

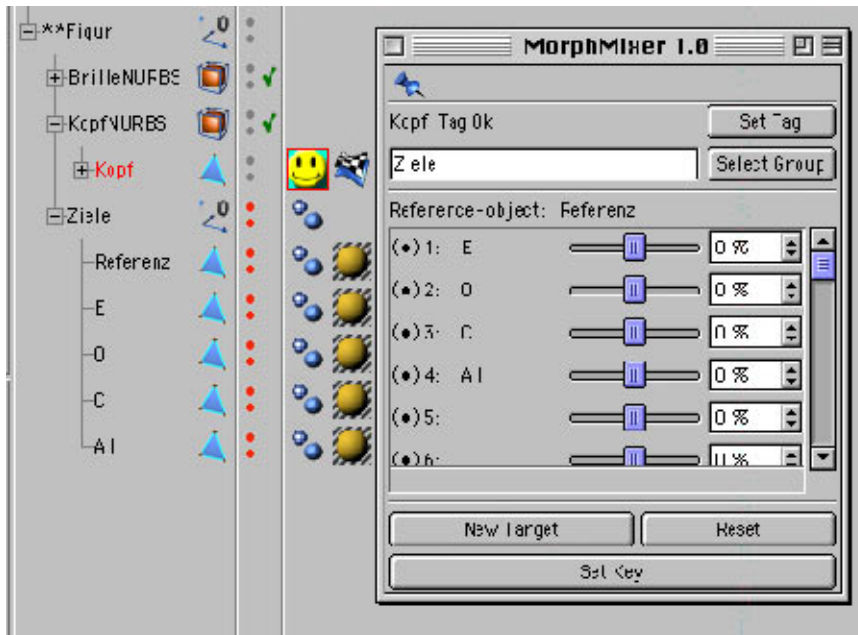
MorphMixer1.0

Plugin for Cinema 4d XL

MorphMixer is a plugin for Maxon's Cinema 4d XL that enables you to mix up to 60 morph-targets into a point-object like a DJ. Point-objects are splines, FFDs, bezier-objects and polygon-objects. It is very well suited to make a low-resolution poly-head talk, that is placed inside a hypernubs. MorphMixer has it's own plugin-track, so you can easily set keyframes that will restore your settings later on, what you can't do with PLA-tracks.

Installation is as simple as copying the folder "MorphMixer1.0" into your plugins-folder inside the Cinema application folder.

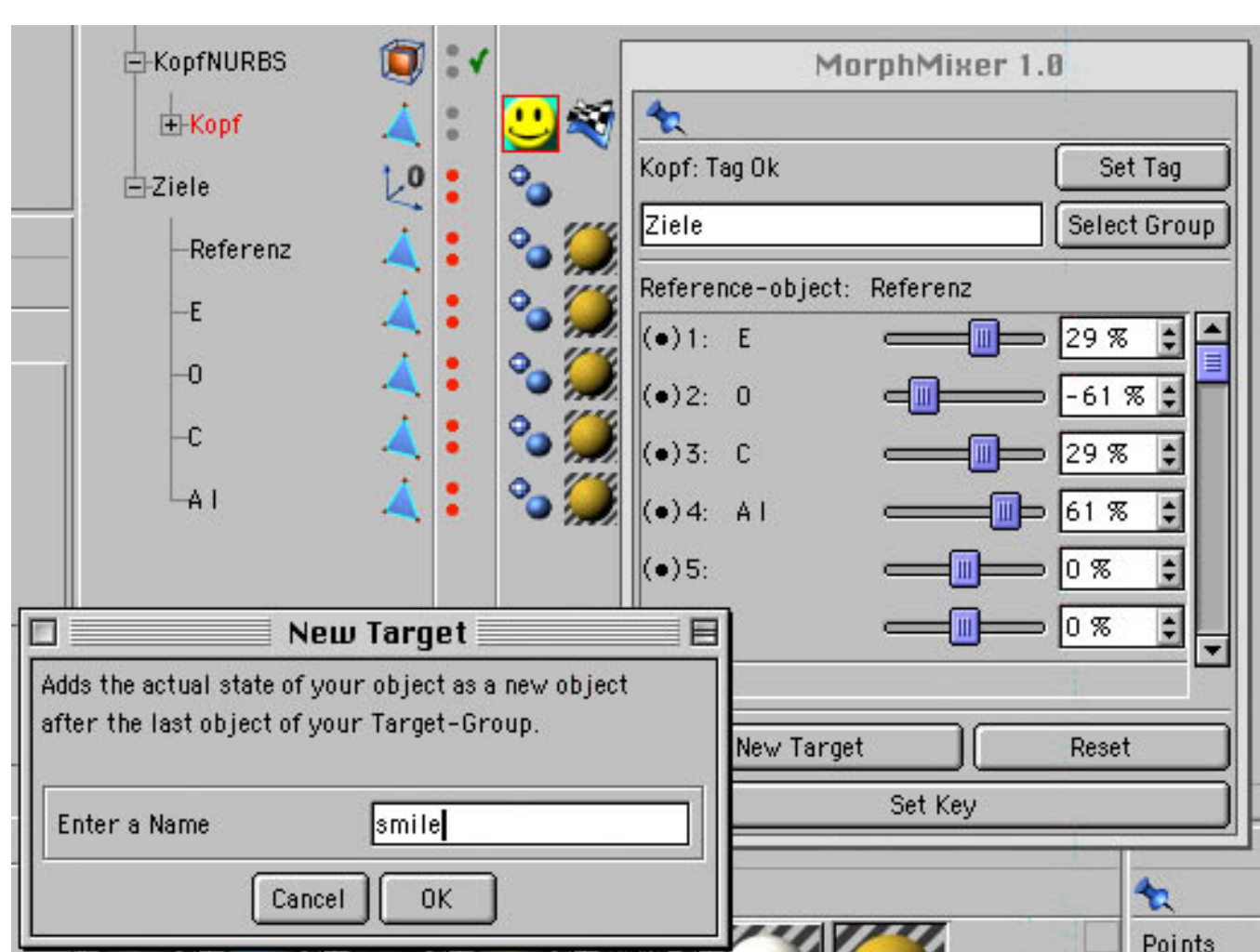
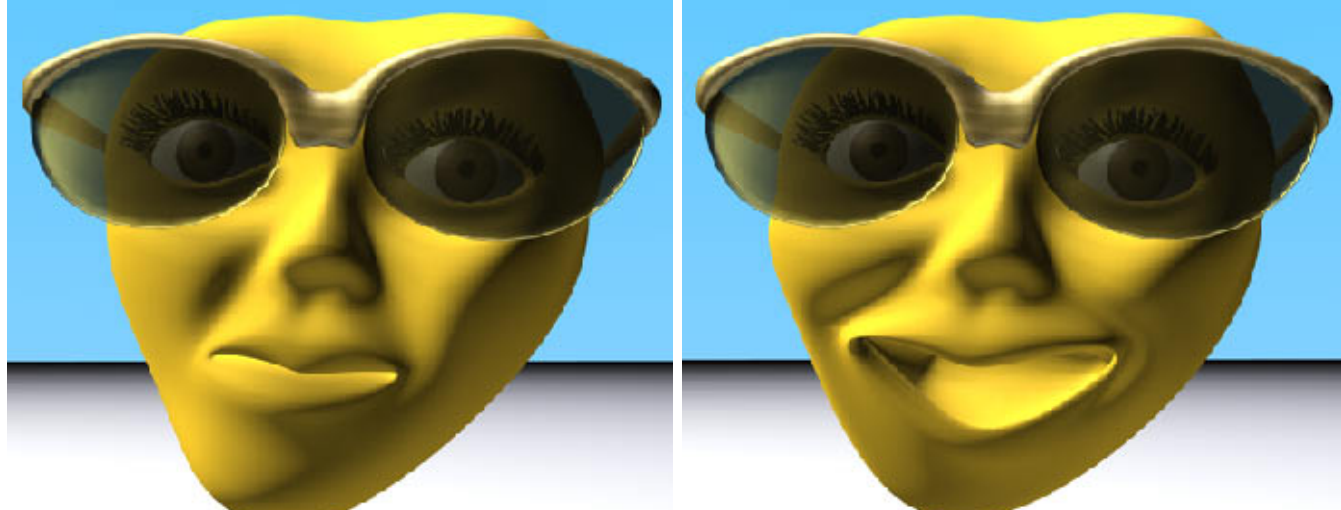
To get used to the functions of MorphMixer you can have a look at the example file that came with the plugin. Your object manager should look like the picture on the right. double click the smiley icon – MorphMixer is a cheerful plugin – and the MorphMixer window will open.



If you want to add a MorphMixer tag to an other object, you can use the menu of the object manager (*File -> New Tag -> Plugin Tag*) or you can open the MorphMixer window at any time in the main window's plugin menu. All your MorphMixer tags will be managed with this one window, the actual settings are always for the active object. If your active object has no MorphMixer tag you can add a tag with – surprise – **Set Tag**. By the way, you can dock the MorphMixer window permanently into your Cinema GUI without any problems.

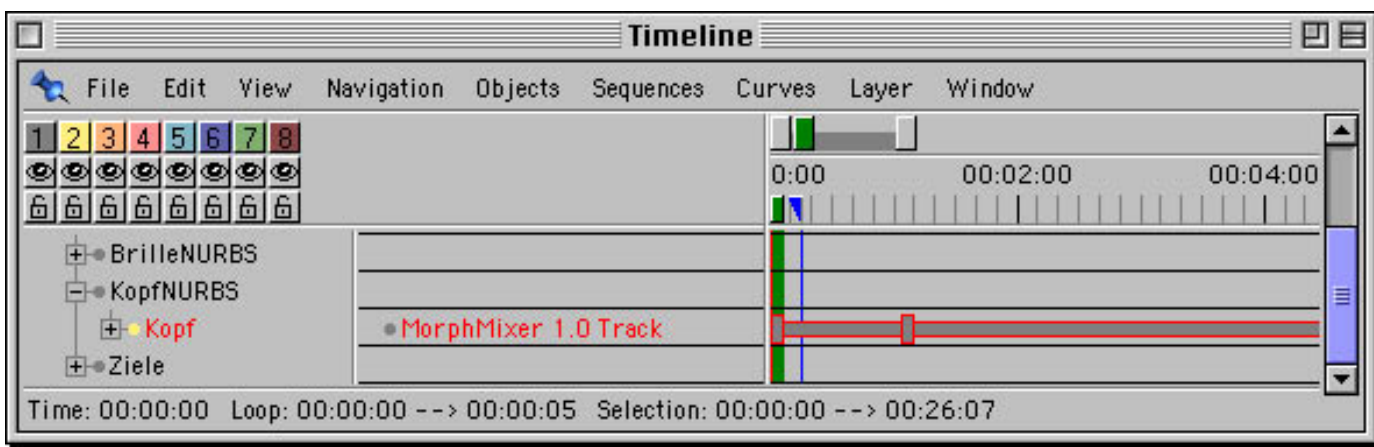
Have another look at the above picture. "Kopf" is the object that will be animated. In the example file there are already four **Targets**: "E", "O", "C" and "A I". To create these targets I did copy the original object and modified the copies to make the lips form the according sounds. It is important not to change the point count, since all target objects must have the same number of points like the original object.

In addition I made another copy that stays untouched. It is to recover the original state of the object. This **reference-object** is named "Referenz" in our example. Then I grouped the copies and named the group. The first object in the group will always be the reference-object. The group in our example has the name "Ziele" and is already selected in the MorphMixer window for the object "Kopf". Always remember to make the target group invisible for the editor and renderer. If you want to change the group simply enter a name in the edit field (with auto name detection) and hit the button **Select Group**. Immediately the names of the targets appear next to the sliders. If you move the sliders around you can see the changes in the editor in realtime. Notice that you can enter negative values as well.



Sometimes you come across an expression on your model's face that has many sliders involved and it would be nice to have this expression as an actual target. That's exactly what the **New Target**-button is for. Enter a name in the opening dialog and hit OK. You will see the new object directly afterwards in your object manager and MorphMixer window. Use **Reset** to reset all sliders to 0. Then drag the new object's slider to 100 and you will have that unique expression again.

If you click on **Set Key** you create a new MorphMixer key frame for the active object or you overwrite an already existing key frame. If the active object has no MorphMixer track yet, one will be added automatically.



Tip: if you have access to a camcorder it is a good idea to combine the sound recording for your character with a video shot of the speaking person. You can use the video as a texture on a simple rectangle next to your characters head.

Have fun!

Fabian Rosenkranz, July 2001