- 1) Click 'Create G3 Free Bone Actor' on the left Function bar.
- 2) Choose an image and then program will lead you to the Composer mode.
- 3) Close the Bone Editor.
- 4) Click to select the image in the View.
- 5) Click 'Convert to Morph-based Head' under Create Head toolbar.
- 6) A face fitting wizard will appear, follow it to create your head.
- 7) You may continue adding bones via Bone Editor to make your talking avatar include body motions.

Reallusion FAQ

https://kb.reallusion.com/Product/51486/How-to-create-a-Talking-Head-like-CrazyTalk-Animator-3-or-Craz