SoCal ROC
Career Technical Education

THE MORPHER MODIFIER & FACIAL ANIMATION

3D CHARACTER DESIGN

Your task is to create a brief (100 - 300 frame) sequence showing facial animation. Use only your best facial model!

The "Morpher" modifier works by creating multiple "copy "clones of your original face model. Then "tweaking" each clone with a different expression or mouth shape at the sub-object level (soft selection is useful at this point).

Note: You can **not** change the number of polygons on the clone(s) or the morpher will not accept it as a legitmate "Target".

Things to tweak:
1. Eye lids
2. Ears
3. Mouth shapes
4. Nose
5. Eyebrow area
6. Cheeks - Expand and Contract

1. Place the Morpher modifer on the original face model.

2. Once the copy clones are made, they are placed into the "Channel List" on the Morpher modifier using the "Load Multiple Targets" button

3. With the Auto Key turned on, animation is created by adjusting the toggles next to each morph target.

4. When the various toggles are adjusted, the expression is reflected in the original face model.