Aiko3XprssnMagic

Welcome to Aiko3XprssnMagic!*

This program is a free-standing application. To use the expression information you must own the Aiko 3 figure (not AikoLE) available at daz3d.com.

Aiko3XprssnMagic lets you copy into Poser or DAZ Studio the morph dial settings from any combination of the 56 eye and 79 mouth poses. Existing face-shaping dial settings on the figure will not be overwritten by these expression settings.
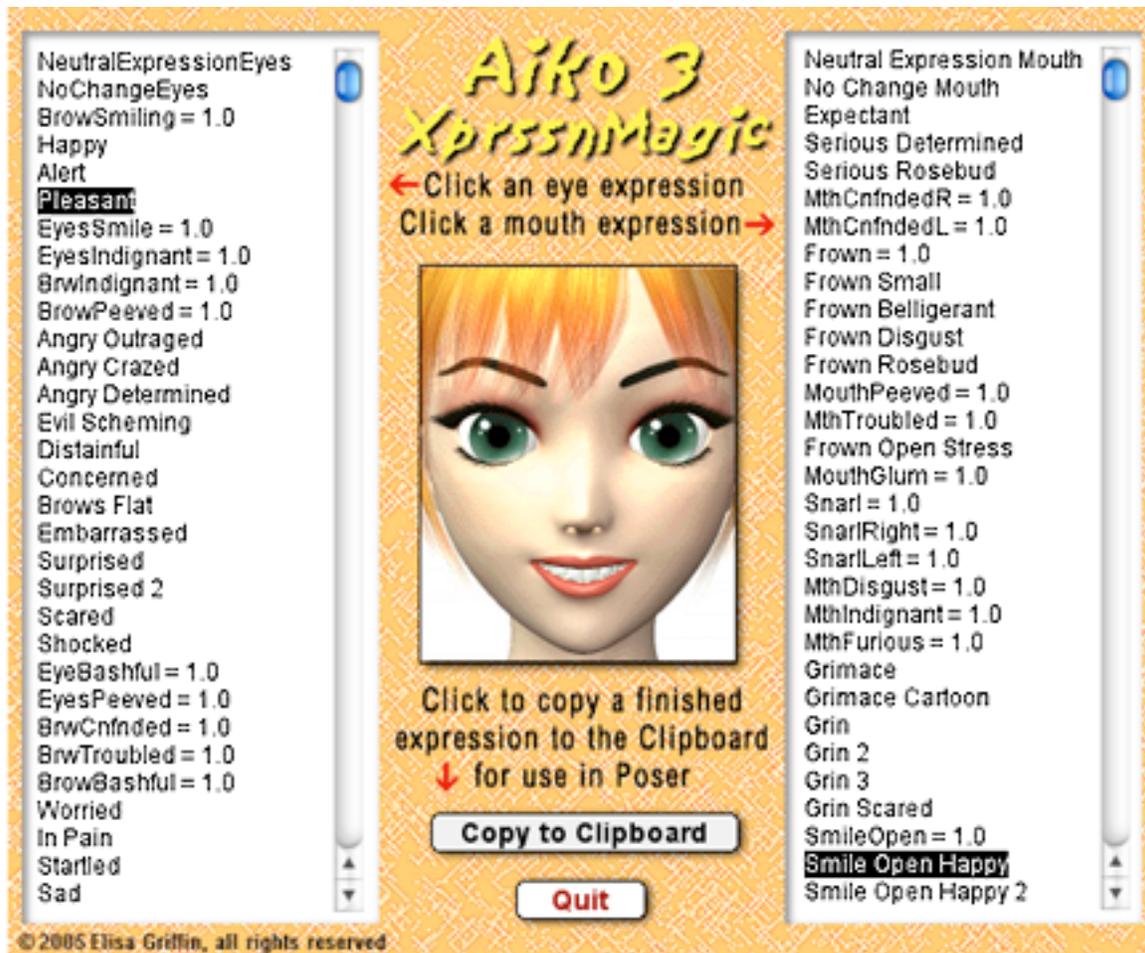
* This Adobe Acrobat file is easier to read on-screen if you select "Continuous" from the View menu above. Also turn on "Show Bookmarks" in the Windows menu, so you can quickly jump to a topic.

Installing the Files

This product comes in **three versions**: a free-standing version for PCs (A3XprssnMagicPC), another for Macs (A3XprssnMagicMac), and a third version (A3XprssnMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

Place your preferred **A3XprssnMagic** 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 A3XprssnMagicShockwave.html and the .dcr files must be kept together in the same location and you must not rename the .dcr file, or the .html file will not be able to find and launch it.

The installer also places the necessary 15 custom head morphs files in the **!DAZ** pose library. These files must be kept in this location in order for the !XprssnMagicINJ/REM files to work. (See the File List.)

For DAZ Studio users, there is the included XprssnMagic Importer 4 script, which enables pasting XprssnMagic morph dial combination settings to an Aiko 3 figure. Place the script in your DAZ Studio My Library's Script folder.

Preparing the Aiko 3 Figure

Because it takes advantage of injection morph technology, you can easily add new morphs to your Aiko 3 figure. In order to fully use Aiko3XprssnMagic, you must "inject" my 15 custom expression morphs into Aiko 3 with **the provided pose file (!XprssnMagicINJ.pz2)**. All other necessary morphs come with the full Aiko 3 figure (not the free Aiko LE figure).

To load the 15 custom morphs:
- select the Aiko 3 figure's head
- apply from the Poser library:
  Pose | AikoHiro3_gryffnn | !XprssnMagicINJ
- after the expression dials appear, you can use Aiko3XprssnMagic

The custom expression morphs can be removed from the figure with the Poser library:
Pose | AikoHiro3_gryffnn | !XprssnMagicREM

Note: The same INJ/REM files work for Hiro 3, although Aiko3XprssnMagic does not.

Using Aiko3XprssnMagic

Launch the program by double-clicking on the Aiko3XprssnMagic icon.

1. Click one of the eye xprssns on the scrolling list at the left. The top half of the preview face frame in the center will show your chosen eye pose.

2. Click one of the mouth xprssns on the scrolling list at the right. The bottom half of the preview face frame will show the mouth pose.

3. When you get a combined xprssn that you want to transfer to the figure, make sure you press the **"Copy to Clipboard" button**.

Using with Poser

1. **Launch Poser**. (If for some reason you can't run both programs at the same time, just close Aiko3XprssnMagic; the copied information will remain in the Clipboard.)

2. In Poser, load an Aiko 3 figure and **select the head**.

3. Select **Edit | Paste** from the menu (or use the keyboard paste command Control-V) to set the morph dials that will create 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 refreshing the screen properly.

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.

Note: For convenience, Aiko3XprssnMagic has "pure" settings for individual morph dials, which are indicated by the morph dial name and = 1 (for example, BrowSmiling = 1). Expressions that are a combination of settings for two or more morph dials simply have a descriptive name, such as "Alert."

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 XprssnMagic, select an eye-mouth combo, click the "Copy to Clipboard" button.

3. In DAZ Studio select the **head** of a (prepared) Aiko 3 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 Aiko3XprssnMagicShockwave.html. It and the dependent file Aiko3XprssnMagicShockwave.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. "NoChange" 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, which does not copy settings for that list's expression dials. Together, they give you greater control of Aiko 3's expression morphs.

- The **eyesNeutral** pose allows you to **zero** any eye expression settings on the figure, independent of your choice on the mouth expressions list.

- The **eyesNoChange** pose leaves an existing eye expression **unchanged**, while allowing you to set a new expression for just the figure's mouth.

- The **mouthNeutral** pose allows you to **zero** any mouth expression settings on the figure, independent of your choice on the eye expressions list.

- The **mouthNoChange** pose leaves an existing mouth expression **unchanged**, while allowing you to set a new expression for just the figure's eyes.

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 can also 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.

In addition to realistic expressions, Aiko 3 comes with exaggerated anime expression morphs, such as MthFurious.

You may have to experiment to find the expression that sets the mood you want for your character. Of course, you can further adjust the expression in Poser and save it in the library for future use (see the following section).

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" mouth xprssn will give your characters a very different mood when teamed with an "angry", "dismay" 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.

Aiko3XprssnMagic Morph Dials

The following 66 built-in and 15 custom morphs are used by Aiko3XprssnMagic. The names are those on the morph dials, not the internal names used by XprssnMagic.

When you apply an expression to a Aiko 3 figure, any existing settings for these dials only will be overwritten. Any dials not listed will be unchanged.

Eye & Brow Morphs (27)

BrowSmiling	LBrowUp	EyeSmile
BrowBashful	BrowDownR	EyeLaughing
BrwConfnded	BrowDownL	EyesBashful
BrwPerplexdR	BrowWorryR	EyesGlum
BrwPerplexdL	BrowWorryL	EyeTroubled
BrwTroubled	Blink Right	EyeWinceR
BrwIndignant	Blink Left	EyeWinceL
BrowPeeved	BlinkCurveR	EyeIndgnant
RBrowUp	BlinkCurveL	EyesPeeved

Mouth Morphs (39)

TongueOut	MthCnfndedR	PartLips
TngueOutDn	MthCnfndedL	MouthSpeak
TongueOutUp	Frown	OpenMouth
TongueRight	MouthGlum	MthOpenRnd
TongueLeft	MthTroubled	MouthYell
TongueUpDwn	Snarl	Mouth F
Smile	SnarlRight	Mouth M
SmileOpen	SnarlLeft	Mouth O
SmileAngle	MouthDisgust	Mouth U
Smile Right	MouthPeeved	Mouth CH
Smile Left	MthIndgnant	Mouth TH
MthLaughing	MthFurious	Tongue L
MthBashful	LipsPucker	Tongue T

Custom Morphs (15)

chkLballoon	mthBackR	tongueCurl
chkRballoon	mthDownL	tongueFlat
lipsClose	mthDownR	tongueNarrw
mouthForw	mthWideL	tongueTipRnd
mthBackL	mthWideR	tongueTipUp

Character Faces

No face-shaping morph settings are used in the XprssnMagic xprssns. However if a character face has been created that includes any of the morphs on the preceding list, any xprssn that also uses the same morph(s) will overwrite part of the character face setting. To prevent this, you can spawn a morph from the character dial settings, set it to 1, and then apply the xprssn.

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 an A3XprssnMagic xprssn you have previously applied to your figure. If you find this happening, first apply the body pose and then the A3XprssnMagic xprssn (which does not affect any head position settings or the morph dial settings of other body parts).

DAZ Studio Script

To use Aiko3XprssnMagic 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:
Aiko3XprssnMagicPC (free-standing PC application).
Aiko3XprssnMagicMac (free-standing Mac application).
Aiko3XprssnMagicGuide.pdf (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*:
Aiko3XprssnMagicShockwave.html (to be opened in a web browser)
Aiko3XprssnMagicShockwave.dcr (runs within the .html file)

The files for the necessary **15 custom head morphs** must be in:
Runtime : libraries : !DAZ : Aiko 3 : Head : ChanVis :

Hide.chkLballoon.pz2	Unhide.chkLballoon.pz2
Hide.chkRballoon.pz2	Unhide.chkRballoon.pz2
Hide.lipsClose.pz2	Unhide.lipsClose.pz2
Hide.mouthForw.pz2	Unhide.mouthForw.pz2
Hide.mthBackL.pz2	Unhide.mthBackL.pz2
Hide.mthBackR.pz2	Unhide.mthBackR.pz2
Hide.mthDownL.pz2	Unhide.mthDownL.pz2
Hide.mthDownR.pz2	Unhide.mthDownR.pz2
Hide.mthWideL.pz2	Unhide.mthWideL.pz2
Hide.mthWideR.pz2	Unhide.mthWideR.pz2
Hide.tongueCurl.pz2	Unhide.tongueCurl.pz2
Hide.tongueFlat.pz2	Unhide.tongueFlat.pz2
Hide.tongueNarrw.pz2	Unhide.tongueNarrw.pz2
Hide.tongueTipRnd.pz2	Unhide.tongueTipRnd.pz2
Hide.tongueTipUp.pz2	Unhide.tongueTipUp.pz2

Runtime : libraries : !DAZ : Aiko 3 : Head : Deltas :

InjDeltas.chkLballoon.pz2	RemDeltas.chkLballoon.pz2
InjDeltas.chkRballoon.pz2	RemDeltas.chkRballoon.pz2
InjDeltas.lipsClose.pz2	RemDeltas.lipsClose.pz2
InjDeltas.mouthForw.pz2	RemDeltas.mouthForw.pz2
InjDeltas.mthBackL.pz2	RemDeltas.mthBackL.pz2
InjDeltas.mthBackR.pz2	RemDeltas.mthBackR.pz2
InjDeltas.mthDownL.pz2	RemDeltas.mthDownL.pz2
InjDeltas.mthDownR.pz2	RemDeltas.mthDownR.pz2
InjDeltas.mthWideL.pz2	RemDeltas.mthWideL.pz2
InjDeltas.mthWideR.pz2	RemDeltas.mthWideR.pz2
InjDeltas.tongueCurl.pz2	RemDeltas.tongueCurl.pz2
InjDeltas.tongueFlat.pz2	RemDeltas.tongueFlat.pz2
InjDeltas.tongueNarrw.pz2	RemDeltas.tongueNarrw.pz2
InjDeltas.tongueTipRnd.pz2	RemDeltas.tongueTipRnd.pz2
InjDeltas.tongueTipUp.pz2	RemDeltas.tongueTipUp.pz2

Files for injecting all the 15 **custom morphs**:
Runtime : libraries : Pose : AikoHiro3_gryffnn (or a convenient Pose location):

!XprssnMagicINJ.pz2	!XprssnMagicREM.pz2

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 GenFemV5XprssnMagicPC into the Programs folder or using the Shockwave version.

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

Thank you for purchasing Aiko3XprssnMagic!

At [daz3d.com](daz3d.com) you will find XprssnMagics for other Generation 3, Generatiion 4, Genesis and Genesis 2 figures, as well as V4FaceMagic and V4A4HipHopMagic. Elisa Griffin / gryffnn