

# EXPRESSION MIXER

USER MANUAL

DAZ STUDIO  
SCRIPT



Expression Mixer User Manual

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## Introduction

*Getting the exact perfect expression can be a chore. Either you don't have the expression you are looking for or that expression that looks so good on Michael doesn't look so good on Lucas.*

Expression Mixer allows you to easily create and discover new expressions by selectively mixing and randomizing expression morph-dials and strengths. With Expression Mixer, it is easy to slightly tweak existing expressions or to create entire new expressions. It's a great way to gently randomize an expression to give it that natural look. **And Expression Mixer works with Genesis, Genesis 2, Genesis 3, and Genesis 8 Females and Males. Expand your expression library for all Genesis generations in minutes!**

Expression Mixer uses a mixer-style format, with a maximum of 10 channels or slots. Select expression morphs for each channel (including loading them from the character's current expression). For the channels that you like their contribution to the final expression, lock that channel so that Expression Mixer will not change it. Click the Randomize button and Expression Mixer will add randomly chosen expression morphs and strengths. Don't like the result? Keep hitting Randomization, and tuning expression slots' strengths until you find the perfect new expression.

Expression Mixer also provides randomization groups (e.g., Random All, Random Brows, etc). These groups narrow its choices when randomizing. Constrain a channel to a certain randomization group and Expression Mixer will only choose that type of expression morphs for the channel.

## Features

- **Scripts**
  - Expression Mixer - Easily create and discover new expressions by selectively mixing and randomizing expression morph-dials and strengths
    - Easily create new expressions or tweak existing ones
    - Works with Genesis, Genesis 2, Genesis 3, and Genesis 8 Figures, Male and Female
    - Quickly save new expressions as presets
- **[Bonus] Includes over 32 expressions for Genesis through Genesis 8 Female and Male!**
  - Genesis Expressions
    - Biting Lip
    - Confident
    - Disenchanted
    - Gnashing Teeth
    - Self-Assured
    - Shock
    - Smile
    - Vulnerable
  - Genesis 2 Female Expressions
    - Fear

- Grimace
  - Haughty
  - Laughing
- Genesis 2 Male Expressions
  - Interested
  - Pain
  - Pout
  - Resolute
- Genesis 3 Female Expressions
  - Determination
  - Disappointed
  - Exasperated
  - Excited
  - Give Me Strength
  - Glare
  - Interested
  - Shocked
- Genesis 3 Male Expressions
  - Astonished
  - Delighted
  - Disgusting
  - Pain
  - Smile
  - Suspicious
  - Tricky
  - Wicked
- Genesis 8 Female Expressions
  - Attitude
  - Fear
  - Gentle Smirk
  - Glare
  - Grimace
  - Irritated
  - Questioning
  - Staring
- Genesis 8 Male Expressions
  - Concerned
  - Consternation
  - Delighted
  - Disgust
  - Dismay
  - Laugh
  - Pleased
  - Puzzled

- Sad
- Shock

*Compatible with Assembly Line Pose Automation Kit by RiverSoft Art.*

## Expression Mixer

To use the Expression Mixer script is easy. The main concept of Expression Mixer is that you have 10 channels that can be assigned to expression morphs or be randomly chosen in order to mix the expression morphs to create a final expression. Expression Mixer allows you to select any expression morph in Daz Studio, from basic morphs such as Mouth Smile to more complex morphs such as Happy HD, and assign them to a channel. You use some channels to specify the base, or dominant, expression and then Expression Mixer can randomize the remaining channels and their strengths to find new expressions or subtly tweak the current expression. If you click the “Locked” checkbox next to a channel, Expression Mixer will “lock” that channel and not overwrite the channel when you randomize the expression.

*Before starting Expression Mixer, it is recommended that you clear the expressions from your figure. If you don't, Expression Mixer will add its expression on top of the current expression which may not be what you want.*

1. Select your Figure
2. Optionally, clear the figure's expression
3. Zoom the viewport on the face. This will help you see the expressions that are made (as long as Live Preview is checked)
4. Double-click on the Expression Mixer icon to start the script and the dialog window will appear.
5. By default, Expression Mixer starts with 5 channels. To add or remove channels, drag the *Number of Expression Channels* slider.
6. In the first expression channel, click the down arrow next to *Select Expression Morph*. Select your base expression. Set the *Strength* and check the *Locked* checkbox. The *Locked* checkbox prevents Expression Mixer from overriding your settings for this channel when the *Randomize* button is clicked.
7. For the other channels, you can select a specific expression morph or select one of the Randomization groups (*Random All, Random Brow, Random Cheeks and Jaw, Random Expressions, Random Eyes, Random Mouth, Random Lips, Random Tongue, Random Nose*). You can also use the *Fill Unlocked Channels* button to quickly fill all the unlocked channels with the same expression morph or Randomization group. Expression Mixer should look like Figure 2.

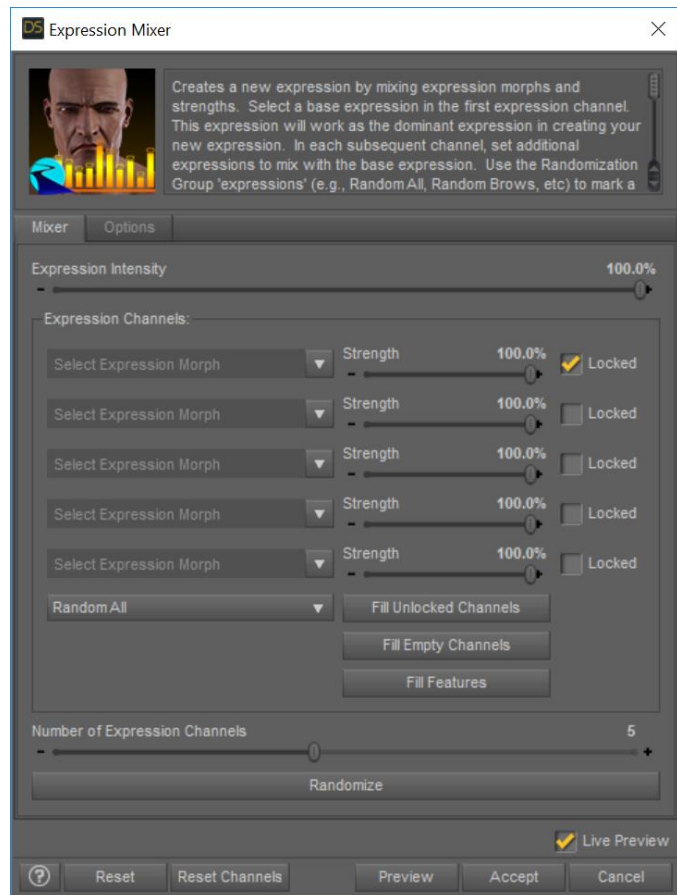


Figure 1 - Expression Mixer Dialog

8. Click the *Randomize* button. Expression Mixer will automatically fill all *Random XXX* channels with a random expression morph from that group and with a random *Strength*. If you specified a specific expression morph, Expression Mixer will only randomize the strength of an unlocked channel. **If Live Preview is on, you will immediately see your figure's expression change based on the channels.**
9. If you like the values in a certain channel, click the *Locked* checkbox to prevent Expression Mixer from changing it when you click the *Randomize* button again.
10. Keep clicking *Randomize*, tweaking *Strengths* and locking channels until you find the expression you like.
11. Use the Expression Intensity to dial up or down the strength of the overall expression.
12. When you find an expression you like, you can click the *Accept* button to create your expression.
13. Optionally, if you would like to save the Expression as a preset, go to the *Options* tab, and click the *Save Preset...* button

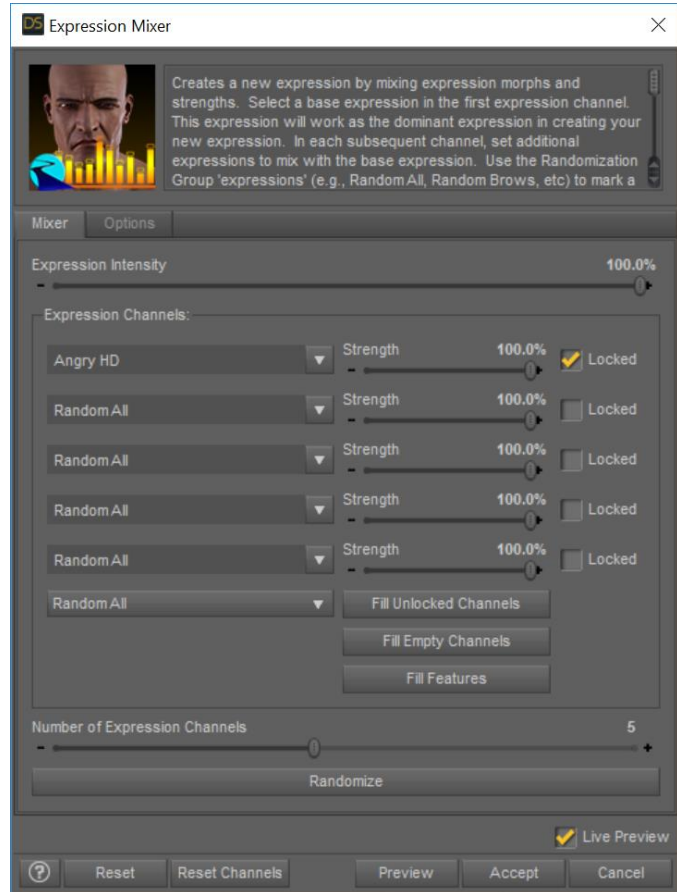


Figure 2 - Expression Mixer dialog after selecting the Angry morph for the first channel and filling the unlocked channels with Random All



## Buttons and Options

*Strength* – Changes the strength of the expression morph in that channel. If the channel is unlocked, this value will change when the *Randomize* button is clicked.

*Locked* – Check this box if you don't want the channel to change when the *Randomize* button is clicked.

*Random All, Random Brow, Random Cheeks and Jaw, Random Expressions, Random Eyes, Random Mouth, Random Lips, Random Tongue, Random Nose* – Specifies a group of expression morphs to pick from when the *Randomize* button is clicked.

*Fill Unlocked Channels* – Click this button to fill all unlocked channels with the expression morph or randomization group specified in the combo box to the left of the button.

*Fill Empty Channels* – Click this button to fill all empty channels (i.e., there is no value assigned to the channel and it just displays *Select Expression Morph*) with the expression morph or randomization group specified in the combo box to the left of the *Fill Unlocked Channels* button.

*Fill Features* – Click this button to fill all unlocked and empty channels with each randomization group in order: *Random Brow, Random Cheeks and Jaw, Random Expressions, Random Eyes, Random Mouth, Random Lips, Random Tongue, Random Nose*

*Number of Expression Channels* – Adds or removes channels from the dialog. You can have a minimum of 1 channel and a maximum of 10 channels.

*Randomize* – Fills all unlocked channels with random strengths. If the channel has a Randomization group assigned to it, Randomize will select an expression morph from that group to fill the channel (pressing Randomize again will change the expression morph again, from the same group).

*Reset* – Resets the dialog to its defaults.

*Reset Channels* – Resets the channels only to their defaults.

*Exclude Third-Party Expressions* – Expression Mixer will exclude expression morphs that are not from Daz. The morphs will neither show up in drop down lists nor be selected during randomization.

*Exclude Daz Expressions* – Expression Mixer will exclude expression morphs that are from Daz expression morph products (e.g., Fear HD, Happy HD, etc). The morphs will neither show up in drop down lists nor be selected during randomization.

*Filter* - Specify a string that excludes any expression morphs that contains the string. The filter is case sensitive. Multiple Filters can be specified by separating them by a semi-colon, e.g., "Z LAM;A Lady" will filter out all expression morphs that contain the string "Z LAM" or "A Lady".

*Load* – Expression Mixer will attempt to load the currently used expression morphs from the figure, up to its maximum of 10 expression morphs.

*Save Preset...* - Saves the currently used expression morphs as an expression preset that you can use later.