

G2+ Facial System

The G2+ facial system has several merits:

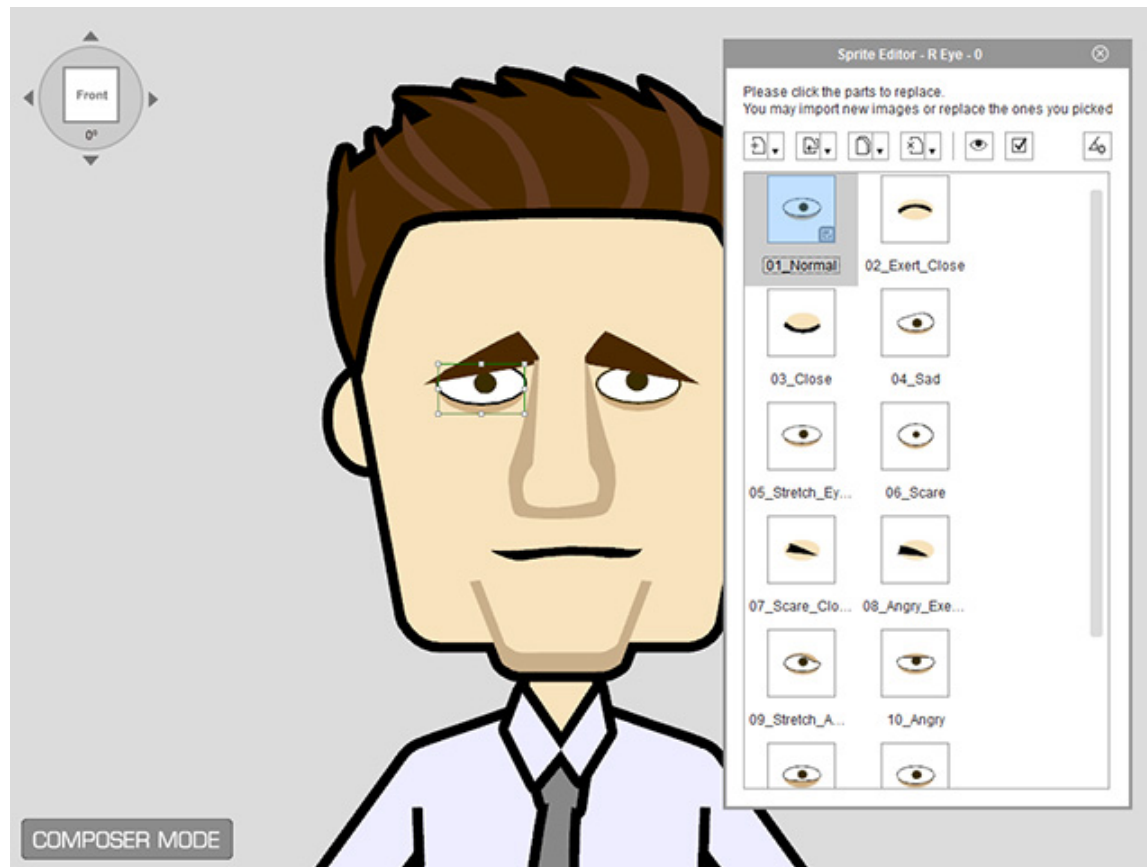
- Eliminate the necessity to prepare lots of facial feature images.
- The expressions of the facial features are more smooth.

Converting from G2 to G2+ Facial System

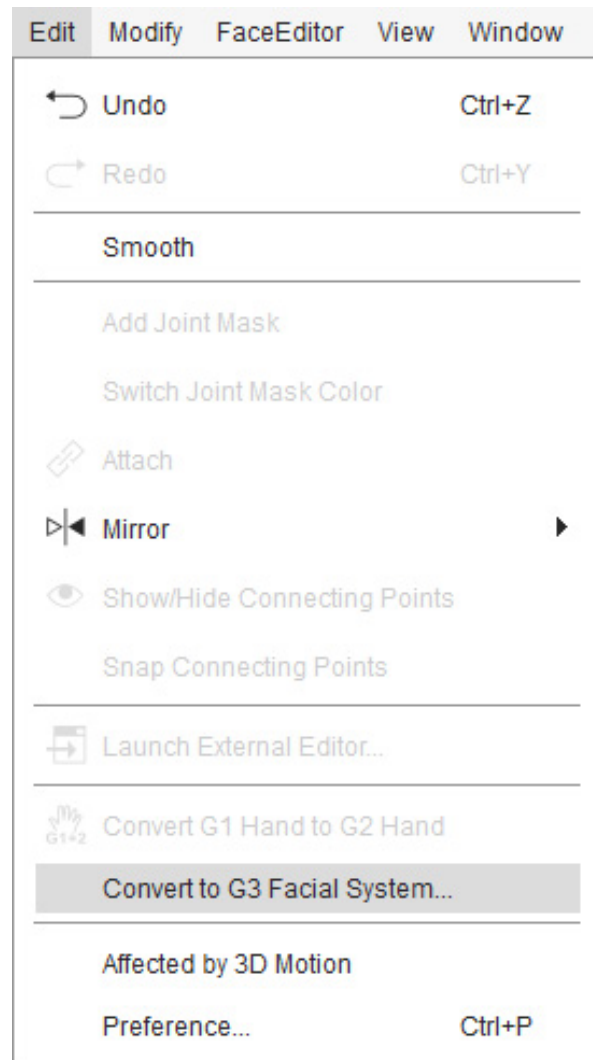
1. Apply a G2 character. Switch to the **Composer Mode**.



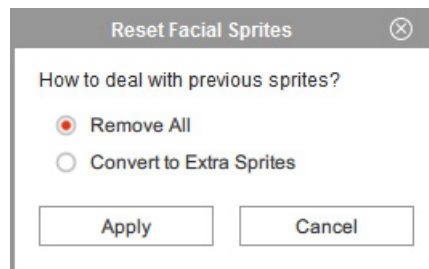
Select a facial feature and check out the elements in the **Sprite Editor**. There are numerous elements for different expressions.



2. Execute **Edit >> Convert to G2+ Facial System...** command.



3. Select **Remove All** in order to remove the redundant elements for G2+ **Facial System**. (you can choose the **Convert to Extra Sprites** option if you want to keep the elements for **Sprite Switching Animations**. However, removing them can reduce the size of the character and increase the performance of the entire system.)



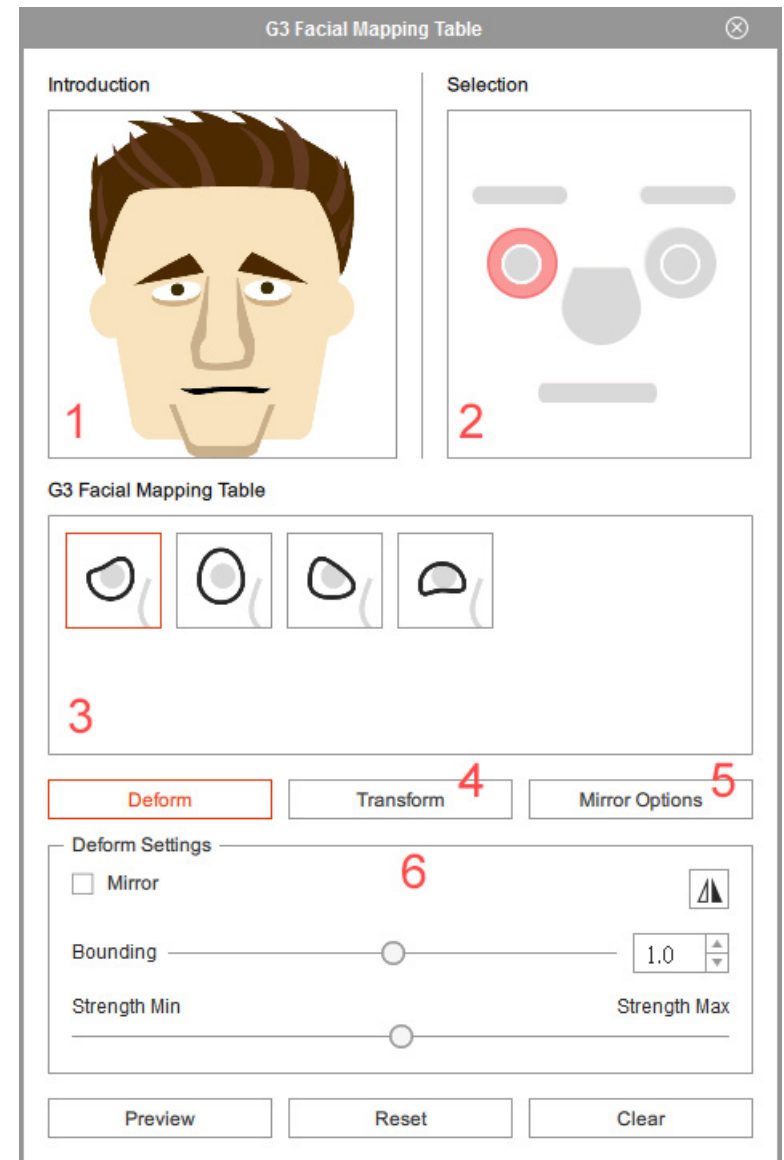
4. Open the **Sprite Editor** again to view the elements. Only several elements are left, which means you only need to prepare these many images for the specific facial feature.



How to Deal with the Eliminated Elements?

CrazyTalk 3 introduces the **Deform** function, named **G2+ Facial Mapping Table**, to complement the missing poses of the facial features.

1. Preview the Deformed Effect.
2. Dummy for picking specific facial feature.
3. Slots for deformation.
4. Click this button to set transformation of the facial feature.
5. Click this button to mirror the settings of currently selected facial features to the ones in the opposite angle.
6. Settings for the deformers.



1. Select the facial feature and open the G2+ **Facial Mapping Table** panel by clicking the corresponding button on the toolbar.



2. Select a expression slot from the G2+ **Facial Mapping Table** list. You will see the deformer surrounding with the facial feature.



2. Drag the control point of the deformer to modify the shape of the facial feature if you are not satisfied with the current one.



3. Repeat the same steps to all other expression and facial features.
4. Switch back to the **Stage Mode** and create expression for the character.

The G2 character performs expressions by sprite switching method, while the G2+ utilize the deform method to make the expression smoother.