

# Faceware

(Additional Notes by Adriana Manrique)

## IMPORTANT NOTES:

**The video file that you want to use should have NO ENCODING.**

**ALWAYS WORK LOCALLY. Faceware Analyzer will NOT work over a network.**

Stripping codec from your video:

- Download your video from the camera
- Bring video to Adobe Encoder
- Set the **Codec to Animation**
- Use the **Quicktime wrapper: .mov**

## FACEWARE ANALYZER

**Analyzer** is the first half of the software used for facial capture.

Its function is to “train” and calibrate the facial tracking software which will then will be brought into **Retargeter** to bake the animation into the desired rig.

Creating a new file:

-**File>new...**

-A **New Job** window will pop up.

-**Input Video File:** Choose your video file

-**Job Details:**

-**Job Name:** The default name will be the name of your video, you can rename it here.

-**Job Locator Dir:** Select where would you want Analyzer to create its project folder.

-**Project Name:** Click **Add** and name your project.

-**General:**

**Valid Frame Range:**

-All

-Automatic

## **TRAINING THE SOFTWARE**

Turn on **INTELLIGENT DRAG**.

**Intelligent drag:** the movement of one marker influences all others.

**Normal drag:** markers move independently of each other.