

## Which facial mocap plugin should I choose?

The following table is organized according to the interfacing software:

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

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

\*\* For tracking data comparison, see the [Tracking Data List](#).

Reallusion FAQ

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