

## Chapter 01: What You Need to Know Before Rigging and Animating

### Minimum system requirements for Character Animator

#### Windows

	Minimum requirement
Processor	Multi-core processor with 64-bit support
Operating system	Windows 10 (64-bit) Version 20H2 or later
RAM	8 GB of RAM (16 GB or more recommended)

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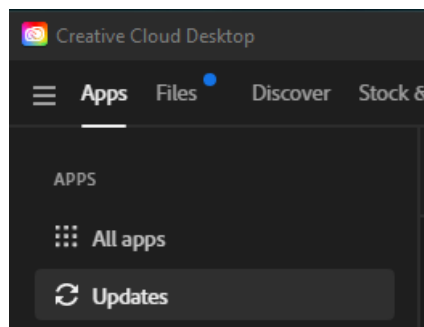


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**Character Animator** v 23.0  
Updated today

Character Animator offers the new Motion Library (a collection of character animation presets) and important fixes, and is recommended for all users.

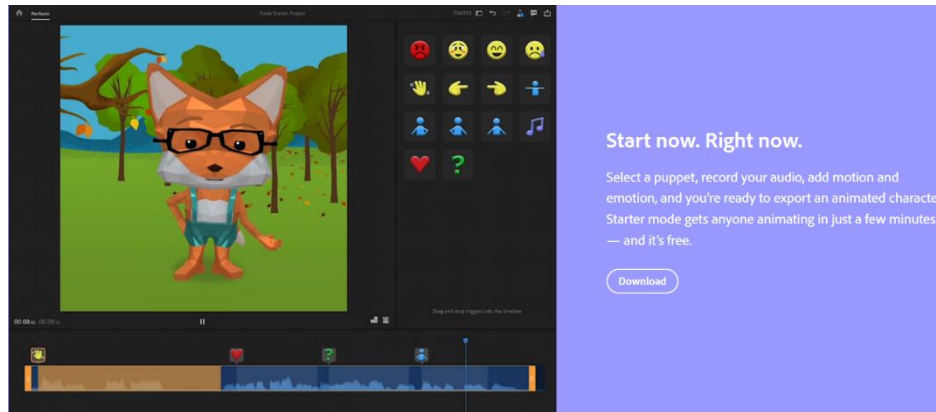
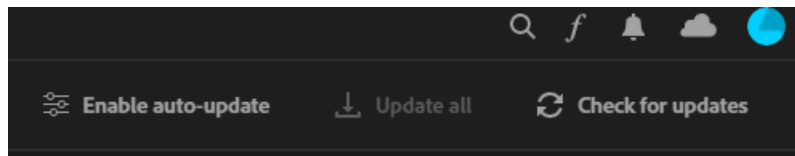
Open




**Animate** v 23.0  
Updated today

This release of Animate offers a set of enhanced modern rigging capabilities including envelope deformer that helps deform the contours, new flexi bon ... [View more](#)

Open




Which mode would you like to use? [Learn more](#)



**Starter**

- Simple, minimalist interface
- Record a single character quickly
- No subscription required

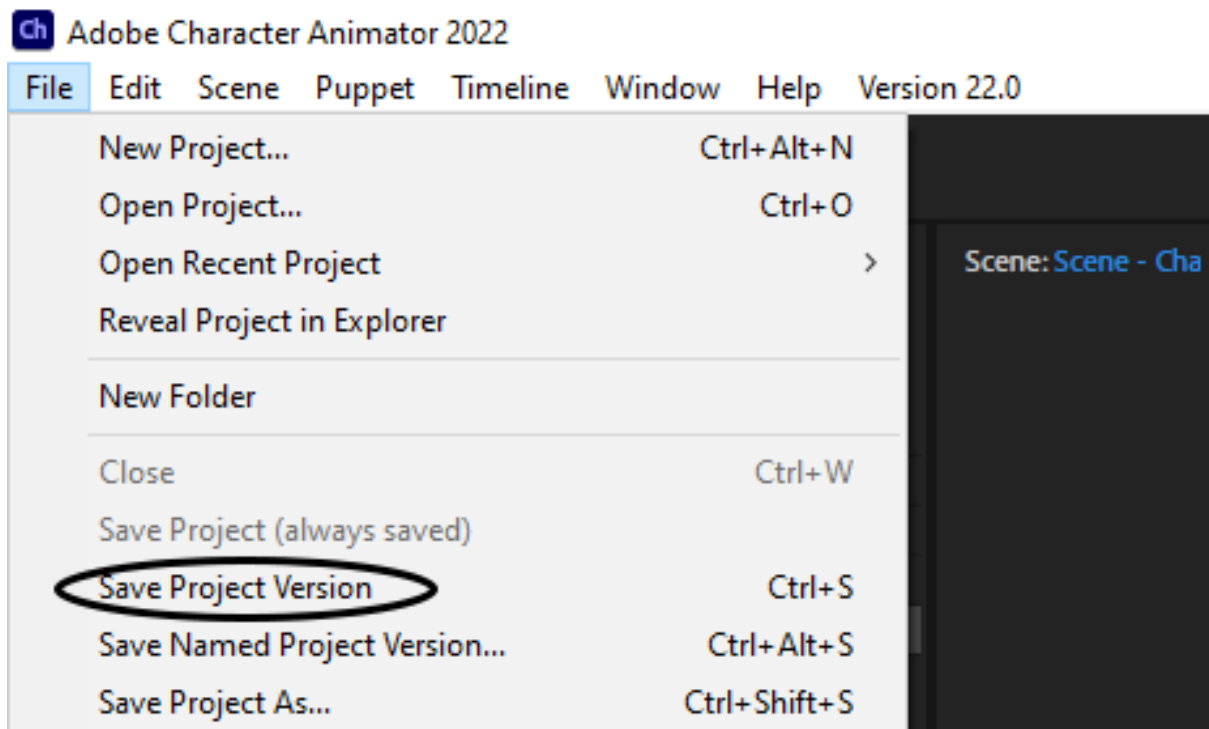
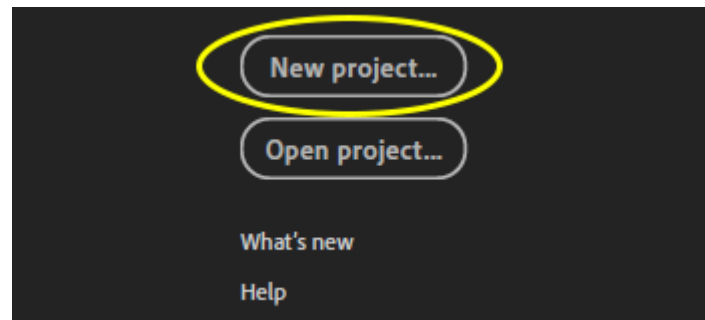
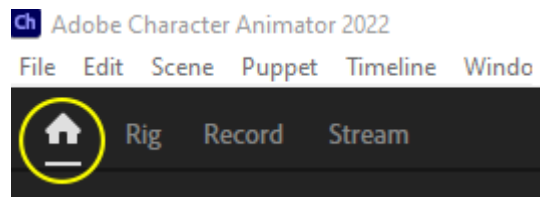
[Use Starter](#)



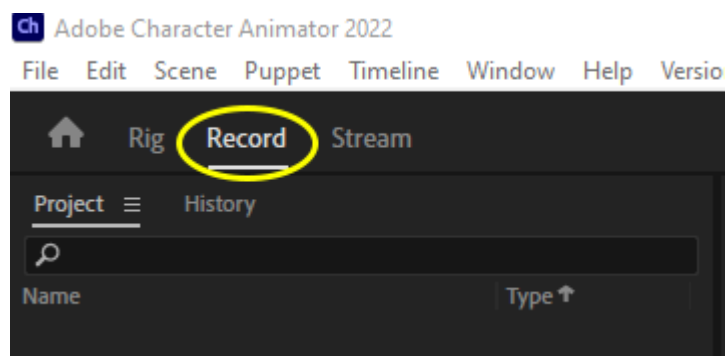
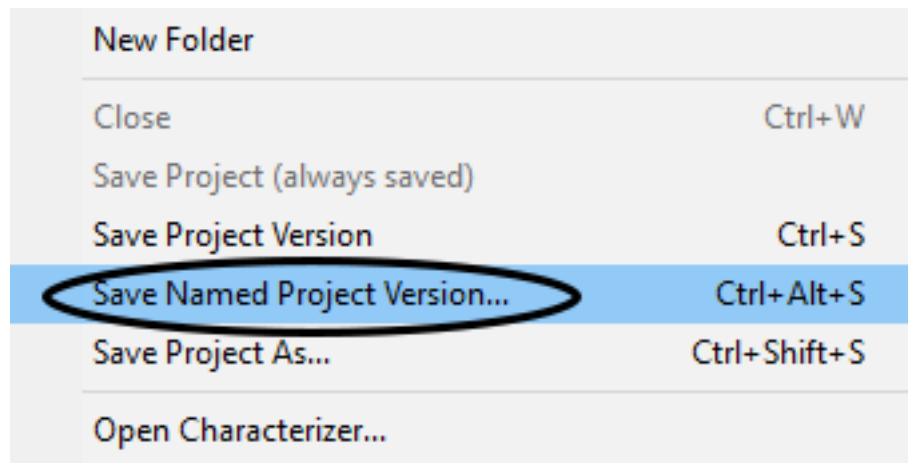
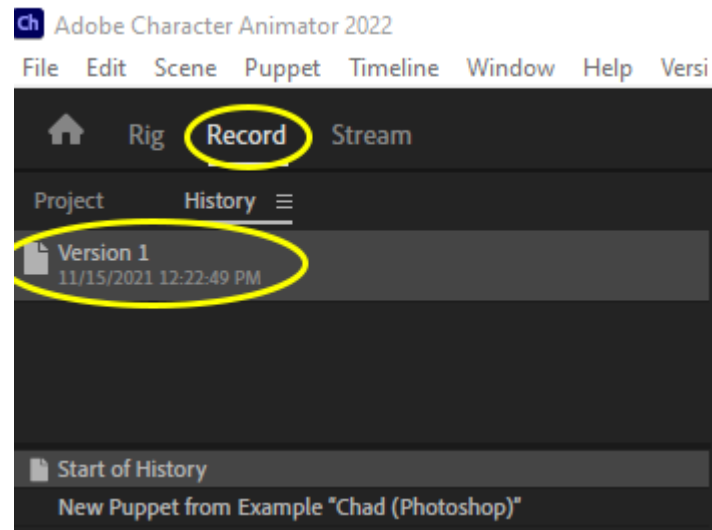
**Pro**

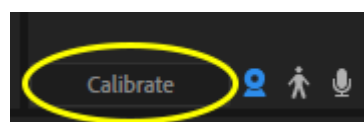
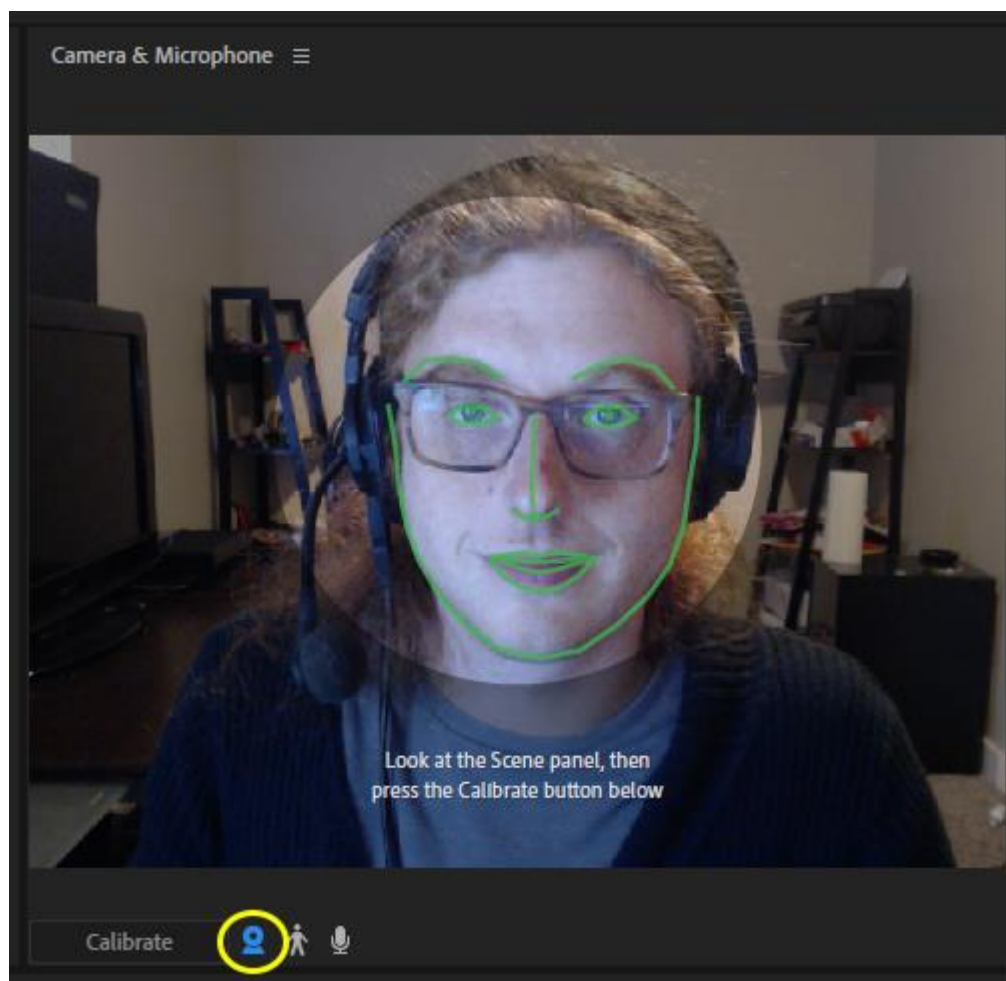
- Professional, in-depth interface
- Multi-track timeline with multiple characters
- Requires a Creative Cloud All Apps subscription

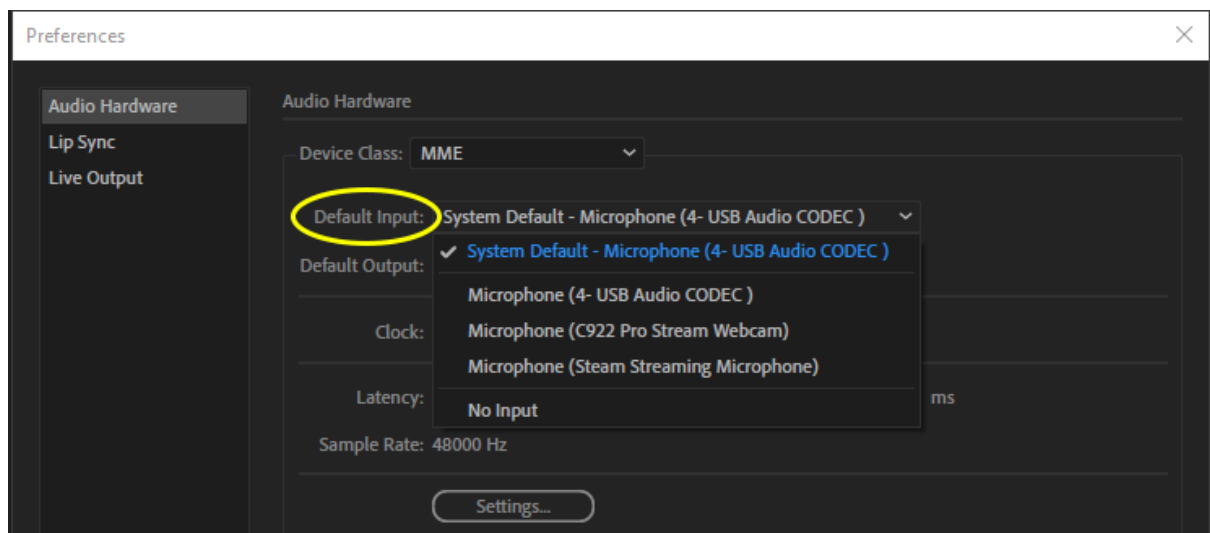
[Stay in Pro](#)

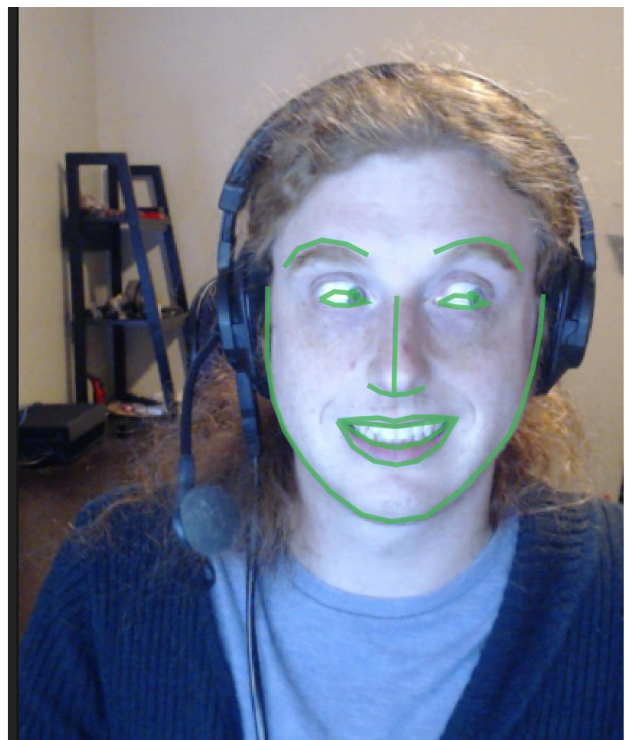
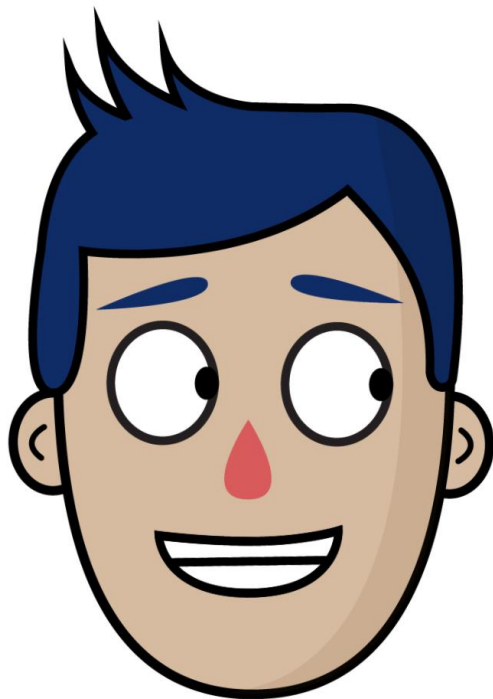
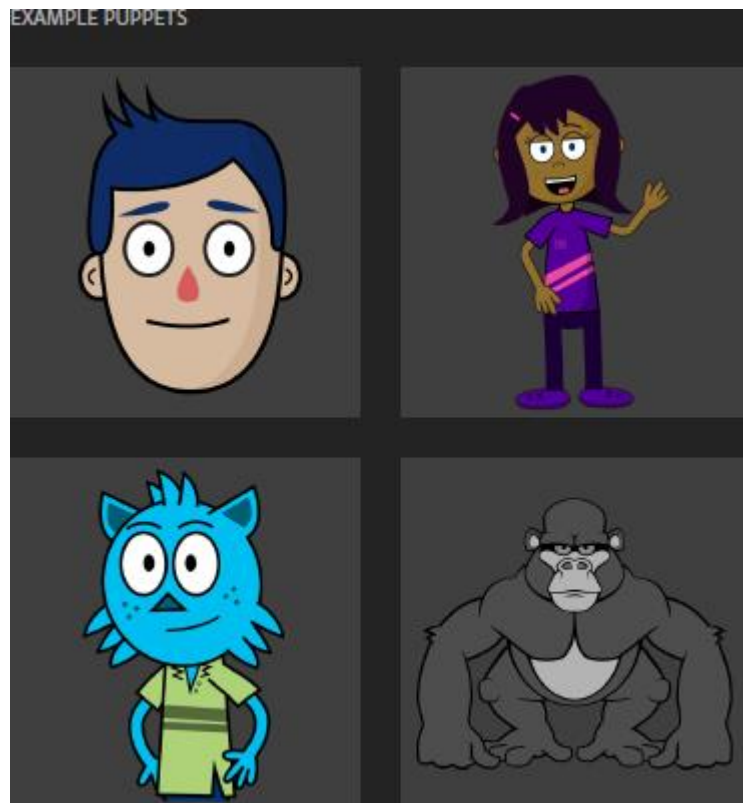


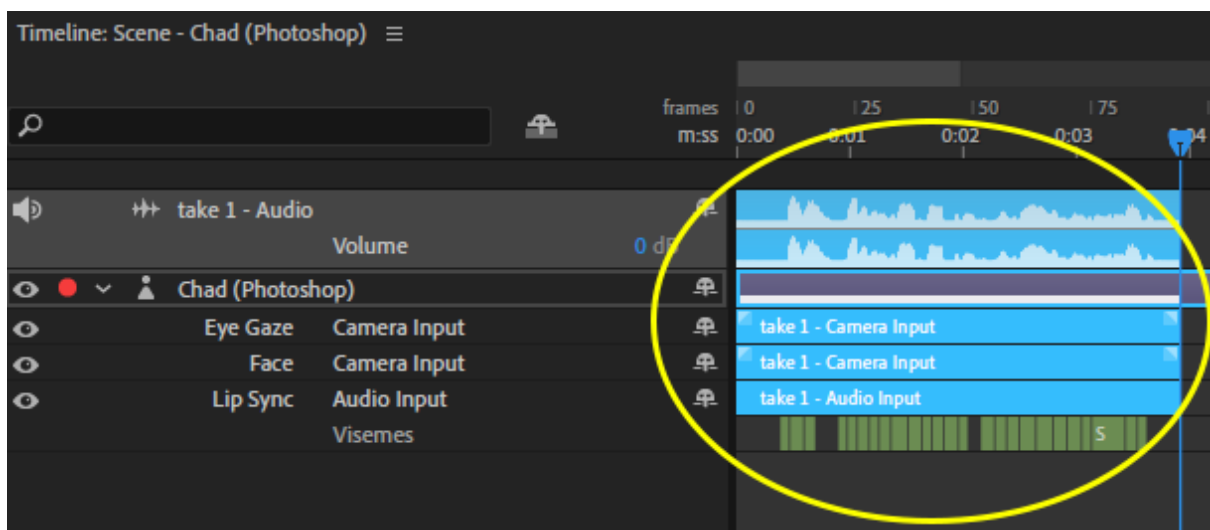
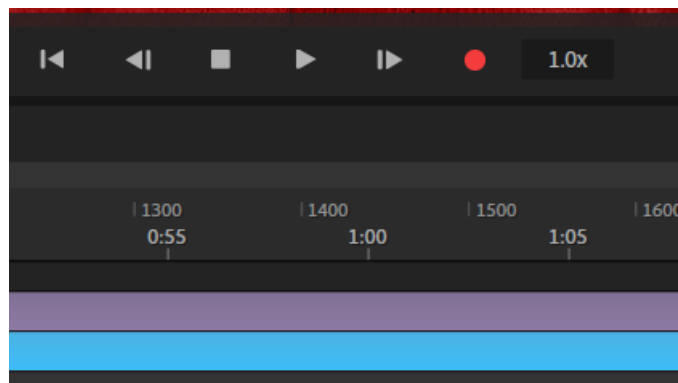
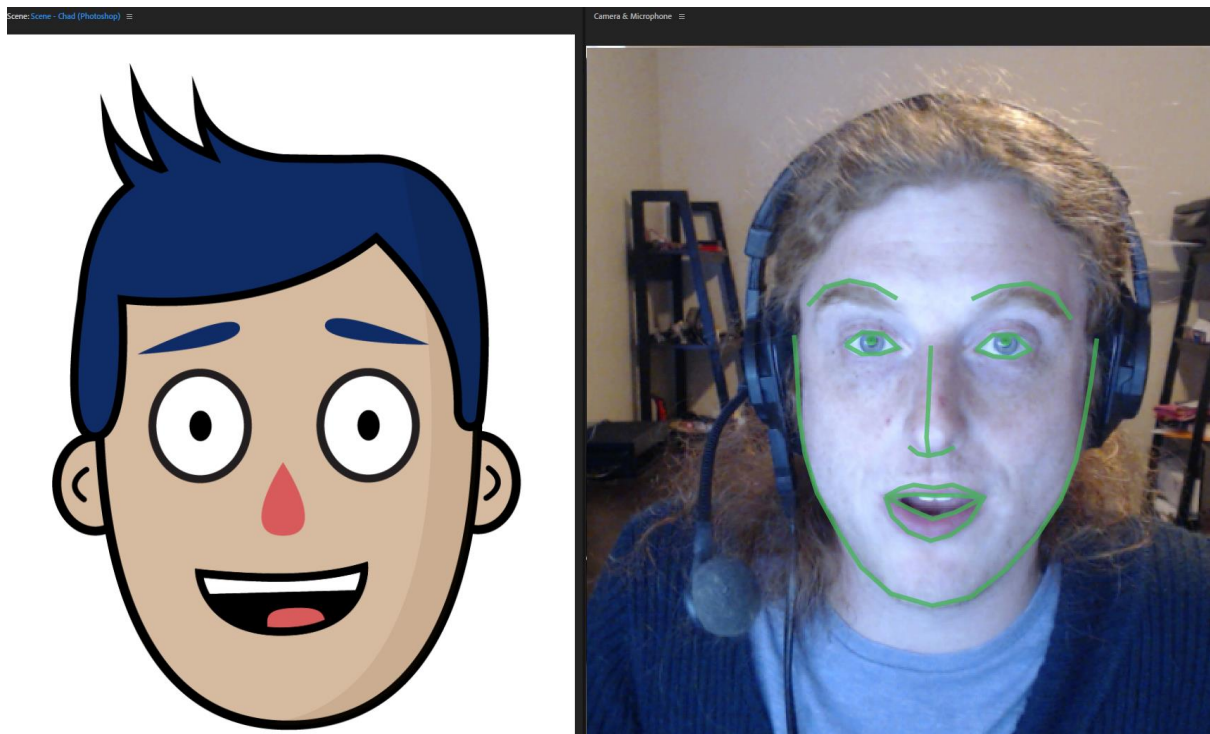


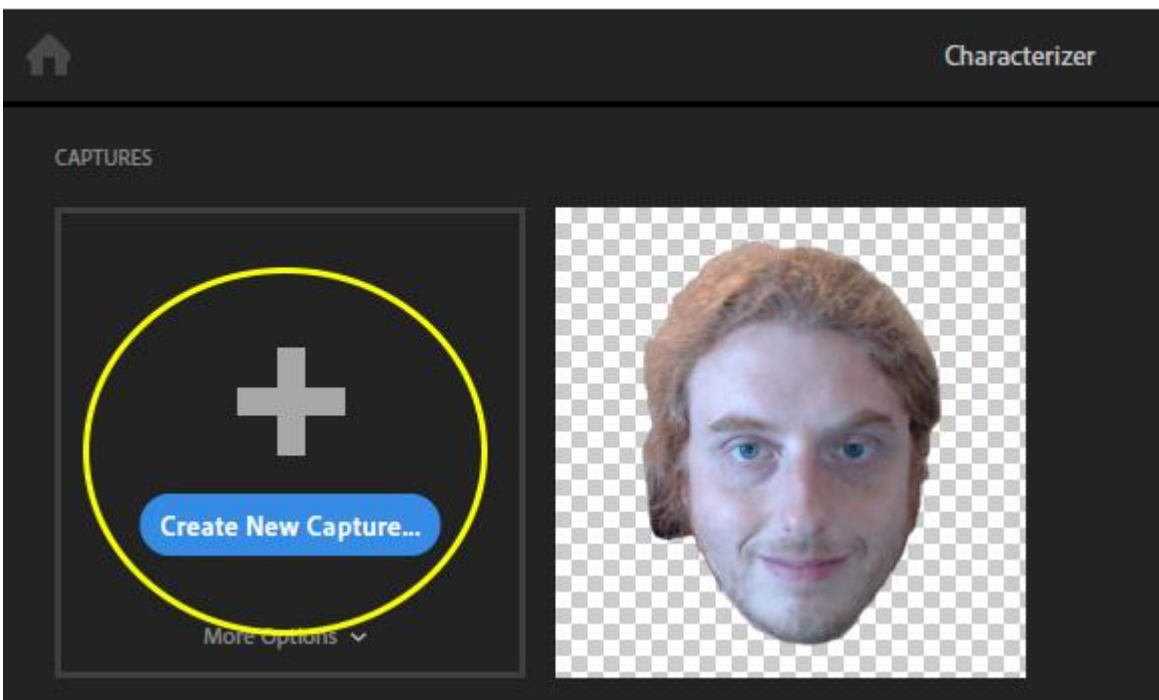














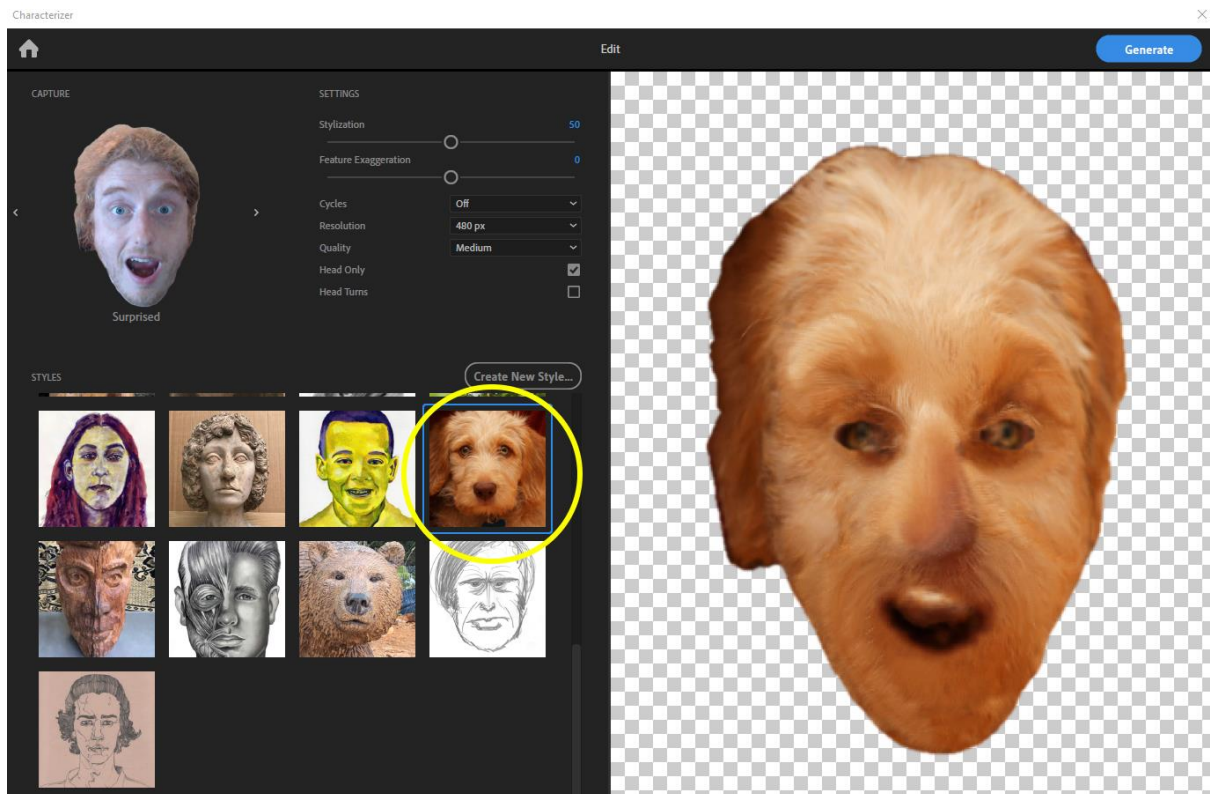
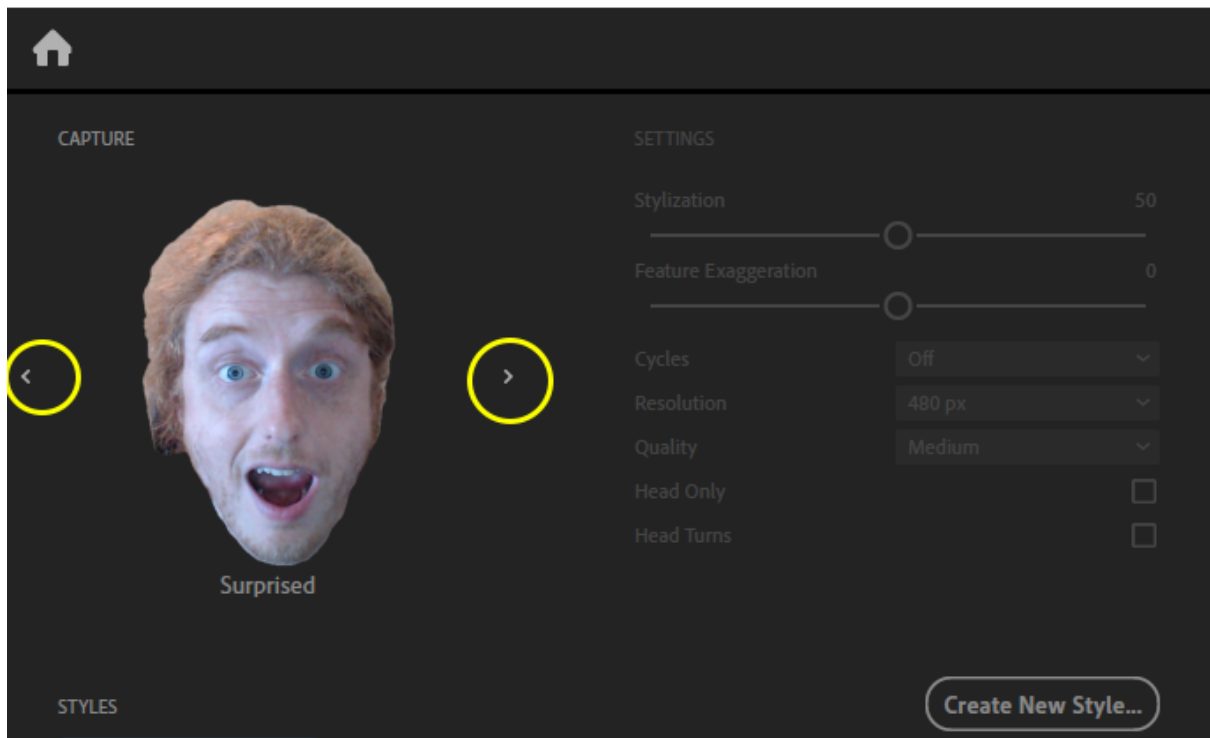
New Capture



Close your eyes.

Cancel

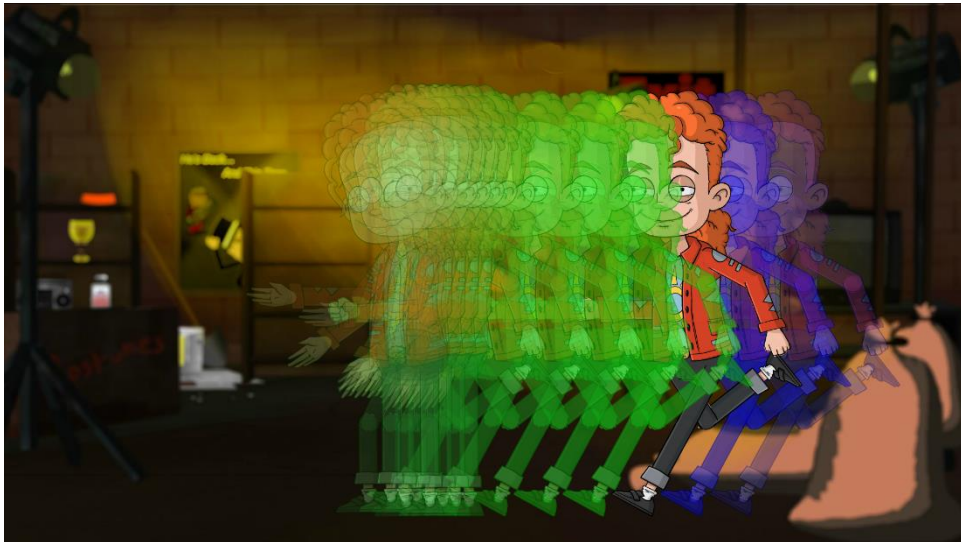
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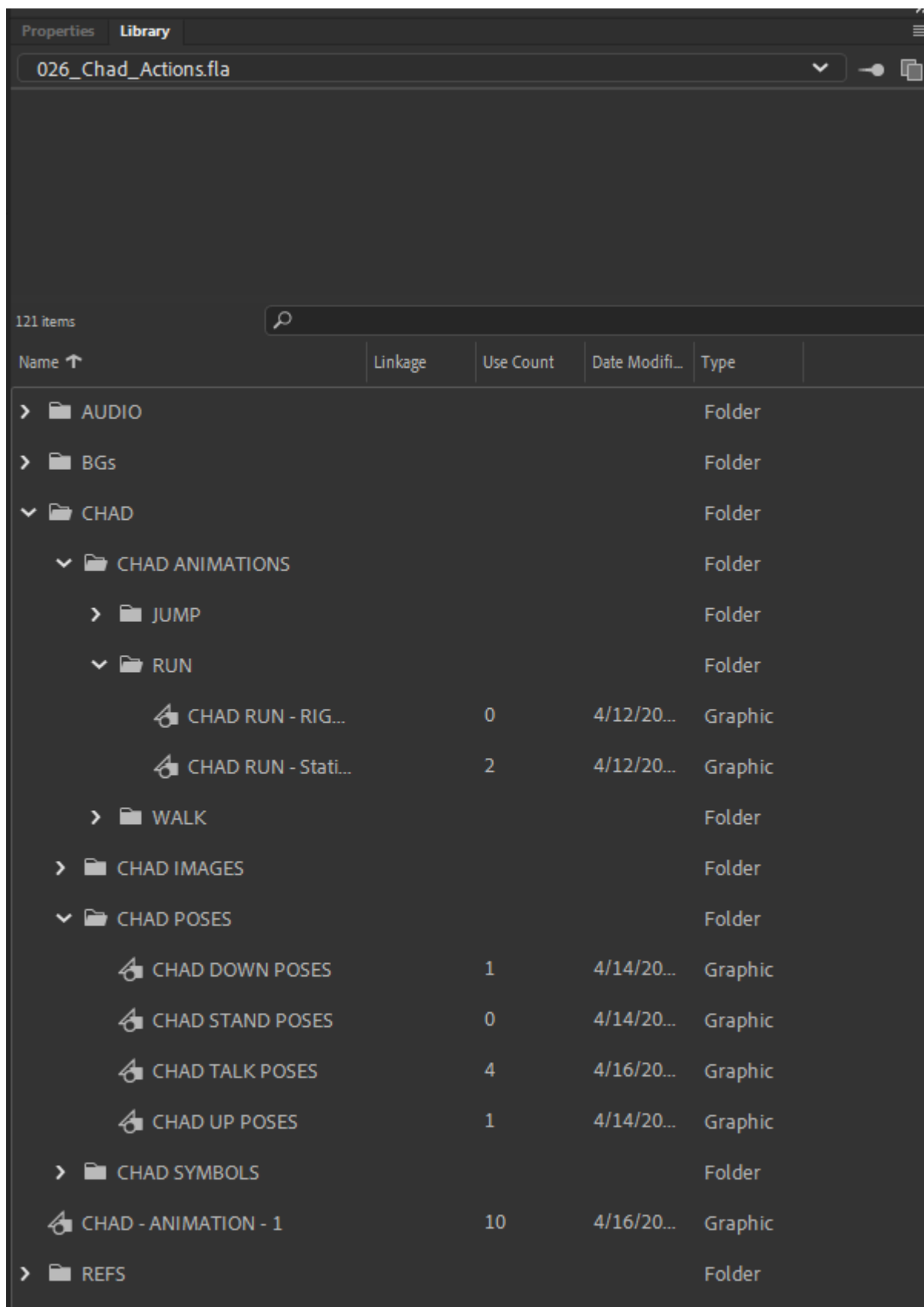


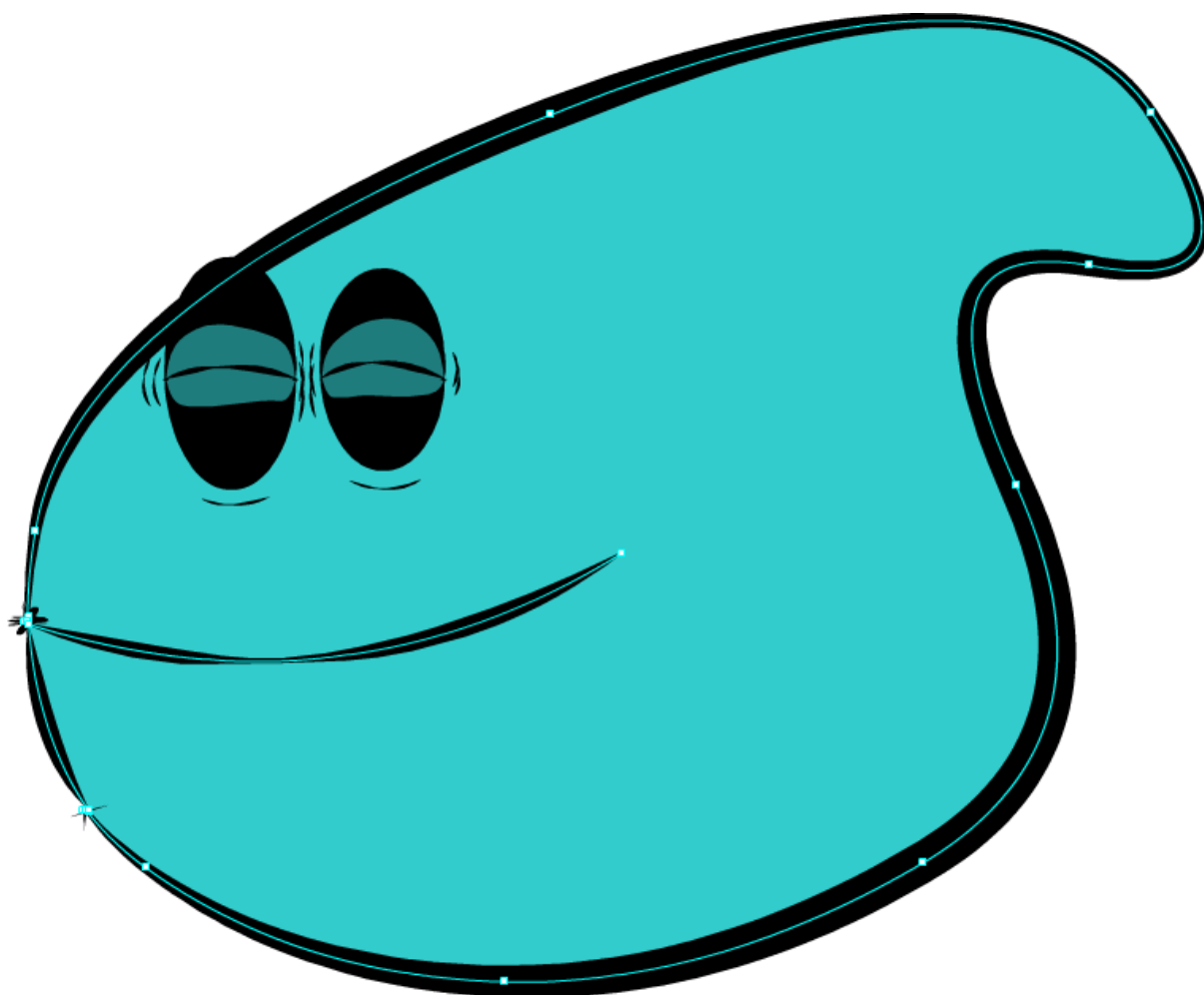


## Chapter 02: Comparing Adobe Character Animator to Other Animation Apps











Publish Settings



Profile: **Default**

Target: **Flash Player 32**

Script: **ActionScript 3.0**

PUBLISH

☐ Flash (.swf)

☐ SWC

OTHER FORMATS

☐ HTML Wrapper

☐ GIF Image

☐ JPEG Image

☐ PNG Image

☐ OAM Package

☒ SVG Image

☐ SWF Archive

☐ Mac Projector

☐ Win Projector

Output name: **Blob\_fla\_example**

SVG Profiles: **SVG 1.1**

Options

☒ Include hidden layers

Image Location: ☐ Embed ☒ Link

☒ Copy images and update links

**images**

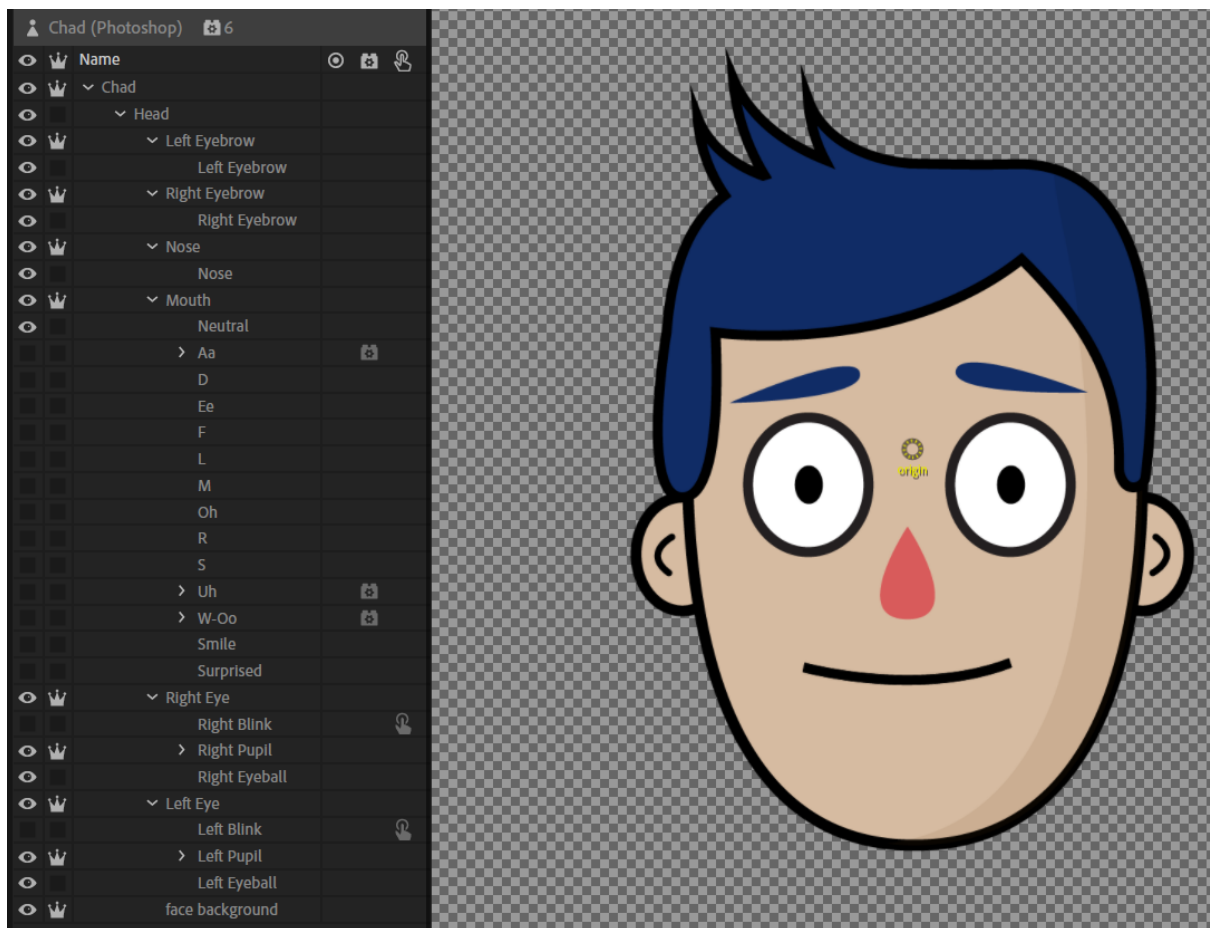
☒ Optimize for Character Animator

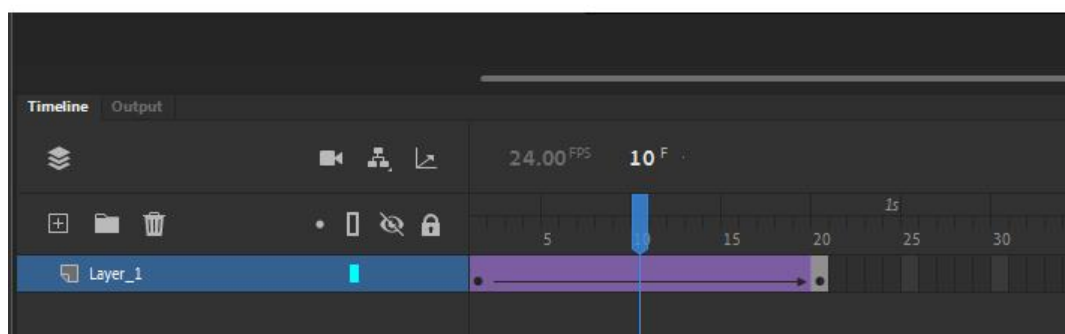
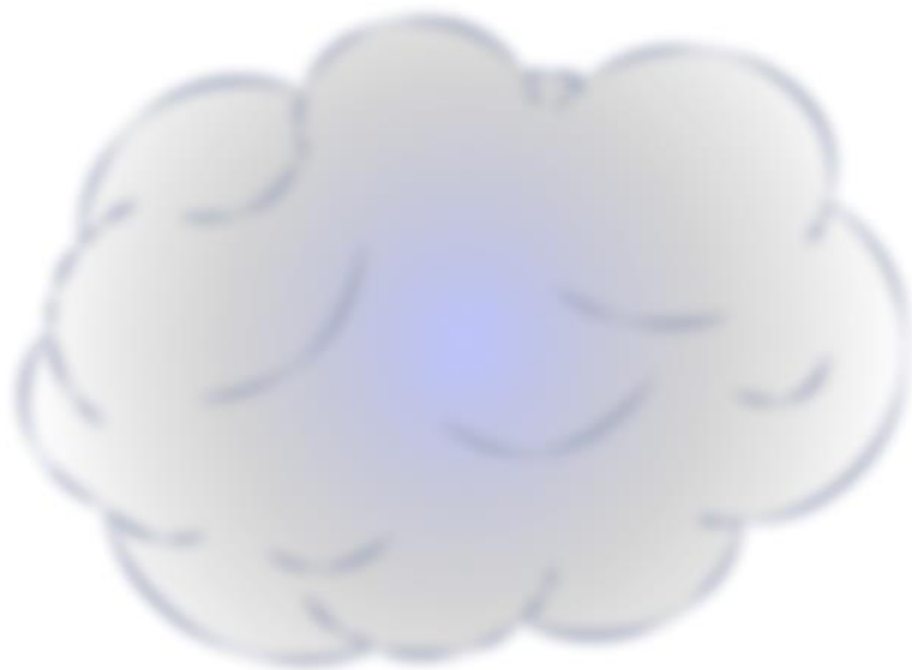
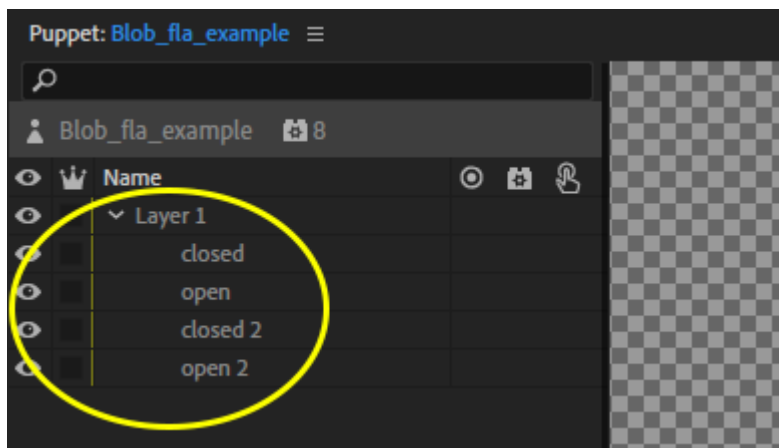
Help

Publish

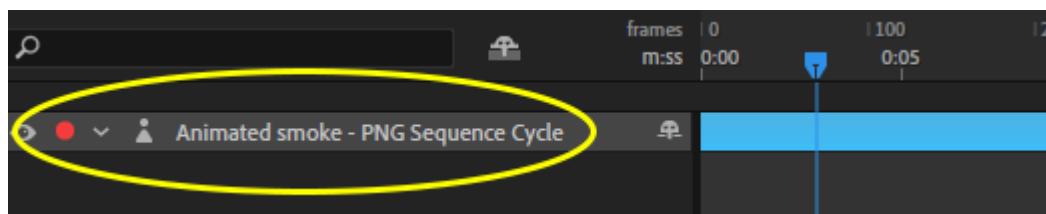
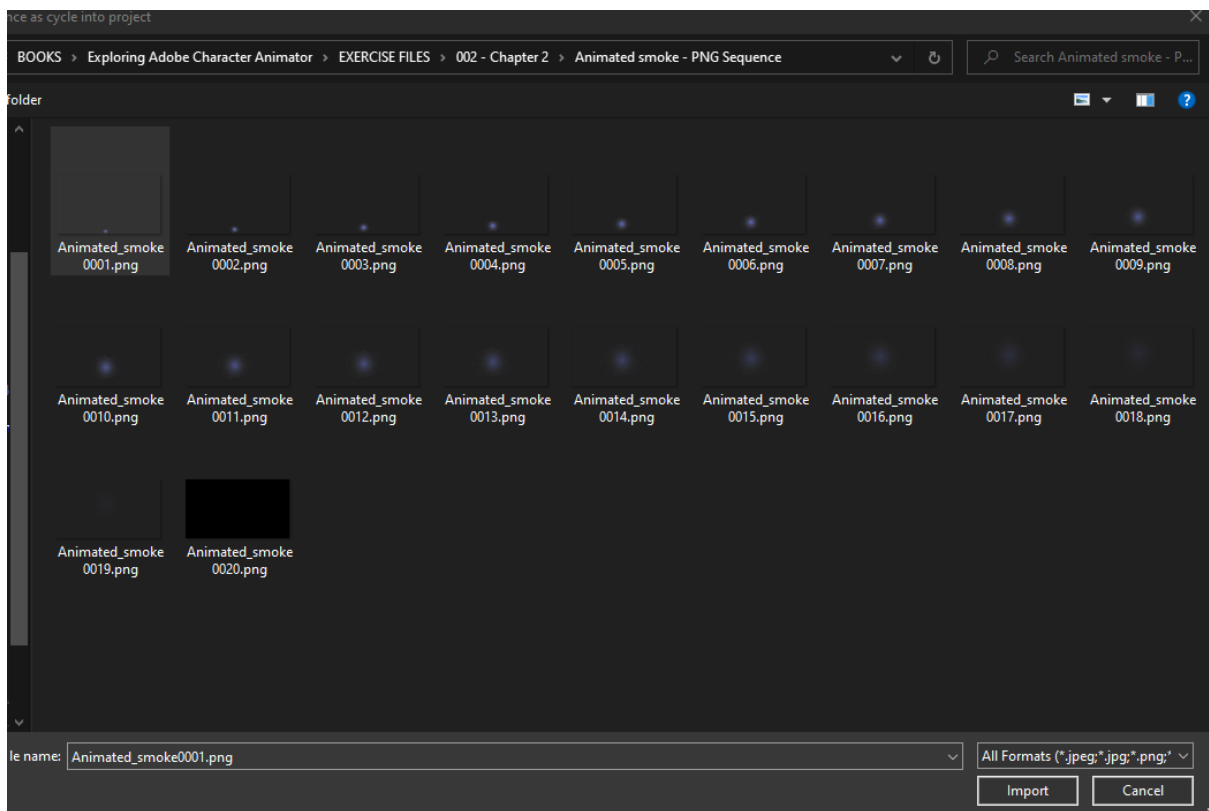
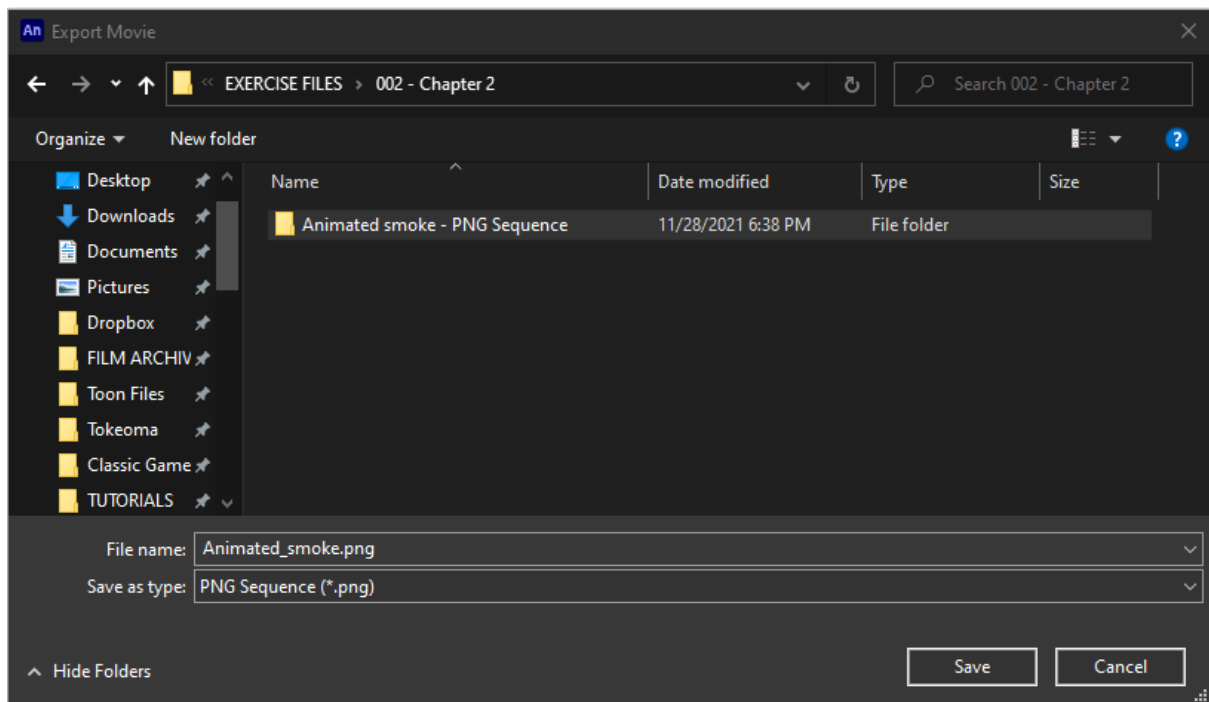
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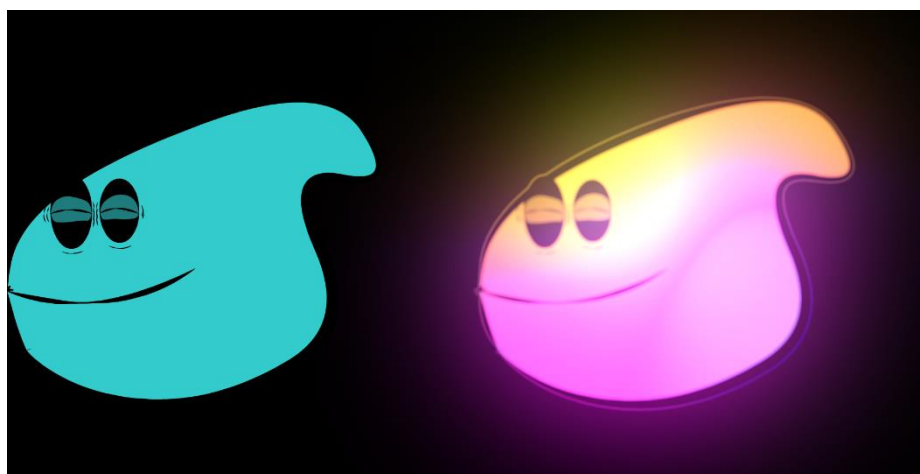
Cancel







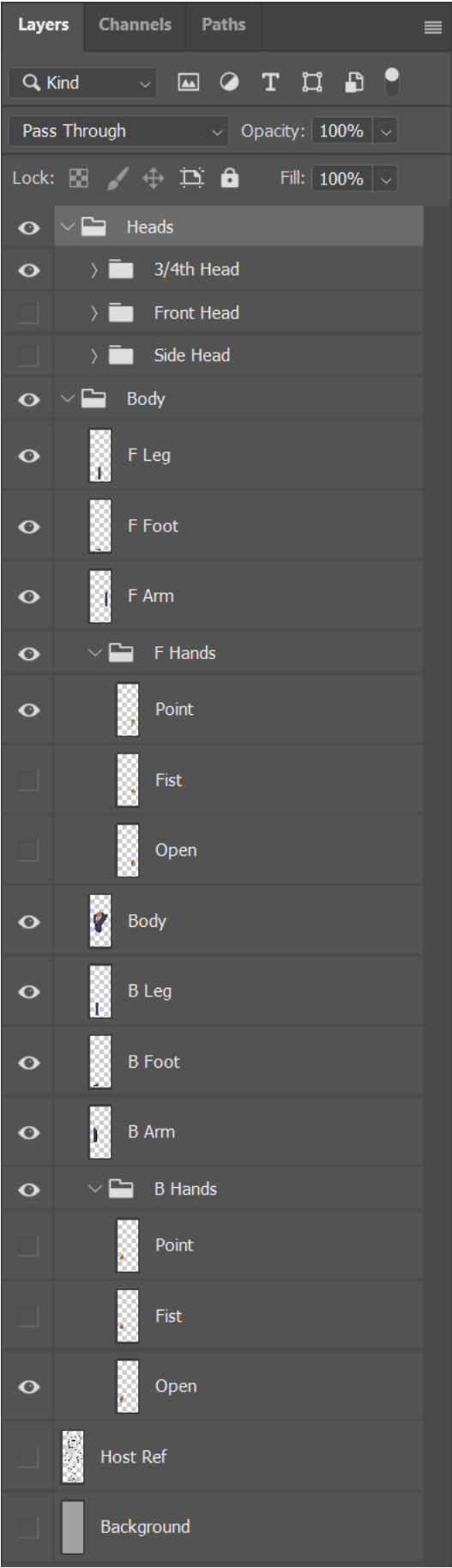


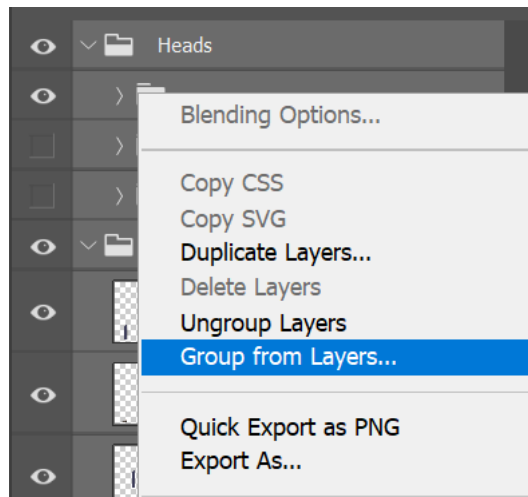


## Chapter 03: Preparing a Character Rig in Photoshop









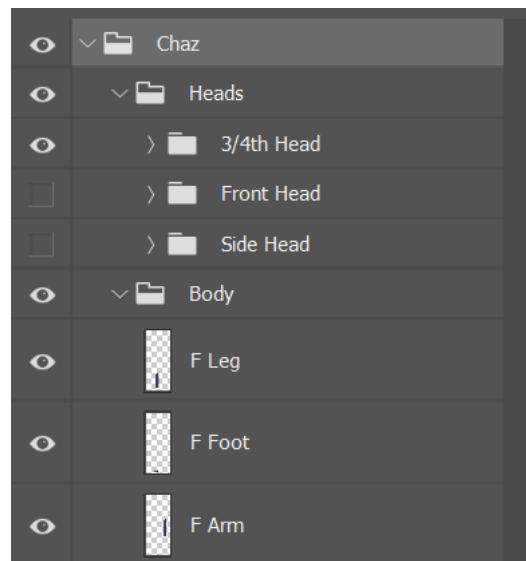
New Group from Layers

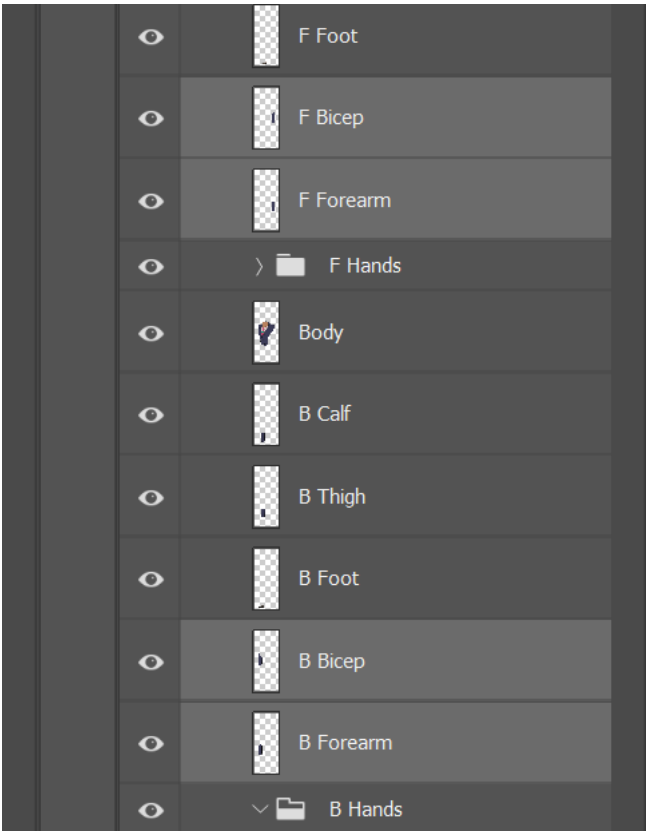
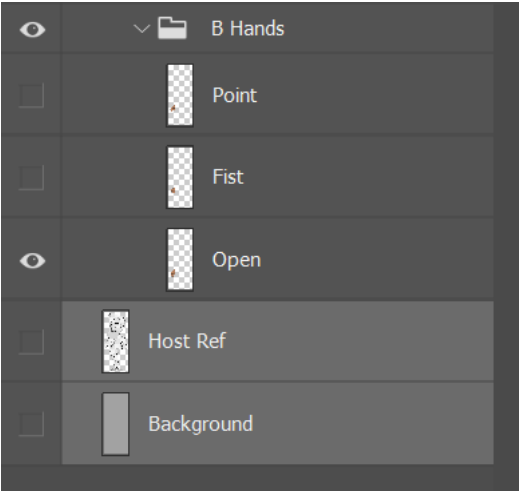


Form fields for creating a new group:

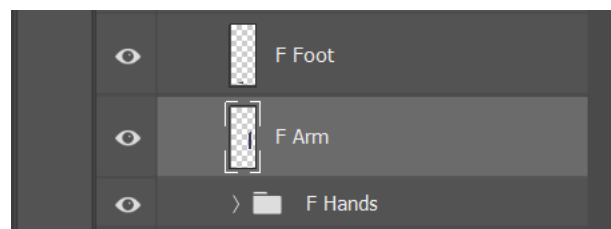
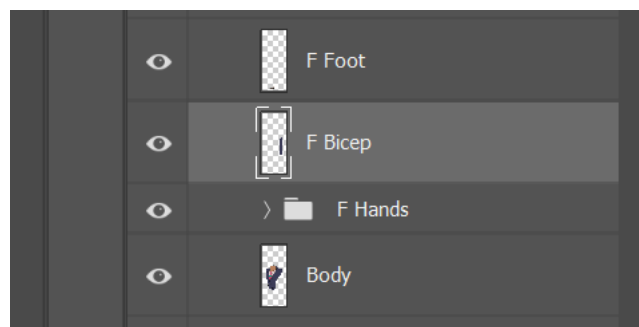
- Name:
- Color: ☒ None
- Mode:
- Opacity:  %

Buttons: OK, Cancel

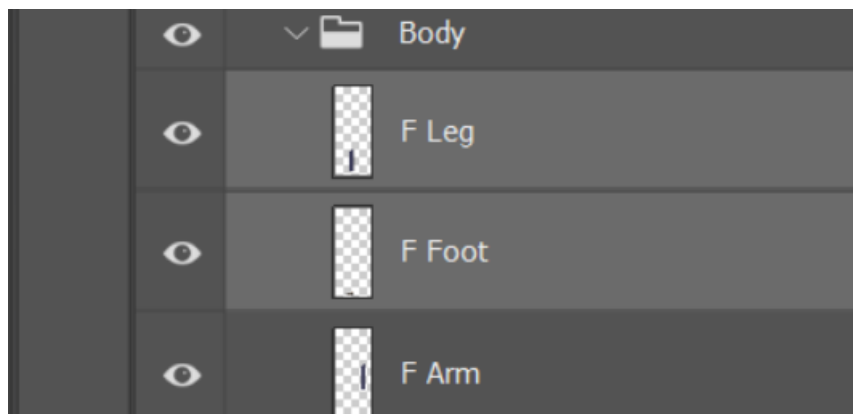
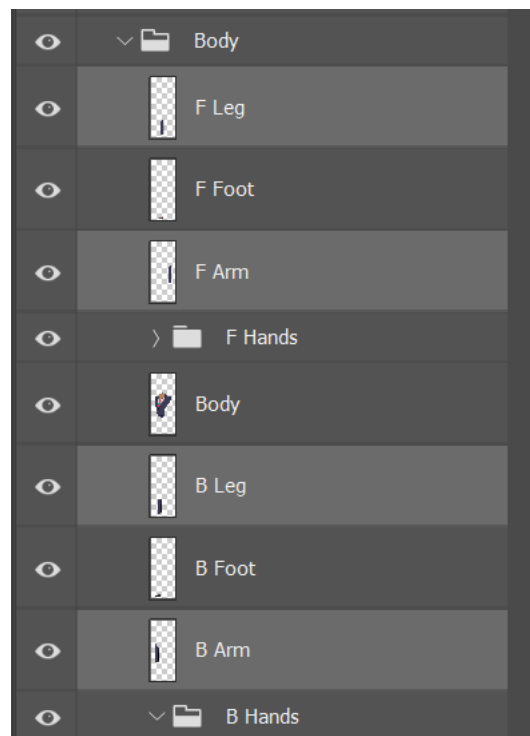




<b>Link Layers</b> Select Linked Layers	
Copy Layer Style Paste Layer Style Clear Layer Style	
Copy Shape Attributes Paste Shape Attributes	
Release from Isolation	
<b>Merge Layers</b>	
Merge Visible Flatten Image	







New Group from Layers



Name: F Leg

OK

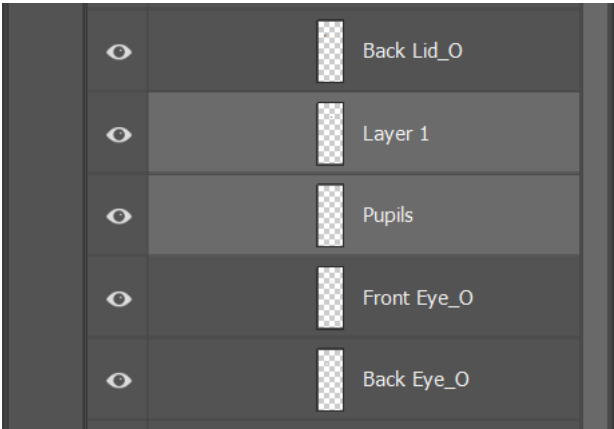
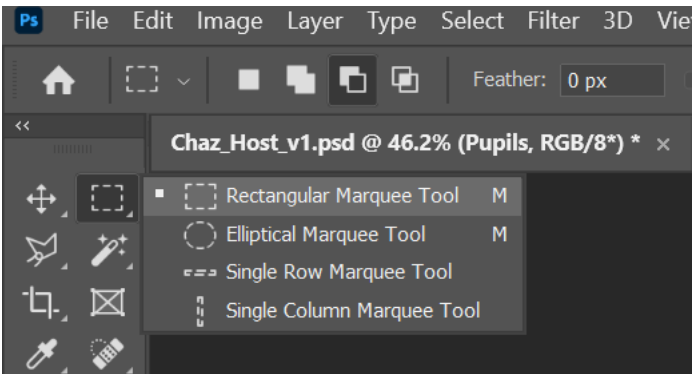
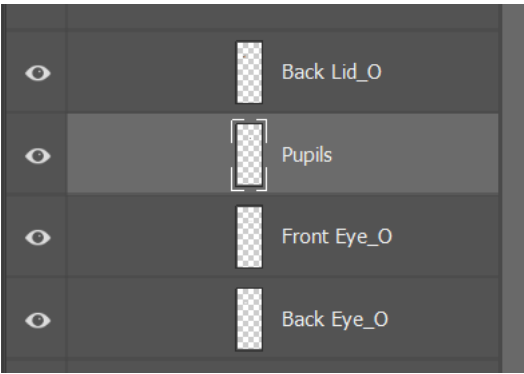
Color: ☒ None

Cancel

Mode: Pass Through Opacity: 100 %

	▼  Body
	>  F Leg
	>  F Arm
	Body
	>  B Leg
	>  B Arm

	▼  3/4th Head
	Nose
	B Eb
	F Eb
	▼  Eyes Closed
	Back Lid_C
	Front Eye_C
	▼  Eyes Open
	Front Lid_O
	Back Lid_O
	Pupils
	Front Eye_O
	Back Eye_O

























		Back Lid_O
		F Pupil
		B Pupil
		Front Eye_O
		Back Eye_O

		Eyes Closed
		Back Lid_C
		Front Eye_C
		Eyes Open
		Front Lid_O



		Front Eye_O
		Back Eye_O
		Front Eye_O
		Back Eye_O
		Head

		B Pupil
		Front Eye_C
		Front Eye_O
		Back Lid_C
		Back Eye_O
		Front Eye_O

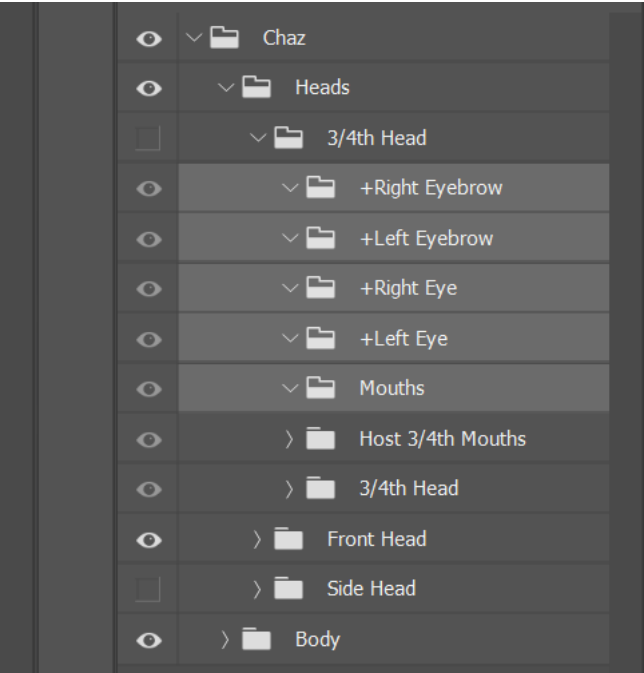
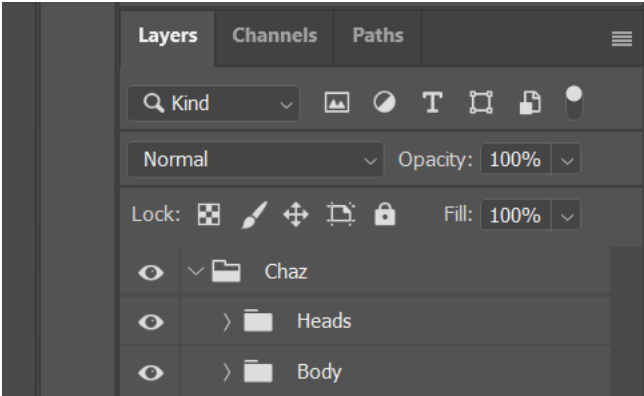
		B Pupil
		F Blink
		B Blink
		Front Eye_O
		Back Eye_O

	▼  Heads
	>  3/4th Head
	▼  Front Head
	>  Host Front Mouths
	▼  Front Head
	Nose
	Eyes Closed
	▼  Eyes Open
	Lids_O
	Pupils
	Eyes_O
	F Eb
	B Eb
	F Head

		Front Head
		Nose
		L Blink
		R Blink
		Eyes Open
		Lids_O

		Eyes Open
		Layer 1
		Lids_O
		Layer 2
		Pupils
		Layer 3
		Eyes_O

		Eyes Open
		L Lid
		R Lid
		L Pupil
		R Pupil
		L White
		R White

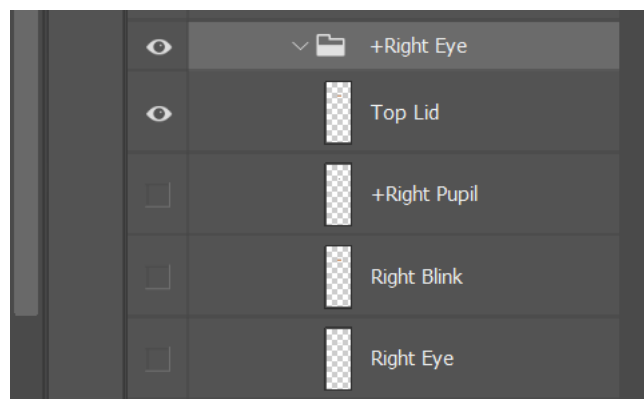
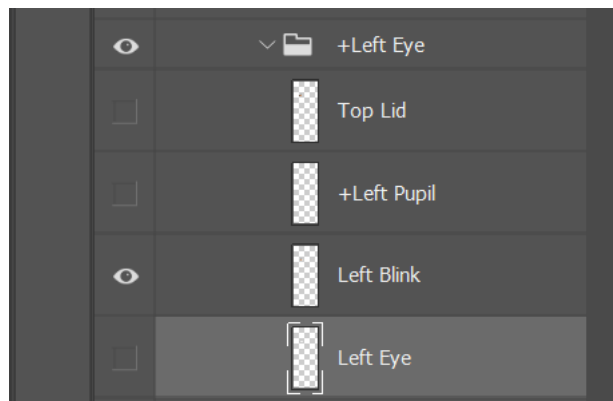




	▼  Mouths
	Fv
	Quw
	O
	L/th
	Ai
	E
	Etc
	Closed
	>  3/4th Head

	▼  +Right Eyebrow
	Angry
	Worried
	Neutral
	▼  +Left Eyebrow
	Angry
	Worried
	Neutral

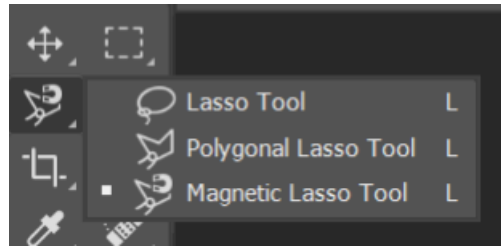


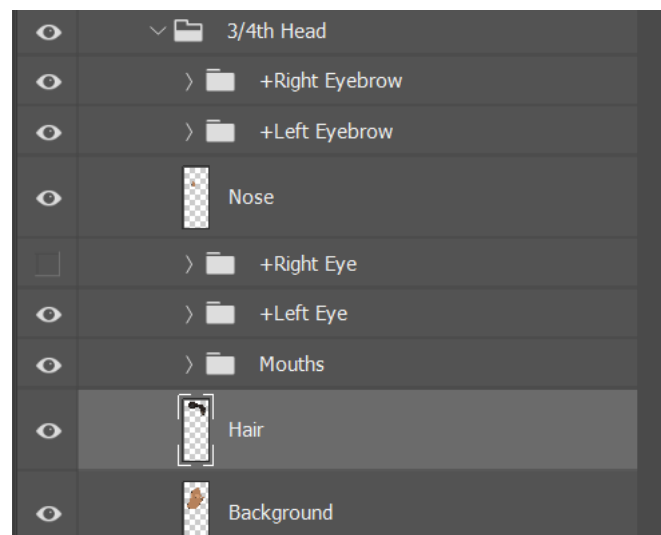
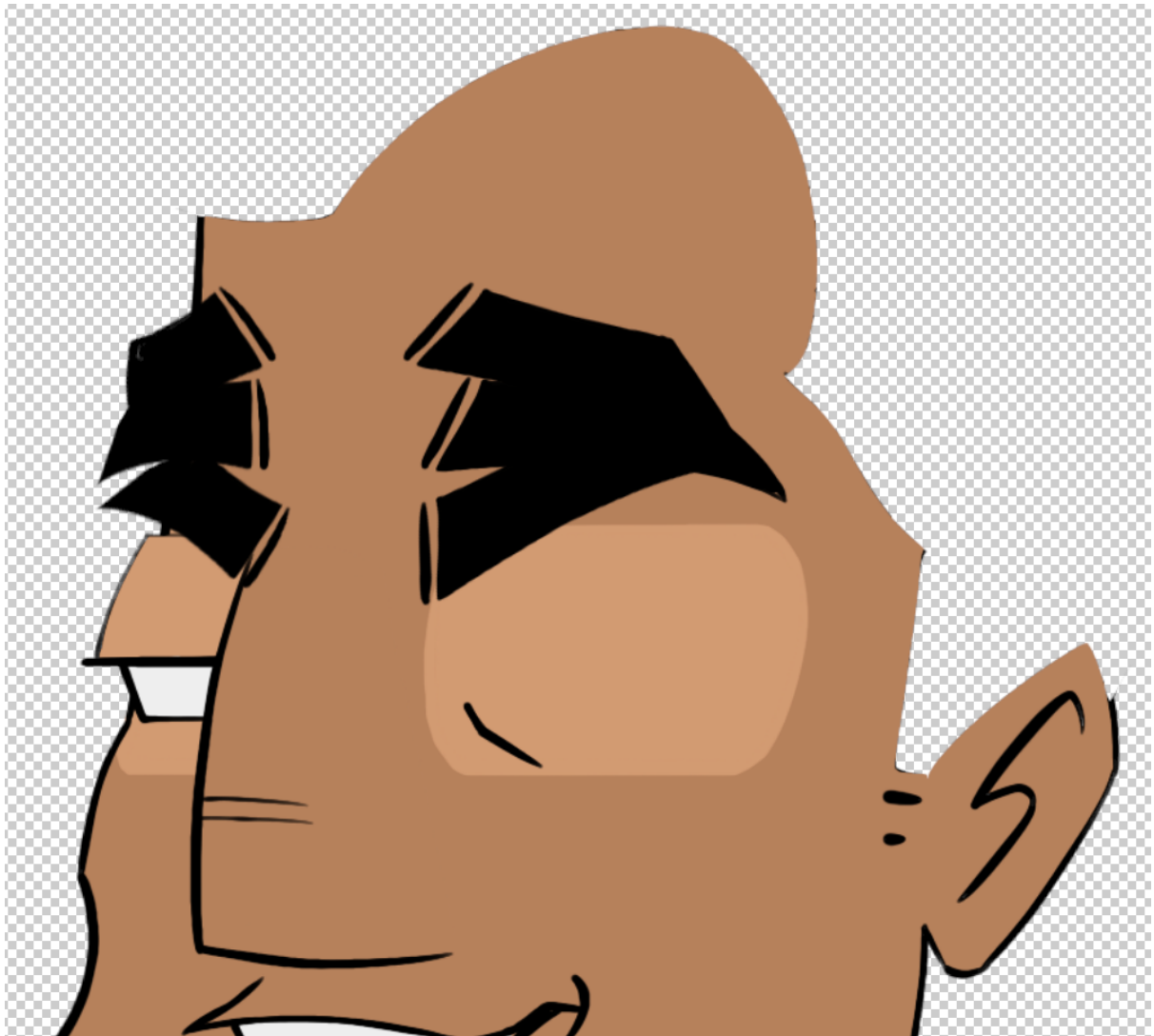


	▼  Heads
	▼  3/4th Head
	>  +Right Eyebrow
	>  +Left Eyebrow
	Nose
	>  +Right Eye
	>  +Left Eye
	>  Mouths
	Background

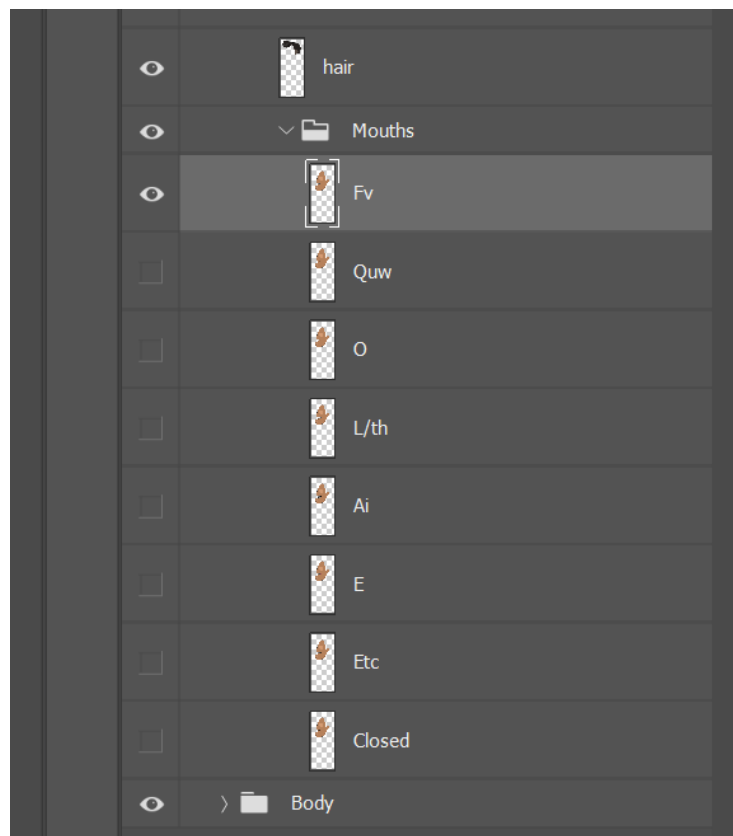
	✓	Chaz
	✓	Heads
	>	3/4th Head
	✓	Front Head
		Nose
	✓	+Right Eyebrow
		Angry
		Neutral
		Worried
	✓	+Left Eyebrow
		Angry
		Neutral
		Worried
	✓	+Left Eye
		Top Lid
		+Left Pupil
		Left Blink
		Left Eye
	✓	+Right Eye
		Top Lid
		+Right Pupil
		Right Blink
		Right Eye
	>	Mouths
		Background

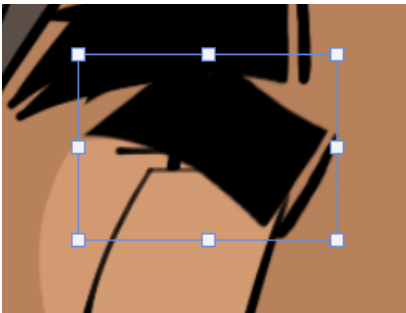
	▼  Side Head
	▼  +Eyebrow
	Angry
	Worried
	Neutral
	▼  +Eye
	Blink
	Top Lid
	+Pupil
	Eye
	▼  Mouths
	Fv
	Quw
	O
	L/th
	Ai
	E
	Etc
	Closed



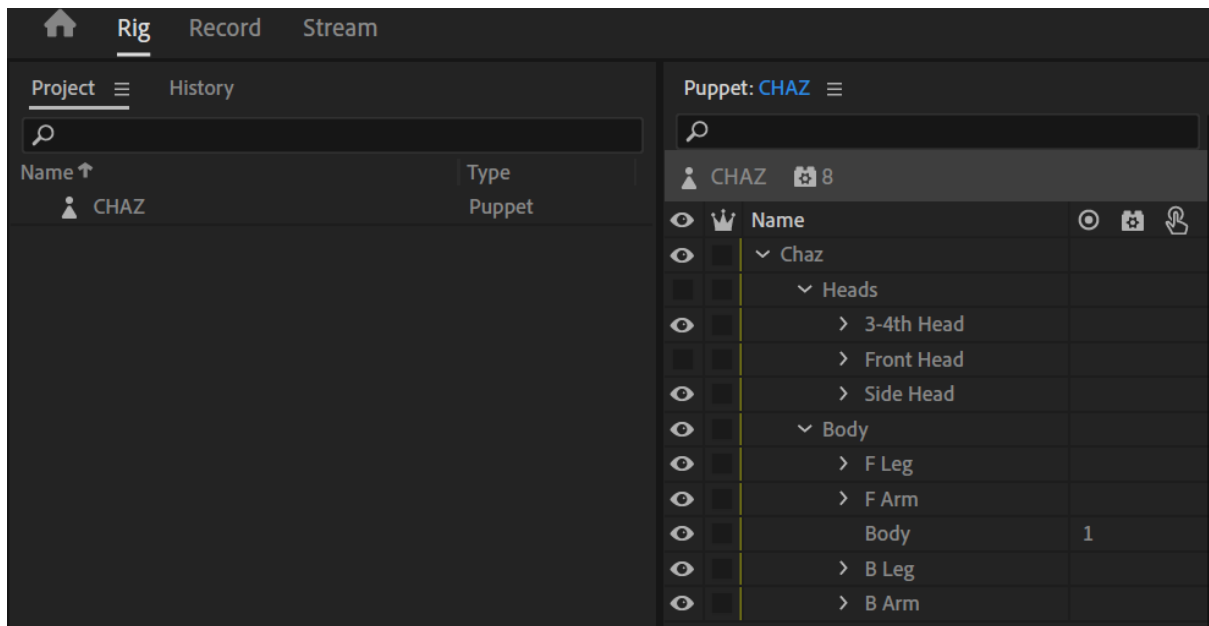


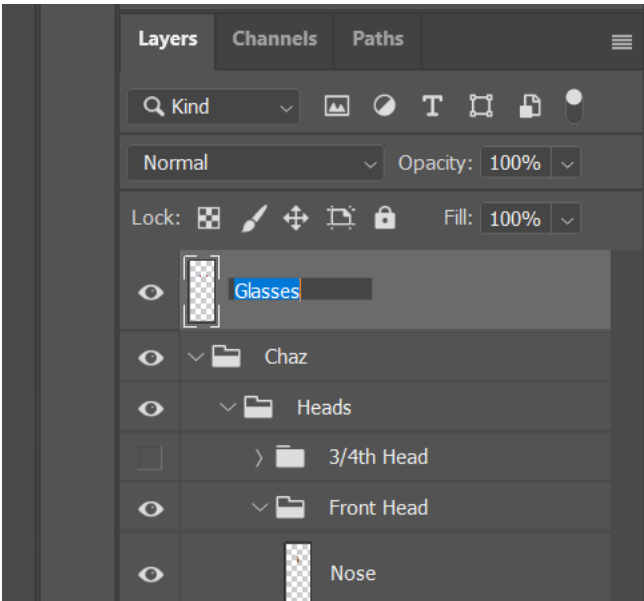
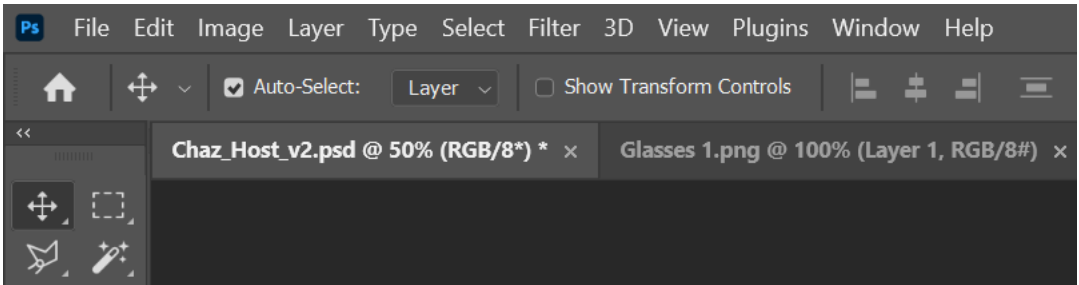
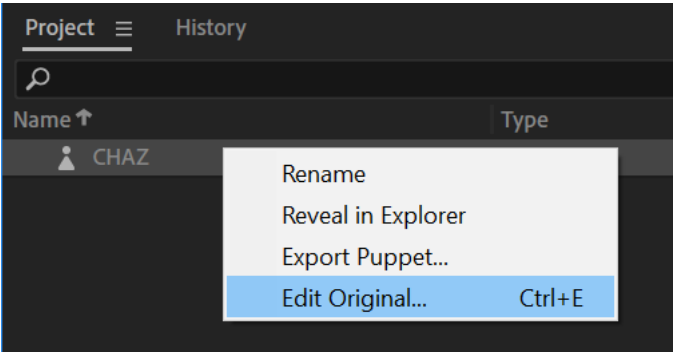
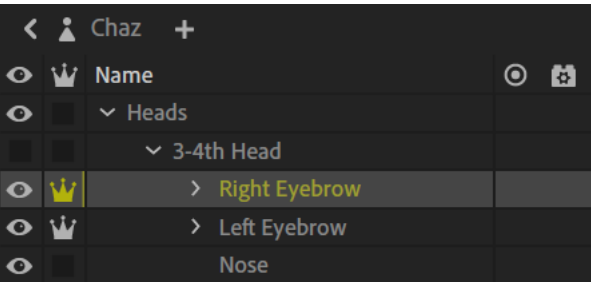


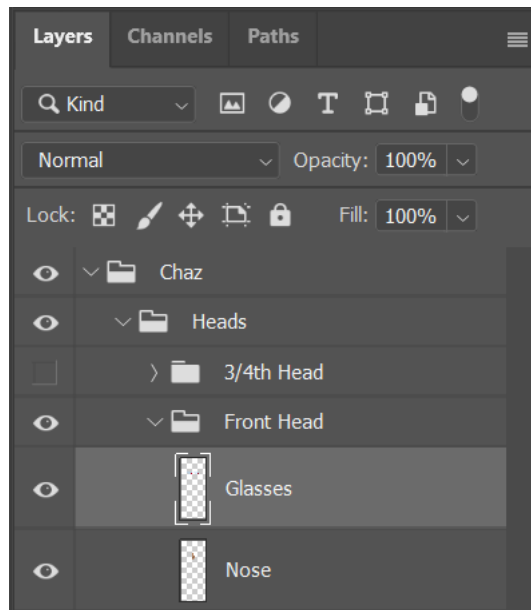




## Chapter 04: Importing and Tagging Your Character

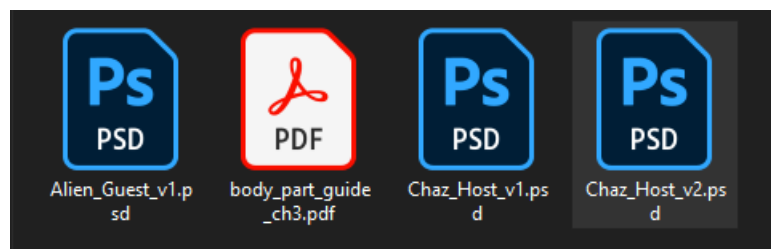
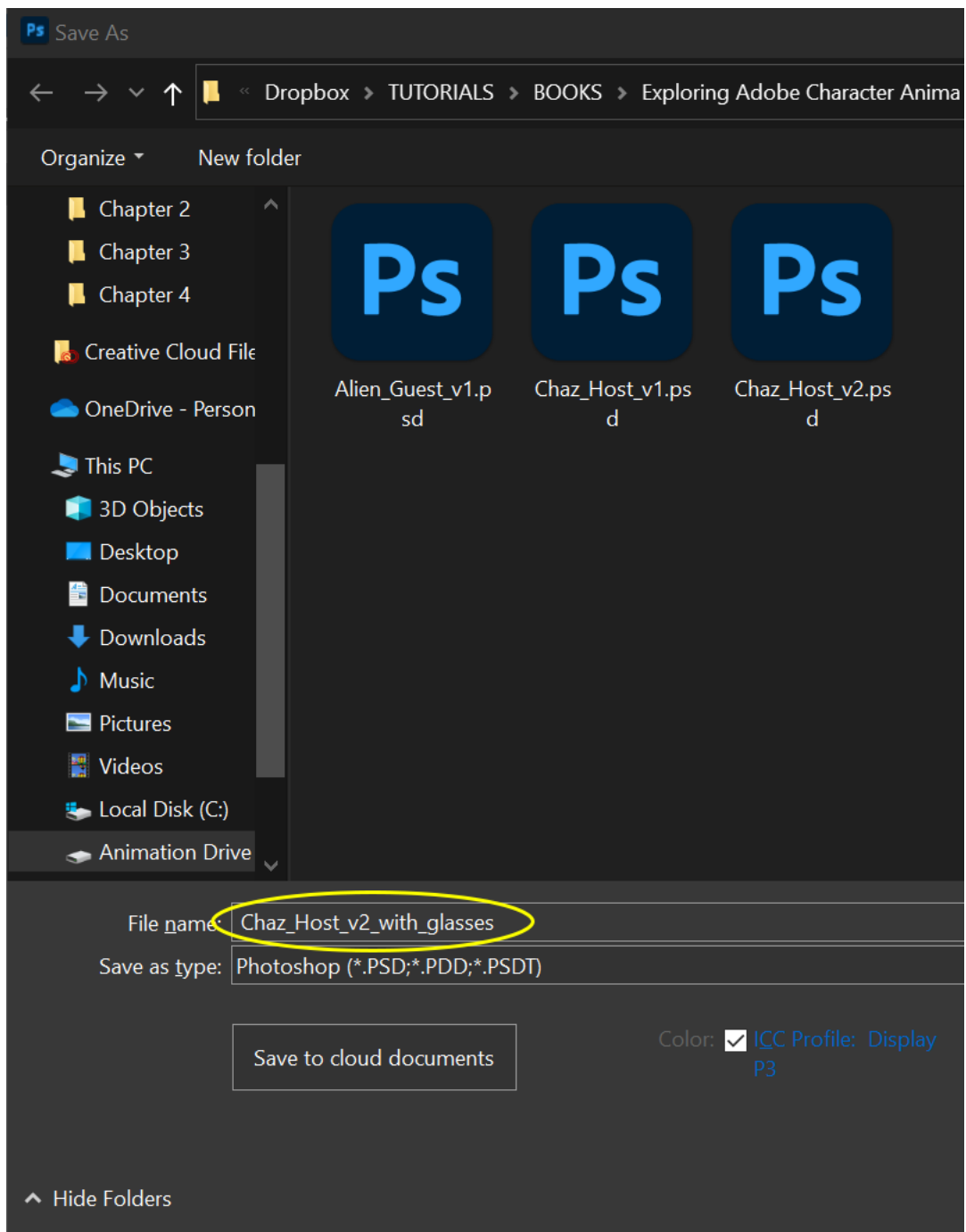


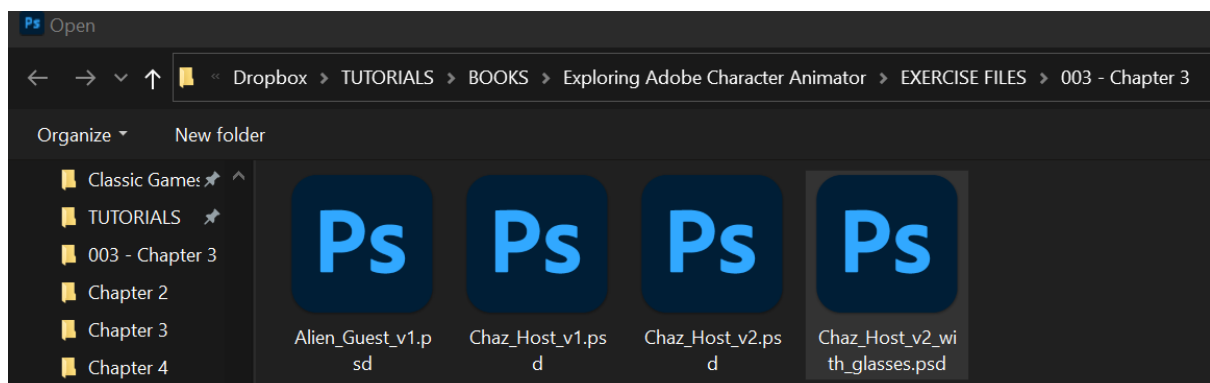
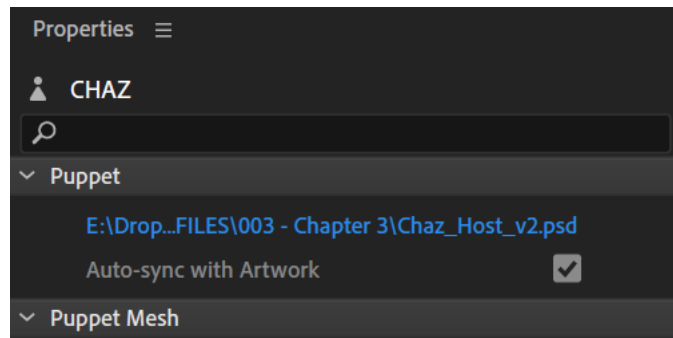
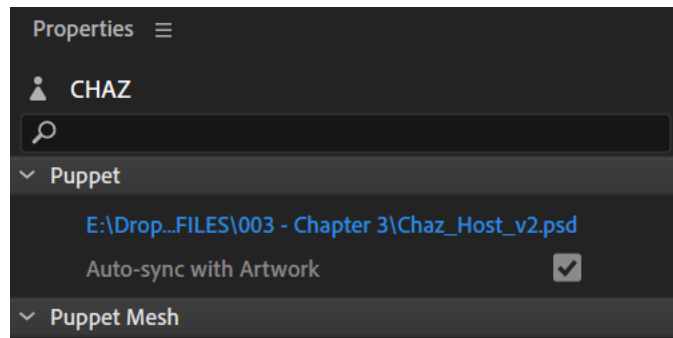




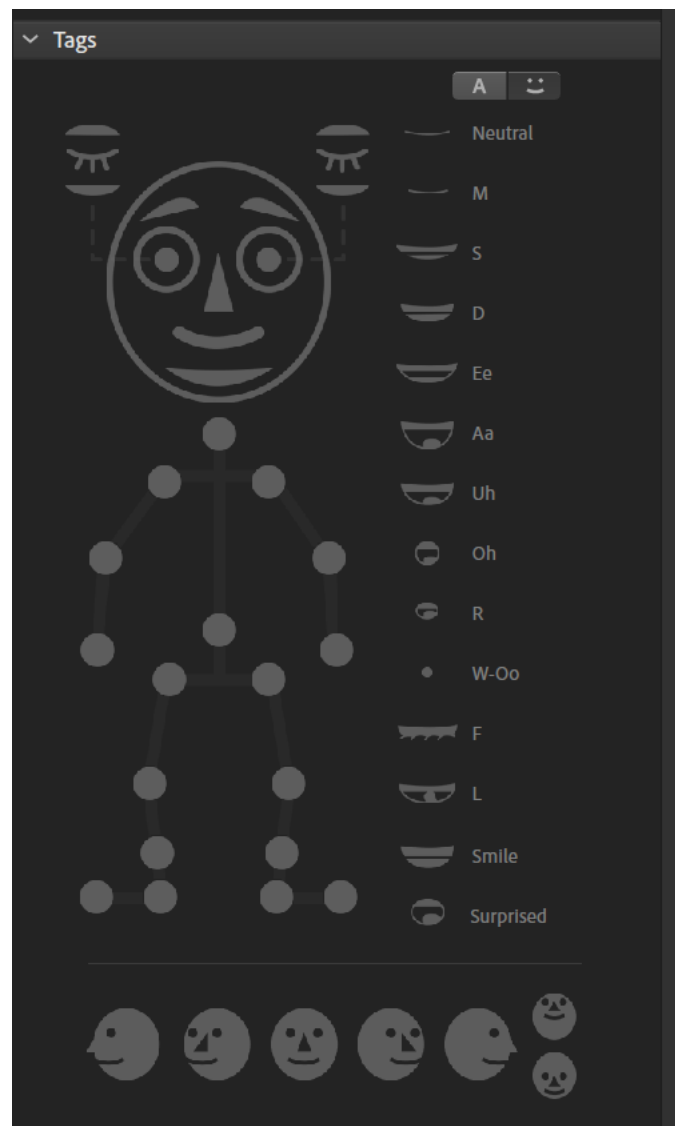
👁	🔲	▼ Front Head	
👁	🔲	Glasses	
👁	🔲	Nose	
👁	👑	› Left Eyebrow	
👁	👑	› Right Eyebrow	
👁	👑	› Left Eye	1











Tags

Face

A😊

HeadJawLeft BlinkLeft EyeLeft EyebrowLeft Eyelid BottomLeft Eyelid Bottom SizeLeft Eyelid TopLeft Eyelid Top SizeLeft PupilLeft Pupil RangeLeft Pupil SizeMouthMouth GroupNoseRight BlinkRight EyeRight EyebrowRight Eyelid BottomRight Eyelid Bottom SizeRight Eyelid TopRight Eyelid Top SizeRight PupilRight Pupil RangeRight Pupil Size

Views

DownwardFrontalLeft ProfileLeft QuarterRight ProfileRight QuarterUpward

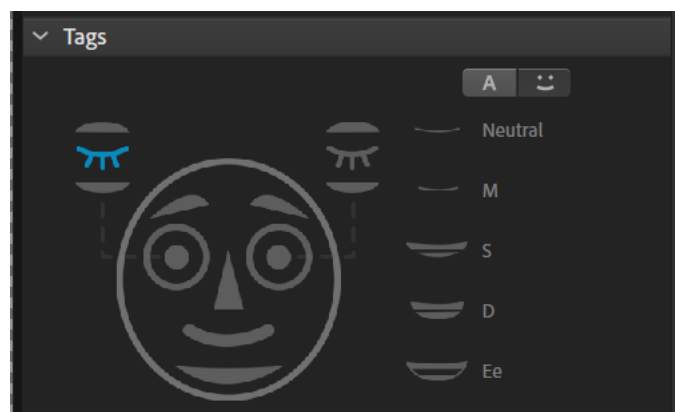
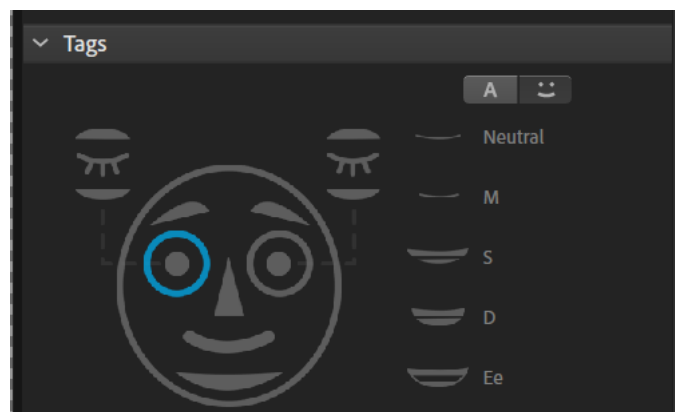
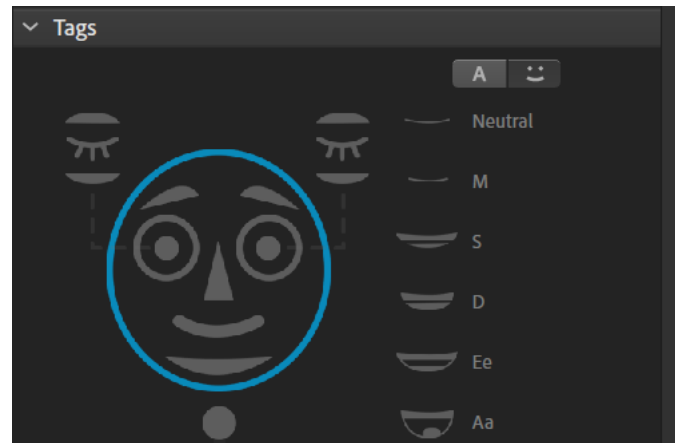
Mouth

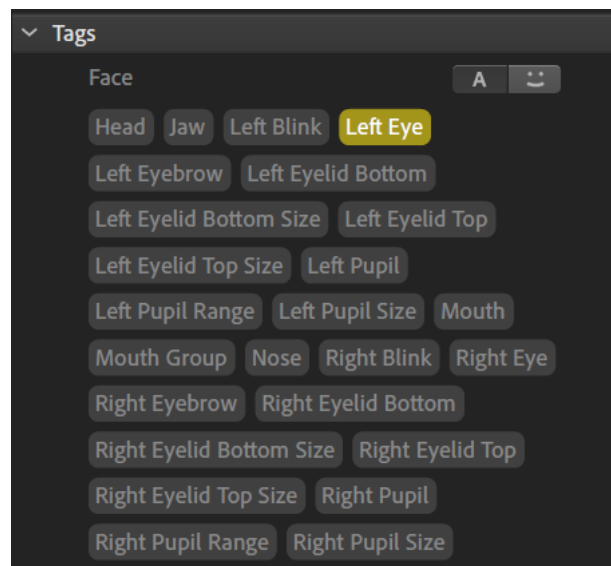
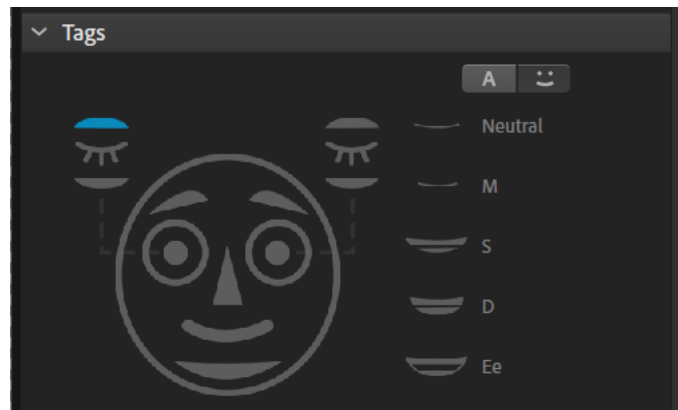
AaD Ee F L M Oh R S UhW-OoNeutralSmileSurprised

👁️	👑	> Left Eyebrow	
👁️	👑	Nose	
👁️	👑	> Right Eye	1
👁️	👑	> Left Eye	1
👁️	👑	> Mouths	
👁️	👑	Background	

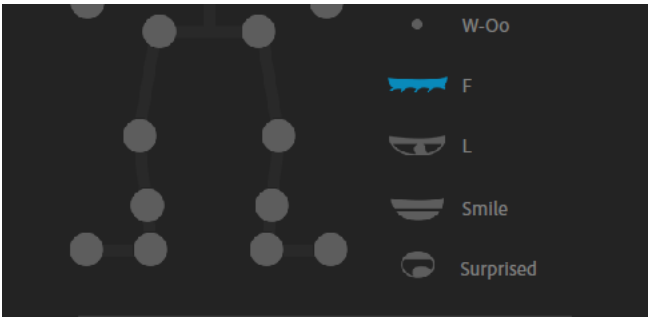


<	Chaz	+
👁️	👑 Name	👁️ ⚙️
👁️	📄 Heads	
	📄 3-4th Head	
👁️	➤ Right Eyebrow	
👁️	👑 ➤ Left Eyebrow	
👁️	Nose	
	👑 ➤ Right Eye	1

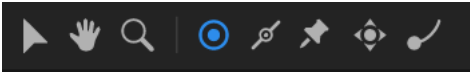


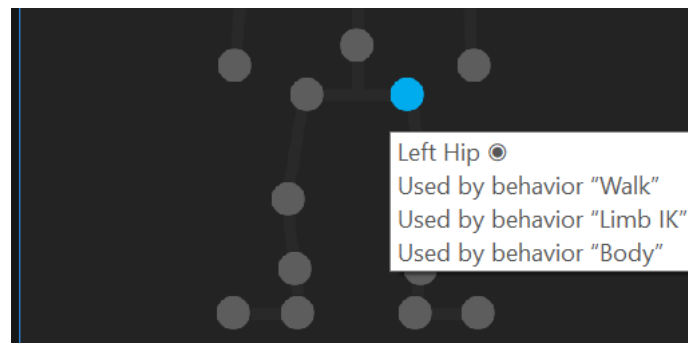
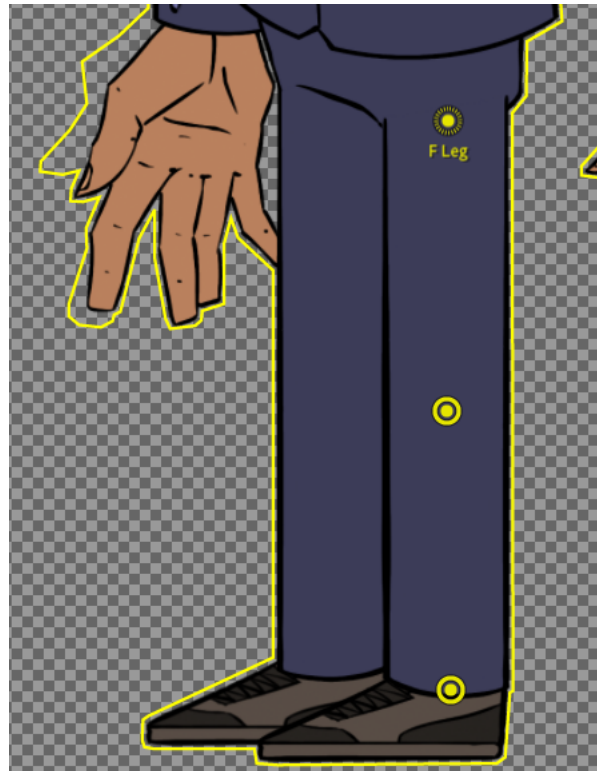


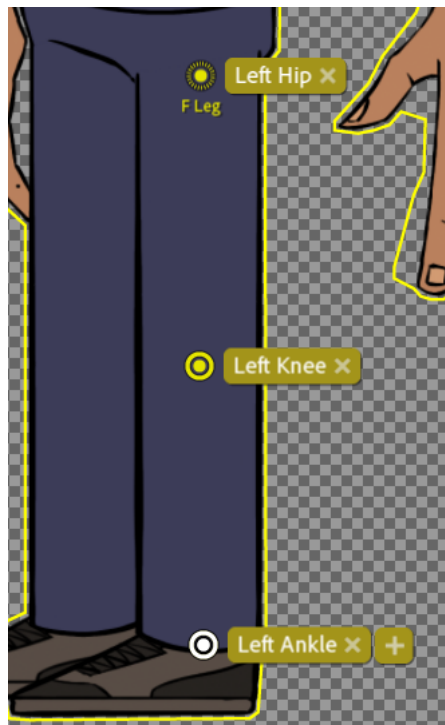
		▼ Mouths	
		Fv	
		Quw	
		O	
		L-th	
		Ai	
		E	
		Etc	
		Closed	
		Background	



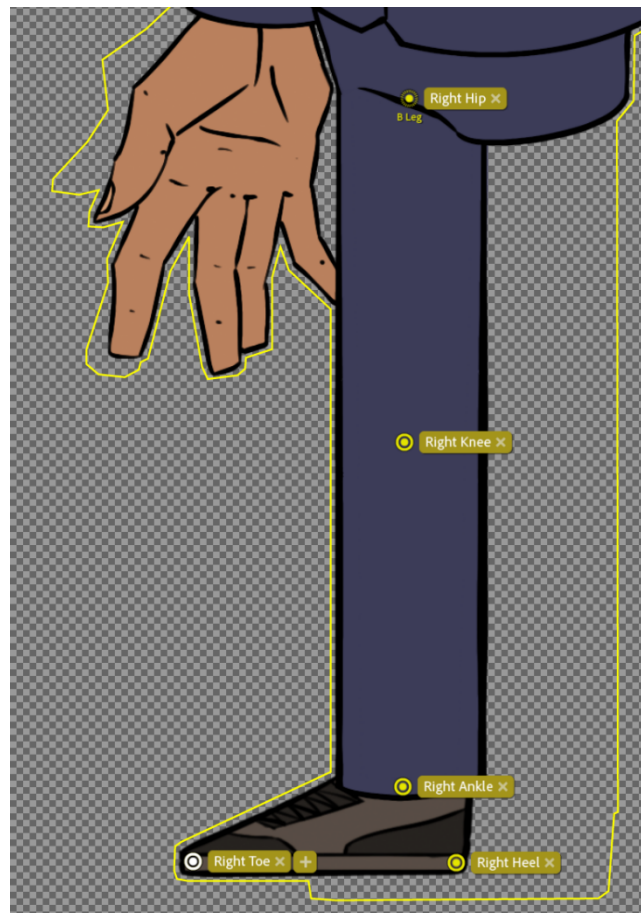
CHAZ 8				
Eye	Crown	Name	Target	Settings
<input type="checkbox"/>	<input type="checkbox"/>	Chaz		
<input type="checkbox"/>	<input type="checkbox"/>	Heads		
<input type="checkbox"/>	<input type="checkbox"/>	Body		
<input type="checkbox"/>	<input type="checkbox"/>	F Leg		
<input type="checkbox"/>	<input type="checkbox"/>	F Arm		
<input type="checkbox"/>	<input type="checkbox"/>	Body	1	
<input type="checkbox"/>	<input type="checkbox"/>	B Leg		
<input type="checkbox"/>	<input type="checkbox"/>	B Arm		

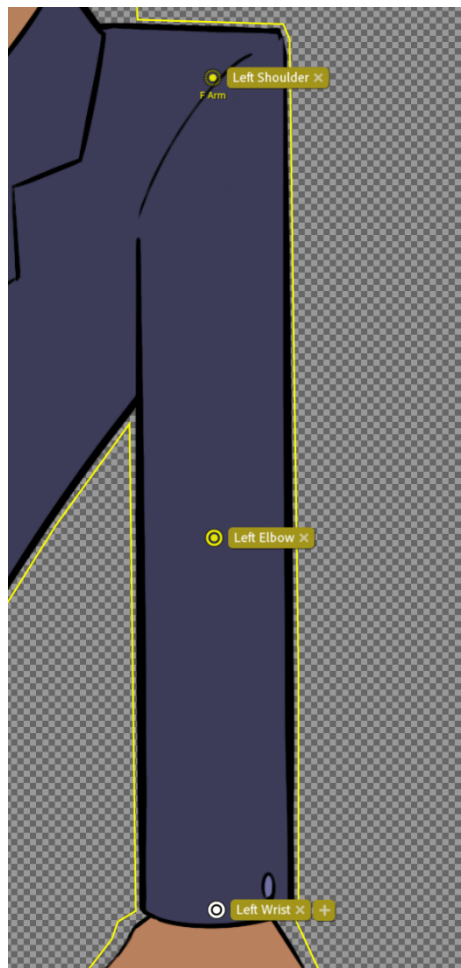


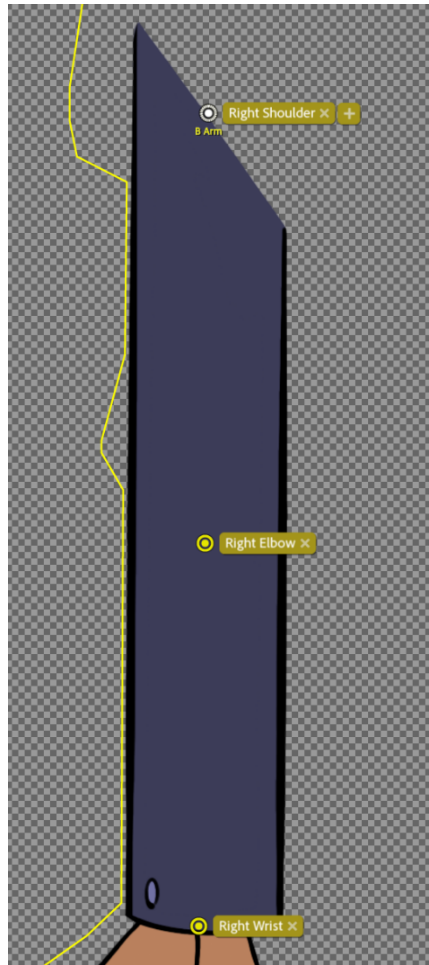


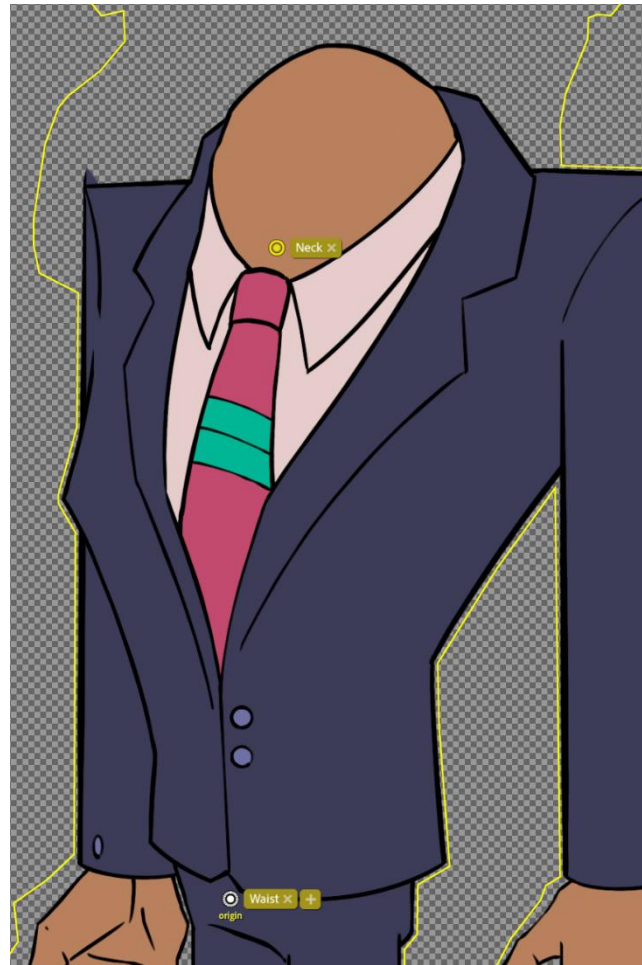




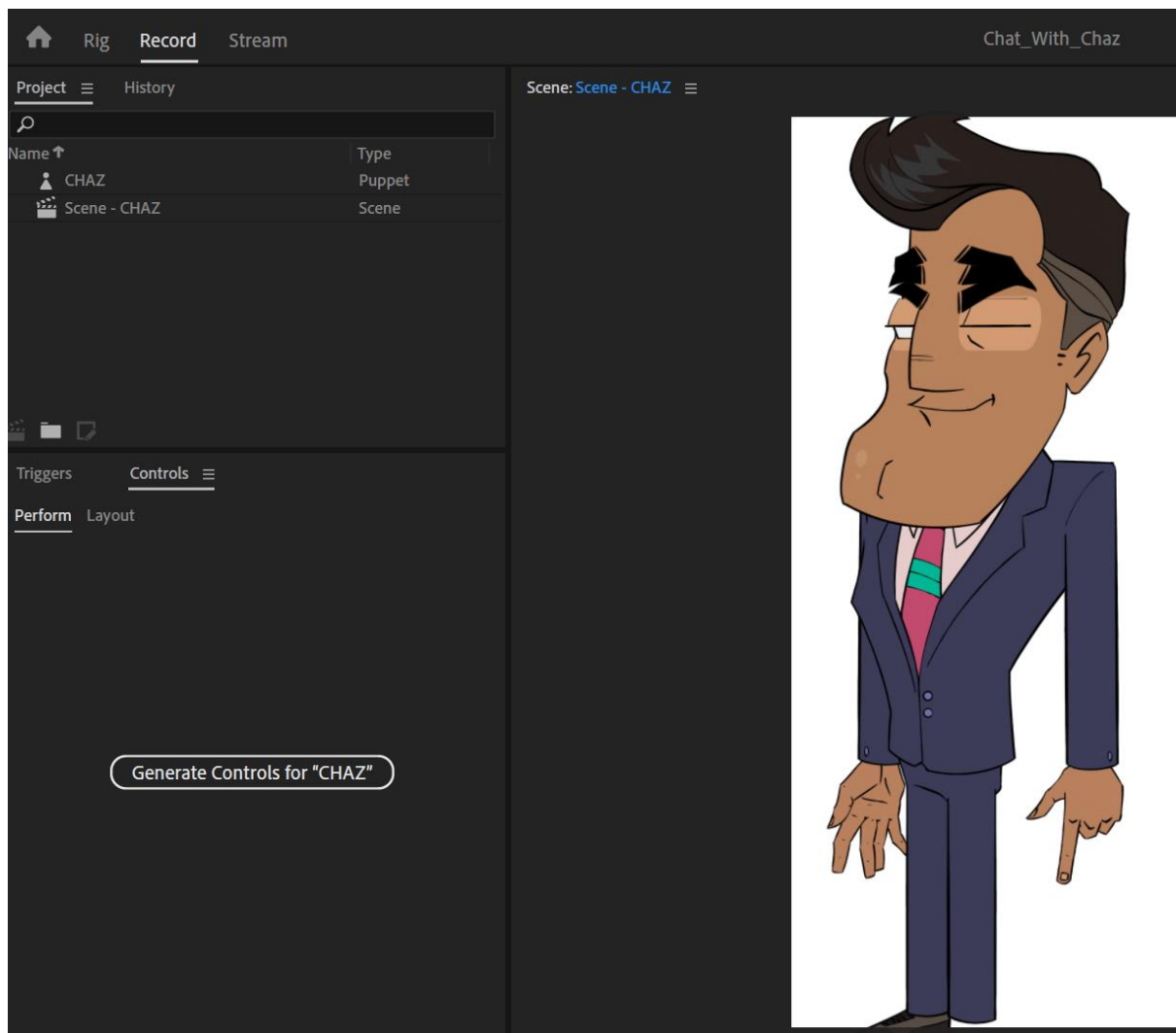


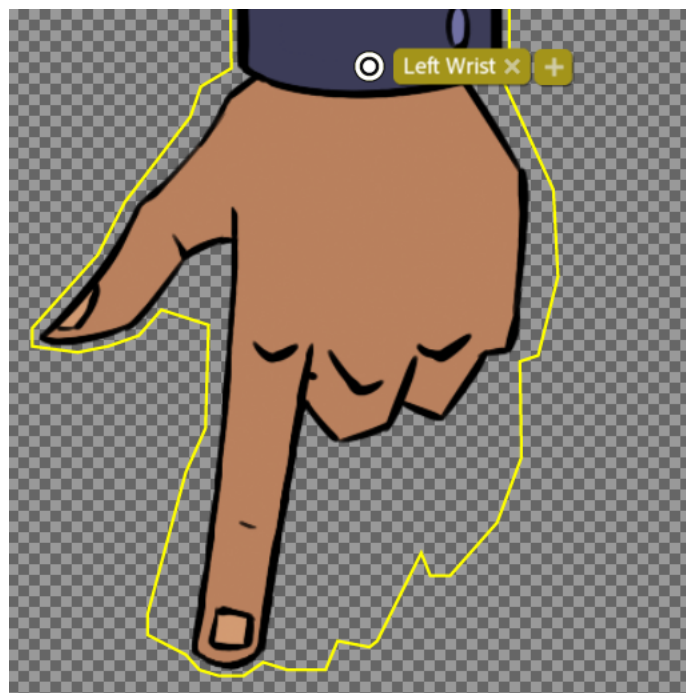
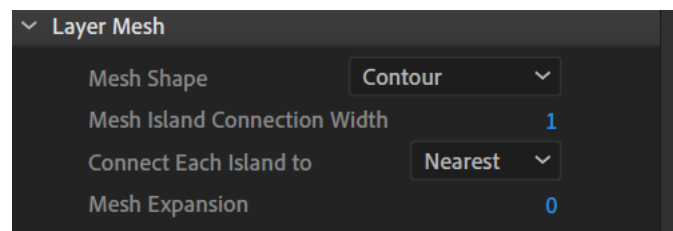
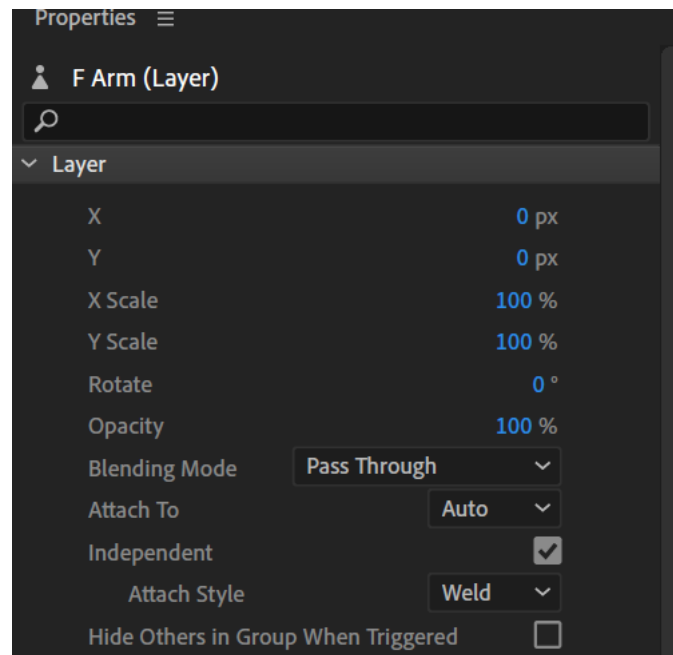


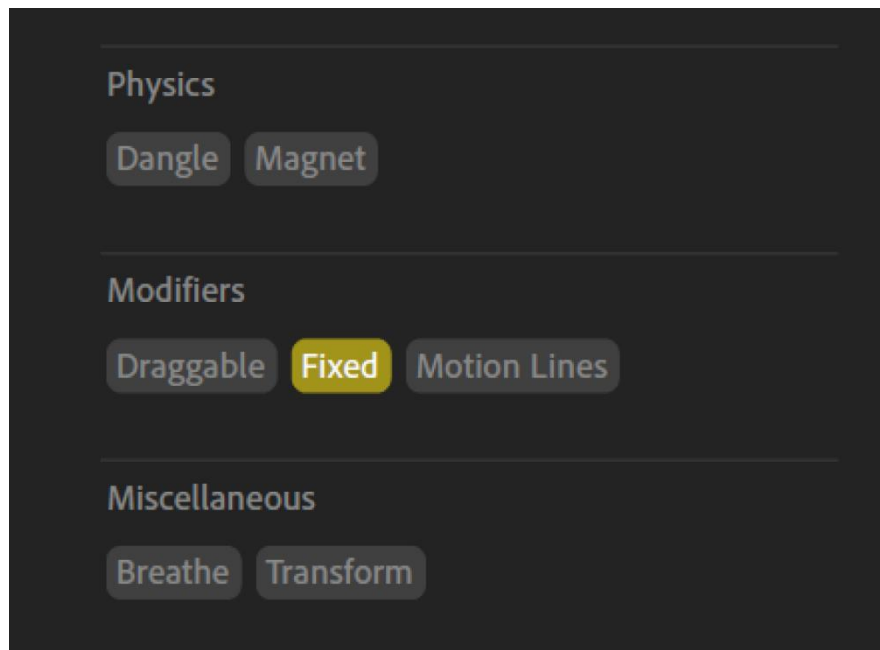
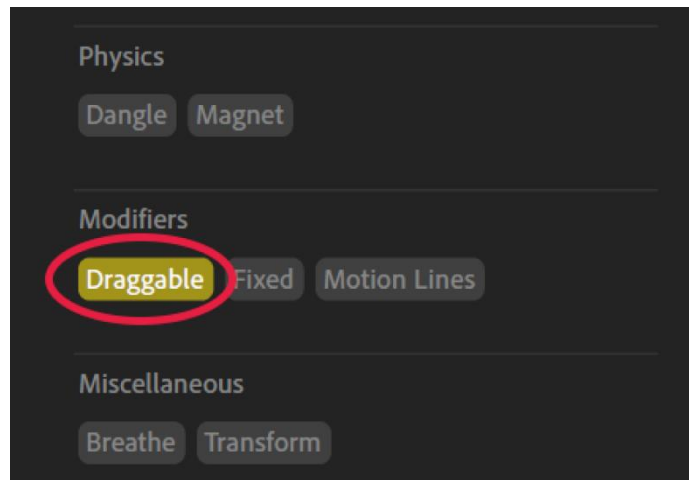




## Chapter 05: Creating Control Handles and Behaviors

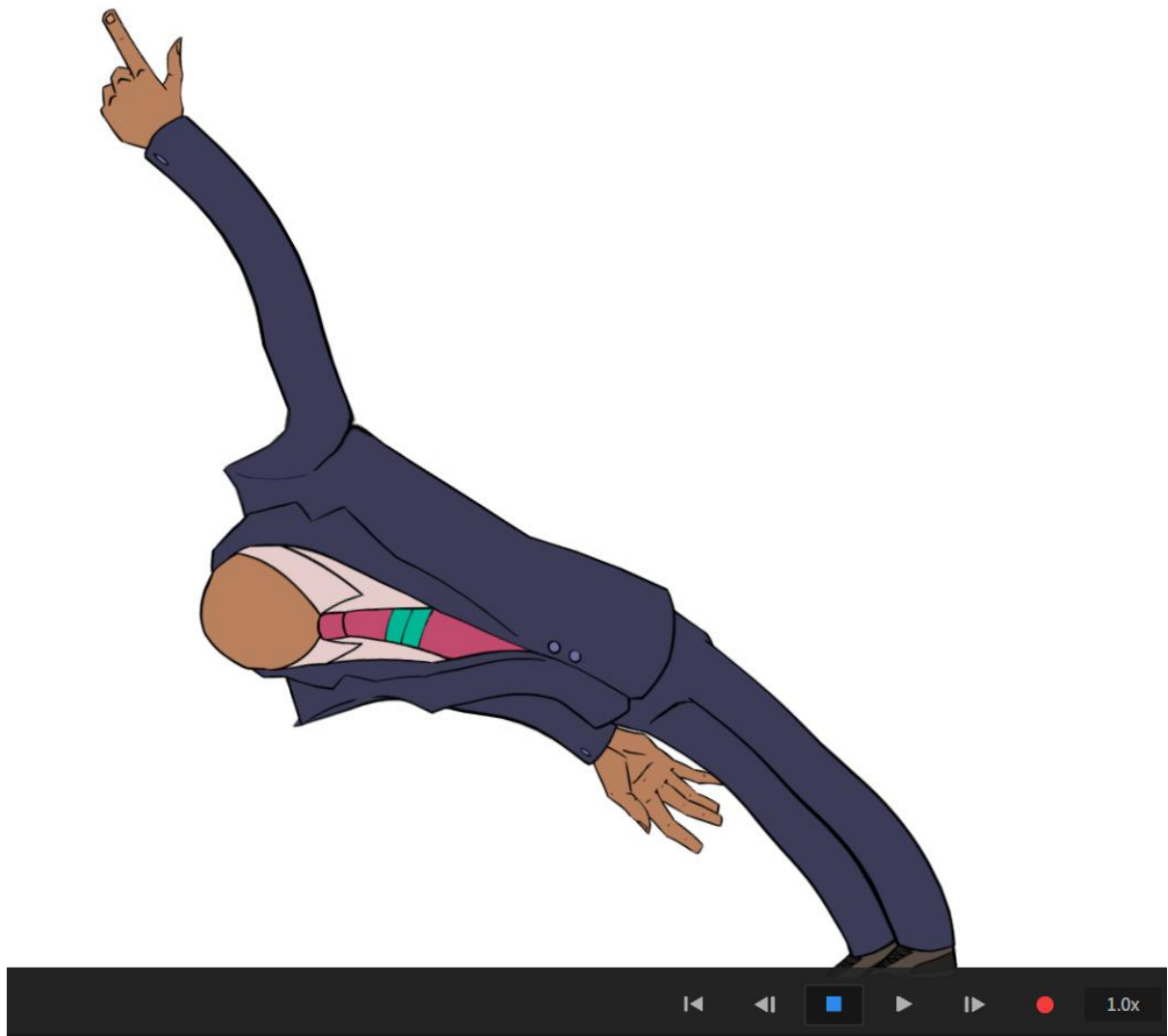


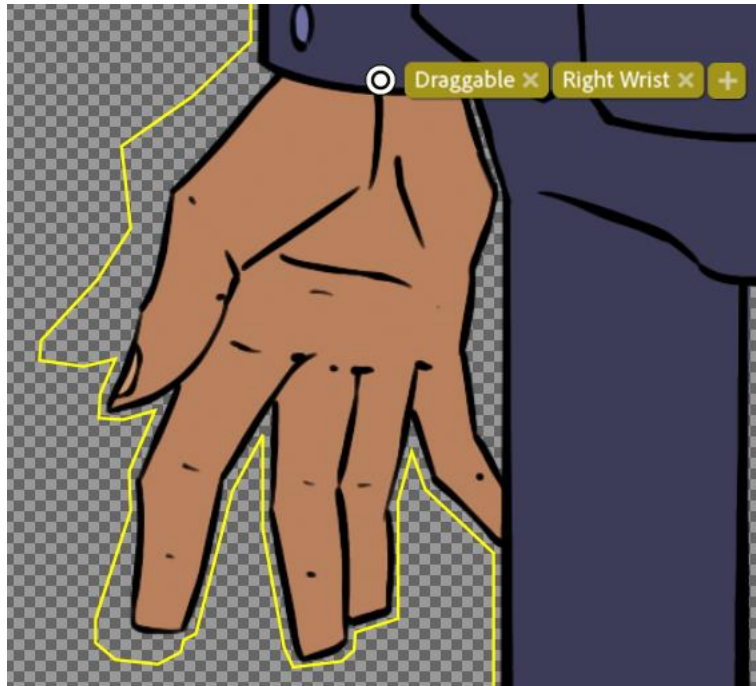




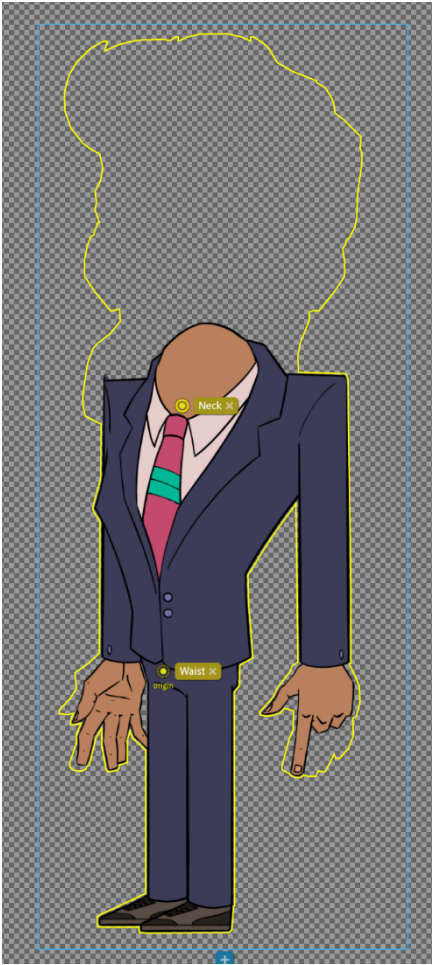




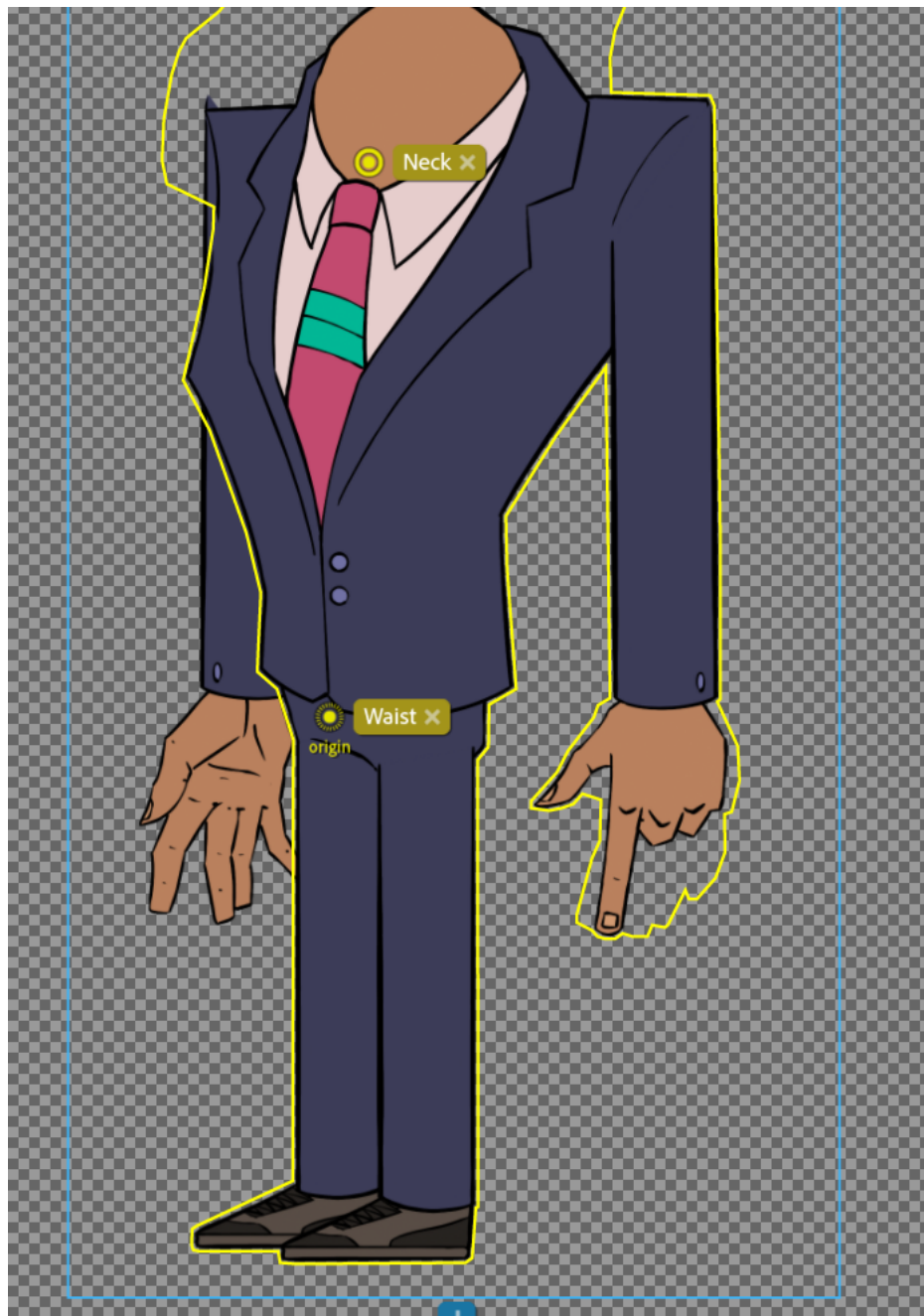


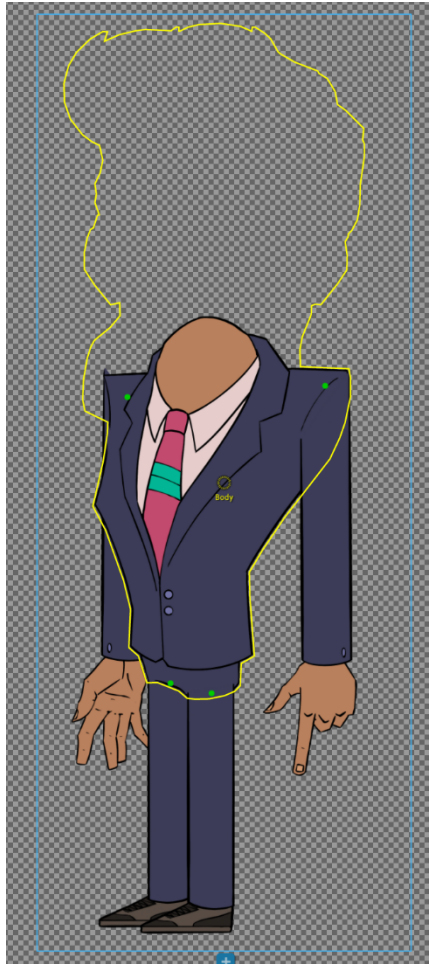


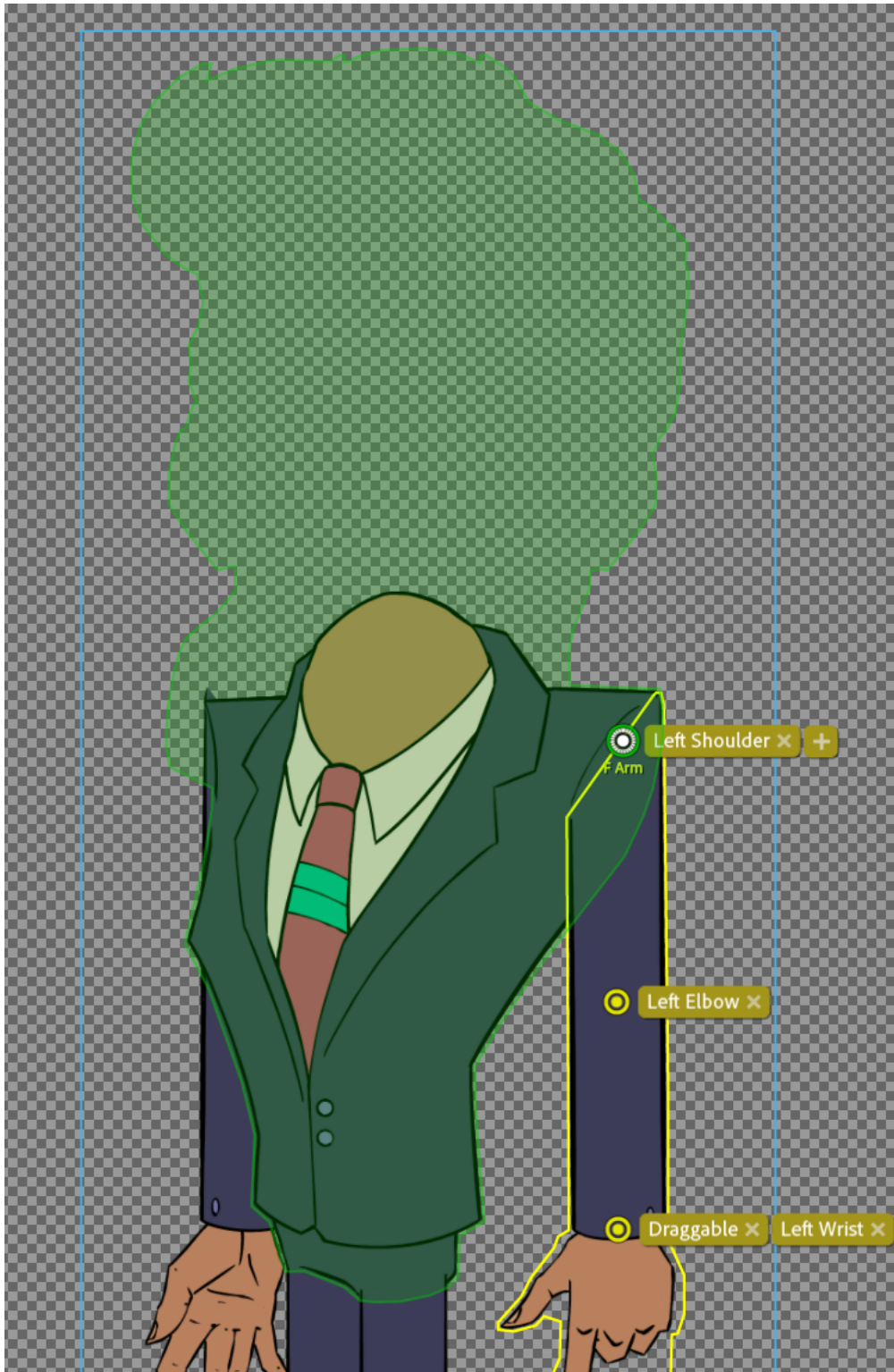


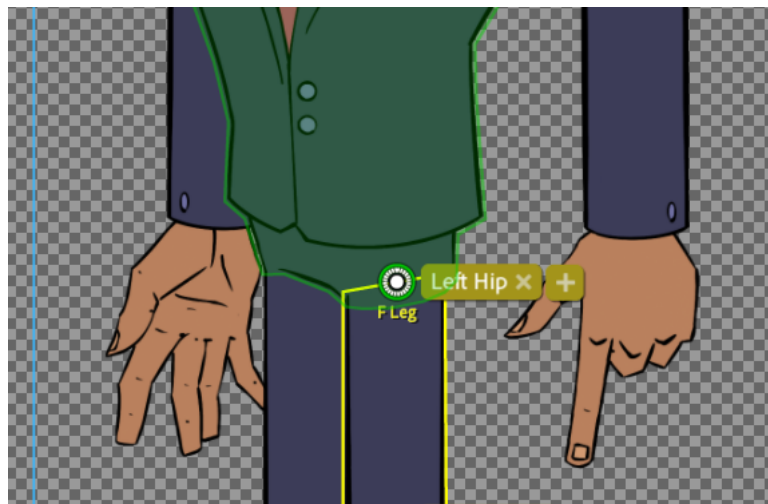


		> F Arm	2
		Body	1
		> B Leg	4
		> B Arm	2

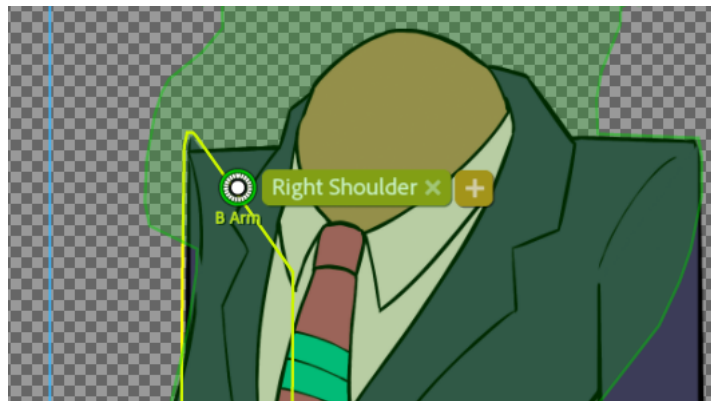
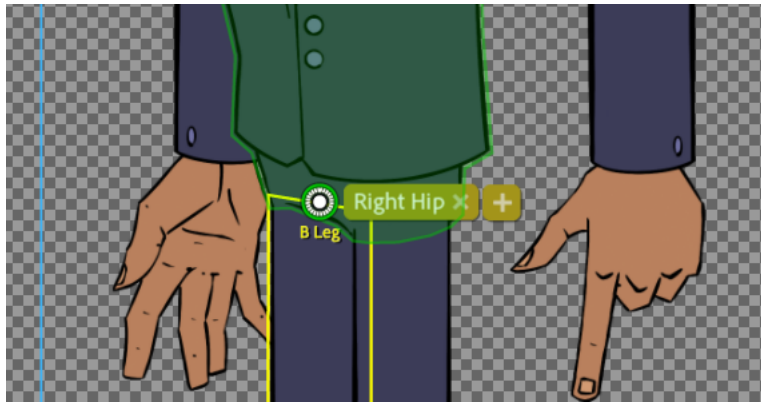


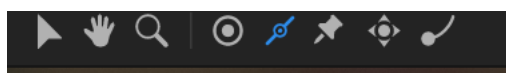


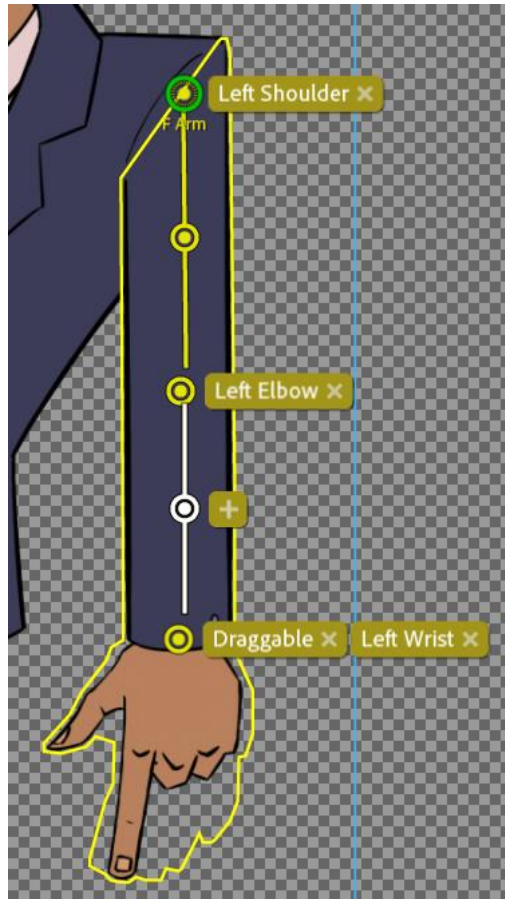


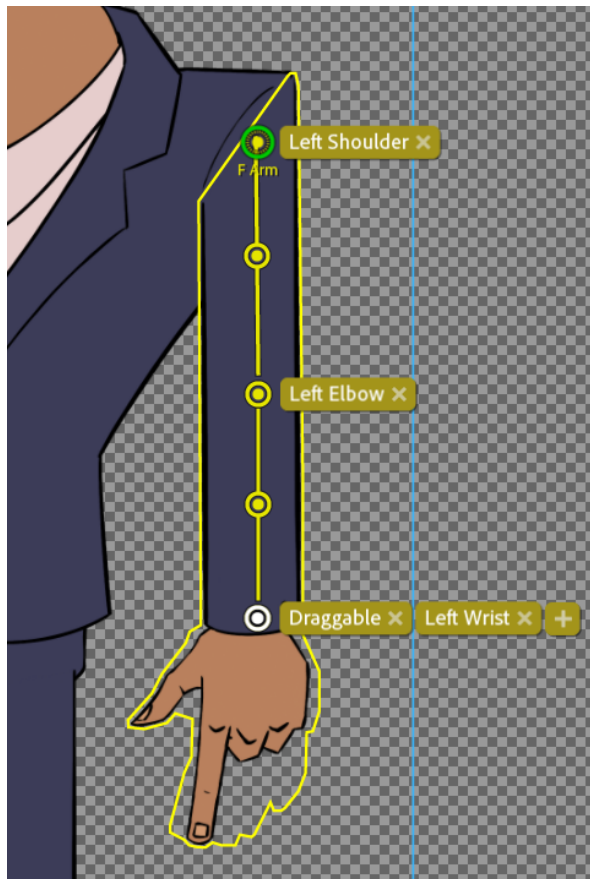


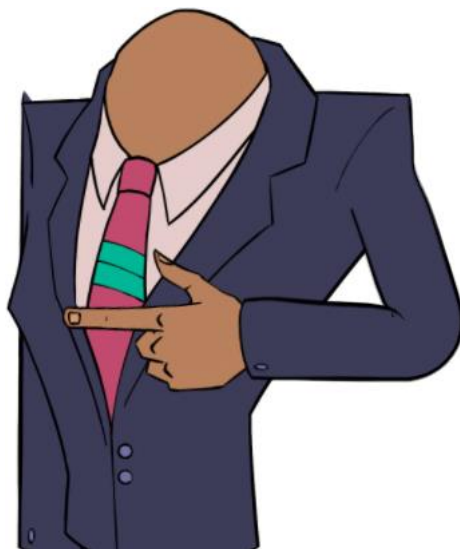
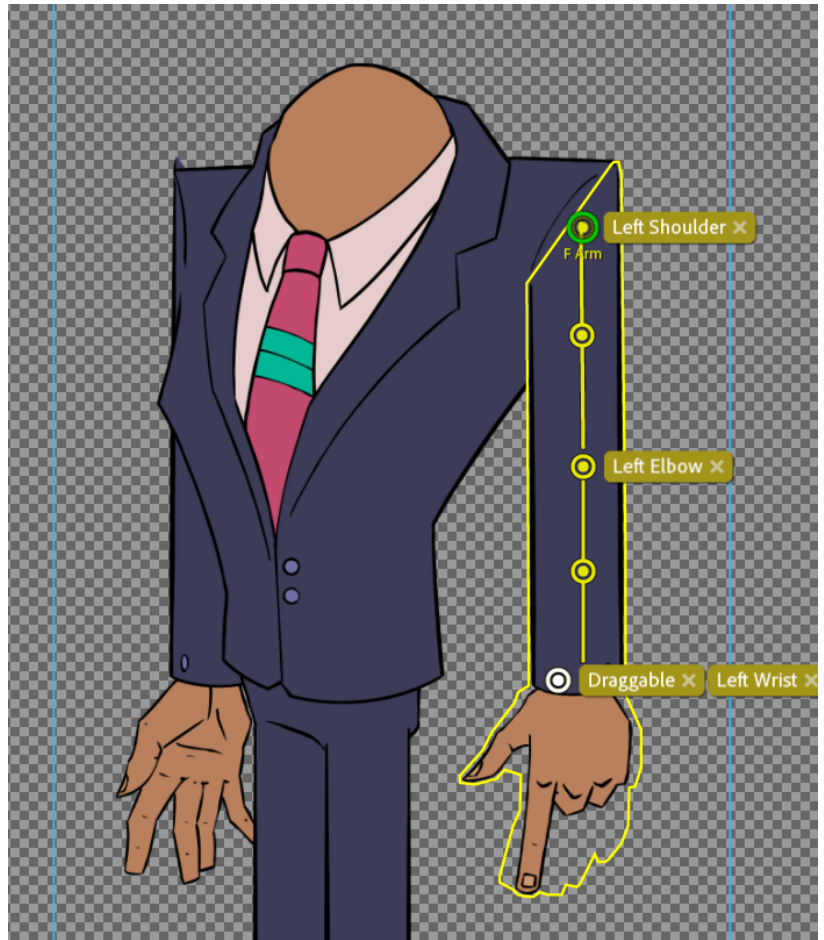




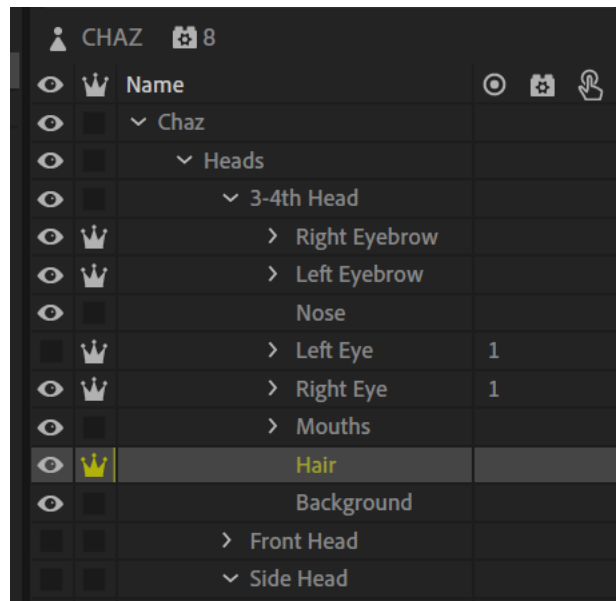


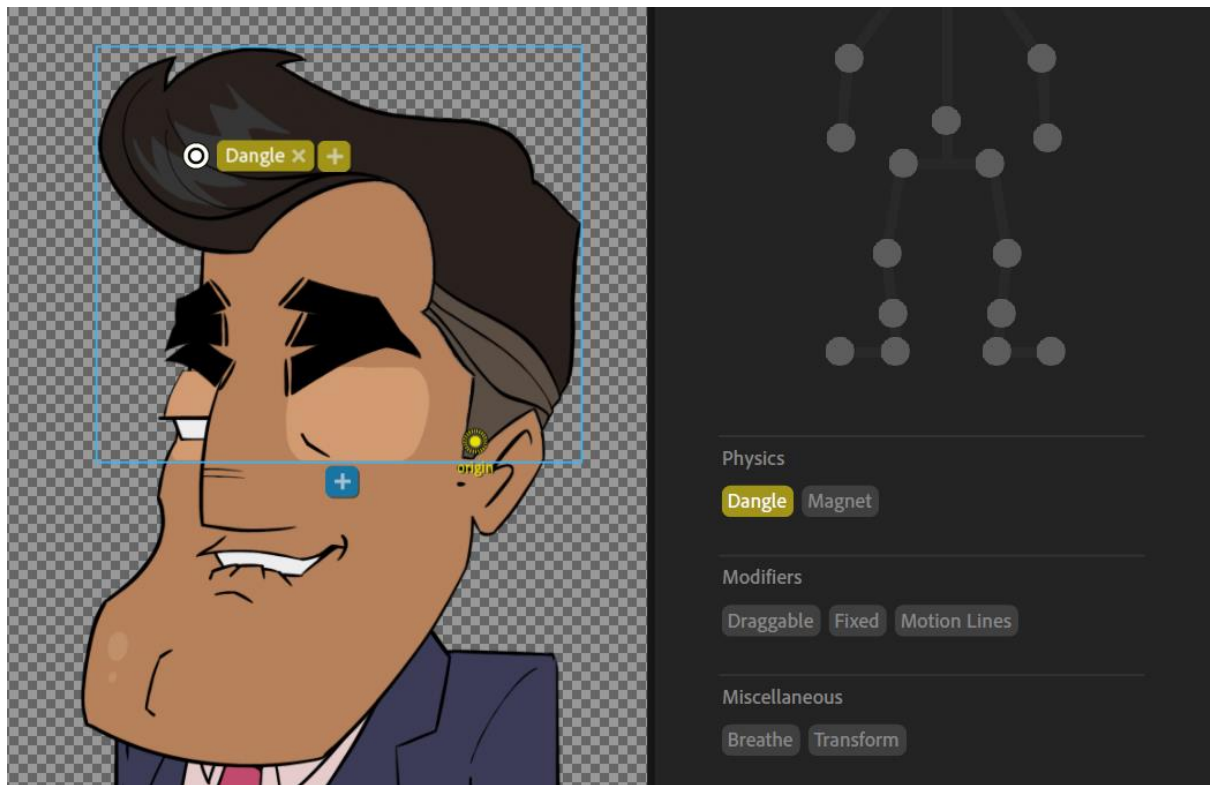


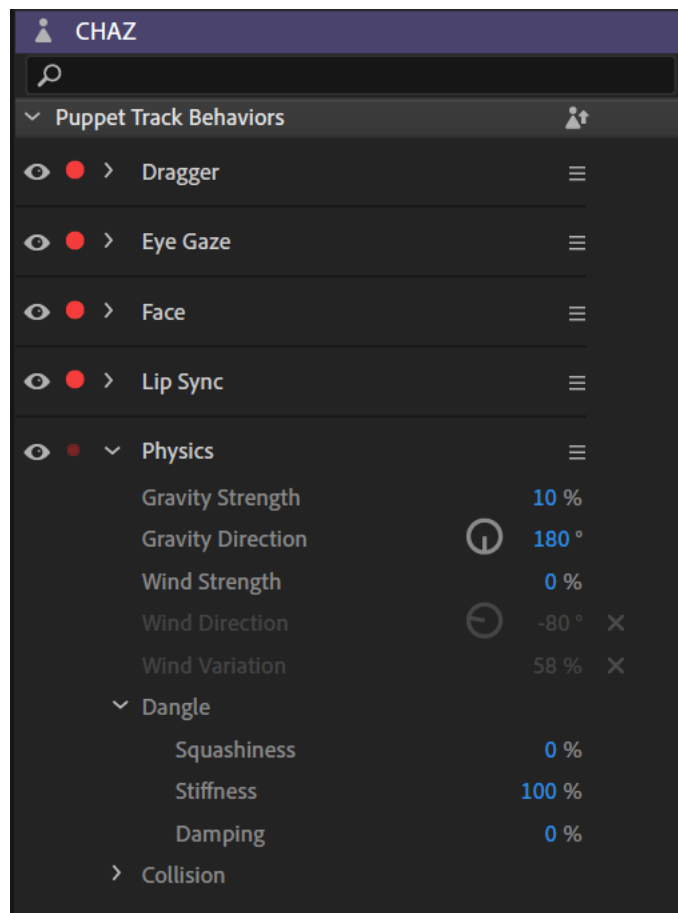




## Chapter 06: Physics, Behaviors, and Meshes

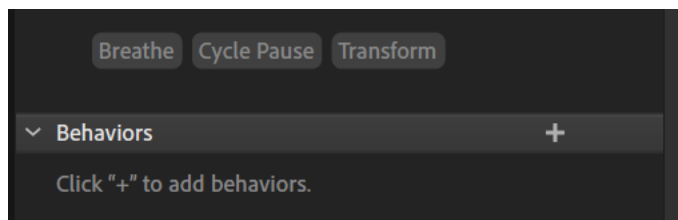
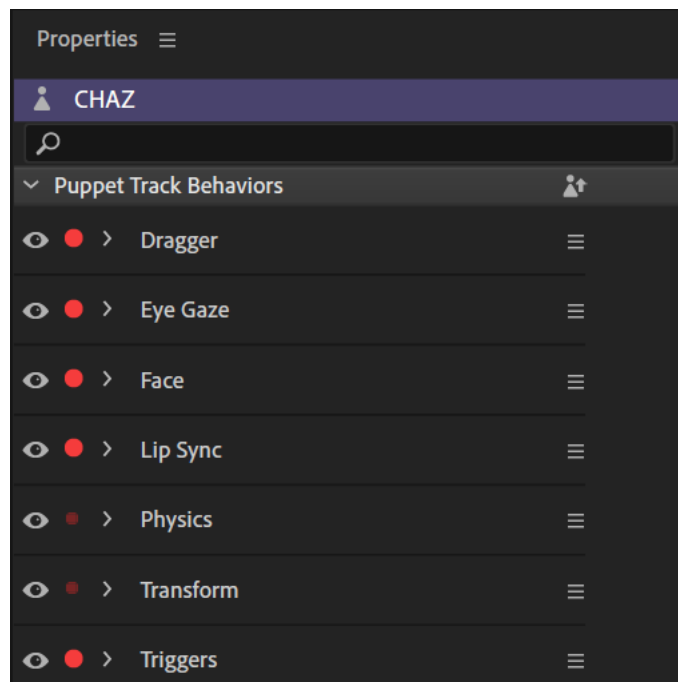














CHAZ

Puppet Track Behaviors

Dragger

Eye Gaze

Face

Lip Sync

Physics

Transform

Triggers

Physics [Hair]

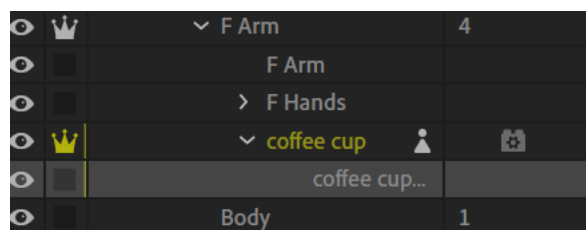
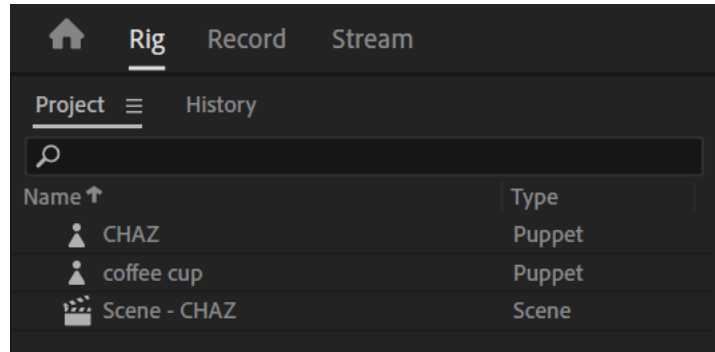
Replays

>

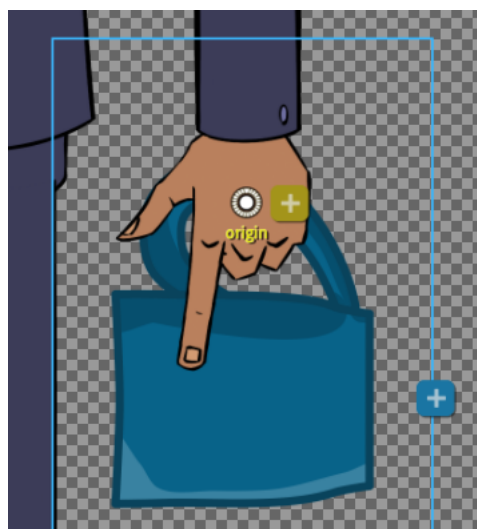
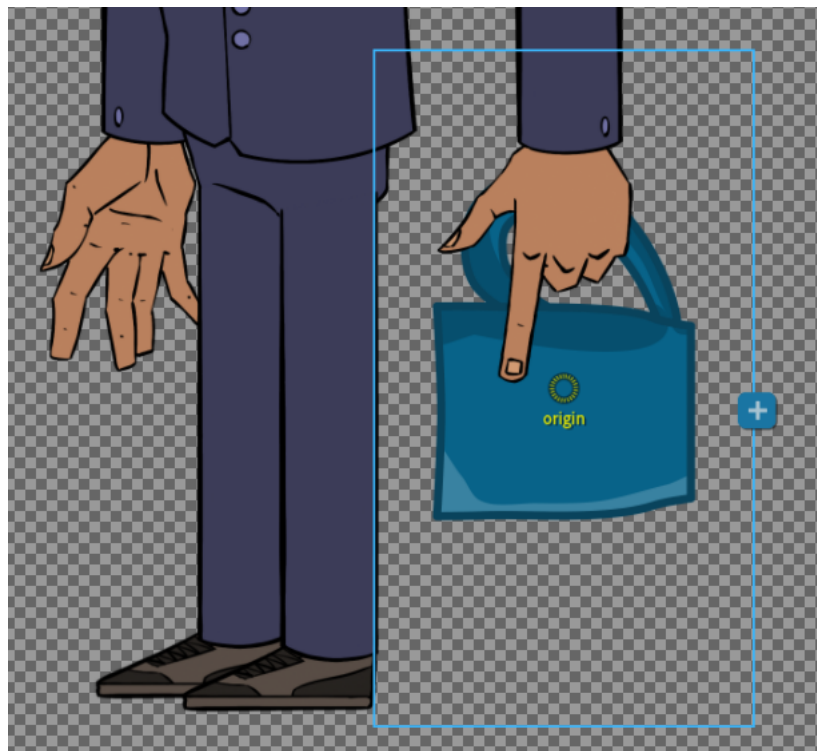




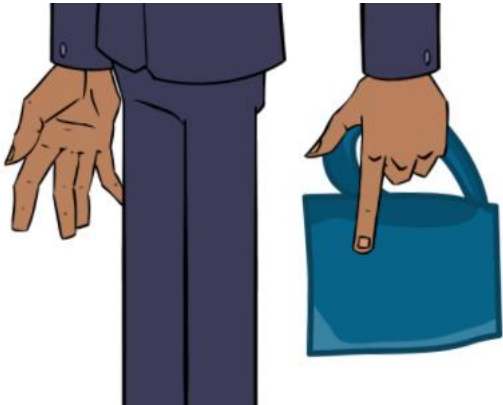
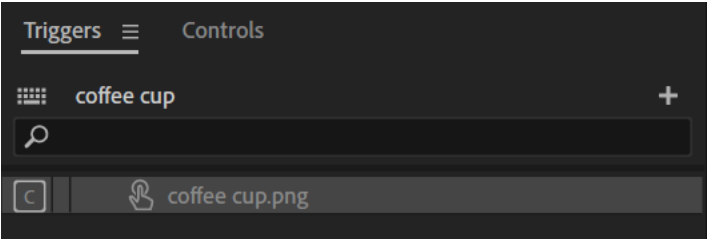
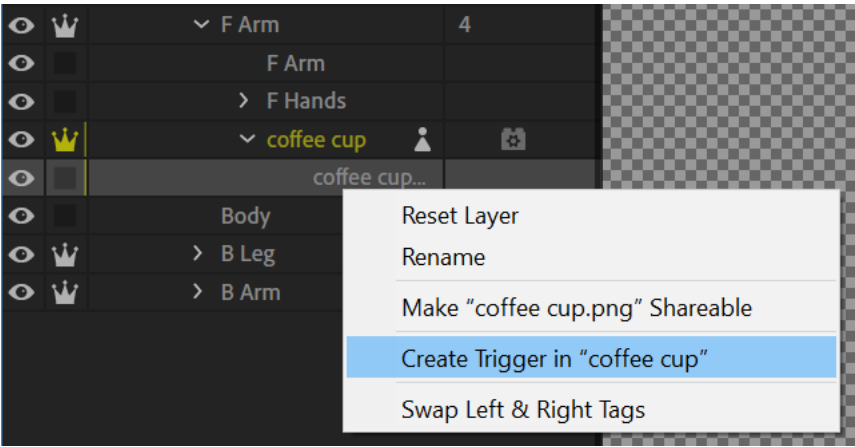
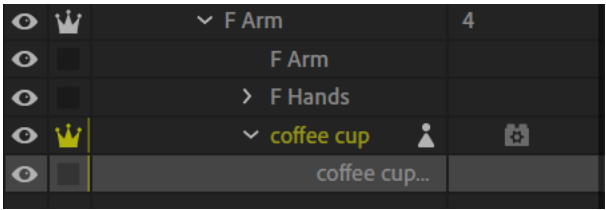
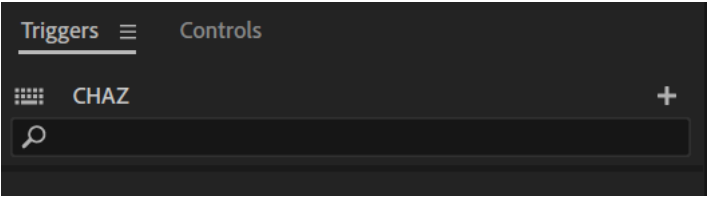
## Chapter 07: Assigning Mouths and Props with Triggers and Swap Sets

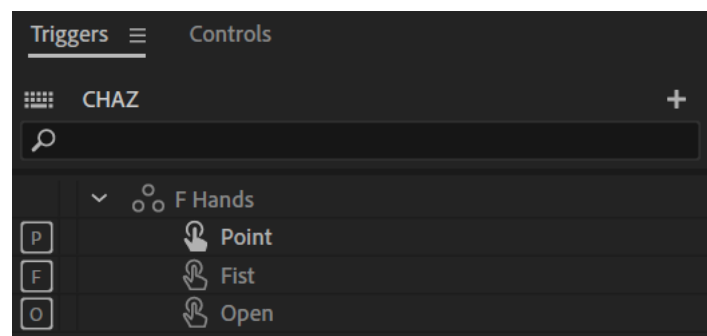
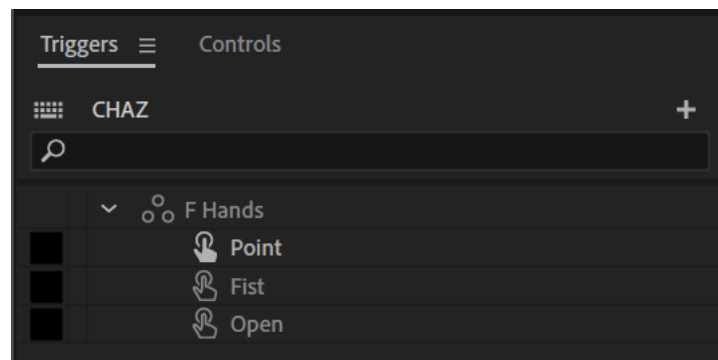
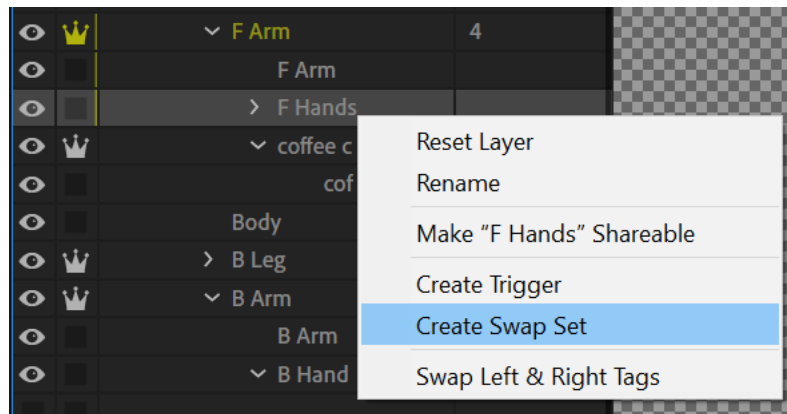
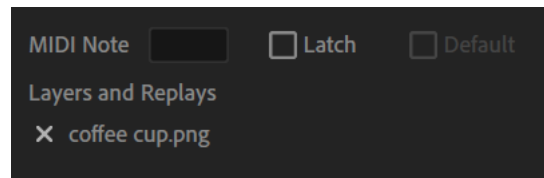


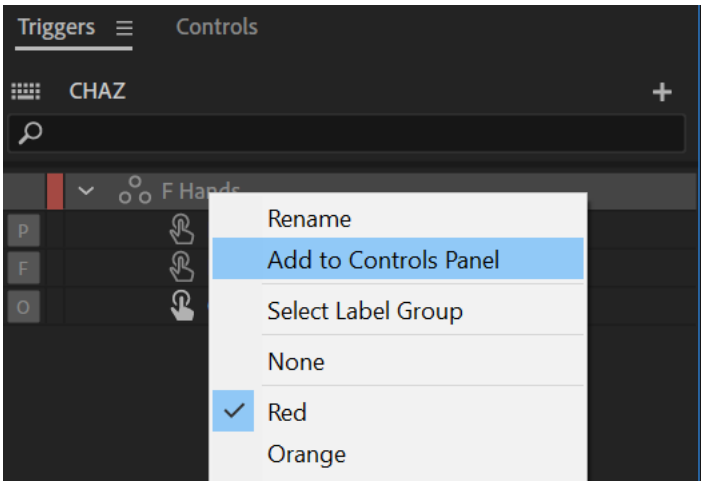
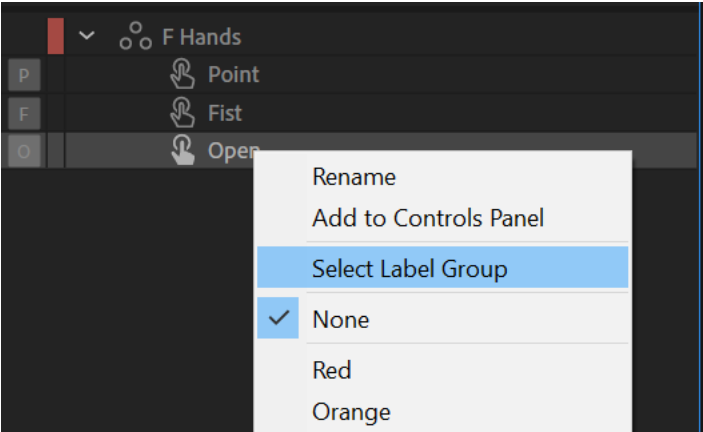
Properties	
coffee cup (Layer)	
Layer	
X	-19.8 px
Y	1,272.4 px
X Scale	29 %
Y Scale	29 %
Rotate	-90 °

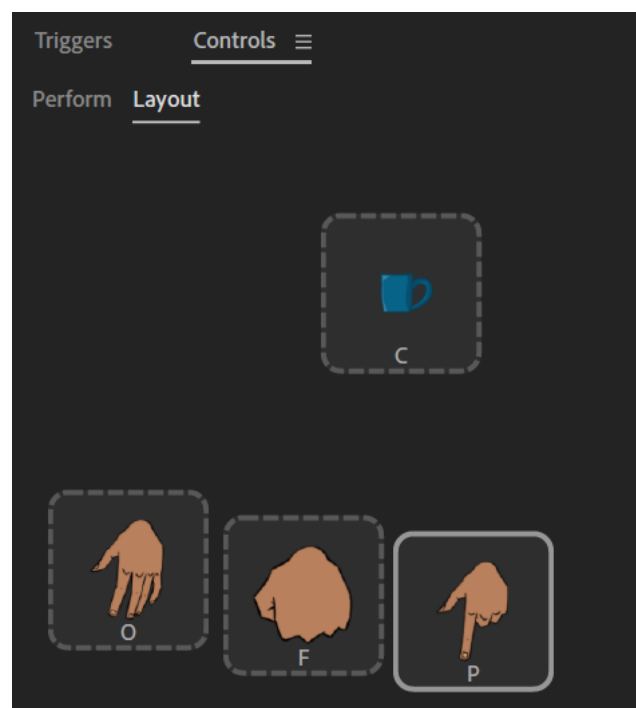
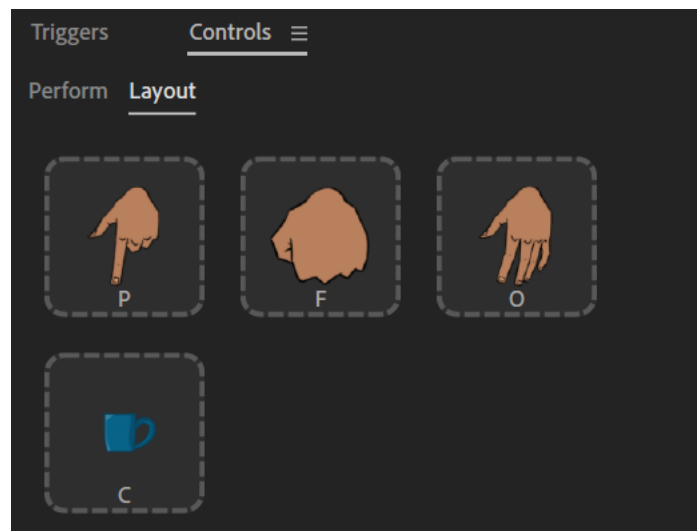




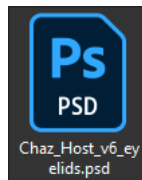
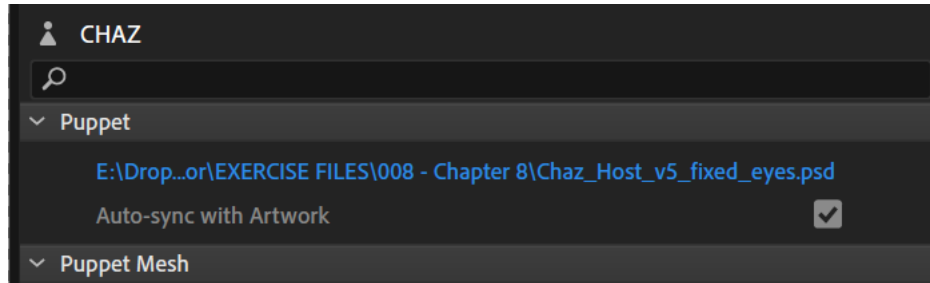




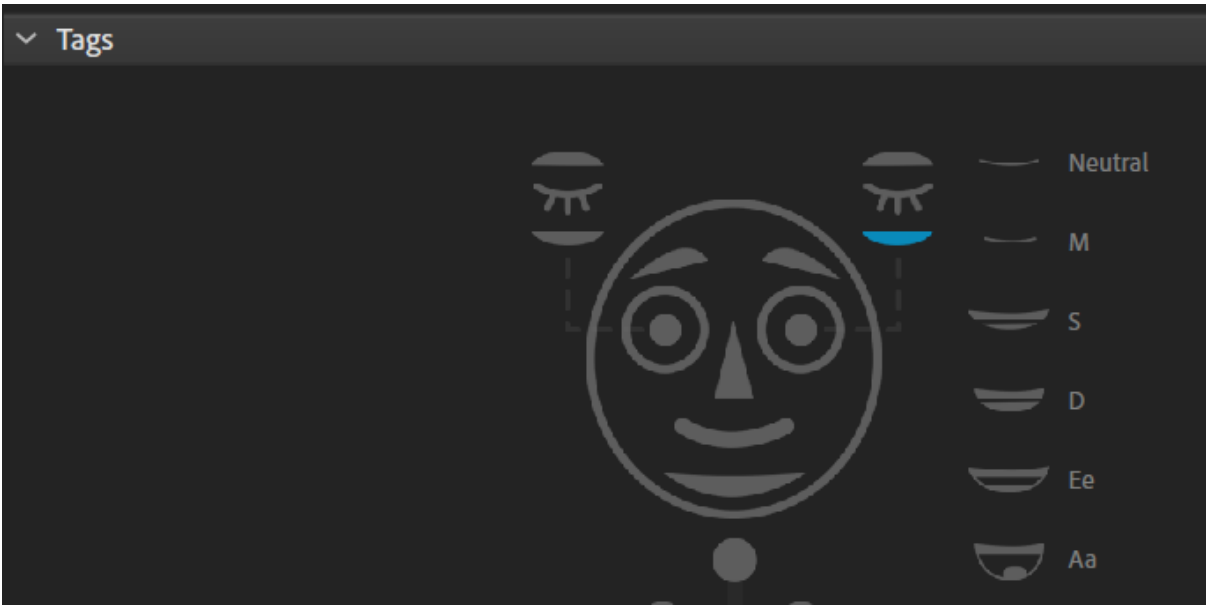




## Chapter 08: Refining Layers and Exploring Optional Rig Features

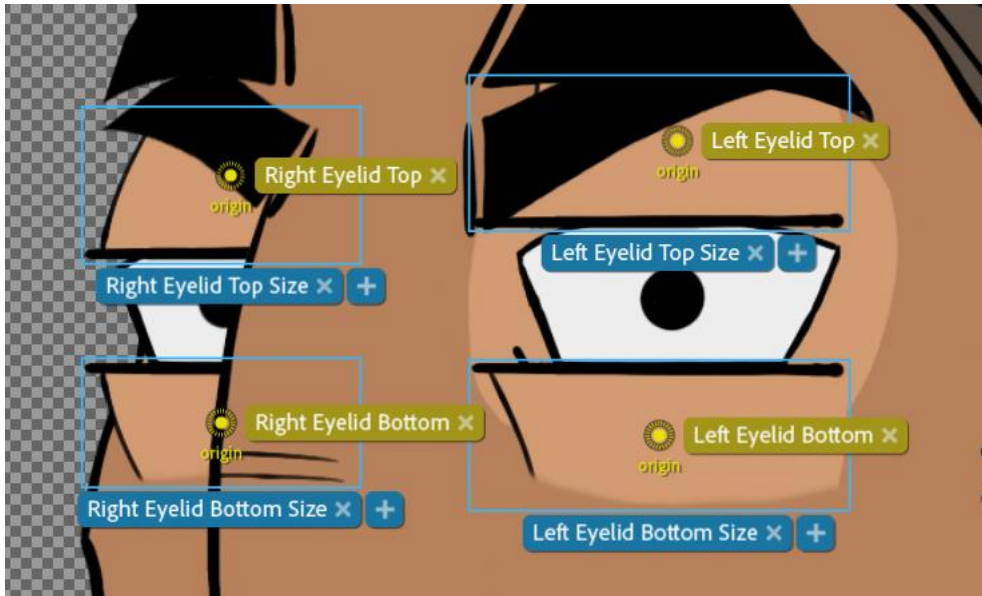


		Left Eye	1
		Bottom Lid	
		Top Lid	
		Pupil	
		Right Eye	
		Right Eye	1
		Mouths	

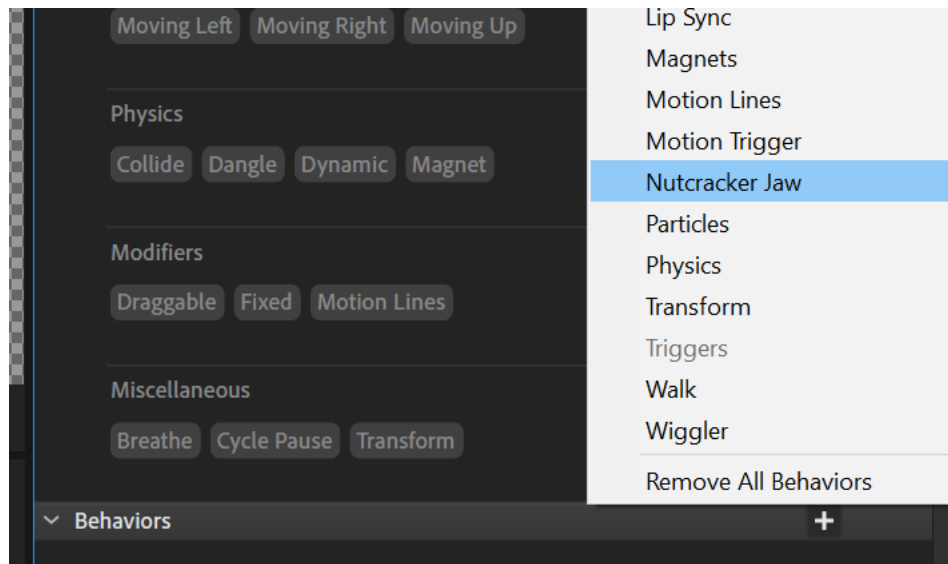


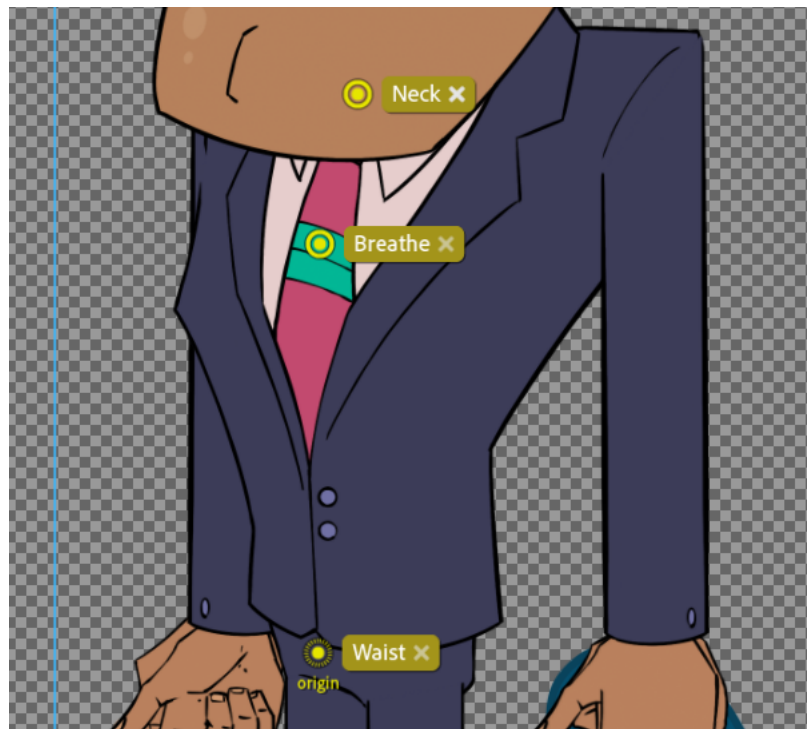


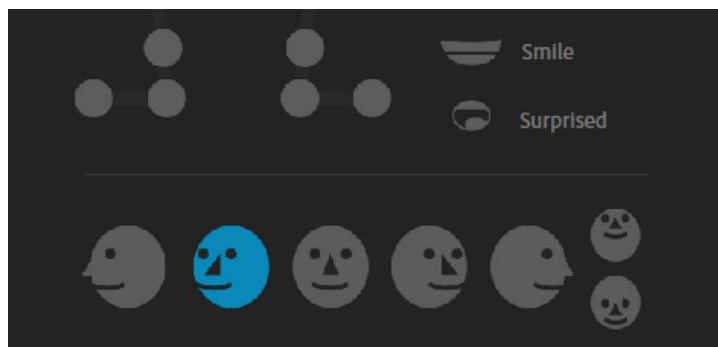
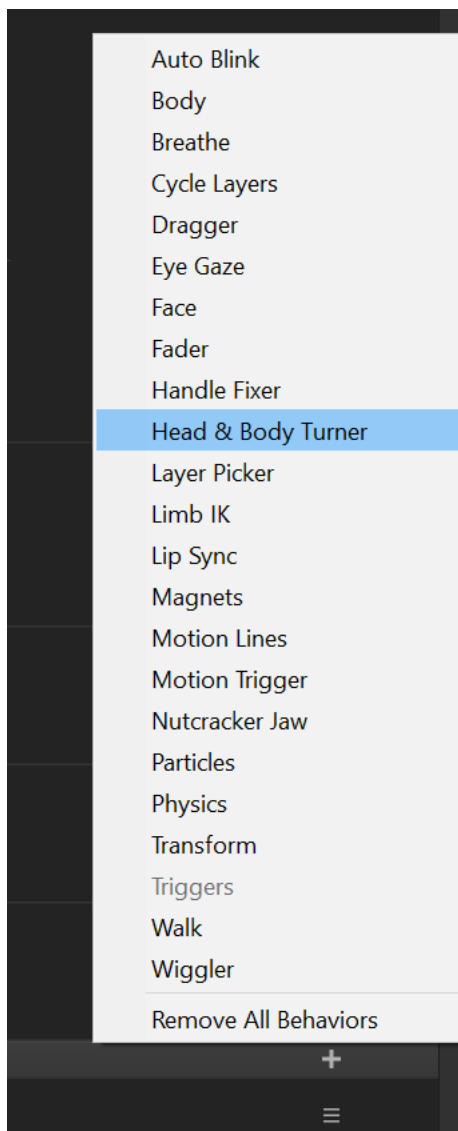
		Left Eye	1
		Bottom Lid	
		Top Lid	
		Pupil	
		Right Eye	
		Right Eye	1
		Bottom Lid	
		Top Lid	











## Chapter 09: Working with Preset Actions

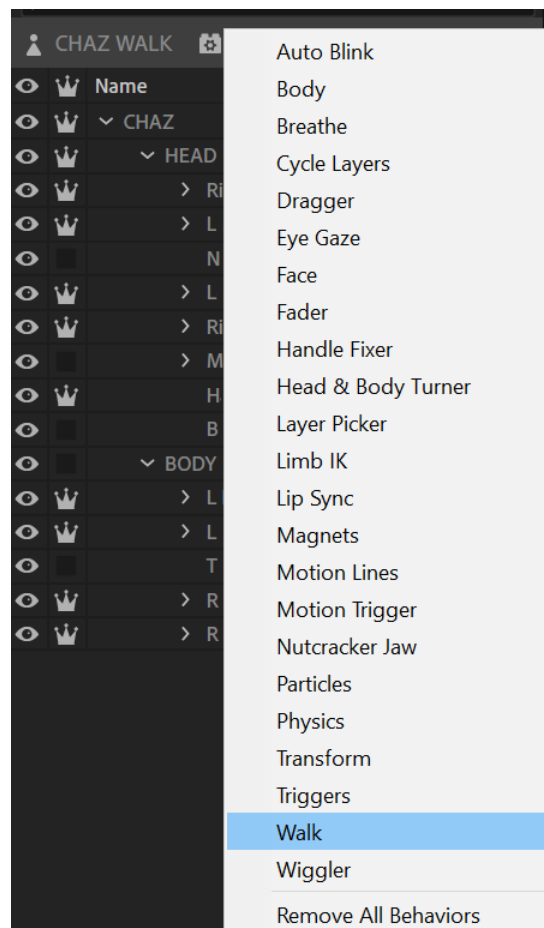


Puppet: CHAZ WALK

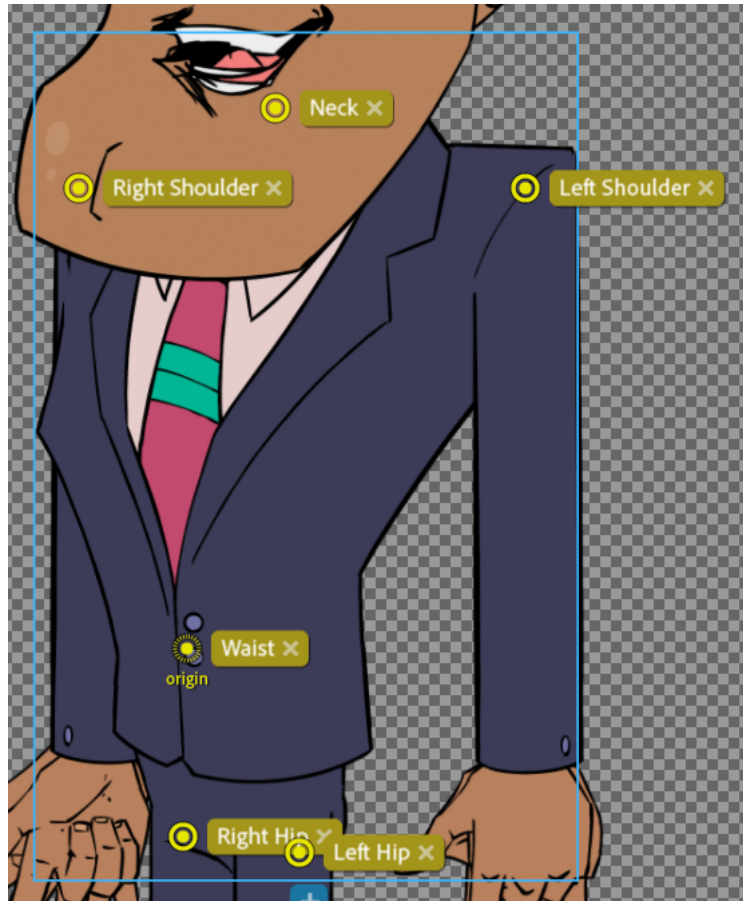
CHAZ WALK

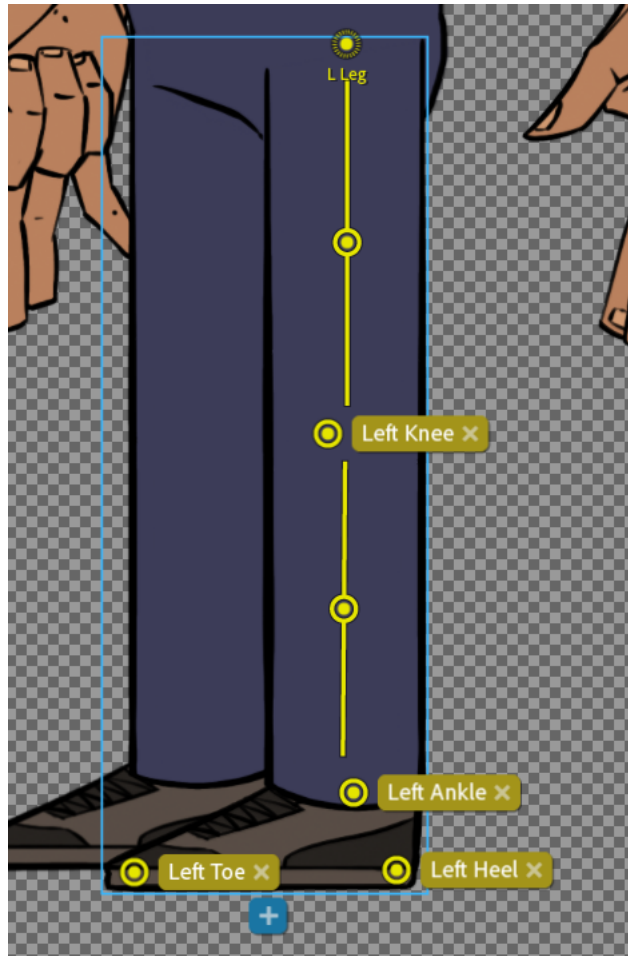
9

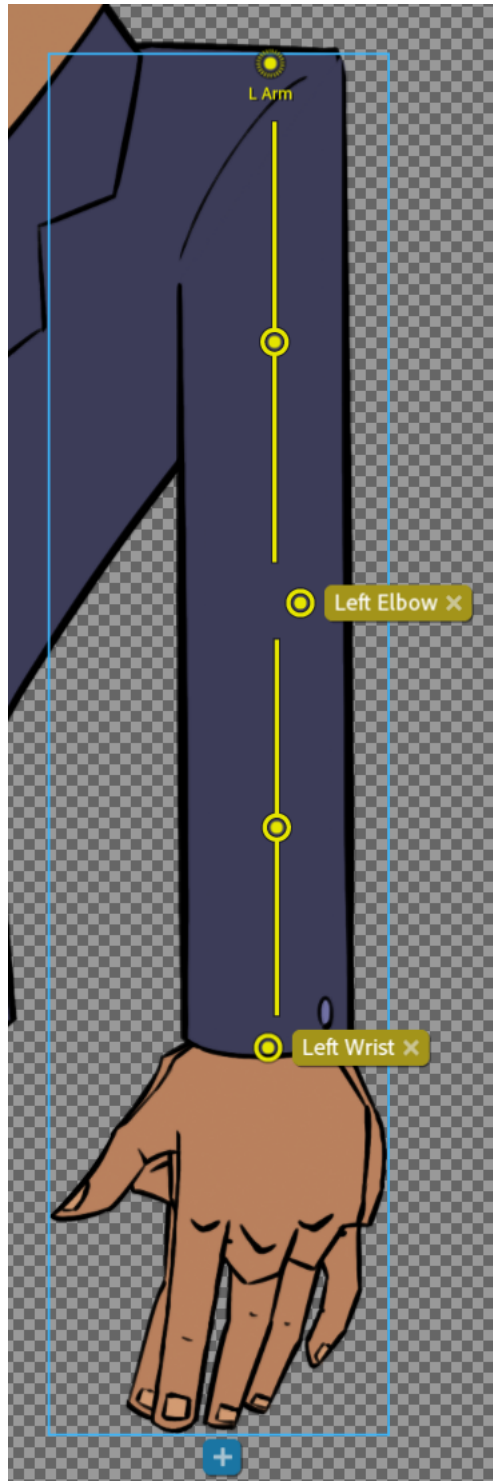
</



Handles	
Right Hip	1
Left Hip	1
Right Knee	1
Right Ankle	1
Right Heel	1
Right Toe	1
Left Knee	1
Left Ankle	1
Left Heel	1
Left Toe	1
Waist	1
Neck	1
Right Shoulder	1
Right Elbow	1
Right Wrist	1
Left Shoulder	1
Left Elbow	1
Left Wrist	1



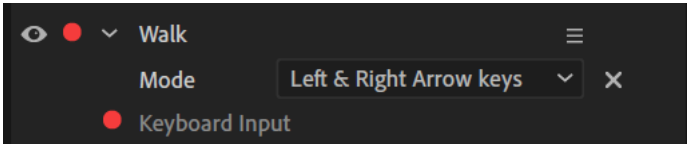
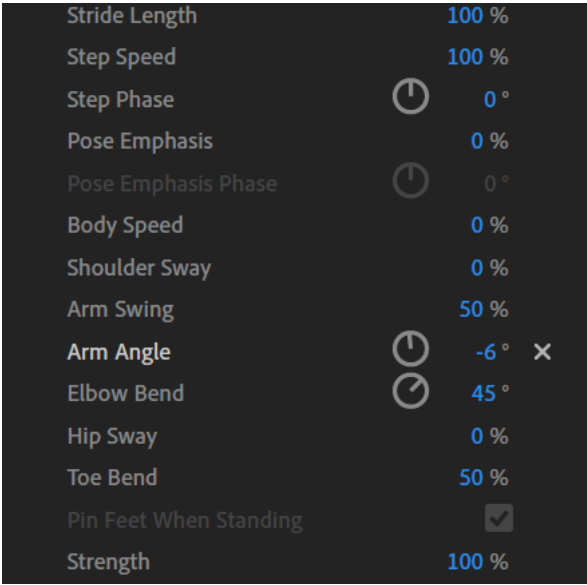
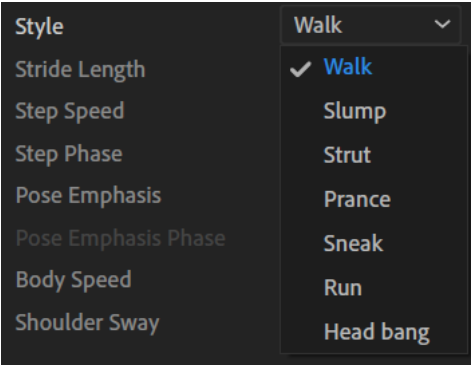
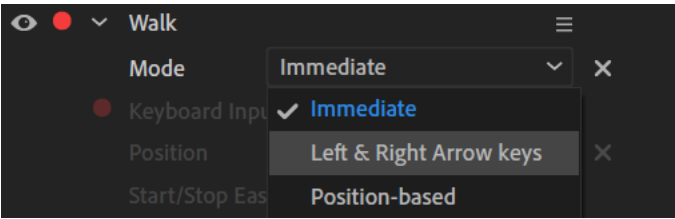


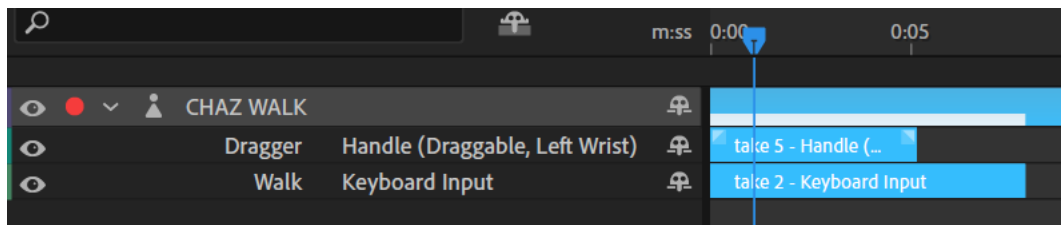
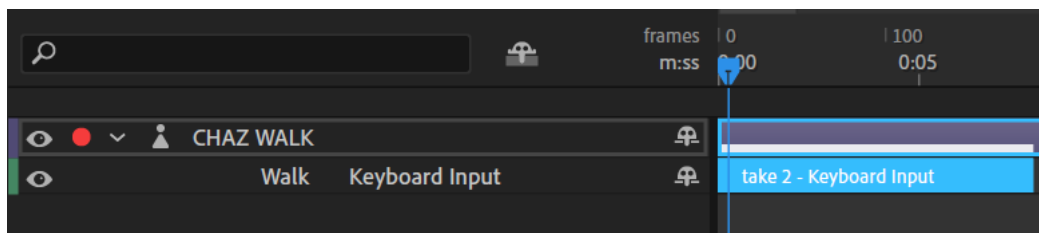




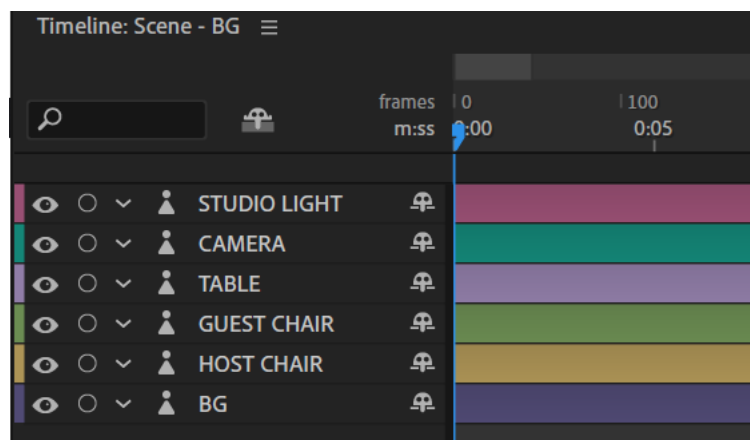
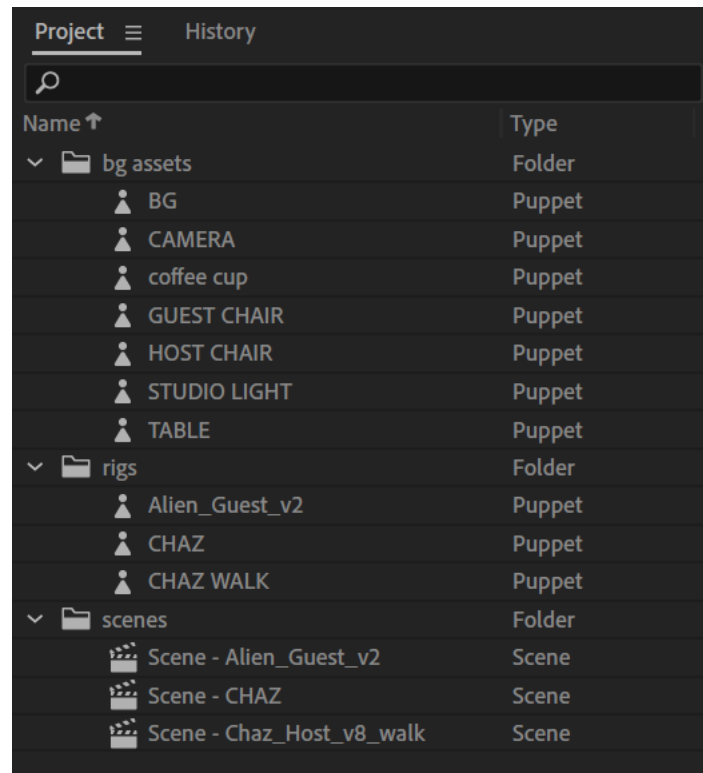
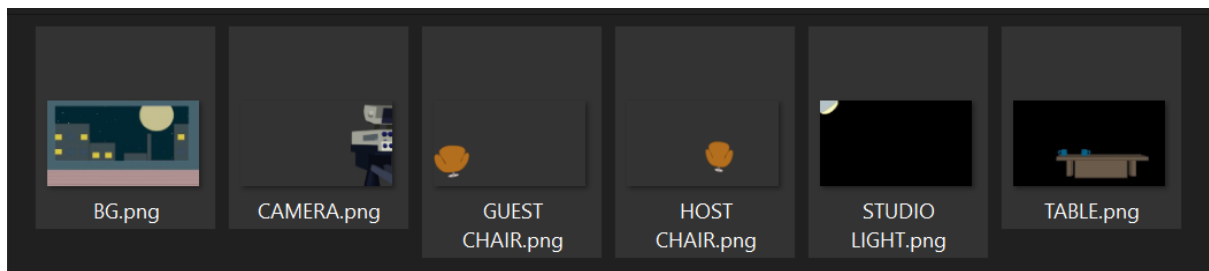
👁️	👑	▼ HEAD	1
👁️	👑	➢ Right Eyebrow	
👁️	👑	➢ Left Eyebrow	
👁️	👑	Nose	
👁️	👑	➢ Left Eye	
👁️	👑	➢ Right Eye	
👁️	👑	➢ Mouth	
👁️	👑	Hair	2
👁️	👑	Background	







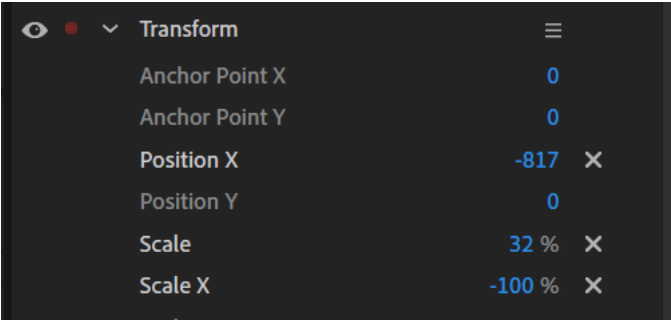
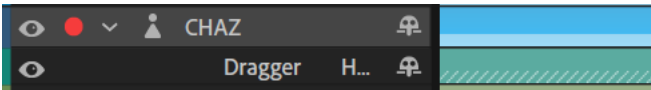
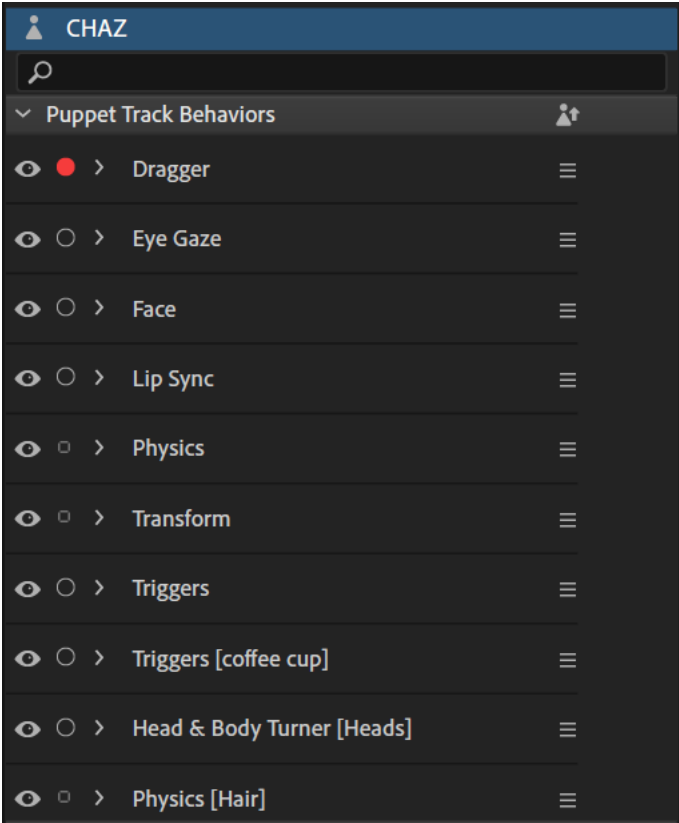
## Chapter 10: Animating a Simple Sequence

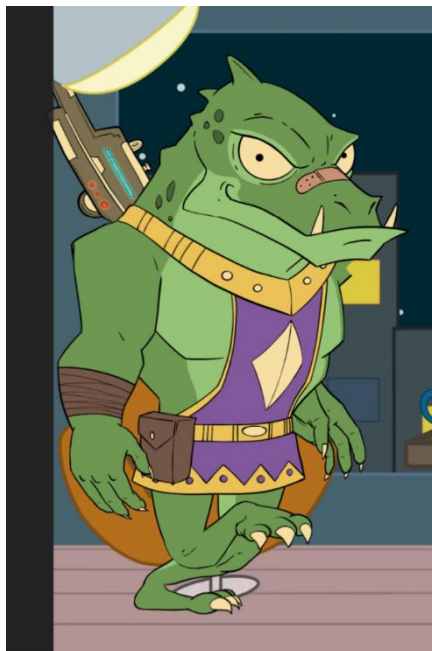




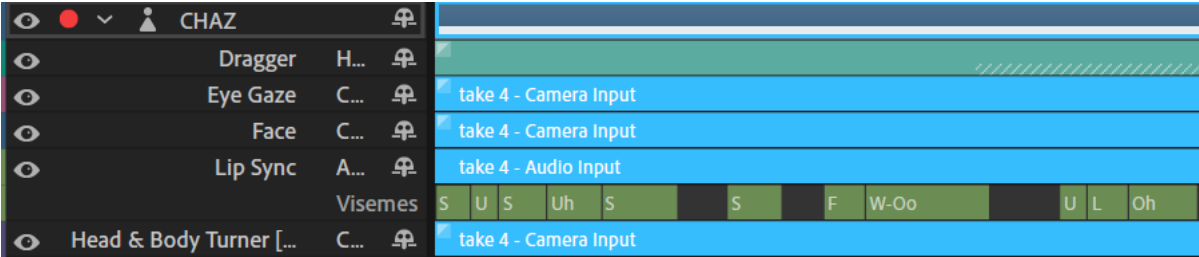
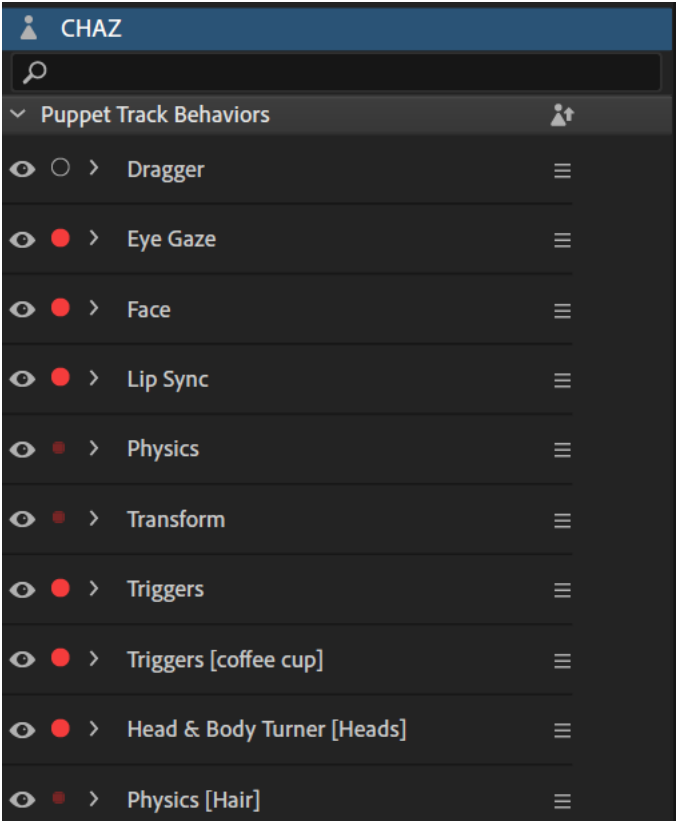
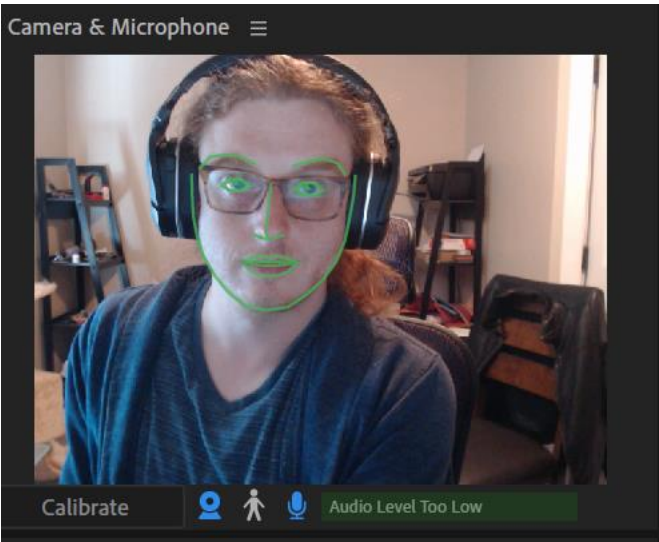


Head Position Strength	0 %	×
Head Scale Strength	25 %	
Head Tilt Strength	28 %	×

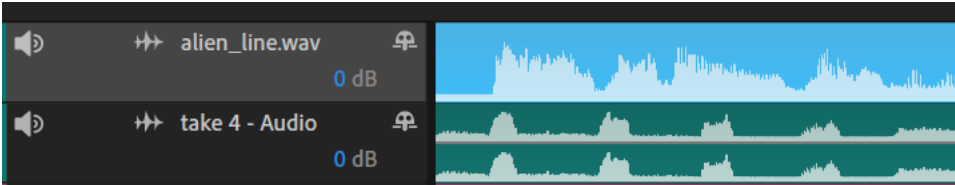








Name ↑	Type
alien_line.wav	Audio
bg assets	Folder
BG	Puppet
CAMERA	Puppet
coffee cup	Puppet



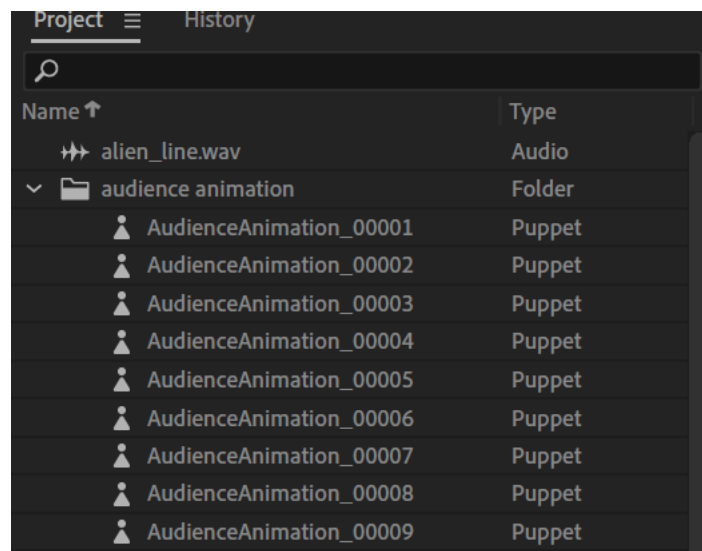
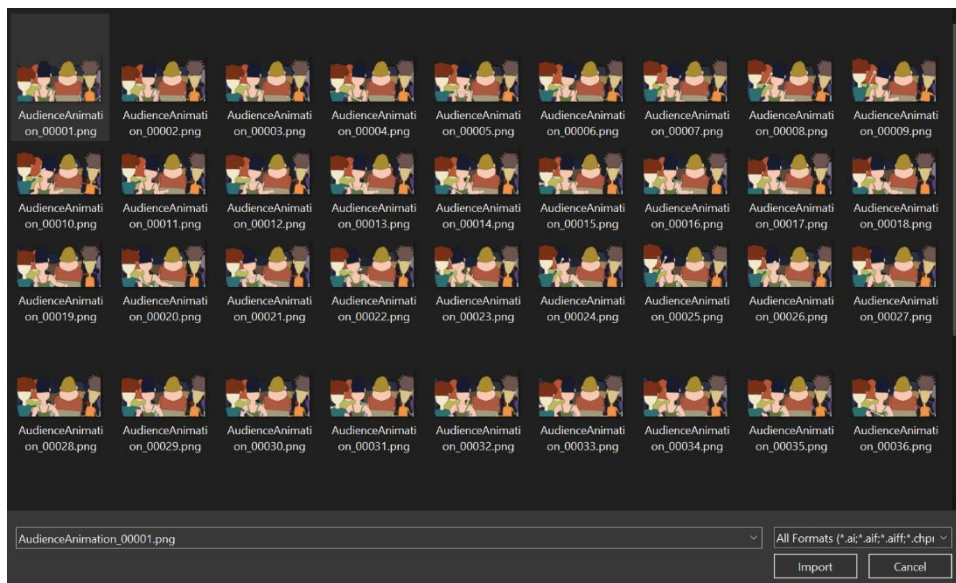
alien_line.wav	0 dB	
take 4 - Audio	0 dB	
STUDIO LIGHT		
CAMERA		
TABLE		
Alien_Guest_v2		

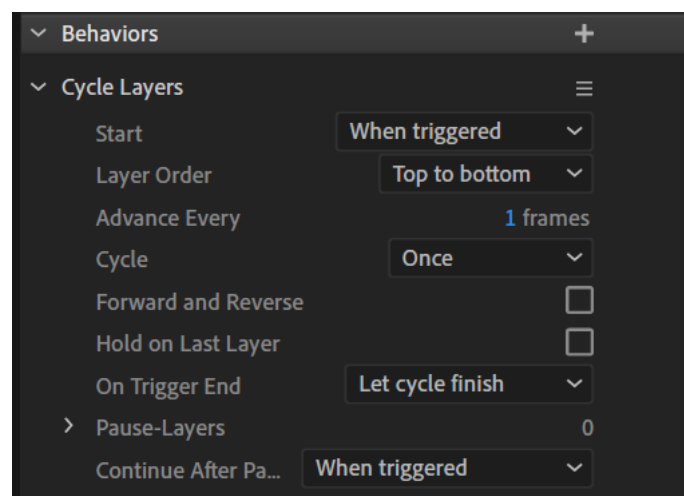
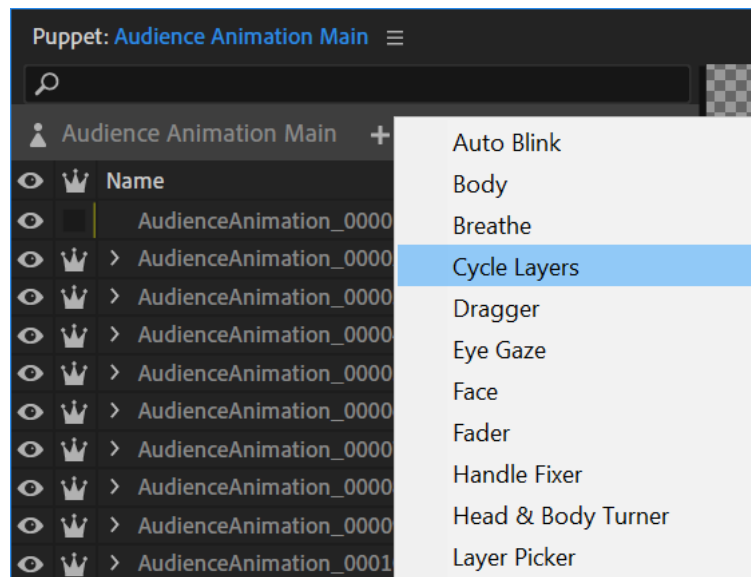
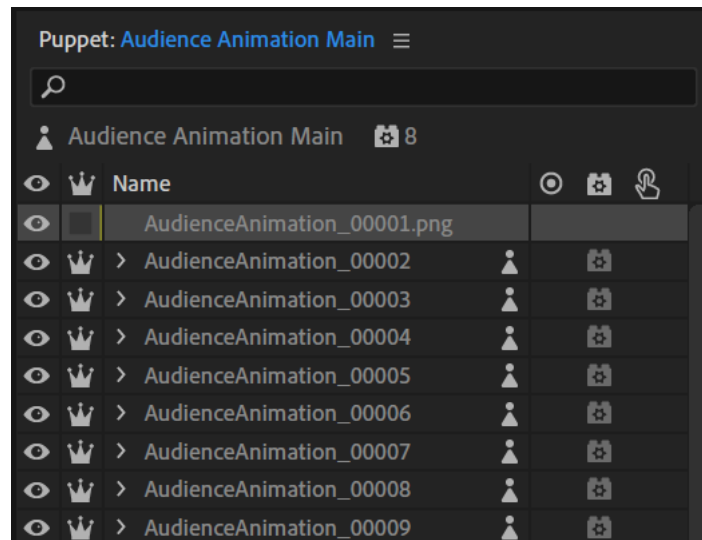
Timeline Window Help Version 22.3

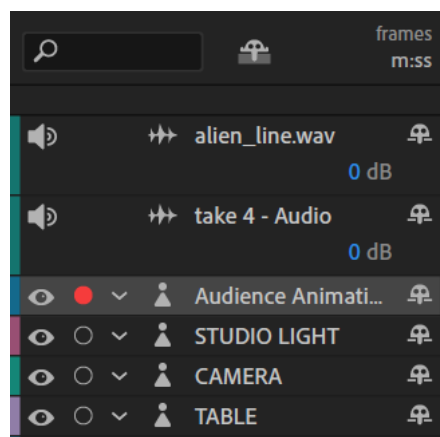
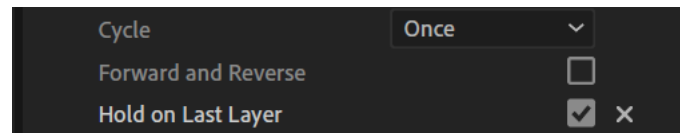
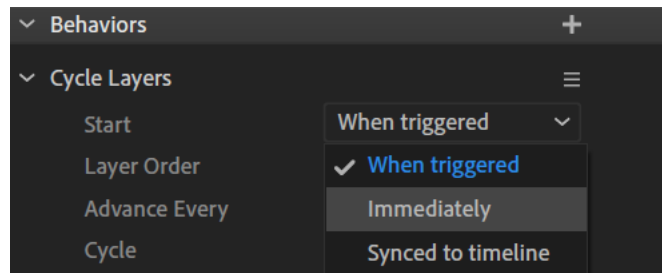
Arrange	>
Blend Take	>
Merge Takes	Ctrl+Shift+E
Trim In to Playhead	Alt+[
Trim Out to Playhead	Alt+]
Move Selection In to Playhead	[
Move Selection Out to Playhead	]
Sequence Takes...	
Compute Lip Sync Take from Scene Audio	
Compute Lip Sync Take from Audio and Transcript	
Compute Head Movement from Speech	

Lip Sync	H...	A...	Visemes	Aa	D	W-	D	R	Ee	D	W-	S	U	Ee	R	U	S	M	Uh
----------	------	------	---------	----	---	----	---	---	----	---	----	---	---	----	---	---	---	---	----

## Chapter 11: Rearranging, Polishing, and Enhancing Our Sequence







Behaviors

+

Eye Gaze

≡

Smoothing

15 %

Camera Strength

100 %

Mouse & Touch Strength

100 %

Keyboard Strength

100 %

Snap Eye Gaze

☒

Minimum Snap Duration

1 sec

> Views

1

> Handles

☒ Eye Gaze [3-4th Head]

≡

☐ Camera Input

☐ Mouse & Touch Input

☒ Keyboard Input

Smoothing

15 %

Camera Strength

59 %

×

Mouse & Touch Strength

100 %

Keyboard Strength

70 %

×

Snap Eye Gaze

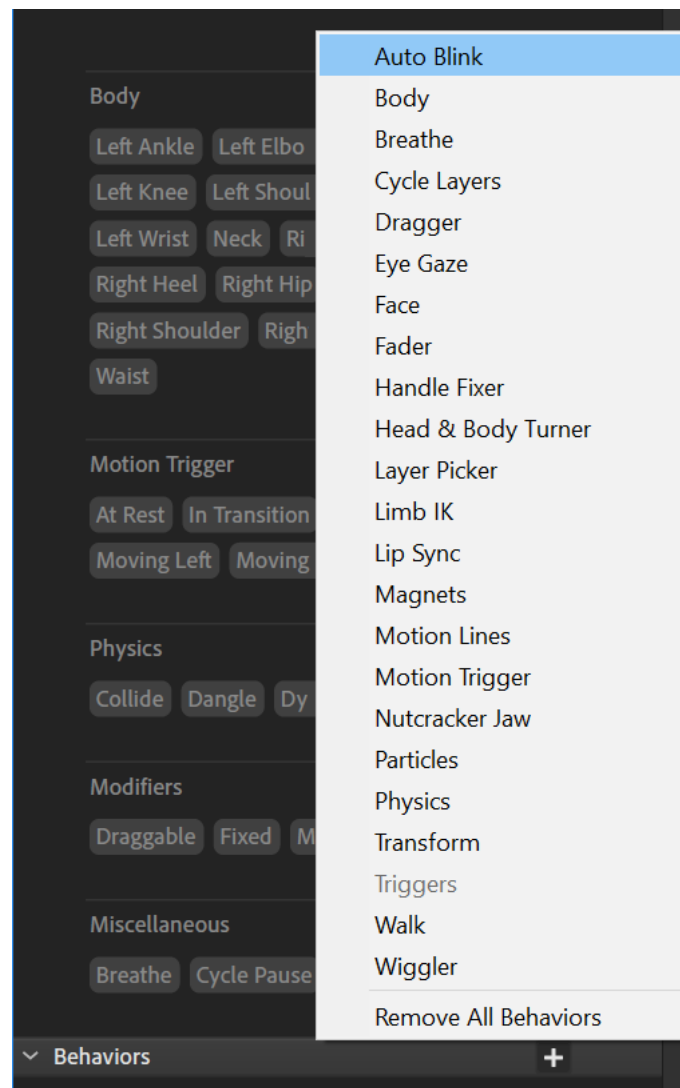
☒

Minimum Snap Duration




























1 sec



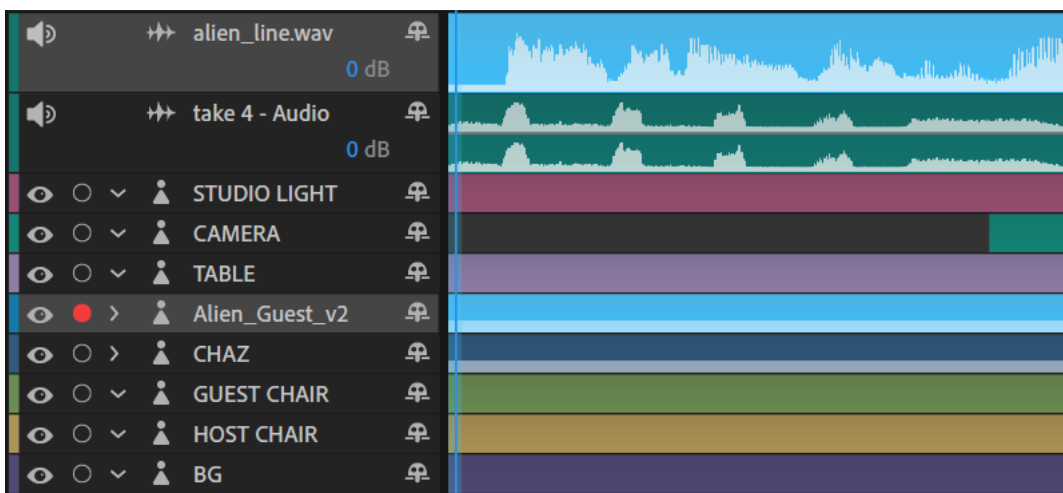
	Handle (origin)	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Lip Sync	Audio Input	<input checked="" type="checkbox"/>
	Visemes	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Eye Gaze [3-4th Head]...	Keyboard Input	<input checked="" type="checkbox"/>

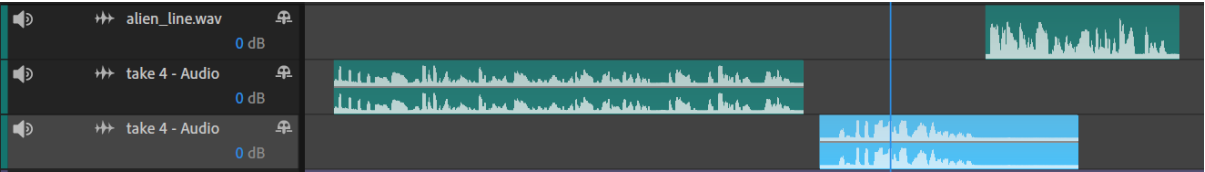
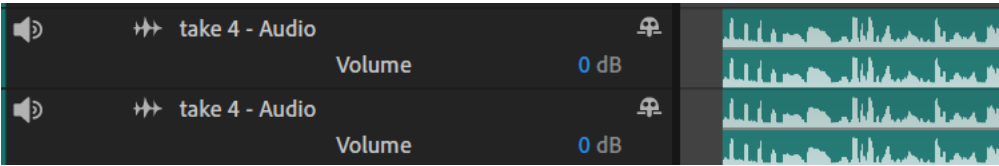
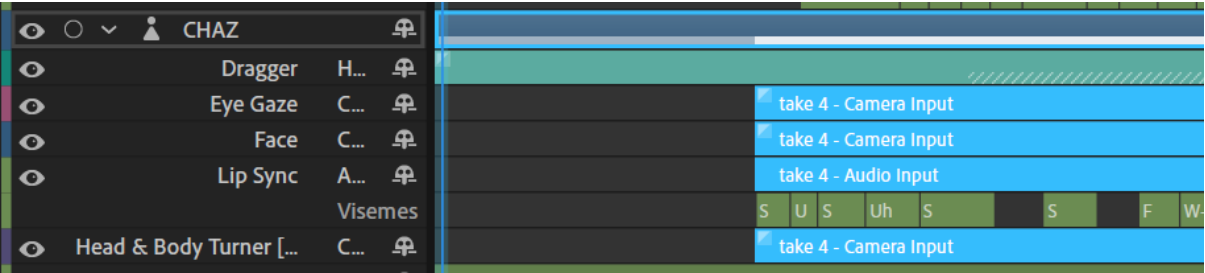
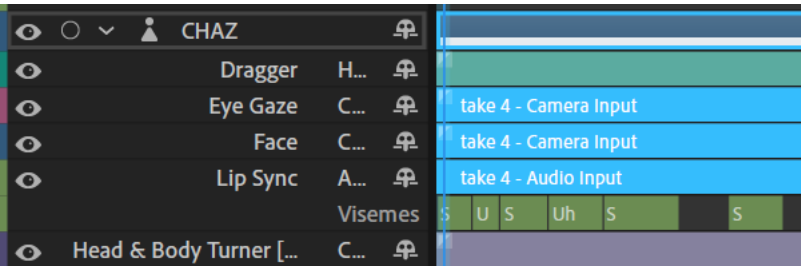
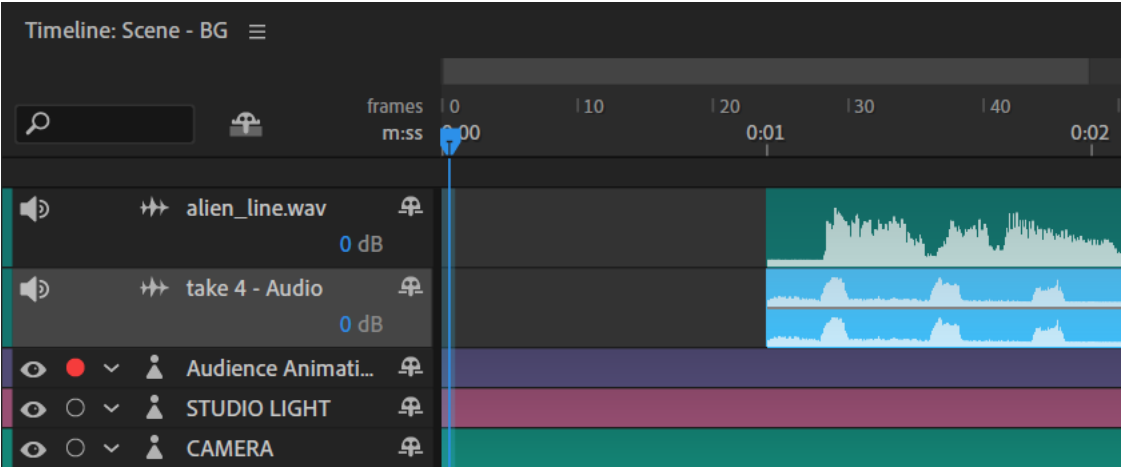


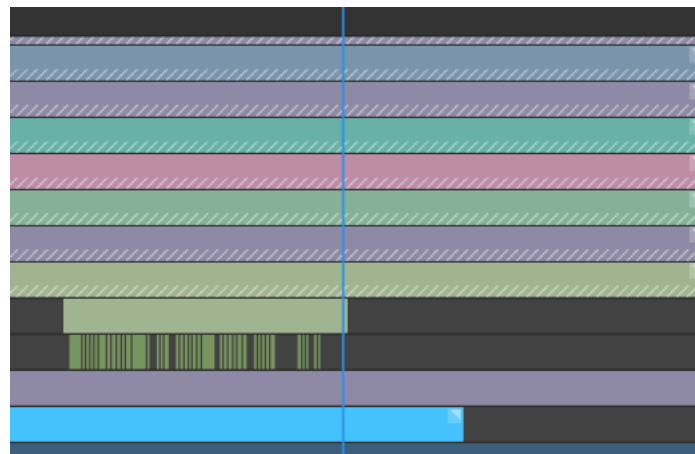
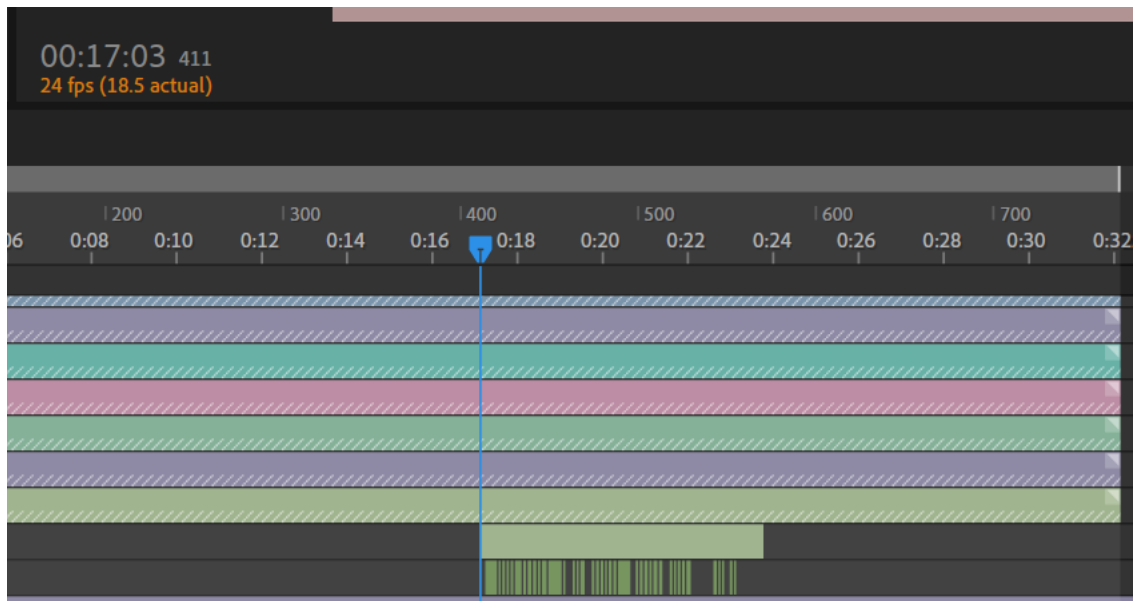
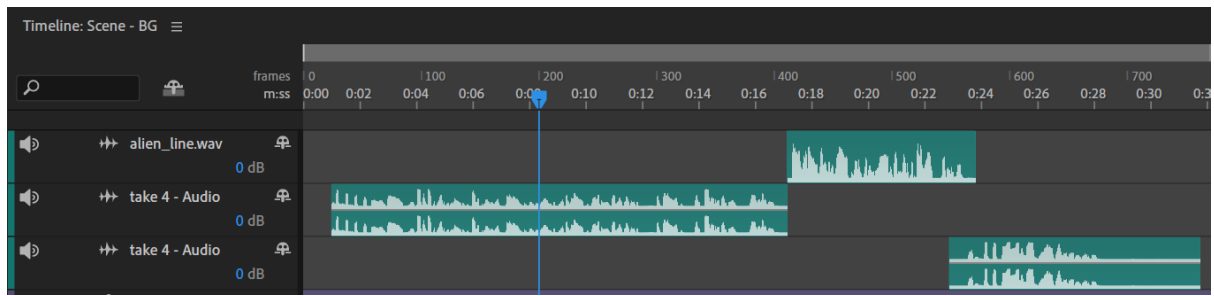
👁	▼	Auto Blink [3-4th Head]	☰
		Blinks per Minute	30
		Blink Duration	80 ms
		Randomness	100 %

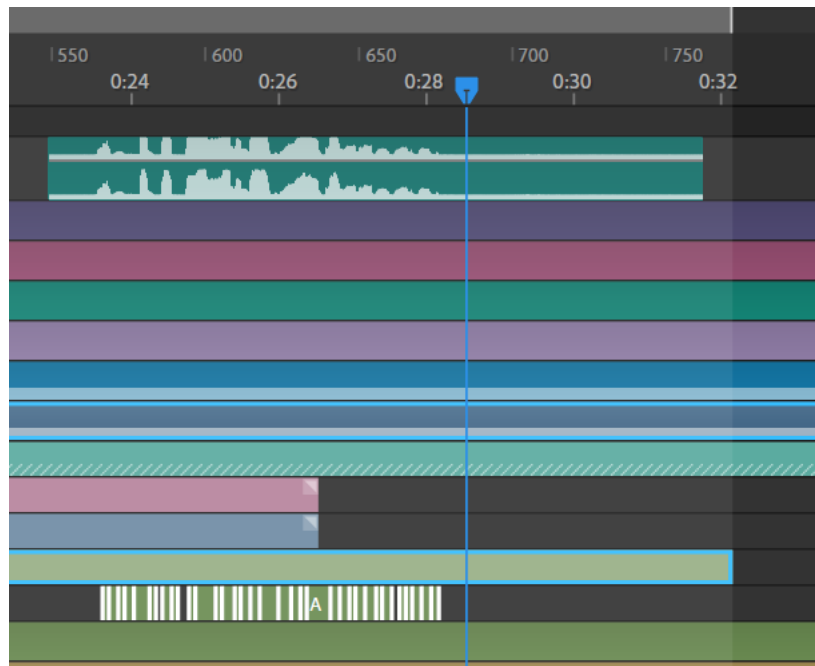
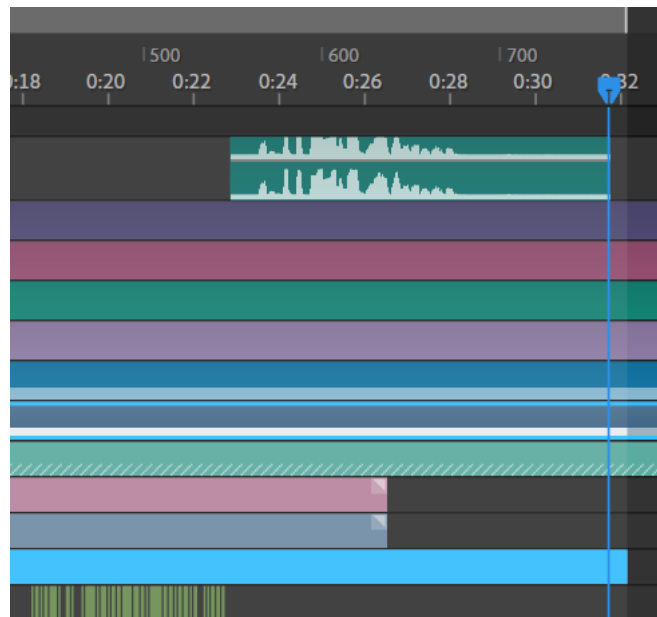
Puppet Track Behaviors				
	<input type="radio"/>	>	Dragger	
	<input type="radio"/>	>	Eye Gaze	
	<input type="radio"/>	>	Face	
	<input type="radio"/>	>	Head & Body Turner	
	<input type="radio"/>	>	Lip Sync	
	<input type="checkbox"/>	>	Physics	
	<input type="checkbox"/>	>	Transform	
	<input type="radio"/>	>	Triggers	
	<input checked="" type="radio"/>	>	Auto Blink [3-4th Head]	
	<input type="radio"/>	>	Eye Gaze [3-4th Head]	
	<input type="radio"/>	>	Eye Gaze [Alien Front Head]	
	<input type="radio"/>	>	Eye Gaze [Alien Side Head]	
	<input checked="" type="radio"/>	>	Dragger [Left Arm]	
Replays				









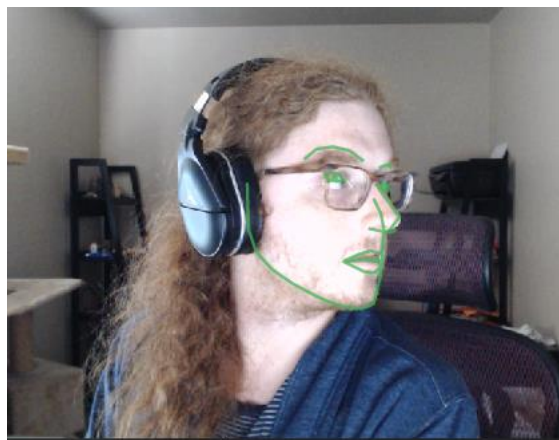
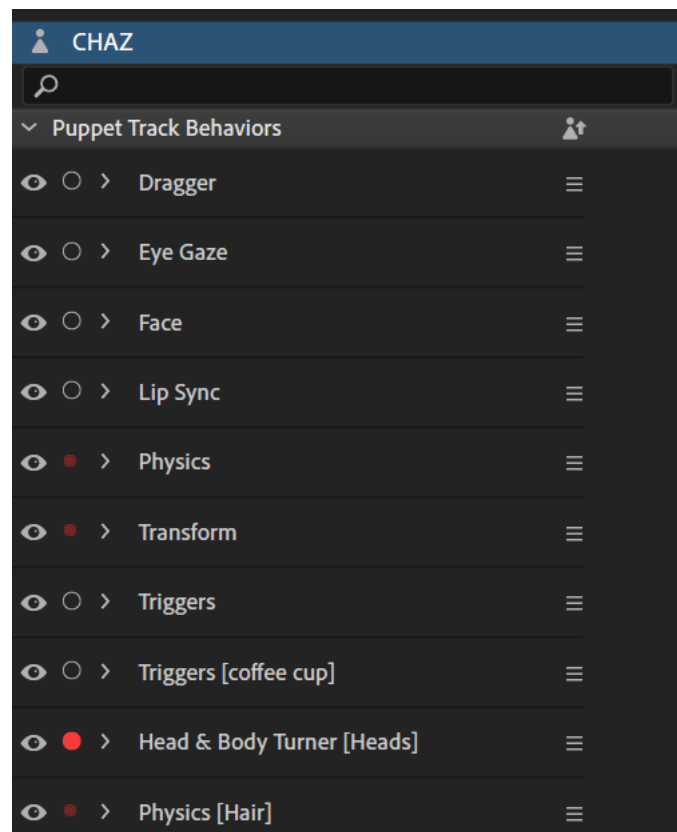


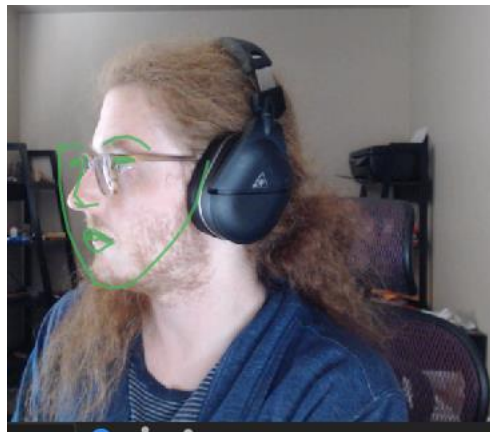
Visemes

Head & Body Turner [...]

Camera Input

take 4 - Camera Input



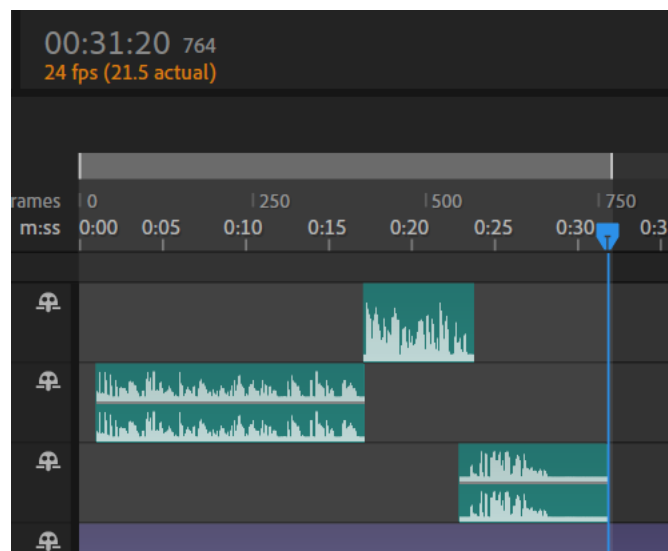
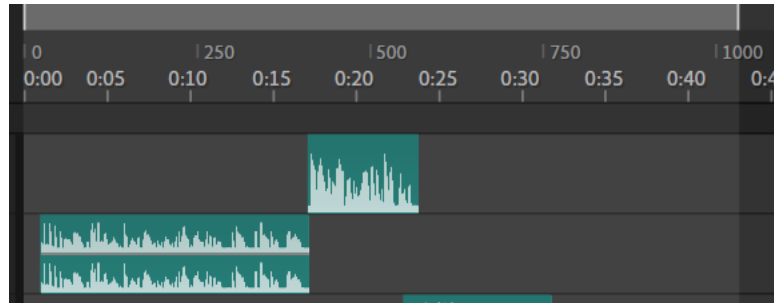




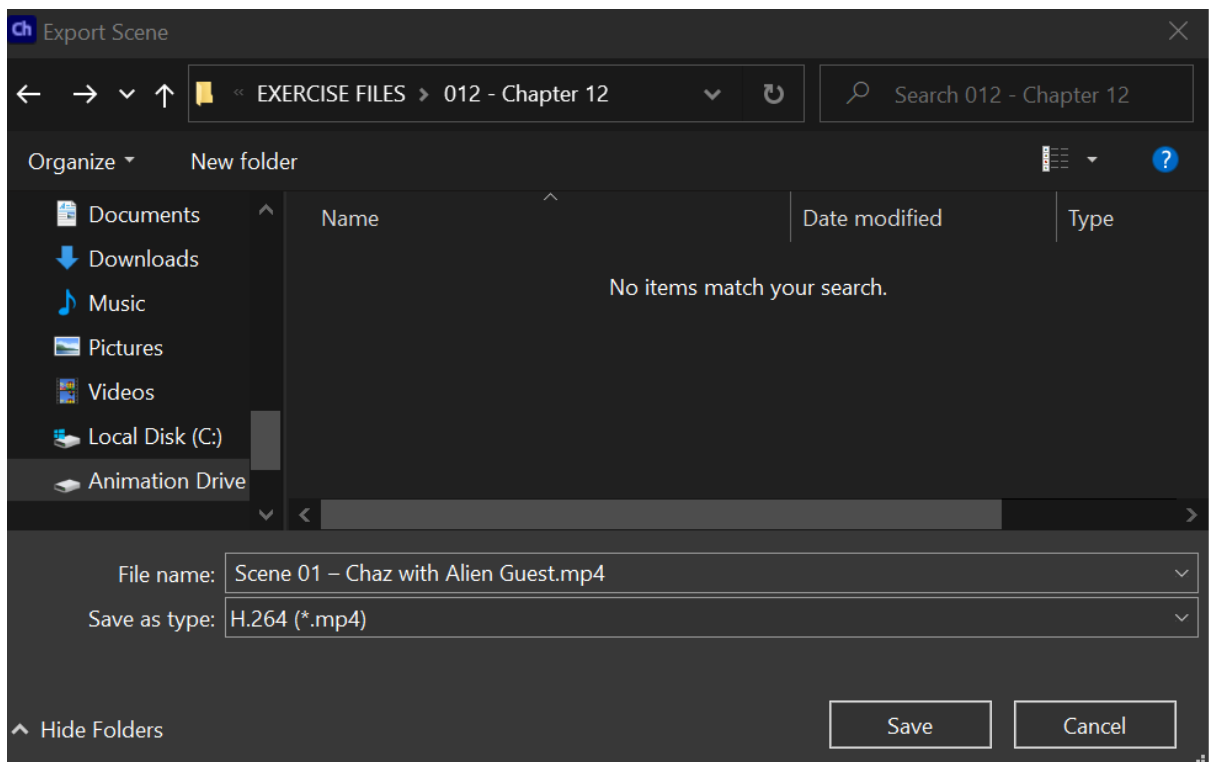
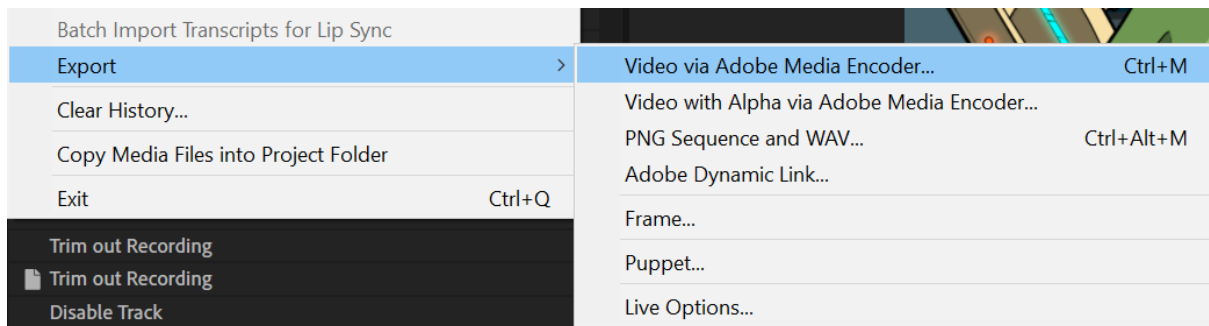
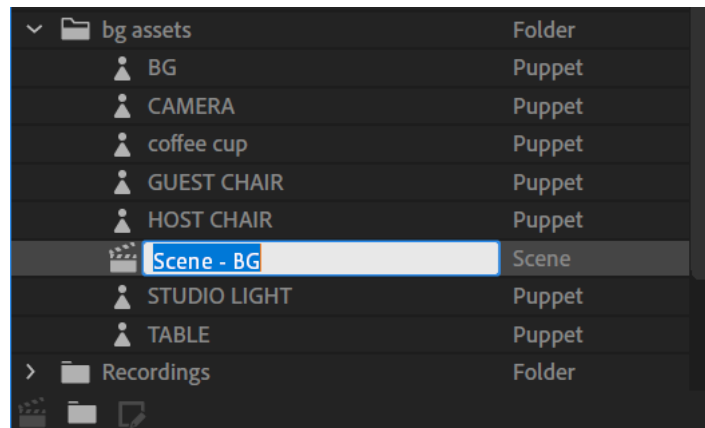


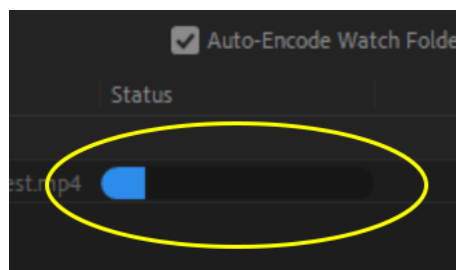
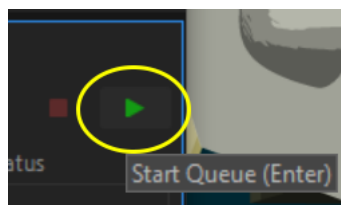
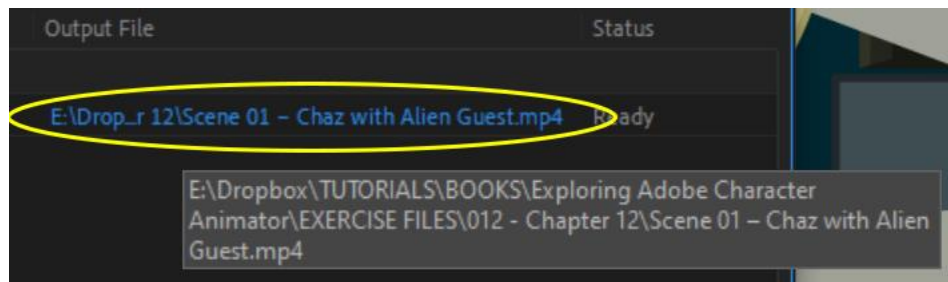
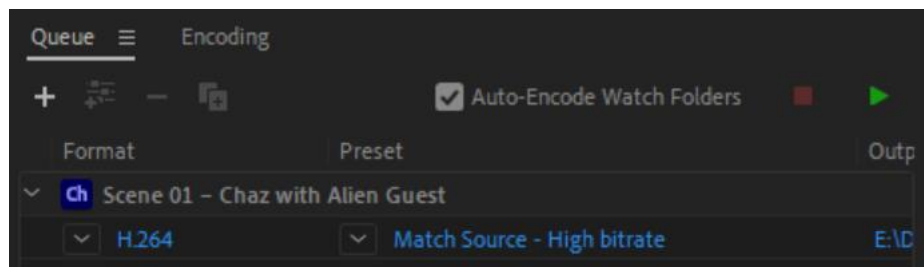


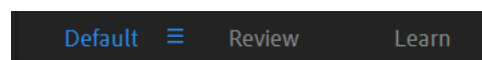
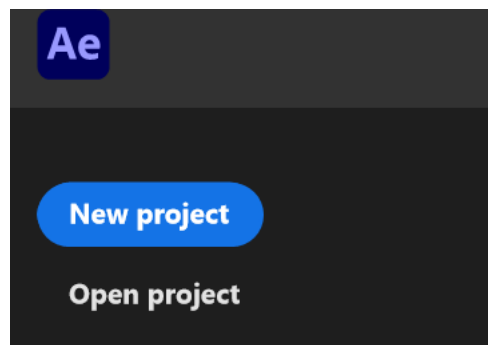
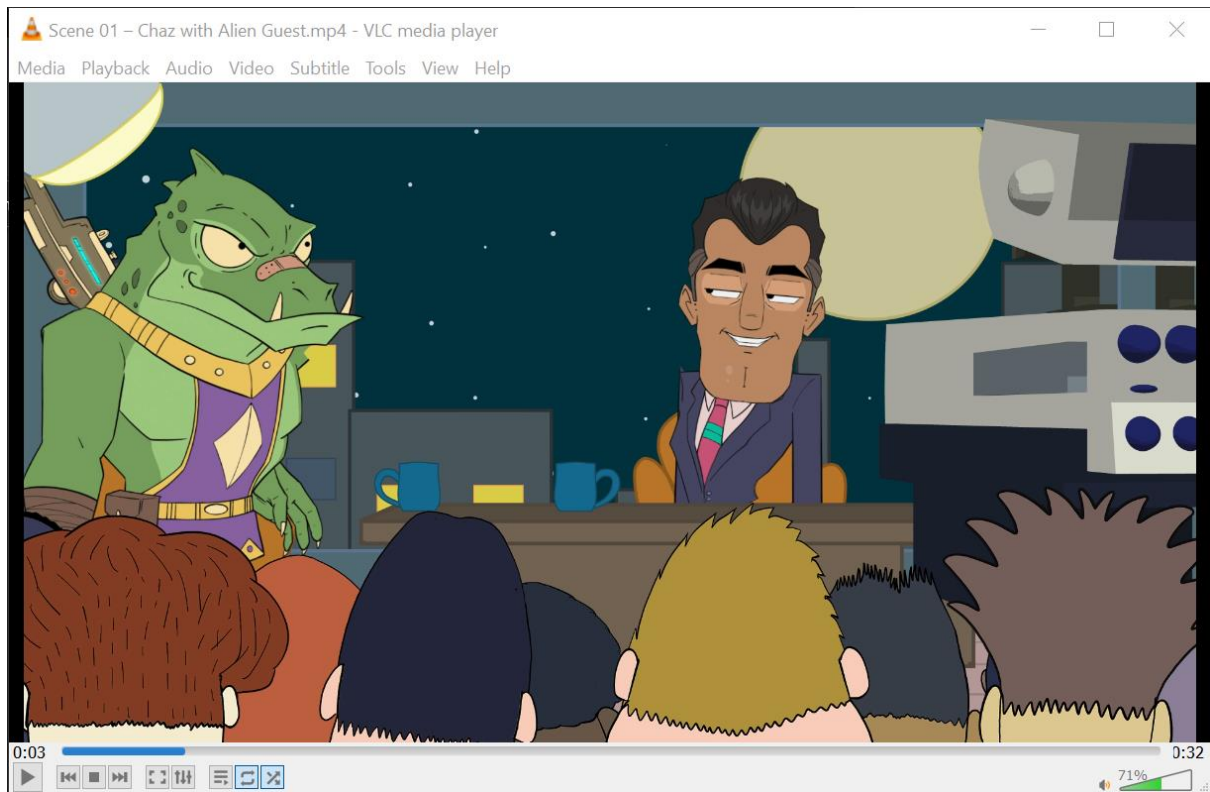
## Chapter 12: Exporting, Editing, and Sharing Your Character Animator Sequence

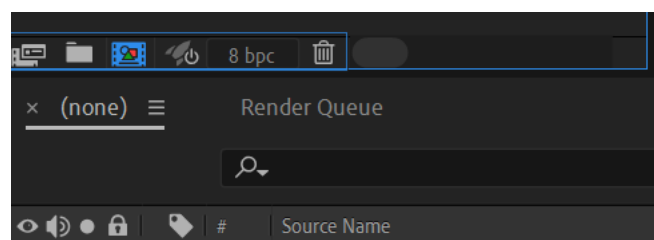
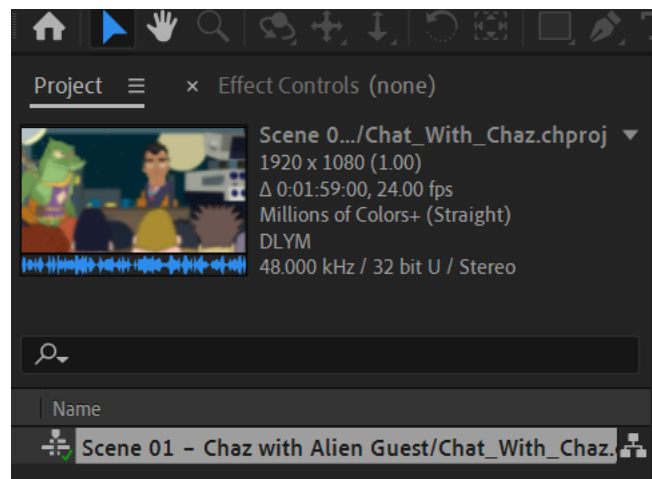
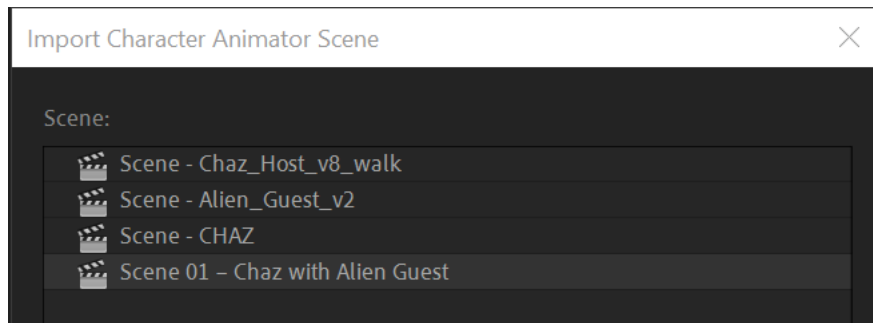
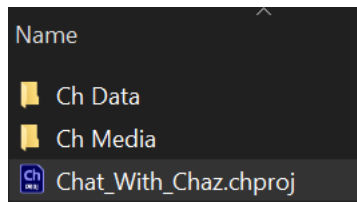


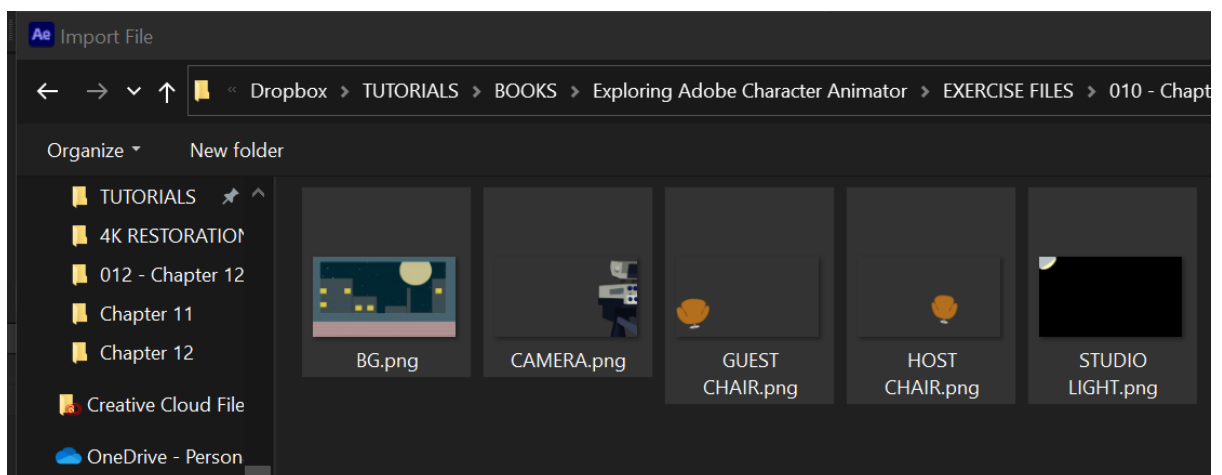
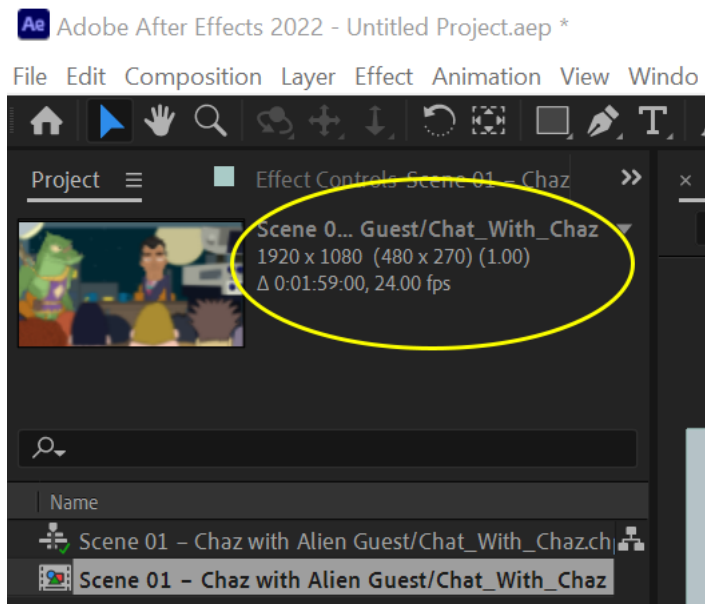
Video via Adobe Media Encoder...	Ctrl+M
Video with Alpha via Adobe Media Encoder...	
PNG Sequence and WAV...	Ctrl+Alt+M
Adobe Dynamic Link...	
Frame...	
Puppet...	
Live Options...	

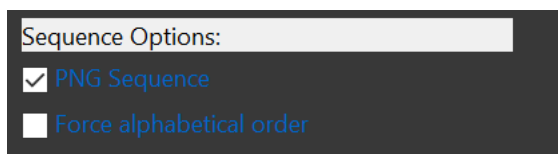
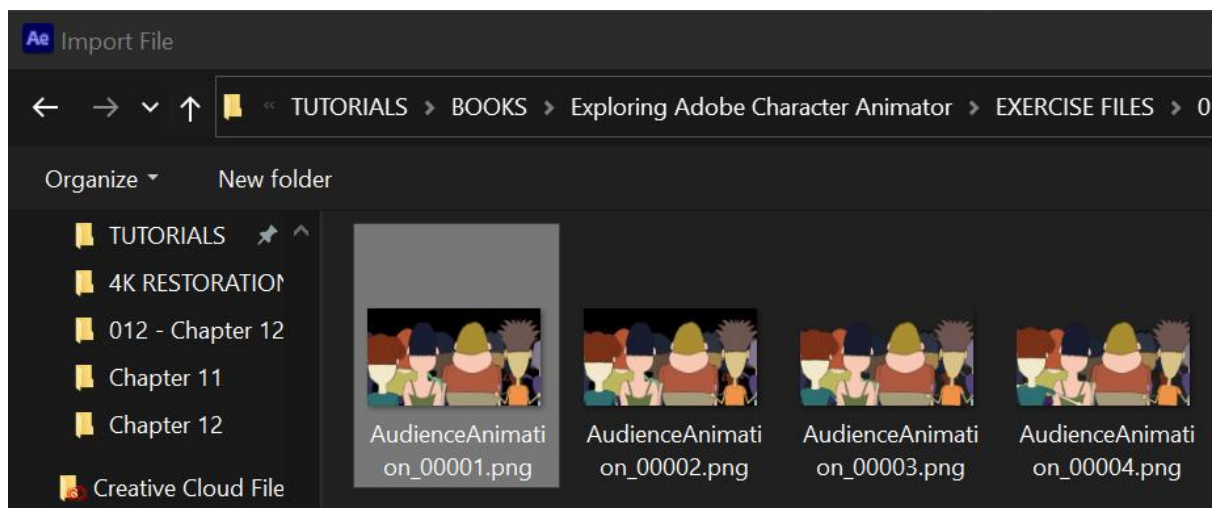
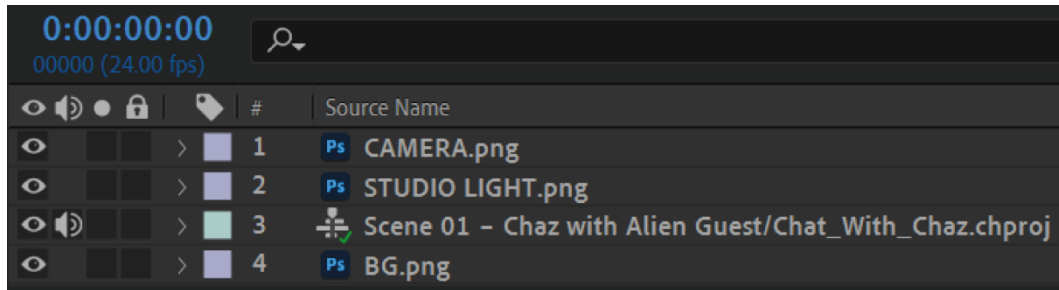
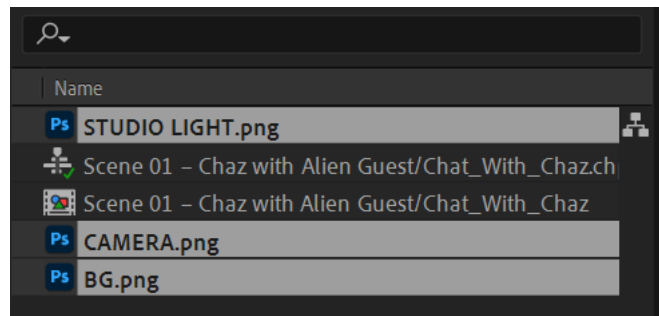






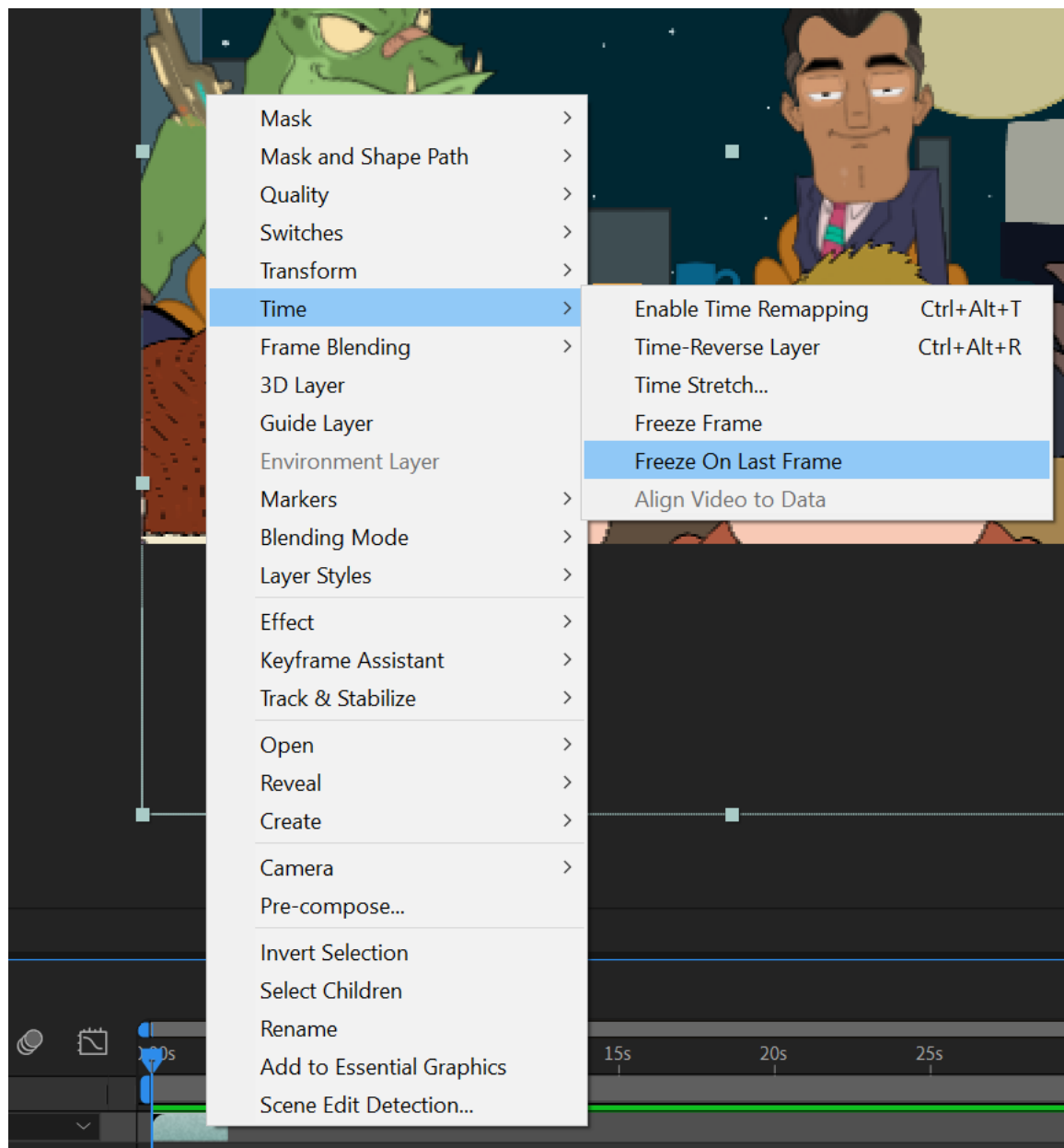






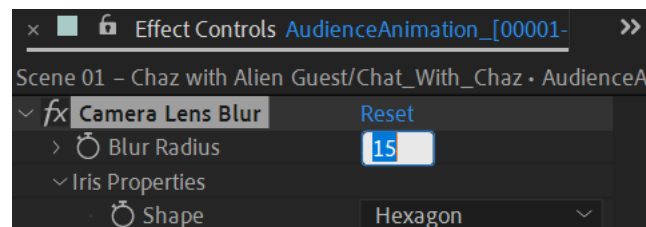
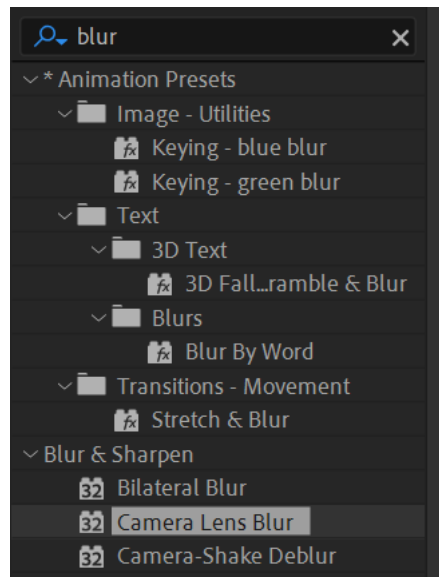


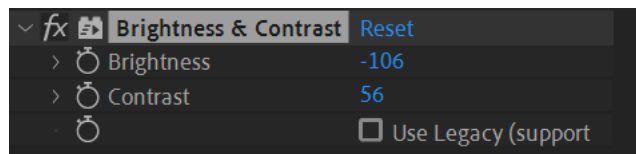
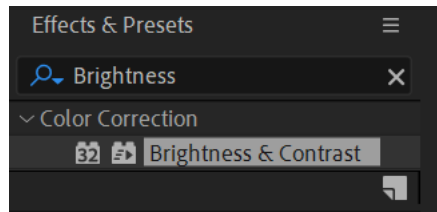


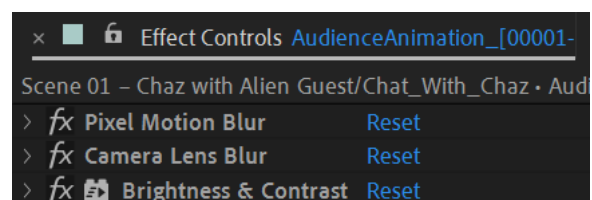
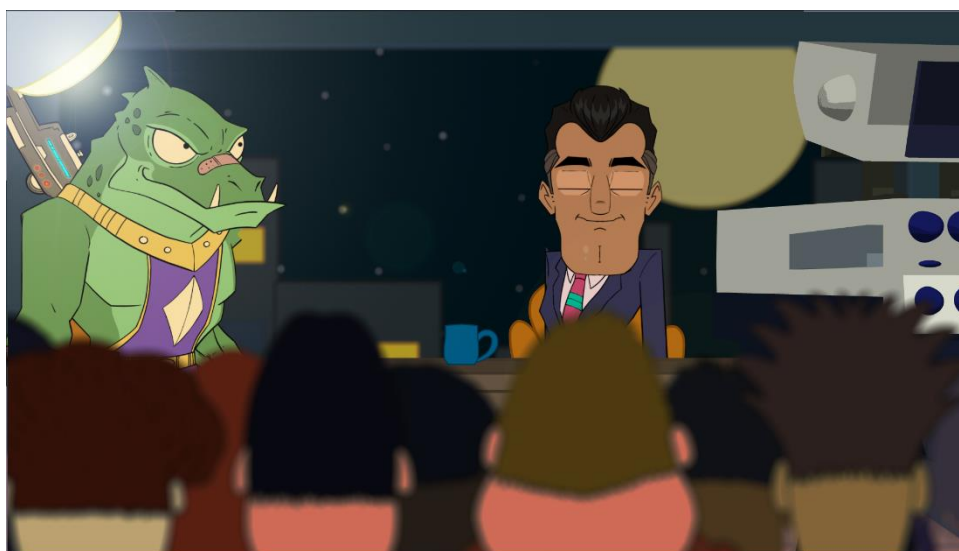
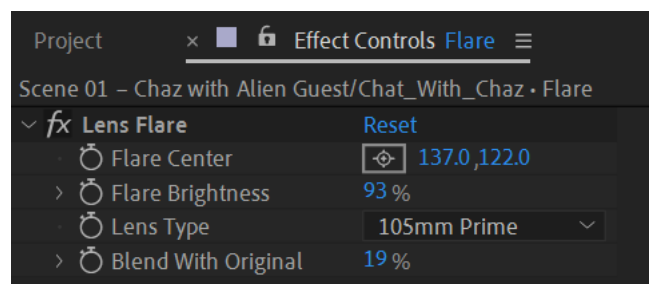
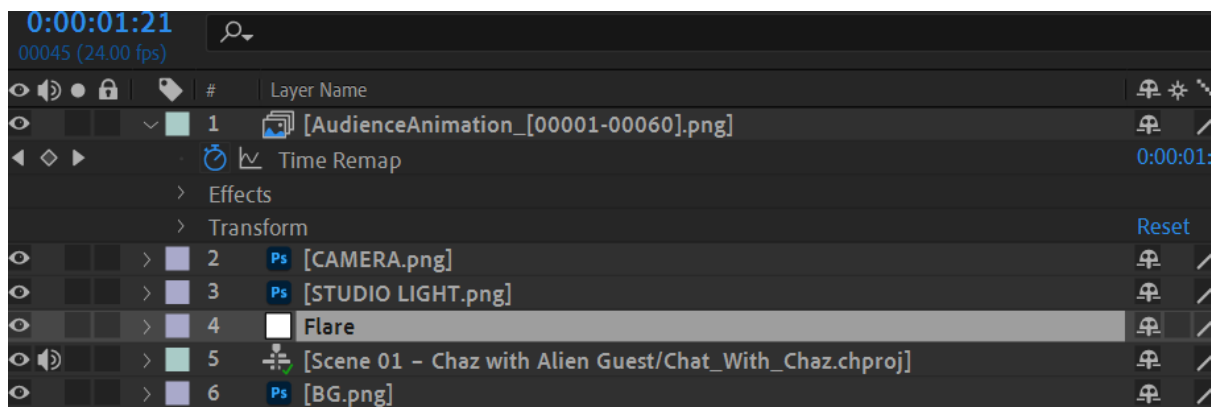


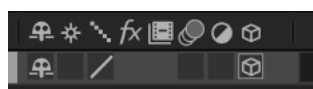
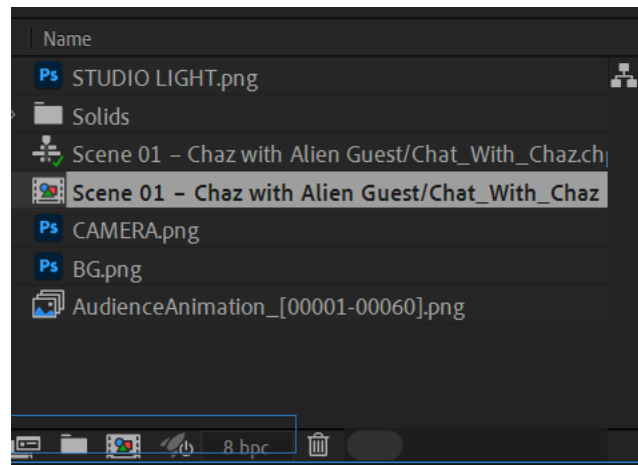
- Mask >
- Mask and Shape Path >
- Quality >
- Switches >
- Transform >
- Time >**
- Frame Blending >
- 3D Layer
- Guide Layer
- Environment Layer
- Markers >
- Blending Mode >
- Layer Styles >
- Effect >
- Keyframe Assistant >
- Track & Stabilize >
- Open >
- Reveal >
- Create >
- Camera >
- Pre-compose...
- Invert Selection
- Select Children
- Rename
- Add to Essential Graphics
- Scene Edit Detection...

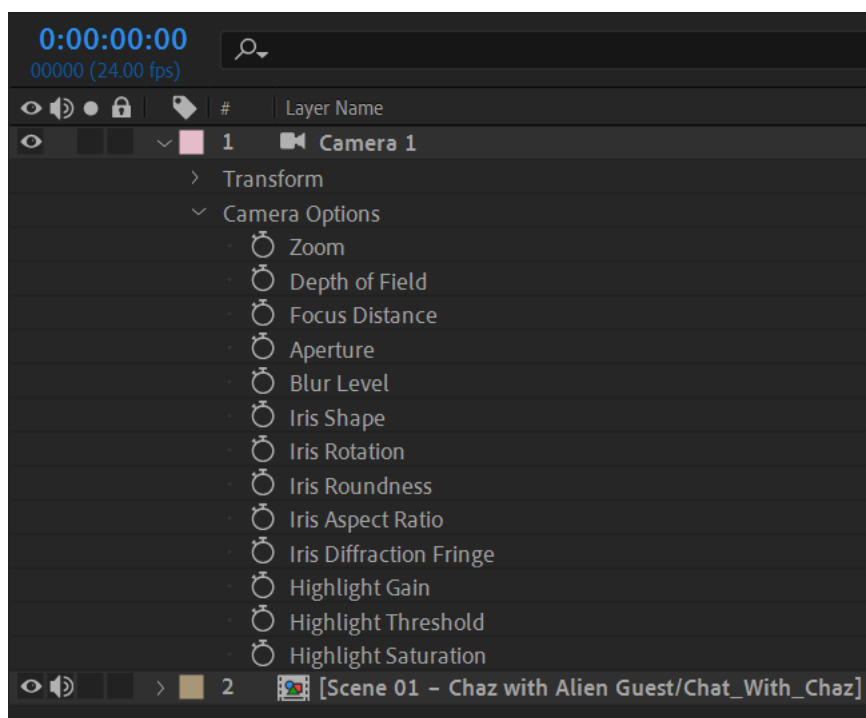
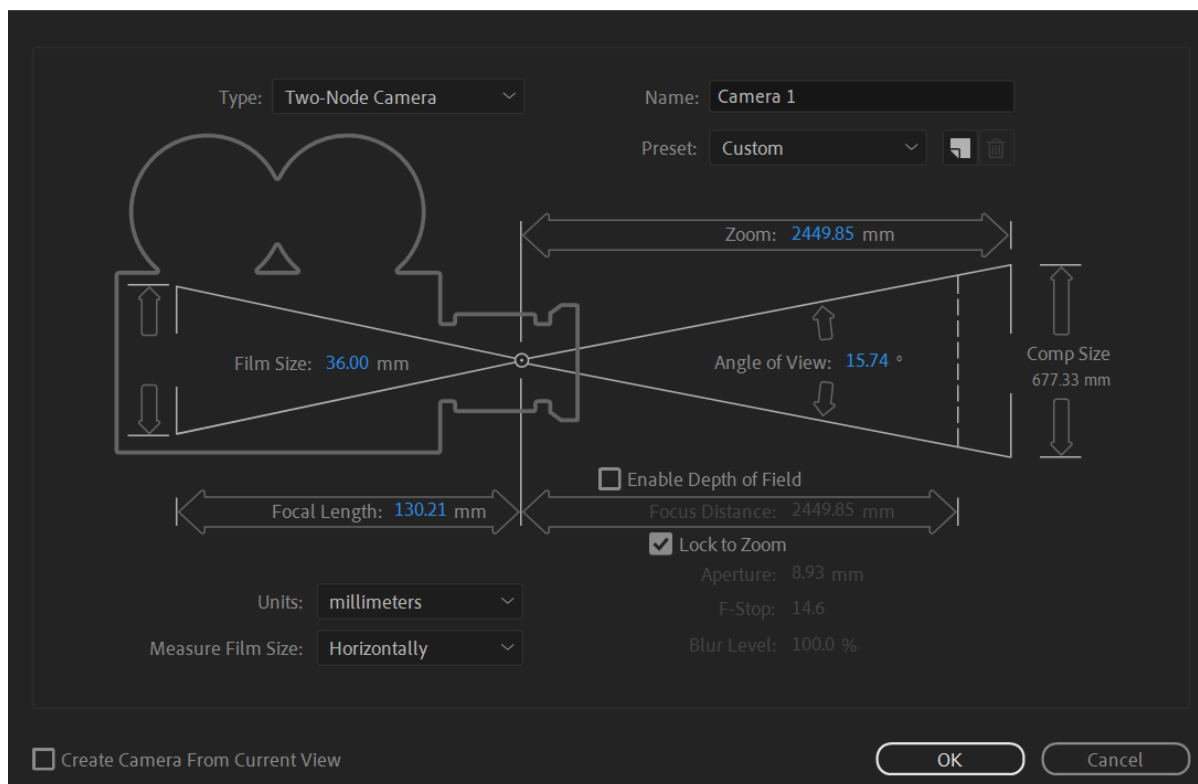
- Enable Time Remapping Ctrl+Alt+T
- Time-Reverse Layer Ctrl+Alt+R
- Time Stretch...
- Freeze Frame
- Freeze On Last Frame**
- Align Video to Data













Composition Name: Scene 01 – Chaz with Alien Guest/Chat\_With\_Chaz 2

Basic

Advanced

3D Renderer


Preset: Custom  





Width: 1280 px


Height: 720 px

☐ Lock Aspect Ratio to 16:9 (1.78)






0:00:00:00  
00000 (24.00 fps)






 #

Layer Name








1


 Camera 1

> Transform


< Camera Options








 Zoom

 Depth of Field








0:00:00:00  
00000 (24.00 fps)











 #


Layer Name






1




 Camera 1












> Transform Reset

< Camera Options















 Zoom 4660.4 pixels (15.6° H)




 #


Layer Name









1



 Camera 1

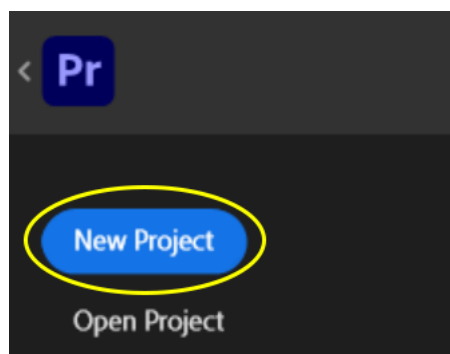
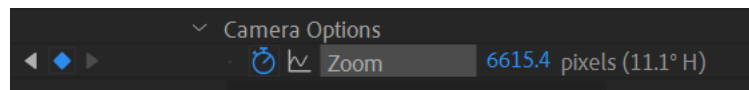




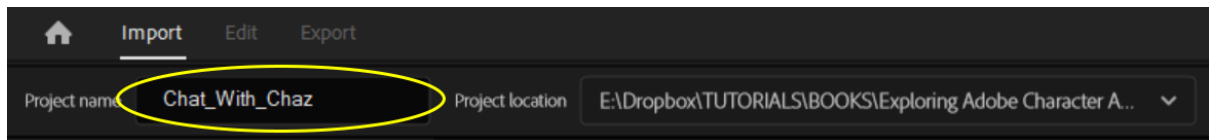
< Transform Reset



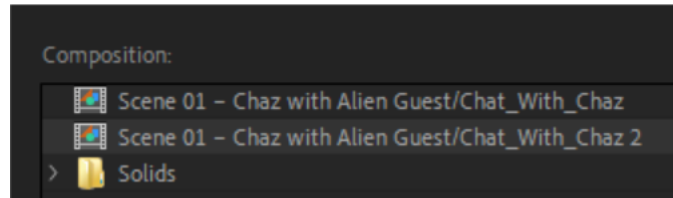
 Point o...terest 640.0 ,360.0 ,0.0

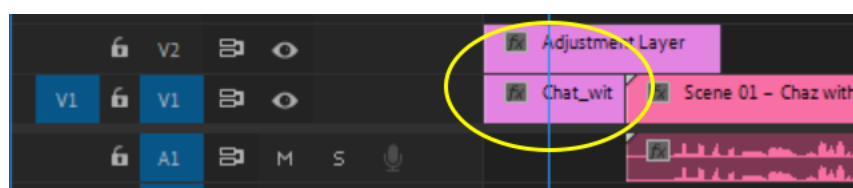
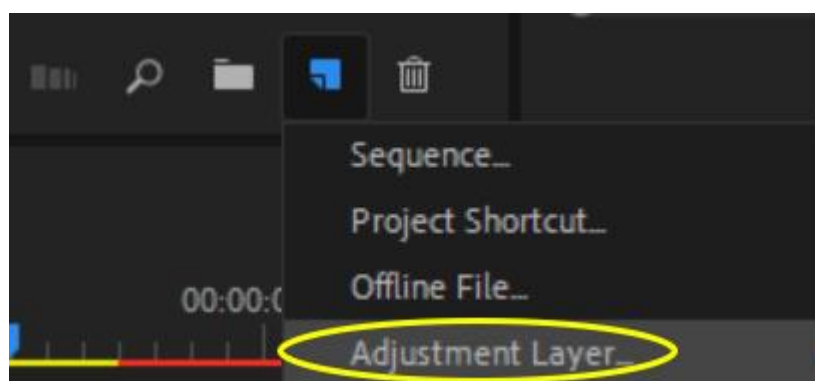
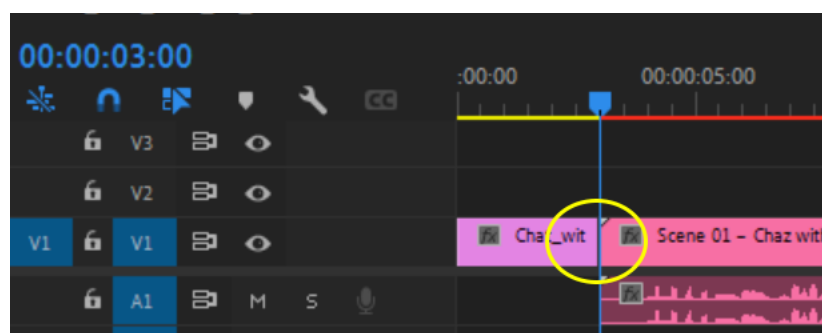
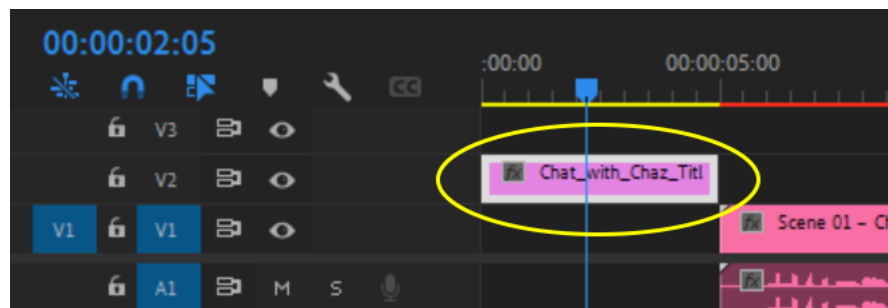
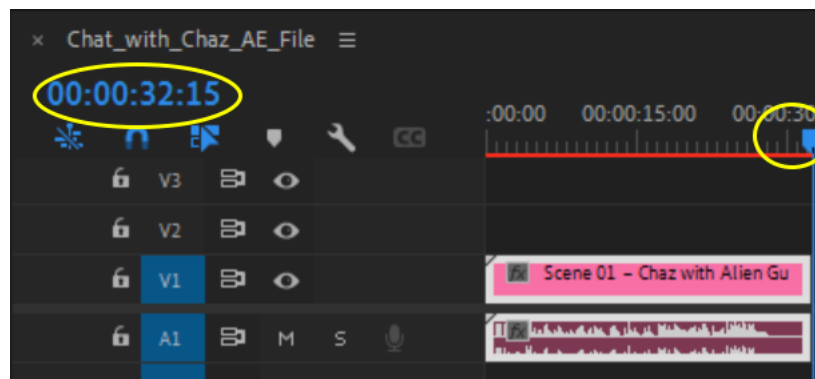


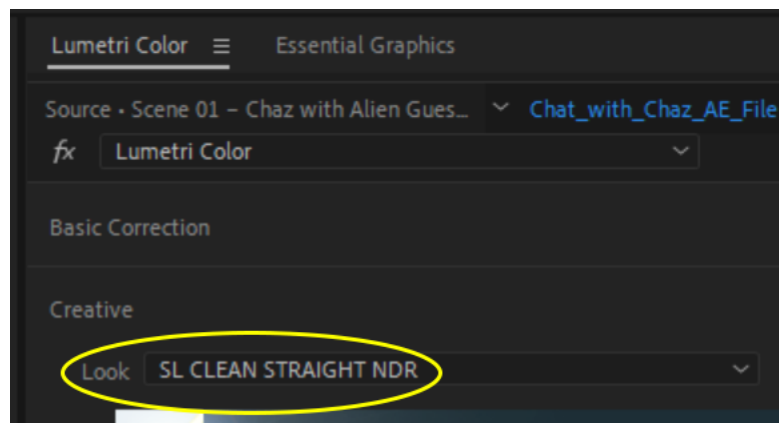
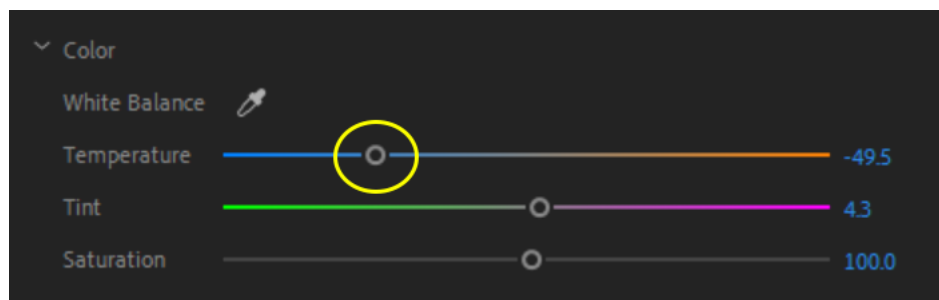
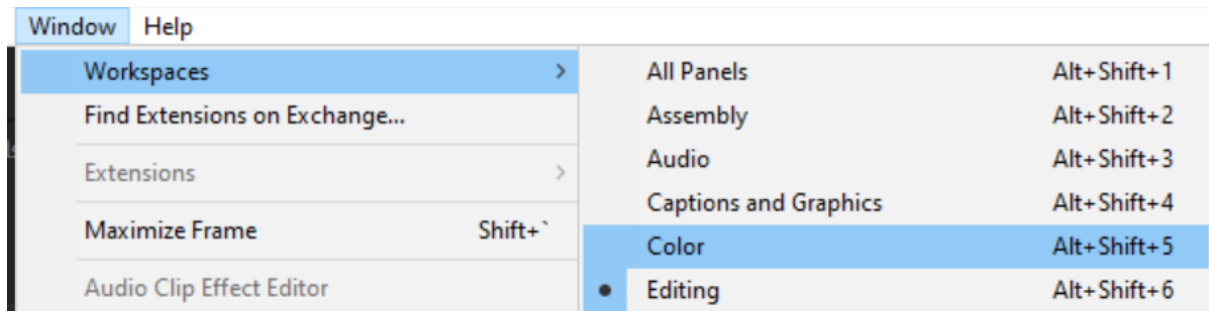
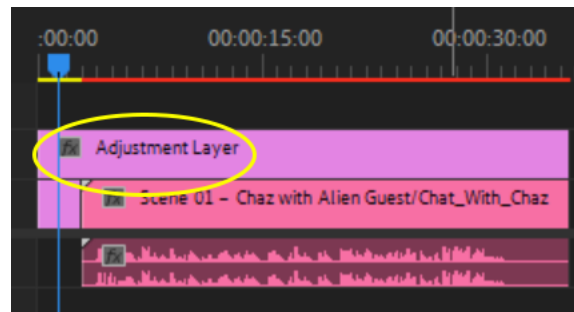




### Import After Effects Composition



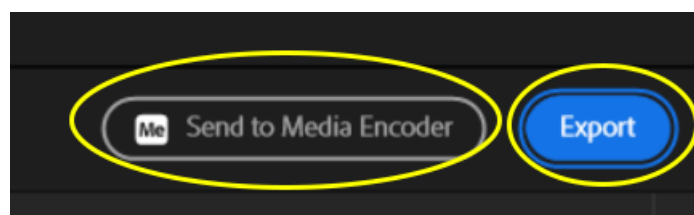
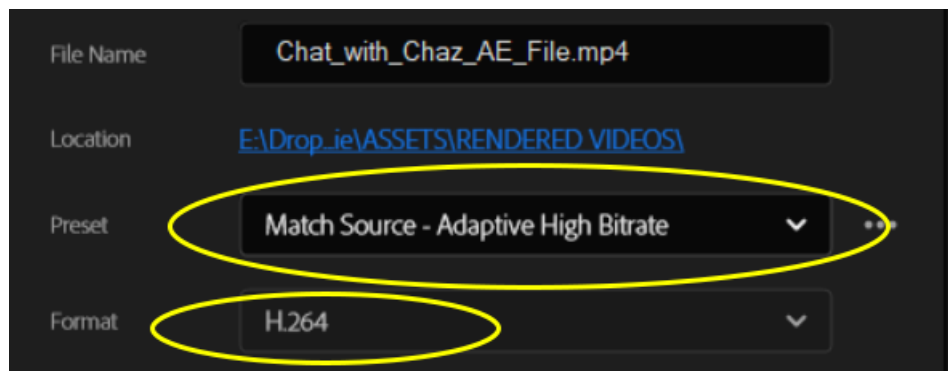




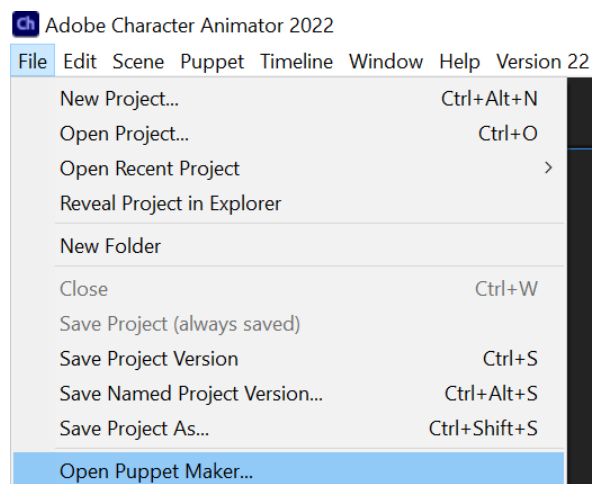
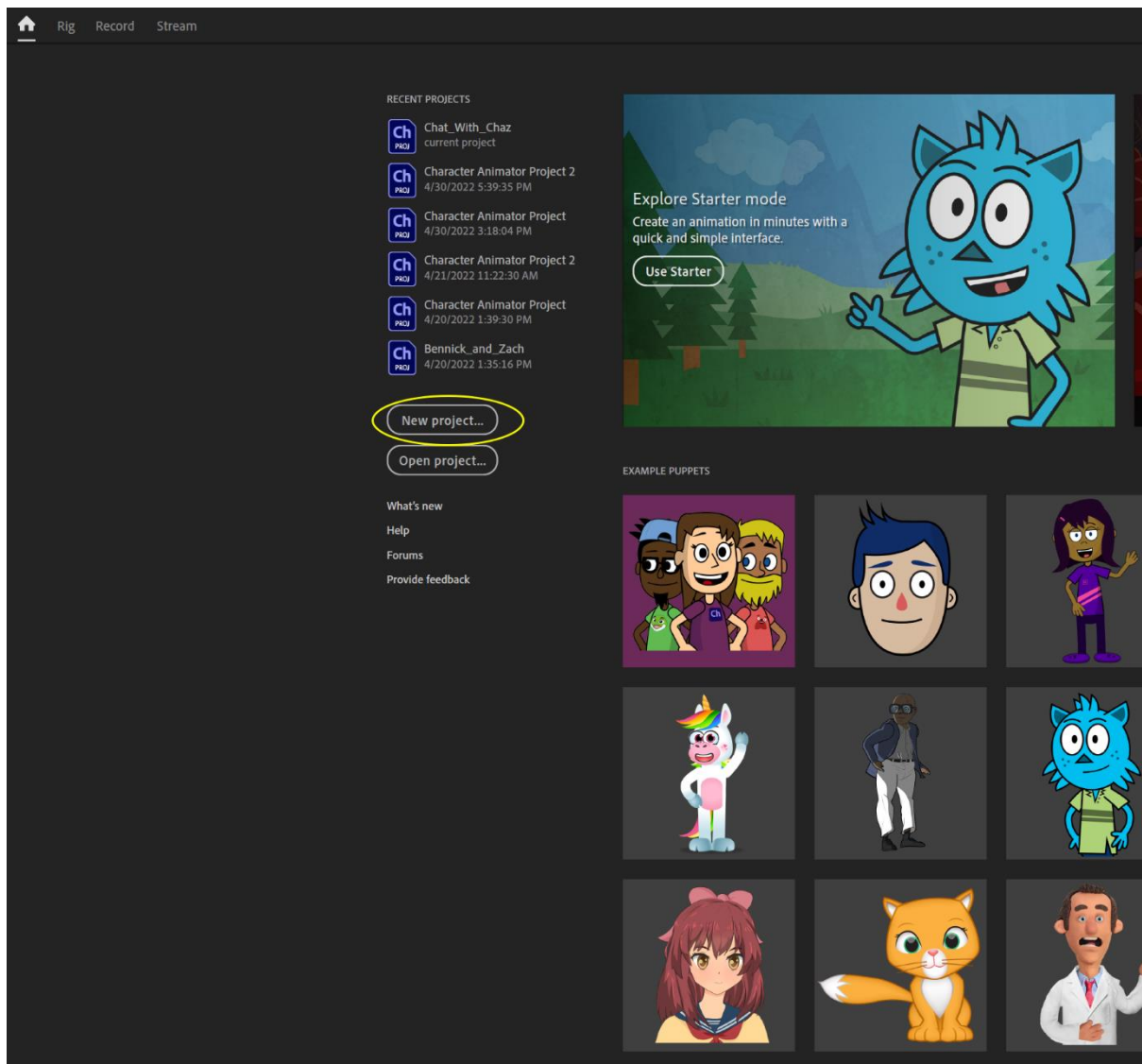
Vignette ☒

Amount	<input type="text"/>	-3.0
Midpoint	<input type="text"/>	50.0
Roundness	<input type="text"/>	0.0
Feather	<input type="text"/>	50.0

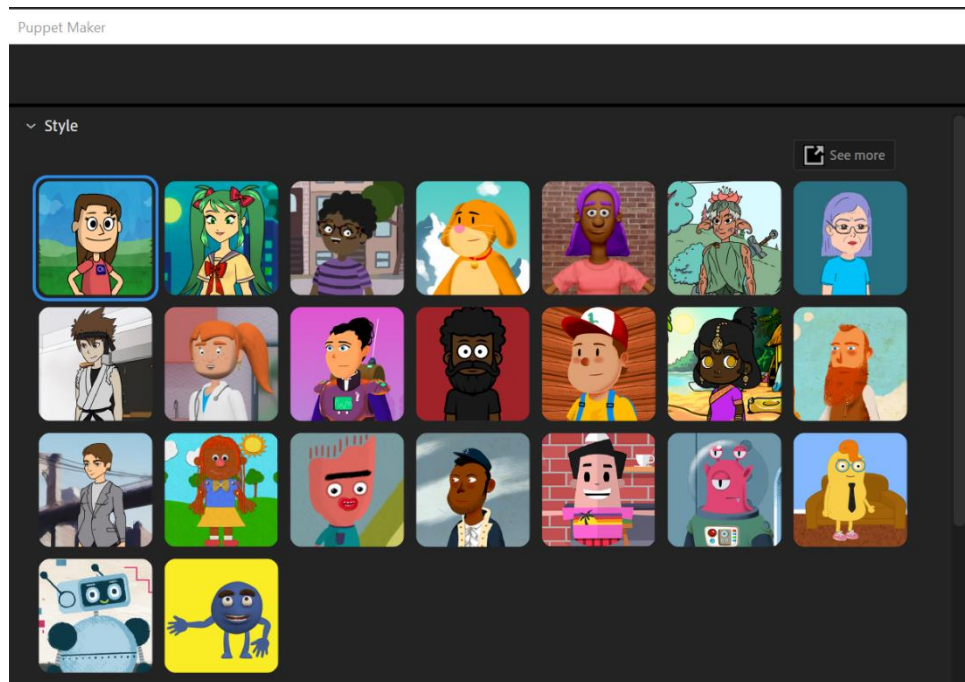
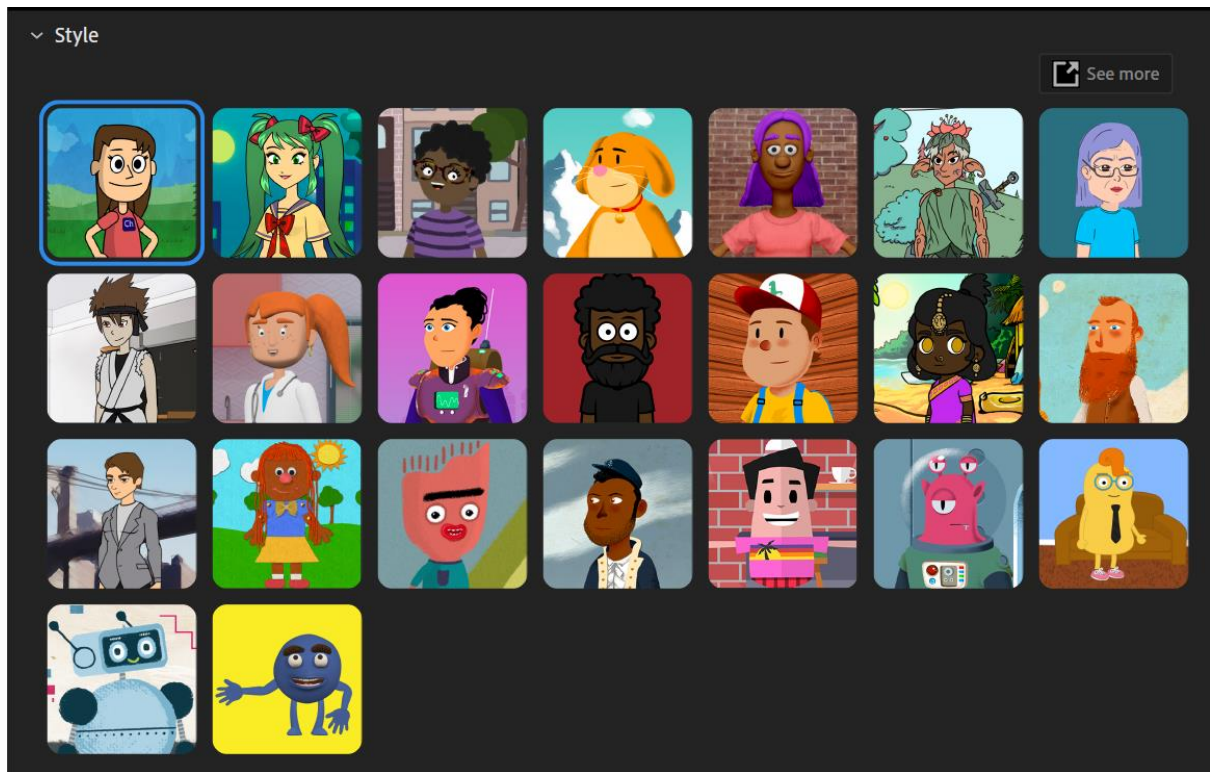


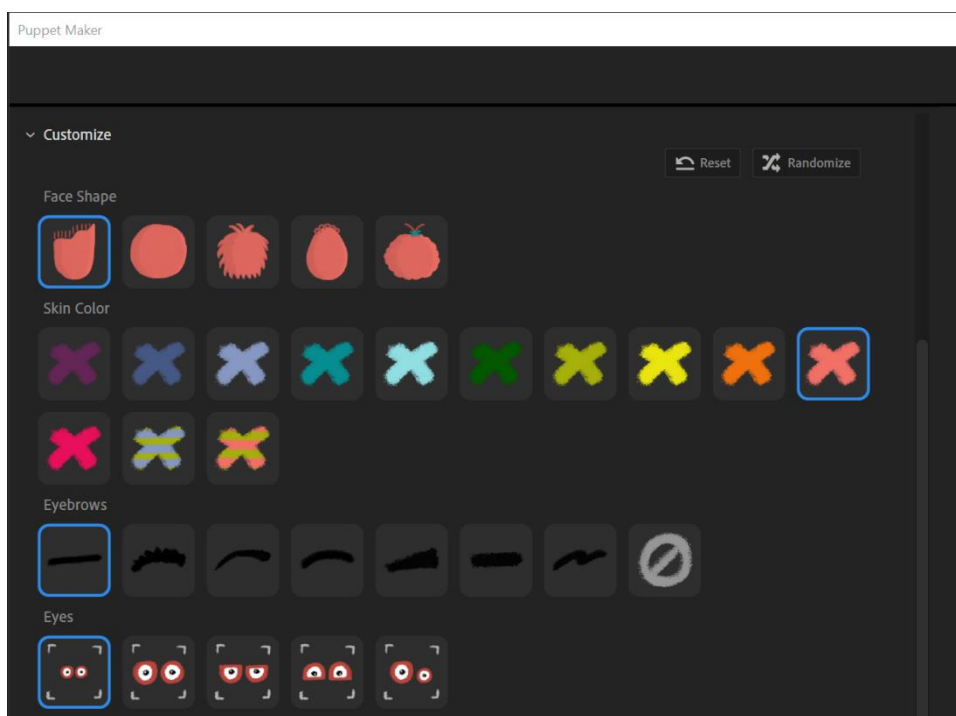
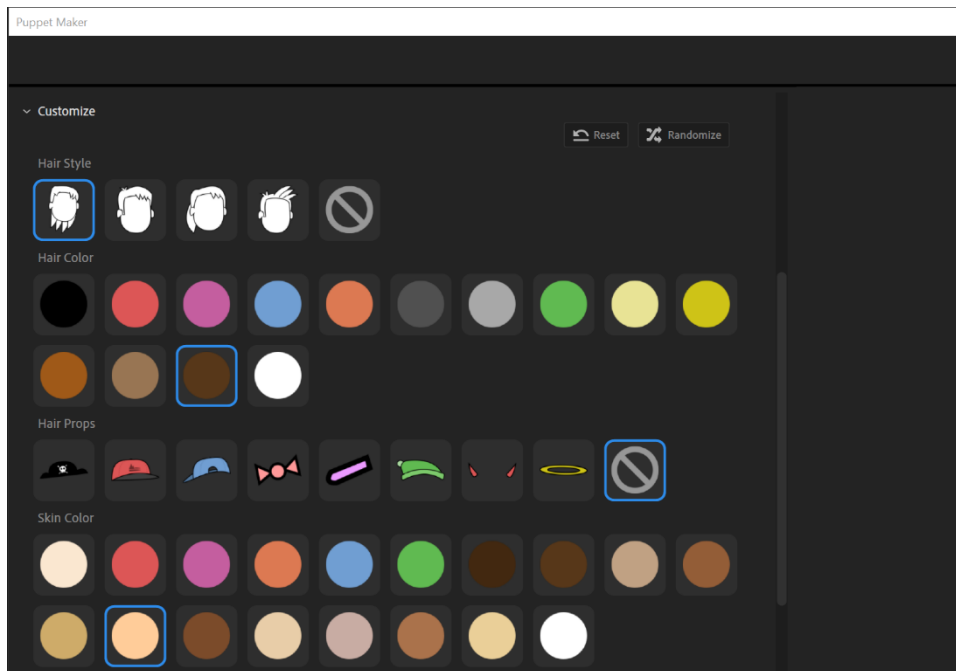


## Chapter 13: Additional Character Animator Tools and Features

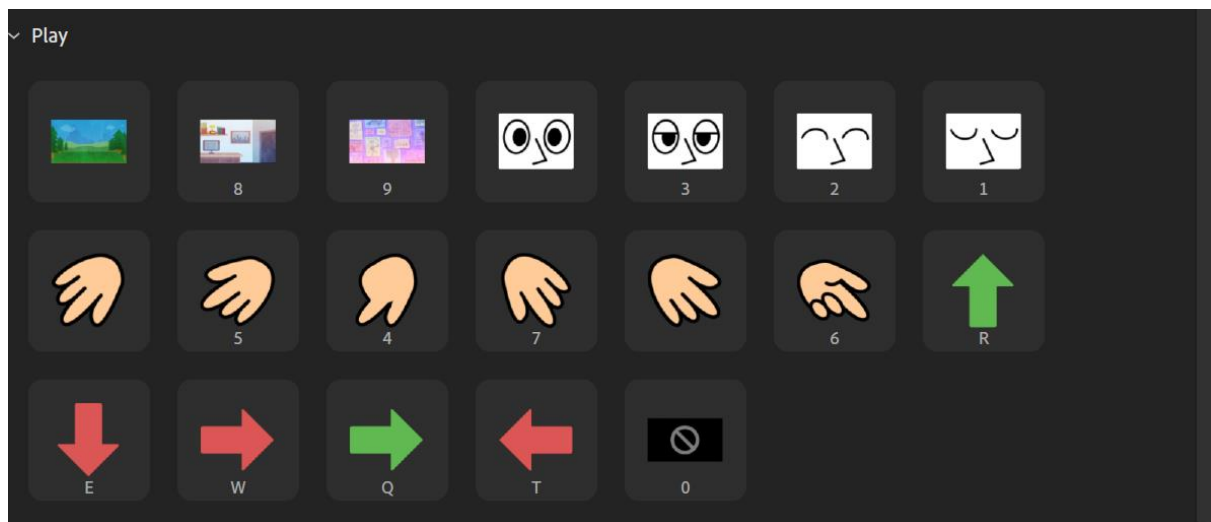


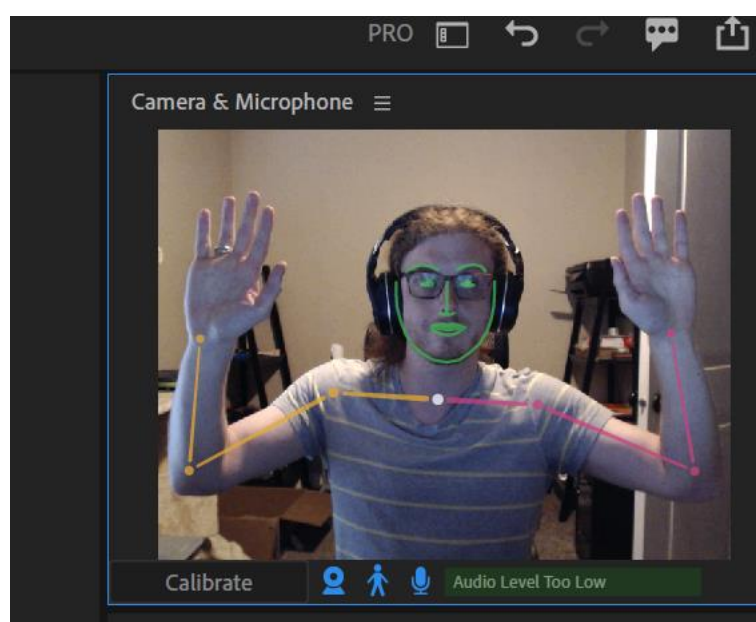
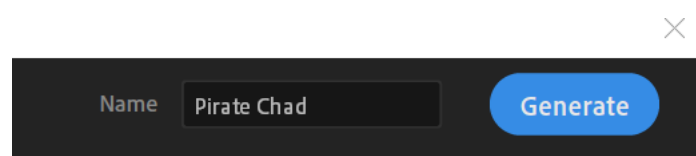




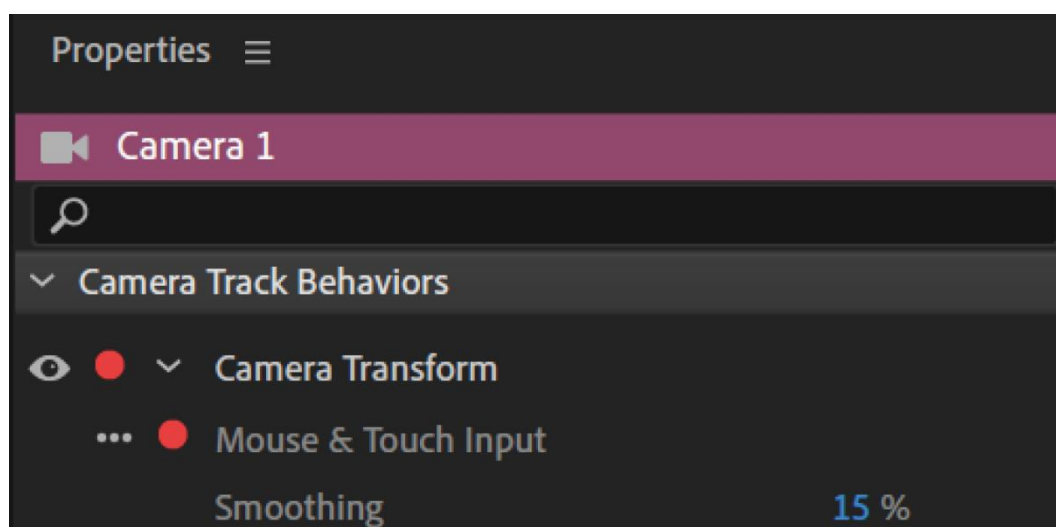
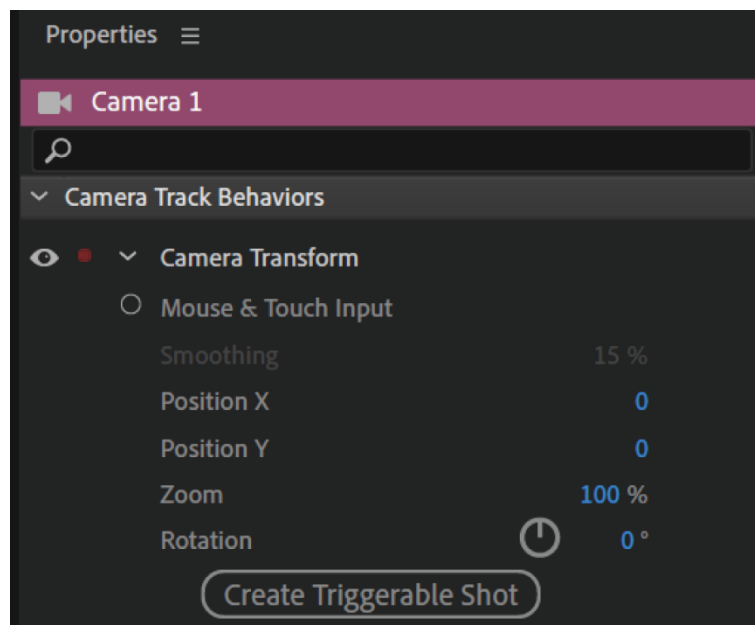
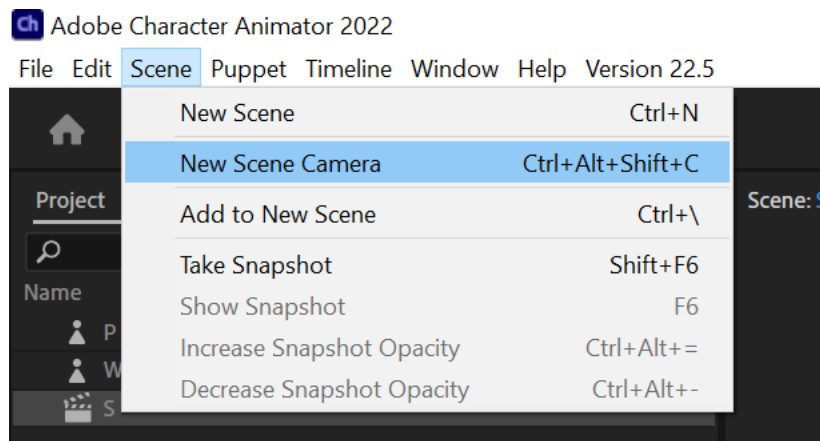


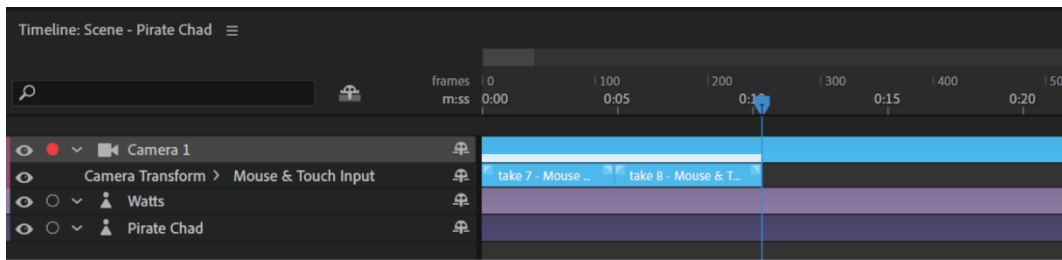




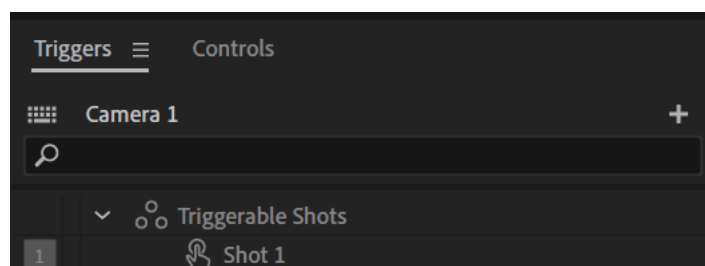
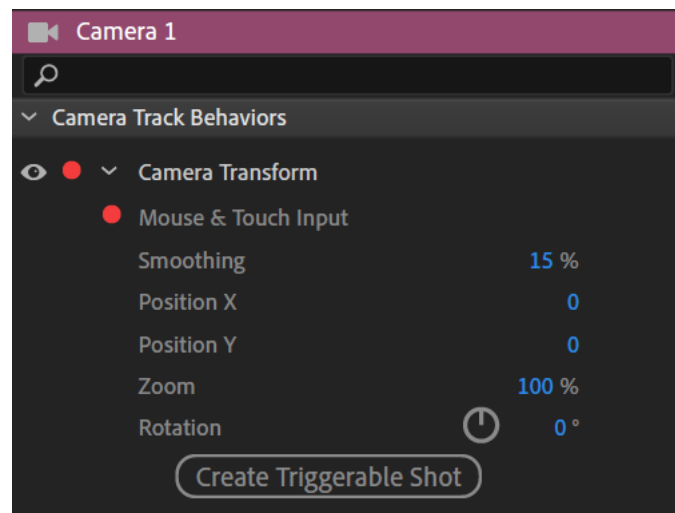
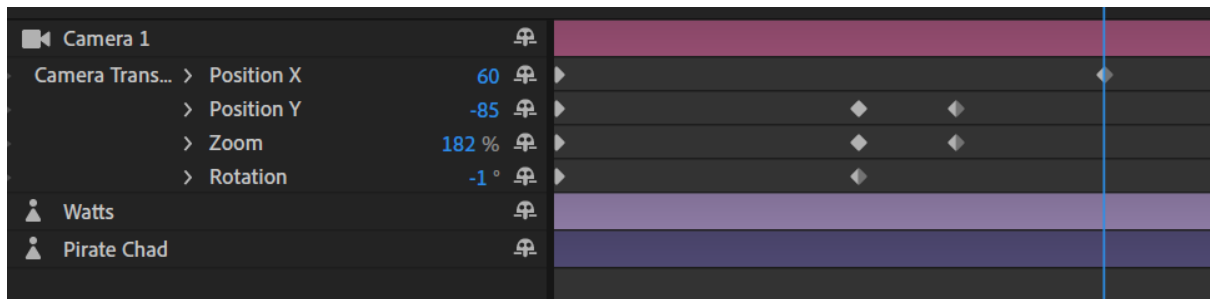
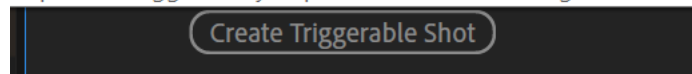








topwatch: Toggle ability of parameter value to change over time



Create Triggerable Shot

Camera 1

Camera Track Behaviors

Camera Transform

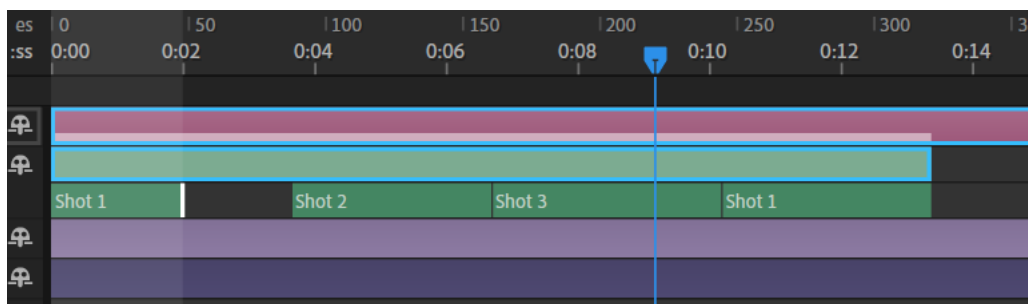
- Mouse & Touch Input
  - Smoothing 15 %
  - Position X 700 ×
  - Position Y -115 ×
  - Zoom 196 % ×
  - Rotation 0°

Triggers Controls

Camera 1

Triggerable Shots

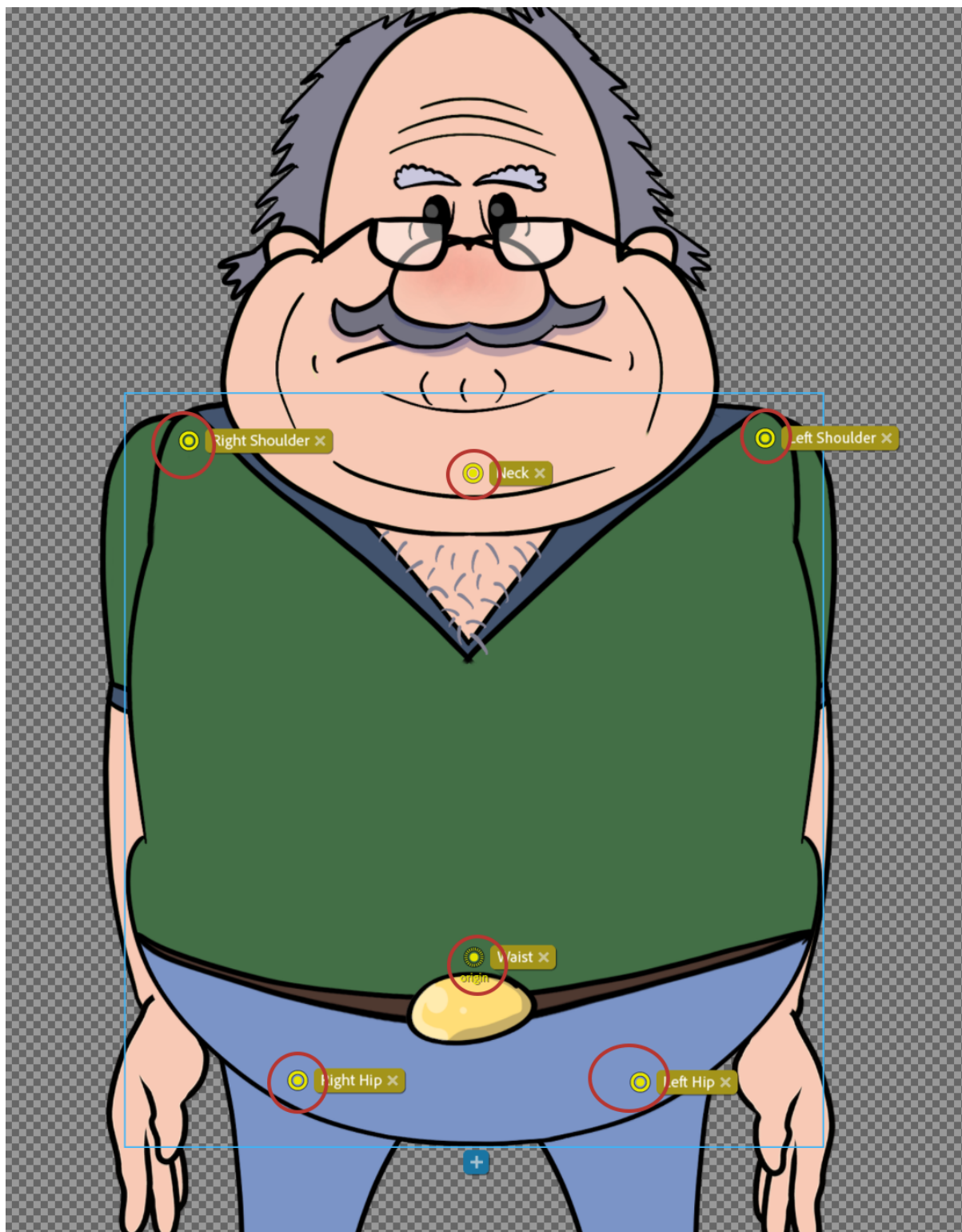
- Shot 1
- Shot 2
- Shot 3



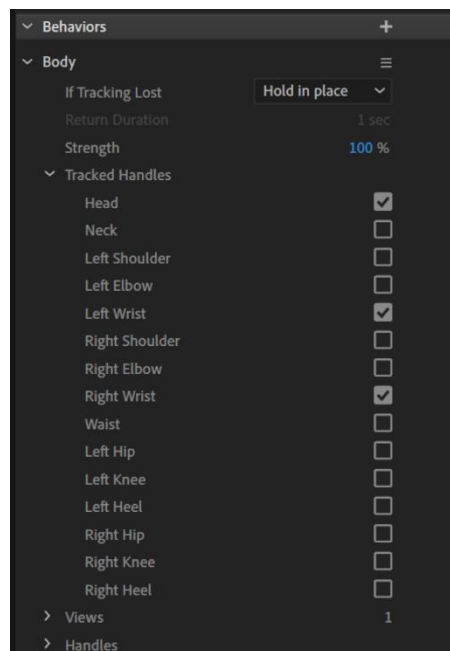
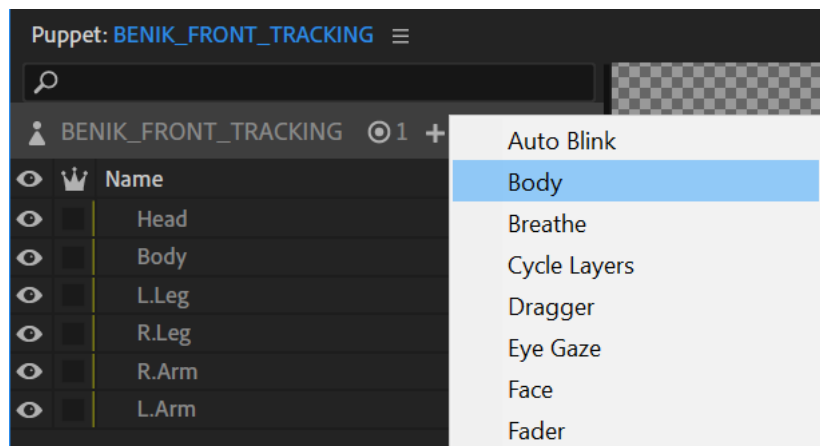
Triggers

Replays

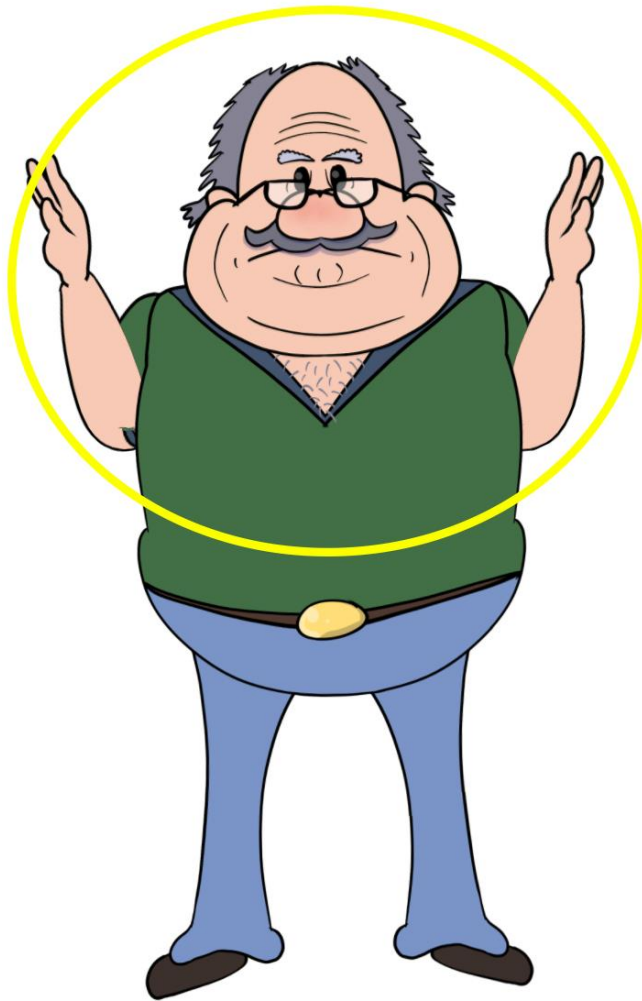
- Shot 1 0s
- Shot 2 0s
- Shot 3 0s











## Camera &amp; Microphone



Calibrate

## Properties

## BENIK\_FRONT\_TRACKING



## Puppet Track Behaviors

- Body
- Dragger
- Eye Gaze
- Face
- Lip Sync
- Physics
- Transform
  - Anchor Point X 0
  - Anchor Point Y 0
  - Position X 0
  - Position Y 0
  - Scale 36 %
  - Scale X 100 %
  - Scale Y 100 %
  - Rotation 0 °
  - Handle Strength 100 %

Behaviors

+

Body

≡

If Tracking Lost

Hold in place

▼

Return Duration

1 sec

Strength

100 %

Tracked Handles

Head

☒

Neck

☒

×

Left Shoulder

☒

×

Left Elbow

☒

×

Left Wrist

☒

Right Shoulder

☒

×

Right Elbow

☒

×

Right Wrist

☒

Waist

☒

×

Left Hip

☒

×

Left Knee

☒

×

Left Heel

☒

×

Right Hip

☒

×

Right Knee

☒

×

Right Heel

☒

×


PRO

↶


↷


Camera & Microphone


≡

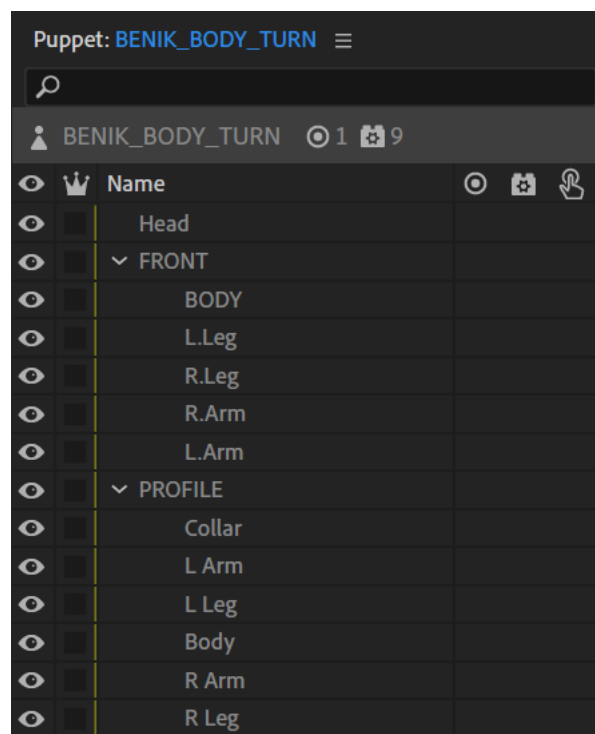


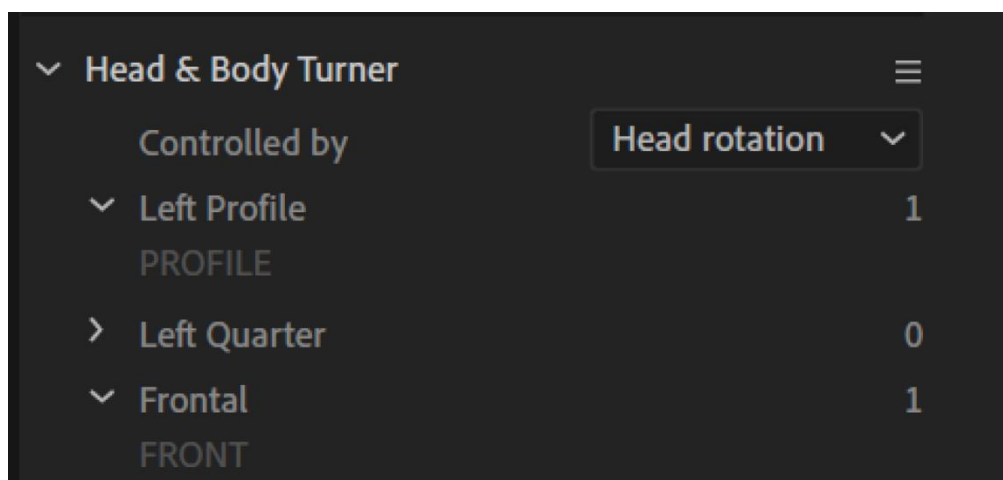
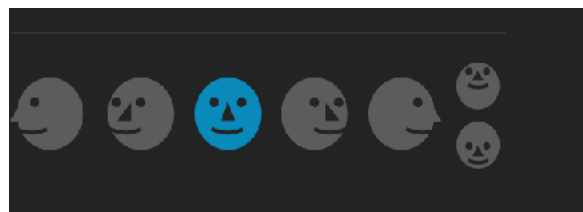
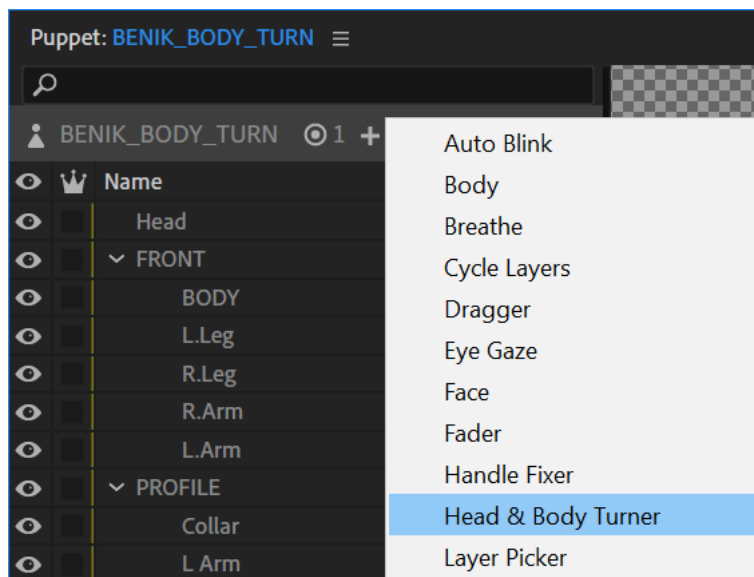
Calibrate

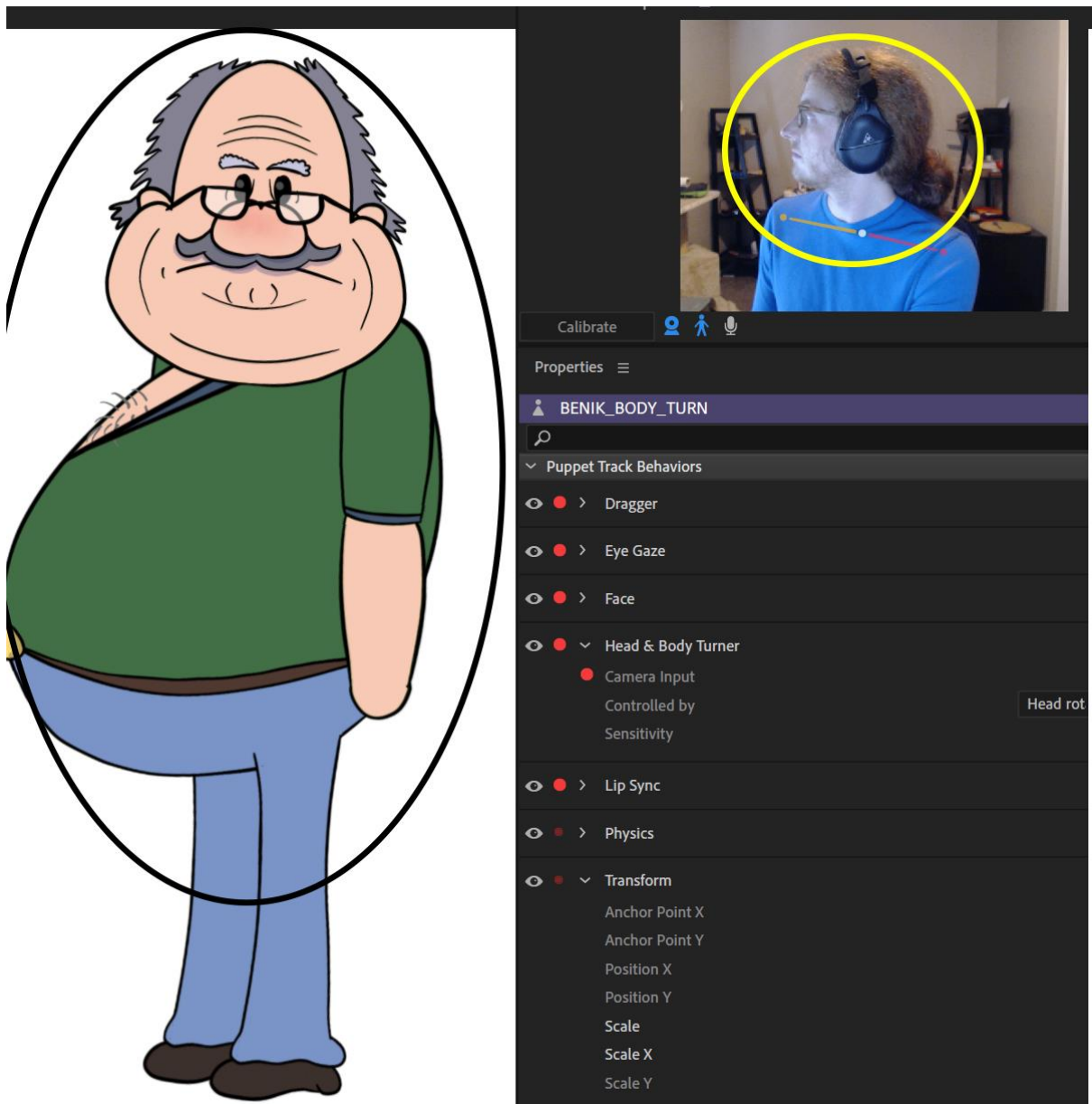












## Preferences

Audio Hardware	Mercury Transmit
Lip Sync	<input checked="" type="checkbox"/> Enable Mercury Transmit
Live Output	Video Device:
	<input type="checkbox"/> Adobe Monitor 1: 2560 x 1440
	<input type="checkbox"/> Adobe Monitor 2: 1080 x 1920
	<input checked="" type="checkbox"/> Adobe Monitor 3: 3840 x 2160

