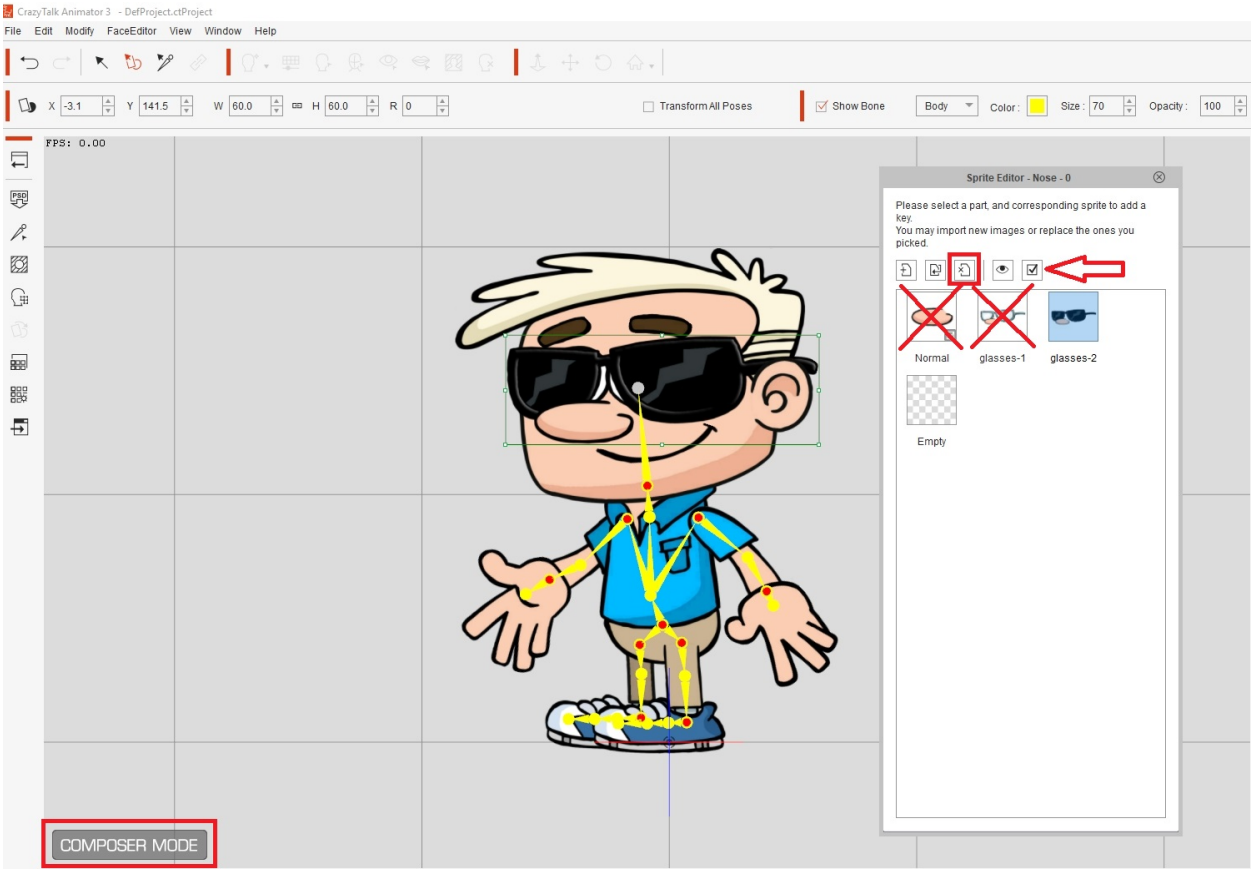
How to solve incorrect facial expressions when using face puppet with Little Mates content?

If you wants to change the default facial sprites in order to record face puppet animations, then you need to follow the below steps to modify their characters. For example in the below figure, you wants to use "glasses-2" to record an expression with the face puppet.

1) Import a Little Mates character into CrazyTalk Animator 3, then go to the Composer Mode.

2) Open the Sprite Editor, and remove the Normal (nose) and all the others sprites. Then setup the "glasses-2" as a default sprite.

3) Go to the Stage and open the Face Puppet panel. The Face Puppet will now work.



Reallusion FAQ

https://kb.reallusion.com/Product/52558/How-to-solve-incorrect-facial-expressions-when-using-face-puppe