

What are three different mapping json profile (StaticCam.json / HeadCam.json / Faceware.json) for and where are they located?

Please find the location below.

[installation path]\Resource\ICFacewareFacialMocap\MappingProfile\

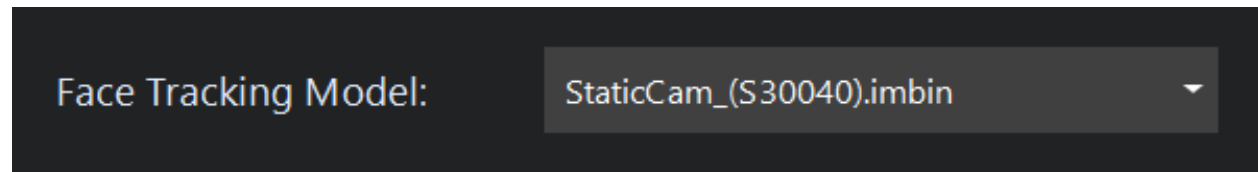
Eg: C:\Program Files\Reallusion\iClone  
7\Resource\ICFacewareFacialMocap\MappingProfile\

### **StaticCam.json:**

iClone Facial mocap for Faceware plug-in default mapping profile.

Reallusion focus on attempting to compensate for head rotation errors and head associated distortions from streaming data, and lipsync enhancement.

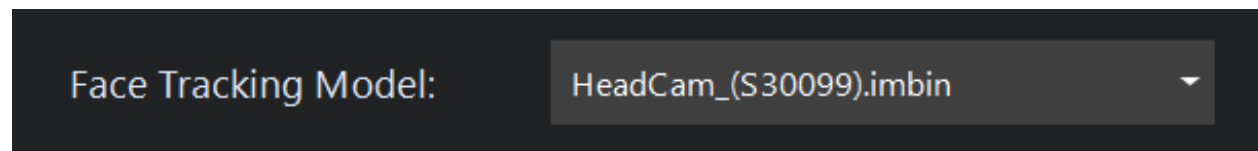
Work with Faceware Face Tracking model : StaticCam\_(S30040).imbin



### **HeadCam.json:**

Based on the StaticCam.json and Optimized for using headcam.

Work with Faceware Face Tracking model : HeadCam\_(S30099).imbin



### **Faceware.json:**

Follow the Faceware system of facial morphs for characters according to their prescribed list. Examples are given using their particular character model:

<http://support.facewaretech.com/creating-characters-for-live>

Reallusion FAQ

<https://kb.reallusion.com/>