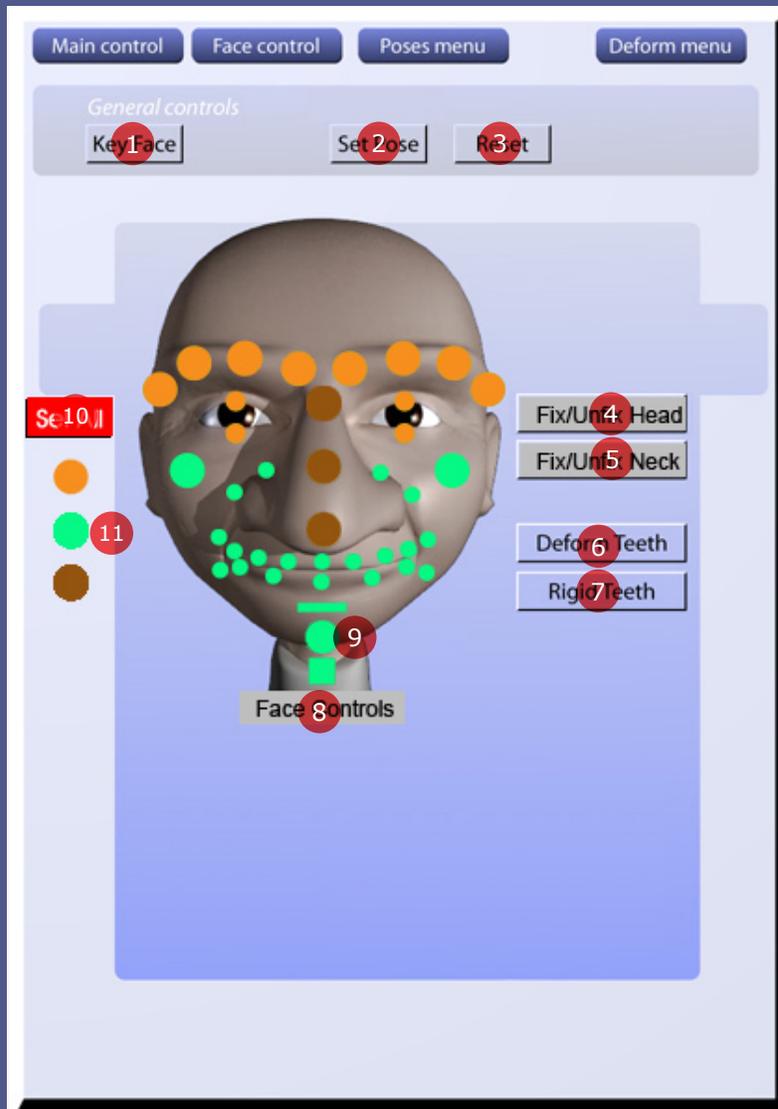




# Rogelio v1.0 for XSI 6.5

## FUNCTIONS MANUAL



[1,2,3]

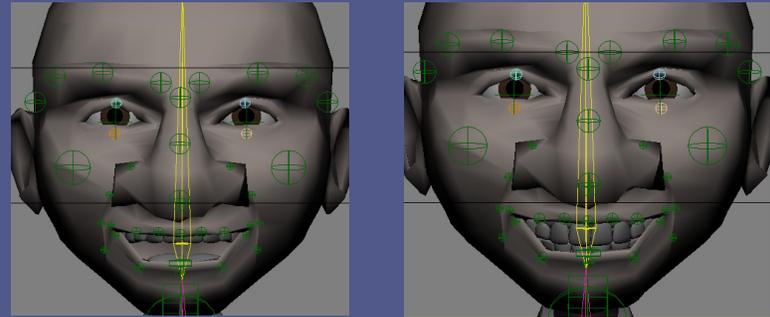
Well, like the main menu, here are the buttons for keying the face controllers, set poses or reset to the initial pose.

[4,5]

With this you can fix the head orientation or the neck, left click to fix, right click to unfix (default option)

[6,7]

I really like this option, with this you can have a deformation teeth. What's this? With this option you can fill the face with the teeth, for a nice smile showing the teeth, you can scale. The rigid is the default option, for the default open mouth



[8]

This buttons open the face interface, there are more options in this interface (not only face options, :) ), left click unhide (default), and right click hide. For this, you can use the the "Deformers Camera", for isolate this controllers, also there is a "Face Camera".

[9]

This controllers are for lower lip movement (the rectangle), for deforming the shin (the circle), and for jaw movement (the square)

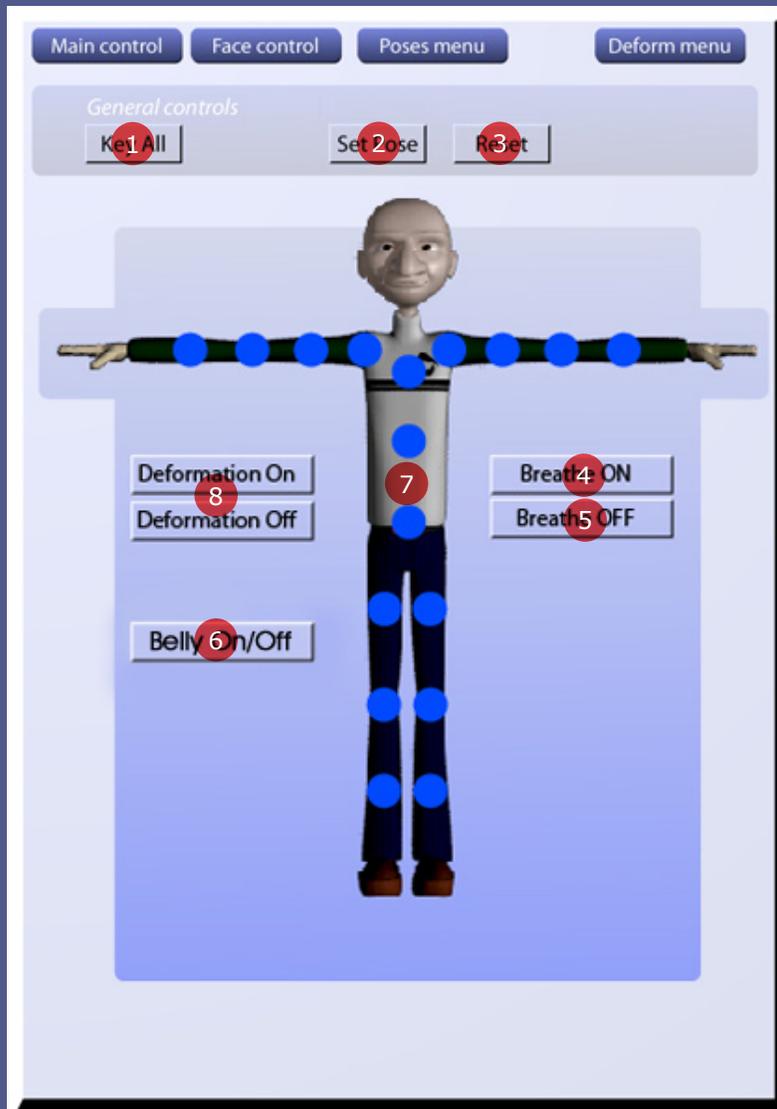
[10,11]

For selection purposes.

# FACE MENU PAGE

# Rogelio v1.0 for XSI 6.5

## FUNCTIONS MANUAL



[1,2,3]

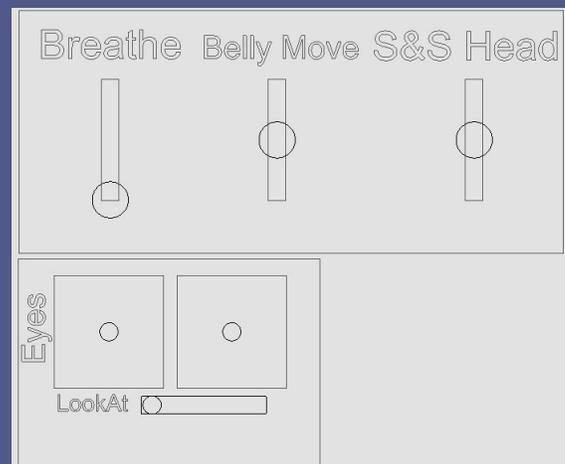
Well, like the main menu, here are the buttons for keying the face controllers, set poses or reset to the initial pose.

[4,5]

With this you can turn on or off, your breath animation.

[6,7,8]

You can select any deformer controller (7), to see the controllers you have to turn Deformation ON (8). The Belly only works with the Deformation ON, and you can turn it on or off, to have a fatty character or not.



This is the interface controller, you can watch it with the deformer's camera, the breath control, the belly move, and a SS head. The Eye movement, with independent controls, or a lookat control (for both eyes), the lookat is the square object, called "Lookat", :)

# DEFORMATION MENU PAGE