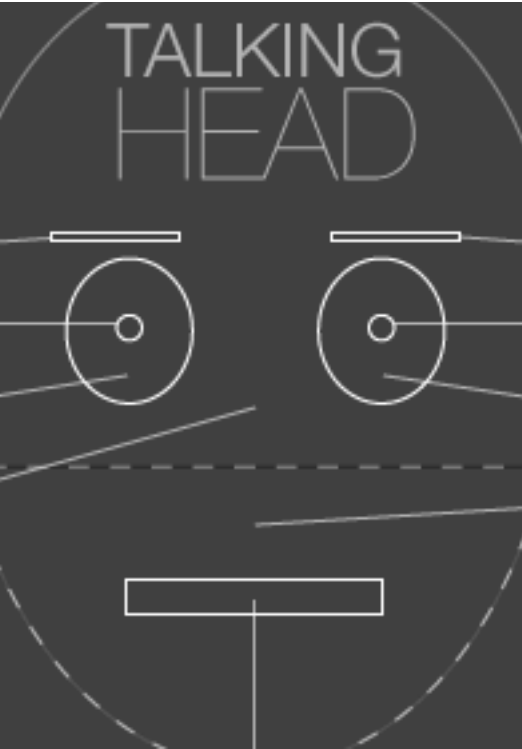


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Talking Head User Guide v1.6

Installing Talking Head v1.6

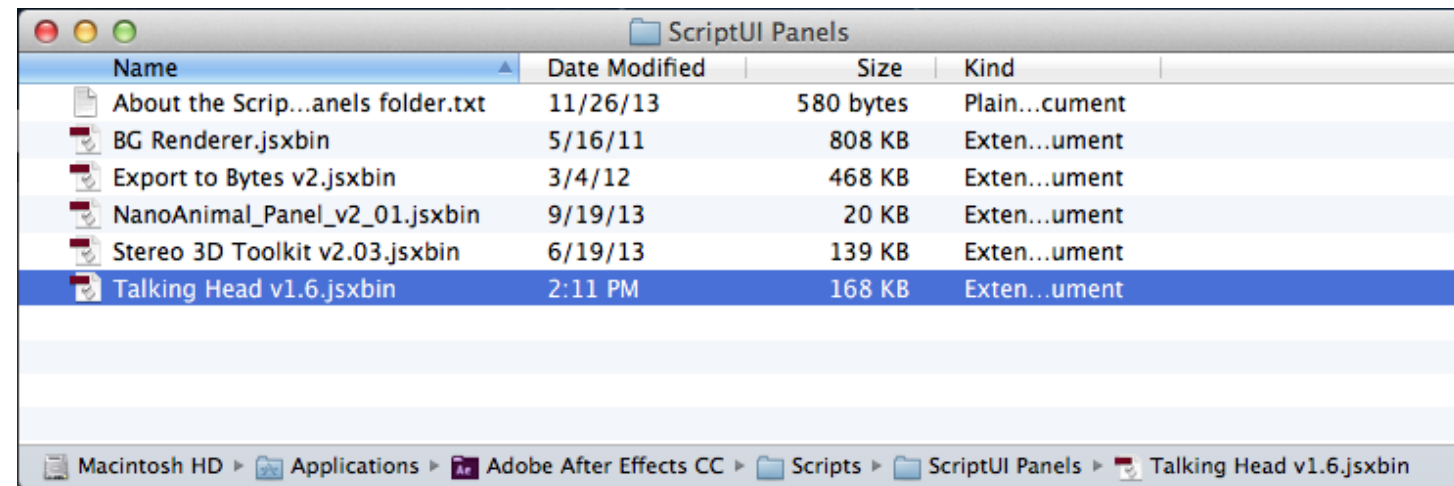
1

Copy:

Talking Head v1.6.jsxbin

To:

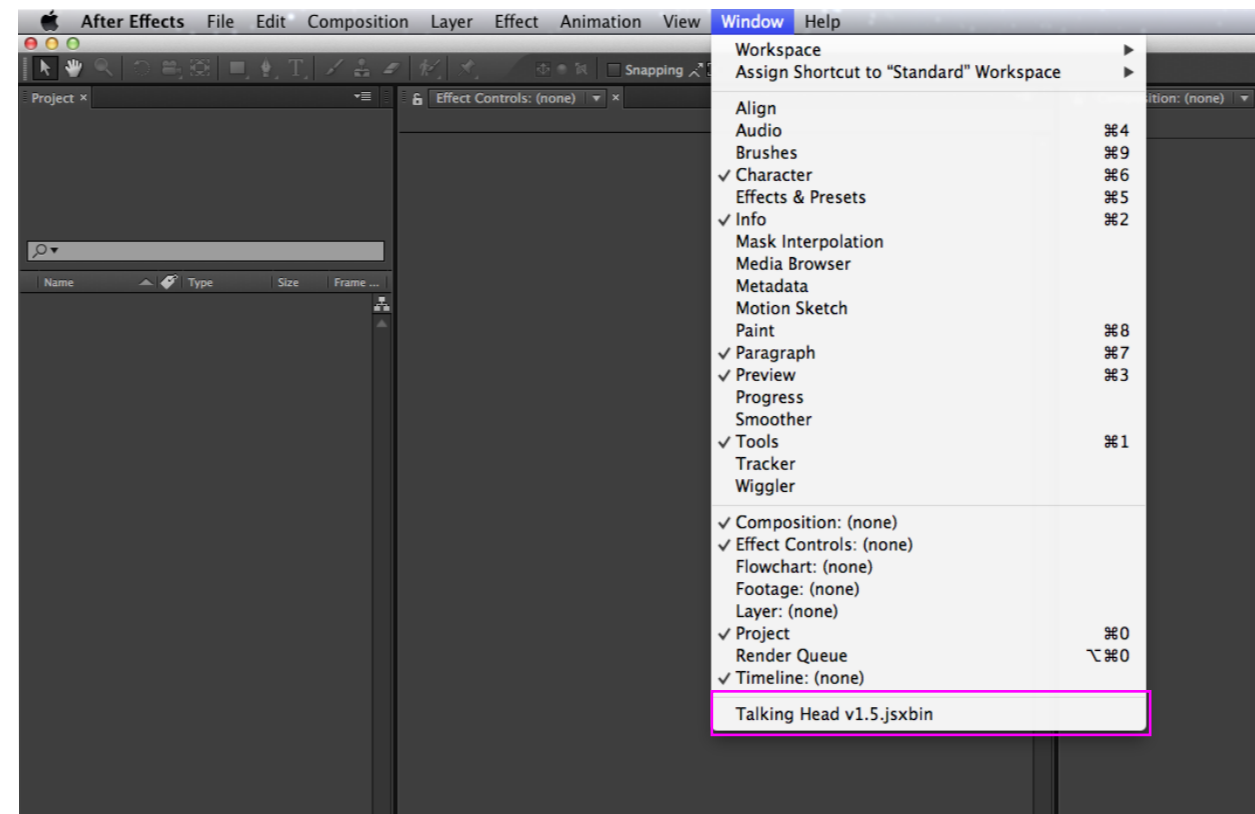
/After Effects/Scripts/ScriptUI Panels/



Opening the Talking Head ScriptUI Panel

After installing, restart After Effects.

The Talking Head ScriptUI Panel
will appear in the Window menu of After Effects.



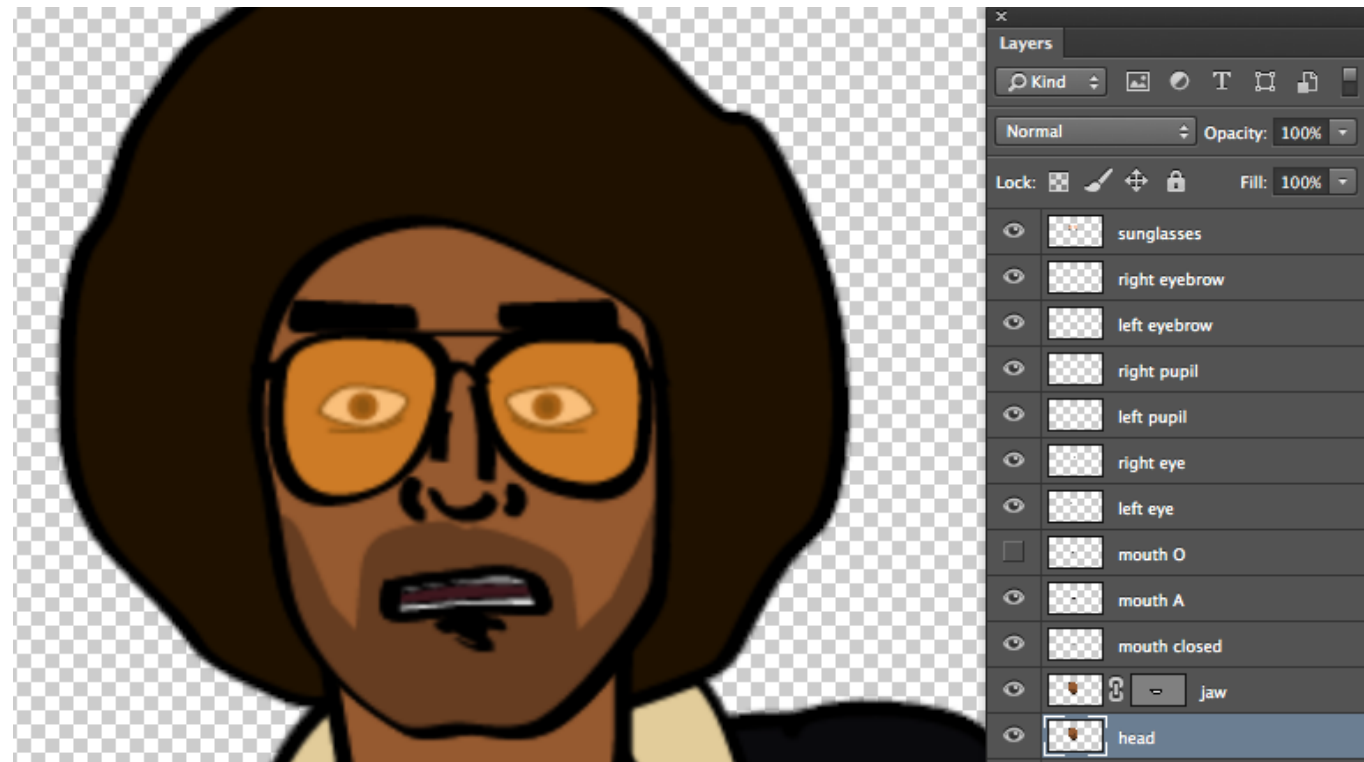
1

Begin with a layered PSD.

Each facial feature needs to be its own layer.

Supported Facial Features/Layers:

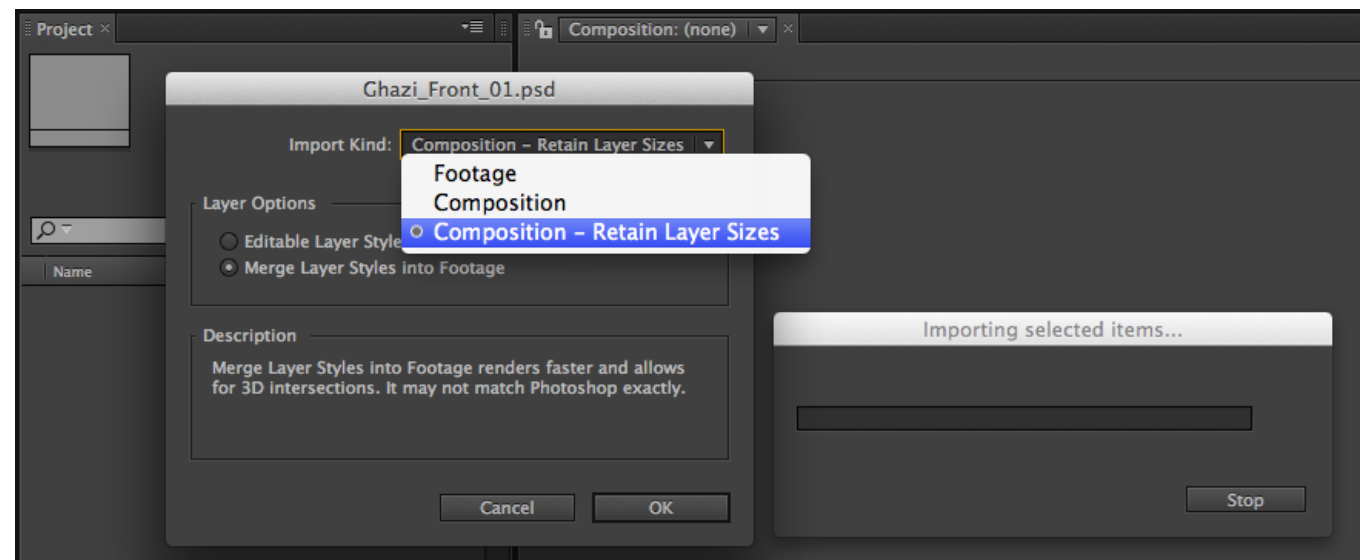
- Left/Right Eyebrow
- Left/Right Pupil
- Left/Right Eye
- Jaw
- Mouth Open (multiple layers/poses)
- Mouth Closed (multiple layers/poses)



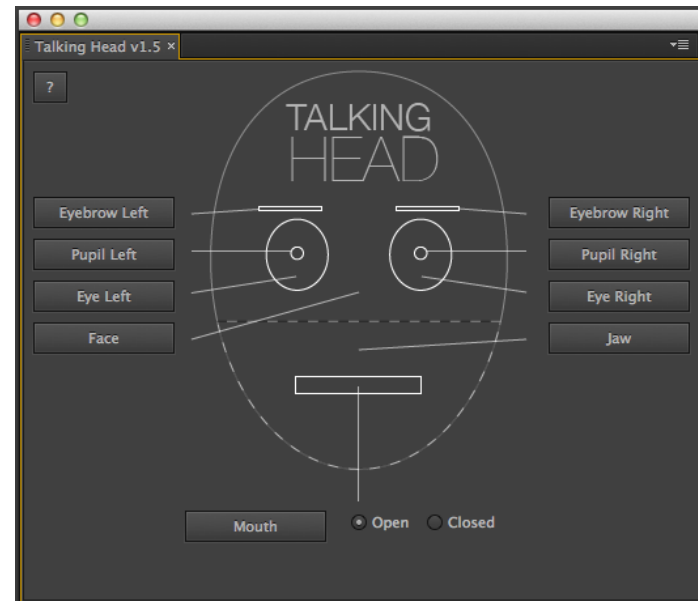
Importing a New Face

In After Effects, Import your Face PSD as a composition

It is recommended that you select **Retain Layer Sizes**, this will crop the layers and center the anchor point.



The new interface has a button for each available facial feature.



Rigging a Face

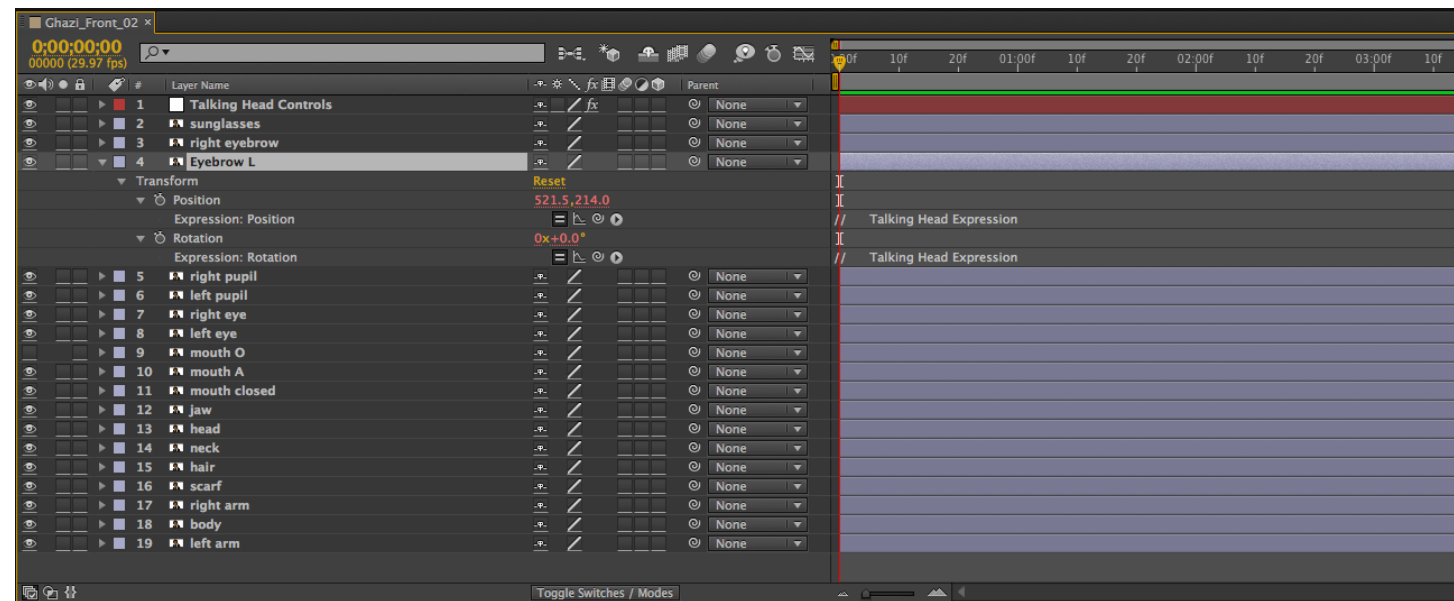
Select a facial feature in the time-line, and press the corresponding button in the Talking Head ScriptUI Panel



This will rename the layer, and add the proper expressions.

It will also add the **Talking Head Controls** layer to the composition the first time you add a feature.

Repeat this process for all of your facial feature layers.

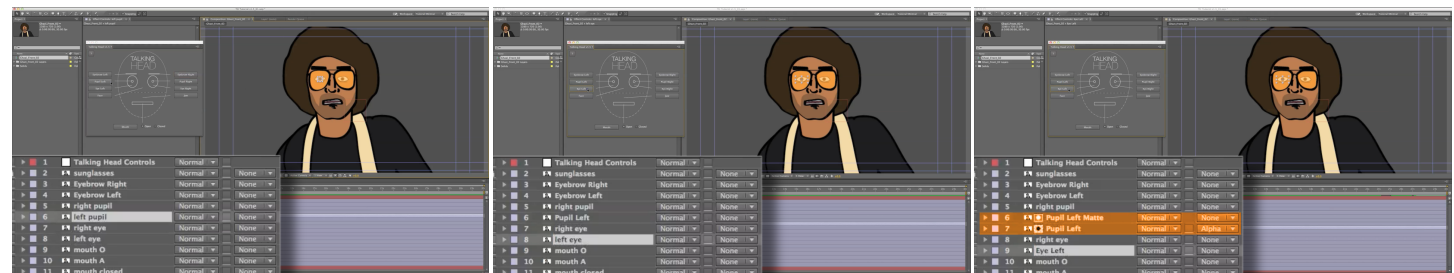


Eyes and Pupils

When you add a matching pupil/eye pair to the rig, a track matte is automatically created for the pupil that is linked to the eye.

Since you can add the layers to the rig in any order, the track matte is only created after the second layer of the pair is added to the rig. See the examples to the right.

EXAMPLE 1

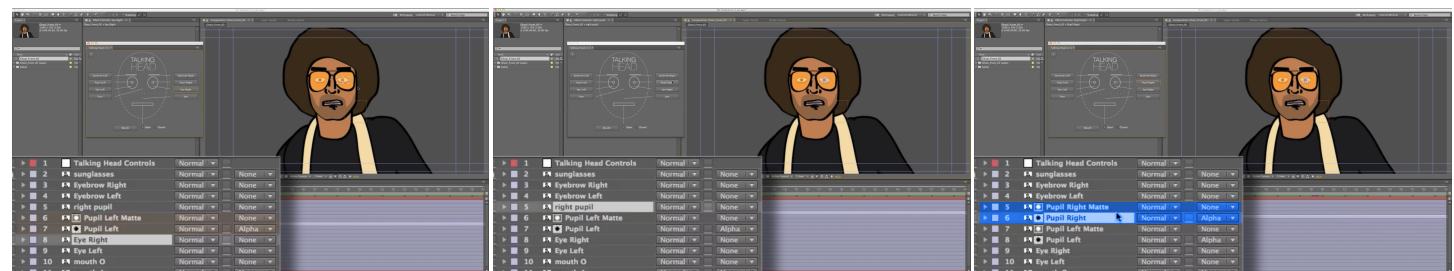


The LEFT PUPIL layer is added to the rig first.

The LEFT EYE layer is added to the rig second.

The PUPIL MATTE is created from the LEFT EYE layer when the script detects the matching pair.

EXAMPLE 2



The RIGHT EYE layer is added to the rig first.

The RIGHT PUPIL layer is added to the rig second.

The PUPIL MATTE is created from the RIGHT EYE layer

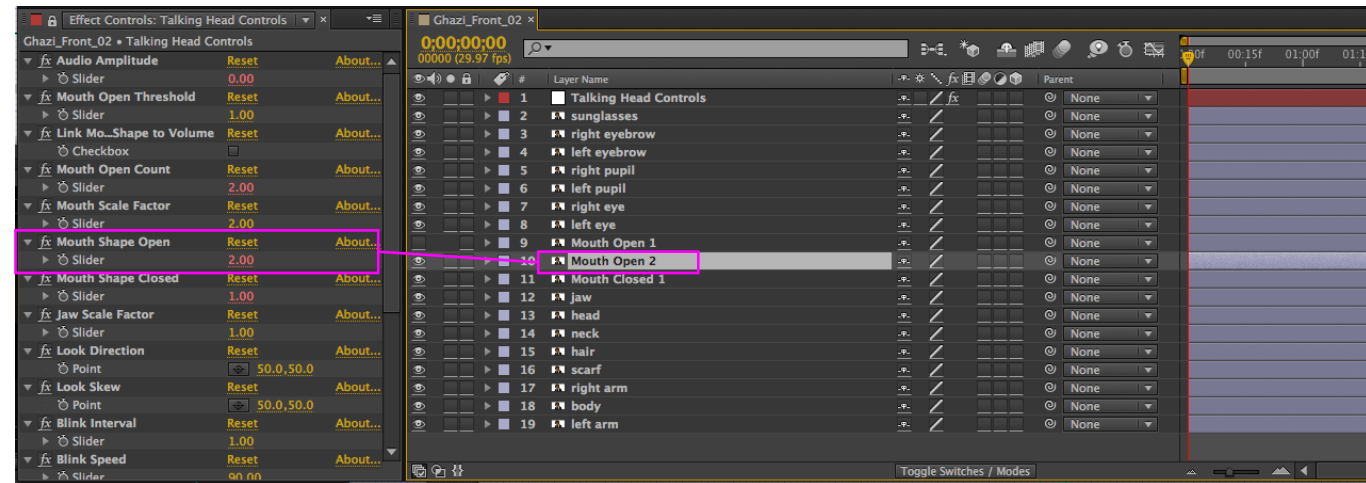
Mouths

As you select open and closed mouths, the names are enumerated in the time-line.

If you select multiple mouth shapes at once, they will be numbered in the order selected.

If **Link Mouth Shape to Volume** is selected, the mouth shapes will change based on the volume of the audio track.

Otherwise, the mouth shapes can be controlled by changing the **Mouth Shape Open** and **Mouth Shape Closed** slider values.

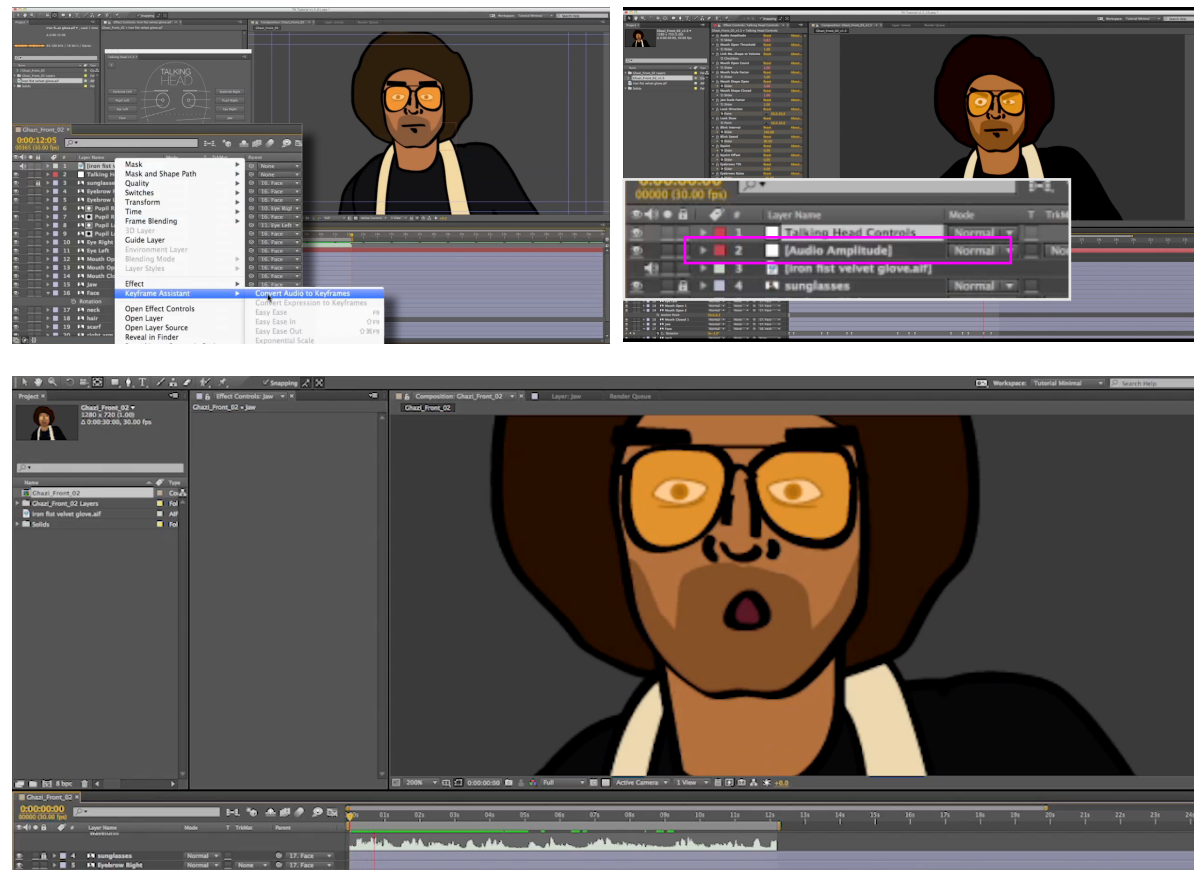


Automatic Lip Sync

Add an audio file to the time-line, right click and select **Convert Audio to Keyframes**

This will create a layer named **Audio Amplitude**

The talking head expressions will automatically link to the **Audio Amplitude** layer.

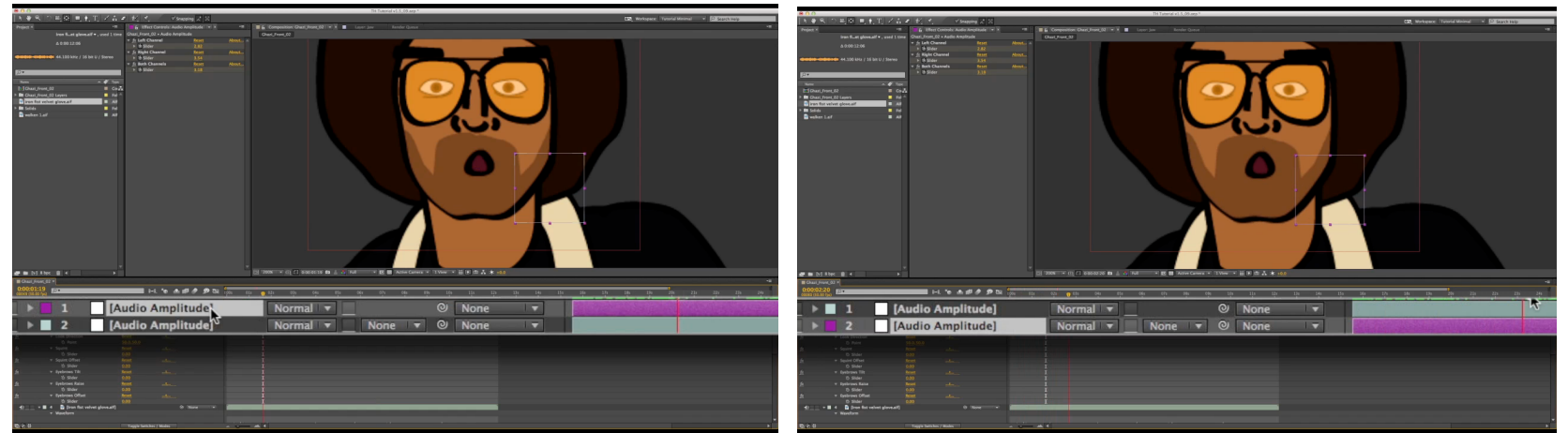


The mouth and jaw will now animate along with the audio.

Multiple Audio Amplitude Tracks

If you have more than one Audio Amplitude layer in your time-line, the Talking Head rig will use the top one.

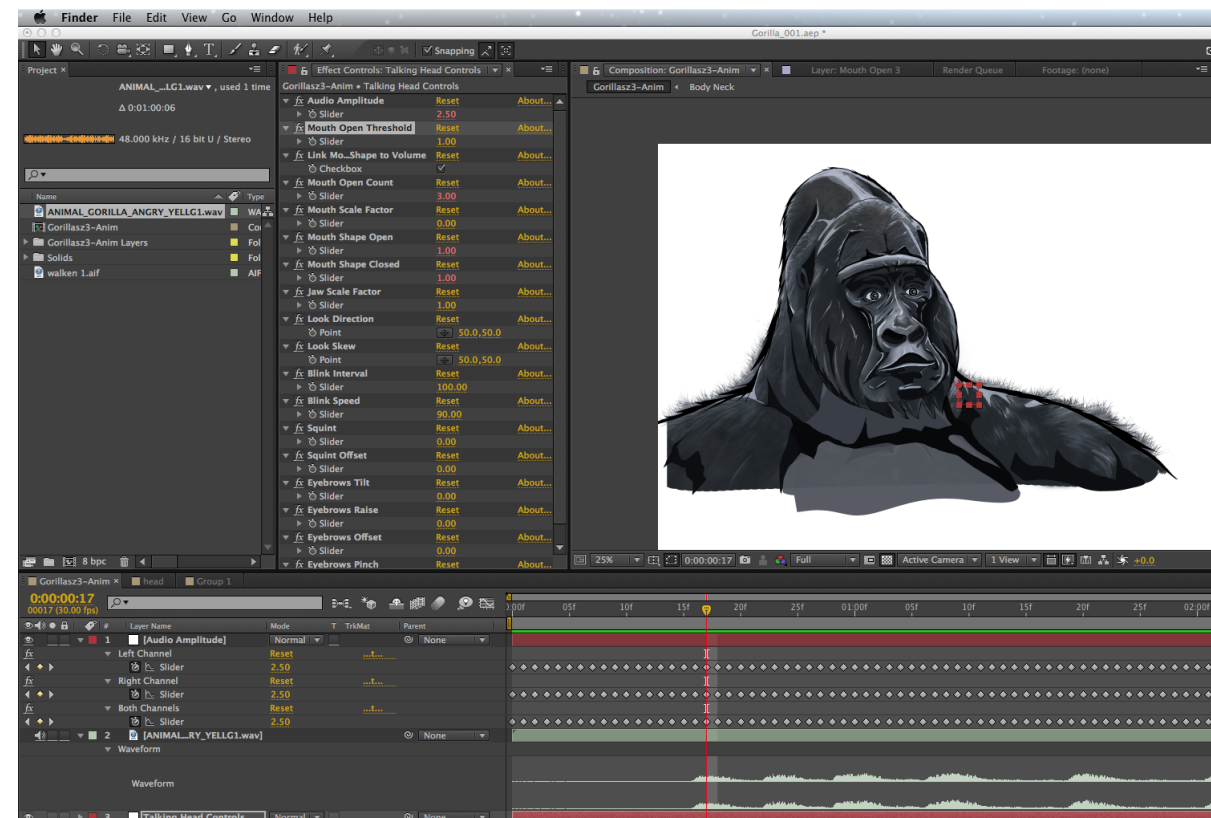
You can quickly switch between audio takes by switching which Audio Amplitude layer is on top.



Link Mouth Shape to Volume

Enabling this option will cycle the mouth shapes based on volume. This works especially well with dynamic voice performances.

If using this option, be sure to add your mouths to the rig in ascending order based on volume. The loudest mouth should have the highest number.



fx

Audio Amplitude

Reset

About...

Slider

0.00

Audio Amplitude automatically links to the Audio Amplitude layer (if present)

fx

Mouth Open Threshold

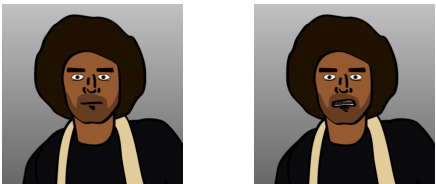
Reset

About...

Slider

1.00

Controls how loud the volume needs to be to switch from closed to open, or from shape to shape if Link Mouth Shape to Volume is enabled.



fx

Link Mouth Shape to Volume

Reset

About...

Checkbox

☐

Automatically switches mouth shapes based on volume, overriding the Mouth Shape Open control.

fx

Mouth Open Count

Reset

About...

Slider

2.00

The number of Open mouth shapes currently in the rig. This slider is accessed by other parts of the rig, there is no need to edit it manually.

fx

Mouth Scale Factor

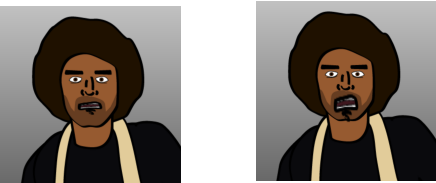
Reset

About...

Slider

2.00

Adjusts how much the open mouth shapes will scale with the audio volume.



fx

Mouth Shape Open

Reset

About...

Slider

1.00

Changes which open mouth shape will be used.



fx

Mouth Shape Closed

Reset

About...

Slider

1.00

Changes which closed mouth shape will be used.



fx

Jaw Scale Factor

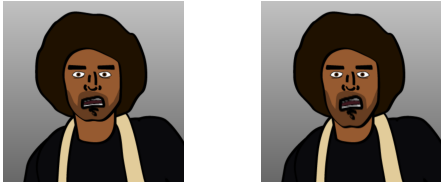
Reset

About...

Slider

1.00

Adjusts how much the jaw scales with the audio.



fx

Look Direction

Reset

About...

Point

50.0, 50.0

Adjusts pupil xy position



fx

Look Skew

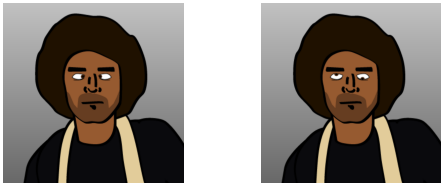
Reset

About...

Point

50.0, 50.0

Offsets left/right pupil xy positions



fx

Blink Interval

Reset

About...

Slider

100.00

Adjusts how often the eyes blink.

fx

Blink Speed

Reset

About...

Slider

90.00

Adjusts how fast the eye will blink.

fx Squint

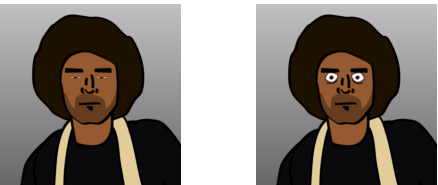
Reset

About...

Slider

0.00

Adjusts how wide the eyes are open.



fx Squint Offset

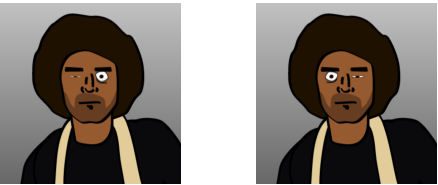
Reset

About...

Slider

0.00

Opens one eye while closing the other.



fx Eyebrows Tilt

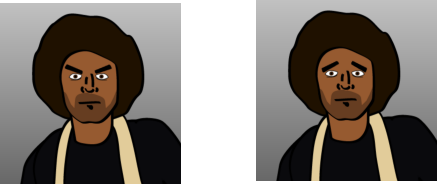
Reset

About...

Slider

0.00

Tilts the eyebrows.



fx Eyebrows Raise

Reset

About...

Slider

0.00

Raises and lowers the eyebrows.



fx Eyebrows Offset

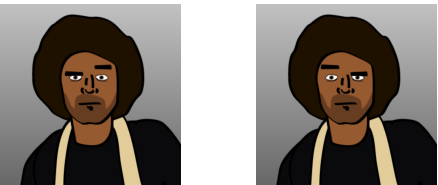
Reset

About...

Slider

0.00

Raises one eyebrow while lowering the other.



fx Eyebrows Pinch

Reset

About...

Slider

0.00

Moves the eyebrows closer together/farther apart along the x-axis.

