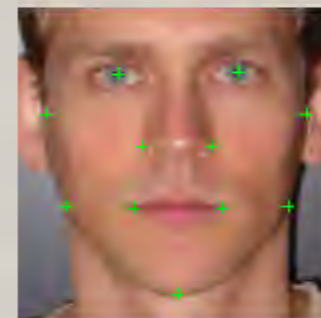
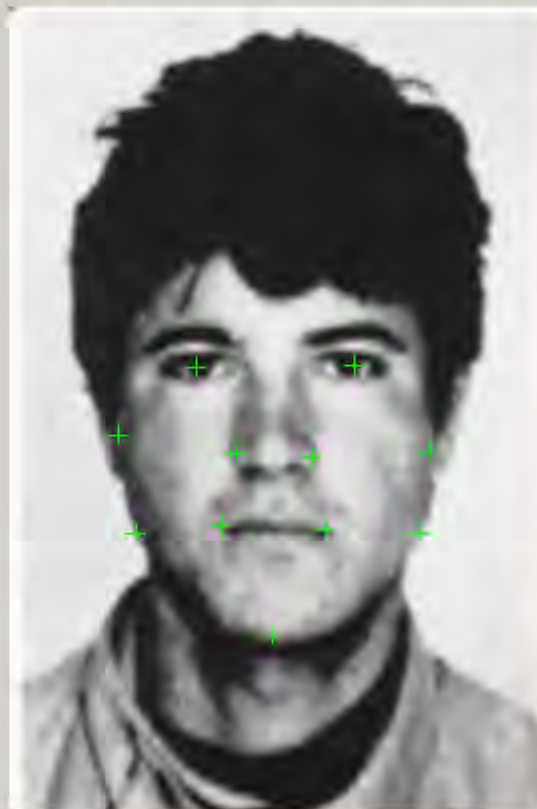


FaceGen PhotoFit

Step 3 - Assign Feature Points (Frontal Image)

1. Use the rotate buttons to ensure the image is upright.
2. Assign feature points as shown on the right.

If the face is very small in the image, assign the points anyway - you'll get another chance to refine them. Use the right mouse button to scale all the points. The left mouse button will move all the points if it is not positioned over a specific point.



Rotate Left

Rotate Right

Reset

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Viewport Help

Detail Texture

Photo Detail

Detail Texture Modulation

0.0 1.5

Texture Gamma Correction

1.5 2.0 2.5

Texture Overlay

Change Polys

There are 6152 polys and 6292 vertices



Viewport Help

Detail Texture  
Photo Detail

Detail Texture Modulation  
0.0 1.5

Texture Overlay

Texture Gamma Correction  
1.5 2.0 2.5

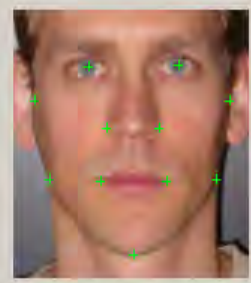
Change Polys There are 7306 polys and 7449 vertices

Generate View Camera Shape Texture Genetic Tween Morph PhotoFit

FaceGen PhotoFit

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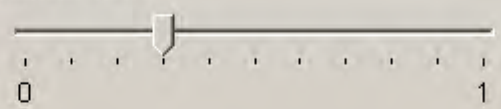
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Generate View Camera Shape Texture Genetic Tween Morph PhotoFit

Click the 'Generate' button to create random faces similar to current face. Click on a face to choose it for the new starting point. Use the 'Randomness' slider to adjust the amount of similarity.

Randomness



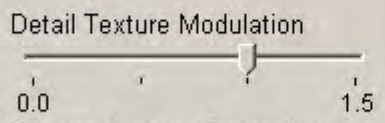
0.30

Generate

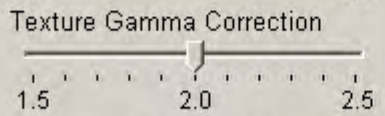


Viewport Help

Detail Texture  
Photo Detail



Texture Overlay



Change Polys There are 7306 polys and 7449 vertices



Viewport Help

Detail Texture  
 Photo Detail

Detail Texture Modulation  
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Texture Overlay

Texture Gamma Correction  
 1.5 2.0 2.5

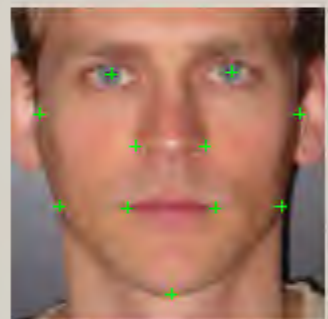
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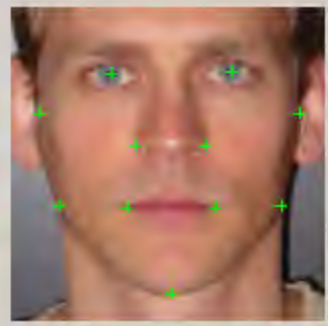
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Generate View Camera Shape Texture Genetic Tween Morph PhotoFit

All Races African European SE Asian E Indian

European Racial Origin Controls

Step 1  
 Generate Make a random face  
 Optional  
 Set Average Reset to average face

Step 2  
 "S" - Shape morph, "T" - Texture morph  
 Use "Sync Lock" to synchronize movement of the 2 sliders.  
 Use "Rand Lock" to lock this control during random face generation.

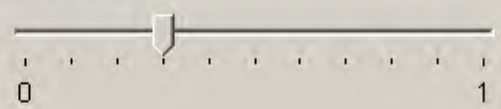
Gender S / T	Age S / T	Caricature S / T	Asymmetry
Very male	20	The average	Symmetric
Male	30	Attractive	Typical
Female	40	Typical	
	50	Caricature	
	60	Monster	Warped
Very female			
<input checked="" type="checkbox"/> Sync Lock	<input checked="" type="checkbox"/> Sync Lock	<input type="checkbox"/> Sync Lock	<input type="checkbox"/> Sync Lock
<input type="checkbox"/> Rand Lock	<input type="checkbox"/> Rand Lock	<input type="checkbox"/> Rand Lock	<input type="checkbox"/> Rand Lock

Race Morphing

European	European	European	European
All Races	African	SE Asian	East Indian

Click the 'Generate' button to create random faces similar to current face. Click on a face to choose it for the new starting point. Use the 'Randomness' slider to adjust the amount of similarity.

Randomness



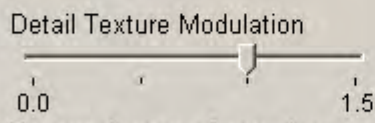
0.30

Generate

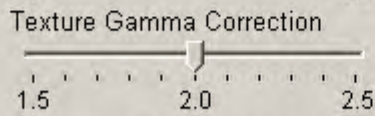


Viewport Help

Detail Texture  
Photo Detail



Texture Overlay



Change Polys There are 7306 polys and 7449 vertices

