

How to fix a camera set up and calibration issue?

## Set up for mocap

Whether using a static or head mounted camera, correct framing and balanced lighting are vital to get best results. Your camera should support at least 30 fps – and if it's static – this should be positioned face on, approximately at the user's eye level, whilst a head mounted camera should be positioned face-on, approximately pointing at the user's nose. Select the appropriate tracking model (static or headcam) in Faceware Realtime, and choose either the staticcam, headcam or the more general Faceware.json file in the mocap plugin – use the json which works best for your character.

**Static (Fixed) Camera**

Note optimum framing and head position

\* Camera Minimum 30fps  
\* Balanced Lighting

LANDSCAPE FORMAT

**Settings**

Camera: Logitech HD Pro Webcam C920

Rotate Image: 0 Degrees

Face Tracking Model: 1. StaticCam\_US30040.imbin

USE STATICCAM TRACKING MODEL

**Head Mounted Camera**

Note optimum framing and head position

\* Camera Minimum 30fps  
\* Balanced Lighting

PORTRAIT FORMAT

**Settings**

Camera: FULL HD 1080P Webcam

Rotate Image: 90 Degrees

Face Tracking Model: 2. HeadCam\_US30099.imbin

USE HEADCAM TRACKING MODEL

**iClone Mocap Plugin:**

With tracking model selected, open Mocap Plugin Mapping Panel and load \*.json

\* StaticCam & HeadCam jsons are designed to improve animation for iClone/CC characters - use for static or head mounted cameras respectively

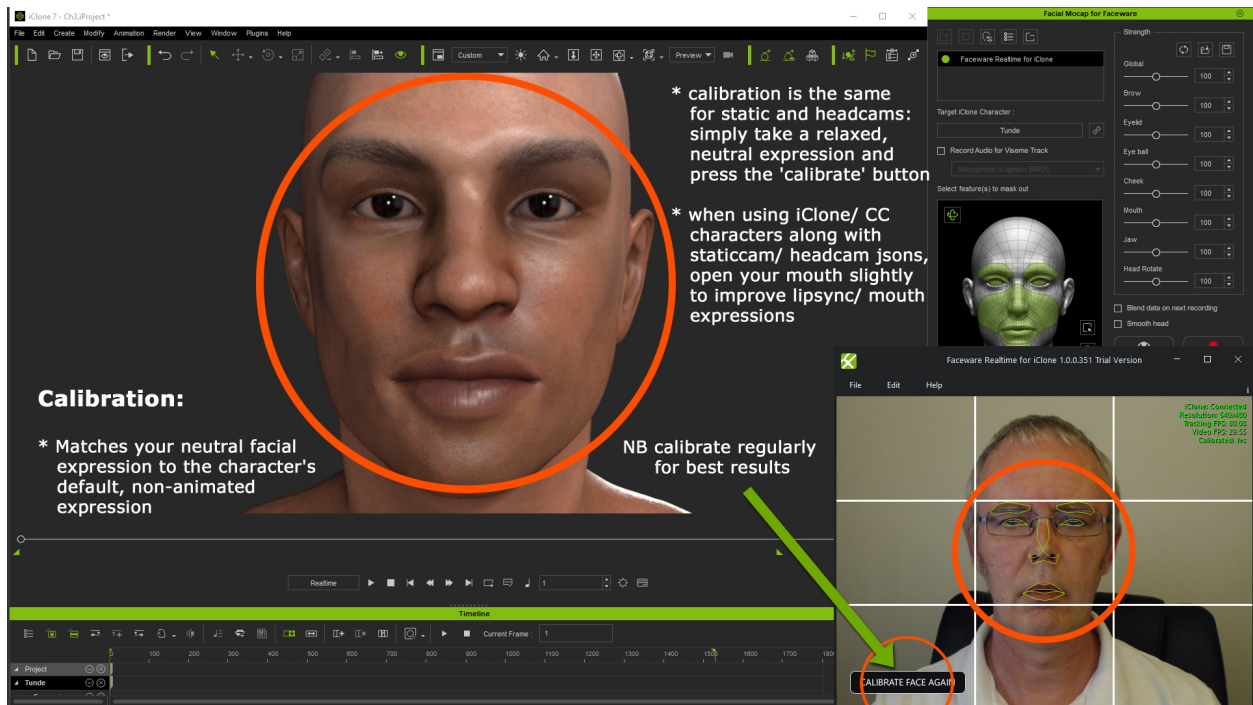
\* Faceware.json is more general, use this for either static or head mounted cameras, and for Daz/ custom characters

## Calibration

Calibration maps your neutral expression to the character's default expression, and all subsequent animation is relative to that expression. Use the grid overlay in Faceware Realtime to position your face correctly: for a static camera, your eyebrows and mouth should be balanced within the central box – whilst for a head mounted camera, your nose should be roughly central, with your mouth within the central box. Take a neutral, relaxed expression and press the calibrate button. When using staticcam and headcam jsons, open your mouth slightly for calibration – which can improve lipsync. Calibrate regularly

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to get best results.



**Calibration:**

- \* Matches your neutral facial expression to the character's default, non-animated expression

\* calibration is the same for static and headcams: simply take a relaxed, neutral expression and press the 'calibrate' button

\* when using iClone/ CC characters along with staticcam/ headcam jsons, open your mouth slightly to improve lipsync/ mouth expressions

NB calibrate regularly for best results

**Facial Mocap for Faceware**

Strength

Global: 100

Brow: 100

Eyebrow: 100

Eye ball: 100

Cheek: 100

Mouth: 100

Jaw: 100

Head Rotate: 100

Blend data on next recording

Smooth head

Faceware Realtime for iClone 1.0.0.351 Trial Version

File Edit Help

iClone Connected  
Resolution: 640x480  
Tracking FPS: 30.00  
Video FPS: 29.97  
Calibrate: NS

**CALIBRATE FACE AGAIN**

## Reallusion FAQ

<https://kb.reallusion.com/Product/52583/-How-to-fix-a-camera-set-up-and-calibration-issue>