BlenderMarket – Faceit v2.3.47

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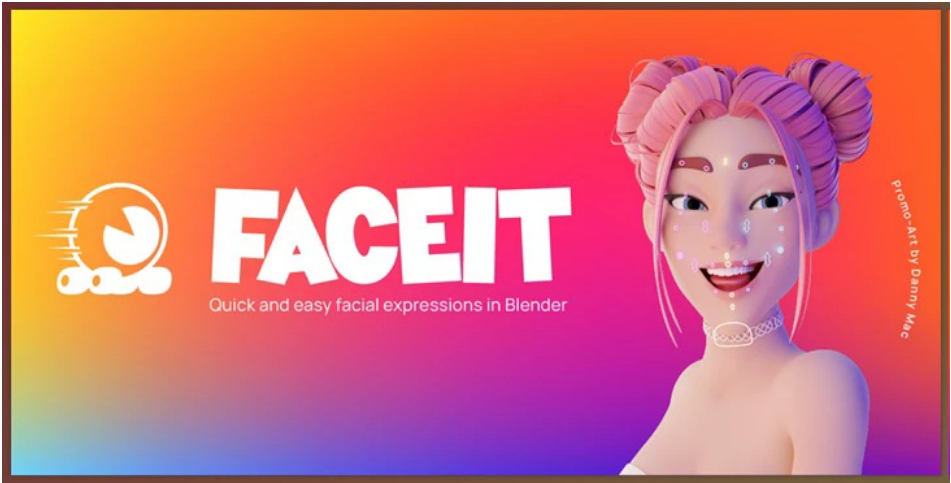
Blender Market

BlenderMarket – Faceit v2.3.47: Faceit is a comprehensive facial animation, rigging, and motion capture animation add-on. A simple, semi-automatic, and non-destructive workflow guides you through creating facial shape keys that are adjusted to the 3D model's topology and morphology, whether it's a photorealistic or anthropomorphic model. You can control your artistic style and save significant energy and time.

How to load the animation directly to the rig and then use animation layers to modify the animation?

You can use "BlenderMarket – Faceit" to edit.

Where can I download the product?

After subscription, You can download it for free from here.

I'd love to hear from you if you have questions or suggestions! Follow the links below for the latest news, updates along with detailed workflow and footage:

Through Faceit, you can create the character's model for top-quality animation in just a few minutes!

What's included?

- Semi-automatic Face Rigging
- Automatic and Precise Weighting
- Automated facial expressions using presets (FACS based) and more)
- Custom Expressions and Custom Presets
- Motion Capture Importers for ARKit and Audio2Face
- Flexible Shape Key Control Rig for ARKit Motion Capture and Keyframe Animation
- Shape Key Retargeting
- Shape Key Utilities
- Join Faceit Rigify Armature to any Body Rig
- Fully Non-Destructive Workflows
- and several more.

- **Innovative Rigging Process -** Simple and easy face rigging procedure! Expressions are generated procedurally! Create a rig and an expression that fits your character's appearance by using your Faceit landmarks.
- **Auto-Generated Facial Expressions -** The 52 ARKitshapes keys are automatically generated for bunnies. Download Expressions from ARKit Tongue or Phonemes Preset, or make your own!
- **Custom Expressions and Custom Presets -** Faceit 2.1 adds unlimited custom Expressions Export Share, Re-use, and Export to our projects!
- **Bake Expressions to Shape Keys -** Bake the deformations from the modifier stack position and sculpt them to final vital shapes.
- **ARKit and Audio2Face Motion Capture -** You can quickly import animations you captured from ARKit. Mix with ARKit and Audio2Face motion by region of the face.
- **ARKit Control Rig -** The ARKit Control Rig is compatible with all Mocap tools. You can load animation directly onto the rig and then use layers of animation to modify the animation!
- **Powerful Retargeting Tools -** The Target Shapes panel can define the shape keys that should be animated. A very flexible Shape Key retargeting engine is available, as well. Retarget any shape key animation to various models.
- **Fully Non-Destructive Workflows -** Faceit is 100% non-destructive! IReturning at any point during the rigging process, including after animating. is possible

- **Customize Expressions - Pose, Sculpt, and Amplify -** Change any aspect generated automatically using the bones of control! Non-destructively create sculpts on all processed meshes to perfect the Faceit expression! Modify the range of motion of any movement in real time!
- **Mirror Expression (Pose and Sculpt Layer) -** Mirror the pose and the sculpting influence.
- **Brilliant Binding results generally do not require further Painting -** Weights are generated based upon Landmarks. Weighting is usually not a need for additional editing.

What is Faceit?

"Faceit" in this context refers to a specific add-on for Blender, designed for facial animation, rigging, and motion capture animation. This add-on aims to simplify the process of creating facial animations by providing a semi-automatic and non-destructive workflow.

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