V4FaceMagic

Welcome to V4FaceMagic!*

This program is a free-standing application. To use it you must own the Victoria 4.2 figure and the Victoria 4.2 Morphs++ pack, available at: daz3d.com

V4FaceMagic can be used to copy into Poser or DAZ Studio the morph dial settings from any of 66 faces. (These settings will not interfere with any existing expression or speech dial settings on the figure.) There are two independent view frames and their controls, so you can compare any two of the faces from three angles.
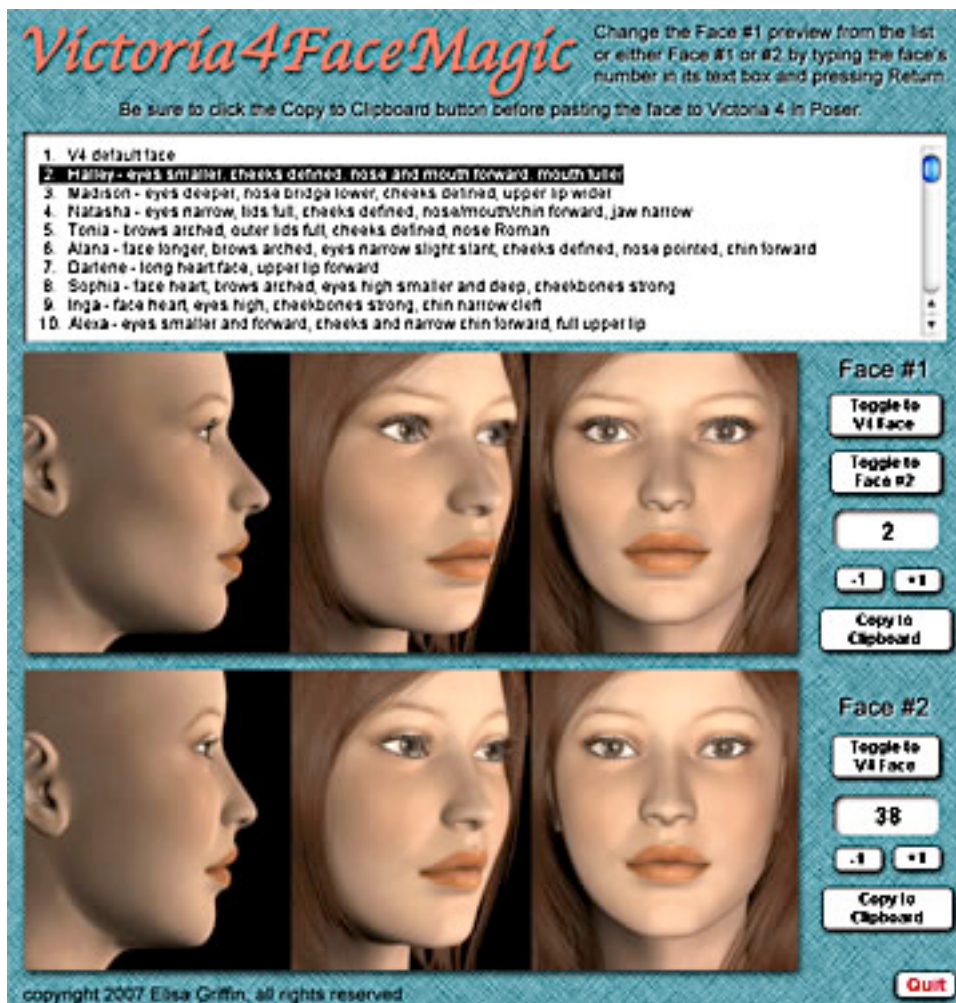
* This Adobe Acrobat file is easier to read on-screen if you select "Continuous" from the View menu above. Also turn on "Show Bookmarks" in the Windows menu, so you can quickly jump to a topic.

Installing the Files

This product comes in **three versions**: a free-standing version for PCs (V4FaceMagicPC), another for Macs (V4FaceMagicMac), and a third version (V4FaceMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

Place the **V4FaceMagic** 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 V4FaceMagicShockwave.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 also enables pasting FaceMagic morph dial combination settings to a V4 figure. Place the script in your DAZ Studio My Library's Script folder.

The INJ and REM files for V4FaceMagic's custom face morphs should be placed in "V4_gryffnn" or other convenient location in Poser's Pose library.

Preparing a Victoria 4 Figure

V4FaceMagic automatically sets values for Victoria 4's 193 face-shaping morphs and for 7 custom morphs that must be "injected" into V4's hidden, blank morphs (creating new visible dials located under the "Community" subgroup).

To inject the 7 custom morphs, apply the pose !**INJDeltasALL**. to any V4 figure.
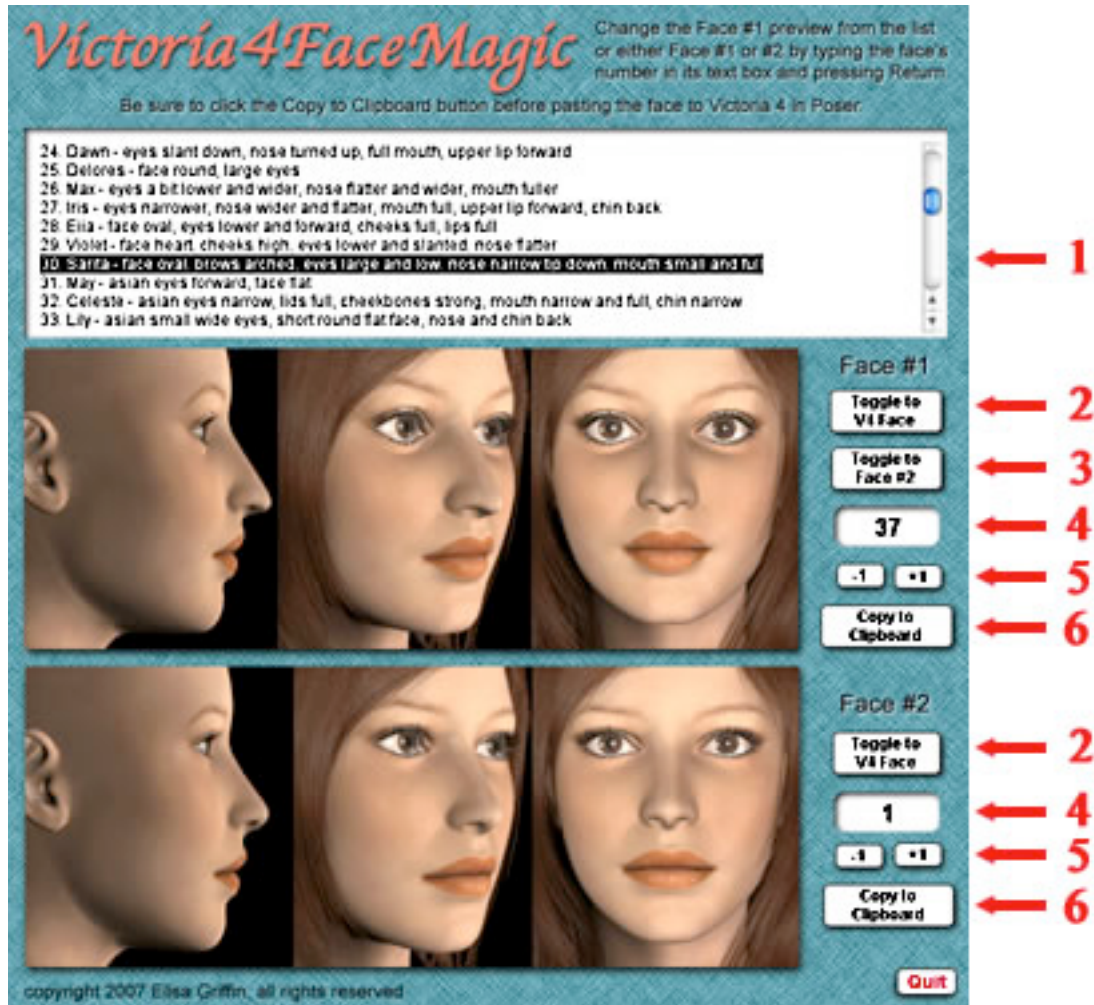
You can use the modified V4 figure directly with V4FaceMagic or save it to Poser's figure library for future use. And, of course, the 7 new morphs can be used independently.

If you want to remove them from a V4 figure, use the !**REMDeltasALL** pose file.

There are also individual INJ and REM pose files for each of the 7 morphs.

Using V4FaceMagic

Launch V4FaceMagic by double-clicking its icon.

• Click on a **face name** from the scrolling list [1] <u>or</u> enter its **list number** into the number box [4] next to the primary upper preview window (Face #1) and press the **Enter/Return** key.

• You also can sequence through the preview faces by using the **+1 or –1** buttons [5].

   Note: The highlighted name on the list changes **only** when you click the list, not when you type a new number in a number box or click the +1 or –1 buttons.

• Change the lower preview (Face #2) by entering a face number into its number box and pressing **Enter/Return** or by sequencing through the faces by using the **+1 or –1 buttons.**

• You can instantly compare face preview #1 or #2 with the default V4 face by clicking and holding its the "**Toggle to V4 Face**" button [2]. In addition, the upper preview face can instantly be compared to the lower preview face by clicking and holding the "**Toggle to Face #2**" button [3].

• When you want to transfer the dial settings for a face into Poser, *don't forget* to press the preview's **"Copy to Clipboard"** button [6].

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 face.

4. If the new face 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 face.

Using with DAZ Studio

V4FaceMagic works by copying to the system clipboard the head dial settings for the selected face. 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 XprssnMagic Importer 4 script,)

1. Follow the script's installation directions.

2. In Victoria4FaceMagic, select a face, 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 V4FaceMagicShockwave.html. It and the dependent file V4FaceMagicShockwave.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 Default V4 Face

The first face on the list is the standard Victoria 4 face with the default V4FaceMagic morphs set to zero (except EyesCorneaBuldge = 0.25). You can use it as a reset pose, although the faces can be applied without using a reset between them.

The Face List

The faces each have a name and a description or dial setting value:

1:   the **default** Victoria 4 face
2-45: (Halley-Sylvia) **new** faces made from combinations of the Victoria 4 morph pack dials and the V4FaceMagic custom morphs.
46-57: the **built-in** Victoria faces (Samantha through Serena, set at 1.0, plus Emma set at 0.5 with an improved nose)
58-62: various levels of the young and old morphs, plus an alternate old face
63-67: **fantasy** characters: a doll face, elves short and long face, pixie and alien
68-109: for use **reference-only**, the V4-to-V3 face and 41 faces from 28 commercial character packs (available at daz3d.com)

The faces have all been rendered using a standard brown-eyed texture with lighting designed for consistent display of features. The commercial faces have been designed for use with their own textures (and often come with a customized light set) and are not necessarily shown at best advantage here.

Victoria4XprssnMagic

V4FaceMagic is designed for use with **V4XprssnMagic**, another gryffnn product available at [daz3d.com](daz3d.com).

• V4XprssnMagic lets you quickly preview any combination of the 63 eye and 84 mouth poses and copy into Poser the morph dial settings for over 5,000 possible expressions.

• Existing head position or face-shaping dial settings on the figure will not be overwritten by these expression settings (see the lists below).

Using & Modifying Faces

V4FaceMagic compare 109 faces for V4 figures – whether you want to insure your characters look distinctive or closely related.

Since the faces are composed of individual dial settings, you can further customize them - adding or removing epicanthal eye folds, changing nose or lips, etc. and then save them for future use.

Body Shapes

Sometimes character creators do not supply separate head and body INJ and REM poses. If you would like to use such a body shape with a V4FaceMagic face, first apply the full character pose.

If it injects a new custom face morph dial (instead of just setting values on various head morphs), set that dial to zero. You can ignore any settings on V4's standard face shaping dials, because V4FaceMagic will overwrite them.

Then apply the V4FaceMagic face (which will not affect any expression morphs or the morph dial settings of other body parts). Be aware that if the neck has also been significantly morphed, an unacceptable ridge might result.

Textures

Each of the faces can be further individualized through the use of different textures. V4FaceMagic's DAZ product page includes examples of V4FaceMagic faces rendered with some of these textures, showing the wide range of possible character types.

Dual-Use Morphs

These morphs are useful **both** for creating faces and to enhance expressions. Even though none of the V4FaceMagic faces use these morphs, they are included in the settings. They are **set to zero** - since existing dial settings for them will alter the V4FaceMagic faces. However, once you have copied a V4FaceMagic face into Poser, you may want to add settings for these morphs, either to the character face itself, or to an expression for it:

EyesPupilDialate
NostrilsFlare

ForeheadWrinkle	ForeheadWrinkleR	ForeheadWrinkleL
Dimples	DimpleR	DimpleL
DimplesCrease	DimpleCreaseR	DimpleCreaseL
CheeksCrease	CheekCreaseR	CheekCreaseL

Saving a Customized Face

The easiest way to save a new face is to save the V4 figure with a new name. However, you can save a modified face as an .fc2 library file:

• It's best to remove the expression and phoneme dials, so when you apply the face file it won't overwrite any settings you might already have on a figure:
• Click the + sign at the bottom of the Faces library
• In the dialog box that appears, click the "Select Subset" button
• A Hierarchy dialog will appear
• All the head dial parameter boxes are checked (included)
• Click to uncheck the boxes for the **102** dials in the following lists, then click the "OK" button
• Name your new face file and click the "OK" button to save

V4FaceMagic does not include settings for the following V4 morphs:

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 (43):

NoseSide-Side	NoseTwist	
CheeksFlex	CheekFlexR	CheekFlexL
CheeksBalloon	CheeksBalloonPucker	MouthSmileSimple
MouthSmile-Frown	MouthSmile-FrownR	MouthSmile-FrownL
MouthSneer-Pout	MouthSneer-PoutR	MouthSneer-PoutL
MouthSide-Side		
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		

Victoria 4 Full-face Morphs (8):

Happy	Sad
Afraid	Disgusted
Angry	Surprised
MouthSmileOpen	NoseWrinkle

Victoria 4 Teeth Morphs (8):

TeethIrregular	TeethTopSize
TeethBottomSize	TeethTopGap
TeethWisdomTopGone	TeethWisdomBottomGone
TeethCanineSharpTop	TeethCanineSharpBottom

Victoria 4 Viseme Morphs (16):

VSM_IY	VSM_IH	VSM_EH	VSM_AA
VSM_OW	VSM_UW	VSM_ER	VSM_S
VSM_SH	VSM_F	VSM_TH	VSM_M
VSM_T	VSM_L	VSM_W	VSM_K

Other Victoria 4 Morphs not used (2):

HeadHairShort	HeadHairBun

Commercial Character Faces

Numbers 68 through 109 at the end of the face list are faces labeled "No Data - for Comparison Only." These are very useful for comparisons to the other faces, however **NO dial setting values are pasted into Poser**. To use these faces you must own the products, which can be found at [daz3d.com](daz3d.com) .

V4FaceMagic's pose file "InjDeltas.ALL" injects all 7 custom morphs into Victoria 4's hidden, empty head morphs:

eyebrowsArched	PBMCC_10
browsHigher	PBMCC_11
lidsFullOuter	PBMCC_12
eyesNarrow	PBMCC_13
cheeksUp	PBMCC_14
cheeksRound	PBMCC_15
noseRoman	PBMCC_16

If any commercial character package uses one of these empty morphs to inject a morph, it will interfere with V4FaceMagic. To fix this, inject the character's morph(s), then spawn a new morph for the character's face:
- set all the other head morphs to zero (including EyesCorneaBulge, which is set at a default value of 0.25)
- choose from the top menu bar Figure|Spawn Morph and give it the character's name, press OK
- a new dial will appear that will set the character face at the value of 1
- you can now apply the character's REM pose to remove the original morph and inject and use the V4FaceMagic morphs without interference

None of the products previewed in V4FaceMagic use PBMCC_10-16, and so settings on the 7 custom morphs can be added to them without interference.

69. **Belle** by 3DCelebrity sku:5426 (ps_tx1307b) Req: V4 base & Morphs++
    Belle Face Morph INJ: head dial settings only,
      plus lEye and rEye: IrisSize smaller
    Belle Body Morph INJ: various body parts - dial settings only
    Belle ALL Morph INJ: body parts plus head and eyes

70. **Brooke** by J.King sku:5587 (ps_tx1322b) Requires: V4 base only
    Brooke_Morphs INJ: morphs into head & body parts' PBMCC_01
      ("Brooke_Morphs"), no dial settings
      morphs are in Libraries\morphs\Brooke\ (do not move)

71. **Cassia** by Spiritfoxy 4919 (ps_tx1311b) Requires: V4 base & Morphs++
    !Cassia_HeadINJ: head dial settings only, plus lEye/rEye Iris Size
    !!Cassia_INJ: dial settings for head, Iris Size, body

72. **Emi** by Morris sku:5080 (ps_tx1336b) Requires: V4 base & Morphs++
   !EmiHead INJ: dial settings only
   !EmiBody INJ: body parts' dial settings
   !Emi INJ: head and body dial settings

73-75. **Emma** by Maelwenn 4806 (ps_tx1280b) Requires: V4 & Morphs++
   Emma CM Face 1 INJ: no dial settings, custom morph into PBMCC_01
   "Emma Face 1" for head, upperJaw, lowerJaw, lEye, rEye, neck, chest
   Emma CM Face 2 INJ: custom morph into PBMCC_01 "Emma Face 2" etc.
   Emma CM Face 3 INJ: custom morph into PBMCC_01 "Emma Face 3" etc.
   Emma Body INJ: dial settings and custom morph into PBMCC_01
     "Emma Body"
   Emma CM Body INJ: same without dial settings

76. **Genesis** by 3D Celebrity/DAZOriginal sku:4828 (ps_mr243)
   Requires: V4 base & Moprhs++
   ! Genesis Face INJ: head dial settings only, rlEye & rEye EyeIrisSize smaller
   ! Genesis Body INJ: body parts' dial settings only
   ! Genesis Full MORPH INJ: head and body parts' dial settings
   ! Genesis INJ: head and body parts' dial settings, plus sets materials

77. **Grace** by StephanieBT/DAZOriginal 4753 (ps_mr240b) Req: V4 base only
   !!Grace INJ: head morph only into PBMDC_01 "GradeHead", plus lEye and
   rEye into PBMDC_01 "lEyeGrace" "rEyeGrace"
   no body morph

78. **Helena** by Valea/DAZOriginal 4765 (ps_ch154b)   Requires: V4 base only
   03 Helena Head INJ: morph into head's PBMCC_20 "HelenaHead"
    (no dial settings)
   03 Helena Body INJ: morph into body parts' PBMCC _21 "HelenaBody"
   morphs in libraries/Morphs/Michelle/Helena (do not move)

79. **Lorelei** by J.King sku:5219 (ps_mr260b)   Requires: V4 base only
   !Lorelei INJ: morphs into head and body parts' PBMCC_01 "Lorelei"
    (no dial settings)
   morphs in libraries/Morphs/Lorelei (do not move)

80. **Nadia** by Thorne & Sarsa/DAZOriginal 4792 (ps_tx1278) Req: V4 base only
   1_NadiaFace_INJ: morph into PBMCC_01 "Nadia" (no dial settings)
    IrisSize larger, repositions eyes x and y
   1_NadiaFace_REM: removes morph, resets eyes' x&y positions and iris size
   2_NadiaBody_MOR: only body, dial settings
   REM with 2_V4Body_ZERO, and 6_NadiaEyes_FIX sets eyes to fit Nadia

81. **Nevada** by KymJ/DAZORiginal 4926 (ps_tx1314b Req: V4 base & Morphs++
   !!Nevada INJ: head and body parts' morph dial settings only

82. **Niko** by StephanieBT/DAZOriginal sku:4952 (ps_mr248)
    Requires: V4 base & Morphs++
    !!Niko Head INJ: replaces CTRLEyesUp-Down with custom morph NikoHead,
    !!Niko Head REM: removes the renamed CTRLEyesUp-Down/NikoHead dial
    !Niko Body INJ: body morph dial settings only
    Warning: As of this writing, this character removes V4's EyesUp-Down morph.
      Use it only on a copy of the V4 figure.

83. **Rain** by Stormi ps_tx1365b Requires: V4 base & Morphs++
    !Rain INJ: head and body part morph dial settings

84. **Sam** by ARTCollaborations/DAZOriginal sku:4979 (ps_tx1326)
    Requires: V4 base & Morphs++
    +Head_Inject: into morph PBMCC_01 plus dial settings
    morphs in libraries/Morphs/ART_Collab/Sam_PC (do not move)

85. **Saylor** by StephanieBT/DAZOriginal 4873 (ps_mr246) Req: V4 base only
    !!Saylor INJ morphs into head & eye's PBMDC_01 "HeadSaylor"

86. **Sondra** by Handspan Studios/DAZOriginal sku:4846 (ps_tx1286)
    Requires: V4 base only
    I!Sondra INJ: head and body parts' into PBMCC_01 "Sondra"
     (no dial settings) The left and right eyes' yrot is set to -8 and +7,
     EyeirisSize increased

87. **Starlette** by 3DCelebrity/DAZOriginal sku:4979 (ps_ch160b)
    Requires: V4 base & Morphs++
    Starlette Face INJ: sets head morph dial values
    Note: INJ sets EyesUp-Down to 2.98, reset it to zero to point the eyes ahead
    Starlette Body INJ: sets (a few) morph dial settings on some body parts
      (the REM only resets those)
    Starlette Full Morph INJ: both head and some body part dial settings

88-89. **SuperStarVicki** by Jim Burton sku:4979 (ps_ac1878b)
    Requires: V4 base & Morphs++
      Karolina Face.pz2: sets head morph dial values only (not eyes)
      Kelly Face.pz2: sets head morph dial values only (not eyes)
    Two figures: high-heeled and flat feet, which have custom morphs and take
      V4 Morphs++

90. **Tabitha** by J.King sku:5114 (ps_tx1347) Requires: V4 base only
    Tabitha INJ: morphs into head and body parts' PBMCC_01 "Tabitha" (no dial
    settings)
    Tabitha_VAMP INJ: vampire head and teeth
    morphs in Libraries:morphs:Tabitha (do not move)

91-92. **Taralynn** by SpiritFoxy 5153 (ps_mr254b) Req: V4 base & Morphs++
!!Taralynn1_Head INJ: head dial settings only (no eye settings)
!!Taralynn1_Head INJ: head dial settings only (no eye settings)
2 body: !!Taralynn1_Body INJ, !!Taralynn2_Body INJ: dial settings only for actor BODY only
!!Taralynn1_Full INJ, !!Taralynn2_Full INJ: dial settings only for head and actor BODY only

93. **TeenAshley** by 3DUniverse/DAZOriginal sku:4656 (ps_ac1904)
Requires: V4 base & Morphs++
!V4 Teen - Character: INJ both head and body morph dial settings (including EyesUp-Down and EyesSide-Side)
morphs in Geometries/3DUniverse/

94. **Trish** by J.King sku:5186 (ps_tx1369b) Requires: V4 base only
Trish INJ: morphs into head and body parts' PBMCC_01 "Trish"
  (no dial settings)
morphs in Libraries:morphs:Trish (do not move)

95. **Valeria** by Maelwenn sku: (ps_tx1354b) Req: V4 base & Morphs++
!+Valeria H Face INJ: morphs into head and upperbody parts' PBMCC_01 "Valeria" +head&body parts' dial settings
(head, upperJaw, lowerJaw, lEye, rEye, nec,, chest)

96. **Veronica** by J.King sku: (ps_tx1334b Requires: V4 base only
Veronica INJ: morphs into head and body parts' PBMCC_01 "Veronica"
  (no dial settings)
morphs in Libraries:morphs:Veronica (do not move)

97. **Violet** by J.King sku:5159 (ps_mr255b Requires: V4 base only
Violet INJ: morphs into head and body parts' PBMCC_01 "Violet"
  (no dial settings)
morphs in Libraries:morphs:Violet (do not move)

98. **Lola** by 3DCelebrity/DAZOriginal sku:5132 (ps_mr253)
Req: V4 base & Morphs++
! Lola-INJ: custom head morph (PBMCC_01) "LolaFace" plus head and body dial settings, lEye/rEye: Iris Size larger
morphs in Runtime/3DCelebrity/ (do not move)

99. **Mollie** by Noggin sku:4852 (ps_mr245b) Requires: V4 base & Morphs++
Old V4-INJ: head and body morphs into head and body parts' PBMDC_01
  "OldWoman"
morphs in Runtime/NogginsINJ (do not move)

100-109 **SassyLadies** by DAZOriginal /J.Greenlees sku:5160 (ps_mr256)
   Requires: V4 base + Morphs++
   Andrea: etc. 10 characters with head and body morph dial settings

DAZ Studio Script

To use V4FaceMagic 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:
V4FaceMagicPC (free-standing application for PCs)
V4FaceMagicMac (free-standing application for Macs)
V4FaceMagicGuide.pdf   (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*:
V4FaceMagicShockwave.html (to be opened in a web browser)
V4FaceMagicShockwave.dcr (runs within the .html file)

These files can be moved anywhere within the **Pose** library:
Runtime:libraries:Pose:V4_gryffnn:

!InjDeltasALL7.pz2	!InjDeltasALL7.png
!RemDeltasALL7.pz2	!RemDeltasALL7.png
browsArchINJ.pz2	browsArchINJ.png
browsArchREM.pz2	browsArchREM.png
browsHigherINJ.pz2	browsHigherINJ.png
browsHigherREM.pz2	browsHigherREM.png
cheeksRoundINJ.pz2	cheeksRoundINJ.png
cheeksRoundREM.pz2	cheeksRoundREM.png
cheeksUpINJ.pz2	cheeksUpINJ.png
cheeksUpREM.pz2	cheeksUpREM.png
eyesNarrowINJ.pz2	eyesNarrowINJ.png
eyesNarrowREM.pz2	eyesNarrowREM.png
lidsFullOuterINJ.pz2	lidsFullOuterINJ.png
lidsFullOuterREM.pz2	lidsFullOuterREM.png
noseRomanINJ.pz2	noseRomanINJ.png
noseRomanREM.pz2	noseRomanREM.png

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 V4FaceMagicPC into the Programs folder or using the Shockwave version..

International users may have to set their system to English.

Thank you for purchasing V4FaceMagic!

At [daz3d.com](daz3d.com) you'll find V4XprssnMagic, as well as XprssnMagics for other popular figures, including Generation 4, Genesis and Genesis 2 figures - and also V4HipHopMagic, which includes a wide range of full and partial body poses. Elisa Griffin / gryffnn