

# LOOK AT ME

## POSE CONTROL



USER MANUAL

DAZ STUDIO  
SCRIPT



Look At Me Pose Control User Manual

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## Introduction

Look At Me Pose Control is a set of scripts for controlling your characters' head and eye movements for posing! Easily pose your figures to look at the camera, to look into other character's eyes, or to look at an item in your scene! Look At Me Pose Control has been designed to **work with almost any character or figure...** from Victoria 4 to Genesis 8, from Horse to Dragon, male or female. Anything with head and eyes!

Control separately how much characters' head and eyes move to look at your target, whether it's to look into the camera, at an item, or at each other!

## Features

- 4 Custom Scripts to control where your characters look
  - Look at Camera - Turn Head and Eyes to look at active viewport camera. Script will work with multiple characters at once.
  - Look at That - Turn Head and Eyes to look at last node selected, which may be on the same figure (such as a hand) or on any other object in the scene. Script will work with multiple characters at once.
  - Look at Each Other - Turn Head and Eyes of Two Figures so that they are staring into each other's eyes. Script works with two and only two figures. Each figure is controlled individually.
  - Look into My Eyes - Turn Head and Eyes of selected figures so that they stare into the eyes of the last figure selected (who doesn't move). Script will work with multiple characters at once.
- Compatible with almost any character or figure
- Compatible with Assembly Line Pose Automation Kit for batch execution
- Settings are automatically saved and restored

**No poses are included with the package.**

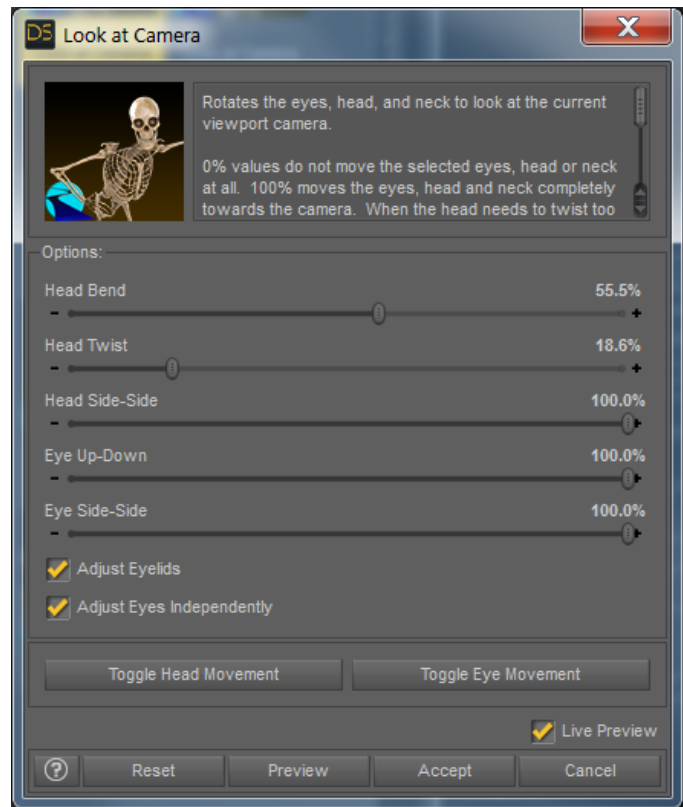
## Look at Camera

The Look at Camera script works to move the eyes, head, and upper neck of the selected character(s) to look at the current viewport's camera, more specifically towards the midpoint of the viewport's current dimensions.

The Head Bend, Twist, and Side-Side sliders controls the percentage amount that the head bends, twists, or moves side to side in order to look at the camera. When the head needs to twist too much to look at the camera, the upper neck is automatically twisted to help make the pose more natural.

The Eye Up-Down and Side-Side sliders controls the percentage amount the eyes move up or down, and side to side, to look at the camera.

0% values do not move the selected eyes, head or neck at all. 100% moves the eyes, head and neck completely towards the camera. The most interesting head poses come when you turn the eyes completely towards the camera but the head and neck are in 3/4 profile.



The Adjust Eyelids option controls whether the scripts tries to adjust the eyelids based on the final eye movement. Generally, this option makes the gaze more natural looking.

The Adjust Eyes Independently option controls whether the script adjust each eye separately to look at the camera. When the camera is too close to the figure, this can give a cross-eyed effect. If this option is off, the script uses a point between the eyes to calculate the direction to look and moves both eyes using this direction.



Figure 1 - Starting Pose



Figure 2 - Move Everything 100%



Figure 3 - Move Eyes Only 100%



Figure 4 - Move Head Around 50%

The Toggle Head Movement and Toggle Eye Movement buttons toggle all head sliders (or eye sliders) between 0% or 100%.

## Look at That

The Look at That script works to move eyes, head, and upper neck of the selected character(s) at the last node selected. The last node selected may be on the current figure (e.g., a hand) or any other item in the scene. The Look at World Space Position of Target option controls where the character(s) look, either to the world space position of the node (which is often not the center) or to the center of the bounding box for the node.

The Head Bend, Twist, and Side-Side sliders controls the percentage amount that the head bends, twists, or moves side to side in order to look at the last selected node. When the head needs to twist too much to look at the node, the upper neck is automatically twisted to help make the pose more natural.

The Eye Up-Down and Side-Side sliders controls the percentage amount the eyes move up or down, and side to side, to look at the last selected node.

0% values do not move the selected eyes, head or neck at all. 100% moves the eyes, head and neck completely towards the node.

The Adjust Eyelids option controls whether the scripts tries to adjust the eyelids based on the final eye movement. Generally, this option makes the gaze more natural looking.

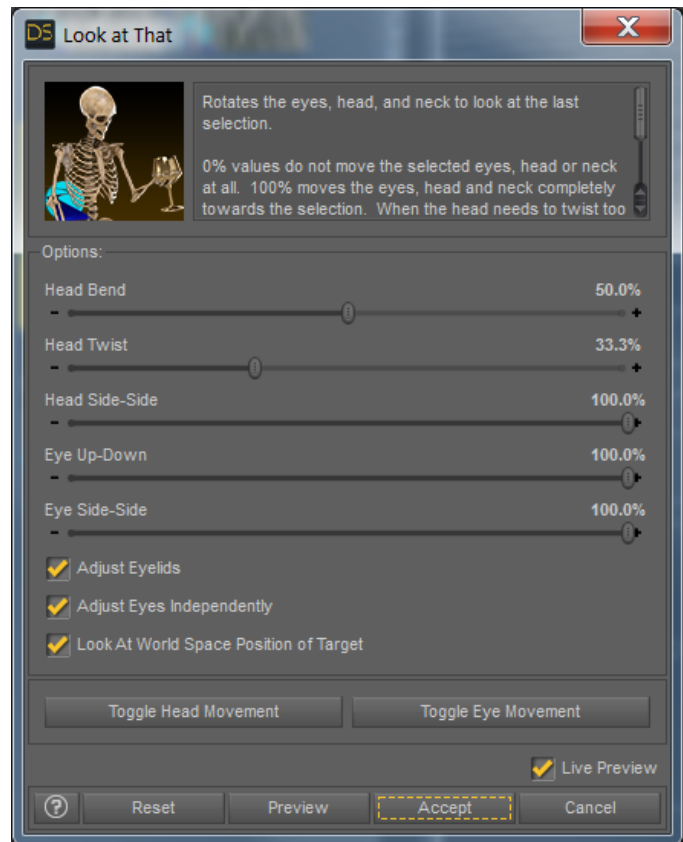


Figure 5 - Starting Pose



Figure 6 - Move Everything 100%

this can give a cross-eyed effect. If this option is off, the script uses a point between the eyes to calculate the direction to look and moves both eyes using this direction.



The Adjust Eyes Independently option controls whether the script adjust each eye separately to look at the node. When the last selected item is too close to the figure,



Figure 7 - Move Eyes Only 100%



Figure 8 - Move Head Around 50%

The Toggle Head Movement and Toggle Eye Movement buttons toggle all head sliders (or eye sliders) between 0% or 100% each button press.



## Look at Each Other

The Look at Each Other script works to move the eyes, head, and upper neck of two characters so that they look into each other's eyes. This script is fantastic for posing couples. The script allows you to control the eyes, head, and upper neck movement of each character separately. The first character selected is Figure 1 and the second character selected is Figure 2.

The Head Bend, Twist, and Side-Side sliders controls the percentage amount that the head bends, twists, or moves side to side in order to look at the other character's eyes. When the head needs to twist too much to look into the character's eyes, the upper neck is automatically twisted to help make the pose more natural.

The Eye Up-Down and Side-Side sliders controls the percentage amount the eyes move up or down, and side to side, to look into the other character's eyes.

0% values do not move the selected eyes, head or neck at all. 100% moves the eyes, head and neck completely.

The Adjust Eyelids option controls whether the scripts tries to adjust the eyelids based on the final eye movement. Generally, this option makes the gaze more natural looking.

The Adjust Eyes Independently option controls whether the script adjust each eye separately to look into the other character's eyes. When the figures are too close together, this can give a cross-eyed effect. If this option is off, the script uses a point



Figure 9 - Starting Poses



between the eyes to calculate the direction to look and moves both eyes using this direction.

The Toggle Head Movement and Toggle Eye Movement buttons toggle all head sliders (or eye sliders) between 0% or 100%.



Figure 10 - Both Figures have moved everything 100%



Figure 11 - This pose is more interesting. The Left Figure's head bend is 100%, twist 30%, and side to side 50%. The Right Figure's head bend is 100%, twist 0%, and side to side 50%.

## Look into My Eyes

The Look into My Eyes script is very similar to the Look at Each Other script. It allows you to pose multiple character(s) so that they move the eyes, head, and upper neck to look at the last selected character's eyes. The last character or figure is **not** posed.

The Head Bend, Twist, and Side-Side sliders controls the percentage amount that the head bends, twists, or moves side to side in order to look at the last character's eyes. When the head needs to twist too much to look into the last character's eyes, the upper neck is automatically twisted to help make the pose more natural.

The Eye Up-Down and Side-Side sliders controls the percentage amount the eyes move up or down, and side to side, to look into the last character's eyes.

0% values do not move the selected eyes, head or neck at all. 100% moves the eyes, head and neck completely.

The Adjust Eyelids option controls whether the scripts tries to adjust the eyelids based on the final eye movement. Generally, this option makes the gaze more natural looking.

The Adjust Eyes Independently option controls whether the script adjust each eye separately to look into the last character's eyes. When the figures are too close together, this can give a cross-eyed effect. If this option is off, the script uses a point between the eyes to calculate the direction to look and moves both eyes using this direction.

The Toggle Head Movement and Toggle Eye Movement buttons toggle all head sliders (or eye sliders) between 0% or 100%.

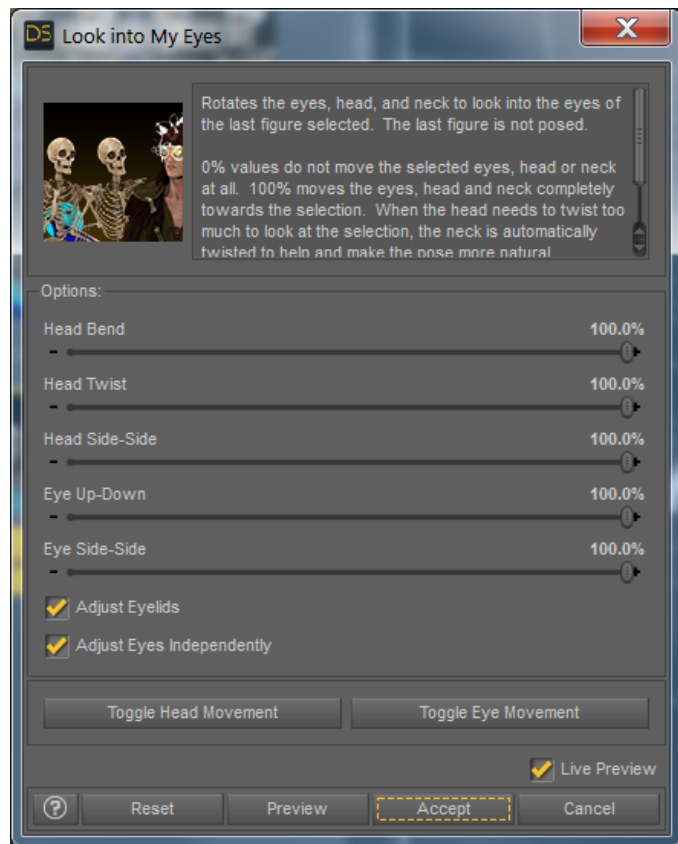




Figure 12 - All of the woman in the green top have been posed so that everything looks at the last character's eyes. The last selected figure is the woman in black.