

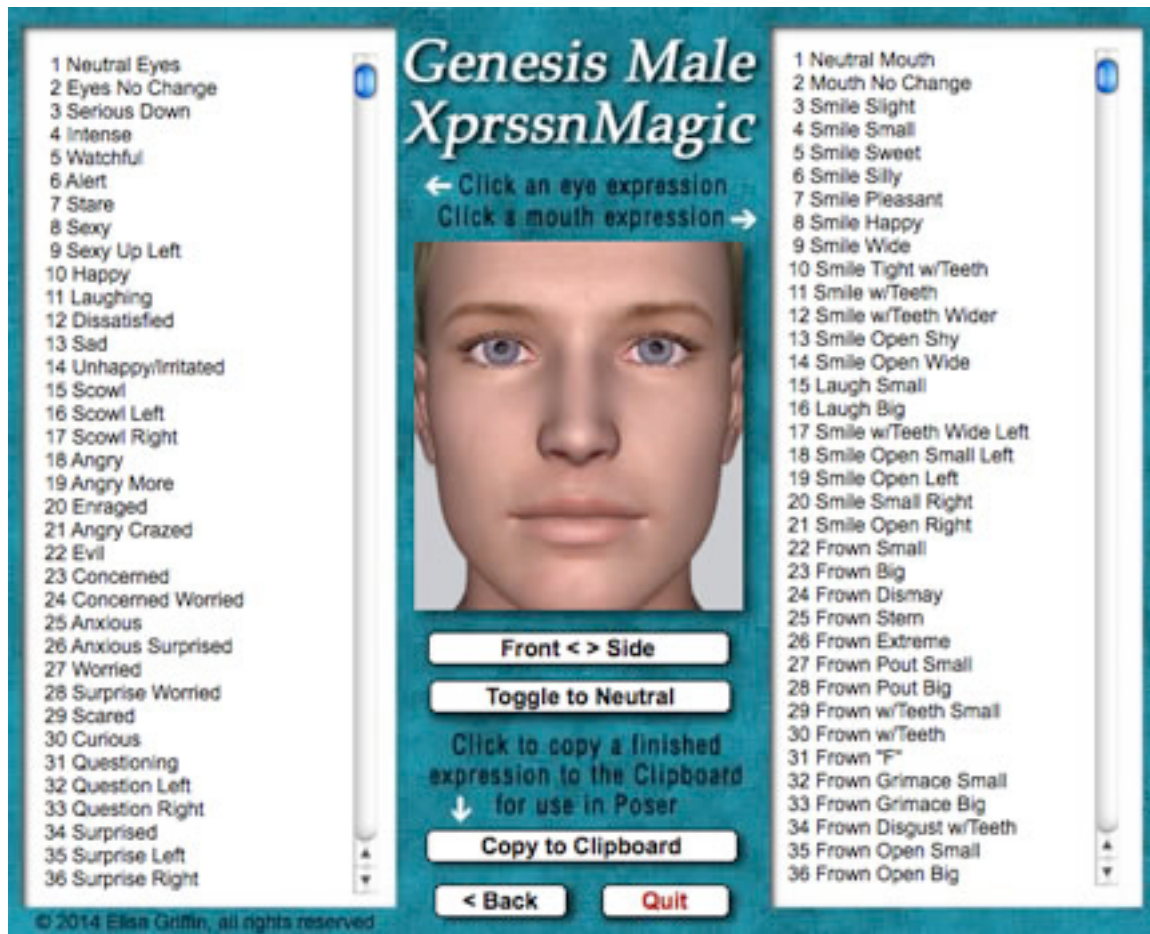
GenesisMale-M5XprssnMagic

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Welcome to GenMaleM5XprssnMagic!*

To use this application you need the **Genesis Male** figure that comes with DAZ Studio Starter Essentials. XprssnMagic also includes preview images and specially adjusted morph values for the **Michael 5** add-on figure.

GenMaleM5XprssnMagic lets you copy into Poser or DAZ Studio the morph dial settings from any combination of the 68 eye and 81 mouth poses – giving you thousands of combinations! Existing head position or face-shaping dial settings on the figure are not overwritten by these expression settings.



* This Adobe Acrobat file is easier to read on-screen if you select "Continuous" from the View menu above. Also turn on "Show Bookmarks" in the Windows menu, so you can quickly jump to a topic.

Installing the Files

This product comes in three versions: a free-standing version for PCs (GenMaleM5XprssnMagicPC), another for Macs (GenMaleM5XprssnMagicMac), and a third version (GenMaleM5XprssnMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

Place your preferred **GenMaleM5XprssnMagic** file anywhere you find convenient (some PC configurations will not let an application execute in certain locations or external drives (see the [File List](#) at the end of this guide, if you have difficulties).

Note that the [GenMaleM5XprssnMagicShockwave.html](#) and the .dcr file must be kept together in the same location (the .dcr can only be run by the .html web browser file) and you must not rename the .dcr file, or the .html file will not be able to find and launch it.

For DAZ Studio users, there is the included [XprssnMagic Importer 4 script](#), which enables pasting XprssnMagic morph dial combination settings to a Genesis Female figure. Place the script in your DAZ Studio My Library's Script folder.

Using GenMaleM5XprssnMagic

Launch the program by double-clicking the GenMaleM5XprssnMagic icon or by opening the Shockwave html page in your web browser.

1. At the opening screen select either the Genesis Male or Michael 5 radio button, then click the "Run GenMaleM5XprssnMagic" button. This will take you to your choice of the two List/Preview screens.



Genesis Male



Michael 5

Run GenMaleM5XprssnMagic

2. Click one of the eye expressions on the scrolling list at the left. The top half of the preview face frame in the center will show your chosen eye pose.
3. Click one of the mouth expressions on the scrolling list at the right. The bottom half of the preview face frame will show the mouth pose.

4. Click the “Front < > Side” button below the center preview image to see the expression combo from the side. Click the mouse button again to return to the front view. (Some of the eye and mouth previews do not match exactly at the eye/mouth line in the preview window; the actual morph will of course be smooth.)

Front < > Side

5. Click and hold the “Toggle to Neutral” button to compare the Xprssn combo with the figure’s neutral face. Release to return to the combo view.

Toggle to Neutral

6. When you get a combined expression that you want to transfer into the Genesis Male or M5 figure, make sure you press the “**Copy to Clipboard**” button (otherwise you will paste any previously copied morph settings).

Copy to Clipboard

Using with Poser

1. **Launch Poser.** (If for some reason you can’t run both programs at the same time, just close XprssnMagic; the information will remain in the Clipboard.)
2. In Poser, load the Genesis Male or M5 figure (using the DSON Importer for Poser). On the Parameters Palette **select the Head.**
3. Select **Edit | Paste** from the menu (or use the keyboard paste command Control-V) to set the morph dials values for your chosen expression.
4. If the new Xprssn combo does not appear, click on another body part, then back to the head, to force the screen to redraw – some versions of Poser can be quirky about this.
5. You can now fine-tune the dial settings, if you want to adjust the expression. This may be necessary when the figure’s face has been significantly morphed or if you want to add some asymmetry to the expression.

Using with DAZ Studio

XprssnMagics work by copying to your computer's **system clipboard** the dial settings for the selected eye-mouth combos. Unlike Poser, DAZ Studio does not let you paste system clipboard data directly to a figure. However, you can do so by way of the included script **XprssnMagic Importer 4**. (See [DAZ Studio Script](#))

1. Follow the script's installation directions.
2. In GenMaleM5XprssnMagic, select an eye-mouth combo, click the "Copy to Clipboard" button.
3. In DAZ Studio select the **head** of a Genesis Male or Michael 5 figure.
4. Run the **XprssnMagic Importer 4** script, which will bring up a window.
5. Click inside the script window and paste.
6. Click the "**Apply**" button. The window will close and the Xprssn will be applied.

Shockwave Version

To use the Adobe Shockwave version, open in your web browser the file GenMaleM5XprssnMagicShockwave.html. It and the dependent file GenMaleM5XprssnMagicShockwave.dcr must be in the **same** location (anywhere convenient) and you must **not** rename the .dcr file, or the .html file will not be able to find and launch it.

Use the Shockwave version with DAZ Studio or Poser as instructed above.

You must have a current version of **Adobe Shockwave Player** (not to be confused with the Adobe Flash Player) installed in your web browser.

If needed, use this link to get the Shockwave Player (or go to adobe.com and search for "Shockwave") Follow directions to download and install the appropriate player for your operating system and browser(s):

<http://www.adobe.com/shockwave/download>

The “Neutral” vs. “No Change” Poses

At the top of the eye and mouth pose lists are both a neutral pose, which sets all that list’s expression morph dials to zero, and a no change pose (a grey image with “No Change” text), which does not copy any settings for that list’s expression dials. Together, they give you greater control of the figure’s expression morphs.

- The **Neutral Eyes** pose allows you to **zero** any eye expression settings on the figure, independent of your choice on the mouth expressions list.
- The **Eyes No Change** pose leaves an existing eye expression **unchanged**, while allowing you to set a new expression for just the figure’s mouth.
- The **Neutral Mouth** pose allows you to **zero** any mouth expression settings on the figure, independent of your choice on the eye expressions list.
- The **Mouth No Change** pose leaves an existing mouth expression **unchanged**, while allowing you to set a new expression for just the figure’s eyes.

Visemes

The 16 speech viseme morphs are included at the bottom of the mouth list and can be used with any eye xprssn. (M and SH may be particularly useful.)

Like the other mouth xprssns, they are set to zero when the Neutral Mouth is selected, but not affected when Mouth No Change is selected.

Auto Zero Set of Some Dials

Be aware that the 4 full face, two nose and three cheek morphs are automatically set to zero whenever you paste from GenMaleM5XprssnMagic (even when EyesNoChange and MouthNoChange are selected), since any pre-existing settings on these dials would alter both your chosen eye and mouth Xprssns.

If you want, you can add a setting to any of these dials after applying the Xprssn. The dial’s value will be set back to zero if you paste in another Xprssn.

Face-shaping and head positioning dials will be unaffected by a pasted Xprssn.

See the [GenMaleM5XprssnMagic Morph Dials](#) lists at the end of this guide for complete information.

Xprssns On Other Figures

These Xprssn settings for the Genesis Female and Victoria 5 have been optimized for these figures. They can be applied to other **Genesis** figures, but may require significant adjustments. This is done for the Genesis Female and Victoria 5 figures by my product **GenFemaleV5XprssnMagic**.

Some of the internal morph dial names on the **Genesis 2** figures are the same as the Genesis figures and some differ. Thus, Xprssns from this product will be applied to them only in part or not at all

I attempt to use the same eye and mouth xprssn **names** and organization on my various XprssnMagic products, for ease of use.

However, individual morph shapes (and the limits placed on morph dials) vary significantly between figures, so that similarly named xprssns may be only approximations of each other. Some are only as good as can be made, within the constraints of a figure. Of course, some figures come with more morphs, allowing additional combinations.

Why So Many Combinations?

We humans are sensitive to extremely subtle differences in expressions, conveying a wide range of emotions. Simply setting a smile morph on the mouth of figure, for example, usually does not give a believable, realistic smile. In fact, a smile without even the smallest change in eye expression gives us the feeling that the character's response lacks warmth and authenticity (which may occasionally be the effect you're after).

Seldom are our expressions perfectly symmetrical on the right and left sides, and the asymmetry of these poses also can convey emotional subtleties.

By having many variations available you can create an expression that fits a particular situation. You also can avoid using the same stock expression on all the characters in a scene or on one figure in a series of images or an animation. Also, one variation of an expression may look better from a particular angle than another.

The more extreme expressions may be needed for a full-body or distance shot or cartoon situations, while more subtle variations are useful for close-ups.

You may have to experiment to find the expression that sets the mood you want for your character. Of course, you can further adjust an expression in DAZ Studio or Poser and save it in the library for future use.

The Names Are Guides Only

Don't rely too much on the eye and mouth names when creating your expressions. Sometimes we convey complex or conflicted emotional messages by "mismatching" expressions on the upper and lower halves of our faces.

You will find that using a "smile" expression will give your characters a very different mood when teamed with an "angry" or "suspicious" eye setting than it does when used with a "happy" or "stare" one. A silly smile can turn sinister when paired with a particular eye pose.

GenMaleM5XprssnMagic Morph Dials

The following 108 morphs are used by GenMaleM5XprssnMagic. When you apply a GenMaleM5XprssnMagic xprssn to the Genesis Male or Michael 5 figure, any existing settings for *only* these dials will be overwritten. Any dials not listed will be unchanged. (Note that these are the morph dial names, not the internal morph names used by XprssnMagic.)

Genesis Male Eye Expression Morph Dials (42):

Brow Down	Brow Outer Up Right	Eyelids Top Down
Brow Down Left	Brow Squeeze	Eyelids Top Down Left
Brow Down Right	Brow Up	Eyelids Top Down Right
Brow Inner Down	Brow Up Left	Eyelids Top Up
Brow Inner Down Left	Brow Up Right	Eyelids Top Up Left
Brow Inner Down Right	Cheeks Eye Flex	Eyelids Top Up Right
Brow Inner Up	Cheeks Eye Flex Left	Eyes Closed
Brow Inner Up Left	Cheeks Eye Flex Right	Eyes Closed Left
Brow Inner Up Right	Eyelids Bottom Down	Eyes Closed Right
Brow Outer Down	Eyelids Bottom Down Left	Eyes Side-Side
Brow Outer Down Left	Eyelids Bottom Down Rt	Eyes Squint
Brow Outer Down Right	Eyelids Bottom Up	Eyes Squint Left
Brow Outer Up	Eyelids Bottom Up Left	Eyes Squint Right
Brow Outer Up Left	Eyelids Bottom Up Right	Eyes Up-Down

Genesis Male Mouth Expressions Morph Dials (57):

Cheeks Balloon	Lip Bottom Down	Lips Part Center
Cheeks Balloon Pucker	Lip Bottom Down Left	Lips Pucker
Jaw In-Out	Lip Bottom Down Right	Lips Pucker Wide
Jaw Side-Side	Lip Bottom In	AA
Mouth Corner Up-Down	Lip Bottom In Left	EH
Mouth Frown	Lip Bottom In Right	ER
Mouth Narrow	Lip Bottom Out	F
Mouth Narrow Left	Lip Bottom Out Left	IH
Mouth Narrow Right	Lip Bottom Out Right	IY
Mouth Open	Lip Bottom Up	K
Mouth Open Wide	Lip Bottom Up Left	L
Mouth Side-Side	Lip Bottom Up Right	M
Mouth Side-Side Left	Lip Top Down	OW
Mouth Side-Side Right	Lip Top Down Left	S
Mouth Smile	Lip Top Down Right	SH
Mouth Smile Open	Lip Top Up	T
Smile Simple	Lip Top Up Left	TH
Smile Simple Left	Lip Top Up Right	UW
Smile Simple Right	Lips Part	W

Genesis Male Morphs Set To Zero (9)

GenMaleM5XprssnMagic **automatically sets to zero** any values on these nine morph dials whenever you paste, since pre-existing settings on them would alter your chosen Xprssn.

Full Face (4): Angry, Concentrate, Fear, Glare

Nose (2): Nose Wrinkle, Nostrils Flare

Cheeks (3): Cheeks Flex, Cheeks Flex Left, Cheeks Flex Right

Note: these dials will be set to zero even when you have Eyes No Change, Mouth No Change or both selected.

After pasting in an Xprssn you can add settings on any of these dials, but they are automatically re-set to zero when you paste another Xprssn:

Other (Unaffected) Morphs

Settings on your figure's **head position**, **scale** and **face-shaping** dials are not affected by GenMaleM5XprssnMagic, including:

Cheeks Crease, Cheeks Crease Left, Cheeks Crease Right

Pose Interference

Be aware that some careless creators of body or face-shaping poses include all the head morphs in their poses, even when the expression morphs are set to zero. Using such a pose will overwrite a GenFemV5XprssnMagic xprssn you have previously applied to your figure. If you find this happening, first apply the body pose and then the GenMaleM5XprssnMagic xprssn (which does not affect any head position settings or the morph dial settings of other body parts).

DAZ Studio Script

To use GenMaleM5XprssnMagic in DAZ Studio you must use the script **XprssnMagic Importer 4**, included in this product's file downloads.

The first version of this script for DAZ Studio 2 was written and shared by **Guandalug la'Fay** in 2007. It has been updated and adapted for DAZ Studio 4 by **Richard Hazeltine**. Many thanks to both for their generosity to our community.

File List

Most users can place these files anywhere convenient:

GenMaleM5XprssnMagicPC (free-standing application for PCs)

GenMaleM5XprssnMagicMac (free-standing application for Macs)

GenMaleM5XprssnMagicGuide.pdf (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*:

GenMaleM5XprssnMagicShockwave.html (to be opened in a web browser)

GenMaleM5XprssnMagicShockwave.dcr (runs within the .html file)

For DAZ Studio - place this script in your DAZ Studio Library's Script folder:

XprssnMagic Importer 4 (run in DAZ Studio to import xprssn settings)

Note: Some PC security configurations will not let an application execute in certain locations or from external drives. First check that the location is not set for Read Only. Try moving GenMaleM5XprssnMagicPC into the Programs folder.

Some international users may have to set their system to U.S. English.

Thank you for purchasing GenMaleM5XprssnMagic!

At daz3d.com you will find XprssnMagics for other popular figures, including the Genesis Female & Victoria 5, Genesis 2 Female & Victoria 6, Genesis 2 Male & Michael 6, the Generation 4 figures and others. Elisa Griffin / gryffnn