

# Emphasized Visemes for Genesis 8.1 Male



<b>Product Name:</b>	<a href="#">Emphasized Visemes for Genesis 8.1 Male</a>
<b>Product ID:</b>	82209
<b>Published Artist(s):</b>	<a href="#">dobot</a>
<b>Created By:</b>	N/A
<b>Release Date:</b>	2021-07-09

## Product Information

- Required Products: *None*

Give your characters a visible voice with Emphasized Visemes for Genesis 8.1 Male!

With this collection of 15 visemes, you can make Genesis 8.1 characters talk in animations and still images.

For each viseme, we have separated the Jaw and Lip parts. This allows the visemes to be adjusted even better. That way, many variants from mumbling to proclamations can be designed.

The owners of Anilip 2 can use the visemes for animations. We have included an example configuration in the ReadMe's directory.

## Product Notes

You can also use the viseme in Anilip 2. Copy the file supplied in this directory into the plugin directory of your DAZ Studio installation. Overwrite the file "dokitAnilip2/dokitAnilip2.dsx". Make sure the latest Anilip version 2.1 is installed. You may need administration rights to copy. If the visemes are too stressed for you, you can adjust the intensity in the viseme editor. You can find details on this in the manual or in the tutorials.

## Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier](#), which is used as a key to indicate something about the contents of that package.

- 1 Core <sup>1)</sup>

[ ] = *Optional, depending on target application(s)*

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

## Emphasized Visemes for Genesis 8.1 Male (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
  - "People:Genesis 8.1 Male:Expressions:Dokit:Visemes Genesis 8-1 Male"
- You can find new icons for this product in the following DAZ Studio Categories:
  - "Poses:Other:Reset"

## Additional Details

Below is a list of files provided by the [Emphasized Visemes for Genesis 8.1 Male](#) product.

## Core

### Emphasized Visemes for Genesis 81 Male

- **Content :**

- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeAA.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeAAJaw.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeAALip.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeCH.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeCHJaw.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeCHLip.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeDD.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeDDJaw.dsf
- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeDDLip.dsf
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- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeFF.dsf
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- /data/DAZ 3D/Genesis 8/Male 8\_1/Morphs/Dobit/Visemes Genesis 8\_1 Male/EVVisemeOLip.dsf
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- /People/Genesis 8.1 Male/Expressions/Dobit/Visemes Genesis 8-1 Male/Zero Visemes Genesis 8.1 Male.tip.png
- /ReadMe's/Emphasized Visemes for Genesis 8-1 Male/dobitAnilip2.dsx
- /ReadMe's/Emphasized Visemes for Genesis 8-1 Male/UseVisemesInAnilip2.txt
- /Runtime/Support/DAZ\_3D\_82209\_Emphasized\_Visemes\_for\_Genesis\_81\_Male.dsa
- /Runtime/Support/DAZ\_3D\_82209\_Emphasized\_Visemes\_for\_Genesis\_81\_Male.dsx
- /Runtime/Support/DAZ\_3D\_82209\_Emphasized\_Visemes\_for\_Genesis\_81\_Male.jpg

## Resolved Issues

- *None*

## Known Issues

- *None*

## Support

Visit our site for [technical support](#) questions or concerns.

1)

The contents of this package are in DAZ Studio Native formats

From:  
<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:  
[http://docs.daz3d.com/doku.php/public/read\\_me/index/82209/start](http://docs.daz3d.com/doku.php/public/read_me/index/82209/start)

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