

Installation

Does Animation:Master use morph targeting for lip sync and facial animation or does it use skeletal animation?

It can use both. Morph targets are called "Poses" in Animation:Master and can be combined with any kind of face rig, cp animation (vertex animation), smart skins, simulation and any other animation method.

For "automatic" lip sync it uses Poses with Spreadsheets. These sheets define, which words should be spoken and A:M will generate the animation using the poses you defined before that.

Unique solution ID: #1034

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Last update: 2014-08-31 13:24