Genesis8FemaleXprssnMagic
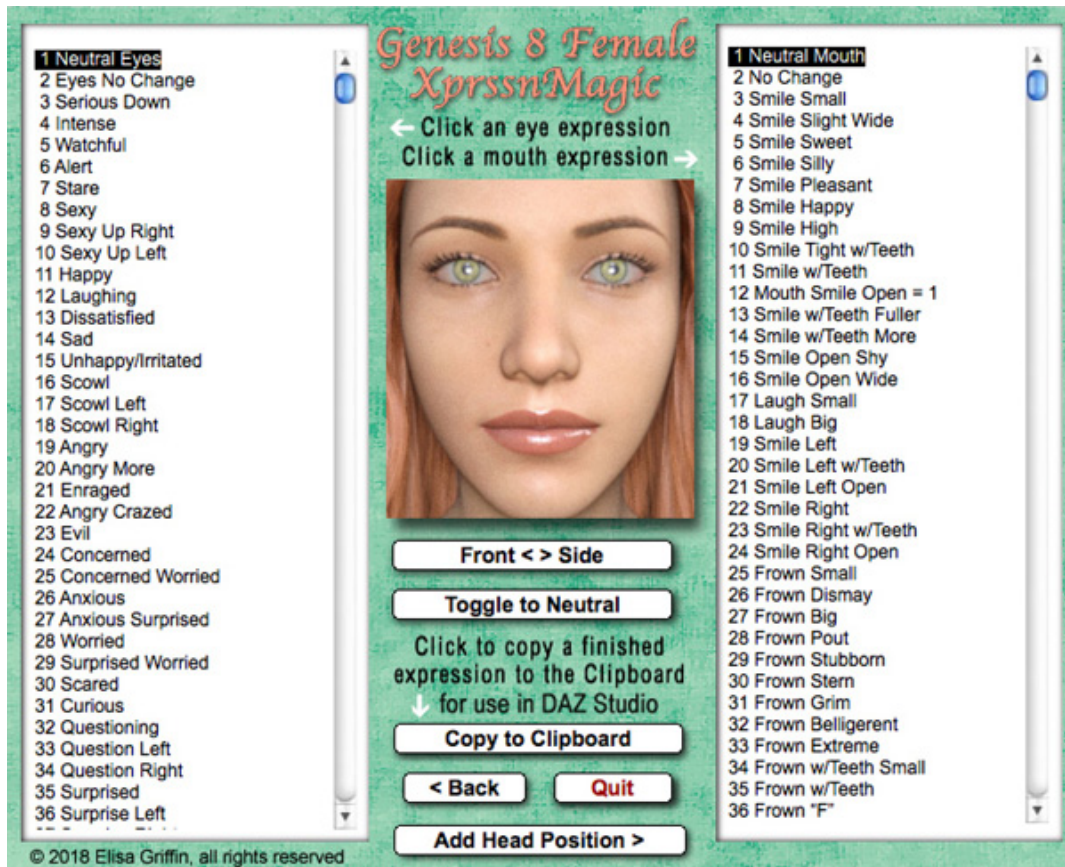
Welcome to Genesis8FemaleXprssnMagic!*

To use this free-standing application you need DAZ Studio and the **Genesis 8 Female** figure that comes with DAZ Studio Genesis 8 Female Starter Essentials.

Genesis8FemaleXprssnMagic lets you copy into DAZ Studio the morph dial settings from any combination of the 80 eye xprssns and 88 mouth xprssns (plus the 17 visemes) – giving you over seven thousand combinations!

This XprssnMagic also has an optional screen to quickly add the figure's neck position (bend, turn, side-side) along with the xprssn combo. Existing head or face-shaping dial settings on the figure are not overwritten by these 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.

Installing the Files

This product comes in three versions:
- a free-standing version for PCs (Genesis8FemXprssnMagicPC)
- a free-standing version for Macs (Genesis8FemXprssnMagicMac)
- one for either (Genesis8FemXprssnMagicShockwave.html), which can be run in any web browser that has the free Adobe Shockwave plug-in installed (See the *Shockwave* section)

DIM (DAZ Install Manager) will install these files in the correct locations. Or place your preferred Genesis8FemXprssnMagic version anywhere you find convenient (some PC configurations will not let an application execute in certain locations or external drives (See the *File List* at the end of this guide, if you have difficulties).

Note: the Genesis8FemXprssnMagicShockwave.html and its .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 else the .html file will not be able to find and launch it.

Also included is the **XprssnMagic Importer 4 script**, which enables pasting XprssnMagic morph dial settings to a Genesis 8 Female figure. Place the script in your Content Library's script folder.

See the *Using In DAZ Studio* and *Power User Tips* sections to learn how to add the script to Scripts on the top menu bar, or how to assign the script to an even more convenient keyboard command.

Preparing the Genesis 8 Female Figure

In order for the mouth xprssns marked with a star (*78-*90) to properly extend the figure's tongue, the limits on the **Tongue In-Out** morph dial must be turned off each time you load a Genesis 8 Female figure into a DAZ Studio scene.

After loading the figure, go to the Tongue In-Out morph dial on the Parameters Palette, click the gear-shaped settings button (below), and uncheck the Use Limits box. Be sure to click the "**Accept**" button.

Name :	CTRLTongueIn-Out	▼	☐ Hidden
Label :	Tongue In-Out	▼	☐ Locked
Path :	Pose Controls/Head/Mouth/Tongue	▼	*uncheck*

Min :	-1	Max :	1	☐ Use Limits
Default :	0	Value :	0	☐ As Percent
Nudge :	0.04	Raw :	0	☐ Auto Follow

Using Genesis8FemXprssnMagic

Launch the program by double-clicking the Genesis8FemXprssnMagic application icon or by opening the Shockwave version's HTML page in your web browser.

1. The opening screen has a brief introduction to the program. Click the "Run Genesis8FemXprssnMagic" button. This will take you to the main List/Preview screen (where the "Back" button lets you return to the introduction screen).

2. 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.

3. 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. (Make sure you turned off the limits on the Tongue In-Out morph dial, see above.)

4. Click the "Front < > Side" button below the center Preview image to see the expression combo from the side. Click the mouse button again to return to the front view. (Some of the eye and mouth previews do not match exactly at the eye/mouth line in the preview window; the actual morph will of course be smooth.)

5. Click and hold the "Toggle to Neutral" button to compare the xprssn combo with the figure's neutral face. Release to return to the combo view.

6. When you get a combined expression that you want to transfer into the Genesis 8 Female figure, make sure you press the **"Copy to Clipboard"** button (otherwise you will paste any previously copied morph settings).

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Copy to Clipboard
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Adding Head Position Settings

In addition, before you copy your xprssn combo, you can add a neck position (various combinations of Bend, Turn, and Side-Side dial settings) to it by clicking the "Add Head Position" button.

1. This takes you to the optional Head Position screen, while still saving the most recent eye and mouth xprssn combination that you selected.

2. Using the scrolling lists, you can pick a value for any or all three of the dials between -100% and 100% (80% for Bend.) Unfortunately, I can't provide previews of all these combinations, since it would take over 52,000!

3. Like the eye and mouth lists, each has a neutral (0% = 0.0) setting, that sets to zero that dial on your figure, and a "No Change" if you do not want to effect a existing setting (shows a greyed-out preview.)

4. The initial setting of all three lists is "No Change," so no values are copied to the Clipboard for them unless you click the lists. This saves you the trouble of setting to neutral any you don't wish to use (for example, to set only side-side, without bend or turn).

5. After setting the values, click either "Copy Head Position ONLY to Clipboard" (which ignores any settings you made on the Eye and Mouth Xprssn screen) or "Copy Head Position AND Xprssn to Clipboard" (which transfers all the dial values in one operation).

6. Clicking the "Cancel & Back to Main Screen" button cancels any settings you made on this screen and returns you to your previous xprssn combo on the main XprssnMagic screen.

I most often use this screen to set small bend, turn and/or side-side values to an xprssn in order to add more interest.

Using In DAZ Studio

My XprssnMagics work by copying to your computer's system clipboard the assembled dial settings for your selected eye-mouth combo (and, if you choose, head position settings).

DAZ Studio does not let you paste data from your system clipboard directly to a figure. Instead, you do so by way of the included **XprssnMagic Importer 4** script.

1. From Genesis8FemXprssnMagic: once you've created an eye-mouth combo and/or head position settings, and after pressing one of the **Copy to Clipboard** buttons, the combined dial settings are copied to your system's clipboard.

2. In DAZ Studio: **select** a Genesis 8 Female figure (sometimes the data will not be applied if you select the figure's head, although it may later in a session).

3. Navigate to the XprssnMagic Importer 4 **script** in the Contents Library, and launch it. (If you follow the *Power User Tips* below you can run the script from the top Script menu, or even faster, from a custom keyboard command.)

4. When the script's dialog box appears, click inside the text area, and paste. The lines of dial settings you created appear.

5. Click the **"Apply" button**. The window closes and the Xprssn is applied to the figure.

Power User Tips

Use the Script Menu: To save navigating through the Content Library, add this script to the Scripts menu on DAZ Studio's top menu bar. To do so, just navigate in the Content Library to the XprssnMagic Importer 4 script and right-click on its name. When the drop-down menu opens, choose "Create Custom Action." The script name now appears on the top menu and can be selected there to open the script's dialog box.

Use a Keyboard Command: Once you have added the script to the Script Menu, you can assign a custom keyboard command to it, that will bring up the script's dialog box directly:
Select Window / Workspace / Customize to open the "Customize DAZ Studio" dialog box. On the left side under Base Layout: Actions, click the small triangle to expand the top "Custom" heading. Right-click on the script's icon, then from the pop-up, chose "Change Keyboard Shortcut." At the "Please Press A Key" prompt, type a shortcut. When you release the keys, your new shortcut will appear to the right of the script icon. Be sure to click the "Accept" button at the bottom of the dialog box. (I use Shift-Command-V on my Mac, and then can just type Command-V to paste the dial settings from XprssnMagic.)

Shockwave Version

To use the Adobe Shockwave version with DAZ Studio, open in your web browser the file "Genesis8FemXprssnMagicShockwave.html."

It and its dependent file "Genesis8FemXprssnMagicShockwave.dcr" must be in the *same* location (anywhere convenient) and you must **not** rename the .dcr file, or else the .html file will not be able to find and launch it.

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 you do not already have the free Shockwave Player installed on your computer, use this link to get it (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): www.adobe.com/shockwave/download

The "Neutral" vs. "No Change" 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 an empty pose (a grey preview image with "No Change" text), which does not copy any settings for that list's expression dials. Together, they give you greater control of the figure's expression morphs.

- The **Neutral Eyes** pose allows you to **zero** any eye expression settings already on the figure, independent of your choice on the mouth expressions list.
- The **Eyes No Change** pose leaves an existing eye expression **unchanged**, while allowing you to set a new expression for just the figure's mouth.
- The **Neutral Mouth** pose allows you to **zero** any mouth expression settings already on the figure, independent of your choice on the eye expressions list.
- The **Mouth No Change** pose leaves an existing mouth expression **unchanged**, while allowing you to set a new expression for just the figure's eyes.

Visemes

The 17 speech viseme morphs are included at the bottom of the mouth list and can be used with any eye xprssn. (M and SH make useful expressions.)

Like the other mouth xprssns, their values are set to zero when the Neutral Mouth is selected, but not affected when Mouth No Change is selected.

Auto Zero Set of Some Dials

Be aware that the eight full face expression dials are automatically set to zero whenever you paste from Genesis8FemXprssnMagic, since any pre-existing settings on these dials would alter both your chosen eye and mouth Xprssns.

If you want, you can add a setting to any of these dials after applying the Xprssn. The dial's value will be set back to zero if you paste in another Xprssn.

Face-shaping and a few unused expression dials are unaffected by a pasted Xprssn. See the Genesis8FemaleXprssnMagic Morph Dials lists at the end of this guide for complete information.

Xprssns On Other Figures

These Xprssn settings for the Genesis 8 Female have been optimized for the basic figure. They can be applied to specialized Genesis 8 female figures, but may require adjustment.

While some names on the morph dials of other figures are the same as those of the Genesis 8 Female, the internal names often differ. It is those internal names that are used by XprssnMagics. That is why xprssns from this product may apply to other figures incompletely of not at all.

Where possible, I try to use the same eye and mouth xprssn **names** and organization on my various XprssnMagic products, for convenience of use.

However, individual morph shapes (and the limits placed on morph dials) vary significantly between figures, so that similarly named xprssns may be only approximations of each other. Some are only as good as can be made, within the constraints of a figure. And, of course, some figures have more facial expression morphs, allowing additional combinations.

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 could be the effect you're after).

Seldom are our expressions perfectly symmetrical on the right and left sides, and the asymmetric xprssns can help you 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.

The more extreme expressions may be needed for a full-body or distance shot or cartoon situations, while the more subtle variations are useful for close-ups.

You can experiment as much as you want with the XprssnMagic preview face to find the expression that sets the mood you want for your character. Of course, you can further adjust a full expression in DAZ Studio and save it in the library for future use.

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" or "suspicious" eye setting than it does when used with a "happy" or "staring" one. A silly smile can turn sinister when paired with a particular eye pose.

Genesis8FemXprssnMagic Morph Dials

Genesis8FemXprssnMagic uses the following 96 morphs, plus 3 optional neck positions. When you apply an xprssn combo to the Genesis 8 Female figure, previously existing settings for *only* these dials will be overwritten. Any dials not listed remain unchanged. (Note that these are the names seen on the morph dials, not the internal morph names that are used by XprssnMagic.)

Genesis 8 Female Eye Expression Morph Dials (34):

Brow Compression HD	Brow Up-Down Right	Eyes Closed Right
Brow Inner Up-Down	Cheek Eye Flex	Eyes Crossed
Brow Inner Up-Down Left	Cheek Eye Flex Left	Eyes Relax
Brow Inner Up-Down Right	Cheek Eye Flex Right	Eyes Relax Left
Brow Outer Up-Down	Eyelids Lower Up-Down	Eyes Relax Right
Brow Outer Up-Down Left	Eyelids Lower Up-Down Left	Eyes Side-Side
Brow Outer Up-Down Right	Eyelids Lower Up-Down Right	Eyes Squint-Widen
Brow Squeeze	Eyelids Upper Down-Up	Eyes Squint-Widen Left
Brow Squeeze Left	Eyelids Upper Down-Up Left	Eyes Squint-Widen Right
Brow Squeeze Right	Eyelids Upper Down-Up Right	Eyes Up-Down
Brow Up-Down	Eyes Closed	
Brow Up-Down Left	Eyes Closed Left	

Genesis 8 Female Mouth Expressions Morph Dials (65):

Cheeks Balloon-Suck In	Lip Top Up-Down Right	Tongue Narrow-Wide
Cheeks Balloon-Suck In Left	Mouth Closed	Tongue Raise-Lower
Cheeks Balloon-Suck In Right	Mouth Corner Back	Tongue Side-Side
Cheeks Balloon Pucker	Mouth Corner Back Left	Tongue Up-Down
Jaw Out-In	Mouth Corner Back Right	AA
Jaw Side-Side	Mouth Corner Up-Down	EE
Lip Bottom In-Out	Mouth Corner Up-Down Left	EH
Lip Bottom In-Out Left	Mouth Corner Up-Down Right	ER
Lip Bottom In-OutRight	Mouth Frown	F
Lip Bottom Up-Down	Mouth Open	IH
Lip Bottom Up-Down Left	Mouth Side-Side	IY
Lip Bottom Up-Down Right	Mouth Smile	K
Lips Closed-Bare Teeth	Mouth Smile Open	L
Lips Part	Mouth Smile Simple	M
Lips Part Center	Mouth Smile Simple Left	OW
Lips Pucker-Pressed	Mouth Smile Simple Right	S
Lips Pucker Wide	Mouth Wide-Narrow	SH
Lip Top In-Out	Mouth Wide-Narrow Left	T
Lip Top In-Out Left	Mouth Wide-Narrow Right	TH
Lip Top In-Out Right	Tongue Bend Tip	UW
Lip Top Up-Down	Tongue Curl	W
Lip Top Up-Down Left	Tongue In-Out	

Neck Position Morph Dials (3) – optional
You can add settings for these three dials to your xprssn from the optional Head
Position screen. If you do not, any previous settings will remain unchanged:
  Neck-Head Bend, Neck-Head Side-Side, Neck-Head Twist

Morphs Dials Set To Zero (8)
Genesis8FemXpressnMagic **automatically sets to zero** any values on these
full-face expression morph dials every time you paste, since pre-existing settings
on them would alter your chosen xprssn:
  Afraid, Angry, Flirting, Frown, Shock, Smile Full Face, Smile Open Full Face, Surprised

After pasting, you can add settings on any of these dials, but they will be
automatically re-set to zero whenever you paste in another xprssn.

Note: these eight dials will be set to zero even when you use Eyes No Change or
Mouth No Change.

Unaffected Morphs (13)
These morphs are not used in xprssns, but you can add them yourself:

Nose Scrunch	Cheeks Flex-Slack Left	Cheeks Crease Right
Nose Wrinkle	Cheeks Flex-Slack Right	Cheeks Dimple Crease HD
Nostrils Flare	Cheeks Crease	Cheeks Dimple Crease Left
Cheeks Flex-Slack	Cheeks Crease Left	Cheeks Dimple Crease Right
		Nose Compression HD

Pose Interference

Be aware that creators of body or face-shaping poses occasionally include
expression morphs, even if set to zero. Using such a pose will overwrite a
Genesis8FemXprssnMagic xprssn you've applied to a figure. If you find this
happening, apply the Genesis8FemXprssnMagic xprssn after the problem pose.

DAZ Studio Script

To use Genesis8FemXprssnMagic 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:
Genesis8FemXprssnMagicPC (free-standing application for PCs)
Genesis8FemXprssnMagicMac (free-standing application for Macs)
Genesis8FemXprssnMagicGuide.pdf (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together:*
Genesis8FemXprssnMagicShockwave.html (to be opened in a web browser)
Genesis8FemXprssnMagicShockwave.dcr (runs within the .html file)

DAZ Studio script - place this script in your DAZ Studio Library's Script folder:
XprssnMagic Importer 4 (run in DAZ Studio to import the 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 Genesis8FemXprssnMagicPC into the Programs folder.

Some international users may have to set their system to U.S. English.

Thank you for purchasing Genesis8FemXprssnMagic!

At [daz3d.com](daz3d.com) you will find XprssnMagics for other popular figures, including the Genesis 3 Female, Genesis 3 Male, Genesis 2 Female & Victoria 6, Genesis 2 Male & Michael 6, Genesis Female & Victoria 5, Genesis Male & Michael 5, the Generation 4 figures and others.

Have fun! Elisa Griffin / gryffnn