Victoria4XprssnMagic (Updated)

Welcome to V4XprssnMagic!*

This program is a free-standing application. To fully use it you need DAZ's Victoria 4 and the Victoria 4 Morphs++ pack. The V4 **base** figure has all the required head morphs except EyesSide-Side and EyesUp-Down and therefore will <u>not</u> by itself automatically point the eyes for some of these eye xprssns.

V4XprssnMagic lets you copy into Poser or DAZ Studio the morph dial settings from any combination of the 64 eye and 84 mouth poses – giving you over 5,000 combinations! Existing head position or face-shaping dial settings on the figure will not be overwritten by these expression settings.
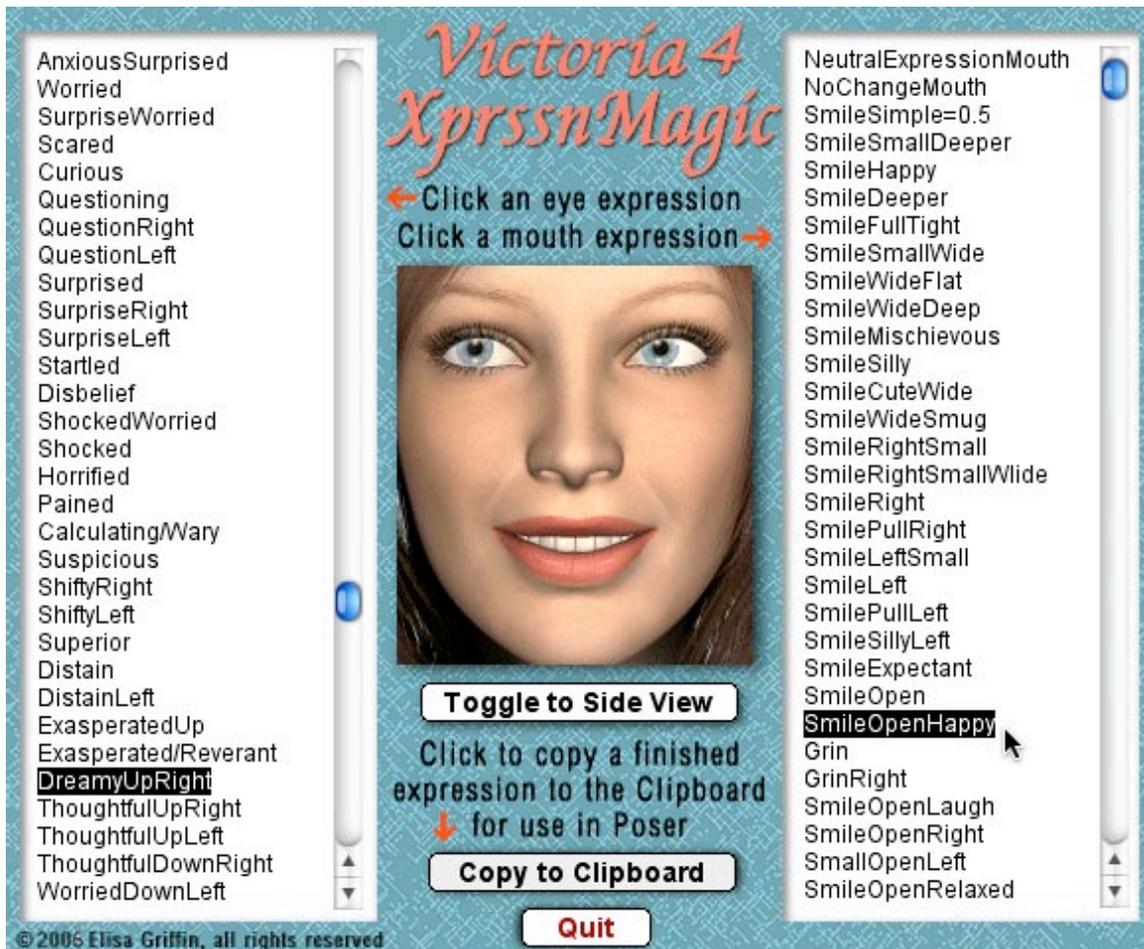
* This Adobe Acrobat file is easier to read on-screen if you select "Continuous" from the View menu above. Also turn on "Show Bookmarks" in the Windows menu, so you can quickly jump to a topic.

Installing the Files

This product comes in **three versions**: a free-standing version for PCs (V4XprssnMagicPC), another for Macs (V4XprssnMagicMac), and a third version (V4XprssnMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

Place the **V4XprssnMagic** file anywhere you find convenient (some PC configurations will not let the 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 V4XprssnMagicShockwave.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 V4 figure. Place the script in your DAZ Studio My Library's Script folder.

The pose files **INJ V4EyesMove.pz2** and **REM V4EyesMove.pz2** are installed in the library Pose : XprssnMagic, but can be moved to any location in the Pose library.

Preparing the Victoria 4 Figure

To fully use Victoria4XprssnMagic, you must inject the head morph dials **EyesSide-Side** and **EyesUp-Down** into the Victoria 4 figure. These morphs are included in the **Victoria 4 Morphs++** pack.

You can use Victoria 4XpressnMagic with the Victoria 4 basic figure, however, those eye poses marked with an asterisk (*) that point the eyes up-down and side-side will **not be fully applied**.

If you do not want to inject all the V4 Morphs++ morphs, I have included the pose file **INJ V4EyesMove.pz2** to **inject only these two dials** (**REM V4EyesMove.pz2** removes the dials).

Note: The injection file will **not** work until you have installed the V4 Morphs++ pack and run the "Update Victoria 4 Base" file.

Using V4XprssnMagic

Launch the program by double-clicking the V4XprssnMagic icon.

1. At the opening screen click the "Run Victoria4XprssnMagic" button.

2. 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.

3. 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.

4. Click the "Front < > Side" button below the center preview image to see the xprssn 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 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 Victoria 4 figure, make sure you press the **"Copy to Clipboard" button** (otherwise you will paste any previously selected 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 a Victoria 4 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 or if you want to add some asymmetry to the expression.

Using with DAZ Studio

XprssnMagics work by copying to the system clipboard the head 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 Victoria4XprssnMagic, select an eye-mouth combo, click the "Copy to Clipboard" button.

3. In DAZ Studio select the **head** of a (prepared) Victoria 4 figure.

4. Run the **XprssnMagic Importer 4** script.

5. Click in 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 V4XprssnMagicShockwave.html. It and the dependent file V4XprssnMagicShockwave.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 (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 Victoria4'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.

Auto Zero of Some Dials

Be aware that the NoseWrinkle morph and the V4 Morph++ pack's six full face morphs (Happy, Sad, Afraid, Disgusted, Angry and Surprised) are automatically set to zero whenever you paste from V4XprssnMagic (even if NoChangeEyes and NoChangeMouth are selected), since pre-existing settings on these dials would alter both your chosen eye and mouth xprssn.

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.

The 16 speech **viseme** morphs are set to zero **only** by the mouth xprssns; they are not affected by the eye xprssns.

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

See the V4XprssnMagic Morph Dials list at the end of this guide for complete information.

BiteBottomLip and BiteBottomLipLeft

Two mouth xprssns "BiteBottomLip" and "BiteBottomLipLeft" use the face shaping morph LipTopDepth. In order to not alter any character face that may use a setting on it, this morph value is **NOT** set by V4XprssnMagic.

On the mouth list these two xprssns are marked with a > to remind you that after you paste either of them to Victoria 4, you must manually set the **LipTopDepth dial = 0.6**. (If your character's face already has a setting on this dial, add 0.6 to its value.)

Note that this setting will therefore NOT be reset if you later paste another xprssn, so be sure to **manually re-set** the LipTopDepth dial to zero (or the character face's original setting).

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. More extreme expressions may be needed for a full-body or distance shot or cartoon situations.

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.

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" xprssn 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.

V4XprssnMagic Morph Dials

The following 90 morphs are used by V4XprssnMagic. When you apply a V4XprssnMagic xprssn to a Victoria 4 figure, any existing settings for only these dials will be overwritten. Any dials not listed will be unchanged.

NOTE: The Victoria 4 **base** figure does **not** have the morphs EyesUp-Down and EyesSide-Side, which are required to properly position the eyes and move the eyelids for some of the V4XprssnMagic eye xprssns.

Victoria 4 Eye Expression Morph Dials (25):

* EyesUp-Down	* EyesSide-Side	
BrowUp-Down	BrowUp-DownR	BrowUp-DownL
BrowOuterUp-Down	BrowOuterUp-DownR	BrowOuterUp-DownL
BrowInnerUp-Down	BrowInnerUp-DownR	BrowInnerUp-DownL
BrowSqueeze		
EyesSquint	EyeSquintR	EyeSquintL
EyesOpen-Close	EyeOpen-CloseR	EyeOpen-CloseL
EyeLidTopUp-DownR	EyeLidTopUp-DownL	
EyeLidBottomUp-DownR	EyeLidBottomUp-DownL	
CheeksEyeFlex	CheekEyeFlexR	CheekEyeFlexL

Victoria 4 Mouth Expressions Morph Dials (42):

CheeksFlex	CheekFlexR	CheekFlexL
CheeksBalloon	CheeksBalloonPucker	MouthSmileSimple
MouthSmile-Frown	MouthSmile-FrownR	MouthSmile-FrownL
MouthSneer-Pout	MouthSneer-PoutR	MouthSneer-PoutL
MouthSide-Side	MouthSmileOpen	
MouthNarrow	MouthNarrowR	MouthNarrowL
MouthCornerUp-Down	MouthOpen	MouthOpenWide
JawIn-Out	JawSide-Side	
LipsPart	LipsPartCenter	
LipsPucker	LipsPuckerWide	
LipTopUp-Down	LipTopUp-DownR	LipTopUp-DownL
LipBottomUp-Down	LipBottomUp-DownR	LipBottomUp-DownL
LipBottomIn-Out	LipBottomIn-OutR	LipBottomIn-OutL
TongueSide-Side	TongueUp-Down	TongueBaseUp-Down
TongueTipUp-Down	TongueLength	TongueWidth
TongueThickness		

** IY (Eat)	** IH (It)	** EH (Ed)
** AA (Odd)	** OW (OAt)	** UW (tWO)** ER (hURt)
** S (Sea)	** SH (SHe)	** F (Fee)
** TH (Theta)	** M (Me)	** T (Tea)
** L (Lee)	** W (We)	** K (Key)

** *NOTE:* The 16 speech **visemes** are merely combinations of other mouth morphs and they are not used by V4XprssnMagic. Their dial values are **set to zero** by the **mouth** xprssns. However, you can use an eye xprssn with viseme settings by choosing an xprssn in the eye list and "**2 NoChangeMouth**" in the mouth list. (If you choose "1 NeuralXprssnMth" the visemes will be set to zero.)

Victoria 4 Morph Dial Not Used – set to zero (1):
V4XprssnMagic **automatically sets to zero** a value on the **NoseWrinkle** morph dial whenever you paste an xprssn, since a pre-existing setting on it will alter both your chosen eye and mouth xprssn. You can add settings for this morph after you paste an xprssn. The value is automatically re-set to zero when you paste another xprssn.

Victoria 4 Full-face Morphs Set to Zero (6):
V4XprssnMagic **automatically sets to zero** any values on these morph dials whenever you paste, since existing settings on them will alter your chosen xprssn. (This will have no effect if you are using the V4 Basic figure, which does not include these morphs, or if you do not have these V4 Morphs++ morphs injected.) You can add settings for any of them to a pasted xprssn. Such values are automatically re-set to zero when you paste another xprssn:

Happy   Sad   Afraid   Disgusted   Angry   Surprised

Other (Unaffected) Morphs

Settings on Victoria 4 and the V4Morphs++ pack's **head position, scale and face shaping** dials will not be affected by Victoria4XprssnMagic.

Expression-Enhancement Morph Dials:
Victoria 4 and the Victoria 4 Morphs++ pack include several morph dials that are not used by V4XprssnMagic, but can be useful for enhancing an expression. I do not include them since they also may be used to create character faces, in particular older faces, in which case you would not want those dial settings to be over-written by an xprssn.

If you want, you can add settings for these dials to a pasted xprssn. Just be sure to **manually remove** them when you are done with the expression:

EyesPupilDialate	NostrilsFlare	
ForeheadWrinkle	ForeheadWrinkleR	ForeheadWrinkleL
EyesWrinkle	EyeWrinkleR	EyeWrinkleL
CheeksDimple	CheekDimpleR	CheeksDimpleL
CheeksDimpleCrease	CheekDimpleCreaseR	CheekDimpleCreaseL
CheeksCrease	CheekCreaseR	CheekCreaseL

Pose Interference

Be aware that some careless creators of poses include all the head morphs in their poses, even if the poses don't use expression morphs. Using such a pose will overwrite a V4XprssnMagic xprssn you have previously applied to your figure. If you find this happening, first apply the body pose and then the V4XprssnMagic xprssn (which does not affect any head position settings or the morph dial settings of other body parts).

DAZ Studio Script

To use V4XprssnMagic 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 Ia'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:
V4XprssnMagicPC (free-standing application for PCs)
V4XprssnMagicMac (free-standing application for Macs)
V4XprssnMagicGuide.pdf   (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*:
V4XprssnMagicShockwave.html (to be opened in a web browser)
V4XprssnMagicShockwave.dcr (runs within the .html file)

These files can be moved anywhere within the Pose library:
Libraries : Pose : XprssnMagic :
INJ V4EyesMove.png
INJ V4EyesMove.pz2
REM V4EyesMove.png
REM V4EyesMove.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 V4XprssnMagicPC into the Programs folder or using the Shockwave version..

International users may have to set their system to English.

Thank you for purchasing V4XprssnMagic!

At daz3d.com you will find XprssnMagics for other popular figures, including other Generation 4, Genesis and Genesis 2 figures - and also V4HipHopMagic, which includes a wide range of full and partial body poses, and V4FaceMagic, which has 50 unique faces and 7 custom face morphs.   Elisa Griffin / gryffnn