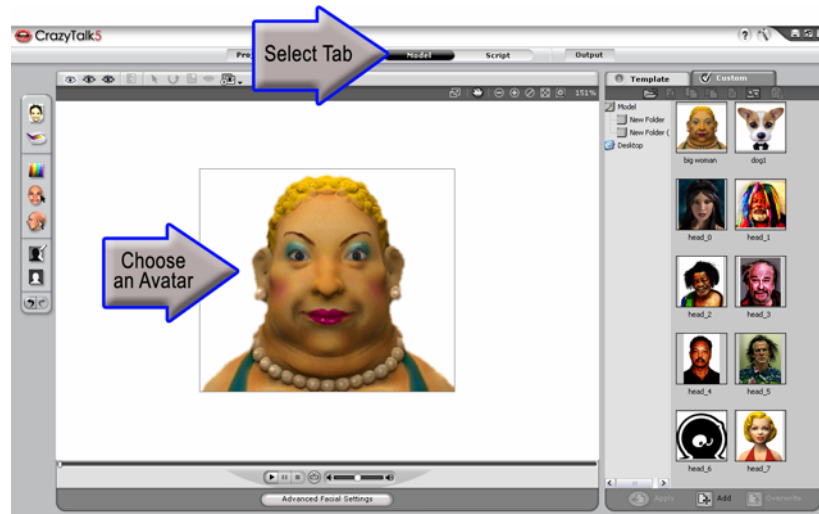


<h2><i>CrazyTalk 5.0</i></h2> <h3>Producing Music Videos in fewer than 10 minutes</h3>	
<b>Category</b>	CrazyTalk_Tutorial_Application
<b>Date</b>	2008.04.14
<b>Author</b>	James C. Martin
<b>Abstract</b>	CrazyTalk provides a production environment for users of all skill levels to create quick and easy facial animation. In this tutorial you will be asked to choose your favorite song or video and create a music video of your own in under ten minutes. Using the audio from your favorite song and CrazyTalk, anyone can become a music video director instantly.



### Step 1)

Open CrazyTalk 5.0 and select MODEL mode, then, choose an avatar that will best fit your music video. In this tutorial we are using a soul music track and a character that relates.



### Step 2)

Select SCRIPT from the top toolbar and then click on the TIMELINE tab to launch the timeline. Then choose IMPORT .WAV FILE to place your audio in the project. This will be the audio directly from a mixed track with vocals and background music embedded, but really we want our avatar to lip sync the lyrics. So you need to highlight and delete the default phonetic tabs to get rid of the unwanted facial animation, because it is inaccurate due to the music in the track. You will use the Puppeteering Panel to generate the actual lip sync and character animation for your music video.



### Step 3)

Click the PUPPETEERING button to launch the Puppeteering Panel and select the Attractive Puppet Profile. Then select a face controller that corresponds with the area of the face that you want to begin editing. The great thing about the Puppeteering Panel is that it allows you to record multiple passes of animation that will be applied to the timeline as facial animation key frames. Focusing on specific areas one at a time also allows users to really develop a high range of emotion, in this case for a soul love song. Click RECORD and use the SPACEBAR to start and stop your first facial animation pass. Feel free to do more than one pass if you like.



### Step 4)

Now begin to give your character some head tilting and rotation. First click the CLEAR SELECTION button at the right of the toolbar. Then turn ON the Head Tilting and Head Orientation controls. These will allow you to move the avatars head and profile to create movement animation key frames. Again, click RECORD and use the SPACEBAR to start and stop your first facial animation pass. Feel free to do more than one pass if you like.



### Step 5)

Again locate and click the CLEAR SELECTION button and select the BLINK SOLO FEATURE which will allow you to add blinks and eyes shut keys by clicking or clicking and holding to keep closed. This again is a quick and easy way to add realistic emotion and facial animation to your music video.



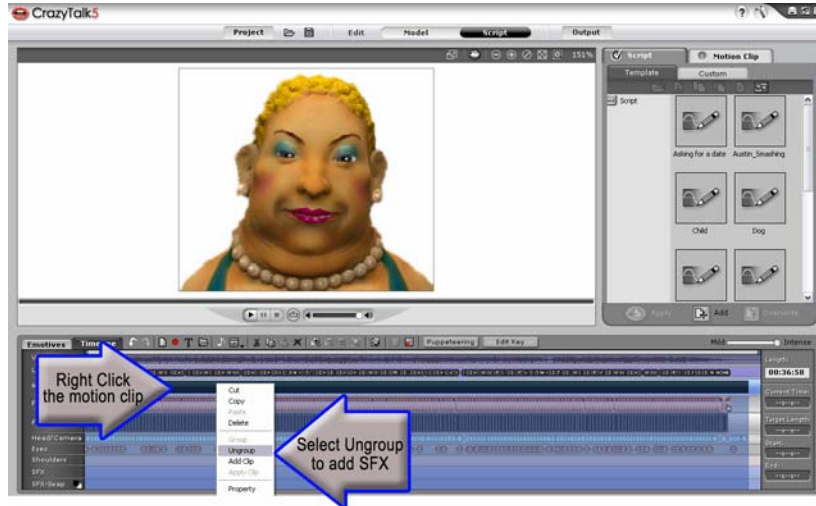
### Step 6)

Focus on the JAW SOLO FEATURE and the actual mouth movement itself. This is where the lip sync will begin to take shape and complete the facial animation. Again, we are using a soul music related character design for this example, however your avatar maybe whatever you like when producing your video, so your image may need a bit of feature limits editing so that when you begin to record the lip sync the jaw bone will not over extend itself. If you run into this issue then you can simply edit the features values by clicking EDIT PROPERTY from the bottom right of the Puppeteering Panel and reset the jaw value from 100 to a lower percentage that best works for your avatar. For this example we will use a value of 40.



### Step 7)

Now highlight all the data on the timeline by dragging and box around it excluding the .wav data and right click the Motion clip. Then choose the UNGROUP option to edit the timeline and add SFX to your music video. It's easy to use SFX to composite backgrounds and overlays directly to your video without using a video editor.



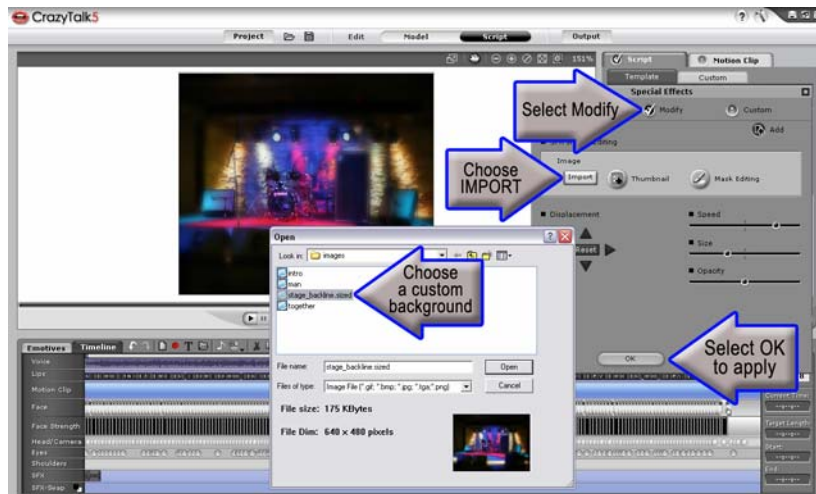
### Step 8)

Double click the SFX track to open the Special Effects Menu. This is where you can quickly add fades, overlays, transitions and much more. Your avatar is ready but now you need to add a background to your music video. Make sure the Template bullet is selected and then click IMAGE OVERLAY and choose FULL SCREEN from the menu. Then select the A\_FULL Full Screen overlay. Then make sure it is placed at the beginning of the timeline.



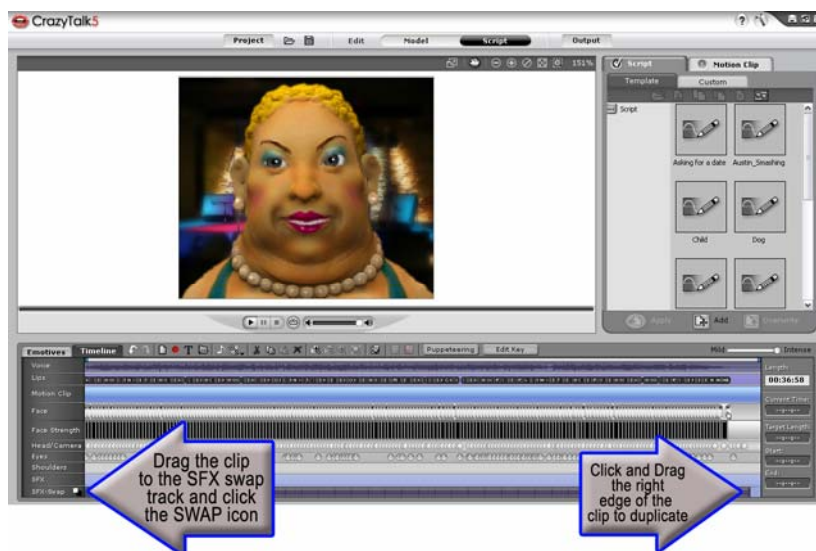
### Step 9)

Then to modify your full screen effect with any custom image that you wish, simply go to the MODIFY bullet and click the IMPORT button. Then choose any custom JPG format image for a suitable background. Images sized 640x480 and up are best for this. Click OK to apply to SFX.



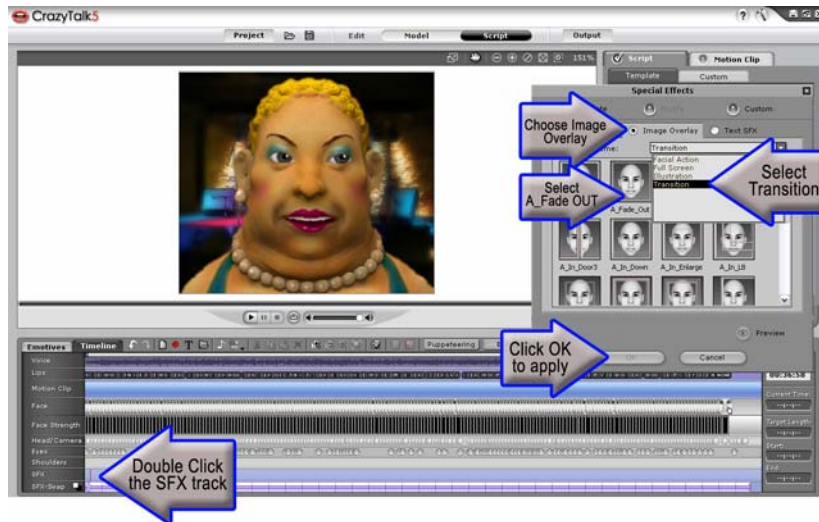
### Step 10)

Click on the SFX clip and now drag it DOWN on to the SFX SWAP track and CLICK the SWAP ICON represented by a black and white box. This will place your avatar over top of the background. Then mouse over the right edge of the clip until you see a double arrow icon. Click and drag the clip to the right to DUPLICATE the background full screen SFX to the end of the project. .



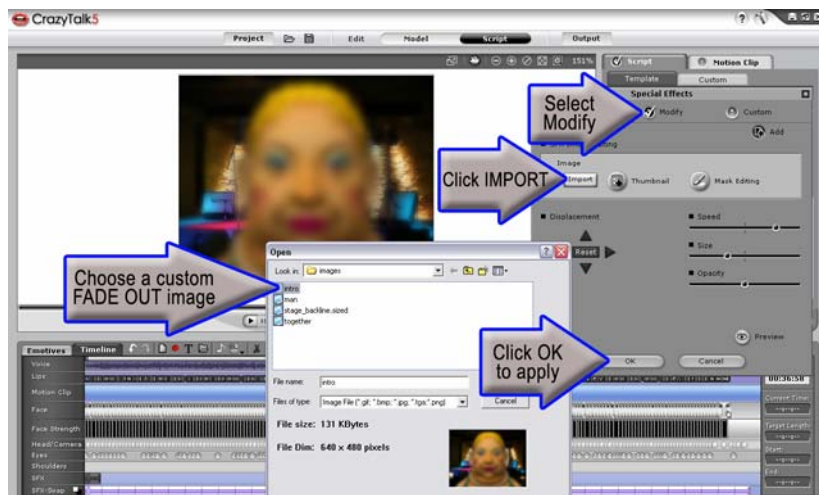
### Step 11)

Again double click the SFX track to launch the SFX menu and make sure the Template bullet is selected. Click IMAGE OVERLAY and choose TRANSITION from the menu. Then select the A\_FADE OUT transition. Click OK to apply to the project and place this at the beginning of the timeline. This effect will be to FADE IN our character with a custom blurred image to create a camera focus type effect.



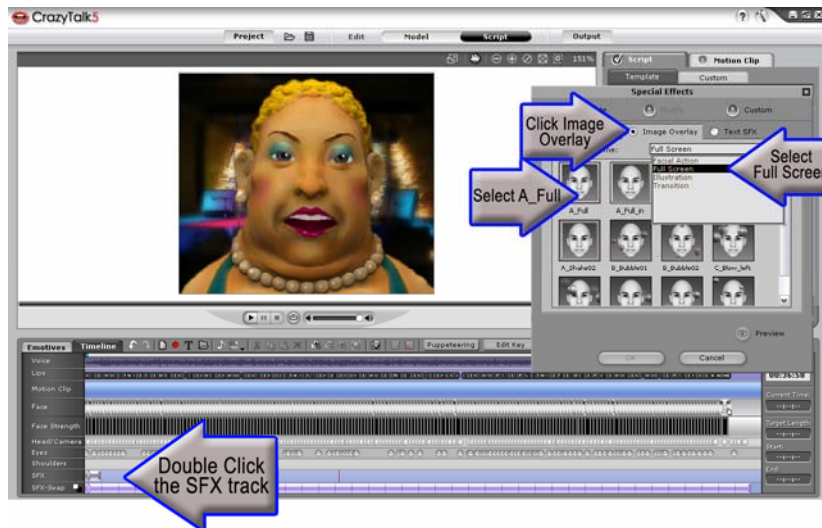
### Step 12)

Again modify your special effect with a custom image in this case we have taken a screen shot of our avatar along with the background images placed behind her and blurred it in an external image editor. This is to create a focus effect so now, again go to the MODIFY bullet and click the IMPORT button. Then choose the custom JPG suitable for the desired effect. Click OK to apply to SFX and drag it to the beginning of the timeline.



### Step 13)

Finally, to add in other images to enhance the music video and storyline, double click the SFX track and open the Special Effects Menu. Make sure the Template bullet is selected and then click IMAGE OVERLAY and choose FULL SCREEN from the menu once again. Then select the A\_FULL Full Screen overlay. Then make sure it is placed at the point of the timeline where you want other images to fade in and out.



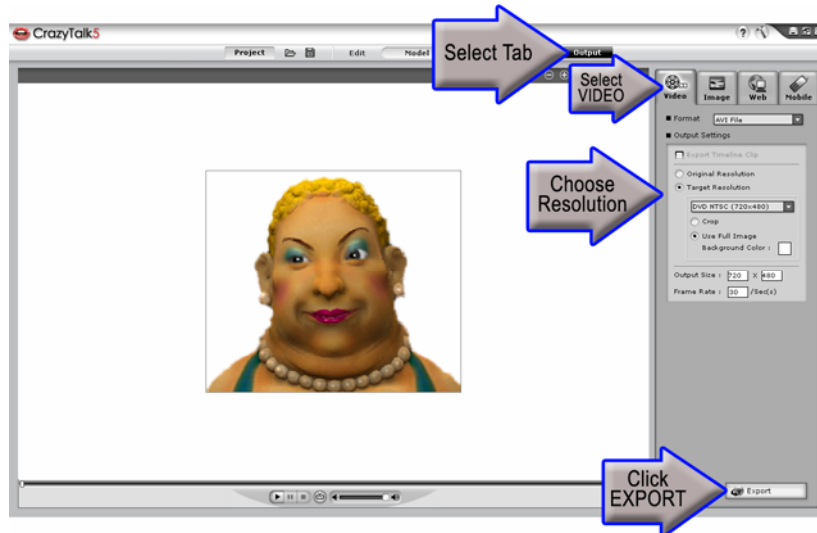
### Step 14)

Modify your special effect with custom images once again, in this case we have taken a screen shot of our characters love interest. To do this go to the MODIFY bullet and click the IMPORT button. Then choose the custom JPG suitable for the desired effect. Click OK to apply to SFX  
Do this for any images you wish to appear during the project to make your music video that much more appealing.



### Step 15)

Now you have successfully taken the steps to create a realistic custom music video of your favorite song. All that is left to do is Export your movie. Select the OUTPUT tab from the top and select the VIDEO option. Choose your size and resolution and then click EXPORT from the bottom. Name and save your file and that's all there is to it.



With CrazyTalk 5.0 you have the option of recreating your favorite music video starring YOU, or create a whole new video with your favorite artist or performer. This is accomplished faster using CrazyTalk than ANY other facial animation tool, so fast in fact you anyone can do this in fewer than 10 minutes. It's that easy and lots of fun to do with Crazytalk.