

Jamball's Mimic v 1.4 FAQ

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Q. Vicky and Michael Don't work with Mimic. Whaddoeyedo?

A. A quick temp fix of the Pose file will work.

I emailed the Mimic people and got a real easy answer.
Use Notepad to edit the PZ2 file that mimic creates. Rename the "Blink Right" to "EyeBlinkR" and the same for the left eye and save it.

A2. A more permanent fix.

you can simply rename the existing morphs using morph manager. load up your vicky 2 .cr2, locate the morph, right click and rename.

Thanks go to Shadowcat at R'osity for this Suggestion.

And the maker of Morphmanager.

A3. A permanent fix without Morph Manager

To get her to work you need to create some morphs that Mimic recognizes...

Zero out all of your head parameter dials

Set the EyeBlinkR dial to "1"

Make sure the head is selected

Go to the menu select "Object" then "Spawn Morph Target"

Name the morph "Blink Right"

Do the same thing for "EyeBlinkL" and name the morph "Blink Left"

...spawn a morph target for "OpenLips"like this no space.

If the morphs aren't named the same as the P4 morphs, Mimic doesn't recognize them.

Thanks go to Ed at R'osity for this Suggestion.

From the 1.1 FAQ

Q: Where is the Lipsinc mimic FAQ maintained?

A: Lipsinc is DOA and no longer owns MIMIC it is now owned by [DAZ3D](#).

This FAQ is maintained at:

<http://www.3dtutor.homestead.com>

Q: Which MTs do I need to set up in a new model, to take advantage of Mimic generated poses? Or Why doesn't anything happen (or only part of what I thought should happen) when I apply a mimic pose to my character?

A: To model Mimic poseable characters you need to have some or all of the following morph targets available in your character. Morph targets not available in your character will be ignored by your character when the pose is applied.

Taken from the Pose file generated by Mimic.

Phonemic Morph Targets

targetGeom OpenLips

targetGeom Mouth O

targetGeom Mouth F

targetGeom Mouth M

targetGeom Tongue T

targetGeom Tongue L

Body Language: Emphasis and natural blink

targetGeom LBrowUp

targetGeom RBrowUp

targetGeom Blink Left

targetGeom Blink Right

Body Language: Translate Head Geometry (nods, moves side to side for emphasis)

rotateX bend

rotateZ side-side

rotateY twist

Body Language : Keeps eyes aligned to vanishing point when head moves for emphasis.

actor rightEye:1

rotateY yrot

rotateX xrot

actor leftEye:1

rotateY yrot

rotateX xrot

Q: I have Open Mouth can I use that instead of OpenLips.

A: You can make Open Mouth morph target OpenLips by renaming it:

Editing the name of Dials

Put cursor over the dial you want to change (the ridged part of the dial not the name) the Mouse cursor will change to a double headed arrow. Double click.

You'll get a dialog box

Value

Min Limit

Max Limit

Name

Sensitivity

Change this to OpenLips

Q: I want my character to be smiling all or part of the way through the animation.

A: No problem:

1. Open the animation controls bar at the bottom of the workspace and set the current frame to 0.
2. Apply the mimic generated pose to your character.
3. Double click on the morph target wheel that makes your character smile.
4. Click on the Graph button at the bottom will give you the animation graph for that parameter.
5. Move the cursor to where you want the smile to begin and set a keyframe with the + key. Move the cursor to where you want the maximum smile and set another keyframe.
6. Move this last value set on the graph up and down until the character has the desired amount of smile.

7. Add more keyframes as desired. Be sure your interpolation is set correctly. Either linear or

Each morph parameter has its own set of key frames you can add and delete keyframes from each parameter without fear of affecting the keyframes of another parameter.

Q: Can I install MIMIC without having Poser installed.

A: Of course you naughty boy.

Just open a text editor type the word test (or don't) and then save the file as poser.txt in a convenient folder. Next, rename the file poser.exe. MIMIC is looking for the file name.

Q: OK I can make talking heads. What else can Poser do with Mimic

A: Quick and dirty animation.

Grayhuze at R'osity came up with this.

Grayhuze found that you can rename a body part to head then make morph targets for that renamed body part that conform to the Mimic naming conventions. Say you do this with a beverage can model to a commercial jingle.

Then you take a music .wav file, make a mimic pose file without text. Then you apply the pose to your character and your character is dancing to the beat.

If you have suggestions or innovative uses of Poser email me!

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Comments from Others:

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One thing I've run into you might want to add is that not all characters with heads can be made MIMICapable just by renaming the head shaped part "head." The pose files actually act on the bone names and not your customized names, so to make something like the treant from DAZ or the computer man MIMICapable, you have to rename the bone.