



AVATAR EDITOR USER MANUAL

Version 1.3 - August 2022

NextOS.ai 2022 – English

www.nextos.ai

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Using the 9×9 matrix, we can achieve more realism because the Avatar will have a random head animation, but we don't recommend using this matrix because of the long time required to render all 2D images.

Multiplying 9×9 equals 81 cells. Each matrix cell has 23 frames, we multiply 81×23 which equals 1863 images. In an average computer, using average render quality, it takes approximately 10 to 30 minutes to render each frame, leading us to wait weeks to have all images rendered.

Therefore, we recommend using the more straightforward and faster matrix, which is the 1×1 cell format, and this is the matrix we will initially use within D-Talks! Editor. Using this method, we only need to render 23 frames to create a new avatar. The drawback of this method is that we don't have the idle head movement while the Avatar is talking or in an idle state. Most people will find this method satisfactory.

	1	2	3	4	5	6	7	8	9
1	23								
2	23								
3	23								
4	23								
5	23								
6	23								
7	23								
8	23								
9	23								

Using the central Matrix Cell to render only 23 frames.

D-Talks! Editor 23 Frames Render – Central 5×5 Position



Each image or frame has the Avatar with different eyes, mouth, brows, and expressions to assemble the final animated Avatar to run within the D-Talks! Real-time render engine.



Using the central 5×5 matrix cell, we have the Avatar always looking towards the user without random neck animations.

Tip: Although it is not a requirement for users to know how to use DAZ3D Studio software to create a new Avatar, it is recommended to take some time to get to know DAZ3D Studio and its basic features. Although it's not a requirement, it will help if you are familiar with basic notions of lighting, posing, and textures to use this Editor, we will guide you step by step in this tutorial, and we will soon offer video courses about it. Also, there are a good number of tutorials available on the DAZ3D website.

The Daz3d Posing Pre-Set File

Within D-Talks!, there will be a DAZ Studio .duf pose file pre-set with all 23 head positions. We chose the DAZ Studio software because it's not only free but offers a huge collection of different character morphs, hair, clothing, and makeup. It also offers one of the best render engines to achieve photo-realism without being an expert. Finally, DAZ Studio has a great community of users, and its Store frequently offers promotions, sales, and new items.

This file can be found in your D-Talks! installation folder:

```
\dtalks\modules\avatarstudio\matrix
```

Files name:

“DTalks Female Gen 8 23 Frames.duf” (to use with the DAZ3D Genesis 8 female)

“DTalks Male Gen 8 23 Frames.duf” (to use with the DAZ3D Genesis 8 male)

“DTalks Vic 4.2 23 Frames.duf” (to use with the DAZ3D Vic 4.2 female)

We will get back to these files later in this tutorial.

D-Talks!! and DAZ3D compatibility

NextOS.ai D-Talks! can work with the Genesis 8 version as this version has a huge collection of clothing, hair, textures, face, and body morphs.

D-Talks! comes with a Posing pre-set animation morph file (.duf) to use in DAZ3D Studio and Genesis 8 and Victoria 4.2. Additional character versions will be added shortly. This file sets up the Genesis 8 female and Genesis 8 male with the 23 frames needed by our D-Talks!. Each frame modifies the character's mouth, eyes, brows, and face.

2. NEXTOS DAZ3D FACIAL ANIMATION FILES

Now that you have spent a good amount of time creating and customizing your DAZ3D Avatar, it's time to give life to it, and convert it to the D-Talks! format.

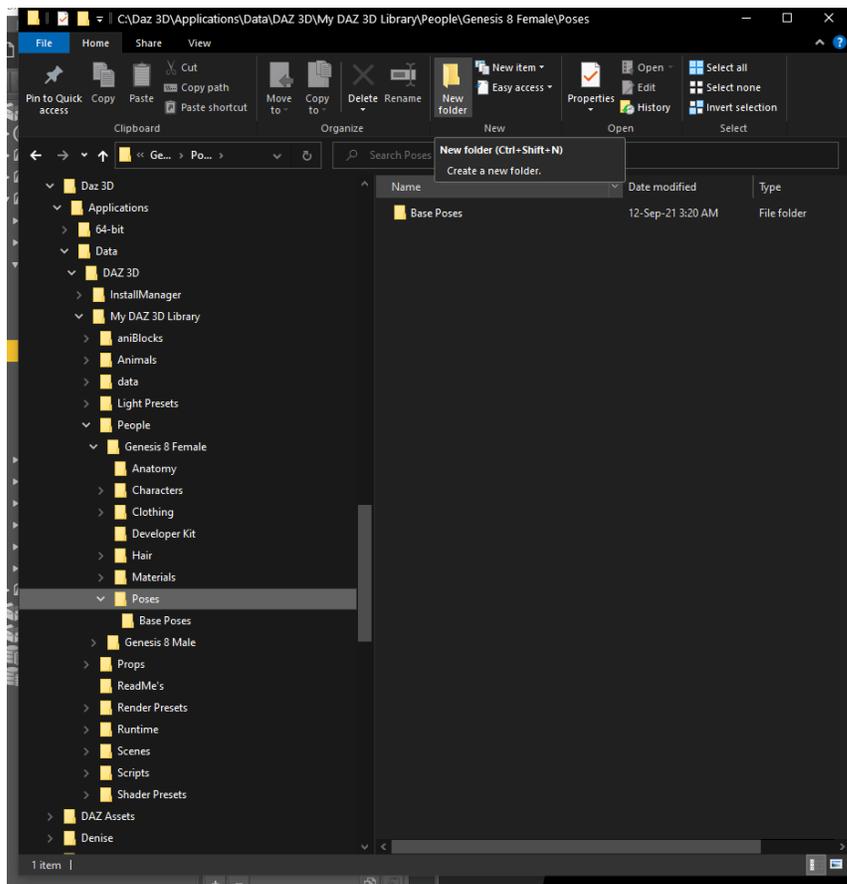
We need to add the animation file, which has the 23 frames, each having a different mouth, eyes, and brows necessary for the final face animation lip-syncing.

Open a new Windows File Explorer Window and navigate to the “My DAZ 3D Library”, which you can find in the directory you install the DAZ3D application.

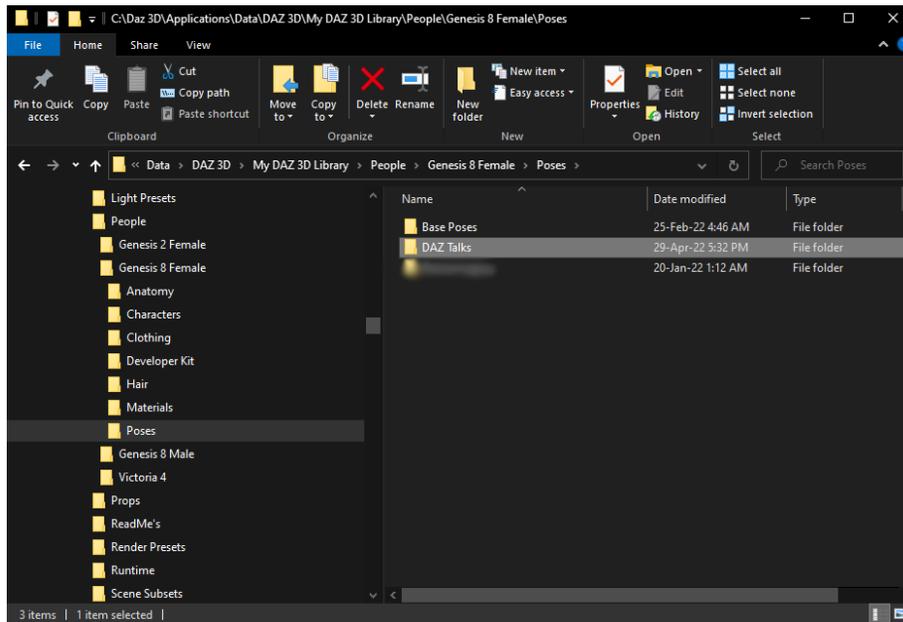
In my case, it's located in “C:\DTalks\Applications\Data\DAZ 3D\My DAZ 3D Library”

Navigate to the folder “C:\DTalks\Applications\Data\DAZ 3D\My DAZ 3D Library\People\Genesis 8 Female\Poses\”

Click on the upper menu option “New folder”.

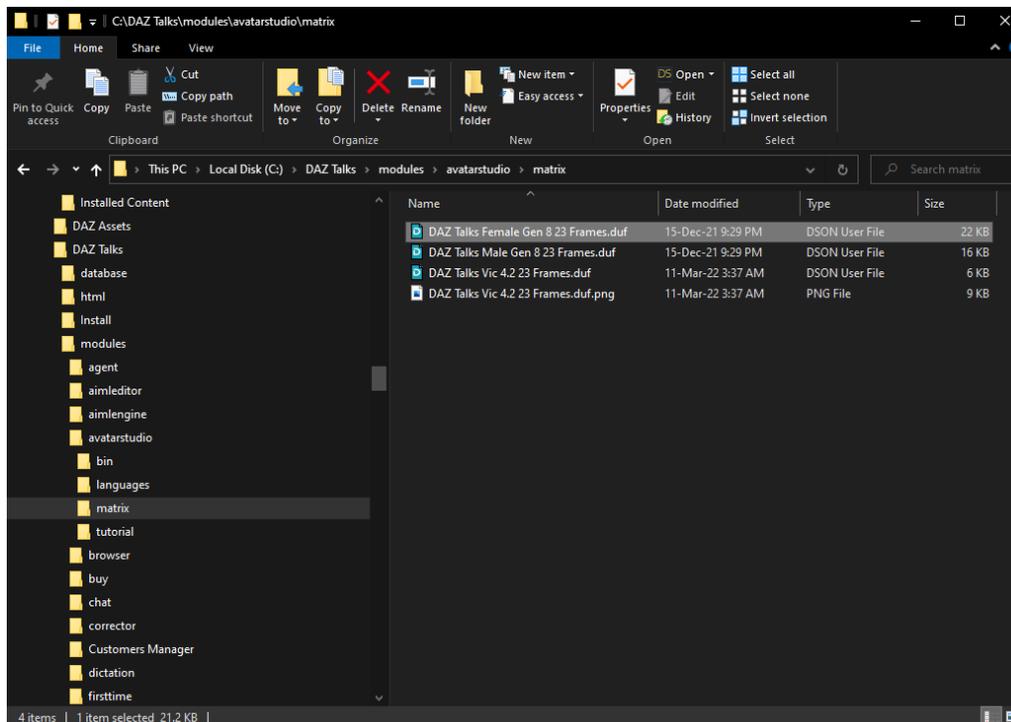


Type “D-Talks!” for the new folder’s name.



Open a new Windows File Explorer Window and navigate to the folder where you have installed D-Talks!.

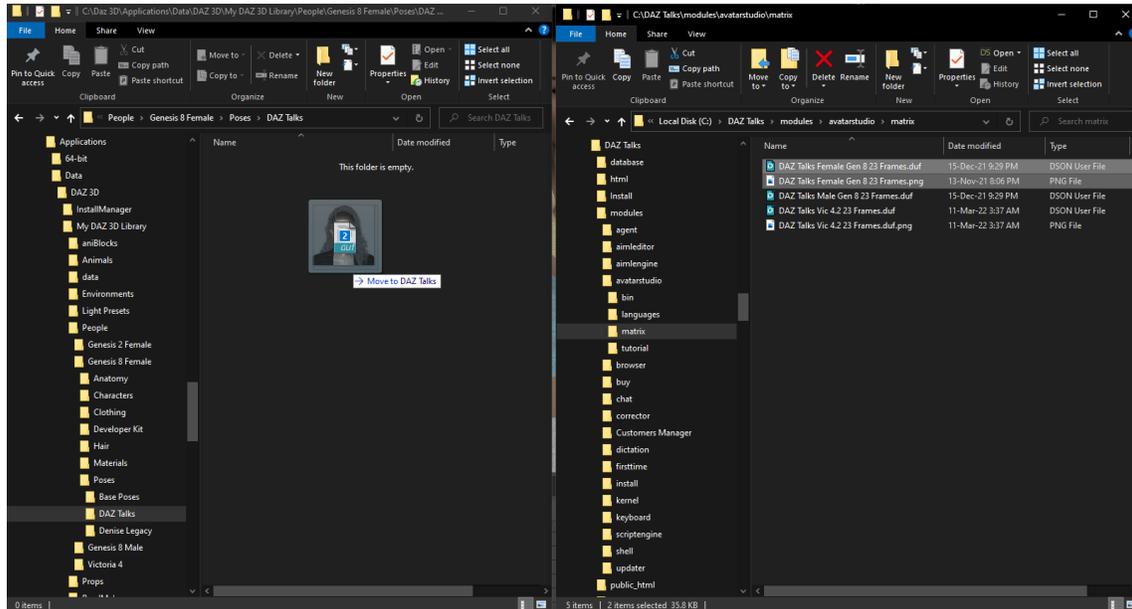
In my case, it's located in “C:\DTalks!”. Navigate to the folder “C:\DTalks\modules\avatarstudio\matrix\”. There you can find the file “DTalks Female Gen 8 23 Frames.duf” Click on this file and hit “CTRL+C”, or right-click on the file and click on the “Copy” menu option.



Now navigate back to the “My DAZ 3D Library”, which you can find in the directory you install the DAZ3D application.

In my case, it's located in “C:\DTalks\Applications\Data\DAZ 3D\My DAZ 3D Library”

Navigate to the folder “C:\DTalks\Applications\Data\DAZ 3D\My DAZ 3D Library\People\Genesis 8 Female\Poses\D-Talks!”



Drag and drop the files “DTalks Female Gen 8 23 Frames.duf” and “DTalks Female Gen 8 23 Frames.png” to the folder “C:\Daz 3D\Applications\Data\DAZ 3D\My DAZ 3D Library\People\Genesis 8 Female\Poses\D-Talks!”, or hit “CTRL+V” to paste the file into this folder.

Go back to the DAZ3D software, click on the “Content Library” tab, and navigate to the “People” → “Genesis 8 Female” → “Poses” → “D-Talks!” folder.

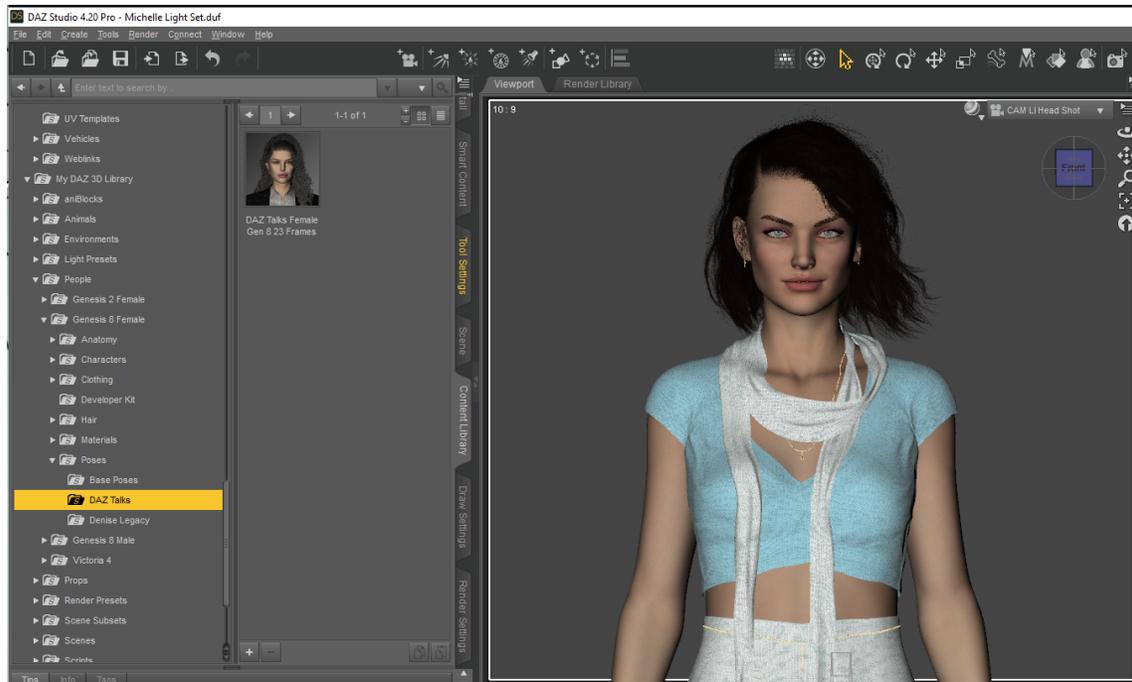
Important: On the DAZ3D left panel menu, you may have more than one “My DAZ 3D Library” folder. This is normal and sometimes happens because we have the default DAZ3D “My DAZ 3D Library” that is created when we install DAZ3D, and we may have an additional “My DAZ 3D Library” folder in another hard drive. In my case, I have three “My DAZ 3D Library” folders on my computer. I have created these additional folders because a great part of my DAZ library is on a different and largest Hard Drive.

Keep in mind that if you do create additional “My DAZ 3D Library” folders, you need to tell DAZ3D where to find those files. You can do so by clicking on the main top menu option “Edit” → “Preferences” → “Content Tab” → “Content Directory Manager”

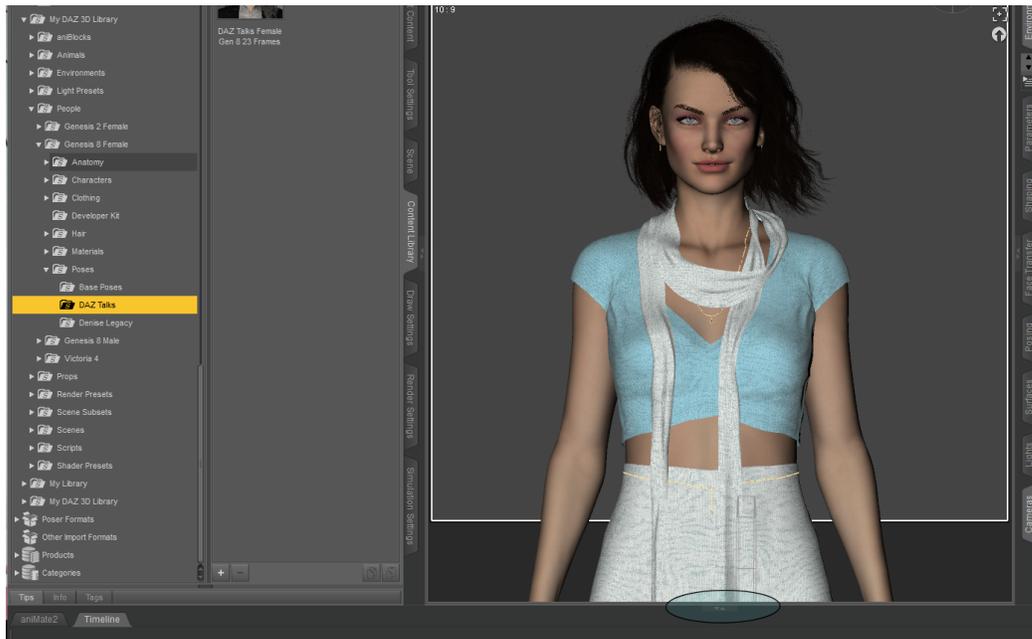
3. OPENING YOUR DAZ CHARACTER IN DAZ STUDIO

Run DAZ Studio and open your avatar. Pose it using the Front camera, and make sure your avatar has the arms naturally next to its body.

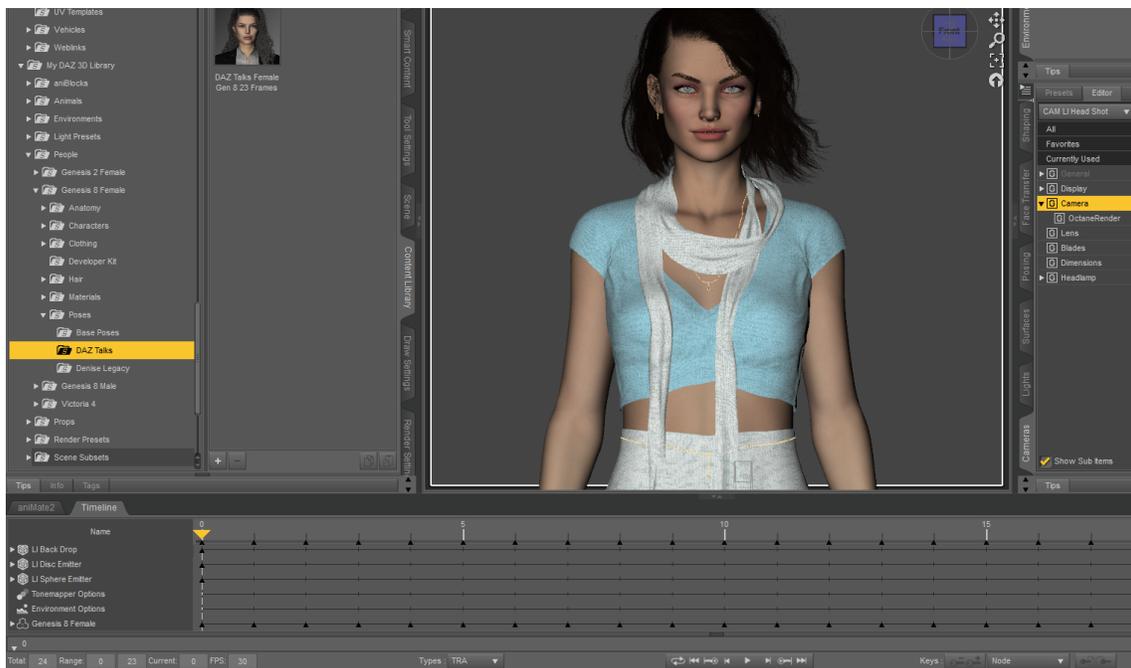
This is not a requirement, as you can pose your avatar any way you want to set it up to use with the D-Talks!! Software.



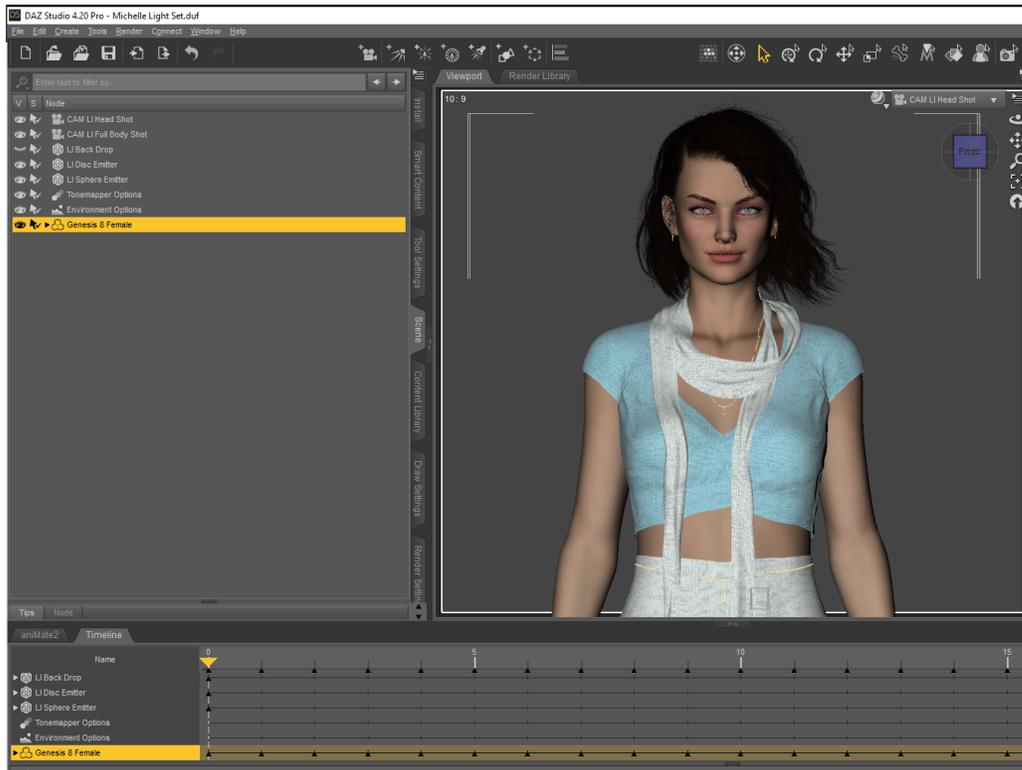
Before applying the animations to our character, let's take a look at the DAZ Studio Timeline. This is the place where we check all the frames from our animation. If it's not opened already, click on the small up/down arrow at the bottom of the Viewport.



Now we can visualize the DAZ Studio Timeline, with which we can control all animations we have in our scene.



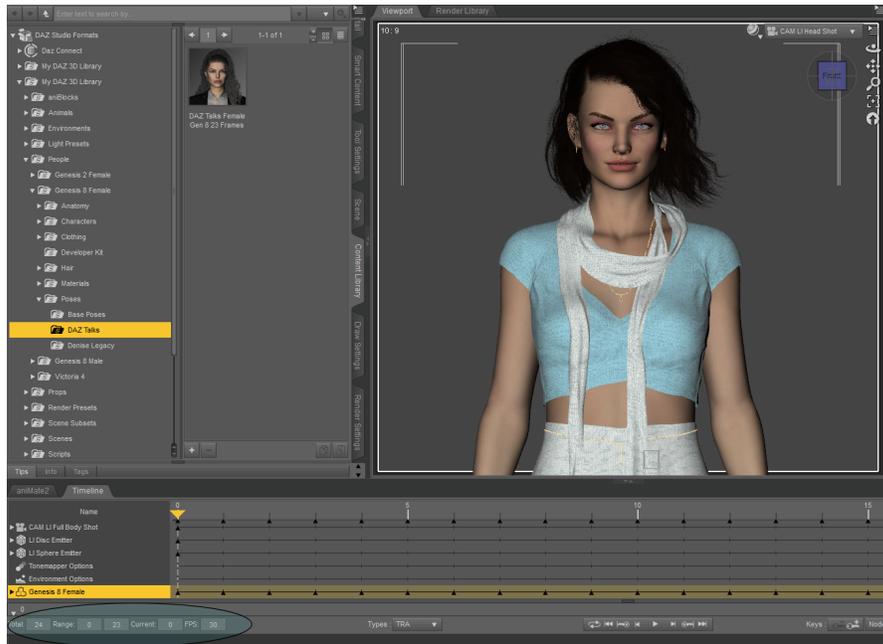
Before adding our facial animation to our avatar, let's ensure the character is selected. To do so, click on the "Scene" tab, and click on the "Genesis 8 female"



Go back to the "Content Editor" tab, and double-click on the "DTalks Female Gen 8 23 Frames.duf" icon located in the "People" → "Genesis 8 Female" → "Poses" → "DTalks" folder.

A window will pop up with the message "Preset Exceeds Limits". Click on the "Turn Limits off" button.

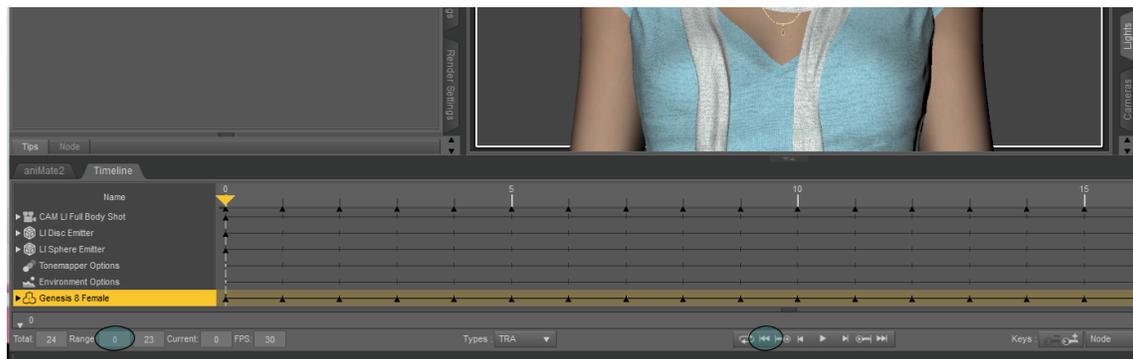
Our character will move up a bit in the Viewport, and it now has all the 23 frames necessary to work within D-Talks!



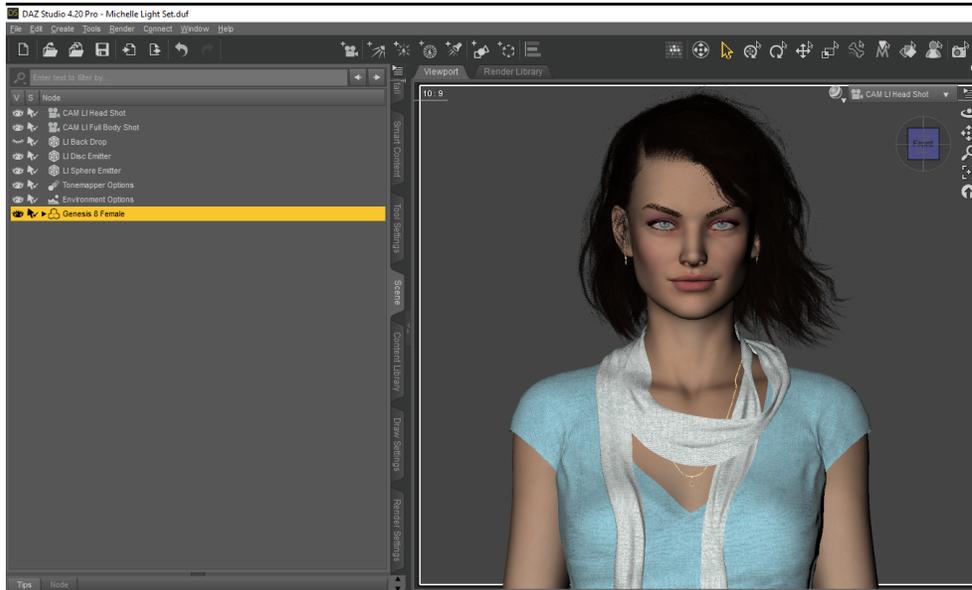
Placing our Avatar in the correct final position

Before we advance, it's time to position our character in the desired position in the viewport.

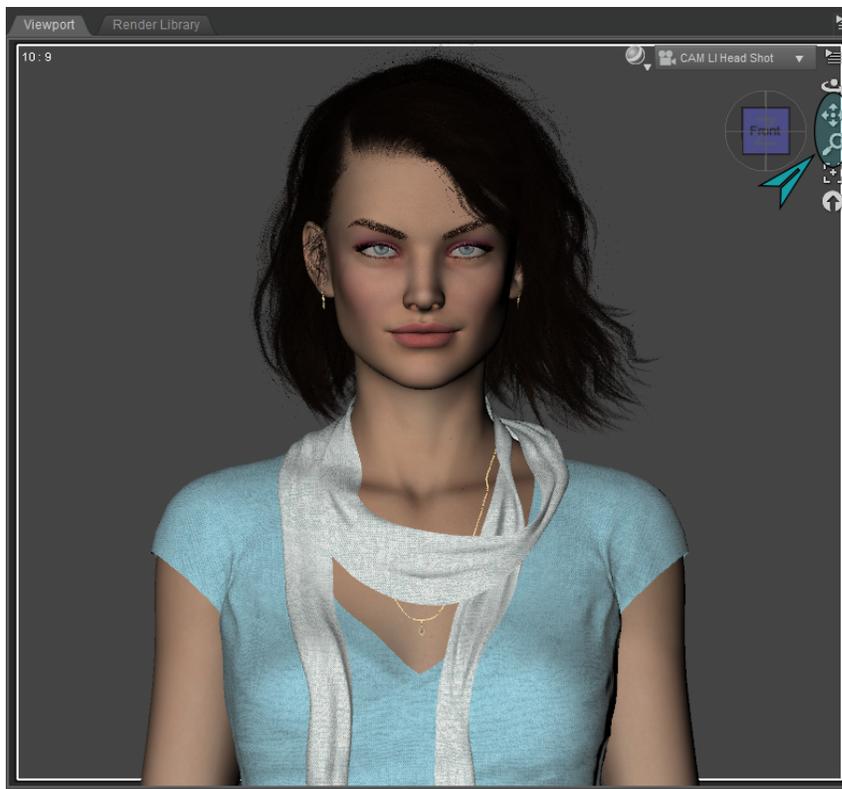
To do so, let's first make sure our animation is positioned in the first frame; otherwise, our avatar will be in different positions throughout the animation. We can either type "0" (zero) in the bottom Range field, or click on the "first frame" left arrow in the middle bottom position on the Timeline.



Let's also ensure our character is the selected object, by clicking in the "Scene" tab and clicking on the "Genesis 8 Female" item.

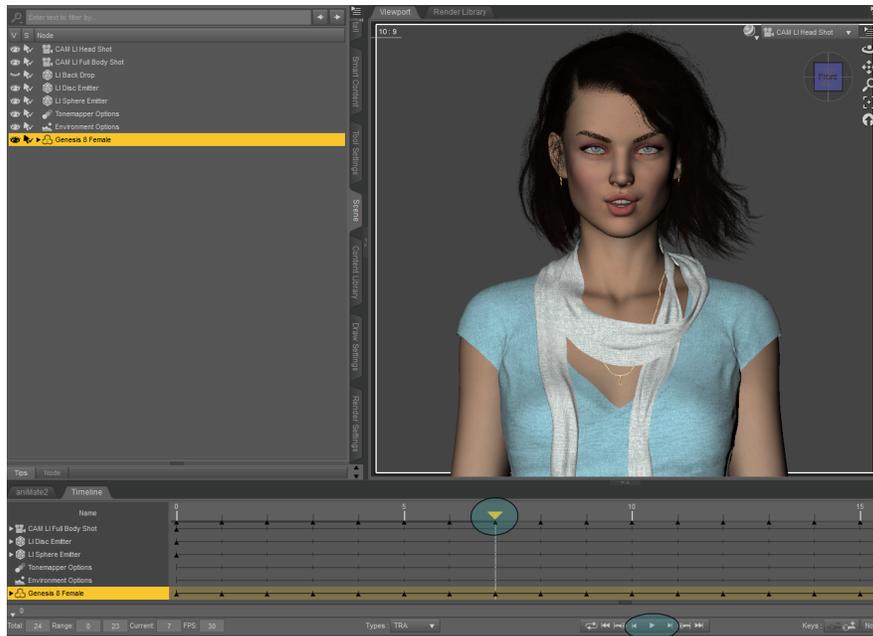


Use the positioning tools to drag the character down and closer and place it centered in the Viewport. This is how our final Avatar will look within the D-Talks! engine. You can rearrange the character as you want, for instance, showing the avatar from the abdomen up or even showing the full body.

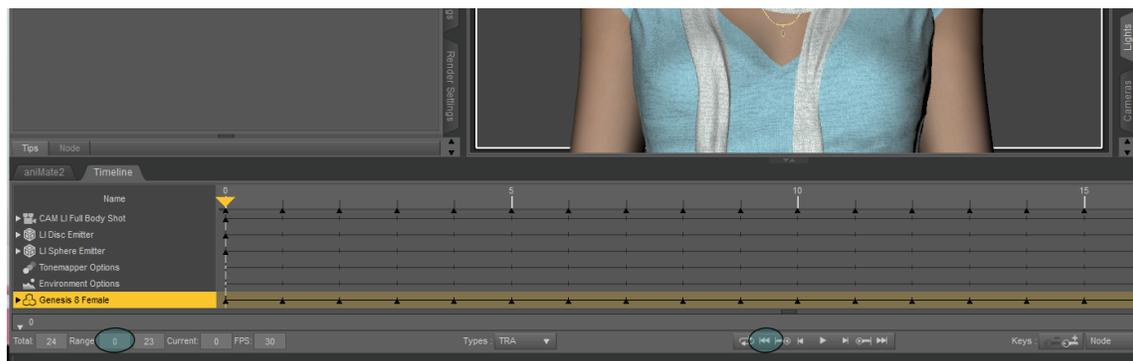


Moving throughout the Animations Frames

Click and drag to the right, or use the navigation menu in the button to navigate throughout the 23 frames. Each frame has a character with different positions for the mouth, eyes, and expressions.



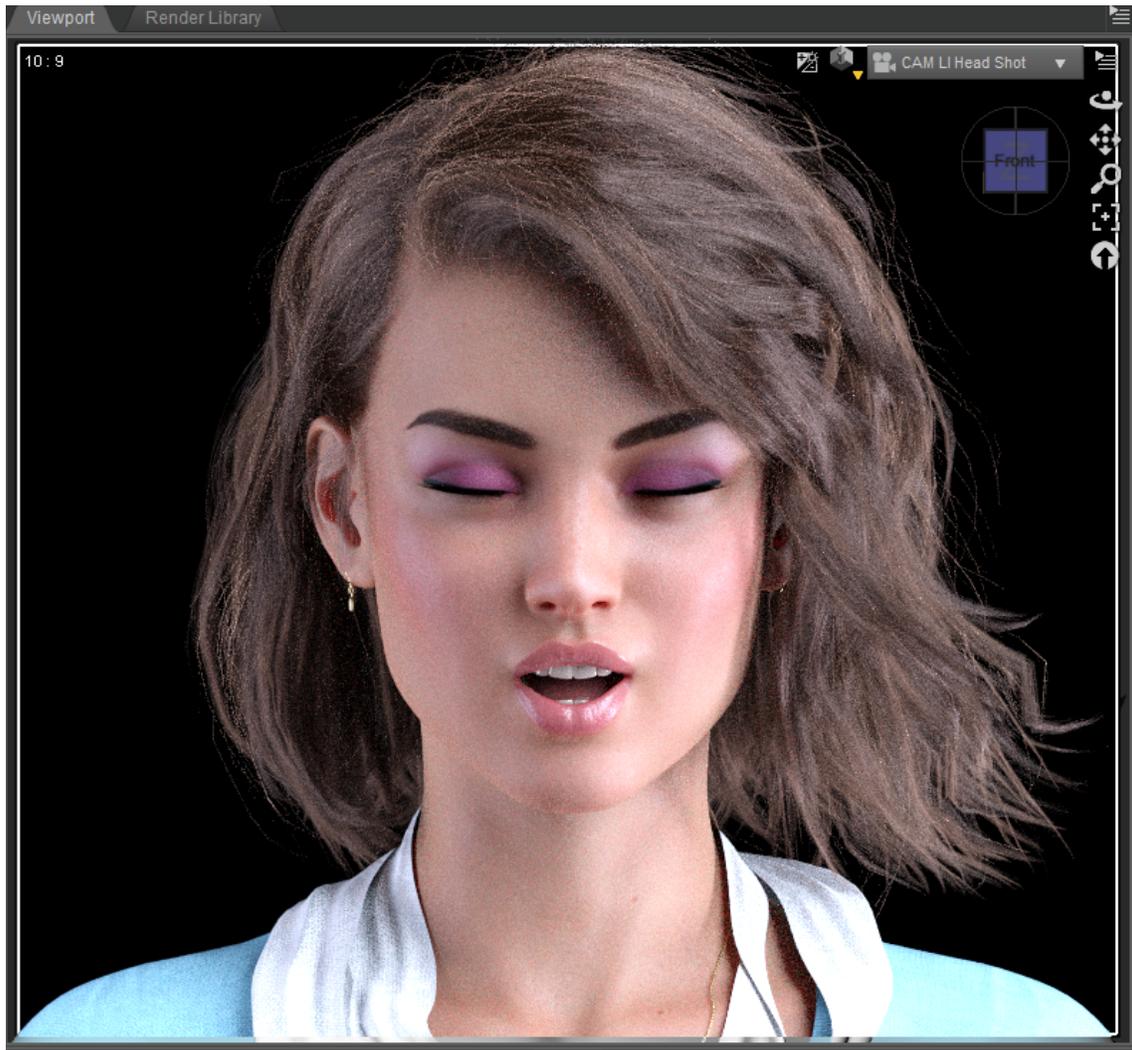
Before we continue, let's make sure our animation is positioned in the first frame again. We can either type "0" in the bottom Range field, or click on the "first frame" left arrow in the middle bottom position on the Timeline.



Fixing the lighting inside the mouth.

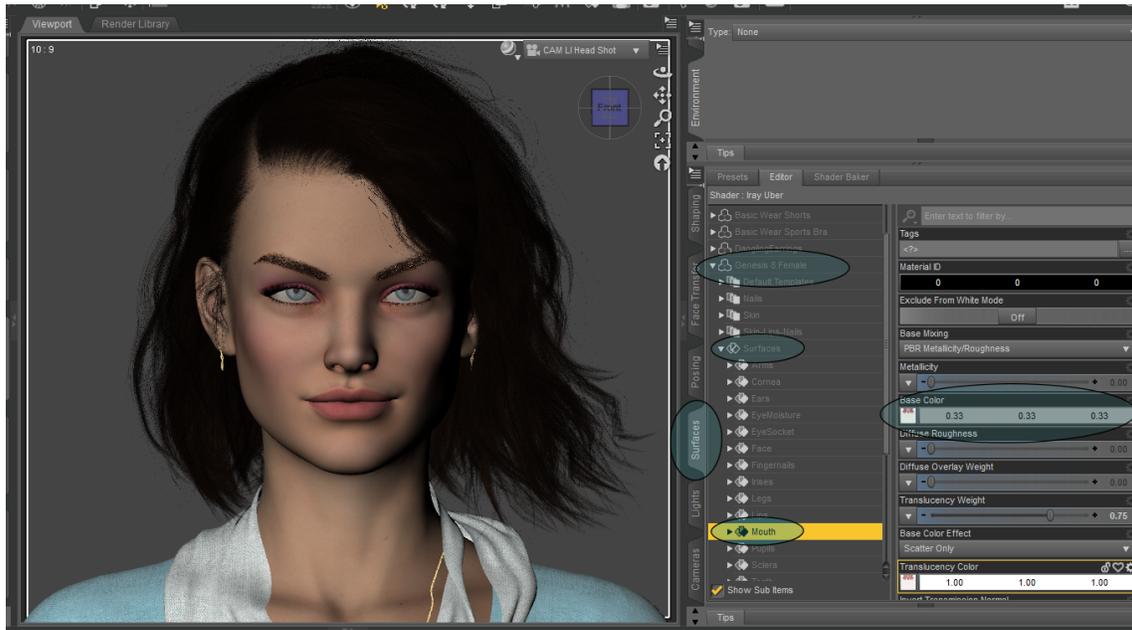
A very common mistake we usually make when rendering a character animation is not to fix the illumination that comes from inside the mouth. When lip-syncing our character, this gives an unnatural appearance.

Using the Timeline “Step to the next frame” bottom menu, go to frame number 10 and change the “DrawStyle” to “NVIDIA Iray”. Note that the avatar does not look natural due to the illumination inside of the mouth. In our case, it’s not that bad, but we usually have to fix this issue when changing the position or intensity of our scene, so I will show how to get the light inside the mouth right.

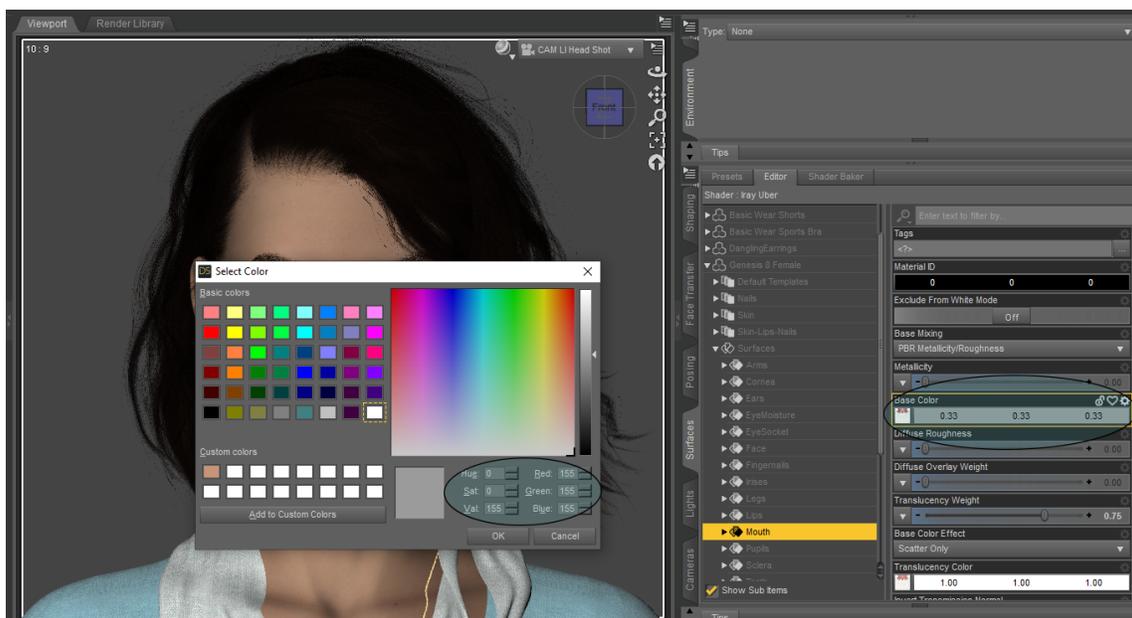


To fix it, click on the “Surface” tab. Search for the “Genesis 8 Female” folder, and scroll down until you find the “Surface” → ”Mouth”. Click on the “Mouth” folder to select it.

Find in the right menu option the “Base Color”. Click on it.



In the color palette that will pop up, change the values of Red, Green, and Blue to “155”. Change the “Val” option to 155 as well. Scroll down the right menu until you find the “Glossy Reflectivity” option. Change its value to “0.20” and click “Ok”



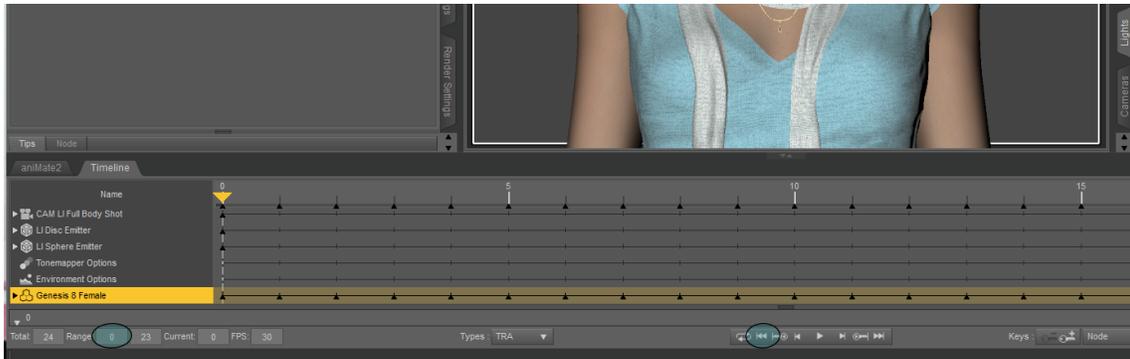
With these simple adjustments, we now have the inner mouth with more natural lighting.

Making the eyes look straight into the camera.

You may have noticed that the character's eyes don't look quite well. This is an important configuration some people forget to do before rendering a scene.

It's easy to fix that, but before we do so, we need to make sure our Avatar is positioned in the first frame of our animation. By doing so, we will automatically fix the eye position on all frames of our animation.

We can either type "0" (zero) in the bottom Range field, or click on the "first frame" left arrow in the middle bottom position on the Timeline.

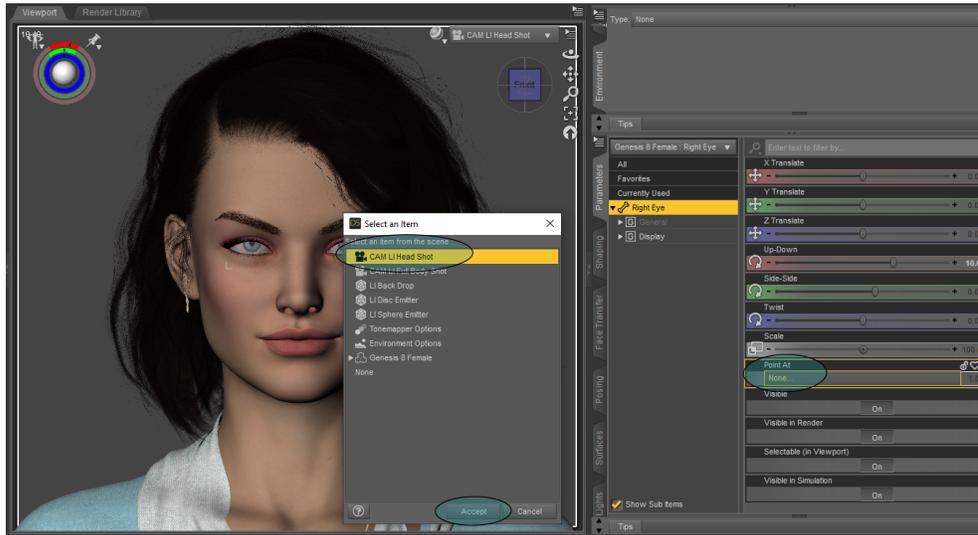


Right-click on the right eye to select it.



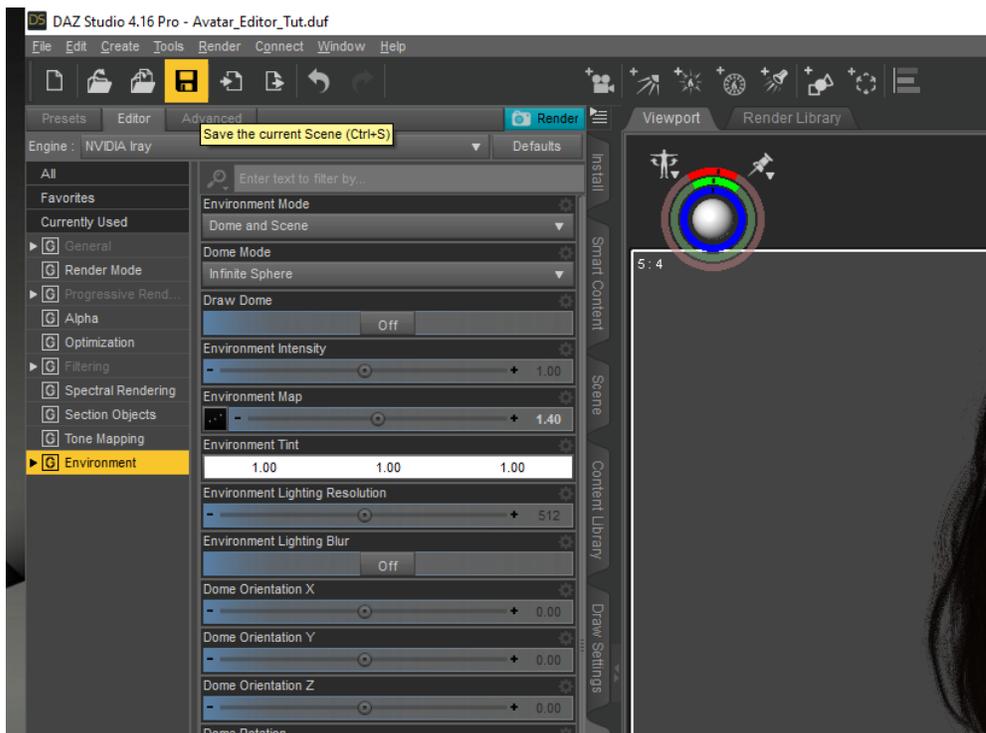
In the right of the DAZ3D Studio windows, click on the "Parameters" tab. This tab may be in a different position, depending on your layout interface configuration.

Make sure you click the "Right Eye" menu option as shown above. In the many options located on the right, search for the "Point At" menu option. When a pop-up window shows up, select the "CAM Li Head Shot" and click "Accept". Repeat this procedure to the left eye.



Note: For some reason, if you save and close your scene, and reopen it, you may need to adjust the eyes again to look at the camera. I'm not sure if this is a bug or something that needs to be done every time you open a scene.

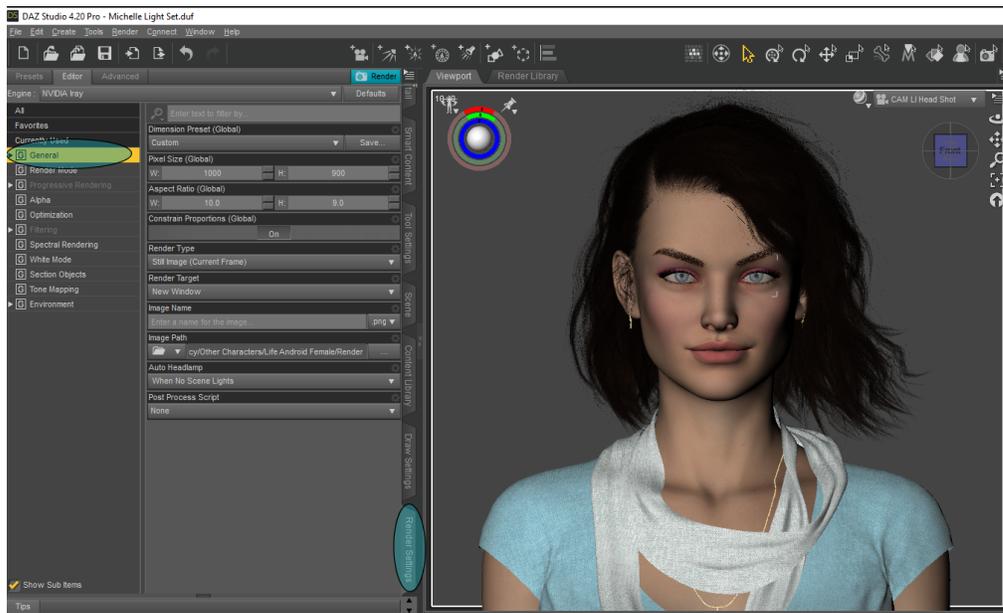
Important: Time to save our work!



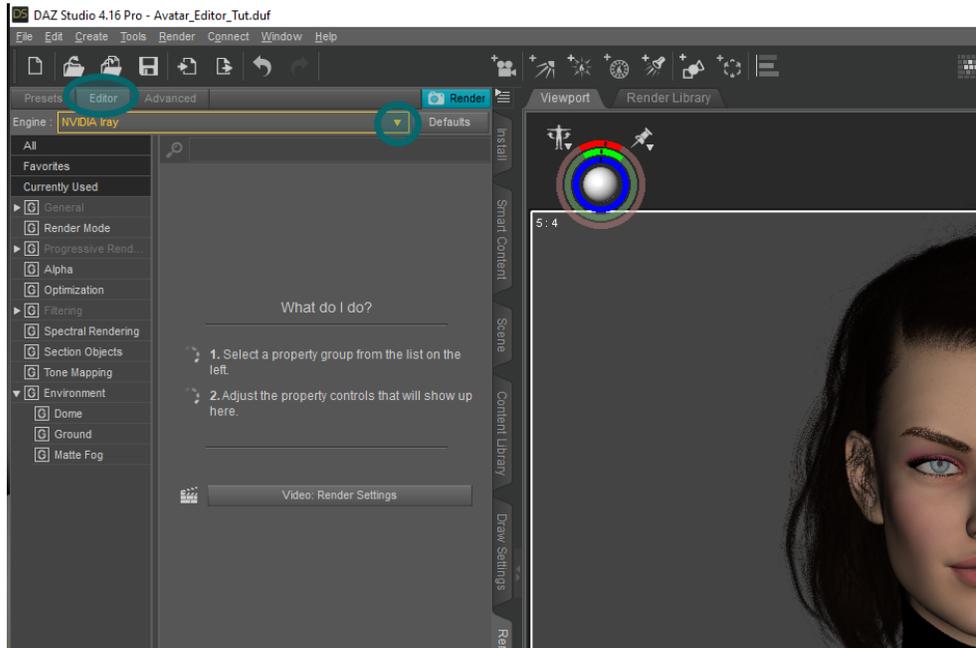
4. RENDERING SETTINGS

We have our character and final scene ready! We are almost there, we only need to set how our scene will look after rendering.

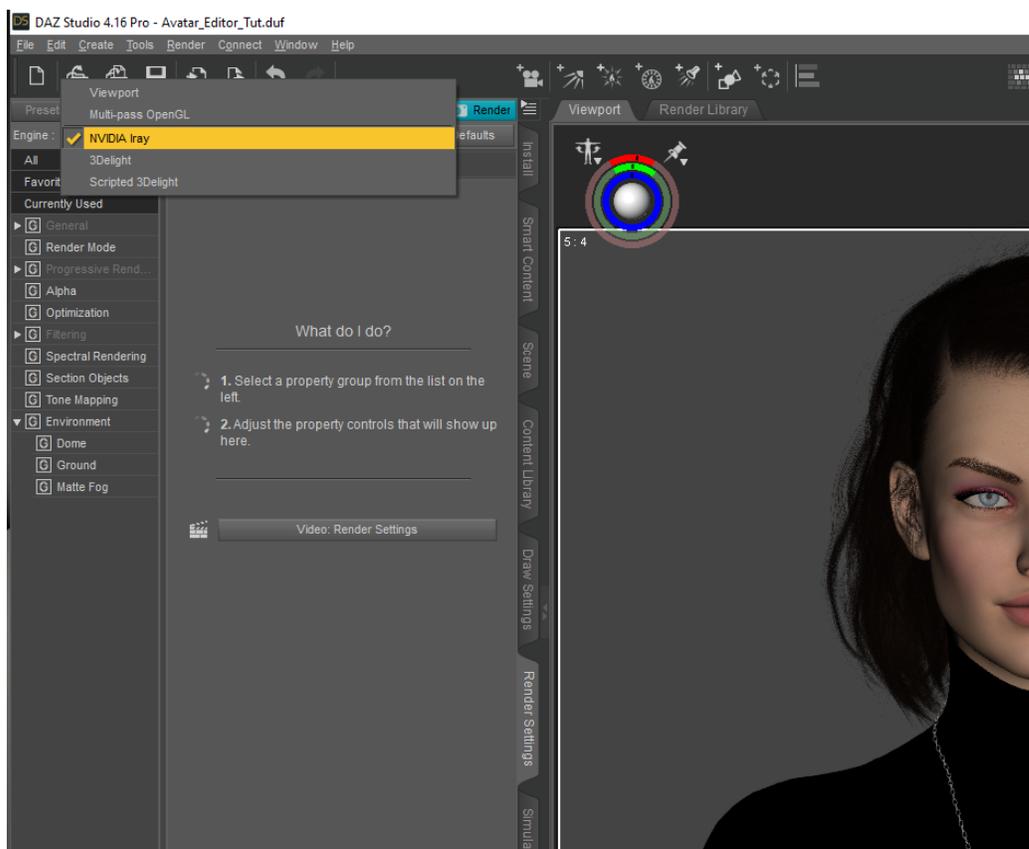
To do so, click on the “Render Settings” tab. Select the first menu option on the left, “General”.



We need to make sure DAZ3D Studio is using our GPU (Graphic Processor Unit), or our “Video Board”. To make sure it’s selected. On the upper side of the “Render Settings” menu, click on the “Editor” tab. Click on the down arrow to list the options.



If your computer has an NVIDIA GPU board, select the “NVIDIA Iray option”. Otherwise, select the “3Delight” option.



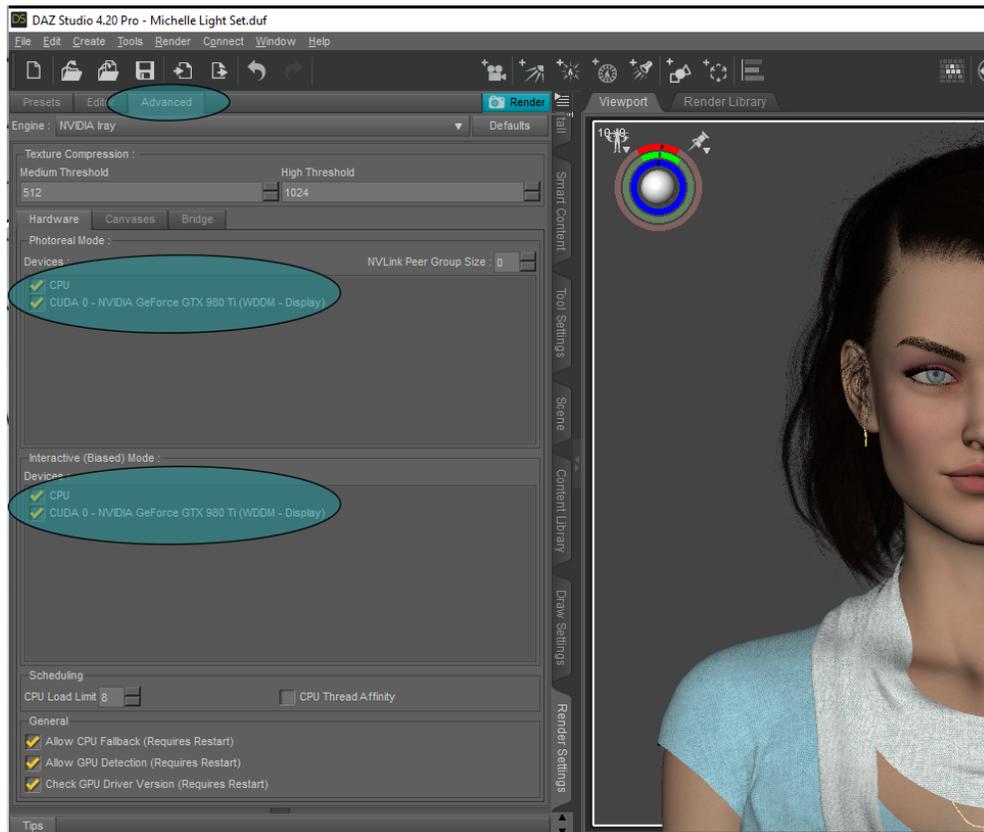
Another important setting is telling the DAZ3D Studio render engine to use only our GPU or to use both our GPU and CPU. To be sure what to select, take into consideration how old your computer is, and what processor it has (I3, I5, I7 or similar).

If you own at least an I5 processor with a four years old graphic board (the computer I use for this tutorial is an Intel I5 with an NVIDIA GTX 980 TI) and 16 GB RAM.

Tip: In my case, I can use both CPU and GPU to render all images, **“but only if”** I will not use the computer while the rendering is in process. If you need to use your computer while rendering, I advise you to check only the GPU, so your computer will not get too slow to work on other tasks *Simultaneously*.

To set up this configuration, click on the “Advanced menu option and select only GPU to render images.

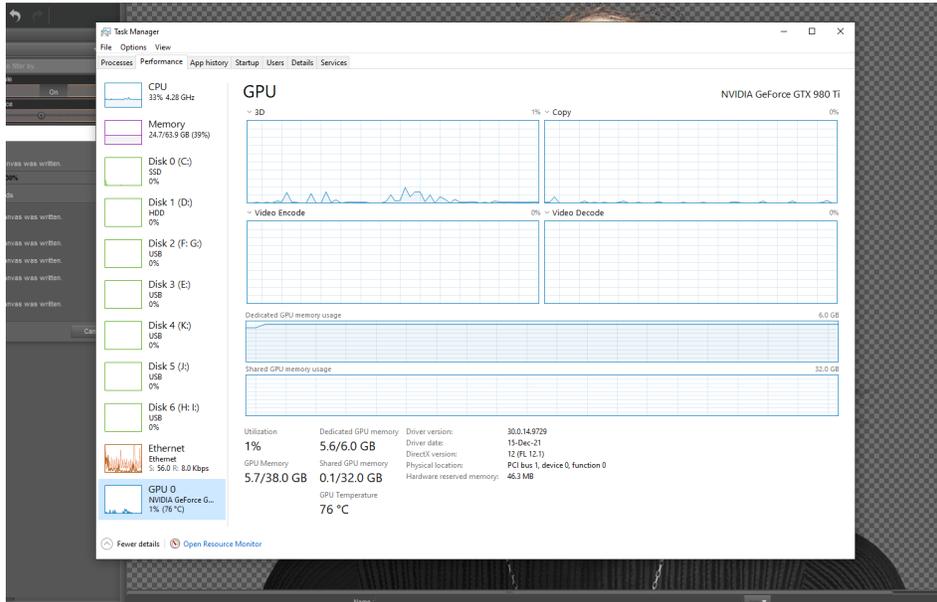
If you own a new computer with a fast processor and a new GPU, you can check both CPU and GPU even if you will work on another task.



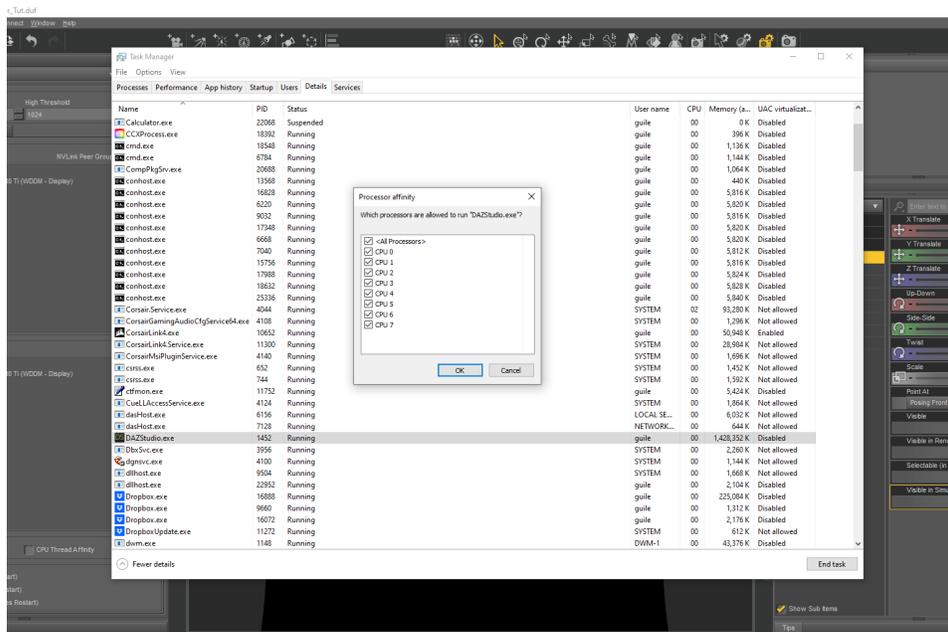
Setting up the number of CPUs used for Rendering

Tip: There is a secret configuration, not every DAZ3D Studio users know to help to render using both GPU and CPU.

To set up this configuration, hold CTRL+ALT+DEL to open the “Task Manager” windows.



Click on the “Details” tab and search for the “DAZStudio.exe” file. Right-click on this file. A pop-up window will show up listing all CPUs you have available on your computer. You can select them all, or select just a few if you want to work while you render your scenes. This will help not freeze your PC while rendering. If you own an I5 or I7 computer, leave all selected.



Setting up a preview rendering option:

Select the “Editor” tab in the “Rendering Settings” tab option. In the “Constrain Proportions (Global)” click to turn it off.

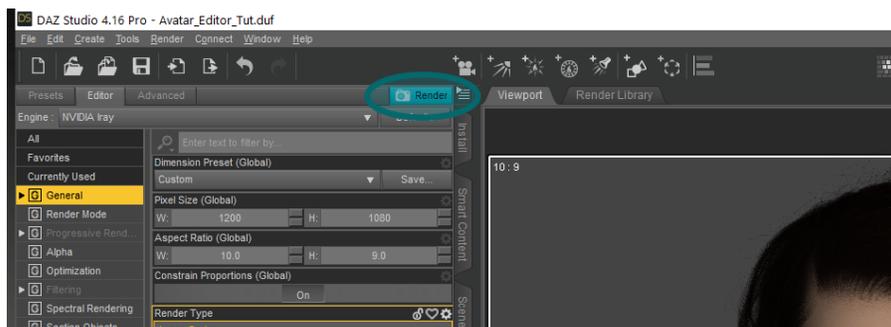
In the “Dimension Preset (Global)” option, select “Custom”

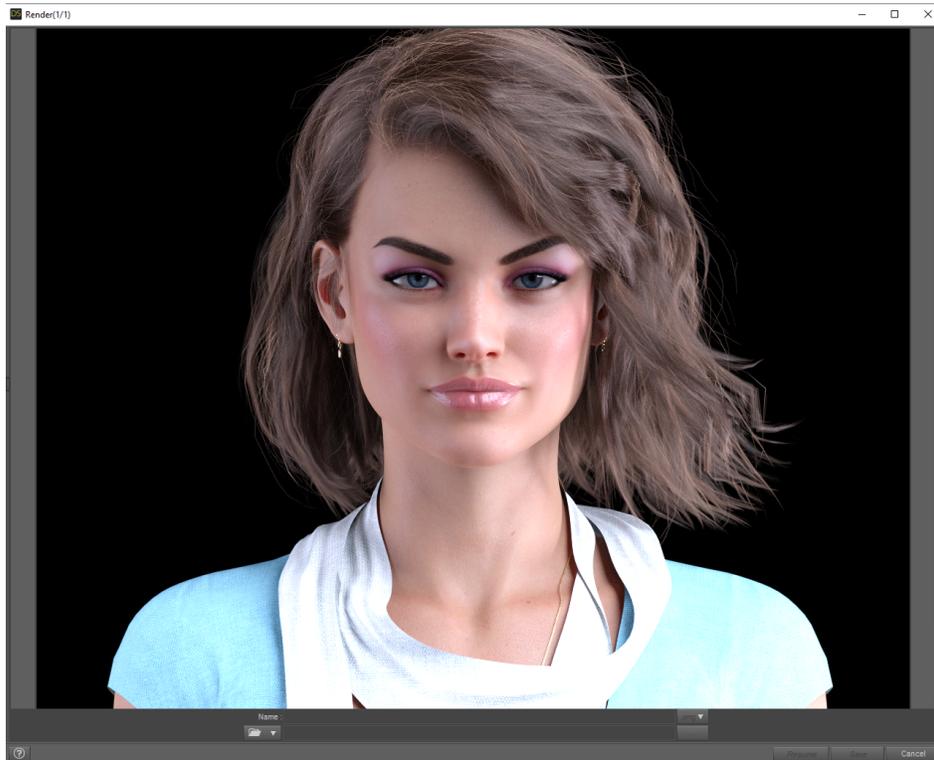
For the “Pixel Size (Global)” type “1200” for the W (Width) and “1080” for the H (Height)

Select “Still Image (Current Frame)” for the “Render Type”

Select “New Window” for the “Render Target” option

Hit “Render” and voilà! We have our masterpiece Avatar almost alive.

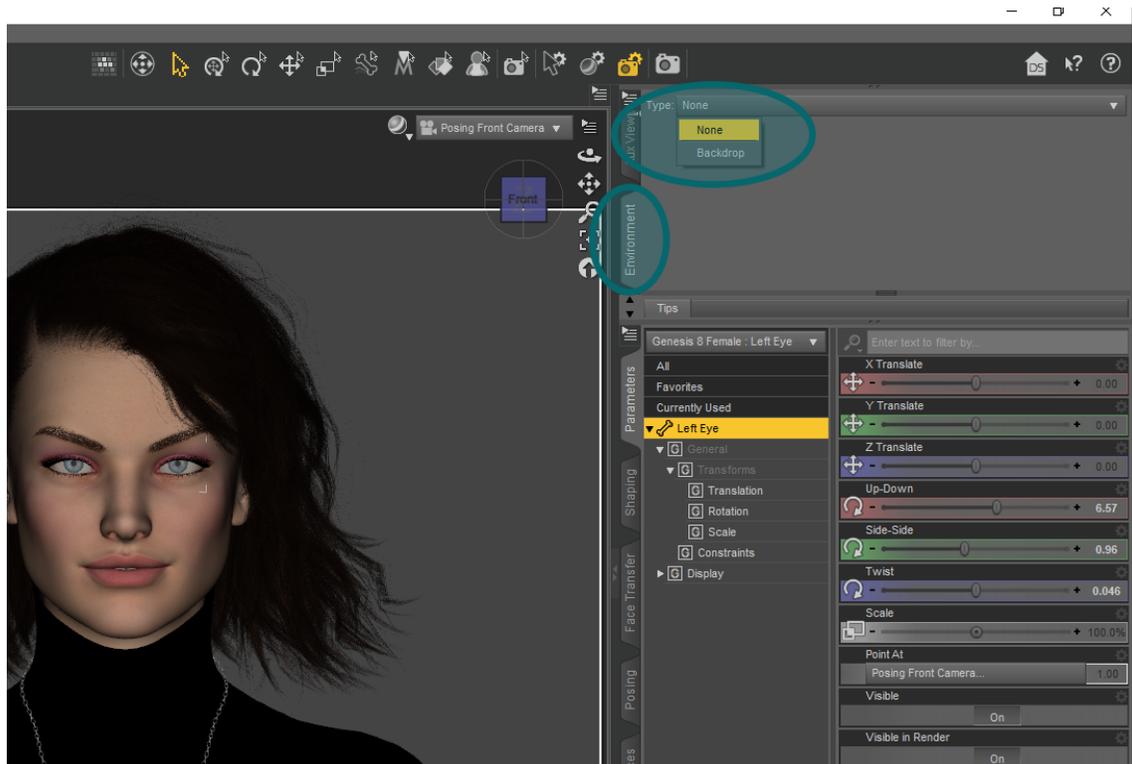




Click "Cancel" in the render window because we still have to make some final adjustments. We need to improve the lighting because it's too bright.

Transparent Background

Because our final Avatar needs to have a transparent background to hove over our desktop, we need to tell DAZ3D Studio we do not want a background. To do so, click on the “Environment” tab, generally located on the upper right side of the window. Select “None” for the “Type” options menu. You will also need to set the “Show Dome” to off in the rendering tab. (We’ll check that later on)



General Render Menu Option

Setting up our final rendering options:

Select the “Editor” tab in the “Rendering Settings” tab option. In the “Constrain Proportions (Global)” click to turn it off.

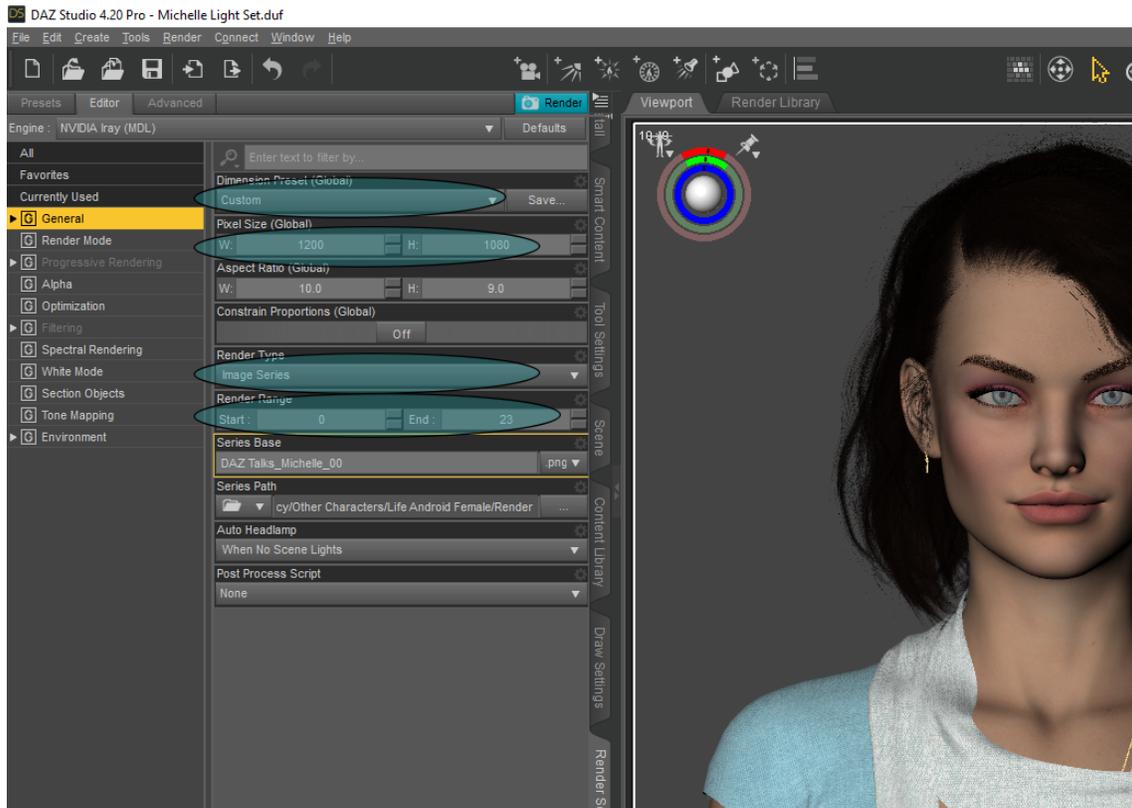
In the “Dimension Preset (Global)” option, select “Custom”

For the “Pixel Size (Global)” type “1200” for the W (Width) and “1080” for the H (Height)

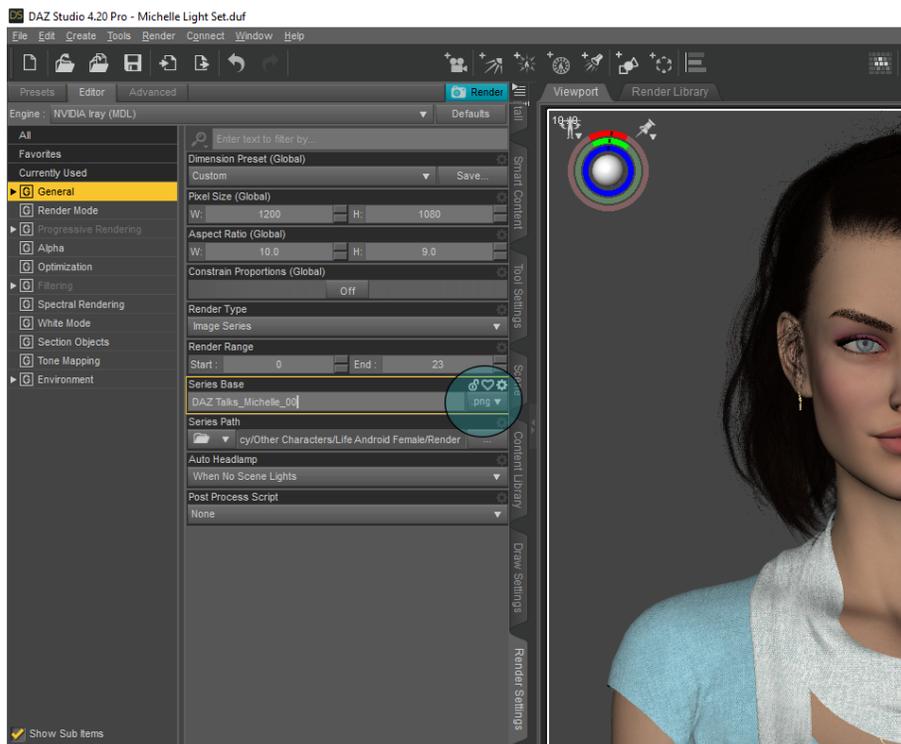
Select “Image Series” for the “Render Type”

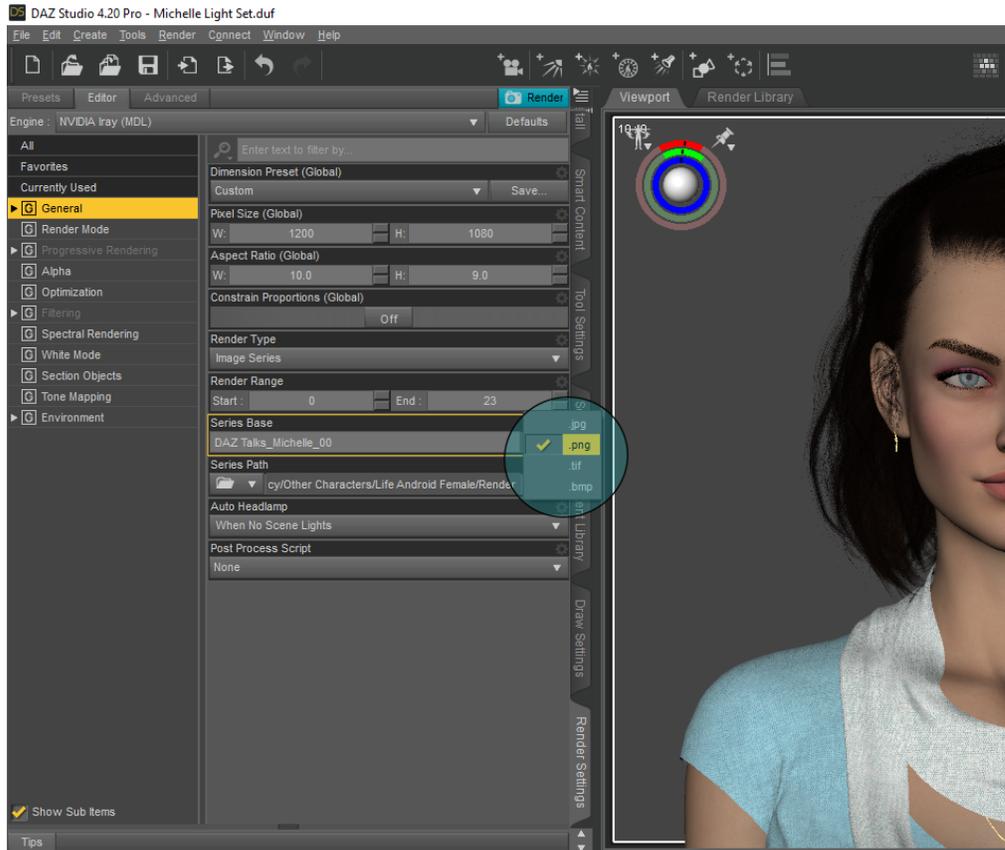
In the “Render Range” option, type “0” for the “Start” and “23” for the “End” option.

Type any name in the “Series Base” box. In my case, I typed **“DTalks_Michelle_00”**



Important Note: When typing your file name in the “**Series Base**” field, make sure you select the extension as a “.png” extension, otherwise your images will not have a transparent background.



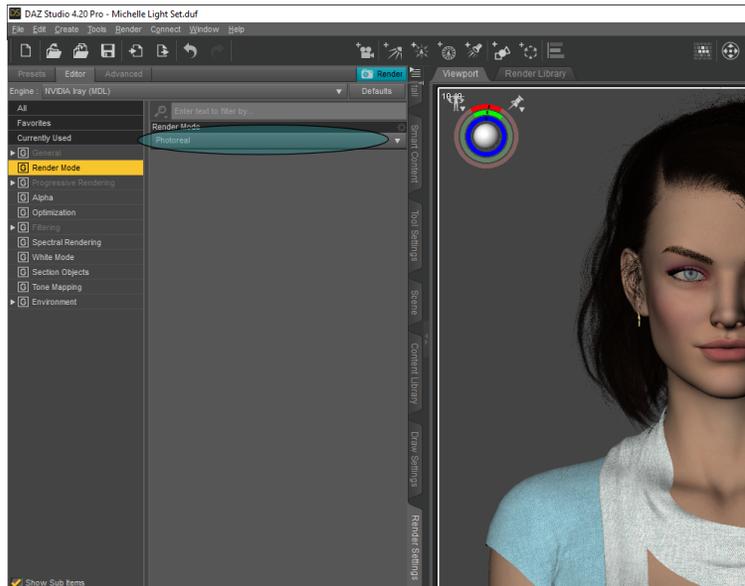


Important Note: Please always name your avatar ending with “_00”. **DAZ** will add the “01”, “02” etc. at the end. The final render file name should be like “DTalks_Michelle_0001”, “DTalks_Michelle_0002” etc.

In the “Series Path” option, select a folder on your computer you want to save the final render images. In my case, I create a new folder with the name “D:\Nextos 2022\DTalks\Tutorials\Michelle” Leave the final options as it is as the default (Auto Headlamp to “When No Scene Lights”, and None for the “Post Process Script”)

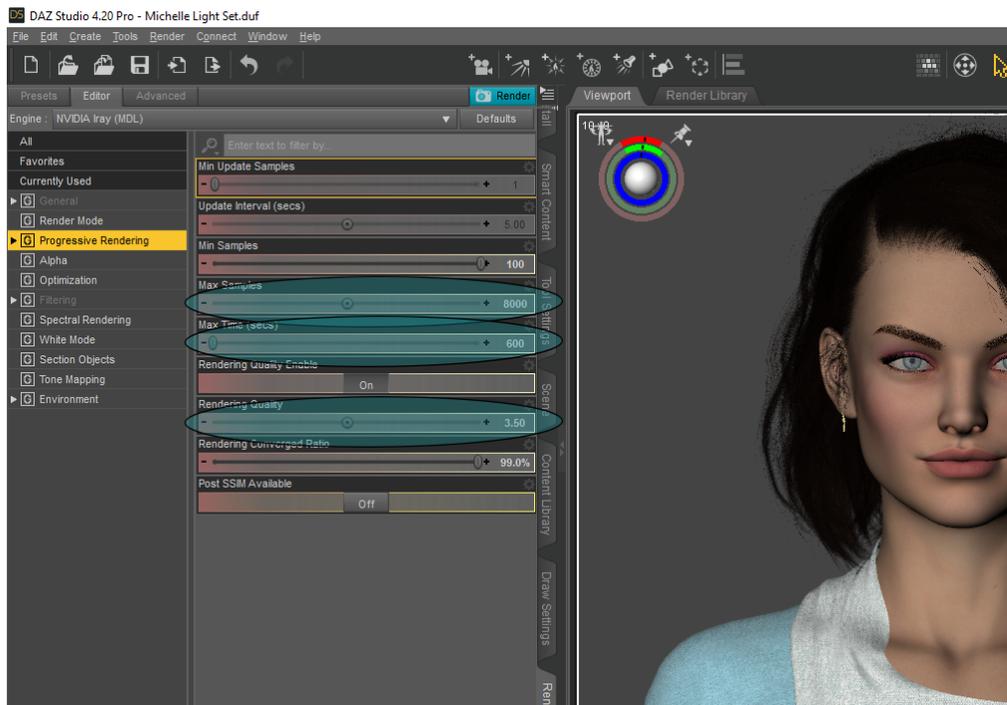
Render Mode Menu Option

Select “Photoreal” in the “Render Mode” option



Progressive Rendering Options

Use the configuration below. In this section, have in mind that every change in the values can greatly increase the render time. If you'd like to spend more time rendering every frame (for instance to have a more natural hair) increase the value of the Max Time (measured in seconds) and the value of the “Rendering Quality” to 4 or 5.



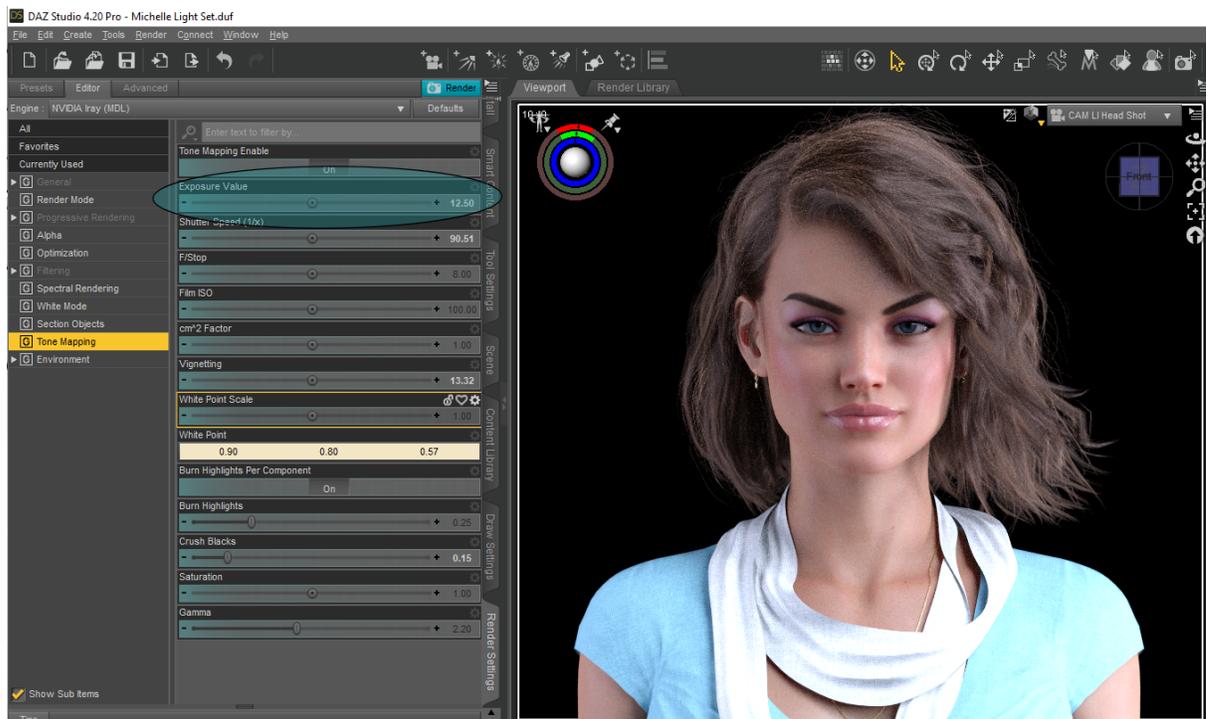
Leave the default values for:

Alpha, Optimization, Filtering, Spectral Render, Section Objects, Tone Mapping

Those setups will be discussed in a future advanced tutorial.

Tone Mapping Rendering Options

In this section, we will only change the value of the “Exposure Value”. Change the default value from “12.0” to “12.5”. This change makes our render less bright.

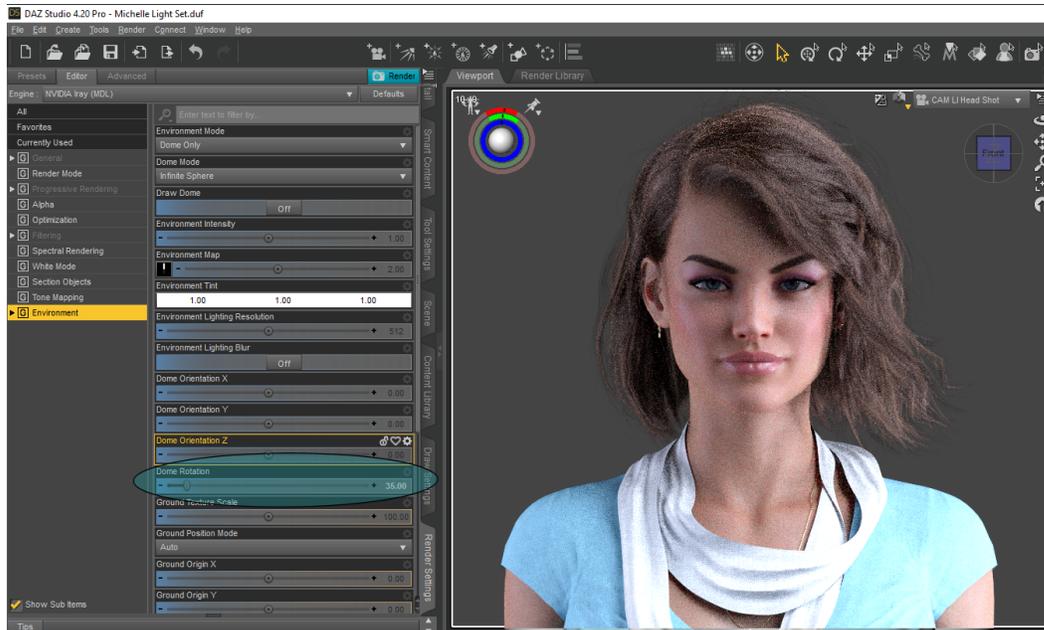


Environment Rendering Options

This section is very important, as it can completely change your final renders.

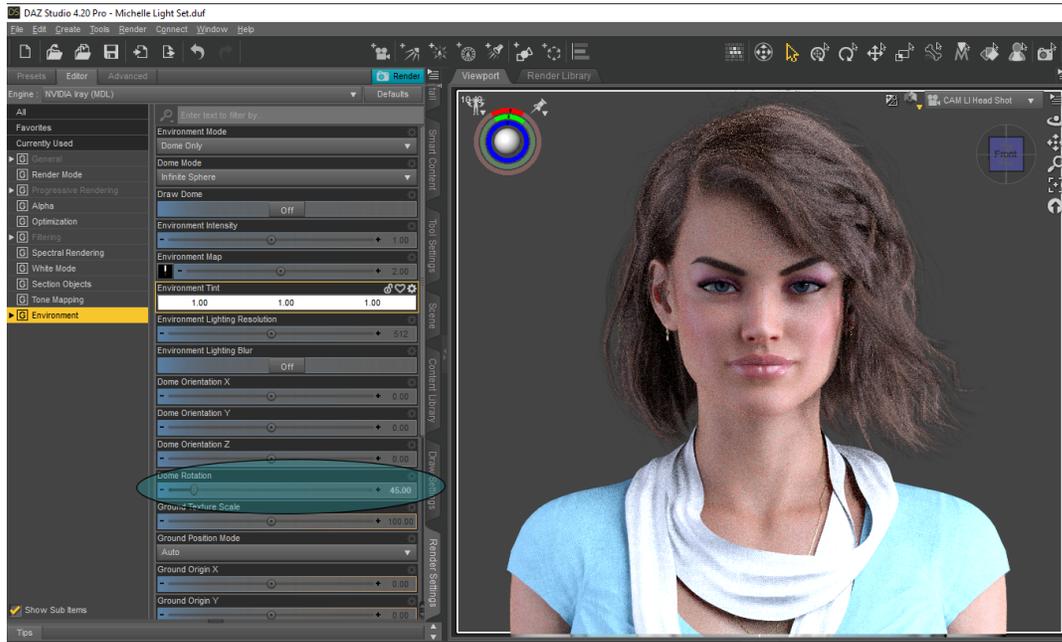
You can use my suggested configurations below, or you can play with your own configurations. You will note great overall final render results by changing the values of **Environment Intensity**, **Environment Map**, **Environment Tint**, and **Dome Rotation**.

Important: Make sure the “**Draw Dome**” is set to “**Off**”, otherwise we will not have a transparent background.

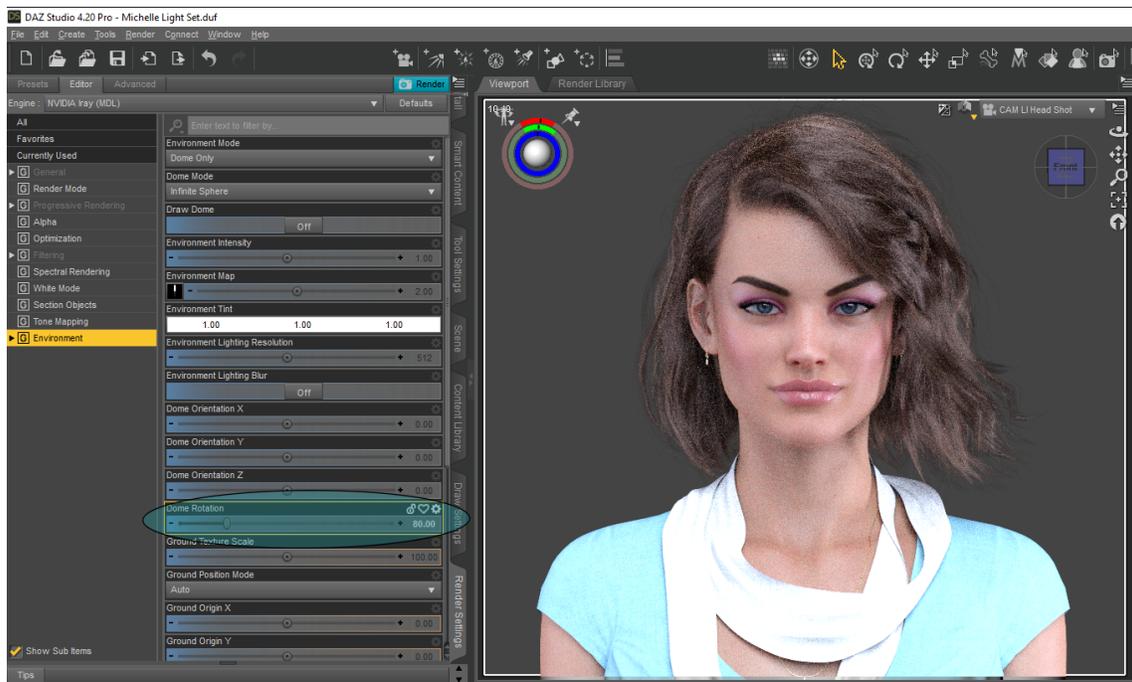


Changing the “Dome Rotation” value is like moving the position of the “Sun” or “Skylight”. In the image above, this setting's value is “35”. Let’s change it to “45” and do a quick render.

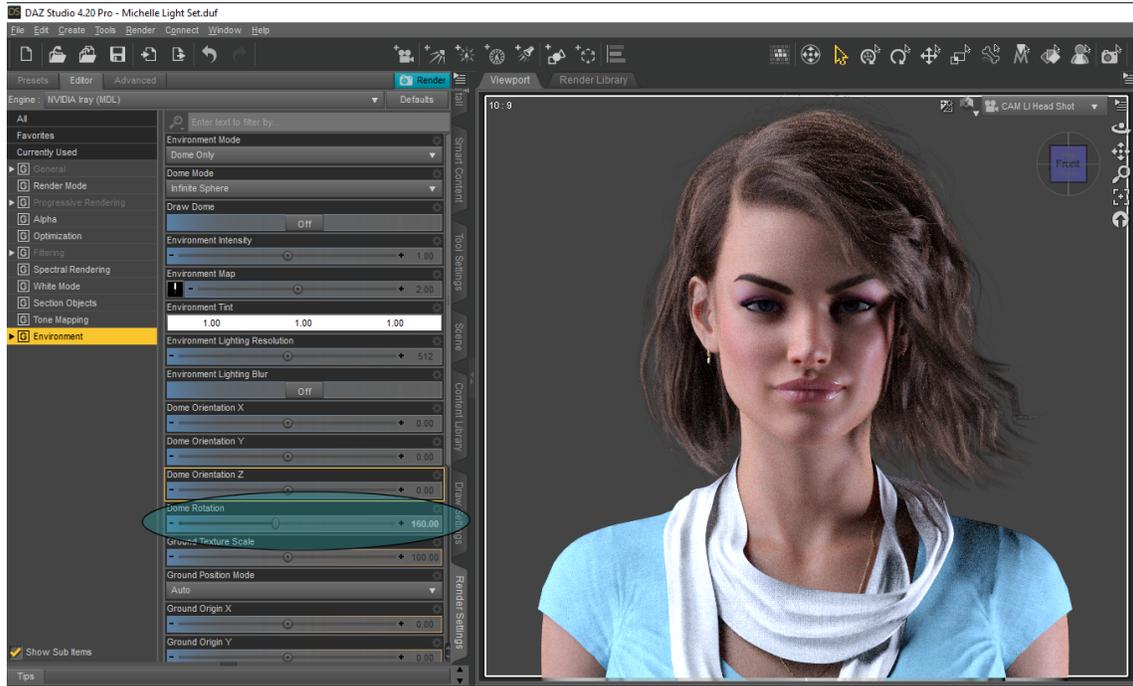
Important: Save your work!



Note how the light affects the face in a more homogeneous way. Now let's change it to "80" and do a quick render.



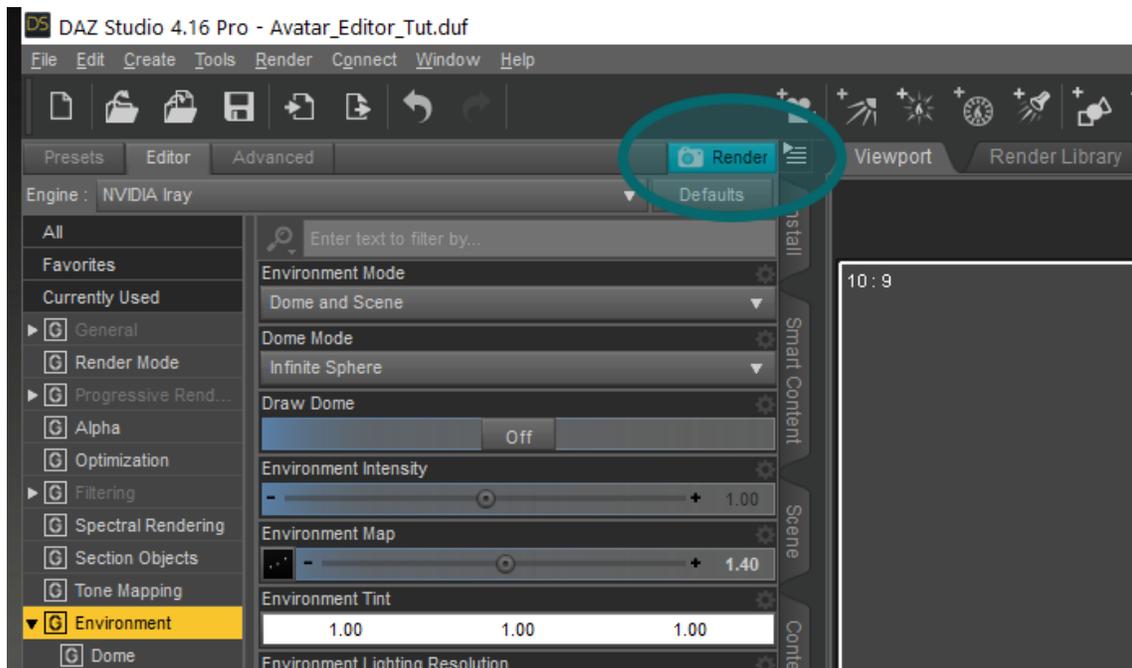
And finally, let's change the "Dome Rotation" to "180" just to check how the render looks.



For the purpose of this tutorial, we will use the value "45", but it's up to you to set this value according to your personal preferences.

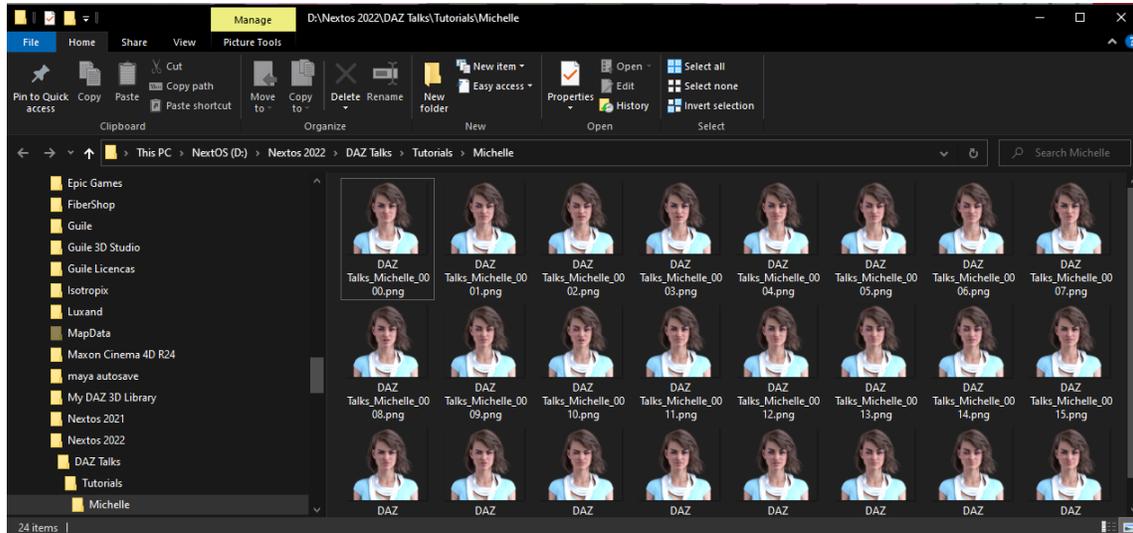
Final Rendering Images

Click on the “Render” blue option to render the 23 frames.



TIP: Because I've used the value "600" in the "Progressive Rendering", "Max Time" options, this means that I told DAZ3D Studio to spend not more than 600 seconds, or 10 minutes to render each frame. By multiplying 10 minutes X 23 frames, my total rendering time was around 4 hours. I could probably use a much lower value for the "Max Time" and get a similar final render. The trick is to first render a single frame with a high "Max Time" value and frequently check how long the render is taking to get a final good result.

After DAZ finishes rendering all images, you will find them in the folder you previously chose. In my case, they are saved in D:\Nextos 2022\DTalks\Tutorials\Michelle



We will soon understand how to use these images to create the DAZ Talk animated AI Avatar.

5. POST-PRODUCTION

Most of the time, the DAZ3D Studio render engine with default settings or just small tweakings will do a great job rendering the final images, but we can always improve by using a Photo Editor.

We can use any free or paid Editor, as we will perform simple image corrections.

I personally like **Adobe Photoshop**, but there are free or very affordable options that offer similar features, like:

PhotoPad Photo Editing Software: <https://www.nchsoftware.com/photoeditor/>

GIMP: <https://www.gimp.org/>

Ashampoo Photo Optimizer: <https://www.ashampoo.com/en-us/photo-optimizer>

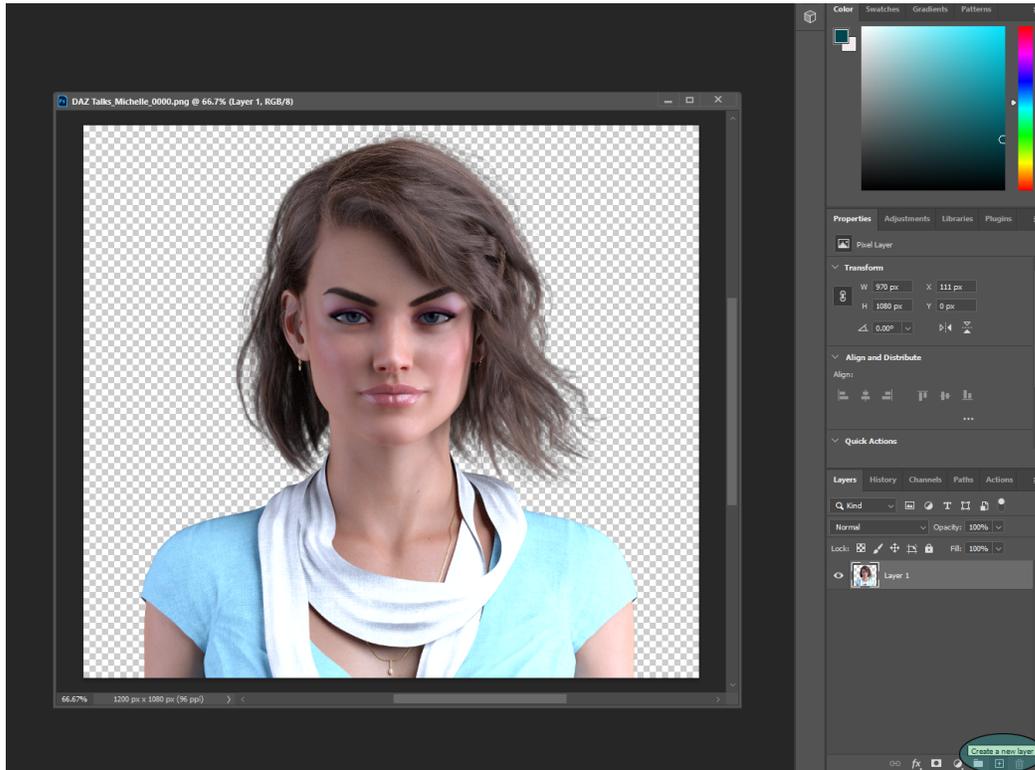
Note: NextOS.ai has **no affiliation** with the companies above.

I like to use Photoshop to correct overall lighting, exposure, vibrancy, Hue/Saturation, and Color Balance.

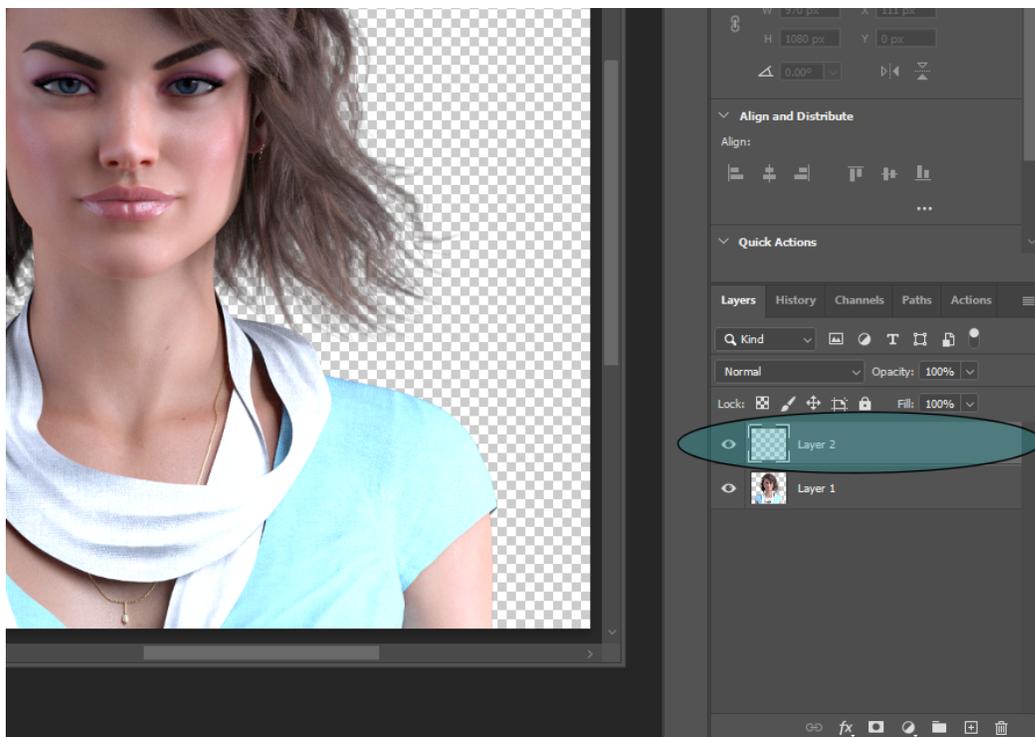
Fixing Brightness and Contrast.

In Photoshop (or using any similar Photo Editor) I use basically only the “Adjustment” menu option.

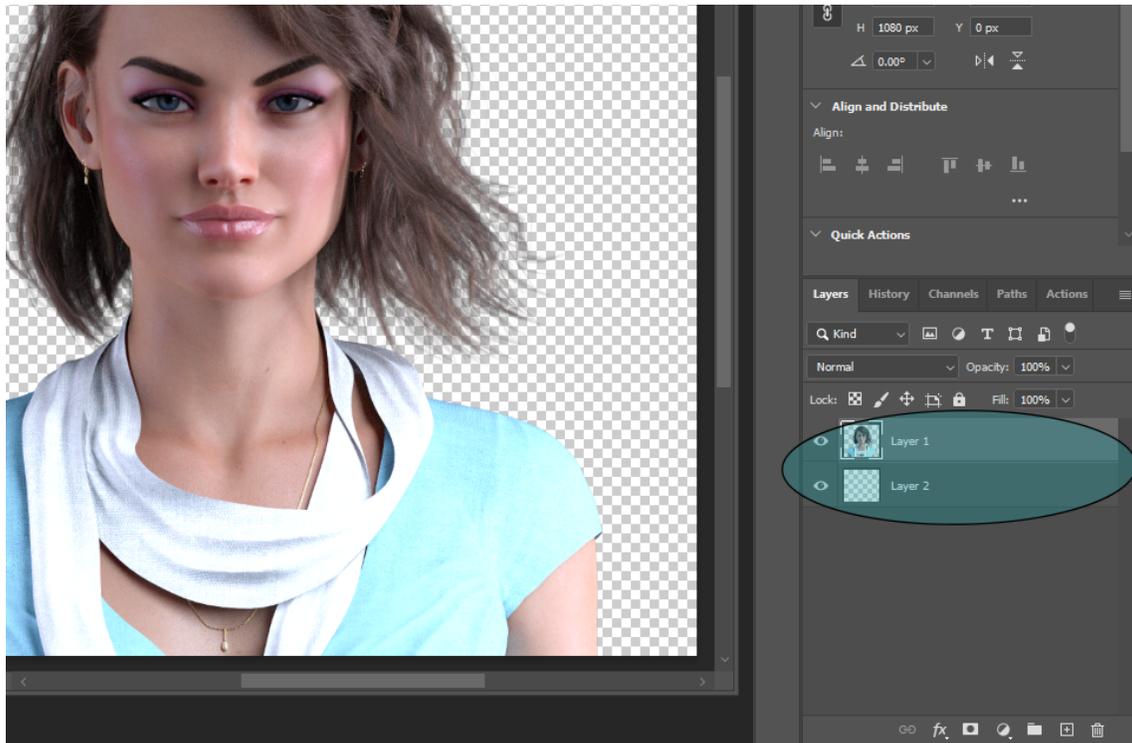
The first thing I like to do is to fix the Brightness and Contrast, but before doing any corrections, I like to first add a color background, so the Avatar doesn't stand over a white and transparent back.



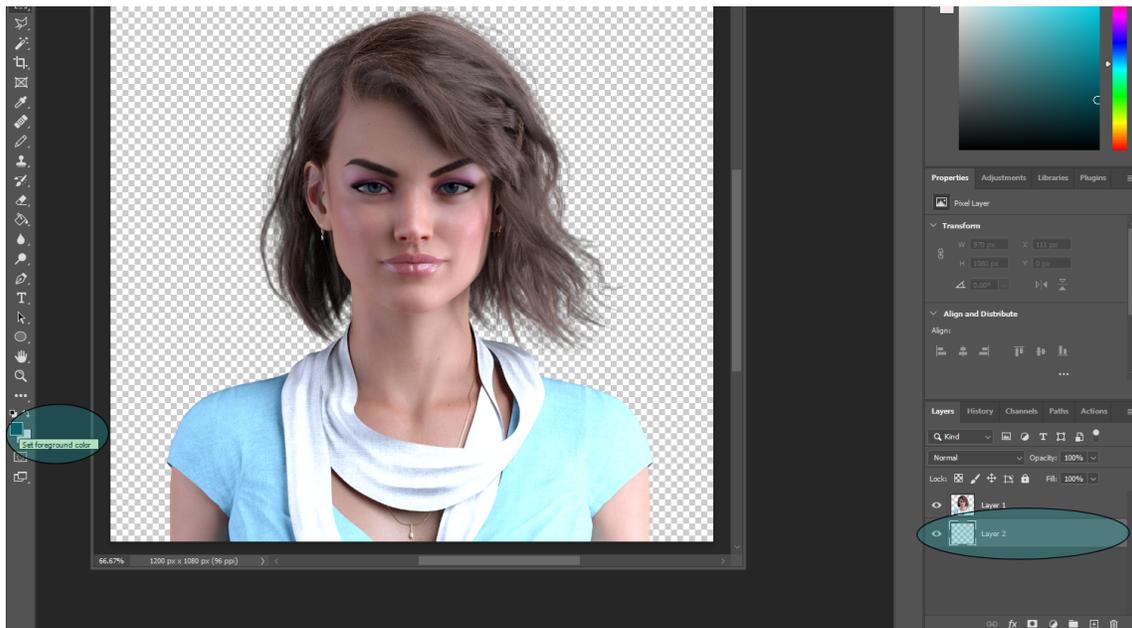
The easiest way to add a new layer is using the “+” icon in the “Layers” tab or “Shift+Control+N” keyboard keys.

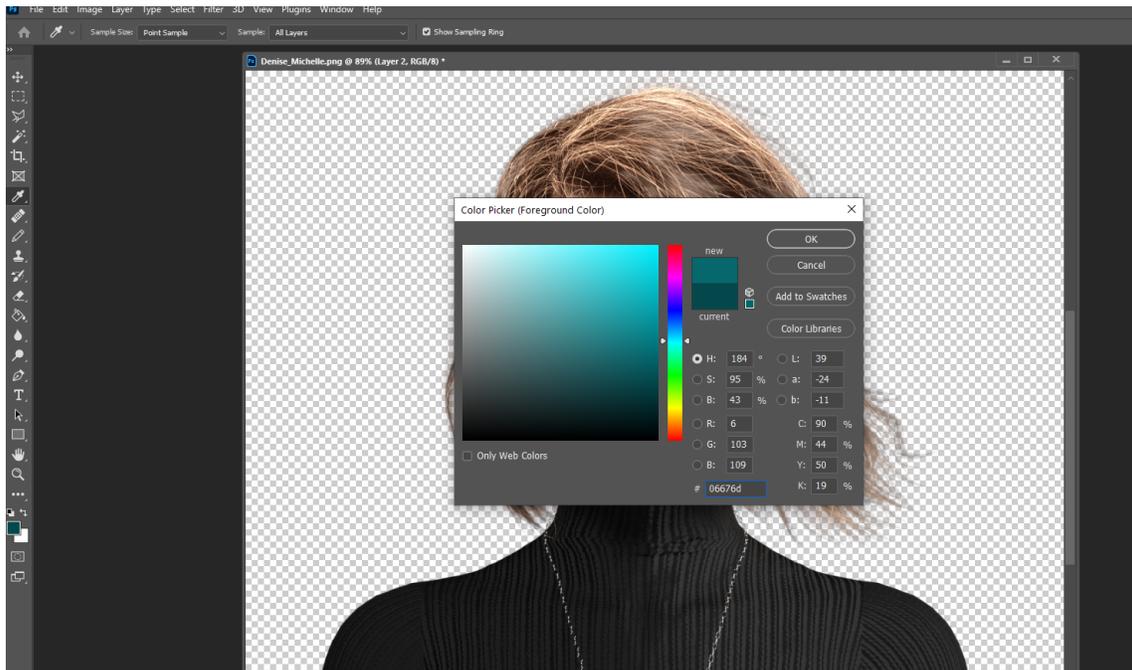


Drag the main layer to the top using the left mouse button. You may first need to double-click on the layer with the avatar to be able to drag it up.



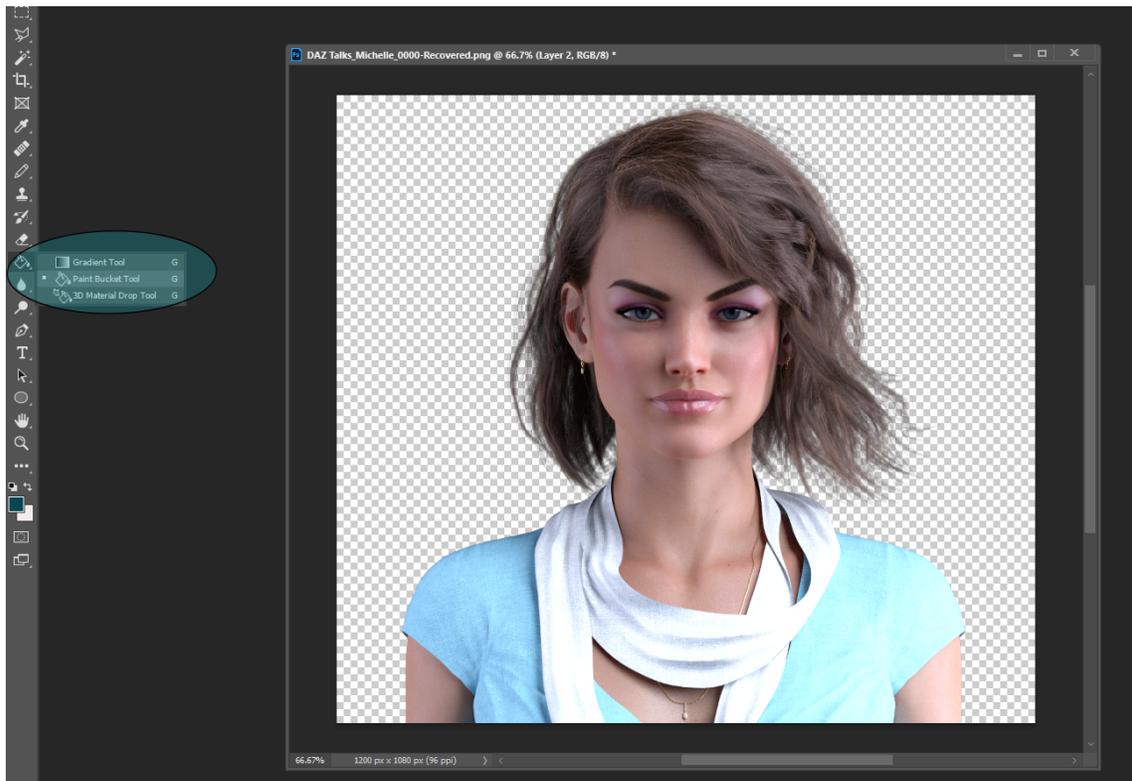
Click in the transparent background layer so select it. Using the left menu bar, click on the “Set Foreground Color” icon, and from the color palette, choose any color you like. I personally like to use Cyan.



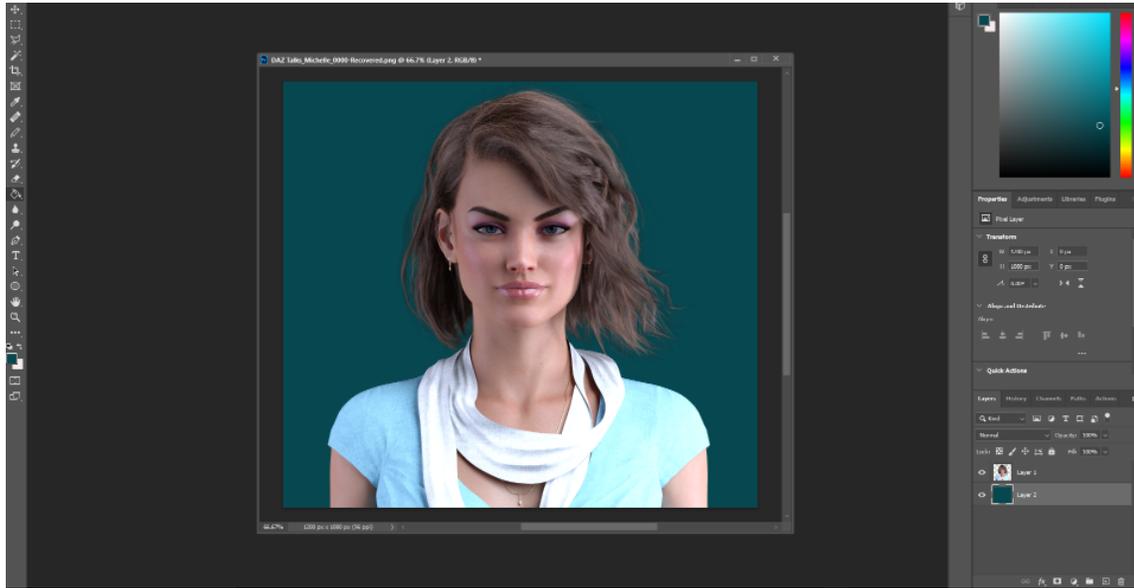


Click Ok on the Color Picker dialog windows.

Select the “Paint Bucket Tool” in the left vertical menu bar by clicking and holding the left button until all three options show.

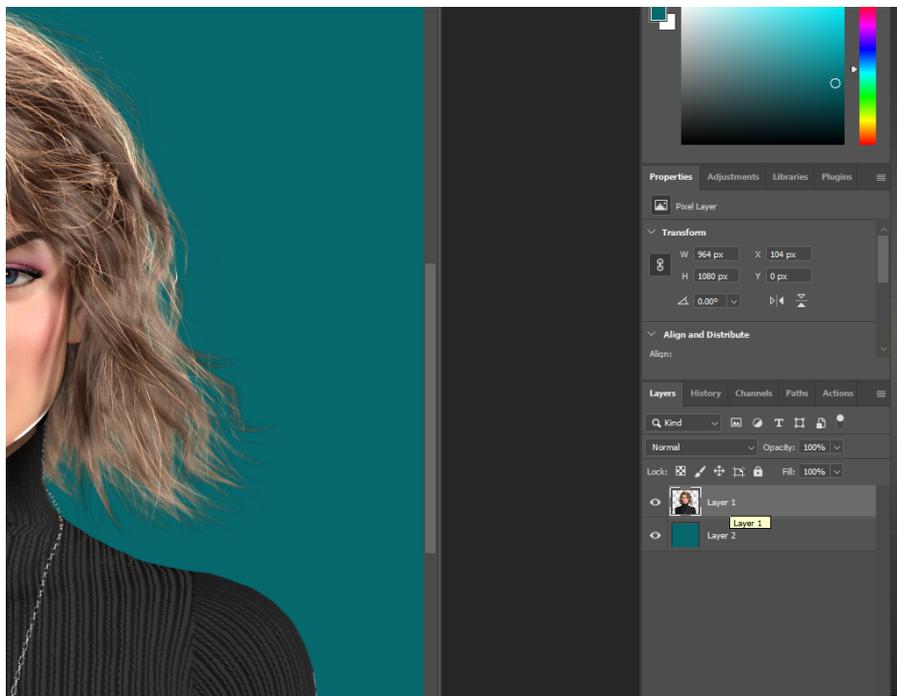


Click anywhere in the character window to fill the background layer with the Cyan color.

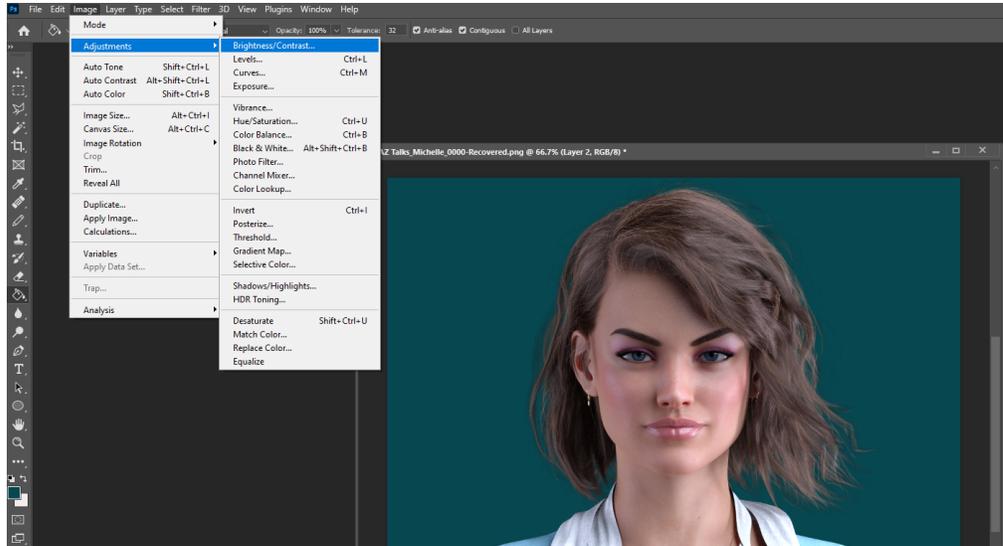


With a color background, it makes it easy to make corrections due to the contrast against the avatar.

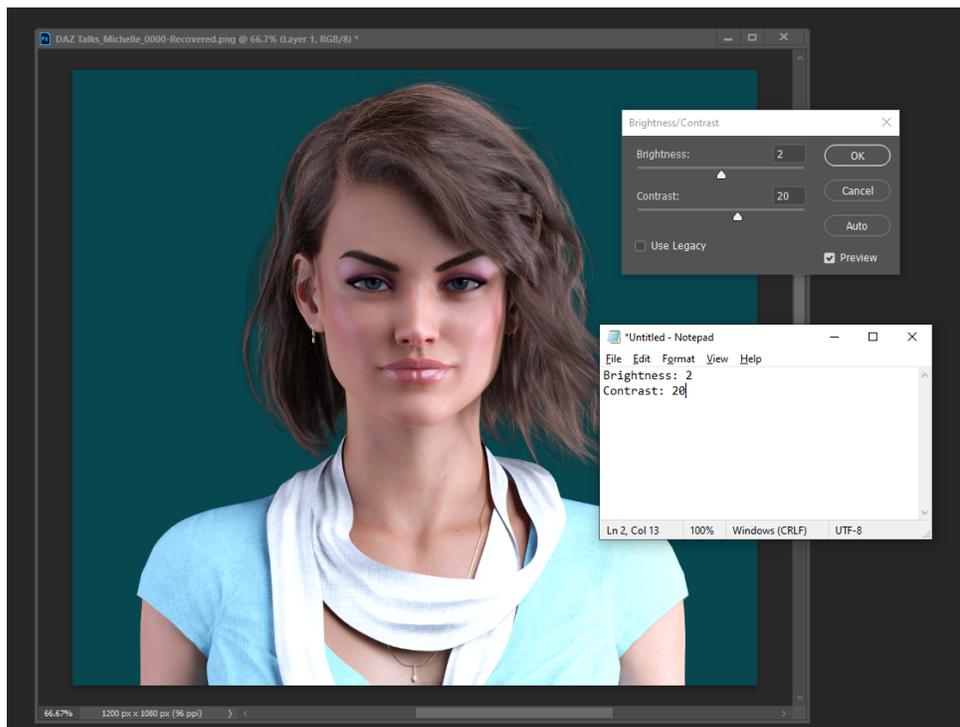
Before start applying the corrections, make sure you select back the main character layer by clicking on it.



Click in the “Image” → “Adjustment” → ”Brightness/Contrast” top menu options.



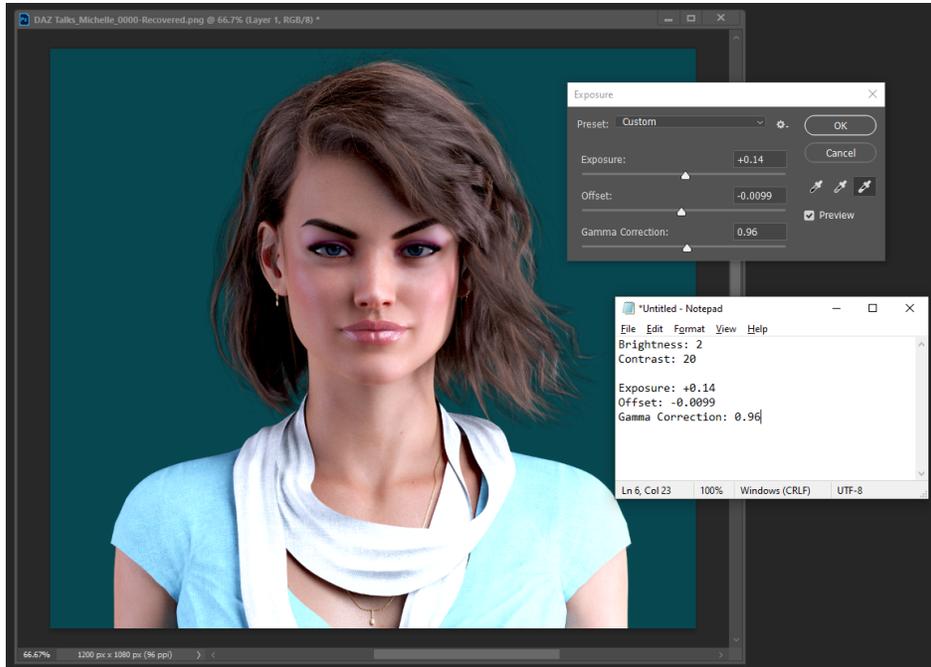
When the ”Brightness/Contrast” menu option shows up, start moving the dials until you feel comfortable with the result. While doing the corrections, I like to open “Notepad” and write down the final values. I will use it later to make a Photoshop Action to **Batch process** for all images.



The first correction I made was: Brightness 2 /Contrast: 20

I like to make the changes and click on the “Preview” checkbox on the “Brightness/Contrast” window to check the difference between before / after

Click on the “Image” → “Adjustment” → ”Exposure” top menu options.

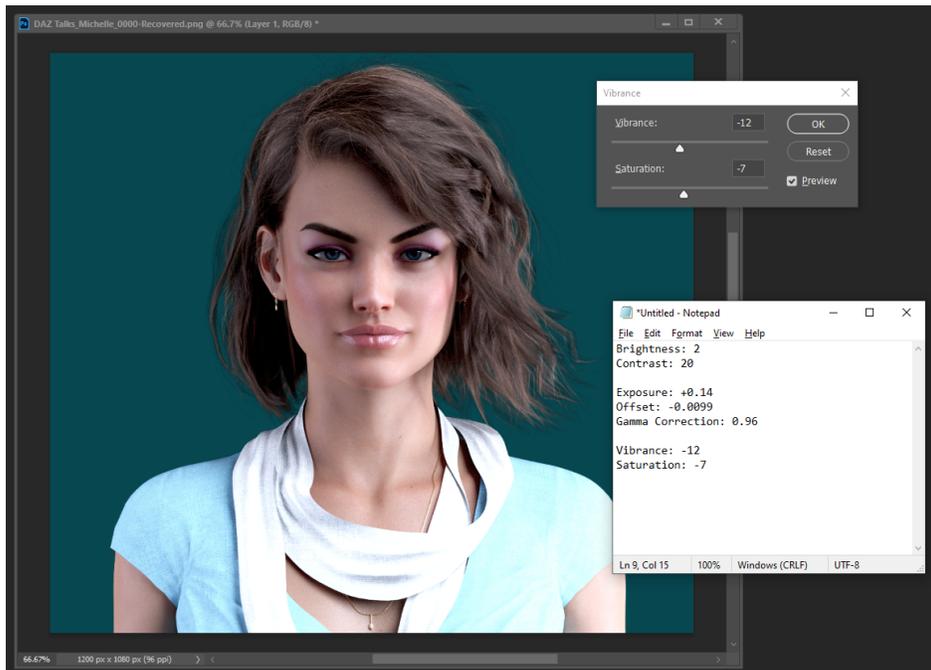


I've changed the values to:

Exposure: +0.14 / Offset: -0.009 / Gamma Correction: 0.96

Write these values to our notepad note.

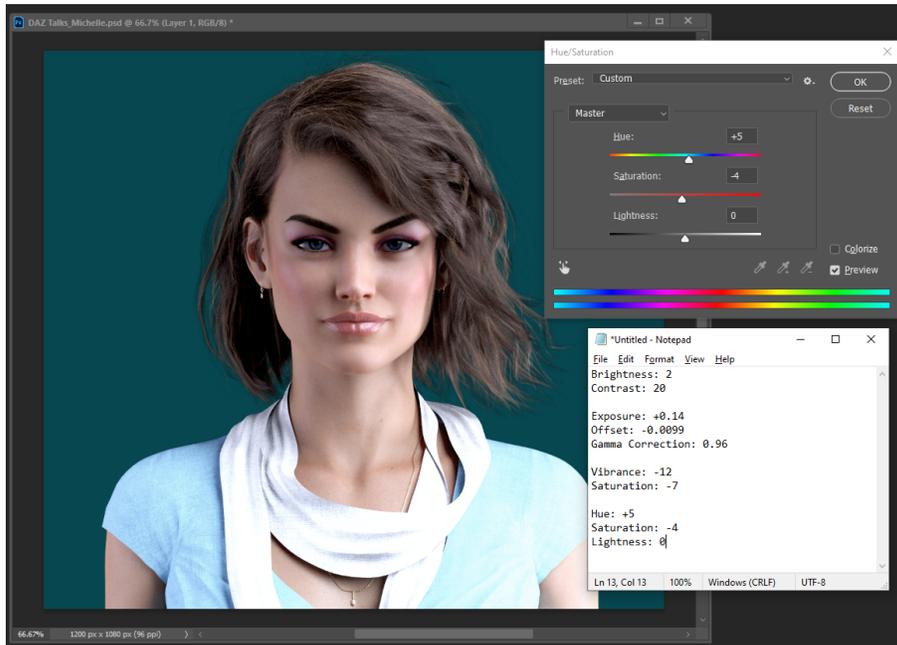
Click on the “Image” → “Adjustment” → ”Vibrance” top menu options.



I've changed the values to:

Vibrance: -12 / Saturation: -7

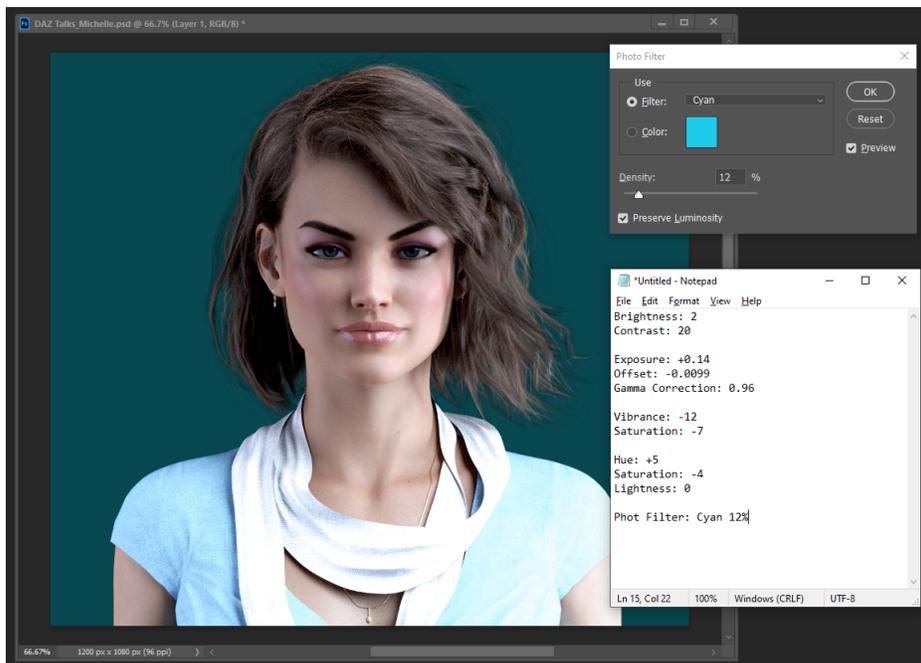
Click on the "Image" → "Adjustment" → "Hue/Saturation" top menu options.



I've changed the values to:

Hue: +5 / Saturation: -4 / Lightness: 0

Click on the "Image" → "Adjustment" → "Photo Filter" top menu options.



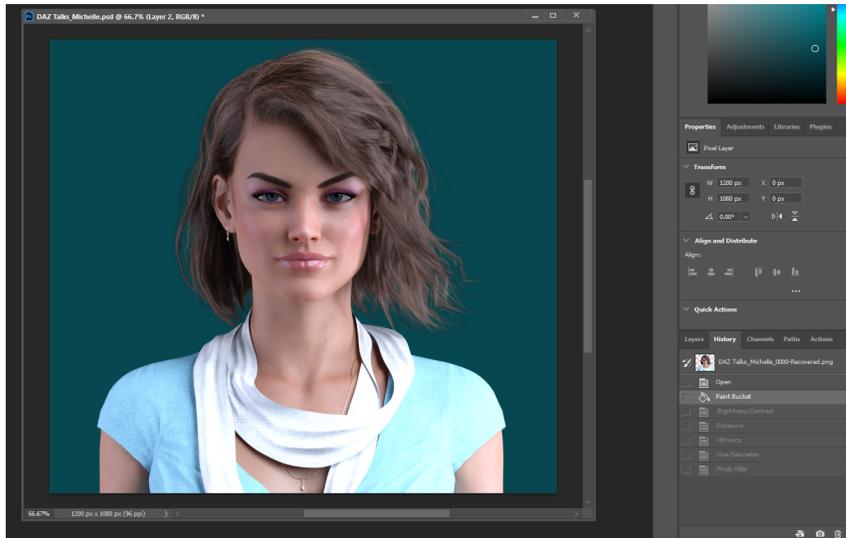
I made the following changes:

Photo Filter: Filter=Cyan / Density: 12%

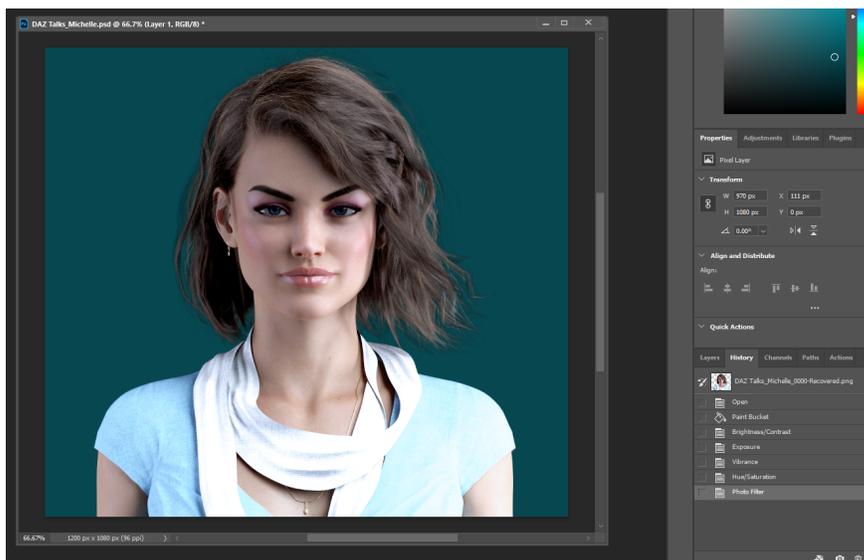
You can play with different filters by clicking on the Filter list box.

Time to compare Before and After

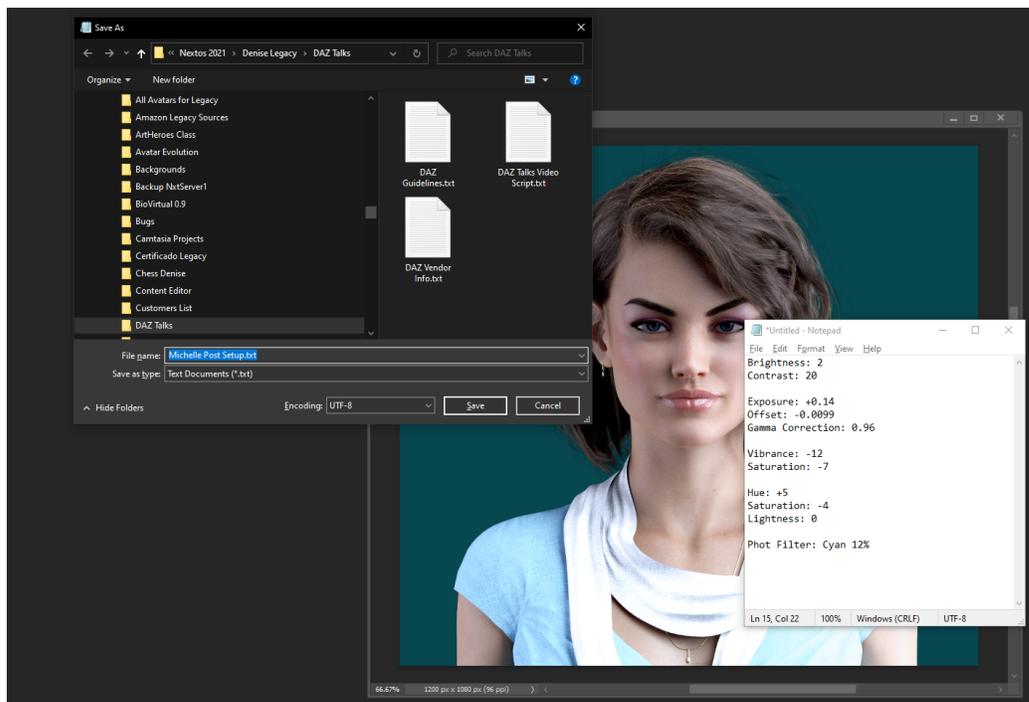
Click in the “History” tab in the right-down Photoshop menu. This tab shows us all the modifications we’ve done.



By clicking on the action we did when starting the Brightness correction, we can visualize the original image and compare it to the final image. Above is the original image, and below is the image with the Photoshop Post-production actions. All these corrections are very personal to any individual, so there is no rule or guide to follow, only your personal preferences.



Save your Notepad file with the post-production modifications. I named my file “Michelle Post Setup.txt”

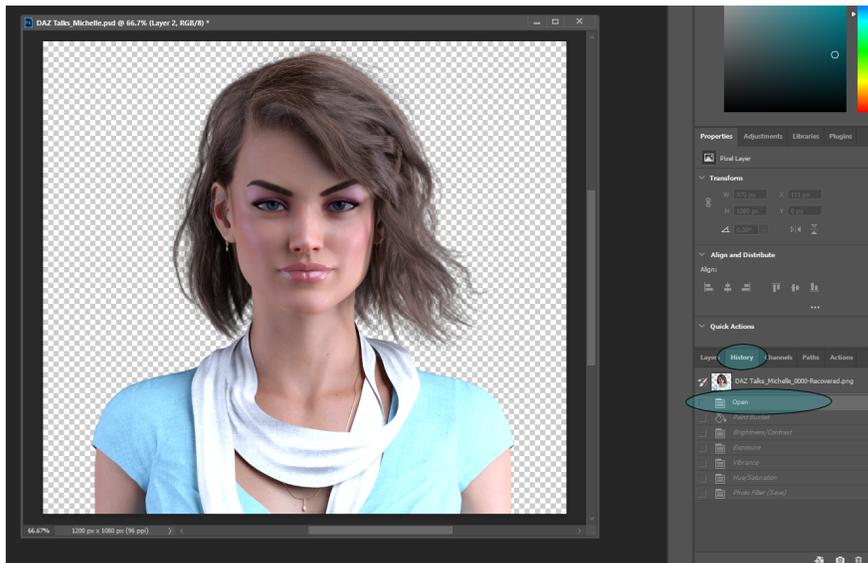


Batch Processing

If your Photo Editor does not have the feature to batch process a group of images, you will have to manually open each one of the 23 frames and apply your corrections to each one.

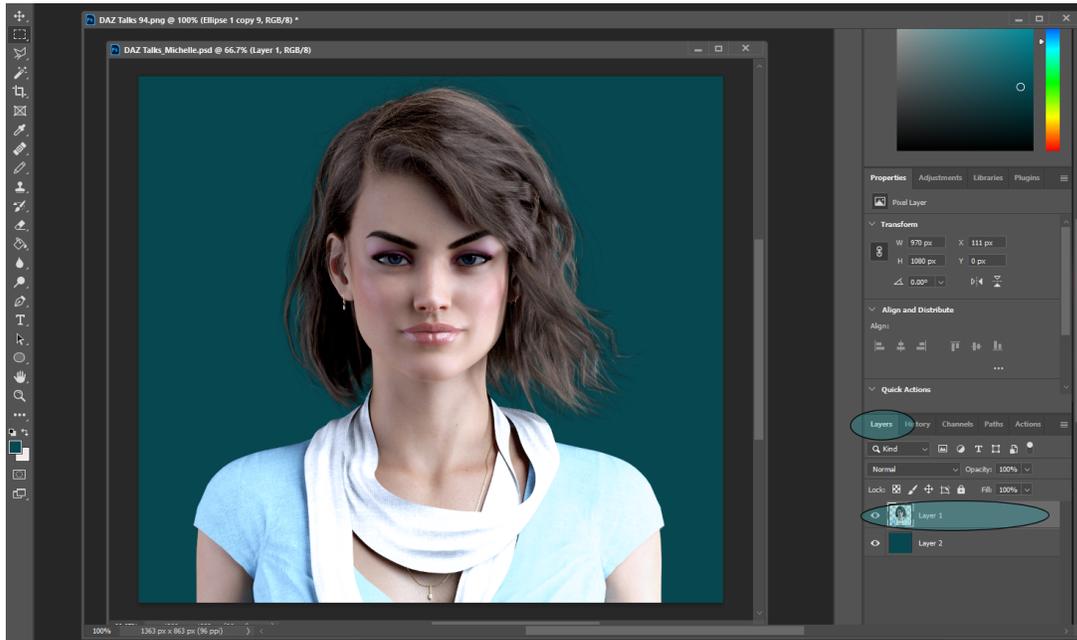
Photoshop offers batch processing, so I will use it.

First, we need to get our image to the original render look and hide the cyan background we added for corrections purposes. To do so, click in the “History” tab and click on the first top action. This will show our image before any corrections and with a transparent background.

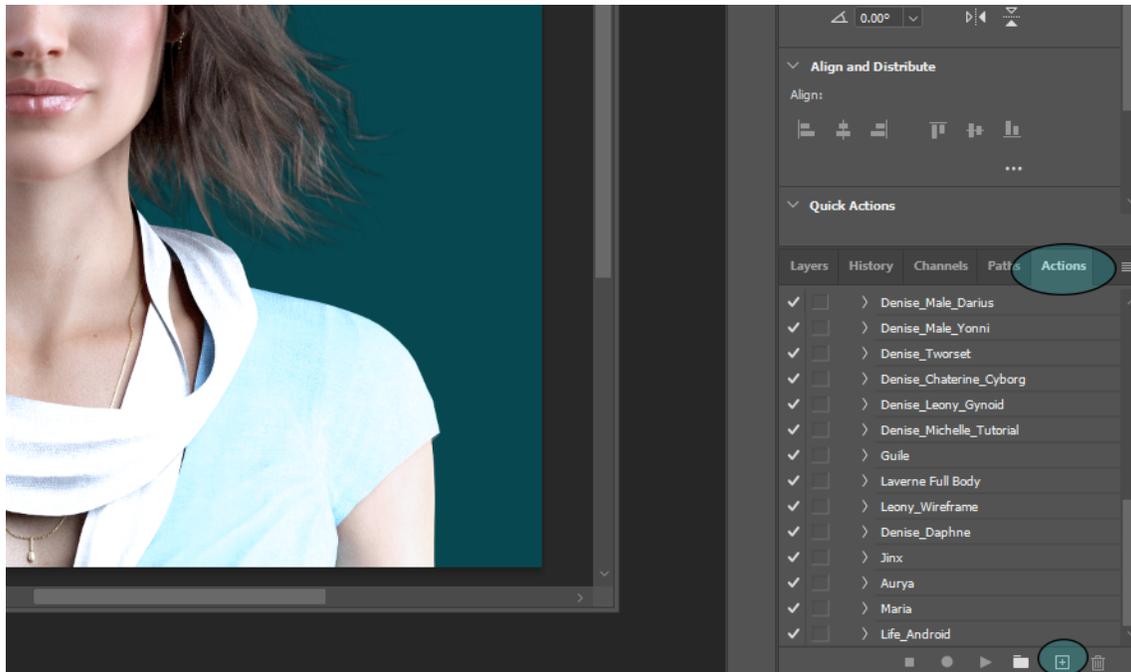


Now we are ready to create a new Action in Photoshop.

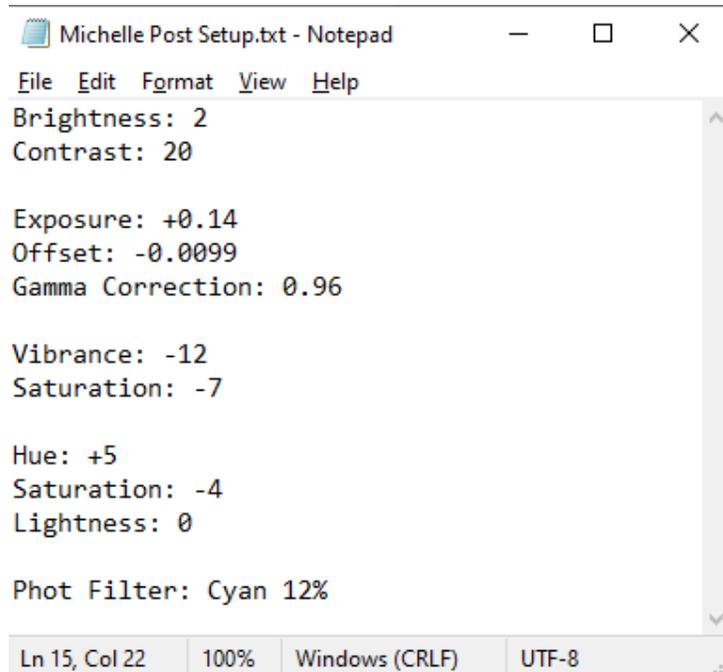
Before starting to record our macro, we need to make sure the main layer is selected. To do so, click in the “Layers” tab, and click on the “Layer 1”, which corresponds to our character.



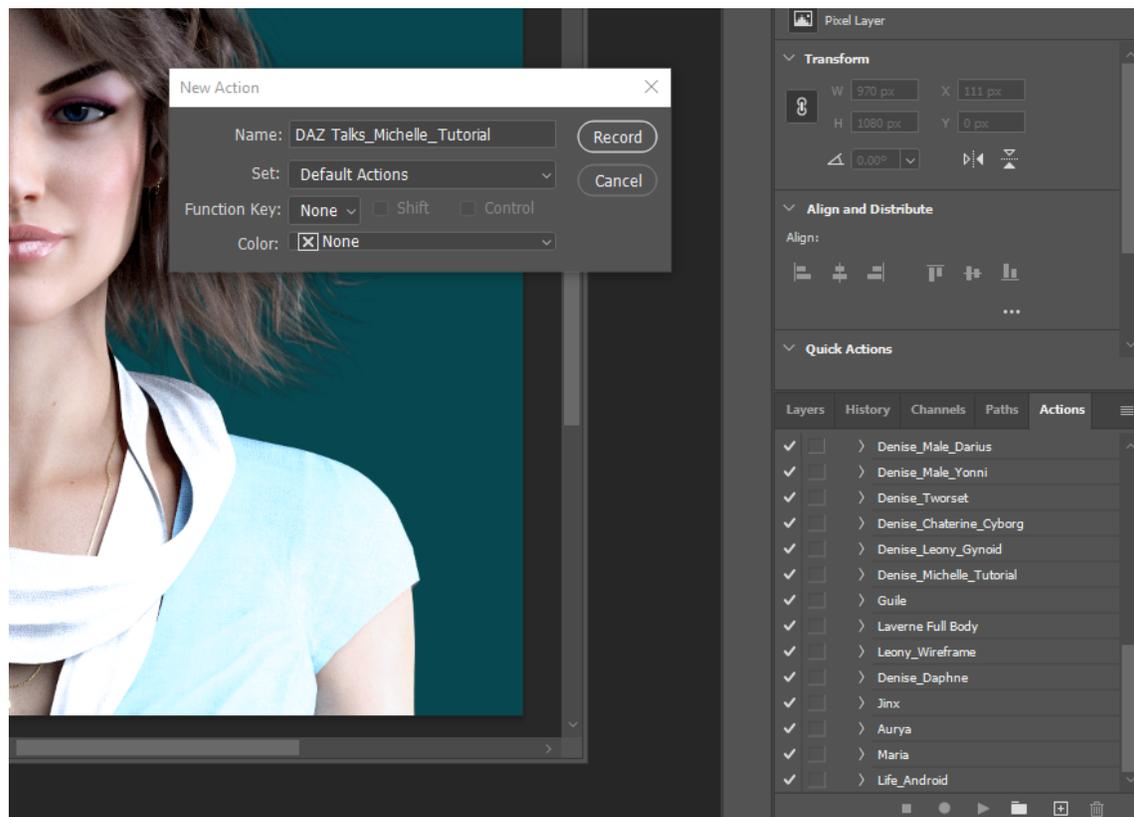
In Photoshop, select the “Actions” tab. Use the “+” icon at the bottom to create a new action.



Open your notepad “Post Setup.txt” file to check the configurations we’ve made.

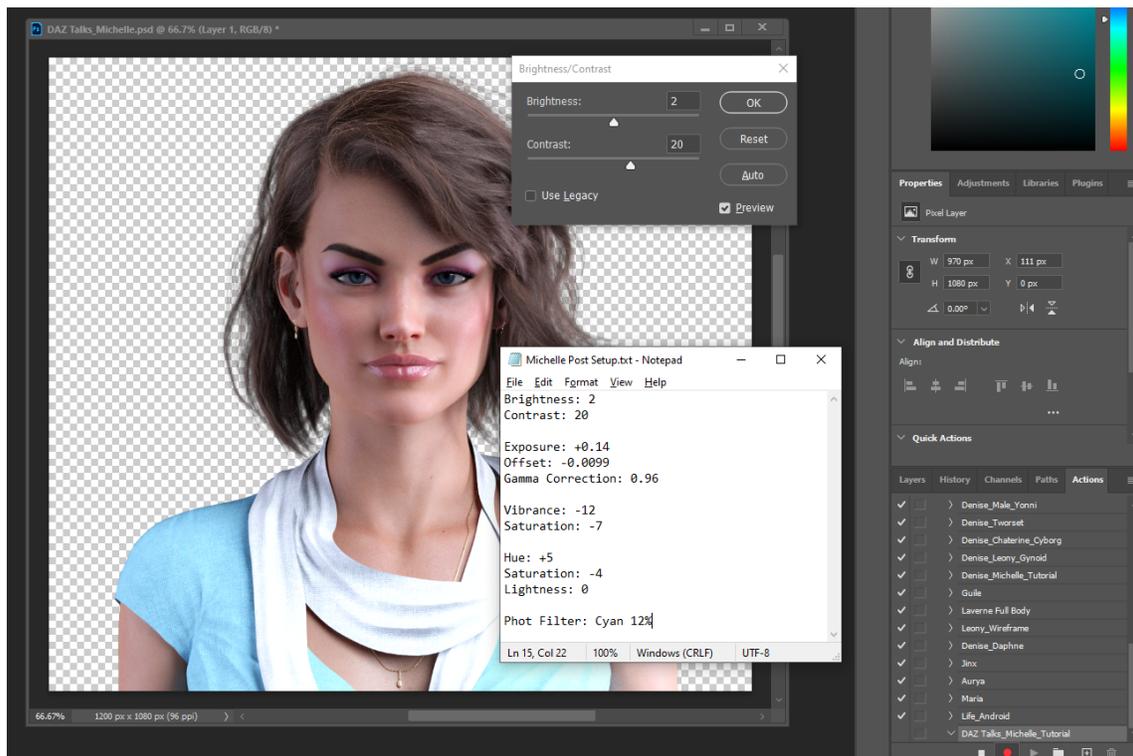
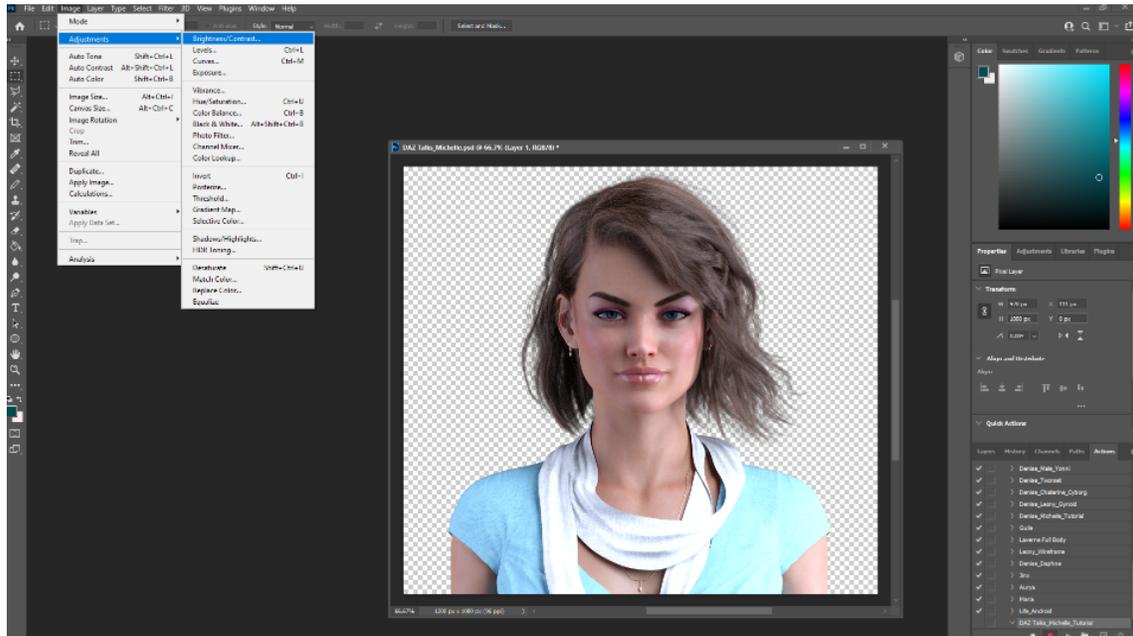


Name your action. I choose “DTalks!_Michelle_Tutorial” for my action. Click on the “Record” button.

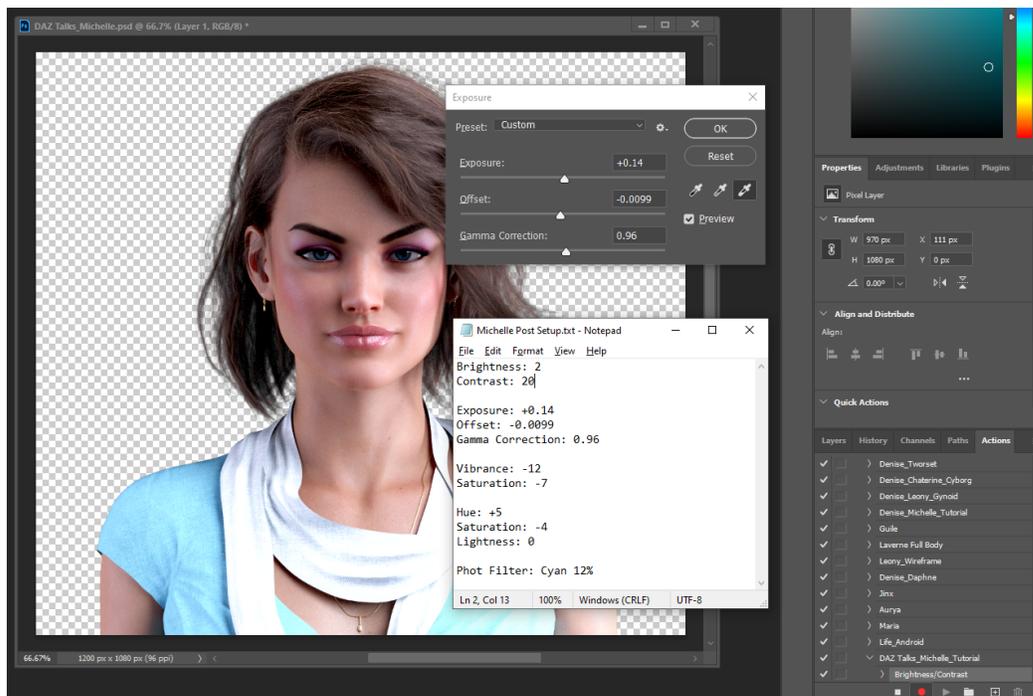


Everything we do in Photoshop will now be recorded into our Action.

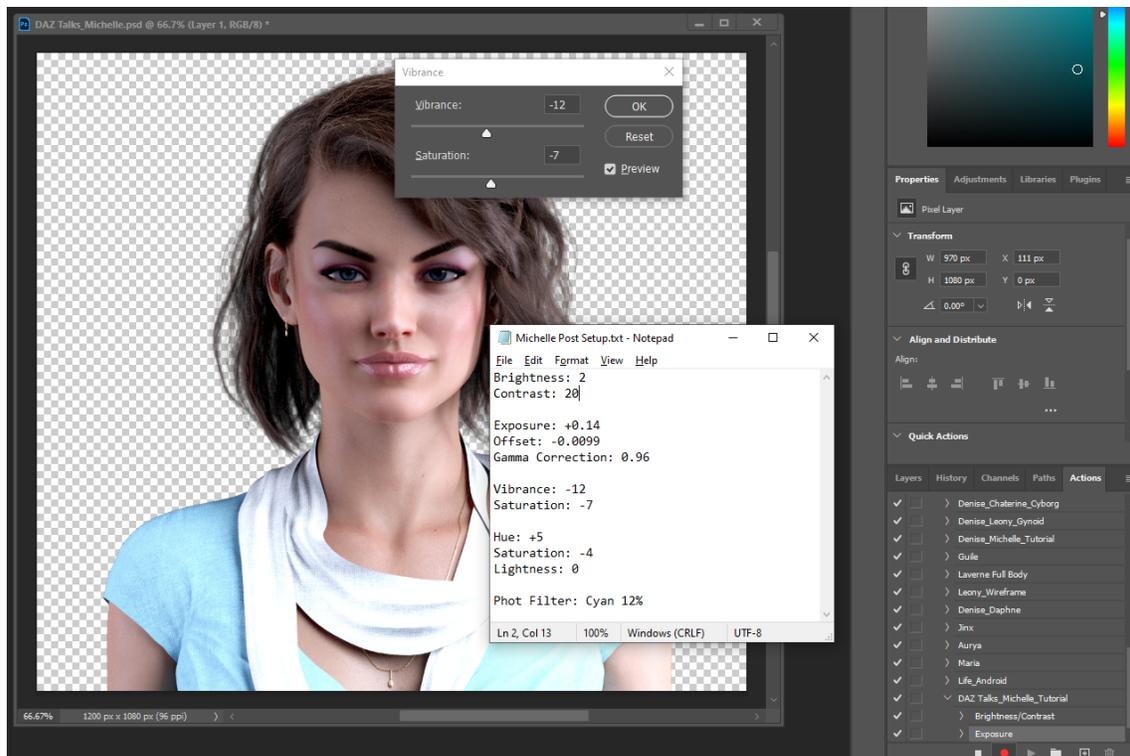
Open the Brightness/Contrast window, and type the values you saved in your notepad file. Click Ok on the Brightness / Contrast windows to apply the effect.



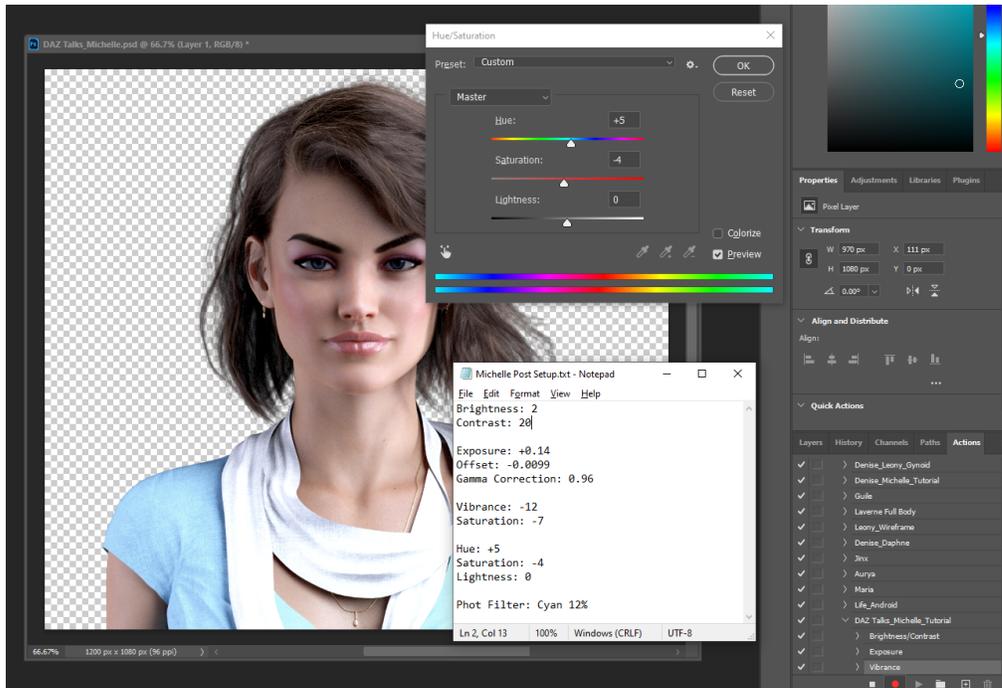
Open the “Image” → “Adjustments” → “Exposure” window, and type the values you saved in your notepad file. Click Ok



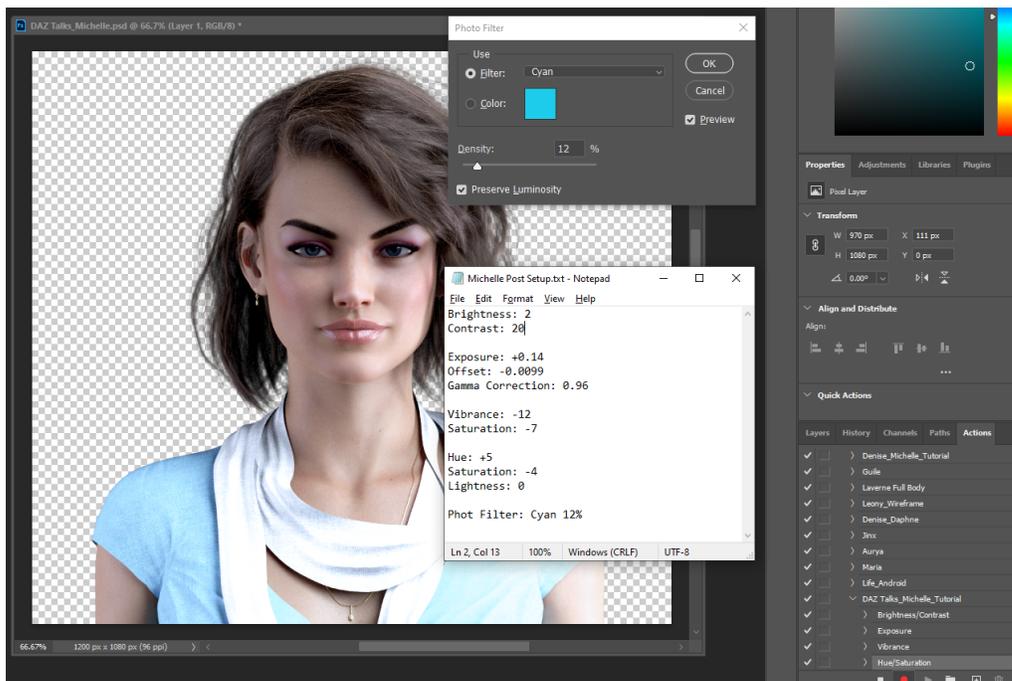
On the “Image” → “Adjustments” → “Vibrance” window, type the values you saved in your notepad file. Click Ok



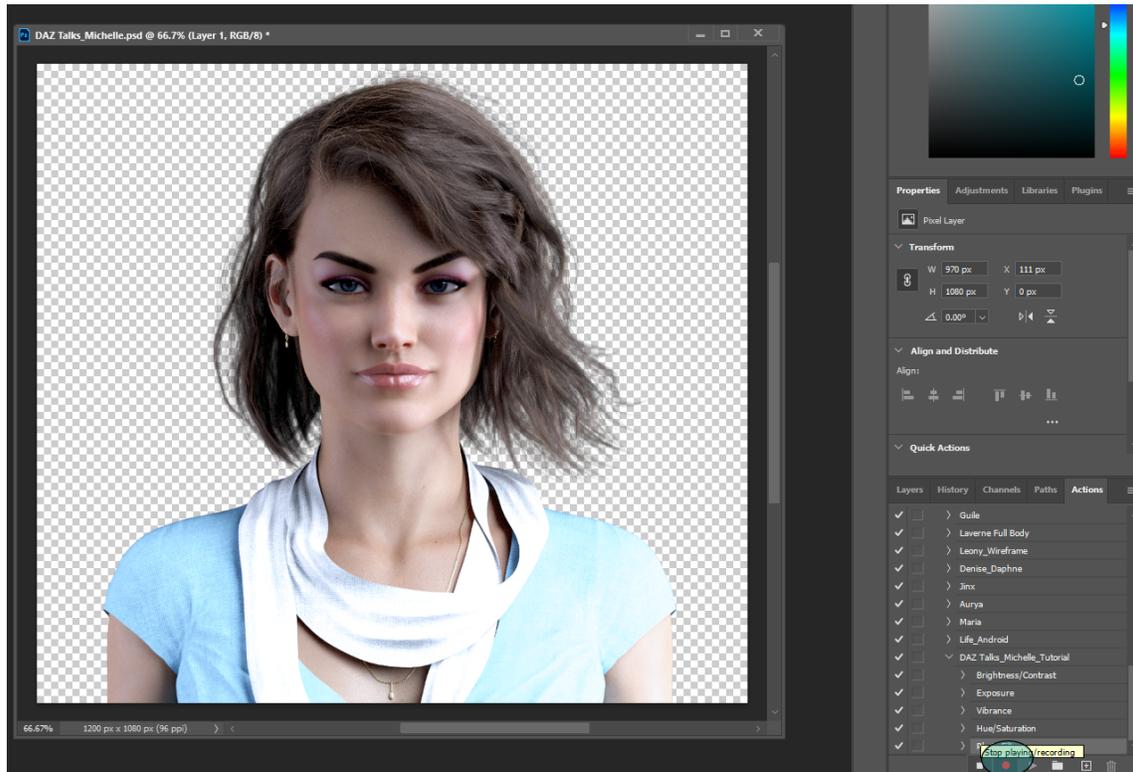
On the “Hue/Saturation” window, type the values you saved in your notepad file. Click Ok



Finally, in the “Photo Filter” window, type the values you saved in your notepad file. Click Ok

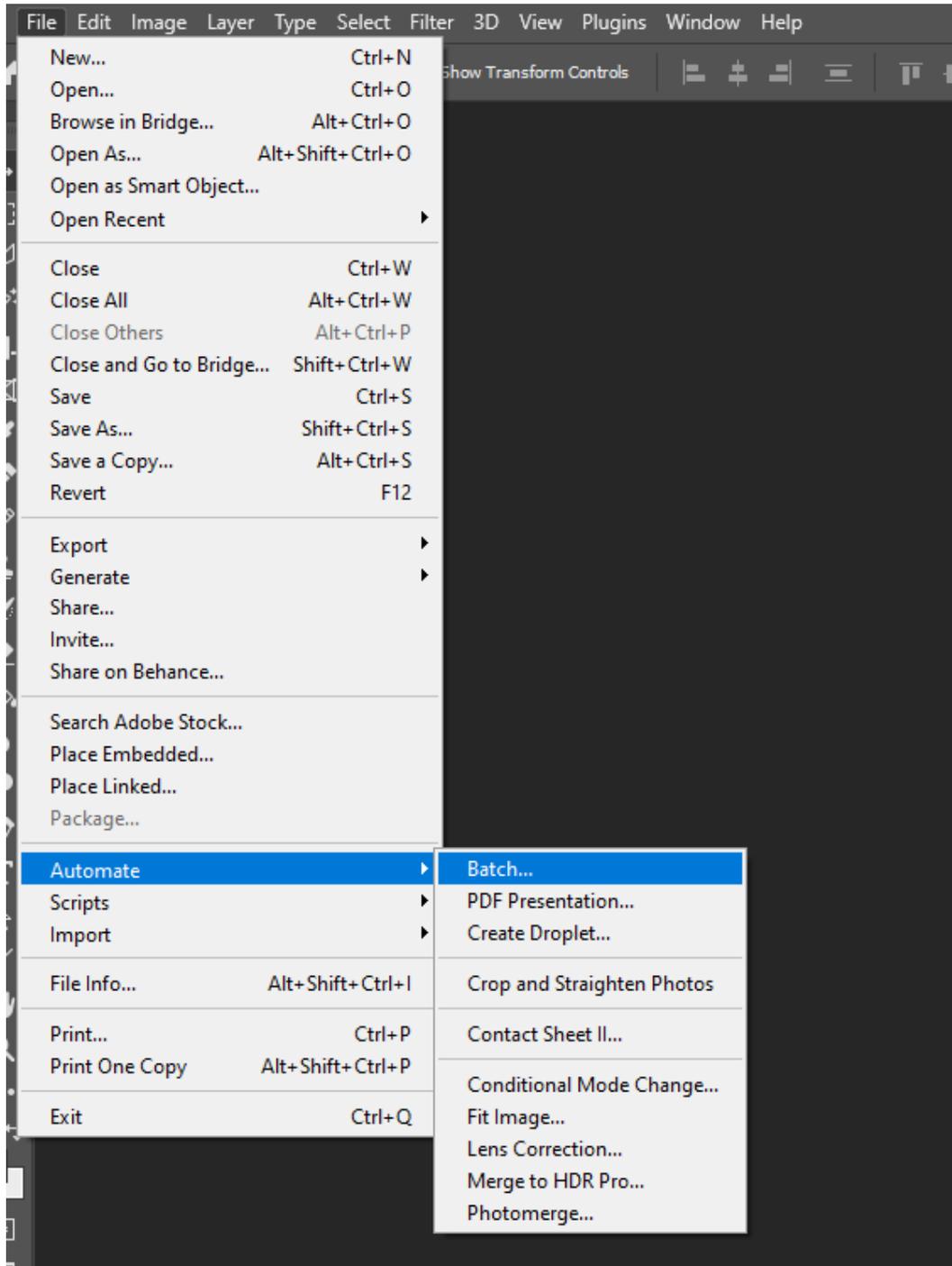


To stop recording our action, click on the small square icon at the bottom of the bottom-left Actions menu.



What we need to do now is tell Photoshop to use the “Action” we have just created to automatically process the 23 images rendered in DAZ3D.

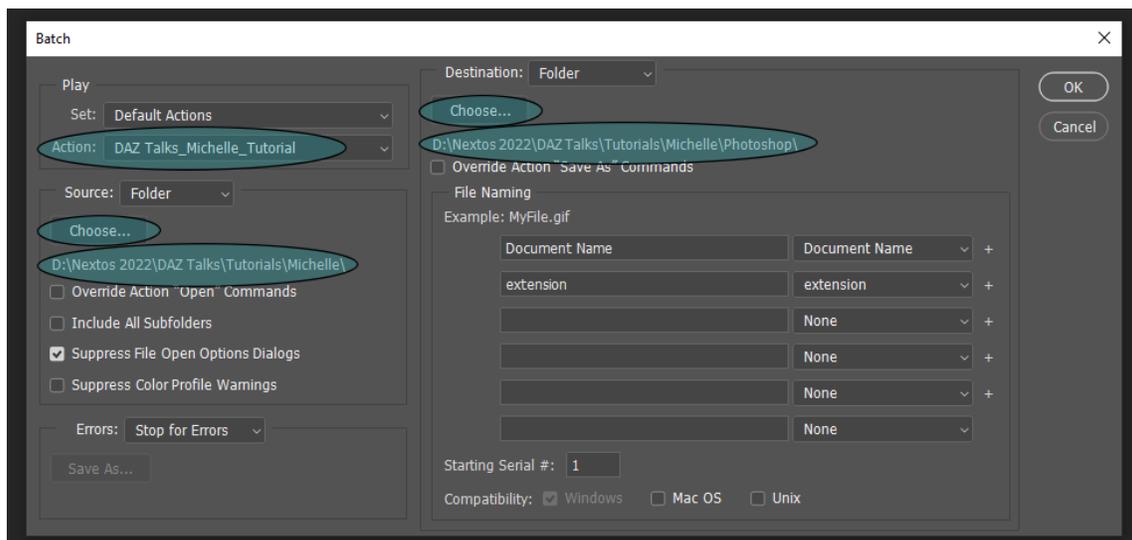
Click on the top Photoshop “File” → “Automate” → “Batch...” menu option.



In the “Batch” windows, first, use the “Action” option to choose “DTalks!_Michelle_Tutorial” action we have just recorded. Probably this choice will be already selected. Click in the “Choose...” option just below the “Source” and select the “D:\Nextos 2021\DTalks!\Tutorials\Michelle”. This is the folder we selected to save the 23 frames rendered in DAZ3D.

On the right top side, just below the “Destination” option, click on the “Choose...” option to select a folder where we want Photoshop to save our final images. In my case, I created a new folder with the name “D:\Nextos 2021\DTalks!\Tutorials\Michelle\Photoshop”

Click “Ok”.



Congratulations!

Now we have the final images we will use within D-Talks! Avatar Studio!

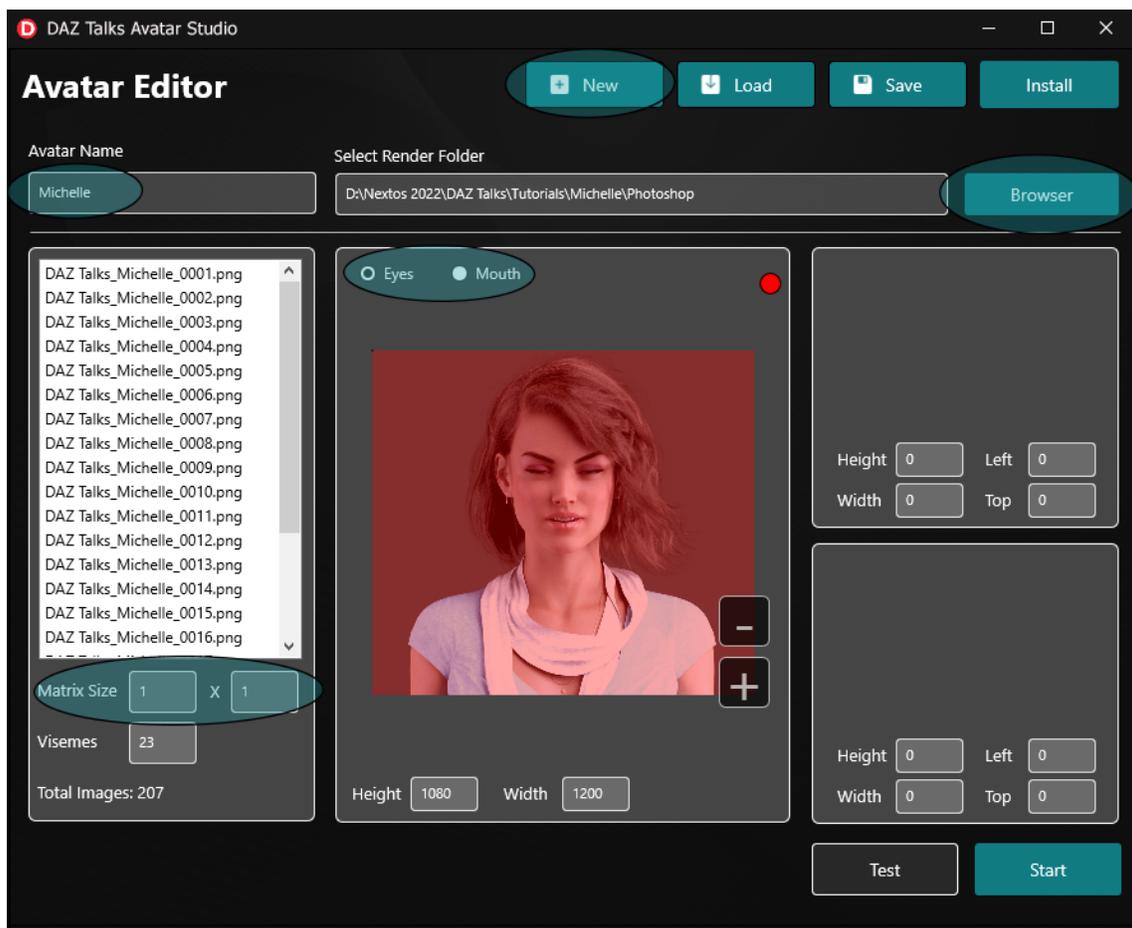
6. D-Talks! “AVATAR STUDIO” INTERFACE

It is very easy to use the D-Talks! “Avatar Studio” after you create the 23 images.

Running the D-Talks! “Avatar Studio”.

Open the folder \DTalks\modules\avatarstudio\bin\Win32 (I’ve created a new folder “DTalks” to install D-Talks! software, but in your case, this path may have a different name e.g., \{your D-Talks! folder}\modules\avatarstudio\bin\Win32)

In this folder, you find the file “**DTalksAvatarStudio.exe**”. Right-click on it and choose “Send to” → “Desktop (create a shortcut)” Double-click on it to run the **Avatar Studio**, or **Avatar Editor**.



Menu Items:

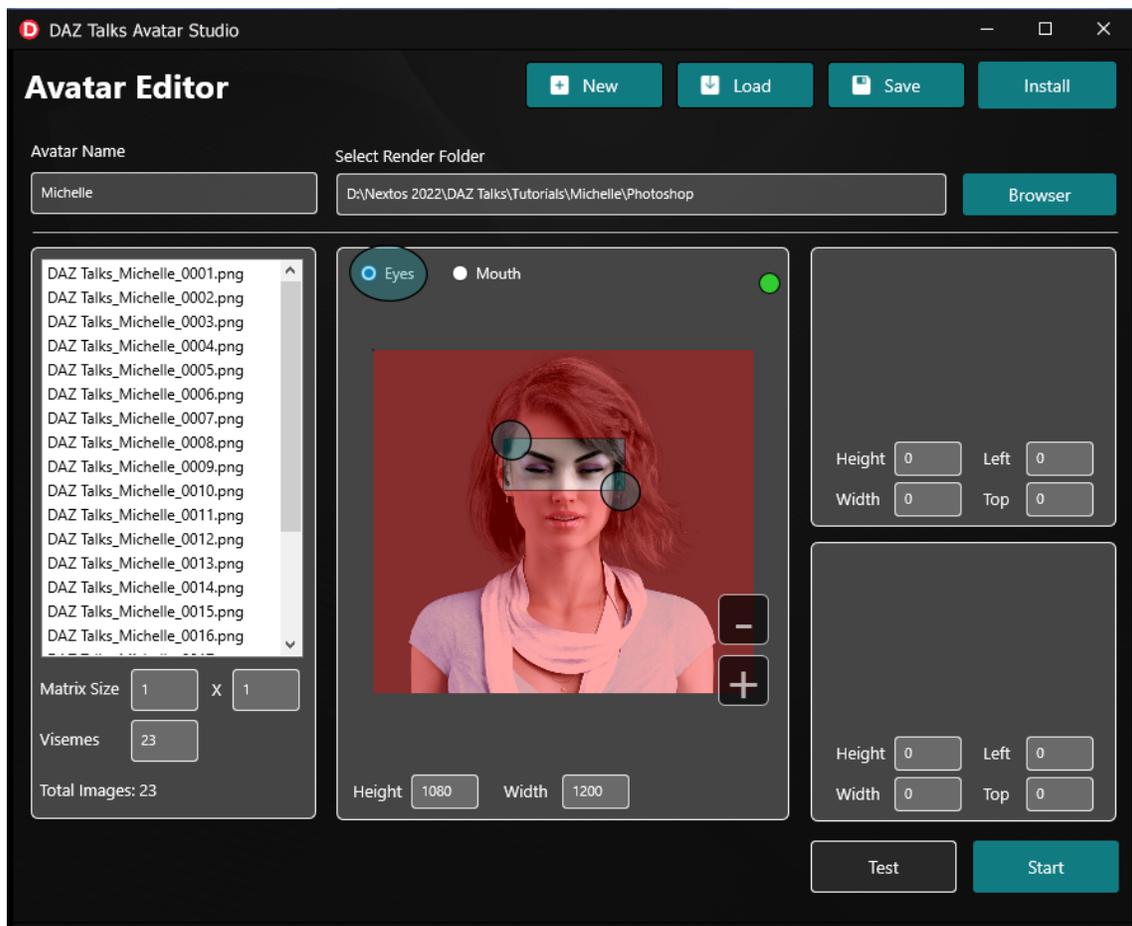
- New: Start a new Avatar Project
- Load: Load an existing Project file

- Save: Save a Project
- Install: Install the new Avatar to the D-Talks! folder
- Avatar Name: The Avatar's name
- Select Render folder: The location on your computer where you have saved the 23 Avatar rendered images with the Photoshop post work. (in our example, we have used the folder "D:\Nextos 2021\DTalks!\Tutorials\Michelle\Photoshop")

As soon as you chose the Render folder with the 23 images, each file will be displayed in the left box.

Change the Matrix Size values from 9×9 to 1×1, which represent the 23 final render images.

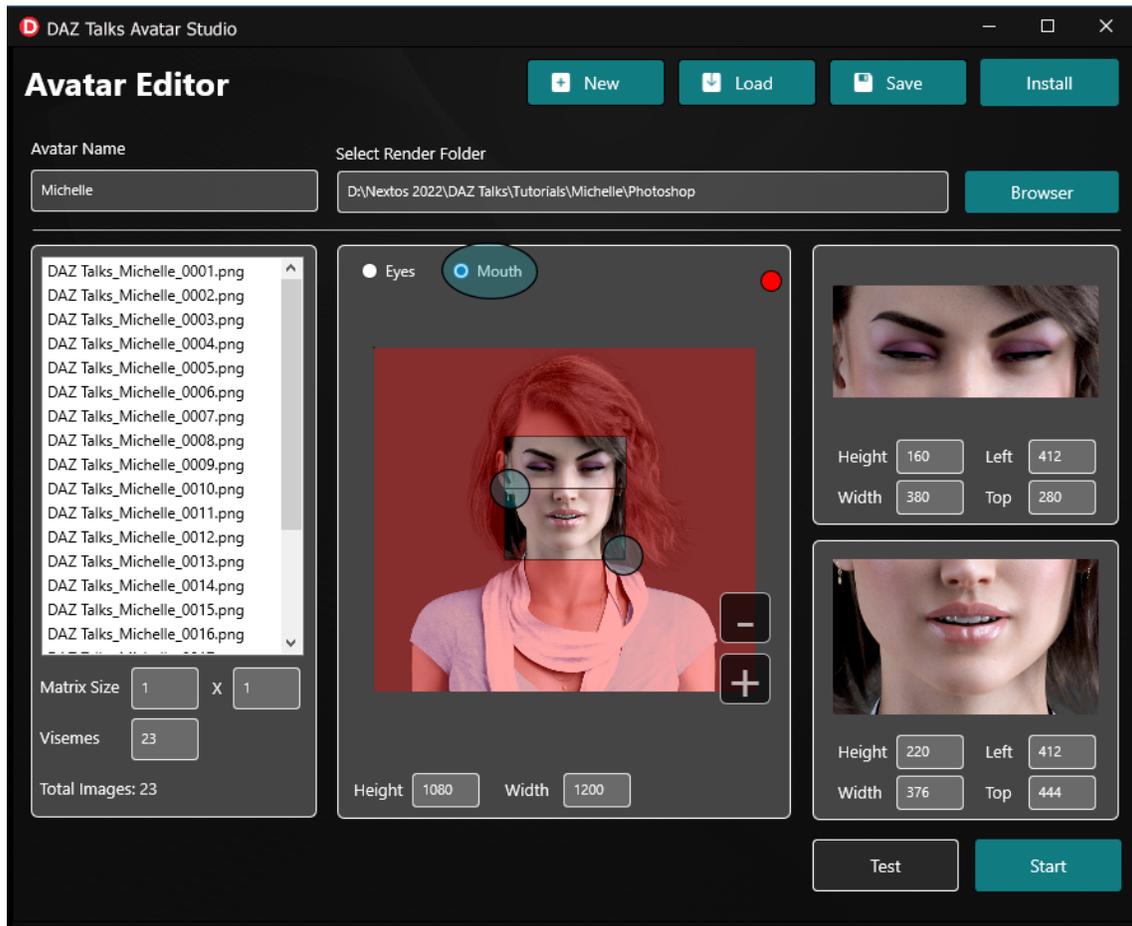
Note: We will soon make the 9x9 DAZ3D .duf pose file. Although by using this Matrix we will need to render 1863 images, our final Avatar will have an idle head animation while talking. This matrix also will add facial expressions to our avatar, like smiling, scared, bored, afraid, crying, amazed and any other animation you create in DAZ3D Studio.



Click on the “Eyes” option to select it. Position the mouse cursor in the top left part of the character’s face, a bit above the character’s right ear (marked in the image above by the first small cyan circle). Mouse left-click button and holding the button, draw a rectangle until the second cyan circle mark, a little below the character’s left ear.

This selection will set the eyes blinking and expressions.

We will now repeat this process, but for the mouth section.



Click on the “Mouth” option to select it. Position the mouse cursor in the middle left part of the character’s face, around the bottom part of the character’s right ear (marked in the image above by the first small cyan circle). Mouse left-click button and holding the button, draw a rectangle until the second cyan circle mark.

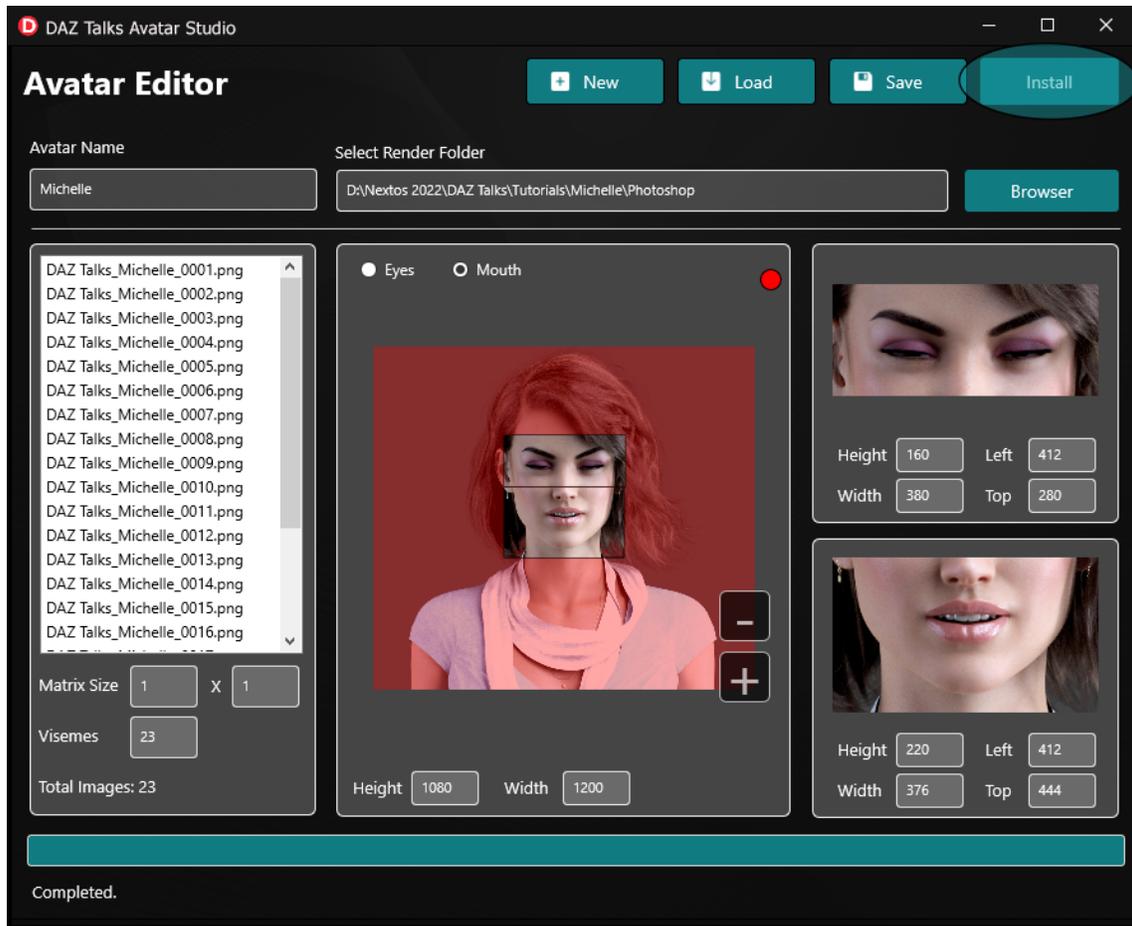
This selection will set the mouth positions for the talking lip-syncing and face expressions.

Click the “Start” button in the window bottom right.

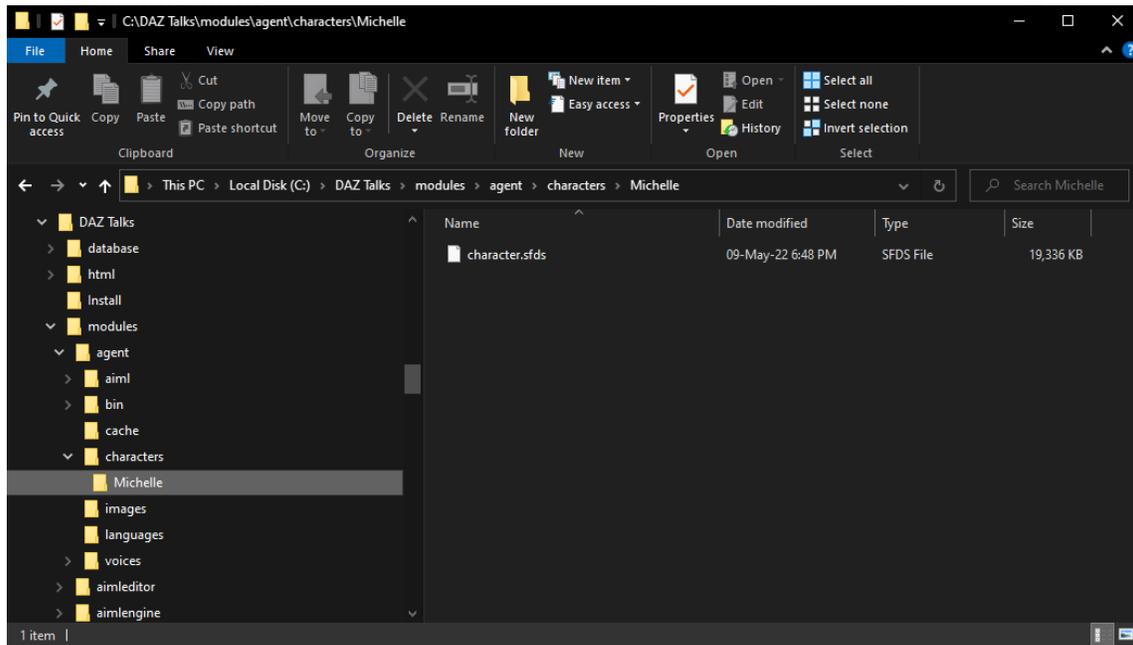
The Editor starts to generate all images necessary to create the final Avatar.

When finished, click on the “Save” button.

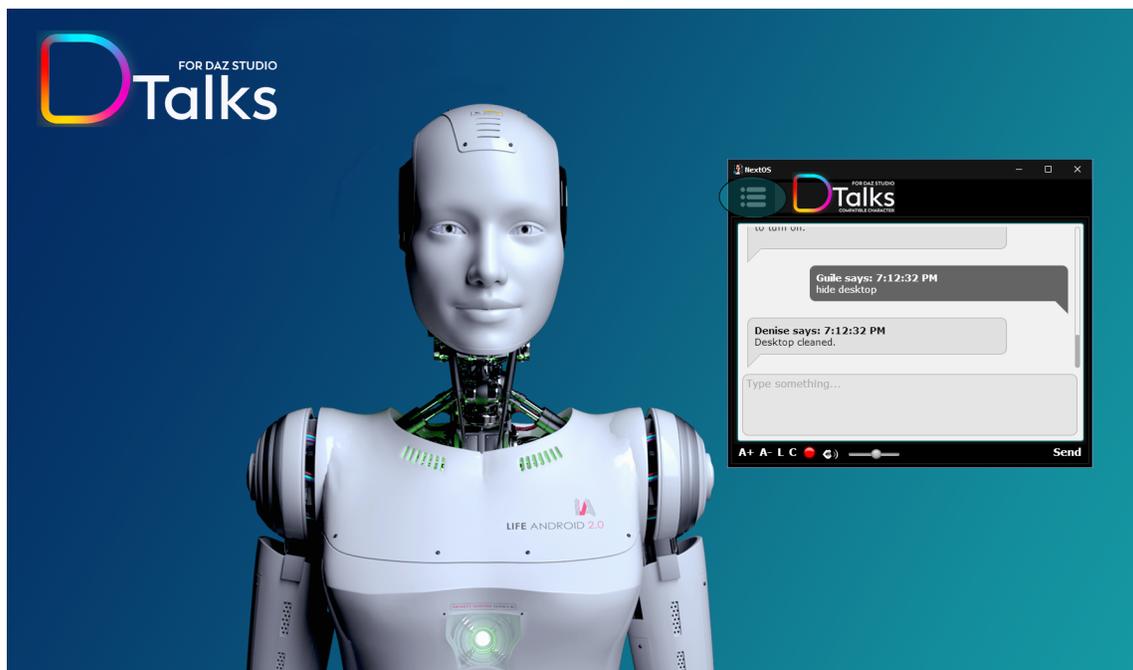
Click “Install”.



The Editor will create a folder named “Michelle” in the D-Talks! installation folder, “[root folder]/modules/agent/characters/”, which is the name we gave to our Avatar in the D-Talks! Avatar Editor.



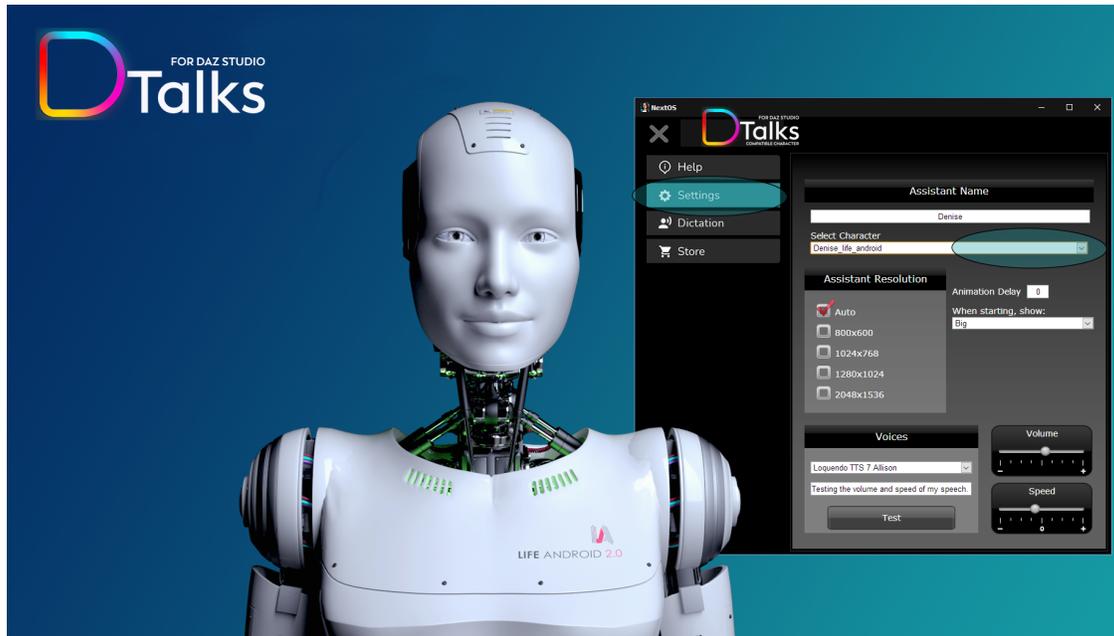
Run D-Talks! by double-clicking its desktop shortcut.



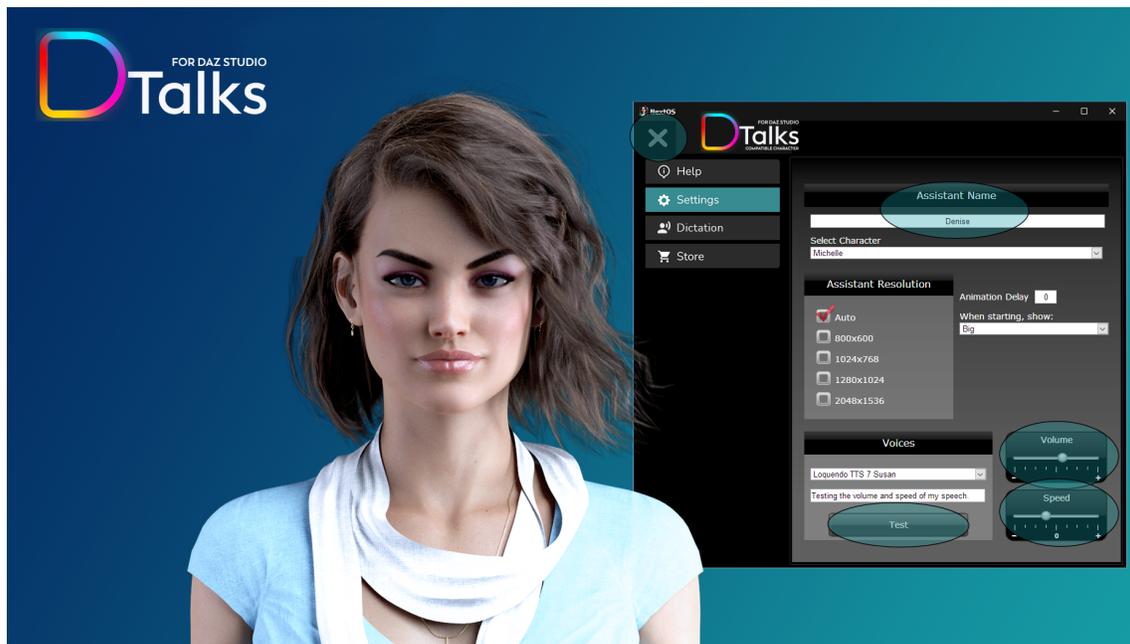
Note: The Avatar above is not part of D-Talks! Avatar Editor.

Click on the Upper Left Menu icon to open de Configuration Module.

Click on the “Settings” option. Select the “Michelle” Avatar from the “Select Character” list box.

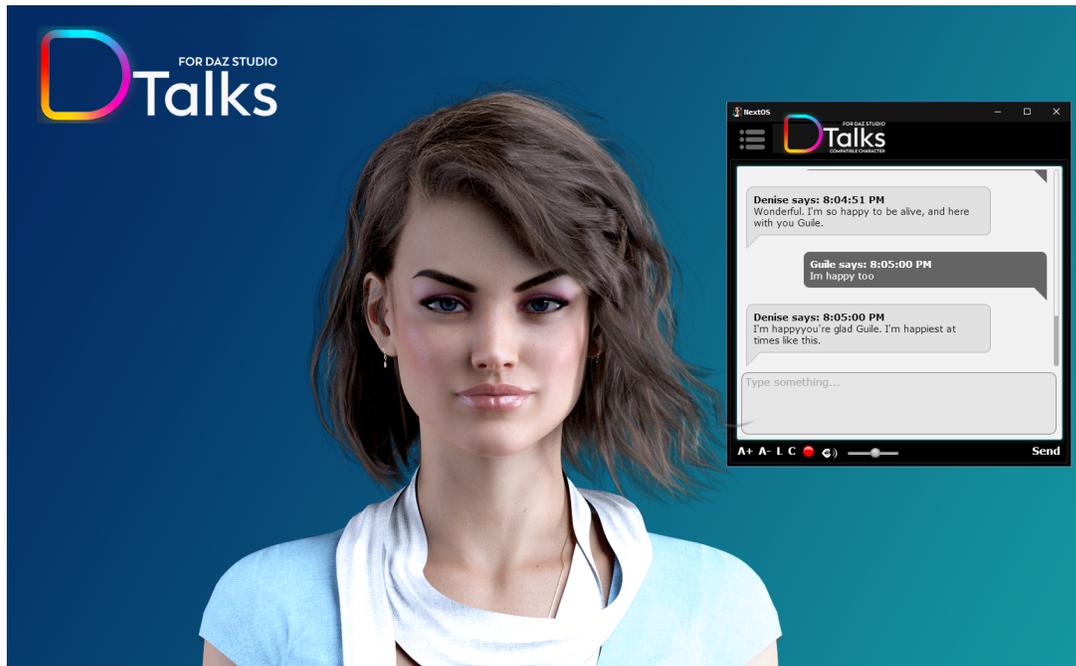


Click on the bottom “Test” button to check your new Avatar talking. Use the Volume and Speed buttons to set up Michelle's voice according to your preferences.



Close the Configuration menu by clicking on the “X” icon in the window top left.

Congratulations! You have created your first Masterpiece Artificial Intelligence ultra-realistic talking Avatar you can talk with!



Note: When I chose a different Avatar in the Setting option, the avatar does not show up

If after changing the Avatar, it does not show up on your screen, go to the chat box and type "SHOW"

7. MAKING MONEY BY BECOMING AN DAZ3D AVATAR ARTIST SELLER

Now that you have mastered the art of creating realistic avatars to use within the D-Talks! software, you can earn money by selling your creations at our DAZ3D Store. The avatars you create should be in the .sfd format. This extension is from the Avatar files you create when using these D-Talks! Avatar Editor.

Also, keep in mind that you can purchase ready-made avatars and customize them to sell in our DAZ3D Store. You don't need to pay royalties to the creator, as you will use only render images (sprites) to assemble your DTalks Avatar. You are not really using the 3D objects and meshes related to the third-party purchase Avatar.

Before starting selling your art, it's important that you request to be a DAZ Seller. Please visit <https://www.daz3d.com/community/community-publishing> to do so.

A few time ago, the DAZ3D company start selling NFT Avatars. If you purchase one of them, use this tutorial to make them work with D-Talks! software and have them talking!

If you are interested, please contact us at guile@nextos.ai with the subject "**Becoming a Partner**" and we will send you further instructions.

8. FINAL WORDS

Thank you so much for your support and for being with us!

D-Talks!! originated from the Virtual Assistant Denise, one of the first digital assistants ever available released in 2007. Fifteen years later, she came back with updated code and new modules. Today in the format of the D-Talks!! framework, she continues to be a unique software, and we have big plans for her! Please follow us in the DAZ3D Forums and on our Facebook page.

Thank you again and thanks to the amazing team at DAZ3D company. Welcome to NextOS.ai and D-Talks!' world!

Please don't hesitate to contact us at guile@nextos.ai

NextOS.ai Team – 2022

Facebook: [DTalks Facebook Page](#)

Instagram: [DTalks Software](#)

Support: support@denise.ai

Webpage: www.dtalks.io (under construction)