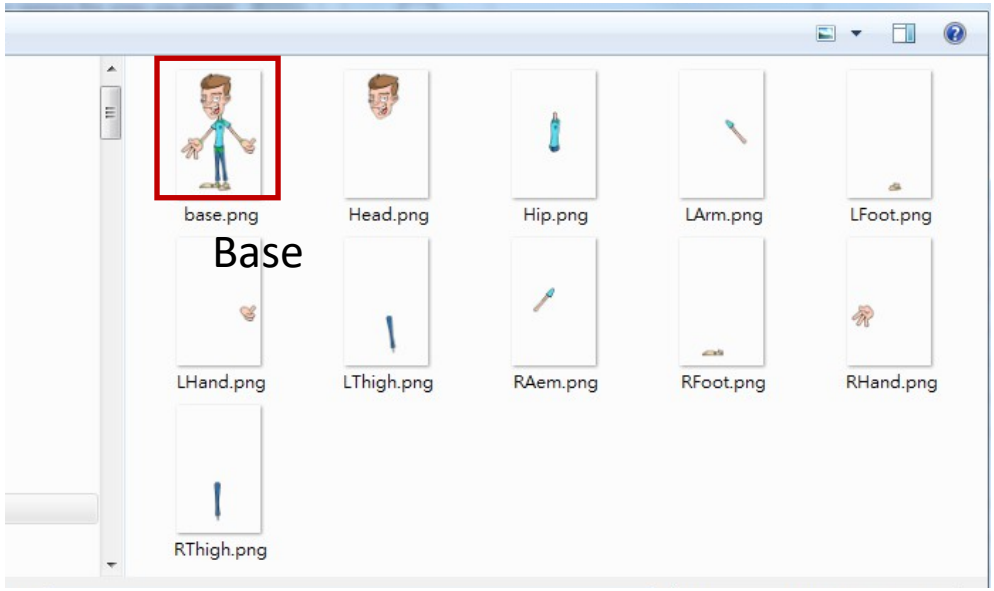


* 2.
Change base image

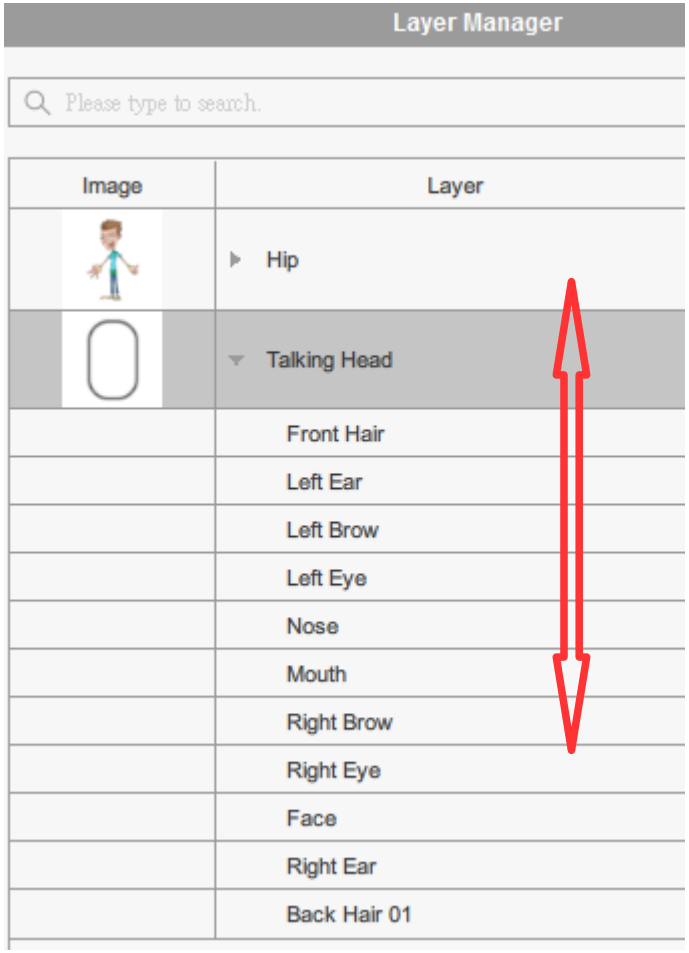


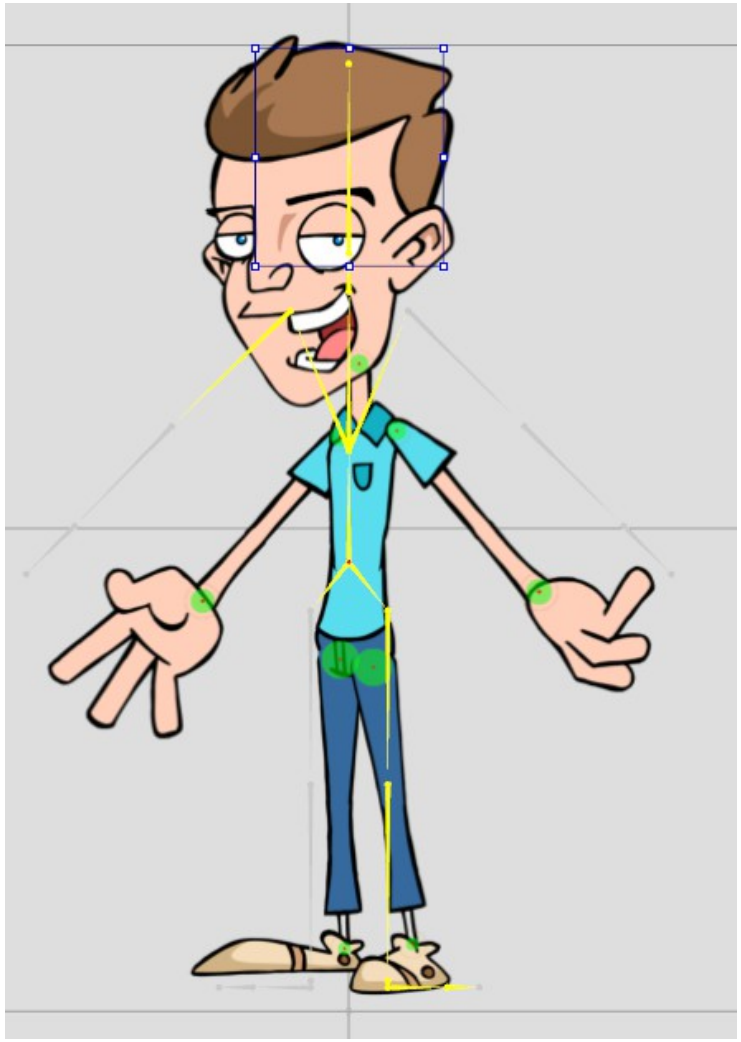






Drag and drop to reorder your layers: the sequence in Layer M anager determines the priority of layers.



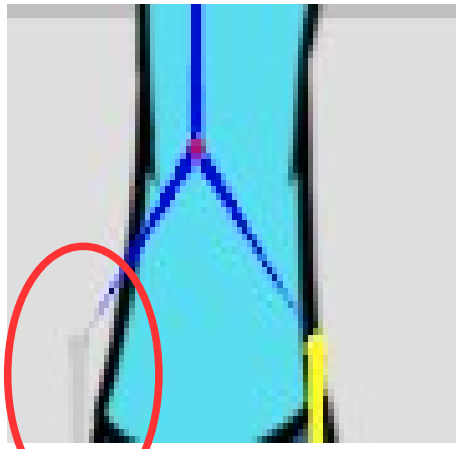


* 3.
Structure adjustment

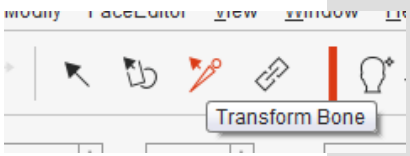
a.1. Grey bone means there is no coresponding image for that specific bone. Drag the bone inside the image

2. When applying image, it is best to drag the image to 2 tiles size.

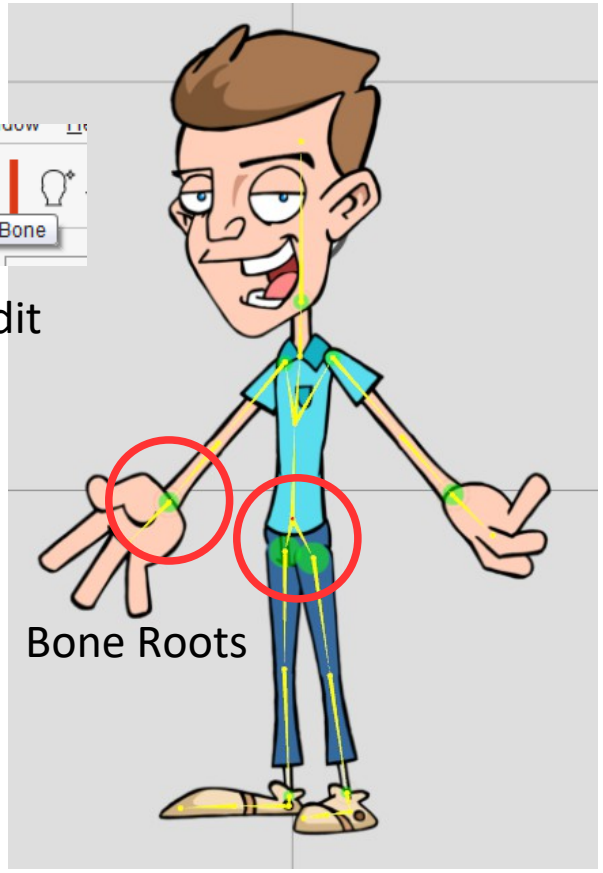
3. Do not adjust bone root. Adjust image to fit bone root, then adjust bone



Grey bone

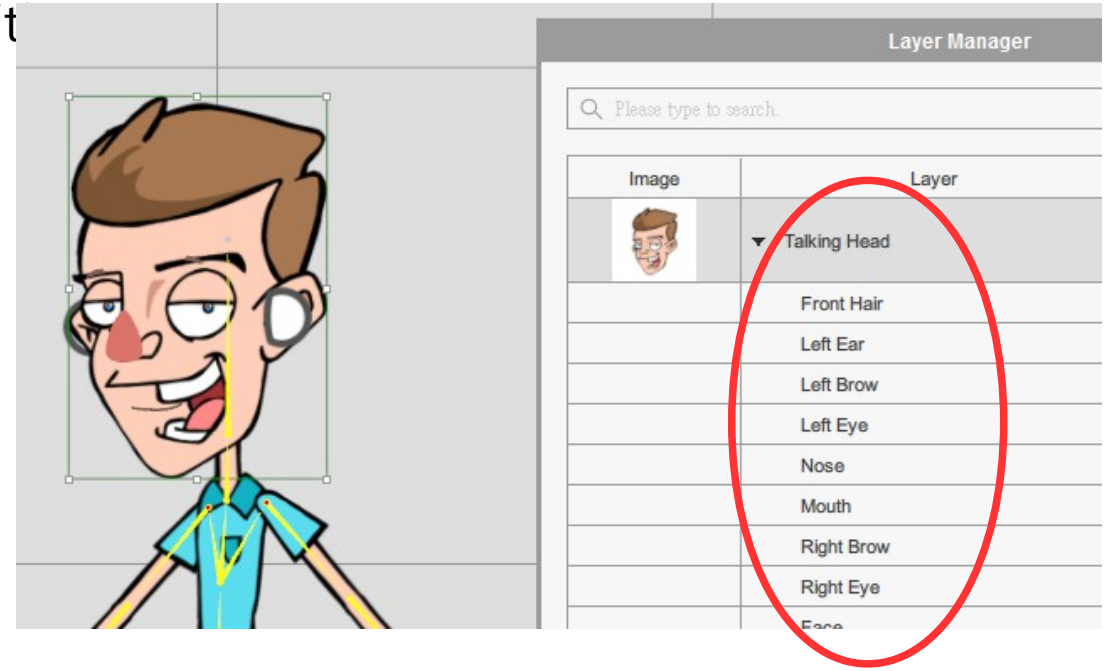


Select Bone Edit

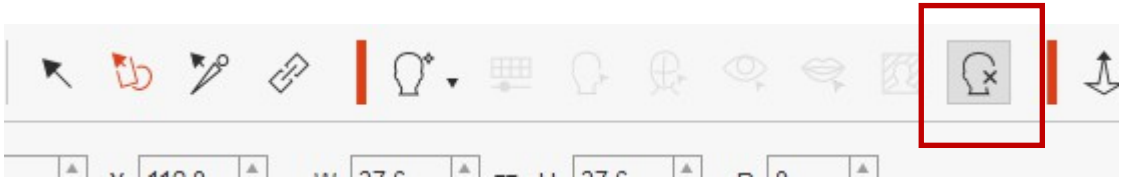


* 4.
Change facial features

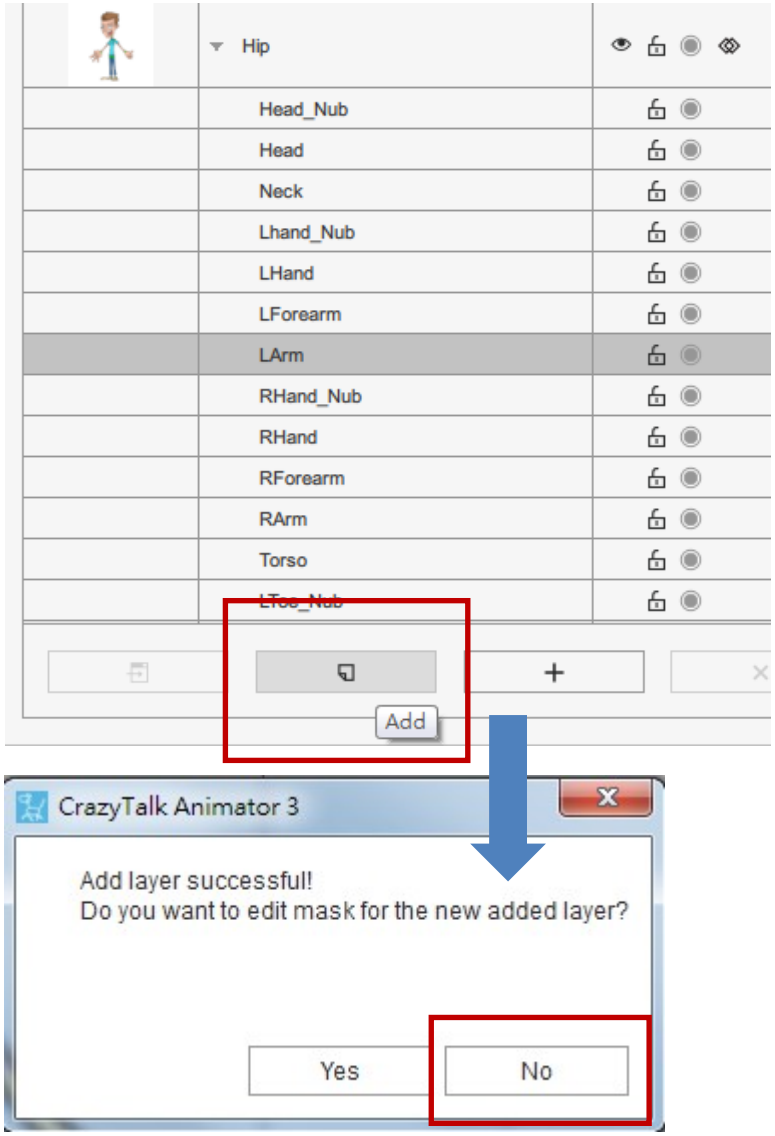
Drag and drop the Talking Head layer to the top and change the head images and their posit

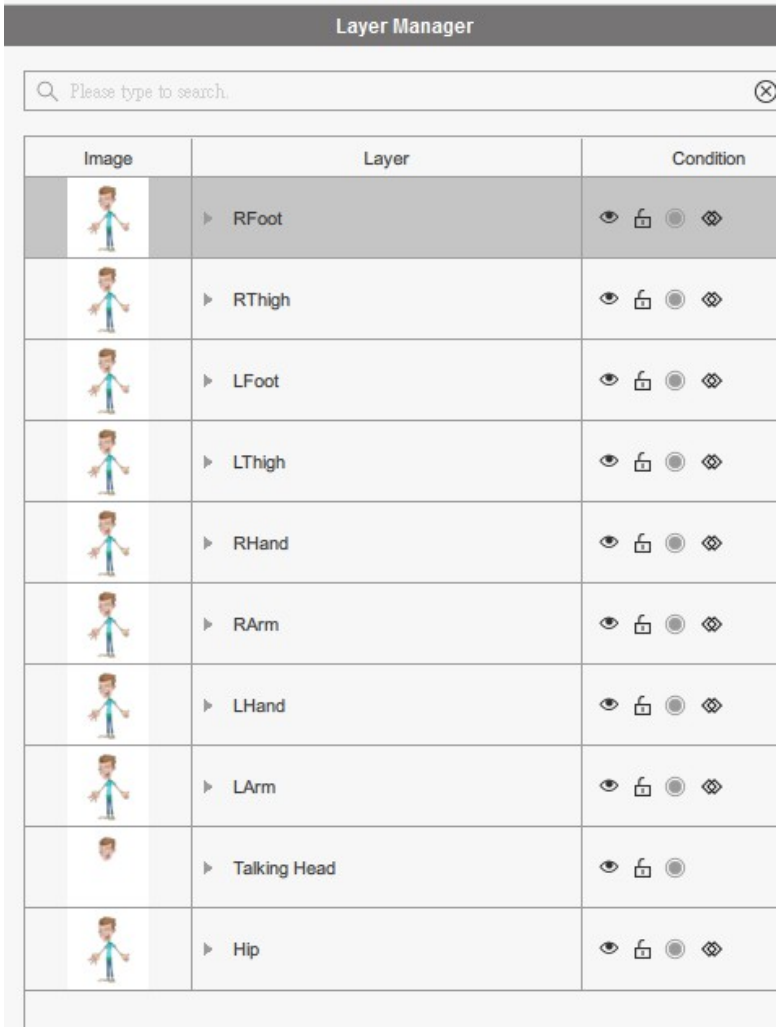


* You can delete the Talking Head if you dont want to do talking head.



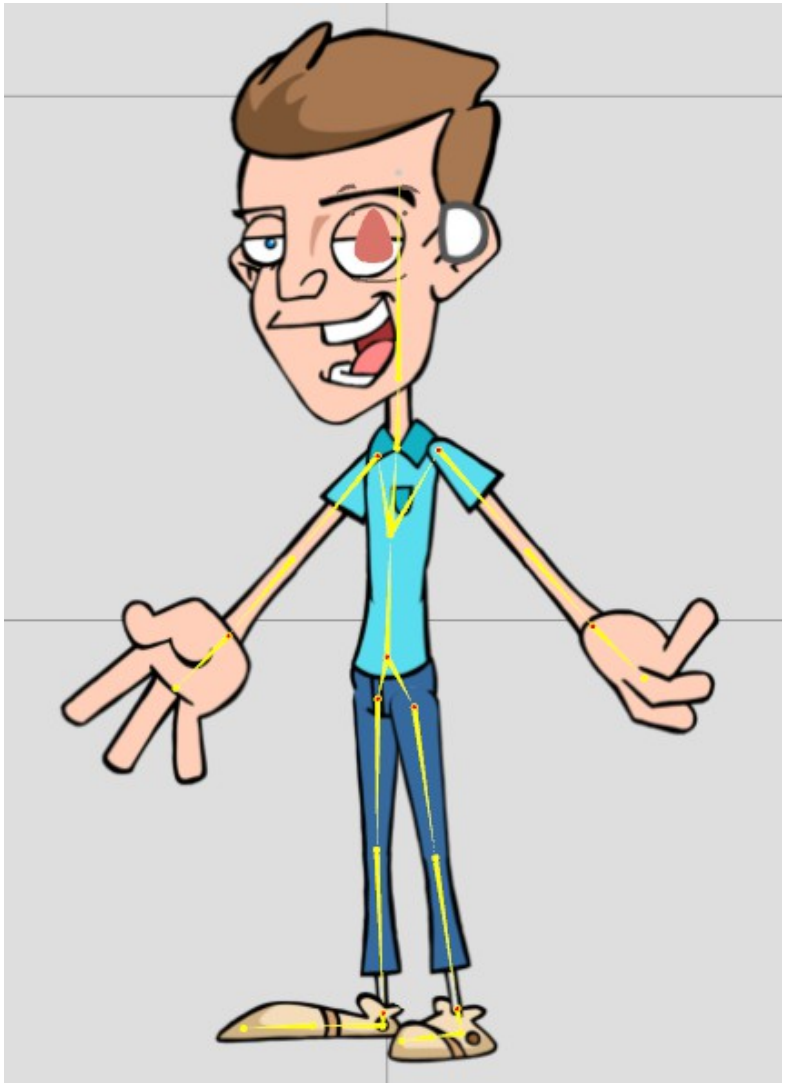
* 5.
Parts to layers

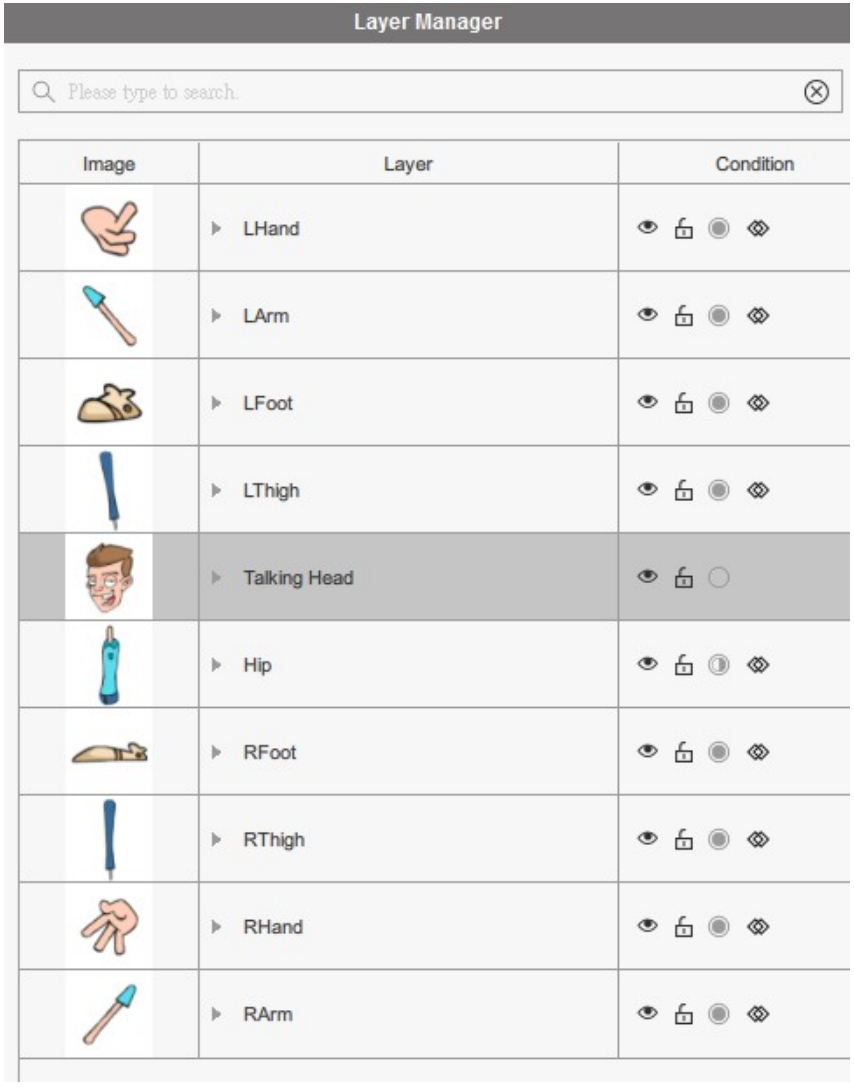




* 6.
Adjust the order of layers while changing images

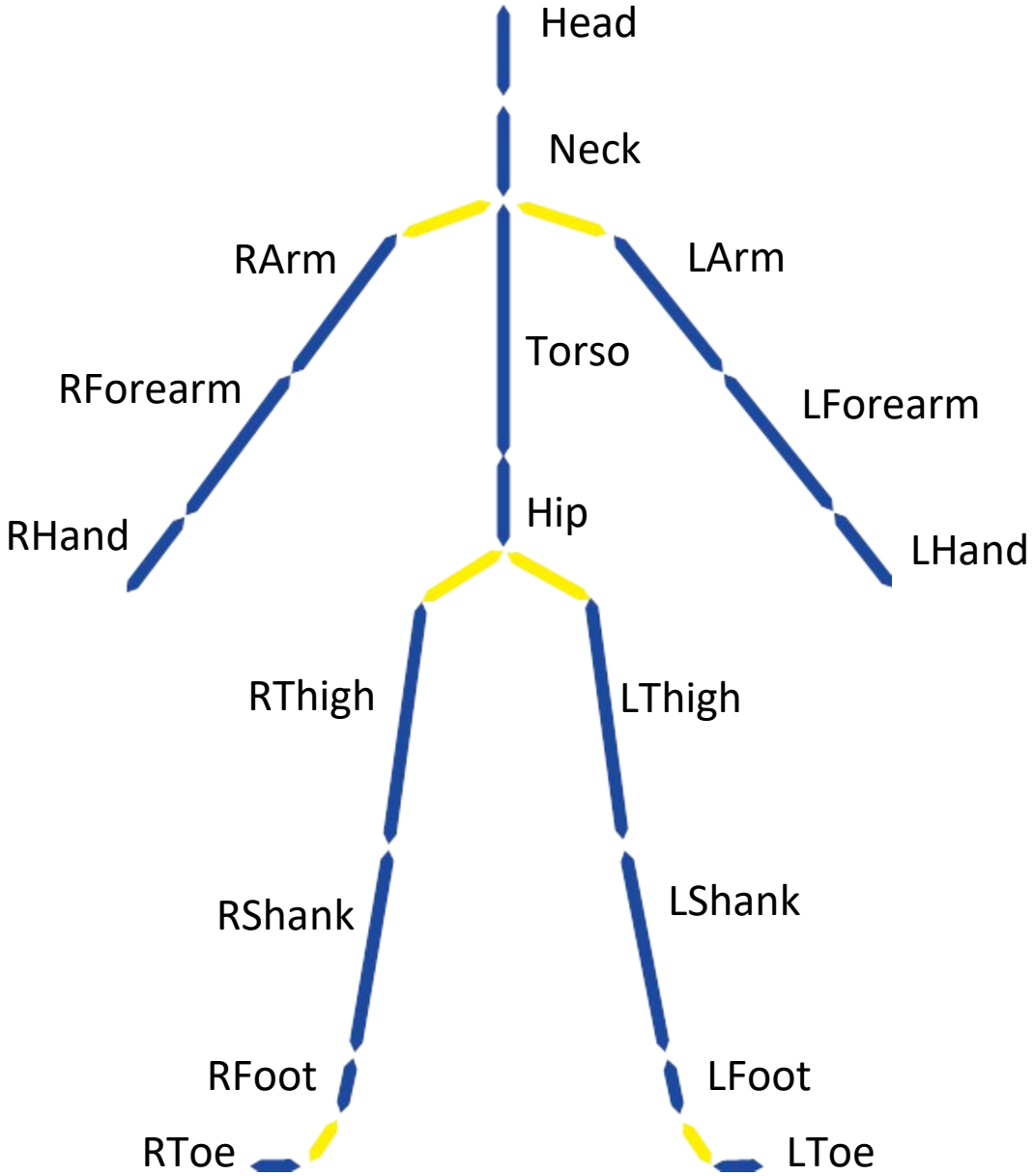
When change images, all parts will fall into places if they are not corped.





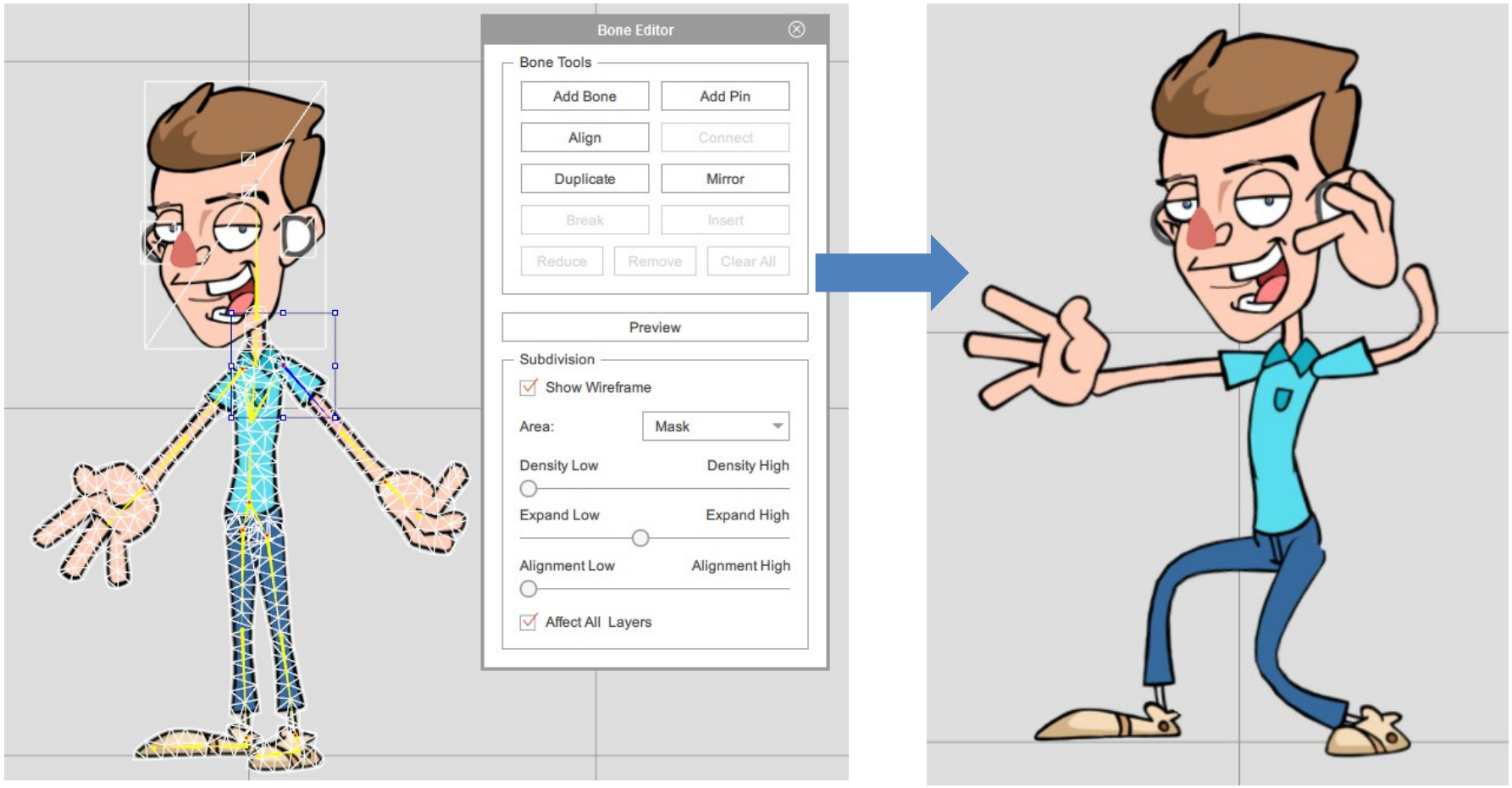
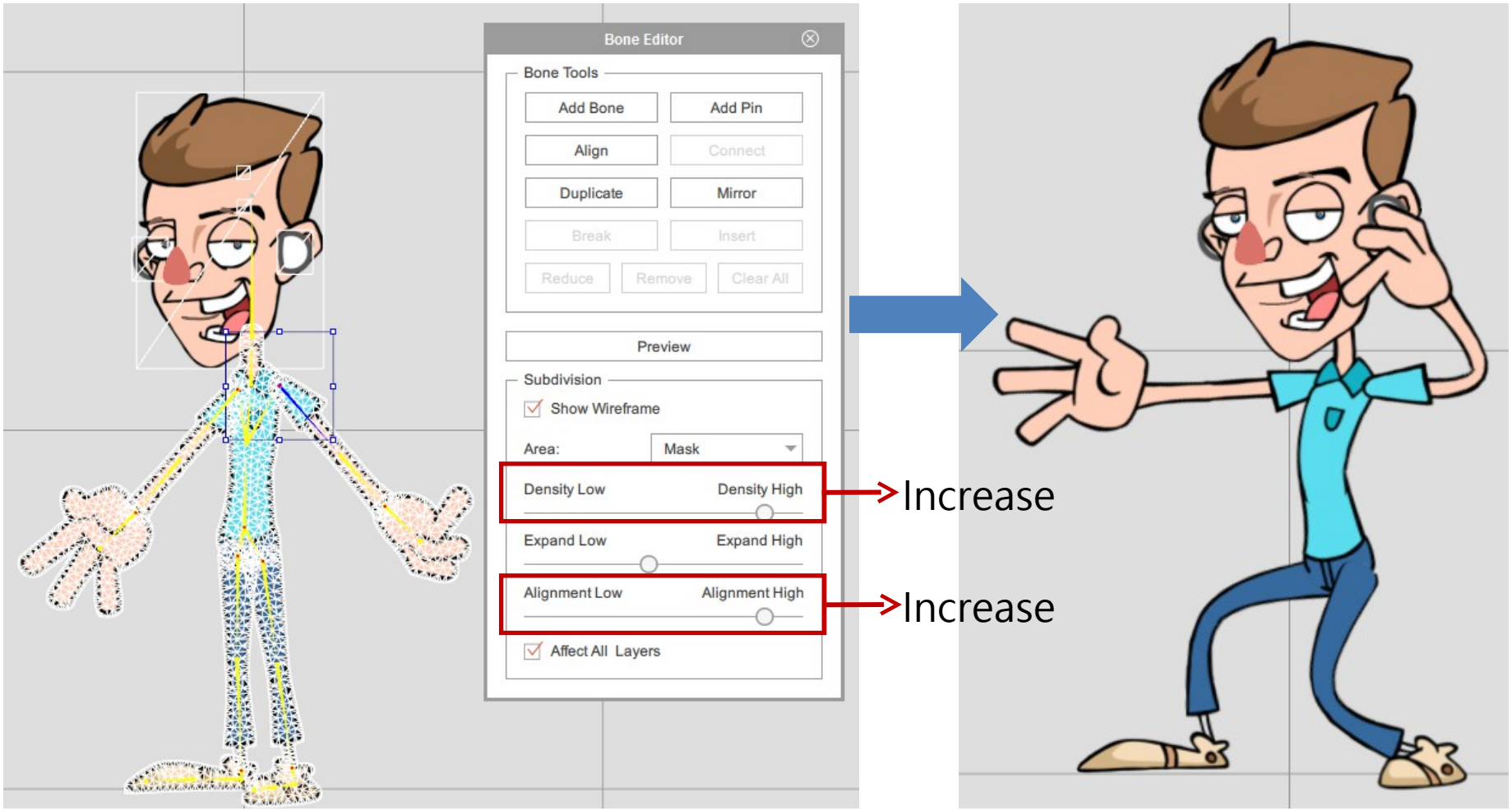
Appendix

1. Reference for Bone Name



2. How to fix seperated images

When apply motion to to a character, sometimes layers will seperate automatic ally.



* Increase density and alignment of subdivision will solve this problem.