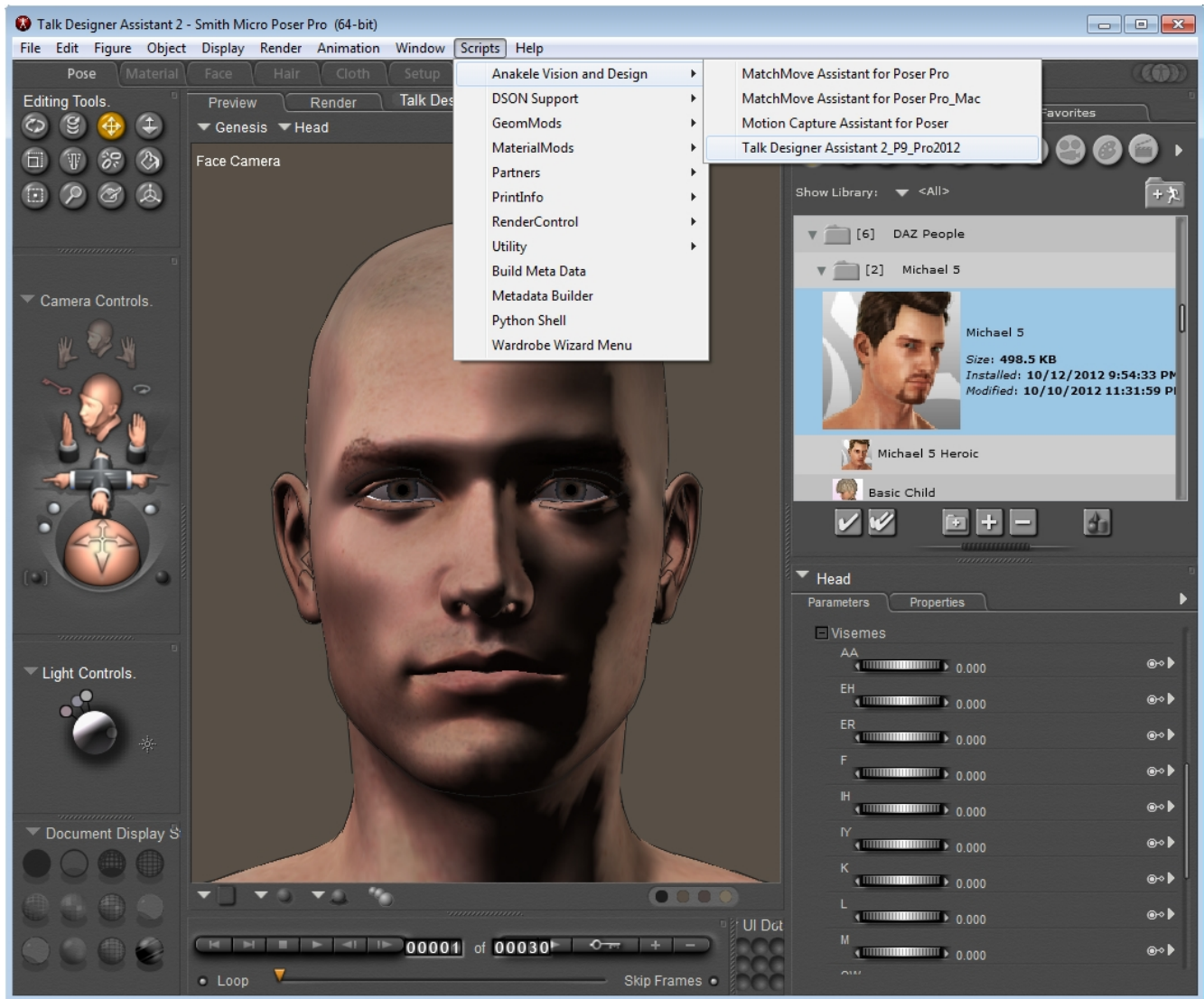


Talk Designer Assistant 2

Anakele.com

Quick Guide



Step by Step Guide to Using Talk Designer Assistant 2 for Poser

1. Please import a character to the Stage.
2. Please select the character by left-clicking anywhere on the figure
3. Please go to Poser's Menu System at the top of the application and select Scripts → Anakele Vision and Design → Talk Designer Assistant 2

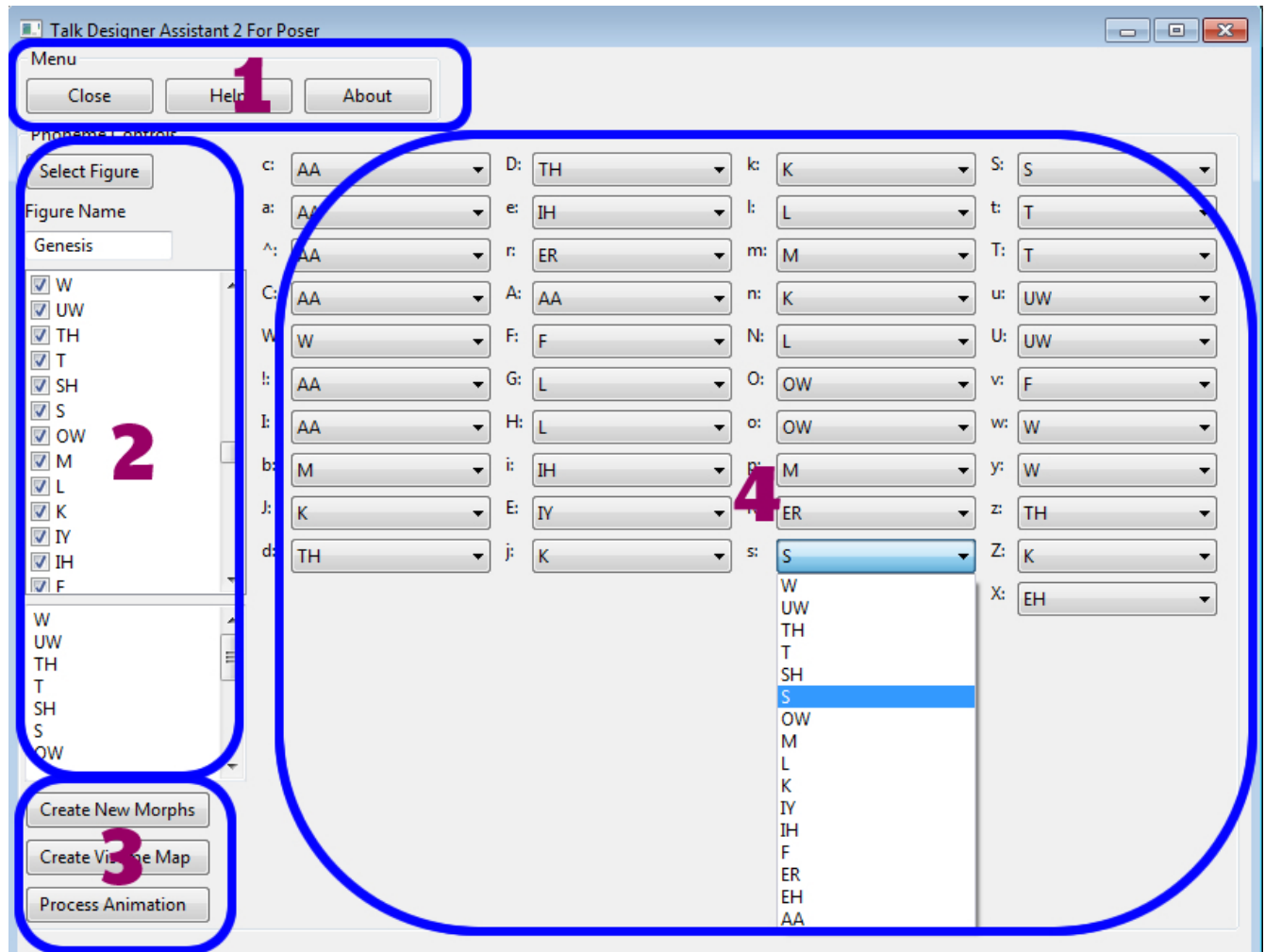
4. Press the “Select Figure Button” on the TDA2 interface. The figure's name should display along with all of the morphs found on the figure's head.
5. Select only the morphs you wish to use for speech processing.
6. Press the “Create New Morphs” button. This will create new morphs on the head of the figure which will be used to process the speech animation. The name of each new morph will begin with “new_”
7. For each of the sounds Poser recognizes please use the drop down menu to select a corresponding morph target. Some sounds will not have a corresponding morph target which perfectly fits the sound. However, you can use the “Help” button to give you tips on which Phonemes can be used in place of one that appears to be missing.
8. Once you have made your selections for each sound press the “Create Viseme Map” button. This will generate an .xml file in the “Runtime\LipSync\” folder. This file is used by Poser to process speech.
9. The next step is to run Poser's Talk Designer. Go to the Main Menu of the Poser interface and select Window → Talk Designer. The Talk Designer Dialog box is displayed. Select the sound file, supplemental text (not required but highly recommended) and Viseme map (which you just created) associated with your figure. Press the “Apply” button. Close the dialog box. You should notice that during the speech animation only the characters lips appear to move. The teeth, tongue, etc. do not move. Now we are ready for the next step.
10. Press the “Process Animation” button. The time TDA2 takes to process this animation depends on the computer being used as well as the length of the animation. Please be patient.
11. Once the animation is complete you are free to delete the new morph targets (there are no python commands to delete morph targets, sorry.) and render out your scene.

Please note:

***In most cases you will need to create the morph channels for blinking in a way that Poser will understand. Please view the online video tutorial that outlines how to deal with this issue:**
<http://www.youtube.com/watch?v=mnewbXeAtbw>

***If you intend to use the Genesis figure please delete the new morphs create using TDA2 after you have completely processed your speech animation.**

Reference Guide for TDA2 Interface



1: The “Close” button closes the application. The “Help” button presents the user with useful Phoneme tips for speech. The “About” button displays information about the plug-in as well as license information specific to each user.

2: The “Select Figure” button accepts the currently selected figure in the scene. The “Figure Name” text box displays the name of the current Figure. Morph box allows the user to

select each Morph Target dedicated to speech for the current figure. Morph Box 2 displays the morphs the user has chosen from Morph Box 1.

3: The “Create New Morphs” button Creates a new set of morph targets based off of the morphs selected in Morph Box 1. The “Create Viseme Map” button creates the VisemeMap Poser's Talk Designer will use for processing speech in the user's animation. The “Process Animation” button Processes the speech of the Figure.

4: The user must associate a morph with each sound Poser recognizes. This is done by selecting a morph from the drop down list of each sound.

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