## Which facial mocap plugin should I choose?

## The following table is organized according to the interfacing software:

		Faceware RT (iClone)	AccuFACE	Live FACE (iPhone)
Camera		Typical Digital Camera (RGB Camera )	Typical Digital Camera (RGB Camera )	iPhone (Depth Camera)
Device Options		High (Any webcam)	High (Any webcam)	Low (iPhone 10 & up)
Tracking Stability		Good (Under proper lighting)	Good (Under proper lighting)	Good, due to depth camera (Under any lighting condition)
Tracking Angles for head turns*			Good tracking angle	Best tracking angle, due to depth camera
Signals for Facial Tracking (Morphs)**		42	59	58
Additional Signal/Performance Variety		N/A	Brow Inner Raise_R & L Cheek Puff_R & L	Tongue Out
Mocap Mode	Live Camera Capture	✓	✓	✓
	Video File	Х	✓	Х
	Image Sequence	✓	Х	Х
Viseme Output	Legacy LipSync	✓	✓	✓
	AccuLips	(Not optimized)	✓	✓
Full-Frame Recording (Timecode)		Х	✓	✓
Hardware Requirement		None	NVIDIA RTX Graphics Card	iPhone 10 & up
Character Support		Character Creator: CC3+ Base / Humanoid (Expression Set: Traditional / Standard / Extended)		

<sup>\*</sup>For RGB cameras, tracking angles are limited for head turns (Does not affect depth-enabled cameras).

Reallusion FAQ

https://kb.reallusion.com/Product/53172/Which-facial-mocap-plugin-should-I-choose

<sup>\*\*</sup> For tracking data comparison, see the <u>Tracking Data List</u>.