Animation Techniques Part 2

Continuation of tutorial. This video covers LipSync and Puppeteer tools.

Skills you will learn in this video are...

- How to find the LipSync tool.
- Apply the sound file and apply it to the figure.
- Create a new camera and look through the camera.
- LipSync is used to apply the talking morphs, facial expression and head movements.
- Creating puppeteer poses to be used for animation.

Video

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