Victoria2XprssnMagic

Welcome to Victoria2XprssnMagic!*

This program is a free-standing application. However, to use the expression information you must own Poser and a Victoria 2, Victoria2LoRes or the Millennium Girl or Boy figures. They can found (with Victoria3XprssnMagic, Michael2XprssnMagic, Michael3XpressnMagic, Stephanie1XprssnMagic and DialMagic) at: http://www.daz3d.com/

Victoria2XprssnMagic lets you copy into Poser the morph dial settings from any combination of the 34 eye and 44 mouth poses. Existing face shaping or speech dial settings (except for Mouth F! and Mouth M) 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.

Using Victoria2XprssnMagic

Launch the program by double-clicking on the Victoria2XprssnMagic icon.

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

3. When you get the combined expression that you want to transfer into Poser, press the **"Copy to Clipboard" button**.

4. **Launch Poser**. (If your computer cannot run both programs at the same time, close Victoria2XprssnMagic; the information will remain in the Clipboard.)

5. In Poser, load a Victoria2 figure and **select the head**.

6. 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.

7. You can now fine-tune the dial settings, if you want to adjust the expression.

Using With Various Millennium Figures

Victoria 2 and Victoria 2 Reduced Resolution Figures

These morphs have been developed for the Victoria 2 face - that is, with a setting of "1" on the Victoria 2 morph dial at the top of the dial stack. A setting of "0" for this dial gives the original Victoria 1 face, with distinctly different eye and mouth shape.

In particular, the mouth is less full than Victoria 2's, which alters some mouth expressions. Other Victoria-based characters with thinner or heavily morphed mouths will also give different results. The expressions can be fine-tuned for use on these characters in various ways:

- to set just the Victoria 2 mouth shape on a figure, without the other features, set the dial "**Lips2**" to 1.0

- with some expressions, decreasing the value of "**Mouth M**" (or using a higher negative setting) removes excessive lip thinness

- negative settings on "**Snarl Right**" and "**Snarl Left**" may need to be decreased to prevent a wavy lip line

Victoria 1 and Victoria 1 Reduced Resolution

These figures have only some of the morphs that are used in Victoria2XprssnMagic expressions (21 of 34). Those morph dials that are present will take the settings, but most of the expressions will not fully apply.

Millennium Kids

The Millennium **PreSchool Girl** and **PreSchool Boy** have the same internal names for the expression morphs and will take all their settings. **The PreTeen Girl** and **PreTeenBoy**'s blink morphs have different internal names for the blink morphs. However, these names have been added to the expression poses, so that they work with all four models.

The mouths of some Kid-based characters will have excessively thin lips and a wavy lip line with some of the expressions. See the previous suggestions for fine-tuning them.

Victoria 3, Michael 2, Michael 3 and Stephanie 1

These characters have internal names for some of the expression morphs that are different than Victoria 2's (and from each other). Victoria2XprssnMagic, Michael2XprssnMagic, Michael3XprssnMagic and Stephanie1XprssnMagic have been developed with settings and preview images specifically for these figures.

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 Victoria 2'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, although the expressions are previewed on the basic Victoria 2 face, they have been developed for use with the many face shapes that can be created with the Victoria 2 figure. You will find that some variations are more effective on a particular character than others (especially on heavily-morphed mouths).

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" expression 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.

Saving An Expression

The Victoria2XprssnMagic poses have been carefully created so they do not overwrite any face-shaping or speech dial settings (other than Mouth F! and Mouth M) that you may already have on your figure.

If you save a modified expression as an .fc2 library file, be sure to remove the face-shaping and speech dial settings, so you won't overwrite any settings you might already have on a figure when you apply the face file. To do this:

- 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 each of the boxes for the face-shaping and speech dials (all the dials that are **not** in the list in the following section), then click the "OK" button. (If you understand Poser file structure, you can more quickly delete the dial settings from a saved full .fc2 file using a text editor.)
- Name your new expression file and click the "OK" button to save.

Victoria2XprssnMagic Morph Dials

The following dials are used by Victoria2XprssnMagic. The names are the dial names used in pose settings. Differing internal names are in parentheses.

When you apply an expression to a Victoria2 figure, any existing settings for these dials will be overwritten. Any dials not listed will be unchanged.

Eye expressions:
BrowArchR
BrowArchL
RbrowUp (BrowUpR)
BrowUpL (LBrowUp)
BrowDownR (RBrowDown)
BrowDownL (LBrowDown)
BrowFrownR
BrowFrownL
BrowWorryR (Worry Right)
BrowWorryL (Worry Left)
EyeBlinkR
EyeBlinkL
EyeWince1R (SmileEyeRight)
EyeWince1L (SmileEye Left)
EyeWince2R
EyeWince2L
EyeWrinkleR
EyeWrinkleL

Mouth expressions:
NoseWrinkle
PartLips
OpenLips
Yell
Smile1 (Smile)
Smile2
SmileOpen (Open Smile)
Smile Right
Smile Left
Frown
Frown Right
Frown Left
Snarl Right
Snarl Left
Mouth F! (Mouth Hard F)
Mouth M

Face-Shaping Morphs

No face-shaping morph settings are used in these poses. If you use them on a character face that uses one of the morphs on the preceding list, some of the expressions will overwrite that part of the character setting. You can spawn a morph of the character dial setting, giving it another name, to prevent this.

Speech Morphs

Although you usually will not combine the mouth expressions with speech, none of the speech morphs (**with the exception of Mouth F! and Mouth M**) have been used to create these expressions.

Using with Mimic
Mouth Dials: Note that the Mimic program uses the Victoria 2 mouth morph dial "MouthOpen" to produce .pz3 pose files for use with Poser figures. This dial is not used by the Victoria2XprssnMagic mouth expressions, which use positive and negative settings for the "OpenLips" dial instead. However, settings on both these programs will affect the amount that the figure's mouth is opened.

Animation

Interpolation
There are several choices for animation interpolation in Poser, which determines how changes between two poses are made. Poser's default animation interpolation is Spline (green frames in the Animation Window). Spline interpolation gives a more natural curve between poses, but often causes an overshoot of the settings at one or more points in the animation. This can be confusing and difficult to control, especially for new animators.

When you paste the Victoria2XprssnMagic expressions to a figure in Poser, the animation interpolation is set as Linear (orange frames). All other elements' interpolation settings will be unchanged.

Adding Expressions

To add expressions to an existing animation, open the Animation Window.

• If you want to maintain the character's existing expression until a specific frame, click that frame in the Head channel for the figure, and click the "**+**" (Add Keyframe) button. (Make sure the small button "This Element" is clicked, so you don't affect any other elements.)

- Then click the frame where you want the Stephanie1XprssnMagic pose to be fully applied, and paste it in.
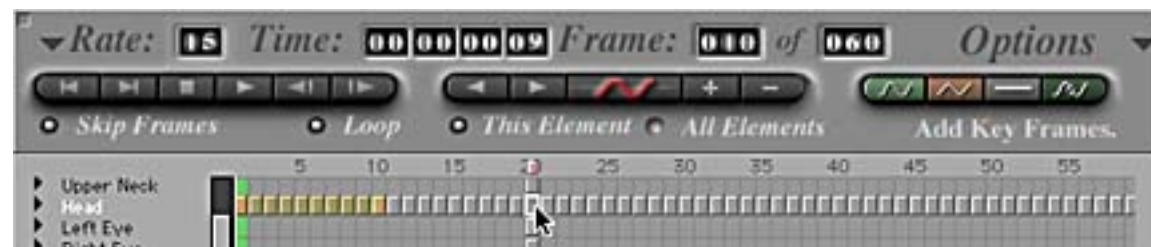
- The pasted pose will set keyframes in the channels affected by the expression you chose. It will not affect any settings in other channels.

- If you want the new expression held until a specific frame, click that frame and set another keyframe.
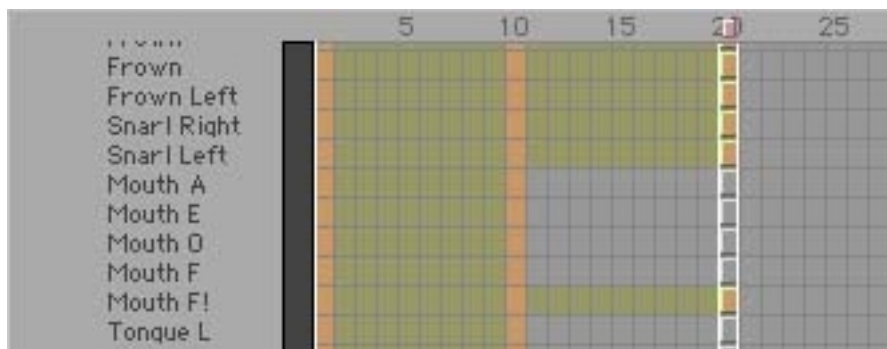
- Repeat for the next expression.

- The speed with which each new expression appears will depend on the number of frames between keyframes, and the frame rate of your animation.

- To fine-tune the animation's timing, you can move a keyframe, by clicking and holding over it until the crossed-arrows cursor appears, then dragging to a new position.

Thank you for purchasing Victoria2XprssnMagic!
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