

Michael4XprssnMagic

© 2008, 2014 Elisa Griffin, all rights reserved

Welcome to M4XprssnMagic!*

This program is a free-standing application. To fully use it you need DAZ's Michael 4 and the Michael 4 Morphs++ pack. (The M4 **base** figure has all the required head morphs except EyesSide-Side and EyesUp-Down and therefore will not by itself automatically point the eyes for some of these eye xprssns.)

M4XprssnMagic lets you copy into Poser or DAZ Studio the morph dial settings from any combination of the 67 eye and 93 mouth poses – giving you over 6,000 combinations! Existing head position or face-shaping dial settings 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.

Installing the Files

This product comes in **three versions**: a free-standing version for PCs (M4XprssnMagicPC), another for Macs (M4XprssnMagicMac), and a third version (M4XprssnMagicShockwave.html) which can be run in any web browser that has the free Adobe Shockwave plug-in installed.

Place the **M4XprssnMagic** file anywhere you find convenient (some PC configurations will not let the application execute in certain locations or external drives (see the [File List](#) at the end of this guide, if you have difficulties).

Note that [M4XprssnMagicShockwave.html](#) and the .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 the .html file will not be able to find and launch it.

For DAZ Studio users, there is the included [XprssnMagic Importer 4 script](#), which enables pasting XprssnMagic morph dial combination settings to an M4 figure. Place the script in your DAZ Studio My Library's Script folder.

The pose files **INJ M4EyesMove.pz2** and **REM M4EyesMove.pz2** are installed in the library Pose : XprssnMagic, but can be moved to any location in the Pose library.

Preparing the Michael 4 Figure

(Be sure you are using the updated version of Michael 4, as the initial release had the open-close eye settings reversed.)

To fully use Michael4XprssnMagic, you must inject the head morph dials **EyesSide-Side** and **EyesUp-Down** into the Michael 4 figure. These morphs are included in the **Michael 4 Morphs++** pack.

You can use Michael4XprssnMagic with the Michael 4 Basic figure, however, those eye poses marked with an asterisk (*) that point the eyes up-down and side-side will **not be fully applied**.

If you do not want to inject all the M4 Morphs++ morphs, I have included the pose file **INJ M4EyesMove.pz2** to **inject only these two dials** (**REM M4EyesMove.pz2** removes the dials).

Note: The injection file will **not** work until you have installed the M4 Morphs++ pack and run the "Update Michael 4 Base" file.

Using M4XprssnMagic

Launch the program by double-clicking the Michael4XprssnMagic icon.

1. At the opening screen click the “Run Michael4XprssnMagic” button.
2. Click one of the eye xprssns 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 xprssns on the scrolling list at the right. The bottom half of the preview face frame will show the mouth pose.
4. Click the “Front < > Side” button below the center preview image to see the xprssn 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.)

Front < > Side

5. Click and hold the “Toggle to Neutral” button to compare the xprssn combo with the neutral face. Release to return to the combo view.

Toggle to Neutral

6. When you get a combined expression that you want to transfer into the Michael 4 figure, make sure you press the “**Copy to Clipboard**” button (otherwise you will paste any previously selected morph settings).

Copy to Clipboard

Using with Poser

1. **Launch Poser.** (If for some reason you can't run both programs at the same time, just close Michael4XprssnMagic; the copied information will remain in the Clipboard.)
2. In Poser, load a Michael 4 figure and **select the head.**

3. 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.
4. If the new xprssn combo does not appear, click on another body part, then back to the head, to force the screen to redraw – some versions of Poser can be quirky about this.
5. You can now fine-tune the dial settings, if you want to adjust the expression. This may be necessary when the figure's face has been significantly morphed or if you want to add some asymmetry to the expression.

Using with DAZ Studio

XprssnMagics work by copying to the system clipboard the head dial settings for the selected eye-mouth combos. Unlike Poser, DAZ Studio does not let you paste system clipboard data directly to a figure. However, you can do so by way of the included script **XprssnMagic Importer 4**. (See [DAZ Studio Script](#))

1. Follow the script's installation directions.
2. In Michael4XprssnMagic, select an eye-mouth combo, click the “Copy to Clipboard” button.
3. In DAZ Studio select the **head** of a (prepared) Michael 4 figure.
4. Run the **XprssnMagic Importer 4** script.
5. Click in the script window and paste.
6. Click the “**Apply**” button. The window will close and the xprssn will be applied.

Shockwave Version

To use the Adobe Shockwave version, open in your web browser the file M4XprssnMagicShockwave.html. It and the dependent file M4XprssnMagicShockwave.dcr must be in the **same** location (anywhere convenient) and you must not rename the .dcr file, or the .html file will not be able to find and launch it.

Use the Shockwave version with DAZ Studio or Poser as instructed above.

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 needed, use this link to get the Shockwave Player (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):

<http://www.adobe.com/shockwave/download>

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 (a grey image with “No Change” text), which does not copy any settings for that list’s expression dials. Together, they give you greater control of Michael4’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.

Auto Zero Set of Some Dials

Be aware that the NoseWrinkle morph and the M4 Morph++ pack’s six full face morphs (happy, sad, afraid, disgusted, angry and surprised) are automatically set to zero whenever you paste from M4XprssnMagic (even if NoChangeEyes and NoChangeMouth are selected), since 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.

The 16 speech **viseme** morphs are set to zero **only** by the mouth xprssns; they are not affected by the eye xprssns.

Face-shaping and head positioning dials will be unaffected by a pasted xprssn.

See the [M4XprssnMagic Morph Dials](#) lists at the end of this guide for complete information.

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 also can 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. More extreme expressions may be needed for a full-body or distance shot or cartoon situations.

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 or 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" xprssn 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 "stare" one. A silly smile can turn sinister when paired with a particular eye pose.

M4XprssnMagic Morph Dials

The following 93 morphs are used by M4XprssnMagic. When you apply a M4XprssnMagic xprssn to a Michael 4 figure, any existing settings for only these dials will be overwritten. Any dials not listed will be unchanged.

* *NOTE:* The Michael 4 **base** figure does **not** have the morphs EyesUp-Down and EyesSide-Side, which are required to properly position the eyes and move the eyelids for some of the M4XprssnMagic eye xprssns. (These two dials are included in the Michael 4 Morphs++ pack.)

Michael 4 Eye Expression Morph Dials (25):

(LacrimalSizeR,L are not set, but EyesSide-Side automatically adjusts them.)

* EyesUp-Down	* EyesSide-Side	
BrowUp-Down	BrowInnerUp-DownL	EyeLidBottomUp-DownR
BrowUp-DownR	BrowSqueeze	EyeOpen-CloseL
BrowUp-DownL	EyesSquint	EyeLidTopUp-DownL
BrowOuterUp-Down	EyeSquintR	EyeLidBottomUp-DownL
BrowOuterUp-DownR	EyeSquintL	CheeksEyeFlex
BrowOuterUp-DownL	EyesOpen-Close	CheekEyeFlexR
BrowInnerUp-Down	EyeOpen-CloseR	CheekEyeFlexL
BrowInnerUp-DownR	EyeLidTopUp-DownR	

Michael 4 Mouth Expressions Morph Dials (61):

CheeksFlex	MouthOpen	TongueLength
CheekFlexR	MouthOpenWide	TongueWidth
CheekFlexL	JawIn-Out	TongueThickness
CheeksCrease	JawSide-Side	** IY (Eat)
CheekCreaseR	LipsPart	** IH (It)
CheekCreaseL	LipsPartCenter	** EH (Ed)
CheeksBalloon	LipsPucker	** AA (Odd)
CheeksBalloonPucker	LipsPuckerWide	** OW (OAt)
MouthSmile-Frown	LipTopUp-Down	** UW (tWO)
MouthSmile-FrownR	LipTopUp-DownR	** ER (hURt)
MouthSmile-FrownL	LipTopUp-DownL	** S (Sea)
MouthSmileOpen	LipBottomUp-Down	** SH (SHe)
MouthSmileSimple	LipBottomUp-DownR	** F (Fee)
MouthSneer-Pout	LipBottomUp-DownL	** TH (Theta)
MouthSneer-PoutR	LipBottomIn-Out	** M (Me)
MouthSneer-PoutL	LipBottomIn-OutR	** T (Tea)
MouthSide-Side	LipBottomIn-OutL	** L (Lee)
MouthNarrow	TongueSide-Side	** W (We)
MouthNarrowR	TongueUp-Down	** K (Key)
MouthNarrowL	TongueBaseUp-Down	
MouthCornerUp-Down	TongueTipUp-Down	

** *NOTE:* The 16 speech **visemes** are merely combinations of other mouth morphs and they are not used by M4XprssnMagic. Their dial values are **set to zero** by the **mouth** xprssns. However, you can use an eye xprssn with viseme settings by choosing an xprssn in the eye list and “**2 NoChangeMouth**” in the mouth list. (If you choose “1 NeuralXprssnMth” the visemes will be set to zero.)

Michael 4 Morph Dial Not Used – set to zero (1):

M4XprssnMagic **automatically sets to zero** a value on the **NoseWrinkle** morph dial whenever you paste an xprssn, since a pre-existing setting on it will alter both your chosen eye and mouth xprssn. You can add settings for this morph

after you paste an xprssn. The value is automatically re-set to zero when you paste another xprssn.

Michael 4 Morphs++ Full-face Morphs – set to zero (6):

M4XprssnMagic also **automatically sets to zero** any values on these six morph dials whenever you paste, since pre-existing settings on them will alter your chosen xprssn. (This will have no effect if you are using the Michael4 Basic figure, which does not include these morphs, or if you do not have these Morphs++ morphs injected.) You can add settings for any of them to a pasted xprssn. Such values are automatically re-set to zero when you paste another xprssn:

Happy Sad Afraid Disgusted Angry Surprised

Other (Unaffected) Morphs

Settings on Michael 4 Basic and the Michael 4 Morph++ pack's **head position, scale and face shaping** dials will not be affected by Michael4XprssnMagic.

Expression-Enhancement Morph Dials (14):

The Michael 4 Morphs++ pack includes several morph dials that are not used by M4XprssnMagic, but can be useful for enhancing an expression. I do not include them since they are often used to create various character faces, in particular older faces, where you would not want the dial settings to be over-written by an xprssn.

If you want, you can add settings for these dials after you paste an xprssn. Just be sure to **manually remove** them when you are done with the expression:

ForeheadWrinkle	EyeWrinkleL	CheekDimpleCreaseL
ForeheadWrinkleR	NoseSide-Side	CheeksDimple
ForeheadWrinkleL	NoseTwist	CheekDimpleR
EyesWrinkle	CheeksDimpleCrease	CheekDimpleL
EyeWrinkleR	CheekDimpleCreaseR	

Pose Interference

Be aware that some careless creators of poses include all the head morphs in their poses, even if the expression morphs are set to zero. Using such a pose will overwrite a M4XprssnMagic xprssn you have previously applied to your figure. If you find this happening, first apply the body pose and then the M4XprssnMagic xprssn (which does not affect any head position settings or the morph dial settings of other body parts).

DAZ Studio Script

To use Michael4XprssnMagic 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 two files anywhere convenient:
M4XprssnMagicPC (free-standing PC application)
M4XprssnMagicMac (free-standing Mac application)
M4XprssnMagicGuide.pdf (this Adobe Acrobat user guide)

The files for the Shockwave version can also be placed anywhere, but they must be located *together*:

M4XprssnMagicShockwave.html (to be opened in a web browser)
M4XprssnMagicShockwave.dcr (runs within the .html file)

These files can be moved anywhere within the Pose library:
Libraries : Pose : XprssnMagic :

INJ M4EyesMove.png
INJ M4EyesMove.pz2
REM M4EyesMove.png
REM M4EyesMove.pz2

For DAZ Studio - place this script in your DAZ Studio Library's Script folder:
XprssnMagic Importer 4 (run in DAZ Studio to import 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 M4XprssnMagicPC into the Programs folder or using the Shockwave version.

International users may have to set their system to U.S. English or download the latest Shockwave Player from:

<http://www.adobe.com/shockwave/download>

Thank you for purchasing M4XprssnMagic!

At daz3d.com you will find XprssnMagics for other Generation 4 figures, as well as Genesis, Genesis 2 - and also V4A4HipHopMagic, which includes a wide range of full and partial body poses, and V4FaceMagic, which has 50 unique faces and 7 custom face morphs. Elisa Griffin / gryffnn